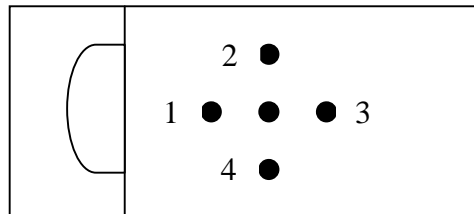




RULES OF FIVE PIN POOL (SKITTLE POOL)

There is no Council or Governing Body to compile rule. Those published below are the most generally accepted, but local variations of these rules will be found in some areas.

1. This game is played with the set of three billiard balls. Five skittles (four white and one black) and sixteen numbered counters (peas) with a suitable pea pool bottle to draw them from.
2. The skittles (generally referred to as pins) are set up in the centre of the table, the black occupying the centre spot, the other four placed one skittle length apart from the black - above, below and on either side of it. The skittle nearest the bulk line has a value of one point, the skittle to the left two points, the skittle nearest the top of the table three points and the skittle to the right three points. (see diagram)
3. Scores are made and counted as they are in billiards and also by knocking down the white skittles, each skittle upset by a ball or falling skittle scores points as listed in rule 2.
4. After determining the order of play - this can be decided by drawing a number counter - (lowest strikes first) the counters are returned to their bottle, each player draws another pea and keeps the value of the counter secret to the end of the game.
5. The game consists of scoring 31 exactly, inclusive of the value represented by the secret counter held by each player.
6. The player who scores 31 exactly wins the "Pool".
7. The "Pool" may also be won by making a "Royal", i.e. knocking over the four white skittles at one stroke, leaving the black still standing - this although really scoring 10, wins the "Pool" whether the player be over or under 31.
8. The game is commenced by spotting the red on the billiard spot and the white on the centre of the bulk line. The first player plays with the spot white ball at the red ball from the half circle and continues playing so long as he or she scores.
9. All players play with the spot white ball.



10. If a player upsets the black skittle he retires from the game, he may however, rejoin by paying a forfeit (starring) equal to his original stake in the Pool. Any number of "stars" are allowed in a game, but the player must always signify his wish to rejoin before the next player has made his stroke - and he rejoins without any points he may have previously made.
11. Should a player score more than 31 points including his counter he retires from the game but may rejoin by starring as in rule 10 and he draws another counter.
12. The player's ball must strike another ball before knocking over any skittle(s).
13. Any skittle upset by any ball counts.
14. All skittles which are moved completely off their spots, or which lean on a ball or cushion are considered as "upset".
15. If a ball prevents a skittle from being spotted it shall give place to the skittle, and the ball shall be spotted on its own spot, if another ball should be found occupying the spot then that ball must also be placed on its own original spot, if it be the spot white ball the player shall play from the ball circle.
16. The rules of billiards control this game with the following exceptions:
 - (a) When the red ball has to be spotted on the centre spot, it shall be placed on the pyramid spot instead.
 - (b) A miss counts nothing - but no player must miss intentionally.
 - (c) The white ball is considered as "in Baulk" when on the baulk line.
17. The charge for use of the table is to be taken from the "Pool" before being handed over to the winner.
18. The game can be amusement without a "Pool" in which case the same rules apply except that if a player upsets the black skittle, or if a player scores more than 31, he retires from the game permanently, unless it has been previously agreed that such a player remains in the game but forfeits all points previously scored.