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POKER POOL: STUD POKER (Tournament Rules for Two Players)

Except when clearly contradicted by these rules, the General Rules of Pocket Billiards apply

Stud Poker is played with 15 object balls representing a portion of a deck of cards: Eight through Ace of Hearts, Eight through Ace of Spades, and a Joker. The object is to pocket five balls (cards) and score the highest Poker hand possible.

Starting Play: Players will lag to determine who breaks first. In subsequent games, unless otherwise specified by the tournament organizer, the loser of the previous game will break.

Racking: The balls are racked in a triangle at the foot of the table with the Joker in the center of the triangle and the Eight of Spades directly below it. Place the first ball of the rack on the foot spot and alternate the outside of the triangle Spade/Heart.

Break: If the breaking player does not make a ball on the break or commits a foul on the break, his turn is over. Otherwise, that player's turn continues. Any balls pocketed on the break may either remain pocketed or be spotted at the player's discretion, but at least one ball must remain pocketed.

Calling Shots: Stud Poker is a call pocket game, so players must call the object ball and a pocket. The only exception is on the break, where calling a ball and pocket is not necessary. Before each shot, players **must** either call one ball in a designated pocket or call a safety. When calling a shot, details such as the number of cushions, banks, kisses, caroms, etc. are not required. **Any** ball may be contacted by the cue ball first, regardless of which ball was called.

Player Rotation: A player remains at the table until he misses a shot, plays a safety, fouls, or pockets his fifth ball. After a miss, safety or legally pocketed fifth ball, the incoming player must shoot from the position left by the previous player. If a foul was committed, the incoming player may place the cue ball anywhere on the table (ball in hand). The only exception is following a break foul, in which case the incoming player may place the cue ball anywhere behind the head string. Once a player pockets five balls, completing his hand, his opponent then shoots until one of the following occurs: 1) he misses two times (a "miss" will be considered any legal shot in which a ball is not pocketed); 2) he fouls once; or 3) he pockets a fifth ball, completing his Poker hand. At this point the game is over and the player with the better Poker hand wins the game. A match ends when one of the players has won the required number of games.

Score Case: Immediately after completing a turn, players will place their pocketed balls in the score case on their designated shelf.

Fouls: Fouls include, but are not limited to, scratching, jumping balls off the table, and (during a missed shot or safety) failure to drive a ball (the cue ball or any object ball) to a rail after the cue ball's initial contact with an object ball.

Spotting Balls: The following balls are spotted **immediately**:

- 1) Object balls (other than the called ball) that are pocketed during a legal shot
- 2) Object balls pocketed during a foul or a safety shot
- 3) Object balls jumped off the table
- 4) Unwanted balls (cards) that are pocketed on the break

All spotted balls are placed at the foot of the table, on the long string. If more than one ball is to be spotted, they are placed one behind the other in order from lowest to highest. (Spades are ranked higher than Hearts and, for the purpose of spotting balls, the Joker will be considered the highest-ranking ball).

Wild Balls: The Joker can be used as any "card" in the hand. The Eight of Spades is used with the Joker and any pair as a wild ball for four of a kind **only**. The Ace of Spades is used with the Joker and a pair of Eights as a wild ball for four Eights **only**.

Racking Instructions:

For all games of Poker Pool

Alternate Hearts and Spades when placing balls in the rack. The Joker is placed in the center of the rack and the Eight of Spades directly below it.



Ball Placement in Score Case:

After completing a turn, players place their pocketed balls in the score case on their designated shelf, which is determined by their order in the rotation.



Wild Balls



The Joker can be used as any ball in the hand.



The Eight of Spades is used with the Joker as a wild ball for a four of a kind only.



The Ace of Spades is used with the Joker and a pair of Eights for a hand of four Eights only.

Poker Pool Hands:

Hands ranked from highest to lowest.

1. **Royal Flush:** An Ace through a Ten in sequence of the same suit.
2. **Straight Flush:** Any five balls in sequence of the same suit.
3. **Four of a Kind:** Any pair with the Joker and the Eight of Spades.
4. **Full House:** Any two pair with the Joker.
5. **Flush:** Any five balls of the same suit.
6. **Straight:** Any five balls in sequence.
7. **Three of a Kind:** Any pair with the Joker.
8. **Two Pair:** Any two pair.
9. **One Pair:** Any one pair.
10. **High Ball:** The highest ball in a hand.