

200: PLAYING “ADVANCED” THREE POCKET BONUS BALL

All “Six-pocket” Bonus Ball rules apply with these additions.

1. Each player will use only three pockets as their own during the “Advanced” Bonus Ball game. These are called the (Marked and Unmarked pockets). The player who wins the lag gets the choice of playing marked or unmarked pockets. You will continue to use the same pockets through-out the race. The illustration below shows you how the pockets are divided. Two corners and one side pocket each.

2. For a colored ball (purple or orange) to be legally pocketed, it must be pocketed into your own pocket.

3. When “Targeting” the Bonus Ball or just shooting the Bonus Ball, you **can still** pocket it into any pocket.

4. **THE BREAK:** Two balls must pass the head string or be pocketed or a combination of both, to be a legal break.

5. **DEFENSIVE SHOT:** This is a shot that you must call audibly before you shoot. It gives you a method of moving balls from over your opponents pockets. A defensive shot allows you to hit your **object ball** (the first ball contacted by the cue ball) first and sink another ball into your opponents pocket. That ball must be re-spotted and then you continue on with your visit. You may **carom** the **cue ball** or **combo** this shot. You may also use a two rail shot and directly pot a ball into your opponents pocket, using the **cue ball**. This always gives you a way to pot a ball or move a ball in the jaws of your opponents pocket.

(a) The **DEFENSIVE SHOT** can **NEVER** be used to pocket a ball (the first ball contacted by the cue ball) into your **own pocket!** If mistakenly done, it is not a foul but it is a loss of your visit. **Remember: It is only a defensive shot if you audibly call “DEFENSIVE SHOT”.**

(b) **IMPORTANT:** You may **NEVER** shoot your **object ball** (the first ball contacted by the cue ball) into your opponents pocket, purposely or accidentally. If you **DO**, it is loss of turn and ball-in-hand for your opponent. Balls pocketed are re-spotted.

(c) You may use the cue ball by hitting two or more rails as a defensive shot to directly pocket a ball into an opponents pocket, legally! Of course, this ball must be your object ball!

BALLS POCKETED AFTER A LEGAL SHOT:

(a) If you have **pocketed a legal shot**, any other balls pocketed are **NOW** considered to be illegally pocketed balls and are re-spotted. Exception is if you pocket your object ball in your opponent pocket! This is ball in hand!

WPBL PROFESSIONAL RULES

SCORING: The game shall be played to 30 points.

The **Bonus Ball** must be pocketed into your **own pocket** to complete a sequence. The **Bonus Ball** can still be **targeted** into any pocket.

BREAK SHOT: This is a straight pool shot. Before you shoot the Bonus Ball, **you must re-rack before trying to pocket the Bonus Ball.** You then may try to pocket the Bonus Ball and break out the rack at the same time.

If you do hit the rack, at least one ball from the rack must hit a rail to be a legal **BREAK SHOT.** If you fail to make a legal break shot by hitting the rack with either the cue ball or the Bonus Ball, you lose your turn and your opponent gets to re-rack and will have an “OPEN” break, just like the opening break. Remember to re-spot the Bonus Ball back to the center of the table before re-breaking.

If you pocket the Bonus Ball but miss getting a legal break on the re-rack, you receive your three points for making the Bonus Ball but lose your visit. If you miss pocketing the Bonus Ball but hit the re-rack legally, you lose your turn for failing to pocket your object ball (the first ball contacted by the cue ball), in this case, the Bonus Ball, but your opponent must then play the table as it lays.

All breaks: **THREE** balls must pass the head string if no balls are pocketed. This includes the cue ball. All balls pocketed are counted the same as passing the head string. Failure to perform a legal break is ball in hand for your opponent.

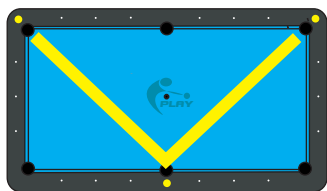


Illustration: Pockets are divide by this method.



Strategic and exciting to play!