

CHAPTER V

Bagatelle, Billiards and Pool

BAGATELLE

BAGATELLE is played on an oblong board, in which there are nine cups or holes, and the object of the players is to place the balls in these cups, which are numbered from one to nine.

The several games played on the bagatelle-board are *La Bagatelle* (usually called the English game), *Bagatelle à la Française* (known generally as the French game), *Sans Egale*, *Mississippi*, and *Trou Madame*. Besides these there are *Cannon* and the *Irish games*.

LA BAGATELLE

This game is played by any number of players, from two upwards, with nine balls, two of which are usually coloured and count double. The red ball is placed on the spot and the player with his cue bowls the other coloured ball at it, endeavouring to hole it and his own ball by the same stroke. In the event of the two balls being holed at the first attempt, or if at any successive attempt the balls are all holed and the table cleared, the score is counted and the game restarted. He then plays with the other balls successively until the whole nine have been sent up the table. Any number of rounds may be played as agreed on at the commencement of the game, and he who obtains the greatest score wins the game. If the ball struck at rebounds from the cushion and passes the baulk line it is taken up, and is considered lost for that round. Sometimes two lines are drawn across the table, one to determine the baulk, and the other the lost balls.

This is an extremely easy game to play, and some people are so dexterous as to be able to fill all the holes, with the coloured balls in the eight and seven, in a single round. The coloured balls counting severally sixteen and fourteen, it is possible to obtain sixty in a single go; or if the red ball were placed into the centre hole (the nine) and the black in the eight hole, you may even score as many as sixty-two. But such a score is very unusual; a hundred in three goes being considered good play.

MISSISSIPPI

This game is played by means of a bridge placed across the board and a couple of little cushions against the side. Each player strikes his ball against one of the cushions so as to make it rebound or cannon on to the bridge, each arch of which bears a particular number. When the ball passes through the bridge the player reckons the number of the arch to his score, and he who obtains the highest number in two or three rounds wins the game.

THE CANNON GAME

The cannon game consists entirely of cannons, and may be played any number up. It is played with three balls. There is not much art in making cannons on a bagatelle board.

THE FRENCH GAME

The French game is usually a hundred up, and may be played by two or more players; two or four is the usual number. The score is taken, as in La Bagatelle, from the figures marked within the cups. The red ball is placed on the spot, and he who has taken the break strikes it with the other coloured ball. If he succeeds in holing a ball at the start, he goes on till he fails; his adversary then plays, and so on alternately till the number determined is obtained. He who first gets that number wins the game. While either of the coloured balls remains out of a hole it must be played at, and he who fails to strike it forfeits five to his adversary. Missing a white ball counts one on the opposite side. Knocking a ball off the table is usually a

forfeit of five, though sometimes no penalty is enforced. If a ball lies over a hole and does not fall immediately into it, the adversary may say, "I challenge that ball," when if it drops into the cup (from the vibration of the room or table, etc.) it must be replaced. This rule also applies to La Bagatelle.

THE IRISH GAME

The Irish game consists of cannons and winning hazards only. It is played with three balls, the cannon counting two, and the hazard as many as is marked in the cup. If the player's own ball falls into a hole it counts to his adversary.

BILLIARDS

The shape and accessories of a billiard table are so well known that it is unnecessary to describe them here. In billiards three balls are used, one red, one plain white and another white with a black spot on it. The red ball is placed on a spot on the centre at the top of the table, about 12½ inches from the top cushion. The two players then decide which ball they shall play with, i.e. the "plain" or the "spot" ball, and they play with that ball only throughout the game. At the commencement of the game one of the players has to break. With his cue he propels his own ball up the table to hit the red ball, or he may give a miss, that is to say he may send his white ball to any part of the table, but if he wishes to leave it inside the baulk line (a line parallel with the bottom cushion and 29 inches from it) he must first strike a cushion out of baulk and come back inside. The objects of the game are as follows:

1. To get cannons, i.e. to hit your opponent's ball and the red with your own ball in the same stroke.
2. To make losing hazards, i.e. to hit either your opponent's ball or the red ball with your own in such a way that it runs into a pocket.
3. To make winning hazards, i.e. to hit the red or opponent's white ball, and drive it into a pocket.

The score is counted in the following manner:—A cannon counts two points to the scorer; a losing hazard off the red three points; off the white, two points; a winning hazard

(potting the red), three points; potting the white, two points.

If a player gives a miss—does not hit either of the balls—his opponent scores one. If his ball goes into a pocket without touching either of the other balls, his opponent scores three. If his ball goes off the table, the opponent scores two. In the event of any one of these three happenings, the player loses his turn, and his opponent plays. After scoring once, a player continues to play until he fails to score.

As many results as are scored in a stroke are counted together, e.g. a 10 stroke is scored if the player's ball first hits the red ball, pots it, hits the white, pots that, and also caters a pocket itself.

If the red ball is upon the spot and from there is potted twice in succession, it is then placed upon a spot in the middle of the table, and after being potted from there is returned to the spot at the top of the table. An opponent may claim a foul if the other player makes a stroke which infringes any rule of the game. If a player is in hand, and the other two balls are within the baulk area, his ball must touch a cushion outside baulk before it can enter there.

It is impossible to give any general hints in the short space allotted to this article, but one fundamental rule which very few beginners even seem to realize may be mentioned. The spot at which the cue is directed is the point where the striker's ball will hit, no matter what part of his ball may be struck. That is to say, if an imaginary line be drawn along the cue through the playing ball straight to the object, the playing ball will hit the object where the line arrives.

POOL

Pool is a game played on an ordinary billiard table, with coloured balls, by any number of players from two to eight.

At the commencement of the game each player has three lives on the score board, and the white ball is placed on the billiard spot at the top of the table, the red ball plays from inside the "D" of baulk at the white, the yellow ball plays from the same spot at the red, the green plays on the

yellow, and so on. The object of the play is to drive the ball of the player who plays previously to you into one of the pockets. When this has been accomplished, the player who has had his ball potted, loses a "life," and the player who has driven the ball down now endeavours to pot the ball nearest to his own, and he continues to play while successful until the last ball is potted, when his ball is placed upon the spot at the top of the table and the other players commence play in their proper sequence. Each player has three lives, and under certain circumstances the first player who loses three "lives" is entitled to "star," that is, to receive the same number of lives as that possessed by the least on the board. The baulk is no protection in this game, and if the player's ball goes into a pocket when played by himself, he loses a life. When a player has lost all his lives, he retires from the game, which is continued until only two players remain. The last two players divide the pool when their "lives" are equal in number; the one who potted the last ball has a stroke before doing so. Under certain circumstances, if there is a ball obstructing a player's execution of a stroke, or intervening between his ball and the object he has to play on, he can have the obstructing ball removed from the table while he plays. There are many minor points and rules in this game.

PYRAMIDS

This game may be played by any number of persons with 16 balls—1 white and 15 red. The 15 red are made up in the form of a solid triangle, with its apex on the pyramid spot, i.e. about half way between the centre and top of the table.

The object is to pot the red balls without letting the white go into a pocket. At the commencement of the game one of the players hits the pyramid with the playing ball, and if he succeeds in putting a red down, he continues playing until he fails to score, when the succeeding person plays. For each ball potted, one is scored, and it is permissible to pocket two or three with one shot. If a player makes a miss, i.e. does not hit an object ball, or drives the playing

ball into a pocket, one is deducted from his score, and one of the balls already pocketed is replaced on the table, either on the pyramid spot, or, if that is occupied, as nearly as possible behind it. When 14 of the red balls have been pocketed, the one who pocketed the last ball continues playing with the plain ball, and the other player plays with the red ball thereafter, and endeavours to pocket the white, and so they go on alternately until either one or the other enters a pocket, when the game ends. Two points are usually allowed for scoring the last ball.

RUSSIAN POOL

Unlike other pool games, this is a game in which the ordinary billiard game prevails to a great extent. At the commencement of the game the red ball is placed on the billiard spot, the brown ball on the middle spot, and the yellow and green on the right and left hand spots of the "D" of baulk respectively. White is the playing ball. The game can be played by any number of players, and the objects of the game are as follows:—Firstly, to make a cannon with the playing ball, that is with the white ball to strike any two of the coloured balls; secondly, to make a winning hazard with, or "pot" any of the coloured balls, and thirdly to make losing hazards with the white off any of the coloured balls. Each ball, however, has its own particular pocket or pockets, and if it is played into a wrong one the player of the stroke loses the number of points that the ball counts.

A winning or losing hazard may be made with the red ball in either of the pockets at the top of the table; a winning or losing hazard may be made with the brown ball in either of the pockets in the middle of the table; a winning or losing hazard may be made with the yellow ball in the right hand pocket at the bottom of the table and with the green ball in the left hand pocket at the bottom of the table. This seems to be becoming a very popular game, but no general rules prevail in regard to it. In most clubs, etc., the score is reckoned in the following manner:—

Winning or losing hazard with the Red, 3.

Winning or losing hazard with the Yellow, 4.

Winning or losing hazard with the Green, 5.

Winning or losing hazard with the Brown, 9.

For a cannon, 2.

A player in hand can play inside the baulk line excepting for the stroke that commences the game, when he must play at the red. If a player aim at a ball and miss it, he gives away from his score the value of the object ball or the value of the highest ball that his ball touches in the course of the stroke.

SNOOKER POOL

This game is very much like pyramids, but is played with 21 balls. The pyramid of 15 red balls is set up with the triangle with its apex on the pyramid spot, the black ball is placed on the billiard spot at the top of the table, the pink ball in front of the pyramid, a blue ball on the spot in the centre of the table, the other three balls are placed on the baulk line on the three spots of the "D," the yellow on the right hand side, brown in the middle, and green on the left hand side, from the bottom of the table.

White is the playing ball, and at the commencement of the game it is played from inside the "D" with the object of potting a red ball. After a player has potted a red ball, he has the option of potting any of the coloured balls, and if he succeeds, he next plays on another red ball, and if successful another coloured ball, and so on until he stops scoring, when the succeeding player takes his turn.

Scoring is reckoned as follows:—Whenever a red ball is potted, 1; and for the coloured balls, yellow = 2, green = 3, brown = 4, blue = 5, pink = 6, black = 7. If a player is snookered, that is to say, a ball other than the one at which it is permissible for him to aim at, is in his firing line, he must play at the ball it is necessary for him to hit. If he misses it, he has deducted from his score the value of the ball at which he aimed, and if he first hits another ball, he loses the value of the ball worth most points, e.g. if he were aiming at a red ball and did not hit anything at all, he would lose one point. If he were aiming at a red ball, missed it, and hit the black, he would lose seven points. After a red ball has been potted, it remains in the pocket, but

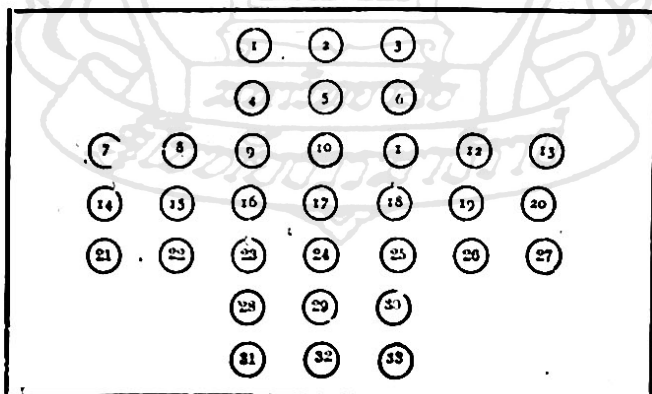
coloured balls are replaced on the table, on their original spots, until all the red balls have been pocketed. Then the players play the remaining balls in their sequence of value (yellow, green, brown, blue, etc.), and as they are pocketed they remain down until the black disappears and the game ends.

If the playing ball goes into a pocket, the player gives away the value of the ball at which he was aiming, even in the case of that ball going down itself. The following player then plays from the "D" of baulk, but in this game, as in pyramids, it is permissible to play a ball inside the baulk area if the player is "in hand."

SOLITAIRE

Solitaire is played on a board pierced with thirty-three holes, in each of which a marble or peg is placed. The art of the game is to remove all of the marbles or pegs, so that at the end only one (or a certain number decided on beforehand to be left in certain holes) is left on the board.

One marble takes another when it can leap over it as in draughts. To accomplish this considerable calculation and attention are requisite. In variety of play Solitaire is infinite. Here is the board on which we suppose the men to occupy the holes 1-33. Sometimes 37 holes are used.



MODE OF PLAY BY REMOVING MARBLE 17 AND TERMINATING AT HOLE 17.

Remove No. 17.	From 33 to 25
From 5 to 17	" 24 to 26
" 8 to 10	" 31 to 23
" 1 to 9	" 22 to 24
" 3 to 1	" 27 to 25
" 16 to 4	" 24 to 26
" 1 to 9	" 32 to 24
" 10 to 8	" 11 to 25
" 7 to 9	" 13 to 11
" 28 to 16	" 6 to 18
" 21 to 23	" 25 to 11
" 16 to 28	" 20 to 18
" 14 to 16	" 11 to 25
" 9 to 23	" 17 to 29
" 24 to 22	" 26 to 24
" 26 to 24	" 29 to 17

