- General Orders, May 8, 1777

"As few vices are attended with more pernicious consequences, in civil life; so there are none more fatal in a military one, than that of GAMING; which often brings disgrace and ruin upon officers, and injury and punishment upon the soldiery: And reports prevailing, which, it is to be feared are too well founded, that this destructive vice has spread its baneful influence in the army, and, in a peculiar manner, to the prejudice of the recruiting Service, The Commander in Chief, in the most pointed and explicit terms, forbids ALL officers and soldiers, playing at cards, dice or at any games, except those of EXERCISE, for diversion; it being impossible, if the practice be allowed, at all, to discriminate between innocent play, for amusement, and criminal gaming, for pecuniary and sordid purposes... The commanding officer of every corps is strictly enjoined to have this order frequently read, and strongly impressed upon the minds those under his command. Any officer, or soldier, or other person belonging to, or following, the army... presuming, under any pretense, to disobey this order, shall be tried by a General Court Martial. 99