

110: The BREAKS regarding six pocket Bonus Ball.

1. **OPENING BREAK:** Players lag to determine who breaks first. After that, players will alternate breaks.
2. All breaks, including the **RE-RACK** are considered **POSITIONAL BREAKS**.

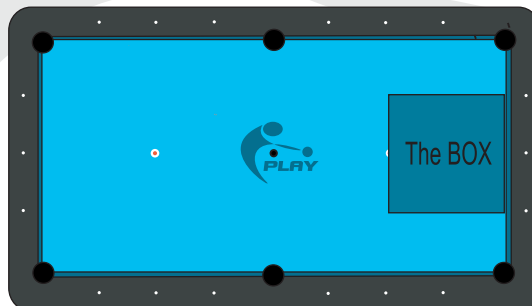
POSITIONAL BREAKS: This simply means all balls pocketed are re-spotted and the other balls are now positioned to start the play. You must start the visit with all eight **Purple** and **Orange** balls on the table, and of course the **Bonus Ball**.

Even if you don't sink a ball, you may start your turn as long as you have made a legal break.

3. All breaks must be performed from on or behind the line. (Head string) shooting at the Purple head ball.
4. The breaker **must hit the head ball** (purple) on the breaks, regardless of which color you are shooting next. **ONE** ball from the rack must hit a rail. This makes all breaks legal.
5. If the player fails to make a legal break, the opponent will now re-rack and break.
6. When positioning the cue ball for the break shot, the base of the ball must be on or behind the head string and inside the box.

See illustration below on the **BOX**:

The **BOX** is shown in the darker area.



“The Bonus Ball break has been designed to spread the balls only! We believe that the break should not determine the winner or loser of the game! You break, you then begin your turn, no matter if balls are sunk or not! No more disappointing dry breaks!”



EASY AS 1-2-3

YOU WIN!

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