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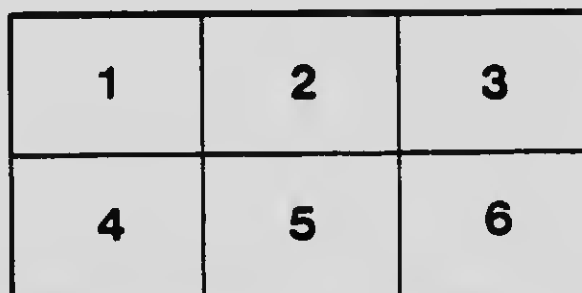
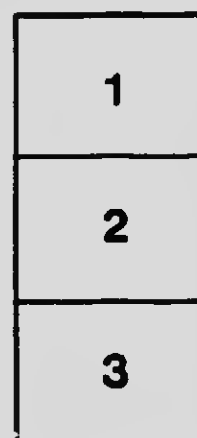
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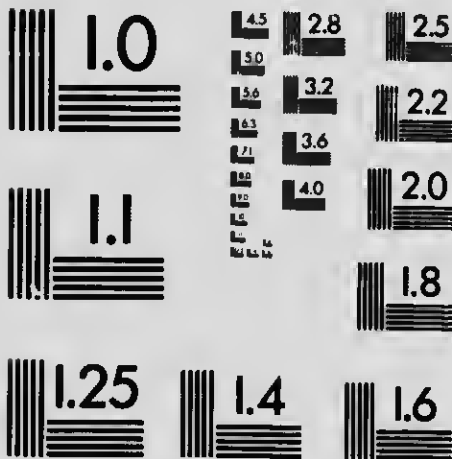
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# A History and Description

OF

# BILLIARDS

Its Salutary Advantages

WITH INSTRUCTIONS HOW TO PLAY THE GAME, AND  
ALL RULES RELATING TO

BILLIARDS, POOL, BAGATELLE,  
SHUFFLE-BOARD,

BOWLING AND TEN PINS



PUBLISHED BY

SAMUEL MAY & CO., BILLIARD TABLE MANU-  
FACTURERS, TORONTO.

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## ...CARD...

**H**AVING now been nearly fifty years established as manufacturers of Billiard Tables, with the latest improved and most durable cushions, during which time it has always been our endeavor to supply Billiard Tables that are made and finished in all respects in the most workmanlike and perfect manner, with the best materials possible to be procured, having resolved from the commencement to manufacture first-class Tables only; and the extended patronage our Tables have received in consequence is extremely gratifying, encouraging us to keep up the reputation of the

### Standard Canadian Billiard Table



We have a large brick factory built expressly for the business, power supplied by a 30 horse-power engine, and heated with steam throughout, fitted with many new machines of the best kind to facilitate the work and make it perfect; also Show Rooms, Drying Room, Storage, etc. Each table is carefully put together and fitted before leaving the factory, and guaranteed to give satisfaction. Soliciting a continuance of former patronage, which shall at all times receive our best and prompt attention, we remain the public's most obedient servants.

Samuel May & Co.

TORONTO, August 1st, 1909.

## Improved Billiard Cushions

The relations of the Billiard Cushion to the Billiard Table are similar to that of "tone and touch" to the piano. An instrument with harsh tone and hard touch is a poor piece of furniture, in fact it is a nuisance in the house, and retards, instead of cultivating, a taste for music. In the same way a Billiard Table with dull and incorrect Cushions is void of that delightful and fascinating play which quick, sensitive and correct Cushions afford, and nothing has done so much to promote and develop the noble game of Billiards as the improvements made from time to time in the Cushions. In the manufacture of a Billiard Table you may construct the most solid and expensive frame possible, fit it with an excellent slate bed, covered with the finest cloth, but unless you finish with a good set of CUSHIONS the Billiard Table is a failure. The greatest and most decided improvement of the age in this direction is

## Samuel May's Steel Combination Cushions

Patented October 19th, 1880

These Cushions are produced by an ingenious and scientific combination of pure elastic rubber and fine spring steel, manufactured expressly for this purpose, and combine strength with great elasticity and an improved shape; they run delightfully quick and accurate, developing the same speed wherever the ball strikes, also producing the same angles of incidence and reflection at all points; are very strong, and at the same time most sensitive to the slightest stroke; do not jump the balls or become dull on rainy or damp days. Owing to the improved shape of the playing edge, cloth on the Cushions will last nearly as long as the bed cloth, thus effecting a great saving to the proprietors of Billiard Rooms and all owners of Billiard Tables.

These Cushions can be successfully fitted to old Tables, either carom or pocket, and can now be seen in public use at all the principal Hotels, Clubs, and Billiard Rooms throughout the Dominion.

ADDRESS ALL ORDERS TO

**Samuel May & Co., Toronto**

Patentees and Sole Manufacturers

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# The Game of Billiards

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*The Origin and Antiquity of the Game—Emperors, Kings, Queens and Princes Competitors—The Philosophy of the Game—Description of the Game and the Players—Billiards in the United States—Its Salutary Advantages—Its Introduction into Private Circles.*

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## THE ORIGIN OF THE GAME.

This delightful game has become so universally esteemed for its beauty, mechanical varieties, its scientific illustrations, and, above all, for its wonderful sanitary advantages, that the following description and summary of facts will be found interesting to the reader:

The origin of this game, like the birth-place of Homer, or the problem of the Sphinx, has ever been a contested point. Hence its antiquity—its exact age—continues to be involved in considerable doubt. Some historians suppose it to have been imported from the Persians during the Consulship of the Roman Lucullus. Others contend that the honor of introducing the game into Europe from the East is assigned to the Emperor Caligula. The most reliable, at least the most plausible, account of the origin and antiquity of the game of billiards is taken from certain parchment manuscripts, once the property of Sir Reginald Mortimer, who was contemporary with Peter the Hermit, and who figured in the 11th century, somewhere about the year 1085. Sir Reginald was among the Knights Templars who returned in safety from the first Crusade to the Holy Land, and afterwards joined the second Crusade, led by Richard Cœur de Lion. It is known that on the return of the Templar Knights from Palestine, the game, now called billiards, was introduced by them, and was at that time considered not only an amusement, but a means of preserving health, and to which the cloistered monks of that period were permitted by their superiors to have recourse. At this time it was not considered among

the carnal amusements by the fountain heads and only sources of the Christian faith. Anterior to this, if known at all by the Romans, as is generally supposed, it must have perished, together with many other noble arts, on the overthrow of their empire. Though cradled in the monasteries, having been introduced into Europe by the Knights Templars, the game is supposed to have shared their fate, and died out when the Order was overthrown by the cupidity of European monarchs. We next hear of the game in the reign of Louis XI. of France, who preferred this innocent pastime to the bloody tournaments that were then so popular with the Court.

It is said that the game, when introduced into France, became very much improved upon the original crude game imported from the East, and that during the reign of one of the Henrys an artizan of Paris, named Henri de Vigne, was commissioned by the King to design and manufacture a billiard table, with a bed of stone, covered with cloth, having a hole and hazard pocket in the centre, into which the balls were driven; this table was to be appropriated to the use of the Dauphin, at that time a lunatic at the palace of Versailles.

The game was much patronized during the reign of Henry III., at which time it received its appellation of "the noble game."

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## ANTIQUITY OF BILLIARDS.

### INTERESTING RELATIVE FACTS.

The origin of the game of billiards, like the antiquity of Stonehenge, has thus far evaded all investigation. Hitbert, although it was deemed highly probable that the Templars brought it with them on their return from the Holy Land, at the close of the 12th century, the belief has obtained, more particularly in Europe, that it was not known until centuries afterwards, when it was invented by Henri de Vigne, a French artist. Shakespeare causes Cleopatra to exclaim: "Chairman, let us to billiards;" but this has been held to be one of the several anachronisms or antedates, with which "nature's great expositor" stands charged. Yet, were archæology to be closely studied by the students of billiards, we doubt not it would appear that Shakespeare, instead of being guilty of a pochronism, committed no error at all, or at least came

centuries nearer the real time, in fixing the age of billiards, than the French, who according to the literary remains of a much earlier epoch than that which witnessed the triumphs of the Cid or the exploits of Richard Cœur de Lion, have perpetrated the equally gross error of parachronism, in making the sixteenth century serve as the birth-time of what Louis the Fourteenth designated "The Noble Game," and what in Germany has been called "The King of Games and the Game of Kings."

In the letter we append, written by a gentleman who up to 1864 occupied the distinguished position of Chief Justice of the Supreme Court of the State of Illinois, there is what may be regarded as conclusive evidence that the game of billiards was known prior to A.D. 148; and as Cleopatra lived B.C. thirty years, there is but little latitude for doubt that Shakespeare, who must have been well versed in classic lore—his famous soliloquy, "To be, or not to be," having been taken almost word for word from Plato—found in the earlier authors frequent allusions to billiards. Plutarch, whose "Lives" are reproduced, so to speak, in Shakespeare's works, does not, that we remember, mention billiards. But it is not likely that, had the play been known, he would have referred to it; as he treats mainly, if not wholly, of the important doings and achievements of the ancients. If not in support of the extract from the Abbe McGeorghegan's "History of Ireland," then certainly in proof that billiards was one of the amusements in Europe centuries anterior to the return of the Templars, we have the statement of the late Rev. Archbishop Hughes, who was himself a billiard-player, that he remembered reading in the Confession of St. Augustine, born A.D. 430, an allusion to billiards.

We shall now give the letter of the ex-Chief Justice, which is doubly valuable to the student of billiards, first for the information *per se* that it contains, and next for its tendency to direct the attention of antiquaries to a closer examination into the subject. And as tournaments at billiards and chess, indicating as they do that intellect reigns to-day, have trodden underfoot the sanguinary joists of the middle ages, it cannot but awaken the pride of ancestry inherent in the Celtic race, to be reminded through the medium of this letter that the intellectual pastime of billiards was, possibly, earliest practised by a people whose pregnant and instructive history the world can now learn only by piece-meal.

"MICHAEL PHELAN, ESQ. :

"OTTAWA, Ill., Jan. 3, 1867.

"Dear Sir:—I take the liberty of calling your attention to a passage in the English translation, by O'Reilly, of the Abbe McGeorghegan's 'History of Ireland,' page 82, as furnishing pretty authentic evidence that the game of billiards was in use, at least in Ireland, nearly a thousand years before the return of the Knights Templars to Europe from the first Crusade, which you give in your admirable work on billiards as the first authentic date of the introduction of the game into Europe.

"Our author on the page referred to, as he says, 'merely to show the singular tastes of such early times,' gives the substance of the Will of Cathire More, a sub-King of Ireland, who reigned over the district of Leinster, and who died in the year A.D. 148.

"I quote: 'To Drimoth he bequeathed fifty billiard balls of brass, with the pools and cues of the same material; ten Tric-Tracs, of exquisite workmanship; twelve chess-boards, with chess-men.'

"By the way, can you inform me what is 'Tric-Trac?' Does Dryden refer to it when he says: 'Play at tick and lose the Indies'—as we would say, 'Play at pin and lose a kingdom,' to show a violent contrast?

"I confess to feeling much interested in being carried back more than seventeen hundred years and shown the amusements of a people so far removed from the centres of civilization, though undoubtedly more learned and refined than any other of the northern nations. Here we find them practising billiards and chess, which can interest those only of cultivated minds and tastes.

"Yours truly,

"J. D. CATON."

"Tic-tac"—or "tick-tack" and "trick-track," according to modern orthography—was a game somewhat similar to our backgammon, and played with pins and "men." Dryden undoubtedly refers to this game; and it is more than likely, judging from the comments of contemporaneous writers, that Dryden himself had a practical knowledge of it. Tric-trac is indeed the French name for backgammon; the Germans also know it by this name; and the Italians call it "Tavola reale," the royal table. It was a favorite diversion of the clergy in the seventeenth and eighteenth centuries; and (we quote from



the "American Hoyle," published by Dick & Fitzgerald, of this city), "it is related of Sir Roger de Coverley, of immortal memory, that, wishful to obtain from the University a chaplain of piety, learning, and urbanity, he made it a condition that the candidate should at least know something of backgammon—*B. Cue.*

---

### TITLED PLAYERS.

The Kings of France were at all times considered its most powerful and steadfast friends. Mary, Queen of Scots, was a passionate lover of the game, and on the evening preceding her execution, wrote to the Archbishop of Glasgow that her "Billiard table had just been taken away from her, as a preliminary step to her punishment." The King of France having married the Dauphin to Mary Stuart she became, for a while, the guest of the King, and it is supposed in this way was introduced to the game during her stay in Paris.

The Empress Josephine entertained so great an idea of the fascinations of the game, that during Napoleon's moody moments she would challenge him to a bout of billiards, and he never appeared more happy than when engaged in the game.

During a very long period, therefore, a period embracing some centuries, Emperors, Kings, Princes and titled nobility were competitors at this game, women as well as men participating in the exhilarating amusement. No wonder then that billiards became a popular game, and the genius of man, evoked at a later period, improved upon and made it what it is now—the most accomplished, fascinating and healthful game in existence.

The great feature which most likely will eventually lead to the general adoption of billiards as the game for home—the game to be introduced into private houses and shared with the families of all who are wealthy enough to afford the luxury—is this: that it will admit of being enjoyed in common by both the male and female members of the family circle. Neither sex can enjoy an amusement so rationally or innocently when alone, for in company they exert a happy influence on each other, and more than one-half of the vices and follies which affect society result from the separation of the sexes in the pursuit of their different amusements.

Those giant plague spots of society, as at present constituted, gambling and intemperance, seldom dare to show their features in the drawing-room, while they often obtrude their unwelcome presence into places from which ladies are excluded. In France, Germany, England, and in this country also, women have for many years participated in the game. One of the most celebrated women, Madame de Staël, was an enthusiastic advocate of billiards, and was acknowledged to be one of the most brilliant players of her time. The late Duchesse de Berri was also very fond of the game, and played a great deal. Her example gave the tone to Parisian fashion, and to-day the billiard room is regarded as an indispensable adjunct to every chateau of any pretensions in continental Europe.

#### ITS SALUTARY ADVANTAGES.

The celebrated Sir Astley Cooper—recognized during his brilliant professional career, as the head of the faculty in England—when asked his opinion relative to billiards as a medium of health in country places, remarked: "In country houses, removed from the theatre and ball of the metropolis, operas, soirees, and other amusements peculiar to large cities, billiards would not only supply the place of these excitements, but would add something healthier and purer to the enjoyment sought for. We should all sleep more soundly if we made it a rule to play billiards for an hour or two each evening before going to bed. Our wives and children would be more healthy and happy, and more affectionate and fond of home, for there is nothing that so endears the family circle, as the recollection of amusements shared in common—in games in which we all take part." The fruits of these cogent suggestions are now making themselves apparent in the domestic circle of all parts of Great Britain, and in the West India Colonies: the billiard room, as with the nursery, is an indispensable portion of an Englishman's home, when he can afford it. As a means of regaining impaired health, a few instances are noted which are worth recording. One Doctor Igatius Fleming, of London, opened a sort of boarding-house and infirmary, a few summers since, at Bristol, England, for the reception of invalid patients, and in his advertisement announced billiards as one of the means of cure for consumptive patients. The novelty of the treatment at-

tracted large numbers of people who were suffering with pulmonary complaints, several of whom were annually so far benefited, that their ultimate cure was thought to be more than probable. A French lady living at Paris, the wife of a respectable merchant, had contracted liver complaint, and had yellow jaundice, and was threatened with a confirmed dyspepsia. Her situation was a critical one, for it is well-known that most persons suffering with liver complaint, in this phase of the disease, contract what is called hypo, a technical term for nervous debility, not unlike in its effects the shocks of delirium tremens upon the system: the patient dying in a short time in a most pitiable manner. This lady was induced to accept the invitation of a friend to pay her a long visit at her chateau, near the seaport city of Bordeaux. This invitation was accepted, and among the sources of amusements and recreation afforded her was that of billiards. Forced by her friend at first to engage in the game, she gradually got to be fond of it, and for several hours each day she continued in her now favourite pastime. So great was her improvement in health and appetite in the short space of two weeks, that her husband, delighted with the wonderful change, conducted her back to her own home in Paris, fitted up a room for the purpose, erected tables and implements necessary for the game, and insisted that she should become an habitual player, and always had some one at his hotel to amuse her in this way during his absence from home to attend to business. She continued to improve, and eventually recovered her health and spirits.

Instances are also related of consumptive patients in the Island of Madeira, a tropical latitude, to which particular locality they are sent when their cure is despaired of at home, engaging in friendly encounters in this game, and, in course of time, recovering their health thereby. Numerous other instances may also be noted of the many healthful advantages derived from a regular practice of this game, when patients have been suffering from various complaints. These notices, however, are foreign from the object of this article; sufficient reference is made to them to indicate its purpose, which is simply to show wherein physical games excel all others in contributing to health, in addition to furnishing amusement to those who engage in them.

Ten Pins, Croquet, Rackets, Skittles, Cricket, Baseball, etc., are most of them out-door sports, and with the exception, perhaps of Croquet, seldom indulged in by women. In

this respect Billiards has the advantage of all other games, and as a healthful amusement, opening a wide field for speculation between the regular physician, who kills more often than he cures in dangerous diseases, and the Billiard Table, mute, unpretending and more efficacious in its treatment of patients, with less expense to the sufferer.

An amusing incident is recorded of the celebrated physician, Doctor Lambert, of Paris, of which the following is a translation:—

Hoguet, the well-known banker of Paris, called upon Doctor Lambert, and asked him to prescribe for his wife, whom he thought was in a bad way.

"What is the matter with her, Monsieur?"

"I cannot tell, nor does she know herself; she has no organic disease, no pain, no visible malady of any kind. With all the advantages my wealth affords, she is miserable, has no appetite, and feels no disposition to engage in any of our fashionable amusements."

"Have you a billiard room attached to your establishment?"

"No. I have neglected to have one fitted up for the purpose."

"Ah! I see. So madam has to suffer for your negligence."

"What mean you, Monsieur le Doctor?"

"Can you not see? Your wife is suffering from lowness of spirits, induced from some buried grief."

"Mon Dieu! it must be so; we buried a favourite daughter, upon whom my wife doted, twelve months ago to-day."

"She remains in the house and has no relish for society; divides her time in reading dismal books and reclining on the fauteuil; takes no exercise, and is not at home to visitors."

"Monsieur le Doctor is an astrologer. It is all true, but how am I to blame?"

"Never mind. Now for the cure. Go at once and fit up the best apartment in your house as a billiard room; let her engage in the game, she will soon become fond of it. Yes, Monsieur, billiards is the only medicine I will prescribe for Madame. With exercise will come appetite, appetite will soon exercise this nervous debility with which your wife is troubled; that once removed, Madame will recover her spirits and become what she was before her loss, an ornament to society, and more than ever a treasure to the domestic circle."

"Monsieur le Doctor, your words are pearls—they have made me quite happy; I will go at once and do your bidding. Adieu!"

Three months later the worthy Doctor received the following missive, with a cheque enclosed for 5,000 francs: "Chere Docteur—Thanks to your prescription, I have entirely recovered my health and spirits. Accept the enclosed souvenir from your grateful,

"EUGENIE HOGUET."

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### THE PHILOSOPHY OF THE GAME.

The game of Billiards differs from all other games in every single element which contributes its integral portion towards the formation of a harmonious whole.

The game of Whist, one of the most, if not the most, beautiful and accomplished games known, and upon which various treatises have been written, is at best a game of chance. True, application, a good memory and long practice have their influence in inducing a certain success, but to command entire success a great deal depends upon the cards dealt out to the respective partners. Without fair hands, the best players seldom or never command success.

The game of Chess, said by many adepts at both to be superior to Whist, depends on a thorough knowledge of the game, a good memory, good calculation, some scientific proficiency and a world of practice to induce complete success. These two games are simply selected as a medium of contrast to that of Billiards, because they stand highest in the scale of excellence.

Euchre, All-Fours, Monte, Faro, and sundry others, are essentially gambling games, and as such are irrelevant in this connection.

One of the primary elements in the game of Billiards is first to understand how the balls are manipulated, and how much they count towards making up the number of points necessary to complete the game. The next step is to know how to strike your ball, the force required in delivering it in the right direction, and the particular point of the ball at which the cue shall strike it, so as to command its performance as the player may desire. Then follows practice, skill, art, mathematical calculations, geometrical deductions, etc. Taste, precision, nerve, etc., follow as a general sequence.

## THE GAME OF BILLIARDS

The crowning advantage, however, of this game above that of all others is the immense physical benefits it offers in the way of healthful exercise. The game of Billiards may truthfully be said to be a scientific gymnasium, affording a real pleasure, an intellectual recreation, a pleasant way of employing time which cannot be so agreeably employed otherwise, by those who are required to engage in sedentary pursuits. Add to this, it is not a game of chance; it never can be, as the superior player invariably triumphs over the weaker adversary, notwithstanding the chances which the game affords, by the natural impetus of the balls, reaching, bounding and rebounding to and from the cushions, may give either adversary. Knowing and feeling this, the ambition to excel becomes literally epidemic with the players, and the pleasurable excitement is intense. As an evidence of the exhilarating and delightful effects of this game to invalids, it is recorded that hypochondriacs and persons suffering with bilious and even pulmonary disorders have gradually recovered from their maladies by indulging in the game, where private tables afforded them the opportunity.

In speaking of the philosophy of the game, the aim of the journalist should not be to laud one game at the expense of another, to gratify a liking for the one and a prejudice against the other, but to show that any game, to satisfy all the requirements and avoid all the dangers of a public or private amusement, should contain within itself the following indispensable pre-requisites: It should exercise and discipline the faculties and resources, both of mind and body, without exhausting or disgusting either; and, in the second place, it should contain within itself sufficient mental excitement and ambition to render the intrinsic interests of a money bet superfluous to its full enjoyment. Experience has shown that these requisites are fully attained in the game of Billiards. It combines art with gymnastics, teaching the eye to judge of distances, the mind to calculate forces, and the arm to execute with rapidity and skill whatever the mind and eye combine to dictate for its execution. It expands the chest, while giving grace and elegance to the form, and affords even to the illiterate mind a practical basis for the appreciation of mathematical and geometric truth.

As regards the action of the game on the muscular anatomy of man; according to the best opinions of anatomists there are in the neighborhood of four hundred muscles in the human body, and that beauty of persons and health are

measurably dependent upon their proper action. The game of Billiards calls into action each and every one of the sinews, tendons, joints and muscles of the frame. In walking, striking, posturing, stretching, stooping and leaning back, the requirements of an ordinary game place the player in almost every conceivable attitude, thus imparting grace and elasticity to the body, while the exercise of the muscles increases its strength.

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### BILLIARDS IN THE HOME CIRCLE—MEDICALLY CONSIDERED.

BY DR. MARCY, OF NEW YORK.

Nothing contributes more to the physical, moral, and intellectual development and healthfulness of a community than suitable recreation. Man is made up of a great variety of organs and faculties, all destined to perform certain functions, and a proper exercise and development of them is essential to the highest degree of health and usefulness. This vital fact is not duly appreciated by the American people. In all parts of our country the chief end of life appears to consist in the acquisition of riches; and all the faculties of the mind, yea, even health itself, are rendered subservient to this object. In our large cities, especially, violations of laws of health are almost universal. The amount of recreation and amusement indulged in by our professional, literary, and business men is entirely inadequate to secure that degree of physical and mental vigour which properly belongs to them. Scarcely a man of them can examine carefully the moral tabernacle in which his soul dwells, without finding some derangement, some source of pain, depression of spirits, or other annoyance.

We claim that a large portion of these evils are due to excessive devotion to business, and to a neglect of those mental and physical diversions which conduce so materially to health and happiness. On returning home from business, our citizens indulge in rich dinners, with vinous and other potations; after the meal is ended, a majority of them mope over their evening journals, ponder upon the prices of merchandise, stock, and the profits and losses of the day, and then retire to an unrefreshing sleep, with a stomach full of rich viands and exciting stimulants, and a mind compressed

with perplexing cares and thoughts of business. Another portion pass a large part of the night at crowded parties, balls, theatres, clubs, and late suppers, and call this recreation. But is the inhalation for hours in succession of a poisonous atmosphere or an indulgence in game suppers, punches, wines, ices, and other abominations at two or three o'clock in the morning, and then going from heated apartments with open pores into a cold atmosphere—in sober reality, **amusing**, or conducive to health or morals? Let the next morning's headache, nausea, and mental and bodily lassitude, which even Seltzer water fails to remove, answer. Later, let the sallow skin, the dyspeptic stomach, the torpid liver, the shaky nerves, and the blue-devils respond to the query: Later still, let apoplexy, paralysis, softening of the brain, or Bright's disease, give the final answer.

What, then, can be suggested as suitable modes of recreation? How can we present that exercise and diversion to both mind and body which will result in recruiting them from the perplexing toils and cares of business? We answer by directing the thoughts and the muscles into new and agreeable channels; by taking the mind from care, anxiety, and severe application, and diverting it by pleasurable exercise and excitement; by setting aside disagreeable and depressing emotions, and substituting in their place those which are cheerful and exhilarating; by giving to the dormant muscles of the limbs and of the whole body that gentle and healthful exercise which they so much require, but of which they are deprived in the ordinary avocations of city life.

One of the modes by which these desirable objects may be accomplished is to introduce into private houses a **Billiard Table**, and to present it to the entire family—men, women, and children—as a means of daily exercise and recreation. The most indolent and stupid will, by practice, soon acquire a fondness for the game; and the improvements in the salutary condition of those who habitually indulge in it, will commend it in the strongest manner to the heads of families.

We also advocate the game of Billiards in families from a **moral** as well as a **salutary** point of view. **Young America** is naturally "frisky," naturally enthusiastic, exuberant, and fond of excitement and fun. Confine him in the house without diversion and excitement, and he mopes, sulks, pines, and sooner or later, breaks from wholesome parental restraints, and instinctively seeks for amusements, excitements, and



**pleasures elsewhere**—at the club, the play-house, the restaurant, **and too often the gambling hell and brothel.** These natural instincts for diversion may be directed in such a manner by parents as to be productive of positive physical, moral and intellectual benefit, by investing home with a few of the attractions which beckon them elsewhere, give them comfortable billiard rooms and billiard tables, so that body and mind can be amused and invigorated, and the attractions and pleasures of home will be superior to those beyond its boundaries.

Billiards is a mathematical game, and affords scope and exercise for those faculties which discipline and strengthen the mind. A steady hand, a clear head, quick perceptions, and a pleasant exercise of the calculating powers, are the requisites for an accomplished billiard player. The practical development of these qualities must naturally be productive of good results.

The game of Billiards was invented in France. The name is derived from **Bille**, a ball.

Some authorities claim that the game of Billiards was invented by Henrique De Vigne, a French artist, in 1571. The new game became immediately popular at the French Court, and was soon known to the Germans, the Dutch, the Italians, and the various nations of Europe. Burton, the author of the "Anatomy of Melancholy," mentions billiards among the fifteen popular "winter recreations" in vogue in England at the end of that century. Of some other amusements he thus speaks: "Cards, dice, hawks and hounds, are rocks upon which men lose themselves when they are improperly handed and beyond their fortunes." Hunting and hawking he regards as "honest recreations, and fit for some great men, but not for every base or inferior person;" for "while they maintain the faulkoner, and dogs, and hunting nags, their wealth runs away with their hounds, and their fortunes fly away with their hawks."

In more recent times various improvements have been made in the construction of billiard tables. It is said that tables made of slate were introduced into England in 1827. The skill of home manufacturers now leaves nothing further to be desired.

## BILLIARDS AS A PASTIME.

*From the Metropolitan Record.*

We know of no game deservedly so popular as that of Billiards. Affording healthy exercise as well as amusement, it has attained a position in public favour which time, that plays sad havoc with other recreations, only serves to strengthen. And yet no game has had so much to contend against in the assaults to which it has been subjected from the pharisaical and the sanctimonious. The Puritanical missionaries, in their efforts to reduce society to the dreary and gloomy monotony of their own wretched existence, have devoted special attention to this innocent and attractive pastime. It has been, and still is, denounced as one of the abominations that are sapping the foundations of the social system, and undermining the morals of the rising generation. True to their narrow conceptions of right and wrong, they refuse to regard it apart from the associations by which, like other games, it is sometimes beset; and through the very vehemence of their opposition, they materially aided for a time, by the false and silly prejudice thus engendered, in confining it almost exclusively to a particular portion of the community. But that time has gone by, and the game of Billiards is now, as we have intimated, firmly established in public favour. It has, after a hard-fought battle, won the victory against overwhelming odds, and the Chadbands—the Aminadab Sleeks—have been beaten ignominiously from the field of conflict; their weapons have been shivered to pieces in the combat; their strongest arguments have gone down before the terrific onsets of the invincible cue, and their best constructed fortifications have been riddled by the irresistible balls. To-day “the noble game,” as it has been justly termed, stands higher in public estimation than ever, and is rapidly superseding many others that have heretofore formed the exclusive entertainment of a large portion of the community, nor is this to be wondered at, now that the game is being more generally understood, and its true character more thoroughly appreciated. The healthy exercise it affords to the body, as well as the attractive interest which it never fails to arouse in those who have once become acquainted with it, commends it especially as a **salutary measure** to all those who are engaged in sedentary or literary occupations. Its value in this respect can be hardly over-estimated, and the fact that Billiard Tables are considered as essential in all well-regulated households

that can afford such a source of never-failing amusement to all its members, young and old, speaks well not only for the game itself, but for the taste by which it is approved and encouraged. We know of few things more truly agreeable than a family party engaged in the game of Billiards, as participants and spectators. The absorbing interest with which its progress is watched, the struggle of skill for the mastery, the exhibition of character in the methods and styles of the players, the close calculation required in the "making" of shots, the movements and relative positions of the balls, their diverse action under the influence of the perpendicular, the jump, the follow, the centre, and the fore strokes, the new use and interpretation which it has given to words, the set phrases known only to the initiated, and which are full of mystery to the unlearned—all these features are peculiar to Billiards, and give it a varied interest which, we believe, no other game possesses. We do not believe there is a man so phlegmatic for whom it has no attractions, or one who, having become acquainted with its rules, could fail to be interested in the progress of a well and skilfully played game. We have seen the most apathetic temperaments roused up to a degree of enthusiasm while watching a sharply contested match between two rival players, that we hardly considered possible.

We are aware of the objections that have been urged against Billiards, as affording opportunities for gambling: but what game is free from the same charge? We have read of rival steamboats, freighted with human life, racing for a bet: yet who would think of condemning the propulsion of vessels by steam on that account? It is the abuse, not the use of a thing at which these would-be reformers should strike; but in this, as in many other things, a rampant radicalism would strike at its very existence. We can tell these detractors that some of the best men the world has ever seen, not only admired, but played the game; and we would advise all who have the means to do so, and who would enjoy their hours of leisure from the cares of business, particularly of a sedentary kind, to procure a Billiard Table, and learn and practice the game. It may interest such to know, and none want exercise more—that in one game of Billiards a moderate player walks at least a mile, and his mind is so absorbed that he can hardly realize the fact. When it is also borne in mind that every part of the body is in motion, its advantages as a salutary measure will be fully appreciated.

**BILLIARD TABLES FOR ENGLISH ARMY OFFICERS.**—The British Parliament appropriated no less than £60,000 (or \$300,000) for Billiard Tables to be supplied to the officers of the army, at their various barraeks throughout the world. The argument urged was, that British Officers were very badly paid, and therefore ought to have the means of amusement afforded them as a relaxation from their arduous duties, and as a preventive from their seeking excitement and recreation at other places, and in more objectionable ways. Billiards is another British institution, and the game is indulged in by everybody, not excepting the clergy of the Established Church.

**A WORD TO THE LADIES.**—To the ladies a word is due. Nothing can be more admirably adapted for all that appertains to flirtation, than Billiards; and the game should therefore not be omitted from the already extensive catalogue of modern accomplishments. Amongst the fair sex there have been many really sound players, of whom none attained greater celebrity than Madame de Staël and the late Duchesse de Berri. As a medium for exercise, especially to invalids, nothing can be more beneficial than regular practice; and no house of pretension should be without a Billiard Table.—“London Society.”

### BILLIARDS IN EDUCATIONAL INSTITUTES.

Referring to the Billiard Table as a means of healthful exercise, especially for scholars and other persons of sedentary habits, a physician attached to a private academy in one of the Western States, writes: “I carefully observed for several months the powerfully strengthening effects of this peculiar exercise, and was much surprised to note the benefits to those possessing weak and defective structures. So marvellous have been the results in many cases where diseases have become almost **chronic**, that I can scarcely comprehend such wonderful results in so short a time. This exercise, so efficacious in driving disease from the human system, has been thoroughly tested and has proven a permanent success, and has the effect of materially assisting the pupils, the work of cultivating the mind being greatly aided by the healthful operations of the functions of the body.

Without exercise, the plan has been **inactivity** of body, and **activity** of mind; under this system it is equal activity of both, the healthful influence of one, induced by judicious muscular exercise, operating to assist the other.

The motions gone through in the pastime reach every part of the body, and operate upon every portion of the system. They completely dispel languor and inactivity from the frame. The tension of the muscles is tested, and the blood flowing sluggishly in remote and undisturbed portions, is urged and quickened in its circulation by the relaxing and contracting muscles. The brain stimulated into new activity by the lively, bounding current within, and unharnessed by disordered functions of the physical life, comprehends and absorbs with swiftness whatever is presented to its spiritual appetite. Such have been the effects of free billiard exercises, and I hope soon to see them become general in use, as it makes the youth **feel** that he is growing up into a new life of physical strength and activity." It may be stated in this connection, that there are upwards of a dozen educational institutions and several reformatories throughout the country where the Billiard Table is looked upon as an indispensable adjunct. Several of these institutions have two tables, and one in this State has three.

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### MINGOT, THE GREAT FRENCH BILLIARD PLAYER AND INVENTOR OF THE CUE LEATHER.

To the famous Mingot is attributed the invention of the cue leather such as it now is. But this is not his only title to the fame acquired by him a half century ago, as will be shown by the following anecdote, given in Monsieur Jules Rostaing's preface to the "Manual of Billiards," of M. Desire Lemaire, one of the billiard notabilities of France.

It was at a time, says M. Jules Rostaing, alluding to the Revolution of 1798, when it was a rather serious matter for any one to express certain opinions. Politics led Mingot soon to become a billiard-player of the first water. Nevertheless, I would not advise the reader to follow the same road to reach the summit of the glories of carom.

Before politics led Mingot to acquire the skilfulness for which he was so distinguished, it took him into a state prison. Living as is the custom with prisoners, he soon felt the pangs of sameness and solitude, and hypochondria grew

upon him like the spleen of an Englishman. But, singular to say, when the hour of deliverance came, Mingot requested his jailer and the prison director to allow him to remain a few days longer. The director was a man of some good sense in his own way. He thought that as it frequently happened to be a matter of some difficulty to secure the persons of incorrigible conspirators, it would be well to detain this one, since it was his own wish to be detained, and the request was granted. Within another week, however, Mingot desired to be set free, and his jailer opened the prison gates, although not without expressing regret at his departure.

Mingot's friends now discovered the secret of his sudden affection for prison life. He had found there a complete Billiard Table, which was left at his disposal. After playing upon it, for want of anything better to do, he took a liking for the noble game, which afterwards became his ruling passion. It proved to him the revelation of his vocation. Nature, as was the case with Chamillard, the minister of Louis XIV., had made him that he should become a billiard hero. May he, as a minister, he might have been neither better nor worse than Chamillard. The fact is that on the day when he was to have received his pardon and was to have made his exit from the state prison, he was studying and inventing, and on the point of discovering, a new stroke that was to add a remarkable prestige to the game of Billiards. And this is why the political prisoner requested a prolongation of his detention. Under lock and key the wings of his celebrity were growing like those of the butterfly in its narrow cell.

What was this remarkable stroke, the discovery of which was more dear to him than the recovery of his liberty? You will soon learn it; and since I have promised an anecdote, let us proceed.

Shortly after emerging from prison, Mingot happened to be at a café in one of the southern cities of France, the people of which are known for their bragging propensities. Several times Mingot bears his name pronounced by a gentleman who was telling his friends that while in Paris he had been playing a game with Mingot, whose reputation was fast travelling over the country. He further asserts that he had learned from the new master several remarkable strokes. Mingot cast a look upon the Southerner, and, satisfied that he had never met the man before, he sidles up to the table at which the conversation took place. Men soon become acquainted in the south. Scarcely ten minutes had elapsed when Mingot

proposed a game, which was eagerly accepted by the gentleman in question. The ivory balls are placed upon the table. Mingot drives carelessly one of the white balls upon the red, as if he were simply trying his cue. But lo! the former, instead of following the latter, returns towards the player after hitting the ball.

"What singular balls those are you have given us!" says Mingot to the waiter, who stood stupefied.

"Why, sir, they are the regular balls."

"What! balls that come back when you push them forward?"

"Is the gentleman sure that he struck the ball?"

"I will try again."

Mingot plays a second time, with the same result.

The waiter was staring at the balls with his mouth as wide open as a pocket, and the people present in the room were overwhelmed.

"Now, I won't play with those balls," says Mingot.

"Nor I either, by Jove!" adds his new friend. "The balls are bewitched, and one must be gifted with immortality to finish a game at that rate."

While these balls are being examined, weighed, turned, and handled in every sense with a certain amount of reluctance and fear, a new set is brought upon the table. These seem to run as usual, and the game begins. But upon the second stroke Mingot's ball returns like the former, and achieves a splendid carom.

"The devil!" exclaimed the Southerner. "There must be hangman's rope for luck in your pocket."

"The devil himself is in it!" says the waiter, fervently crossing himself.

"Stuff!" said Mingot. "Let us finish the game anyhow."

And, thanks to the drawing effect of his cue, which never missed his aim, Mingot scored the twenty points of the game after his adversary—a good player, by the way—had scored but six.

"Now," said the ex-political prisoner, turning to his new acquaintance, who looked somewhat confused—"now you may tell your friends that you have had a game with Mingot!"

And upon this he left the room in order to evade an ovation which was in store for him.—Translated for the Billiard Cue, from "Manuel du Jeu de Billiard," by Desire Lemaire.

## THE AMUSEMENT OF BILLIARDS.

In an editorial article, which appeared at the close of the grand tournament for the championship of Illinois, the Chicago "Times" truly observes that billiards has assumed a marked prominence in that city, and that, too, among the higher classes. Referring to the tournament, the "Times" says:—

"The lists have been held in one of the most fashionable halls in Chicago; and the attendance has been large and has included a fair aggregate of the respectability of the city. Among this element were many of the fair sex, who, in the tourneys of the knights of old, came to grace the occasion by their presence, and to reward the victors with their smiles.

"Almost every reputable profession in the city has been represented among the spectators. Lawyers, merchants, editors, physicians and others belonging to similar classes, were in attendance; and the entire affair was as thoroughly permeated with respectability and decorum as any gathering which ever assembled at the opera house to listen to a production of Gounod, or Verdi, or Ricci.

"These points as to the character of the attendance are particularized in order that the public may judge of the hold which the amusement of billiards has taken upon the popular esteem. Of all the numerous spectators who have attended there was scarcely one not an interested, and, in nearly every instance, an enthusiastic observer. Even the lack of familiarity possessed by the lady spectators did not prevent their becoming close and excited spectators. They watched the play with intense interest, and joined the applause which rewarded a display of superior skill.

"All this brings us to the fact which we have started to establish viz., that the game of billiards has assumed a prominent and respectability in this city, which places it above that class of amusements that is denounced as pernicious by pulpit moralists and by a great many good and well-meaning people. It has taken a position, a prominence, which forbids the attempt to ignore its existence as a healthful and pleasing exercise. In fine, it has become too popular to be put down; and hence, the only thing remaining to those who oppose it, is to recognize it and step in and assist in regulating it and preserving its respectability.

"At annual gatherings of Young Men's Christian Societies, held during the past year, the prominence of the game



of Billiards has, in several instances, been promptly recognized, and measures have been taken to bring it within the control of the associations. The time is not distant when among the rooms of the various religious organizations of young men, there will be, in the case of each society, one room given up to Billiards.

"We have time and again commented upon the lack of enterprise shown by religious organizations in availing themselves of the influences which from time to time originate among the world's people. Here, for instance, is the game of Billiards, which attracts by its elegant fascinations the attention and some portion of the time of three-fourths of the young men in every city. Now, why do not religious organizations at once seize upon this power, and use it in their own interests: Young men will play Billiards; and if they cannot find tables outside of disreputable places they will hunt them there, sooner than not have them at all. Let moralists who wish to engage this force of young men, erect tables for them at other places.

"But the day is passed when an argument is needed in favour of the game of Billiards as a healthful and elevating amusement. It has won its way through all classes, until to-day, when the exception in society is found among those who either do not play, or who believe it to be pernicious."

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### THE KING OF GAMES.

In Europe, Billiards has for centuries been called the game of kings. In this country it is regarded as the king of games. Though practised by all classes, it is eminently the pastime of the gentleman.

Says one of the leading journals of the West:—

"Times have indeed bravely altered since that day, not even now very long past, when Billiards was a game to be played in the garret, behind closed doors, and when all outside mention of the game was to be made in a whisper. Fifteen years ago, and among the steady-going people of the land, Billiards was but a species of gambling. For a youth to engage in its mysteries would be to incur something worse than a parental frown—at school or at college it was ground for expulsion, and in business, was proof positive that the young tryo was on his downward course. The days of this *regime* have passed, however, and Billiards, like many other

pastimes tabooed of Puritanism, has taken its place among the healthful, intellectual, invigorating and "gentlemanly" games of the land.

"Regarded by itself alone, and separated from all other surroundings, there is something in the polished, richly-carved tables, the judicial green baize covers, the round glossy balls, and average demeanour of the players which is attractive. To a person of any refinement, billiard-rooms are no places for brawls and disturbances. The movements which the playing of the game demands are not of the violent order, but one, for the most part, of a gentle, graceful, dignified nature, such as ladies even could not object to. The loud collision of balls and their occasional bouncing from the table to the floor are but the evidences that the player is a beginner, or that he was not cut out for a genuine billiard-player, and uniformly disappear as he advances in proficiency. There is no more pleasant and wildly exciting scene than a match game of Billiards between two masters of the art. The game is of such a nature—it is all before the eye, one can grasp it all at a glance, can at any time know the exact situation—as to be of scarcely less interest to the spectator than to the participant. There is something in the soft click of the balls as manipulated by a skilful player—in the skill with which scattered balls are brought together, in the "nursing" of them after they are thus secured—which, forbidding any boisterous applause, yet provokes the most intense interest in the game. Indeed, the excitement caused by a scientific game of Billiards, though necessarily suppressed in its expression is scarcely less to player or spectator than that of a most hazardous game of chance.

"Billiards is a game susceptible of constant improvements; at least it has been during its past history. There are many, no doubt, who have seen the uncouth pictures of the game and the tables as they were a hundred years ago. The three-cornered tables, with their board surfaces and hard unyielding cushions—if they deserved to be called cushions—were such as would make the player of to-day weep with vexation. Contrast these with the elegantly fashioned tables of the present day, with the firm slate bed, with surface so deadened that the motion of the ball across the table produces no perceptible noise, with the nicely-adjusted cushions, whose reaction both in direction and force, one may calculate to a fraction, and which alone of all surfaces may be said to have realized in practice the truth of the theory that action

and reaction are equal, or that the angle of incidence is equal to the angle of reflection.

"The game is a fascinating—a captivating game. What else would keep the player who has just finished his sport still at the table, 'punching' the halls around, trying all sorts of experiments, reviewing his late game trying where he could have improved it, and framing schemes for the next trial. What else would induce the *amateur* to snatch a half-an-hour from his business to rush to the billiard-room, 'just to play one game'? What else could so have taken hold of all ranks and conditions of society? And what else could have induced our dainty ladies, with their keen perception of the graceful and the refined, to brave the edict of society and favour it with their countenance? There is no doubt that it is captivating—indeed, if it has a fault, is most too captivating."

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## HOW TO PLAY BILLIARDS.

The art of playing Billiards must be taught by practical experience, but a student may, himself (or herself), save months of laborious investigation and experiment, by learning thoroughly, beforehand, the principles of the *science* which is afterward to be mastered and practised as an *art*, for Billiards comprehends both art and science in the variety and extent of its many phases.

### FIRST STEPS—POSITION—THE BRIDGE—STROKE—USEFUL HINTS.

First, as to position: a very important matter, for on it depends, in no small degree, steadiness and accuracy of play.

A right-handed player should stand well and firmly on both legs, with the left leg in advance. Before striking you must be careful to assume an easy attitude. When "strength" or extra force is required, remember that the body should be lowered somewhat to a stooping position, and in taking aim the length of the bridge should be greater than in the ordinary stroke; then, before striking, draw the cue three or four times briskly backward and forwards, in order to make sure of the aim as exemplified in the illustration here given.

Attention to the proper attitude, or position, of the student is urgently recommended; it is indeed quite essential to insure success, for without a steady and easy position no one can ever become an accomplished player.

#### THE BRIDGE.

Too much attention can hardly be paid to the important preliminary of forming a bridge.

First, lay the left hand flat on the table; then draw the fingers (which must be kept straight) towards the wrist, which will cause the knuckles of the hand to be elevated; care must be taken also that the tips of the fingers, the wrist, and the ball of the thumb touch the table. The end of the thumb must be separated from the forefinger, so as to form a good groove for the cue to rest in, as shown on next page.



EASY OR ORDINARY POSITION.

The distance of the groove from the ball should be about seven inches. It is a great fault with some players that they make their bridge too long; some lay the hand almost flat, whilst others double their fingers under the palm of the hand, or play through the two forefingers. These imperfect bridges offer great impediments to good play. The bridge should, at all events, not be made in a cramped manner.

Good play, indeed, requires that certain modifications should be used in forming the bridge. There are proper methods of making these; for instance, in the top stroke, when the striker's ball lies under a cushion; or when another ball is in the way; or when your ball is close to a pocket; and in the case of other cramped positions. The illustration on page 34 shows the position of the bridge for the high twist, and the attitude for slow recoil.

Practice will, however, soon enable the learner to ascertain the proper method of modifying the height of the bridge to the requirements of the cases indicated above.

### THE STROKE

The next point after making a proper bridge is to know how to strike your own and the object-ball. Having ascertained the position of the object-ball, and what is to be done with it, then look at your own ball, so that you may judge properly the exact spot to strike with the cue; next, let your glance be rapid from the cue ball to the object-ball, and then again on the cue ball at the point where you wish to deliver the cue; finally, at the instant of the delivery of the stroke, glance quickly at that part of the object-ball which is to be



THE BRIDGE.

hit. Do not, however, linger in making your stroke, because if you do your eyes will only wander from one ball to the other, and so confuse the sight. Quickness and judgment on this matter will be attained by practice; by it the mind, the hand, and the eye will be trained in sympathy, and will obey each other on the first impulse. This is one of the chief secrets of success at billiards, and is of far more practical importance to the player than any knowledge of geometry. Your hold of the cue must be at the balance—that is, a few inches from the butt, so that it may touch the centre of the hand; the thumb and fingers should have a fair but firm and easy grasp, which will require several modifications according to the stroke. The fancy style of holding the cue with the fingers and thumb only should be avoided; also that gimcrack style of turning in the wrist, affected by many would-be players, who confidently assume an imposing position, but really accomplish nothing. A great deal of "style" is at

times assumed even by some professional players who entertain a high opinion of themselves and their play; but this kind of affectation has been adopted since they became somewhat of players, not when they were beginners.

The proper position for the cue should be as nearly horizontal as possible in all simple strokes; of course considerable modification will be required for the various kinds of stroke. As to the turning in of the wrist, I maintain that



POSITION OF BRIDGE FOR HIGH TWIST.—(See page 32.)

the proper way is to keep the arm parallel with, and as near to, the side as is consistent, so that the line of the cue shall be directly beneath the line of the elbow, or at right angles with it, as here exemplified.

In this method the back of the hand will be near perpendicular to the table, and not horizontal with it, as is sometimes seen with awkward players.

The play of the cue in drawing it back should be in accordance with the strength required, and the blow should

be struck with a confident, steady, firm impetus, delivered with the whole arm from the elbow and wrist; any other delivery of the cue is more or less a "jerk," which should be avoided, as it is diametrically opposed to the correct way. Do not elevate, depress, or move the cue sideways in the act of striking, as by so doing you must necessarily strike your own ball at a different point to that which your judgment prescribes as the best.

I cannot impress too seriously upon the mind of the pupil the necessity of acting closely up to the above important directions. In order to obtain a free-flowing, easy and precise stroke, practise the play of one ball up and down the



SHOWING PROPER POSITION OF CUE, HAND, AND ARM.

table, in order to ascertain how many times you can make it travel and increasing the strength of the blow gradually. Continue this kind of practice till you are confident that you can send the ball to the desired point.

#### A DESCRIPTION OF THE GAME.

A **hazard** is made at pool and by driving an object-ball into any of the pockets; a **winning hazard**, by pocketing your adversary's or either of the red balls; a **losing hazard** is when you pocket your own ball by your own act.

A carom—a word derived from the French **carombolage**—is when you hit one or more balls on the table with your own.

When the ball you play with strikes another ball more than once in the same stroke it is called a **kiss**.

"Scratch" is a term used to denote a chance success in the game, as for example; the intention of the player, pre-figured in his mind, is to make a certain count in a certain way; he plays, and fails to make the desired count, but accident befriends him, and he wins a count without either intending or deserving it.

"Force" or draw is when the player's ball retrogrades after coming in contact with another; this is clearly illustrated by striking a cart wheel, stripped of its felloes, below its centre of gravity—the double tendency to move forward in the direction of the impelling force, and rotate backwards, will at once be perceived.

"Follow" is a term used to signify impelling the player's ball with some force against another ball, causing it to follow after it.

"Jump" is when a ball is forced by a downward stroke to ricochet or leap up from the table, striking a ball, jumping over it and striking a third, thus making a **carom**.

To "bank" is when the player endeavors to make a **carom** by first striking either cushion with his ball and compelling it to take the direction intended.

"Miscue" is when the cue, either from want of chalk, or being badly handled, slips off the ball without accomplishing the intended stroke.

"Playing for safety" is when a player foregoes a possible advantage in order to leave the balls in such a position that his opponent cannot make a count when it is his turn to play.

"Playing spot ball" is a term which was formerly used in playing the old bone ball American game, where the player was not limited to the number of times he may pocket either red ball from the spot.

Tables are now made without pockets, upon which the **carom** game is played, a game wherein the player is required with his own ball to strike two other balls on the table before he can score a count; this being effected, he continues to play and add to his scores until he ceases to count.

The above brief outline comprehends the principal points and terms attending the game. As before intimated, application and practice alone can give the player proficiency; but when a knowledge of the game is once attained, correct execution will more or less follow.

The etymology of the word "billiards" is not very satisfactorily given, nor is it significant of the game as at present known. The reason for this is, that no description of the



original game, as imported from the East in the eleventh century, has ever been published. According to the ancient orthography, the word is spelled **balyard**, which being composed of ball and yard signifies **ball-stick**, but it will be perceived this refers only to the cue, or instrument used to impel the ball. The modern French word is **billiard**, spelled in English, billiard, with a broader stress upon the last syllable, the signification being a ball table, which approximates nearer a correct definition, but does not describe the game.

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### BILLIARDS IN AMERICA.

The Cavaliers who settled Virginia, and the Hollanders, who were the early inhabitants of Manhattan Island (the progenitors of old Knickerbocker stock), were the first to introduce the Game of Billiards into this country; and subsequently the Huguenots, who settled in South Carolina, and the Spanish, under De Soto, who settled in St. Augustine, Florida.

The game, as then introduced, differed a little from the primitive game of ancient time. The subsequent improvements made at long intervals, were simply where greater care and finish were used in manufacturing the tables, the domestic article being rude in construction, with timber beds and stuffed cushions, the cue used being a tapering stick without a leather tip. One Monsieur Mingot, a professional Billiard player of Paris, invented, in 1815, the leather tip, and even then no theoretical deduction suggested to him the wonderful phenomena that would result from this apparently unimportant change, but he is entitled to credit for the boldness with which he pursued his chance discovery to its legitimate conclusion. In the fall of 1823 the tips were imported into this country, Mr. Otis Field, a well-known room-keeper, and an esteemed citizen of New York, being the first to apply and use them. In 1824, James Watson Webb, then a lieutenant in the United States navy, introduced them in Detroit, Michigan, creating quite a consternation there amongst Professional players by his dexterous play with a leather-tipped cue.

## THE PLAYERS.

It has been remarked that at various periods in Europe, emperors, kings, queens, princes, courtiers, and men and women of the highest literary distinction were competitors in the game. In the United States, beginning with and just preceding the Revolutionary War, we find that the most distinguished generals were patrons of the Game. The Father of his country, the illustrious Washington, while the cares of a new-born nation rested upon him, was accustomed to refresh his mind, weary from the toils of his exalted station, with the fascinating enjoyments of the game. Lafayette, Montgomery, Wayne, Warren, Putnam, Pulaski, Marion and Moultrie were also known to be lovers of this noble game. Among our distinguished statesmen we find the names of Hamilton, Jay, Burr, Morris, Madison, Munroe, Jefferson, Patrick Henry and John Quincy Adams, who were not only patrons of the game, but were considered capital players.

At a later day, we find several governors and politicians of note, and men who rank high in the law, literature and science, availing themselves during their leisure, of the keen enjoyment afforded by this delightful pastime. The game has now reached such a high degree of popularity that the Billiard table has become a requisite in every well-furnished modern household, and to play a fine game is regarded as one of the accomplishments of every well educated gentleman. Elegant public Billiard Temples may be found in various parts of every principal city in the Union. In New York alone there are 10,000 Billiard Tables, exclusive of a large number in private residences.

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 IMPORTANT TO ROOM-KEEPERS.—READ! READ!!

In order to play billiards with pleasure and success, it is imperatively necessary that the various appliances of the game be in the best possible condition. This being an acknowledged fact, no apology is necessary for offering the following hints to the proprietors of billiard tables, as they will be found equally applicable to public as well as private rooms:—

## THE CLOTH.

The cloth on the "bed" of the table, as well as on the cushions, should be always well and carefully brushed after being played upon. This can best be done with a brush and

whisk broom—the latter to clean the dust from under the cushions, etc., and the brush to finish with. Be careful to **brush the cloth with the nap or grain**, which usually runs from the “head” of the table. After a new cloth has been played upon three or four weeks it is advisable to take it off, and after dusting the slate bed and cleaning the cloth thoroughly, replace it tightly. A new cloth will stretch more during the first four weeks than afterwards, and while in this slack condition it is more easily torn or cut. When not in use the table should be kept covered. The cushion screws should be tightened up at least once a month.

### THE CUES

Require proper care, and when not in use should be kept in the cue-rack, at a distance from the fire or stove, always carefully placing them in a perfectly perpendicular position in order to keep them straight. When left leaning against the wall over night they become crooked. They should be sand-papered occasionally with *fine* sand-paper (No. 0). The leather, particularly, requires to be frequently sand-papered to keep it from projecting over the cue. This projection of the leather which is caused by the expansion resulting from the contact with the ball, is the cause of that great annoyance to the billiard-room keeper—a torn cloth. The projecting leather, being frequently the hard under part, if, by the slightest miscue, it comes in contact with the cloth, it takes off a portion of the nap, giving the cloth the appearance of being *moth-eaten*, makes a small cut, or causes that triangular rent so frequently seen in the billiard cloth. The player is frequently blamed for thus injuring the cloth, but the really guilty party is the owner of the cues, who neglects to keep them in good order. The leather should be even with the cue, and slightly rounded on the top.

### HOW TO PUT LEATHER ON A CUE.

Only first-class tips should be used, and no time should be wasted with the cheaper grades. The labor spent and the time lost through the use of inferior tips makes them more expensive than the higher priced article; besides the latter will long outlive the cheap grade. Select a tip about the size of the point of the cue, or perhaps a little larger; next, place it on some solid, flat surface, and give it *one* sharp blow with a

hammer. This gives solidity to the leather, and in a great measure, prevents the expansion of the leather after it is on the cue. After it has been hammered, rub the under or flat part with a file, or on a piece of sand-paper, to roughen the leather a little, that it may be more readily and the more fixedly adhere when the cue cement is applied; now take the cue, and with a file or fine rasp, make the point even and true, taking off the old cement or particles of leather, if any are attached. Samuel May & Co.'s Excelsior Cement is the best and most convenient cement for attaching tips to billiard cues, and, with the assistance of a cue-clamp, tips properly put on with this cement will remain on until worn out. A little practice will enable any amateur to properly leather his own cues.

### BALLS.

Owing to the extreme sensitiveness of ivory balls to atmospheric influences, they should never be purchased during the fall or winter seasons, if it can be avoided. If purchased, however, extreme care should be used in putting the balls in use. **THEY SHOULD NOT BE USED IMMEDIATELY UPON RECEIPT.** During the fall and winter seasons, and particularly in extremely cold weather, the balls should be kept in the room in which they are to be used for at least one week, in order that they may become, in a measure, acclimatized to the temperature of the room. If at once put in use, they will almost invariably crack or split. It must, however, be distinctly borne in mind, that although keeping the balls in the room for at least one week before using will greatly lessen the risk attending their use, it will by no means insure them against cracking and breaking. We import only the finest, soft, Zanzibar, elephant tusk ivory, which is thoroughly seasoned in our factory before being sent out, but in cold weather ivory will split and break if used immediately after being received, no matter how thoroughly seasoned it may be. We study the interests of our customers when we advise them to purchase their stock of ivory balls during the summer season, as the risk attending their shipment and subsequent use is then greatly lessened. In cases where our customers insist upon the shipment of balls in the dead of winter, they must assume all the responsibility and risk of damage incident to shipment and subsequent use of the balls. Every set of balls is turned from the very best material, and leaves our hands in perfect condition; but on account of the

peculiar sensitiveness of ivory, as above described, we cannot under any circumstances guarantee the balls against breaking or splitting AT ANY SEASON OF THE YEAR. From the foregoing it will be perceived that the greatest care must be exercised, particularly in cold weather, when no draughts of cold air should be permitted to come into contact with the balls. Removal of ivory balls from one room to another of a different temperature should be carefully avoided; also sudden changes of temperature, whether from warm to cold, or *vice versa*, as they will invariably injure and frequently crack the balls. Many people imagine that the use of oil on balls is a practice to be cultivated, but the contrary is probably true, for, although it may not be possible to prove that the use of oil injures the balls, it is an absolute fact that it in no wise benefits them. All that the balls require is to be wiped off with a damp cloth after each game, and subsequently polished with a piece of soft woolen cloth or fine chamois skin.

#### CUSHIONS.

We frequently hear complaints about cushions being "dead," and not as good as they were, etc. Upon examination we find that the cushions are quite as active as when first used, the fault being with the party in charge of the table. Neglecting to keep the cushion bolts screwed up tightly, and allowing both bed and cushion cloth to become foul with dirt and dust, tends to kill the run of the cushions. The greatest care should be taken to keep the billiard cloth covered and brushed as often as possible. Then, again, when the balls are not true they will not run as smoothly as an accurately turned ball. Balls should never be used after they become untrue or out of round, but should be promptly sent to the factory for re-turning and re-coloring. After being turned several times, billiard balls become too small for the height of the cushion, and should either be replaced by new ones of standard size ( $2\frac{3}{8}$  inches) or the cushions should be lowered to suit the reduced size of the balls. The edge of the rubber cushions should always come in contact with the balls just above their centre; if it vary from this the angle will, of course, be altered, and the balls will consequently not rebound from the cushions as they should.

#### NEEDLES.

Even with the very best of care cloth will frequently become torn or small cuts made in it. To meet such contingencies we carry in stock bent needles, which, with the

green sewing silk we carry in stock, enables any one to easily repair the cloth without removing it from the table.

### THE BILLIARD TABLE.

The wood-work of the table should be kept clean and free from dust, and will occasionally require to be washed with clean, lukewarm water (no soap) and a soft, clean sponge, and wiped dry with a chamois skin that has been previously well soaked in water and well wrung out, being careful to wipe only one way. After the wood-work is thoroughly cleaned and dried, use a little of our polishing fresh and well looking for years. The table, when not in use, mixture as per directions on bottle; this will keep the table should be covered with a cloth large enough to envelop it, and protect it from dust or other injury.

### THE ROOM.

An apartment to accommodate one table should be of the dimensions following, graduated by the size of the table, and affording space for the free exercise of the cue. Where two or more tables are placed, four feet will be sufficient to allow between them.

For Table	6	x	12,	room	should	be	16	x	22.
"	"		5½	x	11,	"	"	"	15½ x 21.
"	"		5	x	10,	"	"	"	15 x 20.
"	"		4½	x	9,	"	"	"	14 x 18½.
"	"		4	x	8,	"	"	"	13 x 17.

Architects in their plans for modern residences should make suitable provision for this amusement, without which no family home can now be considered perfect. Even if the builder of a house has no taste for the game himself, he should look beforehand, and consider that such an accommodation might form an important item in the price which a succeeding tenant would be willing to pay for it. The gas-light should be raised about three feet two inches from bed of table, and supplied with horizontal burners, to prevent shadows being cast from the pipe. The distance of the light from the floor should be about six feet. For all tables 5 x 10 and smaller, two gas-lights are sufficient; 6 x 12 tables require four to six lights. Architects should see that billiard rooms are properly ventilated. A register in the ceiling, immediately over the billiard table and leading to a flue, is the practice in England

# THE RULES

## OF THE

# ENGLISH GAME OF BILLIARDS

Authorized by The Billiard Association of Great Britain and Ireland—Revised January, 1909.

1. The game is played by two or more players, so that sides may be formed. Any number of points may constitute the game according to prearrangement. The player, or side, first scoring this number of points wins the game.

2. Choice of ball and order of play shall be decided by stringing, unless otherwise mutually arranged. The winner of the string is entitled to play first himself, or direct his opponent to do so, and may select either the white or spot white ball to play with.

3. The ball shall be struck with the point of the cue and not "pushed." If, after the striker's ball has been forced against an object ball, the point of his cue remain, or come, in contact with his ball, the stroke is foul.

4. When commencing a game the red ball shall be placed on the billiard spot, and the striker play from the "D." His ball shall be forced out of baulk, and shall not be brought back into baulk, without having previously struck a ball or cushion. This rule shall not prevent the striker first playing at a cushion in baulk.

5. If when taking aim, or in the act of striking, the striker touch his ball with the point of the cue, it is a stroke. No stroke is completed until the balls have become stationary.

6. When the striker is in hand, and gives a miss, his ball shall be forced outside the baulk line. Failing this, his opponent can accept it as a stroke, or have it played again. In the latter case the stroke is foul.

7. When the striker is in hand, and his opponent questions the placing of his ball in the "D," the referee, if appealed to, must give his ruling before the stroke is made. Every claim must be audible, and a player, playing from the "D," or his opponent, may ask the referee, and is entitled to an answer, whether the cue ball is in the "D" or not.

8. When all three balls are on the table, the striker is not entitled to ask the referee whether either object ball is in or out of baulk.

9. When the red ball is pocketed, or knocked off the table, it shall be placed on the billiard spot. Should the red ball not be properly spotted, the striker may have it placed in the proper position before making his stroke. If the red ball cannot be placed on the billiard spot it shall be placed on the pyramid spot, and if the pyramid spot be occupied, then on the centre spot. If, however, the red ball be pocketed from the billiard spot twice in consecutive strokes by the same player, and not in conjunction with any other score, it shall be placed on the centre spot; if a ball prevent this, then on the pyramid spot, and if both centre and pyramid spots be covered, then on the billiard spot. When the red ball is again pocketed it shall be placed on the billiard spot.

10. If, when the billiard spot is occupied, a player pocket the red ball from the pyramid spot twice in consecutive strokes, and not in conjunction with any other score, it shall be placed on the centre spot. Should the player, with his next stroke, pocket it again, it shall be placed on the pyramid spot.

11. If the striker score, and his ball be forced into a pocket, he shall play the next stroke from the "D," but if the non-striker's ball be pocketed, it shall remain in hand until the striker has finished his innings.

12. During the striker's innings, which shall continue as long as he scores, he shall play each stroke from the place where his ball has stopped after the preceding stroke, except as provided in Rule 11.

13. When the striker fails to score his opponent shall follow on from the position in which his ball is left, except when it has been pocketed or forced from the table, in which case he shall play from the "D."

14. When the striker runs a "coup," his ball is in hand, and his opponent shall follow on from the position in which the balls are left.

15. If a ball be forced from the table, but is prevented by any object, except the table, or any of its fixed appurtenances, from falling to the floor, or if it lodge on the cushion, the woodwork, or any of the fixed appurtenances of the table, and remain there, it shall be treated as a ball forced from the table.

16. When the striker is in hand, he shall not play direct, or off a cushion in baulk, at a ball in baulk, or a line



hall, but his ball shall first be forced against a cushion out of baulk.

17. When the striker is in hand, he shall play from the "D," and if one, or both, of the object balls are playable, he may force his ball against a cushion in baulk before striking an object ball out of baulk.

18. When the striker is in hand it is not necessary for his ball to be forced out of baulk if the object ball struck is playable.

19. When the striker is in hand, and he, in the act of taking aim or striking, touch his hall with the point of the cue, it shall be considered a stroke, whether the ball go out of baulk or not. Should the ball not go out of baulk, his opponent can compel him to play the stroke again, such stroke to be foul.

20. If the striker touch his ball it is a stroke, and if the striker strike again it is a foul, and the referee shall replace the balls as they were after the stroke, and the non-striker shall continue the game.

21. When the striker's ball lies touching either or both of the object balls, the red ball shall be placed on the billiard spot, and the non-striker's ball on the centre spot, the striker playing from the "D." Should the non-striker's ball be off the table when the other two lie touching, the red ball only shall be spotted.

22. Should a ball drop into a pocket after being stationary, it shall be replaced, and should the striker have played at a ball whilst it was dropping, he shall play the stroke again.

23. If the object balls become "jammed" the player cannot score, but can either break the balls himself, or direct his opponent to do so. If, however, the greater part of any ball so situated be off the table, it shall be considered to be pocketed.

24. No player may make more than twenty-five consecutive ball-to-ball cannons. Any player may ask the referee how many cannons have been made.

25. A player may ask for a change of balls at any time during the progress of a game, but the substitution of a fresh set of balls shall only be made at the commencement of a turn by the player asking for the change, and with the consent of the referee.

26. If any person other than a player should stop a ball, or interfere with it, the ball shall be placed by the referee in the position which he thought it would have occupied if left unmolested. Should the non-striker acci-

dentally move a ball, or should any person, other than a player, interfere with a player, and cause him to move a ball, it shall be replaced by the referee.

27. The striker may demand that, whilst he is in the act of playing, his opponent shall, to the satisfaction of the referee, stand at a fair distance from the table, and out of the line of sight.

28. In the event of a game being wrongly marked or called, the referee shall correct the same, without waiting for an appeal from either of the players.

29. The marker shall not give advice on the game.

**(If requested to do so by the striker, the marker may, however, move, and hold in position, any light shade which prevents an attempt at a massé stroke.)**

### SCORING.

30. For a cannon two points shall be scored to the striker; for a white winning, or white losing, hazard, two points; for a red winning, or red losing, hazard, three points. When two object balls are struck simultaneously, the stroke shall be scored as if the white had been struck first. When a losing hazard occurs in conjunction with any other score, the first object ball struck shall decide the value of the losing hazard.

31. For a miss one point, and for a "coup" three points, shall be scored to the non-striker. If the striker make a miss and force his ball off the table by the same stroke, three points shall be scored to the non-striker. If the striker's ball hit another ball, and by the same stroke any, or all, of the balls be forced from the table, two points shall be scored to the non-striker.

32. No score can accrue to the striker from a foul stroke, but the foul must be claimed by the non-striker before the next stroke, otherwise the foul is condoned, except as provided in Rule 39.

33. Should a spectator note that the game is wrongly marked or called he may state the fact.

34. Foul strokes are made (1) by "pushing" instead of striking the ball, or striking the ball more than once; (2) by playing out of turn; (3) by playing with both feet off the floor; (4) by playing before all the balls have become stationary, when off the table, or wrongly spotted; (5) by playing with the wrong ball; (6) by touching or moving

## FOUL STROKES AND PENALTIES.

any ball, except in the legitimate manner set forth in these rules; (7) by wrongly striking a ball protected by baulk; (8) by forcing any ball off the table; (9) by making more than twenty-five consecutive ball-to-hall cannons; (10) by the striker, when in hand, playing his ball from outside the "D."

35. If the striker "push" his ball, or strike it more than once, he cannot score. If one or both of the object balls have been disturbed by a "push," or by a ball struck more than once, the non-striker may have them replaced, and direct that the stroke be played again, such stroke to be foul, or he may either break the balls himself, or direct his opponent to do so, or he may follow on from the position in which the balls are left. If the striker "push" his ball when giving a miss, or strike it more than once, his opponent may direct him to play the stroke again, such stroke to be foul.

36. If a player play out of turn he cannot score, and his opponent may have any ball that has been disturbed, replaced, and follow on from the position in which the balls were left, or may either break the balls himself, or direct the player out of turn to do so. In the case of a four-handed game, the opposing side shall have the additional option of directing that, after replacing the balls, the stroke shall be played by the player who should, in the first instance, have played it.

37. The striker cannot score by a stroke made with both feet off the floor. The non-striker may have the balls replaced, and direct that the stroke be played again, such stroke to be foul, or he may follow on from the position in which the balls are left, or he may either break the balls himself, or direct his opponent to do so.

38. If the striker play before all the balls have ceased rolling, or whilst the red ball is off the table, or on the wrong spot, he cannot score, and the non-striker has the same option as in Rule 37.

39. If the player play with the wrong ball and the foul he claimed, he cannot score from the last stroke made. Should he have played with the red ball, or with his opponent's ball, his opponent may play from the position of either white ball, have the balls replaced and compel his adversary to play the stroke with the right ball, such stroke

to be foul, or he may either break the balls himself, or direct his opponent to do so. Should the player exacting the penalty elect to play from the position of his opponent's ball, the ball shall be changed at once. Should the striker discover the error, and strike the right ball before his opponent claims a foul, all scores made shall count to the striker, and he shall continue his break in the ordinary manner.

40. If the striker touch a ball in play, otherwise than in the proper manner laid down in these rules, he cannot score. If, after having scored, and when the balls are stationary, the striker touch a ball, the next stroke is foul.

41. If the striker, when in hand, shall cause his ball to come in contact with a ball in baulk, without his ball having previously struck a ball, or cushion, out of baulk, he cannot score, and his opponent may either direct that the ball be replaced, and the stroke replayed, such stroke to be foul, or he may follow on from the position in which the balls are left.

42. If the striker force either his ball, or any other ball, off the table, he cannot score, and his opponent may follow on from the position in which the balls are left, or he may either break the balls himself, or direct his opponent to do so.

43. The Steeplechase stroke, if properly made, is fair, and the referee is the proper person to decide the matter.

44. In all cases where a score is made in connection with a stroke claimed and allowed as "foul" (except where a specific penalty is provided in the Rules), the player making the foul stroke shall either break the balls, or allow his opponent to do so, as the latter may elect. If no score is made, the non-striker shall play from the position in which the balls are left after the foul stroke.

45. If a player refuse to continue the game when called upon to do so, or intentionally obstruct his opponent, or wilfully interfere with the running of the balls, he shall forfeit the game.

46. All disputes shall be decided by the referee, and his decision shall be final. If no referee has been appointed, the marker spotting the ball shall decide the question in dispute. If the referee does not know of the matter in dispute, the majority of the onlookers shall decide the question.

47. A player shall, in all cases connected with the referee's decision with regard to penalties, or options, contained in the Rules, be entitled to call on the referee to read the rule bearing on such case.

## THE TABLE.

The bed of a billiard table shall be of some hard material covered with a suitable cloth, the nap of which shall run from the bottom to the top cushion. The bed shall measure 12 feet by 6 feet  $1\frac{1}{2}$  inches.

The cushions shall be of some elastic material covered similarly to the bed. No part of the cushion-rails shall extend more than  $3\frac{1}{2}$  inches beyond the edge of the bed. The cushions on the shorter sides of the table are known respectively as the top and bottom cushions, according to the run of the cloth.

The distance from the floor to the top of the cushion-rail must not be less than 2 feet  $9\frac{1}{2}$  inches, nor more than 2 feet 10 inches.

**(In the case of an uneven floor, if one leg resting solidly on the floor is in accordance with the above measurements, the table shall be considered in order.)**

The table shall be fitted with six "pockets," one at each corner, and one "pocket" in each of the longer sides equidistant from the top and bottom cushions.

The openings of the "pockets" shall be in accordance with the registered templates of the Billiard Association.

A line called the "baulk-line" shall be drawn across the table 29 inches from the face of the bottom cushion and parallel to it. The space between this line and the bottom cushion is called "baulk."

A half-circle, with a radius of  $11\frac{1}{2}$  inches, shall be drawn in "baulk" from the centre of the "baulk-line."

A spot called the "billiard-spot" shall be marked on the table  $12\frac{3}{4}$  inches from the centre of the face of the top cushion.

A spot called the "centre spot" shall be marked exactly in the centre of the table.

A spot called the "pyramid spot" shall be marked exactly between the "centre spot" and the "centre of the face" of the top cushion.

## APPOINTMENTS USED IN THE GAME SHALL BE:—

Three balls of equal size and weight, each not less than 2 and 1-16th inches, nor more than 2 and 3-32nd inches in diameter, one being white, one spot white, and one red.

Cues of any length, thickness, or material.

Rests of any shape or size.

**(It is advised that the lights of a billiard table shall be placed 5 feet 8 inches from the floor.)**

## TERMS USED IN THE GAME.

Before the commencement of a game, playing a ball from the "baulk-line" against the top cushion is termed "stringing." The winner of the "string" is the player whose ball stops nearer the bottom cushion.

The player whose turn it is to play is called the "striker," his opponent the "non-striker."

The half-circle in "baulk" is usually termed the "D."

"Breaking the balls" signifies that the red ball is placed on the "billiard-spot," and that the players play from the "D," as at the commencement of a game.

When a player's ball is off the table it is termed "in hand."

A "cannon" is made by the "striker's" ball coming into contact with both the other balls.

A "winning hazard" is made by the "striker's" ball forcing one of the other balls into a pocket.

A "losing hazard" is made by the "striker's" ball being forced into a pocket, after hitting one of the other balls.

When the "striker's" ball fails to hit either of the other balls it is termed a "miss."

When a player forces his ball into a pocket, or off the table, without it having previously come in contact with any other ball, he is said to have "run a coup."

A ball is termed a "line ball" when its centre is exactly on the "baulk-line."

A stroke, in the making of which any rule of the game is infringed, is termed "foul."

The "object ball" is strictly the ball aimed at by the striker, but the red ball and "non-striker's" ball are usually so termed.

The total of the scores made in any one innings is termed a "break."

The two object balls, touching in the jaws of a pocket, and both touching a different cushion at the same time, are said to be "jammed."

A "steeplechase" stroke is made by forcing the cue ball off the bed of the table on-to, or over, one or more balls.

# THE RULES

## OF THE

# ENGLISH GAME OF POOL

### (CALLED LIFE POOL)

Authorized by  
The Billiard Association of Great Britain and Ireland

1. The game of Pool is played by two or more players. A complete set of balls comprise the following: White, red, yellow, green, brown, blue, pink, spot white, spot red, spot yellow, spot green, and spot brown. Any rest may be used.
2. As many balls as there are players must be put into a basket, shaken, and given out to each player by the marker. Then the players play progressively as the colors are placed on the marking-board.
3. At the commencement of every game the plain white must be spotted on the billiard spot; red plays from the half-circle on white, yellow on red, and so on, each player playing on the last ball played with. Should a player lose a life by his own stroke, the next player plays at the nearest ball, and if the striker be in hand, the distance shall be measured from the middle of the baulk line.
4. Each player has three lives at starting, excepting when players are handicapped. (See Rule 35.)
5. The baulk is no protection.
6. All strokes must be played with the point of the cue, otherwise the stroke is foul.
7. When the striker takes a life, he plays at the nearest ball, and in this manner continues his break; this applies in all cases. Should he pocket all the object balls, his ball is placed on the billiard spot, and the next player plays from hand.
8. The player who first loses his three lives is entitled to star the lowest number of lives denoted on the marking-board, but he must do so before the next stroke is played. In case there are only two players remaining in the pool, the privilege of starring ceases.

9. When there are more than two players, and less than eight, only one star is allowed; if eight or more players, two stars. It is possible for the same player to star twice, but he must lose his original lives, and the lives obtained from the first star, before he can do so.
10. In case two balls are holed by the same stroke, the player whose ball was played on has the option of starring. Should the player whose ball was played on decline to star, and more than two object balls are holed by the same stroke, the next player in order shall be entitled to star.
11. Should a player strike two balls simultaneously, he shall lose a life.
12. In case of measurement, should the distances be equal, the owners of the object balls shall draw lots for choice of whose ball shall be played on. In all cases the marker shall measure the distances between the balls.
13. Should a striker hole his own ball, whether he pockets an object ball or not; force it off the table; make a miss; run a coup; play out of his turn; hit a wrong ball first; or play with a wrong ball (excepting when in hand, in which case no penalty attaches to the stroke), he loses a life.
14. If a player deliberately obstruct his opponent, or wilfully interfere with the balls, he shall lose all further interest in that game, and his ball must be taken off the table.
15. Should the striker pocket the ball he plays on, or any other, and by the same stroke pocket his own ball, or force it off the table, he loses a life, and the owner of the other ball pocketed has no liability, and plays in his turn from hand.
16. Should a striker lose a life in any way, he pays forfeit to the owner of the ball he should have played on.
17. The following are foul strokes: Touching a ball except when in hand; and lifting both feet from the ground while playing.
18. A player cannot take a life by a foul stroke.
19. Should a player hole a ball by a foul stroke, the next player plays on the ball of his predecessor where it has stopped.
20. Should the striker's ball touch the one he has to play on, he cannot make a miss. The striker can play on any ball and score, but he cannot have a ball up.
21. When a ball touches the striker's ball, or is in a line between it and the ball he has to play on so that it will



prevent him hitting either side of the object ball, it must be taken up until the stroke is played, and replaced after the balls have ceased rolling; but if the ball be further away from, or equidistant with, the object ball, the striker cannot have it up.

22. Should any ball be in the way of the striker, or his cue or rest, so that he cannot play at his ball without a reasonable chance of making a foul, he may have it up.

23. If the corners of a cushion should prevent him from playing in a direct line, he can have any ball removed for the purpose of playing at a cushion first.

24. If the striker has a ball removed, and any other ball should stop on the spot it occupied, the ball removed must remain in hand until the one on its place be knocked away, or be played with. Should it happen to be the turn of the one removed before the one on its place, the latter must give place to the one in hand, after which it must be replaced.

25. If the striker shall have the next player's ball removed, and his ball stop on the spot it occupied, the next player must play from hand.

26. Should the striker's ball stop where a ball has been removed, the ball must remain in hand until the spot is unoccupied, and then replaced. (See Rule 24.)

27. Any person requiring information respecting the game must obtain the same from the marker, who is the only authority.

28. Should a player be misinformed by the marker, he may play the stroke over again, but he cannot take a life.

29. Should a striker force any object ball or balls off the table, he does not take a life, and the balls knocked off are in hand until it is their turn to play.

30. Should a striker miss the ball played at, no one is allowed to stop the ball, the striker having no option.

31. Should the game be reduced to three players, and a striker lose a life and refuse to star, the two players left in divide *when* they have an equal number of lives.

32. There is no division at three pool.

33. Should a player score and touch a ball after the balls have ceased rolling, the next stroke is foul.

34. Should a ball drop into a pocket after being stationary, it must be replaced, and should a striker have played at the ball whilst it was dropping into the pocket, he shall play the stroke again.

35. A player cannot start more lives than he began the pool with, nor more than the lowest number on the marking-board.

36. Should any person other than a player stop a ball or interfere with it, the ball must be replaced by the marker.

37. No stroke is complete until all the balls have ceased rolling.

38. The Steeplechase stroke, if properly made, is fair, and the referee is the proper person to decide the matter.

39. A player may demand that an opponent shall, to the satisfaction of the marker, stand a fair distance from the table, and out of the line of sight, while he is in the act of playing.

40. The marker shall not be allowed to tell a player how far he is "off" a ball, or inform him whether he is in a position for striking or not.

41. Should a spectator see the game wrongly marked, he may state the fact.

42. All disputes must be decided by the marker, whose decision is final; and, if he does not know of the matter in dispute, the majority of the onlookers shall decide the case.

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# THE RULES

## OF THE

### GAME OF ENGLISH PYRAMID POOL

Authorized by

The Billiard Association of Great Britain and Ireland

1. The game of Pyramids is played with 16 balls, viz., one white and 15 colored. Any rest may be used.
2. Only two persons, or an even number so that sides can be formed, can play.
3. At the commencement of the game the colored balls must be placed together on the table in the form of a triangle; the first ball from baulk to stand on the pyramid spot, which is situated exactly between the two middle and two top pockets, and the middle ball of the base of the triangle to be in a line with the billiard spot. The striker commences with the white ball from the half-circle.
4. When points are given they are at once scored, and a corresponding number of balls are taken off the table. When only one point is given, the ball nearest the baulk line is taken off: when two points, the two balls forming the corners of the base of the triangle; when three points, one from each corner; when four points, from the base, leaving the centre ball; when five points, the five balls forming the base; when six points, the ball nearest the baulk line and the five forming the base; and when seven points, the five balls forming the base and the corners of the base remaining.
5. When a player is handicapped by owing points, each ball that the penalized player holes must be placed on the table according to Rule 18, until the number owing is paid.
6. The player with the highest score at the end of the game wins.
7. Should a player owe a certain number of points at the end of the game, the opponent wins by fifteen and the number the other player has not played; thus, fifteen against owe three is equal to winning by eighteen points.

8. Should a player be fourteen and his opponent owe one, and the player pocket the remaining ball, he wins by sixteen points; but should the opponent take the last ball, the former wins by fourteen points.
9. The choice of lead, unless mutually agreed upon, shall be determined by drawing numbers out of a bag, which shall be kept by the marker for that purpose. When more than one game is played, the winner of the preceding one leads off.
10. The baulk is no protection.
11. All strokes must be made with the point of the cue, otherwise the stroke is foul.
12. No score can be counted by a foul stroke, and a ball so holed must be placed on the table according to Rule 18.
13. Should the white ball be pocketed or forced off the table, the next player is in hand, and plays from the half-circle.
14. Foul strokes are made thus: By touching any ball either before or after a stroke; by playing with both feet off the ground; by playing before a ball has ceased rolling; or by playing before a ball has been spotted.
15. Should only two balls be on the table, and the striker pocket the object ball or force it off the table by a foul stroke, the opponent plays from hand at the ball where it stops. (See Rule 24).
16. It is not a foul if the striker touches his ball when in hand.
17. Should a ball be touched by any player before it has ceased rolling, and should the referee decide it has been done wilfully, the player, or his side, shall lose the game.
18. Should a colored ball be knocked off the table, the ball shall be placed on the pyramid spot, or, if that is occupied, close behind it in a direct line with the billiard spot. If more than one ball be knocked off the table, the balls shall be placed behind each other, as near together as possible.
19. Should a colored ball be holed, and by the same stroke another colored ball be forced off the table, the ball forced off the table must be placed on the pyramid spot, and the striker continues his break.
20. After a miss is given, the next player plays on from where the white ball has stopped.
21. When the white ball touches any of the other balls the player cannot make a miss.

22. Should a player give a miss, pocket the white, or force it off the table, he loses one point, which is taken from his score, and one of the colored balls placed on the table, as per Rule 18. If a player has not scored, he owes a point, and the first ball he pockets must be placed on the pyramid spot in payment.
23. Should a player score and touch a ball after the balls have ceased rolling, the next stroke is foul.
24. When only two balls are left on the table the player who made the last winning hazard plays with the white ball and his opponent with the colored one. A miss, coup, or losing or winning hazard concludes the game (except as per Rule 15).
25. Should a ball drop into a pocket after being stationary, it must be replaced, and should a striker have played at a ball whilst it was dropping into the pocket, he shall play the stroke again.
26. The Steeplechase stroke, if properly made, is fair, and the referee is the proper person to decide the matter.
27. A player may demand that his opponent shall, to the satisfaction of the referee, stand a fair distance from the table, and out of the line of sight, whilst the striker is in the act of playing.
28. Should any person other than a player stop a ball or interfere with it, the ball shall be replaced by the referee.
29. Should a spectator see the game wrongly marked, he may state the fact.
30. Should a spectator interfere with a player, and cause him to move his ball, the ball must be replaced by the referee.
31. The marker shall not be allowed to tell a player how far he is "off" a ball, or to inform him whether he is in a position for striking or not.
32. All disputes must be decided by the referee, or, if no referee be appointed, by the marker, whose decision is final. If the referee or marker does not know of the matter in dispute, the majority of the onlookers shall decide the case.

# THE RULES

## OF THE

### GAME OF ENGLISH SNOOKER'S POOL

Authorized by  
The Billiard Association of Great Britain and Ireland

1. The game of Snooker's Pool is played by two or more players, either all against all, or in partnership, with fifteen red balls, six pool balls, and one white ball, as hereafter described. Any rest may be used.

2. To decide the order of play, as many pool balls as there are players, or sides, shall be put into the basket, shaken, and given out to the players by the marker. The players play in the order in which the colors appear on the pool marking-board. A player pocketing a ball scores its value as against each of the other players, and, when penalized, pays the penalty to each of them. In a game where sides are formed a player either scores for his own side, or is penalized to the opposing side or sides.

3. When commencing a game the fifteen red balls shall be placed as in the game of Pyramids. For each of these balls pocketed, according to rule, the striker shall score one point. The pool balls to be used are the yellow, green, brown, blue, pink, and black, which shall be spotted as follows at the commencement of the game, and have the appended values when pocketed according to rule:—

The Yellow ball shall be placed on the right hand spot of the baulk line, and count two points;

The Green ball shall be placed on the left hand spot of the baulk line, and count three points;

The Brown ball shall be placed on the middle spot of the baulk line, and count four points;

The Blue ball shall be placed on the spot between the two middle pockets, and count five points;

The Pink ball shall be placed at the apex of the pyramid, and count six points;

The Black ball shall be placed on the billiard spot, and count seven points.

The White ball shall be used in rotation by the various players taking part in the game, solely as the striker's ball, and shall be played from the "D" at the start of a game by the first player, and at any other period of the game, after it has been off the table from any cause whatever.

4. The ball shall be struck with the point of the cue, and not "pushed." If, after the striker's ball has been forced against an object ball, the point of his cue remain, or come, in contact with his ball, the stroke is foul. There is no difference between the act of striking and the act of aiming.

5. The "baulk" is no protection.

6. The striker must pocket a red ball before playing upon a pool ball; otherwise the stroke is foul and, after pocketing a red ball, he must play upon a pool ball, an order of play that must be observed throughout each break so long as a red ball remains upon the table.

7. After pocketing a red ball the striker is at liberty to select the pool ball upon which he will play; but, when there is no longer a red ball on the table, the pool balls must be played at and taken in their order of value from lowest to highest, save that the player pocketing the last red ball shall be allowed to select the first pool ball upon which he plays, which, if pocketed, shall be re-spotted, and the pool balls played at in their order of value.

8. When playing on a pool ball the striker, if asked the question by a player taking part in the game, shall "declare" the ball selected.

9. Any number of red balls may be taken in one stroke; but, if a pool ball is taken in conjunction with a red ball, the stroke is foul. After pocketing a red ball only the pool ball aimed at may be taken.

10. A red ball once off the table shall not be brought into play again under any circumstances; but all pool balls pocketed shall be re-spotted in their original positions (save that the pink ball shall be placed on the pyramid spot), until Rule 7, as to playing upon the pool balls in rotation, comes into force. When the pool balls are being played upon in rotation, they shall not be re-spotted after being pocketed in proper order and according to rule.

11. No ball shall, in any circumstances, be taken up.

12. Should the spot allotted to any pool ball be occupied when it becomes necessary to re-spot it, it shall be placed upon the **nearest unoccupied spot**, and, failing that,

as near as possible to its proper spot in the direction of the centre spot. If the middle spot of the baulk line is occupied, the brown ball, after being pocketed, shall, if possible, be placed on the left hand spot of the baulk line, and, failing that, the rule as above applies.

13. If the striker's ball is touching another, such ball not being playable, and he disturb the ball touching his own, the stroke is foul.

14. Should the striker's ball be so placed that he cannot play direct on the object ball he is said to be "snookered."

### FOUL STROKES AND PENALTIES.

15. Foul strokes are made or penalties incurred by (1) "Pushing" instead of striking the ball, or striking the ball more than once; (2) Playing out of turn; (3) Playing with both feet off the floor; (4) Playing before all the balls have become stationary, when off the table, or wrongly spotted; (5) Playing with the wrong ball; (6) Touching or moving any ball, except in the legitimate manner set forth in these Rules; (7) Forcing any ball off the table; (8) Wilfully interfering with an opponent, or the run of the balls, and refusing to obey the referee's decision; (9) Missing, running a coup, striking the wrong ball, or pocketing the white ball; (10) Playing at, or pocketing, any ball, except in the proper rotation; (11) Striking two balls, other than two red balls, simultaneously; (12) Giving an intentional miss; (13) Pocketing more than one ball—other than red balls—by one stroke.

16. If the striker "push" his ball, or strike it more than once, he cannot score, but is subject to any other penalty that he may incur by the stroke.

17. If a player play out of turn he shall forfeit his next turn, otherwise the sequence of turns shall not be altered. If the error be discovered during his break he cannot score from the last stroke made, and the balls shall be replaced by the marker as nearly as possible in the positions they occupied before the stroke objected to. The striker shall be credited with any previous scores, but is subject to any other penalty he may incur.

18. The striker cannot score by a stroke made with both feet off the floor, but is subject to any penalty he may otherwise incur.



19. If the striker play before all the balls have ceased rolling, or before a pool ball has been re-spotted, or whilst any pool ball has been wrongly spotted, he cannot score, and the next player in rotation shall proceed from the position in which the balls have been left. The striker is subject to any penalty he may otherwise incur.

20. If the striker play with the wrong ball he shall be penalized in the value of the black ball.

21. If the striker touch a ball in play, otherwise than in the proper manner laid down in these Rules, he cannot score and the balls shall be replaced. After the balls are replaced the stroke must be played, if the striker was still in play when the ball was moved or touched, and he is subject to any other penalty he may incur. Should he touch a ball after the completion of any stroke, *i.e.*, when the balls have become stationary, his scores from previous strokes shall hold good.

22. If the striker force any of the red or pool balls off the table, he shall be penalized in the value of the ball or balls so forced off. Should the ball or balls forced off the table be struck out of order, or of inferior value to the ball that should have been struck, the latter ball shall govern the penalty. Should he force his own ball off the table, he shall be penalized in the value of the ball aimed at, unless another ball of higher value be first struck, in which case such higher ball shall govern the penalty.

23. If a player refuse to continue the game when called upon to do so, or intentionally obstruct an opponent, or wilfully interfere with the running of the balls, he shall be penalized in the total value of all the balls remaining in play.

24. If the striker miss the object ball, or run a coup, or pocket the white ball, he shall be penalized in the value of the ball aimed at; but, if he strike another ball or balls, he shall be penalized in the value of the first ball so struck, unless the ball so struck is of lower value than the ball aimed at and missed, in which case the penalty is governed by the value of the ball aimed at. Should the striker, in pocketing any ball, hole the white, he cannot score, and is penalized in the value of the ball pocketed. Should the striker (excepting as provided in Rule 9) pocket a ball other than the one aimed at he cannot score, and is penalized in the value of such ball, unless the ball pocketed is of lower value than the ball aimed at, in which case the penalty is governed by the value of the ball aimed at.

25. If the striker play at or pocket a ball except in the proper rotation, he shall be penalized in the value of the ball so played at or pocketed, unless the ball so played at be of lower value than the ball which should have been selected, in which case the penalty is governed by the latter ball.
26. If the striker strike simultaneously a pool ball and a red ball, or two pool balls, he shall be penalized in the value of the higher ball.
27. If the striker pocket the white ball after contact with another, he shall be penalized in the value of the ball struck, unless the object ball so struck be out of order, in which case the penalty shall be governed by the ball of the higher value.
28. Should the striker give an intentional miss, he shall be penalized in the value of the black ball, and he compelled to play the stroke again. No score can accrue from such stroke, but the striker shall be subject to any further penalty he may incur.
29. If the striker pocket more than one ball, other than red balls, in one stroke, he cannot score, and is penalized in the value of the highest ball pocketed.
30. When the black ball only is left on the table, and any player misses it, or runs into a pocket off it, the game is ended.
31. The Steeplechase stroke, if properly made, is fair, and the referee is the proper person to decide the matter.
32. In the absence of a referee the marker of the room shall decide all disputes that may arise; and if he does not know of the matter in dispute, the majority of the onlookers shall decide.
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# THE RULES

## OF THE

# GAME OF RUSSIAN POOL

Authorized by  
The Billiard Association of Great Britain and Ireland

1. Russian Pool can be played by two or more players, either as a game for a set number of points, or by the score at the end of a certain length of time, half-an-hour, one hour, or more or less.

2. Five balls are used, viz., the white, red, brown, green, and yellow. At the beginning of the game, the red ball is placed on the billiard spot, the brown ball on the centre spot, the green on the left spot of the "D," and the yellow on the right spot of the "D." The white ball, which players all use in turn, is "in hand."

3. The idea of the play is to score cannons, losing hazards, and winning hazards, on to, and off, the four pool balls. If the white ball hit any two of the four colored ones a cannon is scored to the striker. A cannon counts 2 points. Should the striker nominate a cannon and give a complete miss, he is penalized 2 points.

4. The losing and winning hazards are made from, or with, colored balls into selected pockets in this order:—

By going in off the brown ball, or putting it into either middle pocket, the striker scores 9 points, but by making such strokes into any of the other four pockets he loses 9 points;

By going in off the red ball, or putting it into either top pocket, the striker scores 3 points, but by making such strokes into any other pocket he loses 3 points;

By going in off the green ball, or putting it into the left baulk pocket, the striker scores 6 points, but into any other pocket he loses 6 points;

By going in off the yellow ball, or putting it into the right baulk pocket, the striker scores 4 points, but by making such strokes into any other pocket he loses 4 points.

5. Every time the brown, red, green, or yellow balls are pocketed, they must be replaced on the defined spots.

6. In opening the game, the white, or player's ball, is played from the "D" on to the red ball. Afterwards the white ball is played from any part of the table upon which it stops. When it is "in hand," after it has been pocketed, any one of the four colored balls may be played at, whether they are behind the baulk-line or not.

7. To prevent disputes, the striker must always nominate the ball at which he aims, excepting in the case of cannons.

8. If a player happens to fluke a colored ball, or to send his own ball into a wrong pocket (as explained in Rule 4), he still has the saving clause of a cannon. If he should make the cannon it still counts the 2 points to him, and he goes on with his break.

9. No ball in any circumstances can be taken up to clear the way for a stroke on another ball.

10. Should the spot allotted to any pool ball be covered by another ball, it has to be placed on the nearest unoccupied spot. If the latter is occupied, then as close to it as is possible, keeping the ball in the longitudinal middle line of the table and towards the baulk end.

11. If the striker's ball is touching one of the pool balls, the latter must be placed on its allotted spot, the white ball, however, is not touched, and is played from where it lies.

12. Double strokes count double for or against the striker—thus, if a player pocket the red in either top pocket and also pocket the white, he scores 6 points; but if he had pocketed both balls in middle or baulk pockets he would lose 6 points.. Making an intended losing hazard, and putting one or more colored balls into wrong pockets, merely neutralises the stroke. The striker counts nothing, and makes way for the next player. Making an intended winning hazard, and sending the white into wrong pocket, again neutralises the stroke. The score counts nothing, and the next player takes his stroke.

13. Fouls are made in the following manner:—using the "push"; playing with both feet off the floor; touching or moving a ball, except in the way of playing a stroke; playing before the balls have stopped rolling; knocking a ball off the table; obstructing a player, or the running of

the balls, and refusing to obey the referee; missing, running a coup, striking the wrong ball, or pocketing the white or colored ball in wrong pockets.

14. If the striker make a push; strike a ball twice; play with both feet off the floor; touch or move a ball; or play before the balls have stopped rolling, he cannot score, though he may forfeit points on the stroke.

15. If a striker play out of turn he forfeits his next turn. If the fact is discovered while he is on a "break" he loses the score of the last stroke he made. The balls are then spotted as at the beginning of the game. Playing with the white from the "D" at the red, the offender opens up the game for the others. In doing so he cannot score, but may incur any penalties arising from the stroke.

16. Knocking any ball or balls off the table involves the forfeiture of 9 points.

17. Wilful obstruction of a player on his stroke, or interference with the running of the balls, or refusal to obey the referee's decision, involves the forfeiture of 18 points.

18. Unless a referee has been appointed the marker shall act as such.

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### THE GAME OF "CANADIAN SNOOKER" POOL.

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"Canadian Snooker" is an elaboration of the English game of "Snooker," and is played on an English billiard table, with fifteen pyramid balls, five "Pool" balls, and a white cue-ball.

In the English game it is obligatory to play first on a red ball, then on any pool ball, then again on a red, and so on, in regular alternation until the player fails to score.

The variation in "Canadian Snooker" gives the player the option of playing on any ball, at any period of the game, except on the "break" shot; but if he fails to pocket a ball played on out of its regular order he forfeits the value of that ball.

#### POSITION OF THE BALLS.

The fifteen red pyramid balls are placed in their ordinary form at the pyramid spot; the black ball on the English billiard spot; the blue ball in centre of table; the yellow ball on left hand baulk spot; the brown ball on right hand baulk spot; the green ball on centre baulk spot.

## SCORING.

The game is counted by points—the red balls count one point; the yellow ball counts two points; the green ball counts three points; the brown ball counts four points; the blue ball counts five points; the black ball counts six points.

If a player terminates a "break" with a forfeit, the amount of the forfeit is deducted from the "break;" but when the value of the forfeit exceeds the amount of the "break" the difference is scored to the credit of each of the other players.

Where more than two players are in the game the following method of scoring will be found useful:—

A.—1, 6, 18, 4, 28, 9, 2, 11—	79 x 4	316 +	37
B.—3, 8, 2, 42, 6, 1,	— 62 x 4	248 —	31
C.—6, 6, 14, 11, 2, 18, 9, 36—	102 x 4	408 +	129
D.—2, 4, 1, 27, 1, 1,	— 36 x 4	144 +	135
	279 x 4	1116	

A and C are winners by 37 and 129 points respectively. B and D lose 31 and 135 points respectively. Multiply each score by the number of players (4) and deduct from the total number of points (279) scored in the game.

## RULES.

1. The opening shot of the game must be played on a red ball.
2. After having pocketed a red ball, player can play for any pool ball without incurring a forfeit if he fails to hole it. If he succeeds in pocketing the pool ball he can continue to play on red balls and pool balls alternately until he fails, and so long as he keeps to this regular alternation he incurs no forfeit, but gets the benefit of his entire "break"
3. It is at the option of the player to play on any ball, red or pool, at any time (except on the opening shot of the game); but if such ball is not in the proper order of the game, as stated in Rule No. 2, and player fails to pocket it, he forfeits its value.
4. When a red ball is played on, any red ball that is pocketed on that shot counts, though the actual red ball played on is not pocketed; and the break continues.

5. If any ball played on is pocketed, all balls, pool or red, that are driven in by the same shot, count.

6. If any pool ball played on is not pocketed, all balls driven in by the same shot forfeit their value; and if the ball played on was not in its regular order (see Rule No. 2) it also forfeits its value.

7. If a ball played on is missed altogether, or if the cue-ball runs into a pocket off the object-ball, or off any other ball, or without striking any ball, the value of the ball played at or on is forfeited.

8. If a player gives a deliberate "miss" for safety he forfeits six points.

9. If a player makes a foul shot by touching any ball with his cue, person, or clothing, when preparing to strike or in the act of striking, or after the stroke before the object-ball has stopped rolling, he loses his shot and cannot count if the object-ball is pocketed.

10. If a player is "Snookered," that is to say, if his object-ball, in its proper order, is covered by another ball, or if his cue-ball is angled at a pocket so as to prevent his playing directly on his proper object-ball, he must take a cushion, unless he elects to play upon some other ball and take the risk of a forfeit.

11. When a player pockets the cue-ball he forfeits the value of the ball played on, and also all other balls pocketed by the same shot.

12. If a ball is played on out of its proper order and not pocketed, and the cue-ball runs into a pocket on the same shot, the forfeit is twice the value of the ball played on; but if the ball is in its proper order, only the single forfeit is exacted.

13. When all the fifteen red balls have been pocketed, the pool balls are to be taken in the following order:—Yellow, green, brown, blue, black; but the player retains the option of playing on any of them out of order under penalty of forfeiting its value if he fails to pocket it.

14. When only the five pool balls remain on the table, each one is withdrawn from the game when pocketed in its proper order.

15. A red ball driven over the rail, or into a pocket, is not, under any circumstances, replaced on the table.

68 BLUE PETER—EVERLASTING POOL—NEAREST BALL POOL.

16. Pool balls, so long as there are any red balls remaining on the table, are replaced on their proper spots after being pocketed. But if the proper spot of such ball is covered, the ball is kept "in hand" until spot is vacated.

17. When white ball is "in hand" any ball in or out of baulk is playable.

18. It is no foul to touch the white ball when playing "in hand."

19. The object-ball must, in every case, be the first ball struck.

20. After taking the last red ball on the table, player may play on any pool ball, before commencing the regular order of the pool balls.

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BLUE PETER.

A common game now amongst poolers is the "Blue Peter," the blue ball being introduced to act as a fourth in a three pool. It is placed on the centre spot, and after a bazard, the player may try to score a "blue peter" for which he receives, if the stroke be accomplished, a stipulated sum from each player. The blue is then spotted again, and if the striker's be the nearest ball, he is entitled to hole the blue again as often as he is nearest.

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EVERLASTING POOL.

Perpetual or everlasting pool is played with the pool balls, and may be continued *ad libitum*, each competitor scoring as many lives as he can, and forfeiting a certain stake agreed on whenever he is pocketed, in which case he awaits his turn and plays from baulk. Six pence an hour is taken from each man by the marker for the table, and any player may retire from the game when he chooses, as there is no stake put in the pool box.

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NEAREST BALL POOL.

The baulk protects at this game, and if all the balls be behind the line, the striker must, if in hand, lead to the top cushion, or place his ball on the spot. If, however, all the



balls be in baulk, and the striker is not in hand, he must play at the nearest ball; and if the striker be within the baulk, and he has to play at a ball out of the baulk, he is allowed to have any ball taken up that may chance to be in his way.

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### SINGLE POOL.

The spot, white and plain white, are drawn from the basket and used by the two opponents. White spots and spot white plays. The only objects are winning hazards and safety. Each player has three lives, and whoever loses them first loses the stake placed in the pool-box. Lives are paid for as at pool, and after making a winning hazard the striker spots his ball.

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### LOSING HAZARD PYRAMID.

The balls are set as in the game of pyramid pool; and the same rules are applicable, except that losing hazards are played for from any ball instead of winning hazards. After a hazard, the striker is allowed to continue from baulk, and may have any ball he chooses taken off the table and scored to him. As at pyramids, any number of persons can play.

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### SHELL OUT.

Two or more can play at this game, for which the pyramid balls are used. A certain order is decided by giving out the pool balls, and whoever pockets a ball receives a stipulated sum from each player, and continues so to do as often as he scores. Every player contributes an equal proportion towards the table; and when the fifteenth ball has been taken the game is considered at an end. Foul strokes are penalized as at pyramid.

# THE BILLIARD PLAYER'S GUIDE

## Rules of the American Game of Billiards.

### I.—ON STRINGING FOR THE LEAD.

Whoever, playing from within the "string line" against an outside cushion, brings the returning cue ball nearest the head cushion, which is the one at which the players stand, is entitled to choice of halls and lead. Provided,

1. That, in stringing, the player's hall has not touched his opponent's while the latter was at rest. 2. Nor has fallen into any of the pockets; in either case the player loses choice and lead. 3. Should the cue balls, both being in motion, come in contact, the strokes are invalid, and must be played over.

2. In "stringing," it is required that both cue balls shall be struck simultaneously, or so nearly together that one hall cannot reach the lower cushion before the other has been put in motion.

### II.—ON LEADING.

1. The player who wins the choice of halls and lead must either roll his hall down towards the lower cushion, as an object for his adversary to play at, or else compel his adversary to lead off as above described.

2. In leading, the player's hall must be played from within the string line, and struck with sufficient strength to carry it beyond the deep red hall on its appropriate spot at the foot of the table. But it must not be played with such strength as to repass, after coming in contact with the lower cushion, the deep red hall. Nor yet must it touch either red hall, nor lodge on the cushion, nor fall into a pocket, nor jump off the table. In any of the cases mentioned in this section, or in case the cue hall is not struck with sufficient strength to pass beyond the deep red, it shall be optional with the adversary (Player No. 2) to make No. 1 spot his hall on the pool spot nearest the lower cushion, or lead again; or he may take the lead himself.

3. No count or forfeiture can be made or incurred until two strokes have been played.

4. Once the lead is made, the game is considered as commenced, and neither player can withdraw, except under circumstances specified under Rule VII.

## III.—ON OPENING THE GAME.

1. The game is opened by player No. 2 playing on the white ball at the foot of the table.
2. Should he fail to hit the white first, or fail to hit it at all, he forfeits one point, which shall be added to his adversary's score. Should he pocket himself after hitting a red ball first, he loses three points, even though he may have subsequently hit the white.

## IV.—ON FORFEITURES.

1. If the striker fails to hit any of the other balls with his own, he forfeits *one* point, which, as well as other forfeitures, must be added to his adversary's score.
2. The striker forfeits *two* when the ball that he plays with is pocketed, or lodges on the cushion, or goes over the table, after having struck or been fixed in contact with the other white, no matter whether it has touched one or both of the reds.  
[An exception to this clause will be found in Rule III., sec. 2.]
3. The striker forfeits *three* when the ball that he plays with is pocketed, or lodges on the cushion, or goes over the table, after having come in contact with one or both of the reds, and not the white. The same applies if neither red nor white be struck.

**Note.**—It is now quite common, in playing the American game, to count one point for single caroms, and two for double ones. This method, decidedly more equitable than the old way of determining the value of a carom by the color of the balls struck, has been adopted by all the leading players in their match games. As heretofore, one point is reckoned for a miss; but when the cue-ball falls into a pocket or hounds over the table, or lodges upon the cushion, a forfeiture of one point is exacted. When, however, caroms are counted in twos, threes, and fives, the forfeitures are the same as prescribed in these Rules. Pushing strokes, at one time penalized, and subsequently practised by expert players as a matter of necessity only, are once more under a ban. Professionals have abandoned it, and in their public contests it is no longer tolerated. And players will search these Rules in vain for any warrant for its use—the clause to the effect that “any shot with the point of the cue is fair,” having been expunged in 1867.

4. If the player cause any ball to jump off the table, and should it, by striking any of the bystanders, be flung back upon the table, it must still be treated as if it had fallen to the floor. If a red ball, it must be spotted; if a white, held in hand. Should it be the last striker's ball, he forfeits two, or three, the same as if he had gone into a pocket.

### V.—ON FOUL STROKES.

The penalty of a foul stroke is, that the player cannot count any points he may have made by such stroke, and his adversary is entitled to the next play. The following, in addition to those already mentioned, are foul strokes:—

1. If either player plays with his opponent's ball, the stroke is foul; and if successful, he cannot count, provided the error is found out before a second stroke is made.

2. Should two or more strokes have been made previous to the discovery, the reckoning cannot be disturbed, and the player may continue his run with the same ball, or he may have the balls changed. The same privilege is extended to the opposing player when his turn comes to play.

3. Should it be found that both players have used the wrong ball successively, he who was first to play with the wrong ball, cannot put in a claim of foul against his opponent, as the latter, in using the wrong ball, was simply playing from his proper position on the table.

[It is the position of the cue-ball, and not its mere color or designation that governs. Aside from this before one player can charge another with error, it must be shown that no act of his contributed to that error.]

4. Though the striker, when playing with the wrong ball, cannot count what points he may make, except in those cases mentioned above, nevertheless, whatever forfeitures he may incur while playing with the wrong ball, he is bound to pay, as if he had been playing with his own.

5. Should, however, both the white balls be off the table together, and should either player, by mistake, pick up the wrong one and play with it, the stroke must stand, and he can count whatever he has made.

[As he plays from his proper position, it is immaterial, because no advantage is to be gained, which ball he uses. In this case, as in the others where it is permitted to play with the wrong ball, the balls should be changed at the conclusion of the run. This will prevent confusion and dispute.]

6. If the striker play at a ball before it is fully at rest, or while any other ball is rolling on the table, the stroke is foul.

7. If, after going into a pocket, a cue-ball or an object-ball should rebound and return to the head of the table, it must be treated as a ball not pocketed.

8. If the player, when playing with the butt or side of his cue, does not withdraw the butt or side before the cue-ball touches the object-ball, the stroke is foul.

9. A stroke made while a red ball is off the table, provided its spot is unoccupied, is foul. When its proper spot is occupied the red must remain off the table until its spot is vacated, and all the balls have ceased rolling. [See following rule.]

10. If the game being played is one in which hazards, or pockets, do not count, a red ball that has been pocketed or forced off the table, shall be spotted on another spot, provided its own is occupied, and provided also, the non-striker's ball is off the table at the time. If the light red, it shall be placed on the dark-red spot; and if that spot is occupied, the light red shall be placed on the pool spot at the foot of the table. If the dark-red, it shall be placed on the light-red spot, etc. If both reds are off the table at the same time, and their spots are occupied by the two whites, one of the reds may be placed on the pool spot. The other must remain off the table until its proper spot is vacant.

11. If, after making a successful stroke, the player obstructs or otherwise affects the free course of any ball in motion, the stroke is foul, and he cannot score the points made thereby.

12. A touch is a shot. And if, while the balls are at rest, a player touches or disturbs any ball on the table other than his own, it is foul. He has, however, the privilege of playing a stroke for safety, provided his own ball has not been touched, but he can make no count on the shot.

13. In playing a shot, if the cue leaves the ball and touches it again, the stroke is foul.

14. If the striker, through stretching forward or otherwise, has not at least one foot on the floor while striking, the shot is foul, and no points can be reckoned.

15. If, when the player's ball is in hand, he does not cause it to pass outside the string before touching any of the object balls or cushion (except in the case mentioned in the following rule), the stroke is foul, and his opponent may

choose whether he will play with the balls as they are, have them replaced in their original position, or cause the stroke to be played over; or should the player pocket his own ball under such circumstances, the penalty may be enforced.

16. Playing at a ball whose base or point of contact with the table is outside the "string," is considered playing out of the "string," and the stroke is a fair one, even though the side which the cue-ball strikes is hanging over, and therefore within the "string."

17. Playing directly at a ball that is considered in the "string," is foul, even though the cue-ball should pass wholly beyond the "string" line before coming in contact.

18. Giving a miss inside the "string," when the player is in hand, is foul. But he may, for safety, cause his ball to go out of the "string" and return.

19. If a player alters the stroke he is about to make, at the suggestion of any party in the room—even if it be at the suggestion of his partner in a double match—the altered stroke is foul.

20. Placing marks of any kind whatever, either upon the cushion or table, is foul; and a player, while engaged in a game, has no right to practise a particular stroke on another table.

## VI.—ON CASES WHERE THE BALLS ARE IN CONTACT.

[At the request of the majority of leading players, amateur and professional, the rule observed since 1858, under which no count could be effected unless the striker first played upon some ball other than that with which his own was in contact, has been amended as below. The new rule went into effect January 1st, 1867.]

1. When the cue-ball is in contact with any other ball, the striker may effect a count either by playing first upon some ball other than that with which his own is in contact, or by playing first against the cushion, or by a *masse*. In either of the two last mentioned cases, it is immaterial which ball the returning cue-ball strikes first.

2. Should the cue-ball be in contact with all the other balls on the table—or, if with two balls only, while the remaining ball is on the table, in such a way that the striker cannot play either on the free ball or the cushion *first*—it shall be optional with him to have all the balls taken up and the

reds spotted as at the commencement of the game. It shall also be at his option to take the lead himself or compel his opponent to lead.

[This is the same as starting the game anew, except that there is no occasion to "string" for the lead and the choice of balls.]

#### VII.—ON WITHDRAWING FROM, WITHOUT FINISHING, A GAME.

1. The player may protest against his adversary standing in front of him, or in such close proximity as to disarrange his aim.

2. Also, against loud talking, or any other annoyance by his opponent while he is making his play.

3. Also, against being refused the use of the bridge, or any other of the instruments used in that room in playing, except when a special stipulation to the contrary was made before commencing the game.

4. Or in case his adversary shall refuse to abide by the marker's, referee's, or company's decision on a disputed point, which it was agreed between them to submit to the marker, referee, or company, for arbitration. In any one, or all of the foregoing cases, if the discourtesy be persisted in, the party aggrieved is at liberty to withdraw, and the game shall be considered as drawn, and all depending upon it.

5. Should the interruption or annoyance have been accidental the marker, if so requested by the player (who is entitled to repeat his stroke), must replace the balls as near as possible in the position they occupied before the player made the stroke in which he was interrupted.

#### VIII.—ON CASES IN WHICH THE MARKER MUST REPLACE THE BALLS, IF CALLED ON, AS NEARLY AS POSSIBLE IN THEIR FORMER POSITION.

1. In the case mentioned in the fifth paragraph of the preceding rule.

2. Where any of the balls, when at rest, are moved by accident.

3. Where any of the balls, while rolling, are suddenly obstructed either by accident or design on the part of any person other than the player. In this case, the marker, if so

requested by the players or referee, shall place the interrupted ball as nearly as possible in the situation which it would apparently have occupied, had it not been stopped.

4. Where the cue-ball, resting on the edge of a pocket, drops into it before the striker has time to play.

5. Where the object-ball in a similar position, is rolled back into a pocket by any of the ordinary vibrations of the table or atmosphere.

6. In all the cases aforementioned, where it is specified that in consequence of a foul stroke, the player's opponent shall have the option either of playing at the balls as they are or causing them to be replaced by the marker.

7. When either or both of the red balls are pocketed or forced off the table, it is the marker's duty, to spot them before another stroke is played—except (the game being played is caroms and pockets) the spot appropriate to either to be occupied by one of the playing balls, in which case the red one must be kept in hand until its position is uncovered.

8. If, after playing a ball, the player should attempt to obstruct or accelerate its progress by striking it again, blowing at it, or any other means, his opponent may either play at the balls as they stand, or call upon the referee or marker to replace them in position they would otherwise have occupied.

9. It is the duty of each player to see that a ball is properly spotted before the next stroke is made. As in the case where a player is in hand, a claim of foul, after the cue-ball has been struck in the one instance, and the red ball disturbed in another, cannot be entertained. All claims to the effect that the red ball is not on its spot, or that the striker's ball is not inside the "string" when he is about to play after having been in hand, should be made *before* the stroke is played, as it can seldom be decided *after* the stroke whether there was any ground for the claim.

#### IX.—ON THE DUTY OF PLAYERS TO EACH OTHER.

1. Each player must look after his own interest, and exercise his own discretion. His opponent cannot be compelled to answer such questions as, "Is the ball outside or inside the string?" "Are the balls in contact?" and so forth. These are questions for the player's own judgment to decide.

2. When the cue-ball is very near another ball, the player must not play directly upon that ball without having warned



has adversary that they do not touch, and given him or his umpire time to be satisfied on that point.

3. It is obligatory upon the adversary or umpire to call "time!" or give some other notice of his approach, if, while the player is preparing to make a stroke, either of them desires to look at the balls, or submit a question to the referee.

4. Each player should attend strictly to his own game, and never interfere with his adversary's, except in the cases mentioned in Section 9 of Rule VIII., or when a foul stroke or some other violation of these rules may call for forfeiture.

#### X.—ON THE DUTY OF THE MARKER AND THE SPECTATORS TO THE PLAYERS.

1. In a single game, no one, except the player and his umpire, has a right to interfere with the play, or point out an error which either has been or is about to be committed. The player to whose prejudice the foul stroke is being or has been made, should find that out for himself.

2. Even after a stroke has been made, no one in the room has any right to comment upon it, either for praise or blame; for the same stroke may occur again in the course of the game, and the player's play may be materially altered by the criticism to which he has just been listening.

3. Let the marker and spectators keep their places as much as possible, for if they crowd or move around the table they are *liable* to interfere with the players, and certain to distract their attention.

4. When the spectators are appealed to by the marker or referee for their opinion on a point which he has been asked, but finds himself unable to decide, such of them as are well acquainted with the game should answer according to the best of their knowledge and belief. Those who know little or nothing of the game would oblige themselves and others by at once confessing their incompetency. Either they may not have seen the disputed stroke, or, seeing it, may not have been familiar with its merits.

#### XI.—SPECIAL DUTIES OF THE MARKER.

The marker's duties may be thus summed up: 1st. To proclaim each count in a voice that can be heard by the players at his own table. 2nd. To post the total run made by each player before the next begins to strike. 3rd. To spot the balls

when necessary. 4th. To furnish the bridge and other implements of the game, when called for. 5th. To see that the player be not obstructed in his stroke by being crowded by the spectators. 6th. To decide, without fear or favor, all questions of order and fairness which shall be officially laid before him for his opinion. But, 7th. Let him never volunteer a remark upon any portion of the game. 8th. Let him never touch any but a pocketed ball himself, nor allow any other person except the players, to touch one, except when officially called upon to replace the balls, as specified in Rule VIII., or when asked to decide as to which is the ball that properly belongs to the player. In this case, should the spot be turned down on the table, he may lift the ball to ascertain the fact—but never let him touch them voluntarily. 9th. Finally, when called upon to decide a disputed point (when there is no umpire or referee appointed) of which he has no personal knowledge—the fairness of a shot which was made when he was looking elsewhere, for instance—let him proclaim silence, and take the opinion of such of the company as avow themselves competent to judge. The voice of the majority should be allowed to settle all debate; but should their decision be flagrantly in conflict with any of the well-known and admitted rules hereinbefore laid down, the party who fancies himself aggrieved may give notice of appeal to lay the question before what the lawyers would call “a jury of experts” of the recognized rules. This appeal is final; but it must be made, and the decision given, before another stroke is played.

## XII.—TRIALS OF SKILL.

The following is intended more particularly to apply to important trials of skill. In social games, wherein players are seldom tenacious of their rights, referees and umpires are not necessary.

1. It is the privilege of each side to select an umpire, and with the two umpires rests the appointment of a referee.
2. These three officers, along with the players, have sole control of the game.
3. The umpires and referees should be seated in an elevated position, as near the table as possible, so as to be able to observe every movement of the balls. It is desirable that all three should sit together, with the referee in the centre; but it shall be the privilege of either, should he deem

it necessary, to leave his seat and take a position near the player. But he must not stand directly in front of him, nor so near him as to be in his way.

4. It is the duty of the umpires to look after the interests of their respective principals, and to make certain that the game progresses strictly in accordance with the established rules. In case the players have entered into some agreement conflicting with said rules, the referee, as well as the umpires, must be notified of the fact before the game begins; otherwise these officers are bound to decide only as authorized by the rules of billiards.

5. Should an improper shot be made, or the balls be wrongfully disturbed, or any impropriety occur, the umpire on the opposite side will immediately call out "Foul" or "Time!" when it is the duty of the striker to cease playing until the point is decided. The umpire then states his claim to the opposing umpire. If the latter admits the justice of the claim, it is his duty to make public proclamation of the fact at once, and the game then proceeds. But if the umpire will not allow the claim, it is then acted upon by the referee, who publicly announces his decision.

6. The decision of the referee, or of the umpires, as the case may be, are final only so far as they are warranted by the rules. Should a decision be deemed contrary to the spirit of the rules, or as ignoring some special agreement entered into by the players, and known to umpires and referee, it may, upon appeal of the player aggrieved, be referred (as provided in Rule XI., governing the marker) to a jury of such experts as may be present, to be named by the referee and umpires. The aggrieved player, or his umpire, must state to the jury the grounds upon which the protest is made; and in adjudicating it, the jury must be governed by the rules, or such special agreement as may have been entered into.

7. The referee has no voice except when appealed to by the umpires, who are the only persons authorized to appeal to him. The players appeal to the umpires only—never to the referee, unless there are no umpires. Every appeal calls for a prompt decision.

8. It is the further duty of the referee and umpires to see that the points made by each contestant are properly scored. In order that this duty may be performed, play must be suspended until points due have been marked up.

## THE THREE-BALL FRENCH GAME

*Adopted by the Contestants in the International Tournament  
for the Championship of the World, New York,  
June 23-30, 1873.*

The three-ball carom game is (as the name indicates) played with three balls, two white and one red. The billiard table has three spots in a line, dividing the table lengthwise, running from the centre of the head cushion to the centre of the foot cushion; one of those spots, cutting the line in two equal parts, is called the *centre spot*, and the other two are situated half way between the centre spot and the head and foot cushions.

The spot at the head of the table is called the *white spot*, and the one at the foot of the table the *red spot*. The centre spot is only used when a ball forced off the table finds both white and red spots occupied. Therefore, should the white ball forced off the table have its spot occupied, it would be placed on the red spot, or on the white spot if it be the red ball that is forced off the table.

In beginning the game the red ball and one white are placed on their respective spots; the other white remains in hand, and is placed near the white spot previous to the opening stroke in the game. The player can take any position within six inches of the white spot on a line parallel, or nearly parallel, with the head cushion, but he must strike the red ball first before a count can be effected.

In playing the game the following rules should be observed:—

**RULE 1.**—The game is begun by stringing for the lead; the player who brings his ball nearest to the cushion at the head of the table winning the choice of balls and the right to play first, as in the American game. Should the player fail to count, his opponent then makes the next play, aiming at will at either ball on the table.

**RULE 2.**—A Carom consists in hitting both object-balls with the cue-ball in a fair and unobjectionable way; each will count *one* for the player. A penalty of *one* shall also be counted against the player for every miss occurring during the game.

**RULE 3.**—A ball forced off the table is put back on its proper spot. Should the player's ball jump off the table after counting, the count is good, the ball is spotted, and the player plays from the spot.

RULE 4.—If in playing a shot the cue is not withdrawn from the cue-hall before the cue-balls comes in contact with the object-ball, the shot is foul, the player loses his count, and his hand is out.

RULE 5.—If the balls are disturbed accidentally through the medium of any agency other than the player himself, they must be replaced and the player allowed to proceed.

RULE 6.—If in the act of playing the player disturbs any ball other than his own he cannot make a counting stroke, but he may play for safety. Should he disturb a ball after having played successfully, he loses his count on that shot; his hand is out, and the ball so disturbed is placed back as near as possible in the position which it formerly occupied on the table, the other balls remaining where they stop.

RULE 7.—Should a player touch his own ball with the cue or otherwise previous to playing, it is foul, the player loses *one*, and cannot play for safety. It sometimes happens that the player after having touched his ball gives a second stroke, then the balls remain where they stop, or are replaced as near as possible in their former position at the option of his opponent.

RULE 8.—When the cue-ball is very near another, the player shall not play without warning his adversary that they do not touch, and giving him sufficient time to satisfy himself on that point.

RULE 9.—When the cue-ball is in contact with another, the balls are spotted, and the player plays with his ball in hand.

RULE 10.—Playing with the wrong ball is foul. However, should the player using the wrong ball play more than *one* shot with it, he shall be entitled to his score just the same as if he had played with his own; as soon as his hand is out, the white balls must change places, and the game proceed as usual.

RULE 11.—In all the games for the Challenge Cup, the crotch is debarred. The object-balls shall be considered crotched whenever the centres of both lie within a  $4\frac{1}{2}$  inch square at either corner of the table. When the object-balls are so within said square, three counts only will be allowed, except one of the object-balls or both be forced out of it. In case of failure by the player, his hand is out, and the next player goes on to play with the balls in position as left by last player.

**RULE 12.**—In this game no player is allowed to withdraw before the game is out; by so doing he forfeits the game. The decision of the referee is final, but it might happen under extraordinary circumstances that one of the players should believe his rights to have been violated by the referee. In such a case he must declare the subject of his grievance, and announce that he is playing the game out under protest. Then, should he lose the game, the subject of the grievance is left to the decision of experts mutually agreed upon.

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### BAULK LINE GAME.

1. The table shall be prepared by the introduction of four lines distinctly marked upon the cloth, eight inches from each cushion and extending from end to end and from side to side of the table. The game is played with three balls.

2. The player winning the bank may require his antagonist's ball to be played on the radius spot and take the lead himself, or he may have his own ball spotted and require his opponent to open the game. The player opening the game may play from anywhere within a six-inch radius of which the spot at the head of the table is the base, but can make no count until his ball has hit the red before hitting the white. After the opening stroke the striker plays at either ball from any position in which he may find his own, subject to the rules governing foul strokes in the three-ball French carom game of billiards, and the following special rules for this game:

1st.—It is a foul if more than two successive shots are made on balls, both of which are within any one of the eight interdicted spaces. The only way in which more than that number can be made in succession is by sending one or both balls out and bringing them back in again. Both balls being within the space, the striker can play once on them without sending either out. The next stroke must send at least one out. Should it return and both balls be again inside, he can play one shot as before without sending either out. This process may be repeated *ad libitum*. Should the second stroke fail to send a ball out, it does not count. The striker's hand is out, and the next striker plays at the balls as he finds them.

2nd.—It is a foul to place marks of any kind on the cloth or cushions as a guide to play.

3rd.—It is a foul to practise a banking shot for the lead off, upon the plea of testing the balls, which, until the moment of beginning, should not be hit with a cue, and after banking, should not again be hit with a cue until the opening stroke is made.

4th.—It is a foul if the striker in making a shot is assisted by any other person in any way, save being handed the bridge, or long cue, or having the chandelier pulled aside, etc., by the marker, after he has requested the marker to do so.

5th.—It is a foul against the non-striker, and the striker cannot make a count on the ensuing shot, if the ball in play is lifted from the table, except it be unavoidable, in those cases in which it is provided that because of a foul or irregular stroke the ball should be transposed or replaced.

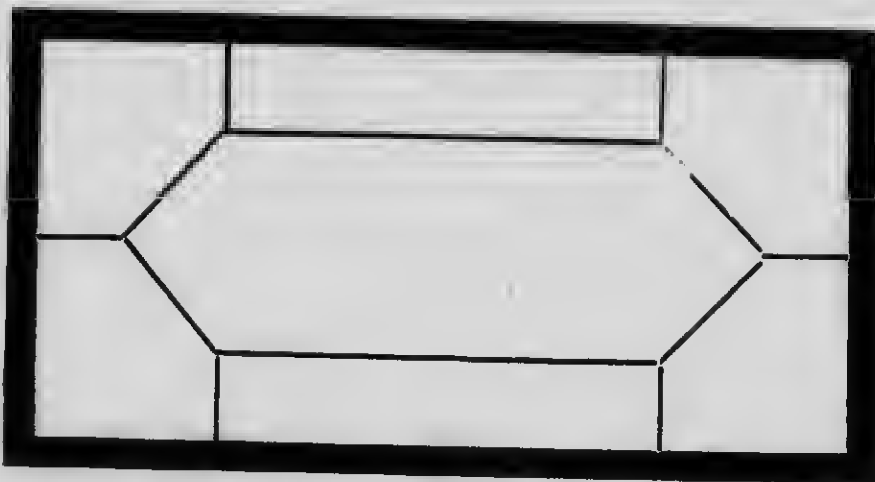
6th.—In order to restrict delay or play for safety, it shall be optional for the non-striker, if his opponent makes a miss in each one of three successive innings, to accept or reject the third miss at his pleasure, and he may force his antagonist to hit at least one object-ball, and for this purpose the antagonist's ball shall be replaced by the referee. Should two balls be hit by this stroke, there shall be no count.

3. In the opening shot, and also whenever by a counting stroke he has sent his ball off the table, or lodged it on the cushion rail, and, likewise, whenever he elects to spot balls that are "fast," the striker is "in hand." The non-striker's ball never becomes "in hand."

4. The object balls shall be in baulk as soon as both have stopped within any one of the eight spaces defined by the baulk line. A ball on the line is a ball within.

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THE SPACE GAME  
THE SPACE GAME.



This game was introduced through a tournament played in Hartford, Conn., Jan. 29 to Feb. 15, 1884. The special feature of this game consists in the introduction of right parallel, and oblique lines, forming spaces upon the table bed, which moderates rail nursing, destroys the nursing of balls in the corners and at one end of the table, and calls for a series of strokes that display all the great beauty of the game of billiards, and which bring the game fairly between the cushion-caroms and unlimited nurse play. The above diagram is that of the bed-surface of a billiard table, ruled or lined off in spaces. In laying out the table for the playing of the new game, draw upon the cloth four right lines, eleven inches directly out on the table bed, from the top front surface of the side cushion, and from a point on the cushion twenty-one inches from the corners of a 5 x 10 table, or a distance from the corners that is half way between the first and second sights; this last method of measuring will more easily permit the laying out of the game upon tables of all sizes. Then draw two other right lines from the face of the cushion at the centre diamond sights, on the end rails, eleven inches directly out on the bed, and in a line with the spots. From and to the points of the right lines, at the side cushion, draw a straight line, parallel to the cushion, which line will run eleven inches from and along the surface of the side cushion. Then from the point where these lines intersect draw an oblique line to the point of the right lines projecting from the centre of the



end cushion. Thus we have four restricted spaces in the corners, within any one of which but three counting strokes can be made without, at least, sending one of the object-balls out of the space. To modify rail play along the near surface of the side cushion is the purpose of the parallel line, within which line but two counting strokes can be made. In the large centre space of the table caroms may

The rules of the Baulk-Line Game govern the New Space be made *ad libitum*.

Game, except where they conflict with those rules which govern the corner spaces.

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### THE PROGRESSIVE CAROM GAME.

The Progressive Game of Billiards differs only from the ordinary Three-ball Carom Game in the manner in which the game is scored. The striker scores one for each cushion he causes the cue-ball to hit in effecting a valid carom; thus one cushion hit by the cue-ball, should the striker make a carom, would count but one; two cushions hit by the cue-ball counts two; five cushion hit counts five, etc. Ordinary caroms from ball to ball count one. The rules of the regular Three-ball Game of Billiards govern this game also, except when they conflict with the foregoing rules.

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### FOUR-BALL CAROM GAME.

The Four-ball Carom Game is played upon a carom table with two red and two white balls. A carom counts one, whether effected upon a red and white ball or upon two red balls.

The deep-red ball is spotted on the red ball spot at the foot of the table; the light red ball is spotted on the white ball or string spot; and the two white balls are in hand.

The player winning the opening bank may either lead or require his opponent to do so. The player leading plays his cue ball beyond the deep red to any point at the foot of the table; and the next player on his opening stroke, playing from any point within the string, must first strike the white ball in order to effect a carom, but on any other stroke, except when the cue ball is in hand, may play on either ball first.

Should he, on the leading stroke, fail to hit the white ball first, or fail to hit it at all, his opponent counts one point.

A stroke made while a red hall is off the table, provided its spot is unoccupied, is foul.

A touch of a cue ball is a shot. If, while the halls are at rest, a player touches or disturbs any hall on the table it is foul.

If, when the player's ball is in hand, he does not cause it to pass outside the string before touching any of the object halls or cushion, the stroke is foul, and his opponent may choose whether he will play with the halls as they are, have them replaced in their original positions, or cause the stroke to be played over.

In all other particulars the Four-hall Carom Game is governed by the rules of the Three-hall Carom Game.

Playing directly at a hall that is considered in the "string," is not foul, provided the cue-ball pass wholly beyond the "string" line before coming in contact.

Giving a miss inside the "string," when the player is in hand, is foul; but he may, for safety, cause his ball to go out of the "string," and return.

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### CUSHION CAROM GAME.

In the Cushion Carom Game the general rules of the Three-hall game apply as to halls, spots, stringing for lead, playing from radius, hall forced off the table, foul strokes, penalty for miss, playing for safety, etc. The specific rules governing Cushion Caroms are as follows:

1. A counting stroke is complete when the cue hall has touched one or more cushions before effecting a carom, or when the cue hall, after striking one object ball, touches one or more cushions before striking the second object hall.
2. In case of doubt whether the cue hall has touched a cushion before striking an object hall, the decision of the referee must be against the striker.
3. Each cushion carom counts one for the striker. A miss of both object halls counts one for the non-striker.
4. When the cue hall is in contact with ("frozen" to) an object hall, the striker may play to a cushion from the hall with which the cue hall is not in contact, or he may play direct to a cushion; or he may have the halls spotted as at the opening of the game.
5. When the cue hall rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carom.

## THREE-CUSHION CAROM GAME.

The game of Three-cushion Caroms is governed by the general laws of billiards as already set forth, and the only particulars in which it differs from the game of Cushion Caroms are indicated in the following rules:

1. In order to constitute a valid carom, the cue ball must first have touched a cushion or cushions at least three distinct times before completing a count.
2. Each carom counts one, and each miss counts one for the non-striker.
3. In the case of "frozen" balls, the option is to play away from the balls or to spot them as at the opening of the game.
4. When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least three other cushions, either before or after contact with an object ball, in order to effect a valid three-cushion carom.

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BANK SHOT GAME.

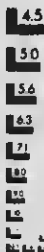
The rules distinctively pertaining to the Bank Shot Game are as follows, play being in other respects governed by the Three-ball Carom rules:

1. In the lay-off shot, as in every other stroke, the cue ball must touch at least one cushion before striking an object ball.
2. When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carom.
3. When the cue ball is "frozen" the striker has no option, but must play with the balls as he finds them.
4. In cases where it is doubtful whether the cue ball touched a cushion before coming in contact with an object ball, the decision of the referee must be against the striker.



# MICROCOPY RESOLUTION TEST CHART

(ANSI and ISO TEST CHART No. 2)



5.0

5.6

6.3

7.1

8.0

9.0

10

11.2

12.5

14

16

18

20

22.5

25

28

31.5

36

40

45

50

56

63

71

80

90

100



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## RULES OF THE CANNON GAME.

1. Is played by two persons, with three balls, black, red and white, choice of balls and the lead having been decided on. The black ball must be placed on the spot as in Rule 4 (Bagatelle), and the adversary's equidistant between cups Nos. 1 and 9.
2. If the player strike both balls with his own ball it is a cannon, and he scores two, and at the same time he holes either of the balls he also scores the number marked in the cup, the black ball counting double.
3. Striker continues to play as long as he scores.
4. No score unless a cannon is made.
5. If either the adversary's or black ball are holed or roll beyond the baulk line, they must be replaced on their respective spots.
6. The black ball must always be struck by the player's ball, or in default of this the adversary scores five; a miss also counts five to the adversary.
7. The game is 120 or 150, as may be agreed.

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**RULES OF THE IRISH CANNON GAME.**

This game is played the same as the above, only the holes count even if a cannon should not be made. Should the player's ball, however, in any case, go into a hole, it counts to the adversary, and anything else made by the same stroke is forfeited.

**N.B.—When there are pookete to the Bagatelle the white and red balls count two, and the black ball counts three.**

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## THE SPANISH GAME OF BILLIARDS

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This game is played in the South, California, and in Mexico and Cuba, and is played with two white and one red ball, and five pins placed similar to those in Pin Pool. The red ball is placed on the red-ball spot, and the first player strikes at it from within the baulk semicircle. The game is scored by winning and losing hazards, caroms, and by knocking over the pins. It is usually played thirty points up.

### RULES.

1. The player who knocks down a pin after striking a ball gains *two* points, if he knocks down two pins he gains *four* points, and so on, scoring two points for each pin knocked down. If he knocks down the middle pin alone he gains *five* points.
2. The player who pockets the red ball gains *three* points and two for each pin knocked down by the same stroke.
3. The player who pockets the white ball gains two points and two for each pin knocked over with the same stroke. Each carom counts two.
4. The player who knocks down a pin or pins with his own ball before striking another ball loses two for every pin so knocked down.
5. The player who pockets his own ball without hitting another ball forfeits three points; for missing altogether he forfeits one point.
6. The striker who forces his own ball off the table without hitting another ball forfeits *three* points, and if he does so after making a carom or pocket he loses as many points as he would otherwise have gained. The rules of the Three-ball Game, except where they conflict with the foregoing rules, govern this game also.

## THE GAME OF CONTINUOUS POOL

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Continuous Pool, so called from the system of scoring the game, differs from any other game of ball pool heretofore in vogue. Unlike 61-or-8-ball Pyramid Pool the scoring of the game is continued until all the balls in each frame have been pocketed and the game may consist of any number of balls or points up which may be agreed upon. Each ball pocketed scores one point for the striker and the game is usually scored upon the string of buttons over the table as in regular billiards. Penalties are paid through deducting points from the offending player's score or string of buttons, instead of forfeiting a ball to the table as in regular pyramid pool.

In playing a long game of more than one night's duration, when a player shall have scored the agreed upon quota for the night, play must be continued until all the balls of the final frame have been pocketed, and each player must be credited with the balls which each shall pocket in the aforesaid final frame.

On the final night of a match, playing shall cease as soon as the leading player shall have scored or pocketed a sufficient number of balls to be declared winner of the match.

### THE GAME.

The game of Continuous Pool is played with fifteen numbered balls and one white ball, not numbered. The latter is the cue-ball and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterwards as he finds it on the table, his object being to pocket as many of the numbered balls as he can. The fifteen balls are numbered from one to fifteen respectively, and are usually colored, but the numbers on the balls are simply used for convenience in calling the number of each ball which the player intends to pocket, and do not in any way affect the score of the player. Before commencing the game these fifteen balls are placed promiscuously in the form of a triangle upon the table, a triangular frame being employed for this purpose, to insure correctness. The highest numbered balls must be placed nearest the apex of the triangle and the lowest numbered at its base; the 15-ball must be placed at the apex and must rest on the spot known as the



red-ball spot in the regular Three-ball Game of Billiards, and the 1 and 5 balls at either corner of the base of the triangle.

The string line occupies the same place on the table as it does in the Three-ball game. Each and every ball counts one point, and the game shall consist of any given number of points, to be mutually agreed upon.

#### RULES FOR PLAY.

1. In match or tournament contests the game is begun by banking, the same as in Three-ball Carom Game. The winner of the lead has the option of playing first himself from within the string at the head of the table, or he can compel his opponent to play first from the same place. For convenience, two white balls of the same size as the pool balls may be provided for banking.

2. The player who makes the opening stroke must play from within the string at the head of the table and must drive two or more object-balls to a cushion, or cause at least one object-ball to go into a pocket. Should he fail to do either, the balls are to be set up again; he forfeits two points, and must continue to play until he drives two or more object-balls to a cushion, or at least one object-ball into a pocket. Each failure causes him to forfeit two points.

In match or tournament games the player making the opening stroke must call the ball or balls to be pocketed in order to effect a count.

3. Before making a stroke the player must distinctly call the number of the ball he intends to pocket, and unless he does so the ball pocketed does not count for him and must be placed on the deep-red spot; or, if that be occupied, as near on a line below it as possible. The player loses his hand, but does not forfeit any points, and the next player plays. Should he call more than one ball, he must pocket all the balls he calls, otherwise none of them can be counted for him. A player is not required to pay a penalty for failure to move a ball hit a called ball provided he hits any other ball or balls on the table.

[**Note to Rule 3.**—By an agreement entered into by the players in the World's Championship Tournament in March, 1893, it was stipulated that in match or tournament games a ball falling in a pocket, other than the one for which it is obviously intended, according to the judgment of the referee, does not count.]

4. After the opening stroke each player must either pocket a ball or make at least one object-ball or the cue-ball, after contact with an object-ball, strike a cushion, under penalty of forfeiture of one point.

5. Should the player pocket, by the same stroke, more balls than he calls, he is entitled to all the balls he calls and all the other balls pocketed by the stroke.

6. All strokes must be made with the point of the cue, otherwise they are foul.

7. A forfeit of one point is deducted from the player's score for making a miss, pocketing his own ball, forcing his own ball off the table, failing to either make an object-ball strike a cushion or go into a pocket, or the cue-ball to strike a cushion as provided in Rule 4, and for striking his own ball twice.

8. A ball whose centre is on the string line must be regarded as within the line.

9. If the player pocket one or more of the object-balls, and his own ball go into a pocket or off the table from the stroke, he cannot score for the balls, which must be placed on the spot known as the deep-red spot; or, if it be occupied, as nearly below it as possible, and on a line with the spot, and the player forfeits one point for pocketing his own ball or driving it off the table.

10. A ball going into a pocket and rebounding onto the table must be regarded in the same light as if it had struck a cushion, and is not to be counted as a pocketed ball. It retains its place where it comes to rest upon the table. An object-ball forced off the table, or forced off and rebounding from some object foreign to the table, must be replaced upon the deep-red spot; or, if that be occupied, on a line below it and as near as possible. If it is the cue-ball, it is to be regarded as being off the table and in hand. The gas-fixture or other apparatus for lighting, when placed directly over the table, shall not be considered a foreign object, and should a ball striking a fixture rebound to the table, it must retain its position where it comes to rest.

11. A ball resting on the cushion must be regarded as off the table.

12. When the cue-ball is in hand, the player may play from any place within the string at any object-ball outside of it; but he is not allowed to play directly at an object-ball which is within the string. Should none of the object-balls be outside, that ball which is nearest outside the

string should be spotted on the deep-red spot, and the player may play at it.

13. Should the striker touch the cue-ball with the point of his cue, or should he touch it with any other part of the cue except the point, or with his clothing, or anything else, it shall be accounted a stroke. The striker loses his hand, forfeits one point, and the next player plays.

14. Should the player touch an object-ball with the point or any other part of the cue, or with his clothing, or anything else, the ball so disturbed is to be replaced by the referee in its original position. The striker loses his hand only and the next player plays.

15. A counting stroke cannot be regarded as being completed until all balls set in motion by the stroke have come to rest.

16. A stroke made when any of the balls are in motion is foul. Should such a stroke be made, the balls are either to be replaced or left as they come to rest, at the option of the next player, and the next player plays. The striker loses his hand and forfeits one point.

17. Should the player strike his own ball twice he forfeits one point, and the balls disturbed in consequence of the second stroke are to be placed by the referee in the position they occupied before the first stroke, or left as they are when they come to rest, at the option of the next player. The striker loses his hand, and the next player plays.

18. Should the balls, or any of them, on the table be accidentally disturbed by any other person or cause than the player, they are to be replaced as nearly as possible in their original position, and the player may continue.

19. Push shots are allowed; that is, it is not necessary to withdraw the point of the cue from the cue-ball before the latter touches the object-ball. When the cue-ball is in contact with another ball, the player may play directly at the ball with which it is in contact, or directly from it, and the latter play shall not be recorded as a miss, provided a cushion is struck, as specified in Rule 4.

20. When the striker is in hand, should he play from any position not within the string line, without being checked previous to the stroke being made, any score he may make from such stroke he is entitled to; but if he is checked before making the stroke, and then makes it, it does not count for him, his hand is out and the next player

plays, and all balls disturbed by the stroke must be replaced or left as they are, at the option of the next player.

21. It is foul, and the striker forfeits one point, if, while in the act of striking, he has not at least one foot on the floor.

22. Should the striker, by a clear, fair stroke of the cue, pocket a ball and, after the stroke, move, touch, or foul one or more of the object-balls, he is entitled to the pocketed ball and loses his hand only because of the foul, and the next player plays.

23. Should a ball that has come to a standstill move, without apparent cause, while the player is preparing to strike, it must be replaced. Should it move before he can stop his stroke, it and all the other balls set in motion by the stroke must be replaced, and the player shall repeat his stroke, inasmuch as, but for the moving of the ball, he might have counted where he missed or missed where he counted.

**[Note to Rule 23.—** Should a ball after having come to a standstill and then resting on the edge of a pocket fall into the pocket without being hit by another ball, it must be replaced by the referee, or by the marker through the direction of the referee. Should it so fall into a pocket while the striker is in the act of taking aim, or should it so fall into the pocket after the striker has delivered his stroke and before his ball, or an object-ball set in motion by the stroke, hits said ball, it and all other balls set in motion by the stroke must be replaced by the referee, or by the marker through the direction of the referee, as near as possible to their original positions, and the striker is entitled to play again. A ball must be positively hit by another ball before it can be reckoned as a pocketed ball, and should the vibration of the table, through the rolling of the balls, or through atmospheric influences or any other causes other than by being positively hit by another ball through a fair delivery of the cue, cause a ball resting on the edge of a pocket to fall into it, that ball must be replaced by the referee or marker and cannot be reckoned as a pocketed ball.

24. Should a player make three scratches or forfeitures of points in succession he shall forfeit every ball remaining on the table to his opponent, except as provided in Rule 2.

25. Under these rules no player is allowed to withdraw before the game is played out; by so doing, without sufficient cause, he forfeits the game.

26. In case of a scratch or forfeiture the claim for such must be put in before another strike is made, otherwise it cannot be recorded against that player later in the game.

27. A light pencil mark is to be drawn from the deep-red spot directly back to the centre diamond on the end rail, also across the string line. This rule is for convenience and absolute accuracy in spotting and placing the cue-ball.

28. The player scoring the last ball of each frame has the option of leading in the succeeding frame or making his opponent lead.

29. There shall be no unnecessary delay on the part of a player, and an opponent may appeal to the referee in case of such delay, who will place a reasonable time limit on the player. This rule is particularly favorable to spectators, who dislike a tedious game.

30. An opponent must stand at least four feet from a player and the table. Protests may be made if a player stands in front of another whose turn it is to play or in such proximity as to disconcert his playing, also against loud talking or advice from either spectator or opponent.

#### PROTESTS.

1. The player may protest against his adversary's standing in front of him, or in such close proximity as to disarrange his aim.

2. Also, against loud talking, or against advice being given by any person whomever, or any other annoyance by his opponent, while he is making his play.

#### NOTES TO THE FOREGOING RULES.

The decision of the referee is final, but it might happen, under extraordinary circumstances, that one of the players should believe his rights to have been violated by the referee. In such a case he must at once, and before more than one stroke has been played, declare the cause of his grievance and announce that he is playing the game out under protest. Then, should he lose the game, the subject of the grievance is left to the decision of the experts mutually agreed upon.

The rules of the Three-ball Game of Billiards, when not conflicting with any of the foregoing rules, govern this game also.

## THE GAME OF FIFTEEN-BALL POOL

*(For the Championship).*

The game of Fifteen-ball Pool is played with fifteen numbered balls, and one white ball not numbered. The latter is the cue-ball, and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterwards as he finds it on the table, his object being to pocket as many of the numbered balls as he can, the number on each ball he pockets being scored to his credit; so that not he who pockets the largest number of balls, but he whose score, when added up, yields the largest total, wins the game. The fifteen balls are numbered from one to fifteen, respectively, and are usually colored. Before commencing the game these fifteen balls are placed in the form of a triangle upon the table—a triangular frame being employed for this purpose to insure correctness. The ball numbered fifteen is so placed upon the table as to form the apex of the triangle, pointing upward toward the head of the table, and in forming the triangle the fifteen-ball should rest as nearly as possible upon the spot known as the deep-red spot in the Three or Four-ball Games. The other balls should have their places in the triangle so that the highest numbers shall be nearest the apex, the lowest numbers forming the base.

The string-line occupies the same place on the table as it does in the Four-ball Game.

The numbers on the balls pocketed count for the player who pockets them fairly, and as the sum total of all the numbers on the fifteen balls amounts only to one hundred and twenty, of which sixty-one is more than one-half, when only two persons are playing whichever makes the latter number first is the winner of the game.

### RULES GOVERNING ALL CONTESTS.

1. Should the player making the opening stroke fail to make at least two of the object-balls strike a cushion, or at least one object-ball go into a pocket, he forfeits three points and the next player plays. In the opening stroke all balls pocketed count for the player, and he is not required to call any ball on this stroke.

In match or tournament games, when on the opening stroke the player fails to drive at least two object balls to a cushion, or to pocket at least one object-ball, the balls are set up again, and he forfeits two scratches, or six points, and must continue to play until he drives two or more object-balls to a cushion, or at least one object-ball to a pocket. For each failure so to do he forfeits six points.

2. After the opening stroke each player must either pocket a ball, make an object-ball strike a cushion or the cue-ball strike a cushion after contact with an object-ball, under penalty of forfeiture of three points. Three forfeitures in succession lose the player making them the game.

Should the striker pocket the cue-ball during the game, and by the same stroke fail to drive one or more balls against a cushion or into a pocket, he forfeits three only for the pocketing of the cue-ball.

3. When two players only are engaged in a game, and one player's score amounts to more than the aggregate numbers on the balls credited to the other player, added to that remaining on the table, the game is ended, the player whose score is higher than this total wins. But when more than two players are engaged the game is ended only when the aggregate of numbers of the balls remaining on the table do not amount to enough to tie or beat the next lowest score. It is the duty of the game-keeper to proclaim it when a game is won.

4. A forfeiture of three points is deducted from the player's score for making a miss; pocketing his own ball; forcing his own ball off the table; failure to make the opening stroke, as provided in Rule 1; failure either to make an object ball strike a cushion or go into a pocket, as provided in Rule 2; playing out of his turn, if detected doing so before he has made more than one counting stroke; striking the cue-ball more than once; making a stroke when any of the balls are in motion; failing to have at least one foot on the floor while in the act of striking.

5. In a match or tournament game a tie game is reckoned as void, and must be played over to determine the winner.

6. The rules of the Three-ball Carom Game and of the Game of Continuous Pool for the Championship, when not conflicting with the above rules, govern this game also.

## AMERICAN PYRAMID POOL

### OR 8-BALL POOL.

The game of American Pyramid Pool is played with fifteen balls, numbered from 1 to 15 respectively, and a white cue-ball. The player opening the game plays from any point inside the string, and after the opening shot plays with the cue-ball as he finds it. Each ball counts one point, and in match or two-hand games, the player first scoring eight balls wins game.

#### THE RULES FOR PLAY.

1. In the opening stroke the cue-ball, aimed direct or as the result of a bank shot, must strike the pyramid with force sufficient to cause at least two object-balls to touch a cushion, or at least one object-ball to go into a pocket. Failure to do either forfeits the stroke and one ball to the table.

In case of a forfeit by a player having no ball to his credit, the first ball scored by him shall be placed on the deep-red spot, or as near thereto as possible. All balls pocketed on the opening stroke count, and need not be called.

In match or tournament games, when the player on the opening stroke fails to drive at least two balls to a cushion or one ball to a pocket, the balls are set up again, and the player forfeits one ball from his score, and must continue to play until he shall have made a legal leading stroke.

2. After the opening stroke the player must call the number of the ball he intends to pocket, but need not call the pocket. Should the called ball not be pocketed, no ball pocketed on that stroke is counted, but must be placed on the deep-red spot, or as near as possible on a line below it: the player's hand is out, but he incurs no penalty. Should more than one ball be called, and one or more thus called should not be pocketed, none can be counted. Failure to hit a called ball involves no penalty, provided any other ball be hit.

3. One ball is forfeited if after the opening stroke the player fail to pocket a ball, or fail to make at least one object-ball, or the cue-ball, after hitting an object-ball, strike a cushion. Should the player also pocket the cue-ball after failure as above described, he forfeits but one ball on the stroke.



4. When one or more balls, in addition to the ball called, are pocketed, the player is entitled to all pocketed.

5. When more than two players are engaged, the game is ended when the balls remaining on the table are not sufficient to tie the next lowest score; and all that may be depending upon the game shall be decided in accordance with the standing of each player when pool is called.

6. A player forfeits one ball for making a miss, pocketing the cue-ball, forcing the cue-ball off the table, for failing as described in Rule 3. and for striking the cue-ball twice.

7. It is a stroke, and one ball is forfeited, if the striker touch the cue-ball with his cue and make a miss, or touch it with his clothing, or any other object.

8. A stroke made when any ball is in motion is foul, one ball is forfeited, and the incoming striker may either have the balls replaced or play as he finds them.

9. When the cue-ball is struck twice, the balls disturbed in consequence of the second stroke shall be replaced, or the incoming striker, if he choose, may play as he finds them; the striker forfeits one ball.

10. The rules of Continuous Pool for the Championship, and of the Three-ball Carom Game, except as above specified, govern this game also.

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### CHICAGO POOL.

This game is played with the numbered pool balls from 1 to 15 and a white cue-ball, as in Fifteen-ball Pool, the object being to play upon and pocket the balls in their numerical order.

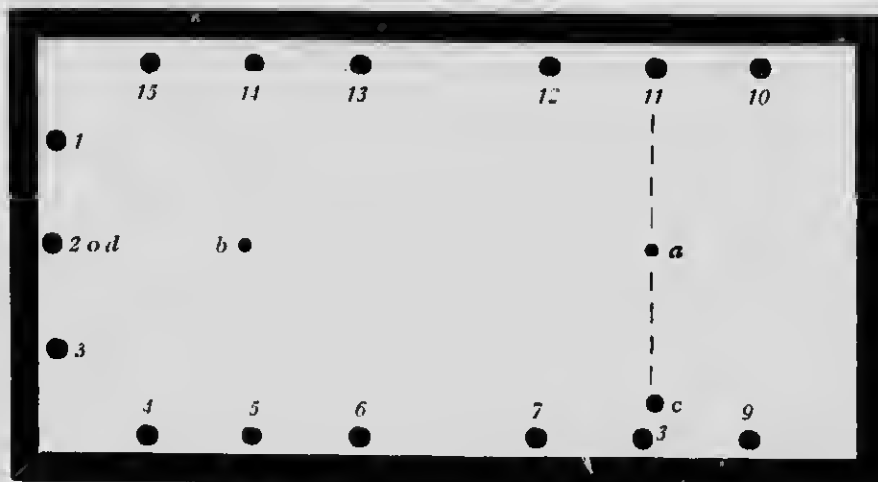
The table is laid out for the game by placing the one ball against the end cushion at the first right-hand diamond sight at the foot of the table, as seen in the diagram; the two-ball is placed at the centre diamond sight on same cushion; the remaining thirteen balls are placed in the order of their numbers at the succeeding diamond sights, as shown in the diagram. All things being equal, it is immaterial which way the numbers run in setting the balls, for they may also be set so that the one-ball is placed on that diamond sight which, when standing at the head of the table and looking toward the foot or lower end, appears

as the left-hand diamond sight on the end rail, with the three-ball placed at the right, etc.

The three sights on the end rail at head of the table are not occupied by any ball.

In opening the game the order of play is determined by throwing out small numbered balls, as in Fifteen-ball Pool, and he whose first play it may be, strikes the cue-ball from any point within the string line.

The opening stroke *must* be to strike the *one*-ball. If that ball is holed it is placed to the credit of the player, and he continues his hand until he fails to score, but in continuing he must play each time upon the ball bearing the lowest number on the table. After playing upon that



ball, however, should any other be pocketed by the same stroke, irrespective of its number, it shall be placed to the player's credit so pocketing it.

If the line of aim at the ball required to be hit is covered by another ball the player may resort to a bank play or massé, etc., but should he fail to hit the required ball he forfeits three, receiving a scratch.

Should a ball be holed by a foul stroke it is replaced upon the spot it occupied at the opening of the game, but should it be the 8-, 9-, 10- or 11- ball so holed, they being within the string, and the cue-ball in hand, then the balls specified are to be placed upon the pyramid or red-ball spot, or should that be occupied, as near to it as is possible, as in Fifteen-ball Pool.

The player having the lowest aggregate score is required to pay for general refreshment for all in the game. The player having the second lowest score pays for the game.

The rules of Fifteen-ball Pool govern Chicago Pool, except where they conflict with the foregoing rules.

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### ROTATION POOL.

This game is played with the numbered pool balls from 1 to 15 and a white cue-ball, as in Fifteen-ball Pool, the object being to play upon and pocket the balls in their numerical order.

In "setting the balls" at the commencement of the game they are placed on the table in the form of a triangle or pyramid, the No. 1 ball at the apex, No. 2 and No. 3 in the second row, Nos. 4, 5 and 6 in the third row, Nos. 7, 8, 9, 10 in fourth row, and Nos. 11, 12, 13, 14 and 15 in last row.

The player opening the game plays from any point inside the string, and after the opening shot plays with the cue-ball as he finds it.

In opening the game the order of play is determined by throwing out small numbered balls, as in Fifteen-ball Pool, and he whose first play it may be strikes the cue-ball from any point within the string line.

The opening stroke must be to strike the *one*-ball, and any ball or balls pocketed by the stroke, irrespective of its number, counts for the player, and he continues his hand until he fails to score, but in continuing he must play each time upon the ball bearing the lowest number on the table. Each player in turn is required to play on the ball bearing the lowest number on the table. After playing upon that ball, however, should any other be pocketed by the same stroke, irrespective of its number, it shall be placed to the player's credit so pocketing it.

If the line of aim at the ball required to be hit is covered by another ball, the player may resort to a bank play or massé, etc., but should he fail to hit the required ball he forfeits three, receiving a scratch.

The rules of Fifteen-ball Pool govern Rotation Pool, except where they conflict with the foregoing rules.

## TWO-BALL POOL.

This game, about 40 years ago was universally in vogue in this country. It is played on a pocket table, and is opened by throwing out the small, numbered balls to determine the order of play as in Fifteen-ball Pool, and any number of persons may engage in the game. Two balls only, red and white, are used to play the game, and the striker plays with that ball which was the object-ball in the preceding stroke, except when a ball has been pocketed. In the latter case there must be a new lead, the next striker leading with the red ball, and being followed with the white ball from the string.

## RULES.

1. Player No. 1 must lead with the red, but has the privilege of spotting his ball, in case the lead does not please him. But if, in a pushing lead, he does not withdraw his mace or cue from the ball before it passes the middle pockets, the stroke is foul, and player No. 2 has the option of playing at the ball as it is left, having the lead played over again, or causing the red to be spotted on the pool spot.
2. Each player has one, two, or more lives, as may be agreed on. When he forfeits these he is said to be dead, except he obtains what is called a "privilege," meaning one chance more.
3. This privilege, except where all the players consent to its remaining open, must be taken by the first man "killed;" and the person so killed must determine whether he will accept it or not at once, before another stroke is played. [This is the strict rule of the game, and as such may be enforced; but as a general practice the privilege remains open until taken up by some one of the players.]
4. After a game has been commenced, no one can take a ball, except with the consent of all who are already in the game; and after the privilege is gone, no stranger can be admitted to the game under any circumstances.
5. Any person in the pool whose lives are not exhausted, and who thinks a hazard may be made in a certain position, can claim the stroke, or "take the hazard," as it is technically called, in case the striker does not choose to risk that particular stroke himself. Should the person who takes the hazard fail to execute it, he loses a life.

6. The player has the best right to take a hazard, and must be marked if he fails to pocket the ball, in case any other player in the pool has offered to take it.

7. In playing out of his turn the player loses a life, unless he pockets the object-ball, in which case the ball pocketed loses a life, and the next in rotation to the person who ought to have played plays.

8. But if one player misdirect another by calling on him to play when it is not his turn, the misdirector, and not the misdirected, loses a life, and the next in turn must lead with the red as usual.

9. Whoever touches any of the balls while running forfeits a life. This rule is invariable, and can only be relaxed by the consent of all the players.

10. No player can own or have an interest in more than one ball at a time; nor can he buy another ball, nor own an interest in another ball, while his own ball is either alive or privileged.

11. After the number which he drew is dead, he may buy that of another player, and take his place; but if the seller only dispose of an interest in his ball, he must either continue to play it himself or sell out his ball *in toto*, in which latter case any member of the original pool may buy and finish out the game.

12. But no person not included in the original pool can be permitted to buy in and play; though outsiders may purchase an interest in a ball, still permitting the original member of the pool to play it.

13. If the leader sells his number upon the lead, the purchaser must either allow the lead made to stand or the ball may be spotted at his option.

14. A lead once made cannot be changed, even when the next player sells his ball to a third party; but the leader has, at all times, the option of having his ball spotted.

15. No player can strike twice in succession under any circumstances, except when there are only two players left, and one of them has holed his opponent's ball. In that case the person who has pocketed the ball must lead for his adversary to play on.

16. When only two players are left, and either of them wishes to divide or sell, his opponent shall have the first right of buying, provided he offers as much as is offered by any of the others who are entitled (by having been in the

original pool) to purchase. But should he not offer as much, then the ball may be sold to the highest duly-qualified bidder.

17. If a player, playing on the lead, places his ball outside of the string, and has his attention called to the fact by the leader before the time of striking his ball, it is optional with the leader either to compel him to play the stroke over again, or let the balls remain as they are.

18. If it be found that the marker has not thrown out balls enough for the number of players at the commencement of the game, his mistake will not alter the conditions of the pool. The balls must be again shaken up and thrown over, and then the game commences.

With the foregoing exceptions, the rules of the American Four-ball Game may be applied to Two-ball Pool.

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## FORTY-ONE POOL.

Forty-one Pool is played with a regular Fifteen-ball Pool set of balls, the object of play being to pocket a sufficient number of the pool balls, which added to the private small ball shall score exactly 41.

### THE RULES.

1. The order of playing is determined through throwing out the small numbered balls as in regular ball pool. The balls which determine the private ball of the players are then thrown out and are generally numbered from 6 to 18. No one other than the player is supposed to know the number of the private ball.

2. Each player plays in turn, one shot to an inning, counting all the balls he may get on that shot—the number on each ball being added to the number of his small ball.

3. When exactly 41 is made, the player or game-keeper declares pool, and the player the most distant from 41 is defeated.

4. Pool is also declared when all balls are pocketed from the table. The nearest to 41 is the winner; the most distant is the loser.

5. A miss or pocketing the white ball is a scratch, and the player so doing owes a ball to the table, besides what he may have scored on that shot. If he has more than one ball

in his rack, he can spot the one he prefers; if he has none, spot the first one which he may pocket. Should he pocket more than one ball on his next shot he can spot the one he elects.

6. If a player gets more than 41, it is a burst, and all the balls he has scored must be spotted; and the last ball pocketed must be placed nearest to and in the rear of the spot, etc. In such cases, the player can have a new small ball if he elects.

7. In playing for safety, a player must cause the white ball to go to the cushion before or after hitting a ball; failing to do so, he is penalized a scratch.

8. A player having no ball in his rack is worse off than one with a ball, regardless of its number or the number of the small ball he may have, and a player owing a ball is still worse off. A player making a burst and not declaring it must be credited with no ball.

The rules governing the American Four-ball Game of Billiards, not conflicting with the above, govern this game also, push shots and frozen balls excepted.

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## POKER POOL

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### Rules for Playing Games with Lettered Pool Balls on a Regulation Six-Pocket Pool Table.

#### POKER.

Set the balls up with 16 ball triangle, and see that the centre of the bunch is over the black spot at the lower end of the table on a line between the second diamonds from the foot of the table.

The set consists of 17 balls as follows: four each



representing 4 Aces, 4 Kings, 4 Queens and 4 Jacks. A white ball is used as a play ball.

The break is made from the head of the table, at any point back of the string.

All balls pocketed from the break count.

No player is allowed to pocket more than five balls in one game.

If a player forces the cue-ball off the table it is a scratch.

If a player pockets the cue-ball it is a scratch.

If a player fails to strike another ball with the cue-ball it is a scratch.

For making a scratch a player must spot the last ball pocketed, or in case he has not made a ball he must spot the first ball made in his next inning.

Aces are higher than Kings, Kings are higher than Queens, Queens are higher than Jacks.

The highest hand is four of a kind.

The next highest hand is a Full House (three of a kind and a pair.)

The next highest hand is three of a kind.

The next highest hand is two pairs.

The next highest hand is a Straight (Ace, King, Queen, Jack.)

The next highest hand is one pair (two of a kind.)

A player holding a single ball beats a player holding none.

A player who has made a scratch and not spotted a ball is beaten by a player having no balls or no scratches.

Tie hands may be played off the next game, or settled by throwing out the tally balls, or in any other way agreed upon.

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### HIGH-LOW-JACK.

In playing this game the ball marked J on both sides is omitted and the balls numbered from 1 to 15 are set up with the regulation triangle in the regular way. Four points only can be made in playing one frame. These points are: High, Low, Jack and Game. The fifteen-ball is High, the one-ball Low, the nine-ball Jack, and the greatest number of balls Game.

Seven points generally constitute a game, but any number of points may be agreed upon.

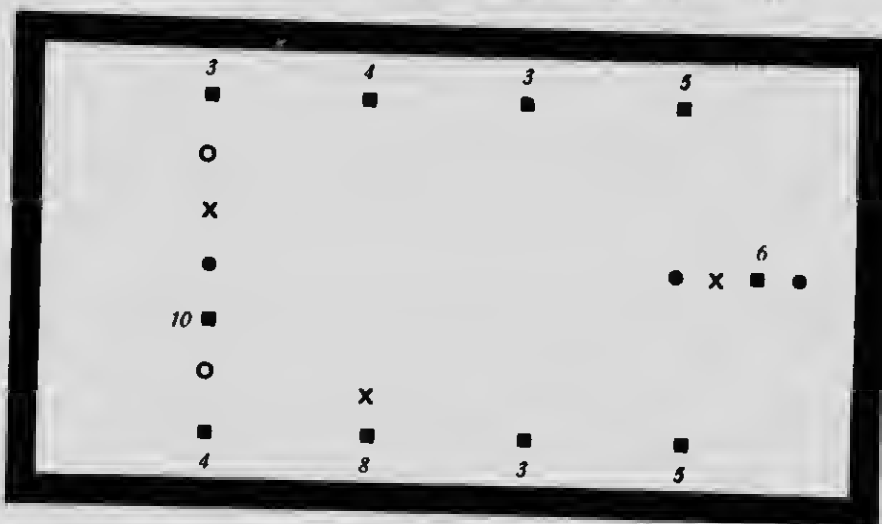
Scratches and penalties for scratches are the same as in the above rules for Poker, except that after a player has



once made the High, Low or Jack balls he is credited with the point at the end of the game, although he may have spotted said ball as a penalty for making a scratch. After a point has been spotted in this way it counts thereafter only as one ball toward making the game point.

## SKITTLE POOL.

## Directions for Placing the Spots on the Table.



In placing the spots on a 5 x 10 table first measure three and a half inches from the edge of the cushion on both sides of the table, at the head and foot, then take a chalked cord, which, by holding tight from points thus measured and snapping, will give a perfectly straight line. Then divide these lines into four equal parts from the straight line to the edge of the cushion at the foot, which will make the distance between the pins twenty-one inches. The white pin (six) is three inches from the dark-red spot, and the black pin one and three-quarters inches from that. The black pin on the right is one and three-quarters inches from the white (eight). The white (ten) and black pins on the string-line are seven inches from the spot. The spots marked with circles in diagram are for the white and spot balls.

N.B.—Be particular to measure from centre to centre of spots and not from the outside.

On a  $4\frac{1}{2} \times 9$  table the pins are placed in the same position, excepting the distance between the pins on right and left side is eighteen and three-quarter inches, and the distance between white (ten) and black pin from the spot is six inches.

In putting on the spots hammer lightly.

In the diagram the crosses represent the position of the black pins.

#### RULES.

1. The game is played with ten white pins and three black pins.
2. Three balls are used, two white and one red.
3. Any number of persons can play, and the rotation is decided as in ordinary ball pool.
4. The game is fifty points or more.
5. Each white pin knocked down by any ball which has struck another ball first counts a certain number, from three to ten. (The value of the various pins is shown in diagram.)
6. The red ball is spotted at the foot of the table adjoining white pin (six).
7. The first player is bound to play at the red ball with the spot ball, which is always spotted on the right-hand side.
8. The second player is bound to play with the white ball, which is always spotted on the left-hand side, but he may play at any ball.
9. If the white ball has been displaced from its spot by the first player, then the second player may play with any ball.
10. When the red ball is on its spot no player may play with it but only at it.
11. At other times players may play with either of the three balls.
12. If a player knocks down a black pin the whole of his score is rubbed out, and he must either retire from the game or pay a certain amount to the pool (to be fixed before play is commenced.) for the privilege of continuing. This is then called bursting.
13. If the first player knocks down a black pin at his first stroke it does not count against him, but he cannot, in that case, score anything from the white pins he may knock down.
14. If during play any ball stops on the spot which should be occupied by a pin the ball must be replaced on the spot it originally occupied when play commenced.

15. A player may give two consecutive misses, but no more, if he gives a miss a third time it must be considered a burst.

16. No player can have more than one stroke in succession.

17. Pins knocked down must be replaced before the next player strikes. A pin is considered "down" if it is entirely off its spot, or is leaning against a ball, cushion, or another pin.

18. Playing out of turn subjects the player to a loss of the points so made.

19. Should the three balls be so covered by the pins as to prevent their being played at, the red can be spotted after one miss is given.

20. Pushing the cue-ball is foul, knocking down a white pin before touching a ball is foul, and playing when the pins are not in position is foul. The rules as to foul shots in the Three-ball Game govern this game also.

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### KILLY OR KELLY POOL.

1. The game of Kelly-Pool is played with fifteen numbered balls, and one white ball not numbered. The latter is the cue-ball, and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterwards as he finds them on the table, but he must break or burst the pyramid on the first shot.

2. When the pyramid is arranged ready for the commencement, the marker or attendant throws each player two small numbered balls from a shake bottle. The first one indicates the rotation of the player while playing, and the second one the number of points in the game, to which he has to add until he secures thirty-one, which is game. Thus, if the second small ball received by a player is marked No. 9, he must gain twenty-two points from the balls on the table to secure the necessary number for game. Whoever first obtains an aggregate of thirty-one wins the game, and whatever stakes may be involved. The second small ball received by each player must be placed in a cup or receptacle as in pin-pool.

3. If a player holds balls whose aggregate number, when added to the number on the small ball which he drew,

exceeds a total of thirty-one, he is then "burst" and must drop out of the game, unless a "privilege" is claimed. If this claim is made it must be before another stroke is made, as otherwise he can only re-enter the game by the consent of all the players.

4. Players having "burst" can claim a "privilege" as often as they "burst," and when "privilege" is granted, the player draws a new small ball from the marker, and has then the option either of keeping that which he originally drew, or accepting the new one then drawn; but one or the other he must return, or else he cannot, under any circumstances, be entitled to the pool.

5. When a player "bursts" and a "privilege" is taken, the player so "bursting" retains his original number in the order of its play. Thus, if there are ten players, and No. 2 "bursts," he appears again under privilege as No. 2.

6. If a player makes a scratch, and in doing so the object or any other ball other than the cue ball goes into a pocket, he shall forfeit three points from his score. The ball so holed must be spotted back of the pyramid, if that still remains partially intact, or upon the spot, if the balls are scattered, or immediately following any ball that may be upon the spot at the time.

7. If a player has made thirty-one he must proclaim it before the next stroke is made; for which purpose a reasonable delay must be allowed for calculation between each play, more especially in the latter portion of the game. But if a player has made thirty-one, and fails to announce it before next play (a reasonable time having passed) then, he cannot proclaim the fact until the rotation of play again comes round to him. In the meanwhile, if any other player makes the number and proclaims it properly, he is entitled to the pool, wholly irrespective of the fact that the number was made, though not proclaimed, before.

8. A player cannot use any count he may have made by playing out of his turn; but if he has made balls enough to "burst" him by such stroke, the loss is established, unless in cases where he was called on to play by some other of the players, or the marker, who either believed or pretended it was his turn. In such cases he cannot be "burst" by his stroke, and he whose turn it was to play, plays next in order.

9. A player taking a "privilege" is entitled to a stroke to secure his stake to the pool.

10. It is the duty of each player to see that he is credited with the proper number of points by the marker

after each stroke, and no claim can be allowed after a succeeding stroke has been made without the consent of all the players.

11. The game-keeper shall collect the pool and make up the game, deal out the small balls to the players, see that the balls are placed properly in position, and that there are no more small balls out than there are players in the pool, and if any ball or balls are missing, to proclaim the number or numbers to the players, as the pool cannot be won by such balls; call out each number in its turn to the players, and proclaim, loud enough for him to hear it, the number the player already counts from balls holed.

12. No person is considered in the game unless his pool be paid in.

13. A ball whose centre is on the string-line must be regarded as within the line.

14. If the player pocket one or more of the object-balls, and his own ball goes into a pocket, or off the table from the stroke, he cannot score for the numbered balls, which must be placed on the spot known as the deep-red spot, or, if it be occupied, as nearly below it as possible on a line with that spot, the highest numbered balls being placed the nearest; and he forfeits three for pocketing his own ball, or driving it off the table, or missing all balls.

15. A ball going into a pocket and rebounding again upon the table is to be regarded in the same light as if it had struck the cushion, and is not to be counted as a pocketed ball.

16. The rules governing championship fifteen-ball-pool and pin-pool, when they do not conflict with the foregoing rules, will govern all other points that may arise in the game.

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### BOTTLE POOL.

The game of Bottle Pool is played on a pool table with one white ball, the 1 and 2 ball, and pool-bottle. The 1 and 2 balls must be spotted, respectively, at the foot of the table, at the left and right diamond nearest each pocket, and the pool-bottle is placed standing on its neck on the spot in the centre of the table, and when it falls it must be set up, if possible, where it rests.

### COUNTING.

Carom on the two object-balls counts one point; Pocketing the 1-ball counts 1 point; Pocketing the 2-ball counts 2 points; Carom from the ball and upsetting bottle counts 5.

## RULES

1. Any number of persons can play, and the rotation of the players is decided as in ordinary pool.
2. The game consists of 31 points.
3. Player No. 1 must play with the white ball from any point within the string at the head of the table, at either the 1 or 2 ball at his option.
4. The player having the least number of points at the finish of the game shall be adjudged the loser.
5. The player who leads must play at and strike one of the object balls before he can score a carom on the pool-bottle.
6. A player who makes more than 31 points is burst, and must start his string anew; all that he makes in excess of 31 points counts on his new string, and the next player plays.
7. If a player carom on the bottle from either of the object-balls, in such a way as to set the bottle on its base, he wins the game, without further play.
8. Should the 1 or 2 ball in any way, during the stroke, touch the bottle and the bottle is in the same play knocked over or stood on its base by the cue-ball, the stroke does not count.
9. If the player forces the bottle off the table or into a pocket, the bottle must be spotted on its proper spot in the centre of the table, the player loses his shot and forfeits one point, and the next player plays.
10. The player must play with the tip or point of his cue.
11. After a ball has been pocketed, if it be the 1-ball it must be spotted on the red-ball spot at the foot of the table; if that be occupied the ball shall then be spotted at the 1-ball spot at the diamond; if that be occupied it shall be spotted at the 2-ball diamond.
12. The player making a foul stroke shall lose his shot, and shall also forfeit one point, which must be deducted from his string.
  - (1) A foul stroke shall be when the player misses both object-balls.
  - (2) When the player misses both balls, and knocks down the bottle.
  - (3) When the player knocks down the bottle with the object-ball, his cue, his hand, or with his clothing.
  - (4) When the cue-ball is forced off the table or into a pocket.
  - (5) When the bottle is forced off the table or into a pocket.
  - (6) When the player knocks down the

bottle with the cue-ball before coming in contact with an object-ball. (7) If the player has not at least one foot touching the floor.

13. Whenever the bottle is knocked over and cannot be spotted on its neck without coming in contact with an object-ball, it shall then be spotted on its proper spot; if that be occupied it shall then be spotted on the red-ball spot; if that be occupied, on the white-ball spot.

14. When a player in playing knocks the bottle off the table or onto a cushion with one of the object-balls, the player does not forfeit a point, but forfeits his shot and the next player plays.

15. Whenever the bottle-spot is occupied by an object-ball, the bottle shall be spotted on the red-ball spot; if that be occupied, on the white-ball spot.

16. If a player has made thirty-one points he must proclaim it before the next stroke is made, for which purpose a reasonable delay must be allowed for calculation, especially in the latter portion of the game; but if a player has made thirty-one points and fails to announce it before the next play, he then cannot proclaim the fact until the rotation of play again comes round to him; in the meanwhile, if any other player makes thirty-one points and proclaims it properly, he is entitled to the pool, wholly irrespective of the fact that the number was made, though not proclaimed before.

When played on a carom table a white cue-ball and two red balls are commonly used, and except as to balls pocketed the counts and rules are the same as when played on a pocket table.

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### PIN POOL.

The table for the game of Pin Pool is provided with two white balls and one red ball, and five wooden pins set in a diamond shape, these pins having a value according to the spots they occupy. The pin spots on the table are shown in the following diagram:



The centre, or 5 pin, is black, and the other pins of light, natural wood. Numbers for the outside pins should be chalked on the cloth. The red ball occupies its natural spot as in the three-ball game, and the second white ball occupies a spot, called the pin pool spot, at the foot of the table, 3 inches from the centre diamond on the end rail. The pin spots are placed a sufficient distance apart so that a ball may pass between without touching the pins. After the order of play has been determined, as in Fifteen-ball Pool, each player receives a small numbered ball, the number on which should be known only to himself. Pool consists in knocking down pins of a value which, when added to the number on the concealed ball, makes a total of 31. For example, a player drawing the 16 ball needs 15 for pool. The player first getting and proclaiming 31 wins the pool.

1. Caroms from ball to ball count nothing. For a clean miss or a ball jumped off the table there is no forfeit other than the stroke itself. In such case the ball is placed on the pin-spot on the foot of the table, or, if this spot be occupied, then on the nearest unoccupied spot.

2. The player leading off plays from any point within the string, and may play upon either red or white ball, or in lieu of any other stroke he may place the cue-ball upon the string spot.

#### COUNTING STROKES.

3. Succeeding players may play with and upon either ball. A counting stroke is made either by the cue ball caroming from an object ball on the pins, or by the driving of an object-ball into the pins.

4. Pins knocked down (except as provided in rule 3) do not count; the pins are replaced, and the player's ball is placed on the pin-pool spot at the foot of the table, or, if this spot be occupied, then upon the nearest unoccupied spot. Provided, that when balls are in contact ("frozen"), the player may play with either ball so touching, and play direct at the pins, and any count so made is good.

#### NATURAL, OR RANCHE.

5. When on one stroke, by the aid of the cue ball or object-balls, the four outside pins are knocked down and the centre pin is left standing, it is called a Natural, or Ranche, and the player making the stroke wins the pool regardless of the count previously to his credit.



## CONDITIONS AS TO BURSTS.

6. When a player has knocked down pins which, added to his numbered ball, exceed 31 (except as provided in rule 5) he is "burst," and his score is reduced to the number on his ball. If pool is not made before his turn to play comes again, he may, upon compliance with conditions agreed upon prior to the beginning of the game, exercise the privilege of drawing another ball, retaining his first ball until his choice is made between the two; but the ball discarded he must return to the game-keeper before making another shot, as in case of retaining more than one ball he cannot win a pool. A player who bursts and re-enters as above described retains his original place in the order of playing.

7. Should one or more of the pin spots be occupied by any one of the balls the pin must remain off the table until the spot is again uncovered.

## POOL MUST BE PROCLAIMED.

8. When pool (31) has been made, it must be proclaimed before the next player's stroke is made, and after each shot reasonable time shall be allowed for calculation; but if a player, having made 31, fails to announce it before the next stroke is made, he cannot claim pool until his turn to play comes again, and if in the meantime pool is made and properly proclaimed, the player so making and proclaiming it is entitled to the pool, regardless of the fact that pool has been previously made and not proclaimed.

9. A pin shall not be counted unless (1) it has been knocked down, or (2) removed entirely clear of the spot on which it stood, though remaining perpendicular. In any other case the pin must be replaced on its spot.

## PLAYING OUT OF TURN.

10. A count is void if made by a player playing out of his turn, but may be scored against the player if he thereby bursts, except that, in case he was called upon to play by some one of the players or by the marker, he cannot be burst by the stroke, and is entitled to play when his turn comes.

11. Pins do not count if knocked down by a ball whose course has been illegitimately interfered with, nor if knocked down by any other ball set in motion by a stroke on which another ball jumps off the table must be reckoned. Should the striker intentionally interfere with any ball after it is in motion, he shall be burst, regardless of his count.

## CORRECTION OF THE SCORE.

12. The player must see to it that he is credited by the marker with pins made after each stroke, and, unless by consent of all the players, no correction of the score shall be made after a succeeding stroke has intervened.

13. Unless his ball be deposited in its proper place in the board, a player shall not be entitled to pins knocked down by him.

14. A player must look after his own interests, and if he plays before one or more of the pins be spotted, the stroke is void and his hand is out.

15. Should one or more of the small balls be missing, the game-keeper shall announce the fact, and pool cannot be won on a missing ball.

16. Pins do not count if knocked down by a ball in any manner interfered with, or as the result of any unfair or irregular stroke of action on the part of the player, except as provided in rule 11.

17. Pins do not count if knocked down by a player in the act of striking or otherwise than by the ball played with or at; in such case the stroke is forfeited and no pins are counted.

18. All points not herein provided for are to be referred to the game-keeper, whose decision shall be final.

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RED, WHITE AND BLUE.

The game of Red, White, and Blue is played on an ordinary carom billiard-table with three balls, colored respectively red, white, and blue, and three pins of corresponding colors. The red pin is placed upon the red-ball spot at the foot of the table, the white pin upon the centre spot, and the blue pin upon the white-ball spot. Looking from the head of the table toward its foot, or lower end, the red ball, at the opening of the game, is placed against the cushion at the foot of the table and immediately opposite the right hand diamond sight; the blue ball is placed against the same cushion opposite the left hand diamond sight. The white cue-ball is in hand. The object of the game is to knock down each pin with a ball of corresponding color, and the rotation in which the pins must fall is red, white, and blue.

Caroms do not count. The white cue-ball is played, in opening the game, from any position within the six-inch semicircle at the head of the table, and at the red ball, which hall must knock down the red pin on that stroke in order to effect a count. The following rules are to be observed in playing the game:

1. The order of precedence is determined, for the first game, by hanking or otherwise, and the winner of each game must play first in the succeeding game, the other players retaining their same relative positions. Each player continues his inning until he fails to score, and the game is at an end when the three pins have been scored in their routine of color.

2. After the opening stroke, each player, in his turn, can play with any ball, and can either carom on a pin, through using the ball the color of the pin for his cue-ball, or can drive the proper colored ball against that pin with another ball.

3. It is a hurst if a pin is knocked down out of its routine of color, or with a ball other than one of its own color. In either case the striker loses what pins he may have previously scored, and when his turn again comes to play, he must begin at the red pin as at the opening of the game.

4. A double or triple shot, i.e., where two or three pins are knocked down, can be scored when each pin is knocked down with the hall of its own color. Should the red and the white pins be made on such a stroke, it would only be necessary to obtain the blue pin to win the game; but the white and blue pins could not be scored unless the red had first been knocked down. In a handicap game, where one player plays more than the three regular pins, that player may score a double or triple shot on any two or three pins which he may need, providing either the one or both which fall, as the case may be, are next in order to the one which he last scored.

5. It is a foul and no count can be made, nor can a player burst, when the cue-ball knocks down a pin before hitting another hall. In such an event and when no hall is hit by the cue-ball, the latter must be spotted on the pool-spot at the foot of the table, and the next player whose turn it is plays. The same rule applies, except that the cue-ball is not to be spotted when a pin is knocked down through any fault of the striker, with his hand, his cue, or with anything else while in the act of delivering his stroke. Should one

pin be knocked down by another, the shot is void, but no count can be scored, nor can the striker be forced to a burst; but the striker is deprived of his inning, and the next player whose turn it is plays.

6. Should a player play out of his turn the stroke is foul, and the balls must be replaced by the marker as near as possible to their original position, and the next player whose turn it is plays. But should the striker have made more than one stroke without correction, he must be permitted to continue his inning, and his score in that inning must be reckoned and must be placed to his credit. Having had his inning he cannot play again when his regular turn comes, but he must wait for his regular turn to come around the second time.

7. The striker has the right to demand of the next player what pin he wants, but it is not fair for any other player to prompt the striker, by hint or otherwise, as to his mode of play, or as to the pin the succeeding player may need.

8. Push shots are allowed, and in case of "frozen" balls the striker can play with either of the balls so "frozen" or touching each other, direct at the pin needed, and he can score any pin so knocked down by a ball of its own color.

9. The rules of the Three-ball Carom Game of Billiards, not conflicting with the foregoing rules, govern this game also.

#### NOTES TO THE ABOVE RULES.

*Introduced by one of the Leading Clubs of New York City.  
and Adopted by All.*

Should a ball occupy a spot which belongs to a pin, both the ball and pin must be placed on their respective spots.

A burst must be paid in to the pool keeper immediately upon its occurrence, and previous to the succeeding play.

As touching a ball in any way otherwise than with a fair stroke with the point of the cue is foul, an offending player is required to pay one chip into the pool.

An extra pin which has been colored red, white and blue is provided, which is placed upon a spot at the head of the table, which spot is fixed five inches from the end cushion and on a direct line with the other spots. Should a player knock the red, white and blue pin down with either the cue

or an object-ball, he is required to call for refreshments for the party.

Should the striker, after the fair delivery of his stroke, knock down the colored red, white and blue pin, either with his cue, his hand, his arm, his clothing, or with anything else, it is foul, and he is required to call for refreshments for the party. But if the red, white and blue pin should fall or should be knocked down through any fault of the player whose turn it is, previous to the delivery of his stroke, the fallen pin must be replaced, and the player whose turn it was must then play his stroke.

It is foul and no count can be made, and the offending player must pay a chip into the pool, when the cue-ball knocks down a pin before hitting another ball, and the cue-ball must be placed upon the pool-spot before the next player whose turn it is plays.

When a pin is knocked down by the striker after the fair delivery of his stroke, either with his hand, or with his cue, or with anything else other than a ball of its own color, it is foul, no count can be scored, the pin must be replaced, the offending player is deprived of his inning, and he must pay one chip into the pool.

Should a player previous to his stroke, or while in the act of delivering his stroke knock down a pin, either with his hand, his cue, or with anything else, the pin must be replaced, the offending player is deprived of his inning, and he must pay one chip into the pool, and the next player whose turn it is plays.

When the striker fails to hit an object-ball with the cue-ball, the latter must be placed upon the pool-spot, the offending player must pay one chip into the pool, and the next player, whose turn it is, plays.

Should one pin be knocked down by another, the stroke is void, no count or burst can be made, the offending player must pay one chip into the pool, and the next player whose turn it is plays.

Should a player be detected in the act of playing out of his turn, the shot is foul, and is provided for in Rule 6; the offending player must pay one chip into the pool, and the next player whose turn it is plays.

It is foul for a player to prompt another in any way as to his mode of play or as to the pin the next player may need, and the offending player must pay one chip into the pool.

It is a burst, and the offending player must pay a chip into the pool, if a pin is knocked down out of its routine of color, except as provided for in Rule 4, or with a ball other than one of its own color. The offending player loses all the pins he may have scored or which have been placed to his credit, and when his turn comes around again to play he must begin again at the red, as at the opening of the game.

A double or triple shot, i.e., when two or three pins fall, can only be scored where each pin, in accordance with the spirit and intent of the game (Red, White and Blue) is knocked down by a ball of its own color.

All penalties must be enforced immediately on being declared and previous to the stroke which succeeds that which occasions the penalty.

The rules of Pin Pool and those of the regular Three-ball Game govern this game, except where they conflict with the foregoing rules, but the rules of Pin Pool take precedence over the Three-ball Game in determining questions which may arise during a game of Red, White, and Blue.

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#### RED, WHITE AND BLUE AS PLAYED IN CHICAGO.

Still another modification of the game, differing in many respects from the rules given above, as played in Chicago, where the game of Red, White and Blue is extensively played, is as follows:

The blue pin occupies the billiard spot at foot of table, the red pin a spot in centre of table, and the white pin the billiard spot at head of table.

The balls at opening of game are spotted, the blue against the cushion opposite the right-hand diamond at foot of table, and the red against the left-hand diamond. The white ball is in hand. The object of the game is to knock down the pins with the balls of corresponding color, and the rotation to be observed is blue, red and lastly white. The white ball is therefore played, in opening the game, from any position in the string, against the blue ball, which must knock down the blue pin.

The following are the rules to be observed:

1. The order of precedence is determined for the first game by banking or otherwise, and the winner of that game will play first in the next, the other retaining their same relative positions. The striker continues his inning until he fails to score.

2. The player can, after the opening shot, play with any ball, and can either carom on to the pin or drive the proper ball against it with another ball, as in pin pool.

3. It is a "burst" if any pin is knocked down out of its proper order (except in case of a double shot, as per rule 4), or with the wrong ball, or when it has been already obtained. In such a case the player loses all pins made, and must begin again at the blue when his turn next comes.

4. A double or triple shot can be scored when each pin is obtained with its proper ball, providing neither of the pins so scored has been made before, and in such case it is immaterial which is obtained first. Should the blue and the white pins be made on such a shot, it is only necessary to obtain the red pin to win the game; but the red and white pins could not be made unless the blue had first been scored on a previous shot. In the case of a handicap, in which one player plays more than the regular three pins, he may score a double shot on any two pins he may need, providing one of them is the next in order to the one he last obtained.

5. It is a foul, and no count can be made, nor can a player burst when the cue ball knocks down a pin before hitting another ball. In such a case, or when no ball is hit by the cue-ball, the latter is to be spotted on its proper spot. (The spot for the white ball is the pin-pool spot at foot of table.)

The same rule applies when any pin is knocked down through any fault of the player, by touching with his hand or cue, in the act of making a shot, except that the cue-ball is not to be spotted.

Should one pin be knocked down by another, the shot is foul, and no count or burst can be made.

Should a ball occupy a pin spot, the striker must so play as to uncover the spot and allow the pin to be spotted.

6. Should a player play out of his turn, the shot is foul, and the balls must be replaced as nearly as possible. But should he have made more than one shot without correction, he continues to play, and his score in that inning must be counted. But he cannot play after missing, until all the others have had their turn, and his order of play must remain the same as that assumed by mistake.

7. The striker has the right to demand of the next player what pin he wants, but it is not fair for any other player to caution the striker, by hint or otherwise, as to the pin the next player may need.

8. A push shot is allowable, and in case of frozen balls one may be played away from the other, or directly at the pin needed, if possible.

9. Excepting where they conflict with the foregoing, the rules of Pin Pool and of the Three-ball Carom Game govern the game of Red, White and Blue.

### TWO-PIN POOL.

This game is played with a black and white pin, and three balls, two white and one red, which are spotted as in Five-pin Pool.

The black pin set up on the left of the centre spot, on that spot where the three-pin belongs in regular Five-pin Pool, and the white pin is set up on the right of the centre spot, or where the two-pin belongs. The spots are placed five inches apart, measuring from centre to centre of each spot.

The balls are spotted as in Five-pin Pool, with the red upon the red-ball spot at the foot of the table, and the white upon a spot placed nine inches from the foot cushion.

1. He who plays first plays the cue ball from any position within the string at the head of the table, the string being all that portion of the table lying back of the second sights upon the side-cushion rails, counting from the head of the table as in Fifteen-ball Pool.

2. Any number of persons may play, their order of play being determined by the rolling out of the small numbered ball as in Fifteen-ball Pool.

3. The game is usually played for an agreed amount per ball.

4. Either object-ball may be hit first with the cue-ball in opening the game, after which any ball may be used for the cue-ball as in regular Five-pin Pool.

5. To score successively the striker must knock down the white pin after first hitting an object-ball, as in Five-pin Pool, and when successful, each player in the game pays him the amount agreed upon per ball. Caroms do not count.

6. Should the striker knock down the black pin only, he pays each of the persons in the game the amount agreed upon per ball and the next in turn plays.

7. When both pins fall it is a stand off—nothing won, nothing lost.

8. The striker plays until he fails to score, after which the next in turn plays.

9. After each successful score and settlement per ball, the balls are spotted and a new pool begun.

10. All other play is governed by the rules of regular Five-pin Pool, where said rules do not conflict with those herein laid down.



## THE LITTLE CORPORAL.

This game is the regular Three-ball Carom Game with a small pin added, like those used in Pin Pool, which is set up in the centre of the table.

The caroms and forfeits count as in the regular Three-ball Game, but the knocking down of the pin scores five points for the striker, who plays until he fails to effect a carom or knock down the pin.

1. A ball must be hit by the cue-ball before the pin can be scored; playing at the pin direct is not allowed.

2. The pin must be set up where it falls; but in case it goes off the table or lodges on the top of the cushion it must be placed upon the centre spot.

3. The pin leaning against the cushion must be scored as down, and when the pin lodges in the corner of the table, so that it cannot be hit with the ball, it is to be set up on the centre spot.

4. One hundred points generally constitute a game, but any number of points may be agreed upon.

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BOUCHON POOL.

The game of Bouchon (cork) is of French origin and is a favorite game with the Parisians. It is played with three billiard-balls, two white and one red, and three corks, the latter being cut at least  $1\frac{1}{2}$  inches in length, and perfectly true and level at their ends, that they may stand directly upright. Common, straight bottle-corks are generally used and they are set up on the spots which are used in the regular Three-ball Game of Billiards, the pool-cork being placed on the spot in the centre of the table. The game is usually played for a stake, the amount generally being either ten or twenty-five cents per head, and any number of persons may participate. The pool money is piled or stacked up on the top of the centre cork. The red ball is placed on the pool-spot at the foot of the table, said spot being fixed as in the Four-ball and Pin Pool games, five inches from the end cushion and on a direct line with the other spots. The white balls in leading are played in turn from the six-inch semi-circle or radius at the head of the table, the purpose of the player being to drive the object-ball to one or more cushions and then cause it to knock down the pool-cork in the centre of the table.

## THE RULES.

1. The order of play is determined by throwing out the same balls as in Fifteen-ball, Pyramid, or Pin Pool.

2. Number one must shoot from the six-inch radius or semi-circle at the head of the table and at the red ball on the pool-spot at the foot of the table, and must bank or drive that ball against one or more cushions and then on to the centre pool cork in order to score a valid stroke, and with sufficient force to knock the centre cork down, and in a manner that will cause that cork, when down, to fall clear of its spot. Should the striker succeed in so doing, and should no other cork fall with the pool-cork, the pool is his, and another game must be begun.

3. Number two shoots with the remaining white ball from the semi-circle at any ball on the table, his object of play being to bank either object-ball onto the centre cork, as provided in Rule 2. Number three shoots with any ball on the table from where he finds it, as in Pin Pool.

4. It is foul, and the offending player must purchase a new life for failing to hit an object-ball; for knocking down one or more corks with the cue-ball; for knocking down either or both the outside corks other than the pool-cork with either cue or object-ball; for knocking down all three corks with any ball; for knocking down the pool-cork so that some part of it as it lies shall touch its spot; or for causing a ball to knock the pool-money off its cork and leave the pool-cork standing. A distinct penalty must be paid for each cork which falls; thus, should the striker knock down three corks he must pay three penalties into the pool.

5. A player is at liberty to withdraw from a game at any time during its progress, but he forfeits thereby all claim to any part of the pool, therefore he is not compelled, after losing a life, to purchase a new one.

6. Should a ball be forced off the table it must be placed on the pool-spot at the foot of the table. Should two balls be forced off the table, the pool-spot at the foot of the table must receive the object-ball, while the other ball, being in hand, must be played from the six-inch radius or semi-circle at the head of the table, and it can be played at either object-ball. Should three balls be forced off the table then the play is the same as in leading at the opening of the game.

7. When a cork falls it must be set up on its spot and should its spot be occupied by a ball, that ball must be placed on the pool-spot at the foot of the table, and should

the pool spot be occupied, the ball then being in hand must be played by the next player whose turn it is from the six-inch radius at the head of the table.

8. Playing or banking the cue-ball against one or more cushions, as in the carom game of bank-shots, then onto an object-ball, must be reckoned as a valid stroke, and the pool can be won by such a stroke should the object-ball knock down the pool cork, as provided in Rule 2, even though the object-ball does not strike a cushion.

9. The rules of the regular Three-ball Game, not conflicting with any of the foregoing rules, govern this game also.

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### BULL DOG POOL.

1. The game is played on a regular Pool Table by two or more persons, by placing the two-ball on the spot at the head of the table, the five-ball on the centre spot and the three-ball on the lower spot, the cue-ball being a white ball.

2. The game is begun by banking the same as for billiards, the winner of the lead has the option of playing first himself, or he can compel his opponent to play first.

3. The player who makes the opening stroke must play from within the string at the head of the table and must play only on the three-ball, if missed, the shot must be taken over in the same manner, the player may pocket the three-ball or carom to another ball as he wishes.

4. After the opening stroke, any ball may be played upon from the resting position of the cue-ball, either pocketing a ball or making a carom.

5. The points of the game consist of making forty points in pool shots or carom and ten additional points in carom only, each ball in pocket counts the number of points to game of said ball, each carom counts one point.

6. In making the points, the forty in pool or caroms must be made exactly, if the player runs over he loses all made in that inning and his shot, the ten additional points in carom only must be made in the same manner, and if he runs over he loses in addition one point on his string until he is back to forty points.

7. The game is won by the player making his last shot with the cue-ball, hitting any ball he selects and pocketing the cue-ball in pocket called; if he misses, he counts what he may have made in the inning, but in his next shot must play off the ball first selected.

8. If at any time the cue-ball is pocketed, except at the last stroke, or if the player fails to hit a ball, the player, while making his forty points loses all he may have made in that inning, and while making his ten points, the same penalty holds and in addition he loses one point on his string until he is back to forty points.

9. If any ball is moved while making a shot or if any ball is driven off the table, it is a foul and the player loses his shot, but may count any points he may have made.

10. When balls are frozen the cue-ball must be played away from the frozen ball without moving it, if moved or the player fails to hit another ball the penalty is the same as in Rule 8.

11. When the cue-ball is in hand it must be played from within the string at the head of the table on any ball outside the string, a ball on the string line, if more than one-half out, may be played upon. If no balls are outside, the player must bank for them, playing from within the string.

12. No shove shots are allowed, all shots must be played with one foot on the floor, the penalty for each is the same as in Rule 8. The bridge may be used.

13. If the cue ball stops on a spot, the pool ball belonging on this spot must be placed on the vacant spot furthest from the cue-ball, but if all three spots are occupied, it must be placed on the rail furthest from the cue-ball.

If a pool ball is on a pool ball spot, the pool ball in hand must be placed on the spot furthest from the cue-ball.

14. If the player makes any foul or penalty strokes and his attention is not called to it by his opponent before his next stroke, he continues the same as if they had not been made.

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## COW-BOY POOL.

*The following rules for the government of the game are the result of a joint committee of representatives of the following Clubs:*

*Somerset, Puritan, University, Algonquin, St.*

*Botolph, Tavern, Union, and the Boston*

*Athletic Association, Boston, Mass.*

1. The game is played by two or more contestants, on a pool table, with one cue-ball and three colored balls numbered respectively 1, 3 and 5.

2. At the commencement of the game the ball numbered 1 shall be placed on the spot at the head of the table, the ball numbered 5 shall be placed on the centre spot, and the ball numbered 3 shall be placed on the lower spot, and whenever any object ball is pocketed or forced off the table it shall be replaced on the original spot, except as provided for in Rule No. 12.

3. The opening player may play from any point within the string line he may choose, but must play upon the No. 3 ball before striking any other, or forfeit his hand.

4. The winner is the player who first accomplishes the main object of the game, which is to score 101 points by the "Cow-Boy method," which is that the first 90 points may be scored by either caroms or the pocketing of one or more of the numbered balls, which shall count that number for the player; scoring of a single carom shall count 1, and a double 2.

5. On arriving at the exact number of 90 points, the contestant must next obtain 10 more points by caroms only; and having arrived at the score of 100, the last point must be obtained by playing the cue ball onto the No. 1 ball and thence into any pocket he may designate, without touching either of the balls, however, and should the cue ball enter any other pocket, the hand is out and the run, if any, lost.

6. Any point made by a player and scored for him, by either the marker or himself at the completion of any hand can never be lost; but should a player at any time make a scratch, miss or foul, any points previously made by him in that hand shall be lost and the hand shall pass.

7. At the completion of the first 90 points all the balls must come to rest on the table before the player makes his next stroke; otherwise the following stroke shall be a foul.

8. At the completion of 100 points the balls must all come to rest before the player makes his next stroke; otherwise the stroke is foul.

9. Should a player pocket the cue ball twice in succession without striking any object ball he shall forfeit the game.

10. Should a player, while upon his caroms, pocket any ball, the hand is out, and he loses any points he may have made on that run.

11. Whenever, except on the final stroke, the cue ball is pocketed or forced off the table, the hand is out, the points scored on that run are lost, and the cue ball is in hand for the following player, who must play on a ball outside the string line, or else on some point of the cushion outside the line.

12. Should the spot on which any pocketed ball belongs be occupied, said ball shall be left off the table until the spot is free and the balls are at rest, with this exception—that should the 1 ball be pocketed, and its spot occupied, any player who is exactly 100, and whose turn it is to play, may demand that all the object balls be spotted and he shall play with ball in hand.

13. It is a foul if the player touch any ball with his person or clothing. It is a foul if he strike the cue ball twice or with anything but the point of the cue. It is a miss if he shoot without causing the cue ball to strike any object ball. It is a scratch if he cause the cue ball to enter a pocket except on the 101st point, or to leave the table.

14. Caroms obtained by pushing during the first 90 points are legitimate, but not during the following ten points; and the 101st shot must be a clean stroke, and a push shot will not be allowed.

15. When a player is 100, should he fail to strike the 1 ball his hand is out and his run, if any, forfeited.

16. During the first 90 points, should the cue ball be frozen to an object ball, and if by a push causes the object ball to move, any resulting carom shall be valid. If, however, the frozen object ball fails to move, it shall be considered as not having been touched except that should the cue ball strike a cushion, it shall not be a scratch.

17. Any cases not covered by these rules shall be governed as far as possible by the accepted rules of pool and four-ball billiards.

The following cases and decisions may assist in explaining the intention of the rules:—

Case A.—A player is 85 and plays, pocketing the 5 ball, and his cue ball then caroms on another ball.

Decision:—His hand is out and the run forfeited because the balls did not come to rest at 90.

Case B.—A player is 99 and caroms from the 3 ball to the 1 ball, and his cue ball then goes into a pocket.

Decision:—His hand is out and the run lost as above.

Case C.—A player is 99 and makes a carom, but leaves the balls lined up, and in endeavoring to strike the 1 ball hits the 3 only.

Decision:—Hand out and run lost under rule 15.

Case D.—A player is 89 and scores a double carom.

Decision:—Hand out and run lost.

**RULES OF POOL FOR THIRTY-ONE POINTS.****Played on the Parisian Pool Board.**

When played for thirty-one points, a burst is declared when that number is surpassed, as in Pin Pool.

1. Player number one strikes the ball from within the string, making it take one or more cushions, and return to lodge in one of the cups on the board, its number being placed to his credit. As to what constitutes a shot see Rule 4 of La Barraque.

2. This being a difficult, though an interesting game, he whose aggregate of points made will have reached 31 points must declare himself as having made pool. Should a player having made pool not announce the fact before the next player shoots (a reasonable time having passed), he cannot claim it until it comes his turn again, when he may call pool without striking a ball. But should any other player make pool in the meantime, and declare such in the proper way, the latter is entitled to the game, notwithstanding that pool had already been made.

3. A player having made over 31 points, being "burst" may claim the "privilege" of re-entering the pool by paying the forfeit agreed upon at the start. He must, however, declare his intention of retaining his interest in the pool immediately upon bursting, and pay for his privilege, when he will resume his play when his regular turn comes.

4. A player cannot claim any counts he may have made by playing out of his turn; but if he has made enough points to burst him by such stroke the loss is established, unless in a case where he was called upon to play by the game-keeper; the offending player loses his turn, and the player whose turn it is plays.

5. In all cases not covered by these rules, the pool-keeper's judgment will be final.

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**HIGH NUMBER POOL.****Played on the Parisian Pool Board.**

1. In speculating on High Number, each player will play in his turn, and he whose ball attains the highest numbered cup, each contestant in that pool having had one stroke, will be declared winner.

2. In case there should be a tie for the highest number, the player so interested will roll the ball, each in his proper turn, and he who reaches the highest numbered cups will be declared the winner of the tie.

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### RULES OF PARISIAN POOL.

#### (La Barraque.)

1. This game may be played by any number of persons; and, to decide their positions of play, each shall strike a ball, from inside the string, to one or more cushions, the object being to have the ball return and lodge in one of the numbered cups on the board, i.e., a thick board of black walnut or other material of the width of the billiard-table is provided with a dozen or fifteen cup-holes, similar to a bagatelle table, which receives the balls. The edge of the board at its front is bevelled down to a sharp surface at the cloth which is covered with sheet brass that the ball may not break the sharp edge of the board when it runs up the incline onto the board, and thus drops into one of the numbered cups. The player attaining the highest number is declared the winner.

2. The game consists of two hundred points, more or less, as agreed upon by the players. When one of the contestants has reached or surpassed that number of points, the game is concluded, and the one having the lowest number of points to his credit must be considered the loser.

3. Each contestant will play in his proper turn, and will have but one shot at a time. The number of the cup he attains in said play will be placed to his credit.

4. For a shot to be valid the ball, after striking a cushion outside of the string, must pass over the brass plate onto the board, where it may drop in a cup, remain motionless on the board's surface, or roll off again. Should the striker not succeed in making the ball pass over the brass plate onto the board, he may play on until he succeeds in doing so.

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### MONTE CARLO.

1. The ball must be struck by the player with the tip end of the cue.

2. Each player is entitled to four chances, and the plays can be made in succession or alternating as may be preferred.



3. The total of the counts made in the four shots shall be the limit of the game.

4. After the ball has been struck and rolls beyond the gutter, but returns on account of being struck too lightly, it is called a **shot**.

5. The player making the lowest count in the four shots shall be the loser of the game, and shall be responsible for whatever forfeit may be decided upon.

6. Every game must be settled for before another one is commenced.

7. The amount secured by each shot is indicated by the receptacle in which the ball stops. If the ball is struck, the extra count made by it is added to the score of the player.

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### PIGEON HOLE AND JENNY LIND.

1. For the purpose of ascertaining who should play first, it is necessary that each player take two balls in one hand and roll them toward the holes or pockets. Who counts most plays first, and then in rotation, from the highest number to the lowest.

2. Every player must place himself at the end of the table; it is against the rules to play a ball from the side of the table.

3. Nine balls are used, of which number eight are to be white and one red. The red ball shall be placed upon the spot on the centre of the table, and the player shall play his ball from within the line, which is drawn across the table from the first ivory sight on the edges.

4. The red ball, when pocketed or holed, counts double.

5. After the player has played two or more balls into the pockets or holes, and there are no more balls upon the table, he is permitted, if he has more balls to play, to take the red one out, and again re-spot it.

6. No party is permitted to make use of the table for longer than three games in succession, if others are present who desire to play.

7. Any person who purposely throws or knocks balls from the table, loses the game.

8. One hundred points constitute a game, and the first one to count that number is the winner.

## "PAREPA."

In the game of Parepa, the colored balls are numbered respectively, 10, 20, 30, 40, 50, 60, 70, 80, 90, and 100. The numbered balls are all placed upon the table so as to form a triangle, about 24 inches in front of the Parepa box.

1. Each game consists of 500 points, or such other number as the proprietor of the table may establish as "rules of the house."

2. The order of playing may be determined by a toss, or by a single shot by each player, the one counting highest to lead, and the others following in their order.

3. The first player takes the white ball to make the first shot. If he succeeds in pocketing a colored ball, or caroms on a colored ball and pockets the white, he has a right to follow up his game as long as there are balls remaining upon the table, or until he makes game.

4. After the first shot, the player takes any ball he may choose from those in the pockets. But if the first player fails to count, the second then takes the white ball from the table, leaving the others undisturbed; and if he also fails, then the third player does the same, and so on.

5. All shots must be made from the head of the table, inside the string. Each player counts the number on each ball he has pocketed, adding to it the number of the pocket in which the ball is found.

## BAGATELLE.

In this game nine balls are used.

## RULES.

1. Any number may play, and either singly or on sides.
2. Each player strings for lead, and he who lodges his ball in the highest hole begins.
3. The player who wins the lead takes possession of the nine balls and opens the game.
4. The black ball is placed on the spot in front of the first hole, and the player strikes from the baulk at the black ball, and endeavors to put it, his own, or both balls, into hole or holes.

5. The black ball counts double, into whatever hole it falls.

6. The striker's ball must be placed within the baulk line, and is struck with the cue at the black ball. The remainder of the balls are then driven up the board in a like manner, and the sum total of the holes made is the player's score.

7. Any number of rounds may be played for the game, as agreed beforehand.

8. The player (or side) obtaining the highest score wins.

9. Any ball rebounding beyond the baulk-line, or forced over the board, is not to be again played during that round.

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#### ENGLISH BAGATELLE.

1. Any number of persons may join in this game, and can play either separately or with an equal number of players on each side.

2. The King Ball (which may be colored either red or black) is placed on the white spot in front of the holes, at the beginning of every round, and must in the first instance be struck by one of the other balls before there can be a score. After being once struck, however, it is not compulsory to play upon it.

3. The striker's ball must be kept within a boundary line marked across the board. Should the striker in playing bring the red ball over this line, it is considered out of play for the time being, until the next player commences.

4. Any number of rounds (or runs up) may be played for the game, as may be agreed upon at its commencement.

5. The player, or players on a side, who obtain the greatest number—counting the holes into which he puts the balls, according to the figures marked within them—wins the game.

6. Any balls driven off the table during play cannot be again used during that round.

7. In some cases pins are placed on the table surrounding the holes. Pins knocked down count five each, or as many as may be agreed upon. Pins must be replaced on spots.

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#### CAROMBOLETTE.

Carombolette is a combination of Bagatelle (a game of chance) and Pool (a game of skill.)

## BAGATELLE.

1. Two or more persons can make a game, each one for himself, or by playing partners.
2. To determine who shall lead, place two white balls in the 10 boles, with the pool-stop in position, then suddenly remove the stop; the count of the balls when at rest entitles the winner to choice of play.
3. The game is played with nine balls, eight white and one red. The red ball shall be spotted in the centre of the table midway between the lower diamonds, and when pocketed shall count double, and when pocketed, whether counting or not, is to be respotted. Play upon it after the first shot shall be at the discretion of the player.
4. All shots shall be made from within the string at the head of the table, and all balls forced from the table or returning within the line shall be considered dead.
5. A cue-ball which does not strike the object or other ball, whether it goes through the arches or not, shall not count, and the player so missing shall forfeit one ball.
6. The game shall consist of the total count made after having played all the balls. The numbers over the arches do not count in bagatelle.
7. When played by partners one round shall constitute a game, but single-handed, the best two out of three is more interesting.

## POOL.

Place the pool-stop in position, and play according to the rules of Bagatelle, excepting that the game is counted by the numbers over the arched pockets. The red ball counting double, and being always re-spotted after being pocketed.

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 RULES FOR GOLF POOL.

1. Players will shake small balls for shots. Lowest number plays first, etc.
2. In playing partners, the players holding the lower numbers play against those holding the higher ones.
3. White ball is spotted on regular spot at head of table, and the red ball is spotted in the centre of the table.
4. To start the game the first player must play the white ball and bank the red ball direct to lower end cushion

for the left hand side pocket counting each shot. After he pockets the red ball he must spot both and the next player must make the same opening shot. The first player must then play to pocket the red ball in upper left corner pocket direct, and so players continue in rotation, to upper right corner pocket, then to right hand side, right hand lower corner and last to lower left hand corner.

5. The white ball is always to be shot from point left by preceding player after the opening shot.

6. Should a scratch be made by shooting white ball in pocket or red ball in wrong pocket, it must be spotted and adds three to score besides one for the shot and the player continues to shoot.

7. One ball, either the white or red, must touch a cushion in making every shot or it is foul and the player adds three points to his score besides one for the shot and continues to play.

8. When playing partners they follow each other and their scores are added together.

9. The white ball must be shot from spot after a scratch has been made.

10. Should the red ball be back of foul line the player may shoot direct at it from spot. The object is to assist your partner by shooting red ball near pocket needed, if you cannot make it yourself.

11. If red ball is made by first player, say in one shot, the partner does not play that inning but plays first the following inning. Their score will be one for that inning and the opposite side will start, shooting from where the white ball stands, and the red on the centre spot.

12. When the sixth pocket has been made by each player or partnership the scores are added and the lowest total score for the six pockets wins the game.

NOTE.—The game is played on any size pool table.

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### RULES FOR KLONDIKE GAME.

1. Six shots constitute game.
2. When white ball makes circuit of table without scoring it is considered one shot.
3. When white ball does not leave alley in three consecutive attempts, it also is considered one shot.

4. Should balls lodge at any of the pins, score 20 for white, or 40 for red.
  5. When ball stops on cushion points at foot of table, score 10 for white, 20 for red.
  6. When a white ball strikes a pin at head of table and then goes to alley, it is considered one shot.
  7. When white ball strikes red and then goes to alley, red ball only scores.
  8. Should red ball go to alley after being hit by white, score 100.
  9. RED BALL ALWAYS SCORES DOUBLE.
  10. Largest total of all scores obtained in the six shots wins the game.
- NOTE.—The Troughs at the sides of the table are designated Alleys.

### DEVIL-AMONG-THE-TAILORS.

The game is played with thirty-five small Pins, similar in shape to Ten Pins, and a Brass Top with a long steel spindle or shaft. The pins are set on an even flat surface, a marble slab, in compartments (or boxes), all connected by openings through which the top goes as it spins.

The pins in different compartments being of different value, adds increased excitement to the game.

Any number of persons, from two to ten, can participate in the play at once.

#### RULES FOR PLAYING THE GAME.

1. Cover each spot on the table with a pin, setting the one black pin on the centre spot in the compartment marked 50.
2. Wind up the top, placing it with long leg down, in the seat or pocket at end of the table, carrying the end of the string through the hole in the wooden frame.
3. Firmly grasp the string with one hand, and steadying the top with the other, PULL, and the top will spin from one to five minutes, paying its respects to the pins all over the table, and knocking them down in every direction.
4. Each pin counts what is indicated on the compartment in which it is placed, thus:

	Pins in (3)	compartments,	numbered 10,	each count 10
	“ (2)	“	“ 20,	“ 20
	“ (2)	“	“ 30,	“ 30
And	“ (1)	“	“ 50,	“ 50

except the black one, which counts 100; and if all the pins were knocked down at one spin of the top, it would count just 860 points.

5. Set up all the pins after each spin.
6. The game is for the most points in three spins, or for the most points in one spin, just as may be agreed upon.
7. Any number of persons can play at once.

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### RULES OF SHUFFLE-BOARD.

1. Each player shall choose and roll four weights distinguished from those of his opponent by the face letter.
2. After the roll shall have been completed, each weight occupying a position on the Board superior to each and every other opposing weight shall count.
3. In championship contests the best three out of five games shall be played. Three lines shall be drawn across the Board at both ends. A weight stopping within such lines shall count one, two or three, according to position. The game is twenty-one points.
4. A weight projecting over a line toward the winning end of the Board by more than one-half of its bulk shall be counted as within that line. A weight exactly centering on a line shall be considered as not within that line.
5. A weight failing to pass line number one by more than half its bulk is out of play and shall be removed from the Board.
6. Whenever a weight shall leave the Board it shall be out of play and must be removed from the Alleys. Should a weight out of play dislodge or displace any weight on the Board, such latter weight shall be replaced as nearly as possible by the referee.
7. A roll shall be ended when the final count shall have been announced by the referee. Should a player overlook and fail to use one of his weights, he shall not roll it after he or his opponent shall have elected to "flip," or the referee shall have announced the final count.
8. When, after the completion of the roll, a weight shall project over the end of the Board, the player to whom the weight shall belong may elect either to score "three" or to "flip." The flip must leave the weight reversed on the Board within line number three, and, if successful, shall score six

points. If a player shall attempt and fail to "flip" his weight successfully, the weight shall be out of play and must be removed from the Board.

9. A "flip" must be made from the end of the Board, not from its side. The weight must be actually flipped, and in flipping the tip of one finger only shall be used.

10. When two or more weights shall project over the end of the Board, the weight projecting furthest shall win, and the player to whom it shall belong may elect to "flip." Should his attempt fail, the next furthest projecting weight may be flipped, and so on.

11. When an equal number of opposing weights project the same distance over the end of the Board, a tie shall be declared. When the number of weights is odd the majority shall score.

12. The Board shall be sanded at the beginning of play, and again shall be sanded whenever two games have been rolled, unless the players agree between themselves that the Board shall not be again sanded during the match.

13. There shall be a referee of each championship contest, whose decision shall be final.

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## AMERICAN TEN-PINS

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As denoted by the the title, ten pins are used in this game, which are set up on the Alley thus:—



Ten innings or frames constitute a game, and each player uses two balls to an inning, if requisite, making twenty balls in all.

The full number of points or maximum of the game is 300.

If a player bowls down all the pins with his first ball it is called a strike, and entitles him to a double spare or two spare balls, and he may score what he makes with the two balls of the next division or inning in addition to the

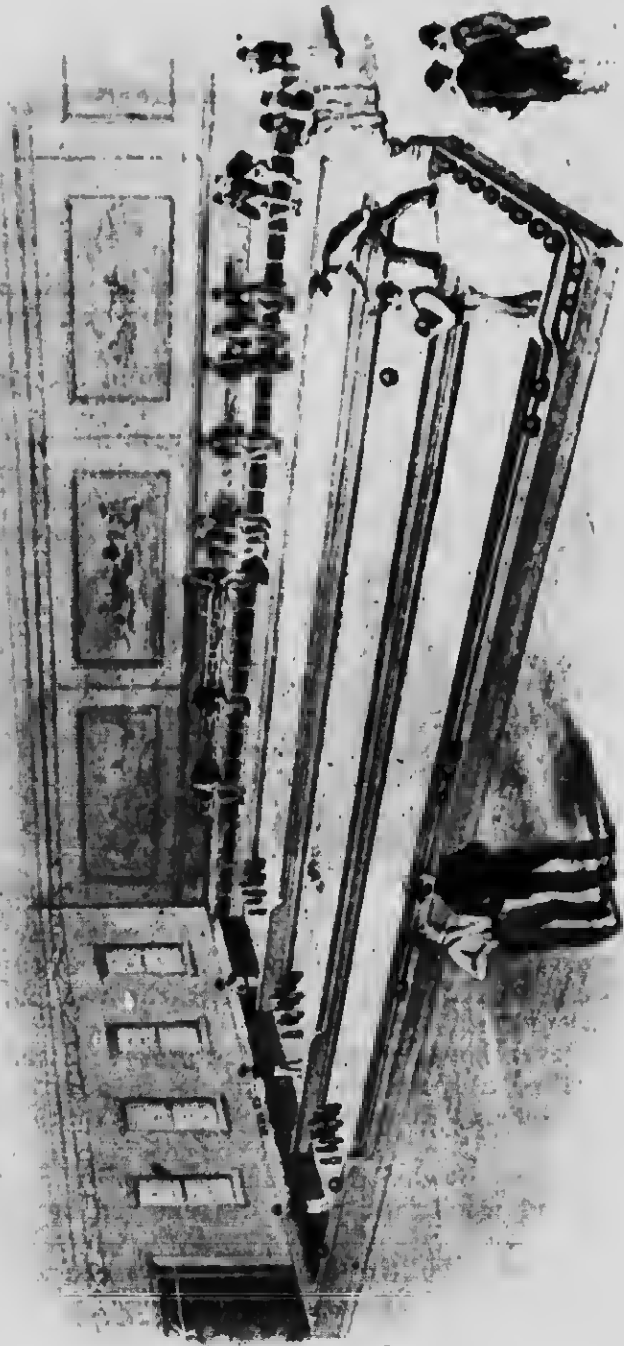


to already obtained; thus if he makes 8 with the next two balls, he scores 18 in his first inning, and then counts in the second inning what he may make with the two balls, counting the two credited to the strike.

If the player bowls down the ten-pins with the first two balls, it is called a spare, and he counts in addition to those ten, the pins bowled down by the first ball of the following inning.

A pin or pins bowled down and remaining on the alley, are termed dead wood, and must be removed before another ball is bowled.

The rolling of a ball in the gutter is termed a poodle and goes for naught.



BOWLING ALLEY.



It will be observed that there are blank spaces for the names of ten players; though the board can be made with spaces sufficient to accommodate any number. Ten innings constitute a game and 300 points are the maximum. Each bowler is entitled to bowl two halls on each inning, if a strike or spare is not made. As the ten pins are frequently bowled down by the first ball, or the first and second balls, the following marks are used to denote the number of balls used:—

× denotes a strike, the ten pins having been bowled down with the first ball.

\ denotes a spare, the ten pins having been bowled down by the first two balls of an inning.

If the bowler does not bowl down the ten pins with the two balls—say, for instance, he bowls down 8—it is called a break, as he has neither a ten strike nor a spare, and is counted on the board as follows:—

NAME	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8									

That ends the first inning. Now we will say in the next inning he bowls down the ten pins with the two balls, making a spare, which is indicated on the board thus:—

NAME	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	—								

When the bowler commences his third inning he has one ball to his credit, or in other words a spare ball. The result of the first hall he bowls, therefore, counts on the second

inning, in conjunction with the ten already made by the two companion balls. We will say he bowls down 6. The six added to the 10, makes a total of 16, and that amount added to the 8 made in the first inning gives a grand total of 24, and is at once marked on the score board as follows:—

NAME	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24								

The bowler has now one ball left, and he bowls down the four remaining pins with the next or second ball, giving him another spare, when the board will show:—

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	—							

In the fourth inning with the first ball he bowls down 6, making, as in the previous inning, a total of 16 to his credit in the third inning, the total amounting to 40:—

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	40							

## AMERICAN TEN-PINS

With the remaining ball he bowls down 3 more pins, making nine in all on the fourth inning, which result is shown as below:—

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	40	49						

On the fifth inning, with the first ball he makes a strike, which is marked:—

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	40	49	x					

This the bowler follows up on the sixth inning with a spare:—

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	40	49	x	—				

It will be seen that the bowler is entitled to 10 by reason of howling down all the pins in the fifth inning with one ball, and 10 additional by howling down 10 more pins in the sixth

inning with the two balls he had to his credit. This makes a total of 20, which, added to 49 shows:—

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	40	49	69 <sup>x</sup>	—				

When the bowler commences his seventh inning he has one ball to his credit, as indicated by the spare mark in the sixth inning. With the first ball he bowls down all the pins, giving him a strike. This 10, being made by his spare ball, is added to the other 10 made by the two companion balls, and the scorer fixes the board:—

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	40	49	69 <sup>x</sup>	89	x			

In the eighth inning, with the two balls, the bowler bowls down 7 pins, making 17 to be placed to his credit in the seventh inning, as he knocked down only 7 pins with 2 balls he has 7 to his credit in the eighth inning. It is marked thus:

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	40	49	69 <sup>x</sup>	89	106 <sup>x</sup>	113		

In the ninth inning the bowler makes a spare:—

NAME.	INNINGS.									
	1	2	3	4	5	6	7	8	9	10
	8	24	40	49	69	89	106	113	—	

In the tenth inning the bowler makes a strike. This gives the bowler 20—10 for the spare and 10 for the strike ball—which, added to 113, makes the sum total of the nine innings 133. The bowler is now entitled to two more balls and makes two strikes. He therefore is entitled to 30, as with the three balls he bowled down the ten pins three times in succession. This shows the total score for the full game of ten innings to be:—

NAME.	INNINGS.										
	1	2	3	4	5	6	7	8	9	10	
	8	24	40	49	69	89	106	113	133	163	x x

As the rules in this book, adopted by the American Bowling Association, are intended for championship matches, it does not follow that the proprietors of public alleys should follow out the rules regarding dead wood and poodle balls; but in all championship and money matches, the rules of the American Ten-Pin Game must be followed rigidly.

Another way of illustrating the manner of keeping score is presented below. It has proved of much advantage to the novice. The tables represent three different scores supposed to be made by one player. It will be observed that the centre score is similar to that used for illustration in the preceding article.



A			
Innings	Strikes. Spares.	Count.	Total.
1		6	6
2		9	15
3		5	20
4		8	28
5		6	34
6		7	41
7		3	44
8		—	44
9		4	48
10		8	56

A			
Innings	Strikes. Spares.	Count.	Total.
1		8	8
2	—	16	24
3	—	16	40
4		9	49
5	x	20	69
6	—	20	89
7	x	17	106
8		7	113
9	—	20	133
10	x	30	163
	x x		

A			
Innings	Strikes. Spares.	Count.	Total.
1	x	30	30
2	x	30	60
3	x	30	90
4	x	30	120
5	x	30	150
6	x	30	180
7	x	30	210
8	x	30	240
9	x	30	270
10	x	30	300
	x x		

## AMERICAN BOWLING CONGRESS

Rules and Regulations covering the game of American Ten Pins and defining the Qualifications of all Bowlers, Bowling Clubs, Bowling Leagues and Association Members of the Congress.

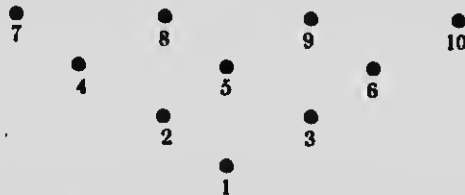
As amended to February 15, 1908.

In effect May 1, 1908.

All games of American Ten Pins, to be considered official must be played and conducted in strict compliance with the following Rules and Regulations:—

**RULE 1.**—The alleys upon which the game shall be played shall be not less than 41 nor more than 42 inches, in width. The length from the centre of No. 1 pin spot to the foul line shall be 60 feet. Back of the foul line there shall be a clear run of not less than 15 feet. The pin spots shall be clearly and distinctly described on or imbedded in the alleys and shall be so placed 12 inches apart from centre to centre. They shall be  $2\frac{1}{4}$  inches in diameter. The pin spots numbered 7, 8, 9, and 10 shall be placed 3 inches from the pit edge of the alleys, measuring from the edge to the centres of such pin spots.

**RULE 2.**—The pins shall be spotted on the pin spots placed upon the alleys according to the following diagram, and the pins and spots shall be known by the numbers as follows:—



**RULE 3.**—Gutters shall be placed on either side of the alley, and shall begin at the foul line and extend parallel to the alleys to the pit.

**RULE 4.**—The gutters shall be from 9 to  $9\frac{1}{2}$  inches in width, placed on each side of the alley, and shall begin at the foul line and extend parallel with the alley to the pit. From a point opposite No. 1 pin spot to the pit, they shall be of square bottoms, from which they shall commence to gradually decline, so that where they enter the pit they shall be,

when originally constructed, not less than  $3\frac{1}{2}$  inches below the alley surface, and at no time shall said gutters be less than 3 inches below the alley surface where they enter the pit.

RULE 5.—The pit shall be not less than 10 inches in depth when alley is originally constructed, and at no time shall said pit be less than  $9\frac{1}{2}$  inches in depth, measuring from the top of the pit mat or cushion to the alley surface, and shall be not less than  $2\frac{1}{2}$  feet in width from the alley edge to the surface of the rear swinging cushion, and a board not to exceed 2 inches in thickness may be attached to the rear of the alley bed.

RULE 6.—The side and centre partitions shall be not less than 18 inches nor more than 2 feet in height above the alley surface, and shall extend from a point opposite No. 1 pin spot to the rear cushion wall. Such partitions may be covered with one layer of leather of not to exceed one-half inch in thickness; no other covering shall be permissible. The side partitions shall be so placed that the surface thereof facing the alleys shall be 12 inches from the centre of the corner pin spot.

RULE 7.—The rear swinging cushion shall in all cases have for a covering material of a dark color, and shall be so constructed as to prevent the pins from rebounding on to the alleys.

RULE 8.—The foul line shall be clearly and distinctly marked upon or imbedded in the alleys, in dark colored paint, or inlaid with dark-colored wood or other material, and shall be not more than one inch in width. The foul line, wherever possible, shall be extended from the alley surface to and upon the walls of the alleys.

RULE 9.—The pins shall be of the following design and measurements: Fifteen inches in height,  $2\frac{1}{4}$  inches in diameter at their base, 15 inches in circumference at a point  $4\frac{1}{2}$  inches from their base,  $11\frac{5}{8}$  inches in circumference at a point  $7\frac{1}{4}$  inches from their base,  $5\frac{1}{4}$  inches in circumference at the neck, a point 10 inches from the base; 8 inches in circumference at the head, a point  $13\frac{1}{2}$  inches from the base. The taper from point to point shall be gradual, so that all lines shall have a graceful curve.

RULE 10.—Sets of pins shall be of clear, hard maple, and of uniform weight, as near as possible, and of minimum weight of not less than three pounds two ounces, provided, however, that it shall be a violation of this rule to use any pin or pins whose natural weight is in any manner increased or diminished except by ordinary wear and tear. The pins

shall be marked "A. B. C. Regulation," and there may be marked thereon the imprint of the manufacturer thereof.

**RULE 11.**—The balls shall not in any case exceed 27 inches in circumference, nor exceed sixteen pounds in weight. Any sized ball of less circumference or weight may be used. Provided that in any city where it is deemed necessary and in the best interests of the game, the city association may require that the balls which are used in local tournaments shall be wholly of one substance; but such requirements shall not apply to National Tournaments.

**RULE 12.**—A team shall be composed of the number of players fixed by the rules of the particular tournament in which the competition is held. Play shall be called by the umpire in each game at the time fixed by the rules of the tournament. Before play is called the team captains shall enter the name of his players in the score book and after play is begun in that game no change shall be made in the rotation of the players as so entered, provided that any time before his team begins play in the ninth frame, the captain may replace any of his players by another qualified member of his team, provided the player removed from the game has not made either a strike or spare in the frame last rolled by him, and a player once removed from the game cannot be again played in the same game from which he was removed, and the credit for such game shall be entered in the official records as belonging to the player that started such game. The full team membership must be ready to play at the time fixed by the rules, but should less than the required number be ready the captain may play such players as he has, and should the other players appear at any time during the game they may be added to the team and begin play in the frame then being rolled by the team. A team failing to appear with its full quota of players, and which refuses to play with a less number, shall forfeit the game then about to be bowled. Where a series of games is to be bowled at one time, the forfeit above provided shall apply to the game of the series then about to be played; and if at any time during the series, and before play shall be called in the game then to be played, the full quota of players is present, then such team may begin play in the game then about to be called.

**RULE 13.**—Two alleys immediately adjoining each other shall be used in all games. The contesting teams shall successively, and in regular order roll one frame on one alley,

and for the next frame alternate and use the other alley, so alternating each frame until the game is completed.

**RULE 14.**—In delivering the ball the player must not permit any part of his foot, while any portion thereof is in contact with the alleys, to rest or extend on, over or beyond the foul line, nor shall any part of his person be permitted to come in contact with any part of the alleys beyond the foul line at any time before the delivered ball shall have reached the pins. A ball delivered contrary to the provisions of this rule shall be a foul ball, and shall be so declared by the umpire immediately such ball so becomes foul.

**RULE 15.**—No count shall be made on a foul ball, and any pins which are knocked down or displaced thereby shall be at once respotted. A foul ball shall count as a ball rolled against the player.

**RULE 16.**—Pins which are knocked down or displaced by a ball which leaves the alley before reaching the pins, or from a ball rebounding from the rear cushions, do not count, and they shall be immediately respotted.

**RULE 17.**—Every ball delivered, unless it be declared a dead ball by the umpire, shall be counted against the player.

**RULE 18.**—Pins which are knocked down by another pin rebounding in the play from the side partition or rear cushion, are counted as pins down.

**RULE 19.**—Pins which are knocked down or displaced from any cause, except by a fairly delivered ball, shall in all cases be respotted.

**RULE 20.**—Should a player by mistake roll on the wrong alley, or out of his turn, or be interfered with in his play by another bowler or spectator, or should any of the pins at which he is playing be displaced or knocked down in any manner before his delivered ball reaches the pins, or should his ball come in contact with any foreign obstacle on the alleys, then the ball so delivered by him shall be immediately declared a dead ball by the umpire, and such ball shall not count, and shall be immediately rerolled by the player after the cause for declaring such ball dead has been removed.

**RULE 21.**—Pins which are knocked down by a fair ball, and which remain lying on the alley or in the gutters, are termed dead wood, and shall be removed before the next ball is rolled.

**RULE 22.**—Should a standing pin fall by removing dead wood, such pin or pins shall be at once respotted.

**RULE 23.**—Should a pin be broken or otherwise badly damaged during the game, it shall be at once replaced by another as nearly uniform with the set in use as possible. The umpire shall in all such cases be the sole judge in the matter of replacing such pin or pins.

**RULE 24.**—Bowling balls used in the game and marked by their owners are considered private, and the other participants in the game are prohibited from using the same, unless the owner consents to such use.

**RULE 25.**—Each player shall roll two balls in each frame, except when he shall make a strike, or when a second strike or spare is made in the tenth frame, when the player shall complete that frame by rolling a third ball. In such cases the frame shall be completed on the alley on which the first strike or spare is made.

**RULE 26.**—A strike is made when the player bowls down the ten pins with his first ball delivered in any frame, and is credited and designated in the score by an X in the upper right-hand corner of the frame, and the count in such frame is left open until the player shall have rolled his next two balls, when all pins made, counting ten for a strike, shall be credited therein.

**RULE 27.**—A spare is made when the player bowls down all the pins with his second ball in any frame, and is credited and designated with an X in the upper right-hand corner of the frame in which it is made. The count in such frame is left open until such player shall roll his next ball in the succeeding frame, when the number of pins rolled down thereby shall be added to the ten represented by his spare, and the total shall be credited therein.

**RULE 28.**—A break is made in all cases where the player does not secure either a strike or a spare in a frame, and in such cases only the number of pins knocked down are credited in the frame where the break is made.

**RULE 29.**—If at the end of the tenth frame the team scores shall be a tie, another frame shall be immediately bowled, and play is so continued until at the close of even frames one of the teams shall have a greater number of pins than their opponents, which shall conclude the game.

**RULE 30.**—In all contested games the Captains of the opposing teams shall select an umpire, whose duty it shall be to enforce all the rules and regulations of the game. He shall be the sole judge of and decide all plays, and immediately make his decision on all questions or points in the play. He

shall immediately declare foul all balls delivered contrary to the rules in that respect, and in rendering his decisions he shall do so in a clear tone of voice. At the close of each game he shall declare the winner and sign the official score of the game.

**RULE 31.**—After the umpire is selected he shall not be changed during the game, except on account of illness, or by the mutual consent of both Captains.

**RULE 32.**—The umpire shall allow no unreasonable delay in the progress of the game, and should any member or team participating in the game refuse to proceed with the game for a space of five minutes after directed to do so by the umpire, he shall declare the game forfeited to the other team.

**RULE 33.**—No appeal shall be allowed from the decision of the umpire, except for a clear misinterpretation of the rules or regulations.

**RULE 34.**—The Captains of the opposing teams shall each select a scorer, who shall keep a correct score of the game, and after the completion of the game they shall sign the official scores. The scores shall be official when so signed by the scorers and umpire. No change shall be made in the scorers during the progress of the game, unless for incompetence, illness, or by the mutual consent of both Captains.

**RULE 35.**—The umpire and scorers in a game shall be disinterested, and are not permitted to be interested, directly or indirectly, in any bet or wager on the game, and if either of the said officials shall at any time during the game be found to be so interested, he shall be immediately removed. Should such removed official refuse to retire from the game on demand of either Captain, it shall be sufficient ground for sustaining a protest of the game in which such disqualified official served.

**RULE 36.**—A member of a team, club, or association whose team, club or association is engaged in playing a contested game, who shall either directly or indirectly tamper with the alleys, pins, balls, or in any manner whatsoever seek by unfair means to secure any advantage over his opponents, shall, upon proof thereof, be forever disqualified from participating in any match or tournament game, and the game in which such unfair advantage was so secured or attempted to be secured shall be declared forfeited by the umpire to the opposing team.

**RULE 37.**—A team failing to meet its schedule engagements, unless such failure shall be occasioned by some unavoidable cause, or by previous postponement had as provided by the rules governing such cases, and in force in such tournaments, shall forfeit such scheduled games, and upon investigation of the case by the managing committee of such league, association or tournament, unless satisfactory reasons can be assigned for such default, the team or such of its members who cause such default, or the entire club, shall be expelled from membership in such league, association or tournament, as the case may be.

**RULE 38.**—When a club, team or league is expelled, all games played by it in such tournament shall be null and void, and shall not be counted as games played.

**RULE 39.**—When a game or games shall be forfeited under the rules, the team not at fault shall play its regular schedule games the same as though they were actually contested, and the scores and averages so made shall be credited and recorded.

**RULE 40.**—When a bowler is suspended or expelled from his club for non-payment of dues, or for conduct derogatory to the best interests of the game, he shall be prohibited and disqualified from thereafter playing in any club, team, league, or tournament, and any such organization which shall knowingly play such disqualified player, after receiving written notice of his disqualification, shall forfeit all games in which such disqualified player has taken part and such organization may be suspended from membership upon vote of the managing committee of such organization holding the tournament.

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# THE RULES

## OF THE

# GAME OF CANDLE PINS

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*Adopted by The Chicago Candle Pin League.*

The game of Candlepins is played with ten special pins 15 inches long; 2 inches diameter at each end and  $2\frac{1}{4}$  inches diameter at the centre.

**RULE 1.—The Count.**—Three balls shall be allowed for each frame.

**RULE 2.—Strikes.**—A strike is credited when a player howls over the ten pins with the first delivered ball, which is designated by a cross (X) in the upper right-hand corner of the frame in which the player is credited with whatever pins are made in the next two successive halls his following frame in addition to the ten already credited by the strike.

**RULE 3.—Spare.**—A spare is credited whenever a player clears the alley with the first and second ball. It is designated by a small line (/) in the upper right-hand corner of his frame, and the total score in that frame is left open until the player shall have rolled one hall in his next frame, when the number of pins knocked down by such hall are immediately added to the ten credited by the spare. In the last frame the player finishes before leaving the alley.

**RULE 4.—Breaks.**—A break is charged to a player at all times when neither a strike or spare is made. Then the player is allowed only the total number of pins down. In playing, two alleys should be used, the players to roll successively, and hut one frame at a time, and to change alleys each frame.

**RULE 5.—Tie Games.**—If the score at the end of the tenth frame be a tie, play shall continue upon the same alley until a majority of points upon an equal number of frames shall be attained, which shall conclude the game.

**RULE 6.—Dead Wood.**—Pins knocked down, hut remaining on the alleys must not be removed from the alleys before the next ball is rolled, or before the player has completed his

frame. Pins that have fallen in the gutters must be removed, and pins resting partly in the gutters must also be removed. Should a pin fall in removing the dead wood it must be re-spotted, and pins knocked over by pin or pins rebounded from any other alley must be re-spotted.

**RULE 7.—Foul Balls.**—In all games there shall be a line drawn or painted on the surface of the alleys and gutters, the centre point of which shall be sixty feet from the centre of the head of front pin spot, measuring to the outside of the line, which, if possible, shall be continued upwards at right angles at both ends. This shall be known as the foul line. A line shall be drawn across the bed of the alley from side to side, 10 feet from the foul line, and any ball delivered over this line shall be foul.

A player in delivering a ball must not step on or over the line, nor allow any part of his body or clothing to touch on or beyond the line until after the ball has reached the pins. Any ball so delivered shall be deemed foul, and must be announced at once by the umpire. The player forfeits all pins made by such foul ball, and such pins, if any, shall be re-spotted before the next ball is rolled. Should any ball delivered leave the alley before reaching the pins, or any ball rebound from the back cushion, the pins, if any, made on such ball shall not count, but must be re-spotted, all such balls to count as balls rolled. Pins knocked down by pin or pins rebounding from the side or back cushion shall count as pins down. Lofting the ball is also foul.

**RULE 8.—Dead Balls.**—If any player rolls on the wrong alley or rolls out of turn, or is interfered with by a spectator or other bowler, or if any of the pins he is playing at be knocked down or disturbed in any way before his ball reaches them, or if his ball, after being fairly bowled should come in contact with any obstacle on the alleys before reaching the pins, the umpire shall immediately declare such ball "dead," and allow the player to roll again, after replacing the pins as they were before such ball was rolled.

**RULE 9.—The Ball.**—The ball shall not exceed five inches in diameter in any direction, but smaller balls may be used.

**RULE 10.**—This being an individual contest the referee or umpire must be satisfactory to the contestants. There must also be two scorers appointed, who must also be satisfactory to the contestants.

## COCKED HAT.

The game is played with a head pin and the right and left corner pins as shown in the following diagram:—



Balls not exceeding six inches must be bowled, and they must be rolled down the alley (not cast or thrown). The rules of American Ten Pins except in St. Louis, where there is a special association with local rules, generally govern this game also, with the exception of three balls instead of two to the frame, but strikes and spares count three instead of ten, and each pin counts one as in Ten Pins. If the bowler knocks down three pins with the ball which is first bowled, in any frame in the game of Coked Hat, it is a strike, and counts three, and is marked on the blackboard the same as in Ten Pins. What pins the bowler knocks down in the second frame with his first two balls must be reckoned as in Ten Pins, i.e., one for each pin bowled down, which pin or pins must be added to the strike and placed to the credit of the player in the inning where the strike was scored (the strike being computed as three); such strike must be added to pins knocked down with the two succeeding spare balls; thus, should the bowler score a strike, and should he in the next new frame knock down but one pin with his two spare balls, the strike and pin scored must be computed as 4—the strike counting three and the pin 1.

Unlike the regular game of Ten Pins, Poodles, or balls, rolled down the gutter are fair balls, and any pin or pins which they may get must be counted and placed to the credit of the bowler; dead wood is removed from the alley, and any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the bowler. The maximum number which can be bowled is 90.

## COCKED HAT AND FEATHER.



**RULE 1.**—The pins are spotted as above, the centre pin being the feather.

**RULE 2.**—Ten innings constitute a game, and three balls (not exceeding 6 inches in size) must be used in each inning.

**RULE 3.**—All the pins except the feather have to be bowled down or the inning goes for naught.

**RULE 4.**—If the feather is left standing alone, the innings count one.

**RULE 5.**—There are no penalties. The dead wood must be removed. Any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the bowler.

**RULE 6.**—The maximum is 10.

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 RULES FOR QUINTET.

**RULE 1.**—The Name.—This game shall be known as Quintet.

**RULE 2.**—Arrangement of Pins.—There shall be five pins placed upon regulation spots as in the game of Ten Pins, the spots to be numbered as per the following diagram:—



The head pin (No. 1) is placed on the same spot as the head pin in the game of Ten Pins; pin No. 4 on the same spot as No. 7 in Ten Pins, and pin No. 5 on the same spot as No. 10 in Ten Pins. The pins numbered 2 and 3 are placed on spots exactly half way between and in line with the head pin and pins numbered 4 and 5 respectively.

**RULE 3.**—The Pin.—A regulation pin is 12 3-16 inches in circumference at the body or thickest part (3 3/4 inches from bottom), 4 inches in circumference at the neck (8 3/4 inches from the bottom), and 6 3-16 inches in circumference at the thickest part of the head (10 5/8 inches from the bottom), shall taper gradually from the bottom part of the body, and shall

be of uniform weight. The manufacturer's name and address may be also stamped thereon.

**RULE 4.—The Ball.**—The ball shall not exceed five inches in diameter in any direction, but smaller balls may be used.

**RULE 5.—The Count.**—Three balls shall be allowed for each frame, except when a strike is made as designated below, or when a spare is made in the last frame, which must be completed before leaving the alleys, and on the same alley as made.

**STRIKES.**—A strike is credited when a player bowls over the five pins with the first delivered ball, which is designated by a cross (X) in the upper right hand corner of his frame, and the player is credited with whatever pins are made with the next two successive balls.

**SPARES.**—A spare is credited whenever a player clears the alley with the first and second balls. It is designated by a small diagonal line (/) in the upper right hand corner of the frame in which it is made, and the total score in that frame is left open until the player shall have rolled one ball in his next turn, when the number of pins knocked down by such balls is immediately added to the five credited by the spare. In the last frame the player finishes before leaving the alley as heretofore provided.

**BREAKS.**—A break is charged to a player at all times when neither strike nor spare is made. Then the player is allowed only the total number of pins down. Breaks are subdivided into splits and errors.

**SPLITS.**—In all cases where the head pin is bowled over by the first ball delivered and a space is left between any one of the pins remaining standing and the pin nearest it which is greater than the distance from the head pin to pin No. 2, the player shall be credited with a split.

**ERRORS.**—An error is charged when the player fails to make a strike, spare or split.

**RULE 6.—General Rules.**—The rules of the American Bowling Congress governing the American game of Ten Pins, covering the number of frames, the alleys, foul balls, dead balls, dead wood, tie games, match games, teams, forfeited games, tournaments, clubs, umpire, scorers and all other points not herein specified, shall govern the game of Quintet.

## THE BATTLE GAME.

THE PINS ARE SET UP THE SAME AS FOR THE GAME OF  
TEN PINS.

**RULE 1.**—Four or six innings constitute a battle or game, except in the case of a tie, when another inning is played. In case that inning should result in a tie also, still another inning is played—in fact, until the scores are unequal. In any inning where a tie occurs the score stands over until the next inning, when each point is counted double. If the two innings result in a tie, the score is tripled. Should the total score result in a tie, sufficient innings are played to make the grand score unequal.

**RULE 2.**—The team having the largest score in the previous inning must bowl the first ball, so that the weaker party will have the last ball.

**RULE 3.**—Three balls of regulation size (27 inches in circumference) or under are allotted to each player in each inning.

**RULE 4.**—Each pin bowled down counts 1, including the king pin.

**RULE 5.**—If all the pins except the king pin are bowled down it counts 12.

**RULE 6.**—The pins are set up as soon as the line pins are knocked down, or the king pin is the only one left standing.

**RULE 7.**—The alleys are changed alternately.

**RULE 8.**—The dead wood is removed after each ball is rolled.

**RULE 9.**—In case of uneven teams, the dummy or blind is filled by any substitute the captain may pick out to bowl. He can select any one of his men he chooses, without regard to rotation, or he himself can bowl, but no man can take the place of the blind twice until every member of the team has acted as the substitute.

**RULE 10.**—Poodles count as balls rolled. Any pin or pins knocked down by such balls are set up again in their former positions.

**RULE 11.**—A rebounding ball does not count, and any pin or pins knocked down by it are set up, as in the case of a poodle ball.

**RULE 12.**—When a ball has left the hand and touched the alley it goes as a rolled ball.

## NINE UP AND NINE DOWN.

THE PINS ARE SET UP THE SAME AS FOR THE GAME OF AMERICAN TEN PINS.

RULE 1.—Three balls (not exceeding 6 inches in size) are bowled in each inning.

RULE 2.—The player must knock down a single pin, which counts 1; then with two remaining balls he endeavors to leave one pin standing, which counts 1. Failure to do either the inning goes for nothing.

RULE 3.—No penalties are attached. Dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the player.

RULE 4.—Ten innings constitute a game.

RULE 5.—The maximum is 20.

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 HEAD PIN AND FOUR BACK.


RULE 1.—The pins are set up as above.

RULE 2.—Three balls (not exceeding 6 inches in size) are allowed in each inning.

RULE 3.—If the four back pins are bowled down and the head pin is left standing the score is 2. If all the pins are bowled down the score is 1.

RULE 4.—There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the player.

RULE 5.—Ten innings constitute a game.

RULE 6.—The maximum is 20.

## FOUR BACK

## FOUR BACK.



RULE 1.—The pins are spotted as above.

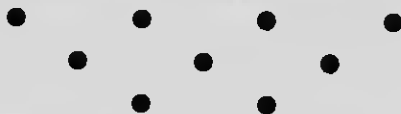
RULE 2.—Three balls (not exceeding 6 inches in size) are allotted to each inning.

RULE 3.—Each pin counts as spotted, and only one pin can be made at a time, if more than one pin is made with one ball it is termed a break, and the player loses that inning and scores nothing.

RULE 4.—There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the players.

## TEN PINS—HEAD PIN OUT.

ALSO KNOWN AS AMERICAN NINE PINS.



RULE 1.—The pins are set as in the diagram.

RULE 2.—Ten innings constitute a game.

RULE 3.—Three balls (not exceeding 6 inches in size) are bowled.

RULE 4.—One pin of the frame must be left standing, or the inning goes for nothing.

RULE 5.—There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alleys cannot be placed to the credit of the player.

RULE 6.—The maximum is 10.

## FIVE BACK.



The pins are set as shown in the diagram.

RULE 1.—Three balls (not exceeding 6 inches in size) are bowled in each inning.

RULE 2.—Should a left-handed bowler be bowling, the second quarter pin can be set upon the left quarter spot.



RULE 3.—Strikes and spares count five each.

RULE 4.—No penalties are attached. Dead wood must be removed. Any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the player.

RULE 5.—Ten innings constitute a game.

RULE 6.—The maximum is 150.

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### THE NEWPORT GAME.

THE PINS ARE SET UP THE SAME AS FOR THE GAME OF AMERICAN TEN PINS.

RULE 1.—Three balls (not exceeding 6 inches in size) are allowed in each inning.

RULE 2.—Ten frames constitute a game. The object of the game is to bowl down an exact number of pins from 1 to 10, but not necessarily in routine order. The player who, in ten innings, scores the least number of winning innings is the loser. For instance: A bowls down 2, 5, 7, 8, and 10; B bowls down 1, 6, 8, and 9. Here B loses, as A has one more inning to his credit than B.

NOTE.—As the larger number of pins are easy to obtain, the superior skill lies in picking out the small numbers. For this reason the pony ball is used, and the small numbers are the points of attack from the start. When the player has bowled down a certain number of pins corresponding with any score he has made, and his remaining ball or balls will be of no avail, an (X) is placed under that number, indicating that the inning goes for naught, as he has already made that score.

RULE 3.—Only one score is allowed to each inning. Players alternate in the use of alleys.

RULE 4.—Balls bounding from the cushion onto the alley cannot be placed to the credit of the player.

RULE 5.—Ten innings constitute a game.

RULE 6.—The maximum is 150.

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### DUCK PIN GAME.

THE PINS ARE SPOTTED THE SAME AS THE AMERICAN GAME OF TEN PINS.

RULE 1.—A regulation Duck Pin shall be 9 inches high,  $1\frac{1}{2}$  inches in diameter at the top,  $3\frac{1}{2}$  inches in diameter at the body of the pin, and  $1\frac{3}{8}$  inches in diameter at the base; shall taper gradually from the bottom to the largest part of the body, and shall be as near uniform in weight as possible.

**RULE 2.**—No ball exceeding  $4\frac{1}{2}$  inches in diameter can be used in games.

**RULE 3.**—Each player to roll three balls to each frame, and each player to roll two frames at a time.

**RULE 4.**—A line shall be drawn ten feet beyond the regular foul line, and any ball delivered beyond the first named line shall be declared foul.

All other rules of the American Bowling Congress govern.

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## RULES OF THE GAME OF KINSLEY CANDLE PIN.

### THE MOST POPULAR SMALL BALL GAME.

Regular Candle pins are used.

**RULE 1.**—The Count.—Two balls shall be allowed for frame.

**RULE 2.**—Strikes.—A strike is credited when a player bowls over the ten pins with the delivered ball, which is designated by a cross (X) in the upper right hand corner of the frame in which the player is credited with whatever pins are made in the next two successive balls, his following frame in addition to the ten already credited by the strike.

**RULE 3.**—Spares.—A spare is credited whenever a player clears the alley with the first and second ball. It is designated by a small line (/) in the upper right-hand corner of the frame, and the total score in that frame is left open until the player shall have rolled one ball in his next frame, when the number of pins knocked down by such ball are immediately added to the ten credited by the spare. In the last frame the player finishes before leaving the alley.

**RULE 4.**—Breaks.—A break is charged to a player at all times when neither a strike nor spare is made. Then the player is allowed only the total number of pins down. In playing two alleys shall be used, the players to roll successively, and but one frame at a time, and to change alleys each frame.

**RULE 5.**—Tie Games.—If the score at the end of the tenth frame be a tie, play shall continue upon the same alley until a majority of points upon an equal number of frames shall be attained, which shall conclude the game.

**RULE 6.**—Dead Wood.—Pins knocked down, but remaining on the alleys, must be removed from the alleys before the next ball is rolled, or before the player has completed his frame. Pins that have fallen in the gutters must be removed and pins resting partly in the gutters must be removed also.

Should a pin fall in removing the dead wood it must be respotted, and pins knocked over by pin or pins rebounding from any other alley must be respotted.

**RULE 7.—Foul Balls.**—In all games there shall be a line drawn or painted on the surface of the alleys and gutters, the centre point of which shall be sixty feet from the centre of the head or from pin spot, measuring to the outside of the line, which, if possible, shall be continued upward at right angles at both ends. This shall be known as the foul line. A line shall be drawn across the bed of the alley from side to side, ten feet from the foul line, and any ball delivered over this line shall be foul.

A player in delivering a ball must not step on or over the line, nor allow any part of his body or clothing to touch on or beyond the line, until the ball has reached the pins. Any ball so delivered shall be deemed foul and must be announced at once by the umpire. The player forfeits all pins made by such ball, and such pins, if any, shall be respotted before the next ball is rolled. Should any ball delivered leave the alley before reaching the pins, or any ball rebound from the back cushion, the pins, if any made on such ball, shall not count, but must be respotted, all such balls to counts as balls rolled. Pins knocked down by pin or pins rebounding from the side or back cushion shall count as pins down. Lofting the ball is also foul.

**RULE 8.—Dead Balls.**—If any player rolls on the wrong alley, or rolls out of turn, or is interfered with by a spectator or other bowler, if any of the pins he is playing at be knocked down or disturbed in any way before his ball reaches them, or if his ball after being fairly bowled, should come in contact with any obstacle on the alleys before reaching the pins, the umpire shall immediately declare such ball "dead," and allow the player to roll again, after replacing the pins as they were before such ball was rolled.

**RULE 9.—The Ball.**—The ball shall not exceed  $5\frac{1}{2}$  inches in diameter in any direction, but smaller balls may be used.

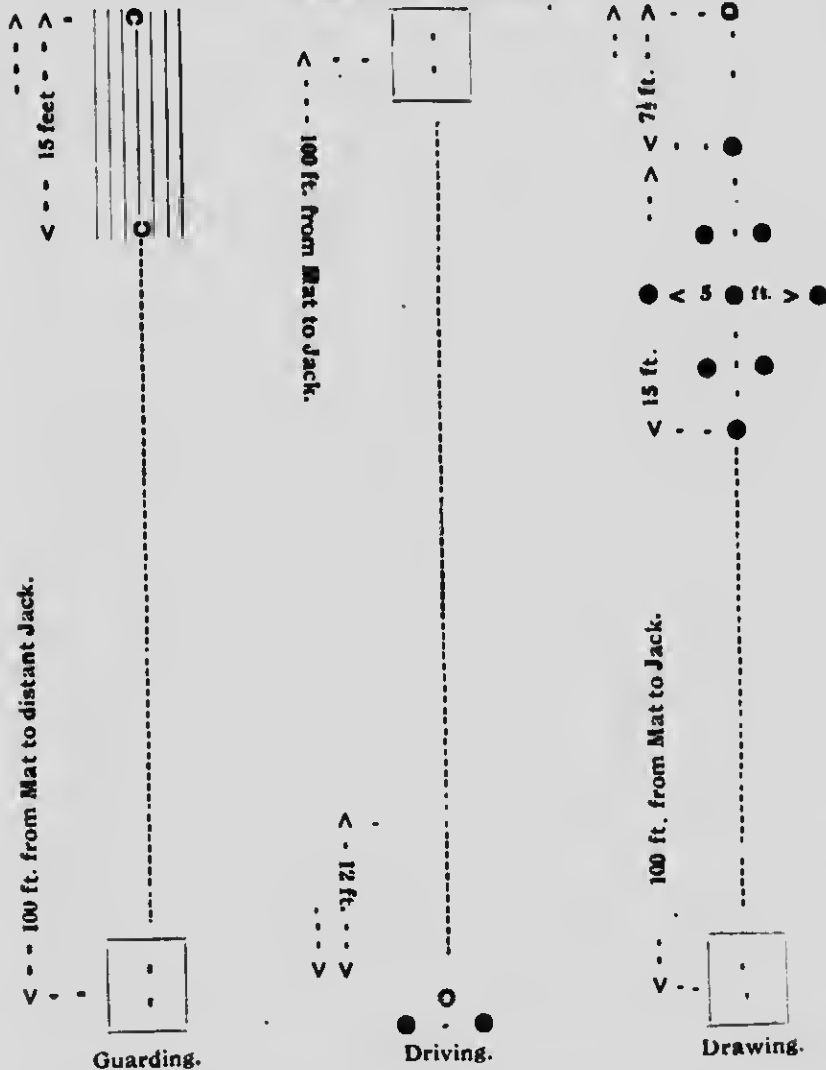
**RULE 10.**—This being an individual contest, the referee or umpire must be satisfactory to the contestants. There must also be two scorers appointed, who must also be satisfactory to the contestants.

# THE GAME OF BOWLS

## OR BOWLING ON THE GREEN

### RULES OF THE GAME, WITH HINTS TO BEGINNERS

#### GAME OF POINTS.



In Guarding the lines represent threads fastened to the Green, the distance between each thread being 6 inches, thus obviating the necessity of measuring each shot.

In Driving, the two Bowls behind the Jack are placed 2 feet apart, from centre to centre, and measure each 15 inches from the Jack, on the angle as shown in Diagram.

Drawing.—To place the Diamond correctly, lay down the four outside Bowls in their position, then use a tape line, and place a Bowl in the centre of each measurement from point to point.

Bowls marked ●; Jacks O.

### DIRECTIONS.

The Game consists of 30 shots, viz., 10 at Guarding, 10 at Driving, and 10 at Drawing, 5 of which must be played from the back, and 5 from the fore hand, the highest possible score being 90 points.

Guarding is generally played first, Driving next, and Drawing last.

An Umpire or Marker should be appointed to take charge of each Rink, and it is the duty of the Marker to declare the value of the shot the moment the Bowl comes to rest, and to enter the same into a book specially ruled for the purpose. He shall also inform the Player when the first 5 shots have been played, so that he may change his hand, and when the end is finished declare the result.

No interference with the Markers can be allowed, and any dispute as to the value of a shot must be referred to an Overseman appointed before play begins.

When play is finished, the Markers shall hand in their books to the Secretary, who shall enter up each score into a book marked "Totals" and declare the result in the presence of the players.

"Ties" may be decided by playing two shots over each rink.

### SCORING.

GUARDING.—Should a Bowl come to rest anywhere between the two Jacks, and lie within 18 inches of the centre thread (or touch the *outside* thread) on the hand from which the Bowl was played, it scores 1; should it rest within 12 inches of the centre thread (or touch the *second* thread), it scores 2; should it rest within 6 inches of the centre, or touch

the third line of thread, or lie on centre thread, it counts 3; but should more than the half of the Bowl be over the centre thread the shot is lost. No Bowl must touch either of the Jacks.

**DRIVING.**—Should a Bowl pass the guard in front, and remove the Bowl placed behind the Jack on the hand from which the shot was played, it counts 1; should it pass within the Bowl and Jack without touching any Bowl, it counts 2; if it carry the Jack back behind the Bowls placed on either side of it, it scores 3; but both the Bowl played and the Jack must be carried right through—for instance, should the Bowl remove the Jack but fail to carry it behind the Bowl, the shot only counts 2, as if it had passed without touching the Jack at all.

**DRAWING.**—Should a Bowl pass a Diamond without touching any of the Bowls, and rest within three feet of the Jack, it scores 1; within two feet, it scores two; and within one foot, it scores 3; but in every instance the Bowl must pass clear outside the Diamond. Should the Jack be removed, it must be replaced before measuring.

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### GENERAL REQUISITES.

#### 1. THE GREEN.

Bowling, as practised in Scotland, is played on a level green about 42 yards long, with a ditch at each end about 12 or 14 inches broad, and 3 inches deep, having a bank rising about 18 inches above the level of the green, to stop the bowls at the ditch. Where space is available, it is advisable to make the green square, so that play may be carried on from any side. By changing the direction of play every few days, the ends have a period of rest, and are therefore not so liable to become worn and bare.

#### 2. THE TURF.

The turf most appreciated in Scotland is that taken from the seaside. It has a fine, narrow blade, and as it grows in almost pure sand, is not liable to get caked and hard by continuous rolling. From the large demands made upon it for bowling green purposes this turf is now becoming very scarce in the West of Scotland, and is consequently expensive.

### 3. BOWLS.

Bowls are made of lignum vitæ, a hard and heavy wood brought from the West Indies. In shape they are made rather flatter at the ends than over the running part, and are moreover made not to run in a straight line, but to take a bend or bias to one side. This bias is given to them altogether by their shape, as loading is not permitted in match games. In size they must not exceed 16½ inches in circumference, but there is no minimum restriction. Any bias may be used to suit individual tastes; but no bowl with a draw of less than one yard in a run of thirty yards should be allowed at a match.

### 4. THE JACK.

The jack is a round ball of white enamelled earthen ware, about 2½ inches in diameter. As it is meant to move easily when struck by a bowl, it should not be too large or heavy.

### 5. THE MAT.

The Mat serves the double purpose of marking the spot where to play from, and also protects the grass from being injured during play. It may be made of any material which is soft and pliable, and not liable to get saturated with damp. Corrugated or perforated India-rubber mats, about two feet long by one foot broad and three-sixteenths of an inch thick, are very popular.

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## RULES OF THE GAME.

### I.—A RINK.

When two, three, four, or any number of players not exceeding eight, form sides for a game, they make what is called a Rink. Eight players, that is, four on each side, make a complete rink, and are classed as leaders, second and third players, and drivers or skips. In a full rink each player plays two bowls; but if there be no more than two players a side, each player plays four bowls. Should an odd number engage in a game, one side may play extra bowls to make the number on each side equal.

## II.—FORMING THE FIRST RINK AND CLASSING PLAYERS.

The rinks to be formed by ballot, each party naming his own driver, who shall arrange his players into classes of first, second and third—which order should not be changed after the first end has been played.

## III.—LEADERS.

The first player, or leader should place the cloth, throw the jack, count the game, and call out the result of each end to the driver as soon as it is declared.

## IV.—DRIVERS.

Drivers shall have the sole charge of their respective rinks, and their instructions should be implicitly obeyed by the other players. They may appoint substitutes to direct when they play themselves. They are to be judges of all disputed points, and if agreeing, their decision is final; if not, the matter to be decided by an umpire appointed by them. No person should direct except the drivers or their substitutes, although the players on the same side may consult with or advise them. As soon as a bowl is greened, the driver must retire two yards at least from the jack, in order that the opposing party may witness the effects of the play.

## V.—SPACES OR DIVISIONS OF THE GREEN.

Previous to beginning a match game, the numbers of each unoccupied space should be put into a bag, and one drawn out, within the limits of which the play of the party or rink must be confined, unless otherwise agreed upon. Promiscuous games may be played without having recourse to drawing, but the play in like manner must be limited to the space.

## VI.—POINTS IN A GAME.

An ordinary game shall consist of nine points; competition games for prize bowls of twenty-five points; but general match games may be determined either by number or time, as agreed upon. When more than one rink is engaged in the same match, the points of each to be added together, and the gross number to decide the contest.



## VII.—PLACING THE MAT.

The mat should not be moved from the place where it has been properly put at the beginning of the game, and if moved by accident it should be at once replaced. When playing, the player should have, at least, one foot on the mat.

## VIII.—THROWING THE JACK.

The throwing of the Jack and playing first to be decided by tossing or ballot, subsequently to be thrown by the leader of the side which secures the last head. If not thrown twenty yards, or if it run into the ditch after the first end, the opposite party to have the privilege of throwing it anew, but not of playing first. If it run within a yard of the ditch, it may be moved from one to two yards from it by either party. If it run too near the side of the space it must be moved to a sufficient distance to allow both fore and back hand play.

## IX.—ORDER OF PLAY.

Which side is to play first is usually decided by a toss-up. The two leaders then play bowl about until all their bowls are played. The second players follow, playing all theirs, and so on. While the play is going on, the drivers should stand at the jack for the purpose of directing the players on their side, until their own turn to play arrives.

## X.—MARKING THE GAME.

After the whole of the bowls have been played, the side having the nearest bowl to the jack counts one for each of whatever bowls they may have nearer to the jack than the nearest bowl of the other side. The second players should mark the game as called out by the leaders.

## XI.—THE JACK NOT TO BE INTERFERED WITH.

The jack, after being once played to, except when in the ditch, is not to be touched or interfered with in any manner, otherwise than by the effects of the play, until the game is counted and both parties are satisfied.

## XII.—THE JACK IN THE DITCH—REBOUNDED.

When the jack is run into the ditch by a bowl in the regular course of the game, the place where it rests should be marked, and the jack may be placed on the edge of the green, so that the succeeding players may see where to play to. It must, however, be returned to its place in the ditch immediately on their bowl being played, so that it may be liable to be acted on by any toucher that may be driven into the ditch. Should the jack be run against the bank, and rebound on to the green by the effect of the play, it is to be played to the same as if it had not touched the bank.

## XIII.—THE JACK "BURNED."

When the jack or bowls are interfered with or displaced, otherwise than by the effects of the play, they are said to be "burned." When the jack is burned by a neutral party, the end must be begun afresh. If burned by any of the players, the opposing party to have the option of playing out the end or beginning anew.

## XIV.—BOWLS.

Bowls are made of *lignum vitæ*, and at a match must not exceed  $16\frac{1}{2}$  inches in circumference, nor be loaded in any manner. In running, they ought to have a bias of, at least, one yard in thirty on an ordinary green.

NOTE.—The following is a good way to prove the bias of bowls: Take a piece of wood of about three inches square and 16 feet long, making a circular groove of about 4-inch radius the full width of the wood all the way down one side, so that if a bowl be run along it it will not fall off. Firmly rest one end of this, with the groove uppermost, about five feet above the bank, allowing the other end to slope down and rest on the green, having previously cut off at an angle the bottom corner of the wood to allow the groove to go close on to the grass. If a bowl be now run down this (falling entirely by its own weight) on the fore-hand and then on the back-hand, marking the spot where it rests each time, half the difference between these two marks should show the bias of the bowl. This test should be performed on the most level and perfect part of the green, and care must be taken that the bowl is started from the same place each time, and with as little "wobble" as possible, and also that the piece of wood is not moved in the slightest degree during the test.

## XV.—DITCHERS.

A bowl which runs off the green, or is driven off it by the effects of the play, and which has not previously touched the jack, is called a "ditcher," and must be immediately removed to the bank. Should a ditcher, under any circumstances, return to the green, it must be removed.

## XVI.—TOUCHERS.

A bowl which, on being played, touches the jack is called a "toucher," and counts the same as any other bowl, wherever it may rest. A bowl which, after it stops running, falls over and touches the jack, is not to be reckoned a toucher, if another bowl has been played. Touchers ought to be distinguished by a chalk or other mark.

## XVII.—TOUCHERS IN THE DITCH.

A toucher in the ditch should have the place where it rests marked, so that, if accidentally "burned" or shifted by a ditcher, it can be replaced. A toucher in the ditch can only be interfered with by another toucher.

## XVIII.—"BURNED" BOWLS.

If a bowl, while running, is accidentally "burned" by another party, or by an opponent, it shall be in the option of the party playing to let it rest or play it over again. If "burned" by his own side, it may be put off the green. When a bowl while at rest is "burned" by the side to which it belongs, it may be removed from the green. If burned by a neutral party or by an opponent, it is to be replaced as near to its original position as possible.

## XIX.—PLAYING BEFORE A BOWL STOPS RUNNING.

No party to play until his opponent's bowl has ceased to run. A bowl so played may be stopped and caused to be played again.

## XX.—BOWLS COMING TO REST.

After the last bowl of an end stops running a half minute to be allowed, if required, before counting the game.

**XXI.—PLAYING BY MISTAKE.**

When a bowl is played by mistake, if belonging to the opposite side, it is to be replaced by the player's own bowl. If belonging to the player's side, it must remain.

**XXII.—PLAYING OUT OF TURN OR ORDER.**

If a bowl is played out of turn, the opponents may stop the bowl, allow it to remain where it rests, or cause it to be played over again in its proper order. If it has moved either jack or bowls, the opponents to have power to cause the end to be begun anew. A bowl not played in order cannot afterwards be played if the second succeeding bowl has been greened.

**XXIII.—CHANGING BOWLS.**

No player to change his bowls during the game without permission from the opposite side.

**XXIV.—ODD BOWLS.**

When the sides of a rink are unequal in number, they are to be balanced by the deficient party playing odd bowls. When the side playing the odd bowls consists of two or more, the first and second players each to play one of them.

**XXV.—PLAYING IN THE DUSK.**

Under no circumstances is a cap or other object to be laid on the green, or placed on a bowl or the jack, but a cap or any other object may be held over one or other, or in front of either, for the guidance of the player.

**XXVI.—RESULT OF EACH END.**

After an end is played, neither jack nor bowls to be touched until both sides are satisfied. When two or more bowls are touching each other, they are not to be disturbed or removed until the result of the end is declared. When apart, each bowl may be removed and counted as soon as it is admitted to be a shot by the losing side. No measuring allowed during the playing of an end.

## XXVII.—ON-LOOKERS.

All players, while looking on, to stand jack-high at least, and, unless acting as directors, not within three yards of the jack.

## XXVIII.—GENERAL RULE.

Many of the preceding rules have no penalties attached to them, and all are framed on the understanding that none of them will be wilfully violated. When any of them are violated that have penalties annexed, the penalty cannot be enforced after the next played bowl has stopped.

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**HINTS TO BEGINNERS.****PLACING PLAYERS.**

In arranging a rink, the least skilful should be placed second, because he can then do least harm. The first player should be a good drawer, so as to make the game interesting from the beginning, and the third should be able to rake or ride, as well as draw. The driver, or skip, should be the most experienced of all.

**DRAWING, GUARDING, OR OBSTRUCTING.**

It is politic to secure a bowl planted near the jack by having a bowl played as a guard, to lie a little short of it. It is also sometimes judicious, when your opponents intend to rake or ride the jack, to anticipate their play, by causing a back bowl to be drawn in the direction the jack is most likely to go.

**RIDING.**

Riding, or playing with great force, for the purpose of striking out an opponent's bowl or running the jack into the ditch, is occasionally necessary, but it is generally a hazardous and losing game, for if the object be missed, the player's bowl is lost, or it may carry off one of his own side's best bowls, leaving the opponents stronger than ever.

## RAKING.

Raking, that is by playing from one to two or three yards strong, is generally better than riding, because its results can be more clearly foreseen. It also gives more scope for tactics, such as displacing and lying in place of a bowl, or by chucking out your opponent's nearest bowl when it is jack high or more, or by driving a short bowl up to the jack.

## BE WELL UP.

The jack being the object played to, and movable, the chances are altogether in favor of its being moved further and further from the player. For this reason it is better, as a rule, to "be well up." Bowls which are much short of the jack not only obstruct subsequent play, but, like ditchers, may be called lost bowls.

## FORE AND BACK HAND.

The fore-hand is to play out to the right, with the bias of the bowl to bend in towards the left. The back-hand is to play out to the left, the bowl curving in to the right. The player should learn to play both hands. Every now and again a bowl rests on this or that side of the jack, presenting an obstruction which he should take advantage of, either by a full or by a gentle draw. The winning bowl or bowls may thus be driven off, and replaced by the player's own.

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**PROGRESSIVE TOURNAMENT, BILLIARDS OR POOL.****Lasting One Night.**

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1.—The players shall be divided as equitably as possible into two classes, according to skill, the better players being designated by cards of one color, and the poorer players by another. Prior to the commencement of the game, partners and tables will be decided by drawing as in progressive cinch.

2.—Four players are assigned to each table and will play as partners, and at the conclusion of each game each player will receive credit on his card for the total points made by himself and partner.

3.—Play commences and ceases at the sound of the gong. Table Number One is the head table and is to play twenty-five points. When one side at this table has made this number, the gong will announce that play on all tables must cease, and no points made thereafter will be counted. The players at other tables may make as many points possible in excess of twenty-five before the gong rings.

4.—Play will commence by each side banking for the first shot as in the regular game of billiards, and all rules of the regular three ball carom game will be observed throughout the contests.

5.—In event of cue ball being "frozen" or in contact with others, the player shall have the choice of spotting all the balls as at the opening of the game, or he shall have the right to play away from the ball with which his own is in contact.

6.—At the conclusion of the first game, winners progress as in progressive euchre, but change partners with each progression. Losers remain but change partners.

7.—Prizes will be awarded to the best and poorest players, according to the total on cards turned in, in each class.

8.—Play will commence at eight o'clock and close at 11 o'clock, or as soon after the latter time as the head table can complete the game then in progress.

**RULES FOR POOL TOURNAMENT.****Lasting One Month.**

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1.—The players to be divided into pairs and handicapped by disinterested parties or room-keepers.

2.—Thirty two (32) players is the best number to open a tournament run under conditions of "lose and you are out of the game."

3.—Pair up 16 pairs and play 50-ball continuous pool. When they are finished you have eight pairs of winners to come together and when they have played you have four pairs, then two, then one, and under these conditions it takes a month to finish a tournament playing one game of 50 balls each night. If you wish to run it off faster, you can have more tables running with tournament players. Prizes to be awarded to last two players, first and second.

The same rules that govern 8 ball pool, govern continuous pool.



## CONDUCTING TOURNAMENTS.

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**FINDING THE NUMBER OF GAMES.**—The first thing to know is the number of games imposed by differing numbers of entries. There are several ways of working this out. The quickest and simplest is a mental one. If the number of entries is even, say 10, multiply the second highest term (9) by one-half the highest— $9 \times 5 = 45$ . If odd, as 7, multiply that figure by one-half the next highest— $7 \times 3 = 21$  games. But, if a pencil is handy, a quick enough way is to multiply the highest term, whether odd or even, by the next highest, and then divide the product by 2, which will show 253 games if there are 23 entries— $23 \times 22 = 506$ , halved. These are regular games. No amount of figuring can forecast ties.

**TIE GAMES.**—When competition is for a championship, any tie for it must be played off. Ties for other prizes may or may not be, as circumstances dictate.

**TIE GAMES SEPARATE.**—Save when they involve a championship, tie games are no part of the tournament proper, which ordinarily ends when all the contestants have either played or forfeited an equal number of games. Yet, while tie games for else than the championship will not serve to determine other than special wagers, they are, nevertheless, records in themselves, although without being a part of the tournament.

**FORFEITURES.**—In a tournament, every game begins with the first one, in the sense of binding every player who has not previously been declared out. It has always been an unwritten law of billiards that a withdrawer, instead of cancelling his games already played, forfeits those he has yet to play. The former procedure penalizes the faultless for another's fault. It is also open to the objection, that, in order to deprive one winner of his record for high average or high run, the loser of the game in which either was made may be induced to withdraw. Injustice is possible even without collusion. Within two years, cancellation has deprived one continuing player of his highest average, and another of the highest average of all.

For amateur tournaments, a few Western roomkeepers have a rule of their own, which cancels if the withdrawer has not played more than half his games, and forfeits if he has.

**GUARDING AGAINST FORFEITURE OR OTHER FAILURE.**—Until a scheduled game is started, the players of the next one in order should be on hand.

**THE SANCTITY OF SCHEDULE.**—A schedule once made out by due authority should be adhered to, instead of being changed to suit some individual caprice.

**OPENING GAME.**—Never let it be between the supposed best two players. For some special reason, one such may be utilized, but not two without inviting the almost certain penalty of a loss of public interest as the games draw near their close.

**RUSH THE LOSERS.**—As far as practicable, play losers first in preference to winners. If they are good losers, they will not object. In no other way can the anti-climax be prevented of having one or more games to play after the main prize has been won, or of requiring the leader to play when there is nothing for him to win.

**HANDICAPPING.**—This, so often necessary, calls for a nice knowledge of the contestants. Fixed rules are impossible. That one man has a chance to sit long and think while the other plays, and perhaps not always plays with as much ability as effect, makes billiards pre-eminently the temperamental game. There must, therefore, be much guessing in the name of handicapping. Not a few conductors of tournaments shirk their office by happily inveigling their players into handicapping themselves.

One thing is to be cautioned against. As a rule, if the light-weighted, with their imposts, about fairly balance the middleweights, they are apt to prove too heavy for the heavyweights. To illustrate, A can give B 30 in 100, B give C 30, C give D 20, and D give E 20. A in practice can possibly give C the 60 required by theory, but he can little better give D 80 than he can, as theory requires, give E 100 in 100. Again, if there are many entries, those with a light impost possess a decided advantage in having so much more to learn than the others. The oftener they play, the relatively better.

If A can give B 12 in 100, B give C 15, and C give D 23, then A should give C 25 and D 44, and B give D 35. It is all merely a question of multiplication, division, addition and subtraction, without being simple enough to look easy in print.

The process multiplies together the odds A give B and B gives C, as  $12 \times 15 = 180$ , which is to be divided by the number of points (100) constituting game. The quotient, which

is nearer 2 points than 1, is to be reckoned as 2, and deducted from the 15 B gives C, leaving 13, which, added to the 12 given B by A, makes 25 to be given by A to C. By a similar process—multiplying together the 15 given by B to C and the 23 given by C to D ( $15 \times 23 = 345$ ), dividing by 100 and subtracting the 3 from the 38 (15 added to 23)—35 are what B should give D. What A is to give D is ascertained by multiplying together the 15 (less 2) and the 23 ( $13 \times 23 = 380$ ), which, divided by 100 shows that 4 are to be deducted from the added 13 and 23, leaving 32, which, added to the 12 A gives B, makes 44 to be given by A to D.

SCORING TOURNAMENTS.—Owing to a faulty system of keeping track of games played, not a few conductors of tournaments are temporarily at a loss to determine with whom some contestants have yet to play. This formulary covers everything.

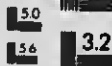
	JONES.	SMITH.	BROWN.	GRAY
Jones, 250.....	D.	205 6.25-30 42	250 11.19-21 38	.....
Smith, 220.....	220 7.10-30 37	D	220 9.13-23 41	.....
Brown, 190.....	175 8.15-20 29	170 7.9-23 31	D	190 5.5-37 41
Gray, 180.....	.....	.....	170 4.22-37 23	D
Games Won.....	I	II	I	
Games Lost.....	X	.....	XX	X
Total Points.....	.....	.....	.....	.....
Total Innings.....	.....	.....	.....	.....
General Average.....	.....	.....	.....	.....

AVERAGE OF TOURNAMENT, —



MICROCOPY RESOLUTION TEST CHART

(ANSI and ISO TEST CHART No. 2)



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Figures next to names stand for handicap, if any.

Figures standing alone in squares are for total first, average next, and highest run last.

Winning and losing averages are both given, and in common fractions, with the double purpose of showing which player led (in case of later dispute), and of facilitating the making-up of general and tournament averages when play is done.

When a game is over, add an I to Games Won and an X to Games Lost.

When tournament is finished add up totals, as well as innings (last figures of those in middle line of squares), and compute single, general and tournament averages decimally.

To find out who has yet to play, look for blank spaces exclusive of those running obliquely and marked D, (for Jones of horizontal column doubling with Jones of vertical). In the table are four blanks, meaning two games to play—Gray with Jones and Smith.

To find out how many games have been played, add I's and X's together, and divide by two.

When I's and X's differ in their totals, there has been an error in tallying games either won or lost.

SCORING FOR THE PRESS.—Care should be taken to begin with the score of him who plays first. His winning then will mean that the innings were unequal, while putting the winner's score second will indicate equal innings. Disregard of this rule, prevalent of late years, forces whoever would verify the average to count up the innings in each score.

### HOW TO FIGURE AVERAGES.

DECIMALS ARE BEST.—Divide total points by total innings. Thus, 300 points in 28 innings show 10.20-28 in crude fractions, 10 and 5-7ths in the lowest evenly reduced ones, and 10.71 (71-100ths) decimally. The first system seldom gives an accurate idea at sight. In the second, the fractions cannot always be reduced evenly, as above. Ordinarily, the third is closest, briefest and clearest.

AVOID A JUMBLE.—Some computers mix themselves and others up by using all three methods. Others, as a convenience, express the single average as 10.20-28, and the general average not as 8.170-175, to be consistent, but as 8.97. This is akin to the barbarism of speaking in two languages at once. There are others who, simply because it is so divisible, convert the 8.170-175 into 8.34-35, so that anybody

seeking to prove the average by finding the points and innings will have rare figuring as a preliminary.

**DECIMALIZING.**—This is simply adding a cipher to the right-hand end of every remainder after the dividend has no unused figure left. Adding a cipher to the 20 in 10.20-28 yields 7 and 4 over when divided by 28, and now adding a cipher to the 4 will result altogether in 10.71 with 12 over.

Pay no attention to this remainder unless, if a general average, 10.71 seems to be a tie with some other general average. Such a tie will rarely happen. Should it, add a cipher to the 12, and dividing the 120 by 28 will result in 10.714 (1000ths now, instead of 100ths), with 8 over. If there is still a tie, proceed as before, first making 80 of the 8.

**GIVE AND TAKE.**—Had the 10.71's remainder been 14 or more, instead of 12, which is less than one-half, the innings, the average would change to 10.72. The arbitrary rule is to ignore the final remainder when it is less than half the innings, but enlarge it and give it to the player when it is half or more.

**RECONVERSION.**—If for any reason it be necessary to find the number of innings, add ciphers (two will usually be enough in billiards) to the points, and divide by the decimalized average. Thus 1071)30000(28 innings, with 12 over. To find the points on which a general average is based, innings (50) and average (16) being known, multiply the one by the other— $16 \times 50 = 800$ .

**GENERAL AVERAGE.**—A match of continuous points has but one average, whether it be played in one session or half a dozen; but it is different both in a tournament and in a match of several separate games, a majority to win.

In computing the general average, avoid the easy error of adding all a player's game-averages together, and dividing the product by the number of games. There is only one condition in which this will show the true average, and that is when all the games have innings separately equal in number, howsoever much the points themselves may vary.

Illustration of false and true:—

Inn.	Points.	Game Average.
15	600	40
30	600	20
30	600	20
7	600	85.71
<hr/>	<hr/>	<hr/>
82	82)2400(29.29	4)165.71(41.43

The average found by dividing by the number of games is grossly extravagant.

**LOSING AVERAGES.**—Properly, the loser's average can never be higher than the winner's. To concede that it can is to premiumize its maker's inefficiency. Setting out to win the opening shot, he had failed, which is the only way, with fewer points, to make the seemingly higher average. It is equally unfair, in a continuous game of several sessions, to concede an average for a fraction of the game. By getting far behind, one player is without limit on any night, while the other is stopped every night by reaching the number of points assigned to every leader.

Except as personal compliments, losing averages are valueless. Their apparent makers do not wholly make them. Much depends upon the other man. The loser reaches a high figure largely because, having aimed to cover a given number of points, he failed to do so. It has often happened that a player with 50 to go has needed as many innings to make them as he had taken to make his other 250. As a rule, losers "let down" near the finish more than winners, and hence their average is dependent less upon themselves than upon those who close the game.









