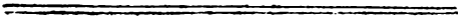


The Game of Billiards.



THE

GAME OF BILLIARDS.



Game of Billiards.

NEW
INSTRUCTIONS FOR PLAYING,
IN ALL ITS VARIETIES,
THE
GAME OF BILLIARDS,
WITH EASE AND PROPRIETY:

To which is prefixed

An Historical Account of the Game.

BY AN AMATEUR.

Illustrated with an elegant Copper-Plate, representing the Tables,
Players, &c. and Cuts to delineate the
FORTIFICATION GAME.

SOME ACCOUNT OF DISTINGUISHED PLAYERS
ARE ALSO SUBJOINED.

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1801.

Historical Description

OF

THE GAME OF BILLIARDS.

THIS game is played on a rectangular table, with little ivory balls, which are driven into hazards, or holes, according to certain rules of the game. It was invented by the French, when it was played in a different manner from what it is at present, by having a pass or iron fixed on the table, through which the balls at particular periods of the game used to be played; but now this method is quite laid aside.

Soon after the French, the Germans, the Dutch, and Italians, brought this game into vogue throughout most parts of Europe, at which they became great profici-

ents; and in a few years afterwards it became a favourite diversion in many parts of England, particularly with persons of the first rank. Since that time, indeed, it has been in a great measure prostituted by the designing and vulgar sort of people: notwithstanding, it will never be out of fashion, being of itself very entertaining, and attended with that kind of moderate exercise which renders it the more agreeable.

The table on which the game is played is generally about twelve feet long and six feet wide, or rather in the exact form of an oblong; it is covered with fine green cloth, and surrounded with cushions to prevent the balls rolling off, and to make them rebound. There are six holes, nets, or pockets: these are fixed at the four corners, and in the middle, opposite to each other, to receive the balls, which when put
into

into these holes or pockets are called hazards. The making of a hazard, that is, putting the adversary's ball in at the usual game, reckons for two in favour of the player.

The game is played with sticks, called *maces*, or with cues; the first consist of a long straight stick, with a head at the end, and are the most powerful instruments of the two: 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 fore-finger and 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 the foreigners hold in contempt, as it requires not near so much address to play the game with, as when the cue is made use of;

of; but the mace is preferred for its peculiar advantage, which some professed players have artfully introduced, under the name of *trailing*, that is, following the ball with the mace to such a convenient distance from the other ball as to make it an easy hazard. The degrees of trailing are various, and undergo different denominations amongst the connoisseurs at this game; 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: even the butt end of the cue becomes very powerful, when it is made use of by a good trailer.

Mr.

THE
GAME OF BILLIARDS.

THE best instructions that we can recommend to our readers for playing the game of billiards, are those laid down by Mr. Dew, which are as follow :

The White Winning Game.

The White Losing Game.

Red or Carambole Winning Game.

The Red Losing Game.

Fortification Billiards, with Rules and Regulations for every Method of playing the Game.

In

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

A person who plays with his right hand must stand with his left foot foremost; and, on the contrary, he who is left-handed, must stand with his right foot foremost, by which he will stand more steady and firm.

Immoderate bursts of passion, and even fretting at trifling disappointments in the game, are usually found very prejudicial to the player; his nerves being affected, it is impossible for him to make the stroke with that steadiness and nicety the game requires.

The game usually played is the white winning game.

RULES AND REGULATIONS

To be observed at

THE WHITE WINNING GAME,

Which is Twelve in Number.

1. WHEN you begin, string for the lead, and the choice of balls, if you please.
2. When

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

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

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

5. If the leader follows his ball with either mace or cue past the middle hole, it is no lead: and if his adversary chuses, he may make him lead again.

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

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

8. If the striker does not hit his adversary's ball, he loses one point; and if by the said stroke his ball should go into a hole, over the table, or on a cushion, he loses three points, *viz.* one for missing the ball, and two for holding it, &c. and he loses the lead.

9. If the striker holes his adversary's ball, or forces it over the table, or on a cushion, he loses two points.

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

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

12. No person hath a right to take up his ball without permission from his adversary.

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

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

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

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

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

18. If the striker, in attempting to make a stroke, doth not touch his ball, it is no stroke; and he must try again to make a stroke.

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

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

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

21. If the striker's ball should stand on the

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brink

brink or edge of a hole, and if in playing it off he should make the ball go in, he loses three points.

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

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

24. If the striker plays both balls from his mace or cue, so that they touch at the same time, it is deemed a foul stroke; and if it is discovered by his adversary, and a dispute should arise thereon, he has an undoubted right to appeal to the disinterested company then present: and the marker, if required, after demanding silence, must go round the table to each person separately, and be particularly careful to ask, if he hath any bet depending thereon, if he understands the game, and the nature of the dispute then in question; and if determined by the majority of the disinterested company, and the marker, if needful, to be a
foul

foul stroke, then it is at his adversary's option (if not holed) either to play at the ball, or take the lead.

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

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

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

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

28. If the striker plays on a ball when it is running or moving, it is deemed as a foul stroke. [Vide Article 24.]

21. If the striker plays with both feet off the ground, without the permission of his adversary, it is deemed a foul stroke. [Vide Article 24.]

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

31. If the ball should be changed in a hazard, or on a game, and it is not known by which party, the hazard must be played out

by each party with their different balls, and then changed.

32. If the striker plays with his adversary's ball, and holes, or forces the ball he played at over the table, &c. it is deemed a foul stroke. [Vide Article 24.]

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

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

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

36. Whoever stops a ball when running with hand, stick, or otherwise, loses the lead, if his adversary does not like the ball he has to play at the next stroke. [Vide Article 24.]

37. Whoever retains his adversary's stick when playing, it is deemed foul. [Vide Article 24.]

38. If the striker stops or puts his own ball out of its course, when running towards either of the holes, and if adjudged by the marker, and

and the disinterested company then present, to be going into a pocket, if he missed the ball he loses one point, and if going into a hole by the same stroke, three points.

39. If the striker stops or puts his adversary's ball out of the course when running towards or into a hole, or puts his adversary's ball into a hole, it is deemed a foul stroke. Vide Article 24.

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

40. He who shakes the table when the ball is running, makes it a foul stroke. Vide Article 24.

41. He who throws his stick upon the table, so as apparently to be of any detriment to his adversary, makes it a foul stroke. Vide Article 24.

42. He who blows on the ball when running makes it foul. [Vide Article 24.] And if his own ball was running towards or near the hole, he loses two points.

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

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

45. When two persons are at play, and no

particular terms of agreement have been made, neither party have a right to object to either mace or cue being played within the said game.

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

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

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

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

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

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

52. In

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

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

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

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

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

57. The parties who play ought to be particularly careful and attentive to the hazard or the game, more especially when any bets are depending thereon.

58. No person in the room has a right to lay more than the odds on a hazard or on a game. But if he offends for want of Knowledge of the game, he should appeal to the
marker;

marker; or to the table of the odds, which ought to be hung up in the billiard room for inspection.

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

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

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

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

63. When four persons play, the game is fifteen in number, and each party has a right to consult with and direct his partner in any thing respecting the game, &c. and the party who makes two missings before a hazard is made, is out, and it is his partner's turn to play; but if, after the two missings have been made by the party, his adversary should hole a pall, so as to make a hazard, the stroke following
the

the said two missings have been made, yet the party who did not make the two missings is to play, as he cannot be supposed to be cut, who has not made a stroke.

**WHITE**

WHITE LOSING GAME.

TWELVE IN NUMBER.

When a Person is tolerably well acquainted with the Winning Game, he should then learn the Losing Game, (the Reverse of the Winning), which is a Key to Billiards in general. It depends entirely upon the Defence, and the Knowledge of the Degree of Strength with which each Stroke should be played, either to defend or make a Hazard: for if a Person who has a competent Knowledge of the Game should not have a Hazard to play at, he must endeavour to lay his own Ball in such a Position, that his Adversary may not have one to play at the next Stroke. For a Losing Game Hazard is much more easy to be made, when well understood, than a Winning Game Hazard is in general.

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

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

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

4. Forcing either or both the balls over the table,

table, or on a cushion, reckons nothing, and the striker loses the lead.

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

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

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

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

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

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



RED,

RED, OR CARAMBOLE WINNING GAME.

SIXTEEN IN NUMBER.

The Red or Carambole Winning Game is full of variety; and there being so many Chances in it, which make it a game of great Uncertainty, the Odds of it are not calculated, but are generally laid according to Fancy, or to the Custom of the Tables where they are usually played at.

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

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

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

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

5. When the red ball hath been holed or forced over the table, &c. it must be placed
on

on the same spot where it originally stood at the beginning of the game.

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

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

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

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

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

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

12. If the striker holes the red and his adversary's white ball by the same stroke, he wins five point. N. B. Two for the white and three for the red ball.

13. If the striker makes a carambole, and puts his adversary's or the white ball into a hole, he wins four points. N. B. Two for the Carambole, and two for the white ball.

14. If the striker makes a Carambole, and holes the red ball, he wins five points. N. B.

Two for the Carambole, and three for holding the ball.

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

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

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

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

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

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

21. If the striker, in playing a stroke, should make his mace or cue touch two balls at the same time, it is deemed a foul stroke, and, if discovered by his adversary, he wins nothing
for

for any points he made for the stroke: and his adversary, if he pleases, may break the balls; that is, by parting the balls, and playing from the proper spot on the red ball, as at the beginning of the game. But if by the foregoing stroke, which is deemed foul, his adversary does not break the balls, and play from the proper spot, &c. then the striker may reckon all the points he made by the stroke, and the marker is obliged to reckon them.

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

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

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

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

26. If the striker is going to play with the wrong ball, no person in the room hath any
right

right to discover it to him, except his partner, if they are playing a double match.

27. After a red ball has been holed, or forced over the table, the present striker is bound to see the ball placed on the proper spot before he strikes, otherwise he can win no points while the ball is out of its place; and the stroke he made is deemed foul. See Article 21.

28. If after a white ball has been holed, or forced over the table, the striker is obliged to place his ball on the proper spot he is to play from, otherwise he can win no points he made by the stroke, which is likewise deemed foul. See Article 21.

29. If after the striker has made a carambole, or holed his adversary's or the red ball, he should touch either of the balls which remain on the table with hand, stick, or otherwise, he can win no points he made by the stroke; and it is deemed a foul stroke. See Article 21.

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

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

32. If

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

33. If either or both the balls should be upon the line, or within the stringing nails or spot where the white ball is originally placed, after his adversary's ball is off the table, it is called a baulk; and the striker, who is to play from the spot, must strike the opposite cushion, to make the ball come back again to hit one of the balls within the baulk; which if he does not, he loses one point; if he strikes the white ball first, and holes his own ball, he loses two points; and if he strikes the red ball first, and holes his own ball, he loses three points.

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

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

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

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

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

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

40. If either of the balls should lay either before, behind, or on one side of the spot, so that the striker can place his ball without touching each other, he must play the ball as he can from the spot, neither of which balls must be moved to make way for him to play.

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

42. The betters ought to be particularly
careful

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

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

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

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



RED OR CARAMBOLE LOSING GAME.

THE GAME IS SIXTEEN IN NUMBER.

The Red or Carambole Losing Game requires greater Judgment than the Winning, and depends materially on the Skill of the Player; the Chances in it may happen sometimes to vary more than at the Winning Carambole Game, and especially if the Players do not properly understand the skilful Part of the Game.

1. THE game begins in the same manner as the carambole winning game.

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

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

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

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

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

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7. If

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

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

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

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

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

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

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

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

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

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

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

17. If

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

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

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

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

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

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

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

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

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

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

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

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

FORTIFICATION BILLIARDS.

THE method of playing I shall describe as nearly as possible: for the better comprehending which, the editor has added two copper plates; the first shews how the forts, &c. are to be placed; the other is a plan of the table when mounted, accurately measured, by which the various angles are ascertained, and is calculated for the experienced player.

First, there are the forts made of wood, in the form of castles, which are to have lead put in them for the purpose of making them heavy, so that in playing the balls they may not be moved from their places.

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

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

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

Two of the forts, called the grand forts, are to be made larger than the rest, and to have

an arch cut through them of the size the others have.

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

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

The pass, which serves for the purpose of both parties' attacking balls to go through, is to be made in the form of the grand forts, but rather longer for distinction, and to have an arch of the size of the grand forts, and is to be painted of different colours; *viz.* one of the ends where the arch is, of a red, to continue half way of each side, and the same on the top; the other end of the arch is to be white, and to continue in the same colour over the other half as before.

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

The

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

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

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

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

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

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

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

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

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

in a triangular form, the height of them are three inches, the breadth at the extremity are two inches and a half, and the length three inches and a half.

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

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

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

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

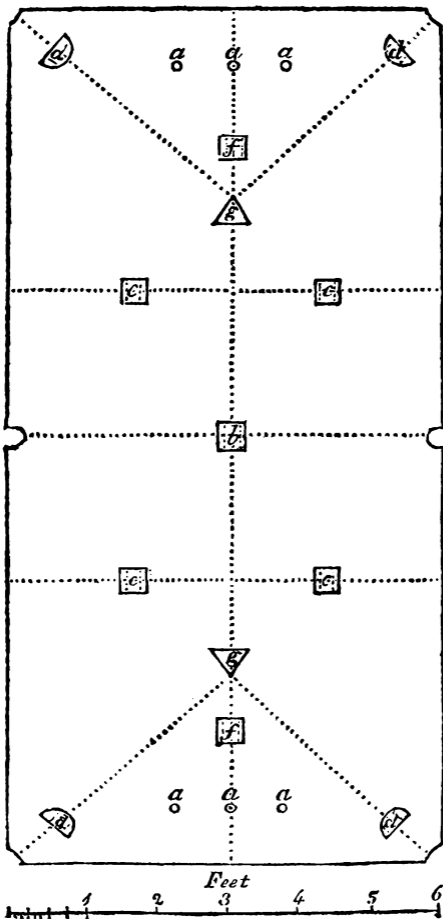
Description of the Plates.

The one is a plan for placing the forts, &c. &c. with the distances measured; the other is also a representation of the superficies of a billiard table, with all the forts and castles properly placed.

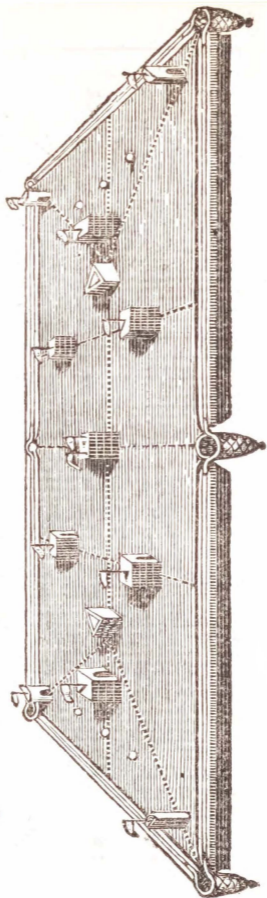
- a a a* The balls.
- b* The pass.
- c c* Advanced forts.
- d d* Reserved forts.
- f* Grand fort.
- g* Battery.

FORTI.

Plan of a Fortification Billiard Table.



Representation of a Fortification Billiard Table, with the Forts, &c. properly placed.



FORTIFICATION BILLIARDS.

The Game is Twenty in Number.

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

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

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

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

5. The ball for the attack on the white (or French) side of the forts must be white, *i. e.* plain, and the two defending balls eight black spots on each ball.

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

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

8. If

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

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

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

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

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

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

13. Missings at this game reckon nothing.

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

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

16. The

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

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

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

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

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

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

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

23. After a fort hath been taken, or a ball holed or forced over the table, the striker is bound to place or to see the ball placed on its proper spot; and if he doth not, he shall reckon

reckon nothing for any forts, &c. he shall take during the time the ball is out of its place.

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

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

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

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

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

28. If

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

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

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

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

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

33. If the striker holes his own or his adversary's ball, or forces them over the table, or on a fort or cushion, he loses two points.

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

35. When a ball is holed or forced over the table, or on, &c. such ball is to be placed on its proper spot; but if it happens that the spot should be occupied by another ball, in such

case the ball is to be placed behind it, so as not to touch the ball.

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

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

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

39. If either of the adversary's balls should lay before either of the striker's forts, which hath not been taken, and (the said ball being out of sight) hath a fancy to strike the cushion first, and hit the said ball backwards, to make a prisoner of war of his said adversary's ball, by saying, *I do not see*, if he hits the ball, he

* Out of the Angle—Vide XXI. and XXII.

wins two points, and if he makes a prisoner of war of his adversary's ball, he wins six points more, and his adversary's ball must return to its proper spot again.

40. When the striker gives warning, saying, *I do no see*, his adversary, or the disinterested company, have a right to be judges thereof, or the marker, if any dispute should arise thereon.

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

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

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

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

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

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

47. Whoever stops a ball with stick or otherwise, after the stroke, it is deemed foul. See Art. 42.

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

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

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

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

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

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

GEN-

GENERAL DESCRIPTION

OF THE DIFFERENT KINDS OF

GAMES PLAYED AT BILLIARDS.

BESIDES the common winning game, which is twelve up, there are several other kinds of games, viz. the losing-game, the winning and losing, choice of balls, bricole, carambole, Russian carambole, the bar-hole, the one-hole, the four-game, and hazards.

THE LOSING GAME,

Is the common game nearly reversed; that is to say, except hitting the balls, which is absolutely necessary, the player gains, by losing. By putting himself in, he wins two; by putting his adversary in, he loses two: but if he pockets both balls, he gets four. This game depends greatly upon particular strengths, and is therefore very necessary to be known to play the winning game well.

THE WINNING AND LOSING GAME,

Is a combination of both games; that is to say, all balls that are put in by striking first the adversary's ball, reckon towards game; and holing both balls reckons four. At this game and the losing, knocking over or forcing the balls over the cushion, goes for nothing, the striker only loses the lead.

CHOICE OF BALLS,

Is choosing each time which ball the player pleases, which is doubtless a great advantage, and is generally played against losing and winning.

BRICOLE,

Is being obliged to hit a cushion, and make the ball rebound or return to hit the adversary's ball, otherwise the player loses a point. This is a great disadvantage, and is reckoned between even players to be equal to receiving about eight or nine points.

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
on

on a line with the stringing nail (*i. e.* that part of the table from whence the player strikes his ball at first setting off, and which is generally marked with two brass nails). Each antagonist at the first stroke of a hazard, play from a mark which is upon a line with it at the other end of the table. The chief object at this game is, for the player to hit with his own ball the two other balls: which is called a *carambole*, and by which the player wins two. If he puts in the red ball he gets three, and when he holes his adversary's ball he gets two; so that seven may be made at one stroke, by caramboing and putting in both balls. This game resembles the losing, depending chiefly upon particular strengths, and is generally played with the cue. The game is sixteen up; nevertheless it is reckoned to be sooner over than the common game. The next object of this game, after making what we have distinguished by the *carambole*, is the *haulk*; that is, making the white ball, and bringing the player's own ball and the red one below the stringing nail, from whence the adversaries begin. By this means the opponent is obliged to play bricole from the opposite cushion; and it often happens that the game is determined by this situation.

THE

THE RUSSIAN CARAMBOLE,

Is a game that has still more lately been introduced from abroad, and is played in the following manner: 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 place or spot; 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 as usual 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 strike again, or take his choice which of the two balls to push at, always following his stroke till both balls are off the table. He is entitled to two points each time that he caramboles, 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 himself, for example, if he strikes at the red ball, which he holes, at the same time caramboles and holes himself, he loses five points; and if he holes both balls when he caramboles, and likewise his own, he loses seven, which he would have got if he had

had not holed his own ball. In other respects it is played like the common carambole game.

THE BAR-HOLE,

Is so called from the hole being barred which the ball should be played for, and the player striking for another hole; when this game is played against the common game, the advantage for the latter, between equal players, is reckoned to be about six.

The player at the *one-hole*, though it seems to those who are not judges of the game to be a great disadvantage, has in fact the best 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-player lays his ball (which he does as often as he can) on the brink of the hole; leading for that purpose from the opposite end, which in reality he has no right to do; for the lead should be given from the end of the table at which the hazard is made; but when a person happens to be a novice, this advantage is often taken.

THE FOUR GAME,

Consists of two partners on each side, as the common winning game; who play by
succession

succession after each hazard, or two points lost. The game is fifteen up; so that the point or hazard is an odd number, which makes a miss at this game of more consequence than it is at another; being as much at four, six, or eight, as it is at five, seven, or nine, at the single game.

HAZARDS,

Are so called because they depend entirely upon the making of hazards, there being no account kept of any game. Any number of persons may play by having balls that are numbered; but the number seldom exceeds six, to avoid confusion. The person whose ball is put in, pays so much to the player according to what is agreed to be played for each hazard; and the person who misses, pays half the price of a hazard to him whose ball he played at. The only general rule is, not to lay any ball a hazard for the next player, which may be in a great measure avoided, by always playing upon the next player, and either bringing him close to the cushion, on putting him at a distance from the rest of the balls. The table, when hazards are played, is always paid for by the hour.

ODDS

ODDS AT BILLIARDS.

Equal Players.

1 Love is	5 to 4	3 to 2 is	5 to 4
2 — —	3 — 2	4 — —	8 — 5
3 — —	7 — 4	5 — —	9 — 5
4 — —	2 — 1	6 — —	3 — 1
5 — —	5 — 2	7 — —	7 — 2
6 — —	4 — 1	8 — —	6 — 1
7 — —	9 — 2	9 — —	7 — 1
8 — —	10 — 1	10 — —	21 — 1
9 — —	11 — 1	11 — —	22 — 1
10 — —	36 — 1	<hr/>	
11 — —	40 — 1	4 to 3 is	7 to 5
<hr/>		5 — —	8 — 5
2 to 1 is	4 to 3	6 — —	5 — 2
3 — —	3 — 2	7 — —	3 — 1
4 — —	7 — 4	8 — —	5 — 1
5 — —	2 — 1	9 — —	6 — 1
6 — —	7 — 2	10 — —	20 — 1
8 — —	9 — 1	11 — —	21 — 1
9 — —	10 — 1	<hr/>	
10 — —	32 — 1	5 to 4 is	5 to 4
11 — —	36 — 1	6	7 .. 4
<hr/>		7	2 .. 1
		8	4 .. 1
		9	9 .. 2
		10	21 .. 2
		11	12 .. 1
		<hr/>	

6 to 5 is 3 to 2	8 to 7 is 7 to 4
7 7 .. 4	9 2 .. 1
8 3 .. 1	10 9 .. 2
9 4 .. 1	11 5 .. 1
0 9 .. 1	<hr/>
1 21 .. 2	9 to 8 is 5 to 4
<hr/>	10 11 .. 4
7 to 6 is 4 to 3	11 3 .. 1
8 2 .. 1	<hr/>
9 5 .. 2	10 to 9 is 9 to 4
0 5 .. 1	11 5 .. 2
1 11 .. 2	<hr/>
	11 to 10 or according to the stroke.

When a Person who gives One Point to another, is,

1 All is 5 to 4	2 All is 5 to 4
2 to 1 .. 3 .. 2	3 to 2 .. 3 .. 2
3 7 .. 4	4 7 .. 4
4 2 .. 1	5 2 .. 1
5 5 .. 2	6 7 .. 2
6 4 .. 1	7 4 .. 1
7 9 .. 2	8 9 .. 1
8 10 .. 1	9 10 .. 1
9 11 .. 1	10 25 .. 1
0 36 .. 1	11 26 .. 1
1 40 .. 1	<hr/>

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

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

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

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

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

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

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

10 All is 8 to 7
11 to 10; or according to the stroke.

When a Person who gives Two Points to another, is,

1 to 2 is	5 to 4	4 All is	7 to 5
2 All ..	3 .. 2	5 to 4 ..	8 .. 5
3 to 2 ..	7 .. 4	6	5 .. 2
4	2 .. 1	7	11 .. 4
5	5 .. 2	8	5 .. 1
6	4 .. 1	9	11 .. 2
7	9 .. 2	10	20 .. 1
8	10 .. 1	11	21 .. 1
9	11 .. 1	<hr/>	
10	31 .. 1	5 All is	7 to 5
11	32 .. 1	6 to 5 ..	7 .. 4
<hr/>		7	2 .. 1
3 to 2 is	7 to 4	8	9 .. 2
4	2 .. 1	9	5 .. 1
5	5 .. 2	10	15 .. 1
6	4 .. 1	11	16 .. 1
7	9 .. 2	<hr/>	
8	10 .. 1	6 All is	4 to 3
9	21 .. 1	7 to 6 ..	3 .. 2
10	30 .. 1	8	5 .. 2
11	31 .. 1	9	3 .. 1
<hr/>		10	11 .. 2
3 All is	3 to 2	11	6 .. 1
4 to 3 ..	7 .. 4	<hr/>	
5	2 .. 1	7 All is	4 to 3
6	7 .. 2	8 to 7 ..	2 .. 1
7	4 .. 1	9	5 .. 2
8	9 .. 1	10	5 .. 1
9	10 .. 1	11	11 .. 2
10	26 .. 1	<hr/>	
11	27 .. 1		

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

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

When a Person who gives Three Points to another, is,

1 to 3 is	5 to 4 .
2	3 .. 2
3 All ..	7 .. 4
4 to 3 ..	2 .. 1
5	5 .. 2
6	4 .. 1
7	9 .. 2
8	10 .. 1
9	11 .. 1
10	21 .. 1
11	22 .. 1
<hr/>	
4 All is	8 to 5
5 to 4 ..	9 .. 5
6	3 .. 1
7	7 .. 2
8	7 .. 1
9	8 .. 1
10	20 .. 1
11	21 .. 1

5 All is	8 to 5
6 to 5 ..	5 .. 2
7	3 .. 1
8	6 .. 1
9	13 .. 2
10	19 .. 1
11	20 .. 1
<hr/>	
6 All is	3 to 2
7 to 6 ..	7 .. 4
8	7 .. 2
9	4 .. 1
10	6 .. 1
11	13 .. 2

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

9	All is	4 to 3
10	to 9 ..	3 — 1
11	7 — 2
<hr/>		
10	All is	5 to 4
11	to 10; or according to the stroke.	

When a Person who gives Four Points to another, is,

1	to 4 is	5 to 4
2	3 — 2
3	7 — 4
4	2 — 1
5	5 — 2
6	4 — 1
7	9 — 2
8	8 — 1
9	9 — 1
10	26 — 1
11	27 — 1
<hr/>		
5	All is	2 to 1
6	to 5 ..	7 — 2
7	4 — 1
8	7 — 1
9	8 — 1
10	24 — 1
11	25 — 1

6	All is	7 to 4
7	to 6 ..	2 — 1
8	5 — 1
9	11 — 2
10	15 — 1
11	16 — 1
<hr/>		
7	All is	7 to 4
8	to 7 ..	4 — 1
9	9 — 2
10	13 — 1
11	14 — 1
<hr/>		
8	All is	8 to 5
9	to 8 ..	9 — 5
10	4 — 1
11	9 — 2

9 All is	8 to 5	10 All is	3 to 2
10 to 9.	7 — 2	11 to 10, according	to the stroke.
11	4 — 1		

When a Person who gives Five Points to another, is,

1 to 5 is	5 to 4	7 All is	5 to 2
2	3 — 2	8 to 7.	4 — 1
3	7 — 4	9	11 — 4
4	2 — 1	10	13 — 1
5	5 — 2	11	14 — 1
6	4 — 1	8 All is	2 to 4
7	9 — 2	9 to 8.	5 — 2
8	8 — 1	10	11 — 4
9	9 — 1	11	6 — 1
10	24 — 1	9 All is	2 — 1
11	25 — 1	10 to 9.	4 — 1
6 All is	5 to 2	11	11 — 2
7 to 6.	3 — 1	10 All is	8 to 5
8	11 — 1	11 to 10, to accord-	ing to the stroke.
9	6 — 1		
10	14 — 1		
11	15 — 1		

When a Person who gives Six Points to another, is,

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

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

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

9	All is	5	—	2
10	to 9	5	—	1
11	6	—	1

10	All is	2	to	1
11	to 10; or accord-			
	ing to the stroke.			

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

2	Love is	4	to	3
3	3	—	2
4	7	—	4
5	2	—	1
6	7	—	2
7	4	—	1
8	9	—	1
9	10	—	1
10	35	—	1
01	36	—	1

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

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

When a Person who receives three Points from another, is,

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

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

5	Love	is	7	to	5
6		2	—	1
7		5	—	2
8		6	—	1
9		7	—	1
10		15	—	1
11		26	—	1

When a Person who receives five Points from another, is,

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

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

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

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

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

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

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

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

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

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

10 to 8	is	3 to 1
11	5 — 2

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

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

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

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

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

10 to 8	is	3 to 2
11	7 — 4

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

10 to 9	is	5 to 4
11	3 — 2

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

10 to 7	is	7 to 4
11	2 — 1

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

11 to 8	is	4 to 3
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The Odds of a Hazard, when one Point is given, is according to the Stroke.

When 2 are given 6 to 5	
..... 3	5 .. 4
..... 4	3 .. 2
..... 5	8 .. 5
..... 6	2 .. 1



ACCOUNT OF

Mr. ANDREWS,

THE

CELEBRATED BILLIARD PLAYER.

Mr. ANDREWS, was born to an easy independent fortune, but commencing life at a time that he was incapable of judging of the world, or of himself, was led away by a single passion; for he was not actuated by any other. He devoted himself entirely to the blind goddess, and worshipped her incessantly under the form of two ivory balls. He was remarkably thin, not very tall, though above the middle size: his face was a perfect vacuum, with respect to every possible idea except Billiards. So infatuated was he in pursuing this game, to attain the summit of excellence at it, that he sacrificed days, nights, weeks, months, and years to it.

At

At length he arrived at such a degree of perfection, as well in the theoretical, as the practical part of the game, that there was no player in Europe could equal him, except one, who was the celebraed Abraham Carter, who kept the tables at the corner of the Piazzas, Russel-street, Covent-Garden. Mr. Andrews was the most devoted adept of this game that ever nature produced; he seemed but to vegetate in a Billiard-room, and indeed he did little more in any other place. He was a perfect Billiard Valetudinarian, in the most rigid signification of the expression. He ate, drank, slept, walked, nay, talked but to promote the system of the balls. His regimen was tea, and toast and butter, for breakfast, for dinner, and for supper.

It might reasonably be imagined, that so regular a professor would obtain all the advantages that could result from the science. He won considerable sums, but knew not the value of money; and when playing for only five or ten pounds, he took no pains but seemed perfectly indifferent about winning or losing. There was a latent finesse in this, but it did not operate to his advantage: he was laying by for bets, but as they were seldom offered, the strength of his play being very well known, he often lost, by repeated small sums, very considerable ones.

It

It is generally believed, however, that he has played for more money at Billiards, than any other person ever did. The following is a remarkable circumstance: he one night won of Colonel W——e upwards of 1000*l.* and the Colonel appointed to meet him the next day, to go with him into the city, to transfer stock to him to the amount of the sum lost. Being in a hackney-coach, they tossed up who should pay for it. Andrews lost, and upon this small beginning he was excited to continue, till he had lost the whole sum he won the night before at Billiards. When the coachman stopped to set down, he was ordered to get up again, and drive them back, as they had no occasion to get out.

By these pursuits he lost very large sums which he had won at Billiards; and, in a few years, hazard, and other, games at chance, stripped him of every shilling he could command. He had still left a small annuity, which he endeavoured to dispose of, but it was so securely settled upon himself that he could not sell it; otherwise it is probable that it would soon have been transferred at the gaming-table. He very lately lived in a retired manner in Kent, where he declared to an intimate old acquaintance that he never knew contentment while he was rolling in money; but since he
was

was obliged to live upon a scanty pittance, he thought himself one of the happiest men in the universe. It is now generally believed that he is dead.

FINIS.

J. Cundee, Printer, Ivy-Lane.
