

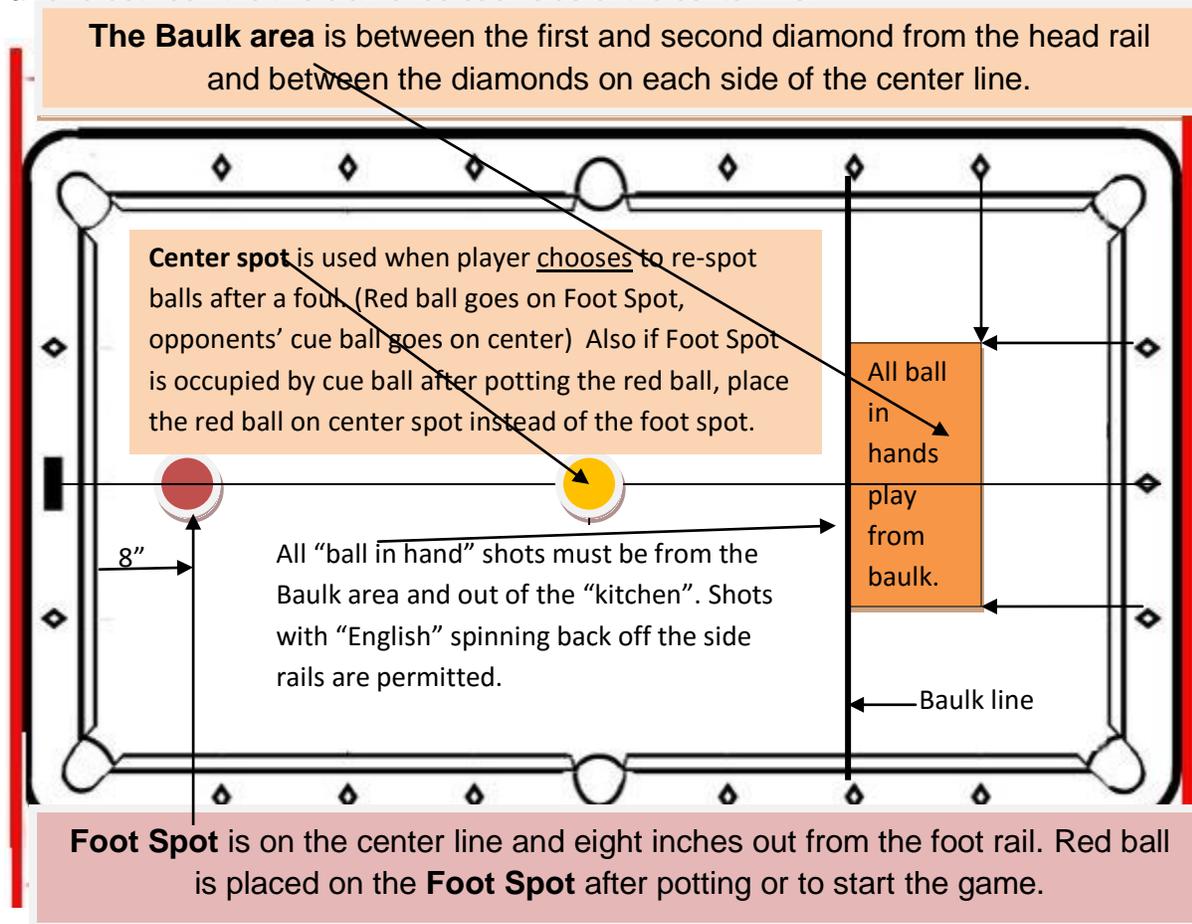
Short version rules for English Billiards adapted to US pool tables

General: The English billiard game (**Billiards**) can be played on a US pool table. Billiards is fun and helps develop cue ball control skills that are useful in 8 and 9 ball pool.

Balls: Only three. Each player has one cue ball (white or yellow) and there is a red object ball.

Markings: Mark a **Foot Spot** on the center line and eight inches out from the foot rail. Also mark a **Center Spot** at the exact center of the table.

Baulk Area: Mark (or estimate) the area between the first and second diamond from the head rail and between the two diamonds each side of the center line.



Starting the game The two players determine who goes first by coin toss. The winner chooses which cue ball to use (white or yellow) and who takes the first shot. The red ball is placed on **foot spot** and the first player begins by playing in-hand from the **baulk area**. The other cue ball remains off the table until the opponent's first turn, when he plays from anywhere within the baulk area. First player continues until he or she fails to score. Then it is other players turn; etc.

Scoring: Points are awarded as follows:

Cannon – striking the cue ball so that it hits, in any order, the other cue ball and the red ball on the same shot: **2 points**.

Pot red – striking the red ball with the cue ball so that the red enters a pocket: **3 points**;

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Pot cue ball - striking the other cue ball so that it enters a pocket: **2 points**

In-off (*a scratch in pool terms*) – striking one's cue ball so that it hits another ball and then enters a pocket: **3 points** if the red ball was hit first; **2 points** if the other cue ball was hit first; **2 points** if the red and the other cue ball are hit simultaneously.

Combinations of the above may all be scored on the same shot. The most that can be scored in a single shot is therefore 10 – the red and the other cue ball are both potted via a cannon (the red must be struck first), and the cue ball goes into a pocket off the red ball.

The winner is the first player to reach a fixed number of points, determined at the start of the game, e.g. first to 100 points, or 300 or 500 (depending on time, preference and ability).

Other rules: If the red is potted it is re-spotted on the foot spot near the foot rail.

After an in-off, the cue ball is placed anywhere in the baulk area; the shot must touch a ball or cushion beyond the baulk line before striking a ball on the short side of the table from baulk line.

If playing in-hand from the baulk area and all balls on the table are within the baulk line part of the table, and contact is not made with any ball, this is a miss; 2 points are awarded to the opponent, who must play from where the balls have come to rest.

If an opponent's cue ball is potted, it remains off the table until it is that opponent's turn to play, when that player, plays it in-hand from anywhere in the baulk area.

If the cue ball is touching another ball, then the balls must be respotted: red on its spot and if the opponent's ball is on the table it goes on center spot, with the striker to play from baulk.

Fouls If a foul occurs, two points are awarded to the opposing player who can choose to play from where the balls lie or they can be respotted (red on foot spot, cue ball on center spot)

There are several different ways a foul can occur by:

- Playing/Striking the opponent's cue ball or Red object ball
- Making any ball jump off the table
- Failing to make contact between one's cue ball and at least one object ball (Unless double baulked)
- A double-hit or push shot
- Jumping one's cue ball over an object ball
- When in baulk, not hitting an object ball or cushion out of baulk before hitting a ball in baulk.

Speeding the game In games without a referee, it speeds up the game if the opponent helps by collecting and respotting the red ball or after in-offs, rolling the cue ball back down the table to the active player. Otherwise the game is much slower as the active player has to walk around the table more than is necessary.

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