

Bumper Pool Instructions

Step 1

Arrange the five balls per the picture below. There are five balls each.



Step 2

To begin, both players hit their marked balls at the same time, to their right. Each player must hit the first shot off the side of the table into their own pocket on the other end of the table. If a player sinks the ball on the first shot, than they take the next shot. If no one sinks their ball, than the player whose ball is closest to the pocket takes the next shot hitting the marked ball again. If both players sink their balls on this first shot, than they both shoot the next shot at the same time and just like the first shot, the ball must be hit off the side of the table to their right.

Step 3

A player's turn continues until they fail to pocket one of their balls. If a player sinks an unmarked ball into a pocket before the marked ball, the opposing player removes two of their own balls from the bumper pool table and places them into their pocket.

Step 4

Fouls in Bumper Pool are:

If a shooter sinks one of their own balls in the wrong pocket, then the opponent may drop two balls into the pocket. If a shooter sinks the last ball into the wrong pocket, it is an automatic loss. If a shooter knocks a ball off the table (which would be really, really bad, and likely to result in a wall needing to be repaired), then the opponent may place that ball anywhere on the table.

Step 5

The first player to pocket all five of their balls is the winner!