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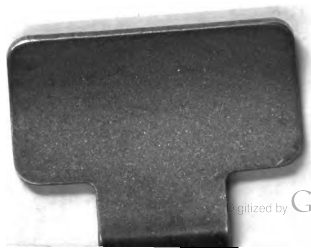
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PRICE TWOPENCE

CROQUET



WITH EVERY RULE OF THE GAME.

LONDON: J. NEAL, 61, ST. JOHN'S SQ.



7921 sold. 16

CROQUET
AND
BILLIARDS.

[1862 - 1863]



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# Croquet.



THE game of Croquet was introduced into this country from France a few years since, and is now become a popular out-door amusement. One great advantage of this game is, that it can be played at by man, woman, boy, or girl, and is one of the few pastimes in which both sexes are able to join.

The requisites for playing this capital game are as follows :—

## THE MALLETS.

Eight mallets are required about three feet long in the handle, and the head about four inches by two ; it generally resembles a dice box in shape, being narrower in the centre than at the ends. The bottom of the handle is usually painted a colour corresponding to one of the balls, this is not absolutely necessary, but is of advantage in according to each player the same coloured mallet as his ball.

### THE BALLS.

Eight balls are necessary, about eight or ten inches in circumference, and are painted of different colours, *viz.*, pink, blue, yellow, red, orange, green, black, brown. Sometimes they are only painted in two colours, with one, two, three, and four rings of these colours. The colours will mark the different sides and the number of rings the order in which to play.

### THE HOOPS.

The hoops are ten in number, and are made of iron. They should be about 12 inches wide, and when fixed in the ground, should stand about 13 inches high. If painted or japanned white, they are much more easily distinguished in the dusk of the evening. They are usually arranged according to the position indicated in the accompanying diagram.

### THE POSTS.

These are two in number, one is called the starting, and the other the turning post, they should be about two feet in height, and about an inch thick, rounded at the top, and tapered to a point at the bottom. They are generally painted on the upper part with colours corresponding to the balls.

# HEAD, OR TURNING POST.



---

7th Hoop.

---

5th Hoop.

---

6th Hoop.

---

8th Hoop.

---

4th Hoop.

---

9th Hoop.

---

3rd Hoop.

---

2nd Hoop.

---

10th Hoop.

---

1st Hoop.



# FOOT, OR STARTING POST.

## CLIPS OR MARKERS.

These are useful to obviate doubts, as to the particular hoop through which a player has to drive his ball. They are little pieces of tin painted according to the colours of the balls, and should be placed, after a player has finished his stroke, above the hoop through which he has to pass next.



## HOW TO PLAY THE GAME.

Choose sides in the usual manner, the captain of one side takes the pink ball, and the captain of the other side, the blue ball, the remaining balls are distributed to the other players. The number of players should be eight, a smaller number can play, but the same number of balls must be used as there are players. The object of the players is to drive the balls through all the hoops, and to strike the two posts. Whichever side first succeeds in performing this feat, wins the game.

## LAWS OF THE GAME.

1. The ball must be placed about 12 inches in front of the starting post; and the player should stand on one side of the ball.

2. In striking, the player must fairly hit his ball, not push it, striking the ball with the face and not with the side of the mallet.

3. The opening stroke of each player must be through the first hoop, and if any player misses the first hoop, he must take his ball up, and when his turn comes round again, play from the starting place.

4. A player is allowed, at one stroke, to drive his ball through more than one hoop.

5. If a ball goes through its hoop, either by striking another ball, or by hitting the sides of the hoop, it is considered to have passed the hoop, but if the ball strikes the person or mallet of the player, and goes through the hoop, the stroke does not count.

6. If a ball pass through a hoop which is not in rotation, the stroke does not count, and the ball has to pass through the hoop again, when it is in a position for doing so.

7. If a player strikes his ball so as to hit another ball, he is said to croquet the ball so struck, and proceeds to take the croquet in the following manner:—He first lays his ball against the other, so that the two touch; then places his foot firmly on his own ball, striking with the mallet so as to drive the other ball

away. (Of course, no ball can croquet or be croquetted, until it has passed through the first hoop.)

8. A player must send his ball through the hoop next in order before he can croquet the same ball twice, but he may croquet any number of balls consecutively.

9. Whenever a player drives his ball through the hoop next in order, or succeeds in croquetting another ball, he may continue his stroke.

10. A player is quite at liberty to diverge from his course at any time, and croquet another player.

11. If a ball when croquetted hit another, the second ball has not croquetted the third.

12. If a player moves the croquetting ball, or croquet a ball illegally, he loses his turn.

13. A ball is considered dead when it has passed through all the hoops and struck the two posts, and the player is out of the game.

14. If the player has passed through all the hoops and has not struck the starting post with his ball, he is called "a rover," and has the power of croquetting all the balls consecutively, during any one of his turns, but is not allowed to croquet the same ball twice in one turn, and can only play a second time when he croquets another ball.

15. When the players on one side have gone through all the hoops in rotation, and struck the two posts, the game is finished.

# Billiards.



In order to play this game well, attention must be given to the method of holding the mace or cue, to the position in which the player should stand, and the manner of delivering the ball from either ; but these are much more easily acquired by observation, or by the direction of a good player, than by any written rules.

Almost all the problems at billiards receive their solution from the two following mathematical principles :

1st. The angle of incidence of a ball against one of the cushions is equal to the angle of reflection.

2dly. When a ball strikes another, if we draw a right line between their centres, which will of course pass by the point of contact, this line will be the direction the ball will follow after it is struck.

## THE DIFFERENT GAMES OF BILLIARDS.

1. *The white winning game*, played with two white balls, is twelve in number, when two persons play, and fifteen when four play ; scored (independently of forfeitures) from winning hazards only.

2. *The white losing game*, also twelve in number, played with two white balls, is the reverse of the winning ; the points being scored from losing and double, or winning and losing hazards.



3. *The white winning and losing game* is a combination of the two preceding; all balls put in by striking the adversary's ball first, reckon towards the game.

The three preceding games should be made introductory to the knowledge of those with three or more balls, which are more complicated and difficult.

4. *Choice of balls*,—in which the player chooses his ball each time; an incalculable advantage, generally played against the losing and winning game.

5. *The bricole game*, signifies being required to strike a cushion from whence the ball is to rebound so as to hit that of the adversary, reckoned equal to giving eight or nine points. When both parties play bricole, the game is ten, scored from bricole hazards, and forfeitures.

6. *The bar-hole game*, so styled because the hole which the ball should be played for is barred, and the player strikes for another hole. When this is played against the common game, the advantage to the last mentioned is calculated at six points.

7. *One-hole*, in which all balls that go into one hole are counted, and the player who best lays his ball at the brink of that particular hole, has the advantage. The lead should be given from that end of the table where the last hazard has been made.

8. *Hazards*, so styled as depending entirely upon making hazards, no account being kept of game. Many persons may play at a table with balls that are numbered, though to avoid confusion seldom more than six play at once. The person whose ball is put in pays a fixed sum for each hazard to the player, and he who misses pays

half the same to him whose ball he played at. The only general rule is not to lay any ball a hazard for the next player, which may best be done by always playing upon him whose turn is next, and either bringing his ball close to the cushion, or putting it at a distance from the rest.

9. *The doublet game* is ten in number, played with two balls, most commonly against the white winning game, and no hazard is scored unless made by a reverberation from the cushion, calculated as equivalent to giving five points.

10. *The commanding game*, where the adversary fixes upon the ball which the striker is to play at, reckoned equal to having fourteen points out of twenty-four: usually given by a skilful player against the common game of an indifferent one.

11. *The limited game* is very seldom played. In it the table is divided by a line, beyond which, if the striker pass his ball, he pays forfeit.

12. *The red, or winning and losing carambole game*, consists of twenty-one or twenty-four points, reckoned from caramboles, and from winning and losing hazards, equally; both white and red. Each of the white hazards and the carambole counts two; the red hazard, three points.

13. *The winning carambole* (or red) game is sixteen or eighteen in number, obtained (independently of the forfeitures, which every game has peculiar to itself) by winning hazards and carom only.

14. *The losing carambole* is nearly the reverse of the winning, and consists of sixteen or eighteen points, made by caramboles, losing, and double hazards; counted as in the winning and losing game.

The carambole games are played with three

balls; one red, which is neutral, and termed the *carambole*: the other two white: one of them allotted to each player. The *carambole* is placed upon a spot on a line even with the stringing-nail at the bottom of the table; and after leading from the upper end, the striker is either to make the winning or losing hazard, according to the particular game, or to hit with his own ball the other two successively; for which stroke, called a *carambole* or *carom*, he obtains two points.

15. *The Russian carambole* varies from the common *carambole* in the following particulars:

The red ball is to be placed upon the usual spot; but the player at the commencement of the game, or after his ball has been holed, is at liberty to place it where he pleases. The leader, instead of striking at the red ball, should lay his own gently behind the same, and the opponent may play at either of them; if the said opponent play at and hole the red ball, he scores three; then the red ball is to be replaced upon the spot, and the player may take his choice again, always following his stroke till both balls are off the table; he gains two points for every *carambole*; but if in doing that he hole his own ball, then he loses as many as otherwise he would have obtained; and if he strike at the red ball, and should *carambole* and hole that balls and his own, he loses five points; and when he holes all three balls he loses seven, with respective numbers he would have won had he not holed his own ball.

16. *The caroline or carline game* is played either on a round or square table with five balls, two white, one red, another blue, and the caroline ball yellow. The red ball is to be placed on its usual spot, the caroline ball exactly in the middle of the

table, and the blue ball between the two at the lower end of the table. The striking spot is at the upper end, in a parallel line with the three balls. The game is 42, scored from caramboles and hazards; the red hazard counts three, the blue two, and the yellow, when holed in the caroline or middle pocket, is reckoned at six points.

17. *The four game* consists of two partners on each side at any of the common games, who play in succession after every winning hazard lost.

18. *The cushion game* consists in the striker playing his ball from the top of the baulk cushion instead of following his stroke upon the table, and is generally played in the winning, or winning and losing game, reckoned equal to giving 6 points.

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

1. String for the lead and choice of balls.
2. In stringing, the striker should stand with both feet within the limits of the corner of the table, and not place his ball beyond the stringing nails or spots: his adversary alone is bound to see that he stands and plays fair, otherwise he is not subject to any forfeiture.
3. If the leader follow his ball with either mace or cue, beyond the middle hole, his adversary may make him lead again.
4. Immediately after a hazard has been won, the balls are to be broken, and the striker is to lead as at first.
5. When a hazard has been lost in either of the corner holes, the leader, if his adversary require it, is to lead from the end of the table where the hazard was lost, but if the hazard were lost in

either of the middle holes, the leader may play from either end of the table.

6. If the striker miss his adversary's ball, he loses one point; and if by the same stroke he should hole his own ball, he loses three points.

7. Whether the stroke is foul or fair, if the striker hole his own or both balls, or force either or both of them over the table or in a cushion, he loses two points.

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

9. If the striker force his own ball over the table, and his adversary should stop and cause it to come on the table again, the striker loses nothing, but retains the lead, because his adversary ought not to stand in the way, or near the table.

10. If the striker miss his adversary's ball, and force his own over the table, and it should be stopped by the adversary, he loses one point, but has the lead if he choose.

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

N.B. There is no occasion for challenging the ball if it stop.

12. If the striker's ball should stand on the brink of a hole, and in attempting to play off he should make the ball go in, he loses three points.

13. If a ball should stand on the brink of a hole, and 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, in that case the balls must be replaced and the striker play again.

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

15. If the striker play with a wrong ball, he loses the lead.

16. If the ball should be changed in a hazard or game, and not known by which party, the hazard must be played out by each with their different balls, and then changed.

17. If the striker play with his adversary's ball, and should hole, or force the ball he played at over the table, it is deemed a foul stroke.

18. If the striker play with his adversary's ball, and miss, he loses one point, and if his adversary discover that he hath played with the wrong ball, he may part the balls and take the lead.

19. In all the before-mentioned cases with the wrong ball, if the error be not discovered, the adversary must play with the ball the striker played at throughout the hazard, or part the balls and take the lead.

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

21. Two missings do not constitute a hazard, unless previously agreed on to do so.

22. When four people play, each party may consult with, and direct his partner in any thing respecting the game, &c.; and the party who misses twice before a hazard is made, is out, and it is his partner's turn to play; and though his adversary should hole a ball, so as to make a

hazard at the stroke following the two missings, is to play, as he cannot be supposed to be out who has not made a stroke.

#### WHITE LOSING GAME.

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

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

2. If the striker miss the ball, he loses one: and if his ball go into a hole by the same stroke, he loses three points.

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

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

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

6. If the striker hole his own ball, he wins two; and if he hole both balls, he wins four points.

7. If the striker hole either of the balls, and forces the other over the table, &c., he loses the lead only.

The rest of the articles of regulations, &c., as in the winning games, are likewise to be observed.

#### THE WHITE WINNING AND LOSING GAME.

Is a combination of the two preceding: and all the balls put in by striking the adversary's ball first reckon towards the game.

#### THE WINNING AND LOSING CARAMBOLE GAME, PLAYED WITH THREE BALLS, TWO WHITE AND ONE RED.

Is twenty-one or twenty-four in number, reckoned both from winning and losing hazards and caramboles, is by far the fullest of variety, and of all other games is the best calculated to afford amusement; the chances are so numerous, that the odds of it are not usually calculated, but generally laid according to fancy, or the custom of the table.

The twenty-one game is most common, but that of twenty-four more fashionable.

Rules, &c. in the Winning and Losing Carambole Game; the general laws and regulations of which are applicable to all the other games.

1. The game commences by stringing for the lead and the choice of balls.

2. In stringing, the striker must place his ball within the striking ring; and, if his adversary desire it, must stand within the limits of the corner of the table.

3. He who, after playing at the bottom cushion,



brings his ball nearest to the cushion at the upper or baulk end of the table, wins the lead, and chooses his ball.

4. After the first person has strung for the lead, if the adversary who follows should make his ball touch the other, he loses the lead.

5. By holding his own ball either in stringing or leading, the player loses the lead.

6. Should the leader follow his ball with either mace or cue beyond the middle hole, it is no lead; and his adversary may make him lead again.

7. The leader must place his ball within the ring, between the striking-nails or spots at the upper end of the table; and the same must be observed after every losing hazard has been got.

8. The red ball is to be placed on the lower of the two spots, at the bottom of the table.

9. When either of the white balls has been holed, &c. it must be replaced in, and played from the striking ring, as at the commencement of the game.

10. When the red ball has been holed or forced over the table, it must be replaced on the same spot as at the beginning of the game, and the present striker is bound to see it thus replaced, otherwise he cannot win any points while it is off the spot, and the stroke he may make is deemed foul.

11. If the striker do not hit his adversary's ball, he loses one point; and if by the same stroke, he pocket his own ball, he loses three points and the lead.

12. If the striker force either of the balls over the table, he loses the lead.

13. If the striker force his own, or either of the

other balls over the table, after having made a carambole or hazard, he gains nothing, and also loses the lead.

14. If the striker hit both the red and his adversary's ball with his own ball, this is called a *carambole* or *carom*.

15. If the striker with his own hole his adversary's ball, he wins two points.

16. If the striker hole the red ball, he wins three points.

17. If the striker hole his own off his adversary's ball, he wins two points.

18. If the striker hole his own off the red ball, he wins three points.

19. If the striker hole both his adversary's and the red ball, he wins five points.

20. If the striker, by playing at the red ball, hole his own and the red ball, he wins six points.

21. If the striker, by hitting the white ball first, hole both his own and the adversary's ball, he wins four points.

22. If the striker, by striking at the red ball first, hole both his own and the adversary's ball, he wins five points; three for holing his own ball off the red, and two for holing the white ball.

23. If the striker play at his adversary's ball first, and hole his own ball and the red, he wins five points:—two for holing his own ball off the white, and three for holing the red ball.

24. If the striker play at his adversary's ball, and hole it, at the same time that he pockets both his own ball and the red, he wins seven points:—two for holing his own ball off the white; two for his adversary's; and three for holing the red ball.

25. If the striker play at the red, and hole his own ball, and the red ball, and his adversary's,

by the same stroke, he wins eight points :—three for holing his own ball off the red ; three for holing the red ; and two for holing the white ball.

26. If the striker make a carambole, and by the same stroke pocket his adversary's ball, he wins four points :—two for the carambole, and two for the white hazard.

27. If the striker make a carambole, and pocket the red ball, he wins five points :—two for the carambole, and three for the red hazard.

28. If the striker should carambole and hole both the red and his adversary's ball, he gains seven points :—two for the carambole ; two for the white ; and three for the red ball.

29. If the striker make a carambole by striking the white ball first, and hole his own by the same stroke, he wins four points :—two for the carom, and two for the white losing hazard.

30. If the striker make a carambole by striking the red ball first, and by the same stroke pocket his own ball, he wins five points :—two for the carambole, and three for the red losing hazard.

31. If the striker play at the white ball first, and should make a carambole, and also hole his own and his adversary's ball, he wins six points ;—two for the carambole, and two for each white hazard.

32. If the striker play at the red ball first, and carambole, and should likewise hole his own and his adversary's ball, he gains seven points :—two for the carom ; three for the red hazard ; and two for the white hazard.

33. If the striker should carambole by playing first at the white ball, and also hole his own and the red ball, he wins seven points :—two for the carom ; two for the white losing hazard ; and three for the red winning hazard.

34. If the striker should carambole by striking the red ball first, and at the same time hole his own, and the red ball, he wins eight points:—two for the carom; three for the red losing, and three for the red winning hazard.

35. If the striker should carambole by striking the white ball first, and hole his own and his adversary's, and the red ball, he wins nine points:—two for the carambole; two for each of the white hazards; and three for the red hazard.

36. If the striker should carambole by striking the red ball first, and by the same stroke hole his own and the red, and his adversary's ball, he gains ten points: two for the carambole; three for the red losing; three for the red winning, and two for the white winning hazard.

37. After the adversary's ball is off the table, and the two remaining balls are either upon the line, or within the stringing-nails or spots, at the upper end, 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 the opposite cushion, to make his ball rebound, so as to hit one of the balls in the baulk; which, if he do not, he loses one point.

38. It sometimes happens, after the red ball has been holed or forced over the table, that one of the white balls so occupies its place, that it cannot not be put upon its proper spot without touching the same. In such a case, the marker must hold the red ball in his hand, while the striker plays at his adversary's ball, and immediately replace the red on its proper spot, so that it may not prevent a carambole, &c.

39. If the striker play with the wrong ball, it is a foul stroke.

40. If the striker be going to play with the wrong ball, no person in the room ought to discover it to him except his partner, when they are playing a double match.

41. If the striker play with the wrong ball, and his adversary should not discover it, he may reckon all the points gained by the stroke, and the marker is obliged to score them.

42. If the striker, after having made a hazard or carom, move either of the balls which remain upon the table, the stroke is deemed foul.

43. If a ball be found to have been changed during the game, and it is not known by which player, the game must be played out with the balls as they then are.

44. No one has a right to take up or otherwise move a ball, without permission of the adversary.

45. If a striker touch his ball with the instrument twice, the stroke is foul.

46. If a striker be impeded in his stroke by his adversary or a spectator, he has a right to recommence the stroke.

47. If the striker should accidentally move his own ball, without intending at the time to make a stroke, he loses no point; but the adversary may replace the ball.

48. If the striker touch his ball, and make his mace or cue go over or past it, he loses one point.

49. If either of the players, in the act of striking, happen to move his own, the adversary's, or the red ball from the place it occupied on the table, the stroke is foul.

50. When the striker's, and either of the other balls are so close as to touch, and in playing the former off, the latter is moved from its place, the stroke is considered foul.

51. If the striker, in attempting a stroke, do not touch his ball, it is no strike, and he must strike again.

52. If, when the balls are very near each other, the striker should make his ball touch the other, it must be considered a stroke, though not intended.

53. If the striker play upon a ball which is still running, the stroke is foul.

54. Whoever stops a ball when running loses the lead, if his adversary do not like the ball he has to play at the next stroke.

55. Whoever retains his adversary's cue or mace, when in the act of striking, makes the stroke foul.

56. If the striker interrupt the course of his own ball, when running towards a hole, after having made a miss, and it is the opinion of the marker that it would have entered the pocket, had it not been interrupted, he loses three points.

57. And if the striker should interrupt, stop, or put his adversary's ball out of its course, when running towards or into a hole, he is subjected to the same forfeiture.

58. If the striker, after having made a hazard, or carambole, interrupt the course of his own ball, the stroke is foul; and he cannot score any of the points he may have thus made.

59. He who blows upon a ball when running makes the stroke foul: and if his own ball were running towards a hole, or near a hole, and he be seen by his adversary to blow upon it, he loses two points.

60. If the striker play with both feet off the ground, the stroke is deemed foul.

61. Whoever strikes the table when the ball is running, makes the stroke foul.

62. If the striker throws his mace or cue upon table the so as to baulk his adversary, he causes him to make a foul stroke.

63. If a ball be made to go extremely near the brink of a hole, and after sensibly standing still, falls into it, the striker wins nothing, and the ball must be put on the same brink were it stood before the adversary makes his next stroke; and if it should fall into the hole at the instant the striker hath played upon his ball, so as to prevent the success of his stroke, the striker's and the adversary's balls must be placed in the same relative position, and the striker play again.

64. He who will not play the game out, loses the same.

65. If a person agree to play with the cue, he is obliged to play with it during the whole of the game or match; but if no agreement have been made, he may at any time change it for the mace, and *vice versd*. But when the parties agree to play mace against cue, the mace-player has no right to use a cue, nor has the cue-player any right to use a mace, without permission.

66. When a person agrees to play with a cue, he must play every ball within his reach with the point thereof; and if he should agree to play with the butt of the cue, he has no right at any time to play with the point, without permission. Also, when the parties agree to play *point and point* of the cue, neither of them has any right to use the *butt*; but every person who plays with a cue, may use occasionally a long one, and in such case he may play with the point of a long cue or a mace.

67. If the striker should make his mace or cue touch both balls at the same time, it is deemed a foul stroke, and if discovered by the adversary, he

wins nothing for any points he might make by the stroke, and the adversary may break or part the balls.

68. Whenever a foul stroke is made, it is at the option of the adversary either to part the balls, and play from the striking ring, as to the beginning, or, if the balls happen to be in a favourable position for himself, to suffer the preceding striker to score the points: which the marker is obliged to do, in every case where the balls are not broken.

69. The adversary only is bound to see that the striker plays fair, which if he neglect, the striker wins all the points he may have made by that stroke, and the marker is obliged to score them.

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

71. Should a dispute arise between the players concerning the fairness of a stroke, the marker alone is authorized to decide, and from his decision there is no appeal: but if he happen to be incompetent, the majority of the disinterested company then present should decide the dispute.

72. Whoever proposes to part the balls, and his adversary agrees, the person who made the proposal loses the lead.

73. No person in the room has a right to bet more than the odds on a hazard or a game; but if he err through ignorance, he should appeal to the marker, or the table of the odds.—Each person who proposes a bet, should name the precise sum; and also should be extremely careful not to offer a bet when the striker has taken his aim, or is going to strike; and no bet ought to be proposed on any stroke, that may have any tendency to



influence the player.—If *A* propose a bet which is accepted by *B*, it must be confirmed by *A*, otherwise it is no bet.—If any bets be laid on the hazard, and the striker should lose the game by a miss, at the stroke in question, it cannot be a hazard, the game being out by a miss. In all cases the betters are to abide by the determination of the players, and the betters have a right to demand their money when their game is over.

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

75. The striker has a right to command his adversary not to stand facing or near him, so as to annoy or molest him in his stroke.

76. Each party is to take care of his own game, and his adversary has no right to answer any questions; as,—if the ball be close?—if he touch the ball? &c.

77. The marker should make those persons who do not play, stand from the table, and give room for the players to pass freely round.

78. Those who play ought to be particularly careful and attentive to their strokes, when any bets are depending thereon: but even should they play carelessly, the bets must in every case be decided by the event.

79. No person has any right to discover to the player in what manner he may play his ball. And if it be done, and discovered by the adversary, he may prevent the striker from scoring the points he has made by the stroke. Neither, after a stroke has been played, has any one a right to detect any error the striker may have committed.



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