

BREAK & RUN: THE GAME OF PROFESSIONAL 8 BALL

TABLE OF CONTENTS

- I. GAME CONTENTS
- II. GAME SETUP
- III. THE PLAYER CARDS
- IV. THE ACTION DECK
- V. SAMPLE GAME

I. GAME CONTENTS

- 1. THIS RULEBOOK
- 2. SET OF 100 ACTION CARDS (PRINTED ON 1 SIDE.)
- 3. OVER 200 INDIVIDUAL PLAYER CARDS
- 4. SCORESHEET (WITH ROOM FOR 5 GAMES PER SHEET)

II. GAME SETUP

SHUFFLE THE ACTION DECK THOROUGHLY AND CHOOSE TWO PLAYERS FOR THE MATCH. WRITE THE COMPETING PLAYER NAMES ONTO THE SCORESHEET.

III. THE PLAYER CARDS

EACH PLAYER IS REPRESENTED BY A CARD. THE FOLLOWING INFORMATION IS PRESENT:

LAG: BENEATH THE PLAYER NAME AND TO THE RIGHT (GREY BOX), THIS RATING IS CONSULTED AT THE BEGINNING OF EACH MATCH (NOT EACH GAME!). THE WINNER OF THE LAG HAS THE OPTION OF BREAKING FIRST OR ALLOWING HIS OPPONENT TO BREAK FIRST.

8OB: HOW FREQUENTLY THE PLAYER MAKES THE 8 BALL ON A BREAK. THIS SHOT INSTANTLY WINS THE GAME.

B&R: HOW FREQUENTLY THE PLAYER PERFORMS A BREAK & RUN, MEANING THAT THE PLAYER HAS PODKETED ALL OF HIS BALLS WITHOUT MISSING A SHOT.

SCRATCH: HOW OFTEN THE PLAYER SCRATCHES ON THE BREAK. PLAY IMMEDIATELY REVERTS TO HIS OPPONENT, WHO GETS 2 ATTEMPTS TO RUN THE TABLE.

FOUL: HOW OFTEN THE PLAYER COMMITS A FOUL. TREAT THE SAME AS A SCRATCH.

15: THE PLAYER FAILS TO MAKE ANY BALLS ON THE BREAK. PLAY REVERTS TO HIS OPPONENT.

14, 13, 12, 11: THE PLAYER LEAVES THE CORRESPONDING NUMBER OF BALLS ON THE TABLE AFTER BREAKING. (I.E.; 13 = THE PLAYER MADE 2 BALLS ON THE BREAK.)

RUNNING HORIZONTALLY ACROSS THE TOP OF EACH PLAYER CARD IS THE RUNNING THE TABLE SECTION. REFER TO THIS SECTION ANY TIME A PLAYER IS SHOOTING AFTER POCKETING 1 OR MORE BALLS ON HIS BREAK. REFER TO THE APPROPRIATE COLUMN FOR THE SITUATION AT HAND. (SEE THE SAMPLE GAME.)

IV: THE ACTION DECK

THERE ARE 100 ACTION CARDS, EACH WITH 2 READINGS. ONE IS A 1-100 READING, USED WHEN LAGGING, BREAKING OR ATTEMPTING TO RUN THE TABLE. THE OTHER (BOTTOM) READING IS A MODIFIER WHICH INDICATES HOW MANY BALLS ARE LEFT FOR THE OPPONENT AFTER AN ACTIVE SHOOTER FAILS TO RUN THE TABLE.

V. SAMPLE GAME

WE WILL NOW PLAY THROUGH A SHORT SAMPLE GAME. WE WILL PIT GARRETT SCHAAR AGAINST MICHAEL SCHMIDT. I WRITE BOTH NAMES ON THE SCORESHEET, SHUFFLE THE ACTION DECK, AND PROCEED.

THE LAG

FIRST WE LAG FOR THE BREAK. SCHAAR HAS A LAG RATING OF 33; SCHMIDT A 53. WE DRAW AN ACTION CARD FOR EACH PLAYER AND CONSULT THE 1-100 ENTRY. THE PLAYER WHO COMES CLOSEST TO HIS LAG RATING WITHOUT GOING OVER WINS THE LAG. IF BOTH PLAYERS GO OVER THEIR LAG RATING, THE ONE CLOSEST TO HIS RATING WINS. SCHAAR DRAWS A 15 AND SCHMIDT AN 89. SCHAAR WILL BREAK, AS HE DID NOT GO OVER HIS RATING. YOU COULD ALLOW SCHMIDT TO BREAK FIRST IF YOU WISH, AS THE PLAYER WINNING THE LAG HAS THAT OPTION.

THE BREAK

SCHAAR WILL NOW BREAK. DRAW AN ACTION CARD AND READ THE 1-100 RESULT. I DRAW A 34; LOOKING UNDER SCHAAR'S BREAK COLUMN, WE SEE THAT HE LEFT 14 BALLS ON THE TABLE, POCKETING 1 BALL. HE WILL NOW ATTEMPT TO RUN OUT THE REMAINING 14 BALLS.

DRAWING ANOTHER CARD AND READING THE 1-100 RESULT, I GET A 64. LOOKING UNDER SCHAAR'S RUNNING THE TABLE ROWS, WE SEE THAT HE FAILED TO RUN THE TABLE. (HE WOULD HAVE NEEDED A 1-17, AS INDICATED BY THE 14 COLUMN.)

NOW WE WILL SEE HOW MANY BALLS, IF ANY, SCHAAR MADE IN ADDITION TO THE ADDITIONAL 1 ON THE BREAK. WE DRAW A CARD AND READ THE BOTTOM ENTRY. I GET A -3, MEANING THERE ARE NOW 11 BALLS ON THE

TABLE. WE WILL NOT CONCERN OURSELVES WITH SOLIDS OR STRIPES, AS THE GAME PLAY WOULD BE TOO SLOW.

SCHMIDT IS NOW THE ACTIVE PLAYER. WE WILL DRAW A CARD AND CONSULT HIS RUNNING THE TABLE ROWS UNDER THE 11 COLUMN. I DRAW A 50 AND HE NEEDED A 1-45 TO RUN THE TABLE. I NOW PROCEED AS BEFORE, DRAWING AND CONSULTING THE BOTTOM ENTRY TO DETERMINE HOW MANY BALLS ARE LEFT. I GET A /4, WHICH TELLS US TO DIVIDE THE NUMBER OF BALL BY 4, DROPPING ANY REMAINDER. THERE ARE NOW ONLY 2 BALLS LEFT. SCHAAR WILL NOW SHOOT AND HAVE A 1-94 CHANCE OF WINNING THE GAME. I GET A 76, SO SCHAAR WINS THE OPENING GAME. RECORD AN "1" UNDER SCHAARS GAME 1 BOX ON THE SCORESHEET. THE FIRST PLAYER TO SCORE 8 POINTS WINS THE MATCH. SCHAAR WILL NOW HAVE THE OPTION TO BREAK FIRST IN THE NEXT GAME, OR ALLOW HIS OPPONENT TO BREAK.

A NOTE ABOUT THE "BALLS LEFT ON THE TABLE" ROWS: THE "1" ROW MAY SEEM A BIT CONFUSING. IT MEANS THAT THE ONLY BALL LEFT ON THE TABLE IS THE 8 BALL.

SCRATCHES

ANY TIME A PLAYER SCRATCHES, HIS OPPONENT GETS 2 CHANCES TO RUN THE TABLE RATHER THAN 1. THE SAME APPLIES TO FOULS. IF A PLAYER SCRATCHES WHILE ATTEMPTING TO RUN THE TABLE WITH ONLY 1 BALL (THE 8 BALL) LEFT, HE LOSES THE GAME.

I'VE CUT OFF THE AMOUNT OF BALLS WHICH CAN BE MADE ON THE BREAK TO 4, ALTHOUGH I HAVE SEEN AS MANY AS 6 MADE. IF YOU WISH TO IMPLEMENT THIS, DRAW ANOTHER 1-100 RESULT IF A PLAYER MAKES 4 BALLS ON HIS BREAK. IF THE RESULT IS A DOUBLE (11, 22, 33, ...99), HE MAKES 5 BALLS. DRAW AGAIN AND REPEAT TO SEE IF HE MAKES 6 BALLS.