

KILLER TOURNAMENT

HINTS & TIPS

ABOUT KILLER

Killer is the classic multi-player pool game that's played for money. Players pay their entry fee to get three lives (chalked on a blackboard) and take turns to pot balls; if they miss a ball or foul, the player loses a life. When all lives are lost, that player is out of the game; last man standing wins the cash pot (the combined entry fees)! A round of Killer is best played with between 4 to 13 players.

Killer is an exciting, fast paced atmosphere builder that involves many players at the same time, ideal when you only have one table and a lot of people! The roulette of pool games, luck plays a big part and entices players of different abilities with the prospect of winning some quick cash.

Killer is the ideal game to keep players entertained after a league match or tournament night.

Killer appeals to players of all abilities. It's a simple game to play (just need to pot a ball!) with a BIG chance factor, so anyone can win. Some variations such as 'Flip Card Killer' increase this chance factor, encouraging the more casual players to enter. Rules for games can be found on the tournament chart or overleaf.

Killer is quick and easy to implement; once started players manage games themselves - just get them going!

Try organising the following: spontaneous games when you have some willing players in the pub; plan an official tournament involving many players and rounds; create regular dedicated Killer nights.

Whoever pots the black pays for the next rack! Licensee should pay for the first game to get players started.

PROMOTION

Effective promotion is essential to generate interest in your pool facilities and activates.

Let players know what's happening in your pub. Gain yourself a reputation for being a quality pool venue.

- ▶ Use promotional posters in our kits to advertise your events well in advance.
- ▶ Build momentum and excitement for events by talking to players and get them registered and paid-up in advance for tournaments.
- ▶ Encourage spontaneous games when you have players around - the more fun times you create, the more players will want to play again.
- ▶ Advertise pool nights in local media and outside of your venue.
- ▶ Our tournament kit contains everything needed to easily promote and run your own in-house Killer competitions.



During a tournament, have 'qualifying rounds' of Killer, allowing many players to enter. The winner of each round enters the 'Finals Round' for big money or other prizes. See A4 match sheet.

RULES & KILLER VARIATIONS

CLASSIC KILLER

The simple game that many know how to play. Players names are randomly chalked on a board and they play in a set order, normally starting at top of board and moving down. This is the easiest way to play but allows 'teaming up' of players to knock someone out, as they know the order of play. This game removes the element of risk as you know who is playing next, and it's never you!

FUN VARIATIONS

Extra Life Killer:

Pot two balls in one shot and get an extra life - most chance when breaking. Adds a 'hope' factor of winning back a life, keeping players in the game for longer.

Roll over Killer:

Last man standing must still take his shot. If he misses, the prize pot rolls over to the next game, doubling up.

Tower Killer:

Put a folded beer matt on the black spot after breaking, whoever hits it must pay pre-determined fine into the prize pot.

Nasty Rat Killer:

nominate who follows you after each shot. Allows players to 'gang-up' on the better opponents.

Mult-Life Killer:

Players pay £1 for each life tally mark and can buy a maximum of five lives. More lives they buy, the more chance of winning but the higher the gamble.

Pay For The Rack:

The player that pots the black ball must pay for the next rack, including starting a new game.

CLASSIC KILLER RULES



Set Up:

a; Add player names and life tally marks to the board, starting from the top and working down - draw names from a hat to make order random. **b;** Collect a pre determined entrance fee from all players and add to prize fund, marking player names as paid. **c;** Rack balls in usual position, in any order, but with black ball in middle.

Break Off - rules also apply when table is re-racked during game:

a; Player breaks from anywhere behind the baulk line. **b;** If no balls are potted, player does not lose a life but has a second shot in which they must pot a ball, otherwise they lose a life. **c;** If cue ball is pocketed or goes off the table during a break, this is deemed a foul and breaking player loses a life and their turn. **d;** When breaking player finishes turn, control of table is passed to the next player 'in-turn' who must pot any ball with just one shot.

General Rules of Play:

a; Playing order is determined by the board, starting at the top (player 1) and moving down in-turn. When last player on the board has taken their shot, turn moves back to player at the top of the board and game continues. **b;** If a player fails to pot a ball or commits a foul, they lose a life and one of their life tally marks is removed from the board. **c;** When all lives lost, player is out and their name removed from board. **d;** When last ball potted, balls are re-racked and the next player 'in-turn' breaks. **e;** If any foul is committed, the oncoming player has a 'ball in hand' bonus and may reposition the cue ball anywhere behind the baulk line/headstring. They only get one shot. **f;** Not potting a ball loses one life but is not deemed a foul. **g;** Last player remaining on board is deemed the winner and takes the prize pot!