

PUTTER POOL

#53108

For 2 or 4 players of All ages

How to Get the Most Enjoyment From Your Putter Pool

Use the Putter Pool on a surface suitable for accurate putting, such as a smooth textured, 'non-directional' carpet or an actual putting green. The size of your "Table" is up to you, but regulation size is usually twice as long as the width. For novice players it is suggested that you putt the numbered balls directly into the cups. Advanced players can use the "Cue Ball" as in real pool.

- Four players can be divided into 2 teams with Alternating Shots

Below are abbreviated rules for 3 common games. Detailed rules and many other games are available from the Billiards Congress of America (www.bca-pool.com).

GAME 1: 8-BALL

OBJECT OF THE GAME.

Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 thru 15 (stripes).

THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.

RACKING THE BALLS.

The balls are racked in the triangle included. The rack should be located about one-third the length of the table from the end, and centered side to side.

OPEN TABLE.

The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid.

However, when the table is open and the 8-ball is the first ball contacted, no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed. When a player pockets any called ball on a legal shot he remains at the table for another shot, and continues until he misses, fouls, or wins the game.

GAME 2: ROTATION

In Rotation you shoot the balls--in rotation, and profit when you sink 'money' balls, which may be arbitrarily determined before the game begins. (Four money balls, evenly spaced, keep the game interesting; put as much money as you choose on, for example, the 3-, 6-, 9-, and 12-balls.) The player with the highest point total wins the game, and this also wins a share of the predetermined game kitty. A ball's point value is equal to the number on the ball and, since balls 1 through 15 are worth a possible 120 points, the first player to pocket 61 points worth of balls wins. All combos are okay, as long as the lowest-numbered ball on the table is always the first contacted; pockets need not be called. When a player makes a ball, he takes it from the pocket and sets it aside for himself.

Determining who has which money balls and who has the highest point total isn't done until the table is clear.

GAME 3: 9-BALL

OBJECT OF THE GAME.

Nine Ball is played with nine object balls numbered one through nine and a cue ball. On each shot the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.

RACKING THE BALLS, 9-BALL.

The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

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