



THE RIGHT TO SNICKER

Oh goodness gracious mercy me,  
Miss Chatterton, how can you be  
So everlastingly genteel,  
So lah de dah, reel after reel?

I'm personally not inclined  
To like the painfully refined,  
But though you bore me stiff, I guess  
That will not hinder your success.



SOUR GRAPES

Strong men and lovely women are  
Entranced by this Chevalier star,  
Whose face is famous for its smile,  
Whose gay, ingratiating style  
Of comedy should win the most  
Unbending. So I do not boast  
Of my indifference, for I  
Am quite aware the fault must lie  
With me. Perhaps I'm just contrary  
Like Mother Goose's Mistress Mary,  
Or else a plain misanthropist  
Afflicted with that mental twist  
Which makes one think a person sappy  
Who seems perpetually happy.

FLORADORA DAVIES

I don't think she's pretty  
And I don't think she's funny  
And I won't spend a nickel  
Of my hard earned money  
Nor a single split second  
Of the least little minute  
To see another movie  
With Miss Davies in it.



# The revised laws of backgammon

■ The following are the Laws of Backgammon revised to date, which supersede all previously published authorized rules of the game.

These were adopted by the delegates of the representative clubs at a meeting held at the Racquet and Tennis Club in New York on February 21.

These are promulgated officially for the first time here and will soon be issued in book form by Charles Scribner's Sons. They appear on this page of *Vanity Fair* for the first time in any periodical.

**THE GAME 1.** The game of Backgammon is played by two persons.

2. Thirty men—fifteen of one color and fifteen of another—are used, and are set up on a standard board, of four quarters or tables having six points each.

3. For entering and throwing off, the points in both inner tables are considered as num-

bered from 1 to 6, beginning with the point nearest the light.

4. Direction of play is from adversary's inner table to adversary's outer table, to player's outer table, and then to player's inner (home) table.

5. Play of the men is governed by two dice, thrown (cast) from a cup in which the dice are shaken before casting.

6. Choice of seats, men, set up, dice, etc., shall be made by the player winning the opening throw.

**THE THROWS 7.** For the opening throw each player throws a single die. Every tie requires another opening throw. Whoever throws the higher number wins, and for his first move plays the numbers upon both dice. After that each player in turn throws two dice.

8. The dice must be rolled together and come to rest flat (not "cocked") upon the

tables at the player's right, otherwise they must be thrown again.

9. If a throw is made before an adversary's play is completed, or if either player touches a die before it has come to rest, the adversary of the offender may require a rethrow.

10. The player must leave his dice upon the board until his play is completed. Should he pick them up or turn them over before the completion of his play, the adversary may declare the play void and require the offender to replace the man or men moved and to throw again.

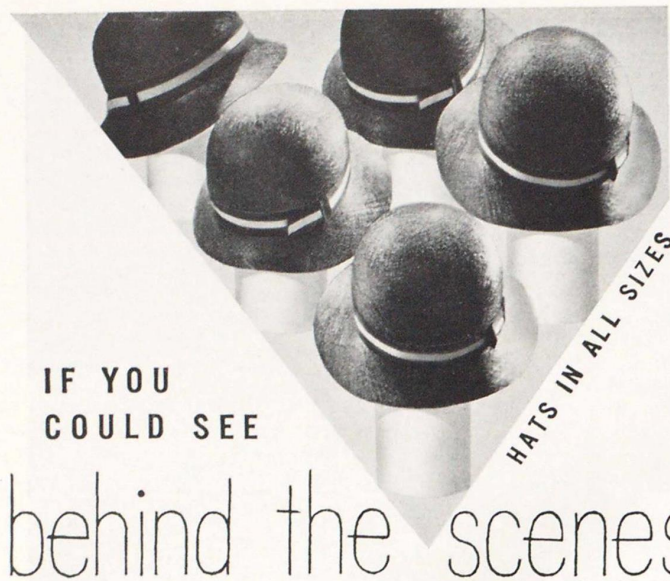
**THE PLAY 11.** The play of the men consists:

(a) In moving a man the exact number of points indicated by the number on a die thrown.

(b) Entering a man, in the adversary's inner table, on a point corresponding to the number on a die thrown.

(c) Throwing off (Continued on page 92)





IF YOU  
COULD SEE

## behind the scenes

... where Draper hats are made, you would find this baku sailor being fitted to more than a dozen different wooden blocks. Graded by eighths of inches from the smallest to the largest, Draper hats are what are known as "headsized hats," but they are completely different from any headsized hats you have ever known before! < < Now you can find, in a size to fit you exactly and a shape that suits you perfectly, every type of model in every new material < < Now you can choose ... in the leading shops where Draper hats are sold ... a hat as chic, and as individually yours, as if it had taken four fittings to achieve and three times its price to buy!

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CLIFTON, the modified sailor (illustrated) also available in ballbuntl, the new rough straw bodies, and summer-weight felts.

Schiaparelli Suit illustrated courtesy of Saks-34th St.



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FASHION IN HEADSIZED HATS

# draper hats

## Revised laws of backgammon

(Continued from page 67)

(bearing) a man in player's inner table—when no man is left outside that table or on the bar—from a point corresponding to the number on a die thrown, or as provided in Law 15.

Doublets require four plays—if possible—of the die number thrown.

12. No play may be made which lands on a point held by two or more of the adversary's men.

13. When a play lands on a single man (blot) of the adversary's, such man is "hit," and must be lifted and placed on the bar for entry in the player's inner table.

14. A player having a man on the bar may not play until that man has been entered.

15. Plays must be made for both dice if possible. Either number may be played first. If only one number can be played, and there is a choice, the higher must be played.

In throwing off, a man may at all times be correctly thrown off from the highest occupied point which is lower than the number indicated by a die. If a number is thrown for an unoccupied point, no man below can be thrown off, for such number, while any man remains on a higher point.

16. Whenever a man has been moved correctly and quitted (the player's hand removed), that play cannot be changed.

**ERRORS** 17. If an error has been made in the set-up, either player may correct it prior to the completion of his first play.

18. If an error in play has been made, either player may require its correction before a subsequent throw, but not thereafter. The man played in error must be correctly played if possible.

**SCORING** 19. A game is won by the player who first throws off (bears) all of his men.

A Gammon (double game) is won if the adversary has not thrown off a

single man. This doubles the count for a single game.

A Backgammon (triple game) is won if the adversary has not thrown off a single man, and has one or more men in the winner's inner table or upon the bar. This triples the count for a single game.

20. **DOUBLING GAME.** The count is raised: *Automatically*—

By agreement, each tie of the opening throw may either:

(a) Double the previous count.

(b) Add one to the previous count.

Unless an understanding has been reached as to the method and limitation of automatic raises they are not played.

*Voluntarily*—

Either player may offer the first optional double of the previous count. After that the right to double the previous count alternates, being always with the player who has accepted the last double.

In every case, a double may be offered only when it is the player's turn to play and before he has thrown the dice. A double may be accepted or declined. The refusal of a double terminates the game, and the player refusing loses whatever his count may amount to at that time. Gammons and Backgammons double or triple the last count.

21. **BY AGREEMENT** other methods of scoring may be used, such as:

*The Point Game.* In this 1 point is scored, by the winner of a game, for each man left in the adversary's inner table; 2 points are scored for each man left in the adversary's outer table; 3 points for each man left in the winner's outer table, and 4 points for each man left in the winner's inner table or upon the bar.

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## In the international clinic

(Continued from page 51)

to operate at once and remove the Power Trust before political peritonitis sets in."

"If you want my opinion," purrs Dr. Butler, "all he needs is to join a good lodge, like the League of Nations, take the pledge, pay his dues and stick to it."

"Never," yells Dr. Borah, "that would finish him."

"What does he need, then?" Dr. Butler demands.

"Me!" replies Dr. Borah.

The class of internes breaks up into angry little groups, arguing and swearing at each other. Some start to operate, but the Democrats want to remove his Administration and the Republicans want to remove his public debt.

"Where am I?" he murmurs faintly. "In the middle of 1931," the nurse assures him. "There, there! You'll feel better in a little while."

He looks at the doctors. "What are those doctors going to do with me?"

"They think they'd better operate, but the doctor says that you mustn't drink anything for another ten years until they see whether it agrees with your Constitution."

The patient looks indignant. "Ten years hell!" he mutters darkly. "Wake me up in November 1932 and I'll show you that I can take mine straight and without a chaser. And besides," he adds, "they can't operate now, because I can't pay them."

He turns on his side and relapses into deep slumber.

The House Physician rubs his hands. "There you are, gentlemen," he tells his class. "Vis curatrix naturae. The best course of treatment in this case is to leave the patient alone. When he's slept it off, he'll be able to take care of himself and we can take the credit for curing him."

"That's rotten medical ethics," complains a raucous and unidentified interne from the rear of the room.

"Perhaps," purrs the House Physi-