

Instructions and Rules

1. Bumper Pool is played by two players or by four as partners.
2. Each side has five red balls or five white balls, one of each color being a marked cue ball.
3. To set up Bumper Pool, place two red balls on each side of white cup on markers, placing marked red ball directly in front of white cup. Place white balls in same position around the red cup.
4. Both players shoot marked ball at the same time, hitting first the side-cushion, banking the ball into or near his color cup. The player who plays his ball into or nearest to his cup shoots again. 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 his remaining balls and spots it in front of cup and both shoot at same time, just as they did with marked balls. From there on they take turns beginning with the player who pockets his ball or is nearest to his cup.
5. A player receives another shot upon sinking his own color ball in his own color cup.
6. 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.
7. 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.
8. No player is allowed to jump his ball over balls or bumpers in making shots. Penalty for this will be same as in Rule Seven.
9. The first player or team to sink all five of their balls is the winner, excepting that player forfeits game if he shoots his last ball into his opponent's cup.
10. The length of time that the winners may continue playing is governed by House Rule.

Instructions and Rules

FOR 3 HOLE PLAY

1. Bumper Pool is played by two players or by four as partners.
2. Each side has five red balls or five white balls, one of each color being a marked cue ball.
3. To set up Bumper Pool, place two red balls on each side of white cup on markers, placing marked red ball directly in front of white cup. Place white balls in same position around the red cup.
4. Both players shoot marked ball at the same time, hitting first the side cushion, banking the ball into or near his color cup. The player who plays his ball into or nearest to his cup shoots again. Marked cue ball must be pocketed first.
5. The first player to get marked ball into his color cup may play any one of his four remaining balls into his hole or center yellow hole. Last ball of either player must be played into center yellow hole. Players may use their balls to block or knock away opponents' ball.
6. Each time a player sinks his ball into his own color cup or center yellow cup he shoots again immediately.
7. 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.
8. If a player sinks one of his opponents' balls there is no penalty, but if he sinks one of his own balls into his opponents' cup, his opponent may then take off two of his own balls by dropping them into his cup.
9. The first player or team to sink all five of their balls is the winner. Last ball must be sunk into center yellow hole.
10. If player sinks his last ball into any hole but the center yellow hole he automatically loses the game.
11. No player is allowed to jump his ball over balls or bumpers in making shots. Penalty for this will be same as in rule eight.
12. The length of time that the winners may continue playing is governed by house rule.