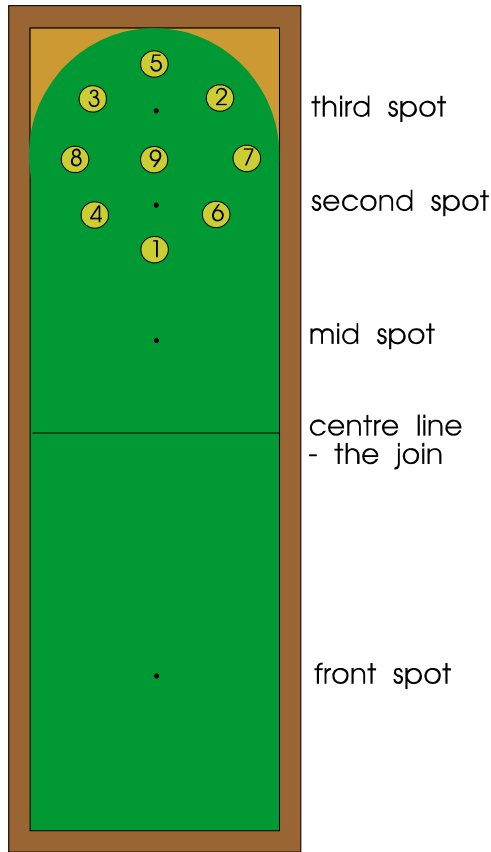
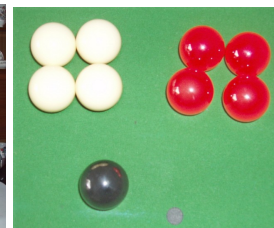


Bagatelle

The table



Bagatelle comes in a variety of types and sizes, and can be referred to as northern bagatelle or southern bagatelle. Some tables are 10 feet long with a slate bed, and often with 2 or 4 side pockets. Others come in 2 parts which fold open to give playing surfaces of variable lengths. The beds of folding tables are often made of one piece of wood or abutted strips of wood which, with age, develop a roll of their own. On folding tables there are usually crib type scoring holes along the table's sides for keeping score. Central to each table type are 9 recessed and numbered cups at the semi-circular end of the table. The intent is to pot as many of the 9 balls on each turn into these cups from the square end of the table.



Folding table underside

The balls

The balls

The balls should be of the same diameter as the recessed cups. 8 whites and a black are normally used but the game can also be played with 4 whites, 4 reds and a black, in which case the reds and the whites are treated exactly the same. (There is no reason why 8 reds could not be used). Any reference to white balls applies equally to reds. All balls other than the black ball are treated as cue balls until they are played up the table when they then become object balls.



Each ball when potted or '**cupped**' scores the points value for that cup. The black ball scores double. Once a ball is potted it remains in the cup unless it is subsequently disturbed. If it is a potted black ball it is always returned to the cup it was potted in. The maximum score for cupping all 9 balls on one turn is 54.

Rules

The game

The game can be played between two players or teams. Each player takes turns to play the eight white cue balls down the table, each turn being called a 'stick'.

For individual games each player 'strings' to see who goes first. One ball each is played from the front spot, off a side cushion in an attempt to cup the ball. The highest scoring cupped ball goes first.

An equal number of sticks are played by each player / team, with the highest score being the winner. Alternately the winner is the first player to reach the highest score above a pre-agreed number after equal turns.

The break

Each stick commences with a break. The black ball is placed on the mid spot. The white cue ball must be played from the front spot.

The intention is to cup either or both of the balls. If the black is missed then the cue ball is removed from the table and is not used again in that stick. A further cue ball is placed on the front spot and played at the black. Play continues in this way until the black ball is struck. Once the black ball has been struck then each subsequent cue ball can be played from anywhere behind the front spot.



Subsequent shots

1. Whilst the **black ball** remains uncupped each cue ball must first strike the black before any score can be made for that shot.
2. Once the black ball has been cupped then each cue ball must first strike any uncupped object ball before any score can be made for that shot.
3. If there are no uncupped object balls on the table and more than one cue ball remains to be played then one of the balls should be spotted on the mid spot and the other played from anywhere behind the front spot. The cue ball must first strike the object ball before any score can be made for that shot.
4. In the case of only one cue ball remaining and there being no uncupped object balls on the table then see **final ball** below.
5. The cue ball should only be struck once all other balls on the table have stopped.

The final ball

If there are no other balls remaining on the table that have not already been cupped then the final cue ball must first hit a cushion before it can achieve any score from being cupped.

Forfeited balls

1. Any cue ball not first striking **the black** before striking another ball is to be removed for the remainder of the stick. Any cupped balls on that shot are also to be removed for the remainder of the stick. All other moved balls remain where they finally rest.
2. If **the black** is already cupped, then any cue ball that does not strike an uncupped object ball first is to be removed for the remainder of the stick. Any balls cupped on that shot are to be respotted.

3. If the **final cue ball** (when it is the the only uncupped ball remaining) does not first strike a cushion after being played then the stick is over. If it is cupped without first striking a cushion, or after hitting a cupped ball, then the score for that cup does not count to the overall stick score.

4. If a ball rebounds back beyond the centre line or is forced off the table it is forfeited for the rest of that turn. Similarly with a ball that strikes the wood above the cushions or the wooden end of the table. Any balls cupped on that shot are to be respotted.

If the offending ball is **the black** then the stick ends at that point and any balls cupped on that turn are not to count to the overall stick score.

Priority of respotted balls

1. The mid spot (in front of 1 cup) is the first to be used for respotted balls unless occupied, then the second spot (between 1 and 9 cups) and then the third spot (between 5 and 9 cups).

2. In the case of **the black** having to be respotted it will always take priority and be placed on the mid spot. Any other ball occupying that spot to be respotted on the second spot or failing that the third spot.

N.B. it is not necessary for the second and third spots to actually be marked on the table.

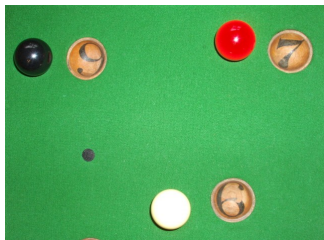
The end of each stick

1. Score to be counted from those balls lying in cups (having been legitimately cupped) when there are no more balls available for cueing.



Left: End of a stick with 2 forfeited balls temporarily stored at top right. 4 uncupped balls (2 reds and 2 whites) collected up. 3 scoring balls removed from their cups ready to be added to the score.

2. Score to be called as each ball is removed from cups and then recorded for each individual player.



Left: Black counts double = 18. Red = 7 and white = 6. Total of 31.

3. Score for each stick to be added to the same player's score for previous sticks.



Left: A total of 5 scored.

Further Rules

As the balls and cups should be of the same diameter, once a ball is cupped it should fit snugly in the cup and be almost impossible to displace. But in the unlikely event of this happening the following rule applies:-

Displaced cupped balls

A legitimately cupped ball is not to be removed from the cup until the end of the stick

1. If a **white** is displaced (whether by a legitimate or a foul shot) then it remains where it lies following its displacement. For legitimate shots only, any ball that enters the same cup following its displacement will score the points for that cup if it is not itself subsequently displaced. For foul shots only, any ball that enters the same cup following its displacement, is to be respotted on mid spot (the cue ball used is forfeit).
2. A **cupped black** should always be returned to the cup in which it was resting when it has been displaced. **Any ball falling into that same cup to be respotted on mid spot.** (For foul shots the cue ball used is forfeit).

Balls falling into cups ‘under own steam’

1. If an object ball falls into a cup before the next cue ball is struck it is to remain there.
2. If an object ball falls into a cup after the next cue ball is struck but before the cue ball strikes that same object ball then the object ball is to be respotted and the cue ball to be returned for cueing again. If there is any further disturbance to the balls lying on the table then they are to be returned as closely as possible to their positions before the shot. Balls displaced from cups to be replaced.

<p>Bonus Points - where applicable</p> <table border="1" style="width: 100%;"> <tr style="background-color: yellow;"> <th colspan="2">5 sticks</th> </tr> <tr> <td>100+</td> <td>5</td> </tr> <tr> <td>90+</td> <td>4</td> </tr> <tr> <td>80+</td> <td>3</td> </tr> <tr> <td>70+</td> <td>2</td> </tr> <tr> <td>60+</td> <td>1</td> </tr> </table>	5 sticks		100+	5	90+	4	80+	3	70+	2	60+	1	<p>Format 2 player singles. Pairs (alternate sticks. Final odd stick – alternate balls)</p> <p>Practice – 2 shots at spotted black plus 2 further shots</p> <p>Duration 15 mins – 4 sticks 20 mins – 5 sticks 30 mins – 8 sticks</p> <p>Dimensions – 7ft x 2 ft (on table supplied)</p>
5 sticks													
100+	5												
90+	4												
80+	3												
70+	2												
60+	1												

* * *

Quick Start Guide

4 red balls, 4 white balls (all treated the same) and one black ball (scores double)

One player plays all the balls on his turn.

At start of each turn (a stick) spot the black.

Play first cue ball from baulk spot, and any other from same spot until the black is hit.

Thereafter play cue balls from anywhere behind baulk spot.

Black on table must always be hit first until it is potted. Thereafter any balls can be hit.

Balls legally entering numbered recessed cups (1 to 9) are added at end of turn.

For further details, foul shots and penalties (**see rules**)

