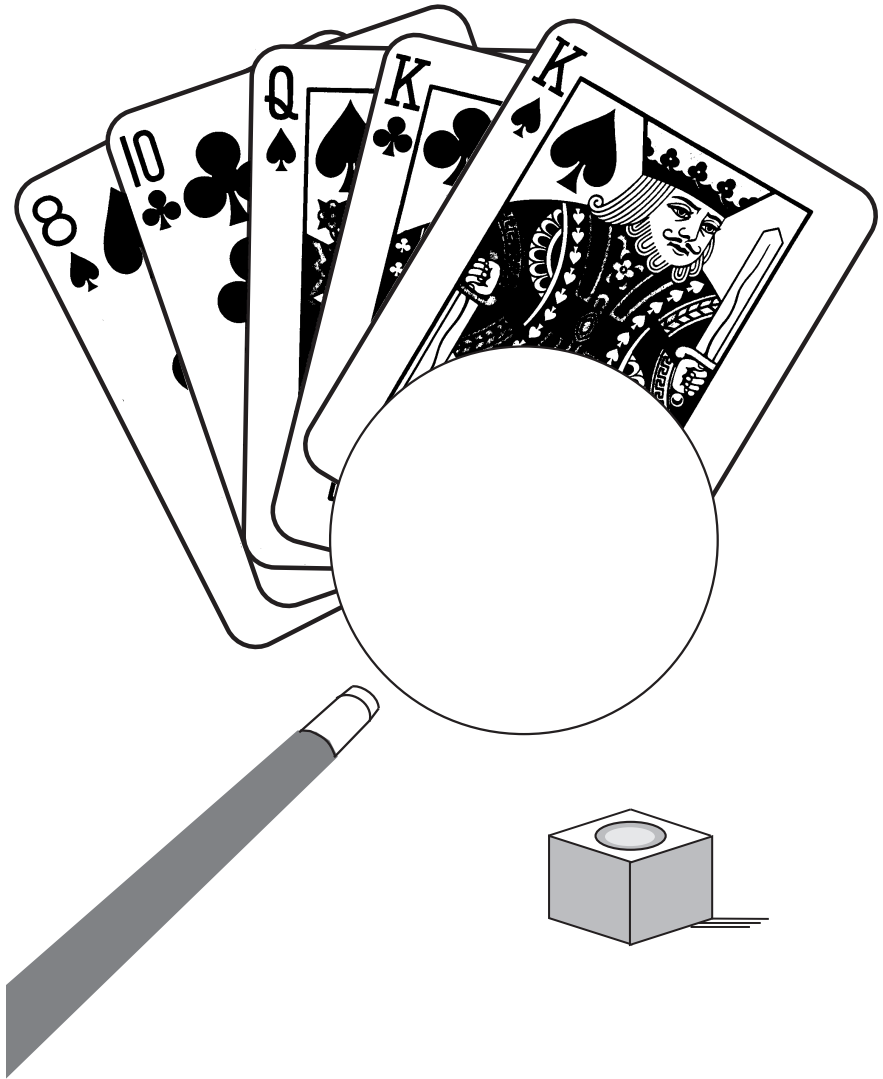


How to play the game "POKER"



How to play the game "Poker"

This game requires the white cue ball and a special set of sixteen object balls. The entire rack of sixteen balls are set up on the foot spot of the table. This game is good for two to four players.

The object of this game is to score balls whose face value make the best poker hand, as in cards. The balls are marked as follows: Aces-4, Kings-4, Queens-4, Jacks-4. Fifteen of the balls are numbered one through fifteen, while the sixteenth, a Jack, is only marked "J" on both sides.

- 1) Rotation of play is determined by lag with the starting player having cue ball in hand. Starting player is credited with all balls pocketed on the break, providing that no foul is committed. If he/she scores he/she continues shooting until a miss, a foul, or he/she pockets five balls.
- 2) At no time is a player allowed to pocket more than five balls in one inning. Incoming players accept balls in position.
- 3) The game is over when all balls have been pocketed legally. For example, one player may have five balls to his/her credit, another may have two balls to his/her credit, still a third may have four balls in his/her hand. In this case, two object balls remain on the table.
- 4) The player having already scored five balls may continue to shoot in turn, in effect, to improve his/her hand. Each time he/she pockets a ball he/she must spot the ball of his/her choice from his/her hand. He/she may continue to pocket and respot balls in an effort to strengthen his/her hand until he/she misses or scores the limit of five balls per inning.
- 5) A player with four balls in his/her hand may pocket the fifth ball and continue to shoot for the last ball in an effort to

strengthen his/her hand. A player with two or three balls to his/her credit will end the game if he/she pocket the two balls on the table.

6) When all balls are pocketed the players then "lay down their hand" with the best hand winning. A player who has not scored five balls is not necessarily a loser. For instance, if he/she has three balls, all Queens, he/she would win over the player who has five balls but whose best "hand" may only be three Jacks, or two pair. If a player has only one ball to his/her credit, he/she defeats a player with no balls at all.

7) There will be times when a player with five balls in his/her hand cannot strengthen his/her hand by pocketing any ball on the table. In a case like this, he/she will miss deliberately rather than pocket a ball that will weaken his/her hand.

8) In making a deliberate miss, the player must drive an object ball to a rail or cause the cue ball to carom off an object ball into a rail. Failure of this rule is a foul. A player may choose the ball to carom off an object ball into a rail. Failure of this rule is a foul. A player may choose the ball from his/her hand to be spotted.

9) Each foul is a penalty of one ball. The following situations are fouls:

- a) Failure to hit an object ball.
- b) Pocketing the cue ball.
- c) Forcing the cue ball off the table.
- d) Shooting without one foot on the floor.
- e) Touching the cue ball with anything except the tip of the cue on a stroke, or touch on an object ball in play on the table except by contact of the cue ball.
- f) Failure to comply with the previously noted rule on deliberate misses.

10) Players, if they choose, may agree to use the balls marked with a "J" as "wild cards."

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