

## E. D. Moore's Papers on Clubs Aden, 1908 1910

Extracted on Mar-28-2024 05:12:06

The Smithsonian Institution thanks all digital volunteers that transcribed and reviewed this material. Your work enriches Smithsonian collections, making them available to anyone with an interest in using them.

The Smithsonian Institution (the "Smithsonian") provides the content on this website (transcription.si.edu), other Smithsonian websites, and third-party sites on which it maintains a presence ("SI Websites") in support of its mission for the "increase and diffusion of knowledge." The Smithsonian invites visitors to use its online content for personal, educational and other non-commercial purposes. By using this website, you accept and agree to abide by the following terms.

- If sharing the material in personal and educational contexts, please cite the Archives Center NMAH as source
  of the content and the project title as provided at the top of the document. Include the accession number or
  collection name; when possible, link to the Archives Center NMAH website.
- If you wish to use this material in a for-profit publication, exhibition, or online project, please contact Archives Center NMAH or transcribe@si.edu

For more information on this project and related material, contact the Archives Center - NMAH. See this project and other collections in the Smithsonian Transcription Center.

## BILLIARD ROOM RULES. [[flourish]]

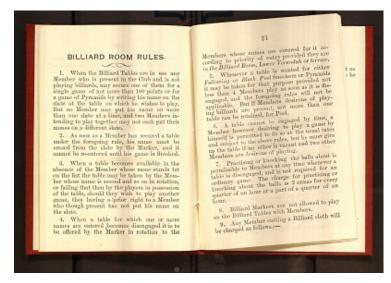
- 1. When the Billiard Tables are in use any Member who is present in the Club and is not paying billiards, may secure one of them for a single game of not more than 100 points or for a game of Pyramids by writing his name on the slate at the table on which he wishes to play. But no Member may put his name on more than one slate at a time, and two Members intending to play together may not each put their names on a different slate.
- 2. As soon as a Member has secured a table under the foregoing rule, his name must be erased from the slate by the Marker, and it cannot be re-entered until his game is finished.
- 3. When a table becomes available in the absence of the Member whose name stands 1st on the list the table may be taken by the Member whose name is second and so on in rotation; or failing that then by the players in possession of the table, should they wish to play another game, they having a prior right to a Member who though present has not put his name on the slate.
- 4. When a table for which one or more names are entered becomes disengaged it is to be offered by the Marker in rotation to the

[[end page]] [[start page]]

21

Members whose names are entered for it according to priority of entry provided they are in the Billiard Room, Lower Verandah or terrace.

- 5. Whenever a table is wanted for either Following or Black Pool Snookers or Pyramids it may be taken for that purpose provided not less than 4 Members play as soon as it is disengaged, and the foregoing rules will not be applicable. But if Members desirous of playing billiards are present, not more than one table can be retained, for Pool.
- 6. A table cannot be engaged by time, a Member however desiring to play a game by himself is permitted to do so at the usual rates and subject to the above rules, but he must give up the table if no other is vacant and two other Members are desirous of playing.
- 7. Practising or knocking the balls about is permissible to Members at any time whenever a table is disengaged, and is not required for an ordinary game. The charge for practising or knocking about the balls is 2 annas for every quarter of an hour or a part of a quarter of an hour.
- 8. Billiard Markers are not allowed to play on the Billiard Tables with Members.
- 9. Any Member cutting a Billiard cloth will be charged as follows:--



E. D. Moore's Papers on Clubs Aden, 1908 1910 Transcribed and Reviewed by Digital Volunteers Extracted Mar-28-2024 05:12:06



The mission of the Smithsonian is the increase and diffusion of knowledge - shaping the future by preserving our heritage, discovering new knowledge, and sharing our resources with the world. Founded in 1846, the Smithsonian is the world's largest museum and research complex, consisting of 19 museums and galleries, the National Zoological Park, and nine research facilities. Become an active part of our mission through the Transcription Center. Together, we are discovering secrets hidden deep inside our collections that illuminate our history and our world.

Join us!

The Transcription Center: https://transcription.si.edu
On Facebook: https://www.facebook.com/SmithsonianTranscriptionCenter

On Twitter: @TranscribeSI

Connect with the Smithsonian Smithsonian Institution: www.si.edu

On Facebook: https://www.facebook.com/Smithsonian

On Twitter: @smithsonian