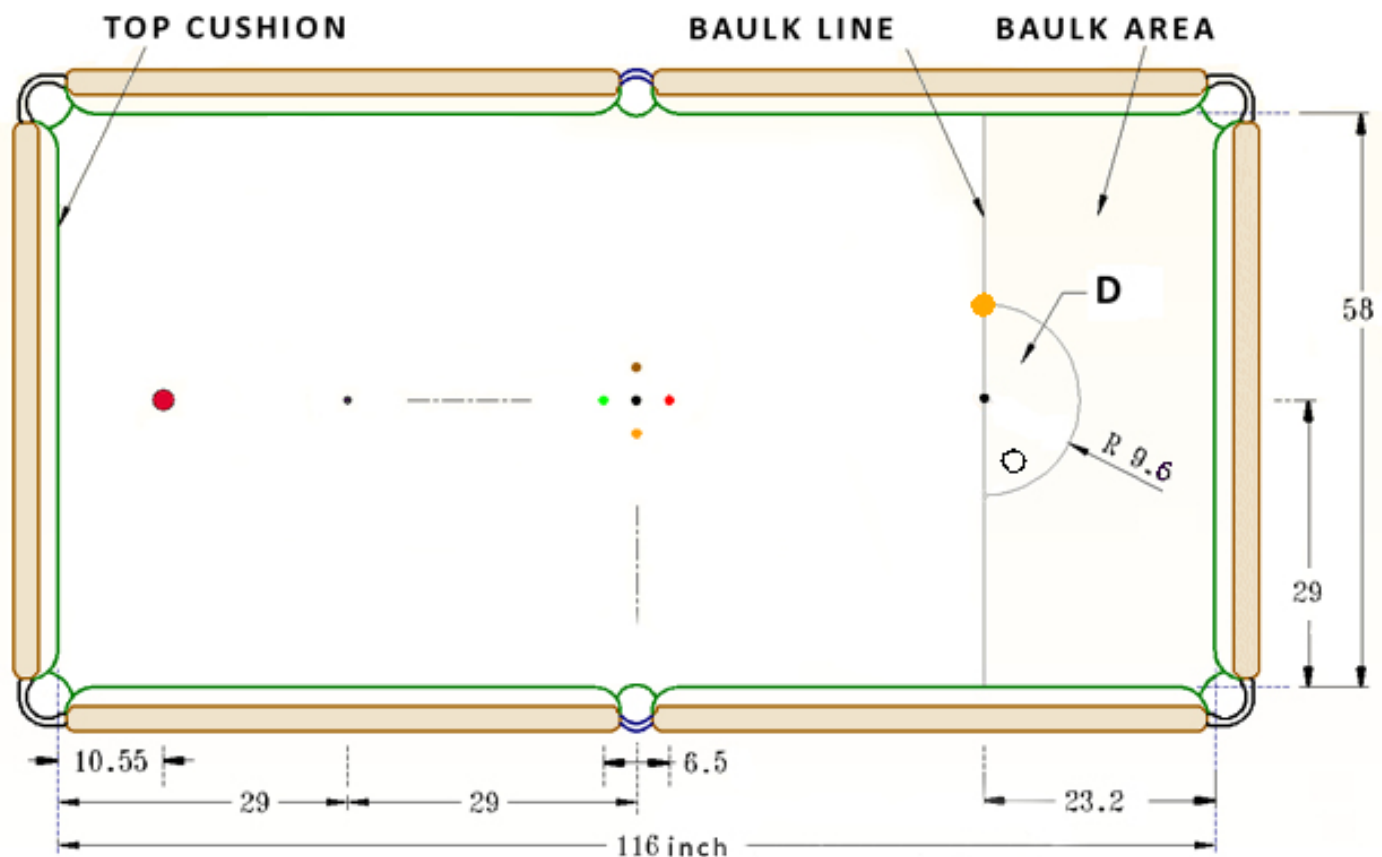


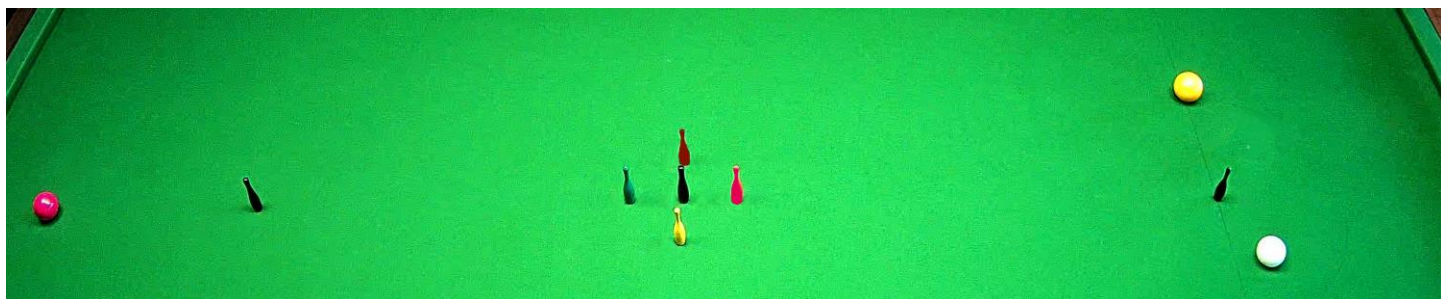
Canadian Skittles Billiards Rules - 3 Black Pin version (by CharlyK 8 Feb. 2023)

This game combines some features of Snooker, English, and International Pin Billiards. It is played on any standard Snooker table with six pockets, a baulk line, and a "D" half-circle. Two or more players may play. The winner is the first player to reach exactly 31 points without going over but the winning stroke must include knocking down at least one Colored pin legally. An instant win can be made with a Royal or a Natural.

Only three balls are used, a White Cue ball for all players, and the Red and Yellow Object balls. 7 Skittle pins are spotted on the table, 3 Black and 4 Colored pins (colored pins may be substituted with unpainted pins).



Setup 3 Black Pins are on the long centerline, as shown above on the snooker Pink, Blue and Brown spots. **Red ball** on snooker Black spot, **Yellow ball** on Yellow spot, White Cue ball in "D".



The Colored Pins are: Red, Yellow, Green, and Brown, they are spaced 3.25 in. from the Black pin at the center. Red pin close to "D", Green pin far from "D", Yellow pin left, Brown pin right (if looking towards the top cushion).

Before the game starts, each player invests the same amount into the Pot and agree on a value for a Foul. For example, \$10 Pot and \$1 for each Foul (X). Once the order of players is determined, the first player starts by playing the Cue ball from the "D", the Cue ball must first make contact outside of the Baulk area and then contact a ball. Only the Striker can earn points by; **Potting balls, In-offs, Caroms, or Knocking pins down.** The Striker continues to play until no points are made, or a Foul occurs. A Foul sets the Striker's score to zero, and an X is marked beside the player's name. Xs accumulate but the winner does not have pay for his Xs.

Making a **Royal** or a **Natural** is an instant win. Both feats double the Pot value but must be done in one stroke.



Carom is when the Cue ball contacts both object balls as the result of a stroke, it is worth 2 points regardless of which ball was struck first. Only 1 carom is counted per stroke and only 3 consecutive Caroms are allowed.

Potting balls: Yellow = 2 pts. Red = 3 pts. A ball may be potted from its spot only 3 times consecutively.

In-off is when the Cue ball contacts a ball and then goes into the pocket. Off Yellow = 2 pts. Off Red = 3 pts. This is not a Foul. After an In-off, the Cue ball must be played from the "D", and it must exit the Baulk area.

Knocking Colored pins down without knocking any Black pins down earns the Striker the value of the pins. One or more colored pins may be knocked down with a stroke. Points are counted before re-spotting and are added to the Striker's score before the next shot. If a shot does not make points, the Striker's turn ends.

A Foul is an illegal shot or an infraction of the rules, it is marked as an X on the scoreboard, it is a Foul if the: Cue ball does not contact a ball.

Cue ball contacts a pin before a ball.

Cue ball goes into a pocket before contacting a ball.

Cue ball fails to first make contact outside the Baulk area after an In-off stroke from the "D".

Striker goes over the Target points.

Striker attains the Target points without knocking down at least one pin legally.

Pin/s or Ball/s do not remain on the playing surface (except when a ball is pocketed).

Striker touches a ball or knocks a pin over illegally, for example with a cue or a rake (except during re-spotting)

Player plays out of turn.

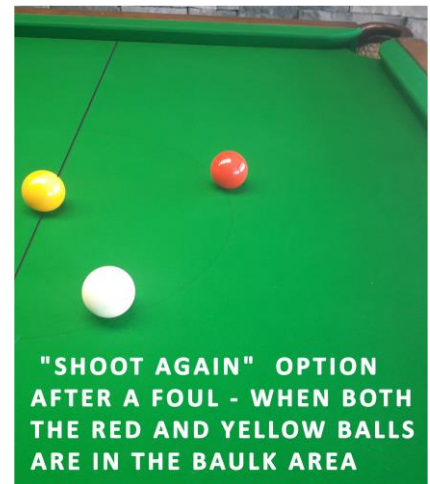
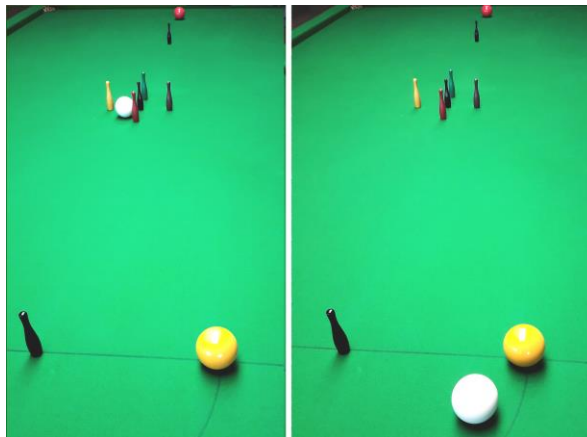
Fouls must be called before the next shot, otherwise, it is deemed that no infraction occurred.

After a Foul the Striker's turn ends and loses all points, the score is reset to zero and an "X" is marked beside the Striker's name on the scoreboard, Xs accumulate.

After a Foul when the Cue Ball is placed in the "D" and both Object balls are in the Baulk area. The incoming player is given two options: Continue to play as it is or request the previous player to "Shoot Again", thereby becoming the Striker. If the shot is successful, the points count for the Striker, and he continues to play. If not successful and Fouls, an Xs is added to the Striker, and the incoming player has the same options as before.

After a Foul and a Hook exists. The incoming player has 2 options: Continue to play as it is or request the previous player to "Shoot Again", thereby becoming the Striker. If the shot is successful, the points count for the Striker, and continues to play until no points are made. If the shot results in a Foul, an Xs is added to the Striker, and the incoming player has the same options as before.

A Hook is when a direct shot with the Cue ball onto an Object ball is obstructed by about a half ball diameter.



Spotting Pins and Balls:

Potted balls and downed Pins are re-spotted before the next stroke.

Pins and balls always spot to their home spot.

Pins standing but slightly off position may be re-spotted anytime.

If a pin is leaning or touching an Object ball, it shall remain as it is.

If a pin leans against the Cue ball after a stroke, it remains as is, the next shot is not a Foul unless it falls.

If a pin cannot be spotted without touching a ball, the ball is spotted to its home spot.

If colored pins are spotted wrong, the position counts for points not the color of the pin.

A ball exactly on the Baulk line is in the Baulk area.

Variations:

At the start, players draw a secret pea from a bottle, thus adding anywhere from 1 to 16 points to their score.

A player may quit anytime by paying the value of the pot and the total of his Xs.

Table Setup Option 3 Black pins on the Snooker Pink, Blue and Yellow spots.

Red ball on Snooker Black spot, **Yellow ball** on Brown spot, White Cue ball in "D".