

282 SPORTS, PASTIMES, AND PHYSICAL TRAINING

When any good card is turned up on your right, how should you play? If an Ace be turned up, and you hold King, and a small card, play the small one. If King be turned up, and you hold Ace and small ones, play a small one. If a Ten be turned up, and you hold King, Knave, Nine, and others, begin with the Knave, in order to prevent the Ten from making a trick, and finesse with the Nine.

How do you know when your partner has no more of the suit played?—By his playing his high card instead of a loose one. Thus, suppose you hold King, Queen, and Ten, and your partner answers with Knave, you may be certain that is the only card he possesses of the suit.

When ought you to over-trump your adversary, and when not?—If you are strong in trumps you may throw away a loose trump, but if weak over-trump at all risks.

If your right-hand adversary lead a suit in which you have Ace, King, and Queen, with which card are you to take the trick?—With the Queen, as then the same suit may be led again by your opponent, under the idea that his partner holds the high cards.

Why should you play from King-suit, rather than from Queen-suit, though you may possess a like number of each?—Because it is two to one that the Ace does not lie in your adversary's hands, and it is five to four that if you play from Queen you lose her.

When you possess the four best cards of any suit, why do you play your best?—To inform your partner as to the state of your hand.

The Queen turned up on your right, and you hold Ace, Ten and one trump, or King, Ten, and one trump, if right-handed opponent plays the Knave, what should you do?—Pass the trick. You cannot lose by so doing, as your Ace must make, and you may gain a trick.

When can you finesse in other suits with impunity?—When you are strong in trumps.

OLD MAID

Is the most innocent as it is the most amusing game at cards for young and old. It is played by any number, usually not more than six people, with a pack of cards, from which three of the Queens have been taken. The Queen of Spades being kept in the pack, is called the Old Maid. The cards are dealt one by one, and then each throws on the table all the pairs that he has in his hand. Each then, beginning at the dealer's left, draws a card from the hand of the player at his right. If the card so drawn matches any that he has, the two are thrown on the table; otherwise the turn passes to the player at his left. When all the cards have been matched excepting the Old Maid, the player holding that card is said also to be the Old Maid. Much of the amusement of the game is caused by the efforts of the player who finds the Old Maid in his hand so to place her that she will be drawn by his neighbor.

BILLIARDS.

BILLIARDS is a mathematical game, and affords scope for the exercise and practical development of a steady hand, a clear head, quick perceptions and a pleasant exercise of the calculating powers. As a means of regaining impaired health it cannot be excelled. Sir Astley Cooper said of it, "We should all sleep the more soundly if we made it a rule to play billiards an hour or two each evening before going to bed;" and a well-known American physician, Dr. Marcy, writes what should be pondered by parents all the world over. He says: "One of the pleasantest and easiest means of regaining and retaining health is to introduce into private houses a billiard-table, and to present it to the *entire family*—men, women, and children—as a means of daily exercise and recreation. The most indolent and stupid will, by practice, soon acquire a fondness for the

game; and the improvement in the sanitary condition of those who habitually indulge in it will commend it in the strongest manner to the heads of families from a *moral* as well as a *sanitary* point of view. Young America is naturally 'frisky,' naturally enthusiastic, exuberant, and fond of excitement and fun. Confine him in the house without diversion and excitement, and he mopes, sulks, pines, and sooner or later breaks wholesome parental restraints, and instinctively seeks for amusements, excitements, and pleasures elsewhere—at the club, the play-house, the restaurant, and too often the gambling room. These natural instincts for diversion may be directed in such a manner by parents as to be productive of positive physical, moral, and intellectual benefit, *by investing home with a few of the attractions which beckon them elsewhere.* Give them comfortable billiard-rooms and billiard-tables, so that body and mind can be amused and invigorated, and *the attractions and pleasures of home will be superior to those beyond its boundaries.*"

BILLIARDS PROPER.

In billiards proper, there are four balls, two white, one being distinguished from the other by a black spot, and two red, one dark and the other light; but experts and professional players usually play games in which only three balls are needed, two white and one red. Each carom table has on it two spots, along an imaginary line drawn lengthways through the centre from the middle nails or "sights" in the head and lower cushions: the first, opposite the second "sight," is sometimes called the light red spot, the second, opposite the sixth "sight," the dark red spot, because they mark the positions of those two balls in the opening of the American four-ball game. On pocket tables there is a third spot three inches from the lower cushion, on which the white ball not played is placed on opening the game and after being pocketed; and other spots are used for playing pool and the English game. A line supposed to be drawn across the table through the light red spot is called the string-line, because it is used in "stringing" for lead—that is, choice of balls and first play; each player plays a ball from within this line at the head of the table against the cushion at the foot, and he whose balls stops nearest the head cushion on the return wins the choice.

The four-ball, or American game is played on a carom table for 34 points up. But the game may be for any number of points agreed upon. The leader plays his ball from within the string line, so as to pass the dark red ball, but not rebound past it or strike it. His opponent then plays his ball in like manner, attempting to strike the white ball, and one of the red balls. If he strike the two balls, it is called a carom, and counts one point. If he strike all three balls, he counts two. The striker's ball may rebound from a cushion any number of times before the carom is completed. As long as the striker can carom he can continue his hand or inning. The obligation to hit the white ball first holds only in the opening stroke, and afterwards during the game each may play his ball at any of the other balls.

There is but one red ball in three-ball Billiards, or French caroms, which is "spotted" on the lower spot. One white ball is placed on the upper spot, and the player who has first turn places his ball not more than six inches from it and within the string. The first player must hit the red ball with his own before striking his opponent's ball (though only at the opening stroke, as in the four-ball game). In other respects the game is like the four-ball game.

In the Balk Line Game four lines are drawn on the table each at a distance of eight to fourteen inches, as may be agreed, from one of the cushions, forming eight compartments or spaces. Not more than two successive caroms can be made on object balls the centres of which are within any one of these spaces.

All these games can be played by three persons, if they use alternate white balls, or four if they are divided into sides, those on the same side using the same ball in turn.

The Pocket Game is played on a six-pocket or a four-pocket table, the side-pockets being sometimes omitted. If the cue-ball strikes the object-ball so as to drive it into a pocket, or "pocket it, it is a "winning hazard" and counts a point. If a player tries to pocket a ball and fails and does not carom, his inning comes to an end. Caroms count as in the ordinary game, and the winner must make 100 points.

RULES OF BILLIARDS.

1. In stringing for lead, if a player's ball touch his opponent's after the latter has stopped, the former loses choice and lead. If the balls strike while both are moving the players must string again. In stringing, one ball must not reach the bottom cushion before the other is in motion.
 2. In the lead, if the ball led do not pass the dark red ball, or if it bound back past it, or if it jump from the table, or strike either red ball, the leader's opponent may take the lead instead, or he may place the offender's ball five inches from the centre of the lower cushion, or require him to lead over again.
 3. Should the first player fail to hit the white ball first, or if any player during the game fail to hit a ball, a point is added to his opponent's score.
 4. If a player's ball goes off the table, a point may be added to his opponent's score, and the ball remains off the table until its next turn. But, in the three-ball game, no forfeit is required, and the ball is "spotted." If possible it is placed on the spot at the head of the table; if that be occupied, on the spot at the foot, and, if the latter be occupied, in the centre of the table.
 5. Balls forced off the table shall be spotted as above, but each ball must be placed on its own spot if possible. The cue-ball if it go off the table must be played from the string, as at the opening of the game. When the cue-ball is thus played it must not be played directly at any ball or cushion behind the string line.
 6. Should a player play with the wrong ball, he cannot count, and the position of balls must be transposed, unless the player has made his second stroke before the error is discovered; in which case he may continue to play with the same ball, or have the balls changed. But at the end of the run the position of the balls must be transposed.
 7. Should both white balls be off the table together and a player pick up the wrong one, and play with it, the stroke is good.
 8. The striker must not play till every ball on the table is at rest.
 9. The cue must be withdrawn before the cue-ball touches the object-ball.
 10. The cue must touch the ball but once.
 11. The player must keep at least one foot on the floor while playing.
 12. No player can score by a play violating any of the four preceding rules.
 13. If the cue-ball is touching another ball the player must play first upon some other ball than the one the cue-ball touches.
- In the Three Ball game the balls are generally "spotted" when the cue ball touches another, and the striker plays as in opening the game.
14. If the cue-ball touch two balls or more so that it is impossible to play first on some other ball, the balls must be spotted as at the beginning of the game, and the player whose turn it is may choose whether he or his opponent shall lead.

BAGATELLE.

Bagatelle is played by any number of persons with cues and balls similar to Billiards, but narrower, on a table 10, 12, or 14 feet long, cushioned only at the sides, or on a cloth-covered board, which can be laid on an ordinary table. Nine balls, two of which are colored, are used. At the lower end of the table are nine cups or pockets which are numbered, and in front of the holes is a spot on which one of the colored balls, often called the King Ball, is placed. At the upper end of the table is another spot, and between it and the holes a line called the string line, as in Billiards. Each player in turn plays his eight balls, one by one, the colored one first, by placing each on the spot behind the string line and striking it with his cue, as in Billiards, toward the holes. The object is to place the balls, including the King Ball, in the holes, and the player scores the number of such holes he can fill, the colored balls counting double. Thus the highest score would be 62, made by filling all the holes, the colored balls being in the Nine and Eight holes. He wins who scores most points in a number of rounds agreed upon before the game. If any ball rebounds beyond the string line, it must be removed from the board till the next player's turn. At the end of each turn the board is cleared, and the King Ball placed on its spot, as in the beginning. The three-ball game of Billiards may be played on a Bagatelle board, caroms counting one each, and each hole its proper number as in ordinary Bagatelle.

The French game is different. The score is one hundred. Each player, unless they are divided into sides, and then only one of a side, rolls up for the "break." The red ball is set on the spot, and the player, grasping the eight white balls in his hand, rolls them up. The sum of the cups into which the balls enter is ascertained; and the one who has the most in this way, plays first. The red ball is set on the spot, but to miss it scores five to the opposite party. Whenever it is not in a cup, the red ball must continue to be hit by the player, under a like penalty in case of failure. If it be pocketed, he must aim

at and hit any white ball out of cup; and, if he fail in that, the opposite party scores one. Should both his balls go in, and there is no white ball out of the cups, one is taken from those not played, and placed on the spot for him to aim at. So long as the player puts a ball in a cup, he plays on; and what he makes is counted to his score. When his stroke cups no ball, he gives way to the next, and so on, in succession. When all the white balls are played up, and the last one played makes a cup for itself or another ball, provided it hits a white ball in doing it, the white balls are returned, the red ball replaced on the spot, and the same player takes the break and plays on. If the last ball effects nothing, the next player in order takes the break. Whoever first scores one hundred is out. The highest number to be made by any one player, by cupping all the balls, would be one hundred and fourteen, the red ball being in the centre, and counting thirty, and the others in the next largest numbers, from 14 to 7, inclusive. This is rarely, if ever, done.

As you may often best succeed by cushioning and caroming, the study of angles is necessary in this game, as in billiards.