

# Bumper Pool Basics

## Table Play:

- 2 or 4 people can play bumper pool
- 2 players go head-to-head
- 4 players in teams:
  - Players alternate when it is the teams turn
  - Teams need to decide which player will start the game
- Each player or team must select their color balls ( 5 balls per side)

## Bumper Pool Balls:

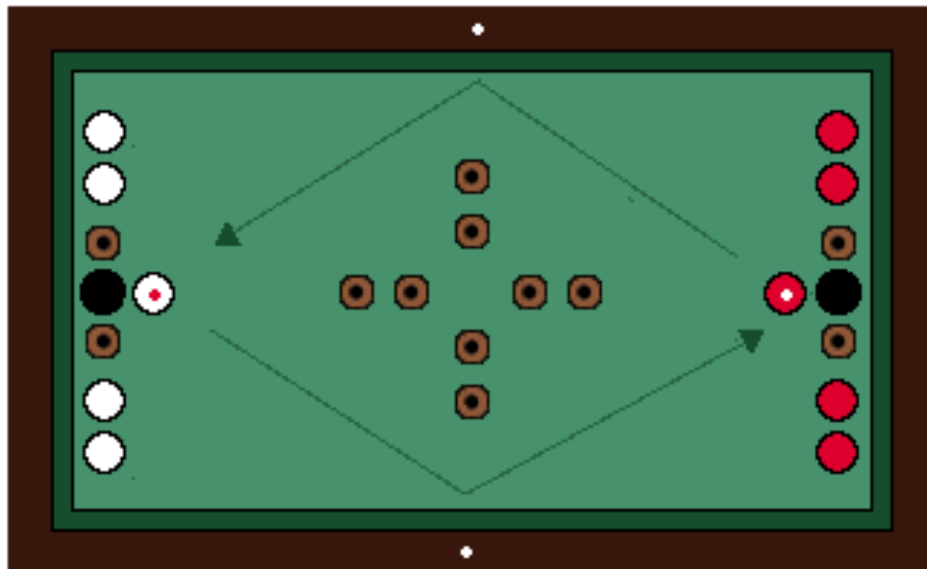
Bumper pool balls are 2-1/8" in diameter, 5 red balls and 5 white balls, one ball of each color will be a marked ball with a visible colored dot. There is no cue ball in bumper pool; instead, you strike the object balls with the pool cue.

## Bumper Pool Cue:

Cues for bumper pool are usually 42-inches to 48-inches long. The most common length is 48-inches.

## Table Set Up:

Set up the balls in position as shown in the illustration below. Be sure a "marked" ball is placed in front of the target scoring hole.



## Start The Game:

Each player shoots simultaneously towards the opposite scoring hole at the other end of the table by banking off the right-side rail cushion as indicated by the arrows in the illustration above.

- The player who gets their ball the closest to their targeted scoring hole or sinks it, gets to continue shooting. If the balls are the same distance away, or both players sink their balls, the shooter that's ball stopped first will continue playing.
- Both players must first sink their spotted ball before shooting any solid-colored balls
- The shooter's turn is over if they do not sink a ball after taking a shot.
- If a player causes a ball to leave the table, the opponent may place this ball anywhere they wish on the table surface; as an additional bonus, they can remove two of their own balls and drop them into their targeted ring hole
- The winner of the game is the first player or team to sink all 5 of their balls into their targeted scoring hole.

*Note: The targeted scoring hole color is the same color as the bumper pool balls*

## Technicalities and Penalties:

- Before shooting other balls, the player must sink their spotted ball into their targeted scoring hole.
- If a player shoots an unmarked ball before scoring their spotted ball, all balls disturbed must be placed back in their original position.
- In the event both players score their spotted balls on the first shot, they shoot again using the ball to the left of their targeted scoring hole.
- If you hit your own ball off the table, place it in the center of the bumpers on the table, your opponent shoots next.
- If you hit an opponent's ball off the table, place it back in its original position, and place one of your balls in the center of the bumpers on the table.
- Sinking your ball into the opponent's hole
  - The opponent gets to place two of their balls into their targeted scoring hole.
  - The opponent places the shooter's ball back where it was on the table
- No player is allowed to jump their ball over balls or bumpers to make a shot.
  - If a jump shot is attempted, the opponent gets to place the jumped ball anywhere on the table. The opponent also gets to sink two of their balls into their targeted scoring hole.
- If a player sinks one of the opponent's balls there is no penalty, but if the player sinks one of their own balls into the opponent's targeted scoring hole, or accidentally shoots one of the opponent's balls, the opponent gets to drop two of their balls into their targeted scoring hole.
- If you sink your fifth ball into the opponent's target scoring hole, you automatically lose the game.
- The first player or team to sink all five balls into their targeted scoring hole is the WINNER!



### ***Game Tips:***

- Focus on being the first to sink all your balls into your targeted scoring hole.
- Use the post and side cushion bumpers to position your balls into advantageous scoring positions.
- A player should always shoot at opponent's balls if the opponent is in a good scoring.
- A player should always attempt to leave one of their balls in position to hit the opponent's ball.
- The goal is to knock the opponent's ball away from their targeted scoring hole and into an area where scoring is more difficult.
- When possible, a player should block an opponent's target scoring hole with their ball to prevent scoring by the opponent.

