

*The Noble Game of*

**BILLIARDS**

*Wherein are exhibited*

*Extraordinary & surprising Tricks which have  
excited the admiration of most of the Sovereigns of*

**EUROPE,**

**BY MONSIEUR MINGAUD,**

*formerly Capitaine d'Infanterie*

*in the Service of France.*

E. Jones So. 15. Lisle St. Leicester Square.

*Translated & Published by John Thurston, 14, Catherine Street, Strand.*

**LONDON,**

**1830.**

TO  
THE MOST NOBLE  
**THE MARQUIS OF CLEVELAND,**

&c. &c. &c.

THE FOLLOWING WORK,

ILLUSTRATIVE OF THE HIGH CAPABILITIES OF THE FAVOURITE

**Game of Billiards,**

AND OF THE DEXTERITY AND SKILL OF A

**Most eminent Master,**

IS, BY PERMISSION, INSCRIBED,

BY HIS LORDSHIP'S MOST OBEDIENT,

VERY HUMBLE AND OBLIGED SERVANT,

JOHN THURSTON.

## ADVERTISEMENT OF M. MINGAUD.

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THE first Billiard Table known in France was of a Triangular form. It was introduced at the CHÂTEAU DE BLOIS, during the residence of Henry III.

It was called “THE NOBLE GAME OF BILLIARDS;” probably, from the Prince being the first who practised it, as a regular Diversion. It was not less entitled to this high designation; on account of its intrinsic excellence, and the interest excited by its various and complicated operations.

From whatever cause, this Game has formed, and will ever continue to form, the Amusement of all ranks of Society, as well as of the Sovereigns of France. It combines Utility with Pleasure;—exercising the Body, and affording a most agreeable relaxation; whilst, at the same time, it calls forth all our Skill and Address. In such general estimation is it held, that every one, in the present day, desires to be acquainted with it.

MM. PERSICOTS and ESPOLARD have enjoyed in France, the highest reputation at this Game; but they have made few Additions to what was before known. To the Author of this Work, are to be ascribed the brilliant Discoveries of Modern Times.

## P R E F A C E.

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To France we are indebted for the elegant and interesting Game, which it is the object of the following pages to illustrate. In its infancy it presented to the polite circles of Society an Amusement, which combined the interests of Hazard with the exercise of Skill and Address. It was speedily hailed, as a favourite Diversion, at the Court of Henry III., of France; and was thence communicated to all the Courts of Modern Europe.

Practice and experience have imparted to the Game itself, what they alone can confer upon the Practitioner. To the novice it would appear as, peculiarly, a Game of accidents and chances; but experience has enabled us to deter-

mine the effects of innumerable Strokes, with amazing precision ; and has conferred on the Play the interest of Science, and the accomplishment of Art.

Many Noblemen and Gentlemen, at home and abroad, had acquired great skill and reputation at the Table ; and every proficient had his *collectanea* of rules, directions, and advices, before the growing interest of this elegant Pastime had called for regular Treatises, pointing out the different modes of play, laying down general rules, and tracing the systematic operations of which the Game is susceptible.

Such Works, however, have, for many years, been circulated and studied, both on the Continent and in England. The Practical Treatise of E. WHITE, Esq. of which a new edition was published in 1818, comprises nearly all that was known or approved on the subject, at the time of its compilation. This Work deservedly maintains its reputation, as a systematic Treatise ; but, like every other work, now in use, it has been left behind by the great improvements, and striking discoveries, which have been since made by the great masters of the Game.

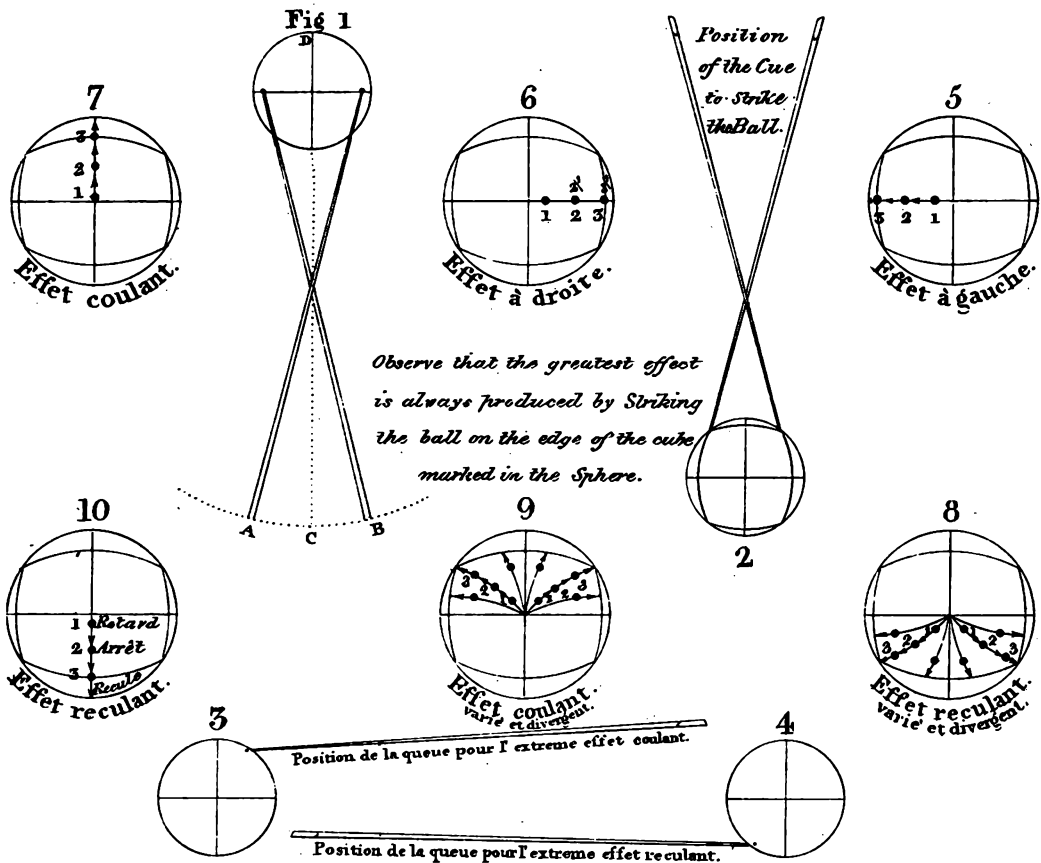
To supply this deficiency was the object of the Publication of M. MINGAUD ; who justly claims the merit of “the most brilliant discoveries of modern times ;” and who has thus conferred on his Nation the honour of perfecting, in addition to that of introducing, an elegant Diversion, which has obtained the patronage, and commanded the admiration, of the most elevated and polished societies of Europe.

Fully impressed with the great merits of M. MINGAUD's Illustrations, the Translator has felt anxious to lay them before the British Public. He is aware that, to the novice, many of the strokes, the effects of which are described in the Work, may appear impracticable. He has, however, not only had the satisfaction of seeing them performed on his own Tables, at his Ware-rooms, 14, Catherine Street, Strand, by M. MINGAUD himself; but has been surprised to perceive, how readily the results have followed, when attempted, according to the Rules laid down, by Gentlemen who boasted no superiority of skill.

JOHN THURSTON.

*14, Catherine Street, Strand.  
April, 1830.*

# BILLE SYNOPTIQUE,



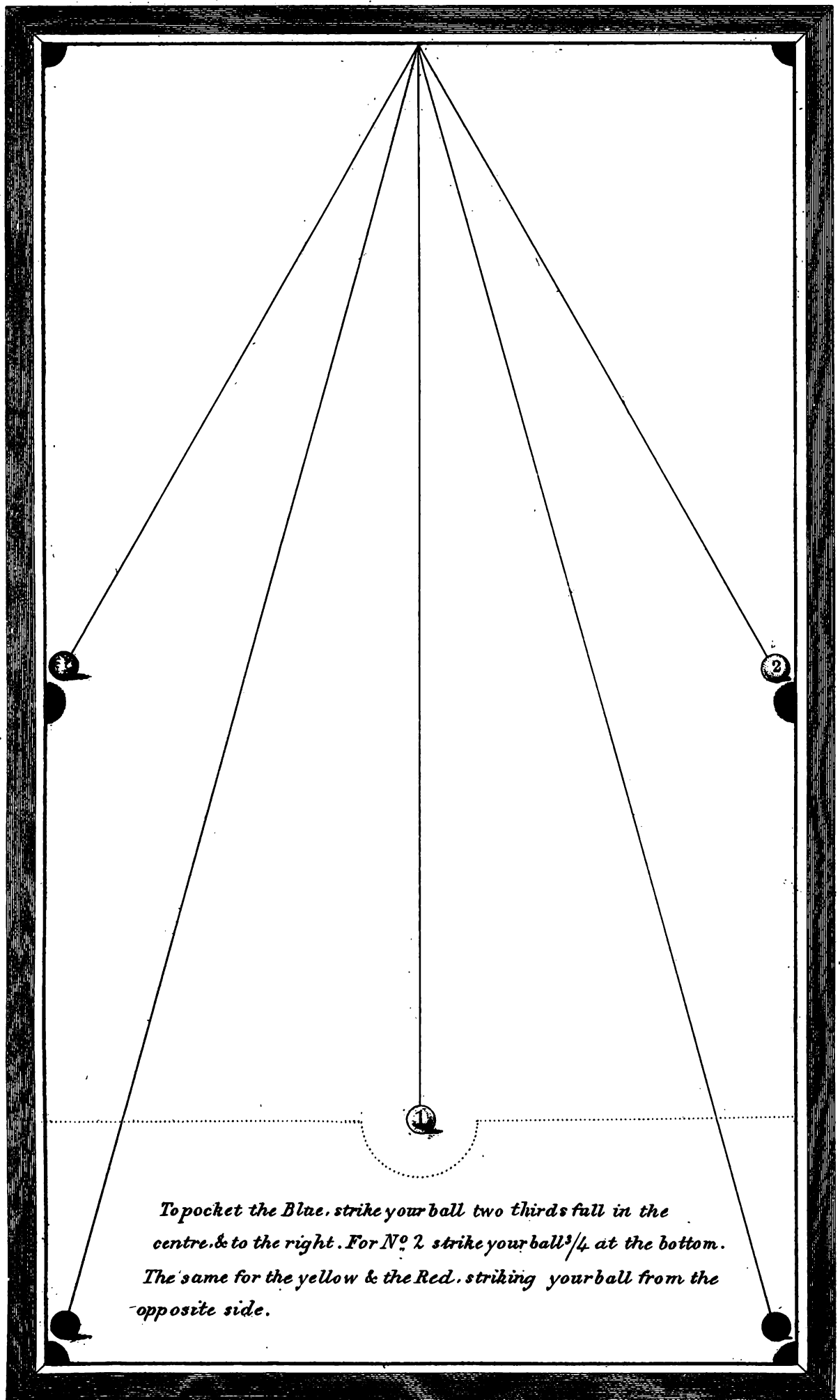
The Sphere divided into Six cubes is thus disposed of, in order, to elucidate the effects of rotation, which will be produced by Striking the ball on the spots marked on the Figures. Angles right, obtuse, acute, or curvilinear, may be made, according as the ball may be struck more or less distant from the central point, and in proportion to the strength of the blow, either by elongating, or drawing back the arm.

The numbers 1. denote the least effect, 2. the moderate, and 3. the extreme effect. The way to increase these effects, is by not holding the Cue parallel to the axis, or central line of the ball, but by striking it at an acute angle, agreeably to the position of Figure 1. where, the perpendicular line C. D. represents the axis of the ball, and A. B. the right and left angle of the Cue.

The greatest degree of effect can be produced, in no other way, than by striking the ball above the line of the cube marked on the

Spheres.

*To play N<sup>o</sup> 1 (which is always your own ball) to pass over the spot, and to pocket either ball at pleasure* 1.

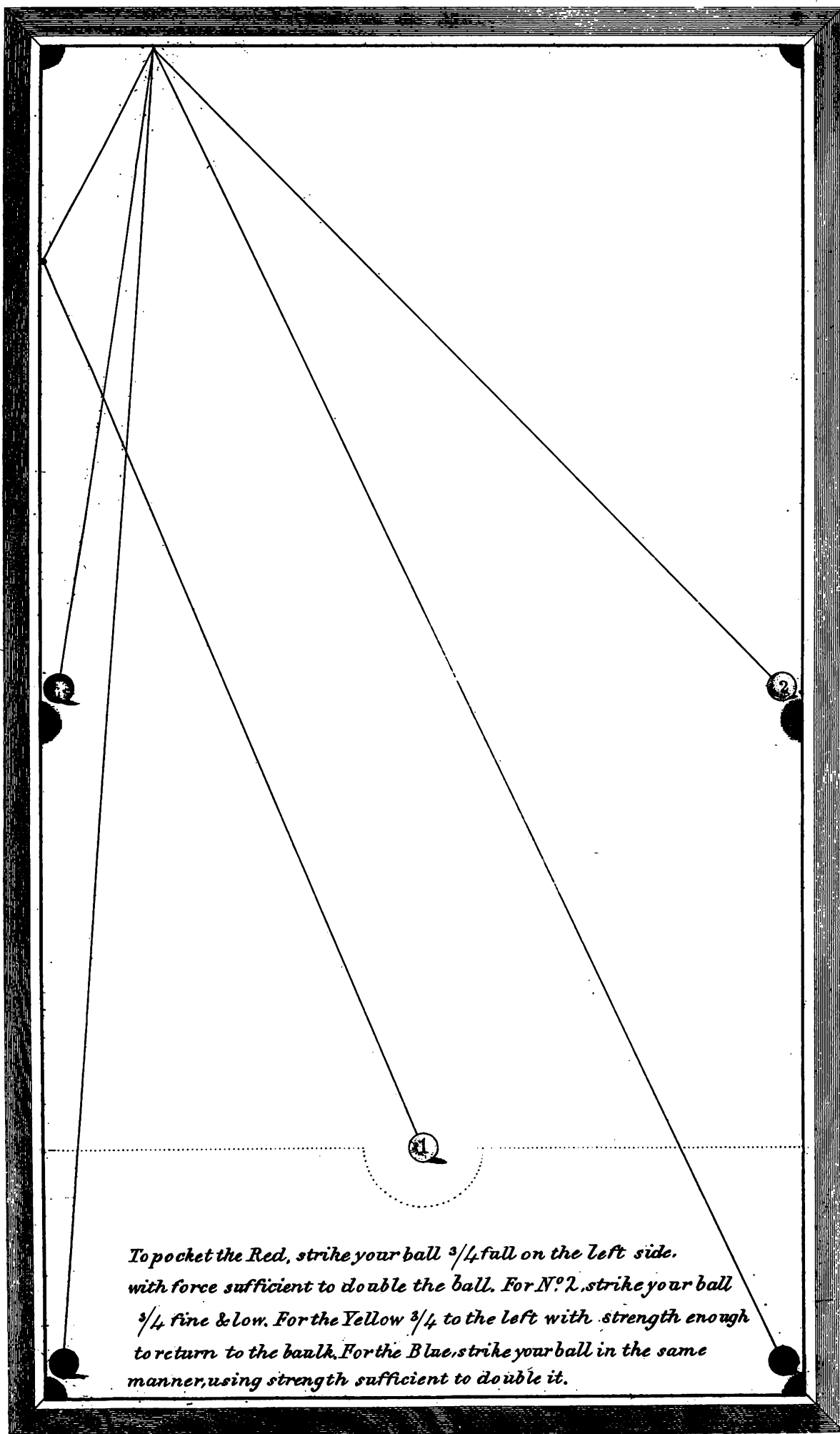


*To pocket the Blue, strike your ball two thirds full in the centre, & to the right. For N<sup>o</sup> 2 strike your ball  $\frac{3}{4}$  at the bottom. The same for the yellow & the Red, striking your ball from the opposite side.*



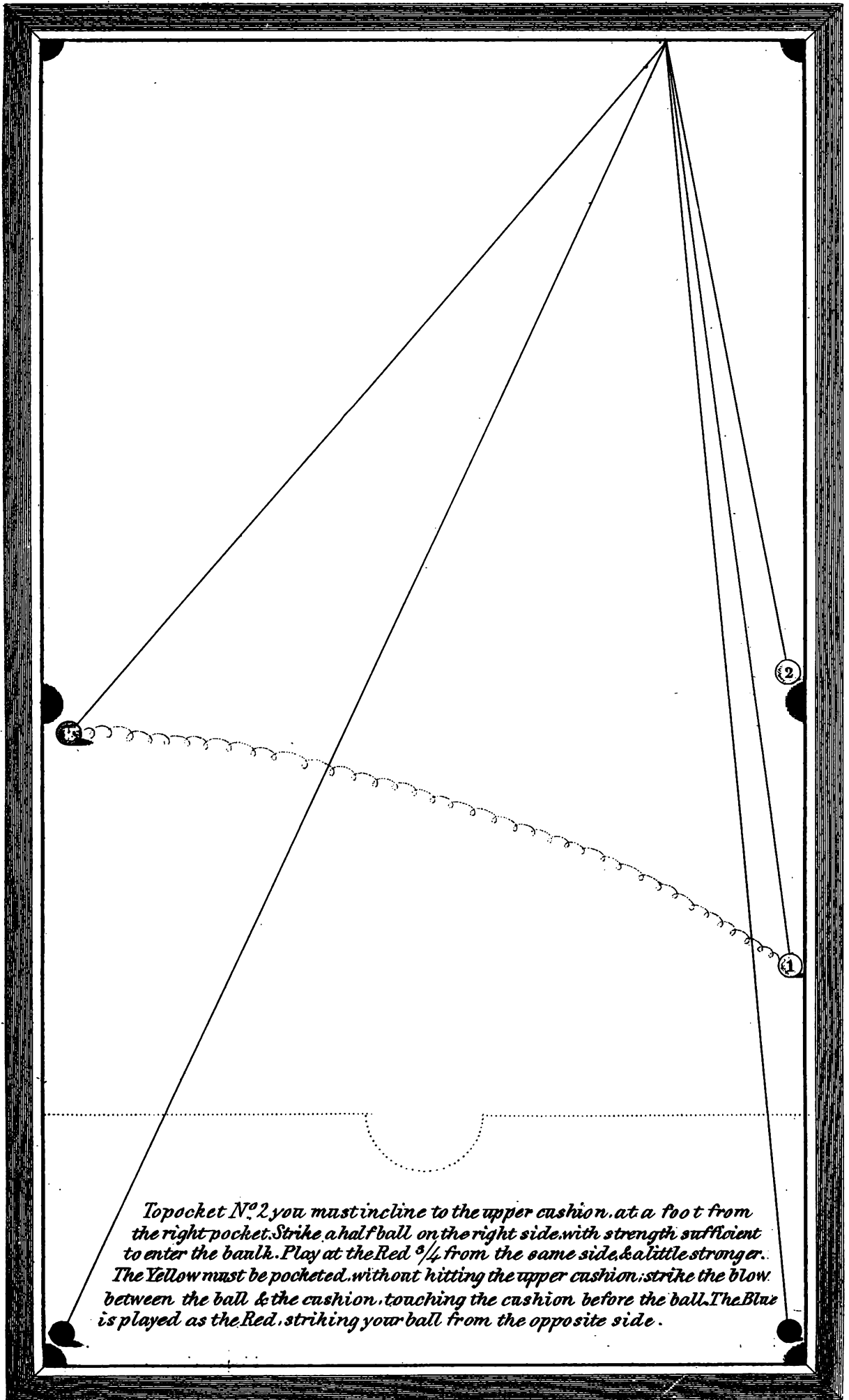
*To play N<sup>o</sup> 1 at the black mark on the left cushion, and to pocket either ball you please.*

2.



*To pocket the Red, strike your ball  $\frac{3}{4}$  full on the left side, with force sufficient to double the ball. For N<sup>o</sup> 2, strike your ball  $\frac{3}{4}$  fine & low. For the Yellow  $\frac{3}{4}$  to the left with strength enough to return to the baulk. For the Blue, strike your ball in the same manner, using strength sufficient to double it.*

To play N<sup>o</sup> 1 on either ball you please, without removing your hands or feet, observing to put the ball played in the same place. 3.

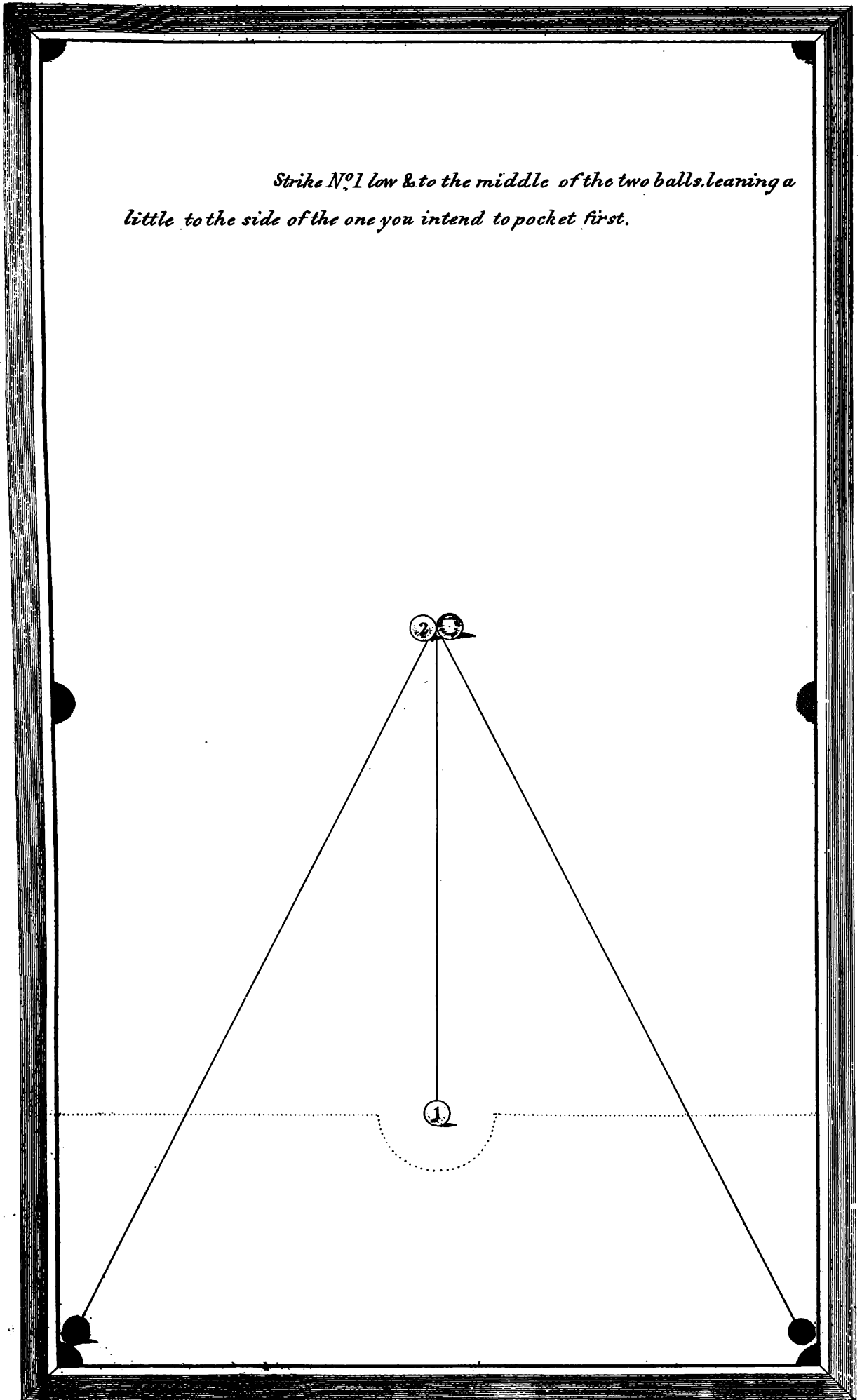


To pocket N<sup>o</sup> 2 you must incline to the upper cushion, at a foot from the right pocket. Strike a half ball on the right side, with strength sufficient to enter the bank. Play at the Red  $\frac{3}{4}$  from the same side, & a little stronger. The Yellow must be pocketed, without hitting the upper cushion; strike the blow between the ball & the cushion, touching the cushion before the ball. The Blue is played as the Red, striking your ball from the opposite side.

*To play N<sup>o</sup> 1 on the Yellow & on N<sup>o</sup> 2, to carambole, and to pocket either the Red or Blue.*

*4.*

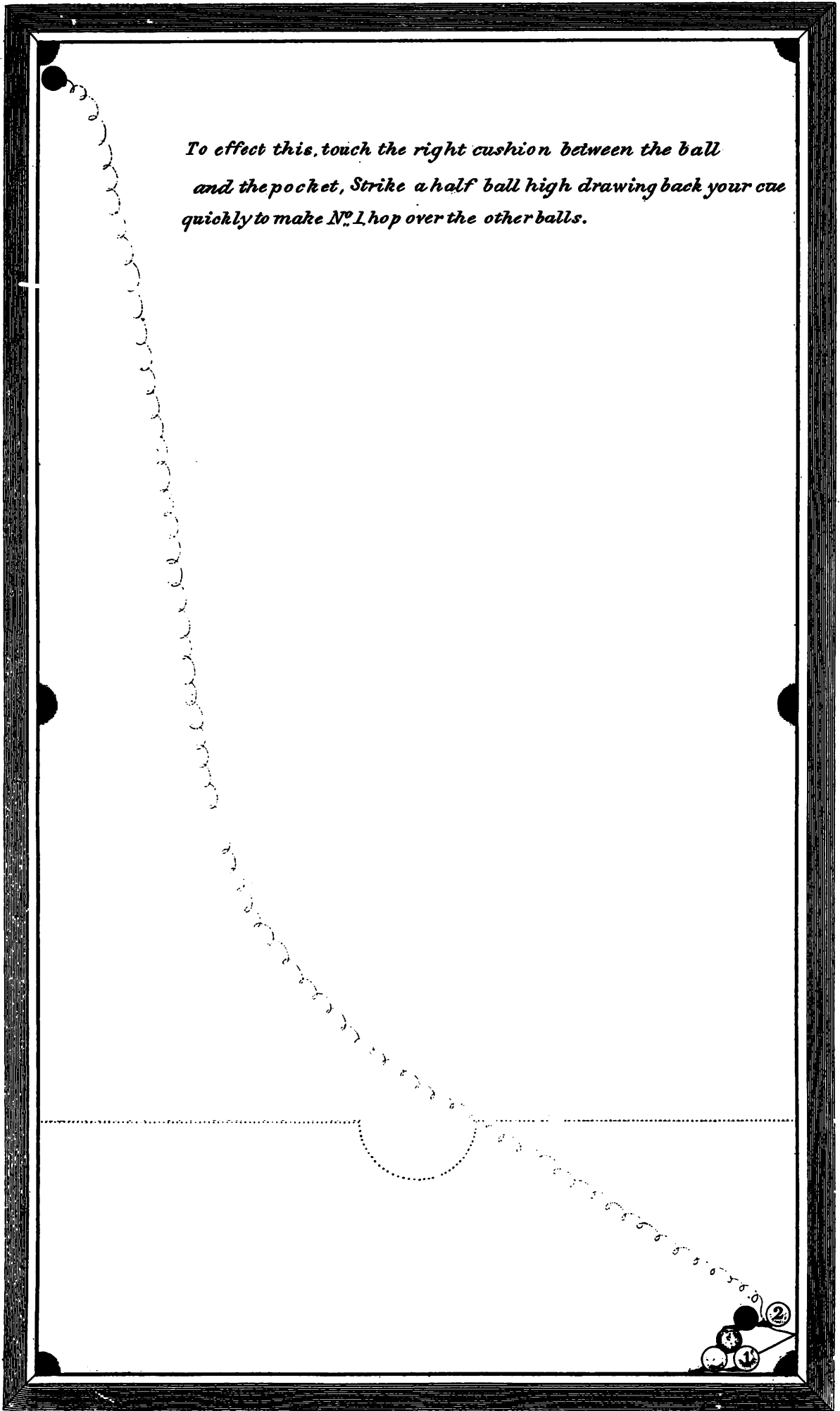
*Strike N<sup>o</sup> 1 low & to the middle of the two balls, leaning a little to the side of the one you intend to pocket first.*



*To play N<sup>o</sup> 1, and to pocket the Red, without touching the other balls.*

*5.*

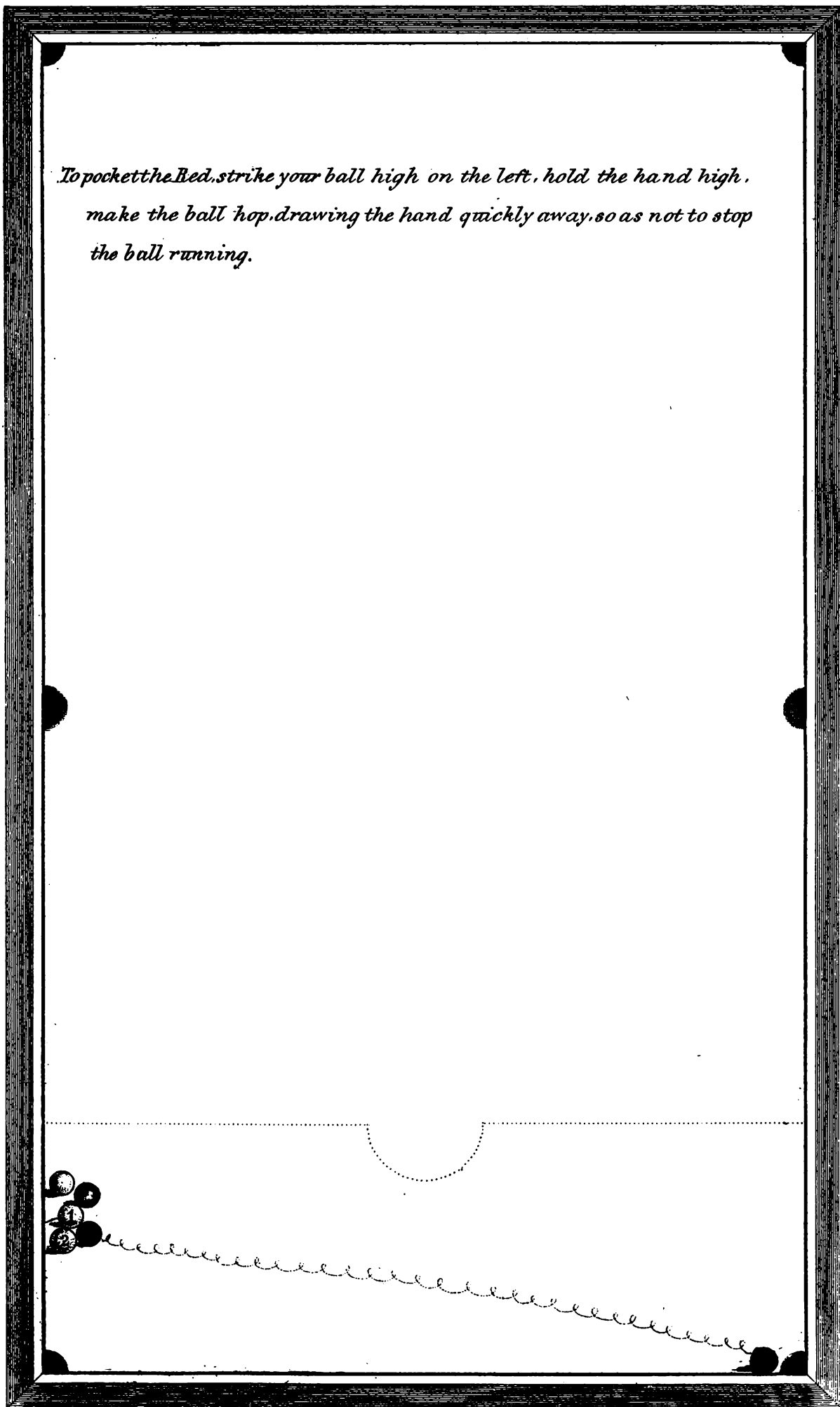
*To effect this, touch the right cushion between the ball  
and the pocket, Strike a half ball high drawing back your cue  
quickly to make N<sup>o</sup> 1 hop over the other balls.*



*To play N<sup>o</sup>. 1. and to pocket the Red, without touching the other balls.*

6.

*To pocket the Red, strike your ball high on the left, hold the hand high, make the ball hop, drawing the hand quickly away, so as not to stop the ball running.*



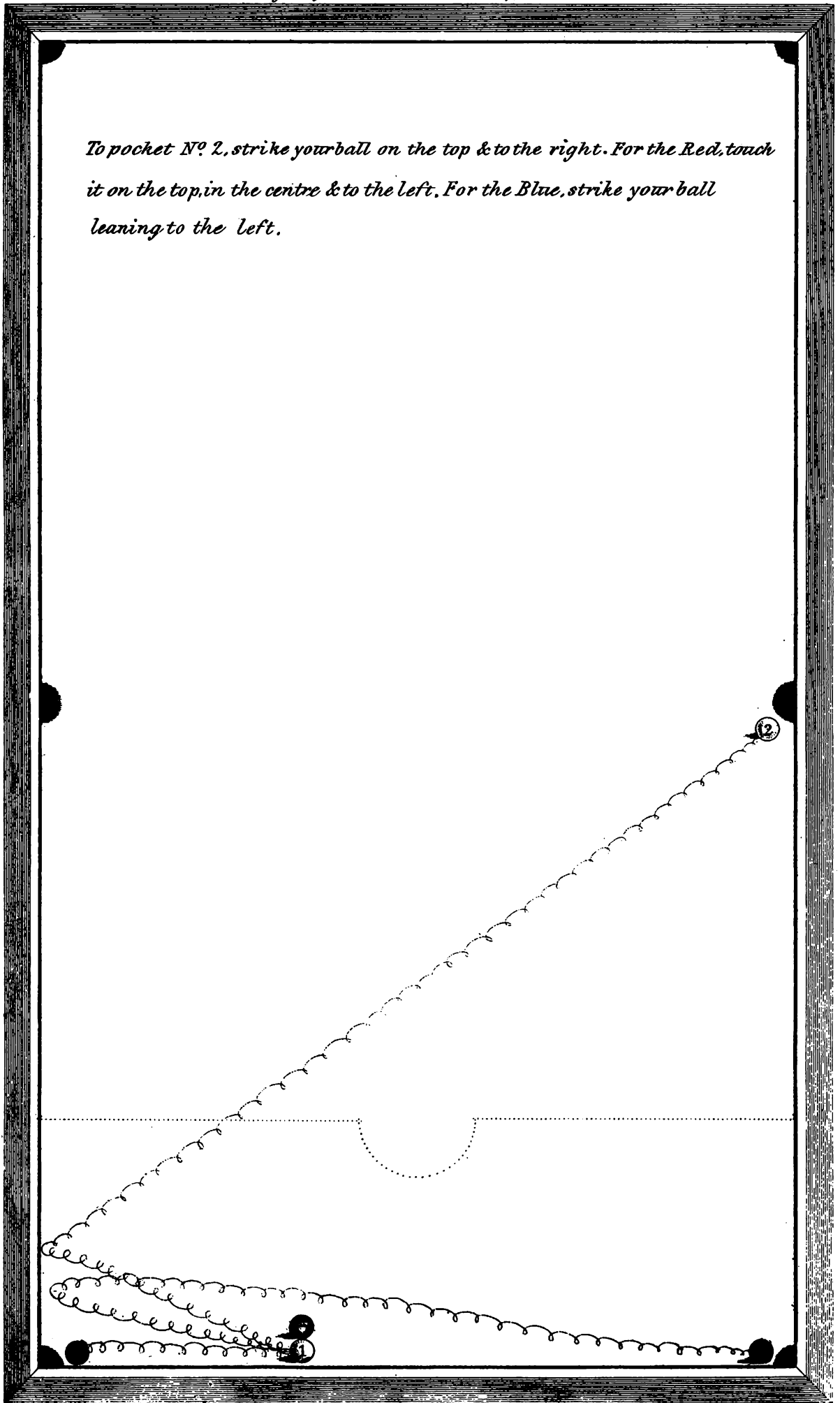




To play N<sup>o</sup> 1 on the Yellow, to carambole, and to pocket either ball you desire, without changing the position of N<sup>o</sup> 1.

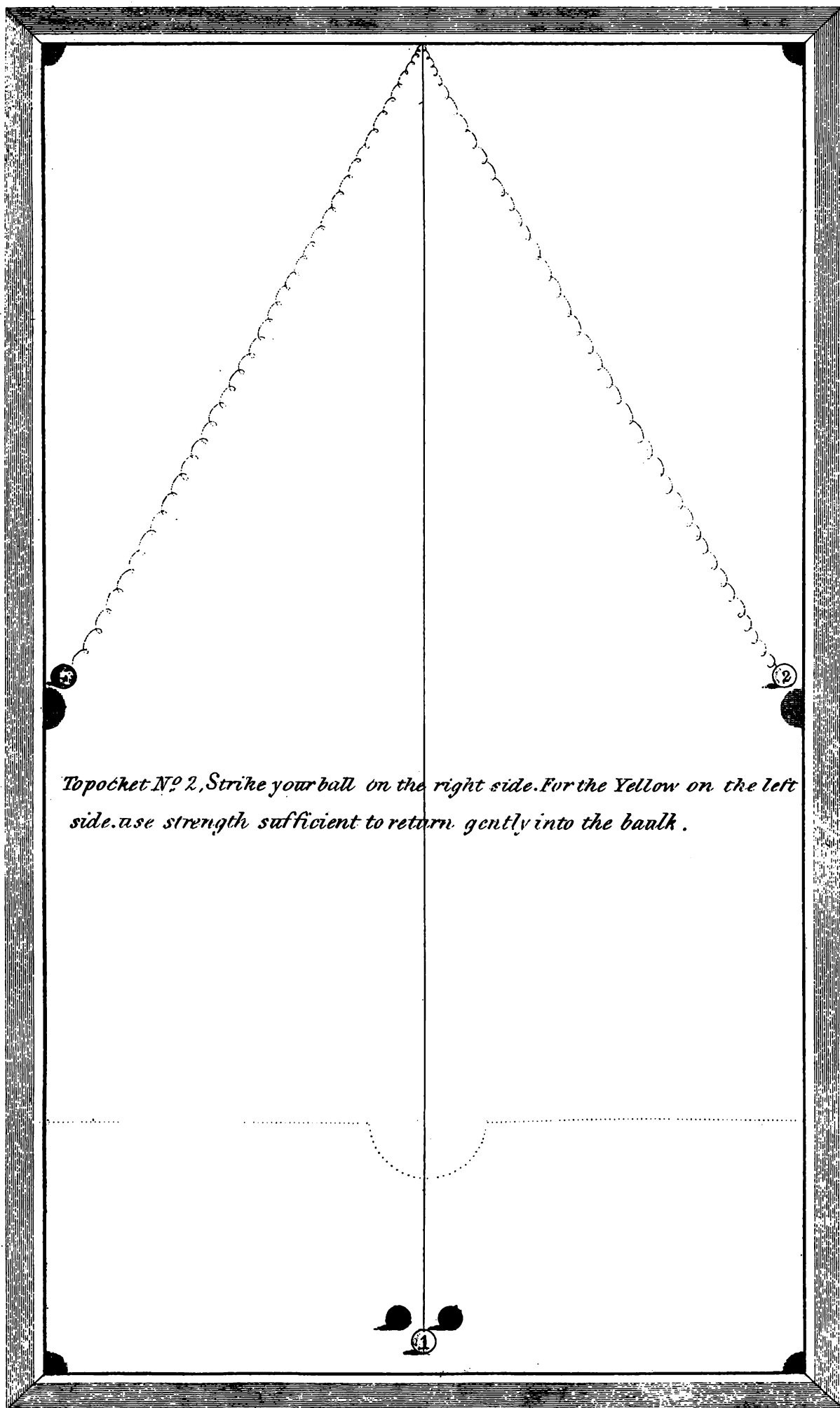
9.

To pocket N<sup>o</sup> 2, strike your ball on the top & to the right. For the Red, touch it on the top, in the centre & to the left. For the Blue, strike your ball leaning to the left.



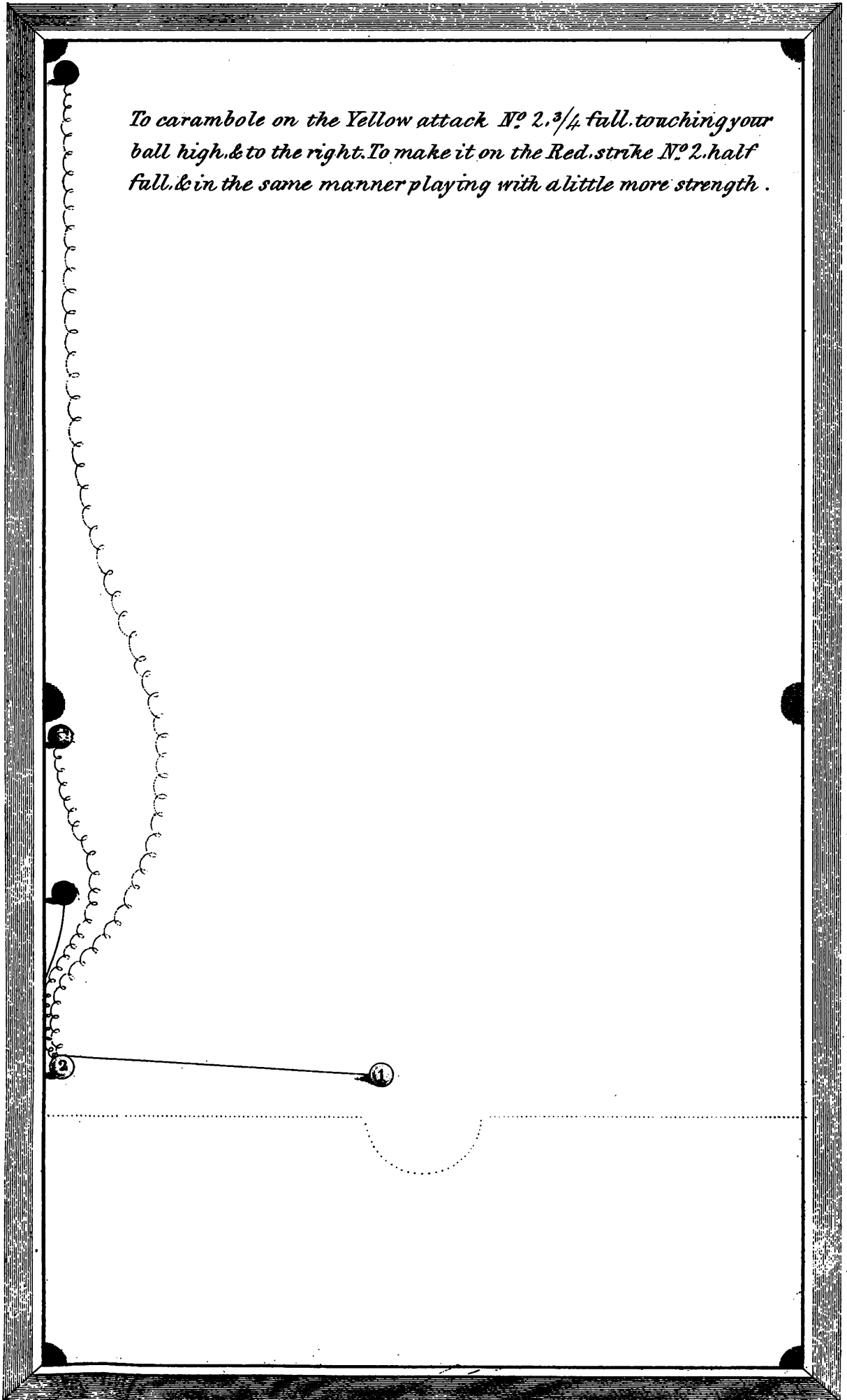


*To play N<sup>o</sup> 1, and to pass between the two balls without hopping, to pocket.  
N<sup>o</sup> 2, or the Yellow at pleasure.* 10.



*To pocket N<sup>o</sup> 2, Strike your ball on the right side. For the Yellow on the left side. use strength sufficient to return gently into the baulk.*

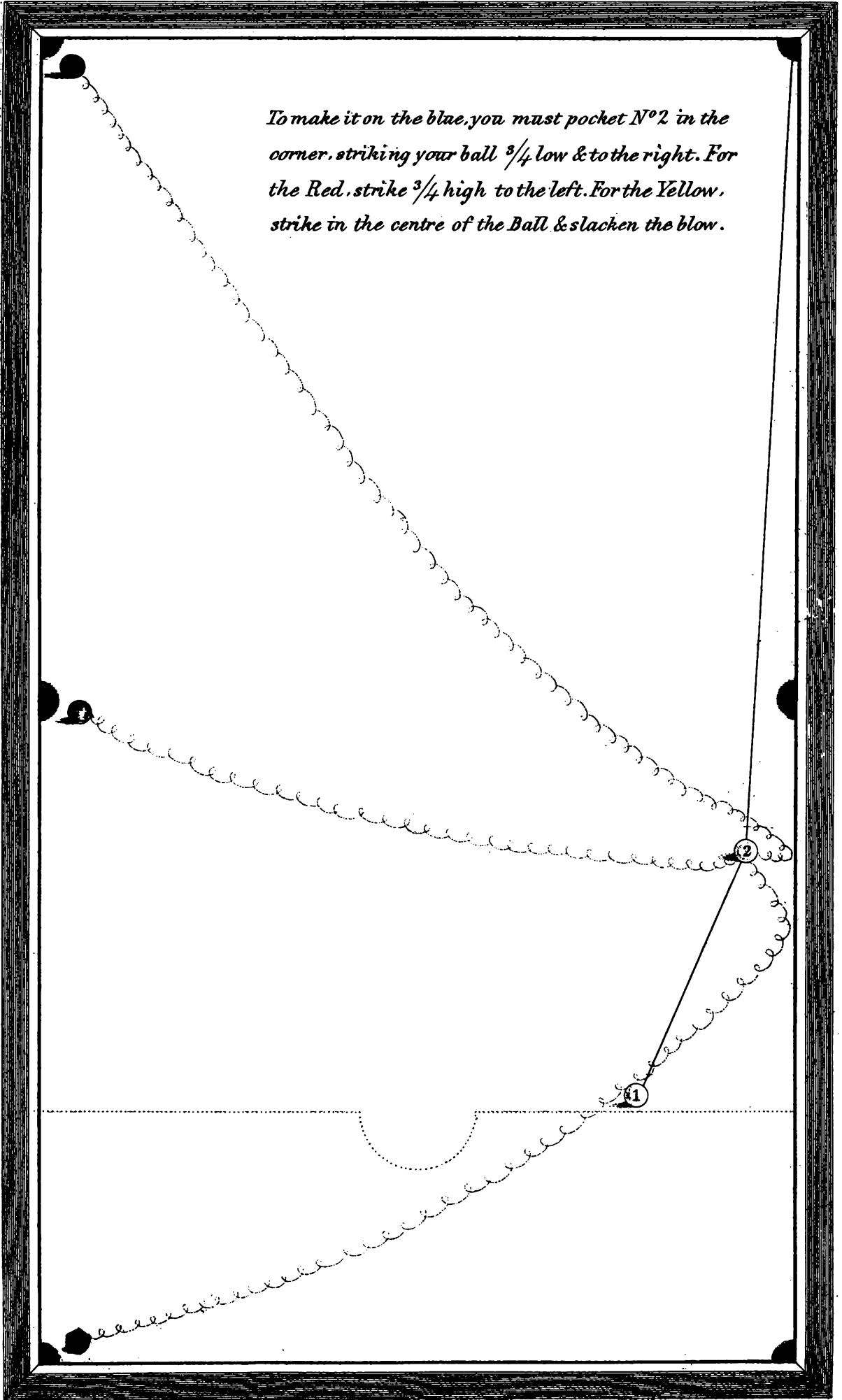
To carambole on the Yellow attack N<sup>o</sup> 2.  $\frac{3}{4}$  full, touching your ball high, & to the right. To make it on the Red, strike N<sup>o</sup> 2. half full, & in the same manner playing with a little more strength.



To play N<sup>o</sup>. 1 on N<sup>o</sup>. 2, to pocket it in the corner, and to score 7 on which  
you please.

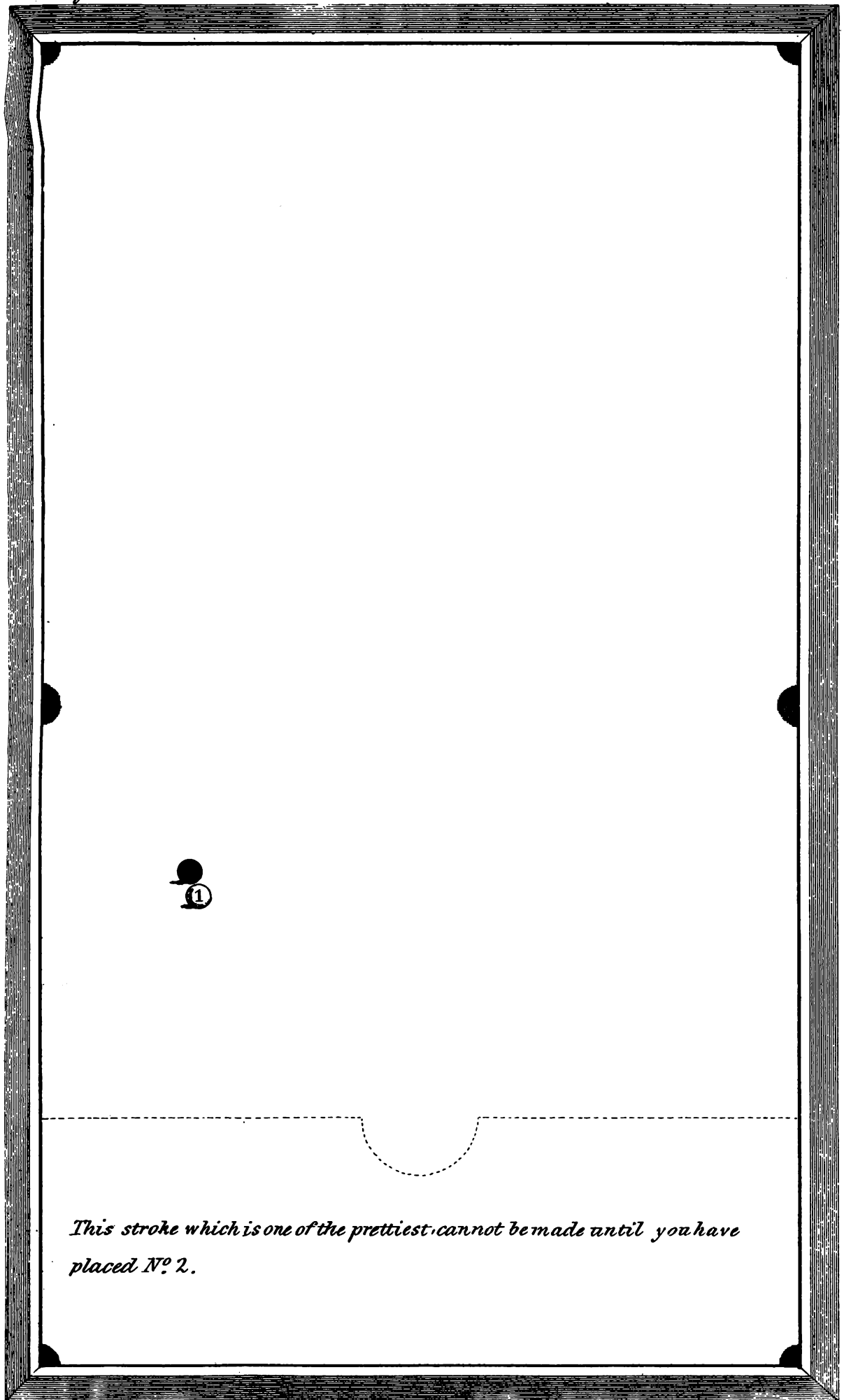
12.

To make it on the blue, you must pocket N<sup>o</sup> 2 in the  
corner, striking your ball  $\frac{3}{4}$  low & to the right. For  
the Red, strike  $\frac{3}{4}$  high to the left. For the Yellow,  
strike in the centre of the Ball & slacken the blow.



To play N<sup>o</sup> 1. on the Red. and to carambole. on N<sup>o</sup> 2. which is to be placed in any part of the table.

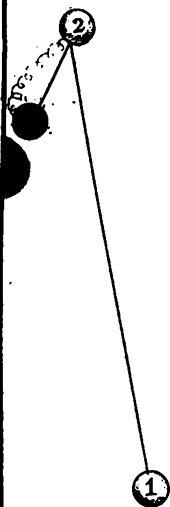
13.



*This stroke which is one of the prettiest cannot be made until you have placed N<sup>o</sup> 2.*

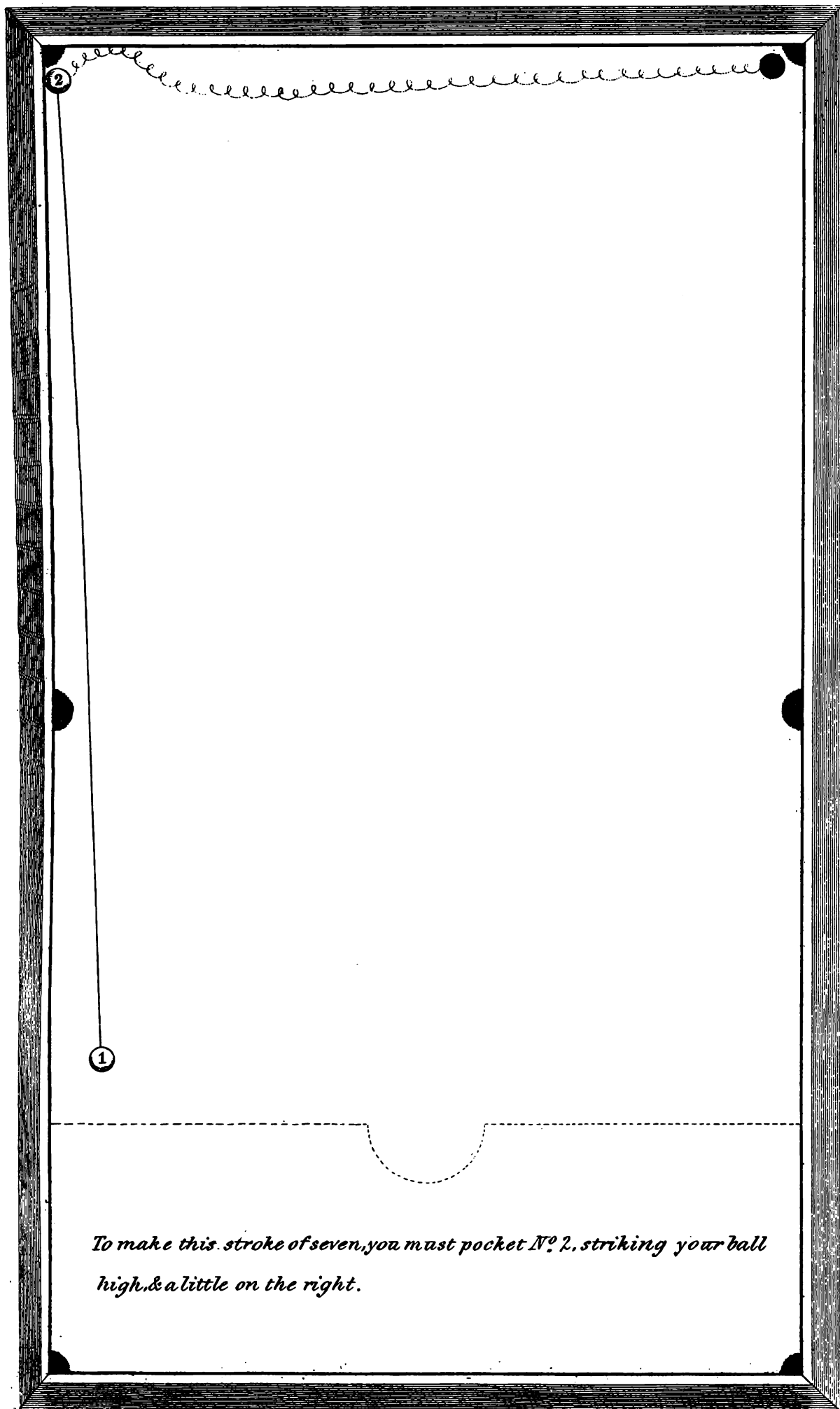
*To play N<sup>o</sup> 1 on N<sup>o</sup> 2 to make a 7 stroke without perceiving which of the two balls is pocketed first. Choice may decide to pocket either Red or White first. 14.*

*To perform this, you must pocket N<sup>o</sup> 2 in the middle pocket, striking your ball  $\frac{3}{4}$  low. For the Red to enter first, strike in the same manner, quite low. That N<sup>o</sup> 2 may enter first play a little stronger.*



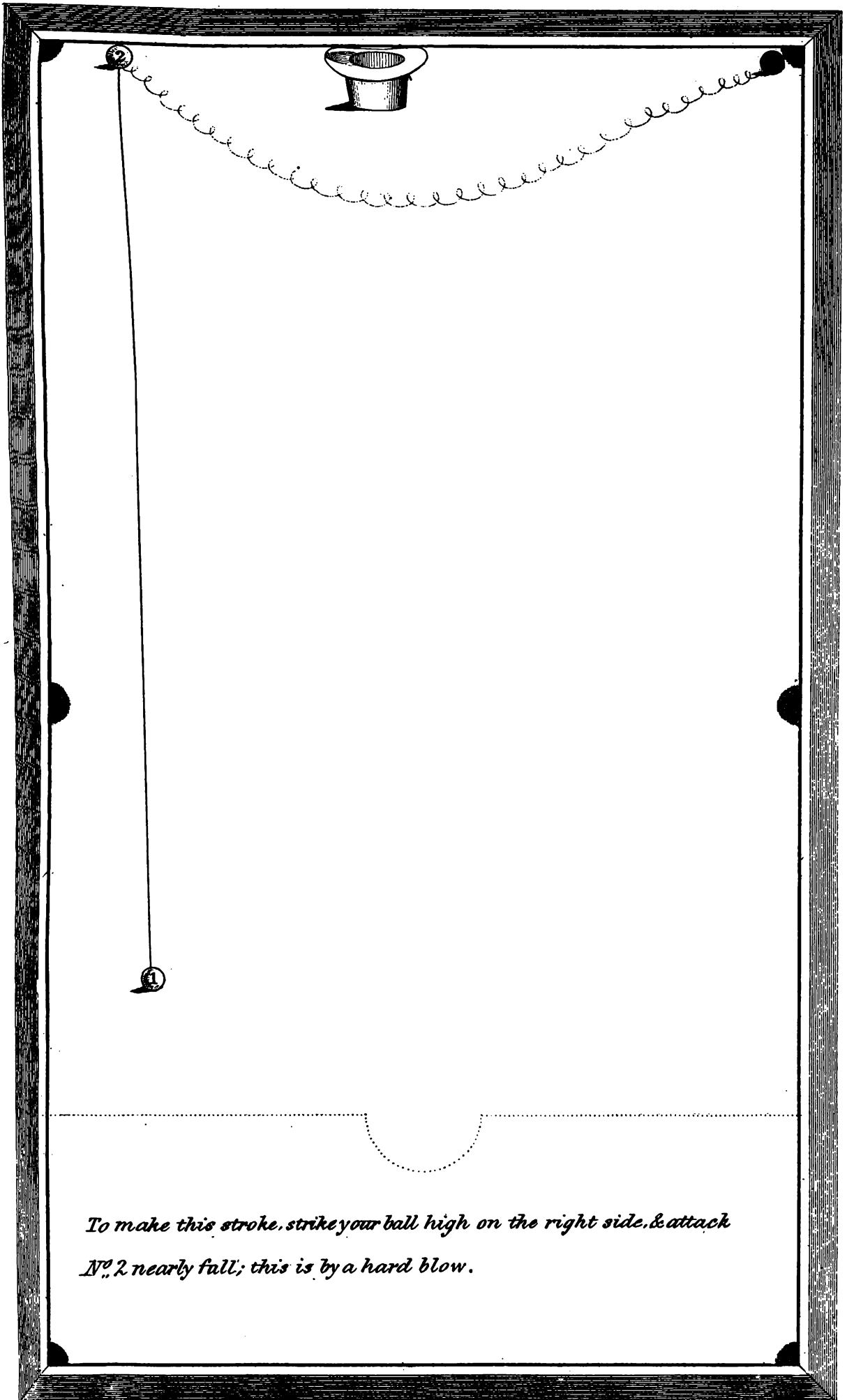
*To play N<sup>o</sup> 1. to pocket N<sup>o</sup> 2. and to score 7.*

15.



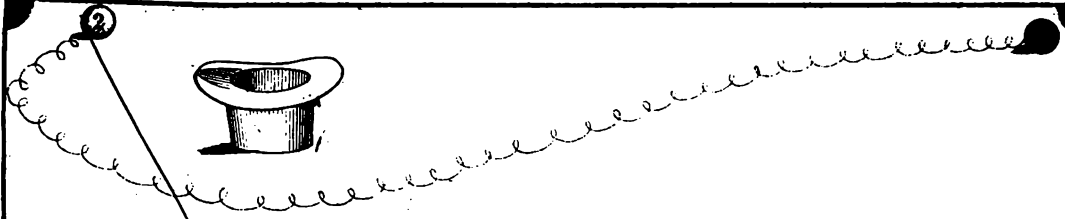
*To make this stroke of seven, you must pocket N<sup>o</sup> 2, striking your ball high, & a little on the right.*

*To play N<sup>o</sup> 1 on N<sup>o</sup> 2, and to score 5, without touching the hat.*  
16.



*To make this stroke, strike your ball high on the right side, & attack  
N<sup>o</sup> 2 nearly full; this is by a hard blow.*

*To play N<sup>o</sup> 1, on N<sup>o</sup> 2, and to make a 5 stroke, without touching the Hat. 17.*



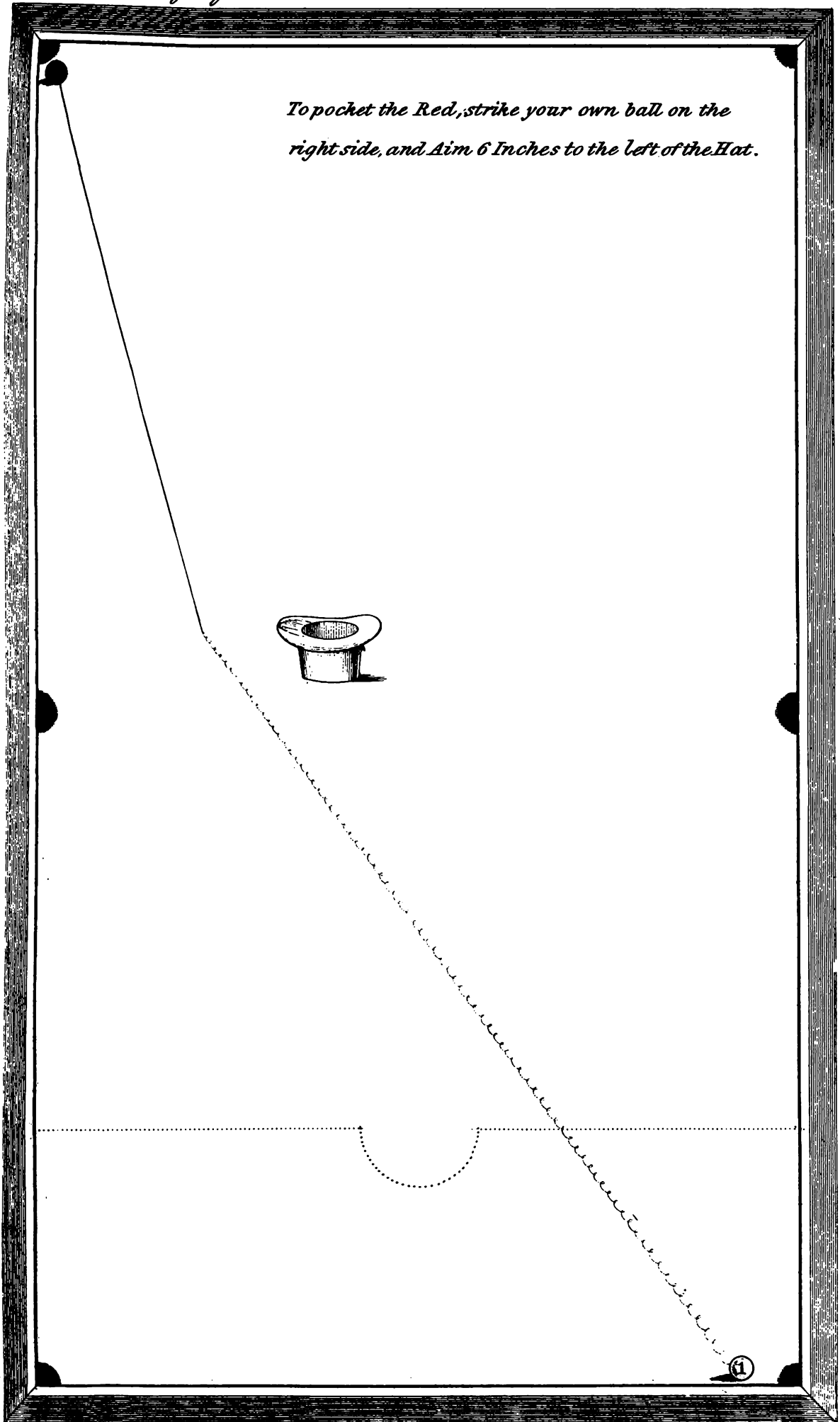
*To perform this, strike your ball on the top a little to the right, and attack N<sup>o</sup> 2,  $\frac{3}{4}$  full and a little on the left side. This is done by a hard blow.*



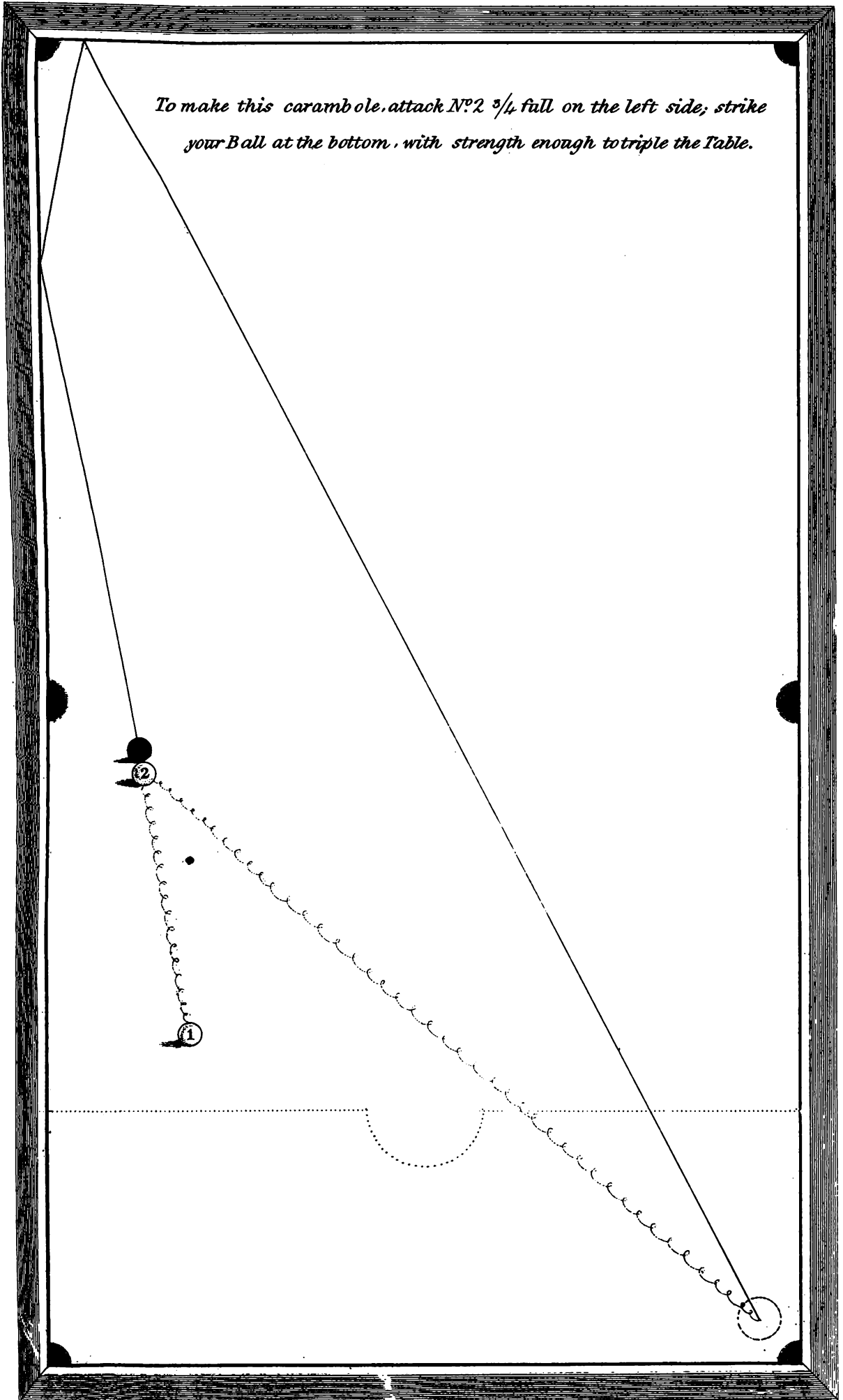
*To play No. 1, and to pocket the Red, without jumping over the Hat, or playing a bricole.*

18.

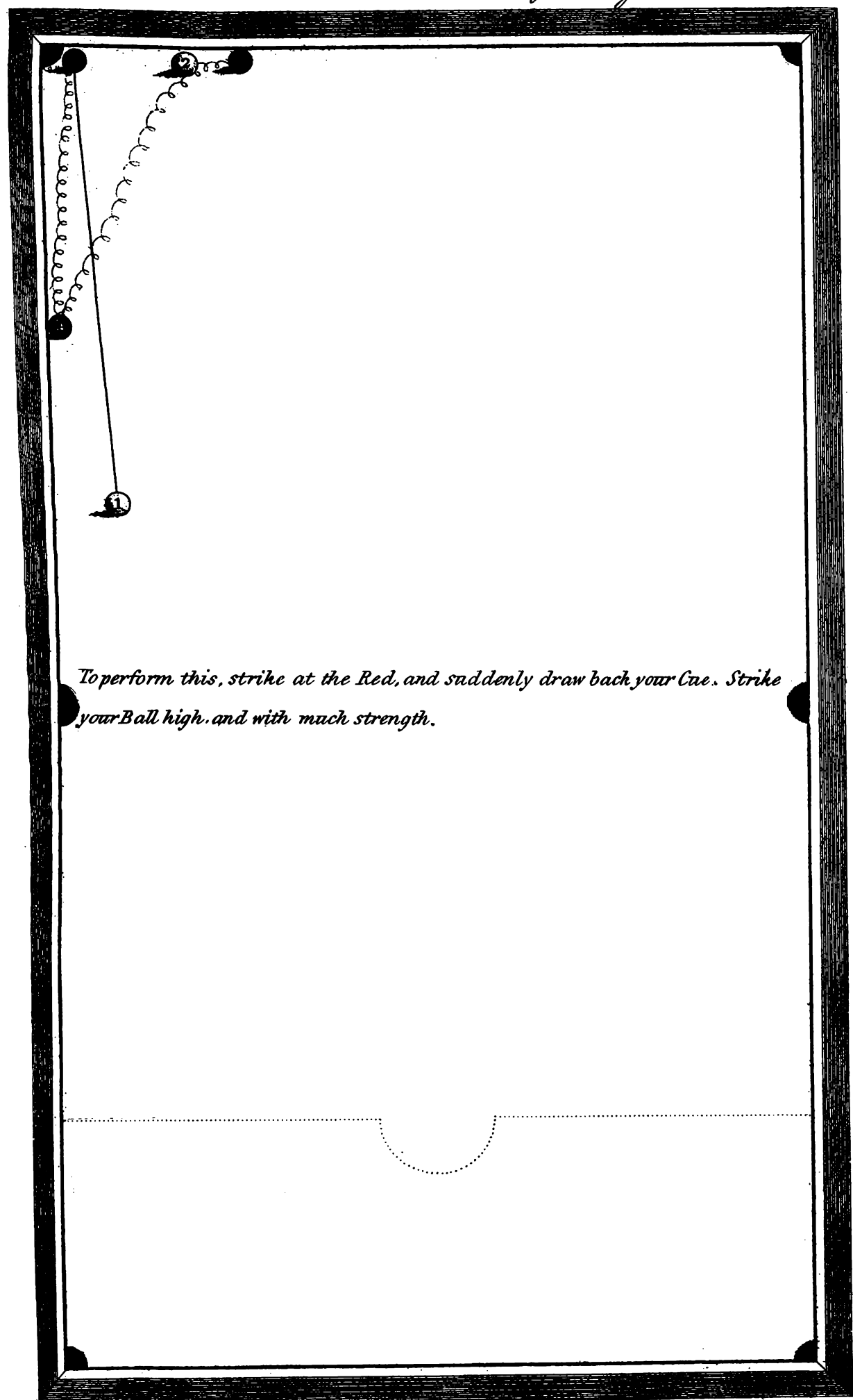
*To pocket the Red, strike your own ball on the right side, and Aim 6 Inches to the left of the Hat.*



To make this carambole, attack N<sup>o</sup> 2  $\frac{3}{4}$  full on the left side, strike your Ball at the bottom, with strength enough to triple the Table.

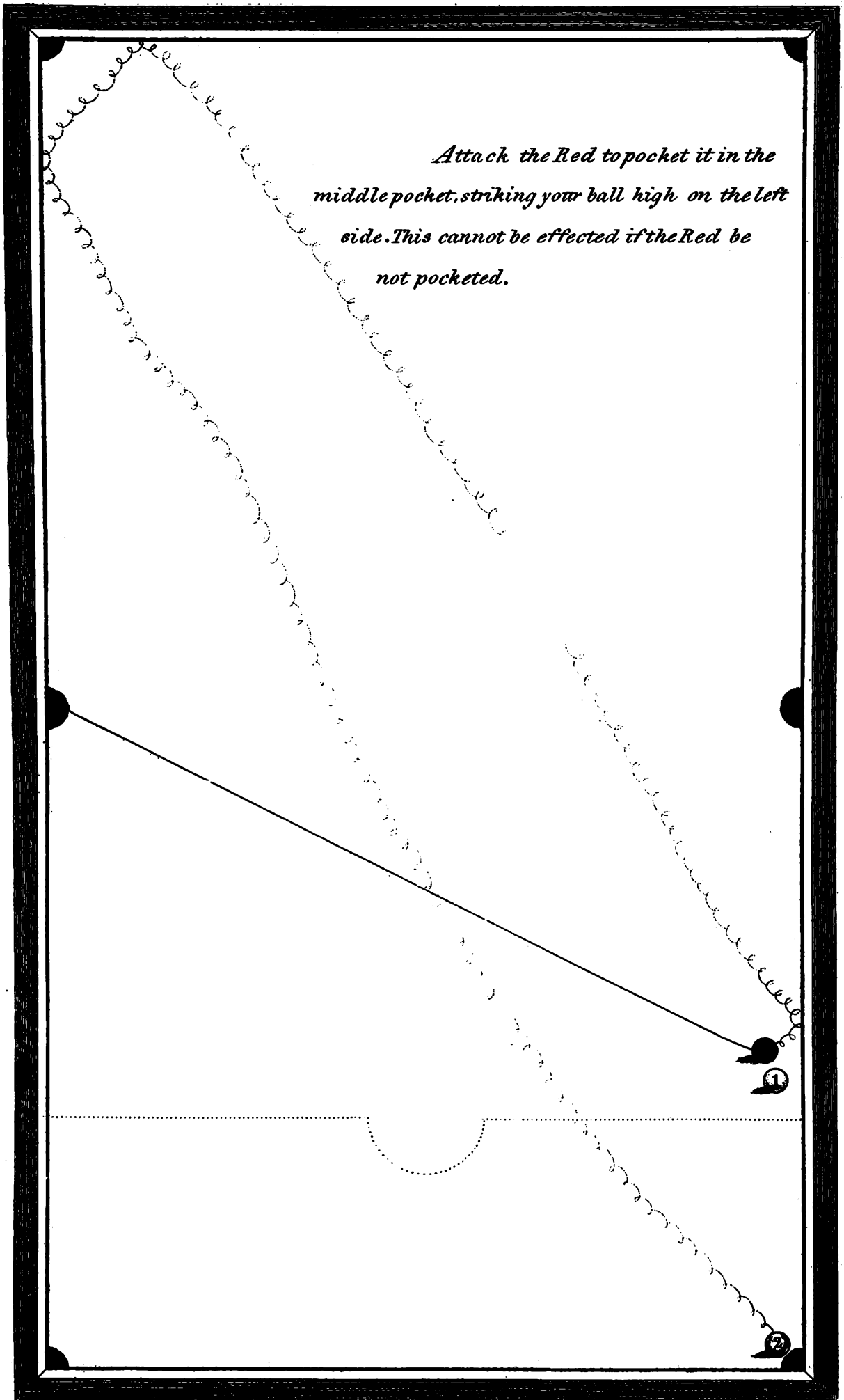


*To play N<sup>o</sup> 1. on the Red ball, to pocket it in the corner pocket, and to carambole upon the other three by a single stroke of the Cue.<sup>20</sup>*

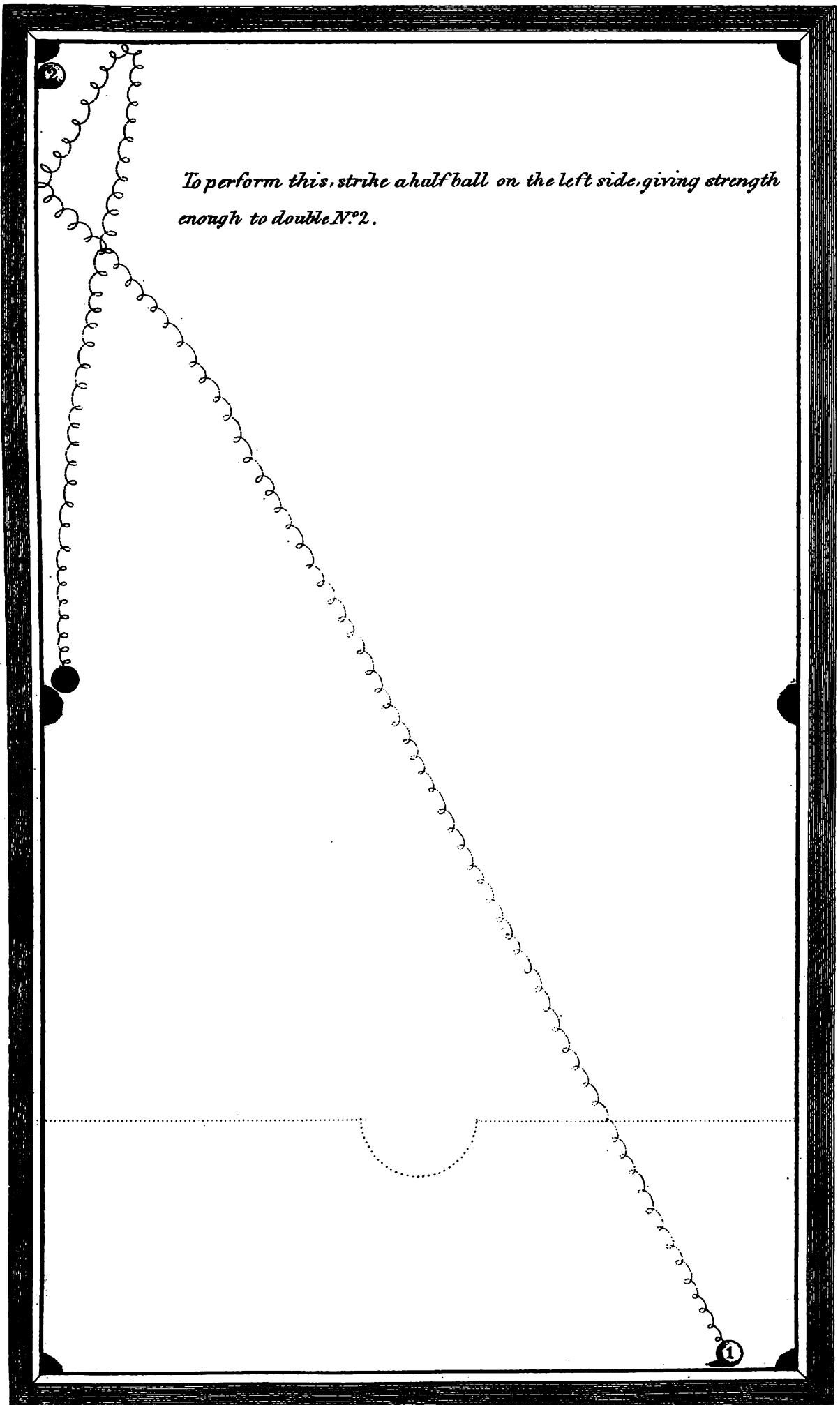


*To perform this, strike at the Red, and suddenly draw back your Cue. Strike your Ball high, and with much strength.*

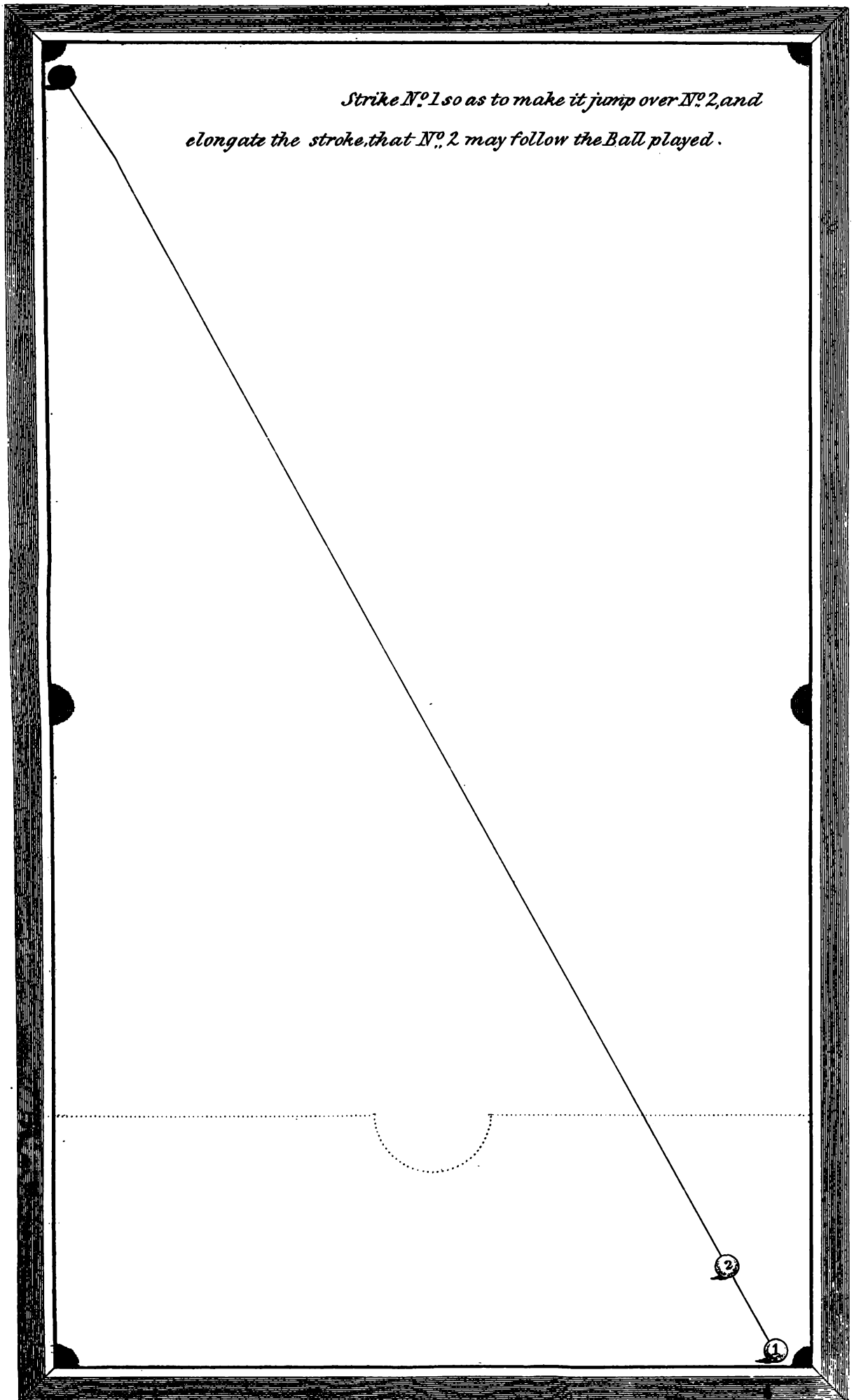
*Attack the Red to pocket it in the middle pocket, striking your ball high on the left side. This cannot be effected if the Red be not pocketed.*



*To perform this, strike a half ball on the left side, giving strength enough to double N<sup>o</sup> 2.*

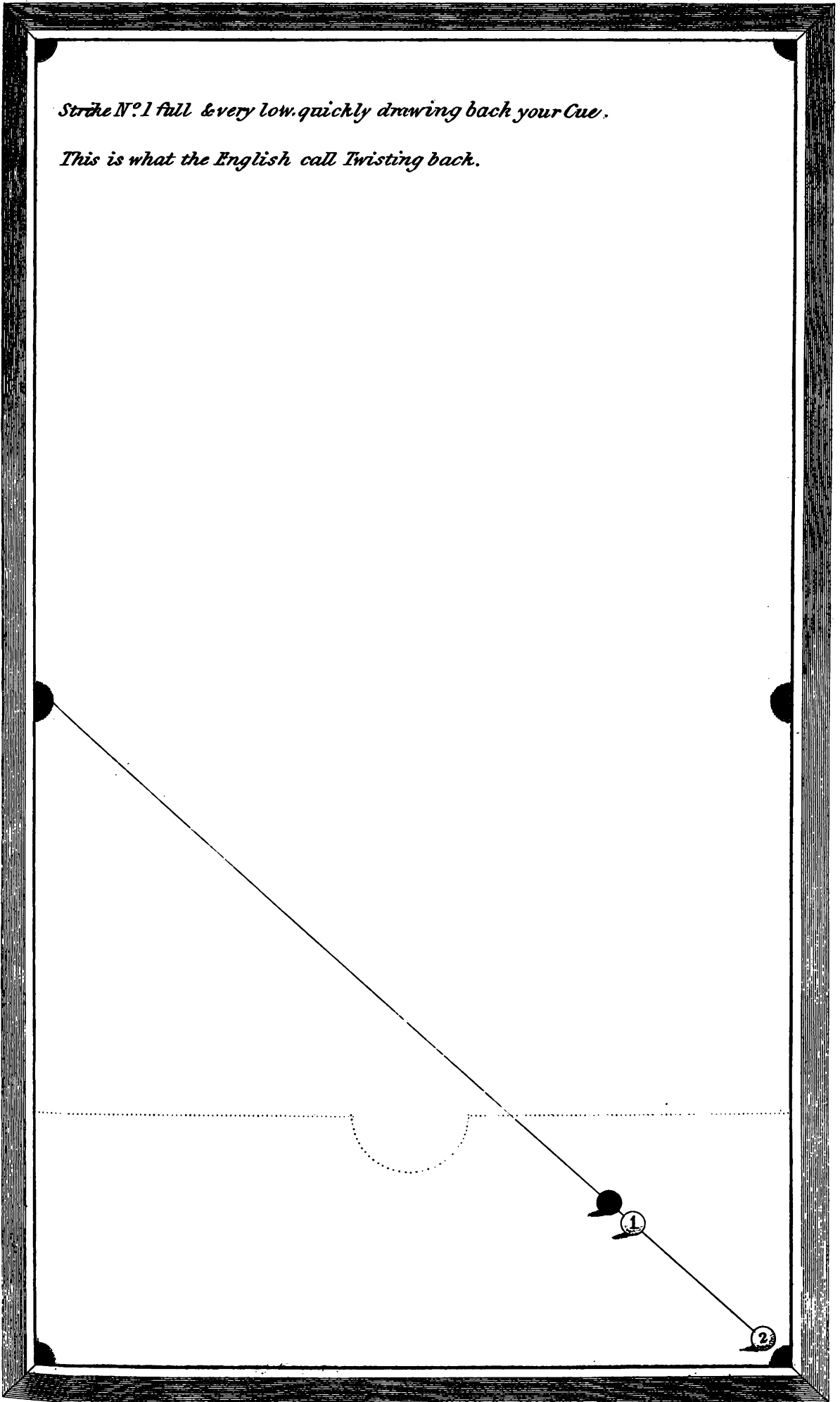


*Strike N<sup>o</sup> 1 so as to make it jump over N<sup>o</sup> 2, and elongate the stroke, that N<sup>o</sup> 2 may follow the Ball played.*



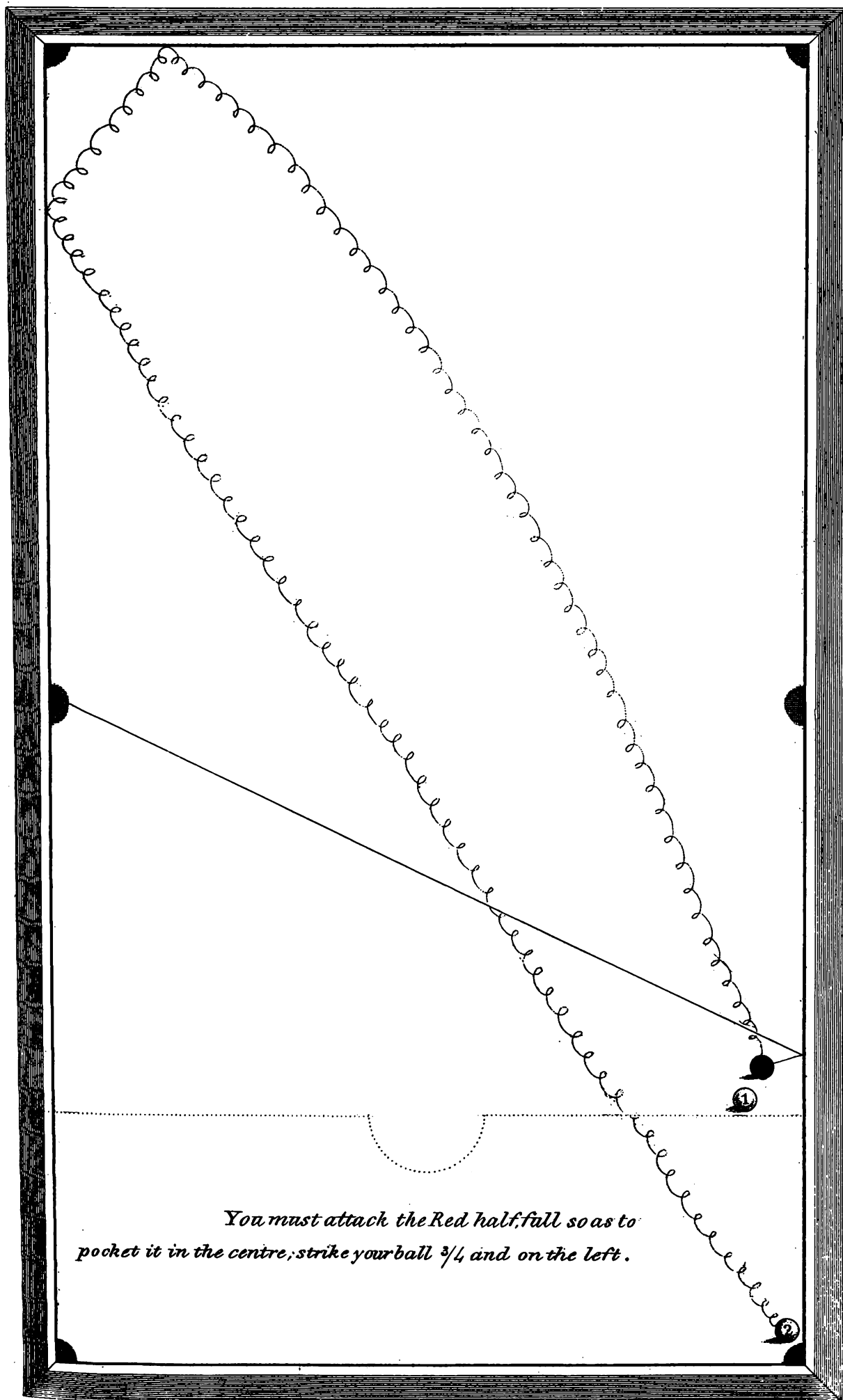
*Strike N<sup>o</sup> 1 full & very low, quickly drawing back your Cue.*

*This is what the English call Twisting back.*



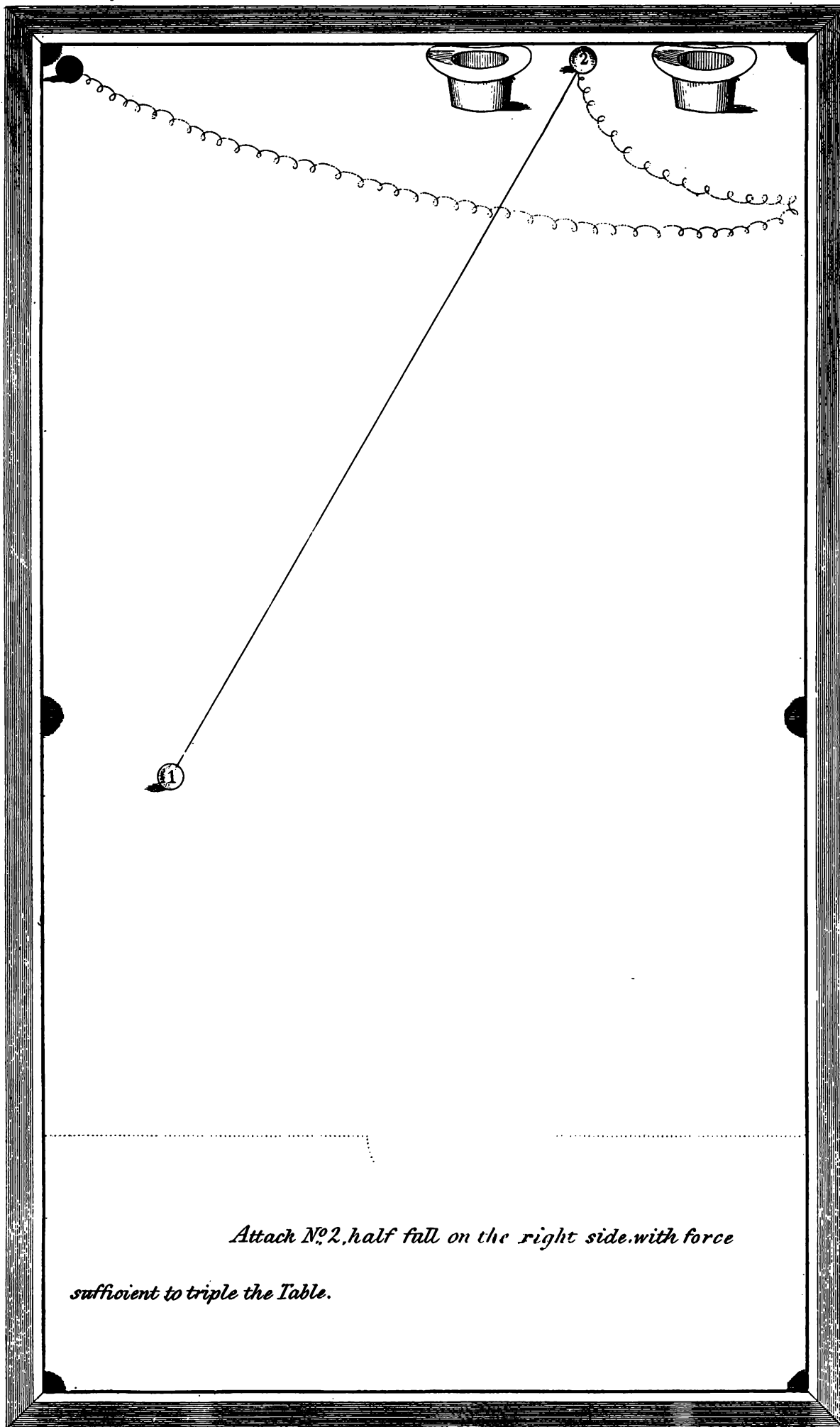
*To play N<sup>o</sup> 1 on the Red, and to score 7 on the doublet.*

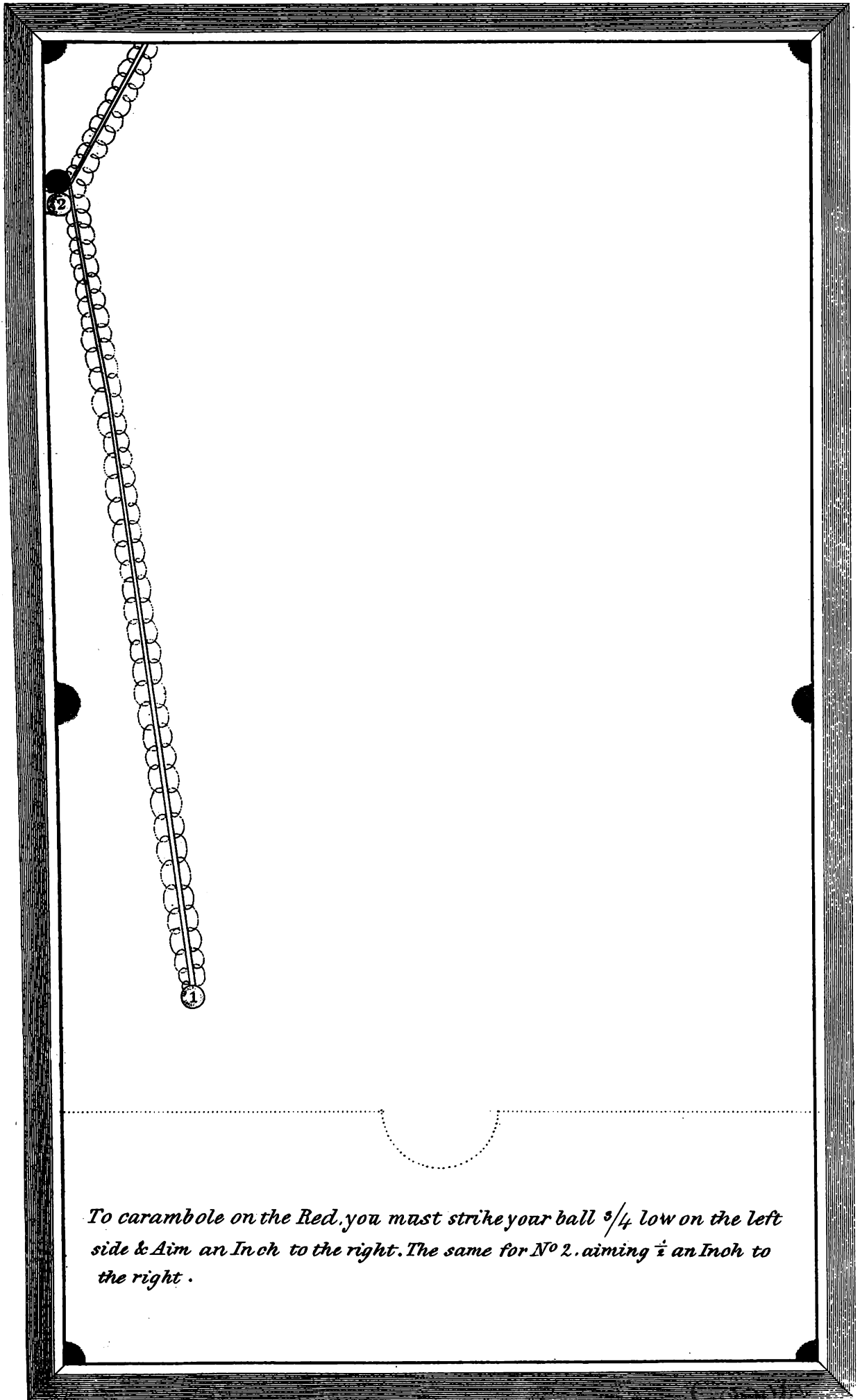
25.



*You must attack the Red half, full so as to pocket it in the centre, strike your ball  $\frac{3}{4}$ , and on the left.*



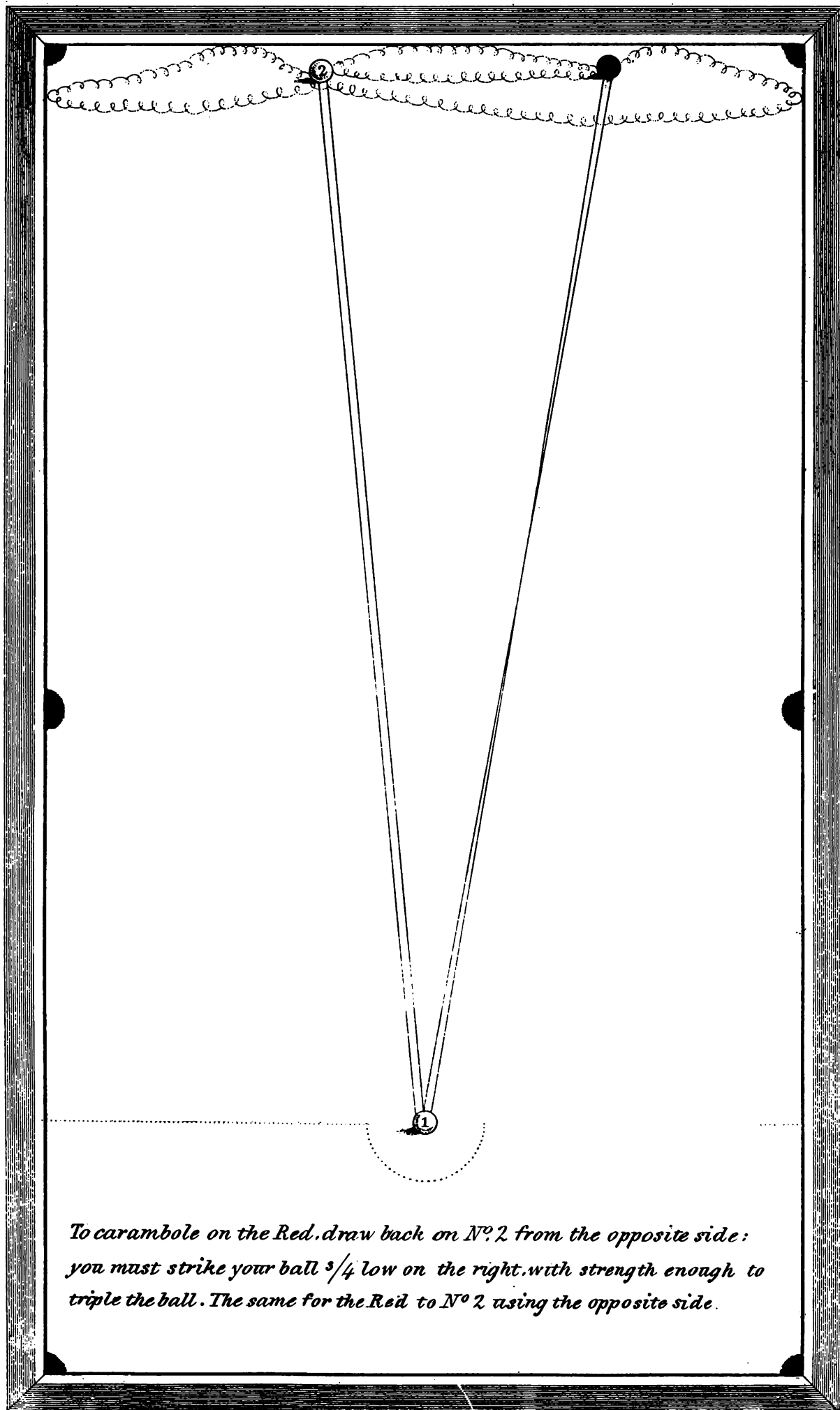




To carambole on the Red, you must strike your ball  $\frac{3}{4}$  low on the left side & Aim an Inch to the right. The same for N<sup>o</sup> 2, aiming  $\frac{1}{2}$  an Inch to the right.

To play N<sup>o</sup> 1 on N<sup>o</sup> 2, or the Red, to strike to the right or left, and to carambole.

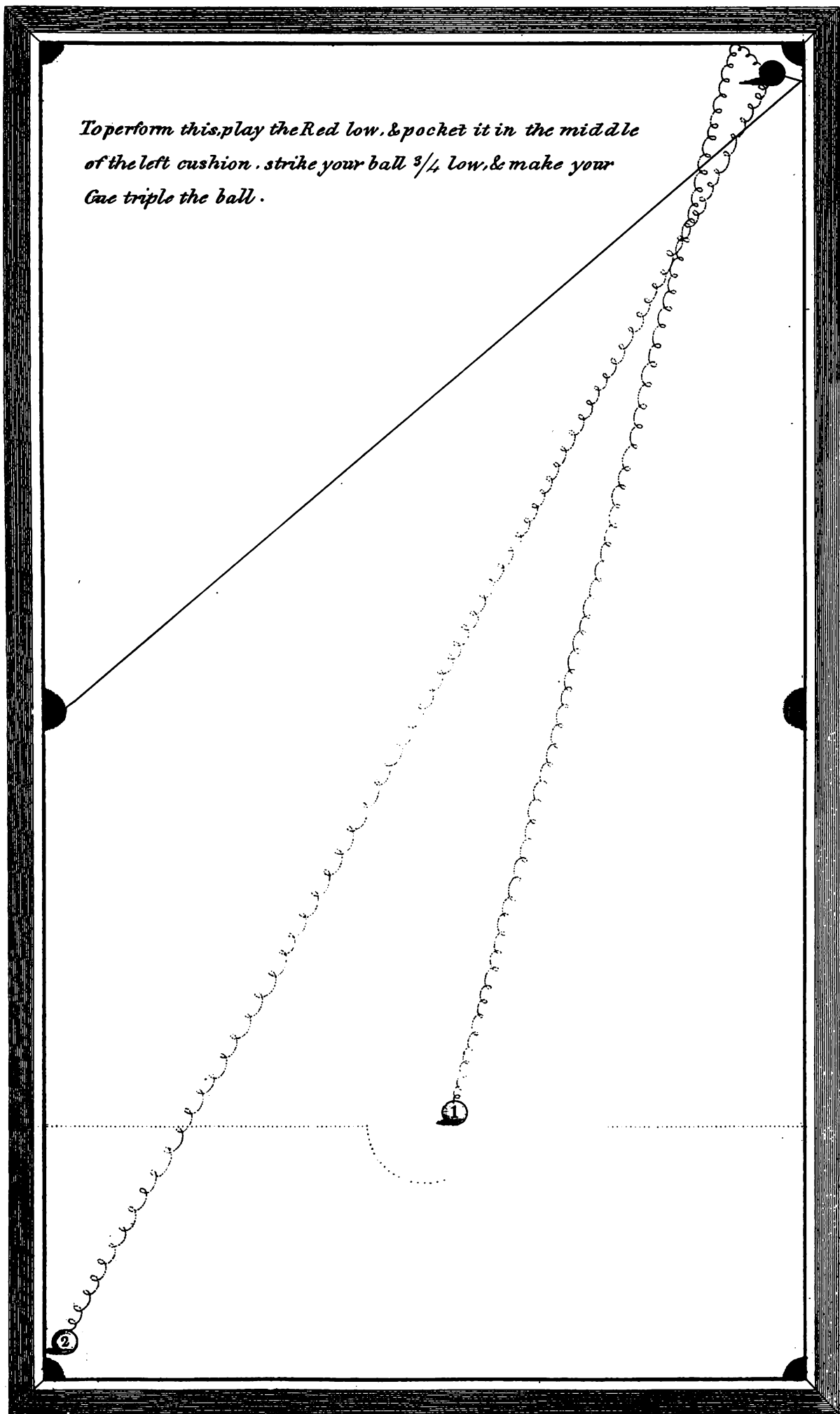
28.



*To play N<sup>o</sup> 1 on the Red, and to score 7 by a doublet.*

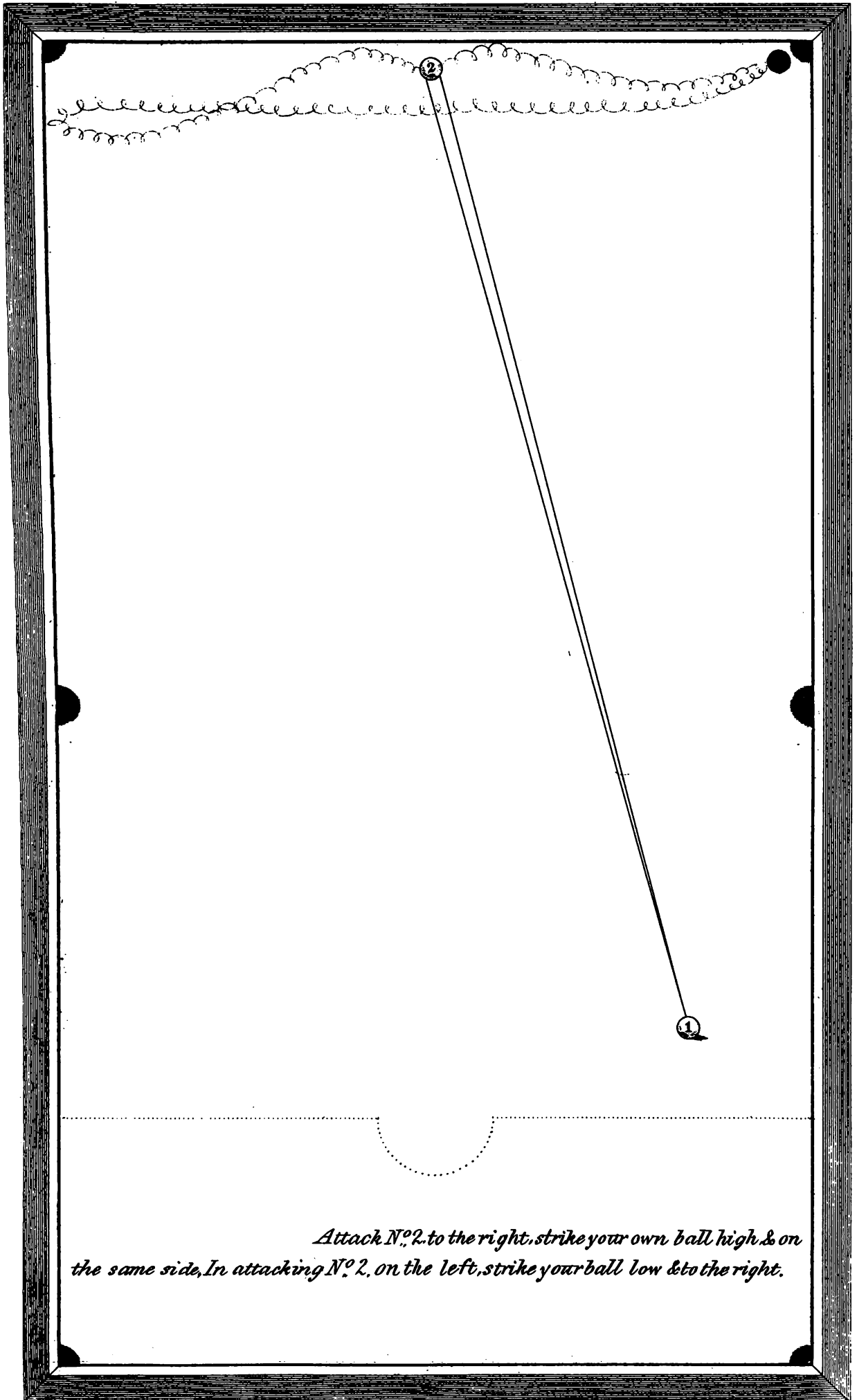
29.

*To perform this, play the Red low, & pocket it in the middle of the left cushion. strike your ball  $\frac{3}{4}$  low, & make your Cue triple the ball.*

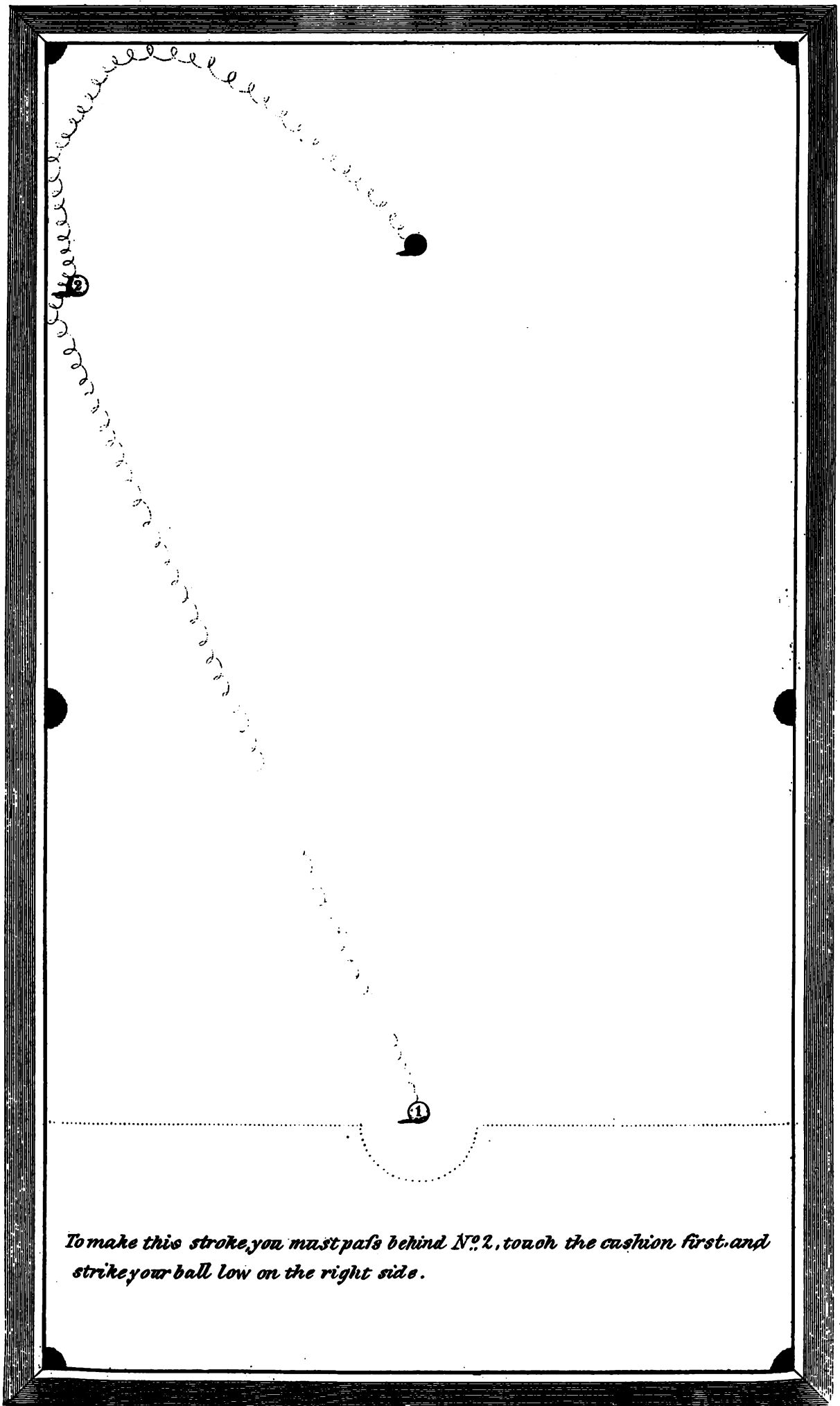


*To play N<sup>o</sup> 1, on N<sup>o</sup> 2, to attack it either right or left and score 5.*

30.



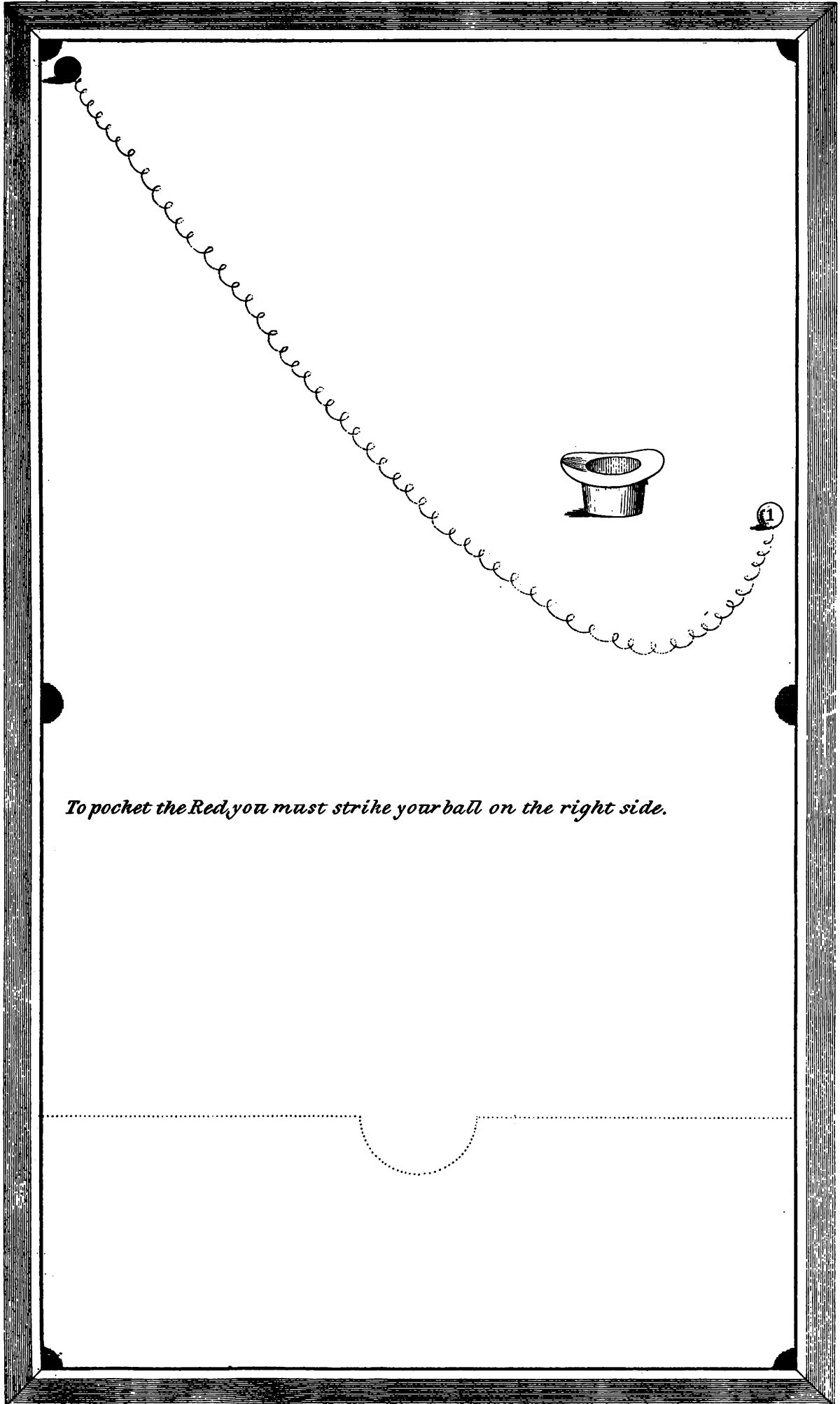
*Attack N<sup>o</sup> 2, to the right, strike your own ball high & on the same side, In attacking N<sup>o</sup> 2, on the left, strike your ball low & to the right.*



*To make this stroke, you must pass behind N<sup>o</sup>. 2, touch the cushion first, and strike your ball low on the right side.*

*To play No. 1 & to pocket the red, without playing a bricole, or hopping over the hat.*

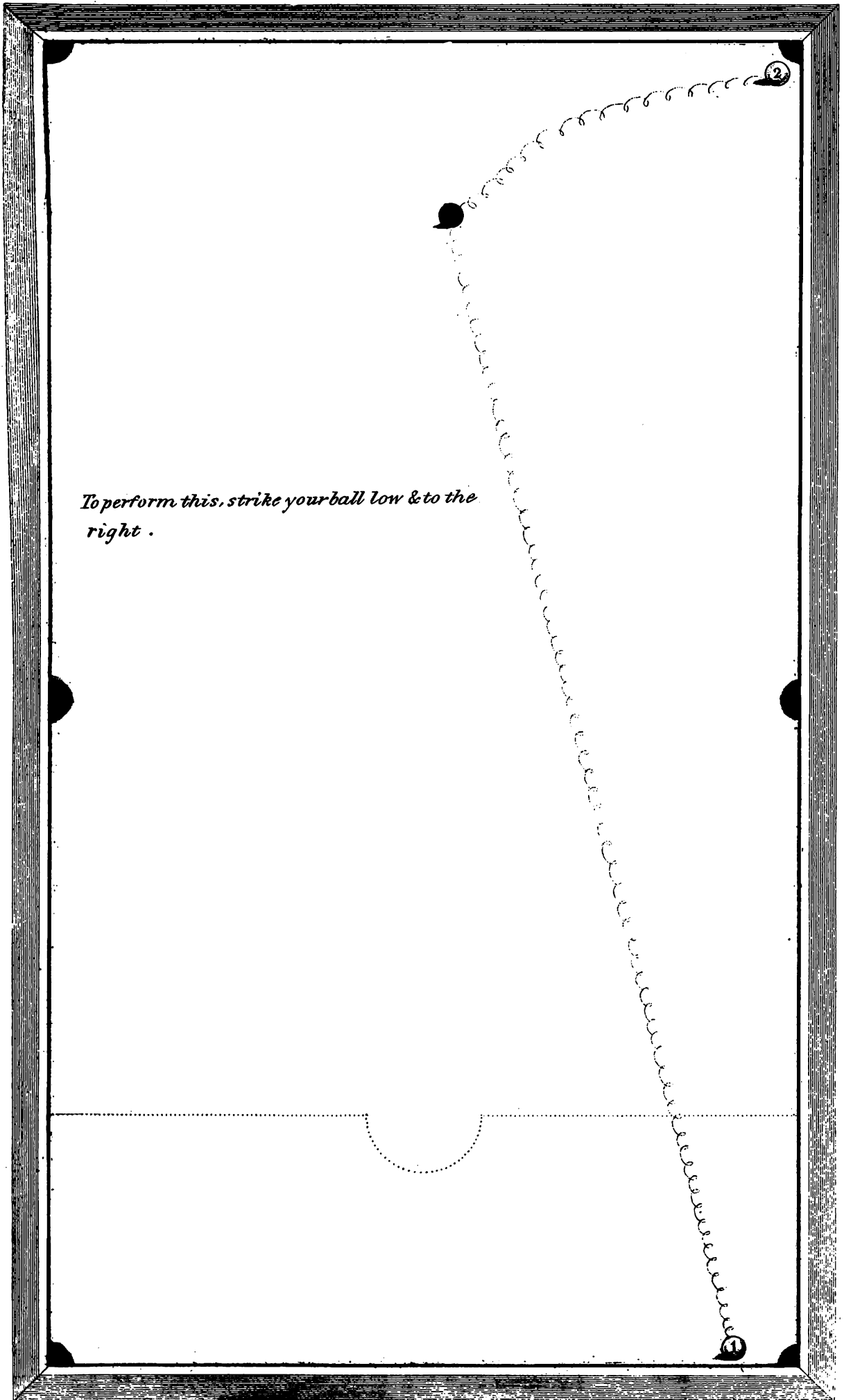
32.



*To pocket the Red, you must strike your ball on the right side.*

*To play N<sup>o</sup> 1 on the Red, to make a flying carambole without the red passing the middle of the table.*

33.



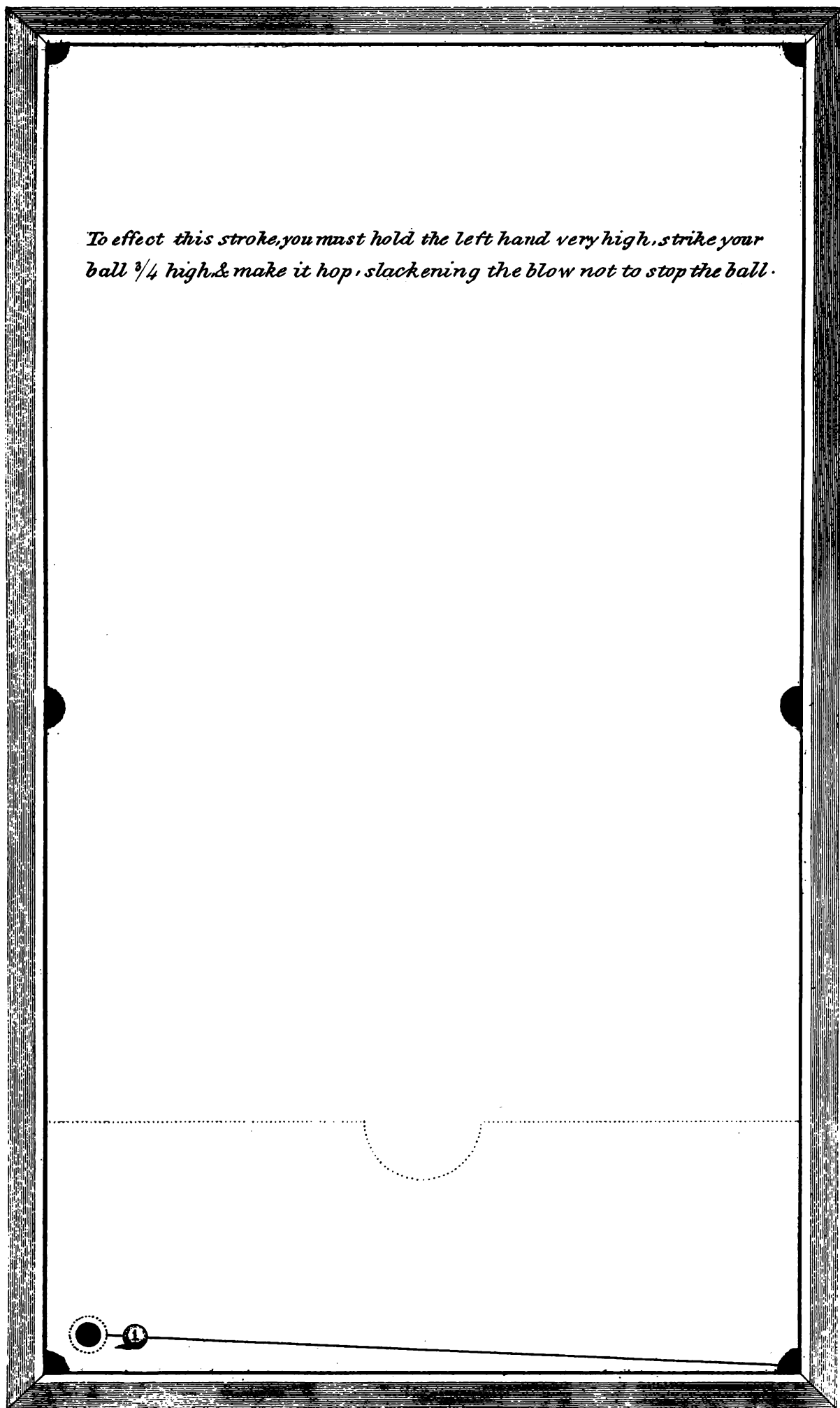
*To perform this, strike your ball low & to the right.*



*To play No. 1 upon the Red, to pocket it by the doublet, & to retain  
the red in the small circle.*

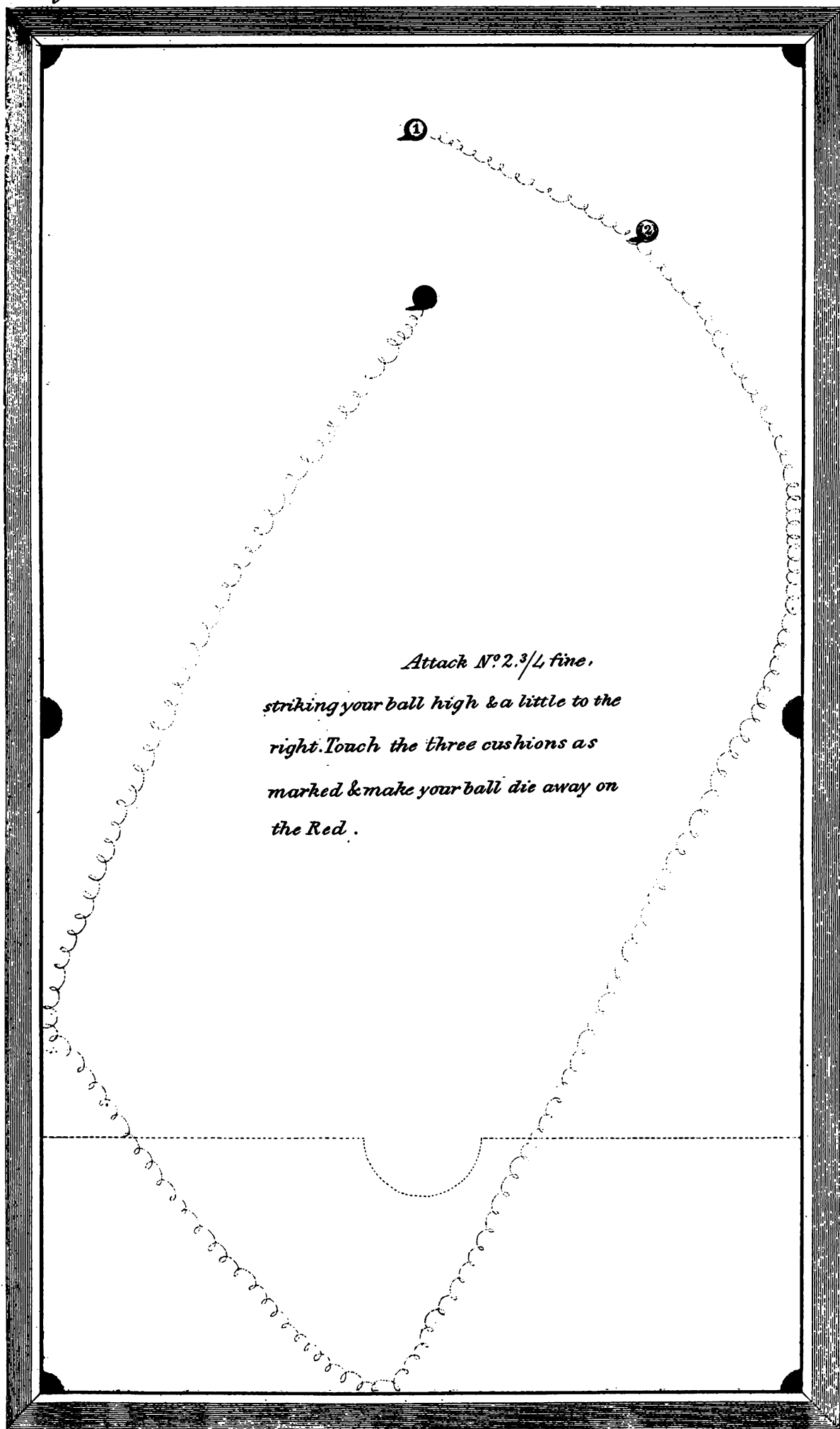
34.

*To effect this stroke, you must hold the left hand very high, strike your  
ball  $\frac{3}{4}$  high, & make it hop, slackening the blow not to stop the ball.*



To play N<sup>o</sup> 1 on N<sup>o</sup> 2, to touch the three cushions & to carambole, without moving the piece of chalk placed on the red ball.

35.

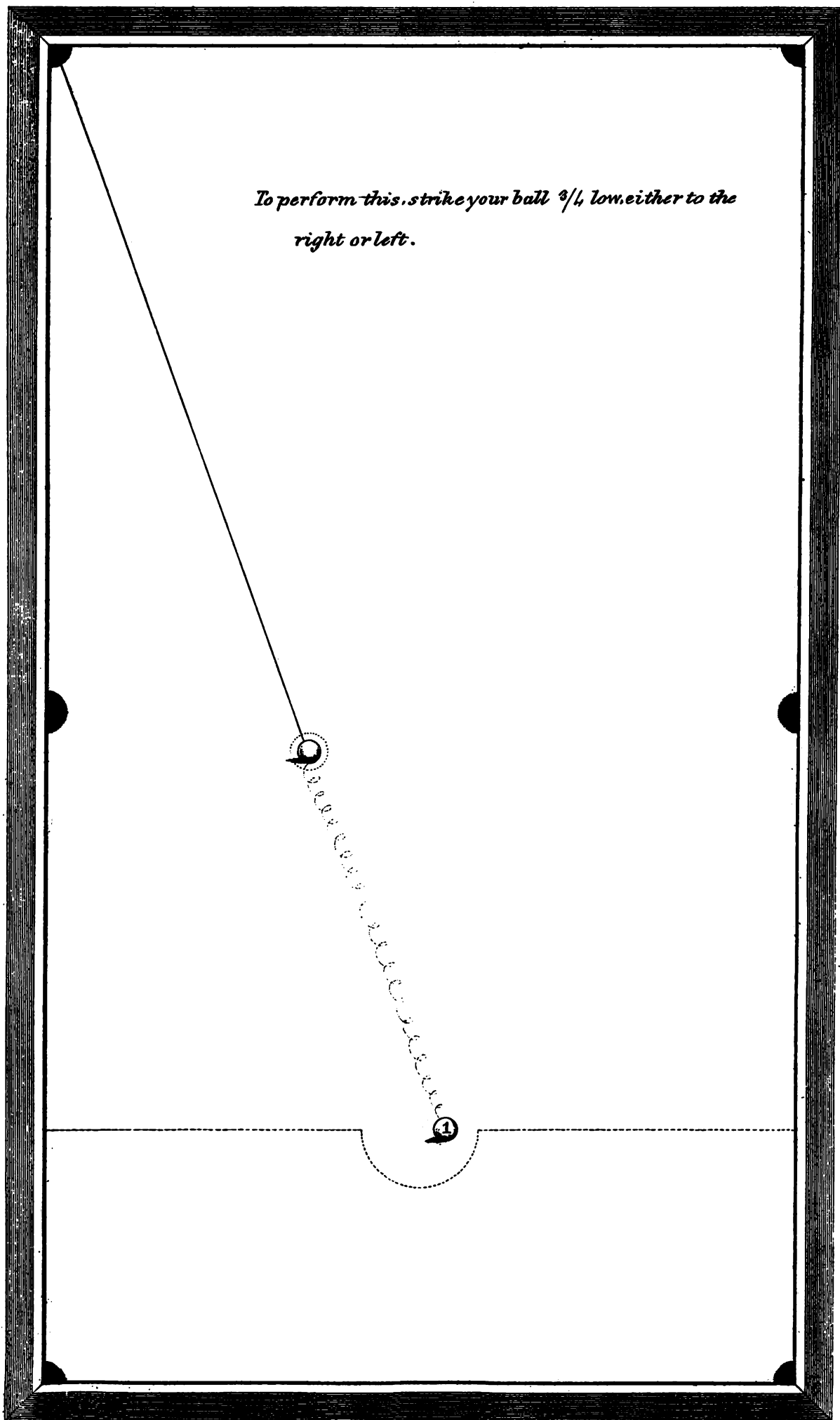


Attack N<sup>o</sup> 2.  $\frac{3}{4}$  fine,  
striking your ball high & a little to the  
right. Touch the three cushions as  
marked & make your ball die away on  
the Red.

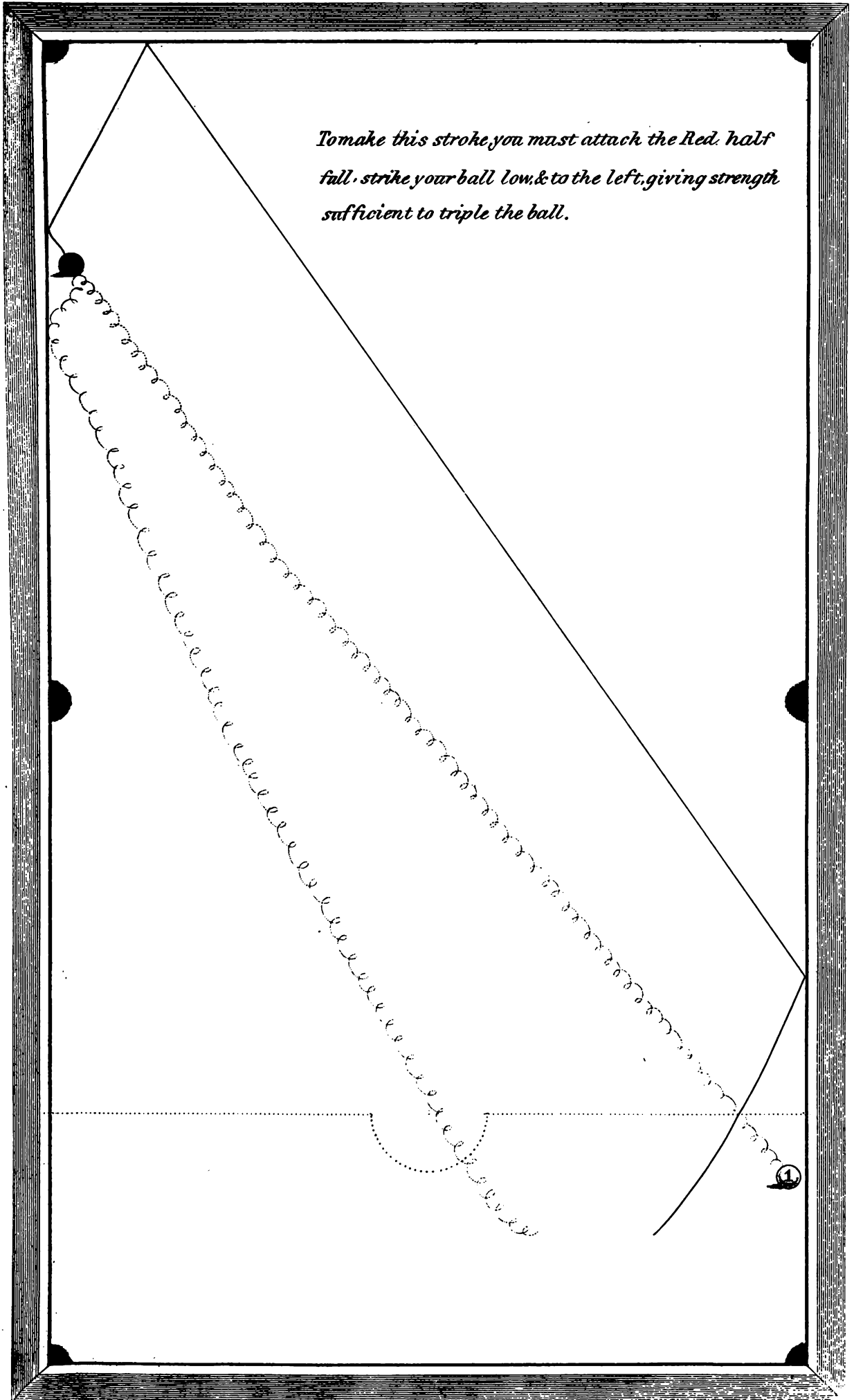
*To play No. 1, on the Red, to pocket it & to make your own ball rest in the small circle.*

36.

*To perform this, strike your ball  $\frac{3}{4}$  low, either to the right or left.*



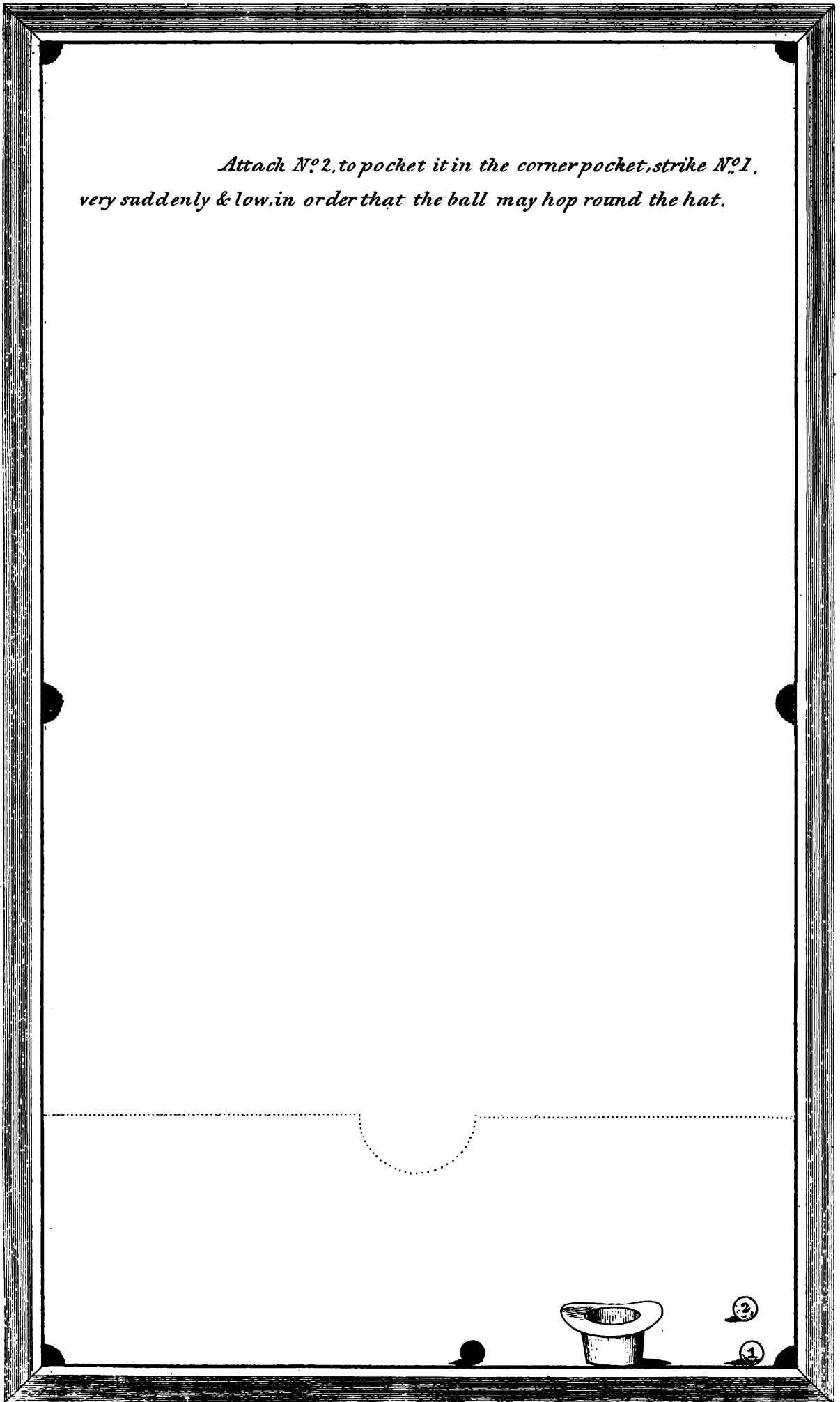
To make this stroke, you must attack the Red. half  
full. strike your ball low, & to the left, giving strength  
sufficient to triple the ball.



To play N<sup>o</sup> 1, on N<sup>o</sup> 2, & to carambole, without the ball played touching either cushion.

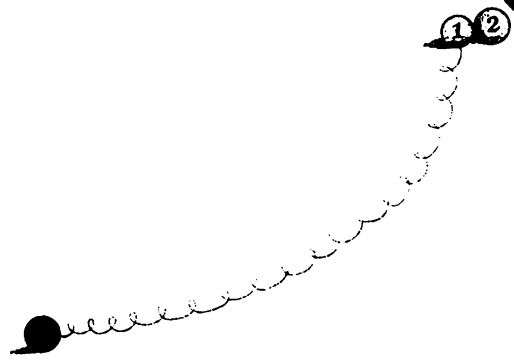
38.

*Attack N<sup>o</sup> 2, to pocket it in the corner pocket, strike N<sup>o</sup> 1, very suddenly & low, in order that the ball may hop round the hat.*



*To play N<sup>o</sup> 1. on N<sup>o</sup> 2. and to carambole without either of the three balls,  
touching the cushion.*

39.



*Draw back on N<sup>o</sup> 2. and strike your ball a little to  
the right, so as to make it glide over the Cloth.*

*BB. Called by the English a Twist.*

*Place a ball on the Ground. take it between your feet. & throw it on the Table, having the back turned towards the table and score 7.*

①