AROUND THE WHIST TABLE.

THE PUZZLING QUESTION OF A RULE FOR THE DISCARD.

No Absolute Rule Likely to Be Discovered—Various Opinions of Whist Writers on this Point of Whist Strategy—Importance of the Discard Illustrated from Actual Play.

One of the things which will probably never be settled by any amount of analysis and investigation, even if carried through the 10,000 deals, is the question of finding an absolute rule for the discard. So far as the analysis of these deals has gone, it has been found impossible to arrive at any workable rule which will apply to all cases, chiefly because the circumstances under which the necessity for discarding arise are so various.

There is probably no point in whist strategy which has given rise to so much discussion as this same one of discards, and certainly there is none which is still so far from being agreed upon by our authorities. The old masters early recognized its difficulties, and modern players agree that there is probably nothing by which experts lose so many tricks as bad discarding. Bridge players have had the importance of the discard forced upon their attention even more strongly than whist players, but they have not been able to establish any definite principles which are equally applicable to all hands; neither have they been able to formulate any rules which would be of much value to the whist player.

There are several kinds of discards, some of which are very easy and some extremely difficult. The easiest of all are discards of losing cards which are made when your partner leads winning cards of his own for the express purpose of giving you discards. The most difficult are those which are forced, and which leave you guessing as to which of two suits it will be better to protect for the end game.

There is no other branch of whist upon which the student can get so little satisfaction from writers on the game as that of discarding, as will be seen from the following selections from the best-known textbooks on the game:

Fisher Ames says: "The first discard is the most important, and the information given by it must be carefully noted." This is an assumption that the discard always is, or always can be made informatory, and also that it is advisable to make it so; both grave errors, as Fisher Ames has found out since he wrote that paragraph.

Mathews says: "If weak in trumps, keep guard on your adversaries' suits; if strong, throw away from them." This assumes that you have guards to keep, and know what your adversaries' suits are.

Fenollosa says: "When the adversaries have declared strength in trumps, my discard and my partner's should convey no definite information." A nice partner for Fisher Ames!

Proctor says: "Your original discard indicates your shortest suit if trump strength is not declared against you; your longest suit if it is. Subsequent discards have no such significance." This is an absurd rule. Suppose the short suit is A K Q, or A K, or a king guarded; are you to keep five cards to the 9 in preference? By the time Proctor could enumerate the exceptions to this rule the rule itself would be forgotten.

Milton Work says: "The system of discarding most conducive to trick-making seems to be always to discard the card that can best be spared from the player's hand." It is well known that the best stocks to buy are those which are about to increase in value, and the best to sell are those which are about to go down. Many wise men have spent fortunes guessing which stocks these are, and many a whist player has had to guess long and often which card could best be spared from his hand. Did Work always know? If he did, he left the secret out of his book, although its revelation would have been enough to justify several editions.

Cavendish says: "It is dangerous to unguard an honor or to blank an ace, and also to discard a single card when the game is in an undeveloped state, as it exposes your weakness almost as soon as the suit is led." That depends on who leads the suit. Are we to keep singletons and guards to honors and throw away our good suits for fear some one will find out our weakness after we have made a little trump by discarding the singleton?

Maynard says: "Leads, second, and third-hand plays are mainly governed by readily understood rules, but in the discard much must be left to the whist genius of the player."

"Foster's Hoyle" says: "A player having full command of a suit may show it by discarding the best card of it. Discarding the second best is an indication that the player has not the best, and in general the discard of any small card shows weakness in that suit." Yet many a man has been trapped into leading a suit up to a player just because his discard was supposed to show weakness.

Miss Wheelock says the discard of a second-best shows no more of the suit. This is presumably based on the assumption that a player would keep a second-best guarded, which is not always the case, especially if a player sees from the play that it will never be led up to.

F. H. Lewis says: "That side is to be considered strong in trumps which remains with the mastery, no matter from which side came the original lead. If the trump strength is with the partner, discard the weak suit. If it is with the adversary, discard the strong." Unless the weak suit has a possible trick in it, why keep it? The strong trump hand may be forced, and your good suit may come in, after which you will have to lead the losing cards you have cherished.

Kate Wheelock says: "If early in the hand as high a card as a nine is discarded from an unplayed suit it is generally safe to consider it a call for trumps." But is the call to be obeyed? In the second hand published to-day this situation arises, and to lead trumps would probably lose several tricks.

Cavendish says: "Your partner should understand that your first or original discard is from your weakest suit, just as he understands that your original lead is from your strongest. But as you are sometimes obliged to lead from a weak suit, so you may sometimes be forced to discard from a strong one."

John T. Mitchell says: "The play introduced by Rufus Allen of Milwaukee is to discard from your strong suit, if trumps are led originally, whether by partner or by opponent, and from your weak suit if a plain suit is opened originally. That is to say, if no plain suit has yet been shown by any one, you discard from your best suit, or the one you want your partner to lead to you; but if some one has shown a suit you discard from the one of the other two in which you are weak, or which you do not want your partner to lead to you." If this is to be taken literally, it seems that if your partner has nothing in his hands but trumps, and leads them on your principle that you may have a suit, you should immediately give your partner some encouragement by throwing that suit away, so as not to make as many tricks in it as you might have done with his trumps to help you. Reverse this rule, and it reads: "If you are strong in trump, lead them, so that your partner will keep all his losing cards and throw away his best suit."

Pembroke says: "I am informed that with trumps declared against me I must not only discard from my strongest suit, but by that discard point out to my partner—and I presume my adversaries—the suit I wish led. Is this a defensive game? Surely it is pedantry run mad. Why am I, in these frightful circumstances, fighting for dear life and breathing with the greatest difficulty, to disclose my vital parts to a powerful and remorseless enemy? From whom am I to get the suit that I wish led? Why am I to be debarred from using my common sense, if I have any? If I have a suit in which I hope to make a trick by remaining quiet, am I to invite my partner to put me under the harrow by making me third player in it? Among good players the forced discard amounts to this: That though you are aware your partner is discarding with the best possible motives, and he is aware that you are doing the same, neither can depend upon the other's discard as showing anything for certain."

"Whist Strategy" says: "The modern theory of the discard is: In attack, or when playing a forward game, preserve your own and your partner's suits, letting everything else go, even unguarding honors and leaving aces blank. In defence, discard from your own and your partner's suits, keeping guard on those of the adversary. The player must be particularly on his guard against drawing too rigid inferences from discards. It must be remembered that the false discard is too often a stratagem to mask a well-placed tenace."

Sometimes a player is forced to discard and does not know what to let go. At other times, he is very anxious to get a discard, and does not know how to secure it. Sometimes a player does not know whether to give his partner discards or not, and there are cases in which it is highly important to prevent a player from discarding, for fear he will make a mess of it. Take the following hand as an example of such a case, the heart nine turned:

TRICK	A	Y	B	Z
1	♠4	♠A	♠7	♠9
2	3♢	A♢	8♢	Q♢
3	♡8	♡4	♡J	♡6
4	♡8	♡2	♡A	♡3
5	♠5	♠5	♠10	♠4
6	♡10	7♠	♡Q	♡7
7	2♠	4♢	♡K	♡9
8	♠3	♠Q	♠6	K♠
9	J♢	5♢	2♢	5♠
10	♠J	8♠	8♠	6♠
11	♠8	9♠	10♢	10♠
12	7♢	6♢	R♢	J♠
13	♠2	8♢	A♠	Q♠

A—B get ten tricks.

This deal was No. 18 in the first tourney by correspondence, and as here given it was played at table A. Stevens and Tatnall were A—B, while Clay and Paine were Y—Z. Y's play is most extraordinary. He first gives up his only reëntry card, then he gives up command of his suit, and then he leads trumps.

Trick 4. Z's echo shows B that Y did not lead the fourth-best of five trumps, but the higher of two only.

Trick 5. Z has a chance to make a little trump here, but he prefers to throw away his good suit. How often has it been pointed out that it is folly to refuse to ruff so as to bring in a suit, and at the same time to throw the suit away? Y cannot possibly have led a fourth-best trump, because that would necessitate his holding K Q 10 4 2, the lead from which is a high card.

Trick 6. A still has a reëntry in the second-best diamond guarded, so he goes on with the trumps without waiting to establish his suit.

Trick 9. This is another extraordinary play. Z's discard says, "I have not the best spade, but all the others." Y knows his only possible reëntry is the king of diamonds, which Z may hold, yet he takes, or attempts to take, out his reëntry before establishing his suit! If Z had held the king this play would have cost four tricks.

Trick 12. A knows that if Y had held the spade-ace he would have led it, so it must be with B. It is also clear that B holds the best diamond. As B has no means of knowing whether A holds another diamond or another spade he may discard the wrong card, and to prevent his doing so A very cleverly gives up his winning club and keeps his partner from an agonizing choice of discards.

When this hand was played at table D five more tricks were made out of Y-Z's cards by Otis and Baker playing against Horr and Taylor:

TRICK	A	Y	B	Z
1	♠4	♠Q	♠7	♠9
2	3♢	5♢	9♢	Q♢
3	2♠	7♠	A♠	J♠
4	♡3	♡2	♡K	♡3
5	♡8	♡4	♡Q	♡7
6	♡10	8♠	♡A	♡3
7	♠3	4♢	♡J	♡6
8	♠2	♠A	♠10	4♠
9	♠8	9♠	3♠	10♠
10	7♢	♠5	2♢	K♠
11	♠J	6♢	♠6	Q♠
12	♠K	8♢	10♢	6♠
13	J♢	A♢	K♢	5♠

A-B get five tricks only.

Trick 1. It has always been an open question as to how weak a player should be to put in a queen second-hand from A Q and one small.

Tricks 4 to 7. It is very kind of B to get all the trumps out of the way of the established spades. He must know that either ace or king of clubs is still against his partner, as A cannot have held both those cards. If B returns the club suit before going to trumps, he compels Z to pass the doubtful trick. If Y then goes to trumps on his partner's showing in spades and trumps, A-B make nine tricks easily. If Y makes his ace of diamonds or returns the spade, nine are equally made, so that the trump lead loses just four tricks. If Y passes the first club, A-B make nine easily. If Y plays queen and leads ace of diamonds, they make eight only.

Here is a hand in which A wants discards very badly and exercises much ingenuity to secure them, making top score on the deal, chiefly because he had a partner who stayed awake. Z dealt and turned the heart ten.

TRICK	A	Y	B	Z
1	Q♠	K♠	A♠	2♠
2	♡K	♡9	♡7	♡8
3	♡A	♡1	♡5	♡6
4	♡2	♡Q	♡4	♡10
5	K♢	7♢	2♢	Q♢
6	♠Q	♠4	♠K	♠2
7	8♢	♠5	♠A	♠6
8	9♢	♠7	♠J	♠9
9	3♠	♠8	♠10	4♢
10	8♠	6♠	♠3	4♠
11	10♠	10♢	7♠	5♠
12	J♠	J♢	3♢	9♠
13	♢3	A♢	6♢	5♢

A—B get twelve tricks.

Trick 2. B reads his partner for strength in spades, probably Q J 10, and, as he has great strength in clubs himself, he feels himself justified in finessing against one suit, the diamonds, and leading trumps for the two suits in sight. B is further encouraged in this forward trump lead by the natural inference that if his partner has any reëntry it must be in diamonds and will stop that suit.

Tricks 5 and 6. These are the key to the whole hand. If the 7 led by Y was his fourth-best, he holds A J 10, and the suit is solidly established against A-B. This being the case, B must have had a great club suit to justify such a forward trump lead. Now, if B has such a suit and can get into the lead with it, A may be able to get rid of two losing diamonds. If B is asleep and lets A's queen hold the trick, the whole scheme fails, of course, but B naturally stops to ask himself why A should come along with that club when he has an established spade suit to lead. As B's clubs are all of equal value, it is useless to let A lead again, so B wins the trick, and gives A four discards. If B does not win the queen he compels A to lose three tricks, two diamonds, and a spade.

Now let us see how differently this hand was played at another table, and the discards secured in another manner, although only eleven tricks were made on it:

TRICK	A	Y	B	Z
1	Q♠	K♠	A♠	2♠
2	♠Q	♠4	♠K	♠2
3	9♢	♠5	♠10	♠6
4	8♢	♠7	♠J	♠9
5	K♢	♠8	♠A	♡10
6	♡2	7♢	2♢	4♢
7	♡A	♡9	♡4	♡6
8	♡K	♡J	♡5	♡8
9	J♠	6♠	2♠	4♠
10	3♠	10♢	♡7	5♠
11	8♠	♡Q	♠3	5♢
12	♡3	A♢	3♢	Q♢
13	10♠	J♢	6♢	9♠

A—B get eleven tricks.

Trick 2. In this case B is not willing to risk the trump lead, at least not before showing his suit.

Trick 3. Now the question arises, will it be better to go right along with the clubs and give A discards, or should B lead the trumps and attempt to make the two suits which they appear to control? This is a common situation, and it will bear thinking about. B naturally argues that if he leads trumps and succeeds in getting them out, the only suit which can be made is the spades, because he has no reëntry with which to bring in the clubs, and the adversaries will certainly not lead that suit to him. This leads B to conclude that although A-B have apparently two suits solid between them, it is better for B to go on and give his partner discards than to lead the trumps for the protection of the two established suits.

B goes down to the club ten to show his partner that he holds A J also. This is in order to warn A that he may expect two or three discards and arrange for them accordingly. It sometimes makes a great difference to a player to know whether he is to get two discards or only one.

A takes advantage of this information by beginning a signal for trumps, the completion of which will blank his king. How will the rules about discarding weak suits and not blanking honors fit a case like this? Many players would lead trumps on the discard of the nine, but B will not do so even on the completion of the call. He considers it better to let A over-trump Z or get rid of all his diamonds, as he thinks best.

Trick 6. Although Z knows that A will certainly win the diamond trick, with a trump or with the ace, he deems it better to try to force him than to lead the spades through him. As the cards lie it makes no difference what he does if A plays well.

Trick 10. This is one of those situations in which careful reading of the cards wins tricks. A knows that his partner holds the long club and should hold the seven of trumps. Now, if B does not hold the spade nine he has no more, and the nine is guarded in Z's hand. If B holds no more A will lose a trick by going on with the 10. Y passes as the only chance to make his suit. He sees that if he ruffs he is dead, no matter how the spades lie.

AMONG ATHLETIC CHRISTIANS.

Pentathlon Meet to Be Decided on Sept. 9 at Baretto Point.

The athletes who represent the various branches of the Young Men's Christian Association in this city are busy preparing themselves for the City Pentathlon meet, which will take place at Baretto Point on Sept. 9. At a meeting of the Metropolitan committee of this district, it was decided to hold these games first, which will give the public a line on the candidates for the National Young Men's Christian Association games, the latter part of September, in or near New York city. The events in the Pentathlon will be the same as in former years, namely, 100-yard dash, throwing the twelve-pound hammer without a turn, running high-jump, pole vault, and one-mile run.

In the sprint it is almost impossible to pick a winner, as there are a number of good men, representing several of the branches. Browning, Barstow, and White of the new West Side Branch, Jackson and Terry of the Harlem Branch, Olbry of the Railroad Branch, Swanson, Randall, and Cross of the Twenty-third Street Branch, and Sperling and Schwartz from the Young Men's Institute will make the 100-yard dash an interesting event.

Probably no event on the cards is exciting as much attention just now as the hammer-throw. On account of the large number of new men who join the Young Men's Christian Association each year, the athletic committee, some six or seven years ago, made the rule of "no turn" in the hammer event, as it is claimed that it is much easier to learn than with the turn and double twist, and less dangerous to spectators and contestants alike. Many men with large frames, who have been able to throw the sixteen-pound hammer with a turn 115 feet at college, have found that their best efforts with the twelve-pound hammer was from 85 to 90 feet. Men who can throw the twelve-pound hammer 90 feet without a turn can throw the same weight 125 feet with a turn. The committee, therefore, conceded a difference of 35 feet between the two styles, the average being about 65 feet for competitors, 80 feet being considered a good throw.

As to the probable winner—either Fluerbach of the new West Side Branch, Fred and Kerr of the Young Men's Institute, Uhlig and Irvine of the Harlem Branch, Linder of the Washington Heights Branch, and Cross, Sturmer, Copeland, and Koch of the Twenty-third Street Branch, should have a place in the final heats. New men are looming up, and there is a possibility that the record of 102 feet 4 inches, made by Cross of the Twenty-third Street Branch in 1896, will be broken. Cross, who is official handicapper of the Metropolitan District and chairman of the athletic committee of the Twenty-third Street Branch, predicts a future for Irvine of the Harlem Branch in the hammer-throw, and thinks he has a good chance at the Pentathlon meet. He is displaying good form, and has youth and strength in his favor.

Many concede the high jump to Woodruff of the New West Side Branch, but Copeland, Breadon, Sturmer, and Evarts of the Twenty-third Street Branch, Le Rolle of the East Side Branch, Kerr of the Young Men's Institute will leave the outcome doubtful, as all are in excellent condition.

The pole-vault will bring together a number of men who are about evenly matched, and it would not be a surprise to see at least four men tie for first place. Sherwood of the Harlem Branch, Le Rolle of the East Side Branch, Broddell of the New West Side Branch, and Swanson and Sturmer of the Twenty-third Street Branch are likely to be the top-notchers in this event. Schwartz of the Young Men's Institute is considered a dangerous opponent. The one-mile run will bring out Ficke, Hanlon, and Varley of the Harlem Branch, Thomas of the New West Side Branch, Brown, Henning, and Sturmer of the Twenty-third Street Branch, and Sperling of the Young Men's Institute. These men are only the known quality, and they are all up to the average standard.

The last four events in the athletic games open to all Young Men's Christian Association branches in this city were decided at Baretto Point last Thursday afternoon. Summary:

Standing High Jump—Won by P. Denau, Harlem branch, with a jump of 4 feet 2 inches; H. L. Bollock, Harlem branch, J. W. Cross, Twenty-third Street branch, and W. Wagner, Washington Heights branch, tied for second, with a jump of 4 feet 1½ inches.

220-yard Dash—Won by H. Ficke, Harlem branch; second, dead heat between T. A. Jackson, Harlem branch, and J. W. Cross, Twenty-third Street branch; H. Uhlig, Harlem branch, third. Time, 27 seconds.

Standing Broad Jump—Won by H. Uhlig, Harlem branch, with a jump of 9 feet 7½ inches; T. A. Jackson and H. Ficke, Harlem branch, tied for second, with a jump of 9 feet 2 inches.

Throwing the twelve-pound hammer (without a turn)—Won by J. W. Cross, Twenty-third Street branch, with a throw of 95 feet 10 inches; G. Irvine, Harlem Branch, second, with a throw of 76 feet 6 inches; T. A. Jackson, Harlem branch, third, with a throw of 73 feet.

WINNERS AT THE RACES.

SYSTEMS OF BETTING THAT CAME OUT AHEAD AT BRIGHTON.

Methods of Placing Wagers on the Winning Horses Tested Under Adverse Circumstances—Record of the Systems—Standing of the Jockeys.

At last the Brighton racing meeting has closed, and the racing speculator is not at all sorry, for with it and the fall Sheepshead meeting as a rule comes a rocky road to travel, and he is lucky if he is able to show a clear balance at the close. Even to the system-player, who understands this and arranges his plans accordingly, this is not altogether a period of peaches and cream, as was shown in the first half of this meeting, reported on July 30. While the second half was somewhat better from his point of view, it did not come up to other meetings, and there are regretful recollections of many second favorites for the place and favorites straight, which but for unplayable odds would have won good money. The forecast made on July 30 was: "The second half will probably be more or less spotty; but it cannot be expected that the percentage will range along the lines of last year. It will probably vacillate around 44 per cent." This was exactly what occurred. The record runs as follows: 0 per cent., 15, 37, 38, 43, 44, 47, 45, 42, 40, and 41 per cent.; while in 1898 it ran 43, 45, 55, 50, 50, 48, 48, 47, 46, 45, 45, 46, and 44 per cent. These differences mean a considerable change in the number of bets made, and, therefore, in the amount of money won.

While ranging on a lower level as regards the number of winners, there is a more healthful tone to the record, and more certainty. This last point is emphasized by the lack of disqualifications, and the fact that there were only three unplayable favorites, viz.: July 9, Dwyer stable, 1-6, lost; August 5, Stuart, 1-3, won, and Ethelbert, 1-40, won. Last year in the corresponding second half of this meeting there were no fewer than seven unplayable favorites, namely: July 22, Easter Card, 1-3, won; July 26, Rotterdam, 1-3, won; July 27, Rheimstrom, 9-20, won; July 30, Daly stable, 1-40, won; August 1, Our Johnny, 1-3, lost; August 2, Ben Ronald, 1-3, won; August 6, Autumn, 1-3, won. This, with the improvement in the odds from 19-17 last year to 12-16 this year, makes a great difference; there were only two days when the odds averaged less than even money.

As a matter of record in the 73 races, 31 first favorites won, with 25 second with good odds, and 8 second at less odds than 1-2 on. Last year showed in the 110 races 49 wins by first favorites, 25 second at good odds, and 14 second at poor odds. In the second favorite division, the change was more marked this year, for only 18 second favorites won. These wins came in lumps, there being one to win and four second on July 27, while on July 31, Aug. 1, and Aug. 2 there were eleven races with not one second favorite in the first two places. The proportion of first and second favorites to win was 67 per cent., as against 76 per cent. in 1898 and 75 per cent. in 1897.

Of the outsiders there was again a dearth, for the second year. This used to be the home of the long-shot division, but this year the record shows only these: July 24, Lindemere, 75-1, won; July 25, Impartial, 25-1, won; July 26, Buffoon, 60-1, was third; Merry Prince, 12-1, won; July 28, Peace, 25-1, won; July 29, Goldlack, 100-1, was third; Gonfalon, 5-1, won; Water King, 40-1, was third; Perion, 20-1, was second; August 2, Star of Bethlehem, 25-1, was second; Aug. 3, Beverage, 20-1, won. Of these, Impartial and Peace should have started favorites on percentage. There were only eight long-shots last year, but in 1897 there were eighteen startlers, including Squan at 100-1, and Ruby Lips at 50-1, both winning.

In the matter of the number of horses to a race, there was this year an average of seven and a half, as against six last year and seven in 1897.

The Cobb system consists of playing the duplicate and first and second favorites for a scaled bet, as detailed in THE SUN of April 30. The first-favorite duplicate is played straight, and where the second favorite wins or runs second, in the next race it is played for the place; it is never played to win. The bets are scaled by making the first $5, and in the book the figure 5 is placed at the left-hand margin of the page in starting a calculating column; the $5 bet is placed next to it on the same line with the horse, the odds, and the result. As long as bets are won, the stake remains $5, but when a loss is met, the figure 5 is placed in the calculating column under the first 5, and the next bet is the sum of these, or $10. All wins cancel the figures used to calculate, and all bets are indicated by adding the top and bottom figures together. At the second half of the Brighton Beach meeting the system worked as follows:

			Won.	Lost.
July 24—		Race Perfume, 2—1	..	..
		Bishop Reed, 18—5	Won	..
		Fluke, 7—5	..	..
	5	$5	B of Orleans, 12—5	..	$5
		Maxime, 8—5	..	..
		Kickwood, 11—5	Won	..
		Her Ladyship, 1—1	..	..
	10	$10	Laureta, 16—5	..	10
		The Elector, 11—5	..	..
		Royserer, 13—5	Won	..
		Rhenstrom, 1—1	..	..
	15	$15	Inguro, 4—1	..	15
July 25		Reminder, 7—5	Won	..
		Frandoo, 18—5	..	..
		$20	St. Clair, 8—1	$60	..
		Hard Knot, 3—1	..	..
		P of Melbourne, 7—10	..	..
	15	$15	Flaunt 1, 2, 4—5	..	15
		King Barleycorn, 7—5	..	..
		Cambrian, 13—5	Won	..
		Waltnot, 7—5	..	..
		$20	Dan Cupid, 1, 2, 7—5	28	..
		Buceaway, 7—5	..	..
		Marslan, 18—5	..	..
		$5	Dunbaine, 1, 2, 4—5	..	4
July 26—		Freylinghuysen, 3—1	Won	..
		Cheesestraw, 6—1	..	..
		$10	Saccharine, 2—1	..	20
		Exit, 4—1	Second	..
Totals			$108	
Deduct losses			45	
Net winnings			$63	
		Tabouret, 8—5	..	..
	5	$5	Maximo Gomez, 1, 2, 3—2	..	..
	5		Hard Knot, 6—5	..	..
			Greyfield, 18—5	Won	..
			Howard Mann, 3—5	Won	..
	10	$10	Premier 1, 2—1	..	10
July 27—		$15	Fly by Night, 4—5	$12	..
			Don Bain, 5—1	Second	..
			Premature, 8—5	..	..
		$5	Dunbaine, 1, 2, 4—5	..	4
Totals			$16	
Deduct losses			15	
Net winnings			$1	
		Medley, 1—1	..	..
		Prejudice, 2—1	Second	..
		Firearm, 4—5	Won	..
		King Barleycorn, 2—1	Second	..
	5	$5	Zazone, 6—5	$6	..
July 28—		Rare Perfume, 7—10	Won	..
		Rubinia, 2—1	Second	..
		Ten Candles, 9—10	Won	..
	5	$5	Ly Uncas, 3—5	$3	..
		Walnut, 11—10	..	..
		Exit, 3—1	Won	..
		Briar Sweet, 11—10	Won	..
		Peep o' Day, 9—1	..	..
	5	$5	Gaze, 8—5	..	$5
	5		Abuse, 11—5	Second	..
			St. Clair, 3—5	Won	..
			Lackland, 1, 3, out	Second	..
July 29—		$10	Fluke, 8—5	$16	..
			Premature, 11—5	..	..
Totals			$16	
Deduct losses			5	
Net winnings			$11	
		Rare Perfume, 7—10	Won	..
		Hurricane, 5—1	Second	..
		Dwyer stable, 1—6	..	..
	5	$5	Gonfalon, 14, 5—1	..	$5
		Don d'Oro, 1—1	..	..
		Bangle, 6—5	Won	..
		Aldor, 3—1	Won	..
		Fred Clarke, 7—1	Second	..
		Rheinstrom, 9—10	..	..
	5	$5	King 7, 1, 2, 4—5	..	$5
			Lady Uncas, 2—1	Won	..
			Calos, 11—5	Second	..
		$10	Stuart, 8—5	$16	..
			Blacky, 2—1	..	..
Totals			$16	
Deduct losses			5	
Net winnings			$11	
		Box, 7—5	Won	..
		Donald Bain, 3—1	Second	..
		Dr. Parker, 4—5	..	..
	5	$5	Althea, 1, 2, 4—5	..	$4
		Briar Sweet, 7—5	..	..
		Imp, 4—5	Won	..
		Premier, 11—20	Won	..
		The L Cord, 1, 2, no odds	..	..
Aug. 1—	5	$5	Pluto, 8—5	..	$5
	5		Prestige, 4—1	..	..
			Sister Fox, 8—5	..	..
			Beau, 3—1	..	..
			Flower of Gold, 7—5	Won	..
			Prudence, 8—5	..	..
	10	$10	Betty Gray, 7—5	..	10
			Sky Scra er, 11—5	..	..
			Bannockburn, 3—5	..	..
			Merry Prince, 18—5	..	..
Aug. 2—			Zanone, 4—5	..	..
			High Jinks, 5—1	..	..
			Her Ladyship, 11—5	..	..
			Liebe, 4—1	..	..
			Cheesestraw, 7—5	..	..
			Gold Or, 13—5	..	..
			Peace, 4—1	Won	..
			Atay, 6—1	..	..
		$15	Galathae, 7—5	$21	..
			The Elector, 11—5	..	..
			Hox, 4—5	..	..
			Maxine, 6—5	Won	..
			Charagrace, 11—5	..	..
		$5	Maurice, 1, 2, 7—5	7	..
Totals			$28	$15
Deduct losses			15	
Net winnings			$13	
Aug. 3—			Mynheer, 13—5	..	..
			Kitchener, 4—1	..	..
			Bannockburn, 7—10	Won	..
			Knight of Garter, 3—1	..	..
	5	$5	Stuart, 4—5	..	$5
	5		Trumpet, 5—1	..	..
			Dunne stable, 9—10	..	..
			Lackland, 7—5	Won	..
			Intrusive, 11—5	..	..
		$10	Dan Rice, 1, 2, 8—5	10	..
Totals			$16	$5
Deduct losses			5	
Net winnings			$11	
Aug. 4—			Florenzo, 2—1	..	..
			B. of Holmdel, 4—1	Won	..
			Standing, 8—5	Won	..
	5	$5	Tecoron, 1, 2, 8—5	$8	..
	5	$5	Peep o' Day, 9—5	..	$5
			Modrine, 2—1	..	..
			Affect, 1—2	..	..
			Mynheer, 7—1	..	..
			Hox, 9—5	Won	..
			Galathae, 13—5	..	..
	5	$5	Dolly Welthoff, 7—5	..	5
			Fast Black, 4—1	Won	..
		$10	Zanone, 2—1	$20	..
			Hurricane, 11—5	..	..
Totals			$20	$10
Deduct losses			10	
Net earnings			$10	
Aug. 5—			St. Clair, 11—10	Won	..
			Star of Bethlehem, 6—1	..	..
			Stuart, 1—3, unplayable	..	..
			Yellow Tail, 5—1	..	..
			Innovator, 9—5	..	..
			Silver Garter, 9—5	Won	..
			Ethelbert, 1—40	Won	..
			Beard Stable, no place odds	..	..
			Florenzo, 8—5	..	..
			Grey Jacques, 13—5	Won	..
			Bishop Reed, 18—5	..	..
	5	$5	Fly by Night, 18—5	..	$5
			Watson Stable, 11—5	..	..
			Murillo, 18—5	..	..

Series unfinished.

Thus with capital required of $30, this system won $146 at this meeting, or $316 for the whole meeting. On July 24, the second favorite, Bishop Reed, gained the place, indicating Belle of Orleans, which lost; Laureta and Duoro also lost on July 25, St. Clair won at good odds, having been selected as a more recent runner than Hard Knot; Flaunt was unfortunately second favorite on recent running and lost, and Dan Cupid, a good second favorite, won; Saccharine, a clear favorite, closed the series $63 ahead on $50 capital required. On July 27, Fly-by-Night won, and Dunblaine closed the series, both being winners at very short odds. Zanone won on July 28, Lady Uncas cashed place-money, and Gaze lost. On July 29, Fluke won, closing the series, and Gonfalon won another, and King T. lost. On July 31, Lady Uncas, closing a slight favorite, indicated Stuart, which won, and Althea scored for the place. On August 1, Plohn lost, and so did Bettie Gray. On August 2, Galathee won, and Maurice cashing the place-ticket closed the series. On August 3, Stuart lost for the straight ticket, and Dan Rice closed the series.

The Pitt system plays jockeys for $10 on each race, the name of the winning jockey being placed at the bottom of a page, and the name of each successive winner being placed above; the top jockey is the one to play in the next race; if the head of the list has not a mount the next one which a mount is played. When the first half of this meeing closed this system showed a gain of only $18, and it was said that the run of losses indicated a win due. This will be found in the first twenty-eight races, when fifteen winning bets were made, a proportion of 54 per cent. The second half of the meeting just closed resulted as follows:

			Won	Lost.
July 24—	$10	Turner, 4—1	..	$10
	10	Mitchell, 8—1	$80	..
	10	Turner, 5—2	..	10
	10	Bullman, 15—1	..	10
	10	Wilson, 20—1	..	10
	10	Corbrane, 1—1	..	10
July 25—	10	Mitchell, 13—5	..	10
	10	Turner, 3—1	..	10
	10	Turner, 3—1	..	10
	10	O'Leary, 7—1	..	10
	10	O'Leary, 18—5	..	10
	10	O'Leary, 4—1	..	10
July 26—	10	Mitchell, 35—1	..	10
	10	Kuhn, 60—1	..	10
	10	Maher, 11—5	..	10
	10	Taral, 15—1	150	..
	10	Maher, 6—5	..	10
	10	Chandler, 1—1	10	..
July 27—	10	Taral, 10—1	..	10
	10	Mitchell, 12—1	..	10
	10	Maher, 2—1	..	10
	10	Mitchell, 2—1	..	10
	10	Maher, 11—10	11	..
	10	Maher, 9—5	18	..
July 28—	10	Mitchell, 18—5	..	10
	10	Mitchell, 13—5	..	10
	10	Moody, 12—1	..	10
	10	Maher, 1—1	10	..
	10	Mitchell, 7—1	..	10
	10	Maher, 6—5	..	10
July 29—	10	Mitchell, 8—5	16	..
	10	Mitchell, 7—1	7	..
	10	Maher, 5—1	50	..
	10	Maher, 6—5	12	..
	10	Maher, 7—1	..	10
	10	Smith, 8—5	16	..
July 31—	10	Maher, 11—5	..	10
	10	Taral, 5—1	..	10
	10	Maher, 8—5	16	..
	10	Mitchell, 10—1	100	..
	10	Mitchell, 4—1	..	10
	10	Hogan, 11—20	5	..
Aug. 1—	10	Gay, 12—1	120	..
	10	Mitchell, 8—5	..	10
	10	Mitchell, 4—1	..	10
	10	Maher, 1—5	..	10
	10	Maher, 3—5	..	10
	10	Dupee, 20—1	..	10
Aug. 2—	10	Dupee, 6—1	60	..
	10	Dupee, 7—1	..	10
	10	Dupee, 6—1	60	..
	10	Maher, 13—5	..