



RULES FOR PLAYING CARROMS.

Rule 1.—The discs shall be well mixed up with green disc (when used) over center spot, by player of opposite color to one shooting first. Shots must be made from inside base line (see cut).

Rule 2.—The object of the game is for each player to pocket his own discs by means of the red shooter; failure to do this ends his turn. Partners should sit opposite each other.

Rule 3.—When the red shooter is pocketed, the player shooting same shall put back on the board one of his own discs already pocketed as forfeit, besides replacing as near the center as possible (without moving the discs on the board) the disc or discs belonging to him pocketed by the shot.

Rule 4.—If a player pockets one of his opponent's discs, he loses his turn, unless he at the same time pockets one of his own. Opponent's discs are not to be replaced when pocketed.

Rule 5.—When a disc leaves the board it must be put back as near the center as possible. Should shooter and green disc be pocketed together, the green only shall be replaced as forfeit.

Rule 6.—If the red shooter is moved at all, it shall be considered a shot.

Rule 7.—The side pocketing green disc scores five points independent of the final count.

Rule 8.—Should green disc be left on board after one side have all their discs down the inning shall end when green is pocketed. Discs left on board counting one point each to players of opposite color.

Rule 9. Unless otherwise agreed a game shall consist of thirty points.

Other Variations in the Game which Make it More Interesting for Expert Players.

First—Each player must name the disc he intends pocketing. If he pockets another, it is returned to the center of the board, unless it is an opponent's or at the same time the disc named is pocketed.

Second—All shots at discs lying within the player's base line must be cushion shots, that is, the shooter must strike the cushion at some point on the board before hitting the disc.



MANUFACTURED BY

Ludington Novelty Company,

LUDINGTON MICHIGAN, U. S. A.