

Bagatelle

RULES TO PLAY

1. Six shots constitutes game.
2. Red ball always counts double.
3. When white ball makes circuit of table, count one shot.
4. When white ball makes circuit of table in three consecutive shots, player loses game.
5. Should ball lodge on top of any pin, count 20 for white, 40 for red. When ball stops on cushion points at foot of table, count 10 for white, 20 for red.
6. When white ball strikes a pin at head of table and then goes to alley, count 1 shot.
7. Should red ball go to alley after being hit by white, count 100.
8. When white ball strikes red ball and then goes to alley, red ball only counts.

HOW THE GAME IS PLAYED

The red ball is put on the spot at the head of the table and the white ball placed in the alley and cued with sufficient force to drive it out. If the white ball enters any of the traps, the player scores the amount indicated thereon. Should it fail to enter a trap and lodge in one of the pockets at the foot of the table, the player scores the amount indicated on that pocket. The main object of each shot is to strike the white ball with the right force to dislodge the red one, which counts double the amount indicated on the trap it enters, the score made by the white ball being added.