

The cue ball is afterward played from where it lies on the table; the object of the game is to pocket as many of the colored balls as possible.

A round ends when all the colored balls shall have been pocketed.

Each ball pocketed counts one for player making the stroke.

Pocketing the cue ball loses one for player making the stroke.

If the cue ball is pocketed, the next stroke must be made from within the string and on some ball outside the string.

The game may be any number of points mutually agreed upon.

As in Pyramid Pool, it is optional with the player whether one or more balls be allowed on the break, and whether the number of balls pocketed in one turn be limited to three.

FIFTEEN BALL POOL

Fifteen numbered balls and one white ball are used. The latter is the cue ball and the player plays with it from within the string at the head of the table, at the beginning of the game, at any of the numbered balls; and afterwards as he finds it on the table.

The object is to pocket as many of the numbered balls as he can.

The number on each ball he pockets is scored to his credit. The player, whose score, when counted, gives the highest total, wins the game.

The fifteen balls are numbered from 1 to 15 respectively. At the beginning of the game these fifteen balls are placed on the table in the form of a triangle (use triangular frame supplied for this purpose.) The No. 15 ball is placed on the spot at the foot of the table and forms the apex of the triangle, pointing towards the head of the table. The highest numbers are placed near the apex, the lowest form the base.

A forfeit of three points is deducted from the player's score for making a miss, pocketing his own ball, forcing his own ball off the table, failing to make an object ball strike a cushion or go into a pocket and failure to make the opening stroke, that is, at least causing two object balls to hit the cushion or one object ball to go into the pocket.

As in Pyramid Pool, it is optional with the players whether one or more balls be allowed on the break, and whether the number of balls pocketed in one turn be limited to three.

CHICAGO POOL

Numbered balls (from 1 to 15) and a white cue ball are used.

The balls are arranged on the table as follows:

Three balls are placed against the cushion at the foot of the table, equally distant from each other. Six balls are placed against each side cushion, equally distant from each other.

The head end rail is not occupied. The right hand ball at the head of the table is numbered 1 and the remaining fourteen balls are set in order of their numbers, running from right to left.

The cue ball is placed within the string for the opening stroke. The opening shot must be to strike the No. 1 ball; if that ball is pocketed, it is credited to the player. He continues to play until he fails to score; each time he must play upon the lowest numbered ball on the table.

After striking the lowest numbered ball, should any other ball be pocketed, it is credited to the player.

Should a player fail to hit the required ball, he forfeits three from his score.

If the required ball cannot be hit by a direct shot because of other balls being in the way, it may be hit by a bank play.

A ball pocketed unlawfully, is replaced on the spot at the foot of the table, or if that be occupied, then directly behind it.

Each player is credited with the sum total of the numbers on the balls he secures. The player having the highest aggregate score wins the game.

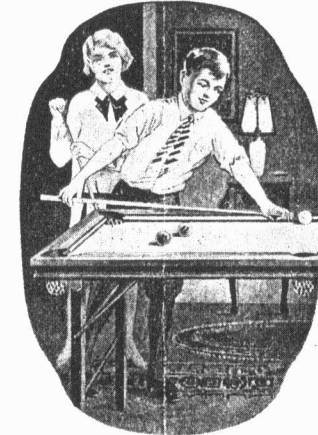
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PORTLAND, MAINE

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RULES FOR PLAYING POOL



The E. T. Burrowes Co. Inc.
Portland, Maine

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Care of the Table

REPAIRS

Take a little extra care of the table and you will derive great pleasure from its use. Brush the cloth frequently to remove chalk and dust; it preserves the fresh appearance of the cloth and permits balls to roll more accurately.

When the table is not in use it may be leaned against the wall, behind a door or in the closet. Do not stand it up near a stove, radiator, register, where the sun will shine on it, or in a damp place. Treat it like any other fine piece of furniture. Do not allow table to be dented by striking roughly with balls or cues.

Should the balls or any of the implements or parts of table become damaged, lost or broken, write to party from whom table was bought, who will supply missing parts, if possible, at a reasonable rate.

Burrowes Tables, while simple in construction, are very substantial, and will last for years. If cushions or other parts become worn, or if the bed needs to be re-covered after years of use, anyone accustomed to handling tools can readily make the necessary repairs.

These games are absolutely devoid of every element of hazard. They are interesting and beneficial physically and mentally, and as innocent in every way as dominoes or checkers.

Endorsed by the foremost Y. M. C. A. workers.

EXPLANATION OF TERMS AND WORDS WHICH WILL RENDER THESE DIRECTIONS FOR PLAYING MORE EASILY UNDERSTOOD

HEAD OF THE TABLE—The end from which the games are started; may be either end as determined by players.

FOOT OF THE TABLE—The end opposite the head.

SPOTS—Black circular spots on the surface of the table. The black spot in middle is designated as center spot. Black spots at head and foot of table are termed respectively, head and foot spots.

STRING LINE—Line across head of table parallel to head rail and passing through head spot. Balls lying on the table between the string line and the rail at the head of the table are said to be within the string. Balls lying elsewhere on the table are consequently outside the string.

BANK—Playing a ball from the head of the table, against the cushion at the foot of the table, and back again, endeavoring to have the ball stop as near the head cushion as possible. The player, whose ball stops nearest, wins and has the option of playing first or requiring his opponent to do so.

Also, a stroke effected by forcing the cue ball against a cushion before hitting an object ball.

BREAK—The first stroke in the various Pool games, at the commencement of which, the balls are set up in triangular formation.

PYRAMID POOL

Fifteen colored and one white ball are used.

The white ball is used as a cue ball.

The colored balls are set up in the form of a triangle at the foot of the table (use triangle frame. Have ball at apex of triangle, rest on foot spot and point towards head of table.)

Each ball counts one and the player first securing eight balls wins the game.

One ball only is allowed on the first stroke, or "break." If more than one are pocketed they must be returned to the table either on the foot spot or if that be occupied, directly behind it. If preferred all balls, pocketed by the first stroke, may be allowed

In the opening stroke the cue ball, aimed direct or as the result of a bank shot, must strike the pyramid with sufficient force to cause at least two object balls to touch a cushion, or at least one object ball to go into a pocket. Failure to do either, forfeits the turn and one ball to the table.

If player making forfeit has no ball to his credit he must replace on the table the first one he gets.

After the opening stroke, if the player fails to pocket a ball or make at least one object ball, or the cue ball, after hitting an object ball, strike a cushion, he forfeits one ball by replacing it on the table.

Player pocketing cue ball, or forcing it off the table forfeits one ball.

Player must designate which ball he proposes to pocket. If the ball named is not pocketed, other balls pocketed on the same shot must be replaced on the table.

If other balls besides the one called are pocketed, the player is entitled to them.

Balls replaced as forfeits or otherwise, must be set on the spot at the foot of the table, or if that be occupied, directly behind it.

If desired, these rules may be modified somewhat, by limiting the number of balls pocketed, in one turn, to three; in this way a player pocketing three balls without a miss, relinquishes his turn.

CONTINUOUS POOL

There are sixteen balls used, fifteen colored and one white.

The white ball is the cue ball and is first played from behind the spot at the head of the table, at the colored balls which are placed in the form of a triangle at the foot of the table, as in Pyramid Pool (use triangular frame furnished for this purpose.)

One ball only allowed on the first stroke, as in Pyramid Pool.