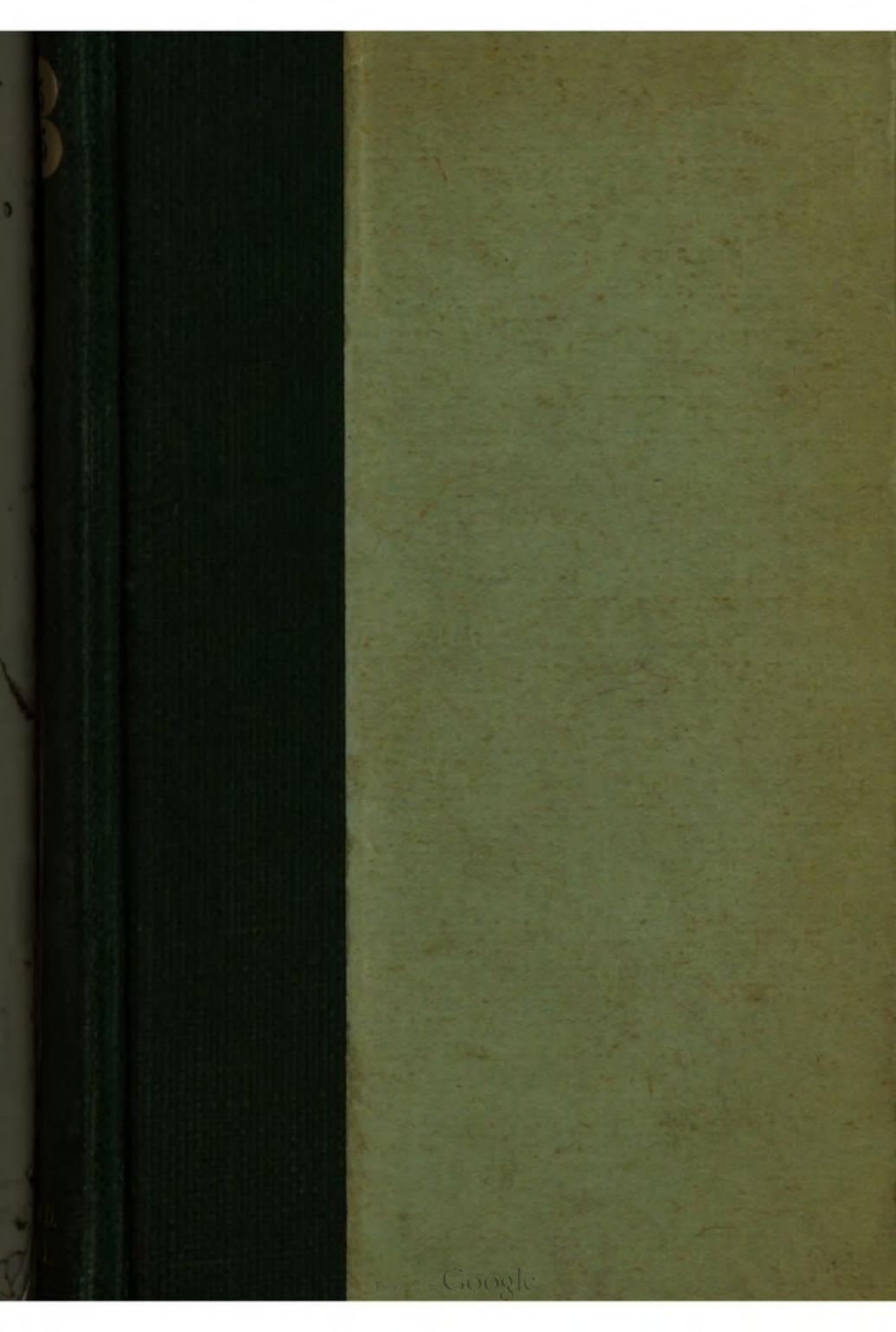

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A
HAND BOOK
TO THE GAME OF
BILLIARDS,
addressed to the
NOVICE & THE PROFICIENT:
with the Laws &c.
AND 44 DIAGRAMS.

"DULCE EST DESIPERE IN LOCO" HORATIUS

By Colonel BERRY

LONDON:
T. & W. Boone, 29, New Bond Street,
1841.



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TO
HIS ROYAL HIGHNESS
PRINCE ALBERT,
OF
SAXE COBURG GOTHA, K.G.

ETC. ETC. ETC. ETC.

THIS TREATISE

IS,

BY PERMISSION,

DEDICATED.

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BILLIARDS.

BILLIARDS is an elegant and an ingenious game, giving to the body an agreeable and gentle exercise. Medical practitioners, both here and on the continent, have strongly recommended this game to be played by their patients, when considered in a state of convalescence, and when out-door exercise could not with safety be taken.

The word is derived from the French *billard*, of *bille*, the ball made use of; and that from the Latin *pila*, a ball.

This game was invented by the French, and practised by the Germans, Dutch, and Italians; and is now, more than ever, a favourite diversion among persons of the first rank. The table on which it is played should be about twelve feet long, and six wide.

The learner will be astonished at the variety it exhibits; but it requires fine feeling, the most delicate touch, skill, and judgment to form a good or first-rate player. This is only to be acquired by great practice, and the following engraved diagrams will amply show the basis on which the game is founded.

The strictest attention to the instructions laid down for the performance of these moves, must be apparent to the most casual observer. They will enable him, *with practice*, to become a finished player, and from the geometrical knowledge which he will imperceptibly but practically obtain, materially extend his views in his method of calculation. He must, however, shun a certain class of players, and above all, (if inclined to be speculative) avoid any thing more than mere nominal betting;* this advice cannot be too strongly impressed on his mind.

It is a gentlemanly and a delightful recreation, and the player should therefore be extremely cautious in exhibiting any thing more in the way of dexterity than the full, fair, and easy strokes, disdaining the cant from the opposite angles of the table. This is the custom of many from sinister motives, "more honoured in the breach than the observance," therefore, "reform it altogether."

In striking the balls, the cue and the mace are both used, but the first is mostly in vogue, being much superior to the mace, and good players employ it generally.

Of the three balls which are played, (though in some games more are used) one of them must be red, the others white, one of the last however, is distin-

* The late Sir Thomas Lawrence had so great a dislike for betting that, when asked why so excellent a player at billiards as he undoubtedly was, had relinquished it altogether, made this characteristic reply. "Although I never play for money myself, my play attracted much attention, and occasioned many and often very high bets:—next to gambling *yourself* is the vice of encouraging it in *others*, and as I could not check the betting, have given up my amusement."

guished by a spot, and is denominated the spotted ball.

When the learner forms his bridge to rest the cue upon, in the act of aiming or striking, his fingers and wrist only should rest upon the table. The fingers should be so turned outwards as to form a hollow in the palm, and the thumb raised above the level of his knuckles; so that there will be a level made, which is to receive the cue between the thumb and fore-finger. He should keep a distance of about six inches between his hand and the ball. The right hand should grasp the thick end of the cue, and ought to be so held between the fingers and thumb, as to enable him to strike with sufficient force, and to preserve an easy motion.—Chalking the cue is essential, inasmuch as it will prevent its slipping, and in taking aim, the cue must be placed towards the centre of the ball.

In regard to the mace, the broad part ought to be placed to the centre of the ball. The upper or slender part of the mace must be directed towards the right shoulder when the ball and the mace are pushed onwards with the same impulse. A foul stroke would be made if the ball should be *struck* instead of being *pushed* onwards by the mace, and it would also endanger the breaking of the instrument.

It is the primary object of the player, either to propel one or other of the balls into a pocket, or to strike the red and the opponent's ball at one stroke, and by these means obtain a carom.

Hazard means when one or both balls lie in such positions as make them liable to be pocketed.

A *red hazard* means when this ball only is liable to be pocketed.

A *white hazard* is when the two white balls are in that situation.

A *winning game hazard* is when the red or white ball being struck at enters a pocket.

A *losing game hazard* is when the striking ball is pocketed off either of the balls struck at.

Carom or *carombole* is when the two balls are struck by the striker's ball.

In adapting the game to practice, a great many objects will of course be presented. Delicacy and strength are both required in each particular stroke, quickness in the striker's eye, and his method of striking. *Practice** ever to be observed, must of necessity wait on these essential points. The learner's eye, generally too apt to wander, should always be steady and fixed on the object which has invited his attention. He will find that a graceful and elegant action will be of much consequence to him; but this is not difficult to be acquired, and it will supersede that hurry and impatience so often observable in the young practitioner. His left foot should, with the right-hand player, be extended foremost, and *vice versa* with the left-hand player,

* The Duke of Wellington had often played with Sir Thomas Lawrence, with nearly equal success, however, they agreed to have a match, but were so completely *out of practice*, that, after a few strokes, they could not help smiling at each other, and instantly laid down their cues.

while his body should be properly bent to permit the direction of his eye along the cue. There are more ways of striking with the cue than the full and central stroke most commonly used; these are fully explained in the engravings which follow, displaying the stroke below the centre, above the centre, and obliquely.

The first method of striking, viz. the central, is usually adapted to common hazards or caroms, and in playing at the cushion for an even recoil of the ball. The end mode below the centre, causes the struck ball to recoil from the object ball with a dull and whirling motion. This play is useful in obtaining caroms from balls at right angles. The striker in this mode must well chalk or roughen the point of his cue, as it will otherwise slip.

The third mode of striking, viz. above the centre of the ball, becomes easy when the balls are laying parallel with each other, this will drive both of them into the same pocket, one following the other, and also a carom may be obtained when a third ball is covered by the second. A ball struck in this way, only gives a portion of its strength to the object ball, and continues going onward according to the strength with which it was propelled.

The fourth and last mode of striking is that oblique stroke which is still done, also above the centre. A ball thus struck, acquires a leaping motion, for the cue forces the ball against the table, rather than along it. The object is to make a carom when three balls are parallel, and when the striker's object is at the farthest ball which is already covered.

Lastly, a player must of all things become ac-

quainted with the angles of the table, before he can know the course of the balls, or how to make a carom. This is easily ascertained by the learner's employing himself with one ball only, striking it against the cushion, and marking its course, he may then proceed with two. The reverberation from the cushion, is, of all things, the most requisite to be aware of, and attention to this point will fix the memory.

The young player must commence his course of lessons with the winning game hazards, the losing hazards being so much more easy, that if a knowledge of the first be obtained, the rest will follow.

The diagrams which follow are admirably adapted to invite the attention of the learner, and give him an impulse to attain excellence in playing this truly elegant, amusing, and instructive game.

INSTRUCTIONS.

It is recommended that beginners should in the first instance make use only of the plain cue. The use of the leather-tipped cue will be more appropriate when the beginner has acquired the power of striking the ball with some degree of certainty on the desired point.

To strike the ball on a particular point, it is necessary to follow with great exactness the situation of the cue with the eye.

In striking, it must be observed that the leading principle is to strike the ball on the side towards

which you wish to direct it,—to the right when you wish to direct it to the right, and *vice versa*.

To strike the ball on its lower extremity, the player should reduce the position of the hand to a level with it, and the hand should be raised when it is desired to strike the upper part of the ball.

If the learner finds it difficult to strike the ball on the lower part, he should place the cue between the thumb and the first finger; by which means he will find that the difficulty will be obviated.

When the ball which is to be struck is near the cushion, and you desire to strike it on the lower part, you must hold the cue with the hand reversed, the nail uppermost, this will check the tendency to alter the position of the hand by elevating it, and which is apt to be the case when the cue is held in the usual way.

When the position of the ball renders it necessary that the butt end of the cue should be used in order more conveniently to strike the lower part of the ball, the player should make use of the side of the butt which is covered with leather.

If it be required to touch the ball lightly, great care must be taken in preparing for the stroke, not to put out too much force. As a general rule, it is recommended not to make any stroke forcibly.

In the following diagrams it is hoped that a sufficient number will be found to enable the learner to form a correct notion, and to acquire a perfect knowledge of all the leading strokes requisite in the course of the game. Indeed without diagrams the greatest difficulty must of necessity arise in expatiating at all upon the immense variety of ideas in the minutiae of the game.

To *masser*, (a French term which cannot be expressed by any equivalent English word, signifies to strike your ball in such a manner that it shall either touch a second ball and go into the pocket, or touch a second ball and then strike a third. In this case it is necessary to hold the cue perpendicularly to the ball. The ball should be struck only on that part of the roundness which faces you, if struck on the top it will remain in its place.

It is when the *playing ball* touches the cushion, that it is necessary to *masser*, or when two balls nearly touch each other. In the latter case it is to prevent one ball from following the other up, which constitutes the bad hit or stroke termed in French *billarder*, and would occasion the loss of some points.

OF THE TABLE.

At the earliest period of the game the tables were made of various shapes—square, oval, and circular: indeed, in many parts of the east the square one is used at the present time. But the oblong table, varying from eight feet to twelve feet long and from four and a half to six feet in width is the one considered to be best calculated and most convenient to display the great skill so often exhibited on its surface, and, from the elegance of its construction forms a prominent ornament in the mansions of most noblemen and gentlemen of taste.

The ridge or cushion raised around the table is an important part of it, inasmuch as it will either guide correctly or else mislead the learner in his calculations. Many methods have been tried to

improve the manufacture of cushions, but with no satisfactory result. In Belgium they have tried steel springs, in other places India-rubber; but the latter gets hard in cold weather, which of course greatly diminishes its elasticity; but neither of these methods are so good as that sort of stuffing which cannot be affected by the climate.

The bed of the Billiard Table has undergone some changes in its construction of late years—it has been made of metal, marble, and also of slate, but after all, the well-mortised and well-seasoned oak bed is decidedly the best. The former was first introduced by a manufacturer in Dublin, but it soon fell into disrepute. The latter appears to stand its ground in public estimation.

One of the excellent qualities of a table is solidity; and it should be occasionally tested by the level to ascertain if any change has taken place in the floor on which it stands.* The covering of the table should be of the finest cloth—the green colour preferred as affording the greatest relief to the eye.

* The generals Conway and Rochambeau played often together with equal success, but when any great difference in their play occurred, one of them would attribute it to the unevenness of the table, or else to the effect of the atmosphere on it—the other that it was the atmosphere which had an effect upon his nerves, perhaps both were in the right.

Whimsical complaints have sometimes been made about a table. At Boodle's once, in St. James's Street, so much fault was found about a particular table that occasioned it to fall into disrepute, while the qualities of one in a room above were the theme of approbation. However, the table above was secretly ordered to be placed in the room below, and the one below carried above, but the complaints were the same, although the favourite table was removed below.

GAMES.

Of the many games enumerated in the more elaborate works written upon this amusement, it will be requisite for this brief treatise to select a few only, and those most in vogue, to create in the learner a natural anxiety and curiosity to ascertain how far he may be able to accomplish his presumed ardent wish to become a proficient.

1. The red and white winning and losing carombole.

2. The white winning game.

3. The white losing game.

4. The winning and losing white game.

5. The bricole game.

6. The choice of balls game.

7. The doublet game.

8. The hazards game.

9. The ball commanding game.

10. The red or winning carombole game.

11. The red losing carombole game.

12. The cushion game.

13. Fortification billiards, is played with ten forts made of wood resembling castles, having lead or some other heavy metal inside, so that in playing the balls may not remove them from their places; but as this game is so seldom played, a casual notice is merely taken: indeed it would require an engraving to give any idea of it.

**THE CAROMBOLE ; OR, WINNING AND LOSING, OR
COMMON GAME.**

This game is very popular and as full of variety as any game played at billiards ; it is however but of modern date, but perhaps more frequently played than any other. This game is either twenty-one or twenty-four points, but twenty-one is the most common, which are gained either in winning or losing hazards, white and red, and from carombes ; the red hazard scores three, the white hazard and the carombole, each two points. It is very interesting and thought to be by most players the most interesting of all the games on the Billiard table. The chances are so very numerous that they baffle all calculation as to odds ; they are never, or so seldom attempted to be reckoned, that it is not worth while to record them.

INSTRUCTIONS AND OBSERVATIONS.

1. The game commences with stringing for the lead, as well as the choice of balls. The ball in stringing to be placed within the circle, and the striker must stand within the corners of the table. The ball which rebounds from the bottom of the cushion, and comes nearest to the cushion within the baulk, takes the lead, and has the choice of balls.

2. If the adversary to the first person who has

B

strung for the lead should cause his ball to touch the other, he loses the lead thereby.

3. When a player holds the ball in stringing or leading, his lead is forfeited.

4. If a ball is followed by either mace or cue, beyond the middle hole, it is no lead; the adversary of course may force him to renew his lead.

5. After every losing hazard, the ball is to be replaced within the nails or spots, and within the ring.

6. The place for the red ball is on the lowest of the two spots, at the bottom of the table.

7. The red ball being holed or forced over the table, is placed immediately on the lowest of the two spots; the present player is besides compelled to see it thus replaced, else he cannot score any points while it is off the spot; the stroke of course is foul.

8. When the player misses his adversary's ball, he loses one; but should he at the same time pocket his own ball, he then loses three besides the lead.

9. The adversary's ball, and the red ball also, being struck by a player.

10. When the striker, after making a hazard or carombole, accidentally forces his own or either of the other balls over the table, he loses all the advantages he has gained besides the lead.

11. When a ball is accidentally forced over the table, the striker loses the lead.

12. To strike your adversary's ball and the red one too, you score two; this is called a carom or carombole.

13. To hole the adversary's, or the white ball, you score two. To hole the red ball you score three.

14. When the striker holes his own ball off his adversary's, he scores two points; but if he holes his ball off the red, he scores three. But if he holes both the red and his adversary's balls, he scores five. If the player holes the red and his own ball, he scores six.

15. If the striker holes his own and his antagonist's ball, he scores four.

16. When the striker plays at the white ball, and should hole the red after that, and his own ball beside, he scores five, viz. two for holing the white, and three for the red.

17. When the striker playing on the red ball first, should pocket his own as well as his adversary's ball, he scores five points; three for holing off the red, and two for holing his own.

18. If the player holes his adversary's ball, his own, and the red, he scores seven points, viz: two for holing off the white, two for the adversary's holing, and three for holing the red ball.

19. Should the striker hole his own ball off the red, and hole the red and his adversary's too, at the same stroke, he scores eight points thus: three for holing himself off the red, three for the red itself, and two for holing his adversary.

N.B.—All the above games, commencing with the thirteenth, are scored without the carombole; the following are those in which the carombole occur :

20. When a carombole is made, and the adversary's ball is protected, four are scored, viz. two for the carombole, and two for the white.

21. If the striker pockets the red ball after mak-

ing a carombole, he scores five ; two for the carombole, and three for the red.

22. If the striker should hole both his adversary's and the red ball, after having caromboled, he scores seven ; two for the carombole, two for the white, and three for the red ball

23. When a carombole is made by striking the white ball first, and the striker's ball should be holed by the same stroke, four points are gained.

24. When the striker makes a carombole by striking the red ball first, and should hole his own ball at the same time, he gains five points ; three for the red losing hazard, and two for the carombole.

25. If in playing at the white ball first, you should make a carombole, and hole your own adversary's ball at the same time, you score six points ; thus, two for each white hazard, and two for the carombole.

26. The striker wins seven points when he caromboles off the red ball, and holes his own and his adversary's ball ; thus, two for the carom, two for the white, and three for the red hazards.

27. When the player caromboles by playing first at the white, and should also hole his own and the red, he scores seven points, viz. two for the carom, two for the white losing hazard, and three for the white winning hazard.

28. When the player caromboles by hitting the red ball first, and also holes his own and the red, he scores eight ; thus, two for the carom, three for the red winning hazard, and three for the red losing hazard.

29. Should a player carombole on the white ball

first, and then hole his own ball and his opponent's, and the red ball besides, he then scores nine ; thus, two for the carom, two for each white, and three for the red hazards.

30. If a carombole is done by striking the red ball first, and at the same stroke the player holes his own ball, the red ball, and his adversary's too, he gains ten points upon the principle of the preceding rule.

31. When your adversary's ball is off the table, and the other two balls are upon the line or inside of the stringing nails at the leading end of the table, it is named being within the baulk. The player, therefore, stringing from the ring, must make his ball rebound from the opposite cushion, so as to hit one of the balls within the baulk ; if he misses, he loses a point.

32. Now and then it occurs after the red ball has been forced over the table, or holed, one of the white balls has so taken up the place of the red ball that it cannot be replaced in its proper situation without touching it. In such, the marker holds the red ball in his hand, while the player strikes at his opponent's ball.

33. And directly after the stroke, replaces it on the proper spot, in order that it may not prevent a carombole from being made.

34. When the striker plays a wrong ball, it is reckoned a foul stroke.

35. When the player is about to strike at, or play with, the wrong ball, none in the room can, with propriety, discover it to him, his partner excepted, if they are playing a double match.

36. When the player, after making a carom or a hazard, should either with his hand, cue, or mace, move either of the balls remaining on the table, the stroke is foul.

37. If the striker should play with the wrong ball, and this erroneous play should NOT be discovered by his opponent, the marker is *obliged* to score, and he is a winner of all the points he has gained by the stroke.

38. None can move or touch a ball without permission of the adversary.

39. Sometimes a ball happens to be changed in the course of the game, and it cannot be ascertained by which player; in that case, the balls must be used as they then are, and the game so played out.

40. It is a foul stroke when the striker, in the act of playing, should happen to touch his ball twice.

41. Sometimes the player accidentally touches or moves his ball, without intending to strike; in that case, he loses no point, but his ball may be replaced as it originally stood.

42. When a striker's adversary or spectator impedes the player's stroke by accident or design, he has a right to renew his stroke.

43. Should a player, in the act of striking, hit his ball, and cause his cue or his mace to go over it, or past it, he forfeits his point.

44. No striker can play upon a running ball; such stroke is foul.

45. An accidental stroke is to be considered as good, if attended with the proper effect; though, by missing the cue, &c. it is not intended as such.

46. A striker, in attempting to play, and not hitting his ball at all, it is no stroke, and he is to try again.

47. Should the striker, or his adversary, in the act of playing, move by accident, or design, the opponent's white or red ball from the place it occupied on the table, the stroke is foul.

48. When the striker's ball and either of the other balls are so close as to touch each other, and in striking at the former either of the latter is moved from its place, the stroke is foul.

49. Whoever stops a running ball in any way, loses the lead, if the opponent does not like the situation of the ball he has to play next time.

50. It may happen that a striker, after having made a carombole or a hazard, interrupts, by accident, the course of his own ball; in this case he scores nothing, as the stroke is foul.

51. Should a player impede the course of his own ball, after having made a miss, and it is running towards the hole, and it is so thought also by the marker, he loses three points.

52. To stop, retain, or impede the adversary in the act of striking, is deemed foul.

53. Should a player in any way interrupt, stop, or drive his adversary's ball out of its course when running towards a pocket, he forfeits three points.

54. Even blowing upon a ball whilst running makes a stroke foul; and should the striker's ball be making its way towards a hole, and he blow upon it, he loses two points by such act.

55. If a mace or cue is thrown upon the table during a stroke, it is baulking the striker, and the stroke is considered foul.

56. No play is deemed correct when both feet are off the ground.

57. If the table is struck when a ball is running, the stroke is deemed foul.

58. A player leaving a game unfinished, loses that game.

59. Some tables are so very uneven that they give way towards the pockets.—In case a ball should go to the brink of a hole, and, after there, resting for a few seconds, should drop into it, such tells for nothing ; and the ball must be again placed on the brink before the adversary strikes again, and should it fall into the hole again, the moment the striker has played his ball, so as to frustrate the intended success of his stroke, the striker's and his opponent's balls must be placed as they were originally, and the strokes played over again.

60. When a player's mace or cue should touch both balls in the act of striking, the stroke is foul ; and if noticed by his opponent, nothing is gained on the points made by the stroke ; and the opponent may, if he pleases, part the balls also.

61. Those who agree to play with the cue, must do so during the whole of the match ; but if no conditions of this sort have been made, the player may change as he pleases. No player can, without permission of the adversary, break his agreement.

62. If a foul stroke is made, the adversary may either part the balls and play from the ring, or, if the balls should be favourably placed for himself, permit the striker to score the points he had gained, which the marker is bound to do in all cases where the balls are not broken.

63. All agreements are specially binding. For instance, those who agree to play with a cue, point for point, cannot use the butt without permission; but they may use the long cue: and the same with those who agree to play with the butt only.

64. A striker wins, and the marker is obliged to score all the points he gains by unfair strokes, if the adversary neglects to detect them.

65. He who offers to part the balls, and the adversary agreeing to the same, the offerer loses the lead by such proposal.

66. None (unless they belong to a four match) have a right to comment on a stroke, whether fair or foul until asked; and in the above case, none but the player and his partner can ask it.

67. When disputes arise between the players, the marker alone decides, and there is no appeal from his decision. But, it may occur, he might have been inattentive to the stroke; in that case, he is to collect the sense of the disinterested part of the company, viz. those who have no bets on the stroke, and their decision is to be final.

BETTING.

The laws are these; the proposer should be careful to name the precise sum; never disturb the player when he is about to take his aim, with any bet to the company; and no bet should be made on any stroke that may tend to influence or lessen the judgment of the player. None in the room can have a right to lay more than the odds on a hazard or on a game. If he errs in this particular, he may appeal to the marker, or to the table of odds.

Bets must be confirmed.—If P. proposes a bet with L. and it is accepted, it must be confirmed by P. otherwise it is not a bet. Should bets be laid on the hazard, and the striker should lose the game by a miss at the stroke in question, it is not a hazard, the game being finished by a miss.

Bettors in most instances, are to abide by the determination of the players, and in order to prevent confusion and disputes, have also a right to demand the money when the game is over.

Go on regularly with your own game, and discover whether a ball be close to a cushion or not, for your adversary has no right to answer such questions.

It is irregular for any lookers-on to dictate to the player how to play the next stroke. Sometimes confederates will do this by significant signs and gestures, but there is no scoring for a successful stroke if the adversary discovers this. Neither has any one a right to comment on a stroke after it is played, by exposing the error, as the identical stroke may again occur in the course of the very same game.

The door of a billiard room should never be opened without first listening for the stroke.

It is an impediment to the striker if any one stands near or opposite to the balls.

It is the marker's duty to keep the table clear and free from intruders.

**SOME GENERAL REGULATIONS FOR THE PLAYER
IN THE WINNING AND LOSING GAME.**

Never make a stroke without having a precise object in view, else you may dispose of your ball to the worst advantage. Good players in stringing for the lead, usually miss the red ball, and lay themselves in the baulk between the ring and one of the side cushions, about midway, in that position, as to take advantage of the hazard left by your adversary. This rule applies where no odds are given; but if considerable odds are given, it would be prudent to bring the red ball into the baulk, either by doubling it into the corner pocket, or leave it at some small space from the hole. Place your ball, to effect this, at one extremity of the ring, and by hitting the red ball full, with so much strength as to cause it to rebound from the cushion a little at the top of the table, and thus your own ball will lie at the side cushion at the bottom. In completely endeavouring to bring both balls within the baulk, by playing the half ball on the red, if unattended with success, the stroke exposes you to great hazard, should your antagonist have missed, and brought his ball within the baulk.

**RULES AND REGULATIONS TO BE OBSERVED AT THE
WHITE WINNING GAME.**

The Game is Twelve in Number.

1. In beginning, string for the lead, and the choice of balls, if you please.

2. When a person strings for the lead, he must stand within the limits of the corner of the table, and also must not place his ball beyond the stringing nails or spots; and he who brings his ball nearest the cushion wins the lead.

3. If after the first person has strung for the lead, and his adversary who follows him should make his ball touch the other, he loses the lead.

4. Should the player hole his own ball, either in stringing or leading, he loses the lead.

5. Should the leader follow his ball with either mace or cue past the middle hole, it is no lead; and if his adversary chooses, he may make him lead again.

6. The striker who plays at the lead must stand with both his feet within the limits of the corner of the table, and must not place his ball beyond the stringing nails or spots; and his adversary (only) is bound to see that he stands and plays fair, else the striker wins all the points he made by that stroke.

7. When a hazard has been lost in either of the corner holes, the leader is obliged (if his adversary requires it) to lead from the end of the table, where the hazard was lost; but if the hazard was lost in either of the middle holes, it is at the leader's option to lead from either end of the table he pleases.

8. If the striker misses his adversary's ball, he loses one point; and if by the said stroke his ball should go into a hole, over the table, or on a cushion, he loses three points, viz. one for missing the ball, and two for holing it, &c. and he loses the lead.

9. If the striker holes his adversary's ball, or

forces it over the table, or on a cushion, he loses two points.

10. If the striker holes his own ball, or forces it over the table, or on a cushion, he loses two points.

11. If the striker holes both balls, or forces them over the table, or on a cushion, he loses two points.

12. No one has a right to take up his ball without permission from his adversary.

13. If the striker, by accident, should touch or move his own ball, not intending to make a stroke, it is deemed as an accident; and his adversary, if he requires it, may put the ball back in the place where it stood.

14. If the striker forces his adversary's ball over the table, and his adversary should chance to stop it, so as to make it come on the table again, the striker nevertheless wins two points.

15. When the striker forces his own ball over the table, and his adversary should chance to stop it, so as to make it come on the table again, the striker loses nothing by the stroke, and he hath the lead: because his adversary ought not to stand in the way, or near the table.

16. If the striker misses the ball and forces it over the table, and it should be stopped by his adversary, as before mentioned, he loses one point, and has the lead, if he chooses.

17. If the striker, in playing from a cushion or otherwise, by touching the ball, makes his mace or cue go over or past it, he loses one point; and if his adversary requires it he may put the ball back, and may make him pass the ball.

18. If the striker, in attempting to make a stroke,

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doth not touch his ball, it is no stroke ; and he must try again to make a stroke.

19. If when the balls are near each other, and the striker by accident should make his ball touch the other ball, it is nevertheless a stroke, though not intended as such.

20. If the striker who plays the stroke should make his adversary's ball go so near the brink of a hole, as to be judged to stand still, and afterwards should fall into it, the striker wins nothing ; and the ball must be put on the same brink where it stood, for his adversary to play from the next stroke.

N.B. There is no occasion for challenging the ball if it stops, as some persons imagine.

21. If the striker's ball should stand on the brink or edge of a hole, and if in playing it off he should make the ball go in, he loses three points.

22. If a ball should stand on the brink or on the edge of a hole, and it should fall into the hole, before or when the striker has delivered his ball from his mace or cue, so as to have no chance for his stroke, in that case, the striker and his adversary's balls must be placed in the same position, or as near as possible thereto, and the striker must play again.

23. The striker is obliged to pass his adversary's ball, more especially if he misses the ball on purpose ; and his adversary may, if he chooses, oblige him to place the ball where it stood, and play until he has passed.

24. If the striker plays both balls from his mace or cue, so that they touch at the same time, it is deemed a foul stroke ; and if it is discovered by his

adversary, and a dispute should arise thereon, he has an undoubted right to appeal to the disinterested company then present ; and the marker, if required, after demanding silence, must go round the table to each person separately, and be particularly careful to ask if he has any bet depending thereon, if he understands the game, and the nature of the dispute then in question ; and if determined by the majority of the disinterested company, and the marker, if needful, to be a foul stroke, then it is at his adversary's option (if not holed) either to play at the ball, or take the lead.

But if, by the above-mentioned stroke, his adversary doth not discover it to be a foul stroke, then the striker may reckon all the points he made by the said stroke, and the marker is obliged to mark them.

25. No person has a right to discover to the player whether the stroke is fair or foul, until it is asked.

26. If by a foul stroke the striker should hole his adversary's ball, he loses the lead.

27. If by a foul stroke the striker holes his own or both balls, or forces his own or both balls over the table, or on a cushion, he loses two points.

28. If the striker plays on a ball while it is running or moving, it is deemed as a foul stroke.

29. If the striker plays with both feet off the ground, without the permission of his adversary, it is deemed a foul stroke.

30. If the striker plays with a wrong ball, he loses the lead, if his adversary requires it.

31. If the ball should be changed in a hazard, or

on a game, and it is not known by which party, the hazard must be played out by each party with their different balls, and then changed.

32. If the striker plays with his adversary's ball, and holes, or forces the ball he played at over the table, &c. it is deemed a foul stroke.

33. If the striker plays with his adversary's ball, and holes, or forces the ball he played with over the table, &c. he loses two points ; and if he missed the ball, three points.

34. If the striker plays with his adversary's ball, and misses it, he loses one point ; and if his adversary discovers that he has played with the wrong ball, he may part the balls, and take the lead if he pleases.

35. In all the before-mentioned cases of the striker's playing with the wrong ball (if discovered) his adversary must play with the ball the striker played at throughout the hazard, or part the balls, and take the lead.

36. Whoever stops a ball when running, with hand, stick, or otherwise, loses the lead, if his adversary does not like the ball he has to play at the next stroke.

37. Whoever retains his adversary's stick when playing, it is deemed foul.

38. If the striker stops or puts his own ball out of its course, when running towards either of the holes, and if adjudged by the marker, and the disinterested company then present, to be going into a pocket, if he missed the ball he loses one point, and if going into a hole by the same stroke, three points.

39. If the striker stops or puts his adversary's ball out of the course when running towards or into a hole, or puts his adversary's ball into a hole, it is deemed a foul stroke.

N.B.—If the adversary does the same as in the foregoing rules, he is subjected to the same penalties as the striker.

40. He who shakes the table when the ball is running, makes it a foul stroke.

41. He who throws his stick upon the table, so as apparently to be of any detriment to his adversary, makes it a foul stroke.

42. He who blows on the ball when running, makes it foul. And if his own ball was running towards or near the hole, he loses two points.

43. He who leaves the game before it is finished, and will not play it out, loses the game.

44. Any person may change his mace or cue in playing, unless otherwise previously agreed on.

45. When two persons are at play, and no particular terms of agreement have been made, neither party have a right to object to either mace or cue being played within the said game.

46. When the parties agree to play mace against cue, the mace player has no right to use a cue, nor has the cue player any right to use a mace during the game or match, without permission from his adversary.

47. When a person agrees to play with the cue, he must play every ball within his reach with the point thereof; and if he agrees to play with the butt of the cue, he has no right to play with the point thereof, without permission from his adversary.

48. When the parties agree to play point and point of the cue, neither of them has a right to use a butt during the game or match, without permission, but they have a right to play with the point of a long cue over a mace.

49. When the parties agree to play all point with the same cue, they have no right to use any other during the game or match.

50. Whoever proposes to part the balls, and his adversary agrees to it, the proposer thereof loses the lead.

51. Two missings do not make a hazard, unless it is previously agreed on to the contrary.

52. In all cases, the bettors are to abide by the players on the determination of the hazard, or on the game; and the bettors have a right to demand their money when their game is over, to prevent disputes.

53. Every person ought to be very attentive, and listen for the stroke, before he opens the door of a billiard-room.

54. The striker has a right to command his adversary not to stand facing him, nor near him, so as to annoy or molest him in the stroke.

55. Each party is to attend to his own game, and not to ask—If his adversary's ball be close?—If he touches his ball?—If he can go round the ball?—nor any question of the like tendency; nor is any person to be set right, if going to play with the wrong ball.

56. Those persons who do not play must stand from the table, and give room for the players to pass round the table to make the stroke.

57. The parties who play ought to be particularly

careful and attentive to the hazard or the game, more especially when any bets are depending thereon.

58. No person in the room has a right to lay more than the odds on a hazard or on a game. But if he offends for want of knowledge of the game, he should appeal to the marker; or to the table of the odds, which ought to be hung up in the billiard-room for inspection.

59. Each person who proposes a bet should name the sum he intends to lay, and should likewise be very careful not to offer a bet when the striker has taken his aim, or is going to strike, lest it may disturb or interrupt him in the stroke.

60. No bet ought to be proposed on any stroke (at the losing game especially) that may be supposed to have any tendency to lessen or to influence the judgment of the player.

61. If any bets are laid on the hazard, and the game is eleven, and the striker loses the game by a miss, and should afterwards go into a hole, it cannot be a hazard, the game being out by the miss.

62. If *A.* proposes a bet which is accepted by *B.*, it must be confirmed by *A.*, otherwise it is no bet.

63. When four persons play, the game is fifteen in number, and each party has a right to consult with and direct his partner in anything respecting the game, &c. and the party who makes two missings before a hazard is made, is out, and it is his partner's turn to play; but if, after the two missings have been made by the party, his adversary should hole a ball, so as to make a hazard, the stroke following the said two missings have been made, yet the party who did not make the two missings is to

play, as he cannot be supposed to be out, who has not made a stroke.

THIRD, OR WHITE LOSING GAME.

Twelve in Number.

When a person is tolerably well acquainted with the Winning Game, he should then learn the losing Game, (the reverse of the Winning,) which is a key to Billiards in general. It depends entirely upon the defence, and the knowledge of the degree of strength with which each stroke should be played, either to defend or make a Hazard: for if a person who has a competent knowledge of the game, should not have a Hazard to play at, he must endeavour to lay his own ball in such a position, that his adversary may not have one to play at the next stroke. For a Losing Game Hazard is much more easy to be made, when well understood, than a Winning Game Hazard is in general.

1. When you begin, you must string for the lead, and the choice of the balls, the same as in the rules for leading at the white winning game.

2. If the striker misses the ball, he loses one; and if his ball goes into a hole by the same stroke, he loses three points.

3. If the striker holes his adversary's ball, he loses two points.

4. Forcing either or both the balls over the table, or on a cushion, reckons nothing, and the striker loses the lead.

5. If the striker misses his adversary's ball, and forces his own ball over the table, he loses one point and the lead.

6. Either of the parties forcing over either or both the balls, reckons nothing, and the striker loses the lead.

7. If the striker holes his own ball, he wins two points.

8. If the striker holes both balls, he wins four points.

9. If the striker holes either of the balls, and forces the other over the table, he loses the lead only.

The rest of the articles of regulations, as in the Winning Game, are likewise to be observed.

FOURTH, OR THE WINNING AND LOSING WHITE GAME.

This game is formed out of a combination of the two preceding ones : *i.e.* all balls holed after striking the adversary's game, score.

FIFTH, OR THE BRICOLE GAME.

This is a very disadvantageous game to play. Bricole is to strike the cushion and make the ball rebound so as to hit the adversary's ball ; should two players play the game, the game is ten, and which are scored from forfeitures and bricole hazards only. The odds against the single bricole player is points.

SIXTH, OR CHOICE OF BALLS GAME.

This game consists in the player choosing each time which ball he pleases—it is very advantageous.

SEVENTH, THE DOUBLET GAME.

The principle of this game is, that no hazard is scored but what is made from rebounding from the cushion; the game is ten, and is played with two balls. This game opposed to a white winning game, is about five points.

EIGHTH, THE HAZARDS GAME.

Six or any number of players may play at this game, being the making of nothing but hazards, and no account kept of the game. He whose ball is holed, pays the player so much as has been agreed on. He who misses, pays half the price of a hazard to them whose ball he aimed at. No rule for this game need be given but this, not to leave any ball a hazard for the succeeding player, and this is to be effected by playing on the next player, and forcing him close to the cushion, or placing him at a great distance from all the balls.

NINTH, THE BALL COMMANDING GAME.

This is an entertaining game: the adversary is to choose which ball the striker shall play. Good players will give young hands this advantage (which is equal to fourteen points) to make them equal.

TENTH, THE RED OR WINNING CAROMBOLE GAME.

Sixteen in number.

The Red or Carombole Winning Game is full of variety; and there being so many chances in it, which make it a game of great uncertainty, the

odds of it are not calculated, but are generally laid according to fancy, or to the custom of the tables where they are usually played at.

1. When you begin, you must string for the stroke and the choice of the balls, the same as in the rules for leading, in the winning game.

2. A red ball is to be placed on a spot made for that purpose, in the centre between the stringing nails or spots, at one end of the table.

3. The white or the striker's ball is to be played from a spot made for that purpose, in the centre between the stringing nails or spots at the other end of the table.

4. After the first striker has played, his adversary is to play next, and so on alternately throughout the game.

5. When the red ball hath been holed or forced over the table, it must be placed on the same spot where it originally stood at the beginning of the game.

6. When either of the white balls has been holed, it must be placed and played from the same spot where it stood at the beginning of the game, when it is the striker's turn to play.

7. If the striker misses both the balls, he loses one point.

8. If the striker misses both the balls, and holes his ball, he loses three points.

9. If the striker hits the red and his adversary's ball with his own ball he played with, he wins two points; which stroke is called a carombole, or for shortness, a carom.

10. If the striker holes his adversary's white ball, he wins two points.

11. If the striker holes the red ball, he wins three points.

12. If the striker holes the red and his adversary's white ball by the same stroke, he wins five points; viz. two for the white and three for the red ball.

13. If the striker makes a carombole, and puts his adversary's or the white ball into a hole, he wins four points; thus, two for the carombole, and two for the white ball.

14. If the striker makes a carombole, and holes the red ball, he wins five points; thus, two for the carombole, and three for holing the ball.

15. If the striker makes a carombole, and holes his adversary's or the white ball, and the red ball, by the same stroke, he wins seven points; thus, two for the carombole, two for the white, and three for the red ball.

16. Forcing either or all the balls over the table, reckons nothing.

17. If the striker forces his adversary's, or the red ball over the table, and by the same stroke should hole his own ball, he loses nothing.

18. If the striker makes a carombole, and forces either of the balls over the table by the same stroke, he wins nothing.

19. If the striker forces the red ball over the table, it must be immediately placed on its proper spot.

20. If the striker forces either his own or his adversary's ball over the table, or one of them into a hole by the same stroke, it reckons nothing on either side: and the ball or balls must be placed on the proper spot to play from, when it is each striker's turn to play.

21. If the striker, in playing a stroke, should make his mace or cue touch two balls at the same time, it is deemed a foul stroke, and if discovered by his adversary, he wins nothing for any points he made for the stroke ; and his adversary, if he pleases, may break the balls ; that is, by parting the balls, and playing from the proper spot on the red ball, as at the beginning of the game. But if by the foregoing stroke, which is deemed foul, his adversary does not break the balls, and play from the proper spot, then the striker may reckon all the points he made by the stroke, and the marker is obliged to reckon them.

22. No person has a right to discover to the player whether the stroke be fair or foul, until it is asked, unless they are playing a four match ; and in that case none but the player and his partner have a right to ask it.

23. If the striker holes his own ball by a foul stroke, he either loses two or three points (according to which ball he struck first) by the stroke.

24. If the striker makes a carombole, and holes his own ball, he wins nothing for the carombole, and loses either two or three points by the said stroke, according to which ball he struck first.

25. If the striker makes a carombole, and forces either of the balls over the table, he wins nothing by the carombole.

26. If the striker is going to play with the wrong ball, no person in the room has any right to discover it to him, except his partner, if they are playing a double match.

27. After a red ball has been holed, or forced over the table, the present striker is bound to see

the ball placed on the proper spot before he strikes, otherwise he can win no points while the ball is out of its place; and the stroke he made is deemed foul.

28. If after a white ball has been holed, or forced over the table, the striker is obligated to place his ball on the proper spot he is to play from, otherwise he can win no points he made by the stroke, which is likewise deemed foul.

29. If after the striker has made a carombole, or holed his adversary's or the red ball, he should touch either of the balls which remain on the table, with hand, stick, or otherwise, he can win no points he made by the stroke; and it is deemed a foul stroke.

30. If the striker plays with the wrong ball, it is deemed a foul stroke. [See Article 21.]

31. If the striker plays with his adversary's or the wrong ball, and holes the ball he played with, he either loses two or three points, according to which ball he struck first; and it is deemed a foul stroke. [See Article 21.]

32. If the striker plays with his adversary's or the wrong ball, and should miss both the balls, he loses one point; and if the ball should go into a hole by the stroke, he loses three points; and it is deemed a foul stroke. [See Article 21.]

33. If either or both the balls should be upon the line, or within the stringing nails or spots where the white ball is originally placed, after his adversary's ball is off the table, it is called a baulk; and the striker, who is to play from the spot, must strike the opposite cushion, to make the ball come back again to hit one of the balls within the baulk;

which if he does not, he loses one point; if he strikes the white ball first, and holes his own ball, he loses two points; and if he strikes the red ball first, and holes his own ball, he loses three points.

34. If the striker holes either or both the balls, or makes a carombole when the balls are within the baulk, he wins two, three, five, or seven points, according to the stroke.

35. When the striker plays from the spot at either of the balls within the baulk, he is obliged to pass one of the balls, otherwise it is no stroke.

36. When the striker's and the red ball are within the baulk, he is not obliged to pass the ball.

37. In either of the cases of playing with the wrong ball (if it is not discovered) the striker may reckon all the points he made by the stroke, and the marker is obliged to mark them.

38. If after the red ball has been holed or forced over the table, either of the white balls should lay upon or near the spot, so that the red ball cannot be placed on its proper spot without touching each other, the marker must then hold the red ball in his hand while the striker plays at his adversary's ball; and the red ball must be immediately placed on its proper spot, so that it may not prevent a carombole, &c. from being made.

39. When either of the white balls has been holed, and the red or the white should stand upon or so near the spot that the striker cannot place the ball without touching each other, the marker must hold the red ball in his hand, &c. [See the foregoing rule.]

40. If either of the balls should lay either before, behind, or on one side of the spot, so that the

striker can place his ball without touching each other, he must play the ball as he can from the spot, neither of which balls must be moved to make way for him to play.

41. If the striker should touch two balls with his mace or cue, it is deemed a foul stroke. [See Article 21.]

42. The bettors ought to be particularly careful in proposing any bets before the stroke at this game, that may be supposed to have any tendency to influence the judgment of the player.

43. No person in the room has any right, by signs, gestures, or otherwise, to discover to the player how the ball is to be played, whether the stroke is in his favour or not, or (after the stroke has been played) of any error he has committed in his judgment; as a stroke of the same kind may happen in the same hazard, or in the game.

44. Each person who proposes a bet should name the sum he intends to lay, and should likewise be very careful not to propose a bet when the striker has taken his aim, or is going to strike, lest it might disturb or interrupt the player in the stroke.

The rest of the articles of the regulations, as in the carombole winning and losing game, are likewise to be observed.

ELEVENTH, THE RED OR CAROMBOLE LOSING GAME.

The Game is Sixteen in Number.

The Red or Carombole Losing Game requires greater judgment than the Winning, and depends

materially on the skill of the player ; the chances in it may happen sometimes to vary more than at the Winning Carombole Game, and especially if the players do not properly understand the skilful part of the game.

1. The game begins in the same manner as the carombole winning game.

2. If the striker misses both the balls, he loses one point.

3. If the striker misses both balls, and holes his own ball by the same stroke, he loses three points.

4. If the striker hits the red ball first, and holes it, he loses three points, and the ball must be immediately replaced on its proper spot.

5. If the striker hits the white ball first, and holes it, he loses two points.

6. If the striker holes the white and the red ball by the same stroke, he loses five points ; viz. two for holing the white ball, and three for holing the red.

7. If the striker makes a carombole, and holes either his adversary's or the red ball only, he wins nothing for the carombole, and loses either two or three points, according to which ball he struck first.

8. If the striker makes a carombole, he wins two points.

9. If the striker makes a carombole by striking the white ball first, and should hole his own ball by the stroke, he wins four points ; viz. two for the carombole, and two for holing his own ball on the white.

10. If the striker makes a carombole by striking the red ball first, and by the stroke should hole his own ball, he wins five points; viz. two for the carombole, and three for holing his own ball on the red.

11. If the striker makes a carombole by striking the white ball first, and by that stroke should hole his own and his adversary's white ball, he wins six points; viz. two for the carombole, two for holing his own ball on the white, and two for holing his adversary's or the white ball.

12. If the striker makes a carombole by striking the red ball first, and by the said stroke should hole his own ball, and his adversary's white ball, he wins seven points; viz. two for the carombole, three for holing his own ball on the red, and two for holing his adversary's white ball.

13. If the striker makes a carombole by striking the white ball first, and by the said stroke should hole his own and the red ball, he wins seven points; viz. two for the carombole, two for holing his own ball on the white, and three for holing the red ball.

14. If the striker makes a carombole by striking the red ball first, and by the said stroke should hole his own and the red ball, he wins eight points; viz. two for the carombole, three for holing his own ball on the red, and three for holing the red ball.

15. If the striker makes a carombole by striking the white ball first, and should hole his own ball, and his adversary's white and the red ball, he wins nine points; viz. two for the carombole, two for holing his own ball on the white, two for holing his

adversary's white ball, and three for holing the red ball.

16. If the striker makes a carombole by striking the red ball first, and by the said stroke should hole his own ball, and the red, and his adversary's white ball, he wins ten points; viz two for the carombole, three for holing his own ball on the red, three for holing the red, and two for holing his adversary's white ball.

17. If the striker holes his own ball on the white ball, he wins two points.

18. If the striker holes his own ball on the red, he wins three points.

19. If the striker, by striking the white ball first, should hole his own ball and his adversary's white ball, he wins four points; viz. two for holing his own ball on the white, and two for holing his adversary's white ball.

20. If the striker, by striking the red ball first, should hole his own ball and his adversary's white ball, he wins five points; viz. three for holing his own ball on the red, and two for holing the white ball.

21. If the striker strikes his adversary's white ball first, and holes his own ball and the red, he wins five points; viz. two for holing his own ball on the white, and three for holing the red ball.

22. If the striker strikes the red ball first, and holes his own ball, and his adversary's white ball, he wins five points; viz. three for holing his own ball on the red, and two for holing his adversary's on the white ball.

23. If the striker strikes his adversary's white ball first, and holes his own ball, and his adversary's

white ball, and the red, by the same stroke, he wins seven points; viz. two for holing his own ball on the white, two for holing his adversary's white ball, and three for holing the red ball.

24. If the striker strikes the red ball first, and holes his own ball and the red, and his adversary's white ball by the same stroke, he wins eight points; viz. three for holing his own ball on the red, three for holing the red ball, and two for holing the white ball.

25. If the striker strikes the red ball first, and holes his own and the red ball, he wins six points; viz. three for holing his own ball on the red, and three for holing the red ball.

26. The bettors ought to be particularly careful in proposing any bets at this game, that may be supposed to have any tendency to pervert or to influence the judgment of the player.

N.B. The rest of the rules and regulations are likewise to be observed, as in the rules for the carom-bole winning game, &c.

TWELFTH, THE CUSHION GAME.

This whimsical game is when the striker plays off from the baulk cushion of the table, instead of the table itself. The disadvantage is about six points.

FORTIFICATION BILLIARDS.

First, there are ten forts made of wood, in the form of castles, which are to have lead put in them for the purpose of making them heavy, so that in

playing the balls they may not be moved from their places.

In the front of each fort, at the bottom, is an arch, full wide and high enough to admit the ball, which is to be put through it to attack the fort. Within the arch of each fort a small bell is hung, which must be made to ring by the adversary's attacking ball, otherwise the fort cannot be taken.

Secondly, the pass through which each of the adversary's attacking balls must pass, before a fort can be taken.

Lastly, the grand batteries, and ten flags or colours.

Two of the forts, called the grand forts, are to be made larger than the rest, and to have an arch cut through them of the size the others have.

Five of the forts, including one of the grand forts, one of the batteries, and five of the flags or colours are usually painted red, and the forts and battery are to be pointed like brick work, which colour denotes them to be English; on each fort one red colour is to be hoisted on the centre of the front thereof.

The other five forts, grand fort included, battery and colours, are to be of a white colour; the forts and battery to be pointed with black like stone, are called French, one white colour to be hoisted on each as before mentioned.

The pass, which serves for the purpose of both parties' attacking balls to go through, is to be made in the form of the grand forts, but rather longer for distinction, and to have an arch of the size of the grand forts, and is to be painted of different colours; viz. one of the ends where the arch is, of a red, to

continue half way of each side, and the same on the top; the other end of the arch is to be white, and to continue in the same colour over the other half as before.

There are likewise two colours to be hoisted on the pass, viz. one red and the other white; the red to be hoisted at the English end, and the white at the French end.

The pass is to be placed in the centre of the table, the red end to face the English forts, and the white end the French forts.

The limits of each party's quarter, is from the end cushion, where his forts are placed, to his pass on each side of the table.

The red or English forts are to possess one end of the table, and is called the English quarter.

The white or French forts are to possess the other end of the table, and is called the French quarter.

The two forts in each quarter in the first angle from the pass are to be taken first, which are therefore called the advanced forts.

The two forts in the second angle are to be taken next, which are called the reserved forts.

Lastly, the grand fort, with the battery placed before the same, is the last to be taken.

The height of the advanced and the reserved forts is to be five inches and a half, the breadth and length of the advanced forts five inches to the square, and the length of the reserved forts are five inches and a half, and the back of them to be rounded off.

The height of the grand forts is to be five inches and a half, the breadth and length six inches and a quarter. The batteries are made in a triangular form,

the height of them must be three inches, the breadth at the extremity two inches and a half, and the length three inches and a half.

The height of the pass must be five inches and a half, the breadth six inches and a quarter, and the length seven inches.

The height of the concave in the forts where the attacking ball must enter, ought to be three inches, the breadth two inches and a half, the depth two inches and three quarters.

The bell which is to be within the arch in each fort, must be hung one inch and a half within it.

The balls which are to be played with at this game, are to be one inch and three-eighths diameter.

FORTIFICATION BILLIARDS.

The Game is Twenty in Number.

1. The game begins, he who strikes the opposite cushion, and brings the ball nearest the cushion where he struck from, shall have the first stroke, and have the red (or English side of the forts) and must commence hostilities, and begin the attack.

2. Each party has three balls, viz. one attacking ball, and two defending balls.

3. The balls are placed on the spots as appear; the attacking ball is put in the middle, the defending balls on each side thereof.

4. The ball for the attack, on the red (or English side of the forts) must be spotted with red, and the defending balls with small black circles.

5. The ball for the attack on the white (or French) side of the forts must be white, *i. e.* plain,

and the two defending balls eight black spots on each ball.

6. Before you can attack any of the forts you must make the pass.

7. When you have made the pass, you must take down your adversary's colours, and then attack either of his advanced forts, which must be taken first.

8. If after you have made the pass you do not take down your adversary's colours, you must make the pass again from your own side of the forts ; but you must not return to the spot.

9. If you take either of your adversary's forts, after you have made the pass, and have not taken down your adversary's pass colours, you lose two points, and must return to your spot again.

10. After you have regularly made the pass, and have taken a fort, you must return to your middle spot again.

N.B.—Regularly making the pass, is when you have taken down your adversary's colours, conformable to Article 7.

11. When you have taken a fort, you win four points.

12. If you do not take down your adversary's colours when you have taken his fort, you are obliged to take the said fort again, and must be put back those four points you won by the same.

13. Missings at this game reckon nothing.

14. After you have regularly made the pass, you are not obliged to go through it again during the game.

15. In each fort there is a bell, which gives notice of it being taken ; which bell must be made to ring, otherwise the fort is not taken.

16. The besieged may defend his forts, or may send his attacking ball into the assaulter's quarter to attack his forts.

17. The besieger must take his adversary's forts with his attacking ball.

18. If the besieger should take his adversary's fort with either of his defending balls, he loses two points, and returns to his spot again.

19. If the striker plays with either of his adversary's balls, he loses two points, and if he played on either of his own balls, it must be put on its proper spot again, if his adversary requires it.

20. Either party may send his defending ball or balls into his adversary's quarter, if he pleases.

21. After having taken the two advanced forts, you must take the two other forts in the next angle, which are called the reserved forts, and lastly the grand fort.

22. He who does not take the forts according to the above direction, and takes either of the last for the first, loses two points, and must return to the proper spot again.

23. After a fort has been taken, or a ball holed or forced over the table, the striker is bound to place, or to see the ball placed, on its proper spot; and if he does not, he shall reckon nothing for any forts, &c. he shall take during the time the ball is out of its place.

24. After having taken a fort, either by storm or otherwise, and his adversary do take the said ball out of the fort, to place it or otherways, and although he doth not take down his colours, nevertheless the said fort is deemed as taken, and the colours are to be taken down.

N.B. Taking a fort by storm is, when the party has made his utmost effort to take it, and is so well defended and guarded by his adversary, so that he is obliged to have recourse to stratagem, that is, by laying his ball in a proper angle, and striking the ball against the end cushion, and bringing the ball back again into his adversary's fort.

25. If the striker forceth either of his adversary's balls into his own fort which has not been taken, he makes him a prisoner of war, and wins six points.

26. If the striker forces either of his adversary's balls into his own fort which hath been taken, it is no prisoner of war, but the said striker wins two points.

27. If the striker forces either of his adversary's balls into his adversary's fort, he wins two points.

28. If the striker holes either of his adversary's balls, or two, &c. for each ball so holed he wins two points.

29. If the striker holes his own ball or balls, for each ball so holed he loses two points.

30. If the striker forces his adversary's ball or balls over the table, or on a fort or cushion, for each ball he wins two points.

31. If the striker forces his own ball or balls over the table, or, &c. for each ball he loses two points.

32. If the striker forces his adversary's ball over the table, or on a fort or cushion, or into a hole, and regularly takes his adversary's fort by the same stroke, he wins six points; but if by the same stroke the striker's ball should go into a fort which hath been taken, or is out of the angle, he loses two points.

33. If the striker holes his own or his adversary's

ball, or forces them over the table, or on a fort or cushion, he loses two points.

34. If the striker forces his ball into any of his own or adversary's forts, which hath been taken, or into any of his adversary's forts out of the angle, he loses two points.

35. When a ball is holed or forced over the table, or on, &c. such ball is to be placed on its proper spot; but if it happens that the spot should be occupied by another ball, in such case the ball is to be placed behind it, so as not to touch the ball.

36. Whoever takes a fort after it has been regularly taken, and the colours are down, loses two points.

37. When the striker's adversary's ball is out of sight (that is, lying behind a fort so that it cannot be seen,) and the striker has a fancy to strike the cushion first, and hit the said ball backwards, by giving warning, saying, *I do not see*, if he should hit the said ball, he wins two points; but if he should not hit the ball, he loses two points.

38. If, by the before-mentioned stroke, the striker should hit the ball, and holes his own ball, or forces it over the table, or on a fort or cushion, or into either of his own forts, or into either of his adversary's forts which has been taken,* or is out of the angle, he loses two points, and shall reckon nothing for hitting the said ball.

39. If either of the adversary's balls should lay before either of the striker's forts, which has not been taken, and (the said ball being out of sight) has a fancy to strike the cushion first, and hit the

* Out of the angle—Vide 21, and 22.

said ball backwards, to make a prisoner of war of his said adversary's ball, by saying, *I do not see* ; if he hits the ball, he wins two points, and if he makes a prisoner of war of his adversary's ball, he wins six points more, and his adversary's ball must return to its proper spot again.

40. When the striker gives warning, saying *I do not see*, his adversary, or the disinterested company, have a right to be judges thereof, or the marker, if any dispute should arise thereon.

41. If the striker holes either of his adversary's defending balls, it is at his adversary's option to place the said ball on either of the proper spots, if they are both vacant.

42. Whoever toucheth both balls with mace or cue, it is deemed a foul stroke ; therefore he cannot reckon any points he made by the said stroke, if it is discovered and proved to be so by the disinterested company and the marker ; but if it is not discovered, the marker is obliged to reckon all the points made by the stroke. But if the said stroke is proved to be foul, then it is at his enemy's option either to break the balls, or to make him return to his proper spot again.

43. If the striker makes a foul stroke, and holes his own ball, or forces it over the table, he loses two points for each of his own balls so holed or forced over the table ; and it is at his adversary's option to part the balls if he pleases.

44. If the striker moves the ball, it must be put back to the proper place it was moved from.

45. Whoever blows on his enemy's or on his own ball when running, it is deemed foul. [See Article 42.]

46. If the striker, by blowing on his own ball, should put it out of its proper course, especially when running near a hole, he loses two points; and it is deemed foul. [See Art. 42.]

47. Whoever stops a ball with stick or otherwise, after the stroke, it is deemed foul.

48. Whoever plays with both feet off the ground, without permission from his enemy, it is deemed foul. [See Art. 42.]

49. Whoever plays upon a ball when running, it is deemed foul. [See Art. 42.]

50. Whoever retains his adversary's stick when playing, loseth two points; besides it is foul. [See Art. 42.]

51. Whoever gets the first twenty points, each fort being regularly taken is four points, wins the game.

52. When four parties play a double match, he who plays before his turn loses two points.

N.B.—The rest of the necessary rules and regulations are to be found in the rules, &c. of the White Winning Game.

THE ODDS AT BILLIARDS.

BETWEEN EQUAL PLAYERS.

1 Love is	5 to 4
2 — —	3 — 2
3 — —	7 — 4
4 — —	2 — 1
5 — —	5 — 2
6 — —	4 — 1
7 — —	9 — 2
8 — —	10 — 1
9 — —	11 — 1
10 — —	36 — 1
11 — —	40 — 1

2 to 1 is	4 — 3
3 — —	3 — 2
4 — —	7 — 4
5 — —	2 — 1
6 — —	7 — 2
8 — —	9 — 1
9 — —	10 — 1
10 — —	32 — 1
11 — —	36 — 1

3 to 2 is	5 to 4
4 — —	8 — 5
5 — —	9 — 5
6 — —	3 — 1
7 — —	7 — 2
8 — —	6 — 1
9 — —	7 — 1
10 — —	21 — 1
11 — —	22 — 1

4 to 3 is	7 to 5
5 — —	8 — 5
6 — —	5 — 2
7 — —	3 — 1
8 — —	5 — 1
9 — —	6 — 1
10 — —	20 — 1
11 — —	21 — 1

5 to 4 is	5 to 4
6 — —	7 — 4
7 — —	2 — 1
8 — —	4 — 1
9 — —	9 — 2
10 — —	21 — 2
11 — —	12 — 1

6 to 5 is	3 to 2
7 — —	7 — 4
8 — —	3 — 1
9 — —	4 — 1
10 — —	9 — 1
11 — —	12 — 2

7 to 6 is	4 to 3
8 — —	2 — 1
9 — —	5 — 2
10 — —	5 — 1
11 — —	12 — 2

8 to 7 is	7 to 4
9 — —	2 — 1
10 — —	9 — 2
11 — —	5 — 1

9 to 8 is	5 to 4
10 — —	11 — 4
11 — —	3 — 1

10 to 9 is	9 to 4
11 — —	5 — 2

11 to 10, or according to the nature of the stroke.

The Odds when a Person gives One Point to another, viz.

1 All	is	5 to 4
2 to 1	—	3 — 2
3 —	—	7 — 4
4 —	—	2 — 1
5 —	—	5 — 2
9 —	—	4 — 1
7 —	—	9 — 2
8 —	—	10 — 1
9 —	—	11 — 1
10 —	—	36 — 1
11 —	—	40 — 1

2 All	is	5 to 4
3 to 2	—	3 — 2
4 —	—	7 — 4
5 —	—	2 — 1
6 —	—	7 — 2
7 —	—	4 — 1
8 —	—	9 — 1
9 —	—	10 — 1
10 —	—	25 — 1
11 —	—	26 — 1

3 All	is	5 to 4
4 to 3	—	3 — 2
5 —	—	7 — 4
6 —	—	3 — 1
7 —	—	7 — 2
8 —	—	6 — 1
9 —	—	13 — 2
10 —	—	21 — 1
11 —	—	22 — 1

4 All	is	5 to 4
5 to 4	—	7 — 5
6 —	—	2 — 2
7 —	—	11 — 5
8 —	—	9 — 2
9 —	—	5 — 1
10 —	—	12 — 1
11 —	—	13 — 1

5 All	is	5 to 4
6 to 5	—	8 — 5
7 —	—	9 — 5
8 —	—	4 — 1
9 —	—	9 — 2
10 —	—	10 — 1
11 —	—	11 — 1

6 All	is	6 to 5
7 to 6	—	7 — 5
8 —	—	5 — 2
9 —	—	11 — 4
10 —	—	11 — 2
11 —	—	6 — 1

7 All	is	6 to 5
8 to 7	—	9 — 5
9 —	—	9 — 4
10 —	—	5 — 1
11 —	—	11 — 2

8 All	is	7 to 6
9 to 8	—	4 — 3
10 —	—	3 — 1
11 —	—	7 — 2

9 All	is	7 to 6
10 to 8	—	5 — 2
11 —	—	11 — 4

10 All is 8 to 7,
11 to 10; or accord-
ing to the stroke.

The Odds when a Person gives Two Points to another, viz.

1 to 2	is	5 to 4
2 All	—	3 — 2
3 to 2	—	7 — 4
4 —	—	2 — 1
5 —	—	5 — 2
6 —	—	4 — 1
7 —	—	9 — 2
8 —	—	10 — 1
9 —	—	11 — 1
10 —	—	31 — 1
11 —	—	32 — 1

3 to 2	is	7 to 4
4 —	—	2 — 1
5 —	—	5 — 2
6 —	—	4 — 1
7 —	—	9 — 2
8 —	—	10 — 1
9 —	—	21 — 1
10 —	—	30 — 1
11 —	—	31 — 1

3 All	is	3 to 2
4 to 3	—	7 — 4
5 —	—	2 — 1
6 —	—	7 — 2
7 —	—	4 — 1
8 —	—	9 — 1
9 —	—	10 — 1
10 —	—	26 — 1
11 —	—	27 — 1

4 All	is	7 to 5
5 to 4	—	8 — 5
6 —	—	5 — 2
7 —	—	11 — 4
8 —	—	5 — 1
9 —	—	11 — 2
10 —	—	20 — 1
11 —	—	21 — 1

5 All	is	7 to 5
6 to 5	—	7 — 4
7 —	—	2 — 1
8 —	—	9 — 2
9 —	—	5 — 1
10 —	—	15 — 1
11 —	—	16 — 1

6 All	is	4 to 3
7 to 6	—	3 — 2
8 —	—	5 — 2
9 —	—	3 — 1
10 —	—	11 — 2
11 —	—	6 — 1

7 All	is	4 to 3
8 to 7	—	2 — 1
9 —	—	5 — 2
10 —	—	5 — 1
11 —	—	11 — 2

8 All	is	5 to 4
9 to 8	—	7 — 5
10 —	—	3 — 1
11 —	—	7 — 2

9 All	is	5 to 4
10 to 9	—	11 — 4
11 —	—	3 — 1

10 All is 6 to 5
11 to 10; or according to the stroke.

The Odds when a Person gives three Points to another, viz.

1 to 3 is 5 to 4	6 All is 3 to 2
2 — — 3 — 2	7 to 6 — 7 — 4
3 All — 7 — 4	8 — — 7 — 2
4 to 3 — 2 — 1	9 — — 4 — 1
5 — — 5 — 2	10 — — 6 — 1
6 — — 4 — 1	11 — — 13 — 2
7 — — 9 — 2	
8 — — 10 — 1	7 All is 3 to 2
9 — — 11 — 1	8 to 7 — 5 — 2
10 — — 21 — 1	9 — — 3 — 1
11 — — 22 — 1	10 — — 11 — 2
	11 — — 6 — 1
4 All is 8 to 5	
5 to 4 — 9 — 5	8 All is 4 to 3
6 — — 3 — 1	9 to 8 — 3 — 2
7 — — 7 — 2	10 — — 7 — 2
8 — — 7 — 1	11 — — 4 — 1
9 — — 8 — 1	
10 — — 20 — 1	9 All is 4 to 3
11 — — 21 — 1	10 to 9 — 3 — 1
	11 — — 7 — 2
5 All is 8 to 5	
6 to 5 — 5 — 2	10 All is 5 to 4
7 — — 3 — 1	11 to 10; or accord-
8 — — 6 — 1	ing to the stroke.
9 — — 13 — 2	
10 — — 19 — 1	
11 — — 20 — 1	

The Odds when a Person gives Four Points to another, viz.

1 to 4 is 5 to 4	5 All is 2 to 1
2 — — 3 — 2	6 to 5 — 7 — 2
3 — — 7 — 4	7 — — 4 — 1
4 — — 5 — 1	8 — — 7 — 1
5 — — 5 — 2	9 — — 8 — 1
6 — — 4 — 1	10 — — 24 — 1
7 — — 9 — 2	11 — — 25 — 1
8 — — 8 — 1	
9 — — 9 — 1	
10 — — 26 — 1	
11 — — 27 — 1	

6 All	is	7 to 4
7 to 6	—	2 — 1
8 —	—	5 — 1
9 —	—	11 — 2
10 —	—	15 — 1
11 —	—	16 — 1

7 All	is	7 to 4
8 to 7	—	4 — 1
9 —	—	9 — 2
10 —	—	13 — 1
11 —	—	14 — 1

8 All	is	8 to 5
9 to 8	—	9 — 5
10 —	—	4 — 1
11 —	—	9 — 2

9 All	is	8 to 5
10 to 9	—	7 — 2
11 —	—	4 — 1

10 All	is	3 to 2
11 to 10,	according	to the stroke.

The Odds when a Person gives Five Points to another, viz.

1 to 5	is	5 to 4
2 —	—	3 — 2
3 —	—	7 — 4
4 —	—	2 — 1
5 —	—	5 — 2
6 —	—	4 — 1
7 —	—	9 — 2
8 —	—	8 — 1
9 —	—	6 — 1
10 —	—	24 — 1
11 —	—	25 — 1

6 All	is	5 to 2
7 to 6	—	3 — 1
8 —	—	11 — 1
9 —	—	6 — 1
10 —	—	14 — 1
11 —	—	15 — 1

7 All	is	5 to 2
8 to 7	—	4 — 1
9 —	—	11 — 4
10 —	—	13 — 1
11 —	—	14 — 1

8 All	is	2 to 4
9 to 8	—	5 — 2
10 —	—	11 — 4
11 —	—	6 — 1

9 All	is	2 to 1
10 to 9	—	4 — 1
11 —	—	11 — 2

10 All	is	8 to 5
11 to 10,	or accord-	ing to the stroke.

The Odds when a Person gives Six Points to another, viz.

6 All	is	3 to 1
7 to 6	—	7 — 2
8 —	—	6 — 1
9 —	—	7 — 1
10 —	—	15 — 1
11 —	—	16 — 1

7 All	is	3 to 1
8 to 7	—	11 — 2
9 —	—	6 — 1
10 —	—	14 — 1
11 —	—	15 — 1

8 All is 5 to 2
 9 to 8 — 11 — 4
 10 — — 6 — 1
 11 — — 7 — 1

9 All is 5 to 2
 10 to 9 — 5 — 1
 11 — — 6 — 1

10 All is 2 to 1
 11 to 10, or according
 to the nature of the
 stroke.

When the Person who
 receives one Point from
 another, is,

2 Love it is 4 to 3
 3 — — 3 — 2
 4 — — 7 — 4
 5 — — 2 — 1
 6 — — 7 — 2
 7 — — 4 — 1
 8 — — 9 — 1
 9 — — 10 — 1
 10 — — 35 — 4
 11 — — 36 — 1

When the Person who re-
 ceives two Points from
 another, is,

3 Love it is 5 to 4
 4 — — 8 — 5
 5 — — 9 — 5
 6 — — 3 — 1
 7 — — 7 — 2
 8 — — 8 — 1
 9 — — 9 — 1
 10 — — 26 — 1
 11 — — 27 — 1

When the Person who re-
 ceives three Points from
 another, is,

4 Love it is 7 to 5
 5 — — 8 — 5
 6 — — 11 — 4
 7 — — 3 — 1
 8 — — 7 — 1
 9 — — 8 — 1
 10 — — 25 — 1
 11 — — 26 — 1

When the Person who re-
 ceives four Points from
 another is,

5 Love it is 7 to 4
 6 — — 2 — 1
 7 — — 5 — 2
 8 — — 6 — 1
 9 — — 7 — 1
 10 — — 15 — 1
 11 — — 16 — 1

When the Person who re-
 ceives five Points from
 another, is,

6 Love it is 7 to 4
 7 — — 2 — 1
 8 — — 5 — 1
 9 — — 6 — 1
 10 — — 14 — 1
 11 — — 15 — 1

When the person who re-
 ceives six Points from
 another, is,

7 Love it is 3 to 2
 8 — — 4 — 1
 9 — — 5 — 1
 10 — — 11 — 1
 11 — — 12 — 1

When the Person who receives two Points from another, is,

4 to 2 it is 6 to 5
 5 — — 4 — 3
 6 — — 5 — 2
 7 — — 3 — 1
 8 — — 5 — 1
 9 — — 11 — 2
 10 — — 18 — 1
 11 — — 19 — 1

When the Person who receives two Points from another, is,

6 to 4 it is 4 to 3
 7 — — 3 — 2
 8 — — 3 — 1
 9 — — 7 — 2
 10 — — 9 — 1
 11 — — 10 — 1

When the Person who receives two Points from another, is,

8 to 6 it is 3 to 2
 9 — — 7 — 2
 10 — — 4 — 1
 11 — — 9 — 2

When the Person who receives two Points from another, is,

10 to 8 it is 3 to 1
 11 — — 5 — 2

When the Person who receives four Points from another, is,

7 to 4 it is equal.
 8 — — 2 — 1
 9 — — 5 — 2
 10 — — 7 — 1
 11 — — 8 — 1

When the Person who receives four Points from another, is,

8 to 6 it is equal.
 9 — — 5 — 4
 10 — — 3 — 1
 11 — — 7 — 2

When the Person who receives four Points from another, is,

10 to 8 it is 3 to 2
 11 — — 7 — 4

When the Person who receives four Points from another, is,

10 to 9 it is 5 to 4
 11 — — 3 — 2

When the Person who receives six Points from another, is,

10 to 7 it is 7 to 4
 11 — — 2 — 1

When the Person who receives six Points from another, is,

11 to 8 it is 4 to 3

The Odds of a Hazard when one Point is given is according to the Stroke.

It is 6 to 5 when 2
 5 to 4 — 3
 3 to 2 — 4
 8 to 5 — 5
 2 to 1 — 6

For the complete odds that a player does not get any number of hazards following, see the end of the game of Hazard.

KEY TO THE DIAGRAMS.

No. 1.

To bring the Ball back again, strike it low and in the centre.

No. 2.

To cause the Ball to follow up the other, strike it high and in the centre.

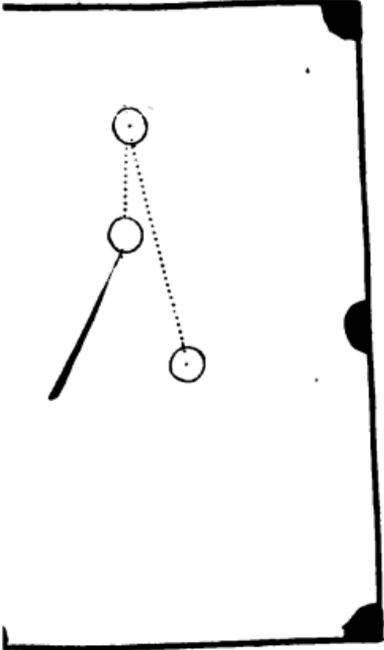
No. 3.

Strike the Ball low and to the right, to make it rebound to the right.

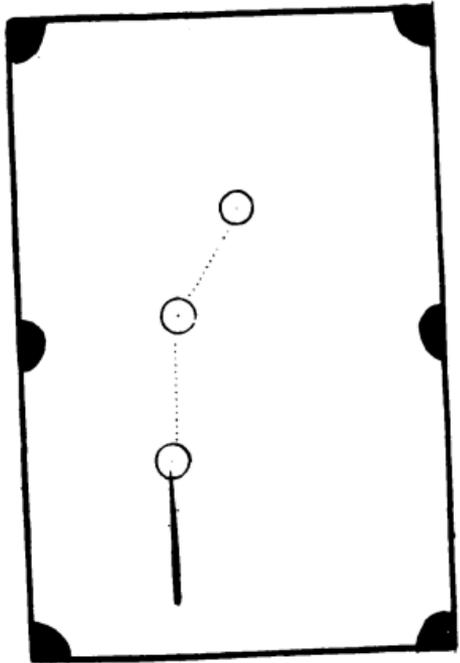
No. 4.

The same as No. 3, but to the left.

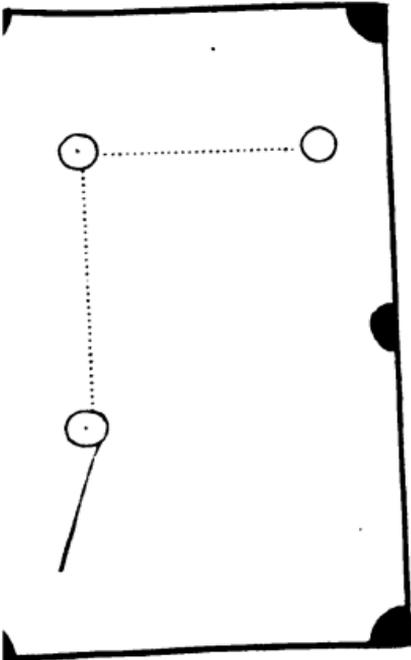
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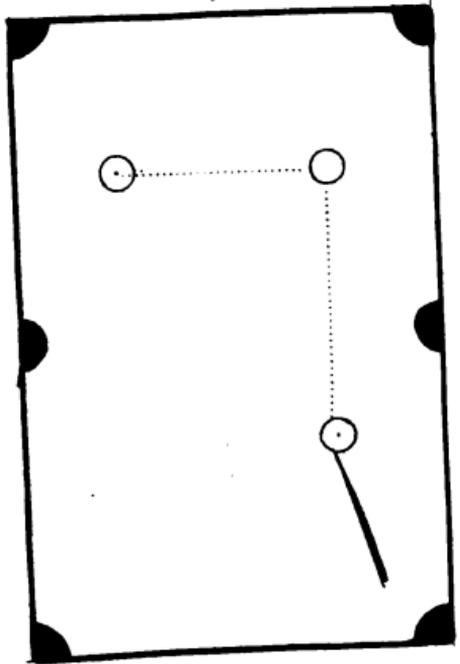
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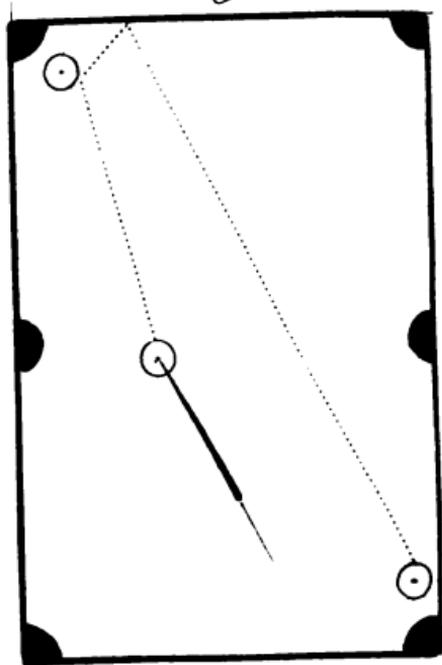
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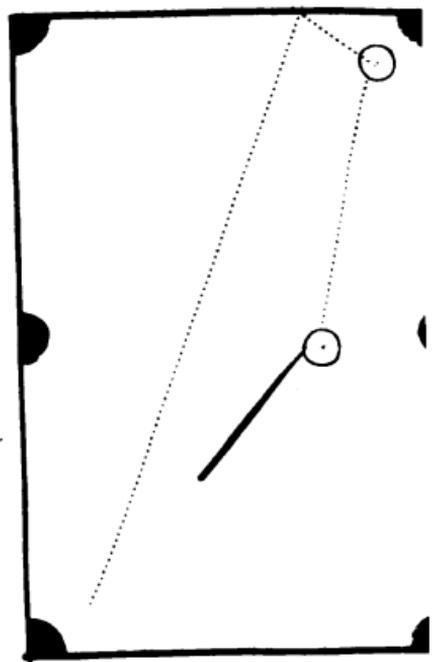
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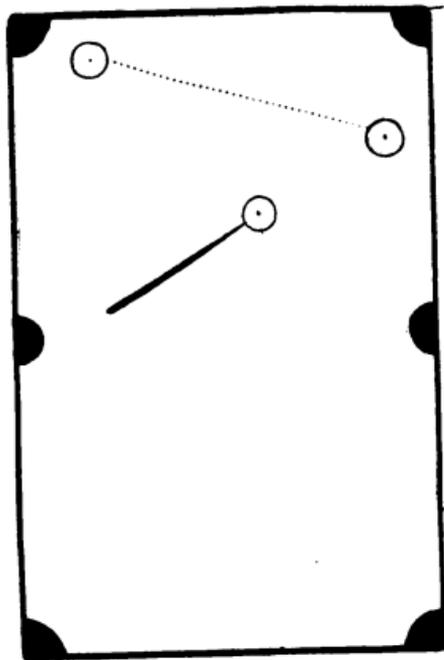
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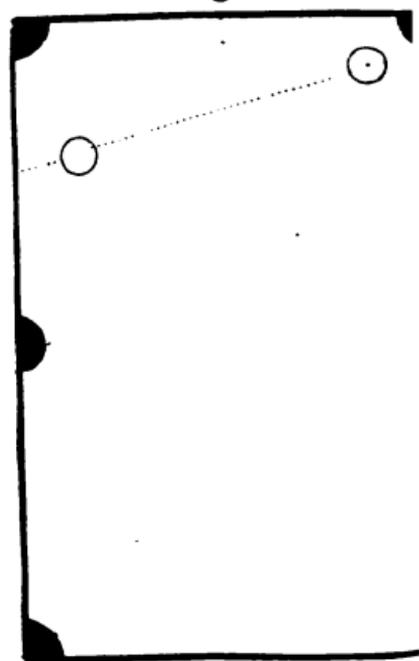
6



7



8



No. 5.

Strike it to the right to make it return to the right.

No. 6.

Same as No. 5, but to the left.

No. 7.

Strike the Ball to the left, to make it return to the left.

No. 8.

Same as No. 7, but to the right.

No. 9.

Strike low to the right, to make it go to the left.

No. 10.

Same as No. 9, but to the left.

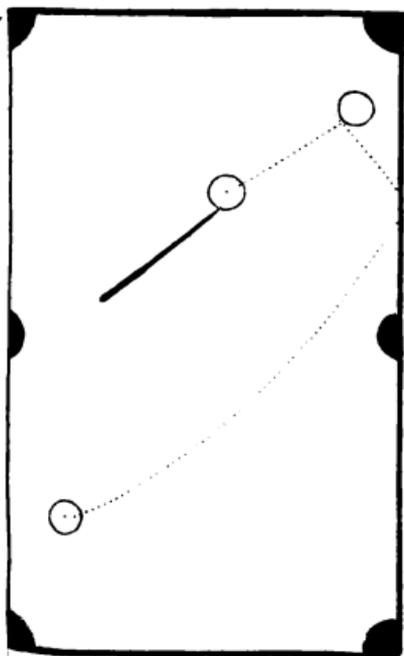
No. 11.

Strike it low and to the right, to make it go to the right.

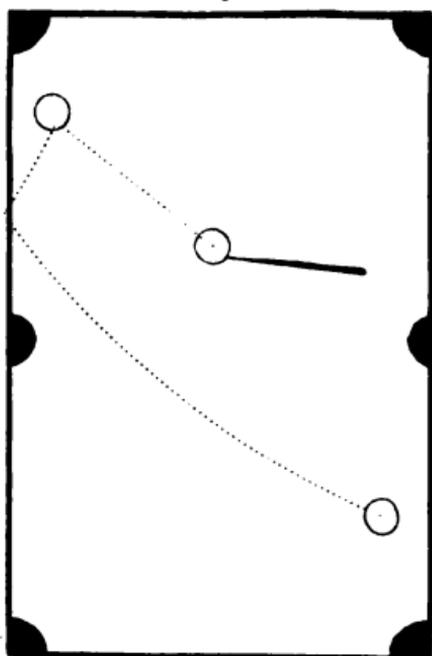
No. 12.

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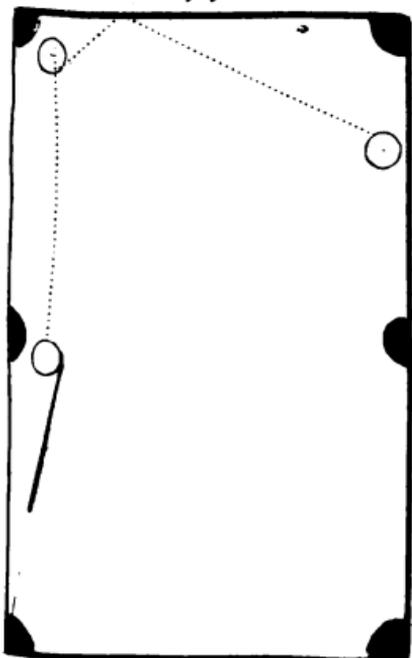
9



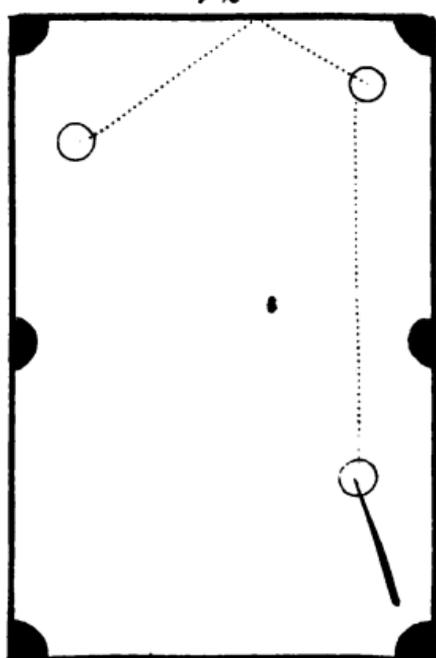
10



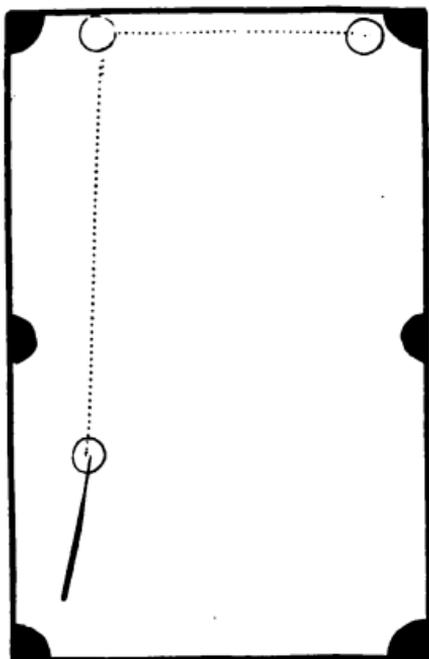
11



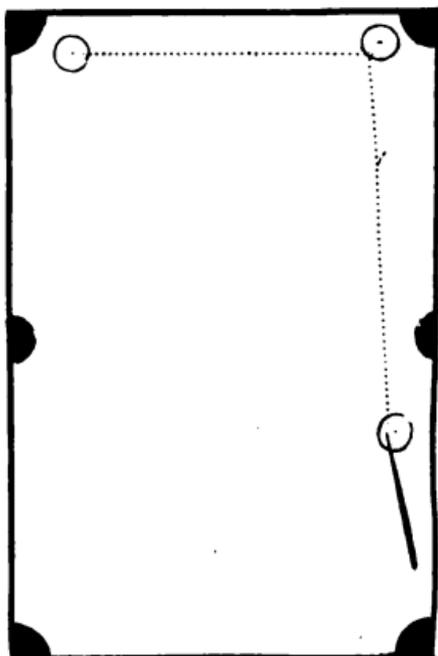
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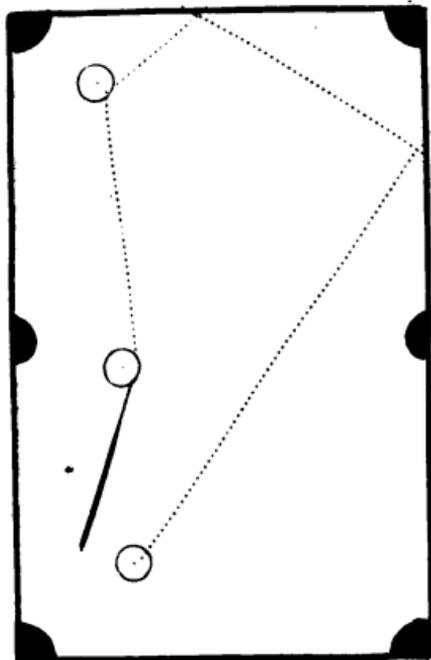
13



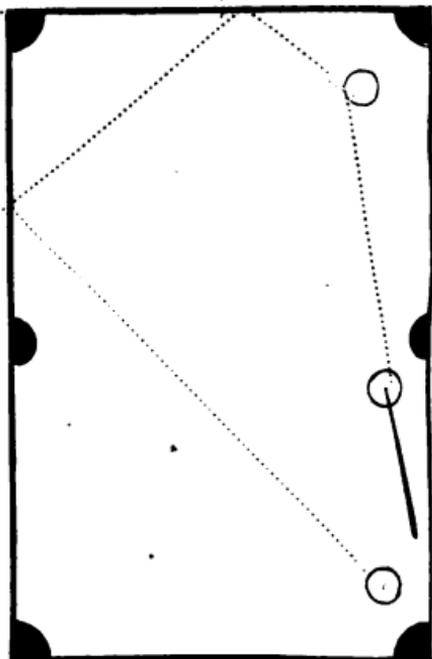
14



15



16



No. 13.

Strike your Ball high in the centre and hard to make it keep to the Cushion.

No. 14.

Same as above.

No. 15.

Strike it to the right to bring it back to the right.

No. 16.

Same as No. 15, but to the left.

No. 17.

When your adversary's Ball touches the Cushion, strike your Ball low and to the right, to make it roll well.

No. 18.

Same as No. 17, but to the left.

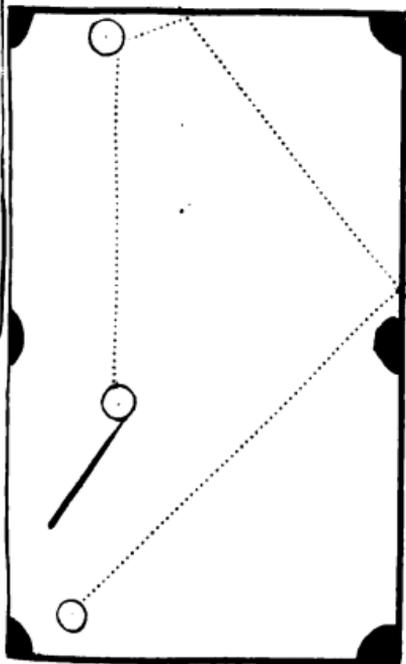
No. 19.

Strike the Ball to the left, to cause it to Cushion to the left.

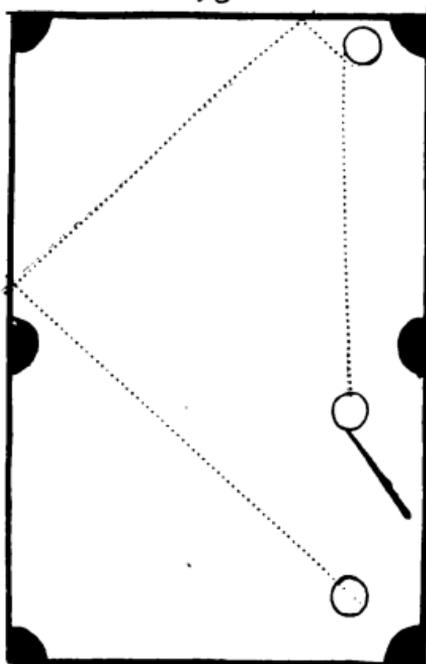
No. 20.

Same as No. 19, but to the right.

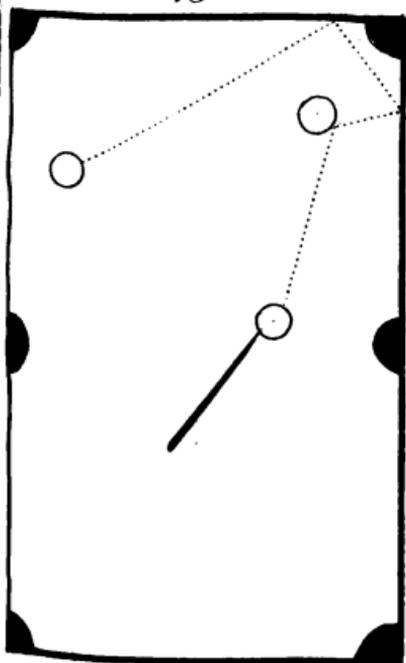
17



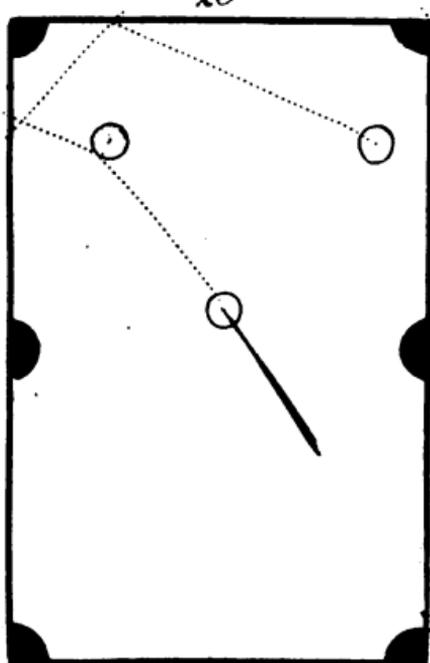
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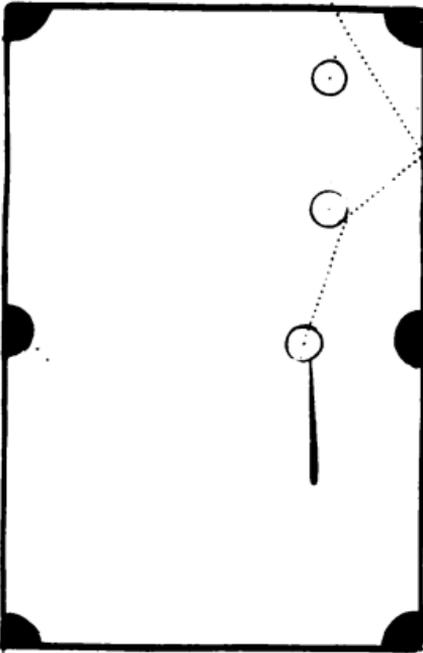
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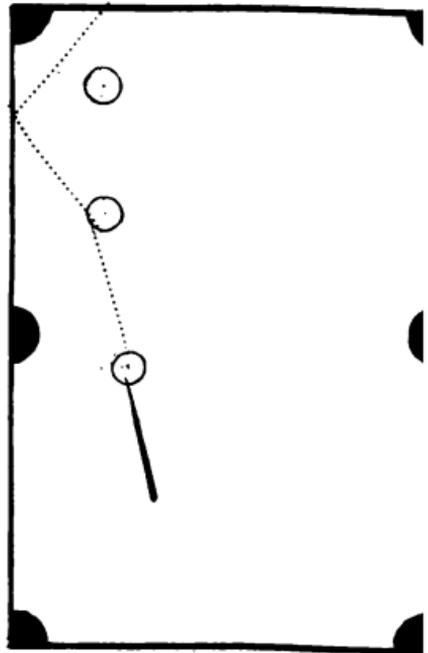
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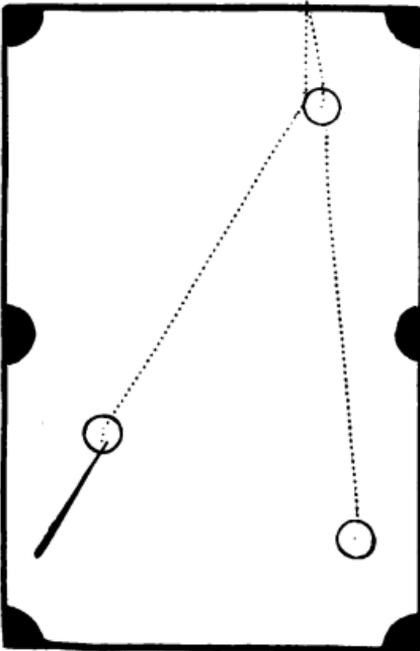
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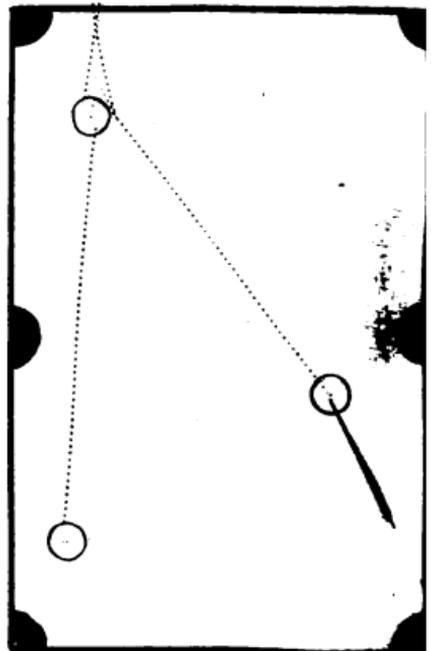
22



23



24



No. 21.

Strike your Ball to the right, to make it return by rebounding from the same Cushion.

No. 22.

Same as No. 21, but to the left.

No. 23.

Strike the Ball to the right, to bring it back to the right.

No. 24.

Same as No. 34, but to the left.

/

No. 25.

Strike your Ball to the right, to make it return after striking the Cushion.

No. 26.

Same as No. 25, but to the left.

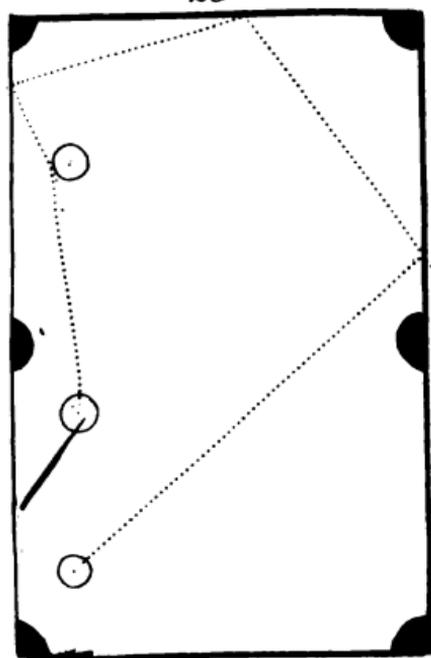
No. 27.

Same as No. 26.

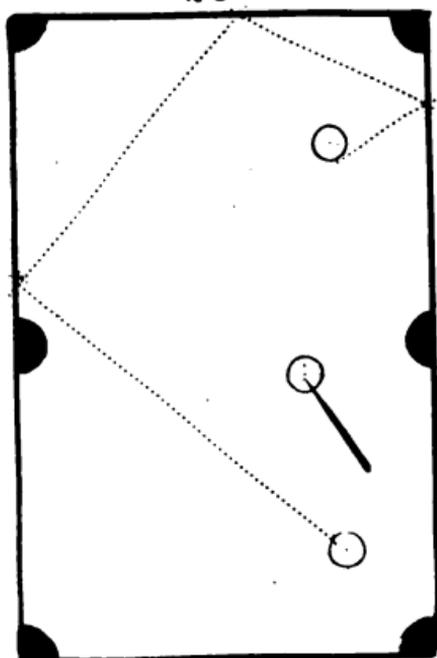
No. 28.

Same as No. 26, but to the right.

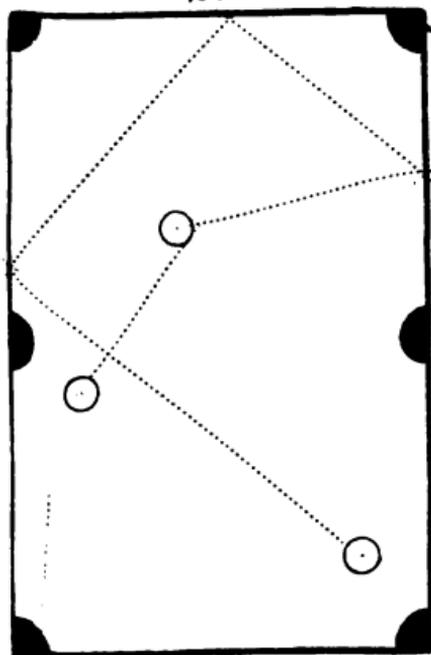
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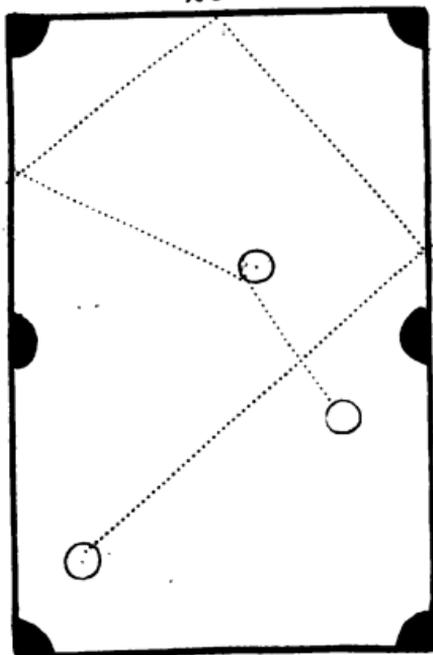
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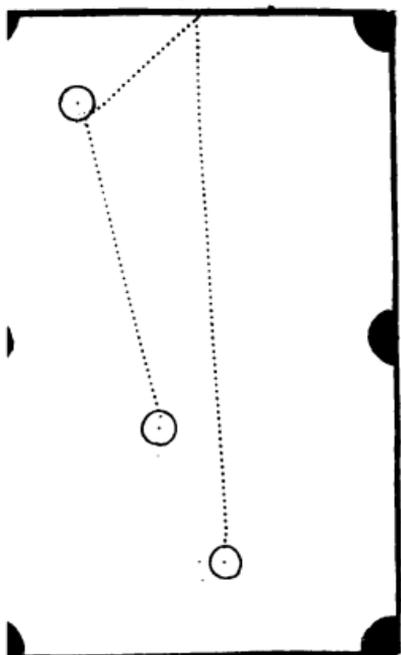
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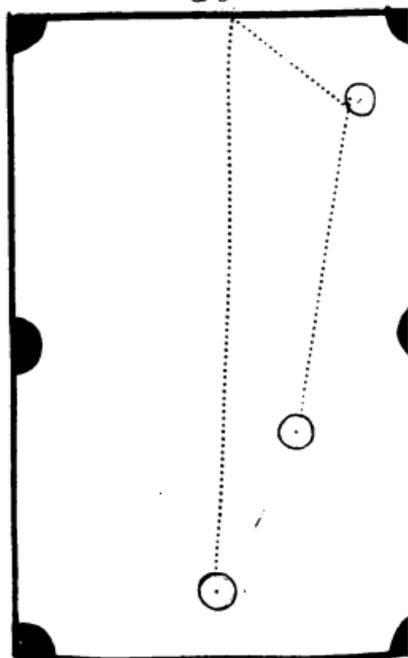
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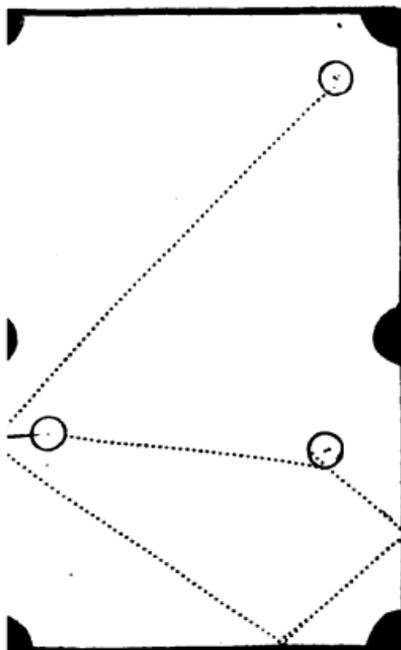
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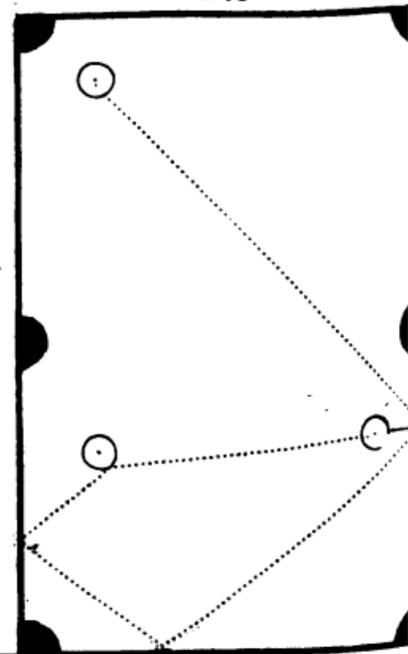
30



31



32



No. 29.

Strike to the left, to cause it to return to the right.

No. 30.

Same as No. 29, but to the right.

No. 31.

Strike the ball to the right to make it *come back* to the cushion.

No. 32.

Strike the ball to the left to make it *recoil* to the right.

No. 33.

To make your Ball jump, strike it on the $\frac{3}{4}$ of the surface and hard ; the hand must be elevated to the extremity of the fingers.

No. 34.

To mace your Ball, hold the cue perpendicularly to the Ball, striking hard a little to the left to make it go to the left.

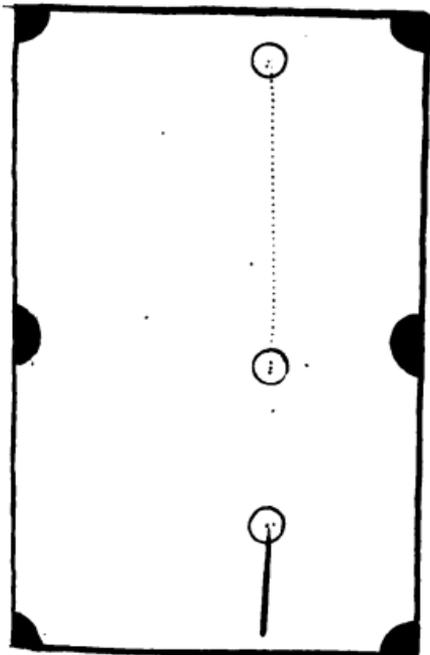
No. 35.

Same as No. 34, but to the right.

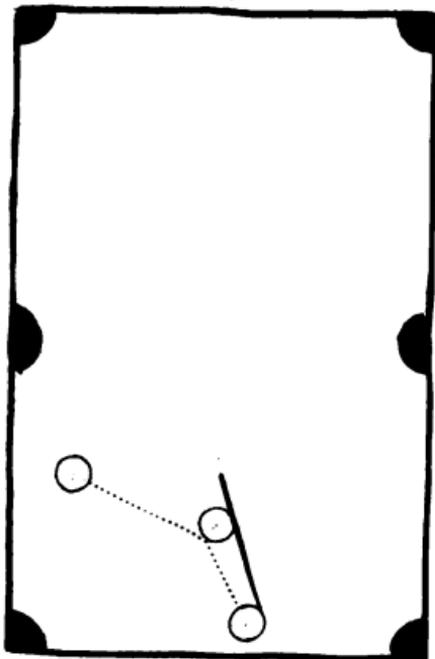
No. 36.

Strike hard a little to the right, and in the centre, to make it rebound on the Cushion.

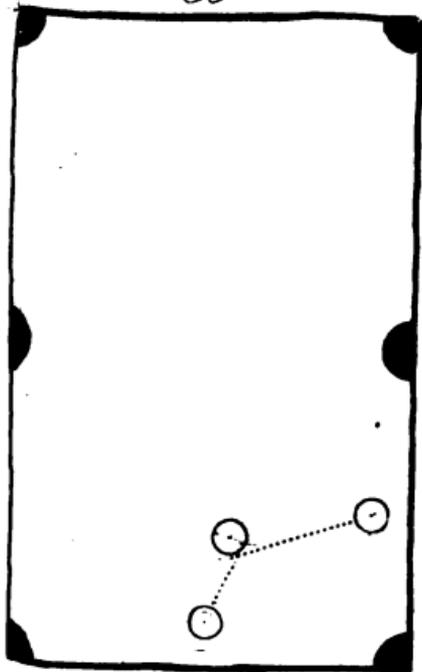
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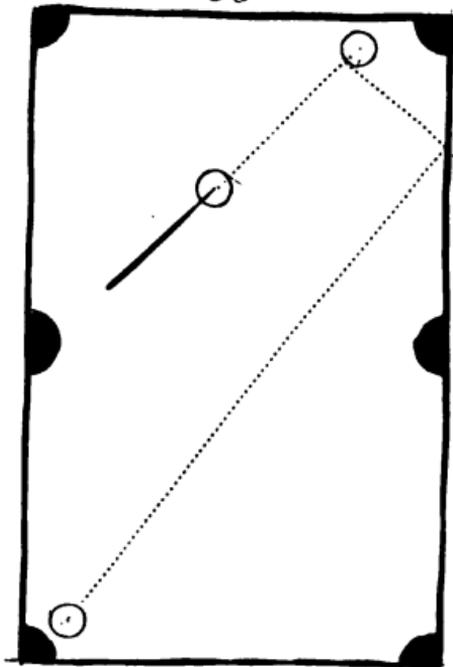
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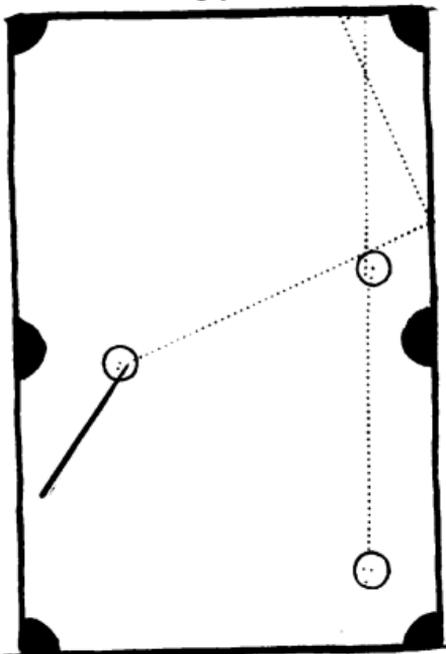
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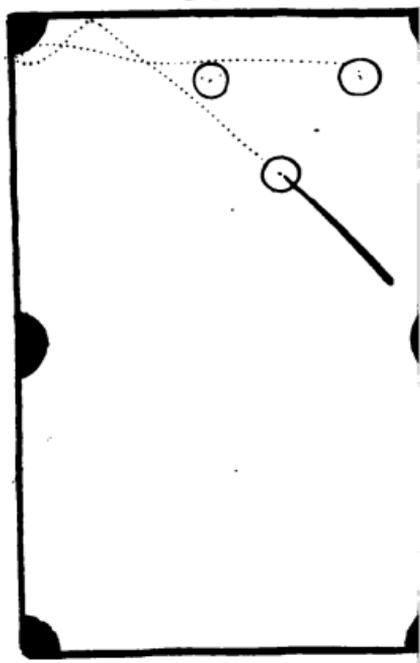
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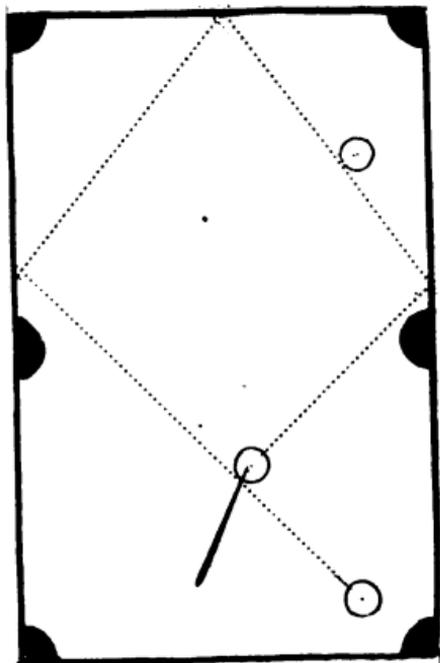
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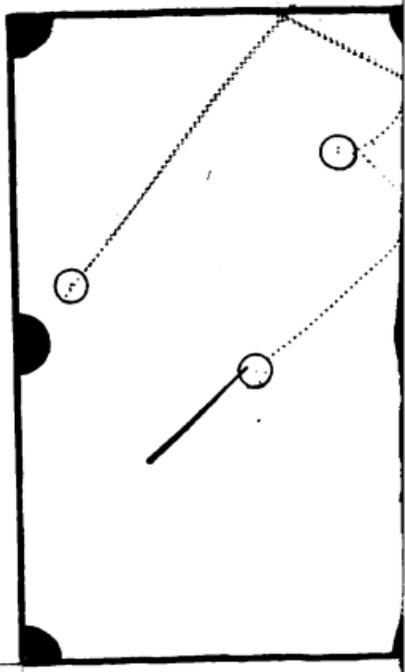
38



39



40



No. 37.

Strike high, hard, and to the right.

No. 38.

Strike high a little to the left, to make it return to the right.

No. 39.

Strike the Cushion a little behind the Ball, strike the Ball to the left.

No. 40.

Strike your Ball to the left, touching the Cushion before the Red Ball.

No. 41.

By macing your Ball to the left, you will describe a semi-circle from right to left.

No. 42.

Same as No. 41, but to the right.

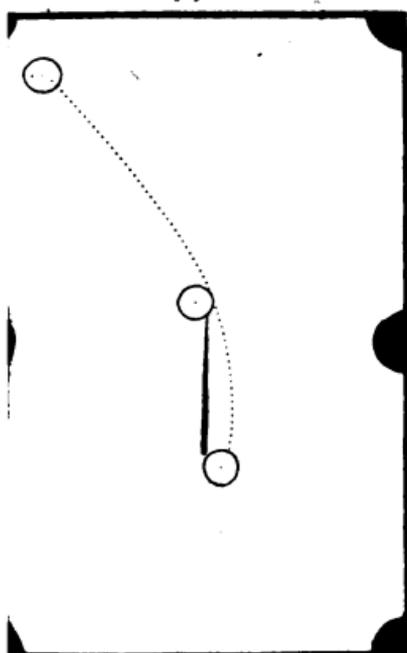
No. 43.

Strike to the left and low, and make it return to the right.

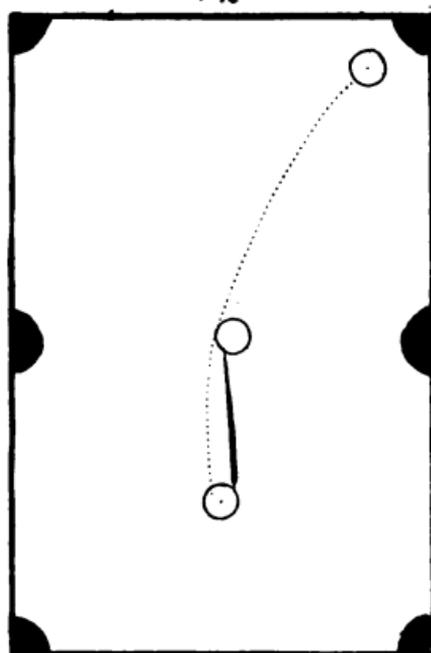
No. 44.

Same as No. 43, but to the right.

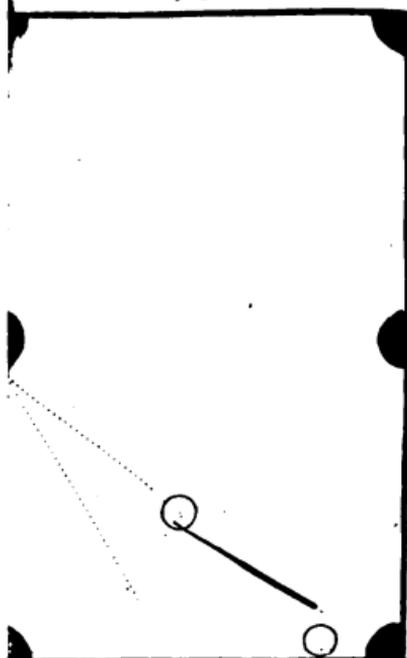
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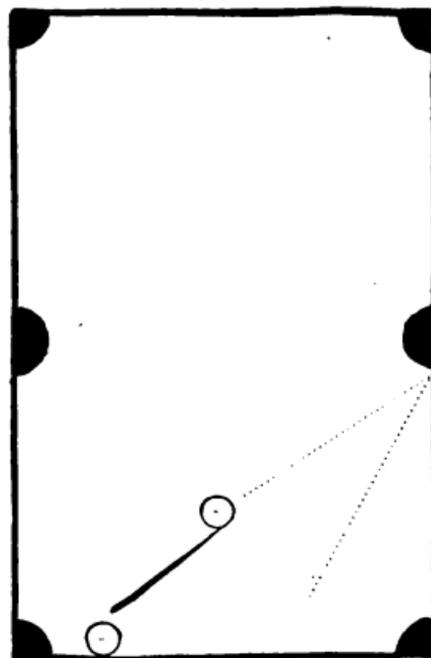
42



43



44





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