



GREAT AMERICAN

Recreation Equipment

Bumper Pool Rules

1. Individual play (2 players) or team play (4 players - 2 per team).
2. Each player or team selects their color balls (5 per side).
3. Spot the balls on each spot with spotted cue balls in front of the scoring holes. (Line up the balls so that the color of balls will match the scoring hole color at the opposite end).
4. **START GAME** - Each player shoots their spotted cue ball at same time towards opposite scoring holes. Shots must hit the cushion on the player's right side.
5. The player coming closest to his scoring hole shoots first. If the player makes his spotted cue ball, he will continue to shoot remaining balls until he misses the scoring hole.
6. Opponent then shoots and tries to score. whenever no score is made, the other player shoots. (See #1 in Technicalities and Penalties below).
7. Player (or team) sinking all their balls first WINS.

TIPS FOR MAKING YOU A WINNER

1. Player should always shoot at the opponent's ball if the opponent is in good scoring position. Try to knock him into an area where scoring becomes difficult.
2. Block opponent's scoring hole (if can) with your own ball to prevent scoring by opponent.
3. Always leave one of your balls in position to hit the opponent's ball.

TECHNICALITIES AND PENALTIES

1. Before shooting other balls, player must score his spotted ball.
2. If the player uses an unmarked ball before scoring his spotted balls, all balls disturbed must be placed in the original position.
3. In the event that both players score their spotted balls on the first shot they shoot again using the ball to the left of the hole.
4. If you hit your own ball off the table, place it in the center of the bumpers at the center of the table and opponent shoots next.
5. If you hit an opponent's ball off the table, replace it in the original position and place one of your balls in the center of the bumpers at the center of the table.
6. If a player scores an opponent's ball it will count for his opponent.
7. If the player scores his ball in the opponent's scoring hole, his opponent can drop any 2 balls (by hand) for his score.
8. If a player scores any ball before his spotted ball, his opponent can drop any of his own 2 balls (by hand) for his score.
9. If a player scores his last ball in the opponent's scoring hole, he loses the game.