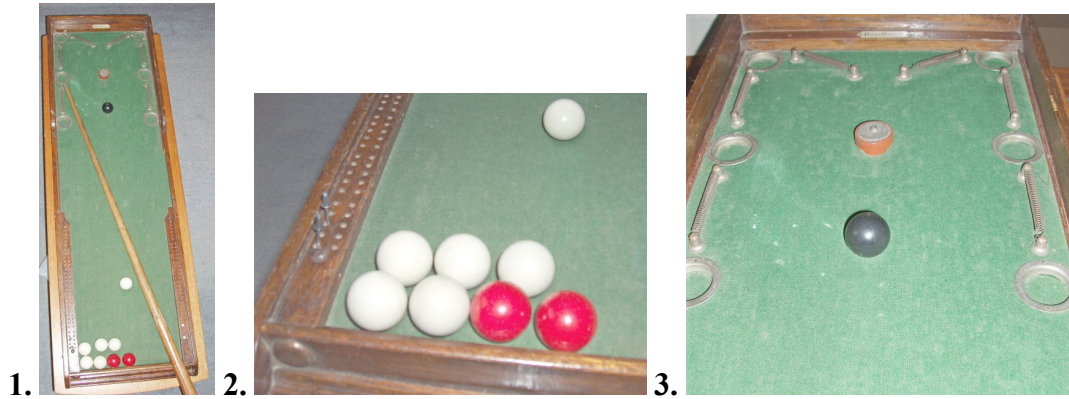


Billiartelle



Setup

The black ball is spotted (**pic 3**). The remaining balls await to be played from the baulk end of the board (**pic 2**). **It is crucial that the gradient back to baulk is tested before play commences. A ball striking the central stump should return about half way back to baulk.**

Play

Each of the 8 balls is played from baulk (first white ball from the baulk spot (**pic 2**), the following balls from anywhere behind it) and constitutes one turn. The first white ball must be played directly at the black ball. Once the black has been hit once, then any ball can be hit first on remaining shots. As long as a ball is hit then the shot is legitimate. Shots can be played from off the central post before striking another ball. Once the black is potted then each remaining ball (including the 2 reds) can be played in any order. Red balls cannot be played until the black is potted or all white balls have been used.

Central Post

The central post (**pic 3**) is used often to make balls rebound back towards baulk so they become available for potting in the nearest 2 pockets.

Empty table

More than one ball remaining

If there are no balls on the table and there is still one or more clear pockets then one ball is spotted and another used as a cue ball. The spotted ball must always be hit first.

One ball remaining

If there is only one ball remaining and no other balls on the table then the final ball must be played off the central post before it can enter a pocket.

Any already potted balls dislodged from their pocket remain in their new position, whether the shot played is a foul or legitimate – no additional penalty.

Foul shots and penalties

Black ball leaves the table (or comes to rest atop a cushion) – turn over.

Black ball coming to rest in area behind the top two spring cushions – turn over.

Black ball not hit directly when on its spot – the cue ball played is dead.

Black ball returns past baulk spot – turn over.

Any other ball leaves the table (or comes to rest atop a cushion (**pic 5**)) – the cue ball played is dead plus any other ball that left the table.

Ball coming to rest in area behind the top two spring cushions – ball is dead (**pic 5**)

Ball returns past baulk spot – ball is dead.

Any balls potted on a foul shot are dead.

The black ball when potted on a foul shot is respotted.

Any balls that are called dead are removed for the remainder of the turn.



Scoring

Points are scored for potting balls.

black – 5 pts, **red** – 3 pts, **white** – 1 pt.

e.g. **pic 4** – 10 scored (black – 5, red – 3, 2 whites – 2)

There are only 6 pockets but 9 balls. However due to the difficulty of potting in the nearest 2 pockets to baulk it is unlikely that a maximum 6 pocket total of 14 points will be achieved. Black (5) plus 2 reds (6) plus 3 whites (3) equals 14. In the unlikely event of potting 6 balls and still having balls left to play, award yourself 1 extra point for each unplayed ball (whatever their colour).

Game Score

A - First player to reach highest score between 51 to 56 (after equal turns) wins. If a player busts (scores above 56) then the score at the start of the turn is returned to.

B – Highest score after equal turns wins.

<p>Bonus points – where applicable (20 mins)</p> <table border="1"> <tr> <td colspan="2" style="background-color: yellow;">51 to 56</td> </tr> <tr> <td>56</td> <td>5</td> </tr> <tr> <td>54+</td> <td>4</td> </tr> <tr> <td>51+</td> <td>3</td> </tr> <tr> <td>48+</td> <td>2</td> </tr> <tr> <td>45+</td> <td>1</td> </tr> </table>	51 to 56		56	5	54+	4	51+	3	48+	2	45+	1	<p>Dimensions – 42” x 13” (requires table top)</p> <p>Equipment 6 recessed pockets and 1 central post. Spring cushions. Integral crib type score board – 56 holes (pic 6) 9 balls - 1 black, 2 reds, 6 whites (Ball size – 1 ¼” diameter)</p>
51 to 56													
56	5												
54+	4												
51+	3												
48+	2												
45+	1												
<p>Format – 2 player singles. Pairs (alternate turns) Practice - 4 balls each</p>	<p>Duration 15 mins – 1 game (51 to 56) 20 mins – 1 game (51 to 56) 30 mins – 2 games (51 to 56) – use score sheet for set score</p>												

* * *

Quick Start Guide

6 whites (1 pt each), 2 reds (3 pts each) and 1 black ball (5 pts)

A rubber 'stump' centrally placed amongst 6 pockets.

One player plays all the balls on his turn.

First spot the black ball.

Pot the balls in pockets for points.

A white is played from baulk first to strike the black ball.

Thereafter any ball may be hit first.

Balls can be played to hit the stump first, then onto another ball.

White balls are used until the black is potted, when reds may be used if desired.

Otherwise, when whites have all been used then reds are used.

For foul shots and penalties – **see rules**