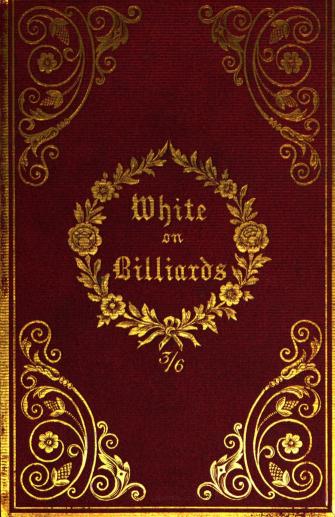
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BILLIARDS.

Mr. W. WHITE, the Author, begs respectfully to announce to Noblemen and Gentlemen who desire to learn the game of Billiards, that he devotes a great portion of time to giving INSTRUCTIONS on the game, according to the principles laid down in this Treatise. Teaching from theory, based on mathematical rules, invariably enables him to finish a pupil satisfactorily in a short period. For terms, &c., see "Sporting Gazette" and Bell's Life newspapers.

Billiards:

ITS

THEORY AND PRACTICE,

TO WHICH ARE ADDED

THE RULES AND REGULATIONS OF THE VARIOUS GAMES, AND POOL,

FROM THE BEST AUTHORITIES.

BY WILLIAM WHITE.

Illustrated by Forty Diagrams.

SECOND EDITION.

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PREFACE TO THE SECOND EDITION.

The success which attended the First Edition of this Treatise on the game of Billiards proved to the Author that his efforts had not been vain: and that patronage he humbly sought, has been liberally awarded to him. Thus encouraged. he has little diffidence in placing before the Public, and especially before the lovers of Billiards, a second revised and corrected edition of his Work. It was the Author's desire and aim while composing this book to say no more upon any one thing than what would serve to make it clearly understood. He studied brevity. under the conviction that by so doing he should render his work more intelligible, and, consesequently, more useful; and the success which has attended his efforts is a proof that he has not widely erred.

As above signified, the present edition is

revised and corrected, and it may not be improper to state in a few sentences the nature of that correction. From the labour entailed to render correct the first edition of this work, the Author had been willing to believe himself excused from any repetition of that task; but when it became probable that the new edition now printed would be called for, at the suggestion of a literary friend. who strongly recommended a careful revision. pointing out things which the author readily acknowledged to be faults in the composition, he applied himself to the task of a careful inspection throughout. In this operation there has been nothing attempted beyond slight changes and additions which seemed necessary in order to give a more correct expression of the sense. There is not more of anything that could be called new than might be contained in half a dozen pages. Correction, in the strict sense, has been the object. Sentences of ill-ordered construction, or wrong in their connexion, have been attempted to be amended. In some instances, a sentence has been abbreviated; in others, a little extended by the insertion of a new clause. The course of instruction has not been in the least affected by those slight alterations. In the whole book, he has designedly and constantly avoided certain technical forms, and aimed only at adopting the words most immediately, naturally, and simply appropriate to his instruction. If his book be of a quality to impart the lessons and instructions clearly and tangibly, he cannot but hope that his efforts in this second and revised edition may be as duly appreciated as his labour proved to be in the first issue of his book.

In conclusion, the author would only add that the scientific, and highly exhilarating and healthy game of Billiards, becoming, as it has, a universal one, in private as well as public, and rendering the pleasure afforded by it greater and more lasting than any other in-door game, convinces him that such a work as the present one was greatly needed, and that he could not withhold the present edition from the Public, loooking to them for the reward of his labour in compiling the work, and the return of his outlay in bringing it before them.

W. WHITE.

London, December, 1864.

BILLIARDS:

TTS

THEORY AND PRACTICE.

How to Learn the Game.

A knowledge of the game of Billiards may be easily and quickly acquired by getting a few lessons from a good player in the first instance.

I have made it my particular study in this "Treatise" to explain the different points necessary, and paying attention to these will be the means of learning to play the game scientifically and well in a short time.

Rules necessary for Learners.

- 1. Stand well before the object-ball (which signifies the ball you play at). Pay great attention to this; after which, place your cue to the part of your own ball that you intend to strike. Then fix your eye intently on the object-ball, and play your stroke.
 - 2. Hold your cue loosely.
- 3. Do not see-saw your cue backwards or forwards; it only attracts your attention from the stroke, and is quite unnecessary.

B 2



- 4. Stoop sufficiently to catch a straight view of the balls generally. By that means you will be more certain to strike the balls as you wish.
- 5. In drawing back your cue, endeavour to strike your own ball fair, or as you intend.*
- 6. Do not jerk your cue, or draw it back too suddenly, in the act of playing your stroke.
- 7. Hold your cue as nearly horizontal with the table as you can. When your cue is in an elevated position, the ball is very liable to jump, and sometimes without your perceiving it, in which case it changes its course considerably.
- 8. Never stand in a cramped position in the act of playing, but as much at ease to yourself as possible, and with the left leg a little forward.
- 9. The cue should be of light weight, and stand upright under your chin. It is bad to play with a cue either too long or too short. A plain, well-seasoned ash cue is preferable to cues with butt-ends inlaid with different expensive woods.
- 10. The point should not have too much leather, and should be about three-eighths of an inch across, and not too much rounded.
- 11. Never allow trifles to ruffle your temper.

^{*} This is one of the most difficult parts of billiards. A player has often said to me: "It is very curious: I struck my ball low, with the intention of twisting, and did not twist at all." The fact was, the player pointed his cue to the lower part of the ball, but, in the act of striking, struck it unintentionally in or above the centre.

When I see a player lose the command of himself, I generally consider the game as lost.

The English Game.

The usual size of a billiard-table at the English game is twelve feet by six, with six pockets. I should not recommend any person to play on a smaller table if they can avoid it, as public and club tables are all of that size. The game is played with three balls, two white and one red.*

The red ball is spotted at the top of the table, thirteen inches from the cushion.

As there are a number of canons in the following diagrams when the ball is spotted, be sure to ascertain if the spot is thirteen inches from the cushion. A single inch would make a very material difference in a great many of the strokes; and when your ball has to travel off two or three cushions, you might be very far from scoring.

At the baulk end of the table a line is marked across, from one side to the other, two feet six inches from the cushion, and a semicircle of twenty inches drawn from the centre of the line. Within this semicircle you place your ball when you play off; and after your ball is held during the game, you play from within this semicircle as at the commencement.



[•] You commence by stringing for the choice of playing off. Receiving points from your adversary is merely to equalise the respective skill of the players, and does not compel you to play off without stringing for it. It is a very erroneous impression that the receiver of points should play off.

There are three ways of scoring at the English game —

Firstly, A Winning Hazard, which signifies to hold the ball you play at.

Secondly, A Losing Hazard, which means to hold your own ball in a pocket off either of the other two balls: and

Thirdly, to canon, which is to strike the other two balls with your own.

Different Terms used at the English Game.

The following terms are usually made use of:—A full ball, a three-quarter ball, a half ball, and an eighth or fine ball.

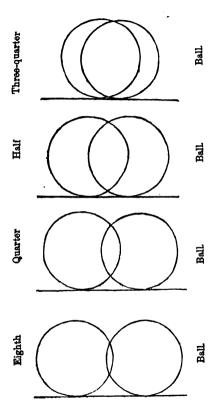
A full ball signifies to strike the object-ball exactly in the centre of the ball.

A three-quarter ball, to strike as per diagram, three parts only; a half ball, one half only; a quarter ball, a quarter only; and an eighth, or fine ball, an eighth only.

Following Strokes.

If you wish to cause your own ball to follow the object-ball, you must strike your own above the centre. The swifter you want your ball to travel, the higher you must strike it from the centre towards the top of the ball. For this stroke do not neglect to chalk the point of your cue, in order not to slip or miss it.

If you strike your own ball in the centre, and likewise strike the object-ball a half ball, both balls



will traverse about the same distance over the table. By striking your own ball one-third below the centre and the object-ball full, your ball will remain stationary.

Twisting Stroke.

And by striking your ball still lower, about onefifth or one-sixth only, it will return to the same place you played from, or what is more commonly termed twisting back.

If you have not confidence in the balls or table that you may chance to play on—that they are not so true as you could wish, I would recommend you to be very careful to strike your own ball exactly in the centre. You may even strike it below the centre (provided you play softly,) without twisting your ball, which will cause it to run tolerably fair on a table or with balls that may be very foul.

One remark I may make here respecting billiard-balls: I have seen balls turned as fair as it was possible, and still run very foul. That proceeds from one portion of the ivory being more solid or closer in the grain than the other. Ivory is always more solid in the centre of the tooth than any other part.

Winning Hazards

are made by striking the object-ball diametrically opposite to the pocket you play to score in; and, unlike either losing hazards or canons, may be played with any degree of strength. It will, however, often occur, that it would be more prudent to

play with moderate strength, to ensure scoring. In fact, some winning hazards must be played softly, or the ball will go into the pocket and jump out again.

Losing Hazards

depend almost entirely on the degree of strength the stroke is played with. And I would recommend all players to practise the losing hazards well, as from hand a very long score is often made by losing hazards only.

The advantage a player has when in hand of having the whole space of twenty inches in the semicircle for spotting his own ball, is very great. Endeavour, if possible, to spot your own ball, so as to make the losing hazard with a half ball in preference to any other. At the same time be cautious not to bring the object-ball into baulk, and sometimes it will therefore be necessary to strike the object-ball a quarter ball, a three-quarter ball, or with a following stroke.

Canons

are the most scientific and beautiful part of the game. Many players will make canons continually off one, two, three, and even four cushions. The first thing to achieve under this head is a knowledge of the

Angles of the Table,

without which no person will ever become a good player. By studying my diagrams of canons with-

out the side-stroke, you will obtain an immensity of information respecting the different angles. The angles of the table are, I may say almost endless, and the angle of reflection should, if the cushions are properly formed, equal the angle of incidence, provided you play your stroke with moderate strength.

Canons can invariably be made when the balls are considered safe, if you are well acquainted with the angles of the table; a player has also a very decided

Advantage in Playing for a Canon in preference to a Hazard,

when both scores are uncertain (mind, I say when both scores are uncertain). The usual width of a pocket of a billiard-table is from three inches and oneeighth to three inches and a half; three and a half is considered a wide pocket. Now, supposing you to be in a straight line before the pocket, three inches and a half in width is all you have to make a score if you play for a hazard. If you are in other positions, you might only have a little more than the width of the ball. The ball is two inches and onesixteenth in diameter (which is the proper size of a billiard-ball at the English game). If you place the three balls in a line they will measure six inches and three-sixteenths, so that you have more than six inches to make a canon, against three inches and a half at the most to make a hazard. You have likewise the advantage of the cushions to canon. You will often miss scoring a canon in the direct stroke, but make it off the different cushions afterwards. I consider you have altogether almost a treble advantage. At the same time, never give up a certain hazard for an uncertain canon.

The Advantages of Learning the Natural Angles of the Table before you Learn the Side-Stroke.

My readers will find, in my diagrams of canons, I have made it my particular study to avoid the use of the side-stroke as much as possible, for this reason—until a player has learned the plain game tolerably well, I consider it better not to divide his attention by showing him the side-stroke. He will learn it quickly enough when he has become a sound, straightforward player, and has acquired a fair knowledge of the different angles of the table. Then he will not be at a loss when to use it. I shall now make a few remarks on

The Side-stroke, and its Extraordinary Effects.

It was, when first discovered, a wonderful addition to the science of the game. But I am sorry to say I consider it is sadly abused. Many players I have seen use it nearly every stroke, whether it was required or not. Innumerable strokes cannot be made without it; at the same time I never wish to see it put on unless when requisite.

I have only given two diagrams of canons by the

side-stroke, although I found it necessary to introduce it very often in my diagrams of losing hazards, as some of the strokes I have shown could not be made without the use of it. I consider it difficult to convey in a satisfactory manner, in a diagram, the quantity of side and the strength requisite to score canons off the different cushions, and have therefore merely, in my diagrams of canons, shown the principle.

General Remarks.

Always play your stroke as much as possible with a uniform strength. When you play a very hard stroke, it breaks through the natural angles of the table. All cushions being now formed of india rubber, when you play too strongly it alters the course of the balls considerably. As cushions differ in elasticity, you should likewise play a ball up and down the table a few times, to get accustomed to the strength of it, provided you have not played on the table before.

Do not pocket your adversary's ball unless the red ball be in baulk; it is seldom to your advantage, and not considered a gentlemanly game, unless you only want two of game, and that you have no chance of scoring off the red ball.

Remember, good play at billiards does not consist so much in scoring extraordinary strokes which require more than ordinary execution, so as to leave a succession of easy scores, as proper strength, and having a perfect knowledge of the angles of the table.

I now finish my general remarks by recommending my readers not to bet on the game, but to make it a game of amusement.

I gave a few

Lectures on Billiards,

with demonstrations of the game, at my rooms, a short time since. Among the numbers that came to them were several good players, and before I commenced some of the lectures, a few of the best players did the same thing as laugh at the idea. They stated that, although many players might surpass them in point of execution, still they had seen and knew everything that could be learned at the game. How changed in their opinion were these different parties at the end of each lecture. They complimented me highly, and acknowledged they had a great deal yet to learn, and came to more of my lectures.

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RULES TO BE OBSERVED IN PLAYING THE DIFFERENT GAMES OF BILLIARDS, POOL, AND PYRAMIDS.

Thurston's rules for Billiards and Pool being essentially correct, I have adopted them here as a received authority.

General Directions.

- 1. If a player, in the act of striking, touch his ball with the mace or cue, it is considered a stroke.
- 2. If the striker should accidentally touch or move his own ball, without intending at the same time to make a stroke, he loses no point; but the adversary may, if he choose, put the ball back in the place where it stood.
- 3. All strokes made with the point of the cue are fair, except the balls touch.
- 4. If a ball be found to have been changed during the course of the game, and it be not known by which player, the game must be played out with the balls as they are.
- 5. Any one who leaves the game before it is finished, and will not play it out, loses it.
- 6. Every person ought attentively to listen for the stroke before he opens the door of a billiardroom.

- 7. A love game is when no hazard has been made.
- 8. All disputes are to be referred to the marker. No person should give an opinion as to whether a stroke be fair or foul, unless appealed to by the parties playing; and no one should in any way interfere with the game, except when the marker cannot decide a dispute; in which case, reference may be made to any bystanders, who may also correct the marker if he mis-score the game.
- 9. The marker should be careful to make those persons who do not play stand from the table, and give room for the players to pass freely round.

The White Winning Game.

This is the original game of Billiards, but now very seldom played; perhaps on account of its monotony, and the great diversity there is in other and subsequently invented games. It is played twelve up.

The following rules govern this game :-

- 1. In commencing the game, string for the lead. The player, in stringing for the lead, or when his ball is in hand, must stand, having both feet within the limits of the corner of the table, and must not place his ball beyond the stringing spots; the person who brings his ball nearest the cushion at the lower or baulk end of the table, wins the lead and the choice of balls.
- 2. After the first person has strung for the lead, if his adversary, who follows him, make his ball to touch the other, or hole his own, he loses the lead.

- 3. If the leader follow his ball, with either mace or cue, beyond the middle pocket, it is no lead, and his adversary may, if he choose, insist on his leading again.
- 4. When a hazard has been lost in any one of the corner pockets, the leader is obliged, if his adversary require it, to lead from the end of the table where the hazard was lost; but if the hazard were lost in either of the middle pockets, it is at the leader's option to lead from either end of the table he pleases.
- 5. If the striker do not hit his adversary's ball, he loses one point; and if, by the same stroke, his ball should go into a pocket, over the table, or lodge on a cushion, he loses three points—viz., one for missing his adversary's ball, and two for holing his own.
- 6. If the striker hole his adversary's ball, or force it over the table, or on a cushion, he wins two points.
- 7. If the striker hole his own ball, or force it over the table, or on a cushion, he loses two points.
- 8. If the striker hole both balls, or force them over the table, he loses two points.
- 9. No person has a right to take up his ball without the permission of his adversary.
- 10. If the striker touch or move his own ball, not intending to make a stroke, it is deemed an accident, and he must, if his adversary require it, put back the ball in the place where it stood.
- 11. He who does not play as far as his adversary's ball, loses one; or his adversary may oblige him to

pass the ball, more especially in giving a miss; or he can, if he choose, make him replace the ball, and play until he has passed it.

- 12. If the striker miss his ball in attempting to make a stroke, it is not considered anything, and he may try again.
- 13. If the striker's ball stand on the edge of a pocket, and in playing it off he cause it to go in, he loses three points.
- 14. If a ball standing on the edge of a pocket should fall in before or when the striker has delivered his ball from his mace or cue, so as to have no chance for his stroke, the striker's and his adversary's balls must be placed in the same position, or as near where they originally stood as possible, and the striker must play again.
- 15. If the striker play both balls from his mace or butt, so that they touch at the same time, it is a foul stroke.
- 16. A person cannot score if he make a foul stroke; it is called foul if the striker play with the wrong ball; or if he touch his own ball twice in playing: or if he strike a ball whilst yet running; or if his ball touch another ball; or if both his feet are off the floor when playing. The penalty in all these cases is breaking the balls and losing the lead.

The White Losing Game.

This game is the reverse of the last; the losing hazards scoring for the striker, and the winning for the adversary, except when a double hazard is made: then they both score for the striker.

All the rules of the former game must be observed at this.

The Red Winning Carambole Game.

This game is played eighteen up, and is scored by winning hazards and canons. Losing hazards, misses, and coups are forfeits to the adversary.

- 1. In commencing, string for the stroke and choice of the balls, the same as in the White Game.
- 2. A red ball is to be placed on a spot made for that purpose in the centre, between the stringing dots at the upper end of the table.
- 3. The white or striker's ball is to be played from a spot made for that purpose, or from within the ring usually described in the centre, between the stringing spots, in the baulk, or lower end of the table.
- 4. After the first striker has played, his adversary is to follow, and so on alternately throughout the game.
- 5. If the striker miss both the balls, he loses one; and if he pocket his own ball by the same stroke, he loses three points.
- 6. If the striker hit the red ball and his adversary's ball with his own ball, he wins two points: this is called a canon.
- 7. If the striker hole his adversary's ball, he wins two points; if he hole the red, he wins three.
 - 8. If the striker hole the red and his adversary's

ball by the same stroke, he wins five points; two for the white, and three for the red ball.

- 9. If the striker make a canon, and hole his adversary's ball and the red ball by the same stroke, he wins seven points.
- N.B. Always count two for the canon, two for holing the white, and three for the red ball.
- 10. Forcing any one or all the balls over the table does not reckon any point.
- 11. If the striker hole his own ball, by a foul or a fair stroke, he loses either two or three points, according to whichever ball he struck first,—three for the red, and two for the white.
- 12. If the striker make a canon or a winning hazard, and force any of the balls over the table, he wins nothing by the stroke.
- 13. After the red ball has been holed, or forced over the table, the striker of it is bound to see it placed on the proper spot before he strikes again; otherwise, he can win no points while the ball is out of its place, and the stroke is deemed foul.
- 14. If, after the striker has made a canon, 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 cannot score the points he made by the stroke, as it is deemed foul.
- 15. If the striker play with the wrong ball, or miss both the balls, he loses one point; and if the ball should go into a pocket by the same stroke, he loses three points.

- 16. If either, or both balls, be upon the line or within the stringing dots, where the white ball is originally placed when the adversary's ball is off the table, it is called a baulk, and the striker, who is to play from the circle, must strike outside the baulk, and make the ball in returning hit one of those within the baulk; and should he not hit either of the balls, his adversary gains one point.
- 17. If, after the red ball has been holed, or forced over the table, either of the white balls should lie upon or be so near the spot that the red cannot be placed in its proper situation without their touching each other, the red ball must then be placed on the spot in the centre of the table.

The Red Losing Game.

This game is also played eighteen up, and is scored by losing hazards and canons. Winning hazards, misses, and coups are forfeits to the adversary.

The Winning against the Winning and Losing.

This game is played twenty-one up, and is equal to giving the adversary about nine points.

Rules the same as in the foregoing games.

The Winning and Losing Game.

In some public rooms this game is played twentyone up, and in others twenty-four, fifty, and a hundred up, or even more; but fifty is the number generally played. It is scored by winning hazards, losing hazards, canons, and forfeits.

- 1. The game commences by stringing for the lead and choice of the balls, as in the White Winning Game.*
- 2. The red ball must be placed on the spot nearest the top of the table, and replaced there when it is holed, or forced over the edge of the table, or when the balls are broken.
- N.B. Breaking the balls is placing them as at the commencement of the game.
- 3. Whoever breaks the balls, leads off, unless when they are broken by mutual consent, in which case the lead should either be stipulated or strung for.
- 4. If a player make one stroke in a game, he must finish that game; otherwise he loses it.
- 5. If the striker make any points, he may continue his game until he ceases to make points.
- 6. If, when the cue is pointed, the ball should be moved without the striker intending to strike, it must be replaced; and if not replaced before the stroke be played, the adversary may claim it as a foul stroke.
- 7. If a ball spring from the table, and strike one of the players or a bystander, so as to prevent its falling on the floor, it must be considered as off the table.
- 8. If a ball run so near the brink of a pocket as to stand there, and afterwards fall in, it must be replaced, and played at or with, as the case may be.

^{*} See note at foot of page 7.

- N.B. There is no necessity for challenging a ball. The umpire must decide whether the ball has stood or not.
- 9. If (as it may sometimes happen) a ball be spinning on the brink of a pocket, and although stationary for a time, afterwards fall in, in that case the hazard is scored, if the motion be not gone out of the ball at the time it falls into the pocket.
- 10. If a ball lodge on the top of a cushion, it is considered as off the table.
- 11. After the adversary's ball is off the table, and the two remaining balls are either upon the line, or within the stringing dots at the lower end of the table, where the white balls are originally placed in leading, it is called a baulk, and the striker, who is to play from the ring, must strike outside the baulk, so as to occasion his ball in returning to hit one of the balls in the baulk: if not, he loses one point.
- 12. A line ball is when the centre of the ball is exactly on the line of the baulk, in which case it is to be considered in the baulk, and cannot be played at, except from a cushion out of the baulk.
- 13. All misses to be given with the point of the cue, and the ball struck only once; if otherwise given, the adversary may claim it as a foul stroke, and enforce the penalty,—make the striker play the stroke over again,—or have the ball replaced where it was struck from the second time.
- 14. A person cannot score if he make a foul stroke.

- NOTE 1.—It is called foul if a striker move a ball in the act of striking; or if he play with the wrong ball; or if he touch his own ball twice in playing; or if he strike a ball whilst it is running; or if he touch another ball; or if his feet are off the floor when playing. The penalty in all these cases is breaking the balls and losing the lead.
- Note 2.—Enforcing the penalty for a foul stroke is entirely at the option of the adversary.
- 15. If the adversary do not choose to enforce the penalty for a foul stroke the striker may play on, and score all the points that he made by the foul stroke, which the marker is bound to score.
- 16. If the striker hole the white ball (called a white winning hazard,) or if he hole his own ball from the white ball (called a white losing hazard, he gains two points; if he do both, he gains four points.
- 17. If the striker hole the red ball he wins three; and if by the same stroke he hole his own from the red, he wins three more.
- 18. When the red ball is pocketed or off the table, and the spot on which it should stand is occupied by the white ball, it must be placed in a corresponding situation at the other end of the table; but if that should be occupied also by the other white ball, it must be placed in the centre of the table,* imme-

It is the custom in some billiard-rooms, if the spot be occupied by the white ball, to place the red ball in the centre of the table but it is much more common to place it at the other end; besides, the situation is more uniform.

diately between the two middle pockets; and wherever it is placed, there it must remain until it be played, or the game be over.

19. If the striker play at the white ball first, make a canon, and pocket his own ball, he gains four points; two for the canon and two for the white losing hazard.

20. If the striker play at the white ball first, and pocket his own ball and the red one, he gains five points.

- 21. If the striker play at the white ball first, make a canon, and pocket the red and the white balls, he gains seven points.
- 22. If the striker play at the white ball first, make a canon, and at the same time pocket his own and his adversary's ball, he wins six points, two for the canon and two for each white hazard.
- 23. If the striker play at the white ball first, and pocket all the balls without making a canon, he gains seven points.
- 24. If the striker play at the white ball first, make a canon, and pocket all the balls, he gains nine points.
- 25. If the striker play at the red ball first, and pocket it and his own ball, he gains six points.
- 26. If the striker play at the red ball first, make a canon, and by the same stroke pocket his own ball, he gains five points; two for the canon, and three for the red losing hazard.
- 27. If the striker play at the red ball first, make a canon, and pocket the red and the white ball, he gains seven points.

- 28. If the striker play at the red ball first, make a canon, and at the same time pocket his own and the red ball, he wins eight points; two for the canon, three for the red losing, and three for the red winning hazard.
- 29. If the striker play at the red ball first, and pocket his own and the white ball, without a cannon, he gains five points.
- 80. If the striker play at the red ball first, and pocket all the balls, without a cannon, he gains eight points.
- 31. If the striker, by striking the red ball first, make a canon, and by the same stroke pocket his own and both the other balls, he gains ten points, being the greatest number that can be gained by one stroke.
- 82. If the striker, in taking aim, move his ball, so as to strike the ball he is playing at, without intending to strike it, it is a stroke, and must pass as such, unless the adversary choose to let him play the stroke over again.
- 33. If the striker, in the act of striking, move his ball ever so little, it is a stroke.
- 84. If the striker miss the ball he intended to play at, he loses one point; and if by the same stroke his own ball runs into a pocket, he loses three points: that is to say, his adversary scores so many points. This is called a coup.
- 35. If the striker force his own, or either of the other balls over the table, after having made a

canon or a hazard, he gains nothing by the stroke, and his adversary may play on without breaking the balls.

36 If the striker wilfully force his ball off the table without striking another ball, he loses three points; but if the ball go over by accident, he loses one point only for the miss.*

37. If the striker play with the wrong ball, and a canon or hazard be made thereby, the adversary may have the balls broken; but if nothing be made by the stroke, he (the adversary) may take his choice of balls the next stroke, and with the ball he chooses he must continue to play until the game is over.

N.B. The playing with the wrong ball must be discovered before the next stroke is played, otherwise no penalty attaches to it.

38. No person has a right to inform the adversary that the striker has played, or is about to play with the wrong ball.

39. No person, except the adversary, has a right to inform the striker that he is playing the wrong ball.

40. If the adversary do not see the striker play with the wrong ball, or, seeing it, does not choose to enforce the penalty, the marker is bound to score all the points that may have been made by the stroke.



[•] To a person conversant with the game, it is not a very difficult thing to discern whether a ball is forced over wilfully or not; and it would be severe upon the striker to be compelled to lose three points for what may be the fault of the table.

- 41. If the striker's ball be in hand, and the red and the adversary's balls within the baulk, he (the striker) cannot play at them, except from a cushion out of the baulk.
- 42. If the striker's ball be in hand, and the other two balls within the baulk, and should he, either by accident or design, strike one of them without first playing out of the baulk, the adversary has the option of letting the balls remain as they are, and scoring a miss,—of having the ball so struck replaced in its original position, and scoring a miss,—of making the striker play the stroke over again,—or of making it a foul stroke, and breaking the balls.*
 - 43. If the striker's ball be in hand, he has no right to play at a cushion within the baulk in order to strike a ball that is out of it.
 - 44. If the striker's ball be in hand, and he, in playing from the baulk, should move his ball in the act of striking, it is a stroke, although the ball should not go out of the baulk; but the adversary may, if he choose, compel him to play the stroke over again.
 - 45. If the striker's ball be near the ball he plays at, and he play the stroke with the point of the cue,

^{*} At first sight this would appear a harsh rule, with a heavy penalty annexed to it; but perhaps the adverse party may have laid his plans with skill, and he must not, therefore, have them unfairly frustrated with impunity. Besides, care MUST be taken that the adversary be not a sufferer by the unfair play or blunders of the striker.

it is fair; but if he play it with the butt-end, the marker must decide whether it be foul or fair.

N.B. The principle which ought to govern the decision of the marker in such a case is this—namely, that the striker's butt must quit his ball before it comes in contact with the other ball.

46. If the striker's ball be on the brink of a pocket, and he, in the act of striking, miss it, and in drawing back his cue knock it (the ball) into the pocket, he loses three points—it being a coup.

47. If the striker, in giving a miss from the baulk, should let his ball remain in the baulk, without its having gone out, the adversary may either let it remain so, or compel him to play the stroke over again.

48. If the striker in giving a miss should make a foul stroke, and his adversary claim it as such, and enforce the penalty, the miss is not scored.

49. No person is allowed to take up a ball without permission of the adversary.

50. If one of the players move a ball by accident, it must be replaced to the satisfaction of the adversary.

51. If, in the course of the game, a person take up a ball, supposing it to be in hand, the adversary may break the balls, or have them replaced to his own satisfaction.

52. If the marker or a bystander touch either of the balls, whether it be running or not, it must be placed as near as possible to the place it did, or would apparently, have occupied.

- 53. If, after the striker has made a canon or a hazard, he take up the ball, thinking the game is over, the adversary has the option of breaking the balls, or having them replaced.
- 54. If, after the striker has made a miss or a coup, he take up a ball, supposing the game to be over, he loses the game.
- 55. If, after the striker has made a miss or a coup, the adversary, thinking the game is over take up a ball, he (the last striker) may have the balls replaced as they were, or break the balls.
- 56. If, after the striker has made a canon or hazard, the adversary, thinking the game is over when it is not, take up a ball (whether running or not,) he loses the game.
- 57. If, after striking, the striker should obstruct or accelerate the running of the balls in any way, it is at the adversary's option to make it a foul stroke, and break the balls, or have them replaced.
- 58. If, after the striker has played, the adversary should obstruct or accelerate the running of the balls in any way, he (the striker) may claim the right of breaking the balls, or having them replaced to his own satisfaction.
- 59. No person has a right to offer advice to the players during the progress of the game. But,
- (1). If a person be appealed to by one of the players, or by the marker, he has then a right to give an opinion, whether he be interested in the game or not; and

- (2). If a spectator see the game marked wrong he has a right to mention it, provided he does it in time for it to be rectified, but not afterwards.
- 60. No person is allowed to walk about the billiardroom during the game, make a noise, or otherwise annoy the players.
- 61. When silence is demanded in the room, it is expected that all persons will comply therewith.
- 62. It is expected that all persons in the room, whether they are playing or not, will conform to the foregoing rules, in so far as they relate to them respectively.

A Match of Four.

When four persons play this game, thirty-one is the number played for, and each player is at liberty to offer his partner advice, unless it be directly stipulated to the contrary. A winning hazard, a losing hazard, or two misses without an intervening hazard, puts out; and also a coup, but not a canon. A player must play one stroke before he can be put out.

All the foregoing rules to be observed at this game.

The Game of Three, or a la Royale.

This game is played as at the winning and losing game, by three persons, each scoring his own game.

The mode of playing it is as follows:—The three players string for choice of going off. The ball which is nearest to the cushion has the first choice, and the second nearest, the second. The one that

has to lead on plays; the second follows, playing with the other white ball. The third plays with the ball the first played with; the first with the ball the second played with; and so on, each taking it in turn, and changing the balls alternately. He who is out first wins the game; the other two losing a game each.

All forfeits, such as misses, coups, &c., score for both the adversaries. If the two adversaries are so near together at the close of the game, that the forfeiture, whatever it may be, makes them both out, the next player wins the game.

All the rules of the "winning and losing" game are to be observed at this.

Of Cramp Games.

All cramp games are played sixteen up, and generally by good players against indifferent ones, in order to equalise the play.

Two Pockets to Four.

This game is equal to giving about five in the sixteen, and all balls that go into the pockets belonging to the respective parties score them.

One Pocket to Five.

In this game, one of the players has one pocket only, and the other player five pockets, and the game is scored in the same manner as the last.

Side against Side.

In playing this game, one player takes the three pockets on the one side of the table, and the other

takes the three on the other side; and the game is scored as in the two former games.

All the rules of the "winning and losing" game are to be observed at this and the two foregoing games, with the following additional ones:—

- 1. If the striker has made the last hazard in the game, and his adversary take up a ball off the table, the game is over, and the striker wins it, although his ball should afterwards go into his adversary's pocket.
- 2. If the striker, after having made the last hazard in the game, should take up or move the balls when running, so as to prevent them going into his adversary's pocket, he loses the hazard.
- 3. If the striker make a hazard in the adversary's pocket, and force his ball off the table, he loses the hazard.

The Go-back Game.

This game is equal to giving about six in sixteen, though much depends on the goodness of the play with regard to odds: the better the player, the less will be the odds. The player of this game must win it at some one interval of his adversary's scoring; for every time the adversary makes a canon or hazard, all the points which the go-back player has made are taken off, and he goes back to the commencement.

All the rules of the "winning and losing" game are to be observed in this.

The Commanding Game.

The playing of this game against the "winning and losing," is giving very great odds,—equal to about twelve out of sixteen; and the person who plays the "commanding game" must play at the ball his adversary commands him to play him at; nor is he allowed, under any circumstances, to play at the other.

All the rules of the "winning and losing" game are to be observed at this, with the following additional ones:—

- 1. If the striker play at one ball, when he is commanded to play at the other, the adversary may replace the ball so played at.
- 2. If the striker, in playing at the ball he is commanded to play at, should miss it, and strike the other, he loses one for the miss, and the balls remain as they were; and, should a hazard be made, it does not score.
- 3. If the striker's ball be so situated that he cannot get at the ball he is commanded to play at so as to score, he must give a miss, or hit it in the best way he can.
- 4. If the striker's ball be touching one ball, and he is commanded to play at the other, he may, if he can do so without moving the ball in contact with his own, score all the points he makes by the stroke.
- 5. If the striker is commanded to play at the ball that is touching his own, it cannot be a fair stroke.

The Stop, or Non-Cushion Game.

This game is equal to giving about half the game, and the player loses one point when his ball touches the custion.

- All the rules of the "winning and losing" game are to be observed at this, with the following additional ones:—
- 1. If the striker's ball touch the cushion, he loses one point.
- 2. If the striker's ball touch the cushion more than once, he loses one point only.
- 3. If the striker make a canon or hazard, and his ball touch the cushion, he loses one point, and he does not score the canon or hazard.
- 4. In playing for a losing hazard, if the ball go into the pocket, although it may touch the cushion in going in, it scores,—provided it be not by a double from a cushion.
- 5. In playing back at a ball in the baulk, the striker is allowed to strike one cushion; but if he strike the second, he loses one point.

The White Ball against the Red.

This game is equal to giving about seven points out of the sixteen. One player plays at the white ball, and the other at the red, and neither of them is allowed, under any circumstances, to play at the other ball.

The rules of the "winning and losing" game govern this game also.

The Doublet Game.

This game is scored by doubles and canons; the losing hazards score against the striker, and the winning hazards do not score at all.

The rules of the "winning and losing" game are to be followed at this.

The Bricole Game.

A person to play this game against the "winning and losing," would be giving his adversary immense advantage; for, if the player of this game could give his adversary ten out of sixteen at the "winning and losing" game, the adversary could give him ten at this.

The rules of the "winning and losing" game are also to be observed in playing this game.

The Games of Pool.

There are several ways of playing pool—namely, with as many balls as there are players; or with two balls only, the players playing in turns, and playing with the alternate balls; playing at the nearest ball; playing at the last player; or the player playing at whichever ball he chooses. But the most popular mode is that in which the player plays at the last player. This is likewise the fairest way of playing the game.

The following are the rules for playing the game according to this last method:—

1. When coloured balls are used, the players

must play progressively, as the colours are placed on the pool marking-board, the top colour being No. 1.

- 2. Each player has three lives at starting. No. 1 places his ball on the winning and losing spot; No. 2 plays at No. 1; No. 3 at No. 2; and so on, each person playing at the last ball; unless it should be in hand, then the player plays at the nearest ball.
- 3. If a striker should lose a life in any way, the next player plays at the nearest ball to his own; but if his (the player's) ball be in hand, he plays at the nearest ball to the centre of the baulk-line, whether in or out of baulk.
- 4. Should a doubt arise respecting the distance of balls, it must (if at the commencement of the game, or if the player's ball be in hand) be measured from the centre spot in the circle; but if the striker's ball be not in hand, the measurement must be made from his ball to the others; and in both cases it must be decided by the marker or by the majority of the company; but should the distance be equal, then the parties must draw lots.
- 5. The baulk is no protection at this pool under any circumstances.
- 6. The player may lose a life by any one of the following means:—by pocketing his own ball; by running a coup; by missing the ball; by forcing his ball off the table; by playing with the wrong ball; by playing at the wrong ball; or by playing out of his turn.

- N.B. A life is lost by a ball being pocketed or forced off the table by the adversary.
- 7. Should the striker pocket the ball he plays at, and by the same stroke pocket his own, or force it over the table, *he* loses the life, and not the person whose ball he pocketed.
- 8. Should the player strike the wrong ball, he pays the same forfeit to the person whose ball he should have played at as he would have done if he had pocketed it.
- 9. If the striker miss the ball he ought to play at, and strike another ball, and pocket it, he loses a life, and not the person whose ball be pocketed; in which case, the striker's ball must be taken off the table, and both balls should remain in hand until it be their turn to play.
- 10. If the striker, whilst taking his aim, inquire which is the ball he ought to play at, and should be misinformed by any one of the company, or by the marker, he does not lose a life; the ball must, in this case, be replaced, and the stroke played again. I do not consider a player can take a life, if allowed to respot the balls and play again. But he may lose one.
- 11. If information is required by the player as to which is his ball, or when it is his turn to play, he has a right to an answer from the marker or from the players.
- 12. When a ball or balls touch the striker's ball, or are in a line between it and the ball he has to

play at, so that it will prevent him hitting any part of the object-ball, they must be taken up until the stroke be played, and after the balls have ceased running they must be replaced.

- 13. If a ball or balls are in the way of a striker's cue, so that he cannot play at his ball, he can have them taken up.
- 14. When the striker takes a life, he may continue to play on as long as he can make a hazard, or until the balls are all off the table, in which latter case he plays from the baulk, or places his ball on the spot as at the commencement.
- 15. The first person who loses his three lives, is entitled to purchase, or, as it is called, to star (that being the mark placed against his lives on the board to denote that he has purchased), by paying into the pool the same sum as at the commencement, for which he receives lives equal in number to the lowest number of lives on the board.
- 16. If the first person out refuse to star, the second person may do it, but if the second refuse, the third may do it, and so on, until only two persons are left in the pool, in which case the privilege of starring ceases.
 - 17. Only one star is allowed in a pool.
- 18. If the striker should move another ball whilst in the act of striking his own ball, the stroke is considered foul; and if by the same stroke he pocket a ball, or force it off the table, the owner of that ball does not lose a life, and the ball must be placed on

its original spot; but if by that stroke he should pocket his own ball, or force it off the table, he loses a life.

- 19. If the striker's ball touch the ball he has to play at, he is then at liberty either to play at it, or at any other ball on the table, and it is not to be considered a foul stroke: in this case, however, the striker is liable to lose a life by going into a pocket or over the table.
- 20. After making a hazard, if the striker should take up his ball, or stop it before it has done running, he cannot claim the life or the hazard from the person whose ball was pocketed, it being possible that his own ball might have gone into a pocket if he had not stopped it.
- 21. If, before a star, two or more balls are pocketed by the same stroke, including the ball played at, each having one life, the owner of the ball first struck has the option of starring; but should he refuse, and more than one remain, the persons to whom they belong must draw lots for the star.
- 22. Should the striker's ball stop on the spot of a ball removed, the ball which has been removed must remain in hand until the spot be unoccupied, and then be replaced.
- 23. If the striker should have his next player's ball removed, and stop on the spot it occupied, the next player must give a miss from the baulk to any part of the table he thinks proper, for which miss he does not lose a life.

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- 24. If the striker has a ball removed, and any other than the next player's ball should stop on the spot it occupied, the ball removed must remain in hand till the one on its place be played, unless it should happen to be the turn of the one removed to play before the one on its place, in which case that ball must give place to the one originally taken up; after which it may be replaced.
- 25. If the corner of the cushion should prevent the striker from playing in a direct line, he can have any ball removed for the purpose of playing at a cushion first.
- 26. The two last players cannot star or purchase; but they may divide, if they are left with an equal number of lives each; the striker, however, is entitled to his stroke before the division.
- 27. All disputes to be decided by a majority of the players.
- 28. The charge for the play to be taken out of the pool before it is delivered up to the winner.

The Nearest Ball Pool.

In this pool the players always play at the nearest ball out of the baulk; for in this pool the baulk is a protection.

- 1. If all the balls be in the baulk, and the striker's ball in hand, he must lead to the top cushion, or place the ball on the winning and losing spot.
 - 2. If the striker's ball be within the baulk-line,

and he has to play at a ball out of the baulk, he is allowed to have any ball taken up that may chance to lie in his way.

3. If all the balls be within the baulk, and the striker's ball not in hand, he plays at the nearest ball.

All the other rules of the former pool are to be observed at this.

Rules to be observed at the Pyramid Game.

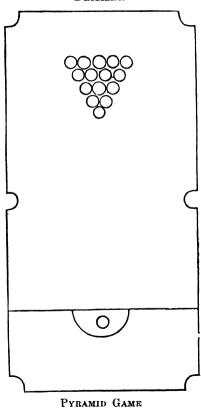
- 1. This game may be played with any number of balls, but it is generally played with sixteen—viz., fifteen red and one white.
- 2. At the commencement, the coloured balls are to be placed on the table in the form of a triangle, the first ball to stand on the winning spot, which will form the point of the triangle nearest to the centre of the table.
- 3. If only two persons play, the players to string for the choice of lead—the leader to place his ball (the white) within the semicircle at the baulk, and to play at the coloured balls.
- 4. If more than two persons play, and the number is odd, each must play alternately; the rotation to be decided by stringing, or by drawing numbers out of a bag, which should be kept by the marker for that purpose.
- 5. If the number of players is even, they may form sides, when the partners may play alternately, or go out upon a hazard, miss, &c., being made, as may be previously agreed upon.

- 6. The next player plays with the white ball from the spot on which it was left by his opponent, except it should be off the table; in which case he plays from the baulk as at the commencement.
- 7. None but winning hazards can be made, and the same rules are generally to be observed as at common pool.
- 8. The player who pockets the greatest number of balls wins the game.
- 9. If the player give a miss, pocket the white ball, or force it over the table, he loses one; that is to say, he must place one of the coloured balls which he has pocketed on the winning spot, if unoccupied; if not, it must be placed in a direct line behind it.
- 10. If the striker hole his own ball, or force it over the table, and at the same time pocket one or more of the coloured balls, or force them over the table, or move any ball in taking aim or striking, he loses all he might otherwise have gained by the stroke; the coloured balls so removed, must be replaced on the table, together with one of the striker's balls as a penalty.
- 11. Should the striker, losing a ball, not have taken one, the first he holes must be placed on the table as in Rule 9; should he not take one during the game, he must pay for each ball so forfeited, as much as he is playing for per ball.
- 12. If the white ball touch a coloured one, the player may score all the coloured balls he pockets; he cannot give a miss.

- 13. If the striker force one or more of the coloured balls over the table, he scores one for each, the same as if he had pocketed them.
- 14. If the game is played with an even number of balls, the last hazard counts but one; if with an odd number, it counts two.
- 15. When all the coloured balls but one are pocketed, the player who made the last hazard continues to play with the white ball, and his opponent with the red, alternately, as at single pool.
- 16. At the end of the game, the player who has pocketed the greatest number of balls, is entitled to receive from each of the others the difference between their number and his; a certain sum per ball having been agreed upon at the commencement.
- 17. When only two balls are on the table, and two persons playing, should the striker hole the ball he is playing with, or make a miss, the game is finished; if there are more than two players, and they not partners, the striker places a ball on the spot as in Rule 9.

Note. —The diagram on page 46 shows the position in which the balls are placed on the table for the pyramid game.

DIAGRAM.



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Pyramid Pool.

- 1. This game is played with fifteen balls—viz., fourteen red and one white.
- 2. At the commencement the balls are placed on the table in the shape of a triangle, the first ball to stand on the winning spot, which will form the centre of the table. The middle ball in the last row (which must always be the white ball) must be taken out, and played with from the baulk.
- 8. No. 1 plays from the baulk; if he make a winning hazard he continues to play on till he is done scoring; but if he pocket his own ball, or force it off the table, and by the same stroke pocket any or either of the other balls, the ball or balls so pocketed, are placed on the table on the winning spot, or, if occupied, as near to it as possible, in a line with the centre of the table, and the first ball he takes during the game is forfeited and placed also on the winning spot. No. 2 then plays on.
- 4. A player loses a ball by pocketing the ball he plays with; by forcing it over the table; by missing all the balls; by playing with the wrong ball, or out of his turn; in either case he pays one ball to the person who played before him, one is taken from his score, and the next player proceeds.
- 5. When only two balls are left on the table, the game becomes single pool, and he who takes the last ball wins the pool.

Rules 3, 4, 6, 11, 12, 13 and 14 in the pyramid game are to be observed also at pyramid pool.

The French Game.

This game is much the same as our "winning" game, except that the players are not confined to the half-circle in the baulk; and when the ball is in hand, they must stand within the limits of the corner of the table. But the favourite game of the French, and the one in which they excel, is the "doublet" game.

The Russian Game.

This game is played with five balls, and there are several ways of playing it, as, pocketing the balls in their respective pockets, according as they are placed; the canon counting two, three, four, &c., according to the ball from which it is made; following the stroke after making a canon; not following the stroke after making a canon; the winning game; the losing game, &c., &c.

The following is the general way of playing it in this country:—

The balls are two white ones, and a red, a blue, and yellow one. The red ball is placed on the winning game spot; the blue on the centre of the baulk-line, and is considered in baulk; and the yellow in the centre of the table, immediately between the two middle pockets.

The game is forty in number, and is scored by winning hazards, canons, and forfeits.

The red ball may be pocketed in any pocket, and

scores three; the blue may be pocketed in any pocket, and scores four; the adversary's ball may be pocketed in any pocket, and scores two; the yellow ball must be pocketed in the middle pockets only, and scores six; a canon scores two, but there is no following canon.

- 1. The striker, in leading off, may place his ball anywhere within the stringing line.
- 2. When the ball is in hand, the player is not confined to the half-circle, but may place his ball anywhere within the stringing line.
- 3. In leading off, the striker must play his ball out of the baulk, to any part of the table he chooses, and his adversary must play the first stroke at the white ball.
- 4. If the striker pocket his own ball, he loses according to the ball he strikes at—namely, four for the blue, six for the yellow, two for the white, and three for the red.
- 5. The striker, by pocketing his own ball, loses all the points that he made by the stroke, so that it would be possible for him to lose twenty-one points by one stroke—that is, if he played at the yellow ball, made a canon, and pocketed all the balls.

The American, or Four-ball Game.

This game is played with four balls—two white ones, a red one, and a blue.

The game is thirty-one up, and is scored by winning hazards and canons.

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The blue ball is placed in the centre of the baulkline, and is considered in the baulk, and the red is placed on the winning spot. Pocketing the blue ball scores four; the red ball scores three; and the white one scores two. A canon from the red to the blue, or from the blue to the red, scores three points; from the red, or the blue, to the white, two points; from the white, to the blue or red, two points; from the blue to the white, and afterwards to the red, four points; from the red to the white and blue, four points; from the blue to the red and white, five points; and from the red to the blue, and afterwards to the white, five points: these being double canons.

- 1. The person who leads plays his ball out of baulk to any part of the table he chooses, but without striking a ball; and the adversary plays his first stroke at the white ball.
- 2. If the striker, in leading off, should strike a ball, his adversary may compel him to lead again, or have the ball so struck replaced, and the white (or striker's ball) must remain where it is.
- 3. If the striker pocket his own ball, he loses two, three, or four, according to the ball he struck first.

The Spanish Game.

This game is played with three balls and five wooden pins, which are set up in the centre of the table between the two middle pockets, about two inches and a quarter apart.

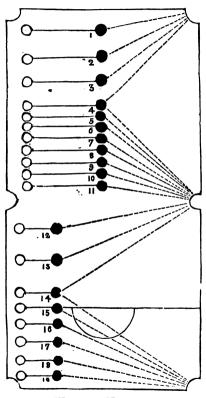
The game is thirty-one up, and is scored by

winning hazards and canons (the same as in the English winning game), and by knocking down the pins.

- 1. If the striker, after striking a ball, should knock down a pin, he gains two points; if he knock down two pins, he gains four points; and so on, scoring two points for every pin he knocks down. If he knock down the middle pin alone, he gains five points; but should he knock them all down at one stroke, he wins the game.
- 2. If the striker pocket the red ball, he gains three points for that, and two for each pin he may knock down at the same stroke.
- 3. If the striker pocket the white ball, he gains two points for that, and two for each pin he may knock down.
- 4. If the striker knock down the pins with his own ball, before striking another ball, he loses two for every pin he knocks down.
- 5. If the striker pocket his own ball from another ball, he loses all the points he would otherwise have made by the stroke; for instance, if he play at the red ball, pocket it, and make a canon, and at the same time knock down two pins, he loses twelve points—namely, three for the red, two for the canon, two for each pin, and three for his own ball going in from the red.
- 6. If the striker cause his own ball to fly off the table, he loses three points.

All the rules concerning strokes, &c., at the "winning and losing" game may be observed at these games.

DIAGRAM No. 1.



WINNING HAZARDS.

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Instructions for Diagram No. 1.

This diagram, No. 1, on winning hazards, I would wish any person that is anxious to be a good pool player to practise well.

Strokes Nos. 1, 2, 3, and 4, learn them thoroughly. No. 1, strike the object-ball a three-quarter ball; No. 2, a half ball; No. 3, a quarter ball; No. 4, an eighth ball. And when you have learned these, it will be a positive guide to winning hazards in playing the game.

Then commence with the strokes Nos. 5, 6, 7, 8, 9, 10, and 11.

No. 5, strike the object-ball a one-sixth ball; No. 6, a quarter ball; No. 7, a one-third ball; No. 8, a half ball; No. 9, a two-third ball; No. 10, a three-quarter ball; No. 11, a seven-eighth ball.

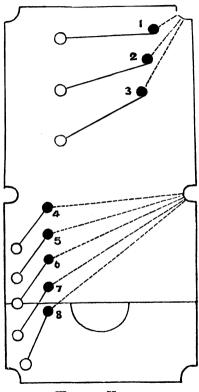
In these eleven strokes, you will perceive, the object-balls are down the centre of the table, which will be a great guide to you.

No. 12, strike the object-ball a three-quarter ball; No. 13, a half ball; No. 14, a quarter ball.

After you learn these three strokes, then go to stroke No. 15; strike the object-ball a one-third ball; No. 16, a half ball; No. 17, a two-third ball; No. 18, a three-quarter ball; No. 19, a seven-eighth ball.

Strike your own ball in the centre, unless you have a double score in view for all these hazards, or that you want to prevent holding your own ball.

DIAGRAM No. 2.



WINNING HAZARDS.

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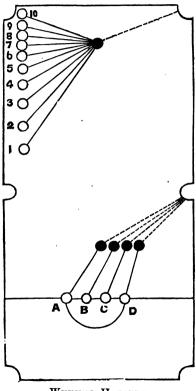
Instructions for Diagram No. 2.

Strike the object-balls in this diagram a half ball for the different strokes, and your own ball fair. These are all winning hazards.

The balls that are numbered are the object-balls.

Remember, winning hazards you can play with any degree of strength, with this exception—it is very often more prudent to play softly if you are playing pool.

DIAGRAM No. 3.



WINNING HAZARDS.

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Instructions for Diagram No. 3.

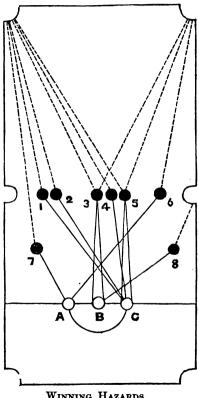
STROKE 1.—Strike the object-ball, which is on the spot, with ball 1 a quarter ball, for a winning hazard in corner pocket.

- 2. Strike the object-ball with ball 2 a half ball for the same pocket.
- 3. Strike the object-ball with ball 3 a two-third ball for the same pocket.
- 4. Strike the object-ball with ball 4 a three-quarter ball for the same pocket.
- 5. Strike the object-ball with ball 5 a full ball for the same pocket.
- 6. Strike the object-ball with ball 6 a three-quarter ball for the same pocket.
- 7. Strike the object-ball with ball 7 a two-third ball for the same pocket.
- 8. Strike the object-ball with ball 8 a half ball for the same pocket.
- 9. Strike the object-ball with ball 9 a quarter ball for the same pocket.
- 10. Strike the object-ball an eighth ball for the same pocket.

Note.—These strokes are intended to illustrate all the different positions in which a ball can be situated for a winning hazard in the right corner pocket, either in playing pool or the game, when the ball is spotted.

Strokes A, B, C, and D, are winning hazards, with a half ball, in the side pocket.

DIAGRAM No. 4.



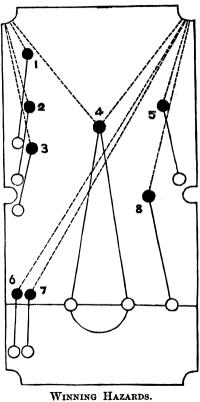
WINNING HAZARDS.

Instructions for Diagram No. 4.

STROKE 1.—Strike ball 1 a half ball with ball C, to make a winning hazard in left top corner pocket.

- 2. Strike ball 2 a three-quarter ball with ball C, to make a winning hazard in the same pocket.
- 3. Strike ball 3 a half ball with ball B, to make a winning hazard in either top pocket.
- 4. Strike ball 4 a three-quarter ball with ball C, to make a winning hazard in left top corner pocket.
- 5. Strike ball 5 a half ball with ball C, to make a winning hazard in either top pocket.
- 6. Strike ball 6 a half ball with ball A, to make a winning hazard in right top pocket.
- 7. Strike ball 7 a half ball with ball A, to make a winning hazard in left top pocket.
- 8. Strike ball 8 a half ball with ball B, to make a winning hazard in the right hand middle pocket.

DIAGRAM No. 5.



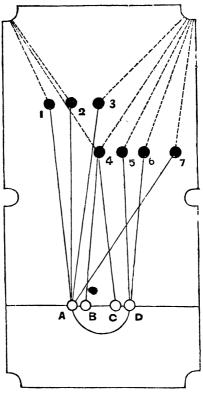
Instructions for Diagram No. 5.

STROKE 1.—Strike ball 1 a one-third ball, for a winning hazard in left top corner pocket.

- 2. Strike ball 2 a half ball, for a winning hazard in same pocket.
 - 3. Strike ball 3 a half ball, for the same pocket.
- 4. Strike ball 4 a half ball, for a winning hazard in either top pocket, according to the spotting of your own ball. To hold the ball in the left pocket, you must spot your ball at the right corner of the semicircle; to hold the ball in the right pocket, spot your ball at the opposite corner.
- 5. Strike ball 5 a one-third ball, for a winning hazard in right corner top pocket.
- 6. Strike ball 6 a half ball, for a winning hazard in right hand top pocket.
 - 7. The same as No. 6.
- 8. Strike ball 8 a half ball, for a winning hazard in right hand top corner pocket.

Note.—Strike your own ball fair, unless you have a second object in view. lacktriangle

DIAGRAM No. 6.



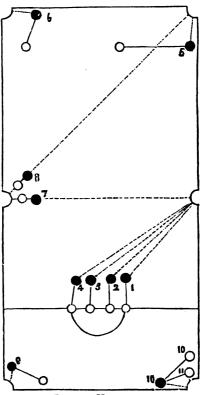
WINNING HAZARDS.

Instructions for Diagram No. 6.

STROKE 1.—Strike ball 1 a three-quarter ball with ball A, to make a winning hazard in left top corner pocket.

- 2. Strike ball 2 a half ball with ball A, for a winning hazard in left top corner pocket.
- 3. Strike ball 3 a one-third ball with ball A, for a winning hazard in right top corner pocket.
- 4. Strike ball 4 a half ball with either ball B or C, for a winning hazard in either top pocket, depending of course on the spotting of your own ball.
- 5. Strike ball 5 a half ball with ball D, for a winning hazard in right top pocket.
- 6. Strike ball 6 a three-quarter ball with ball D, for a winning hazard in same pocket.
- 7. Strike ball 7 a half ball with ball A, for a winning hazard in the same pocket.

DIAGRAM No. 7.



Losing Hazards.

Instructions for Diagram No. 7.

STROKE 1.—Strike ball 1 a quarter ball, for a losing hazard in the side pocket.

2. Strike ball 2 a half ball, for a losing hazard in the side pocket.

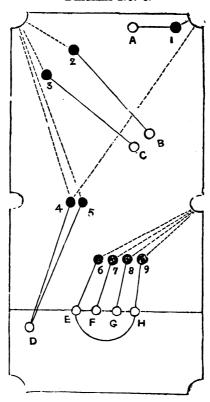
3 and 4. Play the same as No. 2.

You can play these strokes softly, and leave the object-ball over the left top pocket for a score next stroke. Strike your own ball quite fair, and slightly above the centre of the ball.

Note.—Losing hazards, when in hand, depend entirely on the spotting of your own ball.

- 5. Strike ball 5 a one-third ball, for a losing hazard in corner pocket. Your own ball must be struck low, and on the right side, with a soft twist; it will then cling to the cushion until it goes into the pocket.
- 6. Play the same as No. 5, only strike the object-ball a half ball.
- 7. Strike ball 7 for a double hazard in the two centre pockets. This stroke may appear difficult at first, but with a little practice will be found quite simple, and a stroke that may often occur in a game. You cannot twist your ball back when you are within one, two, or three inches of the object-ball, as your ball will jump by holding your cue in the usual way. You must hold your cue nearly perpendicular, and strike your own ball about one-eighth down; the ball will then return to the pocket, as if you were twisting your ball by the usual method.

DIAGRAM No. 8.



LOSING HAZARDS.

- 8. The same stroke as No. 7.
- 9. Strike ball 9 quite full, and your own ball on the right side and near the top of the ball. Play it softly, and you will make a losing hazard in the corner pocket by the kiss.
- 10. Play the same as No. 6, only strike the object-ball a two-third ball.
- 11. The same as No. 6, strike the object-ball a three-quarter ball.

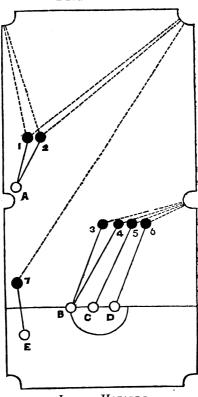
Instructions for Diagram No. 8.

STROKE 1.—Strike ball 1 a three-quarter ball with a following stroke with ball A, for a losing hazard in corner pocket.

2 and 3. Play the same as No. 1. These three strokes are very useful if you succeed.

- 4. Strike ball 4 with ball D a three-quarter ball for a double hazard in top pockets, with moderate strength.
- 5. Strike ball 5 with ball D a half ball, for a losing hazard only in left corner pocket.
- 6. Strike ball 6 a half ball with ball E, for a losing hazard in the right centre pocket. Play the stroke softly, and leave the object-ball over the left top corner pocket.
- 7. Strike ball 7 a half ball with ball F, for a hazard in the centre pocket. Play this stroke with sufficient strength to bring it down to the opposite centre pocket for the same hazard next stroke.
 - 8 and 9. Play these two strokes the same as No. 7.

DIAGRAM No. 9



Losing Hazards.

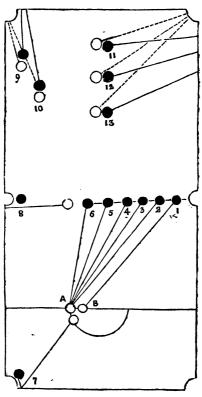
Instructions for Diagram No. 9.

STROKE 1.—Strike ball 1 with ball A a half ball, for a double hazard; but mind, the losing hazard must be made in the right hand top pocket.

- 2. The same stroke as No. 1, except that the losing hazard must be made in the left hand top pocket. Strike your own ball slightly above the centre of the ball for both these strokes.
- 3. Strike ball 3 with ball B a half ball, for a losing hazard in right hand top pocket, with moderate strength, and your own ball fair.
- 4. Strike ball 4 with ball B a three-quarter ball, for a losing hazard in side pocket, with sufficient strength to bring the object-ball into baulk and out again; strike your own ball fair, without any twist.
- 5. Strike ball 5 with ball C a half ball, for a losing hazard in side pocket, with strength to bring it back again to about the same spot.
- 6. Strike ball 6 with ball B, for a losing hazard in same pocket with a half ball.
- 7. Strike ball 7 with ball E, for a losing hazard in same pocket with a half ball.

Note.—Strike your own ball fair, and slightly above the centre, for the strokes Nos. 5, 6, and 7.

DIAGRAM No. 10.



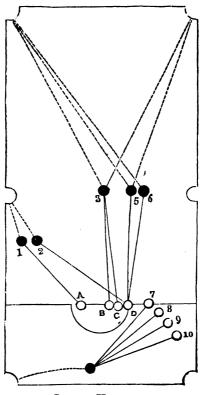
Losing Hazards.

Instruct ons for Diagram No. 10.

STROKE 1.—Strike ball 1 with ball B a half ball, for a losing hazard in side pocket; play softly, to leave the object-ball over the top pocket.

- 2. Strike ball 2 with ball A a half ball, strong, for a losing hazard, to bring it into baulk and out again; it can be made with a soft twist, and merely to bring the ball back again from the top cushion.
- 3. Play the same as No. 2, with a little more strength.
- 4. Strike ball 4 a three-quarter ball, with a moderate twist.
- Play the same as No. 4, but with more strength.
- Strike ball 6 with ball A a seven-eighth ball, with a strong twist.
- Nos. 4. 5, and 6, you must play to bring the object ball into baulk and out again.
- 7. A losing hazard in corner pocket, by striking the cushion first. The object-ball is about two inches from the cushion. Strike the cushion as near as possible to the object-ball without touching it. Strike your own ball on the right side with a decided side-stroke, and you will make a losing hazard, and bring the ball out of baulk. It will, in all probability, give you a fine break. Play it just strong enough to leave the object-ball about the centre of the table.
 - 8. The same stroke as No. 7.
 - 9. Play for a losing hazard in corner pocket. The

DIAGRAM No. 11.



LOSING HAZARDS.

balls are very near touching; when so, take a straight line to the cushion, and divide the space between that and the pocket, and play for that spot. If you divide the distance correctly you will succeed in scoring. The plain line shows exactly the part of the cushion you ought to play at, the dotted line the course your ball will take after you strike.

10, 11, 12, and 13. The same kind of stroke as No. 9. Do not push your own ball—play a fair stroke, and softly.

Instructions for Diagram No. 11.

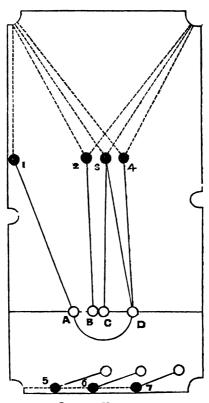
STROKE 1.—Strike ball 1 with ball A a half ball, with a little side-stroke to the left—a soft stroke, and you will make what is called a jenny.

- 2. Play the same as stroke 1, but play with ball D.
- 3. Strike ball 3 with ball B a three-quarter ball, for a double hazard in the two top pockets.
- 4. Strike ball 3 a half ball, for a losing hazard in right hand top pocket. Spot your ball at letter C.
- 5. Strike ball 5 a three-quarter ball, for a double hazard in two top pockets. Spot your ball at letter D. Make losing hazard in left pocket.
- 6. Strike ball 6 a half ball for a losing hazard in left hand top corner pocket. Spot your ball at letter D.

Note.—Play strokes 3, 4, 5, and 6 softly.

7. Strike the object-ball a three-quarter ball for a losing hazard in corner pocket, and your own ball

DIAGRAM No. 12.



Losing Hazards.

on the left side, towards the top of the ball. Play this stroke strongly.

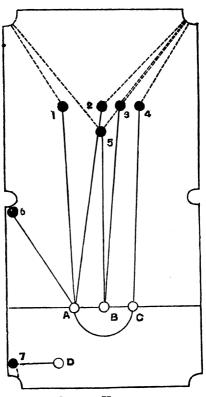
- 8. Strike the object-ball a half ball, for a losing hazard, with side to your ball the same as stroke 7. Soft stroke.
- 9. Strike the object-ball a quarter ball for the same pocket, with side, and softly.
- 10. Strike a three-quarter ball, following stroke, with side, softly.

Instructions for Diagram 12.

STROKE 1.—Strike ball 1 with ball A quite full, for a following losing hazard in left top corner pocket. If you strike the object-ball very slightly to the right, all the better. Your own ball must be struck with a decided side-stroke on the left side. Play a strong, bold stroke.

- 2. Strike ball 2 with ball B a two-third ball, for a double hazard in the two top pockets. Play a bold stroke: strike your own ball in the centre, and without any twist.
- 3. Strike ball 3 with ball C a half ball, for a double hazard in the two top pockets. Play this stroke softly, and strike your own ball fair.
- 4. Strike ball 4 with ball D a three-quarter ball, for a double hazard in the two top pockets. Play a bold stroke; no twist; strike your own ball fair.
- Strike ball 5 with ball D a half ball for a double hazard. Play softly.

DIAGRAM No. 13.



LOSING HAZARDS.

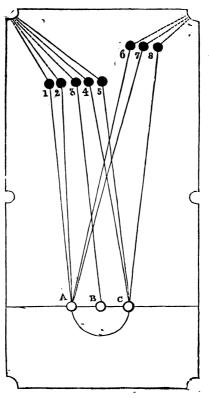
- 6. Strike ball 6 the same as stroke 1, only play it softly, you will then bring the object-ball out of baulk, near to the centre pocket.
- 7. The same kind of stroke as stroke 6, only play it with more strength.
- 8. The same as strokes 6 and 7, but play still stronger.

Instructions for Diagram No. 13.

STROKE 1.—Strike ball 1 with ball A a half ball, for a losing hazard in left top pocket. Play softly.

- 2. Strike ball 2 with ball A a half ball, for a losing hazard in right hand top pocket. Play softly.
- 3. Strike ball 3 with ball B a half ball, for a losing hazard in right hand top pocket. Play softly.
- 4. Strike ball 4 a quarter ball, softly, for the same pocket.
- 5. Strike ball 5 with ball B a half ball, for a double hazard in top pockets, with moderate strength. Strike your own ball fair for strokes 1, 2, 3, 4, and 5.
- 6. Strike ball 6 a very little to the right, and your own ball on the left side, and you will make a losing hazard in the centre pocket. Play the stroke softly.
- 7. Strike ball 7 a half ball, for a losing hazard in corner pocket. Strike your own ball with a side-stroke to the right. Play the stroke softly, and your own ball will go into the pocket by the kiss. This stroke is not so difficult as players might imagine.

DIAGRAM No. 14.



LOSING HAZARDS.

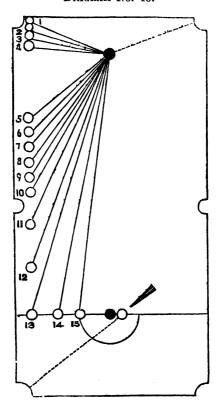
Instructions for Diagram No. 14.

STROKE 1.—Strike ball 1 a quarter ball with ball A, for a losing hazard in left top pocket. Play softly.

- 2. Strike ball 2 a half ball with ball A, for a losing hazard in same pocket. Softly.
- 3. Strike ball 3 a half ball with ball B, for a losing hazard in same pocket. Softly.
- 4. Strike ball 4 a half ball with ball C, for a losing hazard in same pocket. You must play this stroke sufficiently strong to bring the ball into baulk and out again.
- 5. Same as stroke 4; but play the stroke very bold and strong.
- 6. Strike ball 6 a three-quarter ball with ball A, for the right hand top pocket. Play a strong stroke.
- 7. Strike ball 7 a half ball with ball A, for the same pocket, with moderate strength only.
- 8. Strike ball 8 a half ball with ball C, for the same pocket. Play this stroke softly.

Note.—For all the strokes in this diagram strike your own ball quite fair. You will likewise perceive by this diagram alone, when you are in hand, all depends on the spotting of your own ball.

DIAGRAM No. 15.



LOSING HAZARDS.

Instructions for Diagram No. 15.

STROKE 1.—Strike the object-ball, which is on the spot, a half ball, to hold your own ball in the right hand corner pocket; and strike your own ball slightly on the left side, and softly.

- 2. Strike the object-ball a half ball, but without any side to your ball.
- 3. Strike the object-ball a quarter ball, and your own ball fair.

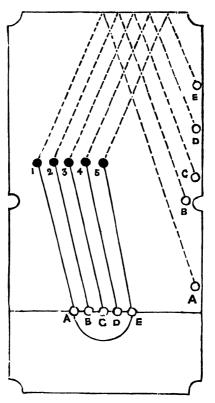
Note. If you play these three strokes well, you will have the object-ball over the side pocket for the next stroke.

4. You can play this stroke two different ways, either with an eighth ball or with a three-quarter following stroke; but play softly.

Note. The reason I have been so particular with these strokes is, they occur so often in the course of the game, and if you succeed in scoring, it generally leaves a good opening.

- Strike the object-ball a three-quarter ball softly for the same pocket.
 - 6. Strike the object-ball a two-third ball softly.
 - 7. Strike the object-ball an eighth ball softly.
 - 8. Strike the object-ball a quarter ball softly.
 - 9. Strike the object-ball a half ball softly.
- 10. Strike the object-ball a half ball, but with sufficient strength to bring the object-ball into baulk and out again.

DIAGRAM No. 16.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

- 11. Strike the object-ball a half ball—a strong stroke.
- 12. Strike the object-ball a three-quarter ball—stronger still.
- 13. Strike the object-ball a half ball, with a moderate twist.
- 14. Strike the object-ball a two-third ball, with still more twist.
- 15. Strike the object-ball a three-quarter ball with the same twist. This is what is usually termed twisting in off the spot.

Note.—The making of the strong strokes in this diagram much depends on being a few inches from the cushion.

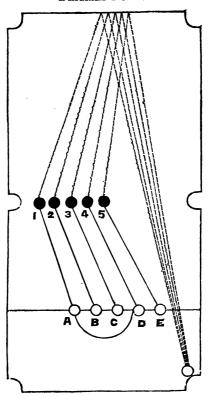
16. A losing hazard in left hand baulk pocket. This stroke is made by a clean push; it requires great care not to make a foul stroke in spotting your ball. I have often, when in practice, made the game of fifty off this ball. I once on trial made 300 points and gave up. When I had finished, the object-ball was within half an inch of its original position.

Instructions for Diagram No. 16.

Canon 1.—Play with ball A (the ball on the baulk-line) on ball 1; strike the object-ball a half ball on the right side, to canon on the second ball A.

- 2. Play with ball B on ball 2, to canon on ball B.
- 3. Play with ball C on ball 3, to canon on ball C.
- 4. Play with ball D on ball 4, to canon on ball D.

DIAGRAM No. 17.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

 Play with ball E on ball 5, to canon on ball E. Note.—These strokes are all played with a half ball, and strike your ball fair.

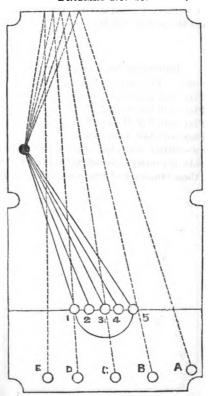
Instructions for Diagram No. 17.

Canon 1.—Play with ball A on ball 1.

- 2. Play with ball B on ball 2.
- 3. Play with ball C on ball 3.
- 4. Play with ball D on ball 4.
- 5. Play with ball E on ball 5.

Note.—Strike the object-ball a half ball on the right side, to canon on the ball at the pocket in baulk, for all these strokes, and your own ball quite fair.

DIAGRAM No. 18.



ANONS BY PLAIN ANGLES, WITHOUT THE USE OF SIDE-STROKE,

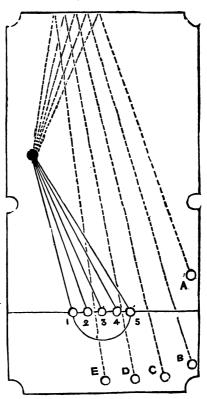
Instructions for Diagram No. 18.

Canon 1.—Play with ball 1, strike the objectball a half ball on the right side, to canon on ball A.

- 2. Play with ball 2 the same, to canon on ball B.
- 3. Play with ball 3 the same, to canon on ball C.
- 4. Play with ball 4 the same, to canon on ball D.
- 5. Play with ball 5 the same, to canon on ball E.

Note. —For all these canons strike the object-ball a half ball.

DIAGRAM No. 19.



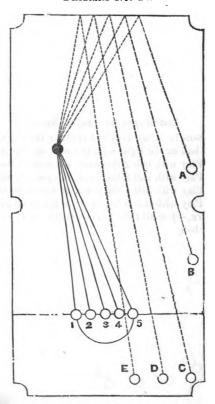
Canons by Plain Angles, without the use of the Side-stroke.

Instructions for Diagram No. 19.

CANON 1.—Play with ball 1, strike the object-ball a half ball on the right side, to canon on ball A.

- 2. Play with ball 2 the same, to canon on ball B.
- 3. Play with ball 3 the same, to canon on ball C.
- 4. Play with ball 4 the same, to canon on ball D.
- Play with ball 5 the same, to canon on ball E. NOTE.—For all these canons strike the object-ball a half ball.

DIAGRAM No. 20.



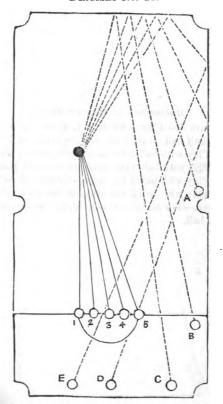
CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

Instructions for Diagram No. 20.

CANON 1.—Play with ball 1, strike the object-ball a half ball on the right side, to canon on ball A.

- 2. Play with ball 2 the same, to canon on ball B.
- 3. Play with ball 3 the same, to canon on ball C.
- 4. Play with ball 4 the same, to canon on ball D.5. Play with ball 5 the same, to canon on ball E.
- Note.—For all these canons strike the object-ball a half ball.

DIAGRAM No. 21.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

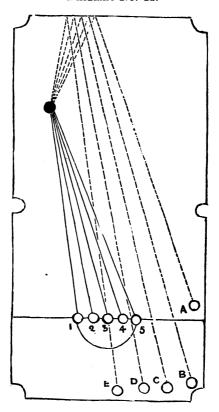
Instructions for Diagram No. 21.

CANON 1.—Play with ball 1, strike the object-ball a half ball to the right, to canon on ball A.

- 2. Play with ball 2 the same, to canon on ball B.
- 3. Play with ball 3 the same, to canon on ball C.
- 4. Play with ball 4 the same, to canon on ball D.
- 5. Play with ball 5 the same, to canon on ball E.

Note.—For all these canons strike the object-ball a half ball. Canons 1 and 2 are made off two cushions.

DIAGRAM No. 22.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE

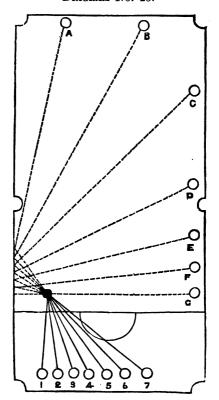
Instructions for Diagram No. 22.

CANON No. 1.—Play with ball 1, strike the objectball a half ball on the right side, to canon on ball A.

- 2. Play with ball 2 the same, to canon on ball B.
- 3. Play with ball 3 the same, to canon on ball C.
- 4. Play with ball 4 the same, to canon on ball D.
- 5. Play with ball 5 the same, to canon on ball E.

Note.—You will see five diagrams of canons (this is one of them), very like each other at first sight, but you will find, according to the position of the object-ball, which only varies six inches in its position in each diagram, that it makes a great difference in the angle which the ball takes after striking the object-ball.

DIAGRAM No. 23.



ANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

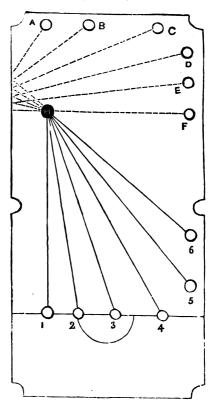
Instructions for Diagram No. 23.

CANON 1.—Play with ball 1, strike the object-ball a half ball on the left side, to canon off the side cushion on ball A.

- 2. Play with ball 2 to canon on ball B.
- 3. Play with ball 3 to canon on ball C.
- 4. Play with ball 4 to canon on ball D.
- 5. Play with ball 5 to canon on ball E.
- 6. Play with ball 6 to canon on ball F.
- 7. Play with ball 7 to canon on ball G.

Note.—For all these canons strike the object-ball a half ball, and with moderate strength only.

DIAGRAM No. 24.



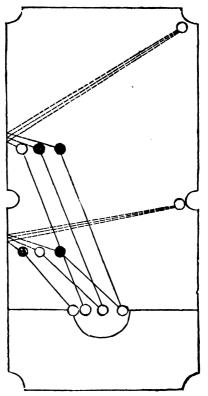
CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

Instructions for Diagram No. 24.

Canon 1.—Play with ball 1, strike the objectball a half ball on the left side, to canon off the side cushion on ball A.

- 2. Play with ball 2, strike the object-ball a half ball, to canon on ball B.
- 3. Play with ball 3, strike the object-ball a half ball, to canon on ball C.
- 4. Play with ball 4, strike the object-ball a half ball, to canon on ball D.
- 5. Play with ball 5, strike the object-ball a half ball, to canon on ball E.
- 6. Play with ball 6, strike the object-ball a half ball, to canon on ball F.

DIAGRAM No. 25.

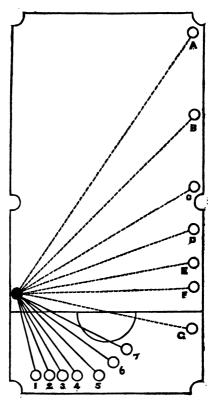


CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

Instructions for Diagram No. 25.

This diagram represents six canons. You can easily see by the diagram where to spot your ball (when in hand) to canon; strike the object-ball a half ball, and with moderate strength. The object-ball is struck on the left side, to canon off the cushion.

DIAGRAM No. 26.



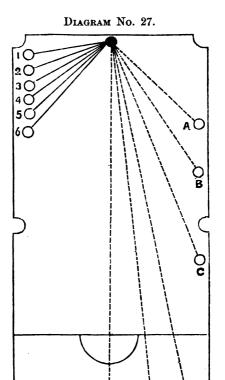
CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

Instructions for Diagram No. 26.

CANON 1.—Play with ball 1, strike the object-ball, which is touching the side cushion, a half ball, between the ball and the cushion, to canon on ball A. Strike your own ball quite fair.

- 2. Play with ball 2 to canon on ball B.
- 3. Play with ball 3 to canon on ball C.
- 4. Play with ball 4 to canon on ball D.
- 5. Play with ball 5 to canon on ball E.
- 6. Play with ball 6 to canon on ball F.

Note.—Strike the object-ball a soft ball for all these canons; your own ball slightly above the centre, but fair, and with moderate strength.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

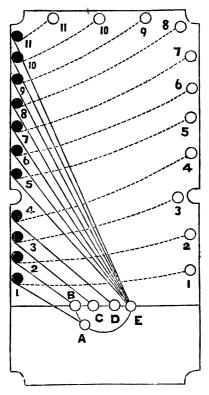
Instructions for Diagram No. 27.

Canon 1.—Play with ball 1, strike the object-ball (which is touching the top cushion) a half ball—that is, between the ball and the cushion—to canon on ball A.

- 2. Play with ball 2 to canon on ball B.
- 3. Play with ball 3 to canon on ball C.
- 4. Play with ball 4 to canon on ball D.
- 5. Play with ball 5 to canon on ball E.
- 6. Play with ball 6 to canon on ball F.

Note.—These canons are all made with a half ball, and with moderate strength. Be sure to strike your own ball fair, and slightly above the centre.

DIAGRAM No. 28.



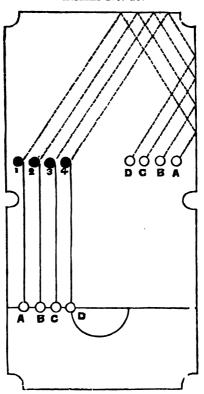
CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

Instructions for Diagram No. 28.

CANON 1.—Play with ball A, strike the ball 1 at the left cushion a half ball, between the ball and the cushion, to canon on ball 1 at the right cushion.

- 2. Play with ball B on ball 2 at the left cushion, to canon on ball 2 at the right cushion.
- 3. Play with ball C on ball 3 at the left cushion, to canon on ball 3 at the right cushion.
- 4. Play with ball D on ball 4 at the left cushion, to canon on ball 4 at the right cushion.
- 5. Play with ball E on ball 5 at the left cushion, to canon on ball 5 at the right cushion.
- 6. Play with ball E on ball 6 at the left cushion, to canou on ball 6 at the right cushion.
- 7. Play with ball E on ball 7 at the left cushion, to canon on ball 7 at the right cushion.
- 8. Play with ball E on ball 8 at the left cushion, to canon on ball 8 at the right cushion.
- 9. Play with ball E on ball 9 at the left cushion, to canon on ball 9 at the right cushion.
- 10. Play with ball E on ball 10 at the left cushion, to canon on ball 10 at the right cushion.

DIAGRAM No. 29.



Canons by Plain Angles, without the use of the Side-stroke.

11. Play with ball E on ball 11 at the left cushion, to canon on ball 11 at the right cushion.

Note.—Strike your own ball quite fair for all these canons, a little above the centre, and the object-ball a half ball, or between the ball and the cushion.

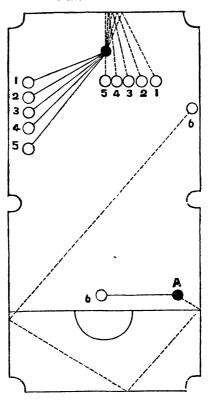
Instructions for Diagram No. 29.

CANON 1.—Play with ball A (the ball on the baulk-line) on ball 1; strike the object-ball a half ball on the right side, to canon on ball A near the right cushion. This canon is made off two cushions.

- 2. Play with ball B on ball 2, to canon on ball B, the same as the first stroke, off two cushions.
- 3. Play with ball C on ball 3, to canon on ball C, the same as the other strokes; off two cushions.
- 4. Play with ball D on ball 4, to canon on ball D.

Note.—These strokes are all played the same, with half balls, only they are in different positions.

DIAGRAM No. 30.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

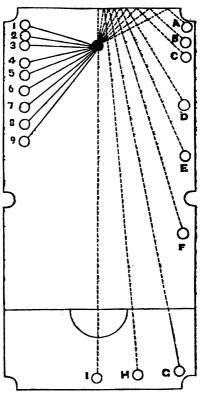
Instructions for Diagram No. 30.

CANON 1.—Play with ball 1, at the left side of diagram, on the ball which is spotted. Strike the object-ball a half ball on the left side, to canon off the top cushion on the ball 1.

- 2. Play with ball 2. To canon on ball 2 off the top cushion, the same as canon 1.
- 3. Play with ball 3. To canon on ball 3, the same as canons 1 and 2.
- 4. Play with ball 4. To canon on ball 4, the same as canons 1, 2, and 3.
- 5. Play with ball 5. To canon on ball 5, the same as canons 1, 2, 3, and 4.
- 6. Play with ball 6, near the baulk-line, on ball A. Strike the object-ball a half ball on the right side, to canon off two cushions on ball 6 at the right side cushion.

Note.—This diagram shows how useful it is to know the plain angles without the use of the side-stroke.

DIAGRAM No. 31.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

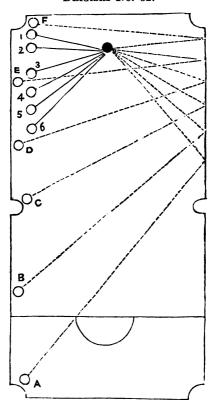
Instructions for Diagram No. 31.

CANON 1.—Play with ball 1. Strike the objectball, which is on the spot, a half-ball on the left side, to canon off the top cushion on ball A.

- 2. Play with ball 2. Strike the object-ball the same, to canon on ball B.
- 3. Play with ball 3. Strike the object-ball the same, to canon on ball C.
- 4. Play with ball 4. Strike the object-ball the same, to canon on ball D.
- 5. Play with ball 5. Strike the object-ball the same, to canon on ball E.
- 6. Play with ball 6. Strike the object-ball the same, to canon on ball F.
- 7. Play with ball 7. Strike the object-ball the same, to canon on ball G.
- 8. Play with ball 8. Strike the object-ball the same, to canon on ball H.
- 9. Play with ball 9. Strike the object-ball the same, to canon on ball I.

Note.—All these canons are played by striking the object-ball a half ball, and your own ball quite fair.

DIAGRAM No. 32.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

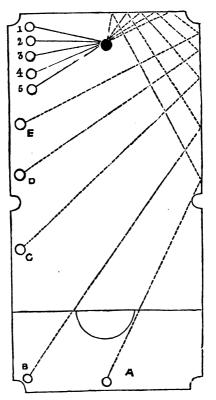
Instructions for Diagram No. 32.

Canon 1.—Play with ball 1; strike the object-ball, which is on the spot, a half ball on the right side, to canon off the side cushion on ball A.

- 2. Play with ball 2. Strike the object-ball the same, to canon on ball B.
- 3. Play with ball 3. Strike the object-ball the same, to canon on ball C.
- 4. Play with ball 4. Strike the object-ball the same, to canon on ball D.
- 5. Play with ball 5. Strike the object-ball the same, to canon on ball E.
- 6. Play with ball 6. Strike the object-ball the same, to canon on ball F.

NOTE.—All these canons are played by striking the object-ball a half ball, and your own ball quite fair.

DIAGRAM No. 33.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

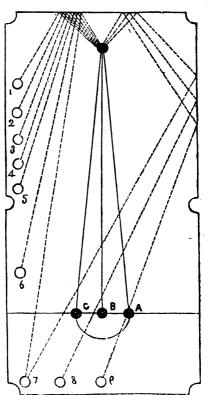
Instructions for Diagram No. 83.

Canon 1.—Play with ball 1 at the left top cushion; strike the ball, which is on the spot, a half ball on the left side, to canon off two cushions on ball E at the left side cushion.

- 2. Play with ball 2, to canon off two cushions on ball D.
- 3. Play with ball 3, to canon off two cushions on ball C.
- 4. Play with ball 4, to canon off two cushions on ball B.
- 5. Play with ball 5, to canon off two cushions on ball A.

Note.—Play all these canons with a half ball, and be sure to strike your own ball quite fair.

DIAGRAM No. 34.



CANONS BY PLAIN ANGLES, WITH AND WITHOUT THE USE OF THE SIDE-STROKE.

Instructions for Diagram No. 84.

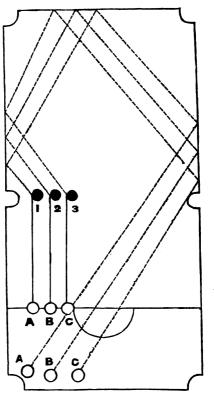
CANON 1.—Play with ball A. Strike the objectball, which is spotted, on the left side a half ball, to canon on ball 1 at the left side cushion.

- 2. Play with ball B. Strike the object-ball a half ball, to canon on ball 2.
- 3. Play with ball C. Strike the object-ball a half ball, to canon on ball 3.

Note.—These three canons so often occur in the course of play, that I would strongly recommend the student to practise them, and more particularly to recollect the positions of the balls. Ball 1 is two feet from the top cushion; ball 2 is exactly midway between the top and the middle pockets, which is a guide to the player; ball 3 is two feet from the middle pocket. By spotting your ball where I have marked in the diagram, and striking your own ball fair and the object-ball a half ball, you cannot fail to canon.

- 4. Play with ball C. Strike the object-ball a one-third ball, to canon on ball 4.
- 5. Play with ball C. Strike the object-ball a quarter ball, to canon on ball 5.
- 6. Play with ball C. Strike the object-ball a half ball, and your own ball a little to the right of the centre of the ball, with the side-stroke. Do not play too strong, and you will canon on ball 6.
- 7. Play with ball C. Strike the object-ball a half ball, and your own ball with more side, and you will canon on ball 7. There are two ways of playing this canon, as you will perceive in this diagram: you can

DIAGRAM No. 35.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

strike the object-ball on the opposite side—that, is to the right—and you will canon off the two cushions, without any side-stroke; at the same time the balls are more likely to kiss, and prevent you making the canon.

8 and 9 are played the same way, off the two cushions. You can generally play these two strokes without the balls kissing, by striking the object-ball a half ball.

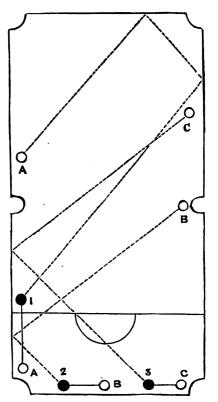
Instructions for Diagram No. 35.

CANON 1.—Play with ball A, which is on the baulk line; strike the object-ball 1 rather less than a half ball on the left side, to canon off three cushions on to ball A at the pocket in baulk.

- 2. Play with ball B on the baulk-line; strike ball 2 rather less than a half ball, to come off three cushions on to B, close to the baulk cushion.
- 3. Play with ball C on the baulk-line; strike ball 4 rather less than a half ball, to canon off three cushions on to ball C, close to the baulk cushion.

Note.—The reason I wish the player to strike the object-ball rather less than a half ball is, that his own ball has a long way to travel over the table before it can canon. Your own ball must be struck fair.

DIAGRAM No. 36.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

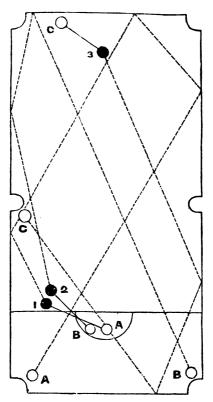
Instructions for Diagram No. 36.

Canon 1.—Play with ball A, in the baulk, on ball 1; strike the object-ball a half ball on the right side, to canon off two cushions on ball A above the left centre pocket.

- 2. Play with ball B, in the baulk, on ball 2; strike the object-ball a half ball on the right side, to canon off one cushion on ball B at the right centre pocket.
- 3. Play with ball C, in the baulk, on ball 3; strike the object-ball a half ball on the right side, to canon off one cushion on ball C at the right side cushion.

Note.—The dotted lines show the track of the player's ball after striking the object-ball.

DIAGRAM No. 37.



CANONS BY PLAIN ANGLES, WITHOUT THE USE OF THE SIDE-STROKE.

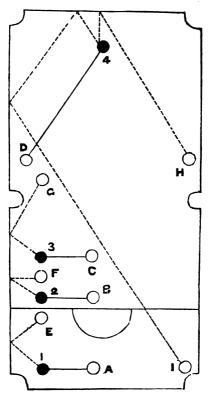
Instructions for Diagram No. 37.

CANON 1.—Play with ball A, in the baulk circle, on ball 1. Strike the object-ball a half ball on the right side, to canon off three cushions on ball A at the pocket in baulk.

- 2. Play with ball B, in the baulk circle, on ball 2. Strike the object-ball a half ball on the right side, to canon off two cushions on ball B at the opposite pocket in baulk.
- 3. Play with ball C, at the top of the table, on ball 3. Strike the object-ball a half ball on the right side, to canon off two cushions on ball C at the middle pocket.

Note.—This diagram is principally intended to illustrate some of the numerous angles of the table; and by recollecting the track of the balls it will enable the player to canon very often when the third ball is not in the same position it is placed in the diagram.

DIAGRAM No. 38.



CANONS ILLUSTRATING THE PRINCIPLE AND EFFECT OF THE SIDE STROKE.

Instructions for Diagram No. 38.

CANON 1.—Play with ball A on ball 1, to canon on ball E by the plain angle off the cushion.

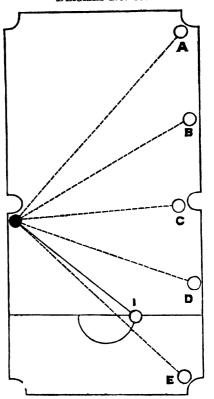
- 2. Play with ball B on ball 2, to canon on ball F. Strike your own ball with a decided side-stroke on the left side of the ball, and you will canon off the cushion.
- 3. Play with ball C on ball 3, to canon on ball G. Strike your own ball with a decided side-stroke, on the right side of the ball, and you will canon off the cushion.

Note.—These three strokes are intended to illustrate, in the most simple manner possible, the effect produced and the proper method of using the side-stroke. For that purpose I have, in the first instance, given a canon by the plain angle; next, by your ball being struck on the left side, with the effect; and thirdly, on the right side, which you will perceive has the contrary effect.

- 4. Play with ball D on ball 4. Strike your ball with the side-stroke on the right side of the ball, and you will canon off the top cushion on ball H. In this stroke you strike the object-ball on the left side.
- 5. Play with ball D on ball 4. Strike the objectball on the left side, and your own ball with the sidestroke to the left, and you will canon off two cushions on ball A.

Note.—For all these canons strike the object-ball a half ball.

DIAGRAM No. 39.



CANONS ILLUSTRATING THE PRINCIPLE AND EFFECT OF THE SIDE-STROKE.

Instructions for Diagram No. 39.

CANON 1.—If you play with ball 1, and strike the ball at the left cushion near the side pocket a half ball between the ball and the cushion, it will canon across the table on ball C. This is made without the use of the side-stroke. I have inserted it in this diagram for the purpose of illustrating the effect of the side-stroke, and the method of using it.

- 2. To canon with ball 1 on ball D, you strike the ball at the left side cushion a half ball between the ball and the cushion, and your own ball slightly to the left of the centre of it, with moderate strength.
- 3. To canon with the same balls on ball E, you must strike the object-ball still a half ball, but your own ball must be struck with a very decided side-stroke to the left. Do not strike it towards the lower part of the ball, or else it will not reach the ball E.
- 4. To canon with the same balls on ball B, you must strike your own ball slightly to the right of the centre, and the object-ball a half ball.
- 5. To canon with the same balls on ball A, you must strike your own ball as canon No. 3, a very decided side-stroke, with this exception—you must strike your own ball to the right of the centre of the ball.

Note.—As I have remarked previously in my work, I have merely demonstrated the science of the side-stroke. I do not feel satisfied of any writer being able to convey in diagrams the amount of side to put on a ball for canons when the side-stroke is required; but trust I have made up for it by the number of diagrams of canons I have given by plain angles, which I consider more useful to the player.



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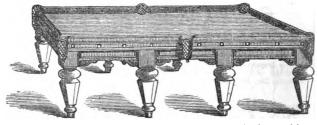
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