



205485



# "THE GRAND SLAM."

BY

"REVOKE."

THE MODERN BRIDGE GUYED.

*NEW EDITION.*

LONDON:

MUDIE & SONS, 15, COVENTRY STREET, W.

SIMPKIN, MARSHALL & CO., LTD.

MCMVII.

1907 ✓

LONDON:  
PRINTED BY W. S. COWELL, LTD.,  
56A, LUDGATE HILL;  
AND AT IPSWICH.

To

MESSRS. W. DALTON, R. F. FOSTER,  
HELLESPONT,  
JOHN DOE, CUT-CAVENDISH,  
ARCHIBALD DUNN, SLAM, AND  
BADSWORTH,

BUT FOR WHOM, IT WOULD NOT BE TOO MUCH TO  
SAY, THIS BOOK WOULD NEVER HAVE  
BEEN WRITTEN,

I Dedicate these pages.





## P R E F A C E .

THE appearance of this new edition gives me a welcome opportunity of saying a few words upon a matter that is only second in importance to that which forms the subject of this treatise. I allude to the Battle of Books in the Publisho-Timese War of 1906-7, in which the declaration of hostilities, by a coincidence or otherwise, was made upon the first appearance of this volume. It was therefore into a stormy sea that "The Grand Slam" was first launched, with the world of literature writhing in the convulsions of war, when author, publisher, bookseller, and *Times* were engaged in deadly struggle to defend their interests, if needs be with their last drop of ink. But the barque has weathered the storm without the loss of a single copy, and in putting out to brave the elements again, we do so with a supply of oil to calm these seething



waters. Into the merits or demerits of the combatants it is not necessary for me now to enter, but I saw at once with Sir Oliver Lodge, Lord Townshend and others, that the prolongation of the dispute must be disastrous to the best interests of literature, and I resolved that it must be ended. For a moment's consideration convinced me that the fault lay with the *casus belli*, that the fabric of its whole foundation was rotten and that the very principle on which the combatants were building their arguments was an assumption based upon a fallacy, this gigantic fallacy being the theory that books should depreciate in value as they grow older. There, indeed, is the flaw, there the poisonous canker, and once that is removed the battle must end.

In the midst of this universal aberation on the part of the book traders, there is, however, one firm who have steadily fought against this pernicious system of depreciation, and that is the house of Messrs. Sotheby, who, not content with refusing to lower the prices of their books as they become out of date, have actually ventured to increase them in proportion to their age, and with what success may be seen from the fact that so great has the demand become that they are now compelled to vend their wares by auction to a clamouring public, eagerly

outbidding one another to obtain the coveted prizes. Here is the solution of the problem lying all the while under our very noses, and here is an end to the Book War. For "The Grand Slam" goes forth as the pioneer of the new system. Not only shall the price of this volume be strictly net, but by an arrangement with my publishers, who, with remarkable foresight and intelligence, immediately grasped the value of my system, our terms of sale are that as the book grows older, *its price to the public is to increase at the rate of twopence in the shilling for every year of its age.*

By a calculation which has been made for me by an eminent actuary, in fifty years the value of each volume will be over £50, and in the last year of the present century its price will be a fraction under £19,864. Thus will a provision be made for my old age and my grand-children, while publishers, bookseller and author will alike grow fat.

The success of this venture may be looked upon as a conclusion so foregone that its example will at once be followed by the rest of the book trade, which though slow of initiative is quick of perception; and as the publication of my first edition heralded the declaration of the war, so shall the issue of this impression go forth as the harbinger of peace. It

is for this reason that I have departed from my original intention that this work should not be hampered by illustrations, and have designed the pictorial adornment which heads this chapter.

In the conception of this scheme, which I discussed with several of the acknowledged masters of literary strategy, I have received many suggestions and criticisms, some of an encouraging nature, and some of the reverse. To the former I would now express the assurance of my profound consideration, and to the latter my consideration of their profound assurance. I would also beg to acknowledge the value of the title of "Net and Super-net," suggested by Mr. G. B. Shaw, which will henceforth be used to describe the new system.



## INTRODUCTION.

As Talleyrand remarked, " Il n'y a rien plus difficile dans ce monde que d'être original " ; and I fear that in stating, as the object of the following treatise, that it is to supply a long-felt want, I am travelling on well-trodden ground. Still, many a true word is spoken in chestnuts, and when you see a long-felt want yawning at your feet, and clamouring to be filled, what are you to do ? So, regardless of the well-meant advice of my many friends who have persistently endeavoured to dissuade me from my undertaking, I have followed the path of what, rightly or wrongly, I have conceived to be my duty. Perhaps, even so, this book would never have been written had it not been for the action of the Committee of the Portman Club, who somewhat curtly

refused my offer to collaborate with them in their long-promised attempt to standardise the existing rules of Bridge. For what right have the Portman Club—an institution *per se* against which I have no word of reproach—or, for that matter, any other private and unofficial body of men—what right, I say, have they to assume an authority to dictate to the Bridge-playing world how the game should be played? That a standardisation of its laws and conventions is necessary, no one, I fancy, will be rash enough to deny. Every so-called professor of the game teaches a different doctrine; and the only point upon which they agree is in proclaiming the want of a standard book and a universal system. John Doe, in his Bridge Manual, says—"I do propose that some book should be adopted as the standard book, and that the system set forth in the standard book should become the standard system, . . . whose word shall be law throughout the civilised world." Most of the best-known Bridge-writers speak in the same strain; and if that is not a long-felt want, I do not know one when I see it.

In compiling a text-book of this order it is not unnatural to expect a certain amount of opposition and adverse criticism from the hitherto accepted authorities, with whose teachings I find myself in

most cases hopelessly at variance ; and I can see Messrs. Foster, Dalton, Slam, John Doe, and Company holding up their hands in horror at my advocacy of the Singleton lead at No Trumps ! But no revolution was ever yet popular with the authorities whom it sought to depose ; and while tendering them my sympathy, I can assure them that their fulminations will roll off me like peas on a duck's back, and that nothing shall deter me from my task.

To the earnest student of my treatise I would say, " Forget all that you have ever learnt, cast away from you the moth-eaten traditions of the past, and the fallacies which you have hitherto imbibed. Reduce your mind to a perfect blank, if nature has not already done that for you, and then you will best be able to assimilate and profit by the precepts of the following pages."

I have followed the practice, adopted by most Bridge-writers, of printing the bed-rock facts—wher there are any—of each argument, in italics, thus making each point clear to the meanest capacity. At the same time, I would urge that each precept be read in conjunction with the surrounding text so that to master thoroughly the principles of the book it will not be sufficient to read only the

portions in italics. For the benefit of those who, from lack of time or otherwise, are unable to study the whole treatise, I have inserted at the end of the work certain publishers' announcements and advertisements which I would commend to their kind but possibly waning attention.

A. F. O. L.



# “THE GRAND SLAM.”

## CHAPTER I.

### THE GAME OF BRIDGE.

IT would not be within the scope of the present volume to enumerate in detail all the various rules and laws of the game ; neither would such be of any material assistance to the intelligent reader to whom this treatise is intended to appeal, for it is rather to the reformation of the more advanced player than to the elementary instruction of the tyro that I would direct my present energies. But still there are many important rules, the reading of which is somewhat open to doubt, that puzzle even the best players of the day. I have, for instance, seen in the Portman Club, a heated and acrimonious discussion, that subsequently led to blows, upon the vexed question of what should happen when the dealer, at the end of



a "no trump" hand, finds that he held five aces? No ruling was to be found on this subject in any of the books of reference; and the dealer, in accordance with rule 83, referred the question to the decision of an intelligent bystander, who happened to be standing by. The person referred to turned out to be the gentleman who had called to wind the clocks of the establishment, and, being somewhat unacquainted with the laws of the game, he promptly decided that the revoke had been established, that all bets and stakes on that rubber should be handed over to him, the petitioner to have the custody of the child.

Cases like the above, which, I regret to say, are not of infrequent occurrence amongst the highest circles of Bridge-players, point to the urgent necessity for a radical reform in the laws of the game, and this I would effect by the introduction of a properly appointed Referee to every table. That such a reform is necessary can be established at once from the consideration of the fact that Bridge—at present the most popular game in the kingdom—is the only one in which no provision is made for the appointment of some reliable authority to decide all disputes between players. Cricket has its umpires, Billiards its markers, and Football cannot be played without a referee; why, therefore, should the unfortunate Bridge-player be left alone to elucidate and decipher for himself a complicated code of rules and regulations, often admittedly obscure and ambiguous?

Again, to quote but another of many moot and vague points in the present regulations, frequent reference is made to the play of the eldest hand. Now, this is all very well ; but nowhere are we told how to find out which of the players is entitled to that designation. Among gentlemen, of course, the difficulty would not be insuperable, for we have always " Who's Who ? " and the Army and Navy, and Civil Service Lists to refer to, should the natal day of any player be in dispute. But when we come to ladies, this regulation opens up a perfect sea of troubles. For many ladies are notoriously diffident, and some of them very touchy, when the question of their age is introduced. Here, again, is where the referee would come in.

These are but samples of the many duties that would fall to his lot ; his other functions I shall refer to when describing the phases of the game at which the intervention of a referee would be required.

The expressions " we," " us," " you," or " them," apply to the adversaries. It is not permitted to apply any other expression to them, though in practice, particularly in America, this is often done. The adversaries are the people playing against you. The main object of the game is to defeat the adversaries.

The game of Bridge is played by four or more players and two packs of cards, each pack usually containing not less than fifty-two cards.

If a player breaks up a table, or cuts into a table, he shall do so at his own expense, making good all damage to the table.

The first four players in the room are entitled to play first. *Should more than four persons enter the room simultaneously*—which, of course, can only occur provided that the doors are wide enough—they must cut to decide who is to play first. In cutting, the pack must be divided neatly into two packets, neither containing less than four *nor more than forty-eight cards*. This is known as the straight-cut, and was originally invented by Mr. Kinney. Some Players prefer the Navy-cut, an American importation which has found many supporters on this side.

In cutting, the ace counts lowest, the next card being the two, while the three counts one more than the two. The card following the three is the four, which again is lower by one pip than the five, while the six comes next in order of merit. The six beats the seven in cutting, and the latter card takes precedence to the eight, which in turn is numerically lower, and consequently superior to the nine. The next card following in order of value would be the ten; and owing to the fact that there is no eleven, the Knave (or Jack) is reckoned the next lowest card. The Knave (or Jack) would be better than the Queen, thus leaving the King the card of lowest value in cutting. It should also be remembered that *these values are irrespective of suits*.

Thus a player cutting the ten of spades would have a prior claim to one cutting the Knave (or Jack) of hearts, or diamonds. This is sometimes spoken of as the undercut.

Now in actual play *these values are reversed*, with the exception that the ace still counts as best, the second best being the king, followed by the queen, and so on, the card of least value being the two.

This may sound a little confusing to the beginner, and even players of experience will not unfrequently forget the value of a card; but a moment's consideration and a careful study of the above explanation will, I am sure, do much towards simplifying the difficulty.

When the would-be players have cut for the table, the four cutting the lowest cards play the first rubber. These four cut again for partners, the two lowest pairing against the two highest, and the lowest of the two lowest, and consequently the lowest of the four, deals the first hand, and has choice of seats and cards. He will, however, generally elect to sit opposite to his partner.

In speaking of the players it is usual to adopt the following nomenclature:—The person who deals the cards is known to his friends as the "Dealer," his partner being called the "Dummy," from the fact that *he is not allowed to take any part in the game, or to speak on any matters connected therewith.* This, of course, does not preclude him from making

any remarks upon other subjects, such as the weather or the scarcity of fish, or from enlivening the proceedings by whistling or singing snatches of popular ballads, *provided always that he does so in such manner as not to disturb the other players or distract their attention from the game.*

The player upon the left hand of the dealer is known as the “ Leader,” or eldest hand ; but for the reasons enumerated at the commencement of this chapter, pending the adoption of my suggestion as to the appointment of a referee, it will be better to drop the latter designation, and refer to him merely as the Leader.

Another expression that has chiefly been introduced by Piquet-players is that of “ Senior hand.” This, however, is also open to misconception, as the following incident will show. At the house of a noted player, the dealer asked his partner, “ Who’s senior hand ? ” “ I,” replied the unsuspecting Leader. “ Oh, you’ve seen my hand, have you ? ” exclaimed the irate partner, throwing down his cards. “ Well, I shan’t play any more then ” ; and it was not until the mistake had been forcibly pointed out to him by the other players that he consented to resume the game.

The cards are next shuffled. This must be done above the table, and the cards must be face downwards. Each player is entitled to shuffle once, but the dealer has the additional right to shuffle last.

This is known as the double shuffle. The cards having been cut, and all other preliminaries having been settled, the dealer proceeds to deal, and this he does by distributing the cards evenly among the players, face downwards—the cards not the players. They should be dealt one at a time in single cards, the queen being reckoned as single for this purpose. The deal should be from left to right, like the course of a race, or the after-dinner wine. *Should the cards have a tendency to stick together, this can be obviated by slightly moistening the fingers when dealing.*

We next come to, perhaps, the most important phase of the game, and that is the “Declaration.” But so important is this subject that it deserves a chapter to itself.



## CHAPTER II.

### THE HEART DECLARATION.

As hostilities cannot, or should not, among civilised nations commence without a declaration of war, so the ancient and royal game of Bridge cannot begin without a declaration of trumps. And it is upon the dealer as aforesaid that this awful responsibility will in the first instance rest. It is not too much to say that two out of every three games are won upon the declaration, and so much depends upon it, and there are so many considerations to be considered, that it often becomes an ordeal that is sufficient to make the stoutest heart quail.

It is with a view to relieve, to a certain extent, this mental strain, that the rules of the game permit the dealer the alternative of shifting this responsibility on to the shoulders of his partner. But this is an expedient that should only be had recourse to under the greatest provocation, for it should be remembered that Dummy has no one else to leave it

to, and that after making his declaration his cards are exposed to the view of everyone to criticise and find fault with his decision. In making the declaration out of his own hand, which every well-regulated dealer will do if he can, there are five courses open to him. *He may declare Hearts, Diamonds, Clubs, or Spades, or he may elect for No Trumps.* His decision in this matter will be largely influenced by two considerations, viz. the state of his hand, and the state of the score ; but as the latter is exhaustively treated upon in the chapter on "Playing to the Score," it is with the former of these subjects that I will now deal. I will take the first of the alternatives—the Heart declaration.

Perhaps the chief consideration in declaring Hearts will be the number and strength of the cards of that suit that you hold in your hand. Having ascertained this, you next consider your strength in other suits, remembering always that hearts being, with the exception of no trumps, the most valuable declaration to win on, *it becomes also the most expensive should you fail to bring off the odd trick.* It is a generally accepted axiom that with six or more good hearts, containing four or five honours, they should be declared in preference to anything else. Many players will declare hearts on weaker hands than this, and rightly so ; but above all things, beware of rash Heart declarations. Remember the proverb—"Faint heart never won fat lady," and never be



afraid to make some other declaration when you find that your strength in hearts is not sufficient to ensure a likelihood of your winning at least the odd trick. With five hearts in your hand, the declaration depends entirely upon your strength in other suits; and in addition to two highly probable, or at all events possible, tricks in trumps, you should invariably have not less than several certain or problematical tricks in diamonds, clubs, or spades. And it would be well to explain here what is meant by a certain or a highly possible trick.

In computing and defining the trick-winning probabilities of a card, its value must, to a certain extent, be a relative one, depending upon many considerations. For there is only one card, and that only in a trump declaration, that can afford to stand by itself, and that, come what may, at one period or another of the game, is absolutely certain to make a trick. *With the ace of trumps in your hand, it is an absolute impossibility for your opponents to score the Grand Slam.* This is a monumental fact that should never be lost sight of; and to the happy possessor of that card, the knowledge of this must prove a grateful and a comforting consolation. The value of every other card in the pack depends entirely upon circumstances, but the ace of trumps stands alone. To quote Mr. Gilbert, "Of that there is no possible doubt, no possible probable shadow of doubt, no possible doubt whatever."

The two of spades, provided that all the trumps and the other twelve cards of its suit are out, *would become* a certain trick-winner, provided also that the lead were in your hand. But there its value is due rather to force of circumstances than to any intrinsic merit which it possesses in itself. Therefore, all authorities are agreed, and in this case I see no reason to quarrel with their decision, that “ *A highly probable trick is a card with which, under ordinary circumstances, and with average assistance from your partner, it is highly probable that you will, at one time or another, win a trick during the game.*”

It would, of course, be impossible within the limits of the present work to give examples of every kind of hand upon which the dealer or his partner would be justified in making a Heart declaration ; but every hand must be considered upon its individual merits, and the player must endeavour to apply to each one the broad principles I have enumerated above. While on this subject, I should like to mention a grave omission in the present rules of the game with regard to the time that should be occupied in considering the declaration. For this is another of the many vexed subjects upon which no regulation exists, and it is to remedy a grave evil that such a regulation is required.

One of the few points upon which the hitherto accepted authorities of the game agree is *that the dealer should always take the same time to consider his*

*declaration*, whether about to make hearts, spades, clubs, diamonds, or no trumps, or even if contemplating the possibility of leaving it to his partner. But not one of these so-called authorities has yet ventured to lay down or suggest what that time should be. There must be a time limit, and that time limit must be fixed by properly constituted authority. Here, again, is where my official referee comes in. For you obviously cannot define a hard-and-fast period of, say, three, five, or ten minutes. *Some players are naturally even slower than others*, or one of them may have to catch a train, or go to dress for dinner; and these and such considerations must be duly weighed by the referee. He must not bustle or fluster the wretched dealer. "Hustling" must find no place in his dictionary; but he must be firm, though courteous. When half the allotted period has elapsed, he should blow his whistle and call out, "Half-time"; and when the sands of his hour-glass are run out, his admonition of "Time, gentlemen, please," should need no second utterance. Thus another of the grave anomalies of the game will be at once removed; and, as John Doe eloquently puts it, "Then will Bridge become Bridge, pure and simple, and the pure and simple is always lovable."\*

But to return to our Heart declaration. I will give

\* "The Bridge Manual," by John Doe, page 4.

you the golden rule :—Learn it, mark it, digest it, and treasure it up, and then you will never want to learn it again.

*If, after due consideration of all points and circumstances thereunto appertaining, you find that hearts would be to you the most advantageous declaration, do not hesitate to declare hearts. Under no other circumstances should you do so*



### CHAPTER III.

#### THE CLUB DECLARATION.

FOR some occult reason, or want of it, among the hitherto accepted authorities of the game, there has been a strong prejudice against a declaration of clubs by the dealer. Why this should be I am at a loss to imagine, for a wearisome search through the pages of their volumes has disclosed but a single argument in favour of their teaching, and that is that with clubs, counting only four on a division, you cannot win the game from "love all." Of course you cannot, my most sapient professors ; but has the corresponding advantage never occurred to you, that *with the score at love all, you cannot lose the game on a Club declaration ?* And not to lose the game is surely just as important an object in Bridge as trying to win it. I have seen many a game lost by not declaring clubs at the proper moment ; and the following example, which occurred in actual play among players of the highest repute, will, I am sure,

go farther to convince the unbeliever than all the narrow-minded platitudes of Hellespont, Dalton, and Badsworth put together :—

Mr. Arthur Roberts, the late Marquis of Anglesey, Mr. Montague Holbein—one of the finest Bridge-players of the century—and Mr. Horatio Bottomley were playing one day at the Portman Rooms. In the middle of the second rubber the score stood at 28<sup>•</sup> to 4 in favour of the adversaries, when Mr. Holbein who was dealing, left the declaration to his partner, Mr. Roberts. The hands were as follows :—

	♥	
	♦ 6, 2.	
	♣ Ace, Qn., 10, 9, 5, 4.	
	♠ Kg., 10, 9, 8, 2.	
♥ Ace, Kg.	<div style="border: 1px solid black; padding: 10px; display: inline-block; text-align: center;"> <div style="display: flex; justify-content: space-between; width: 100%;"> <div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 10px;">Y</div> <div style="margin-top: 10px;">A</div> </div> <div style="margin-bottom: 10px;">B</div> <div style="margin-top: 10px;">Z</div> </div> </div>	♥ Qn., Knv., 10, 9, 5.
♦ Ace, Kg., Qn., 9, 4.		♦ Knv., 10, 8, 7, 5, 3.
♣ Kg., 8, 7, 6.		♣
♠ Qn., Knv.		♠ 7, 6.
	♥ 8, 7, 6, 4, 3, 2.	
	♦	
	♣ Knv., 3, 2.	
	♠ Ace, 5, 4, 3.	

The game was in a critical position, and nothing but a master-stroke would save it. Mr. Roberts considered the situation for some minutes, and gallantly threw himself into the breach with the announcement,

“TRUBS ARE CLUMPS.”

The situation was saved. The Marquis doubled and re-doubled, but to no avail, and Mr. Holbein and his partner ran out with the Grand Slam and four by honours. Mr. Bottomley was carried out in hysterics, and Mr. Holbein danced a cake-walk on the table, while the game closed amid a scene of indescribable enthusiasm among the bystanders.

To sum up then. This is the golden rule with regard to making clubs first hand at any stage of the game :—If, after *due consideration of your hand*, you come to the conclusion that clubs would be to you the most advantageous declaration, do not hesitate to declare clubs. Under no other circumstances should you do so.



## CHAPTER IV.

### THE "NO TRUMP" DECLARATION.

MR. JOHN DOE, in his admirable treatise, makes the following assertion :—"To know when to make no suit trumps is the hardest thing in creation. It is much harder than standing on your head on the lower bar of a bicycle and working the bar with your hands." While agreeing in the main with his contention, I am inclined to think, from personal experience, that he has somewhat overrated the difficulty of the problem, as the latter feat is one which, though an expert cyclist, I have hitherto been unable satisfactorily to perform. But the problem of the No Trump declaration is nevertheless one that may well tax the energies of the best and bravest. To tackle it successfully, the player needs a stout heart, nerves of iron, and an evenly balanced mind.

While on this subject it would not be amiss to say a few words upon the question of diet—a matter



invariably ignored by writers on the game, although it is one that is as important to the Bridge-player as it is to the footballer, the cricketer, or the riding man. For brain-work requires proper food as much as, if not more than, the exercise of one's mere muscles ; and the expert Bridge-player would no more think of declaring " No Trumps " on an empty stomach than he would upon an unguarded king.

I have found a diet largely composed of fish most beneficial under the circumstances ; fish containing a large proportion of phosphorus, the brain-making properties of which are well known. This can be varied with Grape Nuts or Mellin's food, washed down with a little Tibbs' tapioca wine, the latter being particularly recommended for Heart declarations. Strong black coffee and hot spicy dishes should be avoided ; while as much open-air exercise as is compatible with due practice at the game should always be indulged in. Moreover, the player should avoid business and professional worries and engagements which might in any way interfere with the proper pursuit of the game, remembering always that a man's mind, like his body, cannot be bird-like, in two places at once.

Although it is not necessary, however desirable it may be, always to have four aces in your hand, yet the old-fashioned notion of declaring No Trumps because you have no suit strong enough to make trumps of is one that should be followed with caution.

Of course if you are holding bad cards, and are altogether in a hopeless position, the expedient of declaring "No Trumps" on a Yarborough will often result in your being promptly doubled, and the game thereby brought to a speedy conclusion, when you may hope for better luck next time, like the cricketer who declares his innings closed to put his opponents in on a bad wicket. But then it should never be forgotten that with a *No Trump declaration there is no ruffing, and that there is consequently no fear of your trumping your partner's best card.* So that having, we'll say, Ace, King, Queen, Knave, Ten and two other spades, with two or more highly probable tricks, you should not hesitate to declare "No Trumps," confident in the knowledge that once your long suit gets in, it cannot possibly be trumped.

An element of uncertainty that must generally enter into No Trump declarations, is the contents of your partner's hand. If he has the two other aces, with a king or two thrown in, you can safely go "No Trumps" upon a moderate or indifferent hand; whereas if he has not, you are apt to be greeted with an exclamation of "Partner, we are undone," and you will find yourself, figuratively of course, situated on the topmost branch of the gum-tree. I have known a dealer declare No Trumps on a single ace and an unguarded queen, and yet win the game handsomely, finding three more aces in his partner's hand. It is

largely a matter of intuition, and, like the water-finder, who finds the hidden spring in the most unlikely places, some players are gifted with a most extraordinary capacity for discerning trumps and aces in their partner's hands. It is a gift, like thought-reading or second sight. It can be cultivated by constant practice, by dealing out hands face downwards to an imaginary partner, and trying to guess what they contain ; but without the initial intuitive faculty but little progress can be made.

I fancy that some of my readers may quarrel with this conclusion, but how else can it be accounted for ? We all know the players, often persons of indifferent skill, who in the most light-hearted manner declare hearts on four, or “ No Trumps ” on a partially-guarded knave, and yet win nine times out of ten, because they invariably find three or four honours in their partner's hand. No, it is a gift, pure and simple, and such players are rather to be sought for as partners than as opponents.

The golden rule, then, with regard to No Trump declarations is as follows :—*If, after due consideration of your hand, you come to the conclusion that No Trumps would be your most advantageous declaration, having due regard to the score, do not hesitate to declare No Trumps. Under no other circumstances should you do so.*

I append a few examples of more or less justifiable No Trumpers—the score in each case being reckoned as love all.

## EXAMPLE NO. 1.

Clubs, .. Ace, King, Queen, Knave, 10.

Hearts, .. Ace, King.

Spades, .. Ace, King, Queen, Knave, 9.

Diamonds, Ace.

In this hand, with careful play, it should be possible to score the Grand Slam, and 100 by honours, the chief danger being that one of your adversaries may have the ten of spades guarded. For this reason it would be well to retain command of the other suits as long as possible, to prevent hearts or diamonds being established against you.

## EXAMPLE NO. 2.

Clubs, .. Ace, King, 4, 3.

Hearts, .. None.

Spades, .. Ace, King, Queen, Knave, 4.

Diamonds, King, Queen, Knave, 9.

This is by no means as strong a hand as the preceding one, its great weakness being the entire absence of Hearts. But with the score at love all, I should unhesitatingly declare No Trumps. It is a case that calls for a bold, dashing game; and though the alternative of declaring hearts on the certainty of scoring 16 for Chicane, and the probability of its being your partner's strong suit, is one that is worthy of consideration, yet I think, upon applying the golden rule quoted above, that no trumps would be the soundest declaration.

## EXAMPLE NO. 3.

Clubs, ..	.. King, Queen, Knave.
Hearts, ..	.. King, Queen, 10.
Spades, ..	.. Queen, Knave, 10, 9.
Diamonds,	.. King, Queen, Knave.

A careful consideration of the above hand discloses the extraordinary fact that it does not contain a single ace. But this should not deter the intrepid Bridge-player from boldly proclaiming No Trumps. It is possible that one of your opponents may hold four aces against you; but the mathematical chances of this are exactly 5042·03 to 49·41 in your favour; while, of course, it is also possible that your partner may supply the deficiency to the extent of three, if not four, aces in his own hand. It would be the height of good play to declare No Trumps on such a hand.



## CHAPTER V.

### THE ORIGINAL LEAD AND THE PLAY OF THE HANDS.

IN Bridge, as in actual warfare, the art of leading is paramount ; and next to the initial difficulty of knowing what to declare, that of knowing what, how, and where to lead, is of the greatest importance. And of all leads, the original lead is the most difficult. It is hard to be original in anything, and, of all things, to make an original lead is, perhaps, hardest of all. For it must be remembered that it is a blind lead, a sort of leap in the dark, without a single card exposed on the table, and with nothing to guide you but your own hand and the knowledge of your opponent's declaration. On the latter a good deal depends, as the tactical considerations of the lead against a Heart declaration are different in many ways from those of a state of No Trumps or a declaration of spades. Still, there are broad, fundamental principles which govern the strategy of all leads, and which are applicable in all cases.

•  
*The original lead must always be from one of four suits, Hearts, Diamonds, Clubs, or Spades, unless one of these suits is entirely absent from your hand, in which case, of course, you cannot lead from it, and your choice is then restricted to three.* The lead, again, may be from a strong suit, a weak suit, or a moderate suit, and your decision in this respect will be largely influenced by circumstances and the style of declaration made by your opponents. • Mr. Hellespont, an authority for whom I have, though not agreeing with most of his teachings, the greatest respect, admirably sums up the question in the following words :—“ The first, or opening, lead has to be hazarded without the advantage of seeing the hand of the dealer’s partner ; and when there are trumps, it should aim at trying to neutralise, as much as possible, the benefit the dealer, as soon as it is made, will derive from his partner’s hand being exposed.”

Here you have the whole thing in a nutshell. When there are trumps, your original lead must be the one that will best neutralise the benefit the dealer obtains from seeing Dummy’s exposed hand.<sup>c</sup> What that card will be depends, of course, upon circumstances ; but remember that as long as you neutralise, you cannot go far wrong.

But when a state of No Trumps prevails, you must adopt different tactics ; and it is on this point, most of all, I fear that I shall run counter to the hitherto

accepted authorities on the game. For I maintain that the best and most original lead against No Trumps is the Singleton. And why? *Because though you may mislead one partner, yet you deceive two opponents.* Because the Singleton lead gives you time to look round and see the exposed hand, together with the cards that your partner and the dealer will play to it. Because it is far and away your best chance of hitting upon your partner's strong suit—a suit which, in all probability, he would much rather be led up to than have to lead away from. For your strong suits are not likely to be your partner's strong suits, and, therefore, it is most improbable that your short suit will coincide with his weakness. For what is the use of opening from your strongest suit, the Juvenile lead recommended by the would-be professors of the game? You are only giving information to your opponents, and you will probably get your suit disestablished before you have made a trick. *The art of strategy consists of being able to deceive your enemy;* and there is no deception and no strategy about such a lead. No, you will have to adopt something much more cunning and more subtle if you wish successfully to defeat an opponent with stronger cards. Of course, if you have got seven certain tricks in your own hand, you can lead them out and win the odd trick; but then it is extremely unlikely that the dealer will be foolish enough to declare No Trumps when you have seven



tricks in your own hand. Give him credit for a certain amount of intelligence, even though he may belong to the old school ; but take every advantage of his faulty bringing-up, pierce the weak points of his old-fashioned armour, play a bold and original game, armed with the precepts I am giving you, and you will find that his house of cards will crumble, built as it is upon an unsound basis, and shored up with the fallacies of an effete and bygone school.

Example being often more efficacious than precept, I will give you the detail of a game in which I took part a few months ago, that will explain far more eloquently than words the advantage of the Singleton lead over the old-fashioned system of opening from your longest suit. My partner on this occasion was an aunt of mine by marriage, who until a year ago had never touched a card in her life, but upon hearing me one day give an outline of the principles with which I intended, as I trust I have now done, to revolutionise the Bridge-playing world, she expressed a wish to be instructed, and, after a few weeks' tuition, she rapidly became one of the finest lady exponents of the game I have ever met with. Our adversaries were two experienced Bridge-players of the old school, both distinguished men in their line, one of them being the Editor of the Bridge column in *The Real Lady*, whilst his friend was a frequent prize-winner in the competitions of that journal. As these gentlemen might possibly object to the

publication of their names, I will refer to them by the initials Y and Z—my aunt and myself being represented by the letters B and A respectively. Z was the dealer ; and our hands were as follows :—

	♦ Qn., 10, 8, 5, 4.	
	♥ Qn.	
	♣ 6, 3.	
•	♠ 8, 7, 6, 5, 4.	
♦ 7.		♦ Kg., Knv., 9, 2.
♥ Kg., 6, 3.		♥ 9, 8, 7, 5, 4, 2.
♣ Knv., 5, 4, 2.		♣ 8, 7.
♠ Kg., Qn., 10, 3, 2.		♠ 9.
	<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>Y</p> <p>A                      B</p> <p>Z</p> </div>	
	♦ Ace, 6, 3.	
	♥ Ace, Knv., 10.	
	♣ Ace, Kg., Qn., 10, 9.	
	♠ Ace, Knv.	

The score stood at 18 all. We were playing the deciding game of the rubber, and the dealer declared No Trumps. It will be seen at a glance that Y and Z held very much the strongest hands, and that nothing short of Machiavellian diplomacy would give the game to A and B. But it was the old story, the triumph of modern thought over old-fashioned

method, and the defeat of overwhelming force by superior skill ; and this is how it came about :—

*Trick 1.*—I boldly led off with the Singleton of diamonds. Z, by applying the eleven rule, concluded that there were but four cards better than the seven, and as these four were in his partner's hand and his own, he played the eight from Dummy, which was promptly covered by my aunt's nine, so that he had to sacrifice his ace to take the trick.

*Trick 2.*—Z, following the advice of the old-fashioned professors to play the suit of which he and his partner together had the most cards, played the six of diamonds, to lead, as he thought, through my king, knave, up to Dummy's tenace of queen, ten. The result was that Dummy's queen fell to my partner's king I having discarded the three of hearts.

*Trick 3.*—B plays the knave of diamonds, and wins the trick. I discard the smallest spade.

*Trick 4.*—My partner, true to her training, leads the Singleton spade, which Z takes with the ace.

*Tricks 5, 6, and 7.*—The dealer having no diamonds, and seeing that he is out-manœuvred, makes his ace, king, and queen of clubs while he can, hoping to drop the knave. The score being—Y, Z, 5 tricks ; A, B, 2 tricks.

*Trick 8.*—The dealer, with defeat staring him in the face, leads the ace of hearts. I play the 6,

Dummy, plays the queen, and my partner the small one. Y, Z, 6 tricks ; A, B, 2 tricks.

*Trick 9.*—Z leads the knave of hearts, which I take with the king. Y, Z, 6 tricks ; A, B, 3 tricks.

*Tricks 10, 11, 12, 13.*—I lead my knave of clubs, followed by my king, queen, and 10 of spades, winning the game and rubber.

Old prejudices die hard, and previous convictions have marred many a man's future, so if any person, after reading the above, can entertain any lingering doubt as to the efficacy of the Singleton lead, I would say, get a pack of cards, and deal out those four hands as I have described them, and I defy you to win the game for A and B by any other means than those I have described.

Now, whatever may be said against the British public, it has always been admitted that they know a good thing when they see it ; and although the adoption of the principles I am advocating is as yet in its infancy, we may take it as certain that before this treatise has reached its hundredth edition, the long-suit lead will be doomed. The old-fashioned leader of the fourth best, playing with adversaries of the modern school, is like a wooden three-decker pitted against an armoured battleship, and so obvious has been the success of the exponents of my system—until recently confined to a few personal friends to whom I had imparted my theories—that some players of the old school have absolutely declined to take

part in any further games with them. But many, less rooted to prejudice, have laid themselves out to study the question, and among players of distinction who have already adopted these principles are—Mr. Robert Abel, Mr. William Stead, Archdeacon Maskelyne, Sir Thomas Lipton, and Mr. H. P. Truefitt ; while at many of the London Clubs, such as the Primrose, or the Ladies' United Service, the Singleton has become the rule rather than the exception. •



## CHAPTER VI.

### THE CONVENTIONS OF BRIDGE.

It has been wisely remarked that necessity is the mother of convention ; and in the practice of the game certain customs have been evolved, which, though not incorporated in the rules, are nevertheless universally adhered to by all players of intelligence ; and these we call the Bridge conventions. Most of them have as their object the conveyance of information from one partner to another, the establishment of a mutual understanding, which we call the *entente cordiale*. This must on no account be confused with the *double entendre*, a thing never mentioned in polite society.

Foremost among these is what we call the *Eleven Rule*.

Unlike the rule of three, it is a simple rule that will enable you to tell at a glance how many cards there are of the same suit superior to the card led by

your partner. It will not be necessary to go into the mathematical calculations upon which the inference was evolved: it will suffice to learn the formula, knowing that it is based upon sound reasoning, and that its deductions may be accepted as infallible.

This, then, is the Eleven Rule :—

*Deduct the number of pips of the card led from eleven, add two to it, take away the original number you thought of, and the remainder will give you the number of cards left of that suit.*

Thus, suppose your partner leads the four of hearts—four from eleven leaves seven. Add two to it and you get nine. Take away the original number you thought of—say four—and the answer is five. There are therefore five cards better than the one *led out of the dealer's hand*. To put it algebraically—let  $x$  be the number of pips on the card led, and let  $y$  be the number you thought of, then—

$$11 - x \div 2 - y = z,$$

$z$  being the number of cards of that suit superior to the one led. In this case five. Supposing then that you have the king, knave, and six of hearts, and that Dummy has the queen and five, of which he plays the queen, you can safely take it with the king, knowing that the ace cannot possibly be in the dealer's hand.

Another of the best-established Bridge conventions is known as the call. In some of the New York Clubs a call-boy is kept for this purpose—a custom that was originally introduced by members of the theatrical profession, but hitherto, I am glad to say, it has not been adopted in the highest circles of Bridge-players in this country. Let every man call for himself, and in every well-appointed card-room a waiter will always be at hand to answer the call, and bring whatever may be required.

In his admirable volume of "Bridge Tactics," Mr. R. F. Foster makes the astounding statement that "very few people know the difference between a fourchette and a tenace." An accusation of such incredible ignorance is a libel on the Bridge-playing public that surely carries its own refutation, and I will not insult the intelligence of my readers by attempting to explain the difference. I will only mention that it has become an established convention never to open from a tenace if you can do so from a fourchette; and if obliged to adopt that unfortunate expedient, the ten should invariably be led in preference to the ace.

Another recognised convention is that called the "Bath-Bun coup." It consists of allowing the leader to win with a king when you, as fourth hand, hold the ace and knave of the suit. It was originally invented by Dr. Oliver, of Bath, who put it into practice one day when playing against King George



the Third. His Majesty, who had led from a Singleton, was so pleased at making his king, and being able to ruff the suit in the second round, that he presented his opponent with a bath-bun in memory of the occasion. It is a *coup* that to this day is frequently practised among Bridge-players when using self-playing cards.



• CHAPTER VII.

THE ETIQUETTE OF BRIDGE, AND SOME HINTS ON  
THE GAME.

"*Toujours la politesse*" was the text of the late Lord Chesterfield in his letters of a self-made man to his son ; and we cannot do better than adopt those words as the keynote of our play at the game of Bridge. Do not be rude to your partner because he makes an offensive declaration ; do not jump down his, or her, throat because he, or she, has trumped your best card ; the probability is that he, or she, did not know it was the best card, or else has forgotten it ; and it is better, under the circumstances, merely to remark, " That was my best card, and you have now lost us the rubber," than to throw down your hand and declare that you will not play any more.

Be careful when looking at your hand to give no indication by word or facial expression of its value or otherwise. Such expressions as " It's perfectly sickening " should not be indulged in because your

hand is not made up of kings and aces. Remember that other people must have them sometimes, and you have no right to claim a monopoly of Court cards.

When your partner fails to follow suit, you may often save a revoke by asking the question, "Having none, partner?" followed by, "Are you quite sure? you had better look again," when a second search will not infrequently reveal the presence of the missing card lurking behind the king of trumps.

Although indiscriminate conversation is a thing to be discouraged during the progress of the game, yet such questions as, "Who did this?" or "What are trumps?" are not only legitimate but necessary should you have momentarily forgotten who was the dealer, or what was his declaration. This will often save you the ignominy of having to say, "I am so sorry, partner, but I thought clubs were trumps, and I was throwing away my spades." Under the new system these questions will be addressed to the referee, who should always be prepared to give the required information on these and such like subjects.

Another duty of the referee's, which I have not yet mentioned, will be that of keeping the score, which he will call out at intervals for the information of the players. For this reason, a person with some knowledge of mathematics should be chosen for the post, and the unseemly wrangle which so frequently

accompanies the addition of the totals will in future be entirely obviated.

The referee should, if possible, be selected from among the prize-winners of Hard Cases in *Vanity Fair*, for he will have to adjudicate upon all disputes on the subject of etiquette among players ; and for this, of course, absolute impartiality will be essential : like Cæsar's wife, he must be the same thing to all men. •

Among earnest and careful players, however, questions to the referee will be of rare occurrence, for with a well-trained memory one should seldom forget what is the trump suit. Sometimes, of course, even the most experienced players are apt to be confused between spades and clubs, owing to their extreme similarity in colour and in form ; but this can be prevented by always remembering that the club is like a black shamrock, while the spade, which is also black, is fashioned like an inverted heart with a stem to it.

The old-fashioned custom of kissing the dealer when the ace, two, three, and four of a suit were played in the same trick, is now no longer practised in the best circles. The custom only prevailed, of course, when the cards had been dealt by a lady.

Avoid slang and meaningless expressions. Bridge has already been provided with a wealth of technical terms to meet cases that cannot be described in ordinary language, and these terms should be

mastered by all players. A spade should always be called a spade. Such terms as "Diggers" or "Spedillos" to describe that suit are not only vulgar but meaningless.

Lastly, always remember that you have a partner, and do not try to do everything out of your own hand. You can, on an average, reckon on your partner having two tricks, so that when leading up to him, you should always remember the old proverb that "The third in hand is worth two at a push."



## GLOSSARY OF TECHNICAL TERMS.

**A-B ; Y-Z :** The first and the last two letters in the alphabet. Used to indicate the position of the players at the table in Bridge problems. *Z* is always the dealer, and he usually leaves it to his partner, who declares "No Trumps."

**ANTE-PENULTIMATE :** The lowest but two of a suit. When you have but three cards of a suit, it is the best of these three.

**ADVERSARIES :** *Vide* "Opponents."

**ADVANCING THE SPARK :** A term used among motorists that has no application to Bridge.

**BYSTANDER :** One who stands by. He may be waiting to cut in, or be merely a disinterested spectator. Disputes were formerly referred to his decision, but under the new system these duties will be performed by the Referee.

**BATH-BUN COUP :** Holding up ace and jack when the adversary (or opponent) leads the king.

**CERTAIN TRICKS :** Tricks which you feel certain to win.

**CHICANE :** *Vide* "No Trumps."

**CROSS RUFF :** Two partners alternately trumping different suits. This is most annoying to their adversaries.

**DOUBLING :** Multiplying by two.

**DOUBTFUL CARDS :** Cards of which you are not certain whether they have been played or are still outstanding.

**DISESTABLISHED SUIT :** A suit which is not established.

**FALSE CARDS :** Cards which are not true.

**FREEZING ON TO TRUMPS :** Holding back your trump cards to enable your opponents to ruff your strong suits.

**GRAND SLAM, THE :** The Standard Text-Book of Bridge.

**HELLESPONT :** A favourite resort of Bridge-players.

**INDIFFERENT CARDS :** Cards which are of little use.

**IMPERIAL QUART, or QUART MAJOR :** The ace, king, queen, knave, and ten of any suit.

**MOSSYFACE :** An old-fashioned term for the ace of spades. This card formerly contained an announcement of the tax imposed upon playing cards.

**NO TRUMPS :** *Vide* "Chicane."

**OFFENSIVE DECLARATIONS :** Declarations calculated to annoy one's partner. They should only be made under extreme provocation.

**POST-MORTEM :** The dissection or analytical discussion that follows the conclusion of the game, when the players point out their mistakes to one another. It is usually a scene of great animation.

**SUIT :** Any series of cards, the distinguishing pips of which are all of the same form and colour.

**SINGLETON :** A solitary card, unaccompanied by any other of its suit. It will form in future the conventional lead at "No Trumps,"

**TERTIUM QUID :** The third sovereign won or lost by a player.

**WEAK SUITS :** Those possessed of little or no strength.

**YARBOROUGH :** The abomination of desolation. A hopeless and disgusting hand.







## I N D E X

- Ace—queen, leading from the, 16, 38.  
Advantages of Bridge over Whist, 11.  
Advantage of winning the game, 92.  
Adversaries, 22, 28, 41, 162, 170, 171.  
Adversaries, how to defeat, 7, 28.  
America, customs imported from, 140.  
Ambiguous regulations, 3, 18.  
Amorphous declarations, 16.  
Antepenultimate, 100.  
Animal grab compared to Bridge, 58.  
Ascertaining state of the game, 21, 142.  
Asylums for Bridge-players, 12, 16.  
Averages, law of, 84.  
Avoid, what to eat, drink and, 60, 68.
- Bad players, 8, 12, 13, 29, 51, 102.  
Badsworth, 84, 85.  
Bath-Bun *Coup*, 90.  
Blinkers to avoid seeing opponent's hand, 64.  
Bridge, how to play, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14,  
15, 16, 17, 18, 19, 20, 21, 22, 23, 34, 35, 36, 39, 40, 41,  
42, 49, 53, 54, 55, 56, 65, 67, 78, 79, 80, 84, 85, 89,  
96, 97, 98, 99, 100.  
Bridge, Sir John, 16, 64.

- Calculating results, 28, 29, 44.  
Calls, how to pay, 74, 75, 82.  
Catalepsy, how to avoid, 95.  
Certain tricks, 2, 18, 17, 34, 41, 42.  
Choice of cards, 11.  
Choice of seats, 11, 12, 29.  
Chicane, 34, 64, 68, 71, 84.  
Command of suits, 24, 41, 42.  
Circumstances, combinations of, 24, 32.  
Combinations of circumstances, 24, 32.  
Collateral issues, 16.  
Convention, necessity the mother of, 64.  
Converted tricks, 70.  
Contentment, how to express, 99.  
Cross Ruff, the, 28, 29, 42, 43, 74, 70.  
Counting probable tricks, 68, 72.  
Counting honours, 88.  
Cutting, 20, 21, 94.
- Danger of changing suits, 79, 80, 102.  
Danger of second-hand suits, 32.  
Danger of doubling Dummy, 88.  
Dummy, danger of doubling, 88.  
Dealing, regulations for, 28, 30, 31.  
Dealing, double, 22.  
Definitions, 54, 81.  
Declarations, of trumps, 30, 34, 35, 36, 37, 38, 44, 45, 46, 91,  
95, 96, 97, 104, 115, 116, 121.  
Declarations of love, 64.  
Description of the game, 1, 2.  
Discarding, 29, 30, 48, 49, 50, 51, 68, 111.  
Disestablishment of black suits, 18, 44.  
Dilemmas, how to deal with, 19.  
Dilemma, horns of a, 48.

- Echoes, listening to, 73.  
Eldest hand, how to calculate age of, 24, 64.  
Eleven rule, the, 78, 79, 84, 86.  
Establishments, table of, 98.  
Entente cordiale, 84.
- False cards, 18, 31, 40.  
Finessing to a discard, 81.  
Finessing out of turn, penalty for, 20.  
Force, use of, when justified, 112.  
Fourchettes, 68, 69, 100, 101.  
Foster, R. F., 1, 11, 44, 90.  
Freezing on to trumps, 88, 91.
- Game, rules of the, 28, 29, 52, 54, 55, 80.  
Game, when in season, 12.  
General principles, 14, 15, 18, 24, 26, 32, 41, 108.  
Getting rid of trumps, 68.  
Grand Slam, the, 44, 49, 64, 128.
- Hands, good, 14, 40, 41, 78.  
Hands like feet, 2, 16, 18, 91.  
Hands up, players to keep their, 48.  
Hearts up, players to keep their, 48.  
Heart convention, meaning of, 19.  
Heart, palpitations of the, 16.  
History of Bridge, 4, 8, 10, 11.  
Honours, when easy, 37.  
Honours, when falling thick, 82.  
Hellespont, meaning of the word, 142.
- Importance of safeguarding discards, 28, 62.  
Importance of being earnest, 12.  
Importance of information, 82.  
Information, importance of, 82.

Inferences, how to draw, 105, 122.

Inquests on players, rules for holding, 164.

King, when to be led, 17, 18, 48.

Kissing the dealer, 64.

Keeping guard on the knave, 121.

Laws, synopsis of, 46.

Leader, following the, 21.

Lead, uses of the, 10.

Lead trumps when in doubt, 54.

Lead pencils for scoring blocks, 8.

Management of trumps, 109, 110, 141.

Memory, how to cultivate, 70, 71.

Misdeal, no penalty for, 88.

Misdemeanour, penalties for, 66, 67, 68, 139.

Necessity, the mother of convention, 102.

No trumps, when to declare, 44, 45, 50, 51, 53, 76, 125.

No trumps how to avoid, 124, 125.

No trumps, golden rule for, 53.

Nicotine, influence of, 34.

Objects of this treatise, 0.

Objects of the game, 2, 16, 32, 64.

Objection, when to be lodged, 91.

Odd tricks, some, 152.

Offensive declarations to be avoided, 18, 19.

Opportunities, importance of seizing, 123.

Partner, definition of, 24.

Partner, what to do with sleeping, 6.

Personal equation of players, 26.

Personal remarks to be avoided, 132.

- Playing the deuce, 44.  
Play for nuts, how to, 93.  
Pone, description of the, 77.  
Pone, not to be needlessly provoked, 84.  
Predominant partner, the, 64.  
Providence, trusting to, 160.  
Protocols, how to deal with, 164.  
Probable trick, what is a, 40, 116.
- Random declarations, 58.  
Revokes, and how to conceal them, 84, 160.  
Reasons, when not to give, 18.  
Refusing to play, 30, 31.  
Referee, duties of the, 8, 12, 16, 17, 20, 21, 22, 24, 32, 35, 36,  
48, 64, 65, 66, 80, 110, 116, 117, 130, 154.  
Returns, unreliability of, 24.  
Risks, how to minimise, 70, 71.  
Ruffing your partner's best cards, 80, 82, 84.  
Ruffing, advantages of, 30.
- Saving the game, 19, 20, 44.  
Saveloys, 88.  
Scoring to be done by referee, 66.  
Scoring off one's partner, 168.  
Second-hand declarations, 20, 22.  
Second-hand suits, dangers of, 2, 16.  
Shuffling, 14, 15.  
Singleton, 44, 45, 100.  
Singleton lead at no trumps, 12, 16, 17, 84, 102, 140.  
Slams, what to do when the door, 160.  
Spade always to be called a Spade, 32.  
Suits to be well cut, 12.  
Suits, how to press, 48.  
Suits to be changed occasionally, 72, 80.  
System, advantages of a, 19.

- Tenaces, not to be unduly prolonged, 51.  
Technical terms, glossary of, 30, 31, 32.  
Third hand, play of the, 44, 45, 48, 50.  
Tickling the carburetter, 64.  
Tricks to be constantly practised, 24.  
Trumps, what are, 32.  
Trump, the last, 44.
- Value of cards, 20, 21.  
Vamping, 124.  
Varicose veins, treatment of, 92.  
Vicissitudes, table of, 64.
- Watching one's partner, 44.  
Weakness, discarding from, 100.  
Weakness, treatment of extreme, 88.  
Weather, influence of, on the game, 140.  
\*Whiskers, why worn by the King of Clubs, 16.

## PART II.

LITERATURE AND COMMERCE.





## PREFACE TO ADVERTISEMENTS.

IN the early days of advertising, before the introduction of the poster, the handbill, and the half-penny press, the poet Shakespeare remarked with great truth, "Sweet are the uses of advertisement." But with the gradual growth of commerce, and the introduction of the steam engine, the phonograph, and wireless telegraphy, it is doubtful whether at the present time the uses of advertisement are not more than outweighed by its modern abuses. Unscrupulous newspaper proprietors do not hesitate to insert advertisements of a misleading character, without troubling to verify the blatant, and in many cases inaccurate, statements published in praise of the various wares thus commended to the attention of the public. Consequently the householder in

## *Preface to Advertisements.*

quest of, say a bottle of meat extract, a motor car, or a pair of corsets, is confronted with a dozen imposing notices of the article in question, each maintaining that it is the best of its kind, and each claiming for its own particular brand, qualities possessed by none other in the market.

The result is that the puzzled purchaser, unable to reconcile or verify these conflicting statements, stands surrounded by posters and, like the historical ass between the two bundles of hay, is quite unable to make up his mind, and often has eventually to starve, or to go corsetless, or without the desired automobile.

To obviate this sad dilemma, it has occurred to the author of this priceless work to incorporate therein a series of advertisements, the accuracy and reliability of which he has, with a staff of experts, at considerable inconvenience, thoroughly verified, so that the customer can with confidence accept each and every statement therein made as personally vouched for by those responsible for this production. The labour entailed has been gigantic, but he feels that in receiving the gratitude of his readers, as no doubt he will, his task has not been in vain and that his efforts are amply rewarded.

## WORKS OF RECENT FRICTION.

**Unspeakable Rot.** By W. B. CROSSLAND. Crown 8vo. 6s.

*The Scotsman* says: "The most faithful delineation of the national character that we have had for many years."

Mr. William Archer, in *The World*, writes: "If I were not already a Scotchman, I should like to be one after reading Mr. Crossland's work."

**Mr. Croker of Newmarket.** By E. H. BLAKE. The new sporting novel from the Tammany Press. Fourth Edition.

*The Church Times* says: "One of the breeziest tales of the turf that we have ever read."

### CARRIE MORELLI'S NOVELS.

Crown 8vo. 6s. each.

**Billingsgate.** The story of a dead sole. Sixteenth Edition.

**The Dogs' Food Man.** With Introduction by Archdeacon Spratt. Eighty-fourth Edition.

**The Nasty Christian.** 165th Thousand.

"A very powerful piece of work."—*Tit Bits*.

"A sublime creation."—*The Irish Cyclist*.

*Advertisements.*

*Just Published.*

**Great Heavens !** 460th Thousand. The book of the century.

“ An epoch-making masterpiece. The character of the Archbishop of the Church of England, who, with the assistance of an ex-convict on the literary staff of the leading newspaper of the day, commits the wholesale murders attributed to Jack the Ripper, is a study that might have been drawn from life. A work such as this is indeed an irresistible argument for Church Disestablishment. It strikes at the root of the failure of the Churches, and the putrescent decay of literary criticism in this unfortunate country.”—*The Review of Refuse.*

**The Crockett Minister.** By S. R. STICKIT. Third Edition. Crown 8vo. 6s.

**My Lady Seccotine.** By J. M. BARRIE. 150th Thousand.

Dr. J. M. Barrie writes: “ What I call the seccotine solution in ‘ My Lady Seccotine ’ is Tomkins’ Sticktight Glue, and no other.”

**A Widow in Tantrums.** By J. M. BARRIE. Tenth Edition.

**Sentimental Tummy.** By J. M. BARRIE. 100th Thousand.

“ The author of ‘ Little Mary ’ has done nothing better than this.”—*Manchester Guardian.*

**Strong Mac.** By S. R. CROCKETT and EUGEN SANDOW. Fourth Edition. Crown 8vo. 8s.

**The Indelicacies of Bedella.** By MAGGIE CONSOMMÉ. Crown 8vo. 6s.

*Advertisements.*

**The Religion of Drivelling Hasty ; or, What made Victoria Cross.** By the author of "Anna Spotbard." and "The Woman who Couldn't." Demy 8vo. 6s.

"In these days of so-called Materialism it is refreshing to find the ethics of a creed, neither ratiocinical in dogma nor superabrogating to itself the transcendental etherealism of omniscience, set forth in terms co-ordinately encyclic rather than perennially erudite. The theological philosophy of a Houdin rather than the marsupial disintegration of a Confucius forms the sublime conception of this modern *Eikon Basilike*."—*The Tailor and Cutter*.

**Health, Beauty, and the Toilet.** By J. SWIFT MACNEILL. Second Edition.

**With the Savage Landors.** By the author of "Gems of the Feast." 8vo. 6s.

**The Serious Booring.** By JOHN GULLIVER NOBBS, author of "Why Mrs. Campbell Prayed," and "What made Anthony Hope." Tenth Edition.

**The Golden Quartz.** By TOM GALLON. Demy 8vo. 5s.

**Singularly Denuded.** By SARAH GREAT. A new Edition.

**"Here we are again !"** By MR. JUSTICE DARLING.

*The Law Times* says : "Since the days of the late lamented Joseph Miller we have met with no more diverting production. His account of the butterslide in the jury-box would bring a smile to the face of a Lord Chancellor."

"Worthy to rank with Catesby's Drolleries."—*Law Journal*.

*Advertisements.*

**EDUCATIONAL SERIES.**

**The Art of Letter Writing.** By SIR J. A. SWETTENHAM.

**An Introduction to the Marlborough Campaigns.**  
By the author of "How to be Happy though Married."

**The Art of Cooking.** Reprinted from *The West Ham Guardian*.

**The Longevity of Insects, and its Cure.** By DR. KEATING.

**The Science of Gastronomy.** By LIEUT.-COLONEL NEWNHAM DAVIS. Illustrated with Plates.

**Ju-Jitsu for Women.** By MARY BILLINGTON and CHRISTOBEL PANKHURST.

**THE BADMINTON LIBRARY.**

New Edition.

**Athletics.** By the RIGHT. HON. J. CHAMBERLAIN.

**Croquet.** By LUCAS MALLETT.

**Cricket.** By HALL CAINE and ROBERT ABEL.

**Curling.** By WILLIAM HINDE.

**Fencing, Wrestling, and Wriggling.** By the RIGHT HON. H. CAMPBELL-BANNERMAN.

**Football.** By W. B. YEATS.

**Motoring.** By J. KIER HARDIE, author of "The Golden Popinjay." In gilt covers. Crown 8vo. Edition. 8s.

*Advertisements.*

**THE "FREE" SERIES**

**Free Food, and how to get it.** By H. GIBSON, Governor of H.M. Prison, Wormwood Scrubbs. With Comparisons between the Big Loafer and the Little Loafer. Published by the Free Food League.

**Free Libraries, and how to get them.** By A. CARNEGIE.

**Free Pardons.** By ADOLF BECK. With Introduction by Sir Forrest Fulton.

**Free Friendship.** By MONA CAIRD. Without Introduction.

**Free List, The.** By A. B. WALKLEY. With Introduction and Glossary by Messrs. Liddle and Scott.

**Free Portraits.** By C. TANQUERRAY. With Introduction by Henry Labouchere.

**Free Fighting.** By the CHAIRMAN OF THE KILBALLYSMASH URBAN COUNCIL. With Introduction by the D.I. of Constabulary.

**Free Cheese and Biscuits.** By the BODEGA COMPANY, LTD.

*The above postage free on receipt of free stamps.*

*Advertisements.*

## **THE MULCTEM IN PARVO Insurance Company**

### ***How not to Lose Money at Bridge!***

**IT CAN BE DONE IN TWO WAYS.**

**By not playing the game at all, or by insuring  
• yourself in**

**THE MULCTEM IN PARVO.**

**You may play for any stakes you like—from nuts to shilling  
points. We will indemnify you against loss.**

The writer of "The Immorality of Women at Bridge" says:—"I should never have written that article had the Smart Set only taken up your inestimable offer."

All you have to do is to fill in the subjoined form and write for terms.

**Names.** (Pet names and nicknames }  
to be written in full.) } .....

**Probable age next birthday.** . . . ..

**Probable age last birthday.** . . . ..



*Advertisements.*

**THE "FREE" SERIES**

**Free Food, and how to get it.** By H. GIBSON, Governor of H.M. Prison, Wormwood Scrubbs. With Comparisons between the Big Loafer and the Little Loafer. Published by the Free Food League.

**Free Libraries, and how to get them.** By A. CARNEGIE.

**Free Pardons.** By ADOLF BECK. With Introduction by Sir Forrest Fulton.

**Free Friendship.** By MONA CAIRD. Without Introduction.

**Free List, The.** By A. B. WALKLEY. With Introduction and Glossary by Messrs. Liddle and Scott.

**Free Portraits.** By C. TANQUERRAY. With Introduction by Henry Labouchere.

**Free Fighting.** By the CHAIRMAN OF THE KILBALLYSMASH URBAN COUNCIL. With Introduction by the D.I. of Constabulary.

**Free Cheese and Biscuits.** By the BODEGA COMPANY, LTD.

*The above postage free on receipt of free stamps.*

*Advertisements.*

## **THE MULCTEM IN PARVO Insurance Company.**

### **How not to Lose Money at Bridge!**

**IT CAN BE DONE IN TWO WAYS.**

**By not playing the game at all, or by insuring  
• yourself in**

**THE MULCTEM IN PARVO.**

**You may play for any stakes you like—from nuts to shilling  
points. We will indemnify you against loss.**

The writer of "The Immorality of Women at Bridge" says:—"I should never have written that article had the Smart Set only taken up your inestimable offer."

All you have to do is to fill in the subjoined form and write for terms.

Names. (Pet names and nicknames ) .....  
to be written in full.) }

Probable age next birthday. . . . .

Probable age last birthday. . . . .

Whether married or single (or about ) ....

### *Advertisements.*

1. How often do you play Bridge?
2. How long have you been playing it?
3. How many times in a game do you
  - (a) Trump your partner's best card?
  - (b) Revoke?
  - (c) Lead out of the wrong hand?
4. What points do you usually play?
5. Are you in the habit of paying when you lose?
6. Have you ever taken a prize at a tournament?
7. Have you kept such prize, or were you detected in time?
8. Have you, or any members of your family, ever been afflicted with insanity?
9. What class of people do you generally play with?
10. Are they respectable or otherwise?

**We take your winnings plus a small commission  
for expenses, and**

### **WE PAY YOUR LOSSES!!!**

The only stipulation we make is that one of your  
versaries in each game must be similarly insured in our  
company.

**Subscribed Capital, £14,000,000. Unlimited Assurance!**

Advertisements



"MY DEAR, BUY IT

Before Buying

any other

**CAR**



Call and Inspect

## THE MEURTRIER MOTOR CAR.

Three Speeds and Numerous Reverses.

**THE MEURTRIER WAS THE FIRST CAR  
TO STOP**

in the ten mile non-stop unreliability trials last year.

*Among other Competitors being the MORS, MERCELESS, & DAMLIAR CARS.*

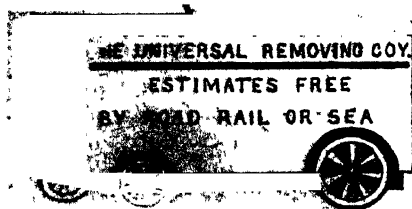
**A TRIAL TO EVERY PURCHASER.**

It will go down the steepest hill. It can be pushed up any gradient.  
Any Old Car gladly Taken in Exchange.

No Hooter required.

You can always hear it coming.

DR. LOUIS A. BYRNE, M.D., the City of Dublin Coroner says:—"I have had many opportunities of studying the performances of the MEURTRIER CARS, and I find that they invariably do their work most thoroughly."



People who live in Glass Houses should not Throw Stones,  
 BUT  
 They should have their Effects removed by us,  
**THE UNIVERSAL REMOVING COMPANY, LTD.**

The U. R. Company will Remove any Effects however Small.  
 The U. R. Company will Remove the Effects of Noblemen.  
 The U. R. Company will Remove the Effects of Clergymen.  
 The U. R. Company will Remove the Effects of High Living.  
 The Universal Removing Company will Remove the Effects of Anyone or Anything  
*We do not mind WHERE we take your goods, or HOW LONG we take over it. It is*  
***Nothing to us. Everything to You!***  
 WE CARRY THE DAY.  
 OUR MOTTO IS—"ALWAYS IN THE VAN."

*Telegraphic Address—VANGUARD, London.*

**N.B—The U. R. Company DOES NOT remove Superfluous Hairs.**



**DIANO**  
**Improves the Bust.**

**MR. GLADSTONE**  
**and DIANO**

*A Customer writes:—"I had a bust of the late Mr. Gladstone, which, after being treated with **Diano** has largely increased in size."*



# **SIMPSON'S CELEBRATED STUMMER CAKES,**

**THE NEW SUPPER FOOD.**

Goes admirably with Lobster Mayonnaise, Welsh Rabbit, or Hard-Boiled Eggs

**WHY SUFFER FROM INDIGESTION**

WHEN YOU CAN BUY A

**STUMMER CAKE?**

Little Mary says:—"I got one of your STUMMER CAKES last week, and I have never been without one since." •

*Children cry for it. Once tried, never forgotten.*

# **THE BAMBOOSLIN FURNISHING COMPANY.**

*"Bambooslin" is not merely an imitation Bamboo, it is  
ITSELF.*

The beauty of Bambooslin Furniture has to be understood to be appreciated.

## **THE BAMBOOSLIN BEDROOM SUITES, FROM £1 1s.**

Comprising Wardrobe, Dressing Table, Wash Stand, and Two Chairs.

**N.B.—The whole Suite will go to pieces in a few minutes.**

Bambooslin combines the lightness of Cane with the strength of  
Brown Paper.

**BAMBOOSLIN FURNITURE STANDS ALONE.**

**, CHOICE CHAIRS!**

The Bambooslin Furnishing Co. lets you down easily.

## **BAMBOOSLIN ON THE HIGHER PURCHASE SYSTEM.**

£5 worth of Bambooslin Furniture for 14 Monthly Payments of 9s. 6d.					
£10	"	"	"	17	" 13s. 6d.
£20	"	"	"	24	" 17s. 0d.
£50	"	"	"	31	" £1 7s. 6d.
£100	"	"	"	48	" £1 13s. 0d.

Telegraphic Address—"IKONA," London.

## **WUNTOO TEA!**

**1/2 the lb.**

**DON'T DRINK IT.**

**Recommend it to your friends.**



## IT'S 'A WICKED WASTE

To Pay Half-a-Guinea for a  
Corset when  
you can get one for 5/11.

**A REVOLUTION IN CORSETS.**

## HUMPHRIES' CORRUGATED IRON CORSETS

For Slight, Medium, and Elephantine Figures.  
Guaranteed not to shrink. No Bones to break.

NO MEASUREMENTS REQUIRED. ONE SIZE ONLY MADE.  
If the Corset does not fit the Customer, the Customer can be made  
to fit the Corset.

WHITE ENAMELLED, 7/6. BLACK JAPANNE, 5/11

MR. GEORGE BERNARD SHAW writes:—"These are the ideal Stays  
for Puritans."

## SCRATCHO,

The One-Night Hair Restorer.  
WILL MAKE HAIR GROW ON  
A HARD-BOILED EGG.

Mr. A. W. PINERO says: "I  
have used it for years."

Mr. WILLIE CLARKSON says:  
"It has brought me hundreds of  
customers."

Mr. COOTE writes: "My head  
was formerly as smooth as a billiard  
ball, but since using SCRATCHO  
it is completely covered with an  
irritating eruption."

USE SCRATCHO AND SAVE  
YOUR HAIR-CUTTING BILLS.

## Why brush your Clothes in the House?

When the Walker Clothes  
Collecting Company will call  
and take them away.

LEAVE YOUR CLOTHES OUTSIDE  
THE FRONT DOOR.

*This is all we ask.*

*We do the rest.*

Telegrams —

"WALKER, LONDON."



*Advertisements.*

## **THE BAMBOOSLIN FURNISHING COMPANY.**

---

***"Bambooslin" is not merely an imitation Bamboo, it is ITSELF.***

The beauty of Bambooslin Furniture has to be understood to be appreciated.

### **THE BAMBOOSLIN BEDROOM SUITES, FROM 1s.**

Comprising Wardrobe, Dressing Table, Wash Stand, and Two Chairs.

**N.B.—The whole Suite will go to pieces in a few minutes.**

Bambooslin combines the lightness of Cane with the strength of Brown Paper.

**BAMBOOSLIN FURNITURE STANDS ALONE.**

### **CHEAP, CHOICE CHAIRS!**

The Bambooslin Furnishing Co. lets you down easily.

### **BAMBOOSLIN ON THE HIGHER PURCHASE SYSTEM.**

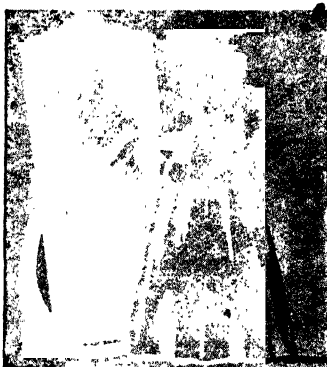
£5	worth of Bambooslin Furniture for 14	Monthly Payments of	9s. 6d.
£10	" " " " 17	" "	13s. 6d.
£20	" " " " 24	" "	17s. 0d.
£50	" " " " 31	" "	£1 7s. 6d.
£100	" " " " 48	" "	£1 13s. 0d.

Telegraphic Address—"IKONA," London.

---

## **WUNTOO TEA!**

**1/2 the lb.**



## **IT'S 'A WICKED WASTE**

To Pay Half-a-Guinea for a  
Corset when  
you can get one for 5/11.

**A REVOLUTION IN CORSETS.**

## **HUMPHRIES' CORRUGATED IRON CORSETS**

For Slight, Medium, and Elephantine Figures.  
Guaranteed not to shrink. No Bones to break.

NO MEASUREMENTS REQUIRED. ONE SIZE ONLY MADE.  
If the Corset does not fit the Customer, the Customer can be made  
to fit the Corset.

**WHITE ENAMELLED, 7/6. BLACK JAPANNED, 5/11**

MR. GEORGE BERNARD SHAW writes:—"These are the ideal Stays  
for Puritans."

## **SCRATCHO,**

**The One-Night Hair Restorer.**  
WILL MAKE HAIR GROW ON  
A HARD-BOILED EGG.

Mr. A. W. PINERO says: "I  
have used it for years."

Mr. WILLIE CLARKSON says:  
"It has brought me hundreds of  
customers."

Mr. COOTE writes: "My head  
was formerly as smooth as a billiard  
ball, but since using SCRATCHO

## **Why brush your Clothes in the House?**

When the Walker Clothes  
Collecting Company will call  
and take them away.

**LEAVE YOUR CLOTHES OUTSIDE  
THE FRONT DOOR.**

*This is all we ask.*

*Advertisements.*

**Why does a woman live longer than a man?**

**Because she has never taken**

**BUNKUM**

**The Universal Remedy.**

Have you a feeling of emptiness before meals, and a sense of repletion after taking food? Have you a chronic disinclination for work of any kind? Do you feel tired and sleepy when called in the morning? Do you feel cross and peevish when contradicted or annoyed?

**If so, you want BUNKUM**

**BUNKUM** cures corns or consumption. It stimulates a sluggish brain. It acts as a tonic to the imagination.

**BUNKUM** enlarges the liver and removes the appetite.

**One dose is sufficient for anybody!**

**Every picture tells a story, but we only tell the truth.**

*Read what the skate-fastener said:—*

**MR. WILLIAM WEERY**, a retired skate-fastener in the Isle of Wight, writes:—"Last summer I suffered from an uncontrollable thirst and a terrible consumption. At the sight of work I would burst into a cold perspiration. One day when I was feeling blind, speechless and paralytic, a friend pointed out to me that I would make my fortune by writing testimonials for patent medicines. A new life opened before me!

**I tried Bunkum!**

**To-day I am a rich man and am never tired of singing its praises."**

**The value of BUNKUM cannot be told!**

**SMALL DOSE.**

**SMALL PRICE.**

**SMALL EFFECT.**

**If one dose fails to cure you—of any desire for more, send the bottle to us, saying where purchased, and we will guarantee to return it to you.**

**TIBBS' TAPIOCA WINE,**

**For INFANTS and IMBECILES.**

**TAPIOCA WINE**

**IS NOT A STIMULANT.**

**A Life on the Ocean Wave**

**is all very well if before  
embarking you take a  
dose of**



## **The Niagara Fountain Pen**

**5/- & 7/6.**

Does not retain the Ink.  
Can be carried in the Pocket.  
Will mark your Clothes.

**EQUAL TO PENS USUALLY SOLD AT 1/6.**

*Advertisements.*



**NO!! NO!!**

**I must have SLAPFAT."**  
**SLAPFAT,**

**THE NEW SUBSTANCE.**

**As supplied to the Admiralty, G.P.O., and Royal Hibernian Academy.**

**Slapfat for Motor Cars.  
Slapfat for Cosy Corners.  
Slapfat for the Kitchen.  
Slapfat for the Drawing Room.  
Slapfat for Levees.  
Slapfat for Armour Plates.  
Slapfat for Underclothing.**

**Slapfat for Tea Cups.  
Slapfat for Photographers.  
Slapfat for Bookbinding.  
Slapfat for Tombstones.  
Slapfat will take the place of  
everything.  
Slapfat absorbs Perspiration.  
Slapfat in all colours.**

**Unshrinkable, Uninflammable, Unwashable, Inedible, Unintelligible.**

**SLAPFAT will make Cricket Bats, Curling Tongs, Lamp Shades, Boot Buttons, Billiard Balls, Hair Nets, Cartridge Cases, or Pin Cushions.**

**SLAPFAT is a substitute for Plate Glass, Aluminium, Leather, Coconut Matting, Blacking, Celluloid, Turpentine, and Marmalade.**

*Send Six Stamps for a Free Sample to the SECRETARY.*

**The SLAPFAT SYNDICATE, Limited, Boston, Mass., U.S.A.**

---

*Advertisements.*

# CABOS.

THE ONLY REAL EXTRACT OF MEAT.



We will pay  
£1,000 to anyone  
who can disprove  
the fact that one  
ounce of CABOS  
will go as far  
as two pounds of  
lean gravy beef  
—and FOR LESS  
POSTAGE.

**CABOS** draws the world!  
**CABOS** for weddings!  
**CABOS** for funerals!  
**CABOS** for race meetings!

Sold by all Undertakers, Opticians, and Musical Instrument Makers, or  
direct from the publishers—

**The CABOS Coy., Ltd.**

SIR CHARLES CAMERON says—"CABOS enables me to get  
to my work every morning."

---

## JONES'S JAMS ARE THE JUICIEST.

*One Sample Jar of Jones's Jam contains more genuine  
Fruit than all the other Jars sold.*

**STRAWBERRY. RASPBERRY. PLUM. BLACKBERRY. CHERRY.**

*Advertisements.*

Quoth the Raven, "Nevermore."

## **Nevermore Whiskey**

Guaranteed to contain no  
Injurious Elements.

**NO WATER REQUIRED.**

*Absolutely Harmless.*

SIR CHARLES CAMERON writes:—"I have analysed a sample of NEVERMORE WHISKY, and find it free from any ingredients whatever.

Try it in your Bath.

**NO MORE SHIRT-BUTTONS.**

**Sheldrake's**

**Steam Laundry**

**Disintegrator.**

**WON'T WASH CLOTHES.**

It simply tears them to pieces.

**THE "COMPLEX"**

## **Collapsible Cooking Stove.**

You need not keep a  
Cookery Book if you  
have

**A "Collapsible"  
Cooking Stove.**

You will not keep a  
Cook if you have

**A "Collapsible"  
Cooking Stove.**

**The "COMPLEX"**  
is Guaranteed to Col-  
lapse at any time.



Mrs. J— writes:—"Since our Kitchen Boiler burst we have known nothing to equal the 'COLLAPSIBLE.'"

**FOR FLATS!**

**The Collapsible Cooking Stove Supply Co.**

## **Stammering taught in Six Lessons !**

A gentleman who has taught himself this useful art, after 35 years of practice, is willing to impart the information upon receipt of 12 stamps. It can be acquired by anyone. Invaluable to Public Speakers, Telephone Operators, or Members of Parliament.—Apply: Mr. B. B. Blatherwick, Kingston-on-Thames.

## **ELLIMAN'S INCUBATORS**

**Will incubate Chickens, Ducks, Geese, or Ostriches.**



MISS ANNA NIAS writes: "Your incubators are splendid. Last week, having run short of eggs, I placed a packet of egg powders in the hot chamber. This morning upon opening the incubator I found a magnificent brood of Minorcas clamouring to be let out."

Address:

**ELLIMAN'S  
INCUBATORS.**





# 'Do You Know This Man?'

He is said by those who have consulted him to be full of Mystery. But if you are interested in the occult, you should try

## **TOWSER'S CAMBRIC SAUSAGES.**

The mystery of the age! They will keep for ever. No worse in five years time than they are now. Every Sausage hall-marked, and guaranteed thoroughly shrunk.

## THE PANDEMONIUM PIANO PLAYER.



once set going, cannot be stopped. A child can work it. No skill required. Better than any Brass Band. Plays any number of Tunes at the same Time. It will make the finest piano comparatively useless. PADEREWSKI says—"I have never heard anything like it."

THE PANDEMONIUM PLAYER COY., Harmony Row, Dublin.



That Tired Feeling!

THE

No more wanting to lie in bed a little longer.

Everyone who uses the Macadam Mattress is glad to get up.

**THE MACADAM MATTRESS**  
for Insomnia.

**THE MACADAM MATTRESS**



