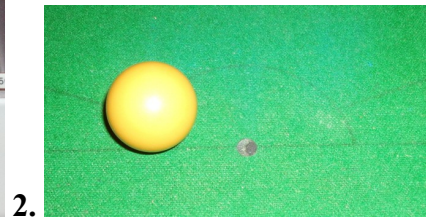


Bar Billiards (3/4 size)

The table is set up with a black mushroom (skittle) placed on the spot in front of the 200 hole and two white mushrooms (skittles) placed on the spots either side of the 100 hole. The intent of the game is to score points from potting balls into the scoring holes. There are 5 white balls and one red ball. **White balls** count the score for the hole they are potted into. The **red ball** counts double.

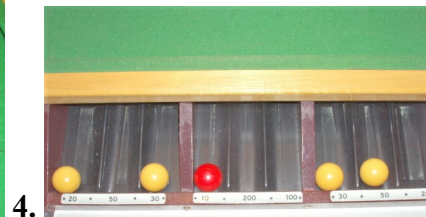
A scoreboard is used to keep score. (pic 1)

To start the game a white cue ball is placed anywhere within the 'D' (pic 2).

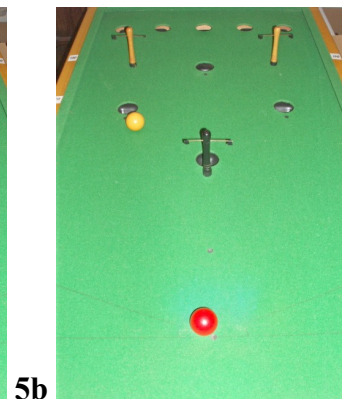


The area behind the 'D' is the baulk.

For **the initial break** the red ball is placed on the front spot between the 200 hole and the 'D' (below). When the table is empty of balls, this (pic 3) is also the required **break off** position.



Once a ball is potted it reappears in a trough at the head of the table (pic 4) and is immediately available for replaying. Any available ball in the trough or behind baulk can be used as the next cue ball and placed in the D. However, when the red is available then it **must** be used to continue the break (pics 5a & 5b) as it is worth double when potted.



A **break** lasts for as long as a player continues to make scoring shots. The break ends when either the player doesn't pot a ball **or** when they make a foul shot.

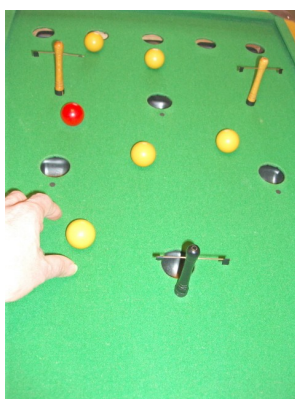
If all balls on the table are potted during a shot then the break continues from the **break off** position of one ball in the 'D' and another (the red) on its spot.

If from the break off position the spotted red and the white cue ball are both potted three consecutive times at anytime during the game then on the fourth break off position only one of the two balls can be potted or the score for the break is wiped out and play passes to the next player.

At the end of a break the balls remain where they lie on the table. The next player places a ball (red if available) from in baulk or the trough into the 'D' and starts his break.

If at any time there are no balls available for playing in baulk or the trough then the ball closest to the baulk end of the table shall be returned to be played from the 'D'.

(pic 6)



6.



7.

Pic 6 - All balls are in play so remove the white ball from nearby the black skittle and use as the next cue ball.

Balls falling into holes without being hit.

If during a break a ball on the lip of the hole shall fall in without being touched, this shall be added to the break; should this occur at end of break and the score has been recorded, ball does not count.

If at the start of a break a ball on the lip of a hole shall fall in after the player has struck his cue ball this shall not count to the score of either player, and the break shall be continued with the next ball by the striker in play.

Foul shots -

1. A ball leaves the table.
2. No ball is struck by the cue ball.
3. A white mushroom is knocked over (**pic 7**).
4. A ball rebounds back behind baulk or into the 'D'.
5. The required **break off** position is not used when it should be.
6. The cue ball is not played from within the D.

For all the above any score made during that same break fails to count.



8.



9.

7. Black mushroom is knocked over (**pic 8**)
The player's total score is reset to zero.

If both a black and white mushroom are knocked over in the same shot then the penalty is applied for the first mushroom to have been knocked over.

Whenever a mushroom is knocked over or displaced from its spot without falling over it is immediately stood up on its spot. Any balls occupying the spot should be returned to baulk for playing again (**pic 9**).

Game length.

The game is timed between 12 to 16 minutes with an external timer. The game continues after this time with the remaining balls on the table, those already in the trough (which should then be placed in baulk) and those that are in baulk. Any balls that subsequently become potted and reappear in the trough are no longer available for play.

Final ball situation

The game ends when all the balls have been potted. The last remaining balls on the table might all be potted on one shot but it is just as likely for only one ball to be left on the table. If all but one of the balls have been potted then the remaining ball is placed in the 'D' and played from there off a cushion in an attempt to pot it in the 200 hole. Each player has turns at this shot until it is either potted to score 200 for that player (400 if it is the red ball) or it knocks over the black mushroom. If the black mushroom is knocked over then that player's score is zero for the frame. No other penalties apply for this final shot. Prior to this final ball shot any break in progress is deemed to be completed and recorded on the score board. The same player makes the first attempt.

| | | | | | | | | | | | | | |
|--|------------------------------|---|-------|---|-------|---|-------|---|-------|---|------|---|--|
| Bonus Points (where applicable) <table border="1"> <tr> <td colspan="2">Timed 16 mins + balls</td> </tr> <tr> <td>1400+</td> <td>5</td> </tr> <tr> <td>1250+</td> <td>4</td> </tr> <tr> <td>1100+</td> <td>3</td> </tr> <tr> <td>1000+</td> <td>2</td> </tr> <tr> <td>900+</td> <td>1</td> </tr> </table> | Timed 16 mins + balls | | 1400+ | 5 | 1250+ | 4 | 1100+ | 3 | 1000+ | 2 | 900+ | 1 | Dimensions - 4 ft x 2 ft 6" (requires table top) Format 2 player singles. Pairs (alternate breaks) Practice Each player to have 2 shots from break off position and one additional shot. |
| | Timed 16 mins + balls | | | | | | | | | | | | |
| | 1400+ | 5 | | | | | | | | | | | |
| | 1250+ | 4 | | | | | | | | | | | |
| | 1100+ | 3 | | | | | | | | | | | |
| | 1000+ | 2 | | | | | | | | | | | |
| 900+ | 1 | | | | | | | | | | | | |
| Duration 15 mins – timed 12 mins + remaining balls 20 mins – timed 16 mins + remaining balls 30 mins – 2 games of timed 12 mins + remaining balls | | | | | | | | | | | | | |

* * *

Quick Start Guide

5 white balls and 1 red ball (counts double when potted).

Spot the red ball and play a white from the D.

When a ball is potted, any other ball may be used as next cue ball (always use a potted red first).

Make a break until no ball is potted **or** a foul shot is made. Then next player continues.

Foul shot – lose break score

Ball missed.

Ball returns back beyond baulk line.

White skittle knocked over.

Foul shot – lose all score

Black skittle knocked over.

When **time runs out** any further potted balls are not used again.

Use up remaining balls until all balls are on the table or are potted.

When a break ends retrieve nearest ball to baulk to use as next cue ball.

If only one ball remains on table – play it from D off side cushion to pot in 200 hole.

For more detailed info – **see rules**