

T H E
COVENT-GARDEN MAGAZINE;

O R,
A M O R O U S R E P O S I T O R Y :

Calculated solely for the

E N T E R T A I N M E N T

O F T H E

P O L I T E W O R L D,

A N D T H E

FINISHING of a YOUNG GENTLEMAN'S EDUCATION.

V O L U M E I I.



L O N D O N :

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The COVENT-GARDEN MAGAZINE ;

OR,

AMOROUS REPOSITORY:

CALCULATED SOLELY FOR THE

ENTERTAINMENT of the POLITE WORLD.

For J A N U A R Y 1773.

ANNALS of GAMING.

ESSAY VII.

An Account of the Game of Billiards, with the Rules and Odds: The different Kinds of Games played on a Billiard Table: Also the Stratagems and Artifices of Sharpers to impose and cheat.

THE game of Billiards was originally invented in France, when it was played in a different manner from what it is at present, by having a pafs or iron in the table, which is now laid aside. A table is generally about twelve feet long and six feet wide, covered with fine green cloth, and furrounded with cushions to prevent the balls rolling off, and make them rebound. There are six holes, nets, or pockets, to receive the balls ; these are placed at the four corners, and two in the middle opposite each other, to receive the balls, which when put in their holes are called hazards. The making of a hazard,

that is putting the adversary's ball in at the common game, reckons two in favour of the player. The following are the rules generally observed at the winning or usual game

L.

For the lead, put the ball at one end, and play to be nearest the cushion next to you.

II.

The nearest to the cushion is to lead, and chuse the ball, if he pleases.

III.

The leader is to place his ball at the nail, and not to pass the middle pocket; and if he holes himself, he loses the lead.

IV.

He that follows the leader must stand within the corner of the table, and not place his ball beyond the nail.

• V.

He that plays upon the running ball, loses one.

• VI.

He that touches the ball twice, and moves it, loses one.

VII.

He that does not hit his adversary's ball, loses one.

VIII.

Touching both balls is deemed a foul stroke; and putting in an adversary's ball, obtains nothing; the striker who puts in his own, loses two.

IX.

He that holes both balls, loses two.

X.

He that strikes upon his adversary's ball, and holes himself, loses two.

XI.

He that plays against the ball, not striking it, but holes himself, loses three.

XII.

He that strikes both balls over the table, loses two.

XIII.

He that strikes his ball over the table, and does not hit his adversary's ball, loses three.

XIV.

He that retains the end of his adversary's stick when playing, or endeavours to balk his stroke, loses one.

XV.

He that plays another's ball without leave, loses one.

XVI.

He that takes up his ball, or his adversary's, without permission, loses one.

XVII.

He that stops either ball, when running, loses one; and being near the hole, loses two.

XVIII.

He that blows upon the ball, when running, loses one; and if near the hole, loses two.

XIX.

He that shakes the table when the ball is running, loses one.

XX.

He that strikes the table with the stick, or plays before his turn, loses one.

XXI.

He that throws the stick upon the table, and hits the ball, loses one.

XXII.

If the ball stands upon the edge of the hole, and after being challenged it falls in, it is nothing, but must be put where it was before.

XXIII.

If any person, not being one of the players, stops a ball, the ball must stand in the place where it was stopp'd.

XXIV.

He that plays without a foot upon the ground, loses one.

XXV.

He that leaves the game before it is ended, loses it.

XXVI.

Any person may change his stick in play.

XXVII.

If any difference arise about false play, he that marks the game, or the majority of the company decide it.

XXVIII.

Those that do not play must stand from the table, and give place to the players.

XXIX.

If any person lays any wager, and does not play, he shall not give advice to the players upon the game.

This game is played with sticks, called maces or cues: the first consists of a long straight stick, with a head at the end, and is the superior instrument

• These two rules are seldom or ever enforced.

in point of advantage: the cue is a thick stick, diminishing gradually to a point of about half an inch diameter: this instrument is played over the left hand, and supported by the thumb. It is the only instrument in vogue abroad, and is played with amazing address by the Italians, and some of the Dutch: but in England the mace is the prevailing instrument, which few foreigners excel with.

Besides the winning game, which is twelve up, there are several kinds of games played at billiards, viz. The losing game; the winning and losing; choice of balls; bricole; carambole; a four-game; hazards, &c.

The *losing game* is the common game nearly reversed; that is to say, except hitting of the balls, which is absolutely necessary, you gain by losing. In putting yourself in, you win two; by putting your adversary in, you lose two; but if you pocket both balls you get four. This game depends greatly upon strengths, and is therefore very necessary to be known to play the winning game in perfection.

The *winning and losing game* is a combination of both games; that is to say, all balls that are made reckon, and double balls four. At this game, and the losing, knocking over, or forcing the balls over the cushion, do not tell as at the common game.

Choice of balls, is chusing each time which ball the player pleases, which is doubtless a great advantage, and is generally play'd against losing and winning.

Bricole, is the being obliged to hit a cushion, and rebound before you touch your adversary's ball; otherwise you lose a point: this is a great disadvantage, and is reckoned between even players to be equal to receiving about 8 and 9.

Carambole, is a game newly introduced from France. It is played with three balls, one being red, which is neutral, and is placed upon a spot up on a line with the stringing nail. Each

of the opponents, at the first stroke of a hazard, play from a mark upon a line with it at the other end of the table. The chief object of this game is to hit with your own ball the two other balls, which is called a Carambole, and by which the player wins two. Putting in the red ball is three, the adversary's ball two; so that seven may be gained at one stroke, by caramboling and putting in both balls. The game is sixteen up. This game, like the losing, depends chiefly upon strengths, and is usually played with the cue.

The chief object of this game, after making what we have distinguished by the carambole stroke, is the baulk; that is to say, making the white ball, and bringing your own ball and the red one below the stringing nail, from whence the players begin. By this means, the adversary is obliged to play bricole from the opposite cushion, and it often happens that this situation determines the whole game.

A *four-game* consists of two partners on each side, at the common winning game, who play by succession after each hazard, or two points lost. The game is fifteen up; so that the point or hazard is an odd number, through the game; for which reason a miss at 4, 6, or 8, is as much at this game as at 5, 7, or 9, at the common single game.

Hazards are so called because they depend entirely upon the making of hazards, without regard to any game or score. Any number of persons may play, by having balls that are numbered, and which are smaller than the common balls; but the number seldom exceeds six, to avoid confusion. A specified sum is played for each hazard, which the person, whose ball is put in, pays to the player; and the person who misses forfeits half the price of a hazard to the person whose ball he plays upon. The only general rule is not to lay the next player a hazard. The table is paid for by the hour.

The odds usually laid at Billiards, which are all calculated for the winning game, are as follow,

EVEN PLAYERS.

One love	is	5 to 4
Two do.	is	3 to 2
Three do.	is	7 to 4
Four do.	is	2 to 1
Five do.	is	3 to 1
Six do.	is	4 to 1
Seven do.	is	6 to 1
Eight do.	is	10 to 1
Nine do.	is	15 to 1
Ten do.	is	60 to 1
Eleven do.	is	63 to 1

But only a guinea to a shilling is usually laid.

Two to one	is	5 to 4
Three to one	is	3 to 2
Four to one	is	7 to 4
Five to one	is	2 to 1
Six to one	is	7 to 2
Seven to one	is	4 to 1
Eight to one	is	9 to 1
Nine to one	is	about 10 to 1

Ten to one is generally laid 21 to 1, but is in reality much more, tho' not commonly laid; but calculated as near as possible to be 50 to 1

Eleven to one	is	60 to 1
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Three to two	is	5 to 4
Four to two	is	8 to 5
Five to two	is	7 to 4
Six to two	is	5 to 2
Seven to two	is	3 to 1
Eight to two	is	6 to 1
Nine to two	is	7 to 1
Ten to two	is	about 20 to 1
often laid		21 to 1
Eleven to two	is	23 to 1

What now gives the peculiar advantage to the mace over the cue, is what has been artfully introduced by professed players, under the name of trailing, which is following the ball with the mace to such a convenient distance from the other ball as to make it an easy hazard. There are many degrees of trailing, under different denominations amongst the connoisseurs, namely, the shove, the sweep, the long

stroke, the trail, and the dead trail, or turn up, all which secure an advantage to a good player, according to their various gradations. This is also performed, though not so long, by the butt player of the cue.

Having set forth the rules, different games, and odds at billiards, we shall now point out the methods usually practised by sharpers to defraud at this game.

A black-legged gentleman, if he sees a stranger knocking the balls about, will address him with compliments upon his fine strokes, and propose a game. If they play for nothing but the table, the stranger will be sure to win, to entice him to play for money. In proportion as they advance the bets, the sharper will lug out his play, and the stranger will be astonished to find, at his cost, the worst player in the world at first, in the end turn out one of the best.

If a stranger is backward in playing for money, the sharper's associate will whisper to him, he has a hollow match, and offer to go his halves in whatever he bets: persuaded by this judge, he lays with the player, and the two sharpers share the stranger's half that he loses.

Two sharpers, when they see any in the room that they think will turn out pigeons, appear to be quite strangers to each other, propose a match, perhaps for a crown; one plays much superior to the other, and the loser affects to be in a great passion, and is angry the player will not give him a chance for the money he has lost, and proposes bets to the by-standers. Those who are not in the secret fancying he must inevitably lose, are induced to bet; but no sooner has any money been betted upon it with the by-standers, than his adversary relaxes in his good play, and the loser begins to discover his real abilities. Or a third sharper, a by-stander, bets with the strangers, and according as he lays his money, the game is determined.

A black-legs plays with a gentleman for a trifle, then his associate bets

against him upon the hazard, or a larger sum than the player upon the game; then the black-legs loses the gentleman a small bett, and his associate wins a larger, which he shares.

A black-legs always endeavours to lay less than the odds, and take more.

If he is playing for a crown, and gets ten love of an easy match, he will take the odds, as he pretends, for a hedge, in order to lose the game, gain a greater sum, and strengthen his match, by making his adversary believe he won the game by dint of good play.

Two sharpers will pretend to make betts upon a third who is playing, and propose to a by-stander to go their halves. The pigeon relying upon their superior judgment, and knowing they would not make a bad bett, fancies he has a good thing, eagerly catches at the bait, and is polled through his own cunning.

Imaginary betts are also made between these gentry, to strengthen or weaken a match, by giving the credulous fair player a higher opinion of his play, and thereby inducing him to continue playing with one of their associates, though the match is greatly to his disadvantage.

If a black-leg loses, he will probably pay bad or light money, or want change, when he thinks the winner cannot give it him; or, upon an emergency, brush it, under pretence of getting change, which is called throwing a stone.

The black-legs seldom or ever come into a billiard-room together, but drop in one by one, that they may appear strangers to each other, and thereby impose upon the credulous.

If any dispute arises concerning any wager, the black-legs is almost sure of having it determined in his favour by his fraternity in the room, who generally constitute a majority.

Upon the whole, we would advise every young gentleman, who is a stranger to the town, never to play or bett in a public billiard room, as he may be assured that three-fourths of the company in the room are sharpers, and

live entirely by gaming; and that the moment he opens his mouth to play or bett, he may consider his pocket picked by these, or similar artifices.

SUPPLEMENT

T O

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For 1773.

ANNALS OF GAMING. ESSAY XVIII.

At the request of several Correspondents, who are great admirers of the Game of BILLIARDS, we have added the following Supplement in this place to the account we gave of that game in our Magazine for January last, in order that it may be bound up in the same volume, and be readily referred to. An ingenious Correspondent and great Connoisseur at Play, has sent us the following accounts of the various methods of Playing, under the denomination of The BAR HOLE, the ONE HOLE, and the RUSSIAN CARAMBOLE, together with all the remaining Odds (not before specified) that are commonly laid at the game; which together will form the only and most complete Treatise on Billiards that can possibly be offered the Players of that elegant and polite Game.

To the EDITOR of the COVENT-GARDEN MAGAZINE.

S I R,

It was with infinite satisfaction I read your Essay on the Game of Billiards, with the *finesses* and artifices that are practised at it

by the Knowing-ones or Black legs, and I sincerely thank you for the information I received upon the latter head. But as I imagine you were fearful of taking up too much room in one Number, to give us the remaining Games, with all the odds that are laid, I have sent

DECEMBER, 1773.

them as a proper *Supplement*, and beg that they may characteristically appear in your *Supplement*, which I find you propose publishing in the course of this Month; by which you will greatly oblige me, amongst many other subscribers to this table.

Your constant Reader,
Bedford Coffee-house, A. S.—N.
 Jan. 1, 1774.

BESIDES the games already specified, it will be necessary to mention here, that there are two others, but which are seldom played but by the *Knowing-ones*. These are called The *Bar-hole*, and The *One-hole*: the first of these is expressed by the names, that is to say the hole to be played for is barred, and the player must strike for a different hole; when this is played against the common game, the advantage for the latter, between even players, is computed at about six. The *One hole* is seldom played but against young players, or pigeons, who fancy they have a great advantage in having five holes against one, whereas, in fact, an even player has the worst of it; for as all balls that go into the one hole reckon, the player endeavours to lay his ball constantly before that hole, and his antagonist frequently finds it very difficult, to keep one or other ball out, particularly on the leads, when the one-hole player lays, as often as he can, his ball hanging over his hole; and takes as many opportunities as he can of leading from the opposite end, even when he is not entitled to it, for by rights the lead should be given from the end of the table that the hazard is made at.

There is likewise a new game lately introduced here from abroad, called, the *RUSSIAN CARAMBOLE*.

The red ball is placed as usual, on the spot made for that purpose, but the player, when he begins, or after having been holed, never places his ball on any particular spot or place; he being at liberty to put it where he pleases; when he begins to play, instead of striking at the red ball, he leads his own gently behind it, and his antagonist is to play at which he thinks proper; if he plays at the red ball, and holes it, he scores three towards the game, which is twenty-four instead of sixteen points; and the red ball is put upon the spot again, at which he may now play, or take his choice which of the two balls to play at, always following his stroke till both balls are off the table. When he *caramboles*, or strikes his own ball against the other two, he is entitled to two points; the same as at the other game, but if he *caramboles* and puts his own ball into any hole, he loses as many as he might have got, had he not holed his own ball; for example, if he strikes at the red ball, and holes it, at the same time *caramboles* and holes himself, he loses five points; and if he holes both balls in *caramboling*, and also his own, he loses seven, which, if he had not holed himself, he would have got. It is in other respects played like the common *red game*, reckoning three for holing the red ball, two for the white, two for *caramboling*, &c.

*The compleat Odds of the Game of
 BILLIARDS.*

Even Players.

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

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

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

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

9 to 8	is	4 to 3
10 to 8	is	5 to 2
11 to 8	is	3 to 1

10 to 9	is	2 to 1
11 to 9	is	5 to 2

11 to 10	is	5 to 4
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When He who gives Another Two,
is — 1 to 2, — that

1 to 2	is	5 to 4
2 all	is	3 to 2
3 to 2	is	8 to 5
4 to 2	is	2 to 1
5 to 2	is	5 to 2
6 to 2	is	4 to 1
7 to 2	is	9 to 4
8 to 2	is	10 to 1
9 to 2	is	11 to 1
10 to 2	is	27 to 1
11 to 2	is	31 to 1

When he who gives another Two,
is — 4 all, — that

4 all	is	3 to 2
5 to 4	is	8 to 5
6 to 4	is	5 to 2
7 to 4	is	3 to 1
8 to 4	is	5 to 1
9 to 4	is	6 to 1
10 to 4	is	15 to 1
11 to 4	is	16 to 1

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

When He who gives Another Two,
is — 8 to 7, — that

8 to 7	is	2 to 1
9 to 7	is	5 to 2
10 to 7	is	6 to 1
11 to 7	is	7 to 1

8 all	is	5 to 4
9 to 8	is	3 to 2
10 to 8	is	3 to 1
11 to 8	is	4 to 1

9 all	is	4 to 3
10 to 9	is	5 to 2
11 to 9	is	3 to 1

10 all	is	6 to 5
11 to 10	is	7 to 5

11 all	is	5 to 4
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When He who receives Two from
Another, is — 3 love, — that

3 love	is	5 to 4
4 d ^o .	is	8 to 5
5 d ^o .	is	9 to 5
6 d ^o .	is	3 to 1
7 d ^o .	is	7 to 2
8 d ^o .	is	8 to 1
9 d ^o .	is	9 to 1
10 d ^o .	is	21 to 1
11 d ^o .	is	23 to 1

When He who receives Two from
Another, is — 6 to 4, — that

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

10 to 6	is	4 to 1
11 to 6	is	9 to 2
<hr/>		
8 to 7	is	5 to 4
9 to 7	is	3 to 2
10 to 7	is	3 to 1
11 to 7	is	7 to 2

When He who receives Two from Another, is — 9 to 8, — that

9 to 8	is	7 to 6
10 to 8	is	2 to 1
11 to 8	is	5 to 2

9	all	is	4 to 3*
10	to 9	is	7 to 4
11	to 9	is	2 to 1

11 to 10	is	even	
11	all	is	4 to 3*

When He who receives Four from Another, is ----- 6 love, ----- that

6 love	is	2 to 1
7 d ^o .	is	5 to 2
8 d ^o .	is	5 to 1
9 d ^o .	is	6 to 1
10 d ^o .	is	16 to 1
11 d ^o .	is	17 to 1

6 to 2	is	3 to 2
7 to 2	is	8 to 5
8 to 2	is	4 to 1
9 to 2	is	9 to 2
10 to 2	is	12 to 1
11 to 2	is	13 to 1

Common Odds of the Hazards.

When 2 are given, the odds of the hazard are 6 to 5.

When 3 are given, the odds are 5 to 4.

When 4 are given, the odds are 3 to 2.

When 5 are given, the odds are 8 to 5.

When 6 are given, the odds are 2 to 1.

The full odds that you don't get two hazards together, between even players, are - - - 3 to 1

3 together are 7 to 1

4 d^o. are 15 to 1

5 d^o. are 31 to 1

6 d^o. are 63 to 1

Some general Observations worthy of Attention.

If you happen to lay money on a hazard, and the person on whose side you lay the money, misses the ball at eleven, and afterwards goes into the hole, you don't lose the hazard, the game being out by the said miss.

If a person should make a foul stroke, his adversary has a right to lead; if he does not like the ball he has to play at.

If a person proposes parting the balls, his adversary has a right to the lead.

If a person loses a hazard, in one of the corner holes, he may compel his adversary to lead from the end where he lost the said hazard.

If a person should lose a hazard in the middle hole, his adversary may compel him to go to which end he pleases.

If a person should play with the wrong ball, his adversary has a right to the lead, if he don't like the ball he has to play at; provided he can make it appear that he played with his own ball the stroke before; but if he chuses to play at the ball, he must play the hazard out with the ball his adversary leaves him, and change the balls afterwards.

* Against him.