

PARKET.  
THE HORSEMAN'S HAND-BOOK.

PARKET COMPANY,  
GRAND RAPIDS, MICH.

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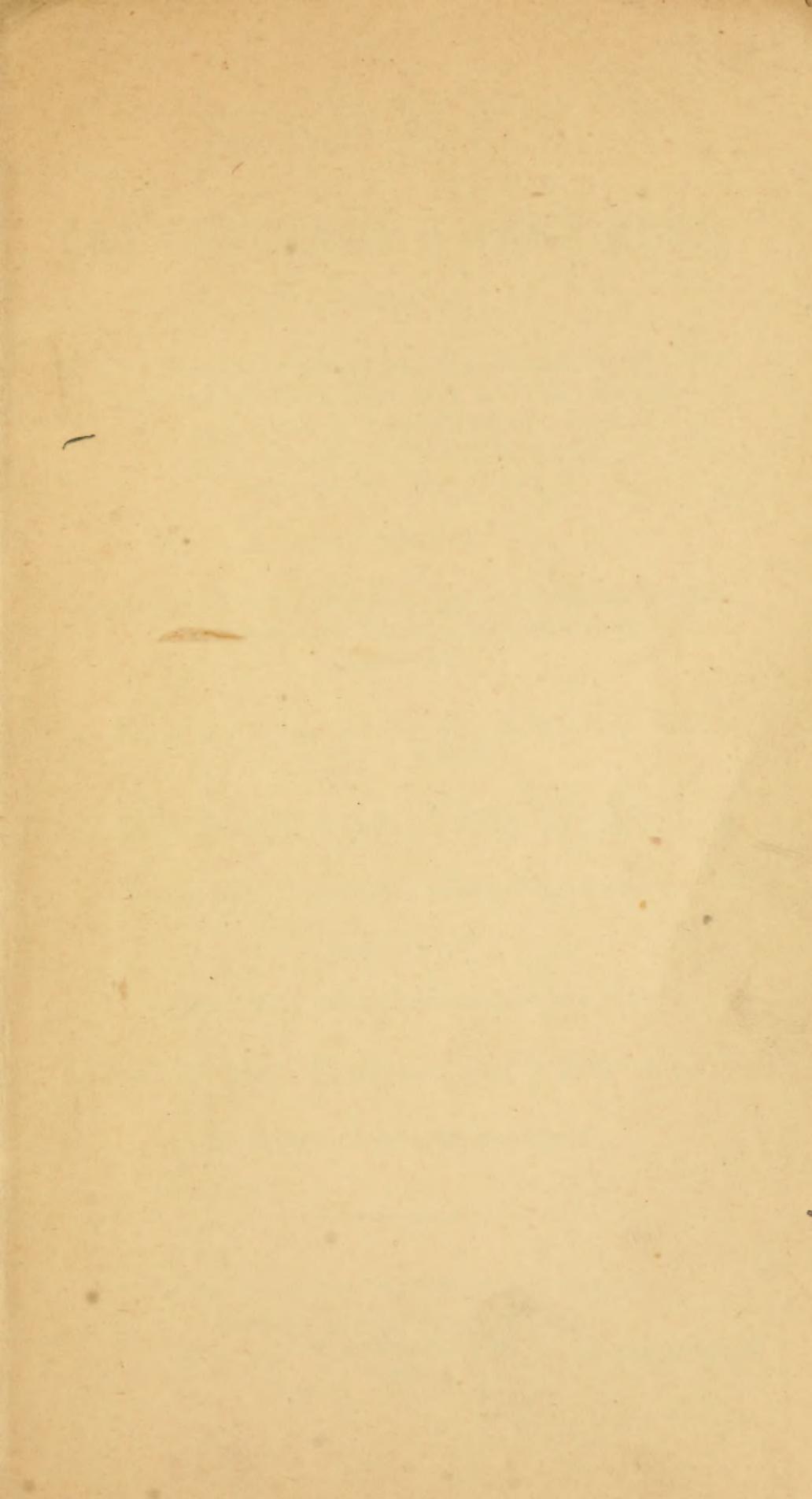
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UNITED STATES OF AMERICA.





# PARKET,

## THE HORSEMAN'S HAND-BOOK.

CONTAINING

A Carefully Prepared Synopsis of the Rules and Regulations of the American Trotting Association, and a Vocabulary of Technical Terms of the Turf,

TOGETHER WITH

Diagrams of Kite and Regulation Tracks, Drawn to a Scale, and Every Part Minutely Described.

THE NAMES, SEX, COLOR AND RECORDS OF THE VERY FASTEST AMERICAN HORSES.

BLANK SCORE CARDS FOR READY USE

And Rules for Marking and Reading Them Correctly.

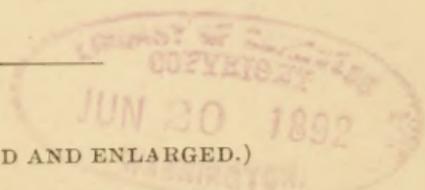
ALSO FULL INSTRUCTIONS FOR PLAYING

The New Game of "Parket,"

Or Speed Trials With Cards.

(SECOND EDITION, REVISED AND ENLARGED.)

Published by PARKET COMPANY,  
Grand Rapids, Mich.  
1892.



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## INTRODUCTION.

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**P**ARKET, The Horseman's Hand-Book, contains an exhaustive synopsis of the most important rules and regulations of the American Trotting Association, brought down to date; a vocabulary of the technical terms of the turf; diagrams of both kite and regulation race tracks, drawn to a scale, with full descriptions of the name, purpose and distances of every portion of the same, and the advantages claimed for each. Also a dissertation upon "time" and "race" records, with rules for settling all disputes arising in reference thereto.

It contains blank score cards for ready use of horsemen, wherein they may keep and preserve, in convenient form, the entire record of all the races they attend during the season. It contains, also, a specimen score card, properly filled, with correct totals found, and describes minutely how to mark, read and find the totals of any race.

Few men, comparatively, who attend races, know how to fill and read a score card correctly under the rules of trotting associations;

and but very few ladies know anything about it. This book leaves no excuse for any person being ignorant in that regard.

It also contains full instructions in playing "Parquet," the great equestrian game, combining the fascination of cards with the excitement of speed trials, which is intended not only as a source of amusement, but of education in all that pertains to trials of speed of the best American horses. As a play, "Parquet" is simple, and easy to learn, and, as an educator, it is constantly impressing upon the mind of the player the rules that govern, and the technical terms used in speed trials of horses, so that one who becomes accustomed to play "Parquet" must, of necessity, become familiar with the color, sex and fastest time of the best American horses, which are used in the game. In short, all who become familiar with this game must and will become familiar with, and interested in, real speed trials and all that is connected with the same, except the evils of pool selling and gambling upon horses, all of which is carefully excluded from this play.

**To Horsemen and Their Friends.**—It will be seen at a glance, that, with an intelligent understanding of horses, races and rules of the turf, by the great masses of the people, many of whom do not now know the names and rel-

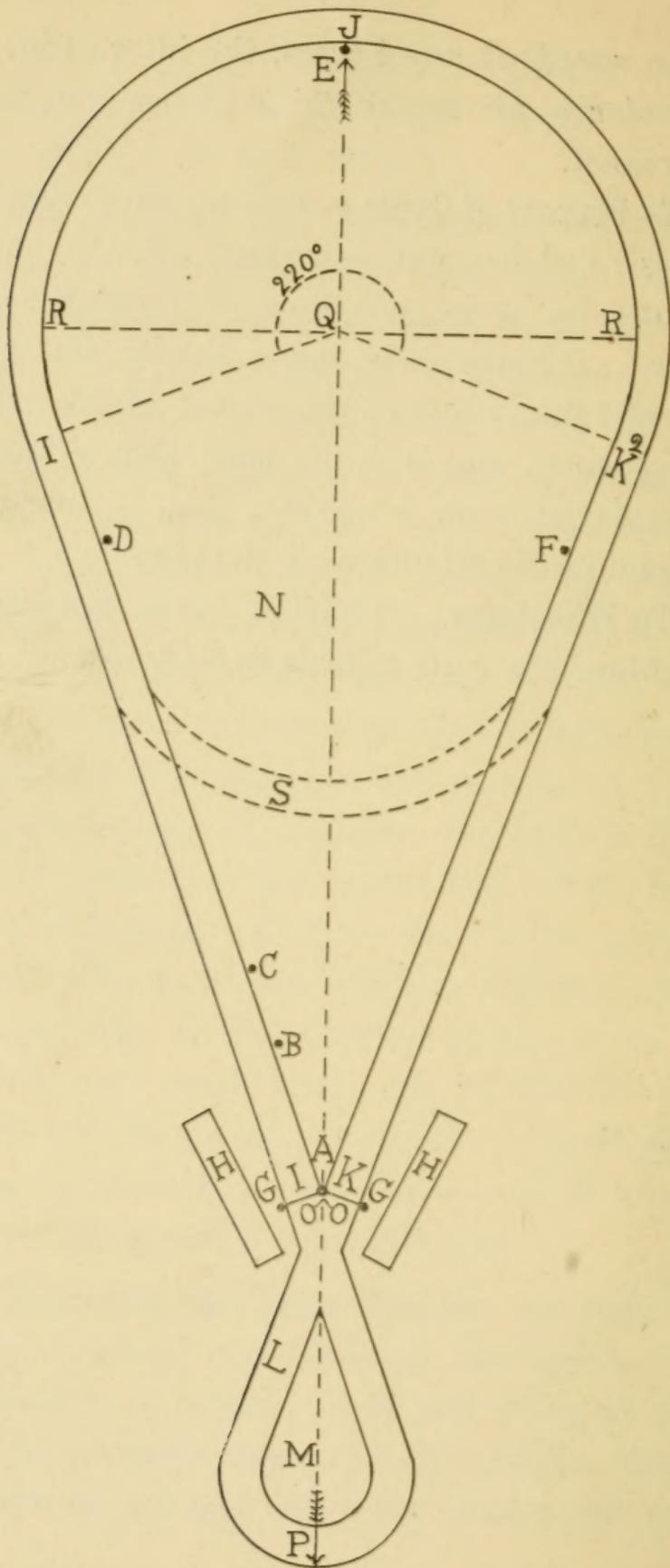
ative speed of any horses, the interest in, and attendance at speed trials must be vastly increased.

**To Players of Cards.**—You are aware that progressive euchre and pedro have afforded amusement only, having no educational features whatever. “*Parquet*” is more simple and easily learned than either of the above, affords greater amusement, and is at the same time educating the player upon a subject that is constantly engaging the attention of the people.

**To Wheelmen.**—“*Parquet*” is as well adapted to bicyclists with records as to horses.

# RUSH PARK RACE TRACK, Independence, Ia.

SCALE 500 FEET TO 1 INCH.



## Rush Park Kite Track.

This is one of the fastest kite-shaped tracks in the world. These tracks are intended to be one-third mile stretches and one-third mile turn. It is claimed as the fastest form of a track because there is but one turn, and that a long, easy one, rendering it nearer a straight mile than can be secured by any other arrangement. It is also claimed that by this construction every horse except the pole horse would trot a shorter mile than on a regulation track. Assuming the second position to be six feet from the pole, it is claimed that the second horse on a regulation track trots thirty-seven and seven-tenths (37.7) feet farther than the pole horse, and that on the kite track he only trots twenty-two (22) feet farther, saving a distance of fifteen and seven-tenths (15.7) feet; and the same ratio to all outside positions.

The disadvantages are that only a one-mile heat can be raced, with a great disadvantage to the spectators who sit behind the horses as they go away, and nearly in front as they come home. the only fair view of their relative positions being when upon the turn at the extreme distance away, and as they pass the wire.

Fast races at Rush Park race track:

Aug. 24 to 31.—Allerton, t., 2:09 $\frac{1}{4}$ ; Direct, p., 2:06; Nancy Hanks, three heats in one day, 2:12, 2:12 $\frac{1}{2}$ , 2:12; etc.

### Description of Track.

A, judges' stand and starting point, is situated at the point of intersection of the home and back stretches.

B, first distance stand, 300 feet from wire.

C, second distance stand, 450 feet from wire.

D,  $\frac{3}{4}$  pole, 3,960 feet from wire.

E,  $\frac{1}{2}$  pole, 2,640 feet from wire.

F,  $\frac{1}{4}$  pole, 1,320 feet from wire.

G, G, timers' stands, opposite judges' stand.

H, H, grand stands, 50 x 300 feet; set 50 feet back from track at G.

I, I, home stretch, 1,559.12 feet long.

J, turn, 2,161.77 feet long.

K, K2, back stretch, 1,559.12 feet long.

L, scoring stretch, 565 feet long.

M, grass plot.

N, inner field.

O, O, wire.

P to A is 689.5 feet long; Q to K2 is 557 feet long; Q to I is 557 feet long; R to R is 1,114 feet long; Q to E is 557 feet long; from A to E is 2,229 feet; from R to I, or from R to K2, 200 feet.

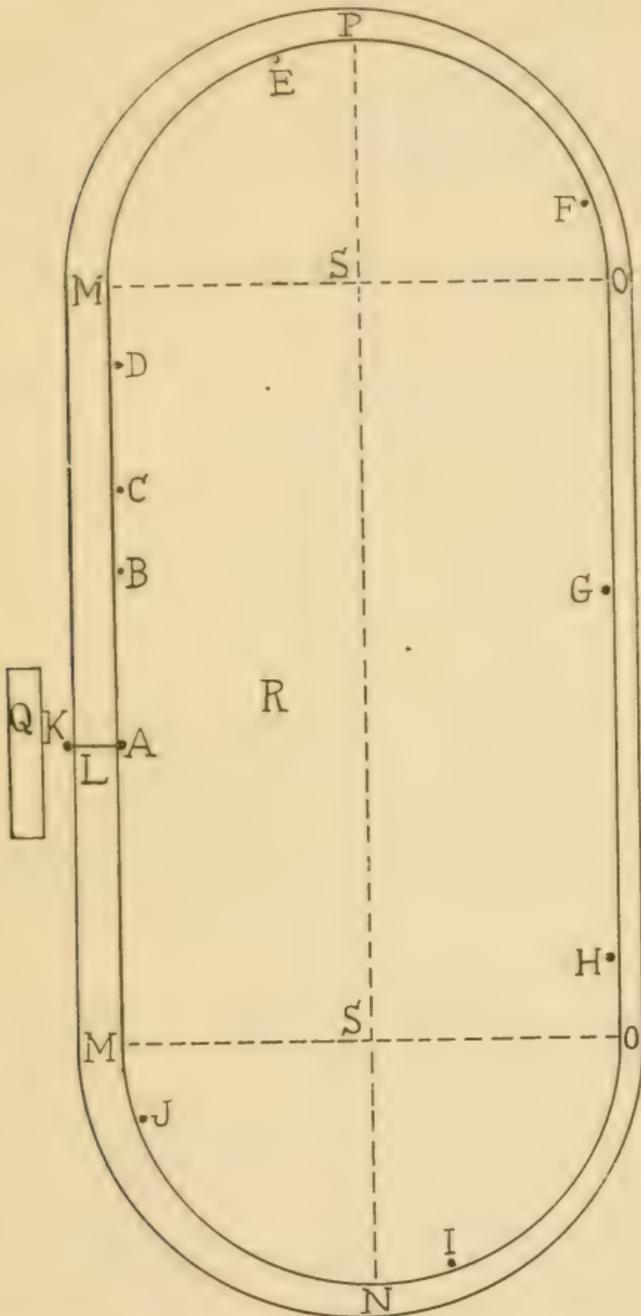
Track at I, I is 75 feet wide; at K, 75 feet wide; at K2, 60 feet wide; at J, 60 feet wide; at L, 75 feet wide.

Dotted lines at S, sometimes used for working track.

## COMSTOCK PARK, Grand Rapids, Mich.

SCALE 500 FEET TO 1 INCH.

As laid out by D & F. E. SKEELS. Regulation and Kite Track  
Engineers, Grand Rapids, Michigan.



This is the fastest regulation track in the world. Its fastest time, fifty-one days after it was completed, was made by Nelson, September 18, 1891, exhibition trial; time, 2:10

flat, being the fastest time ever made by that horse, or any other stallion, on a regulation track. The three fastest consecutive heats in a race ever trotted by stallions was at Comstock Park, October 8, 1891, by Allerton: time, 2:14½, 2:15, 2:16½.

The fastest four-heat race ever trotted by stallions was at Comstock Park, October 8, 1891, by Nelson and Allerton. Nelson won first heat—time, 2:13; Allerton second heat—time, 2:14½. Allerton took the two succeeding heats in 2:15 and 2:16½, winning the race and purse of \$10,000.

### Description of Comstock Park Track.

A, judges' stand and starting point, is situated in the inner field and close to the pole fence.

B, first distance stand, situated in the inner field and close to the pole fence, 300 feet from wire.

C, second distance stand, situated in the inner field and close to the pole fence, 450 feet from wire.

D, ⅜ pole; distance, 4,620 feet from wire.

E, ¾ pole; distance, 3,960 feet from wire.

F, ⅝ pole; distance, 3,300 feet from wire.

G, ½ pole; distance, 2,640 feet from wire.

H, ⅜ pole; distance, 1,980 feet from wire.

I, ¼ pole; distance, 1,320 feet from wire.

J, ⅙ pole; distance, 660 feet from wire.

K, timers' stand, situated opposite the judges' stand.

L, wire stretched between the judges' and timers' stands.

M, M, home stretch, 1,320 feet long.

N, First turn, 1,320 feet long.

O, O, back stretch, 1,320 feet long.

P, last turn, 1,320 feet long.

Q, grand stand, 50 x 300, sets 50 feet back at K from track.

R, inner field, the space included by the inner or pole fence.

The mile is measured 3 feet from the pole fence.

Track at M, M, is 70 feet wide; at O, O, 45 feet wide; at P, 50 feet wide; at N, 60 feet wide.

N to P is 2,160.34 feet long; M to O is 840.34 feet long; from P, at pole fence, to S, 420.17 feet; from N, at pole fence, to S, 420.17.

# SYNOPSIS OF RULES, ETC.,

## *Of American Trotting Association.*

**RULE 1.** Mandate.

**RULES 2, 3, 4, 5, 6, 7, 8, 9,** relate to entries and entrance fees.

**RULE 10.** In all purses three or more entries are required, and two to start, unless otherwise specified.

**RULES 11, 12,** treat of the eligibility of horses. A horse gaining a bar or record of 2:29 $\frac{1}{2}$  is and shall remain eligible in a 2:30 class, or for horses that have never beaten 2:30, or for horses with record no better than 2:30.

**RULE 13.** Requires an accurate description of each horse.

**RULE 14.** The color.

**RULE 15.** Sex.

**RULES 16, 17, 18, 19, 20.** Names of horses.

**RULES 21, 22, 23, 24,** treat of the identification of owner, nominator, driver and horse.

**RULE 25.** Only one horse of the same owner, etc., can start in a race.

**RULE 26.** A "walk over" for a purse is only entitled to his entrance money and one-half received from the other entries for said purse.

**RULE 27.** Makes all engagements void in case of death of horse or owner. If one of two owners is alive the horse is held.

**RULE 28.** Gives rules of forfeit in all match races.

**RULE 29.** In all matches made to come off over any of the associate courses, the parties shall place the amount of the match in the hands of the stakeholder one day before the event (omitting Sundays) is to come off, at such time and place as the club, association or proprietor, upon application, may determine, and the race shall then become "play or pay."

**RULE 30** is in regard to purse or money wrongfully obtained.

**RULES 31, 32, 33.** Fraudulent entries.

**RULES 34, 35, 36, 37, 38, 39, 40, 41, 42.** Regard to protests.

**RULE 43.** No horse drawn except by permission of judges.

**RULE 44.** Persons having more than one horse in race must elect which shall go.

**RULE 45.** Power of members to postpone races for bad weather.

**RULES 46, 47.** Forbids trotting after dark.

**RULE 48.** Every horse starting for purse, sweepstake or match, in any trotting or pacing race, shall carry, if to wagon or sulky, 150 pounds, the saddle and whip only to be weighed with the rider.

**RULE 49.** Weight, etc.

**RULE 50.** Handicaps and miscellaneous weights.

**RULES 51 and 52.** When riders and drivers are overweight. If drivers are overweighted for fraudulent purpose, judges may substitute a driver of suitable weight. If a horse has been prejudiced thereby, he shall not be allowed to start again, and bets on such horse may be declared off.

**RULE 53.** Length of whips.

**RULE 54.** None but judges and starter of the race in progress, the clerk of course or secretary, and their assistants, shall be allowed on the judges' stand during the pendency of the heat, and it shall be deemed a dereliction of duty for any member not to enforce this rule.

**RULE 55.** President of horse associations shall choose or authorize the selection of three judges and a starter, if desired, for the day of the race, etc.

**RULE 56.** States who are incompetent for judges.

**RULE 57.** Judges appoint distance and patrol judges and timers, inflict fines and penalties, and may declare pools and bets off, no appeal to be allowed from their decision in that respect.

**RULE 58.** Distance and patrol judges. See technical terms (distance stands).

**RULE 59.** Patrol judges are on horseback and are stationed at or sent from point to point to report foul driving, etc., to the judges.

**RULE 60.** Judges shall be in stand fifteen minutes before time for starting a race, and shall weigh the riders or drivers, give position to horses, etc.

**RULE 61.** The judges shall ring the bell, or give other notice, ten minutes before race is to come off, and riders or drivers must conform to the rule or be subject to a fine, or be ruled off.

**RULE 62.** Judges will see that all weights are correct, and await reports from distance and patrol judges before awarding the heat.

**RULE 63.** Judges will not consider complaints of fouls only from distance or patrol judges, or owner, or rider, or driver, or some one authorized, etc.

**RULE 64.** If a horse has been "pulled" to "throw" a race, a reliable driver may be substituted; or, if the owner is a party to the fraud, he may be fined, or he and his horse suspended or expelled, and no such horse shall receive any of the purse.

**RULE 65.** In scoring, if "go" is not given at the tap of the bell, or other signals given, all the horses turn and jog back for a fresh start. (See technical terms.)

**RULE 66.** After the first scoring, judges shall choose one of the contending horses to score by. (See "score horse," technical terms.)

**RULE 67.** Sponging allowed but once in five scoring.

**RULES 68, 69, 70.** Minor matters.

**RULE 71.** Having the pole (technical terms). When horses make a dead heat, they take the same relative position as at the finish of the dead heat.

**RULE 72.** In coming out on the home stretch the foremost horse or horses shall keep the position first selected, or be liable to be ruled out: and the hindmost horse or horses, when there is sufficient room to pass on the inside, or anywhere on the home-stretch, without interfering with others, shall be allowed to do so, and any party interfering to prevent him or them shall be ruled out.

**RULES 73, 74.** No horse attempting to pass another on the home-stretch should at any time cross in front so near as to shorten the other's stride, nor swerve, nor "carry him out," nor "sit down" in front of him, nor do any "helping" which shall impede another horse.

**RULE 75.** Such horse may be ruled out.

**RULE 76.** When a horse breaks, his driver shall immediately pull him to his gait. If he fails to comply, and his horse comes out ahead, the heat will be given to the next horse and he shall be set back of all unoffending horses except those distanced or ruled out.

**Rule 77.** In addition to rule 76, the horse shall be set back twice the distance gained by running, and subject to other punishment for running.

**RULE 78.** Any horse repeatedly breaking, performing at a mixed gait, or one different from that prescribed for the race, shall be placed after all other horses in the heat not so offending, distanced or ruled out; and where more than one horse so offends, the judges shall place them with reference to each other as they may desire.

**RULE 79.** To assist in determining the matters contained in Rules 76, 77 and 78, it shall be the duty of one of the judges to call out during the progress of the race every break made, designating, by colors or name, the horse making it, and the character of the break, and a judge or assistant shall at once note the fact in writing.

**RULE 80.** A horse breaking at or near the score shall be subject to no greater penalty than if he broke on any other part of the track.

**RULE 81.** In heats, one, two, three or four miles, a horse not winning one heat in three shall not start for a fourth, unless such horse shall have made a dead heat.

In heats, best three in five, a horse not winning a heat in the first five shall not start for a sixth, unless said horse shall have made a dead heat, but horses so ruled out shall have a right to a share of the purse or premium, according to their rank at the close of their last heat. And where ten or more horses start in a race, every horse not ruled out shall have a right to compete until the race is completed, subject, however, to all other penalties in these Rules.

**RULES 82, 83, 84.** A dead heat, without regard to the stage of the race when it occurs, shall be counted in the race, and shall be considered a heat which is undecided only as between the horses making it, and it shall be considered a heat that is lost by all the other horses contending therein; and the time made in a dead heat shall constitute a record or bar for each horse making such dead heat.

**RULE 83.** Whenever two or more horses have to their credit a sufficient number of dead heats, or heats and dead heats, to have terminated the race if such dead heats had been won by either of them, only such horses shall start in the next heat.

**RULE 84.** A horse prevented from starting by Rule 83 shall not be distanced, but ruled out, and shall be entitled to a share of the purse or premium according to his rank at the close of his last heat.

**RULES 85, 86, 87.** Refers to time between heats, etc.

**RULE 88.** Horses meeting shall pass to the left.

**RULE 89.** Horses called for a race shall have the exclusive right of the course, and all other horses shall vacate the track at once.

**RULE 90.** Relates to time given in case of accident.

**RULE 91.** Relates to collisions and interferences; gives great latitude to the judges.

**RULE 94.** A horse must win a majority of the heats which are required by the conditions of the race to be entitled to the purse or stake: but, if a horse shall have distanced all competitors in one heat, the race will then be concluded, and such horse shall receive the entire purse and stakes contended for, unless stipulated otherwise in the published conditions.

**RULE 95.** Relates to premiums awarded.

**RULE 96 and 97.** In deciding the rank of horses other than the winner, the horse having won two heats is better than those winning one; a horse having a heat better than one making a "dead heat;" a horse having one or two and making a dead heat better than one having an equal number of heats but not making a dead heat; a horse having a heat or making a dead heat better than a horse that has not won a heat or made a dead heat; a horse that has been placed "second" one heat better than a horse that has been placed "third" any number of heats.

**RULE 98.** When two or more horses appear equal in rank in the summary of the race, they shall share equally in the award of premiums won by them.

**RULE 99.** Gives rules as to second and third money, etc.

**RULES 100, 101, 102.** Distances, etc. (See technical terms.)

**RULE 103.** Horses distanced in the first heat of a race shall be equal, but horses that are distanced in any subsequent heat shall rank, as to each other, in the order of the positions to which they were entitled at the start of the heat in which they were distanced.

**RULES 104, 105 and 106** relate to "time and its record."

**RULE 107.** The two leading horses shall be separately timed, and the time of the one winning shall only be a record or bar, as the case may be, and if the winner is afterward ruled out, such record made shall stand as bar or record.

**RULE 108.** In case of dead heat, the time shall constitute a record or bar to the horses making it, etc.

**RULE 109.** The time shall be taken from the pole horse, or from the horse that is selected to score by.

RULES 110, 111, 112. Suppression of time is a fraud and punishable.

RULE 113. Any contest for purse, premium, stake or wager, or involving admission fees, on any course, and in the presence of a judge or judges, shall constitute a public race.

RULE 114. A record can only be made in a public place, with trot or pace, with two timers, etc.

RULE 115. Time otherwise taken, at fairs and on any track, whether short or not, shall be known as a bar, and shall constitute a bar the same as if regularly made over a track that was full measurement.

RULES 116, 117, 118. Any public race at a less distance than one mile, and exceeding a half mile, shall be regarded as irregular, and time made in any such race shall create a bar.

RULE 117. Time heretofore made on non-association tracks shall be records or bars, as the case may be, the same as if made over association tracks.

RULE 118. If it should appear to the Boards of Review or Appeal, upon investigation, that any record was fraudulently obtained, it shall be declared not a record, but a bar.

RULE 119. Time made under the saddle, on snow or ice, as well as time made when two or more horses are harnessed together, shall constitute a bar for races of the same character, but shall not be a bar for races of a different character.

RULE 120. All complaints must be made before rider or driver dismounts.

RULES 121 and 122 relate to decorum.

RULE 123. Forbids loud shouting, etc., by drivers.

RULES 124 and 125 relates to "fouls" and penalty.

RULES 126 and 127 relate to fines.

RULE 128. Forbids any compromise of penalties by judges or members.

RULES from 129 to 135, inclusive, relate to suspensions and expulsions.

RULES from 136 to 139, inclusive, relate to right of appeal.

RULE 140. The age of a horse shall be reckoned from the first day of January of the year of foaling.

RULE 141. Equal eligibility of colts and fillies.

RULE 142. Green horse. (See technical terms.)

RULE 143. All races shall be started at 2 o'clock P. M. from the 1st day of April to the 15th day of September, and after that date at 1 o'clock P. M. until the season closes, unless otherwise provided.

RULE 145. Go as they please. (See technical terms.)

RULE 146. To go "in harness." (See technical terms.)

RULES 147 and 148 relate to matches against time.

RULES 149, 150 and 151 relate to horses with engagements.

RULE 152. Stake. (See technical terms.)

RULE 153. Guaranteed stake. (See technical terms.)

## BETTING RULES.

### *To Govern Bets on Trotting and Pacing Races.*

No. 1. All pools and bets must follow the main stakes, purse, or other prize, as awarded by the decision of the judges, except in cases where the horse that comes first is found to be disqualified, or the bets are declared off for fraud or collusion.

No. 2. If the race is postponed, it shall not affect the pools or bets that may have been made on it. They shall stand until the race comes off, unless the contrary shall be agreed on between the parties betting: *Provided*, the race takes place within five days of the time first named: after which time all bets and pools are drawn, unless made play or pay.

No. 3. When any change is made in the conditions of a race, all pools and bets made previous to the announcement of the change shall be null and void.

No. 4. When a bet is made on one horse against the field, he must start or the bet is off, and the field is what starts against him; but there is no field unless one starts against him.

No. 5. In the pools and betting, the pool stands good for all the horses that start in the race; but for those horses that do not start the money must be returned to the purchaser.

No. 6. In races made play or pay, outside bets are not play or pay unless so made by the parties.

No. 7. All bets are void on the decease of either party, but in case a horse should die, play or pay bets made on him stand.

No. 8. If a bet is made on any number of straight heats, and there is a dead heat made, the heats are not straight, and the party betting on straight heats loses.

No. 9. If in any case the judges declare a heat null and void, it does not affect the bets as in case of a dead heat as to winning in straight heats.

No. 10. When a race is coming off, and a party bets that a heat will be made in two minutes and thirty seconds (2:30), and they make two thirty (2:30) or less, he would win. If he bets they will beat two minutes and thirty seconds (2:30), and they make exactly two thirty (2:30), he loses; but if he takes two minutes and thirty seconds (2:30) against the field, and they make exactly two thirty (2:30), it is a tie or draw bet. All time bets to be decided accortingly.

No. 11. In a double event—where there is no action on the first race in order, in consequence of forfeit or other cause, the bet is off; but when there is an action on the bet, and the party betting on the double event shall have won the first, the bet shall then stand as play or pay bet for the second event.

No. 12. If a bet should be made during the contest of a heat that a named horse will win that heat, and he makes a

dead heat, the bet is drawn, but if, after the horses have passed the score, a party bets that a certain named horse has won the heat, and the judges declare it a dead heat, the backer of the named horse loses.

No. 13. In races between two or more horses of a single dash at any distance, which result in a dead heat, it is a draw between the horses making the dead heat, and bets between them are off: and if it is sweepstakes, the money of the beaten horses is to be divided between the horses making the dead heat.

No. 14. When a bettor undertakes to place the horses in a race, he must give a specified place, as first, second, third, and so on. The word "last" shall not be construed to mean "fourth and distanced," if four start, but "fourth" only, and so on. A distanced horse must be placed "distanced."

No. 15. Horses shall be placed in a race and bets decided as they are placed in the official record of the day: *Provided*, that where a horse comes in first, and it is afterwards found that he was disqualified for fraud, the bets on him shall be null and void, but pool-sellers and stakeholders shall not be held responsible for moneys paid by them under the decision of the judges of the race.

No. 16. Bets made during a heat are not determined until the conclusion of the race, if the heat is not mentioned at the time.

No. 17. Either of the bettors may demand stakes to be made, and, on refusal, declare the bet to be void.

No. 18. Outside bets cannot be declared off on the course unless that place was named for staking the money, and then it must be done by filing such declaration in writing with the judges, who shall read it from the stand before the race commences.

No. 19. Bets agreed to be paid or received, or bets agreed to be made or put up elsewhere than at the place of the race, or any other specified place, cannot be declared off on the course.

No. 20. Bets on horses disqualified and not allowed to start are void, unless the bets are play or pay.

No. 21. A bet cannot be transferred without the consent of parties to it, except in pools.

No. 22. When a bet is made on a horse's time, it shall be decided by the time made in a public race, he going single and carrying his proper weight.

No. 23. When a horse makes time on a short track, it shall not constitute a record for the decision of bets.

No. 24. Horses that are distanced or drawn at the conclusion of a heat, are beaten in the race by those that start afterward. A horse that is distanced in a heat is beaten by one drawn at the termination of the same heat.

No. 25. When a man lays odds and intends to take the field against a single horse, he must say so, and the other party will choose his horse. When a man undertakes to name the winner, whether he bets odds or takes odds, he must name some one horse.

No. 26. All bets relate to the purse, stake or match, if nothing to the contrary is specified at the time of making the bet.

No. 27. Parties wishing all the horses to start for a bet, must so name it at the time the bet is made.

No. 28. When the judge declares a heat null and void, all bets on that heat shall stand for decision on the next heat.

No. 29. All pools and bets shall be governed and decided by these rules, unless a stipulation to the contrary shall be agreed upon by the parties betting.

No. 30. Should any contingencies occur not provided for by these rules, the judges of the day shall decide them.

No. 31. When a horse which has not been sold in the pools wins the race, the best horse in the pools wins the money.

## THE NEW STANDARDS.

Adopted at the meeting of the American Trotting Register Association, at Chicago, April 6, 1892.

### RULES ADMITTING TO TROTTING STANDARD.

1. Any trotting stallion that has a record of 2:30 or better: provided any of his get has a record of 2:35 trotting or better: or provided his sire or dam is already a standard trotting animal.

2. Any mare or gelding that has a trotting record of 2:30 or better.

3. Any horse that is the sire of two trotters with records of 2:30 or better.

4. Any horse that is the sire of one trotter with a record of 2:30 or better; provided he has either of the following additional qualifications: (1) A trotting record of 2:35 or better; (2) is the sire of two other animals with trotting records of 2:35; (3) has a sire or dam that is already a standard trotting animal.

5. Any mare that has produced a trotter with a record of 2:30.

6. The progeny of a standard trotting horse when out of a standard trotting mare.

7. The female progeny of a standard trotting horse when out of a mare by standard trotting horse.

8. The female progeny of a standard trotting horse when out of a mare whose dam is a standard trotting mare.

9. Any mare that has a trotting record of 2:35 or better, whose sire or dam is a standard trotting animal.

### RULES ADMITTING TO PACING STANDARD.

1. Any pacing stallion that has a record of 2:25 or better; provided any of his get has a record of 2:30 pacing or better; or provided his sire or dam is already a standard pacing animal.

2. Any mare or gelding that has a pacing record of 2:25 or better.

3. Any horse that is the sire of two pacers with records of 2:25.

4. Any horse that is the sire of one pacer with a record of 2:25 or better; provided he has either of the following additional qualifications: (1) A pacing record of 2:30 or better; (2) is the sire of two other animals with pacing records of 2:30; (3) has a sire or dam that is already a standard pacing animal.

5. Any mare that has produced a pacer with a record of 2:25 or better.

6. The progeny of a standard pacing horse when out of a standard pacing mare.

7. The female progeny of a standard pacing horse when out of a mare by a standard pacing horse.

8. The female progeny of a standard pacing horse when out of a mare whose dam is a standard pacing mare.

9. Any mare that has a pacing record of 2:30 or better whose sire or dam is a standard pacing animal.

10. The progeny of a standard trotting horse, out of a standard pacing mare, or of a standard pacing horse, out of a standard trotting mare.

## TECHNICAL TERMS OF THE TURF.

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**AGE**—Is reckoned from 1st of January in year he is foaled.

**ARENA**—(see *Parquet*.)

**BAR, A**—Where a race is irregular, or when the record is fraudulently obtained, the horse will not be given a record, but will be barred from a similar race. (See rules 115, 116, 117, 118 and 119.)

**BREAK**—To run, to go above the race gait.

**CARRYING OUT**—Crowding a contestant out of position.

**CENTERFIELD**—(see *Infield*.)

**DEAD HEAT**—Horses coming home even.

**DISTANCE STANDS**—Fixed points on the home stretch for the distance flagman. When, coming home in a heat, the forward horse's muzzle is even with the wire, the starter drops his flag; the distance flagman then drops his flag. Any horse not at the wire or between these flags when they drop is distanced—that is, he is shut out of the race. The first distance stand, 300 feet from the wire (see *cut*), is used in a field of eight or less horses. The second distance stand, 450 feet from the wire, is used in a field of more than eight horses.

**FIELD OF HORSES**—All the horses taking part in a heat or race.

**FLAT**—Even seconds, without fractions.

**“Go!”**—The word used by the starter in “sending off” the horses in a heat.

**GO AS THEY PLEASE**—Either to wagon, sulky or horseback.

**GO IN HARNESS**—Means horse and sulky to go.

**GRAND STAND**—A covered amphitheatre to accommodate spectators.

**GREEN HORSE**—One that never raced.

**HANDICAP, A**—Is a race for which the horses are weighed, according to their merits in the estimation of the handicapper, for the purpose of equalizing their chances of winning.

**HANDICAP, A FREE**—Is one in which no liability is incurred for entrance money, stake or forfeit until acceptance of the weight allotted, either by direct acceptance or through omission to declare out.

**HEAT**—Once around a one-mile track in a trotting or pacing race.

**HOME**—The wire. (See cut of tracks.)

**HOME STRETCH (proper)**—The track from the last to the first turn.

**HOME STRETCH (in a race)**—The track from the last turn to the wire.

**HORSE**—Includes stallions, mares and geldings. In our list of fastest horses it means stallions only, as B. H., means bay stallion.

**HURDLE RACE**—A race in which artificial barriers, in the shape of hurdles, must be leaped.

**INFIELD OR CENTERFIELD**—Space inclosed by the pole fence.

**JOCKEYING**—Trying to get an unfair advantage in a race.

**JUDGES**—Persons selected to settle all controversies appertaining to races, except as to the time of the horses. (See, also, starter, distance and patrol judges.)

**JUDGES, DISTANCE**—(See distance stands, flagman.)

**JUDGES, PATROL**—Mounted: to patrol the track and prevent frauds. (See rule 59.)

**JUDGES' STAND**—Stand for judges and “starter judge.”

**JUDGE, STARTER**—The person in the judges' stand who, by the word “Go!” gives the horses their send-off, or rings them back when not fairly started, names the score horse when necessary, signals the flagman at the distance stand when to drop his flag, etc.

**LENGTH**—The length of the foremost horse and his sulky: as “a length ahead,” “winning by a length,” etc.

**MAIDEN**—Is a horse that never won a race.

**NECK**—The length of the neck of the foremost horse: as “a neck ahead,” “winning by a neck,” etc.

**NECK AND NECK**—Horses are neck and neck when exactly even while racing.

**PADDOCK**—Inclosed space in which to turn out horses near the stables: sometimes applied to “infield.”

**PARKET OR ARENA**—The uncovered inclosed space between the grand stand and the track.

**PLAY OR PAY**—Either race or forfeit the stakes.

**POLE, THE**—The inner portion of the track; shortest distance around a track.

**POLE FENCE**—Fence around the track on the inner side.

**POLE, HAVING THE**—A horse drawing or winning the position next to the pole fence is said to have the pole. Horses draw for pole and position in first heat; after that the winner of the last heat takes the pole in the next heat; the other horses take their positions at the right of the pole horse in the order of their coming home.

**POST RACE, A**—Is one for which subscribers

declare at the usual time before a race for declaring to start the horse or horses they intend to run, without other limitation of choice than the rules of racing and the conditions of the race prescribe.

**PRODUCE RACE, A**—Is one for which horses are named, by whose produce the race is to be run.

**PULLING A HORSE**—Holding him back.

**PURSE**—A sum of money or other prize offered for a race.

**RACE**—Any contest for purse or stake premium, or wager for money, or involving admission fee on any course, and in the presence of judge or judges.

**RACE, THROWING A**—Giving it, by a foul, to another horse.

**SCORE, THE**—The order in which horses get home in a heat or race.

**SCORE CARD**—A card on which to mark the relative positions taken by winning horses in heat and race.

**SCORING**—Getting horses abreast for a start or send-off in a heat.

**SCORE HORSE**—A horse designated by the starter for all the other horses to score by in that heat. No horse must come to the wire for a start ahead of the score horse. The score horse is only named after contesting drivers, in order to secure advantage in the start, have repeatedly prevented a fair send-off.

**SEND-OFF**—When the starter gives the word "Go!" at the beginning of a heat, the horses are said to have a "send-off."

**SETTING DOWN IN FRONT OF**—Forcing a contestant back by holding up in front of him.

**SPONGING**—Washing out horse's mouth.

**STAKE, A**—A race open to all complying with its published conditions, for which the prize is the total amount of money contributed by the nominators, all of which belongs to the winner or winners, unless otherwise provided in the published conditions.

**STEEPLECHASE**—A race to see which of a number of horsemen can first reach some distant object, as a steeple, etc.

**SWEEPSTAKES**—Is a race publicly declared open to all complying with its conditions, for which the prize is the sum of the stakes which the subscribers agree to pay for each horse nominated; and, if an additional sum of money, cup, plate, or other reward, is offered to the winner, the race is still a sweepstakes, whatever name may be given to such addition. Three subscribers, unless otherwise stipulated in its conditions, make a sweepstakes, and the race is not void so long as there is a horse qualified to start.

**SWEEPSTAKES OR MATCH, A PRIVATE**—Is one to which no money is added, and which is not publicly advertised previous to the engagement being made. Allowance and extra weights shall not be allowed or incurred in respect of matches or private sweepstakes.

**TIMERS**—Persons who take the official time of the two forward horses and report it to the judges, who announce it to the spectators.

**TIMERS' STAND**—(See cut.) Stand for the timers.

**TIN CUP RECORD**—A time record not made in a race.

**WALK OVER**—Where but one of the horses entered starts.

**WALK OVER, A**—Is when two horses in en-

tirely different interest do not run for race or stake.

(a). Walk over by any horse entitles him to only one-half of the added money in stakes.

(b). In purse races two or more horses, in entirely different interests, must enter and start, or no race.

“WARMING UP” — Driving horses for exercise before scoring for a heat.

WIRE — Point of beginning or end of heat or race, home. (See cut.)

The express conditions of a race supersede the rules of racing when there is a conflict.

## TRACKS AND RECORDS.

Among American horsemen there is much discussion as to the relative advantages of kite and regulation tracks, and also as to time, or “tin cup,” and race records. On the one hand it is claimed that a kite track is the nearest a return track can be made to a straight mile, and that the true time of a horse is the quickest time he can make on a level, straight mile; that time records are fair records for the reason that the horse always has a fair start at full speed and can trot a real mile at the pole, while in a race it may be “catch and grab” from the start to the finish; that, for these reasons, time records, while a few seconds faster, are fairer tests than race records.

A reasonable conclusion would seem to be that, where the principal object is to secure the

fastest one-mile record, it is best secured by a time race upon a kite track: but, where the object is to secure a race record and give satisfaction to the spectators, who are the principal patrons of the turf, or where heats of more than a mile are to be raced, the regulation track is by far preferable.

That where one horse upon a kite track is only a few seconds faster than another horse on a regulation track, it is unfair to the latter to record the time only without stating the track used. It is also unfair to give time records of one horse against the race records of another without a statement of the kind of record.

Neither kite tracks nor time records can now be abolished, nor would it be fair to the progeny of fast sires and dams that the former should be deprived of the same advantages to make fast records that the latter have recently enjoyed.

Neither will regulation tracks and race records be abolished, and it would be equally unfair to former horses with race records upon regulation tracks only, to have their time compared with time records and kite tracks: and therefore the regulation track will continue to exist and retain its popularity so long as the people pay their money to *see* a race.

Every record hereafter made should show upon what kind of a track it was made, and whether in a time or race contest. With this rule adopted all contests and discussions upon that subject must naturally die out.

## How to Mark Score Cards.

Write the figures of each heat in the order of the horses' coming home, as announced by the judges, in the column of the heat trotted, and when any horse has won three heats, unless there are ties, find the totals. To aid in finding totals, there has been inserted the following

### SPECIMEN SCORE CARD.

#### FIRST RACE.

-----Class.

Purse, \$-----

No.	HORSES.	COLOR.	DRIVERS' COLORS.	HEATS.						Totals
				1	2	3	4	5	6	
1	Palo Alto.....	Br. H.	White.....	1	1	8	9	9	1	1
2	Allerton.....	Br. H.	Blue.....	2	3	1	3	8	2	2
3	Nelson.....	B. H.	Red.....	3	2	4	1	7	3	3
4	Stamboul.....	B. H.	Orange.....	4	5	2	8	1	4	4
5	Delmarch.....	Br. H.	Green.....	5	4	3	7	2	0	5
6	Axtel.....	B. H.	Black.....	6	7	5	6	3	0	7
7	McKinney.....	B. H.	White and Black.....	7	6	7	5	4	0	8
8	Phallas.....	B. H.	White and Red.....	8	9	9	2	5	0	6
9	Charleston ..	B. H.	Orange and Black.....	9	8	6	4	6	0	9

To illustrate the above score card:

Palo Alto has won three heats in the race (best three in five), and is marked 1 in totals. Of three of the other horses, Allerton has a heat, and his next two figures are 2, 2; and Nelson has won a heat, and his next two figures are 2, 3; and Stamboul has won a heat, and his next figures are 2, 4. Striking off the numbers 1, 2, which each horse has in com-

mon, and we find Allerton is marked in the total 2, Nelson 3, and Stamboul 4.

There were but nine horses entered, and in the five heats trotted the five last horses not having won a heat are ruled off and not allowed to start in the last or sixth heat. The sixth heat is trotted in order that one horse (Palo Alto in this case) may win three heats and close the race: and whenever any horse wins three heats it ends the race. If instead of there being nine or less horses to start there are ten, then all the horses would trot to the end without regard to whether they had won a heat in five or not. (See rules.) If there had been ten horses, then the horses marked 0 in the sixth heat would have trotted and been marked what they made. The rule of placing horses not winning a heat is, the horse having the smallest figure counts ahead of a horse not having so small a figure, no matter what the other figures are. To illustrate: The smallest figure of horses not winning a heat is 2; but Delmarch and Phallas both have 2, so we must look to the next smallest figure of these two horses to place them, which are, Delmarch 3, Phallas 5; so Delmarch is marked ahead and Phallas next, without regard to any other of their figures.

Axtel now has the lowest figure, 3, and is marked next to Phallas. The next lowest figure is 4, which both McKinney and Charleston have, but McKinney's next figure is 5 and Charleston's 6, therefore McKinney is marked ahead of Charleston.





# SCORE CARD.

No. ----- Class. ----- Purse \$ -----

At ----- Date ----- IS -----

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		
													Time	
													Time	Remarks







# SCORE CARD.

No. ----- Class. ----- Purse \$ -----

At ----- Date ----- 18 -----

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k	
				1	2	3	4	5	6	7	8	9			
														Time	
														Time	
														Remarks	



# SCORE CARD.

No. ----- Class. ----- Purse \$ -----

At ----- Date ----- 18-----

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k	
				1	2	3	4	5	6	7	8	9			
													Time		
													Time		
													Remarks		

















# SCORE CARD.

No. ----- Class ----- Purse \$ -----

At ----- Date ----- 18 --

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		
													Time	
													Time	
													Remarks	



# SCORE CARD.

No. ----- Class ----- Purse \$-----

At ----- Date ----- 18-----

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		
													Time	
													Time	
													Remarks	





# SCORE CARD.

No. ----- Class ----- Purse \$ -----

At ----- Date ----- 18.---

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		
													Time	
													Time	
													Remarks	

# SCORE CARD.

No. ----- Class ----- Purse \$ -----

At ----- Date ----- 18 --

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		

													Time	
													Time	
													Remarks	

# SCORE CARD.

No. ----- Class ----- Purse \$ -----

At ----- Date ----- 18--

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		
													Time	
													Time	
													Remarks	



# SCORE CARD.

No. ----- Class ----- Purse \$ -----

At ----- Date ----- 18.---

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		

Time

Time

Remarks



















# SCORE CARD.

No. ----- Class ----- Purse \$ -----

At ----- Date ----- 18 --

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		
													Time	
													Time	
														Remarks





# SCORE CARD.

No. ----- Class ----- Purse \$-----

At ----- Date ----- 18-----

No.	HORSE	Col'r Horse	Color Cap	HEATS									Total	R'm'k
				1	2	3	4	5	6	7	8	9		
													Time	
													Time	
													Remarks	

“PARKET.”

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SPEED TRIALS WITH CARDS.

A NEW AND

Fascinating Game for Parlor and Club.



## “PARKET.”

---

**Score Card.**—In this game score cards, separate from this book, have been prepared expressly for keeping the records of horses in heats, races and at tables. These are absolutely essential in determining which are the winners: Upon the back of these score cards are four classes of horses from which the racers may be selected. Other horses or bicyclists with records may be used instead. Each table playing has its separate score card, which must be numbered at the top to correspond with the number of the table.

**How to Play It.**—“Parket” is a four-hand game of cards, and may be played at any number of tables. The four aces represent the four horses to be raced. The players at the first table select the horses, and also find which aces are to represent the horses selected.

**How to Select the Horses.**—The four players at the first table cut a pack of cards for choice of horses. In cutting, king is always high and ace is low; the highest cards have

choice in their order. The first horse chosen at the first table determines the "class" of horses to be used in the race—as, if Monbars should be the first horse chosen, the other three must be selected from "Class C," to which he belongs. (See back of score card.) Suppose the other three horses chosen are Ralph Wilkes, Geo. St. Clair and Gift O'Neer. To find which aces represent these four colts, the pack of cards is first well shuffled, and then dealt from hand to table, faces up, always placing one card upon the other. The first ace found will represent that one of the horses chosen for the race that has the fastest record. We find (see back of score card, Class C) that Monbars' time, 2:16½, is the fastest one of the four colts selected, so that the first ace is Monbars. By the same process we find that the second ace found is Ralph Wilkes, time 2:18; the third is Geo. St. Clair, time 2:20¾; the fourth is Gift O'Neer, time 2:24¾. Write the name of each horse opposite and at the left of his ace, and his player's name at the right of it on the score card. The players at the other tables, having learned from the first table the horses and their aces, proceed to cut for choice of the SAME horses. Each player at each table writes upon the score card the name of his horse at the left of his ace, and his own at the right, on the same line. These prelimin-

aries having been completed, the players are ready to start their horses.

**The Race.**—The players at each table cut for deal, preference always being given to ladies.

The dealer shuffles the cards well and runs them off from his hands to the table, one above the other, faces up. As soon as any player sees his ace he calls "Ace." It is then taken from the pack and placed by itself, face up, before the dealer. Each ace drawn is placed at the right of the one drawn before it. If any player sees any of his other cards in the order of 2, 3, 4, etc., he calls them as he sees them, and they are placed in that order upon his ace until his pack is covered with his king. After the dealer has dealt all the cards from his hand to the pack upon the table, (except such as have been built upon their respective aces,) he shuffles the table pack and deals them off again, placing the cards in their order upon their respective aces, until the pack of each ace is covered from duce to king, when, of course, there will be no other cards to shuffle and deal. The first king so found wins the heat for the horse his ace represents, and so all the others in the order of reaching their kings. The first ace found is said to have the "pole," and his place is always at the left of the other aces. The advantages of having the "pole" will become manifest as the play progresses.

If, in dealing the cards to the table, after an ace is found, its cards should follow in this order, 5, 4, 3, 2, as soon as the 2 is reached it will be called and placed upon its ace; the 3 can then be placed upon the 2, the 4 upon the 3, and the 5 upon the 4, and so on back so long as the next higher card is exposed at the top of the pack upon the table, and this rule of taking back applies to every stage of the game; and any card entitled to be played which shows its face upon the top of the table pack will always take precedence of any card still in the hands of the dealer—even though if the latter were dealt it would be entitled to be played; but such card on the table pack will not lose its precedence by being covered by the card in the hand if diligence is used by the player in calling the card as it appears.

It is of the utmost importance to the success of any horse that his player should not let any card, that would count for him in the game, pass without calling it, and hence the necessity of each player keeping in mind his next card and calling it as soon as it appears. And where cards are rapidly dealt the utmost vigilance is required.

If, in building upon an ace toward its king, a card is accidentally omitted, and the next higher put in its place and builded upon, when the mistake is discovered the omitted card and

all above it are returned to the pack to be dealt again. That is called, in race parlance, "setting the horse back for running," and he must build again from the last card that was in proper position.

**To Mark the Score.**—Mark the horses in each of the five heats, when completed, in their proper column upon the score card, from the top down, 1, 2, 3, 4, in the order of their finding their kings, and put the total standing of each in the total column at the right.

**To Find the Totals.**—If a horse wins three heats in first five he must be 1 in totals, and any horse having 1, 1, 4, 4, 4 will take over any horse having 1, 2, 2, 2, 2, notwithstanding the sum of the first (14) is much larger than the sum (9) of the last; so 1, 2, 4, 4, 4 will take over 1, 3, 3, 3, 3, although the sum of the last is less than the sum of the first. The rule is that if any two horses have the same figure, say 1, the one that has the next lowest, say 2, takes from the horse not having a 2, no matter what the other figures may be; or, any horse that has a lower figure in the heats than any other, takes ahead in the totals, no matter what the other figures are, and this applies between any horses. This is the rule of the turf.

These races are the best three in five—that is, any horse making three first heats wins the race. In a real race, if a horse should take

the three first heats that would end the race, and all the horses entered would be given their totals according to their winnings in the three heats. In this game the five heats are played by all the horses, even if one should take three successive heats. This is done for the purpose of keeping all the players occupied at all the tables, and while one horse may win three first heats at one table, he may not have any at another.

Each heat is dealt by the player at the left of the last dealer. He first draws the winning ace from the pack and places it before him, face up, to build upon. That gives such winner the "pole," and all its advantages. After thoroughly shuffling the cards, he then deals them off, as did the last dealer, the other aces taking their position at the right of the "pole" ace, in the order in which they are dealt from the pack.

As soon as the five heats are played and marked upon the score card, the "total" blank is filled in this first race in the manner above described. If a tie occurs between two or more horses, they must either race again, or it may be decided by running off the cards, after thoroughly shuffling them, when the first of the tied aces found takes position ahead of the second, and so on.

Having marked the totals of all the horses in

the first race, proceed in the same manner to play each of the other four races upon the score card, marking totals at the end of each race. No horse is *given* the "pole" at the beginning of a race, but each must take his place as the cards are dealt. It is only at the beginning of *heats* that the winners are given the "pole."

After the five races are completed, the position of each horse in each race is noted on the score card under title of "Five Race Totals," precisely the same as the heats are marked in the five races played. And totals of positions in races are marked the same as totals of the heats above. If there is found a tie in the totals of five races, it is played off the same as ties in heats, above described.

Each table playing, sums up its totals of races as above described, and then a grand total of each horse at all the tables is found and marked under title of "Tables and Totals."

The table giving the winning horse most first heats, wins the first prize for his owner at that table. The second prize goes to the next winning horse, and is given under the same rule. All ties are settled either by racing again, or by running off the cards as above described, or by cutting for first place.

**To Change Partners.**—To change partners at tables, it is necessary that the ladies at all the tables have the same horses as the ladies at the

first table; and the gentlemen the same as the gentlemen at the first table. Then, at the end of each race, the ladies at each table may move to the next table, gentlemen remaining at the same table, in which case the lady who *drew* the winning table will take the prize under the above rules, no matter where she may sit at the end of the races. In this case one prize goes to the lady of the winning horse at her winning table, and the other to the gentleman of the winning horse at his winning table. This rule is allowed in disregard to the rules of the turf, both as to the choosing of horses and taking of prizes, and is only permissible where the players seek to make acquaintances as well as to enjoy and win at the race.

### SYNOPSIS OF "PARKET."

Name the aces of a pack of cards each after a different horse to be raced, shuffle well, and deal them upon the table faces up. Place the aces, when found, each by itself on the table, and build upon them their cards in their order, 2, 3, etc., spots, until each ace is covered with its king. This may necessitate the shuffling and dealing of the table pack several times, until the packs of the four aces are full from duce to king. The first king reached wins for his ace, the others in their order.

## PROGRESSIVE PARKET.

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The same general rules govern as in Par-  
ket. Two ladies at the head table cut for  
choice of horses, and select them. Two gen-  
tlemen then cut and choose. The first lady  
writes her name and horse against dia-  
monds, the second lady hers against clubs: the  
first gentleman writes his against hearts, the  
second gentlemen his against spades. The red  
cards are partners, and the black cards are part-  
ners. The same horses are written against the  
same aces at all the tables, the ladies selecting  
from the same horses as the first table ladies,  
and gentlemen from the same selected by first  
table gentlemen. Ladies cut for deal at each  
table, and deal all the pack equally to the four  
players. Diamonds and hearts assist each  
other to build from ace to king, clubs and  
spades the same. The first king found is  
marked 1 on the score card, the others in their  
order. If two or more players have in their  
hands the cards that will carry them to their  
kings, the one who first plays king, and *says*  
“king,” is marked ahead of those not saying  
“king.” If two or more play their kings at

the same time, the one who says "king" takes ahead of the others. If two or more kings are played and called at the same time, the players cut or run the cards for position. Until two kings are found the cards are dealt to the four players. After two kings are found, if opponents are out, the cards are dealt only to the remaining opponents, until one of them finds the king; he is then marked 3 and the other 4. If two partners are the first out, then the heat is ended, and of the other two the one nearest out is marked 3, the other 4. If the two last partners are a tie, they cut or run off for position, for *partners never play against each other*.

**To Change Partners at Heats.**—When the first table has found all the kings the bell rings, and all cease playing. The winner of the heat at the first table passes to the second table, moving each player of the same horse one table in advance, the player at the last table taking the first table, the same being repeated at the end of each heat. Winners of heats, but not of races, are *given* the pole.

**To Change Partners at the End of Races, Instead of Heats.**—This is done the same as in heats, except that the players of the horses marked 1 and 2 both advance one table, instead of only 1, as in heats.

The totals of heats, races and tables are found

the same as in Parket. One prize is won by the fastest horse selected by the ladies, and is awarded to the lady whose name appears upon the score card at the table giving the winner the most first heats. The other prize is won by the fastest horse selected by the gentlemen, and is awarded under the same rule.

# PARKET SCORE CARD.

NAMES OF HORSES.	ACES	FIRST RACE.	HEATS.					TOTAL
		PLAYERS.	1	2	3	4	5	
								
								
								
								

## SECOND RACE.

## THIRD RACE.

### THREE RACE TOTALS

	T
	
	
	
	

### TABLES AND TOTALS

1	2	3	4	5	T.

CLASS A.			CLASS B.		
COLOR	HORSE	TIME	COLOR	HORSE	TIME
Br. H.	Palo Alto .....	2:08 $\frac{3}{4}$	S. M.	Maud S.....	2:08 $\frac{3}{4}$
Br. H.	Allerton.....	2:09 $\frac{1}{4}$	B. M.	Sunol .....	2:08 $\frac{1}{4}$
B. H.	Nelson .....	2:10	B. M.	Nancy Hanks.	2:09
B. H.	Stamboul .....	2:11	Bl. G.	Guy .....	2:10 $\frac{3}{4}$
Br. H.	Delmarch .....	2:11 $\frac{1}{2}$	B. M.	Mary Marshall	2:12 $\frac{1}{2}$
B. H.	Axtel .....	2:12	B. M.	Margaret S....	2:12 $\frac{1}{2}$
B. H.	McKinney ....	2:12 $\frac{1}{2}$	B. G.	Clingstone.....	2:14
B. H.	Phallas .....	2:13 $\frac{1}{4}$	B. G.	Arab .....	2:15
Br. H.	Patron .....	2:14 $\frac{1}{4}$			
B. H.	Charleston ....	2:15			
CLASS C.—COLTS			CLASS D.—PACERS.		
B. H.	Arion .....	2:10 $\frac{3}{4}$	Bl. H.	Direct.....	2:06
Br. H.	Monbars.....	2:16 $\frac{1}{2}$	B. G.	Johnston.....	2:06 $\frac{1}{4}$
Br. H.	Ralph Wilkes..	2:18	B. G.	Hal Pointer...	2:09 $\frac{3}{4}$
B. H.	Geo. St. Clair..	2:20 $\frac{3}{4}$	B. M.	Cricket.....	2:10
Ch. H.	Gift O'Neer....	2:24 $\frac{3}{4}$	G. H.	Manager .....	2:11 $\frac{1}{2}$
.....	.....	.....	C. H.	Red Bell.....	2:11 $\frac{1}{4}$
.....	.....	.....	B. M.	Yolo Maid ....	2:12
.....	.....	.....	.....	.....	.....

For further records see "Dikeman's Standard Records of American Horses," compiled by E. B. Dikeman. Published by S. K. Bolles & Co., Grand Rapids, Mich.

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