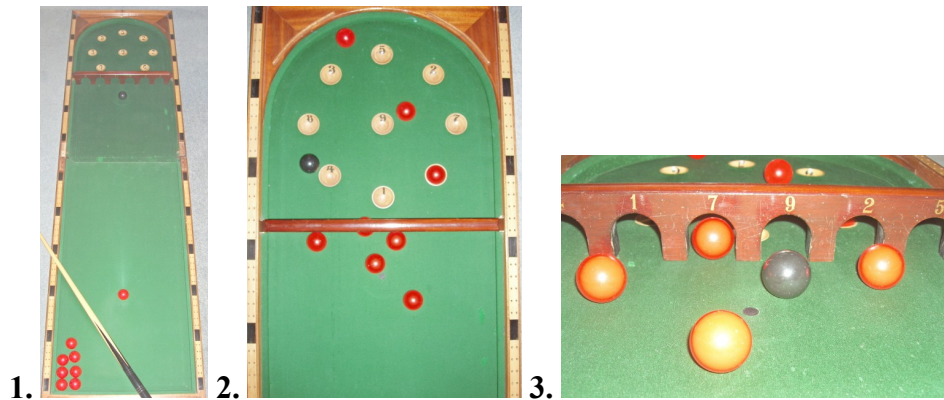


# Mississippi

(NB – uses same table as Edwardian Bagatelle)

The original rules of Mississippi allow for a ball hit from baulk to be played off a cushion and to then pass through a numbered arch (**pic 3**) to score points. **Manor Games** rules make for a slightly more challenging game.

There are 8 red balls and one black ball (all 1 ½” diameter).



## Balls passing through arches

To start, spot the black near the arches and spot a red in baulk (**pic 1**). Each ball played, as well as having to be played off a cushion, must also hit another ball before any ball can score. If there are no balls on the striker's side of the arches then the original rule applies where a ball can go through an arch after just being played off a cushion. Black ball counts double.

Any ball not satisfying the 'cushion then ball' rule is allowed to remain where it stops unless it goes through an arch, in which case it doesn't count and is removed for that turn only. **Scores are recorded immediately a ball passes through an arch**, on the crib board along each side of the table.

A ball is only deemed to have passed through an arch when no part of the ball is visible from directly above on the playing side of the arch. In **pic 2** only 3 reds and the black have passed through the arches, the one red lying beneath an arch is still partially visible on the playing side, so does not count.

## Balls entering cups

Any balls that come to rest in a cup after having passed successfully through an arch are **added to the score once all the balls have been played**. The ball may enter a cup when it first progresses through an arch or it may be knocked into a cup by a later legally played ball passing through an arch. Any balls knocked into a cup by an illegally played ball are replaced as near as possible to their position before the shot was played.

## Foul shots

Any ball leaving the table or jumping over the arches is to be removed for that turn and cannot score.

<b>Format</b> - Singles, Pairs (alternate sticks) <b>Practice</b> – 4 balls each at spotted black	<b>Dimensions</b> - 6 ft x 20" (requires table top)												
<b>Bonus points</b> – where applicable <table border="1" data-bbox="236 309 509 524"> <tr> <th colspan="2" data-bbox="236 309 509 342"><b>20 mins - 6 sticks</b></th> </tr> <tr> <td data-bbox="236 349 373 383">175+</td> <td data-bbox="378 349 509 383">5</td> </tr> <tr> <td data-bbox="236 389 373 423">165+</td> <td data-bbox="378 389 509 423">4</td> </tr> <tr> <td data-bbox="236 430 373 463">155+</td> <td data-bbox="378 430 509 463">3</td> </tr> <tr> <td data-bbox="236 470 373 504">145+</td> <td data-bbox="378 470 509 504">2</td> </tr> <tr> <td data-bbox="236 510 373 544">135+</td> <td data-bbox="378 510 509 544">1</td> </tr> </table>	<b>20 mins - 6 sticks</b>		175+	5	165+	4	155+	3	145+	2	135+	1	<b>Duration</b> <b>15 mins</b> – 4 sticks <b>20 mins</b> – 6 sticks <b>30 mins</b> – 2 sets of 4 sticks
<b>20 mins - 6 sticks</b>													
175+	5												
165+	4												
155+	3												
145+	2												
135+	1												

\* \* \*

### Quick Start Guide

A spotted black ball (counts double when scoring) and 8 red balls.

Numbered arches that denote the score made when a ball passes through.

One player plays all the balls on his turn.

Cue balls are played from baulk, always off a cushion before striking another ball.

If no balls are on the table then the played cue ball can pass through an arch after hitting a cushion only.

Balls passing fully through an arch are scored immediately.

Balls entering cups legally, anytime after passing through an arch are scored at end of the break.

Further details – **see rules**