



P&B Facebook Friend:

Harold,

I was wondering if you could help me out with the official rules to the game of Six Pocket. It doesn't seem to be an official game so it's not in any book or any website...

Thanks,

Pete Berardi

San Diego, CA

P&B Fan Email:

Poolmag@poolmag.com

How about re-introducing the greatest pool game ever invented to the whole world!

Six Pocket Willy

FROM P&B Publisher:

Pete & Willie,

Good Timing! We originally printed the Rules to Six Pocket Billiards in 1994, fifteen years after its creation. Now, after 30 years, it's probably a good time to do it again. We'll also put a link to the Six Pocket Rules on our website, poolmag.com, for the "whole world" to enjoy.

Shoot straight,

Harold

Once upon a time...

...In the late 70's, there opened a 24/7 pool room called Harold's Pool Parlour (1976-1997), 20 miles west of Chicago. As time went by it became the custom for early morning customers to

gather for free coffee with expectations for a friendly poker game to commence. Until a quorum of card players was in attendance, they jostled in a game of Golf Pool, a community affair in which all could participate.

For players of lesser skills to share in the test with those of greater skills, a few changes in the rules were often considered. Each day additional minor tweaks to the rules of Golf Pool were made until... on one fateful morning in 1979, when asked to clarify the latest conventions and make



yet another adjustment, Harold said, and we paraphrase, "Ya' wanna' make it that easy, give 'em all their own cue ball and object ball... or forget-about-it!" Necessity had once again proved to be the mother of invention. No one saw it coming or could have forecast that they were witness to the evolution of a new species of pool game. In the years that followed, Six Pocket spread far and wide throughout the pool realm. Each night, when other Chicago area rooms had to close, the action players and spectators congregated at Harold's "round-the-clock" Pool Parlour for Six Pocket. There would be as many as seven players on a single table. The audience was replete with alternates, eager to jump in when defeated players dropped out. Sessions often lasted from

dusk to dawn and back to dusk, uninterrupted. One player, who had entered a Six Pocket session on a Sunday evening, was once heard to request in the middle of the marathon, "Remind me that I have a doctor's appointment on Tuesday." And, came the reply... "Too late, it's Wednesday."

To onlookers, Six Pocket appears misleadingly simple, tempting a test of their own abilities, but alas it is not. Perhaps its most distinctive, yet unintentional element, is the desire of rivals to form alliances and apply pressure on the tactics of others while plotting their own blind sides and double crosses. Suffice

to say, Six Pocket is not for the gentle, meek, or pure at heart... or for those who have a bad heart.

So it began, and

now if you will lend a bridge hand to it, it may...

...continue happily ever after.

Six Pocket's Official Rules

PLAYERS:

The game of Six Pocket can be played with 2 to 7 players. For the most enjoyment, the ideal field should be between 4 to 6 players.

CUE BALLS & OBJECT BALLS:

- 1) One Community Cue Ball (a normal white cue ball).
- 2) In addition to the "white" Community Cue Ball, each player is assigned their own Individual Cue Ball (using one of the solid colored balls, 1 thru 7) and their own Object Ball (using one of

the striped balls, 9 thru 15).

3) A player's choice of cue ball and object ball must correspond in color and the player then becomes known by their color.

Mr./Miss Yellow: Cue Ball #1, Object Ball #9

Mr./Miss Blue: Cue Ball #2, Object Ball #10

Mr./Miss Red: Cue Ball #3, Object Ball #11

Mr./Miss Purple: Cue Ball #4, Object Ball #12

Mr./Miss Orange: Cue Ball #5, Object Ball #13

Mr./Miss Green: Cue Ball #6, Object Ball #14

Mr./Miss Brown: Cue Ball #7, Object Ball #15

TABLE & POCKET DESIGNATIONS:

A 9-foot table is recommended but an 8-foot table will work, too. (A 7-foot table could get a bit too crowded for over four players due to the number of balls that would be continuously in play.)

Each pocket on the table is designated with a number from 1 to 6, beginning with the right hand pocket behind the head string as Pocket One, the left-hand pocket behind the head string as Pocket Two, and continuing clockwise with the left hand side as Pocket Three, the top corner on the left as Pocket Four, the top right corner as Pocket Five and the right side as the final pocket, Pocket Six. During play, the pockets are played one at a time, in order from 1 to 6.

The table's playing surface is marked with three spots: the Head Spot (in the center of the head string); the Foot Spot (where the head ball in a rack is normally positioned); and the Center Spot (center of the table).

SCORING EQUIPMENT:

Pencil and paper will do fine. Some hardcore Six Pocket

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rooms have installed several strings of wooden beads, color-coded for each player.

OBJECT:

The player, with the option of using their individual cue ball and/or the community cue ball, attempts to make their assigned object ball in each of the table's six pockets (in their numerical pocket order) in the least number of strokes.

ORDER OF PLAY:

1) Pocket One: Players decide the beginning order of play for Pocket One. This can be done by lag, numbers from a hat, coin toss, etc. This order must then be recorded to help players recall the order in which they will shoot. It also provides players at the table the knowledge of which incoming players will follow them (an important element of the game's strategy). For example, if there were seven players in the game, after the order was decided, it could be recorded as: (1st Pocket) Blue, Red, Green, Yellow, Orange, Brown, Purple. Players do not begin shooting for Pocket Two until each of the competitors has made their object ball in Pocket One. Once a player makes his object ball in the designated Pocket, they are done until it is time to play for the next pocket.

2) Pockets Two thru Six: The order of play to subsequent pockets is determined by the order in which the players legally made their object ball in the preceding pocket. This order must also be recorded. Example, if Mr. Blue was the first to enter Pocket One, that player would play first to begin play for Pocket Two, and if Miss Red was the second player to make her ball in Pocket One she would be second in order for Pocket Two and so on. This re-ordering takes place for each of the six pockets.

3) The first player to make their ball in a designated pocket is responsible for recording the order in which the rest of the players enter the pocket (See Scorekeeping).

BALL PLACEMENT:

The opening player places their own Object Ball, their own Cue Ball, and the Community Cue Ball in their beginning positions on the table.

A player's own cue ball is always placed on the Center Spot to begin play for Pocket One. For all subsequent pockets, a player's own cue ball is played from where it is resting when that player returns to the table.

The Community Cue Ball is placed on the table's Head Spot to begin play for Pocket One by the first player. After the opening shot by the beginning player, the Community Cue Ball's position is played from wherever it sits on the table.

A player's object ball is placed on the Foot Spot when it is their turn to begin each pocket. For subsequent shots at the same pocket, the player's object ball is played from where it sits. When an object ball is legally scored (legally pocketed), it remains off the table until the player begins play for the next pocket, at which time it is returned to the Foot Spot.

LET'S PLAY:

Mr. Blue was chosen to go first and begins by placing three balls on the table. The Community Cue Ball (on the head spot), his own cue ball, in this case the 2-Ball (on the center spot), and his object ball, in this case the 10-Ball (on the foot spot). See Diagram.

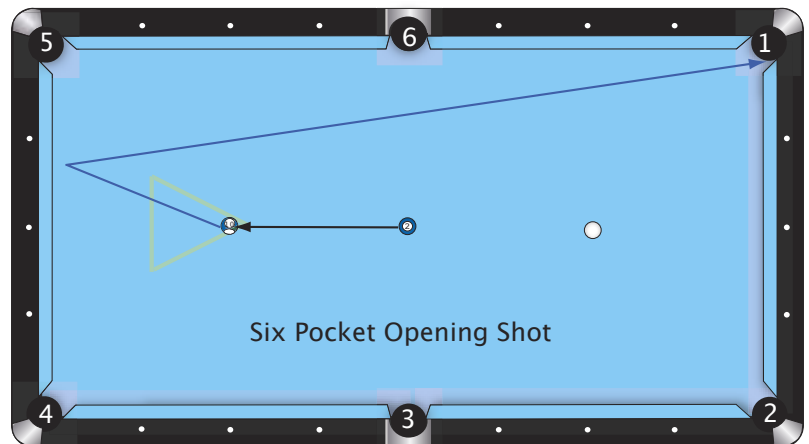
Mr. Blue now attempts to pocket his object ball (10-Ball) in Pocket

One. A player always has the option of using either their own cue ball or the Community Cue Ball. In this case, since Mr. Blue's own cue ball is blocking the Community Cue Ball's path to his object ball, the most likely shot would be to use the 2-Ball (Mr. Blue's cue ball) in an attempt to bank the 10-Ball (object ball) to Pocket One.

It would be an unlikely option here, but Mr. Blue could attempt to use the Community Cue Ball in a two-cushion kick to knock the

players continue in the same manner, each taking only one shot during their turn, until all the players have pocketed their object balls in Pocket One.

Whichever player is the first to enter the first pocket begins play for Pocket Two after all the players have completed Pocket One. Pocket Two begins with the player spotting his or her object ball on the foot spot. The beginning player for Pocket Two would then have the option to



10-Ball back toward Pocket One.

Each time a player comes to the table, they get one (1) shot, and then play rotates to the next player. The only time a player continues shooting at a designated pocket without rotating shots with other players, is when their's is the only object ball left on the table because all the other players have legally made their object balls in the designated pocket.

If Mr. Blue was successful and pocketed the 10-Ball on the opening shot, he does not play again until all the players have scored their object balls in Pocket One.

Whether or not Mr. Blue made his ball, the next player in order, let's say it was Miss Red, would then place her cue ball (3-ball) on the center spot and her object ball (11-ball) on the foot spot and take her turn. Subsequent

use either their own cue ball or the Community Cue ball, from wherever they are sitting when the player returns to the table.

When all six pockets have been completed in the same manner, the game has ended.

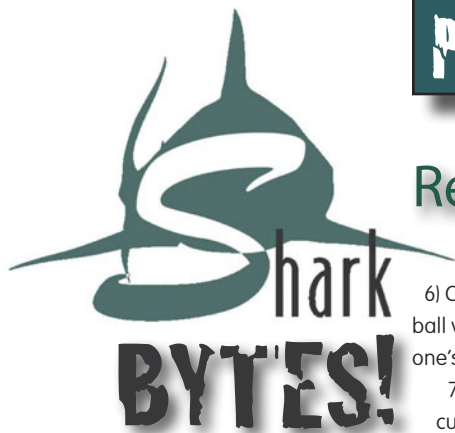
SCORING & SCOREKEEPER:

Scoring is accomplished by recording the total number of strokes a player takes to legally make their object ball in all six pockets. However, stroke counting DOES NOT BEGIN on any of the six pockets until after one of the players has legally made their ball in that particular pocket (except for Penalty Strokes, which are assigned whenever they occur).

The first player to make their object ball in the designated pocket accomplishes the feat without

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any strokes, unless they have acquired penalty strokes prior to making their object ball (See FOULS and PENALTY). The first player to enter a pocket (legally pocket their object ball) then becomes the scorekeeper and must record each stroke every other player takes until all of the remaining players have also legally entered the same designated pocket.

The scorekeeper is also responsible for keeping the order in which each player enters the pocket for future rotation on the next pocket. In addition, the scorekeeper must provide information regarding the order of rotation when requested to do so by any of the other players.

A player's score for each pocket can be anywhere between zero and however many times they shoot until they pocket their object ball.

At the end of the game, the scores for each player for all six pockets are tallied. This then determines 1st, 2nd, 3rd place, etc.

FOULS:

The following actions constitute a Foul:

- 1) Jumping any ball off the table;
- 2) Pocketing any ball other than one's own object ball;
- 3) Pocketing one's own object ball in a pocket not currently in play;
- 4) Shooting out of turn;
- 5) Shooting when table is not right - (Necessary balls in play not on table or spotted incorrectly);

6) Contacting any other ball with a cue ball before one's own object ball;

7) Using another player's cue ball or any object ball as a cue ball;

8) After object ball is contacted by cue ball, a ball must touch a cushion - (unless player's object ball is pocketed);

9) When the player's object ball is frozen to a cushion, after contact with the cue ball it must be driven to a different cushion, OR, the cue ball or any other ball must reach a cushion after the contact (unless the object ball is pocketed);

10) Cue ball fouls only. (Touching one's own cue ball or the community cue ball with anything other than the player's cue tip during the execution of a shot is a foul. Inadvertently touching other player's cue balls is not a foul. Disturbed balls must be placed as close as possible to their original position.)

PENALTY:

Each time a player commits a foul, they are assessed a total of Four (4) Strokes and their turn at the table ends. Players are never assessed for more than one foul in any turn. A player's normal shooting stroke, if eligible, is not added to the 4 Stroke Penalty.

SPOTTING BALLS:

1) All legally pocketed balls remain off the table until all players legally pocket their object balls in the designated pocket. Legally pocketed object balls return to the table for each player when that player takes their first turn for the next pocket. Illegally pocketed balls, scratched balls and balls hit or jumped off the table are

returned to the table immediately.

2) Object balls are returned to the foot spot if it is not occupied, or in an unoccupied area, frozen to the ball in front of it, in a line back toward the foot rail.

3) Player's cue balls (solid colored) are returned to the center spot, or in a line back toward the head rail, frozen to the ball in front of it.

4) The Community Cue Ball is returned to the head spot or in a line back toward the head rail, frozen to the ball in front of it.

5) When a player's object ball is pocketed in the correct pocket on any type of shot by an opponent, it is considered legally pocketed (no strokes are charged to the owner of this pocketed ball) and is not spotted until the next pocket is played by the lucky player.

6) When a player scores their own object ball in the correct pocket during a shot in which any foul occurred, their ball is NOT considered pocketed legally, and it is returned to the foot spot immediately.

7) On the opening shot toward Pocket One for each player (and only on this shot), if any ball blocks the path in a line between their cue ball and their object ball, or interferes with the shot anywhere in the area between the foot string and foot rail, those offending balls may be marked and lifted until completion of the shot and then immediately returned to their marked positions.

TOURNAMENT & COMPETITION REWARDS

1) Fixed Entry Competition - Players pay a set amount as an entry fee into the contest. Number of winning places and amounts are pre-determined for

the winners with the best final scores (least amount of strokes).

2) Open Ended Competition - A monetary value is placed on each stroke (i.e. 5 cents per stroke). Players with lesser strokes collect from all players with more strokes, according to the difference in their scores. Thus, players with more strokes pay those with less strokes, according to their score difference. Payouts are made up and down the order of finish.

Example of Open Ended Competition Pay-Outs (with 4 players and stroke value of 5 cents):

- 1st Place had 10 Strokes
- 2nd Place had 20 Strokes
- 3rd Place had 25 Strokes
- 4th Place had 30 Strokes

The First Place player would collect the difference in their strokes from each of the other three players. In this case, Second Place owes First Place 10 strokes (20 minus 10) or 50 cents at 5 cents per stroke; Third Place owes First 15 strokes (75 cents); Fourth Owes First 20 strokes (1 dollar).

Second Place would collect 5 strokes from Third Place (25 cents) and 10 Strokes from Fourth (50 cents).

Third Place would collect 5 strokes (25 cents) from Fourth.

(CAUTION: When playing Open Ended Competition formats, it is possible for players to end up with very large stroke counts, even over 100, resulting in their monetary liability to the competition being a completely unknown factor.)

Questions regarding Six Pocket Rules can be emailed to poolmag@poolmag.com or sent to Pool & Billiard Magazine, 115 S. Main St., Summerville, SC, 29483.

Have fun, shoot straight, and drop us a line with your game tips!