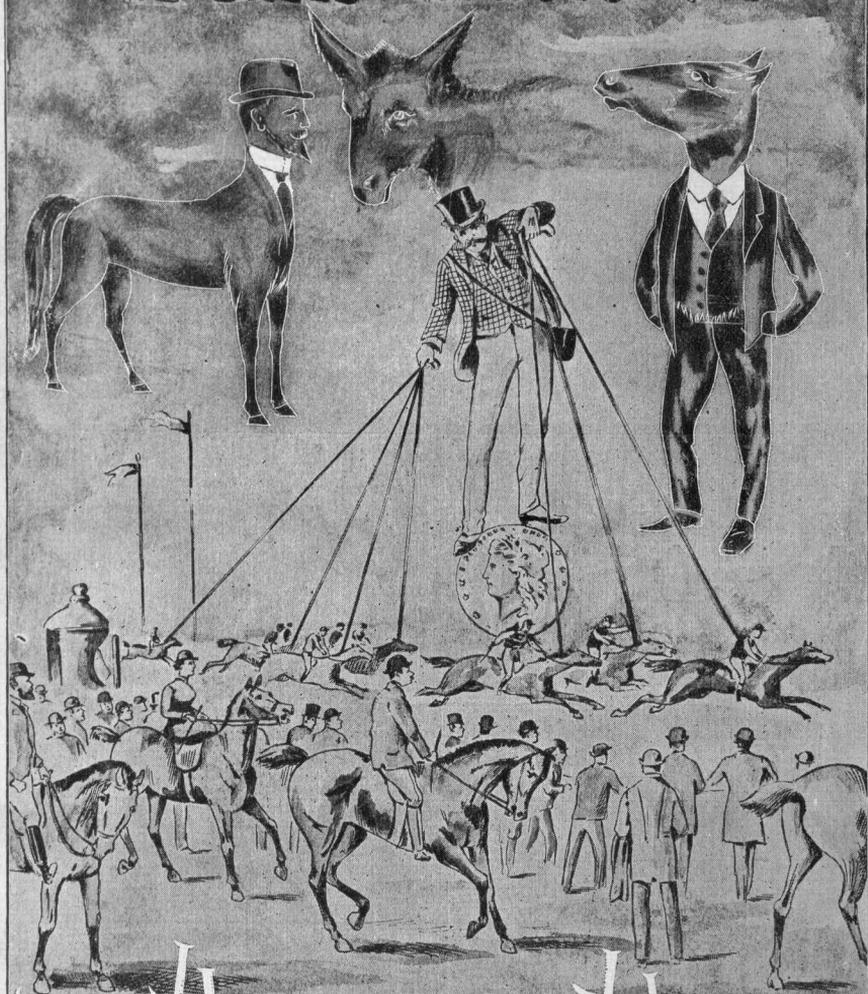


SHALL WE IMPROVE THE BREED OF HORSES OR MEN?



THE HIGHWAY TO HELL

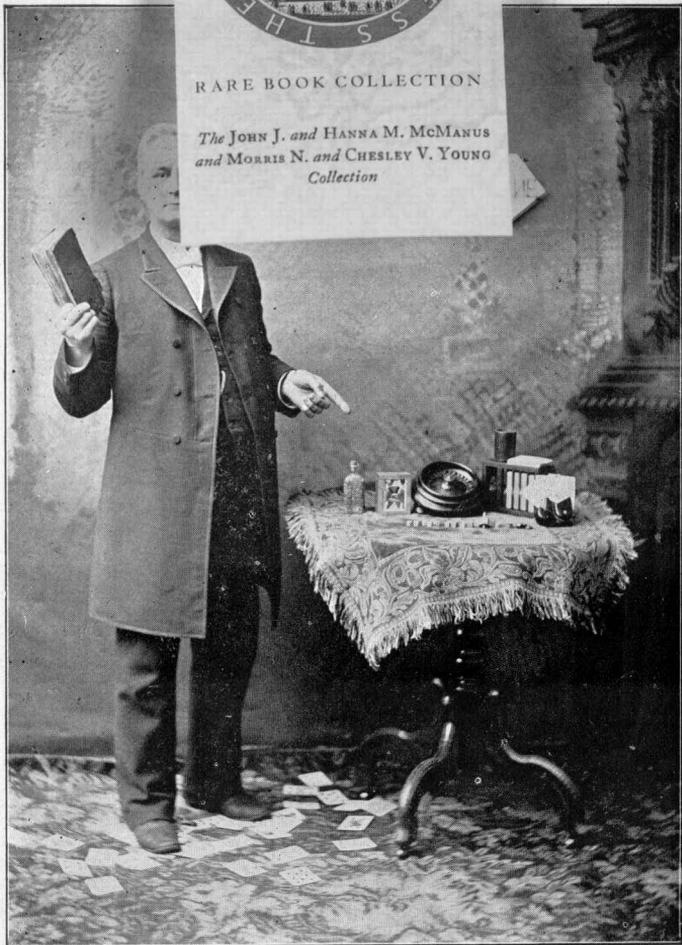
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THE
HIGHWAY TO HELL

COMPILED AND EDITED

BY

JOHN PHILIP QUINN

PUBLISHED BY

The International Anti-Gambling Association

CHICAGO

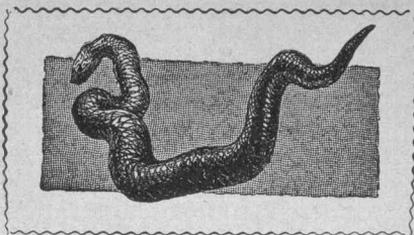
1895

To the incorruptible legislators of the land whose votes are not for sale to
either monopolists, ringsters or gamblers, this book
is respectfully dedicated.

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INTRODUCTION



A MAN FROM COWEATER COUNTY, ARK., BELOW HEIFER'S RIDGE, where Steer Creek empties in at Bull River, near a little town called Yearlingville, said: "If by telling the truth I make you sorry, I am glad of it, for if I make you sorry, who is it then that maketh me glad but the same which is made sorry by me."

Herbert Spencer of England defines gambling as a kind of action by which pleasure is obtained at the direct cost of pain to another. It affords no equivalent to the general good. The happiness of the winner implies the misery of the loser. This is a succinct and admirable definition and is worthy of analysis. The ominous condition of affairs is caused by two equal evils, viz.: the pernicious activity of the vicious and the pernicious inactivity of the virtuous. There is power enough in the Christians of this country to transform the saloons into missions, Magdalens into Marys, persecuting Sauls into Pauls, Publicans into Matthews, sinners into saints, and gamblers into evangelists.

When people shrink from responsibility they are not right with God. If I wanted crime committed I could find an easy labor market among gamblers. There we find policy men, ex-faro dealers, the bum gambler, the gentleman sport (whose word is as good for any financial obligation as is Lyman J. Gage's of the First National Bank), the rough gambler with his stuffed club on a dark night, watch ringers, bankrupt gamesters, until the monotony of low brows, cropped hair, double breasted vests, the genuine and paste diamonds weary the eyes; profanity, vulgarity, and stinkadora cigars, that would make a bull pup break his chain from under a garbage wagon and jump into a sewer for fresh air.

Prov. xxviii, 22—He that hasteth to be rich hath an evil eye and considereth not that poverty shall come upon him.

The gambler may be as rich as Dives to-day, and yet poor as Lazarus to-morrow. How uncertain are all worldly things! But the true treasure is grace in the heart that can never be lost. It is out of the reach both of rust and robber. "He that gets the world gets something he can never keep; but he that gets the grace of Christ in his heart gets a good he shall never lose." "The gain of godliness is a durable and eternal gain. All this world's goods are perishing pleasures, perishing honors, perishing profits, and perishing comforts. Riches are not forever. Riches take wings, comforts vanish, hope withers away; but love stays with us. Love is God." Saith Job: "Hast thou entered into the treasures of the snow?" "Riches profit not in the day of wrath, but righteousness delivers from death." Prov. xi. 4.

Rev. C. H. Parkhurst, D. D., New York—"Fools of Fortune" deals with a vice that is staining with its insidious touch multitudes of every class of society. Mr. Quinn has uncovered secrets that need nothing so much as to have light and air let in upon them, and has put under obligation all who are seeking to deal intelligently and thoroughly with the maladies that infest the body social.

Chicago Daily Inter-Ocean—Mr. Quinn's chapters on the Turf and the Exchange rub the fur the wrong way.

I have read Mr. Quinn's "Fools of Fortune." I was both interested and stirred by it, and commend it most heartily.

REV. O. P. GIFFRÉD.

New York Herald—Mr. Quinn tackles the gambling question in the same sort of way in which Francis Murphy attacks drinking. He goes at it in a practical manner, seeking to prove that the man who gambles can never win from the professional.

Rev. B. F. DaCosta, D. D., rector of the Church of St. John the Evangelist, New York—Every father and mother in the land should improve this opportunity of having their children thoroughly informed as to the nature of gambling.

John Clark Ridpath, of Greencastle, Ind., the eminent historian and lecturer—I commend the book, "Fools of Fortune," to the favor and patronage of the public.

Rev. John T. Patey, of St. Luke's Church, New York—"Fools of Fortune" contains the testimony of Mr. John Philip Quinn, once a gambler, but now a respectable, worthy and reliable man. I heartily wish him the highest of all success in sending forth his work on its mission of mercy.

Charles P. Johnson, ex-Governor and father of the anti-gambling law of Missouri—Mr. Quinn is a reformed man, and his book should be read by every young man in our land.

Rev. T. J. Bassett, of DePauw University, Greencastle, Ind.—The author should have the aid of every one who loves his fellow men and his country.

Bloomington (Ill.) Bulletin—Mr. Quinn is an interesting character, and has espoused a worthy cause.

Matt W. Pinkerton, General Manager of Pinkerton & Co.'s United States Detective Agency, Chicago—From an intimate acquaintance with Mr. John P. Quinn since his pardon and liberation from prison, I cheerfully state that his is a case of thorough reformation; that he is now moved by genuine impulses in his work of saving young men.

Rev. C. H. Taintor, Secretary American Congregational Union, Chicago—I hope that the "Fools of Fortune" will be widely circulated in the homes of the land.

Rev. Dr. Mulcahey, rector of St. Luke's Church, New York: Let every father who would save his son from a dangerous pitfall, place this volume in his hands.

My Dear Mr. Quinn: I am truly glad to hear that you are proposing to reduce the price of your book "Fools of Fortune." I should like to see the book in the hands of and read by every young man in America. I heartily commend it as a book to be read and reflected upon—by all young men for their own sake, by all parents for their children's sake, by all lovers of their kind for humanity's sake.

Yours sincerely,

LYMAN ABBOTT.

Mr. Quinn—Dear Friend: I have examined the book called "Fools of Fortune," and am willing to commend it as promising to be useful. The volume should compel everyone to confess that the game of the gambler is always in favor of the men who ply

it upon the simple-minded or the young in years and in dishonor, and may prove useful. It ought to appear in a cheaper form. It should reach all those millions who seem so willing to become fools of fortune, and particularly of misfortune.

Your friend,

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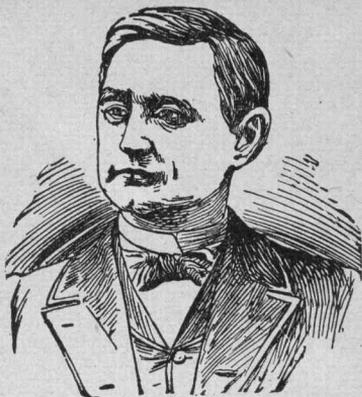
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THE CONVERTED GAMBLER, In His Crusade Against Gambling.

WE GIVE HERE ONLY A FEW EXTRACTS:

Christian at Work, New York: Mr. Quinn is attacking gambling in the most direct and practical way, and he deserves and should have the recognition and encouragement of the Christian community.

The Christian Herald, Rev. T. DeWitt Talmadge, Editor: He has unquestionably been made instrumental in leading hundreds of young men to see the sinfulness of this baneful indulgence. In his book entitled "Fools of Fortune," Mr. Quinn has volume, together with earnest and energetic work on the platform has secured the most cordial approval of many leading clergymen.

The Christian Advocate: Mr. Quinn is able to present to his audience a most effective experience and a telling portraiture of the evils of gambling.

The Union Signal, Chicago: John P. Quinn, the converted gambler, has attacked the abomination that blighted his earlier life in a direct and practical way. We call attention to his work and hope the local unions will send for him to speak before the boys and young men in as many towns and villages as practicable.

Rev. C. H. Parkhurst, D. D., New York: My dear Mr. Quinn, the field into which you have entered is a broad one. I hope for you health, courage, grace and success.

Rev. Lyman Abbott, D. D., Brooklyn, N. Y.: Mr. Quinn lectured at Plymouth Church under the auspices of our Young People's Union. The effect produced was all that could be desired. I cordially commend him and his work to all.

Rev. O. P. Gifford, Chicago: Mr. Quinn spoke in Emmanuel Church very effectively. I commend him heartily.

Rev. John L. Scudder, Jersey City: John P. Quinn is a man upraised by God to a mighty work. A ten minutes' talk from him is worth more than a dozen sermons against gambling by the average preacher, for this man has "been there." and

speaks from experience. He is an orator and exceedingly interesting. I advise every one to hear him, even if he has to go twenty miles to do it. Permit me to recommend him to pastors, teachers, and all interested in the youth of our land. I wish him God speed in his unique and glorious work.

Prof. David Swing, Chicago: Gambling proves fatal to the professional gambler and his victim. Mr. Quinn's lecture is well composed—is of high tone.

Miss Frances E. Willard, Pres. National W. C. T. U.: Mr. Quinn is master of his subject.

Chicago Inter Ocean: Mr. Quinn in his lecture pictures in striking language the evil effects of gambling.

Morning Journal, New York: No more practical sermon was preached in New York yesterday than that delivered by John P. Quinn. Association Hall was packed to the doors by an audience which followed the words of the speaker with almost breathless interest.

The New York World: The ex-gambler waxed most eloquent upon the subject of gambling and horse racing.

Hon. Chas. P. Johnson, ex-Governor of Missouri: Mr. Quinn is a reformed man and his lectures should be heard by every young man in our land.

Frank W. Ober, General Secretary Y. M. C. A., Omaha, Neb.: Having heard John P. Quinn, I take pleasure in commending him and his work.

E. W. Peck, General Secretary Y. M. C. A., Des Moines, Iowa: John P. Quinn has lectured twice under our auspices. Sunday afternoon 800 men, very many never found in our churches, listened with tearful eyes to his earnest invitation to accept Christ as the only protection from gambling and from all sin.

Rev. John C. Collins, Secretary and Treasurer Int. Ch. Workers' Association, New Haven, Conn.: Such a lecture on gambling cannot help but be exceedingly valuable.

QUINN AND HIS THREE WIVES



16.

MAY HARVEY QUINN.



MAUD GOFFE QUINN 16.



JOHN P. QUINN.

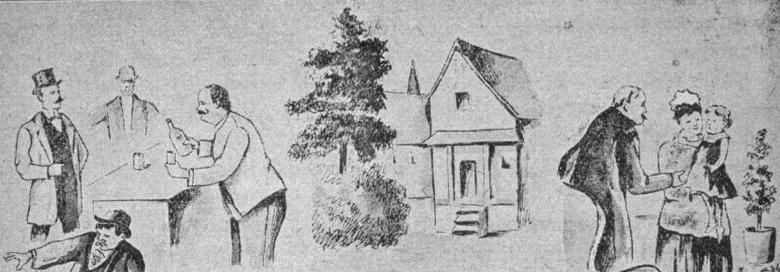


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DIAMONDS OF SHACKLES



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P. RICHARDS.

CHAPTER V.

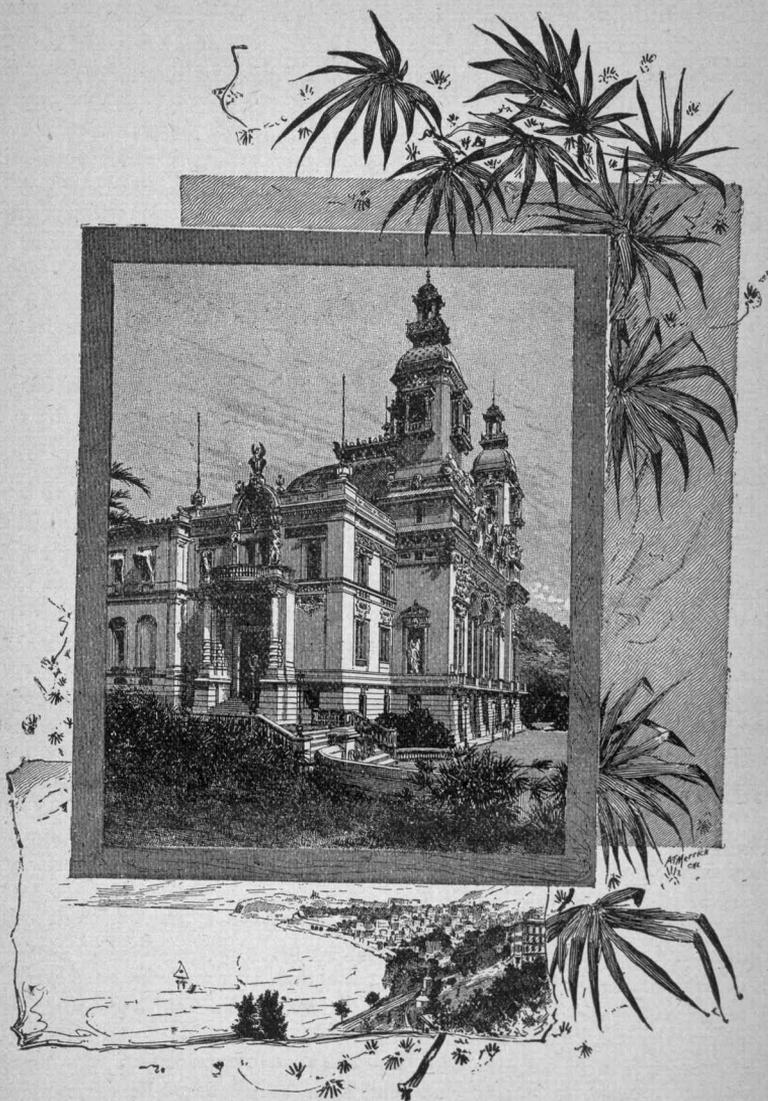
ITALY, MONTE CARLO, FRANCE, SPAIN, MEXICO, CENTRAL AND SOUTH AMERICA.

Histories, accessible to the author present but few glimpses here and there of the gambling vice as it has prevailed in modern Italy. He found but few allusions to the subject by historians, and only an occasional word in books of travel. However, from what is generally known of Italy, and Italians, it is beyond question that in gaming this people are not behind the rest of their fellow men. In Naples, while under the Spanish dominion, there was scarcely one viceroy who did not issue a decree against games of chance; but all their efforts were in vain, for the governor of the Vicarial Court farmed out the gaming tables to the nobles, the people and the soldiers. The nobility at that time, especially, were passionately devoted to every sort of gaming. When in 1620, A. D., Cardinal Zapata assumed the government, he forbade the further farming of the gaming table by the governor, who complained loudly. This prohibition remained in force, only until a *son* of the Cardinal was appointed to the gubernatorial office. Thousands of ducats were staked upon cards and dice during this period. In the year 1631, the Duke of St. Agata lost ten thousand ducats at tarocchi. Vincenzio Capece, the natural son of a Knight of Malta, acquired sixty thousand ducats by lending money to be used in gaming. His income, from interest on such loans, amounted to fifteen and even twenty ducats daily. When the Neopolitan people revolted, in 1647, they complained that gaming had been encouraged by the nobility. On the 29th day of July, of that year, the people assembled in groups to visit the gambling resorts—even the Royal Palace was not spared. A mob entered the house of one Belogna, where the nobles of highest rank were accustomed to meet for gaming purposes. "Ye lord cavaliers," called out one of the leaders, "do you think that you will be allowed to go on with such doings? For what else but to indulge in your evil passions for dice and cards, have you sold the poor citizen to his arch-enemy? For what else have you sold your votes to the Viceroy that he may burden us to his heart's desire?" The mob then set fire to the house, which was destroyed, together with its contents—household furniture, tables, cards and dice. It has been estimated that more than one hundred gaming houses were at this time con-

sumed by fire. Not only the nobility, but numerous adventurers gained a livelihood at these licensed *redoubts*, (as the gaming resorts were named). For instance, under the Second Duke of Alcala, a Calabrian cavalier, Muzio Passalacqua, kept a house of this character, where the play was so high that Bartholo Meo Imperiali lost sixty thousand ducats in one evening. We are told that during the time under consideration a similar state of affairs prevailed throughout the Italian Peninsula.

The picture given reflects the vices of Italian society, which had then prevailed for more than four hundred years. Sismondi and John Addington Symonds, clearly indicate that during the twelfth, thirteenth and fourteenth centuries, the gaming vice spread amongst all classes of Italians. In the princely castle, the ducal palace, the lowly cot, and even the monastery, dice and other gaming devices held sway. From such views as we obtain from the later Latin historians, of their barbarian neighbors in the north, we know that with their invasion of Italy, was introduced the gaming vice in its most persistent and pernicious features. How prone the modern Italian is to the fascination of gaming, is evident from the papal lottery system as it flourished in all parts of the country.

Passing to the northwest, we reach the little principality of Monaco, and the notorious Monte Carlo. Monaco is now reduced to a square mile or two, but has a malodorous reputation greatly exceeding its political importance or geographical dimensions. Leaving the city of Nice, by train, and passing through a tunnel, you come full upon the beautiful little bay of Villa Franca. Go under ground, again, and you presently emerge upon a rocky headland jutting out into the sapphire sea. This cape bears aloft the little town of Monaco. On the extreme southern side of the headland is a deep bay, beyond which, at a distance of less than half a mile, stands Monte Carlo on another and lesser promontory. The bay is lined with hotels, cafes, shops and lodging houses. The famous Casino crowns the slope of Monte Carlo, and contains the gambling rooms, concert hall, and theatre. Near this massive structure are more hotels and the enclosures for pigeon shooting. The walks are shaded by orange trees and cacti, while a velvet turf spreads like a verdant carpet under the trees. All this was the work of the late M. Blanc, who established the Casino and its environs, after his enforced departure from Baden-Baden. But in reality this stately palace was erected, and the surrounding grounds laid out, at the expense of the dupes, the blacklegs, and the courtesans of Europe. M. Garnier, who planned the Grand Opera House, at Paris, designed the architecture of the Casino in its sensuous detail. But this devil's university of Monte Carlo, with its classic rooms, and chairs for Professors Belial and Mammon, is, in sober truth, the erection of those named. The fortune is always with *roulette and rouge et noir*.



The Casino at Monte Carlo, Monaco.

CHAPTER II.

FARO GAMBLING AND GAMBLERS.

The general belief that cards were invented in the fourteenth century to amuse the imbecile Charles VI. of France is one of those popular errors which, despite the proofs arrayed against them by modern research, seem destined to be perpetual truth, though booted and spurred, seldom overtakes a plausible historical fable if the latter has the advantage of a start of three or four centuries, and therefore the idea that cards were originated by Gringonneur, a Parisian portrait painter, to tickle the fancy of a royal idiot, will probably continue to exist in the public mind for centuries to come. The public journals, in their answers to correspondents, reiterate the same old stereotyped tale, which seems destined to have an immortal lease of life.

The truth, however, is that cards, like chess, originated in the Orient, and were first introduced into Southern Europe by gypsies toward the close of the thirteenth century. How long they had been in use in the East is a matter of conjecture, pure and simple, but there is ground for the belief that they are as old as the Pyramids. This is a question for archaeologists to settle, and the answer to it does not fall within the scope of the present work. It is certain that they rapidly grew in public favor. During the seventeenth century the passion for card-playing became a veritable mania among the nobility and gentry, royalty itself setting the example. Louis XIV., in whom were united the incongruous characteristics of a gambler and a miser played nearly until the day of his death. During the regency, and throughout the dissolute reign of Louis XV., under the influence of Madame de Pompadour and the infamous Dubarry, the court gambled from morning till night and from night till morning, while the nation followed suit. So in England, substantially the same state of affairs existed, Charles II, with his courtiers and favorites, setting the fashion. In a word, all Europe was card-mad.

America's turn came later. With prosperity came a taste for sumptuous amusements—the legitimate offspring of wealth and leisure—and it may be questioned whether there is any country in the world where card-playing is so universal, or where so much money is staked upon the issues as in the United States.

The origin of the game of faro, like that of most games of cards, is obscure. There is a tradition that it emanated from the shores of the Nile, and that its antiquity is as venerable as that of the pyramids. Perhaps this rather fanciful theory has grown in favor from the fact that its

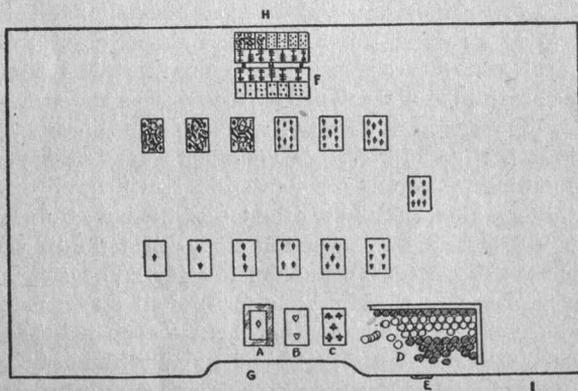
name is sometimes spelled "pharo," the name of the founder of the great Egyptian dynasty, whose head is said, in ancient times, to have been depicted upon one of the cards. Be this as it may, it is certain that centuries ago it was popular among the gamblers of France and other countries of Europe, whence it crossed the channel to the British isles and later was brought across the Atlantic to America. In the United States, it is a game *par excellence* at every gambling establishment, being at once the most absorbingly fascinating to players and the most profitable to the bank. Across the green cloth which separates the former from the latter, fortunes are hourly lost and won. The monotonous, droning call of the dealer, falling upon the ears of players, whose interest is breathless in its intensity, has proved to thousands the knell of doom to wealth, honor, integrity, and happiness. With its allurements of excitement and its tempting bait of gain, it woos its votaries to shipwreck equally certain and no less terrible than that which befell the mariner of old, whose charmed senses drank in the intoxicating music of the siren's song. Faro has been happily likened to the "tiger," which, crafty, treacherous, cruel and relentless, hides under cover waiting, with impatient eagerness, for the moment when it may bury its velvet covered claws within the vitals of its unsuspecting victim and slake its fiery, unquenchable thirst with his life blood.

The principles of the game as fairly played to-day do not materially differ from those laid down by Hoyle a hundred years ago. Be it understood, however, that this remark applies to modern faro, as played in the "hells" of this year of grace, only in the abstract. The principles (sic) upon which it is practically conducted by the dealers of to-day are of a sort calculated to astound that eminent authority on the doctrine of chances. In order, however, that the reader may thoroughly comprehend to how great an extent the player is at the mercy of the banker, it will be necessary to explain first the method of legitimate playing (i. e., if any gambling can be properly called legitimate) and then some of the devices whereby the dealer may transform his naturally overwhelming chances of winning to a practical certainty.

As preparatory to a discussion of the first branch of the subject, it may be remarked that faro is pre-eminently a game of chance. Even when played with absolute fairness, success or failure, fortune or misfortune, depend—not upon the skill of the player, but upon the caprice of blind chance. It is true that mathematical science has attempted to reduce this chance to some sort of law, and has formulated a theory as to the inherent probability or improbability of certain events happening or failing to happen, and there are devotees of faro who play upon what they believe—with a faith which approaches the sublime—to be an infallible "system." But the doctrine of chance is, after all, but an approxima-

tion to accuracy, and the only certainty about any system, however cunningly devised, is the certainty that at the supreme moment it will prove a delusion and a snare.

But, to return to the method of playing: Any number of persons may participate in the game, which requires a full pack of fifty-two cards. The dealer acts as "banker," and may, at his discretion, limit the sums to be played for, according to the amount of his capital. At public games, this functionary, assisted by one or more persons known as "lookers-out," whose duty it is to watch the table, the players and the bets, with a view to seeing that the bank's winnings are promptly gathered in, and that the interests of "the house" are properly guarded. In order to facilitate the making of bets, players purchase checks, usually made of ivory or bone or composition, though sometimes of paste-board, from the banker, who redeems them at the option of the holder. Their value is denoted either by their color, or figures stamped upon them. The banker usually limits the sums that may be bet in accordance with his capital, and the limit may be of two kinds, known as the *plain* and the *running* limit. The *plain limit* is usually twice as much for double, treble or quadruple cards as for single cards. That is to say, if a player may bet fifty dollars on either or all of the latter, he may bet \$100 on all or any of the double. The *running limit* is any sum named and its multiple of four. To illustrate, the running limit may be 50 and 200; in that case, the player may bet fifty dollars, and if he wins, may suffer the original stake and its increase (which would amount to \$100) to be where it is or move it to another place, where he may win another \$100, thus giving him with



his first stake \$200, which is the limit. This is known as parleeing a bet, and if the first bet is five, the second will be ten, the third twenty,

the fourth forty, and so on. Almost all bankers will allow a player to "parlee," as the percentage is largely in favor of the bank.

Each banker is provided with a "board" about three by one and one-half feet in dimensions, which is placed on a table about four by two and one-half feet. This "board" is covered with green cloth, on which one suit of thirteen cards of the ordinary pack are portrayed in the order shown in the foregoing illustration.

In the centre of the cut given above, the arrangement of the cards in the "lay-out" is shown. The outer line of the parallelogram represents the table. Letter "G" indicates the seat of the dealer; "I" that of the "lookout;" "F" that part of the table on which the "case keeper" (the use of which will be explained later) is placed; and "H" shows where sits that important functionary who operates the "case keeper." The players sit or stand all around the table. "A" represents the dealing box, and "B" and "C" the two piles into which the cards are divided as they issue from the box. "D" shows the "check-rack," or the apparatus for holding the "checks," and "E" shows the position of the money drawer.

The ace, deuce, queen and king are called the big square; the deuce, tray, queen and jack the second square, and so on; the six, seven and eight are called the pot. The players select their cards upon which they wish to bet, and lay upon them their checks.

All preliminaries being settled, before any bets are made the dealer shuffles and cuts the cards and places them face upward in a metal box, containing an aperture at the top, sufficiently large to allow the full faces of the cards to be seen. Originally, the cards while being dealt, were held in the dealer's hands, and in Germany they are nailed to the table and torn off one by one. For many years, however, it has been the practice to deal from an uncovered metal box, a little longer than the pack, in which are placed the "pasteboards" faces upward, so that the top card is always exposed to view. Near the top of one end of this receptacle is a horizontal slit, wide enough to admit the passage of a single card, and at the bottom are four springs, which, pressing upward, automatically force the pack toward the top of the box, thus keeping one card always opposite the slit. The top card, called the "soda," having been seen, is not used for betting, and is laid aside. The card immediately below is the banker's card, and it wins for him all stakes placed upon it in the "lay-out," provided it has not been "coppered," as explained below. The next is the player's card and wins for him in the same manner. Each pair of cards taken from the box and exposed constitute what is denominated a "turn." It may happen, however, that the player may wish to bet that a certain card may lose. In that case he places a copper (which is provided for the purpose) upon the top of his stake.

The very closest observation is necessary to detect cards prepared in either of these ways, and soft, smooth hands are necessary to use them advantageously. The advantages resulting to the skillful dealer from their use, however, are too palpable to call for further elucidation, except in connection with the explanation of fraudulent, or "fake" dealing boxes, which will be given below. Sometimes the odd spot cards, the jack and king are trimmed differently from the remainder and then reversed. They are then "run in," an odd against an even, and can be told through the difference in their size. This stratagem insures, at the pleasure of the dealer, the effectual bankruptcy of the man who plays upon a "system."

"Squares and rounds" are made in much the same way. They are cut to pull from the ends like "rakes:" Like "hollows and rounds" they can be turned around without producing any effect upon them; and, like both, when properly "sanded" (which process is explained below), they can be shuffled without changing their relative positions. They are used in the same way as common "strippers."

Another process to which the cards of the "skin" faro gambler are subjected is the preparation of them in such a way that they will adhere together. This is accomplished by rubbing them, sometimes with sandpaper, sometimes with rosin and glass, and sometimes with pumice stone. If, however, the surface be too much scratched, the abrasion will become visible when the cards are held up to the light. To accomplish the result desired most effectually, and at the same time with the least possible risk of detection, a powder composed of fish bone and rosin is sprinkled over them. When it is remembered that the dealing cards are extremely thin and smooth, the ease with which this device can be carried into successful operation can be imagined. Sometimes the backs of certain cards are roughened and the faces of others; the adhesion is then rendered very close and the added thickness so slight as absolutely to defy detection. To facilitate the use of cards thus prepared, a special dealing box, known as the "sand tell" box, has been devised, a description of which may be found in its proper place.

Still another resource, however, remains to the dealer of a "fake" game. He marks his cards along the edges on the faces, by which simple but effective plan he can always tell, with approximate accuracy, the denomination of any card below the top. This is accomplished by putting dots on the edges and it is absolutely essential to the successful operation of most of the "faked" boxes described below. Similar dots may be seen along the left hand edge of the card shown in the accompanying cut of the dealing box.

2nd. THE DEALING BOX.—When the dealing box was first introduced, more than half a century ago, it was claimed in its behalf that it

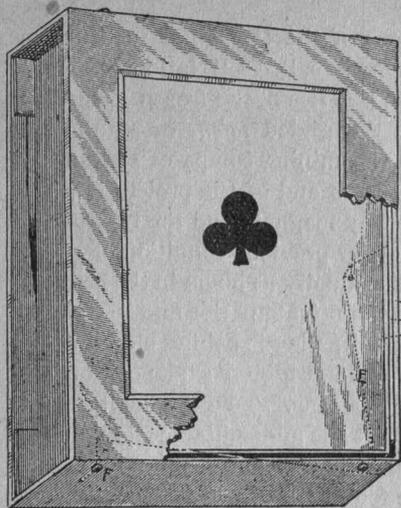
insured absolute protection against fraud on the part of either dealer or players. Practically, as years have passed and new features have been engrafted upon it, it has become the most effective agency for unlimited fraud that the most nefarious dealer could desire. Indeed it may be questioned whether the original object of its introduction was not to render more easy the task of completely stripping every man who should venture to play against the bank. Hoyle points out that the odds, even in legitimate play are always in favor of the banker, and it seems hardly probable that he would himself suggest an innovation which might in any degree lessen his chances. The first boxes were made of brass, a very little larger than the pack, and about half an inch wider, with one side left open for the admission of the pack. The side opposite had an opening, close to the top, large enough to allow a single card to slip out, and in the top of the case was another of sufficient size to permit the insertion of the end of the finger to slip off the top card. At the bottom were springs to keep the pack constantly pressed up to the top of the box. That such a contrivance might be used with perfect fairness in dealing faro cannot be disputed. The fact remains, however, that almost every American gambling den to-day has at hand boxes which are cunningly contrived devices to facilitate the fleecing of the ignorant, to convert chance into certainty, to transform the unsuspecting player into the victim and the dealer into the harpy.

In order to have a thorough comprehension of the following description of some of the "fake" boxes now in use, it may be well that the reader understand the object sought to be gained through them. The rules of the game require that but one card shall be dealt at a time. To a dealer determined to win, it is of the utmost importance to know, before the card issues from the box, what that card is going to be. In this, he is greatly aided by the preparation of the cards as described above. Still, he needs some mechanical device through which he may put this knowledge into practical operation, either by failing to deal any certain card at a moment when its issuance from the box means loss to the bank, or by putting out a card which is sure to win for himself. To give him this advantage he uses a box so constructed that he can control its operations at will. It will thus be seen that his cards and his box supplement each other. To know the cards would avail him nothing unless he might use those which he needed; to be able to deal fraudulently would be of no possible advantage, unless he knew precisely which card to deal. Taken together, they form a combination so strong as to be impregnable to the dupe who fancies that he and his crafty opponent meet on a fair field in open, even if not honorable, combat.

At the present time, the "fraternity" generally use one of three varieties of boxes, known respectively as the "lever," or "end squeeze

movement," the "needle movement," and the "sand tell" box. Of these, the former is the most common, and the second the most expensive, while the third is commonly employed for a special purpose, which will be explained.

The accompanying cut shows the mechanism of the "screw box," at one time very popular with gamblers, and still used in some houses.



The front side of this box, "A," is provided with three thin perpendicular plates, of which two are stationary, but all of which seem to be solidly joined together. Between the stationary plates "B" and "D," whose inner surfaces are so highly polished as to reduce friction to a minimum, slides another and invisible plate, marked "C," and which is adjustable and highly sensitive to the secret manipulation of the practiced dealer. This centre piece "C," when properly placed and at rest, presents an upper edge a trifle above the two stationary plates, leaving an aperture so narrow that the dealer can take but one

card from the box at a time.

"F" is a screw which operates a secret lever, "E C," between the two plates "B" and "D." This lever hangs on a pivot, and by slightly pressing the screw with the thumb the adjustable plate "C" quickly responds, and drops until its edge is even with those of the stationary plates "B" and "D," thereby enabling the dealer to take two cards from the box at one time without observation.

Upon removing the thumb pressure from the screw "F," the adjustable plate "C" rises to its original position.

There is a flat metal piece in the inside of the box at the bottom, which, when pushed forward, instantly and securely locks the box, preventing the discovery of its mechanism, should any of the players request permission to examine it. Such permission is always cheerfully, and usually courteously given.

Finally, inside of the box, as in all others, is a thin plate the size of the cards, which is placed in a level or horizontal position, upon which the cards rest, and which is supported by four steel springs, that force the cards up to the top of the box so that they may always be ready for dealing.

CHAPTER III.

POKER AND POKER PLAYERS.

The game of poker is undoubtedly one of the "peculiar institutions of the United States and, like base-ball, may be called a "National game." It finds an abiding place alike among the pineries of the frozen Kennebec and the orange groves of Florida, in the gilded *salons* of Manhattan Island, the backwoods of Arkansas, and the mining camps of California. It numbers among its devotees men of letters and of the proletariat, the millionaire and the shoe-black, the railway magnate and the tramp. It recognizes no distinction of "age, color, or previous condition of servitude." It draws not the line at sex, and is equally at home in the fashionable club house and the gambler's den, the private parlor and the cheap lodging house. Men who avowedly abhor it, play it behind closed doors and drawn curtains, and ladies of culture and high social position are among its most devoted and most skillful patrons. To describe its fascination is as difficult as to account for it, yet the undisputable fact remains that of the vast army of men connected with mercantile pursuits in the United States, comparatively few can be found who have not some knowledge of the game; and were the whole truth disclosed, no insignificant number might reveal a tale of losses of no little magnitude.

Gentlemen, who would not, for worlds, enter a gaming hell, and who are apt to pride themselves upon their ignorance of faro, play poker at their clubs and by their own firesides, without either compunction of conscience or pretence of concealment. Intelligent, thoughtful men, eulogize the game as far removed from vulgarity, as calling into exercise some of the highest faculties of the human mind, and as resulting in healthy, moral effects.

This enthusiastic laudation of the game is all very well, but the naked facts remain, that whatever argument may be advanced against any form of gambling, may be urged with equal force against poker; and that this game sanctioned as it practically is, by the countenance of the reputable men who never set foot within a gaming house, has done more to weaken the moral sense of the country at large as to the general question of gambling than any other single agency. Its growing popularity and increasing prevalence constitute a menace by no means to be ignored to the prosperity, the morals, even the perpetuity of our people. A nation of gamblers is a nation whose course is already turned towards the setting sun.

In poker, as fairly played, every player is for himself and against all others, and to that end will not let any of his cards be seen, nor betray the value of his hand by drawing or playing out of his turn, or by change of countenance, or any other sign. It is a great object to mystify your adversaries up to the "call," when hands have to be shown. To this end it is permitted to "chaff," or talk nonsense, with a view of misleading your adversaries as to the value of your hand, but this must be without unreasonably delaying the game.

When the drawing is all complete, the betting goes around in order, like the drawing, to the left. The ante man is the first to bet unless he has declined to play, and in that case the first bet is made by the player nearest to the dealer on his left. But the player entitled to bet first may withhold his wager until the others have bet round to him, which is called "holding the age," and this being considered an advantage, is very frequently done.

Each bettor in turn must put into the pool a sum equal at least to the first bet made; but each may in turn increase the bet, or "raise" it, as it comes to him; in which case the bets proceeding round in order must be made by each player in his turn, equal to the highest amount put in by any one; the party who fails being required to go out of the play, forfeiting his interest in the pool.

When a player puts in only as much as has been put in by each player who preceded him, that is called "seeing the bet."

"When a player puts in that much, and raises it, that is called seeing the bet and "going better."

When the bet goes around to the last bettor, or player, who remains in, if he does not wish to see and go better, he simply sees and "calls," and then all playing must show their hands, and the highest hand wins the pool.

When any one declines to see the bet, or the increase of bet, which has been made, he "lays down" his hand; that is, throws it up with the cards face downwards on the table. If all the other players throw down their hands, the one who remains in to the last wins, and takes the pool without showing his hand.

To "bluff" is to take the risk of betting high enough on a poor hand or a worthless one, to make all the other players lay down their hands without seeing or calling you.

When a hand is complete so that the holder of it can play without drawing to better it, that is called a "pat" hand. A bold player will sometimes decline to draw any cards, and pretend to have a "pat" hand, and play it as such when he has none.

A skillful player will watch and observe when each player draws, the expression of the face, the circumstances and manner of betting, and

judge, or try to judge, of the value of each hand opposed to him accordingly.

No one is bound to answer the question, how many cards he drew, except the dealer; and the dealer is not bound to tell after the betting has begun.

RELATIVE VALUE OF HANDS IN THEIR ORDER, BEGINNING WITH BEST.

1. *A Sequence Flush*—Which is a sequence of five cards, and all of the same suit.
2. *Fours*—Which is four of the five cards of the same denomination.
3. *A Full*—Which is a hand consisting of three cards of the same denomination and two of likewise equal denomination.
4. *A Flush*—Which is all five cards of the same suit.
5. *A Sequence*—Which is all five cards not of the same suit, but all in sequence. [In computing the value of a sequence, an ace counts either as the highest or the lowest card; that is below a deuce or above a king.]
6. *Threes*—Which is three cards of the same denomination, but the other two of different denominations from each other.
7. *Two pairs*.
8. *One pair*.

When a hand has neither of the above the count is by the cards of the highest value or denomination.

When parties opposed each hold a pair, the highest pair wins, and the same when each party holds threes or fours.

When each party holds two pairs, the highest pair of the two determines the relative value of the hands.

When each party holds a sequence, the hand commencing with the highest card in the sequence wins; so, also, when two or more parties hold flushes against each other.

That full counts highest of which the three cards of the same denomination are highest. The two cards of same denomination help only to constitute the full, but do not add to the value of the hand. When hands are equal so far that each party holds a pair, or two pairs, of exactly the same value, the next highest card or cards in each hand must be compared with the highest card or cards in the other hand, to determine which wins.

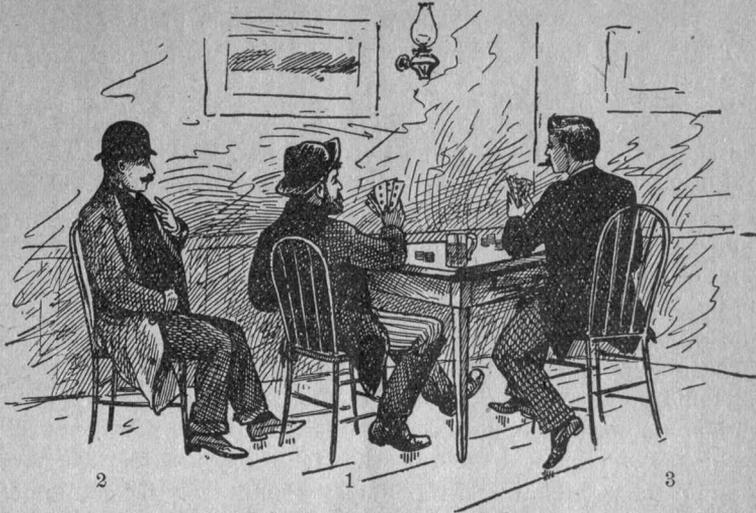
In case of the highest hands, (which very seldom occurs) being exactly equal, the pool is divided.

TECHNICAL TERMS USED IN POKER.

Age.—Same as eldest hand.

Ante.—The stake deposited in the pool by the age at the beginning of the game.

"TIPPING THE HAND."



The accompanying illustration affords a view of two "skin" gamblers engaged in victimizing a "sucker" by means of a trick familiarly known among the fraternity as "tipping" or "signing the hand." Large sums of money have been won through this means, not only from verdant dupes, but even from professionals who prided themselves upon their astuteness. In order to work it successfully, marked cards are indispensable, and at least one of the confederates, who act in unison, must be an expert at the use of "paper," as marked or "advantage" cards are called among the gamblers.

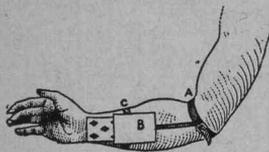
The cut shows the method in which the trick is carried on. Player number 3 represents the "sucker;" player number 2 the swindler who has induced him to play on the promise of "tipping" the "hand" of number 1, who is in reality the partner of number 2, although, of course, this latter fact is unknown to number 3. The method of playing this nefarious confidence game may be best shown by an illustration. Number 2 always faithfully signals number 3 precisely what cards are in the hands of number 1. The latter being an expert marked card player, of course, knows with absolute certainty what cards are held by number 3. Let us suppose that number 1 holds a pair of sixes and number 3 a pair of fives. Number 2 signals to number 3 that number 1 has in his hand a low pair. Number 3 is naturally in the dark as to whether the pair in question is of a lower denomination than his own, and in the hope that it may prove to be makes his bet. Number 1 immediately "raises" him, and this is continued as long as the victim can be induced to wager, or until number 3 has "staked" his pile." The hands being "shown down," of course number 1 takes the stakes.

I. THE BUG.

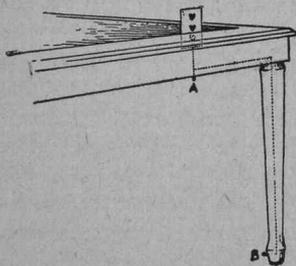
I. THE BUG.—This instrument is very simple in its construction, and although sold by dealers in “fake” goods, is often made by gamblers themselves. Its mechanism is shown in the accompanying cut. “B” represents a piece of watch spring which is fastened to the table by means of an awl “A” in such a way that the point may curl over. The awl is pressed into the under side of the table, just far enough from the edge to permit the placing of a card. The watch spring snaps up against the bottom. The method of using it is as follows: Some high card, for example, the king or an ace, is slipped under the bottom of the table, the watch spring holds it firmly in place. As soon as the party receives, in the regular course, a card, or perhaps a pair of the same denomination as the one which he has secreted in the “bug,” he puts his hand over the edge of the table, under which he puts his thumb, he then deftly raises the card which he has concealed, at the same time taking an inferior card from his hand and placing the latter in the “bug” instead of the one which he has taken out. It will be seen that he thus obtains a high pair, or possibly three high cards of the same denomination.



II. THE SLEEVE HOLD OUT.—This apparatus consists of a leather band, (lettered A in the illustration) fastened around the right arm, beneath the coat sleeve, near the elbow, to which is attached a spring, pressure upon which works a rod which connects with a plate (lettered B in the cut). The method of using this device is shown in the illustration. The cards which are “held out” are placed beneath the plate B, which holds them in position. When the player wishes to draw them from his sleeve, he presses his arm against his body, thus setting in operation the spring which works the rod and throws forward the concealed cards from behind the plate, as shown in the cut.



III. THE TABLE HOLD OUT.—As are the three other contrivances above described, so is this a device for concealing cards abstracted from the pack during the progress of a game of poker. It differs from the others, however, in that it is permanently attached to the table, instead of being carried about by the player himself. The illustration shows the plan of its construction. A card may be seen protruding above the surface of the table, directly where the cloth covering joins the wooden border. This card is forced up through a concealed slit at the will of the gambler, by means of a hidden mechanism. The



dotted line running from the slit to the foot of the table's leg represents a wire which operates a spring whereby the card is forced upward, or lowered, through the slit, at the option of the manipulator. "A" is a point at which is inserted a small knob, or button, pressure upon which works the spring. By pressing with his foot at "B," the player accomplishes the same result. The method of its use is as follows: The abstracted cards are placed in the slit, the player holding his hand of cards in front of it; they are then drawn down and retained beneath the table until the moment arrives when they are to be used. Pressure at either "A" or "B" forces them up, and the sharper takes them in his hand, at the same time discarding an equal number of cards from his hand into the slit.

IV. VEST HOLD OUT.—Some gamblers prefer this contrivance to any other, for the reason that it permits the holding out of an entire hand if the player so desires. The accompanying illustration shows the method in which it is worked. "A" indicates the location of that part of the mechanism which holds the abstracted cards; "B" is a piece of catgut attached to that part of the apparatus concealed beneath the vest, and running underneath the clothing to the heel, where it is fastened either to the shoe or the clothing. The cards selected to be "held out" are placed inside the clamp underneath the vest. When the player stretches out the leg along which runs the catgut, the plate inside the vest comes forward and the cards may be easily withdrawn; when the heel is drawn back beneath the chair the tension on the catgut is increased, and the clamp recedes behind the vest.



CONVEXES, OR SHINERS.

Of all the devices for defrauding at poker, the "shiner," or "convex" is perhaps the most simple and the most effective. They are of various forms. At first a circular piece of silver highly polished and convex in form, about the size of a five-cent piece, was used. The player employing it places it on the table in front of him, using the utmost pains to conceal it from observation. The advantage resulting from its employment is its power of reflecting whatever is held above it at any angle, thus enabling the dealer who used it to read the face of each card as it was taken, face downward, from the pack. Of late years, however, the makers of these implements have greatly improved the process of manufacture.

CHAPTER IV.

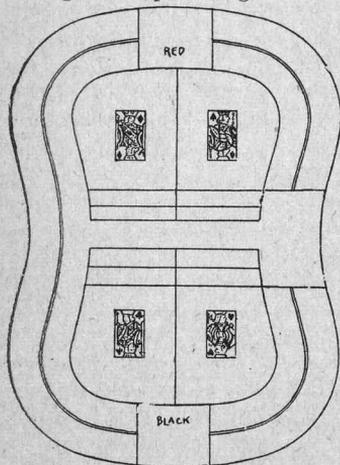
SHORT GAMES.

The name "short" games is applied among gamblers to those which require comparatively little time in which to determine the issue of the hazard. In the present chapter, those best known and most commonly played in gaming houses will be described and the methods of trickery employed by those who conduct them will be pointed out.

Chief among games of this description are "rouge et noir," "roulette," "keno" and "rolling faro." These will be taken up in the order indicated.

ROUGE ET NOIR.

As played in this country, this game differs materially from the mode of playing in vogue on the continent of Europe. In foreign gaming houses—particularly at the more famous resorts, such as Monte Carlo or Baden-Baden—the game is probably conducted fairly. In other words, the proprietors are satisfied with the revenue which they can derive from the legitimate percentage which accrues in their favor under the operation



of the ordinary laws of chance. In this country, however, not only is the method of play vastly simplified, but it has degenerated into a mere scheme of robbery. The players are utterly at the mercy of the manipulators of the machine.

The game is always played with the adjunct of a "lay-out," which is depicted in the accompanying cut. The outer line, as shown in the illustration, represents the outer edge of the table, which is covered with a green cloth. The middle line serves no special purpose, but adds one more striking feature to the device. The inner line serves to mark off that por-

tion of the table on which are depicted the representation of the four jacks found in every pack of cards. At the two ends of the table and on the right hand side are blank spaces. Those at the ends are colored—the one at the top red, the one at the bottom black. The space on the right hand side is for the placing of wagers.

Any number of persons may play.

Bets may be made in either one of the four ways—on the red; on the black; on either jack, or on any one of the four jacks. In the two cases first mentioned the bettor places his wager on the color which he selects. If he wishes to bet on any particular jack (that of hearts, clubs, diamonds or spades), he lays his money on that one which he chooses. If he prefers to bet that some jack (without indicating which) will win, he lays his venture upon the blank space at the right hand side of the table, as shown in the diagram.

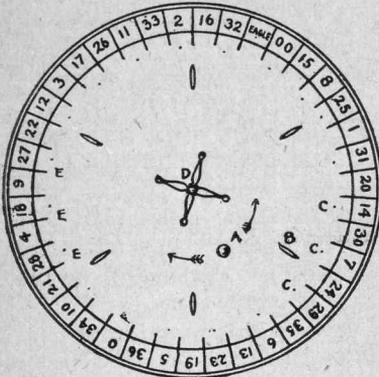
If he bets on the winning color, the bank pays him an amount equal to the sum staked, which latter, of course, he receives back. If he selects a particular jack and the one on which he has placed his wager happens to win, his stake is returned to him, together with an increment of ten times the amount. If he places his wager on the blank space to the right he is understood to have bet that some one of the four jacks will win, and if his hazard prove successful, his gains are measured by a sum twice that of his original bet.

The bets having all been made and placed, the play commences. The banker places a full pack (fifty-two cards) in a dealing box, similar to those used in playing "faro," which have been already described, but with this variation: In "faro" the cards are inserted and dealt face uppermost, the opening being large enough to afford a clear view of the card; in rouge et noir they are inserted and dealt face downward, and the aperture in the box is only large enough to permit the dealer to run them off readily with the index and second fingers of the left hand.

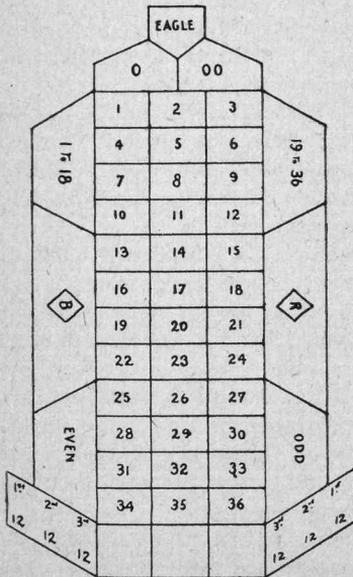
The first two cards, after being withdrawn from the box, are laid upon the table, faces downward, and the third is turned over. This constitutes a "run," and the gains or losses of the players are determined by the color (and sometimes the denomination) of the third card. If it happens to be red the bank pays all bets placed on the space at the upper end of the table, marked "red," and gathers in all other wagers placed upon the table. If it chance to be a jack, and any player has placed his money on the representation of that particular jack upon the "lay-out," the fortunate individual wins ten times the amount which he ventured. If a player has bet upon "jacks," without naming any particular one—placing his money in the space at the right hand side of the table—and a jack of any suit is turned up, he is given, as his winnings, double the amount of his wager.

ROULETTE.

Roulette, as will be seen from the illustration, is played upon a table in the form of an oblong square, covered with green cloth, at one end of which is a round cavity, around the sides of which, equi-distant one from the other, are arranged several metal bands—usually of copper—which, commencing at the top, descend to the extremity of the machine. The cavity is movable, and in its centre is a circular bottom containing thirty-



nine holes to which the bands are attached, and upon which are painted, alternately, in black and red, thirty-six numbers, running from 1 to 36, besides (O), a (OO), and a picture of an eagle or the word itself printed thereon. In the middle of the cavity, are three or four little metal prongs, centering at "D," which are used in imparting a rotary motion to the bottom. The revolution of the ball is checked by slender metal plates (indicated on the diagram by the letter "B") about two inches in length and rising about one-quarter of an inch above the lower surface.



The remainder of the table is laid out as shown in the cut. The figures are arranged in three columns, and above them in two divisions nearest the Roulette wheel, are single and double OO respectively. The figures are painted black or red, to agree with the corresponding color of the numbers on the wheel. At the head of each column there is a compartment for placing a stake which is made on the column. On each side of the foot of the columns of figures are three spaces, each of which contains the number twelve. These are known, respectively, as the 1st, 2nd and 3rd twelves. Stakes placed on the first

space are considered to be bets on the numbers 1 to 12; the second space is for bets on numbers 13 to 24; the third space for numbers 25 to 36, all inclusive.

The space on either side of the entire length of the columns is divided into three parts. The upper left hand division is for bets on numbers 1 to 18; the corresponding right hand division is for numbers 19 to 36. The large division in the middle of the left hand side, lettered "B" in the illustration, is for bets on the black; the similar one upon the right, marked "B," is for wagers on the red.

The lower division on the left hand is for bets on even numbers; the division opposite on the right is for odd numbers.

There is a banker and several assistants; an unlimited number of persons may play.

One of the assistants sets the machine in motion, at the same instant throwing an ivory ball into the cavity in the opposite direction to the movement which he has given to the movable bottom. The ball makes several revolutions with great rapidity until its momentum being exhausted, it falls into one of the thirty-nine holes formed by the copper bands. It is the hole into which the ball falls that determines the gain or loss of the numerous chances which this game affords to players.

If the reader will examine the cut showing the lay-out, he will perceive that there are numerous chances to be played for: Single and double (O); the "eagle;" black and red; the three columns; the first and last half of the numbers, respectively, consists of 1 to 18, and 19 to 36 inclusive; the three 12's, consist of 1 to 12, 13 to 24 and 25 to 36; odds and even; and lastly, the numbers, either single or in small groups.

Stakes bet on black or red; the first or last half of the numbers; also on odd and even, are called single stakes. Stakes on either of the three 12's, or on either of the three columns, win double the amount. Stakes on any single number, or on either of the (O's), or the eagle, are paid thirty-five times their amount if they are successful.

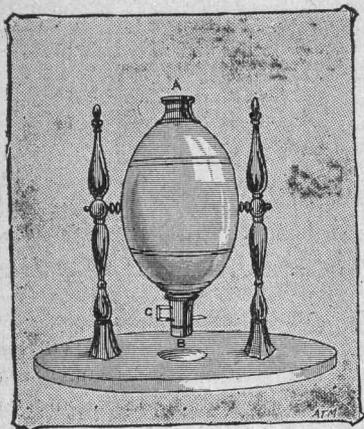
Bets may be made on groups of not over six consecutive numbers, and win as many times the amount of the stakes as the grouping is contained in thirty-four, omitting all fractions; so that a bet on any four designated consecutive numbers would win eight times the amount of the stake, provided any one of these numbers comes out.

It has already been stated that the space occupied by thirty-six numbers are all either red or black; and as the numbers are equally divided between the colors eighteen to each, a stake on either color is a single bet. The O's and the eagle are painted green, and if a zero or eagle turns up, bets on either black or red are lost by the players.

It is only of late years that the majority of roulette wheels contain a picture of an eagle, a similar picture being painted upon the cloth. Bets on the eagle, if won by the player, are paid in the ratio of 35 to 1.

KENO.

This game is a favorite one with nearly all non-professional gamblers, not only because the risk of loss involved is not large, but also because of the popular impression that it is always played "on the square." As a matter of fact, it usually is conducted fairly, although, as will be explained, sometimes bare-faced swindling is resorted to by the proprietors.



The game very closely resembles the children's pastime of "lotto." Any number of persons may play. Each one desiring to participate in the game buys a card on which are three horizontal rows of five numbers each, arranged altogether without regularity. The price paid for a card is commonly twenty-five cents, although sometimes the stakes are considerably higher. None of the cards contain a higher number than ninety-nine. The conductor of the game—who is known as the "roller"—takes his position, usually upon a raised platform, in full view of the players. Before him is placed a globe containing ninety-nine balls, numbered consecutively from one to ninety-nine, to correspond with the figures on the players' cards. The balls having been thoroughly mixed, the "roller" presses a spring at the bottom of the globe, opening an aperture just large enough to permit one ball to drop at a time. As soon as the first one has fallen, the aperture is closed and the "roller," in a loud voice, calls out the number inscribed upon it. If a player finds the number in either of the three horizontal rows on his card he places a button over it. When any player has all five numbers in any one of his rows thus called out, he exclaims "keno," after which the "roller" takes no more balls from the globe. His card is then inspected by one of the "collectors"—of whom there are usually two—and if his tally is correct he is given the entire amount of money paid by all the players (which is called "the pot") less a discount of fifteen per cent., which is retained by "the house" as its "percentage." Thus, if there are a hundred players, each of whom has paid twenty-five cents for a card, the winner receives twenty-one dollars and twenty-five cents, the bank reserving to itself three dollars and seventy-five cents as "percentage."

CHAPTER VI.

DICE AND THE DICE BOX.

The origin of dice is shrouded in obscurity, but it is certain that their use has come down to modern days from a period of remote antiquity. Dice throwing has always been one of the most popular forms of gaming, and in days gone by immense fortunes have been staked and lost upon the throwing of the cubes. Of late years, however, the popularity of this method of gambling has been rather on the wane, as compared with the past. It is by no means so common a recreation of gentlemen gamblers, who delight in playing a fair game of chance for stakes with their friends. It is now chiefly played in gaming houses, and the dice are among the implements of the professional gambler.

Nevertheless dice are among the most time-honored tools of the "professional." The honor of their invention is ascribed to the Egyptians, and in some of the bas-reliefs that have been disinterred in the land of the Pharaohs, figures playing with something closely resembling dice are discernible. The Ethiopians of three or four thousand years ago were, it is believed, addicted to gaming of this sort, and in this connection it may be remarked that gambling is quite as much a barbaric as a civilized vice. In fact it may be questioned whether the Troglodytes did not gamble in their caves, and swindle one another out of the spoils of the chase before they had learned to construct huts in which to live.

It is not the intention of this chapter to describe all the games of dice which may be played—some of which are yet a favorite amusement among gentlemen—but to explain those most commonly used by card sharps as a means of defrauding the ignorant. In fact the practices described in this chapter hardly deserve to be ranked with "games" considered as such. They partake rather of the nature of tricks, and, without exception, are illy concealed games of fraud.

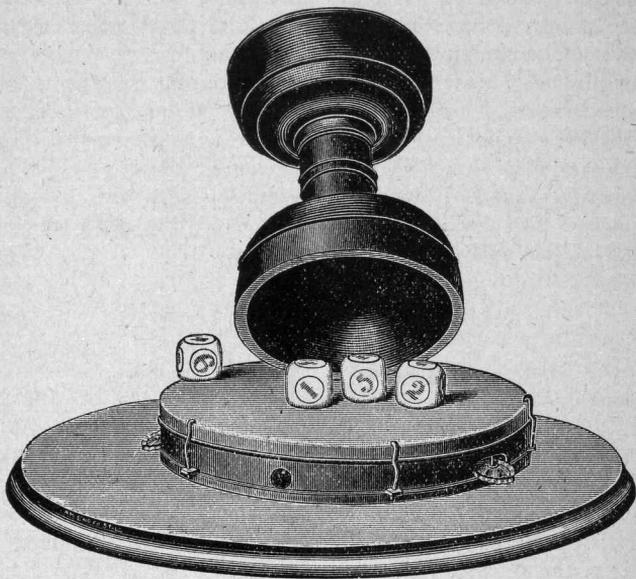
The various devices will be treated *seriatim*. And first we will begin with one of the best known and most frequently played.

HIERONYMUS.

This is, perhaps, one of the most successful games of dice—considered from the standpoint of the operator—known to the gambling fraternity.

The illustration affords a view of all the paraphernalia employed in conducting it. On a cloth-covered table rests an inverted tambourine, above which stands an implement substantially of the form depicted in the

cut. The latter may be best described as consisting of two wooden bowls, the smaller ends of which are placed opposite each other and connected by a hollow tube as shown in the diagram. On the cloth which covers the table are painted numbers from one to six. Three dice are used in playing, differing from ordinary dice, only in being larger and in having figures painted on the faces, instead of the small black dots commonly employed.



The mode of playing is as follows: Players select the number or numbers on which they wish to bet, and place their wagers on the corresponding squares on the cloth. The dice are then placed in the upper bowl and permitted to drop through the tube, and fall upon the tambourine, directly under the inverted bowl. The bowl is then raised, and if the bettor happens to have placed his stake on the number appearing on one of the upper faces of the cubes, he wins the amount of his bet. If the number which he selected appears on two of their faces, the proprietor of the bowl pays him double. If the three dice all show the same number and he has happened to place his wager thereon, the operator pays him three to one.

The "percentage" against the players in this game is so large that the proprietors are ordinarily content to play it "on the square." It sometimes happens, however, that the operation of the reorganized laws of chance seems to be reversed, and a player wins over and over again. Of course,

this is not to be tolerated. The proprietor of the game is running it for his own pecuniary profit; the idea of conducting a scheme for the benefit of the general public has never occurred to him. Accordingly he has resort to trickery. Sometimes instead of taking all three dice from the tambourine, he removes only two, thus retaining a knowledge of at least one of the winning numbers. I have also known a device of this kind to be resorted to: When a certain number is winning repeatedly, the operator, having (apparently by accident) knocked the dice off of the table, while stooping to pick them up will substitute another set of three cubes, none of which contains the cubes in question.

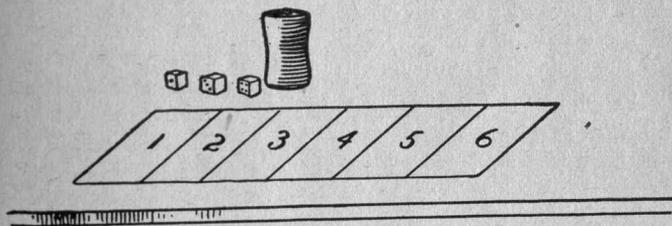
But the most contemptible form of swindling consists in replacing the tambourine by a thin board, which may be so agitated, by means of a concealed spring, as to overturn the dice after the manipulator has ascertained the numbers shown by looking through the tube.

Sometimes the operator provides himself with dice having all the faces marked with the same number, by substituting one or more of which he is able to cast whatever throw he pleases.

CHUCK-A-LUCK

This is a simple little game of dice, yet one of the most fascinating of all games of chance. It is sometimes designated as "the old army game," for the reason that soldiers at the front were often wont to beguile the tedium of a bivouac by seeking relief from monotony in its charms.

The outfit requisite to play the game is simple and inexpensive, consisting of three small dice, a dice-box, and a cloth on which are inscribed the numbers one to six, corresponding to the dots, or "pips," on the six faces of the cubes.



Bets are made by placing the money wagered on the numbers on the cloth. The dice, having been placed in the box, are shaken and thrown upon the table. Bets made upon either of the three numbers which come uppermost are won by the players. Money staked on either of the remaining numbers are won by the bank.

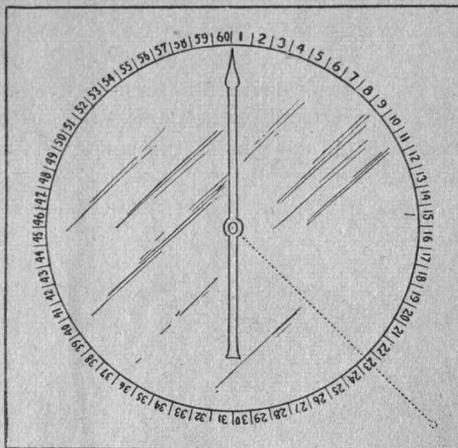
On its face, this game appears to be one of pure chance. As played upon fair and circus-grounds, however, there is very little chance about

it. The "banker" does not throw the dice fairly. Through long practice, he is able to retain two of them between the fingers of the hand which he holds over the inverted dice-box. The other die he allows to remain in the box, and rattles it against the sides, occasionally knocking the box itself against the button of his coat in order to simulate the sound produced by the shaking of three dice. When he removes his hand from the mouth of the dice cup, he drops upon the table the two dice which he held in his hand and permits the third die to fall by chance. The reader will perceive, that he thus makes himself absolutely certain as to two of the faces which will be exposed when the cup is lifted. When it is remembered, that the box is not agitated until all the bets have been made, it will be readily perceived how great is the unfair advantage thus obtained.

This game is a favorite one with outside sharpers for "ringing in" loaded dice on the manipulators. It is a very simple matter to substitute prepared cubes for those used by the operator, and, after winning his money, to replace those originally employed by him. I have myself successfully practiced this trick many times, very much to the financial loss and mental chagrin of the proprietor of the dice and box.

One of the most artful devices practiced by swindlers in operating this game is that which I will now describe. The proprietor of the game has, as a confederate, a "side partner," who keeps himself studiously in the back-ground until the opportune moment presents itself for his appearance upon the scene of action. Meanwhile, the chief manipulator of the scheme inveigles a countryman, whose avarice surpasses his sense, to enter into a partnership with him for the purpose of fleecing his own friends and acquaintances. This individual is to develop, later, into the dupe. He is required, before securing an interest in the prospective profits of the game, to advance a sum of money, the amount of which is gauged only by the size of his pocket and credulity. After the proprietor has received the cash, the countryman remains by the table where the game is being operated, serenely confident that he is about to win a large sum through imposing upon the confidence of his towns people. The "side partner" soon makes his appearance, usually in a state apparently bordering on beastly intoxication. The greenhorn regards him in the light of a "soft mark," and at once approaches him with the suggestion that he "try his luck." To this the seemingly drunken man assents, substitutes loaded dice or "other ringers" for those previously used by the operator, thus winning the entire amount of his stake. This he continues to do, until he has won a sum sufficient to absorb all the "capital" which the "sucker" had advanced. The result is that the latter's interest in the concern is speedily wiped out, and the proprietor and his confederate divide the sum thus gained between them.

To operate the machine two men are necessary, in addition to a number of "cappers." The apparatus consists of a circular piece of wood, usually some 2½ feet in diameter, at the outer rim of which are painted numbers from 1 to 60. Inside this is placed a round plate of heavy glass, on which is painted either an arrow or a small pointer. This inner plate revolves upon a central pivot. Prizes of money or jewelry are placed upon the numbers. Those who wish to win any of them buy tickets, on each of which is inscribed a number, the purchaser selecting his ticket at random, from a large number



which are placed in a box. At the right of the ostensible proprietor sits his confederate, who poses as "book-keeper." In order that no "sucker" may, by any chance, win a prize of any value, a lever, similar to that used in the squeeze spindle is sunk into the table and concealed by the cloth cover. The "book-keeper," by pressing on the end of the wire rod, which is directly underneath his book, can apply friction to the pivot and cause the wheel to stop at any number which he may choose. It is hardly necessary to say that the box from which the purchaser takes his ticket contains none bearing the number which would call for a valuable prize. In order, however, to keep up the interest of the dupes and stimulate their spirit of gaming, the "book-keeper occasionally brings the glass to a stand still at a point where the arrow indicates a money prize. Instantly a "capper" steps forward from among the crowd, presents a ticket and claims the prize. The ticket is carelessly thrown on one side and the money handed over to the confederate, who takes his departure. The unsuspecting fools who are not in the secret pursue the play with fresh zest, each one fancying that he has some chance of winning a large stake "next time," but unfortunately for the victim the moment for his winning never comes.

In case any of the players should become suspicious, and demand a sight of the tickets remaining in the box, in order to satisfy himself that the numbers corresponding to the money prizes are actually there, the proprietor cheerfully assents, readily producing the box, into which he has surreptitiously transferred the necessary cards from his pocket.

WHEEL OF FORTUNE OR CHUCK-A-LUCK.

This is the name given to a gambling device which has been a favorite with the "fraternity" for many years, and which has never failed to prove a sure bait to trap the unwary and an unfailing source of rich income to its manipulators.

It is made with or without a "fake" attachment, its general appearance in either case being the same. The nature of the "fake" and its

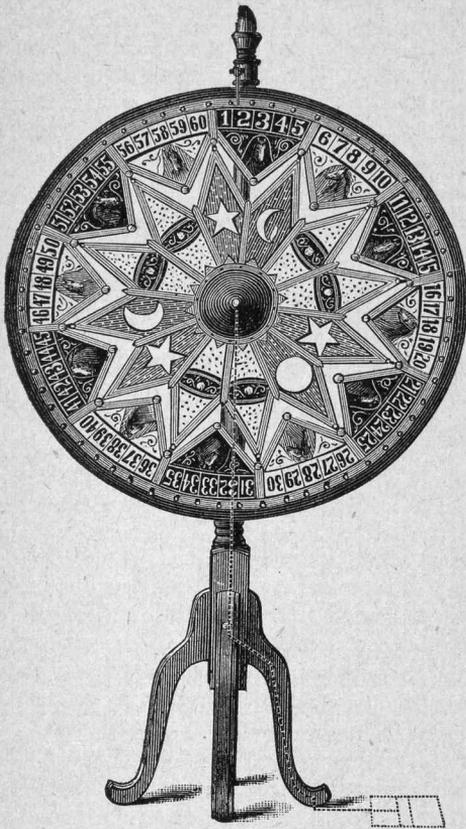
mode of operation will be explained below; the construction of the wheel will be first described.

It is a handsome apparatus, standing about seven feet high. The wheel itself is usually about four feet in diameter, and rests upon a tripod three feet in height. Inside the rim of the wheel is a twelve-pointed star, between each two points of which are inscribed either five or six numbers, the figures being painted on the rim and running from one to sixty or seventy-two, consecutively. The wheel and star revolve simultaneously around a common axis. At the top of the wheel is an arrow, pointing downward, which serves as an indicator.

Around the wheel is a wooden frame which is covered with cloths on which, when the seventy-two number wheel is used, are

painted the numbers one to six, or on which are arranged paddles, each one of which is marked with either one or six numbers, the uses of which will be described later.

The wheel is used either as an adjunct to a scheme for the distribution of cheap prizes or as a means of making bets. The former plan is



the one generally adopted at small fairs, when a "lay-out" of inexpensive queen's or glass ware is spread upon the table, each article, or lot, bearing its own number. In this case, the manipulation of the wheel is sometimes conducted fairly, the legitimate odds in favor of the proprietor being sufficient to justify him in giving the dupes some sort of a chance.

Where the game is played for prizes, the common practice is to use the paddles above referred to, each inscribed with six numbers, the twelve paddles embracing the range from one to seventy-two. Each person wishing to take a chance pays for a paddle (usually twenty-five cents), and when all possible have been sold, the wheel is set in motion. When it comes to rest, the indicator at the top points to a number, and the holder of the paddle bearing the corresponding number has it at his option either to take the prize or \$1.50 in money.

The most profitable form of the wheel, however, is that which is sometimes designated the "six number wheel," so called because the spaces between the points of the star are each numbered from one to six. When this device is operated, the frame is sometimes covered with oil-cloths, each containing six squares, numbered from one to six. Sometimes six paddles, each bearing a separate number (running from one to six) are employed besides the cloths; and not infrequently a double set of paddles, similarly numbered.

In the latter case, the players place their stakes on some one or more numbers upon the cloth. The paddles are used when the crowd is too great to be accommodated at the cloths. When the wagers have all been placed, the wheel is set in motion. Breathlessly the players await the result. When it ceases to revolve, the indicator at the top points to some number. The player who has placed his stake upon that number has it returned to him, increased by four.

As a matter of fact, however, when the wheel comes to rest it is usually discovered that no heavy player has been fortunate enough to make just that bet. The reason is simple. The reader who will carefully examine the accompanying diagram will perceive the representation of a rod running through the upright support of the wheel and one of the legs of the tripod, thence turning to the right and terminating under a plank in the floor, directly below the operator's foot. By simply pressing on this mechanism, the latter checks the motion of the wheel by application of friction at the pivot, and brings it to a standstill at any point which he may desire.

Not always, however, is the proprietor of the wheel the only sharper on the ground. Sometimes he discovers, when it is too late, that he has been playing a game of "diamond cut diamond." His apparatus fails to work as he had expected, and when he has "gone broke," as gamblers term financial ruin, he carefully examines his wheel, and learns that some

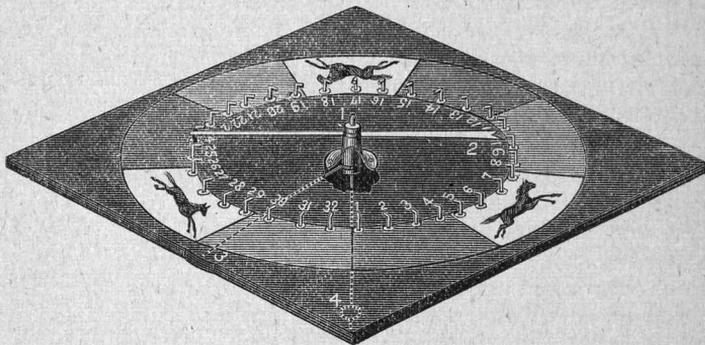
more astute scoundrel than himself has plugged some point on the circumference with lead, bringing it to rest by the simple but sure operation of the law of gravitation.

Sometimes, instead of the numbers above referred to, there are used certain printed inscriptions, representing speculative articles dealt in on the floors of the stock and produce exchanges, such as pork, lard, wheat, corn, oats, rye, barley, seeds, and various kinds of corporation stocks. This form of the device is ordinarily known as the "Board of Trade Wheel," and is sometimes found to be very popular in rural districts.

SQUEEZE SPINDLE.

This device has been successfully employed in defrauding the unwary for nearly two score years, and is still to be found on every fair ground in the United States where the directors are men of sufficiently easy morality to permit unprincipled sharpers to fleece their townspeople for a consideration. I have myself won thousands through this very means.

It is usually made of wood, with a metal arrow, weighing about seven pounds, swinging on a pivot in the centre (I). About this pivot



SQUEEZE SPINDLE.

are arranged numbers—generally either from 1 to 16 or from 1 to 32, in the form of an ellipse. At three points, equidistant from each other, are depicted three horses and the numbers are arranged in alternate blocks, usually of red, white and black. Outside the ellipse are little metal pegs, one being placed opposite each number.

The mode of playing is simple in the extreme. As many persons can engage in the game as can stand around the table. Each player places the amount which he wishes to bet on the color or horse which he

selects. The proprietor gives odds of ten to one on the horses and even bets are made on the colors. That is to say: if a player wagers a dollar on the red and wins, the proprietor pays him a dollar and returns his stake. If he bets a dollar on a horse and wins, he receives \$10 in addition to his original wager.

The bets being all made, some one—it is immaterial who—sets the arrow in motion. When it ceases revolving, the slender point, to which is usually attached a small piece of leather, comes to rest between some two of the pegs, and the player whose money has been placed on the number indicated wins the amount of his stake.

As a matter of fact, however, it is impossible for any one to win without the proprietor's consent. At the point four, as shown in the diagram, is placed a metal disc, resembling a button, which is attached to a stout wire rod, which in turn is sunk into the wooden top of the table and entirely concealed from view by the cloth covering of the latter. When this metal button is pressed, it operates the rod, the other end of which, by creating friction at the central pivot, gradually stops the movement of the arrow, and the operator is enabled to bring the latter to a standstill at whatever point in the ellipse he may see fit. It would seem that this contrivance gave the proprietor of the machine sufficient advantage over the unsuspecting players, but he is not content with this. To operate the wire it is necessary that he should put his hand upon the table. Sometimes a "sucker" objects to this movement, and demands that he remove his hand. In order to be prepared for such an emergency, another contrivance is attached, the location of which is indicated on the diagram by figure three. In its essential features, the latter contrivance closely resembles the one operated by the button, but it is worked by pressure from some part of the body, usually the hip.

To show how easily and successfully a machine of this sort may be used for purposes of swindling, I will relate an incident in my own experience which happened while I was at a county fair, at Olney, Ill., in the autumn of 1882. In connection with a partner, I was operating one of these spindles of the sort which I have described. At the fair was a young man from the country, who had disposed of a horse for \$140. He had seen me working the machine, and was anxious to quit the dull monotony of country life and travel with me, as a gambler and a man of leisure. I had an interview with him at the hotel the same evening, and disposed of one-half interest in the business for \$60, which he promptly paid in cash. Thereupon I instructed him in the operation of the machine, but concealed from him the existence of the wire which was operated by pressure from the hip. The following day we repaired to the fairgrounds, and I left him in charge of the apparatus. His bank roll consisted of \$160, of which we had each advanced \$80. The young man

was not aware that I already had a partner in the business, the latter having been acting as "capper" and keeping himself in the background. When the country boy began to run the machine, my partner sauntered up to the table and began to play. I was on one side, at a safe distance, watching the entire game. My new partner undertook to work the wire which was to be operated by the hand; my former partner forestalled all his efforts by working the rod which was pressed by the body. The result was that the bank was speedily broken, my original partner walking off with the assets and leaving my new acquaintance in a condition of decided financial embarrassment. He still, however, owned a nominal one-half interest in the machine, which I soon learned was for sale, and that being known we directed our efforts to winning this back. Accordingly, I bought him out for \$20. He next entered into an agreement with the man who had succeeded so admirably in beating him, and they agreed that if I would stand back from the table and permit them to twirl the spindle, they would risk their joint funds. Once more my former partner operated the wire with his hip, and the result was that in a short time we had again in our possession the \$20 which I had paid to repurchase his half interest to me. When he went home, he was undoubtedly a sadder, though I doubt whether, to this day, he is a very much wiser man.

In the latest construction of these fraudulent spindles, the cheats have invoked the aid of science, and the result has been a machine which, for simplicity and perfection of operation, cannot be surpassed. It is known among sporting men as the "magnetic spindle," because of the sinking of magnets into the table directly below the losing numbers. The cloth which covers them, while it conceals them from view, does not interfere with their operation. The needle, being of brass, necessarily comes to rest directly above some one of them, thus indicating a number which inevitably brings loss to the player. This contrivance is of comparatively recent invention and is highly prized by men of the class who use devices of this description.

Of course, with such a machine, it is impossible that the arrow should ever point to a winning number. This would seem to render the employment of confederates as fictitious winners of prizes an impossibility. To obviate the difficulty which thus presents itself, the proprietor simply changes the location of some prize in the "lay-out" from a winning to a losing number, to correspond with that which the "capper" has made.

Yet another form of the "squeeze spindle"—which made its appearance some years after the centennial of '76, and which soon found favor among professional "brace" gamblers and confidence men, is known to the profession as the "three spindle" machine. It differs from the "squeeze spindle" already described, only in that it contains three "arrows" or "pointers," instead of one, two of which are under control of the

operator through the employment of friction at the pivot by means of precisely similar contrivances. There is a slightly better chance given players, for the reason that one of the revolving needles is allowed to come to rest by chance. It is not difficult, however, to perceive the very large preponderance of chances in favor of the sharper, who has it always in his power to determine who shall win the large wagers.

Gamblers who work a contrivance of this character always offer to pay the bettor three to one, on the contingency of all three arrows stopping on the same number. It would be comparatively safe for them to offer considerably heavier odds, inasmuch as such an event constitutes one of the remote possibilities of a century.

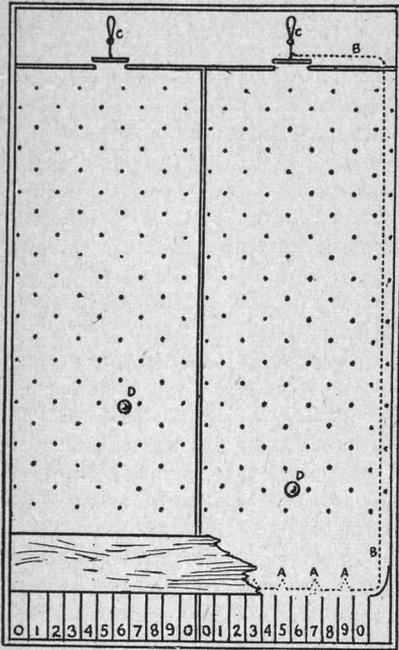
In the "three spindle" machines, the numbers are commonly arranged in blocks of from one to six, but the "horses" are sometimes represented. "Suckers" are more easily attracted by this arrangement, inasmuch as they suppose that they have four "chances" (?) to win, instead of one.

In connection with the explanation of the operation of the squeeze spindle it may not be out of place to relate a little narrative of what the author once personally witnessed upon the fair-grounds at a Missouri town. A sharper, who had "interviewed" the directors, "convinced" them that his machine was entirely honest, and "arranged" matters satisfactorily all around, felt serenely secure in the operation of his "privilege." [And right here I again condemn the granting of such "privileges." A "privilege" to do what? To prey upon the ignorant; to dupe the unwary; to victimize the unsuspecting; to debauch the young; and to scatter broadcast the seeds of corruption, whose fruit will be misery in every home.] But this is by the way, let us return to the narrative. The "privileged" gambler had set up his wheel, and to use a slang phrase, "was doing a land-office business." A verdant countryman approached the machine. Over and over he tried his "luck," which every time—as a matter of course—rested with the "privileged" monopolist. This went on for some time, and I, as a disinterested spectator, watched the game. The agriculturalist quit a loser to the extent of some \$50. The blackleg's face was impassable. The countryman thrust his hand into his pocket; when he withdrew it, it clasped a long-bladed knife, the blade reflecting the light. "Stranger," said he, "I want my money back. I don't know how you did it, but you've cheated me, and I'm going to get even. Give me back that money!" Only the unnatural pallor on the old man's face indicated the extreme tension of his feelings. The swindler looked at him. At least seventy-five or a hundred persons were standing around; something had to be done, and promptly. "Why, old man," said the proprietor, "there's no use in your cutting up rough. Of course you can have your money. I was only joking." And with these words he returned the dishonest winnings.

TIVOLI OR BAGATELLE.

This game is at once one of the most seductive and the most deceptive in the outfit of the peripatetic gambler. In some minor respects it resembles the children's game of the same name, inasmuch as both are played upon a board containing a number of pins and having numbered compartments at the lower end. At this point, however, the resemblance ceases.

The gambling device known by this name is shown in the accompanying illustrations, figures 1 and 2. Figure 1 represents the table and figure 2 the cloth which always hangs behind it, and forms an indispensable feature of the game.



I

In explaining the diagrams, the construction of the table will be first described. It is made of wood usually about $3\frac{1}{2}$ to 4 feet in length and 2 feet broad, and when in use the upper end rests upon a wooden framework, giving the board an inclination of some 30 degrees. Running lengthwise through the centre of the table is a wooden partition, dividing it into two equal parts. At the lower end of each division are ten compartments, open at the top, each set being numbered 1, 2, 3, 4, 5, 6, 7, 8, 9, 0. At the upper end of each division is a gate, lettered

on the diagram c.c. Between the gates and the numbered compartments are placed metal pins or pegs, arranged substantially as shown by the dots on the diagram. Directly below the lower row of pins and extending over the upper ends of the compartments is a board, which runs entirely across the table, but only one-half of which is shown in the illustration.

Before describing the mode of play, an explanation of the cloth (as shown in fig. 1) is necessary. This cloth is generally three feet in length by two in breadth, and is divided into 100 squares, arranged and divided as shown in the cut. The figures—\$1.00, \$5.00, etc.—in the

squares indicate the prizes which may be won by the players. The abbreviation "bl'k." stands for "blank," and indicates the losing numbers, on which no prize is paid. The letters "rep." are an abbreviation for "represent," and show that the player who happens to make the number in that square must, if he does not wish to lose his stake, double it and play again.

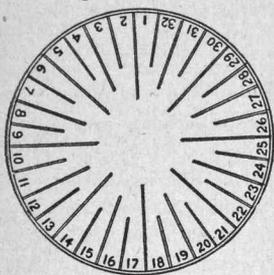
Those who wish to play, pay the proprietor a certain sum for the privilege of dropping two marbles down the board, one rolling through each of the gates C.C. The little spheres (d.d.) roll down the inclined plane, their course being deflected from point to point, by the metal pins until they finally come to rest in the compartments at the lower end, one on each side of the centre board. The operator then looks to see the numbers into which they have fallen. If the left hand marble has rolled into "o," the number of the right hand one only is taken. If the latter rolls into "o," and the left hand one, into some compartment bearing a significant number, the entire amount is read as 10, 20, 30, 40, etc. If both numbers roll into the numbered compartments, both figures are read, as e. g. 56, 79, 84, etc.

The number made by the player having been thus learned, the cloth is inspected with a view to ascertaining the result of his play. If the number which he has made calls for a prize, the same is handed to him. If he has "drawn a blank," he has to content himself with his loss. If his number corresponds to a square containing the abbreviation "rep.," he may either lose the sum paid or double his stake and try again.

To show how utterly impossible it is for a chance player to win, it is only necessary to explain the very simple secret mechanism which enables the operator to send the marble into a losing compartment at his own will. If the reader will look at the diagram, I, he will see a slender line running from the right hand set of numbered compartments along the entire length of the board, on its right hand side, and terminating near the gate (c.), its course being indicated by the line (b.b.). This line represents a stiff wire lever, placed below the board and entirely under the control of the manipulator. By working this lever he can raise a row of ten triangular metal points, marked a,a,a, all of which are covered by the board at the lower end of the table, and which are so arranged that one shall stand in front of each alternate compartment. When the marble strikes one of these points, as a matter of course, it inevitably glances off into one of the adjacent divisions. The peculiar beauty of the contrivance, as viewed from a gambler's standpoint, is the fact that the compartments in front of which the points are placed are inscribed with the winning numbers. The divisions into which the marbles are forced to roll invariably correspond to those numbers on the cloth which contain those words (so ominous to the greenhorn) "blank" or "represent."

THE JENNY WHEEL.

This device is most commonly used by the "small fry" gamblers, and I have never known any large sum to be either won or lost through its manipulation. It is a "fake," pure and simple, and the apparatus for cheating is so simple in construction that it could be easily detected should



a victim ask for the privilege of examining it. Should such an inconvenient request be made, however, the manipulator can readily pick up the whole apparatus and deposit it in his overcoat pocket.

It is some 6 or 8 inches in diameter, and is made of wood. In its general principle it closely resembles the "needle wheel," although far less ingenious and by no means so complicated. It consists of a disc of wood, on the rim of which are painted numbers 1 to 32, in consecutive order. Between each two numbers is placed a thin brass plate, about a quarter of an inch in height. Every alternate piece runs a little farther in toward the centre than does the one next to it. The disc slopes a little outward from the centre all around toward the circumference. Above the disc is placed a somewhat smaller saucer-shaped piece of wood, similar to that used in the "needle wheel," and likewise perforated with three holes near the centre. This upper saucer-like plate revolves. In it is placed a marble, and the saucer is set in motion. The marble falls through one of the holes, and rolls down the incline into one of the little numbered compartments which, as I have said, are separated by thin brass plates.

A small case containing articles of cheap jewelry stands near the wheel, each one bearing a number. The player pays a stipulated sum—usually twenty five cents—for the privilege of twirling the saucer containing the marble and taking his chances of winning a prize. If the marble falls into a compartment numbered to correspond with the number attached to any one of the prizes exposed in the case, the article so numbered is given to him. If, unfortunately, he draws a blank, he receives nothing.

The "fake" element in the device consists in the prolongation of each alternative brass division between the numbers on the wheel. Of course, the saucer is always set in motion in the same direction, usually from left to right. The marble necessarily rolls in the same direction, and when it strikes one of the protruding brass plates it inevitably rolls into the compartment just next to the prolonged division. In numbering the prizes the proprietor is careful so to arrange the blanks that the latter may always correspond with the numbers of the compartments into which the marble is sure to roll. The saucer plate into which the marble is first placed, sets

down so close upon the lower disc, that the ends of the dividing plates cannot be seen by the players, who naturally suppose that they are all of equal length.

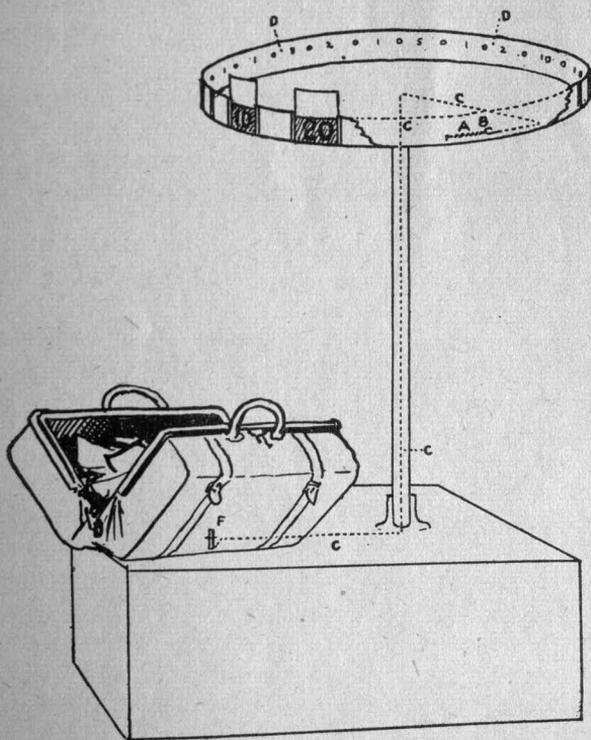
As I have said, this apparatus is not well adapted to winning large sums, yet where a fair is being held, as much as \$50 or \$60 may be won in one day. This, however, is considered a comparatively poor return for the risk, expense and trouble which the operator incurs.

O'LEARY BELT.

Like the other swindling devices which have been described, the mechanism of this contrivance is easily operated, and, when explained, readily comprehended. It is, however, what is called, in the slang of the street, a "a sure winner" for the manipulator. Thousands of dollars have been won through its operation in a single day, without the possibility of the dupes discovering how they have been defrauded.

In order to work it successfully, it is indispensable that the top of

the machine be raised high enough above the heads of the surrounding crowd to prevent the bystanders from seeing the interior, inasmuch as such a view would disclose the apparatus by means of which they are robbed of their money. With this end in view, the gambler always operates it from a buggy, the upper part of the machine standing about three feet above the floor of the conveyance.



As will be seen in the cut, the device consists of a hoop-wheel (D B), a supporting rod and a box platform,

supporting the rod and wheel. The apparatus may be taken apart and neatly packed in this box. On the box is placed a valise containing money. The wheel, or "belt," is made of brass, and is about sixteen inches in diameter and four inches broad. It contains thirty-two compartments or pockets, each one containing a card, which is held in position by a small fold of metal on each of three sides. These cards may be perfectly blank, though usually they contain pictures of famous beauties, or other celebrities. The valise, which is shown in the illustration at the foot of the upright rod, contains money. Inside the metal hoop is a leather belt, on which, at equal distances, are painted numbers representing sums of money, so arranged that one will fall behind each alternate compartment. When the cards are raised, the belt is seen through a rectangular opening at the back.

The driver of the buggy carries a number of whips. As soon as a crowd has gathered around him (which is certain to happen in a very few moments), he informs the spectators that any one or more may, for \$1.00, purchase a chance to win a money prize, varying in amount from \$1.00 to \$20.00. Some one having expressed an inclination to buy, the proprietor takes his money and hands him a whip, with which to point to any one of the thirty-two sections of the "hoop" which he may select. The purchaser having rested the whip on a compartment, the operator removes the card which he has touched. Underneath is shown either a blank space on the "belt" or one inscribed with a certain sum. If it happen to be the latter, the buyer is given the amount indicated; if the former, he receives nothing.

Of course, as in all similar gambling machines, it is optional with the manipulator whether the player win or lose. In the apparatus in question, the "fake" is worked as follows: The inside of the "belt" contains very small numbers, corresponding precisely in location to those seen when the cards are raised. The operator, standing in the buggy, is, of course, able to see these inner numbers. As soon as a "sucker" has touched a card, the proprietor knows that number, if any, lies beneath it. If below it there is a blank space, he at once raises the card and shows the dupe that he has lost. If, on the other hand, he perceives that the victim has won a prize, he stoops down toward the valise, ostensibly to take out money, but really to touch a secret knob or button, (lettered F in the cut) which works a wire (c) concealed beneath the cover of the box and running up through the hollow rod until it terminates in a hook (A B), which, by pressure, may be attached to the inner leather belt. By operating this wire, he is able to shift the position of the latter and thus so transfer the positions of the numbers thereon painted that a blank may be substituted for a prize at his own will. Thus, when a player has in fact won a prize, the gambler, through a dextrous manipu-

lation of the inner belt, by means of his secret apparatus, shifts a blank to the aperture, removes the card which the player has touched, and, presto! shows him that he has lost.

Before commencing operations, the proprietor usually removes the inner belt, which he exhibits to the crowd, in order to show them that there is nothing concealed. The curved hook (A B), of course remains, hidden from view behind the metal hoop.

Many and ingenious are the devices of the operator to induce green-horns to purchase chances. A favorite method is to offer to buy the player's chance as soon as he touches a card with his whip, offering him \$2.00 or \$3.00 therefor. If he accepts, the manipulator, by moving the inner belt before he withdraws the card, can show him a large prize painted thereon and thus easily convince him that had he declined the offer he might have won five, ten, or even twenty dollars.

Of course, the aid of "cappers" is a *sine qua non*, since, if no one wins, the crowd will soon grow suspicious. When a confederate buys a chance and touches a card with the whip, the manipulator looks at the inside of the belt to ascertain whether he has won a prize. If he has, the sum called for is given him; if not, the "belt" is shifted by means of the hook until a prize is brought behind the aperture, when the card is raised and the crowd is speedily informed of his "good luck."

As many persons can buy chances at one time at this game as the proprietor has whips, usually six or seven players taking one each. No two players, however, are allowed to touch adjacent sections, inasmuch as in such a case one of them would inevitably win. When several purchase chances at one time, the operator raises but one card at a time, and thus finds abundant leisure in which to move the belt to meet the exigencies of each case as it presents itself.

It may be easily seen that this device is better adapted for use upon fair-grounds, or other open places, than in the public streets. Its successful operation depends upon the proprietor's being so far above the heads of the crowd that his manipulation of the inner belt cannot be seen. When the fraud is practiced in a crowded thoroughfare, great care must be taken by the sharper that his movements are not watched by prying eyes from some over-looking window. Another danger which threatens detection is the disposition of the crowd to climb upon the buggy. This, however, may be overcome by the use of a slight degree of force, and by refusing to proceed until such inquisitive interlopers have resumed their places on the ground. But the man whom the proprietor most dreads is the individual on horse-back, who forces his way up to the buggy, and from his point of vantage obtains a full view of the *modus operandi*. I once saw an amusing incident of this description at a fair in a small Missouri town. The rider would insist upon taking a position near the

buggy in which the apparatus stood, and it was evident that he was giving telegraphic signals to a friend in the crowd. The operator rose equal to the occasion. Persuasion was idle; force impossible. He took the only course open to him and bribed the horseman to ride away, paying him handsomely for the concession.

Notwithstanding all these draw-backs, the contrivance is a prime favorite with itinerant gamblers, in consequence of the ease with which it is manipulated and the general confidence with which it is regarded until the idea that it is a "fake" dawns upon the mind of the crowd.

The name of the device is supposed to have been the same as that of its inventor. A well-known confidence operator by the name of O'Leary flourished some years ago, who was recognized among his companions as an expert manipulator of this apparatus, and it is generally believed among the guild of peripatetic gamblers that the idea of its construction was conceived in his fertile brain, through the direct inspiration of the antipodes of Providence.

"HAP-HAZARD" OR "BEE-HIVE."

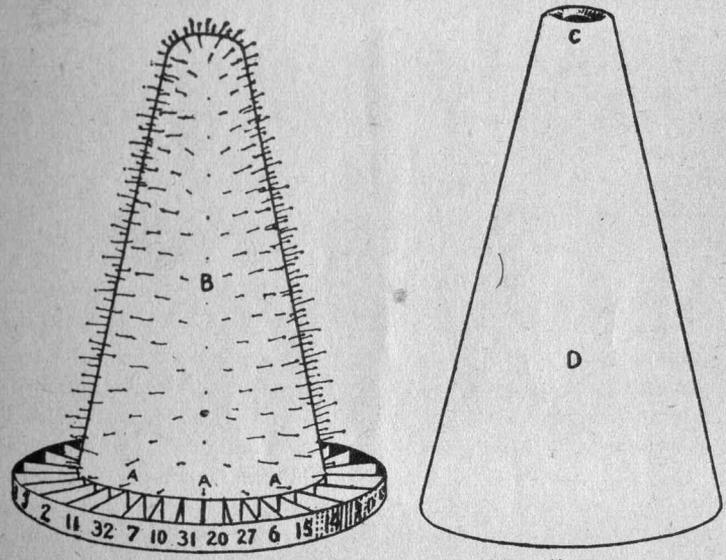
The accompanying illustration gives an excellent idea of the general appearance of this device, which is one of the most successfully contrived schemes for swindling which has ever fallen under my observation. It is known indiscriminately as "hap-hazard" or "bee-hive." The former name was probably given because of its being, to all appearance, exclusively a game of chance; it has been called "bee hive" because of its shape, but it is safe to say that the "suckers" get none of the honey.

It consists of two cones, an inner and outer, lettered "B" and "D" on the diagram, placed upon a heavy, circular piece of wood, around the rim of which are thirty-two compartments, numbered from one to thirty-two, and separated by thin metal plates. Driven into the surface of the inner cone are small nails or metal pegs, the arrangement of which is a matter of comparative indifference, although they are usually rather close together and approximately equi-distant. The outer cone serves as a cap or case. Formerly this was made of tin, but of late years glass has been substituted, with the exception of the lower inch, which is still made of metal, silver-plated, for reasons which will be presently explained.

Fair and circus grounds are the localities usually selected for working this scheme, the operation of which is very simple. A case containing numbered prizes forms part of the paraphernalia of the proprietor, and always occupies a conspicuous place near the machine.

The manner of using the apparatus for gambling purposes is as follows: Any one wishing to "try his luck" (?) pays a fixed sum (usually 50 cents to \$1.00, according to the size of the crowd) for the

privilege. The outer cap (D) having been placed over the cone (B), a marble is dropped through an opening (C) in the top of the former. Striking upon the surface of the inner cone, it pursues a "hap-hazard" course, striking against the nails, or pegs, as it falls to the bottom. Should it roll into a compartment numbered to correspond with one of the prizes in the case the fortunate player is given the particular prize called for.



"HAP-HAZARD," OR "BEE-HIVE."

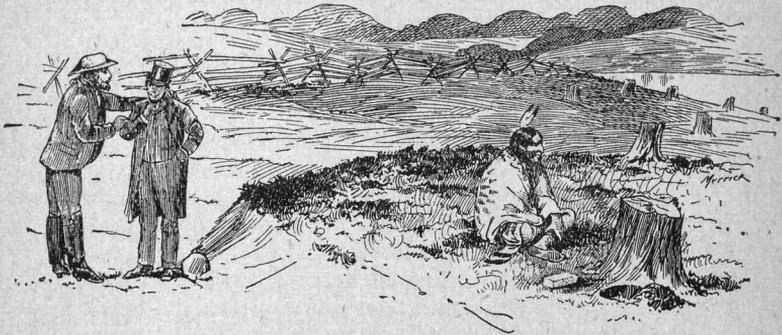
The "fake" element may be very easily explained. If the reader will look at the accompanying diagram, he will perceive at the base of the inner cone (B), three small dots, lettered A, A, A. These dots represent pegs driven at precisely equal distances from each other, a row of which runs all around the base of the inner cone. The arrangement of these pegs is such that each of them may be made to stand exactly above the alternate compartment in the lower plate. When the cap is placed over the apparatus, by an ingenious device at the bottom, the manipulator is able, by slightly turning the outer cone, to arrange this lower row of pegs so that each of them may stand directly over a winning number. The result of this arrangement is that when the marble, in its descent, strikes against one of these lower pegs its course is necessarily deflected into one of the compartments on either side, the division into which it inevitably falls always being a blank.

CHAPTER VIII.

"GOLD BRICKS."

Of all the devices which the fertile brain of the confidence operator has originated, it may be questioned whether any is more ingenious in conception or has reaped a richer harvest for the scoundrels who have operated it than has the "gold brick swindle." Notwithstanding the fact that the secular press throughout the country has, for years past, repeatedly directed public attention to the general nature of this method of fraud, yet even in the present year of grace the newspapers are month after month called upon to chronicle new exploits of the same character, and to record the names of fresh victims.

These journals, however, have never thoroughly ventilated the scheme in all its details, and in their description of the tactics employed by the operators they not infrequently draw largely upon their imagination, substituting fiction for fact. The victim himself is often restrained, by a sense of shame, from unfolding the full depth of his credulity, not more than fifteen per cent. of the dupes ever making their losses public. The author believes that the present exposure is the first authentic recital of the methods of this class of sharpers ever given to the public from a reliable standpoint.



To perpetrate the fraud successfully, the co-operation of at least three confederates is essential, of whom two must be gifted with some dramatic power. Some little cash is also required, it being necessary to procure a sample of filings of refined gold, one or two nuggets, and a "brick," or bar, of some thirty pounds in weight, composed of brass and copper, costing about twenty-five cents per pound.

The Louisiana Lottery.

Perhaps the most seductive and dangerous form of gambling in this country to-day is the mania for buying tickets in the Louisiana lottery, with its attendant evil, "policy playing." Lottery playing has always prevailed in New Orleans. Lotteries innumerable existed in the old days, and even the churches—notably Christ Church, the first Protestant church in Louisiana, and to this day, the largest and most fashionable—were built by means of lotteries.

The lotteries of the "olden times," however, were small concerns, yet they stimulated the desire and whetted the appetite for this sort of excitement. They prepared the way for the extraordinary success which, as has been already said, attended the introduction of the sale of Havana lottery tickets into the Crescent City.

After the war, the Kentucky State Lottery Company sold some of its tickets in New Orleans, but that concern never became so popular among the people at large as was the Havana Lottery.

The considerations which induced the State Legislature to incorporate the Louisiana Company have been already set forth. Too much money was going to Cuba, and it was thought that the public treasury might as well be enriched by a portion of the profits, which were known to be numerous. All attempts to enforce the payment of a percentage on the sale of Havana tickets have proved lamentable failures.

The act of incorporation of the Louisiana State Lottery was passed in 1868. Under its terms the company was granted a lease of life for a period of twenty-five years. Under the constitution of 1880, its grip upon the state was confirmed until the expiration of the year 1892. As has been pointed out, in consideration of the payment by the company into the state treasury of \$40,000 per annum, the concern was to be secured in a monopoly of the sale of lottery tickets within the state. At first, however, this provision of the law was not enforced, Havana tickets being

freely sold upon the streets. But gradually the more attractive offers of the home company and its growing popularity attracted more and more business to its coffers, until, little by little it virtually had a field to itself.

Of the \$40,000 yearly tax, one-half was set apart for the maintenance of the Charity Hospital—the largest free hospital in America—while the remainder was devoted to the public service fund.

Originally the business of the company was very largely confined to daily drawings and policy playing, and at one time there were not less than 180 places within the corporate limits at which policy might be played. At this time the sale of tickets was confined exclusively to Louisiana and mainly to New Orleans. As time went by, however, the company changed its schedule of drawings and gradually extended its operations until they included the entire country. The result of these various new departures was to enhance the importance of the monthly drawings to such an extent that the daily distributions and the attendant policy playing sunk into comparative insignificance. Little by little, the value of the prizes and the price of tickets have been doubled, until a whole ticket in a monthly drawing costs \$20, while a similar chance in the semi-annual distribution of prizes is held at \$40. Fully nine-tenths of the tickets are sold outside of Louisiana, the largest buyers being Texas, California, New York, Washington and Chicago.

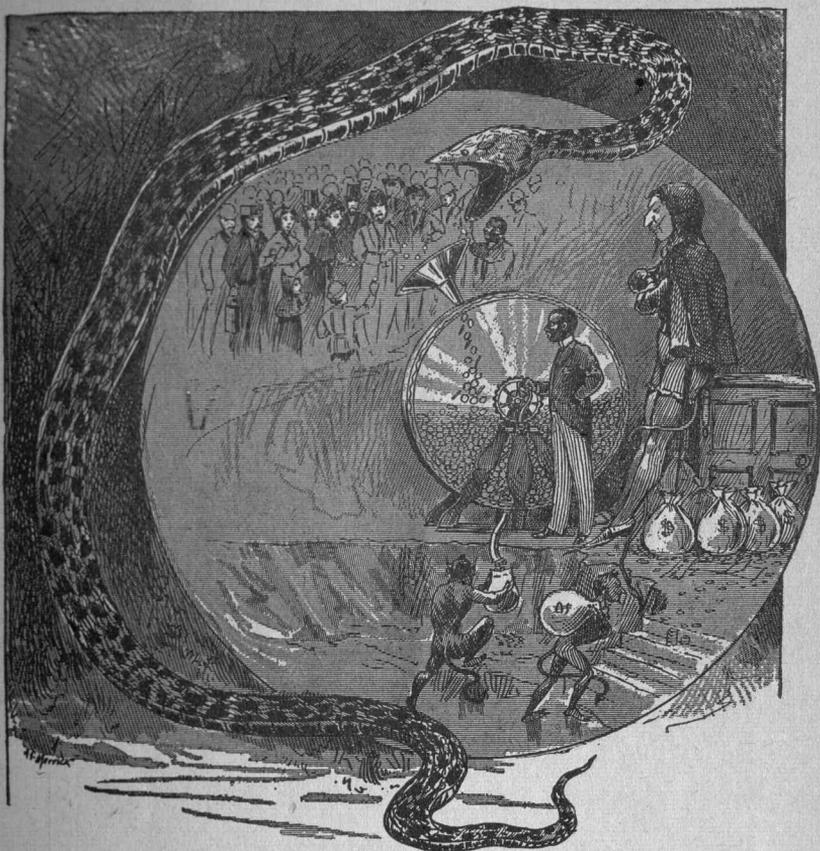
The existing schedule of drawing is as follows: Two grand semi-annual drawings; ten monthly drawings; three hundred and thirteen daily drawings (with policy playing *ad libitum*); making a grand total of three hundred and twenty-five drawings during the year.

The following table shows the number of each description of drawings, the number of tickets printed, the price paid for a whole chance, the value of the tickets sold, the amount of cash prizes distributed, and the sum paid out in salary commissions.

NUMBER OF DRAWINGS PER YEAR.	NO. TICKETS PRINTED.	PRICE PER TICKET.	VALUE TICKETS SOLD.	PRIZES WON.	PAID OUT FOR SALARIES AND COMMISSIONS.
2 Grand Semi-Annual,	200,000	\$40.00	\$ 5,600,000	\$ 3,080,000	\$ 600,000
10 Monthly,	1,000,000	20.00	13,000,000	7,150,000	1,200,000
313 Daily,	21,900,000	1.00	1,320,000	892,000	198,000
325 Drawings,	23,100,000	—	\$19,920,000	\$11,122,000	\$1,998,000

Year by year the business of the company has increased and its financial standing has advanced in an equal ratio. Since its incorporation in 1868, it has sold tickets to the value of \$168,000,000, paid prizes amounting to \$92,400,000, and expended in commissions to dealers in New Orleans and elsewhere \$16,000,000.

Its stock has, for some time past, paid an annual dividend of 85 per cent. on its par value, and is quoted on the market at 900.

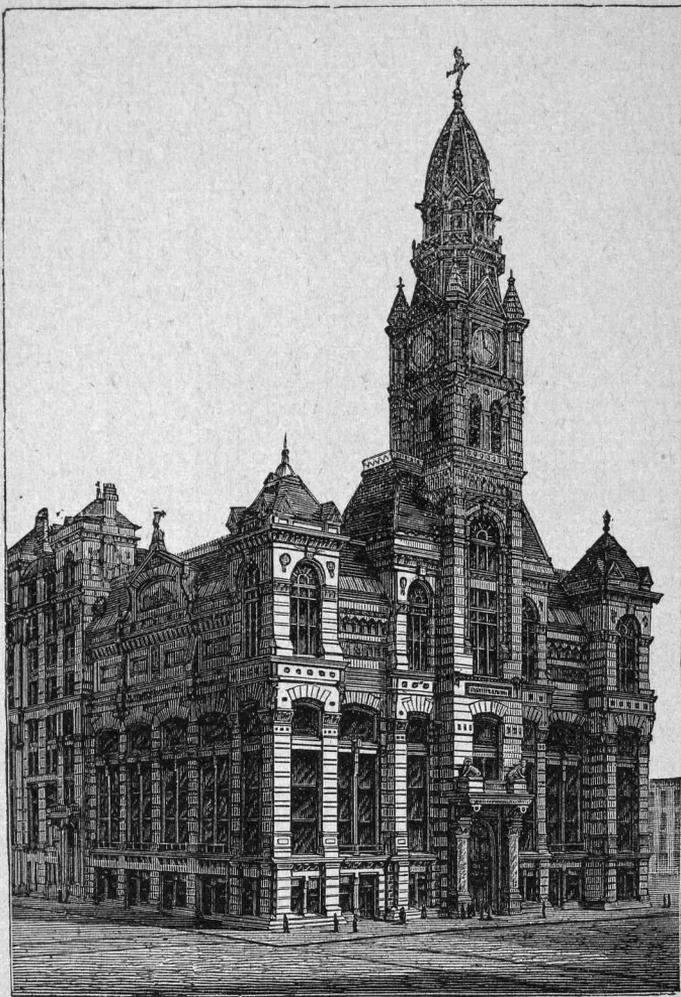


THE HOPPER OF THE SERPENT.

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CHICAGO BOARD OF TRADE.

"OLD HUTCH."



No description of the Chicago Board of Trade would be complete which failed to bring out, in bold relief, the figure of the daring speculator whose mysterious movements have long proved an enigma to his fellow members, the sphinx of the chamber, the "king of the wheat pit," Mr. Benjamin Peters Hutchinson, better known to his friends and to the country at large as "Old Hutch." The accompanying cut is a good likeness of this remarkable man. Born in New England, he emigrated to the West while a mere youth, and has "grown up" with Chicago. Endowed by nature with indomitable pluck and marvelous energy, he has carved out his own success. He is beyond question the largest operator on the floor of 'Change in the city of his choice, and his ventures are as bold as they are gigantic. In a business enterprise he fears no foe, as he recognizes no friend, and his tall, spare form looms up as a tower of granite in the midst of the turbulent waves of speculation which surge around him.

CHAPTER I.

THE TURF.

Of all the evils connected or associated with games of chance in this country, perhaps the most vicious are those which surround the race-courses of the land—not only those extensive parks which are recognized as having a legitimate existence, but as well the country tracks where racing events are casual and sporadic. The "turf," as we are popularly accustomed to term the race course with reference to its gambling features, implies not only the element of chance as manipulated by systematic knavery, and which will be found elsewhere fully explained, but also what is termed the legitimate sport of gentlemen, conducted as honestly as it may be and with every disposition on the part of managers and judges to give a fair test of the speed and endurance of the competing horses. Even in the latter case, it is a notorious fact that race tracks that are conducted in their official management under the highest auspices and by the most responsible individuals, are not in their actual surroundings, influences and results, less pernicious nor injurious than those which are openly in the charge of recognized swindlers and scoundrels. Even as to the great "events" which in this country are recognized and patronized, to the great misfortune of public morals, by the press and by society, governed though they may be by honorable men, and with every concerted determination for a fair and proper exhibition of honest results, it is notorious and undisputed, that these exhibitions are the harvest fields of systematized vice, and that while the judge in the stand may be immaculate, the seller of pools, the bookmaker, the touter, the tip-givers, the turf prophets and all the others who camp upon the trail of the credulous and unwary with schemes that, by methods of certainty, enrich the gambler without risk on his part, are one and all dishonest and designing scoundrels to whom the sense of honor is unknown, and whose infamous and insidious influence is one of the gravest dangers to which the morality and uprightness of the youth of our country are exposed.

The origin of horse-racing, as with that of our modern athletic sports, comes from the classic ages; but in the contests of equine speed and in the competition of personal skill or valor in the "brave days of old" there is no record of the thimble-rigging propensities which these latter days have developed. The competitions of those times were for public honor and prizes, for the encouragement of features which were essential to the public welfare and safety. In that period all free men were wa

rriors, upon whom depended the security of life, property and national existence. The cultivation of ambition to excel in personal strength and swiftness had, therefore, a patriotic and commendable foundation; and the same as regarded the trials of speed by horses, which were for the improvement of the qualities upon which the warriors had to rely in these their main coadjutors upon the field of battle. All this had nothing in common with the turf as we recognize and realize it to-day. For this we have to look back to our mother, England, from whom it was an inheritance of shame whose evil influence has expanded like the upas tree ever since it first took a root in our land. In England, while it has been customary for turf enthusiasts to trace the history of their trade from about the reign of Charles I., the fact is that it was not really till the reign of George II. that the "turf," as properly understood, became a recognized entity. Prior to that time there had been plenty of horse-racing, in which gentlemen rode their own horses, and which was almost entirely free from the vicious concomitants which have later surrounded, characterized and dominated the race track. The leading meetings in England are the Newmarket, Epsom, Ascot, York, Doncaster and Goodwood. It is at Epsom that "the Derby," an event of interest to the whole sporting world, is run. This is known as the Cockneys' Holiday, and has been the subject of many an exemplification of the highest attainments of the art of word painting. Indeed the interest attaching to the vast and heterogeneous throng is to many greater than that which belongs to the race itself, every element between the palace and the poor-house being there represented. Ascot is favored frequently by the presence of royalty, and is on this account always the scene of a brilliant display by the aristocracy. Goodwood is also an aristocratic meeting, representative of the south of England and distinguished by the great value of the prizes offered for competition. The distinguishing feature at Doncaster is the race for the St. Leger stakes, which rivals the Derby in sporting importance; and it has been claimed that upon these two events not less than twenty-five per cent. of the whole English population are bettors, either risking their money on the tracks or at the pool rooms, which in every town throughout the country sell chances upon the results.

It is a somewhat remarkable fact that of late years while, in England, the most energetic efforts have been made, and with good success, to keep the thimble-riggers and blacklegs *off the track*, this fraternity, *outside the track*, in the adjacent hotels, and in other outside towns where interest in the result centers, carries on its audacious trade with increasing extent and profit, while to-day, throughout Great Britain, the mania for gambling upon the results of contests upon the turf is more wide-spread and deep-rooted than ever before. The harm resulting to public morals is incalculable, and will possibly more than offset the efforts for good of the

ministers of religion. There is not a race meeting after which we do not hear of the downfall of some "plunger," who in "legitimate" betting has risked his all upon the "wrong horse," bringing ruin and disgrace too often upon the innocent wife and family, and opening up the alternative of crime, dishonor or suicide. Yet these are but the least of the injurious influences of gambling upon these race meetings. They are only heard of by reason of the conspicuous extent of the individual losses, or the prominence of the persons thus involved in the ruinous consequences of the national vice. Far more serious, more deplorable and more demoralizing are the results upon the infinite number of the "smaller fry," who submit themselves as easy victims to the skillful swindler who runs the "speculation list" or the pool-room, whose specious but delusive allurements send the honest hand of many a youth surreptitiously into his employer's cash-drawer, to be drawn forth forever tainted with dishonor; and merely in order that the ill-gotten gains of the experienced swindler may be enlarged. Round about all such tracks, too, may be seen the gaming devices of every description, and all the nefarious instrumentalities by means of which the honest man is deluded of his earnings for the benefit of systematic knavery. And yet the race-track is the "national sport" of England; to it, and all its contaminating, crime-producing, society-wrecking and soul-destroying influence, royalty lends its condescension, and princes and peers their active countenance and aid; bishops and churchmen, members of Parliament and professional men, participate and applaud; while even those in charge of the little children afford them special holidays in order that their young minds may be subjected to impressions which, in the years of their older youth will make them the easy prey of the agents of this monster vice. It is in the glitter and glamour of all its brilliant external attributes that England finds the pride with which she claims the turf as her peculiar national institution; it is in the ruined reputation, the blasted life, the broken heart, the wreck of happiness, the loss of honor and the headlong course to crime, which are to be traced by the tears of women and the wails of children, in the blighted homes throughout the land, that we recognize in the turf and all that pertains to it, England's national curse, that must surely sooner or later invite and evoke a national retribution.

The details of the various rascalities practiced in connection with the "turf" being common to all countries, we shall deal with these features of the English national sport, at the close of this chapter, in a general explanation of the methods which affect the results of all race meetings, and which add strength to the steel meshes of the net in which the innocent and confiding bettor is certain to become involved.

DERBY DAY AT WASHINGTON PARK

SCENES DISGUSTING AND DISGRACEFUL---DRUNKEN WOMEN IN
THE GRAND STAND---OTHER RACE TRACKS ARE
CONTROLLED BY MEN OF THE
SAME STRIPE.

No longer is the turf a place of innocent amusement, or even a healthful pastime. It has become essentially prostituted to evil ends. It is the place where many of our brightest young men not only part with their earnings, but where the stolen money of their employer is raked into the coffers of the shark. He is no longer the trusted clerk, cashier, or financial manager, but an embezzler, soon to be an outcast, perhaps a convicted felon. There is but one other form of gambling so fatal to suffering humanity as horse racing, and that is gambling in our bread and meat—L. F. G.'s (Life Food Gamblers)—which is thoroughly ventilated in my book "Fools of Fortune."

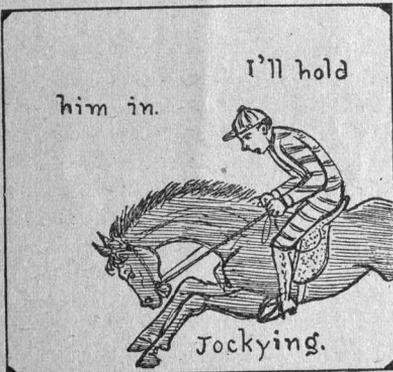
To describe these
haust the vocabu-
steerer, a real-estate
lawyer, or the par-
seducer.

cause the profession
opportunities to rob.
want to be gam-
can make an easy
these young, take a
the wing of imagina-
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Following is an
cago Daily News:

in the year from the point of view occupied by Chicago sports is Derby Day. The mass of humanity at Washington Park Saturday outnumbered any gathering of a like nature Chicago has ever witnessed.

"The most conspicuous elements present were the members of the frail sisterhood. Not only denizens of the World's Fair City but a large number from other cities paid \$2 admission, placed their coin, promenaded, helped consume the many choice brands of wine, and in other ways added to the appearance of the crowded grand stand and cafe, helping to make the Derby Day just passed the most prosperous ever enjoyed by the Washington Park Club. The sports noted for their love of displaying fine clothes realized their wildest dreams. The crowd lining the driveway from city to park were almost unanimous in pronouncing the turn-out used by a well-known gambler and his wife the handsomest of any two-seated rig. At the park Mr. Gambler occupied a box in the front row near the center. Early in the day 'Lame Johnny,' 'professor' at Carrie



women would
lary of a bunko-
shark, a villain of a
rot-tongue of a dude

Men gamble be-
furnishes so many
So many young men
blers, believing they
living. I say to
few feathers from
tion and place them
ment.

article from the Chi-

"The greatest day

Watson's notorious resort, having properly dispensed the information always possessed by him and 'Miss Carrie' to his friends on the levee, repaired to the track, where he immediately consulted with his friend Al Rogers, 'professor' at Louise Harrison's dive on Armour avenue, as to which of the Derby starters should carry the capital controlled by these two celebrities. The result of their consultation was very satisfactory to them before (and to the bookies after) the great event.

"By 2:30 o'clock the grand stand was filled with handsome men (?) and beautiful women, the latter, as a rule, preferring the rear part of the stand, where they could promenade and have easy access to the cafe below and at the same time show off their new gowns to the best advantage. By 3:30 all respectable 'ladies' had retreated and left this vantage ground in the possession of ladies conspicuous not only by their eccentric indulgence in expensive garments and desire to give all interested ample opportunities for full inspection, but for their frequent visits to the wine-room operated for their especial use and the systematic progression in which the length of each visit and their groggy condition increased. For beautiful suits, amount of money spent and wine-drinking qualities Carrie Watson's boarders undoubtedly surpassed all competitors.

"The State street and Wabash avenue street-walkers and 'chair-warmers' were well represented, as well as the up-town and down-town districts. 'Big Emma Johnson,' well known in Pittsburg and Denver, and recently acquired by the demi-monde near the corner of Dearborn and Twenty-first streets, with her piano player, occupied a seat in the center of the stand. Louise Harrison of Armour avenue, accompanied by Eva Cohen, notorious in Cincinnati and Chicago, graced the great social event with her inspiring presence. Miss Harrison's 'lover' spent his time between the betting-ring and that part of the stand frequented by her. Grace Sherman, well known in all public houses, was accompanied by a male friend. 'Big Lou' Johnson, colored, from Dearborn street, with a coterie of her dusky charmers, was conspicuous in the rear part of the stand.

"Bonnie Lee and Edna Berry saved money by loading up with their own liquor before starting. Nell Mitchell and Blanche Wilson also graced the occasion. Kit Davis, resplendent in a costume matching her auburn locks, witnessed the great race from the right hand center of stand. Long Jen spent freely the money brought from Denver, thus assisting in the general good time. Belle Woodsum and Elsie Scott of Denver greeted old friends in the rear part of the stand. Florence Rice from Peck court was there for business purposes only, and while betting her money put in many a word with 'good' men. 'The Baby,' a fleshy young man and a favorite with the ladies in two widely different strata of society, managed to acquire 'a beautiful jag,' as he expressed himself, and when informed of this fact by his elderly friend the judge his gentlemanly instincts prompted him to remark that he felt sorry for himself.

"By 4:15 o'clock, when the starting of the Derby sprinters began, the ladies had begun to use all the eloquence and manners at their intoxicated command, and most assertions were emphasized by a cordial slap on the back. Apparently many old friends

were here united and could be seen promenading with hands clasped and strong arms encircling slender waists. By the time the horses got away the ladies (?) and gentlemen (?) were in a brilliant and weak-kneed state of intoxication, and all who were so fortunate or unfortunate as to secure seats in the cafe stuck to them so long as they had the price to purchase the liquid necessary to keep alive the bacchanalian spark. Representing Mme. Theo at Fourth avenue were Fay Devine and three other boarders. Miss Fay won an even \$100 on the Derby and was very much elated, but most of the money found its way into the club's coffers by way of the cafe. 'Chippie Lillie continued the pleasant time begun at the track until a late hour in the levee resorts. 'Sheeny Annie,' who, together with a lady friend, was noticed by all of the park, drove to Sol Van Pragg's about 10 p. m., where they partook of liquid refreshments and discussed for the benefit of the loafers in 'The Owl' the day spent at the scene of the Derby. Lou Miller, colored, from Fourth avenue, spent most of the afternoon perched on the rail at the rear of stand. Misses Frankie and Clara represented Nellie Dillon's house, Fourth avenue.

"A visit to the betting ring disclosed a seething, pushing, fighting mob, all endeavoring to burn their money at the longest odds possible. The crowd at the bar eclipsed everything else in its line. Around the bar men and boys three to ten feet deep pushed and struggled in the inch of slop on the floor to buy Hannah and Hogg's enthusiasm. The demi-monde apparently made a special effort to and took delight in mingling with respectable ladies and disgusting all within hearing by using the coarsest and most vulgar language at their command, liberally emphasized with profane expletives and slang.

"The grand stand and grounds were pretty well crowded by 1 o'clock and the members of the demi-monde were arriving in considerable numbers at that time, both by carriage and rail. Many of those arriving in vehicles drove across the track to the paddock and grouped themselves in front of the grand stand. Among these were Carrie Watson from Clark street, who drove up in a tally-ho coach with a number of her women and some men. There were several carriages loaded with women belonging to the sporting fraternity also in front of the grand stand who remained in their rigs all during the races, drinking a bottle of wine occasionally and sending their bets to the book makers by the pool boys.

"The main balcony of the grand stand was liberally dotted with female sports, particularly of the colored variety. All of these women seemed to have come for racing purposes only and attended strictly to business, drank beer, consulted their programmes, placed their money through the pool boys and noisily voiced their knowledge of races and race horses. Principal among these were the colored women from Armour avenue and from Fourth avenue. The white street walkers who travel Wabash avenue and State street and who have no particular place of abode, were also well represented in this part of the grand stand. They placed their bets through the pool boys principally and sometimes through their gentleman friends. They passed leisurely through the crowd, talking to whoever would listen, soliciting tips and information. The colored

women were mixed in with the white women, and they talked together like a happy family. The white women also talked to colored men and colored women to white men, as though the Derby put them all on one general level.

"The higher class and better dressed female sports came in twos and threes in carriages and victorias and went up to the second balcony and private boxes, where they promenaded up and down and stopped now and again to exchange a few words with the male hangers-on and touts. There were quite a number of these latter in the second balcony who are well known about town but their names are not generally known, as they are always spoken of as somebody's 'man.'

"Between 1:30 and 2:30 p. m. the following well known 'landladies' arrived in carriages or victorias and ensconced themselves in private boxes, the second balcony and the promenade:

"Lizzie Moss and one of her girls.

"Mme. Buskirk and three of her girls.

"A number of other girls came out separately from the landlady. These girls are all French and were out for a good time rather than for any love of horseflesh.

"Mme Choquet and a number of her women occupied a private box. They are French people also.

"Jennie Howard was there with two or three of her people.

"Clara Vance came out in a coupe with one of her girls.

"Dora Clafins had five or six of her girls in the balcony.

"French Em (Emma Ritchie) a proprietress, with two or three of her girls, divided her time between the balcony and the ladies' restaurant.

"Mollie Tuttle and two of her girls also chatted with the touts and drank wine with some horsemen in the ladies' restaurant.

"Louise Harrison was also on hand with some of her women.

"Mrs. Slater, Lizzie Allen and Mme. Hastings were all there with from one to three of their women and patronized the pool boys, chatted with the touts and drank quantities of wine in the restaurant.

"These ladies were all dressed in the finest productions of Felix and Worth, all the gowns apparently out for the first time. They had the usual accompaniments of silk skirts, silk hose, old gold and white satin slippers, immense leghorn hats covered with attenuated vari-colored ostrich plumes.

"On the promenade these women were very careful to hold their skirts sufficiently high to show off their silk hose, and sometimes in going up and down stairs to and from the restaurant their garters. The ladies' restaurant did a flourishing business in the sale of wines, the place being crowded from 3 o'clock to the close of the races. The inmates were mostly high-toned female sports who were out for a good time and didn't care who knew it; the exceptions were a few male hangers-on and half a dozen horsemen. Several of them claimed to be the 'boss' demi-rep of the town, and all had about all the wine they could carry. One Edith Otter, from Carrie Watson's, was very drunk and staggered from one end of the room to the other, declaring she was the only

original Edith Otter, had been on the turf all her life and never changed her name. She caught hold of a man, who was also drunk, gave him a swing, and he tumbled down among some loose chairs and laid there until some friend picked him up. There was a colored sport in the restaurant also, who didn't seem to be drunk, sitting at a table quietly by herself. It was afterward learned that this woman was taken away in the patrol-wagon on some charge which could not be learned.

"Quite a number of apparently respectable people came down into the restaurant believing it to be an exit. Some of these people were advanced in years and immediately on observing their mistake would withdraw in haste. Drinks of all kinds were sold in the pavilion and beer was in good demand, boys passing through the crowd and serving it as desired. There were also a number of women and minors at the bar downstairs drinking beer. A number of minors were seen around the betting booths. A great many pickpockets, thieves, professional gamblers and card sharps were seen all around the grounds."

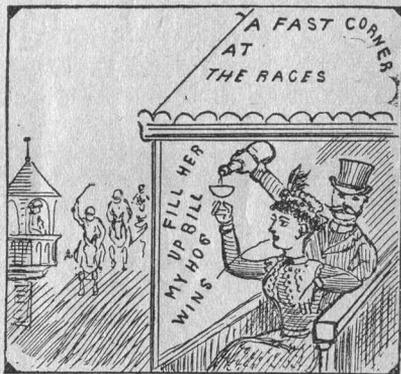
WHAT SOME OF OUR GOOD CITIZENS SAY

Bishop Cheney, Christ Reformed Episcopal Church—There is nothing in Chicago so productive of vice or immorality as the Washington Park race track. I have often taken occasion to speak of this matter in the course of my sermons. Many a time have I had young men come to me for advice who had been ruined by it. Gambling should not be countenanced at Washington Park any more than at Garfield Park.

Rabbi Hirsch, Sinai Congregation—Every race track is the same—a source of evil, gambling and debauchery. I have always contended that no more favor should be shown to Washington Park than to any other gambling place. The exposures in the News regarding boys in the betting ring and abandoned women in the grand stand should cause every reputable citizen to lend his aid in removing this disgrace to Chicago. There is no doubt in my mind that the race track will always be accompanied by gamblers and harlots, and the only way to remove the latter is to get along without the race track.

Rev. O. P. Gifford, Baptist, Buffalo, N. Y.—Washington Park is a prolific source of evil, and the young men who have been led to ruin in its betting ring are countless. It is a blot on Chicago, a disgrace to the community, that licensed vice should be tolerated and conducted under the patronage of men who have been regarded as leading citizens.

Said Judge Francis Adams—I am opposed to all kinds of gambling—pool selling or anything else of the kind—wherever and whenever practiced, and anything else in vio-



lation of the law, no matter by whom practiced. The wealth or influence of the parties concerned would have no weight with me if the law was violated. Gambling is injurious to the moral tone of the community and has a most demoralizing effect on young men.

Judge Lorin C. Collins—I closed up Garfield Park. My actions on that matter are on record and show my views with regard to gambling. I do not wish to express an opinion as to the legal right of Washington Park to run pool selling, as I might be called upon to hear some case which would involve that principle. As a citizen, I am opposed to gambling on general principles.

Judge Theodore Brentano—I know nothing of Washington Park nor of the manner in which it is run. From my experience as a judge in criminal cases I find that a great proportion of young offenders are led into crime by gambling. It is one of the most harmful vices that exist in a community, and it lowers the moral tone. I am opposed to gambling of all kinds and I do not think it should be condoned because some of the principals are rich and influential. Their example is even worse for the people than that of ordinary gamblers and men who run the other tracks.

State's Attorney Jacob J. Kern—Washington Park should be closed up and the grand jury is now investigating it. Gambling in any part of the city should be crushed out, and I will use my best efforts to have it done. There will be no favoritism shown, and we will use our best efforts to convict everybody who is indicted, even if they are Board of Trade men.

A. G. Lane, Superintendent of Schools—Personally I know nothing about the Washington Park races, but I am opposed to gambling in all forms and under all circumstances, as I am to anything that runs in violation of the laws.

E. A. Hamill, Vice-President of the Corn Exchange Bank—I am opposed to gambling under all circumstances. I do not approve of gambling nor of pool selling under any conditions.

“JARSEY LIGHTNIN’” TO THE FRONT

The list of members of the New Jersey Legislature who brought disgrace upon their State by voting to pass the Race Track Gambling Bills over Governor Werts' veto is as follows.

SENATORS

ROBERT ADRAIN, D., Middlesex.

JAMES BUTCHER, D., Salem.

JOHNSTON CORNISH, D., Warren

WILLIAM D. DALY, D., Hudson.

ELIAS C. DRAKE, D., Morris.

JOHN HINCHCLIFFE, D., Passaic.

SAMUEL D. HOFFMAN, R., Atlantic.

WILLIAM H. MARTIN, D., Hunterdon.

JOHN MICKLE, D., Sussex.

LEMUEL E. MILLER, D., Cape May.

HENRY S. TERHUNE, D., Monmouth.

Democrats, 10; Republicans, 1.

- A BOOK -

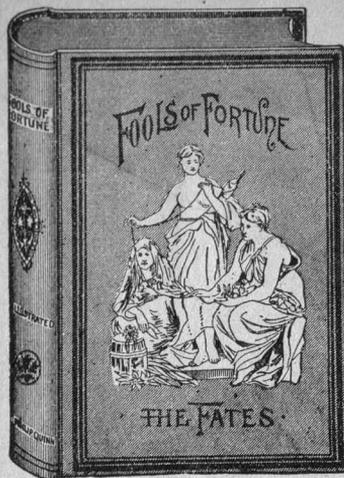
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Published by the Anti-Gambling Association.

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THE FIRST AND ONLY complete and authentic exposition of the dangerous and destructive vice of gambling ever written BY ONE WHO, FROM THE STANDPOINT OF THE INSIDE, TELLS WHAT HE himself HAS SEEN and PRACTICED.

A book of abiding and fascinating interest. It should find a place in every household in the land. The startling revelations it contains will prove notes of warning to many a young man whose unwary feet are already upon the road that leads to sure destruction. Very forcible are the moral lessons it inculcates. "Fools of Fortune" is an exhaustive work upon the subject of which it treats. It is a volume endorsed by the Clergy of all denominations, eulogized by men of letters, commended by social scientists, and vigorously condemned by gamblers.

This volume is the only complete and authentic exposition ever published of the villainy practiced by the professional blackleg. It shows the sure and deadly consequences of the insidious vice of gambling. The Author has tried as far as possible to denounce the transgression more than the transgressor, and to write candidly from his own long experience in the desperate way of the conscience-seared men who exist only by fraud, deceit and treachery.

The work is based upon knowledge gained through nearly three decades of personal experience as a gambler and confidence man. He has abstained alike from exaggeration and concealment. Every line, every paragraph of the narrative is sad, disgraceful truth.

The biographical sketch of the author will be read with interest. Though told simply, without the slightest attempt to gild the hard facts, there is much of romance in the story.

The entire book is as complete as a thorough knowledge of its subject renders possible.

The righteous spasms of public sentiment in regard to gambling that have marked the history of the chief American cities and the methods resorted to by gamblers in order to control the authorities are recited with fidelity. At the same time the element of local coloring thus imparted adds not a little to the fascination of the book. Both the Author and the Publishers aim to present to the public, and especially to the young men—a most powerful antidote for the desire to gamble.

A FEW ENDORSEMENTS
OF
"FOOLS OF FORTUNE."

Rev. Dr. Behrends, Brooklyn, New York—Deeply impressed with the value and thoroughness of its discussion.

Rev. J. Brushingham, Chicago—Your book is a great one, and valuable in every home.

Rev. Lewis Curtis, D. D., Chicago—Am glad to know that you are about to supply a need in your forthcoming book, "Fools of Fortune."

Hon. Newton Bateman, President of Knox College, Galesburg, Ill.—A timely and valuable contribution.

Miss Frances E. Willard, President W. C. T. U.—May the expose by Mr. John Philip Quinn hasten the death of all the viper brood.

Chicago Editor of the Congregationalist—I have examined the "Fools of Fortune," and sympathize with the aims of the author.

Rev. H. G. Updyke, Madison, Wis.—I shall expect much good to result from the sale of this book.

Rev. Richard Edwards, Labor Superintendent of Public Instruction in Illinois—Its effects must be to fortify the unwary.

Rev. Theodore Prudden, Chicago—A timely and useful volume.

Chicago Times—Mr. Quinn's book is a valuable one, condensing history within narrow limits, and depicting effects from personal experience and observation within the inner courts of the vice.

Chicago Daily News—Mr. Quinn has handled his subject intelligently and exhaustively.

Chicago Tribune—For the worthiness of its object, the authenticity of its information, the vivacity of its literary style, and its excellent workmanship, the "Fools of Fortune" merits and will probably command a large sale. If reason could prevail, gambling should not survive such sledge-hammer blows.

Dear Mr. Quinn—I recommend the book "Fools of Fortune" as one of the best ever published in this country for the good of the people. I was converted on the day on which I first heard you speak. Yours with sincere respect,

CHARLES D. MYER, Cornell College.

Home address: Ovid Center, Seneca County, N. Y.

Rev. Robert McIntyre, Chicago—A red light hung as a warning over the pit into which thousands have fallen.

Rev. H. W. Thomas, D. D., Chicago—"Fools of Fortune" will prove of great value to the cause of sound morality.

Rev. Bishop Samuel Fallows, Chicago—I wish the book God-speed,

O. M. Powers, Principal Metropolitan Business College, Chicago—I regard, as an educator, virtue's best protector is knowledge, not ignorance.

H. H. Diston, General Secretary Y. M. C. A., Joliet, Ill.—Without hesitancy I recommend the "Fools of Fortune" to be carefully studied by all young men.

READ AND REFLECT.

THIS book thoroughly explains the custom of marriage in all countries. Is marriage a sacrament indissoluble during life, or is it a mere legal contract to be terminated by either party upon 30 days' notice (or less)?

In view of the present happy-go-lucky, haphazard method of entering into this relation, when a clergyman, a justice of the peace or alderman stands always ready, for a small legal fee, or even without a reward, to solemnize a union which has its origin in passion and its consummation often in perdition, no wonder that the calendars of the divorce courts are always crowded.

The old Greeks had a proverb to the effect that "the mills of the gods grind slowly, but they grind exceedingly fine." In the light of Nineteenth Century civilization we might parody this: "The divorce mills grind fast, and their products are usually extremely coarse."

In plain English, both Europe and America are full of ill-assorted marriages. Marriage is too frequently little more than legalized prostitution.

Just as long as heartless mothers are ready to sacrifice the happiness, the virtue, even the life of the young girls whom they brought into the world, upon the altars of Mammon and Fashion—just as long as the effeminate debauchee, weakened alike in body, mind and morals, is permitted to approach pure womanhood—just so long will there remain not only a justification, but even a necessity for works of this character.

Had Napoleon lived to-day, and could he have read this book on sexual science, his beloved wife Josephine might have borne him an heir, which would thus have changed the destiny of the French empire, the map of the world, and spared Josephine years of bitter anguish.

Had the poor German of Chicago who had 29 children known the proper seasons of restraint, he, like many other of the poor, would not have overburdened himself with children to become poor waifs upon this world's cold charity, and many mothers' hearts would not be wrung in anguish by being bereft of their little ones.

Had many parents possessed this book there would not now be too many daughters in one family and too many sons in another.

In Psalm 106, 37th verse, King David says: "Yea, they sacrificed their sons and daughters unto devils."

May all marriages be happy, the children healthy and in sex duly proportioned, is the hope and aim of the author.

Send all orders and money to **JOHN PHILIP QUINN,**

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