

# 130: SCOREBOARD and SCORING POINTS

## MARKING THE SCOREBOARD:

It is very important that players enter their points at all times. This is for two reasons. So players don't forget which balls they have pocketed and so that the opponent knows what colored balls that you are shooting. A player must enter the scoring after his visit is over. Failure to mark your score after your opponent has shot, returns you to shooting the ball indicated on the scoreboard.

(Regardless of who is entering the scores, it is the shooter's responsibility to ensure the scoreboard has been updated properly .)

## SCORING:

1. A player wins the Bonus Ball game immediately when they reach 21 points.
2. To score points, a player must legally pocket a ball into a pocket. The Purple ball is 1 point, the Orange ball is 2 points and the Bonus Ball is worth 3 points.
3. A player must pocket the balls in sequence, to earn points. After pocketing a Orange ball, they may then attempt to pocket the Bonus Ball, to score additional bonus points (three points). The total value of shooting a complete sequence is six points.  
(a) If the shooter misses the Bonus Ball shot, they have scored only three points for the sequence and forfeits their turn. They must return to playing the Purple ball on their next turn at the table. They no longer have the right to shoot the Bonus Ball, until legally pocketing the Purple and Orange balls again.

## TARGETING THE BONUS BALL:

Any time during the game, a player may call any combination or any carom, by hitting their object ball (either a Purple or Orange ball) and pocket the Bonus Ball . (TARGETING the Bonus Ball )

Of course, this shot must be called in advance . If the Bonus Ball is then pocketed, the shooter earns THREE bonus points. The Bonus Ball is spotted to it's designated position. The visit will continue and they will then return to shooting the same colored object ball as the shot before.



EASY AS 1-2-3

YOU WIN!

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