

RULES
GOVERNING The
ROYAL GAME
OF
BILLIARDS

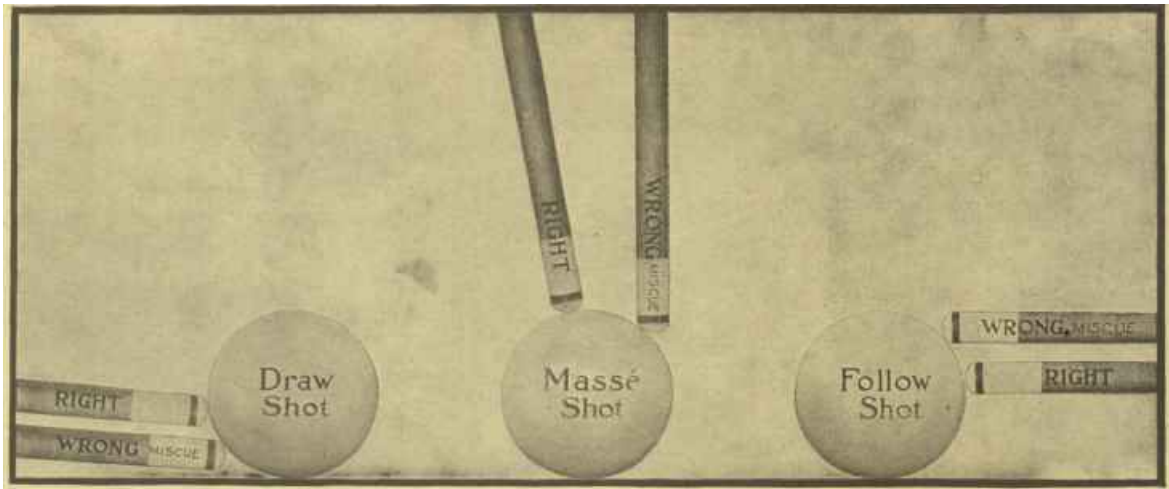
COMPLIMENTS OF
The BRUNSWICK BALKE
COLLENDER CO

RULES
for **PLAYING**
The Various Games
of Billiards and
Pocket Billiards

Also Illustrating
BRUNSWICK
BILLIARD TABLES

 *for the Home* 

COMPLIMENTS OF
The BRUNSWICK-BALKE
COLLENDER CO.
HOME BILLIARD DEPARTMENT
Wabash Ave. at Harrison St.
C H I C A G O



This illustration shows the right and the wrong ways to cue a billiard shot



The Royal Game of Billiards

OF THE origin of the game comparatively little is known — Spain, Italy, France and Germany and even ancient Egypt being regarded as its original home by various authorities. In an American text book, "Modern Billiards" it is stated that Catkire More, king of Ireland in the second century, left behind him "fifty billiard balls, of brass, with the pools and cues of the same material." The same writer refers to the travels of Anarcharsis through Greece, 400 B. C, during which he saw a game analogous to billiards.

French writers differ as to whether their country can claim its origin, though the name suggests this. While it is generally asserted that Henrique Devinge, an artist, who lived in the reign of Charles XI, gave form and rule to the pastime, the "Dictionnaire Universel" and the "Academie des Jeux" ascribe its invention to the English. Bouillet, in the "Dictionnaire Universel," says: "Billiards appears to be derived from the game of bowls. It was anciently known in England, where, perhaps, it was invented. It was brought into France by Louis XIV, whose physician recommended the exercise." In the "Academie des Jeux" we read: "It would seem that the game was invented in England." It was certainly known and played in France in the time of Louis XI (1423-1483).

Whatever the origin, and whatever the manner in which it was originally played, it is certain that it was known in the time of Shakespeare, who makes Cleopatra, in the absence of Antony, invite her attendant to join in the pastime — "Let us to billiards. Come, Charmian." (Antony and Cleopatra, Act II, Scene 5).

In Cotton's "Compleat Gamester," published in 1674, we are told that "This most gentle, cleanly, and ingenious game" was first played in Italy, though in another page he mentions Spain as its birthplace. At that time billiards must have been well enough known, for we are told that "for the excellency of the recreation, it is much approved of and played by most nations of Europe, especially England, there being few towns of note therein which hath not a public billiard table, neither are they wanting in many noble and private families in the country."

The late Archbishop Hughes who was a patron and ardent advocate of this refined pastime, attests that he read in the Confessions of St. Augustine, born A. D. 430, an allusion to billiards.

Billiards was brought into this country by the Spaniards who settled in St. Augustine, Florida, in 1565, and since then has numbered many of our leading men and women as its patrons. Our Presidents from George Washington to the present time have played the game in the Billiard Parlor of the Executive Mansion.

Henry Ward Beecher and numerous other eminent Divines and Educators have in strong terms of praise, advocated the game of billiards.

Judge Ben B. Lindsey, of Juvenile Court fame says, "I believe the plan of having a billiard room in the home would do more to abolish evil among boys, than all the laws and police departments in existence."

James E. West, Chief Scout Executive of the Boy Scouts of America, says, "I have no hesitation whatever in endorsing the billiard table in private homes. I heartily approve of these games in Y. M. C. A.'s and all boys' clubs which provide proper supervision."

The beautiful Home Billiard Tables illustrated in this book on pages 21 to 27 and the reasonable prices and liberal terms of payment, now make the billiard room a possibility in almost every home.

HOW TO CARE FOR THE CUES

WHEN not in use, cues should be kept in cue-rack, at some distance from the heat. They should be well sand-papered occasionally with fine sand-paper. A billiard room should never be without sand-paper; the leather particularly requires to be frequently sand-papered to keep it from projecting over the cue. This projection of the leather, which is caused by contact with the ball¹, often causes a torn cloth. The leather should be kept even with the cue and slightly rounded on the top.

SELECTION OF A CUE

Select a cue in harmony with the physical powers and become accustomed as much as possible to play with cues of similar weight. From fifteen to nineteen ounces are fair weights, according to the balls now used in play. A cue, if too heavy, will paralyze the nerves of the arm and render them unable to estimate correctly the amount of force employed; if too light, on the other hand, it will call for an amount of force so great as to be incompatible with a steady and deliberate aim. Without some sensation communicated to the hand through the cue, when it contacts with the ball, it would be impossible for experts to accomplish the great runs so often made.

The heavier the cue the less is the influence of the stroke on the ball felt, and it is carried beyond or falls short of the point desired. The delicate touch for nursing should be as apparent as the stronger stroke.

Finally, let the cue be straight, for any crookedness in this instrument distracts the eye, and may seriously interfere with the manual correctness.

FOUL STROKES DEFINED

Certain general rules defining foul strokes govern nearly all games of billiards. It is a foul, and no count can be made:

1—If a stroke is made except with the point of the cue.

2—If the cue is not withdrawn from the cue ball before the latter comes in contact with an object ball. (This relates to what is known as the "push shot.")

3—If, when in hand, the striker plays at a ball that is inside or on the string line; or if, when in hand, he plays from any position not within the six-inch radius. No claim of foul, in either of these cases, can be made after the stroke. If the non-striker fails to warn the striker beforehand, the referee shall assume that the stroke was fair; and if the striker, having been warned, refuses to alter his play, unless he has meanwhile obtained from the referee a decision as to whether the ball was in or out, the referee shall assume that a foul was contemplated and perpetrated. A ball is outside the string when the point of contact with the table is outside the string line.

4—If, in the act of striking, the striker has not at least one foot touching the floor.

5—If the striker touches a ball while in motion; except in case of a ball which has come to a rest but which, without the fault of the striker, moves before he can check his stroke. In this case the ball so moving, and all other balls affected by the stroke, shall be replaced, and the player shall repeat his shot.

6—If the striker plays with the wrong ball; except that should the foul be not claimed until he has made a second stroke, both strokes are valid, and he may continue with the wrong ball, or have the positions of the two whites reversed, as he may choose. The incoming striker, in case the balls have not been reversed, shall have the same option, but until the balls are changed he must play with his opponent's ball; should he play with his own ball without changing its position it is foul. A player who has just used the wrong ball without detection is debarred from claiming foul if his opponent should in his turn play with the other white ball. Should both white balls be forced off the table, and the wrong ball is used in the next stroke, it is fair. A clean miss while using the wrong ball involves the same penalty as when the right ball is used.

Touching Either a Cue Ball or an Object Ball

7—If the player touch the cue ball more than once, or hinder or accelerate it in any other way than by a legitimate stroke of the cue; if he touch, hinder or accelerate an object ball except by the one stroke of the cue ball to which he is entitled. In case of a counting stroke, the foul, as above described, nullifies the count; and the incoming striker has the option to play on the balls as he finds them, or to have them replaced in position by the referee. The cue ball touched before all the balls are at rest, after a carom, nullifies that stroke; touched prematurely, or except with the point of the cue, after all the balls are at rest, affects the next stroke, and no count can be made.

Playing for Safety Debarred

8—Touching any ball in any way is a stroke, and a second touch is foul. In such case there shall be no playing for safety. Should a player touch a ball before he is ready to strike, and afterward touch his own or any other ball, his opponent has the option of playing on the balls as he finds them or of having them replaced.

Balls Illegally Disturbed

9—If any ball be disturbed, hastened or hindered by anyone but himself or his representative, whether the balls are at rest while he is aiming or striking, in motion after he has struck, or at rest after he has struck, and pending his again taking aim, the striker shall have the option to play on the balls as he finds them, or to have them replaced. Should the disturbed ball be one on which he would seemingly have effected a count but for the interference, he shall have the option of repeating the stroke on balls replaced, or of being credited with a carom and allowed to play either as he finds the balls or in the position they would have occupied, according to the judgment of the referee, had they not been disturbed.

As to "Frozen" Balls

10—It is foul if the striker plays directly upon any ball with which his own is in fixed contact. In case of such contact the striker shall have the option of playing directly upon the ball with which his own is not in contact, or he may, by a masse stroke, play away from the balls, and on the return of the cue ball effect a valid count, providing that in so doing the cue ball first hits the ball with which it was not previously in contact; or he may play to a cushion, and on the return of the cue ball may first hit either of the object balls; or he may have the balls spotted and play from the string, as in the opening stroke of the game.

In various cushion carom games the option is to play to a cushion or spot the balls.

Things Forbidden

11—It is foul to place marks of any kind upon cloth or cushions as a guide to play; to practice the string shot for lead, as the balls, up to the moment of banking, shall not be hit by either player, and after banking shall not again be hit until the opening stroke is made. It is foul if the striker, in making a shot, is assisted in any way by any other person, except that the marker or referee may, at his request, hand him the bridge or the long cue, or move or hold aside the gas fixture.

12—It is a foul, and the striker cannot count on the ensuing shot, if a ball in play is lifted from the table, except in those cases in which it is provided that, because of foul or irregular strokes, the balls shall be transposed or replaced. In case a fly, or bit of chalk, or any other substance is attached to a ball, it may be removed, on request, by the referee or marker; but if it is at the base of the ball, or on the cloth where it cannot be seen, the referee must assume that it is not there, and the striker must play on and uncover the obstruction so that it may be gotten at without lifting the ball.

Limit to Deliberate Safety Play

13—Persistent playing for safety is not permitted. It is optional with the non-striker, should his opponent make a miss in each one of three successive innings, to accept the third miss, or to reject it and require his opponent to hit at least one object ball; and for this purpose

the cue ball shall be replaced by the referee. Should two balls be hit by this stroke there shall be no count.

14—Should a foul not be claimed until after the striker has made a second stroke, both strokes are valid; neither can a claim of "no count" be enforced after a second stroke has been made.

THREE-BALL CAROM GAME

Rule 1—The Three-Ball Carom Game is played with two white balls and one red ball.

2—The lead and choice of balls are determined by stringing or banking; and the player whose ball stops nearest the cushion at the head of the table has the choice of the two white balls, and has the option of leading or requiring his opponent to lead.

Should the two white balls come in contact when stringing for lead, the player whose ball is clearly out of its true course, or whose ball strikes the red ball when on its proper spot, forfeits the lead. When the contact of the balls is equally the fault of both players, or when the balls come to rest at an equal distance from the head cushion, the players shall string again.

In the opening shot, or whenever the balls are spotted after a "freeze," the striker is in-hand.

3—The red ball is placed on the spot at the foot of the table, and the white ball of the player not in-hand, as already determined by the bank, is placed on the spot at the head of the table.

The player leading must place his ball inside the string and within six inches to the right or left of the other white ball; and must strike the red ball first in order to effect a count. On any other than the opening shot, and excepting when the balls are for any reason spotted, the striker may play upon either ball.

4—A carom counts one, and consists in hitting both object balls with the cue ball. Failure to hit either of the object balls constitutes a miss, and counts one for the opposing player. In a "discount" game a point so forfeited shall not be deducted from the score of the player giving odds.

5—When a player's ball jumps from the table after counting the stroke counts, the ball is placed on its proper spot, and the striker plays from the spot upon either object ball. The cue ball, when forced off the table by either a counting, or non-counting, stroke, is to be placed on the string spot if vacant; if the string spot is occupied the ball is placed on the red spot, and if both the other spots are occupied the ball is placed on the centre spot.

The non-striker's ball, when forced off, belongs on the string spot, or, if this is occupied, on the red ball spot, or, if both these spots are occupied, on the centre spot. When forced off the table, the red ball, if its own spot be occupied, goes first to the white spot, or, if that spot be occupied, to the centre spot.

Should both white balls be forced off by a non-counting stroke, the ball of the incoming striker shall go on the white spot, and the other white ball on the red spot, or, if that is occupied, on the centre spot; and the incoming striker may play upon any ball. In such case, should a player pick up and play with the wrong ball, the stroke is valid and he counts whatever is made; but at the conclusion of the run the white balls should be reversed in position.

6—If in the act of playing the player disturbs any ball other than his own, he cannot make a counting stroke, and cannot play for safety. Should he disturb a ball after having played a counting stroke, the count is void, his hand is out and the ball so disturbed is replaced. Should he touch his own ball previous to playing it is foul, his opponent scores one as for a miss, and the player cannot play for safety.

7—If the balls are disturbed by any agency other than the player himself, they must be replaced and the player allowed to proceed.

8—If, after having touched his ball, the striker commits a foul by giving a second touch, the balls remain where they stop, or are replaced in their previous positions as nearly as possible, at the option of his opponent.

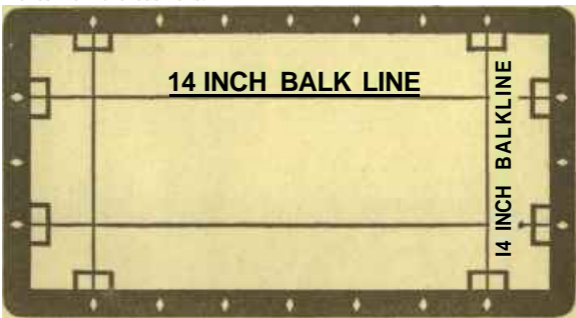
9—When the cue ball is in contact with another ("frozen" is the common term) the player may exercise either of the options specified in rule 10, Foul Strokes Defined.

10—When the cue ball is very near another, the player shall warn his opponent that they do not touch, and give him time to satisfy himself on that point.

11—The object balls shall be considered crotched whenever the centres of both lie within a 4 1/2 inch square at either corner of the table, and when so crotched, but three counts are allowed unless one or both object balls be forced out of the crotch. In case of failure the player's hand is out and his opponent plays with the balls as he finds

FOURTEEN-INCH BALK-LINE GAME

The balk lines are drawn on a 5x10 table, from each of the first diamond sights on the end and side rails to the corresponding diamond sight on the opposite end or side rail. In the following diagram, the bed of the table shows the balk-lines drawn at 14 inches from the cushions. In the 18-inch balk-line game the lines are drawn 18 inches from the cushions.



In other respects the table is the same as that used in the three-ball game, with spots at either end for the red and white balls, and a centre spot for use when the other spots are occupied. The eight spaces defined by lines at the sides and ends of the table are the balk spaces. The large central space is not a balk, and there is no restriction as to the number of caroms that may be made therein.

In general, the rules of the Three-Ball Carom game govern the Fourteen-inch Balk-line game. The special rules governing the latter are as follows:

Special Balk-Line Rules

1—The object balls are in balk whenever both have stopped within any one of the balk spaces. In such case the marker shall call "in," and when one or both object balls shall be driven out of a balk space, the marker shall call "out."

2—A ball on the line is a ball in balk. A ball is on the line only when its centre or point of contact with the table touches this line.

3—When two object balls are on the same line, the striker shall have the option to determine in which balk they are to be called, and must then govern his play accordingly.

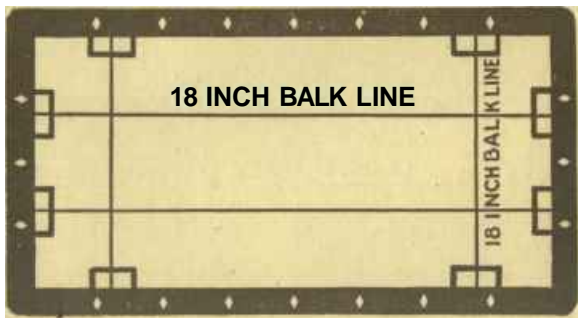
4—But two shots are allowed when two object balls are within the same balk space; and unless on the second shot at least one of the object balls is driven out of balk, this shot is void, the player's hand is out, and the incoming striker plays upon the balls as he finds them. If, on the second shot, the ball driven out returns to the same balk space, the rule applies as though it were in balk for the first time, and the player may continue in this way, sending a ball out and back, without further restriction under this rule.

5—When the cue ball is in contact with an object ball ("frozen") the striker may exercise either of the options specified in rule 10, Foul Strokes Defined.

6—The object balls shall be considered as "In anchor" when the centres of both balls lie within a space 3 1/2 inches in width and 7 inches

in length, defined on one side by the cushion and on the other three sides by lines marked with chalk, and of which space the balk line, wherever it intersects a cushion, shall be the centre from left to right. When the balls are so "anchored" the striker may have two consecutive shots, but should he fail on the second shot to force one or more of the object balls outside the "anchor" space, the second shot is void, and the incoming striker plays on the balls as he finds them. A ball driven out of and returning inside an "anchor" space is considered the same as "in" for the first time.

EIGHTEEN-INCH BALK-LINE GAME "ONE SHOT IN"



Playing Rules

The playing rules of the Fourteen-inch Balk-Line game govern the Eighteen-inch Balk-Line game with the following exceptions:

- 1—The lines are placed 18 inches from the cushions.
- 2—But one shot is allowed in balk and one shot in "anchor." Failure to drive at least one of the object balls out of balk or "anchor" invalidates the stroke, no count can be scored, the striker's hand is out, and the incoming striker plays on the balls as he finds them.

EIGHTEEN-INCH BALK-LINE GAME "TWO SHOTS IN"

Playing Rules

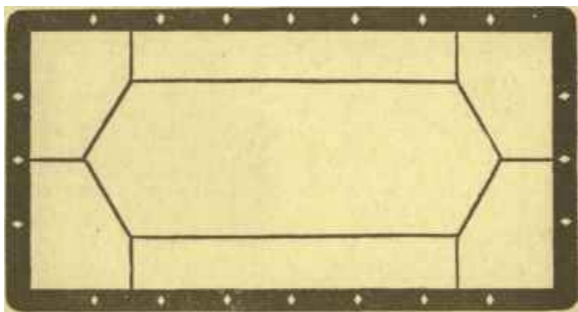
The playing rules of the Fourteen-inch Balk-Line game govern the Eighteen-inch Balk-Line game with the following exceptions:

- 1—The lines are placed 18 inches from the cushions.
- 2—When both object balls are within one of the restricted spaces, only one carom may be scored without driving at least one of the object balls out of the space. If, on the second stroke, at least one of the object balls is not driven out, the shot is foul, the carom cannot be scored and the striker loses his inning. Should an object ball be driven out of the space and return, another carom may be scored, but again, on the second stroke, at least one object ball must be driven out, and this may be repeated without limit. Only two shots are allowed in balk or anchor spaces.

THE SPACE GAME

This game was introduced through a tournament played in Hartford, Conn., Jan. 29 to Feb. 15, 1884. The special feature of this game consists in the introduction of right parallel, and oblique lines, forming spaces upon the table bed, which moderates rail nursing, destroys the nursing of balls in the corners and at one end of the table, and calls for series of strokes that display all the great beauty of the game of billiards, and which bring the game fairly between the cushion-caroms and unlimited nurse play. The diagram shown is that of the bed-surface of a billiard table, ruled or lined off in spaces. In laying out the table for the playing of the game, draw upon the cloth four straight lines, eleven inches directly out on the table bed, from the top front surface of the side cushion, and from a point on the cushion twenty-one inches from the corners of a 5x10 table, or a distance from

the corners that is half way between the first and second sights; this last method of measuring will more easily permit the laying out of the game upon tables of all sizes. Then draw two other straight lines from the face of the cushion at the centre diamond sights, on the end rails, eleven inches directly out on the bed, and in a line with the spots. From and to the points of the straight lines, at the side cushion, draw a straight line, parallel to the cushion, which line will run eleven inches from and along the surface of the side cushion. Then from the point where these lines intersect draw an oblique line to the point of the



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

The rules of the Balk-Line Game govern the Space Game, except where they conflict with those rules which govern the corner spaces.

THE PROGRESSIVE CAROM GAME

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

FOUR-BALL CAROM GAME

The Four-ball Carom Game is played upon a carom table with two red and two white balls. A carom counts 1, whether effected upon a red and white ball or upon two red balls.

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

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

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

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

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

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

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

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

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

CUSHION CAROM GAME

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

1—A counting stroke is complete when the cue ball has touched one or more cushions before effecting a carom, or when the cue ball, after striking one object ball, touches one or more cushions before striking the second object ball.

2—In case of doubt whether the cue ball has touched a cushion before striking an object ball, the decision of the referee must be against the striker.

3—Each cushion carom counts one for the striker. A miss of both object balls counts one for the non-striker.

4—When the cue ball is in contact with ("frozen" to) an object ball, the striker may play to a cushion from the ball with which the cue ball is not in contact, or he may play direct to a cushion; or he may have the balls spotted as at the opening of the game.

5—When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carom.

THREE-CUSHION CAROM GAME

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

1—In order to constitute a valid carom, the cue ball must first have touched a cushion or cushions at least three distinct times before completing a count.

2—Each carom counts one.

3—In the case of "frozen" balls, the option is to play away from the balls or to spot them as at the opening of the game.

4—When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least three other cushions, either before or after contact with an object ball, in order to effect a valid three-cushion carom.

BANK SHOT GAME

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

1—In the lay-off shot, as in every other stroke, the cue ball must touch at least one cushion before striking an object ball.

2—When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carom.

3—When the cue ball is "frozen" the striker has no option, but must play with the balls as he finds them.

4—In cases where it is doubtful whether the cue ball touched a cushion before coming in contact with an object ball, the decision of the referee must be against the striker.

THE SPANISH GAME OF BILLARDS

This game is played in the South, California, and in Mexico and Cuba, and is played with two white and one red ball, and five pins

placed similar to those in the Pin Game. The red ball is placed on the red-ball spot, and the first player strikes at it from within the balk semi-circle. The game is scored by winning and losing hazards, caroms, and by knocking over the pins. It is usually played thirty pins up.

Rules

1—The player who knocks down a pin after striking a ball gains **two** points, if he knocks down two pins he gains **four** points, and so on, scoring two points for each pin knocked down. If he knocks down the middle pin alone he gains **five** points.

2—The player who pockets the red ball gains **three** points and two for each pin knocked down by the same stroke.

3—The player who pockets the white ball gains two points and two for each pin knocked over with the same stroke. Each carom counts two.

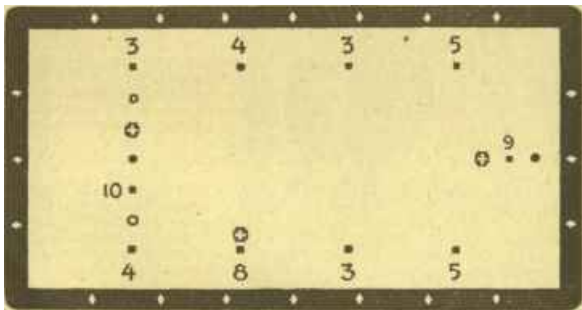
4—The player who knocks down a pin or pins with his own ball before striking another ball loses two for every pin so knocked down.

5—The player who pockets his own ball without hitting another ball forfeits three points; for missing altogether he forfeits one point.

6—The striker who forces his own ball off the table without hitting another ball forfeits **three** points, and if he does so after making a carom or pocket he loses as many points as he would otherwise have gained. The rules of the Three-ball Game, except where they conflict with the foregoing rules, govern this game also.

SKITTLE GAME

Directions for Placing the Spots on the Table



In placing the spots on a 5x10 table first measure three and a half inches from the edge of the cushion on both sides of the table, at the head and foot; then take a chalked cord, which, by holding tight from points thus measured and snapping, will give a perfectly straight line. Then divide these lines into four equal parts from the straight line to the edge of the cushion at the foot, which will make the distance between the pins twenty-one inches. The white pin (six) is three inches from the dark-red spot, and the black pin one and three-quarters inch from that. The black pin on the right is one and three-quarters inch from the white (eight). The white (ten) and black pins on the string-line are seven inches from the spot. The spots marked with circles in diagram are for the white and spot balls.

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

On a 4 1/2x9 table the pins are placed in the same position, excepting the distance between the pins on right and left side is eighteen and three-quarter inches, and the distance between white (ten) and black pin from the spot is six inches.

In putting on the spots hammer lightly.

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

Rules

1—This carom-table game is played with ten white pins and three black pins.

2—Three balls are used, two white and one red.

3—Any number of persons can play, and the rotation is decided by shaking out the small balls.

4—The game is fifty points or more.

5—Each white pin knocked down by any ball which has struck another ball first counts a certain number, from three to ten. (The value of the various pins is shown in diagram.)

6—The red ball is spotted at the foot of the table adjoining white pin (six).

7—The first player is bound to play at the red ball with the spot ball, which is always spotted on the right-hand side.

8—The second player is bound to play with the white ball, which is always spotted on the left-hand side, but he may play at any ball.

9—If the white ball has been displaced from its spot by the first player, then the second player may play with any ball.

10—When the red ball is on its spot no player may play with it, but only at it.

11—At other times players may play with either of the three balls.

12—If a player knocks down a black pin the whole of his score is rubbed out, and he must either retire from the game or pay a certain amount to the stakes (to be fixed before play is commenced) for the privilege of continuing. This is called bursting.

13—If the first player knocks down a black pin at his first stroke it does not count against him, but he cannot, in that case, score anything from the white pins he may knock down.

14—If during play any ball stops on the spot which should be occupied by a pin the ball must be replaced on the spot it originally occupied when play commenced.

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

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

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

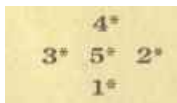
18—Playing out of turn subjects the player to a loss of the points so made.

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

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

PIN GAME

The usual carom table for this game is provided with two white balls and one red ball, and five wooden pins set in diamond shape. These pins have a value according to the spots they occupy. The pin spots on the table are shown in the following diagram.



The central, or 5 pin, is black, and the other pins are of light natural wood. Numbers for the outside pins should be chalked on the cloth. The red ball occupies its natural spot as in the three-ball game, and the second white ball occupies a spot, called the pin spot, at the foot of the table, 3 inches from the centre diamond on the end rail. The pin spots are placed a sufficient distance apart so that a ball may pass between without touching the pins. After the order of play has been determined, as in Fifteen-ball Pocket Billiards, each player receives a small numbered ball, the number on which should be known only to himself. Game consists of knocking down pins of a

value which, when added to the number on the concealed ball, makes a total of 31. For example, a player drawing the "16 ball" needs 15 for game. The player first getting and proclaiming 31 wins the game.

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

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

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

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

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

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

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

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

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

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

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

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

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

14—A player must look after his own interests, and if he plays

before one or more of the pins be spotted the stroke is void and his hand is out.

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

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

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

18—All points not herein provided for are to be referred to the gamekeeper, whose decision shall be final.

RED, WHITE AND BLUE GAME

The game of Red, White and Blue is played on an ordinary billiard table, with three balls, colored respectively red, white and blue, and three pins of corresponding colors. The red pin is placed upon the red ball spot at the foot of the table, the white pin upon the centre spot, and the blue pin upon the white ball spot. Looking from the head of the table toward its foot, or lower end, the red ball, at the opening of the game, is placed against the cushion at the foot of the table and immediately opposite the right hand diamond sight; the blue ball is placed against the same cushion opposite the left hand diamond sight. The white cue-ball is in hand. The object of the game is to knock down each pin with a ball of corresponding color, and the rotation in which the pins must fall is red, white and blue. Caroms do not count. The white cue-ball is played, in opening the game, from any position within the six-inch semi-circle at the head of the table, and at the red ball, which ball must knock down the red pin on that stroke in order to effect a count. The following rules are to be observed in playing the game:

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

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

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

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

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

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

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

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

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

Notes to the Above Rules

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

A burst must be paid into the gamekeeper immediately upon its occurrence and previous to the succeeding play.

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

An extra pin which has been colored red, white and blue is provided, which is placed upon a spot at the head of the table, which spot is fixed five inches from the end cushion and on a direct line with the other spots. Should a player knock the red, white and blue pin down with either the cue or an object-ball he is required to call for refreshments for the party.

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

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

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

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

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

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

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

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

It is a burst, and the offending player must be penalized a chip, if a pin is knocked down out of its routine of color, except as provided

for in Rule 4, or with a ball other than one of its own color. The offending player loses all the pins he may have scored or which have been placed to his credit, and when his turn comes around again to play he must begin at the red, as the opening of the game.

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

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

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

TWO-PIN GAME

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

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

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

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

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

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

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

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

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

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

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

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

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

THE LITTLE CORPORAL

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

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

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

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

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

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

THE GAME OF BOUCHON

The game of Bouchon (cork) is of French origin and is a favorite game with the Parisians. It is played with three billiard-balls, two white and one red, and three corks, the latter being cut at least 1 1/2 inch in length, and perfectly true and level at their ends, that they may stand directly upright. Common, straight-bottle corks are generally used, and they are set up on the spots which are used in the regular Three-ball Game of Billiards, the 3rd one being placed on the spot in the centre of the table. The game is usually played for a stake the amount generally being either ten or twenty-five cents per head, and any number of persons may participate. The stake money is piled or stacked up on the top of the centre cork. The red ball is placed on the spot at the foot of the table, said spot being fixed as in the Four-ball and Pin games, five inches from the end cushion and on a direct line with the other spots. The white balls in leading are played in turn from the six-inch semi-circle or radius at the head of the table, the purpose of the player being to drive the object-ball to one or more cushions and then cause it to knock down the stake-cork in the centre of the table.

The Rules

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

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

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

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

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

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

7—When a cork falls it must be set up on its spot, and should its spot be occupied by a ball, that ball must be placed on the spot at the foot of the table, and should that spot be occupied, the ball then being in hand must be played by the next player whose turn it is from the six-inch radius at the head of the table.

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

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

FIFTEEN-BALL CONTINUOUS POCKET BILLIARDS

Continuous Pocket Billiards is played with fifteen numbered balls and one white ball, not numbered. The latter is the cue-ball and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterward as he finds it on the table, his object being to pocket as many of the numbered balls as he can. The fifteen balls are numbered from one to fifteen respectively, and are usually colored, but the numbers on the balls are simply used for convenience in calling the number of each ball which the player intends to pocket, and do not in any way affect the score of the player. Before commencing the game these fifteen balls are placed promiscuously in the form of a triangle upon the table, a triangular frame being employed for this purpose, to insure correctness. The highest numbered balls must be placed nearest the apex of the triangle and the lowest numbered at its base; the 15-ball must be placed at the apex and must rest on the spot known as the red-ball spot in the regular Three-ball Game of Billiards, and the 1 and 5 balls at either corner of the base of the triangle.

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

Rules for Play

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

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

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

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

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

5A—Only 14 balls are to be pocketed in the first frame, after which these 14 balls are to be replaced on the table in triangular form as at the beginning of the game, without interfering with the 15th (unpocketed) ball nor the cue ball, both of which must remain in the positions occupied after the 14th ball was pocketed.

The player then continues his run.

This same procedure is followed in each succeeding frame.

Should either the cue ball or object ball left on the table interfere with the spotting of the 14 balls in triangular form, the ball thus interfering must be placed on the spot at the opposite end of the table.

(Continued on page 31)

Billiards For The Home Circle

THE royal game of billiards holds first place among all modern indoor amusements, just as it did in the early courts of the kings of France and England. It provides inexhaustible resources of entertainment for young and old, and is in the broadest, truest sense the "Magnet of the Home."

The game combines wholesome mental and physical exercise with the stimulating rivalry which adds zest and interest. Among its enthusiasts and advocates are to be found the most famous men of all nations, leaders in religious, educational, business and professional life.

Billiard playing gives valuable training in the qualities that count for success in any line of endeavor, self-control, good judgment, accuracy and quick decision.

It promotes the spirit of good fellowship, cultivates the social graces, and viewed from every angle is one of the most charming games evolved through all the centuries.

Billiards is a never-failing source of entertainment for the family circle. It is the ideal home game,

What more pleasing home scene than that of a company of players gathered around the billiard table, click of billiard balls intermingling with merry quip and jest.

Worry and care take wings and the flight of time is forgotten. The long evenings are never irksome when the home is provided with a good billiard table.

The home billiard table greatly simplifies the problem of entertaining unexpected guests. Its ownership lends social prestige. Billiard parties and amateur tournaments are important events in the social calendar. They are fashionable and popular forms of entertainment.

The cozy home billiard room thus becomes the center of social life in the neighborhood.

The home billiard table keeps the boys and girls at home evenings by the sheer force of its attractions.

Every home can now easily afford a genuine Brunswick Billiard Table, with standard equipment. The prices are very reasonable and our easy purchase plan distributes the payments over a whole year.

Our attractive book in colors "Billiards—
The Home Magnet" will be sent on request

The Brunswick-Balke-Collender Co.

Home Billiard Dept.

623-633 S. Wabash Ave., Chicago, U.S.A.

Brunswick Home Billiard Tables

IN recognition of the ever increasing popularity of home billiards, The Brunswick-Balke-Collender Co., makers of over 80 per cent of the world's billiard tables, has brought out a complete line of Brunswick Home Billiard Tables, thus opening up to thousands the delightful possibilities of having high grade, home-size standard tables on which *real billiards* can be played.

Brunswick Home Billiard Tables are designed on the same practical, scientific principles which have made our regulation billiard tables supreme throughout the world.

The name "Brunswick" on a billiard table has for more than sixty years been the symbol of highest excellence.

Brunswick Home Billiard and Pocket-Billiard Tables are practically the same in playing qualities as the larger, more elaborate and expensive tables which we build for the most exclusive clubs.

They are admirable examples of the fine craftsmanship for which the skilled artisans of our company are famous.

The inlay work on Brunswick tables is rich and beautiful.

The lines are simple and elegant, harmonizing with the finest home environment.

Genuine Slate Bed Billiard Tables

Every size and style of Brunswick table has a bed of finest quality Vermont Slate.

Slate is the one material that is absolutely unaffected by heat, cold or moisture. It will not warp or buckle.

A wood or steel bed, no matter how well supported, is never absolutely and permanently level.

A slate bed will *always* have as perfect a playing surface as the day it left the factory.

The Brunswick Guaranty

Every Brunswick Home Billiard Table is unconditionally guaranteed to give perfect satisfaction in every particular, as to material, workmanship and unexcelled playing qualities. If, after you have fully tested a Brunswick Home Billiard Table you do not find it exactly as represented, you may return it and we will refund your money.

A complete playing outfit accompanies each table.

Each table is very carefully packed and crated at the factory and shipped direct to purchaser in perfect playing condition.

The Brunswick-Balke-Collender Co.

Home Billiard Dept.

623-633 S. Wabash Ave., Chicago, U.S.A.

A Sectional View of the Brunswick "Baby Grand" Table



THIS illustration shows the interior construction of "Baby Grand" Billiard and Pocket-Billiard Tables—also the Accessory Drawer *open*, displaying the entire Playing Outfit. Note the substantial construction, the strongly braced framework. Every detail gives evidence of the care and skill employed in the manufacture of "Baby Grands." Note the ample thickness of the Slate Bed, the solidity and strength of construction. The cabinet work is of the very highest order.

You will note that the Accessory Drawer contains a built-in Cue Rack, providing abundant space for the entire playing outfit. The different sections of our "Baby Grand" Tables fit perfectly, each in its proper place. All table parts are fitted and table assembled into the finished product by skilled mechanics before shipping. It is then taken apart and shipped in sections. This makes it easy for the purchaser to set up the table quickly after reading instructions which accompany the table.

Brunswick "Baby Grand" Style "A" 3x6 Size

Genuine Mahogany, beautiful inlaid design, richly finished, fitted with Vermont Slate Bed, Baby Monarch Cushions, Cue Rack and Accessory Drawer. This style also furnished in a Pocket-Billiard Table or a combination for both. Least space required, 11 feet by 14 feet.



Prices and Terms Style "A" 3 x 6 Table—F. O. B. Factory

Carom Table — With Complete Outfit, \$100.00; \$20.00 down, balance in 12 equal monthly payments, or.....**\$90.00 Cash With Order.**

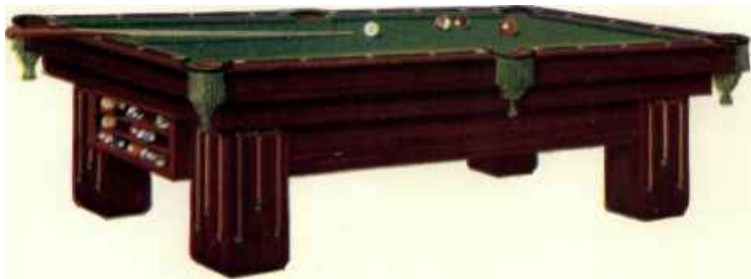
Pocket-Billiard Table—With Complete Outfit, \$100.00; \$20.00 down, balance in 12 equal monthly payments, or.....**\$90.00 Cash With Order.**

Combination Carom and Pocket-Billiard Table—With Complete Outfit, \$125.00; \$25.00 down, balance in 12 equal monthly payments, or.....**\$112.50 Cash With Order.**

For 3 Ivory Billiard Balls instead of those that accompany Carom and Combination Outfits, add \$17.50.

For illustration of outfits see page 30.

Brunswick "Baby Grand" Style "B" Size 3 1/2x7



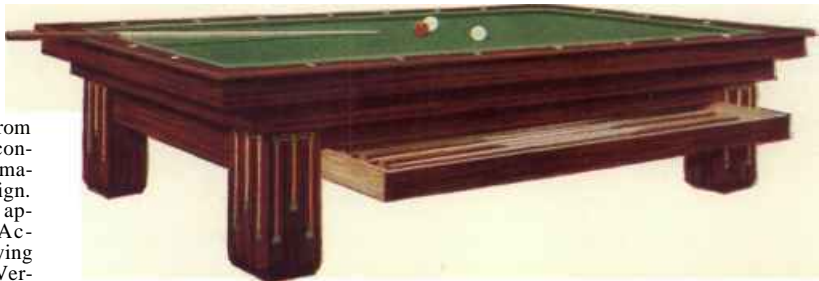
Handsome figured Mahogany, fancy wood inlaid design, highly finished. Table has Vermont Slate Bed, Baby Monarch Cushions, Ball Rack, Cue Rack and Accessory Drawer in conjunction with its scientific construction. Complete playing equipment furnished with each table. We can also supply Carom or Combination Carom and Pocket-Billiard Tables in this Style and Size. Least space required 12 feet x 15 feet.

Prices and Terms Style "B" 3 1/2x7 Table—F. O. B. Factory

- Pocket-Billiard Table**—With Complete Outfit, \$125.00; \$25.00 down, balance in 12 equal monthly payments, or.....**\$112.50 Cash With Order.**
- Carom Table** — With Complete Outfit, \$125.00; \$25.00 down, balance in 12 equal monthly payments, or.....**\$112.50 Cash With Order.**
- Combination Carom and Pocket-Billiard Table** — With Complete Outfit, \$150.00; \$30.00 down, balance in 12 equal monthly payments, or.....**\$135.00 Cash With Order.**

When 3 Ivory Billiard Balls are desired instead of those which accompany **regular** Carom or Combination Outfits, add \$20.00. For illustration of outfits see page 30.

Brunswick "Baby Grand" Style "C" Size 4x8



This magnificent home-size Carom Billiard Table is scientifically constructed of thoroughly seasoned mahogany, with beautiful inlay design. Presents a strikingly handsome appearance. The Cue Rack and Accessory Drawer hold the playing equipment. The Table has a Vermont Slate Bed, covered with finest Imported Billiard Cloth, Standard Quick-Acting Baby Monarch Cushions, and is just as satisfactory to play on as a standard size table. The Angles and Cushion action are scientifically correct. Least space required 13 feet by 17 feet.

Prices and Terms Style "C" 4x8 Table—F. O. B. Factory

Carom Table or Pocket-Billiard Table—With Complete Outfit, \$175.00; \$35.00 down, balance in 12 equal monthly payments, or.....**\$157.50 Cash With Order.**

Combination Carom and Pocket-Billiard Table—With Complete Outfit, \$200.00; \$40.00 down, balance in 12 equal monthly payments, or.....**\$180.00 Cash With Order.**

If desired, 3 Ivory Billiard Balls will be furnished instead of those accompanying¹ Carom or Combination Table Outfit at an additional cost of \$25.00. For illustration of outfits see page 30.

Brunswick Convertible Home Billiard Tables

Adapted for use in Dining Room, Living Room, Library or Den

NO LOVER of the game need now forego the pleasure of billiard playing *at home* because of the lack of an extra *room*. These splendid styles of Brunswick Billiard and Pocket-Billiard Tables are *convertible*. In a moment's time they can be transformed into attractive Dining or Library Tables. Each of these unique tables serves its *double purpose* most *admirably*. As Billiard or Pocket-Billiard Tables, their playing qualities are perfect.

They make *any* room available as a billiard room. The two styles illustrated on the following pages are furnished in beautifully figured genuine quarter-sawed Oak, *richly finished*.

The Library or Dining-Billiard Tables can be converted to either use and make handsome pieces of dining room or library furniture. Simply remove the polished top and your Billiard Table is ready.

These convertible tables are made in two sizes, 3x6 feet and 3 1/2x7 feet, and they have the same perfect playing qualities as the "Baby Grand" Tables.

They have genuine Vermont Slate Beds and Baby Monarch Quick-Acting Cushions.

The prices are so reasonable that the purchaser practically secures double value in utility.

For those living in small apartments or houses where it is impossible to devote a room exclusively to billiards, the Brunswick Convertible Home Billiard Tables are exceedingly attractive. Full playing equipment is included with each table.

You will draw big daily dividends of satisfaction on the small investment required to place one of these fine convertible tables in your home.

Brunswick "Home Companion"

Shown with Library Top partly removed. Made in Quarter-Sawed Golden Oak, beautifully finished and equipped with Accessory Drawer.

Wood tops for converting the "Home Companion" from a Billiard to a Library Table furnished at an extra cost of \$14.00 for the 3x6 and \$16.50 for the 3 1/2x7.



Prices and Terms—F. O. B. Factory

Carom or Pocket-Billiard Table — 3x6, 4 pockets, with Complete Outfit, \$95.00; \$19.00 down, balance in 12 equal monthly payments, or.....**\$85.00 Cash With Order.**

Carom or Pocket-Billiard Table—3 1/2x7, 6 pockets, with Complete Outfit, \$120.00; \$24.00 down, balance in 12 equal monthly payments, or.....**\$107.50 Cash With Order.**

Combination Carom and Pocket-Billiard Table — 3 x 6, With Complete Outfit, \$120.00; \$24.00 down, balance in 12 equal monthly payments, or **\$110.00 Cash With Order.**

Combination Carom and Pocket-Billiard Table—3 1/2 x 7, with Complete Outfit, \$145.00; \$29.00 down, balance in 12 equal monthly payments, or **\$130.00 Cash With Order.**

Brunswick "Cozy Home"

Shown with Dining Top partly removed. Made in Quarter-Sawed Golden Oak, beautifully finished.



Wood Tops for converting the Cozy Home from a Billiard to a Dining Table furnished at an extra cost of \$14.00 for the 3x6 and \$16.50 for the 3 1/2x7.

Prices and Terms— F. O. B. Factory

Carom or Pocket-Billiard Table — 3 x 6, 4 pockets, with Complete Outfit, \$82.50; \$16.50 down, balance in 12 equal monthly payments, or.....**\$75.00 Cash With Order.**

Carom or Pocket-Billiard Table—3 1/2x7, 6 pockets, with Complete Outfit, \$105.00; \$21.00 down, balance in 12 equal monthly payments, or.....**\$95.00 Cash With Order.**

Combination Carom and Pocket-Billiard Table—3x6, with Complete Outfit, \$110.00; \$22.00 down, balance in 12 equal monthly payments, or....**\$100.00 Cash With Order.**

Combination Carom and Pocket-Billiard Table—3 1/2x7, with Complete Outfit, \$130.00; \$26.00 down, balance in 12 equal monthly payments, or **\$120.00 Cash With Order.**

The "Kling" A Brunswick Regulation Billiard Table



IF YOUR house or apartment has an extra room of sufficient size to accommodate one of our Regulation Billiard or Pocket-Billiard Tables we suggest that you write for our large General Catalog, in which you will find all styles represented.

The Brunswick Regulation Tables shown on this and the following page are excellent examples of the splendid line which we offer. Our Regulation Tables are furnished in Mahogany, Oak in any finish, Circassian Walnut, and various other woods.

We operate nine factories and our enormous scale of production enables us to supply the finest tables at very moderate prices. In 1885, the cheapest Regulation Tables on the market were sold for \$350.00. We sell a better table today for \$125.00.

The home billiard room should have a space of at least five feet from rail of billiard table to wall, around the entire table.

If you have a room to fit a Regulation Table, we can supply it at a price to fit your purse.

The "Westminster" A Brunswick Regulation Billiard Table



WE are pleased to extend to purchasers of Brunswick Regulation Billiard or Pocket-Billiard Tables the privilege of paying in convenient monthly installments if desired. The name "Brunswick" on a billiard table has the same significance as the *sterling mark* on silver. Brunswick Regulation Billiard Tables are used exclusively by the cue experts of the world. For three generations, they have maintained their position of unquestioned leadership.

We build Billiard Tables for kings and emperors — for the finest residences—for the most exclusive

clubs. Why not have one of these magnificent Brunswick-Balke-Collender Company productions in *your* home billiard room ?

We will be glad to quote our lowest factory prices on the size or style of Regulation Billiard or Pocket-Billiard Table that best suits your purpose. We will also be pleased to submit sketches and estimates on specially designed Regulation Tables to harmonize with any interior.

Your request for additional information will receive prompt attention.

Brunswick "Home Billiard" Table Accessories

This illustrates the
playing equipment
furnished *free* with
Brunswick
Home Billiard
Tables



Should both balls interfere at the same time, the fifteen (15) balls are then spotted on the table as at the commencement of the game and the player must play from within the string at the head of the table as provided for in Rule 2.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

20—When the striker is in hand should he play from any position not within the string line, without being checked previous to the stroke being made, any score he may make from such stroke he is entitled to; but if he is checked before making the stroke, and then makes it, it does not count for him, his hand is out, and the next player plays, and all balls disturbed by the stroke must be replaced or left as they are, at the option of the next player.

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

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

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

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

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

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

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

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

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

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

Protests

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

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

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

THE GAME OF NON-CONTINUOUS FIFTEEN-BALL POCKET BILLIARDS

This game of Fifteen-ball Pocket Billiards is played with fifteen numbered balls, and one white ball not numbered. The latter is the cue-ball, and the player plays with it from within the string at the

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

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

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

Rules for Playing

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

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

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

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

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

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

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

6—The rules of the Three-ball Carom Game and of Pocket Billiards for the championship, when not conflicting with the above rules, govern this game also.

AMERICAN PYRAMID FIFTEEN-BALL POCKET BILLIARDS

The game of American Pyramid Fifteen-ball Pocket Billiards is played with fifteen balls, numbered from 1 to 15 respectively, and a

white cue-ball. The player opening the game plays from any point inside the string, and after the opening shot plays with the cue-ball as he finds it. Each ball counts one point, and in match or two-hand games the player first scoring eight balls wins game.

The Rules for Play

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

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

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

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

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

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

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

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

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

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

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

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

THE RULES OF ENGLISH PYRAMIDS

The English Balk Semicircle is Used in This Game

Rules

1—This game may be played with any number of balls, generally sixteen, viz.: fifteen red and one white.

2—In "setting the balls" at the commencement of the game they are placed on the table in the form of a triangle or pyramid, the first or head ball to stand on the red-ball spot, the semicircle, or balk for the cue-ball, being from twenty-one to twenty-three inches in diameter.

3—If more than two persons play, and their number is odd, each plays alternately—the rotation to be decided by stringing. The player pocketing the greatest number of balls to receive from each of

the other players (a certain sum per ball having been agreed upon) the difference between their lives and his.

4—If the number of players be even they may form sides, when the partners either play alternately or go out upon a hazard, miss, etc., being made, as previously agreed.

5—The players string for choice of lead; then the leader places his ball (the white) within the string or balk semicircle, and plays at the pyramid.

6—The next striker plays the white ball from the place where it rests after his opponent has made his stroke; but if the ball should be off the table, it must be played from the string or balk, as at commencement.

7—None but winning hazards count toward the striker's game. One point or life is reckoned for each winning hazard, and he who pockets the greatest number of balls wins.

8—The player loses a point if he pocket the white ball or forces it off the table, if he give a miss, or run a coup, i. e., runs the cueball into a pocket or off the table without hitting a ball.

9—For every losing hazard, i. e., pocketing cue-ball, miss, or coup, made by the player a point is to be taken from his score by a ball being replaced on the pyramid spot; but if that spot be occupied the ball must be placed immediately behind it.

10—If the striker pocket his own ball, or jump it off the table, and by the same stroke pocket one or more of the pyramid balls, or jump them off the table, he gains nothing by the stroke; the pyramid ball so pocketed must be replaced on the spot, together with one of the balls previously holed by the player.

11—Should the striker, losing a ball by forfeit, not have taken one, the first he pockets must be placed on the table, as in Rule 9; should he not take one during the game, he must pay the price of a life for each ball so forfeited, or the number of balls which he may owe is deducted from his score in computing the balls at the finish of the game.

12—If the (white) playing-ball touch a (colored) pyramid ball the striker may score all the balls he pockets, but he cannot give a miss without forfeiting a point.

13—Should the striker move any ball in taking aim or striking he loses all he might otherwise have gained by the stroke.

14—If the striker force one or more of the pyramid balls off the table he scores nothing, and the ball must be placed upon the spot.

15—If the game be played with an odd number (fifteen) of pyramid balls, the last hazard counts two. [In England sixteen balls are frequently used, the sixteenth being placed in the centre of the base of the pyramid, directly in the rear of the head ball.]

16—When all the colored 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, each playing alternately.

17—When only two balls remain on the table, with two persons playing, should the striker pocket his own ball or make a miss, the game is finished, and the opponent adds one to his score. If there are more than two players, and they not partners, the striker places a ball on the spot.

18—The balk or string is no protection to the non-striker's ball. The player whose ball is in hand can play from the semicircle at any ball on the table.

19—All disputes are to be decided by the marker; or, if he be interested in the game as a player or interested party, by the majority of the company.

CHICAGO POCKET BILLIARDS

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

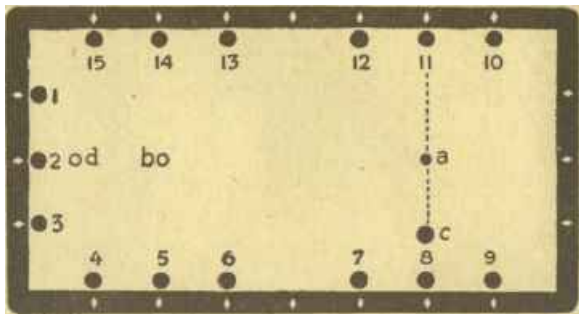
The table is laid out for the game by placing the one-ball against the end cushion at the first right-hand diamond sight at the foot of the table, as seen in the diagram; the two-ball is placed at the centre diamond sight on same cushion; the remaining thirteen balls are placed in the order of their numbers at the succeeding diamond sights, as shown in the diagram. All things being equal, it is immaterial which

way the numbers run in setting the balls, for they may also be set so that the one-ball is placed on that diamond sight which, when standing at the head of the table and looking toward the foot or lower end, appears as the left-hand diamond sight on the end rail, with the three-ball placed at the right, etc.

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

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

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



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

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

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

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

ROTATION POCKET BILLIARDS

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

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

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

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

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

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

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

TWO-BALL POCKET BILLIARDS

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

Rules

1—Player No. 1 must lead with the red, but has the privilege of spotting his ball, in case the lead does not please him. But if in a pushing lead, he does not withdraw his cue from the ball before the ball before it passes the middle pockets, the stroke is foul, and player No. 2 has the option of playing at the ball as it is left, having the lead played over again, or causing the red to be spotted on the lowest spot on the table.

2—Each player has one, two or more lives, as may be agreed on. When he forfeits these he is said to be dead, except he obtains what is called a "privilege," meaning one chance more.

3—This privilege, except where all the players consent to its remaining open, must be taken by the first man "killed;" and the person so killed must determine whether he will accept it or not at once before another stroke is played. (This is the strict rule of the game, and as such may be enforced; but as a general practice the privilege remains open until taken up by some one of the players).

4—After a game has been commenced no one can take a ball except with the consent of all who are already in the game; and after the privilege is gone no stranger can be admitted to the game under any circumstances.

5—Any person in the game whose lives are not exhausted, and who thinks a hazard may be made in a certain position, can claim the stroke, or "take the hazard," as it is technically called, in case the striker does not choose to risk that particular stroke himself. Should the person who takes the hazard fail to execute it he loses a life.

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

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

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

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

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

11—After the number which he drew is dead he may buy that of another player, and take his place; but if the seller only dispose of an

interest in his ball, he must either continue to play it himself or sell out his ball in **toto**, in which latter case any of the original members may buy and finish out the game.

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

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

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

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

16—When only two players are left and either of them wishes to divide or sell, his opponent shall have the first right of buying, provided he offers as much as is offered by any of the others who are entitled (by having been in the original game) to purchase. But should he not offer as much, then the ball may be sold to the highest duly qualified bidder.

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

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

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

GAME OF "FORTY-ONE"

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

The Rules

1—The order of playing is determined through throwing out the small numbered balls from the bottle. The balls which determine the private ball of the players are then thrown out and are generally numbered from 6 to 18. No one other than its owner is supposed to know the number of his private ball.

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

3—When exactly 41 is made, the player or gamekeeper declares game, and the player the most distant from 41 is defeated.

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

5—A miss or pocketing the white ball is a scratch, and the player so doing owes a ball to the table, besides what he may have scored on that shot. If he has more than one ball in his rack, he can spot the one he prefers; if he has none, spot the first one which he may pocket. Should he pocket more than one ball on his next shot he can spot the one he elects.

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

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

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

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

HIGH-LOW-JACK-GAME

This game is played with a set of balls the same as used in Fifteen-ball Pocket Billiards.

Any number of persons may play, the order of play being determined by the rolling of the small numbered balls.

The fifteen-ball is High; the one-ball is Low; the nine-ball is Jack; and the highest aggregate is Game. Seven points generally constitute a game, but any number of points may be agreed upon. Four points only can be made in playing one frame. These points are: High, Low, Jack and Game.

In cases where players have one and two to go to finish game, the first ball holed counts out first, be it High, Low or Jack.

In setting up the pyramid the three counting balls—High, Low, Jack—are placed in the centre, with High at the head of the three named balls, the other balls as in regular Fifteen-ball Pocket Billiards.

When players have each one to go, instead of setting up an entire frame of pyramids, a ball is placed at the foot of the table, in direct line with the spots, and at a distance from the lower cushion equal to the diameter of the ball. This ball must be pocketed by banking it to one or more cushions. The player who pockets the ball wins the game.

Scratches and penalties for scratches are the same as in the following rules for Poker Pocket Billiards, except that after a player has once made the High, Low or Jack ball he is credited with the point at the end of the game, although he may have spotted said ball as a penalty for making a scratch. After a point has been spotted in this way it counts thereafter only as one ball toward making the game point.

The rules of Fifteen-ball Pocket Billiards, not conflicting with any of the foregoing rules, govern this game also.

GAME OF POKER POCKET BILLIARDS

Played with Lettered Balls on a Six-Pocket Table

Rules

Set the balls up with 16-ball triangle, and see that the centre of the bunch is over the black spot at the lower end of the table on a line between the 2d diamonds from the foot of the table.

The set consists of 17 balls as follows: four each A, K, Q, J, representing four Aces, four Kings, four Queens and four Jacks. A white ball is used as a play-ball.

The break is made from the head of the table, at any point back of the string. All balls pocketed from the break count. No player is allowed to pocket more than five balls in one game. If a player forces the cue-ball off the table it is a scratch. If a player pockets the cue-ball it is a scratch. If a player fails to strike another ball with the cue-ball it is a scratch. For making a scratch a player must spot the last ball pocketed, or in case he has not made a ball he must spot the first ball made in his next inning.

Aces are higher than Kings, Kings are higher than Queens, Queens are higher than Jacks. The highest hand is four of a kind. The next highest hand is a Full House (three of a kind and a pair). The next highest hand is three of a kind. The next highest hand is two pairs. The next highest hand is a Straight (Ace, King, Queen, Jack). The next highest hand is one pair (two of a kind). A player holding a single ball beats a player holding none. A player who has made a scratch and not spotted a ball is beaten by a player having no balls or no scratches. Tie hands must be played off the next game, or settled by throwing out the tally balls, or in any other way agreed upon.

"KEILLEY GAME" RULES

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

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

3—If a player holds balls whose aggregate number, when added to the number on the small ball which he drew, exceeds a total of thirty one, he is then "burst," and must drop out of the game, unless a "privilege" is claimed. If this claim is made it must be before another stroke is made, as otherwise he can only re-enter the game by the consent of all the players.

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

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

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

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

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

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

10—It is the duty of each player to see that he is credited with the proper number of points by the marker after each stroke, and no claim can be allowed after a succeeding stroke has been made without the consent of all the players.

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

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

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

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

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

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

BOTTLE GAME

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

Counting

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

Rules

1—Any number of persons can play, and the rotation of the players is decided as in ordinary Pocket Billiards.

2—The game consists of 31 points.

3—Player No. 1 must play with the white ball from any point within the string at the head of the table, at either the one or two-ball at his option.

4—The player having the least number of points at the finish of the game shall be adjudged the loser.

5—The player who leads must play at and strike one of the object balls before he can score a carom on the shake-bottle.

6—A player who makes more than 31 points is burst, and must start his string anew; all that he makes in excess of 31 points counts on his new string, and the next player plays.

7—If a player carom on the bottle from either of the object-balls in such a way as to seat the bottle on its base he wins the game without further play.

8—Should the one or two-ball in any way during the stroke, touch the bottle and the bottle is in the same play knocked over or stood on its base by the cue-ball, the stroke does not count.

9—If the player forces the bottle off the table or into a pocket the bottle must be spotted on its proper spot in the centre of the table, the player loses his shot and forfeits one point, and the next player plays.

10—The player must play with the tip or point of his cue.

11—After a ball has been pocketed, if it be the one-ball it must be spotted on the red-ball spot at the foot of the table; if that be occupied the ball shall then be spotted at the one-ball spot at the diamond; if that be occupied it shall be spotted at the two-ball diamond.

12—The player making a foul stroke shall lose his shot, and shall also forfeit one point, which must be deducted from his string.

(1) A foul stroke shall be when the player misses both object-balls. (2) When the player misses both balls and knocks down the bottle. (3) When the player knocks down the bottle with the object-ball, his cue, his hand, or with his clothing. (4) When the cue-ball is forced off the table or into a pocket. (5) When the bottle is forced off the table or, into a pocket. (6) When the player knocks down the bottle with the cue-ball before coming in contact with an object-ball. (7) If the player has not at least one foot touching the floor.

13—Whenever the bottle is knocked over and cannot be spotted on its neck without coming in contact with an object-ball it shall

then be spotted on its proper spot; if that be occupied, it shall then be spotted on the red-ball spot; if that be occupied, on the white-ball spot.

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

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

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

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

BULL DOG GAME

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

COW BOY POCKET BILLIARDS

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

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

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

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

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

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

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

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

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

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

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

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

13—It is a foul if the player touch any ball with his person or clothing. It is a foul if he strike the cue-ball twice or with anything but the point of the cue. It is a miss if he shoot without causing the cue-ball to strike any object-ball. It is a scratch if he cause the cue-ball to enter a pocket except on the 101st point, or leave the table.

14—Caroms obtained by pushing during the first 90 points are legitimate, but not during the following ten points; and the 101st shot must be a clean stroke, and a push shot will not be allowed.

15—When a player is 100, should he fail to strike the one-ball his hand is out and his run, if any, forfeited.

16—During the first 90 points, should the cue-ball be frozen to an object-ball, and if by a push causes the object-ball to move, any resulting carom shall be valid. If, however, the frozen object-ball fails to move, it shall be considered as not having been touched except that should the cue-ball strike a cushion it shall not be a scratch.

17—Any cases not covered by these rules shall be governed as far as possible by the accepted rules of billiards.

The following cases and decisions may assist in explaining the intention of the rules:

Case A—A player is 85 and plays, pocketing the 5 ball, and his cue-ball then caroms on another ball.

Decision—His hand is out and the run forfeited because the balls did not come to rest at 90.

Case B—A player is 99 and caroms from the 3 ball to the 1 ball, and his cue-ball then goes into a pocket.

Decision—His hand is out and the run lost as above.

Case C—A player is 99 and makes a carom, but leaves the balls lined up, and in endeavoring to strike the 1 ball hits the 3 ball only.

Decision—Hand out and run lost under Rule 15.

Case D—A player is 89 and scores a double carom.

Decision—Hand out and run lost.

RULES FOR GOLF POCKET BILLIARDS

1—Players will shake small balls for shots. Lowest number plays first, etc.

2—In playing partners, the players holding the lower numbers play against those holding the higher ones.

3—White ball is spotted on regular spot at head of table, and the red ball spotted in the centre of table.

4—To start the game the first player must play the white ball and bank the red ball direct to lower end cushion for the left hand side pocket, counting each shot. After he pockets the red ball he must spot both and the next player must make the same opening shot. The first player must then play to pocket the red ball in upper left corner pocket direct, and so players continue, in rotation, to upper right corner pocket, then to right hand side, right hand lower corner and last to lower left hand corner.

5—The white ball is always to be shot from point left by preceding player after the opening shot.

6—Should a scratch be made by shooting white ball in pocket or red ball in wrong pocket, it must be spotted and adds three to score besides one for the shot and the player continues to shoot.

7—One ball, either the white or red, must touch a cushion in making every shot or it is foul and the player adds three points to his score besides one for the shot and continues to play.

8—When playing partners they follow each other and their scores are added together.

9—The white ball must be shot from spot after a scratch has been made.

10—Should the red ball be back of foul line the player may shoot direct at it from spot. The object is to assist your partner by shooting red ball near pocket needed, if you cannot make it yourself.

11—If red ball is made by first player, say in one shot, the partner does not play that inning, but plays first the following inning. Their score will be one for that inning and the opposite side will start, shooting from where the white ball stands, and the red on the centre spot.

12—When the sixth pocket has been made by each player or partnership the scores are added and the lowest total score for the six pockets wins the game.

Note—The game is played on any size pocket table.

THE "B. B. C. CO." POCKET BILLIARDS

This game is played with sixteen (16) balls—Seven (7) yellow, seven (7) red, one (1) black, and a cue-ball.

The game can only be played by two players, or multiples of two (partners).

The object of the game is to pocket the black ball after pocketing the seven balls of either color.

Rules for Play

1—The players can either shake or bank for the break. All balls count on the break.

2—In racking the balls at the commencement of the game they are placed on the table in the form of a triangle or pyramid, as customary, the black ball being placed immediately behind the head ball of the triangle, and the other balls placed indiscriminately in the triangle.

3—If on the break a player pockets either a red or a yellow ball his aim is to secure the remaining balls of that color, and he plays accordingly. Should he pocket balls of both colors on the opening stroke he must choose between the two colors, and continue to play for the balls of the color chosen. After pocketing the seven balls of the color chosen, he must next pocket the black ball, succeeding in which he wins the game.

4—When balls of both colors are pocketed on the opening stroke, or simultaneously at any time thereafter, they must count for both players. Thus, if A, on the break, pockets a red and a yellow ball, and he selects the red, the yellow ball is placed in the rack to the credit of his opponent.

5—If the black ball is pocketed out of turn, that is, before either player, or side, has secured the seven red or seven yellow balls, the game terminates, and the player who pocketed the black ball loses the game.

6—A player pocketing a ball of his opponent's color, and, failing simultaneously to pocket a ball of his own color, forfeits his shot, and his opponent is entitled to the ball pocketed.

7—In event of a scratch by reason of the cue-ball being pocketed, or jumped off the table, the player loses his inning, but any balls pocketed on the stroke count for the player or his opponent, according to color. The cue-ball being in hand, the next player must play from inside the string, or balk, but should there be no ball outside the string, of the color he is playing, the ball of that color nearest the string line is to be spotted on the spot at the foot of the table. Should the player with cue-ball in hand have already spotted the seven balls of his color, then the black ball shall be spotted as above.

8—At the commencement of the game, should the player fail to break the balls—that is, fail to pocket a ball, or drive at least two of the object balls to a cushion—the next player has the option of selecting his color before playing, or he can break the balls and select his color afterward, whether he pockets a ball or not.

9—The rules of American Pyramid, when not conflicting with the above rules, govern this game also.

GAME OF "SNOOKER"

As Authorized by the Billiard Association of Great Britain and Ireland

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

2—To decide the order of play, as many colored balls as there are players or sides shall be put into a basket, shaken, and given out to the players by the marker.

The players play in the order in which the colors appear on the marking-board. A player pocketing a ball scores its value as against each of the other players, and when penalized, pays the penalty to each of them. In a game where sides are formed a player either scores for his own side, or is penalized to the opposing side or sides.

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

The yellow ball shall be placed on the right hand spot of the balk line and count two points;

The green ball shall be placed on the left hand spot of the balk line and count three points;

The brown ball shall be placed on the middle spot of the balk line and count four points;

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

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

The black ball shall be placed on the billiard-spot and count seven points.

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

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

5—The "balk" is no protection.

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

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

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

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

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

11—No ball shall, under any circumstances, be taken up.

12—Should the spot allotted to any colored ball be occupied when it becomes necessary to re-spot it, it shall be placed upon the nearest unoccupied spot, and, failing that, as near as possible to its proper spot in the direction of the centre spot. If the middle spot of the balk line is occupied, the brown ball after being pocketed shall, if possible, be placed on the left hand spot of the balk line, and, failing that, the rule as above applies.

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

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

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

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

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

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

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

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

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

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

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

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

25—If the striker play at or pocket a ball except in the proper rotation, he shall be penalized in the value of the ball so played at or pocketed unless the ball so played at be of lower value than the ball which should have been selected, in which case the penalty is governed by the latter ball.

26—If the striker strike simultaneously a colored ball and a red ball, or two colored balls, he shall be penalized in the value of the higher ball.

27—If the striker pocket the white ball after contact with another ball, he shall be penalized in the value of the ball struck, unless the object-ball so struck be out of order, in which case the penalty shall be governed by the ball of the higher value.

28—Should the striker give an intentional miss, he shall be penalized in the value of the black ball, and be compelled to play the stroke again. No score can accrue from such stroke, but the striker shall be subject to any further penalty he may incur.

29—If the striker pocket more than one ball, other than red balls, in one stroke, he cannot score, and is penalized in the value of the highest ball pocketed.

30—In the absence of a referee the marker of the room shall decide all disputes that may arise, and if he does not know of the matter in dispute, the majority of the onlookers shall decide.

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