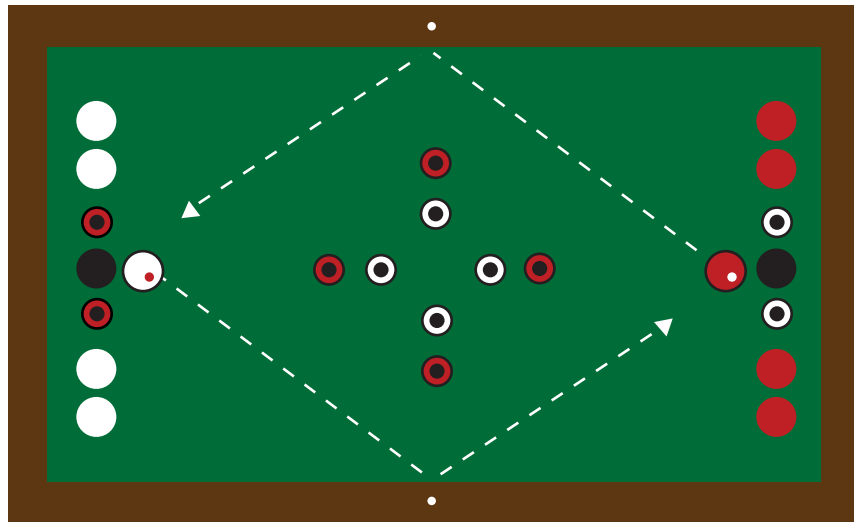

What is Bumper Pool?

Bumper pool is a great game that can bring hours of entertainment. A bumper pool table differs from a standard pool table in that a bumper pool table only has two pockets (holes) whereas the standard pool table has six pockets. Furthermore, a bumper pool table contains 12 bumpers, two each that sit beside the hole at the far end of each side of the table, while the remaining 8 bumpers are situated around the middle of the table. These bumpers are used by players trying to bank their ball into the opposition's hole. In bumper pool each player has five balls -- red versus white. Bumper Pool is played by two or four players on two teams.



Bumper Pool Opening Set-Up

Set up the balls as shown in the illustration. Be sure a "marked" ball is placed in front of each cup (pocket). Each opponent shoots the marked ball simultaneously at the cup at the other end of the table by banking off a side rail as indicated by the arrows in the illustration.

The player who plays his ball into or nearest his cup shoots again. The marked cue balls must be pocketed first. If a player sinks another ball before his marked ball is pocketed, his opponent may remove two of his own balls and drop them into his cup. In the event that both marked balls are pocketed on first shots each player takes one of remaining balls and spots it in front of cup and both shoot at same time, just as they did with the marked balls. From there on they take turns beginning with the player who pockets his ball or is nearest to his cup.

Play

1. A player receives another shot upon sinking his own color ball in his own color cup.
2. In the event that a player causes a ball to leave the table, his opponent may place this ball anywhere he wishes, and in addition can remove two of his own balls and drop them into his cup as an additional bonus. The ball which left the table is placed in center of rebounds (exact center of table).
3. If a player sinks one of his opponent's balls there is no penalty, but if he sinks one of his own balls into his opponent's cup, or shoots one of his opponent's balls, his opponent may then drop two of his own balls into his cup.
4. No player is allowed to jump his ball over balls or bumpers in making shots. Penalty for this will be the same as in Rule 2.
5. The first player or team to sink all five balls is the winner, except that player forfeits game if he shoots his last ball into his opponent's cup.

Playing Tips

1. Defensive play is a good idea! Player should always shoot at opponent's ball if opponent is in good scoring position. Knock him into area where scoring becomes difficult.
2. Block opponent's scoring hole (if can) with your own ball so as to prevent scoring by opponent.
3. Always leave one of your balls in position to hit opponent's ball.