

Fargo Billiards & Gastropub Straight Pool (14.1) League

How to keep score

At any point in a straight-pool game, each player has two scores, his **TOTAL SCORE** and his **CURRENT RACK SCORE**. At the end of each rack, the player's rack score is added to his total score to get a new total score. This approach allows a straight-forward way to handle the scoring of fouls. In particular, a foul (generally 1 point) is deducted from the TOTAL SCORE and has no effect on the CURRENT RACK SCORE.

The sum of the two players' current rack scores and the balls on the table always adds to 15. This provides a convenient way to keep things straight during the rack. When your opponent misses with 4 balls on the table, and you already have 6 balls this rack, your opponent must now have a rack score of 5. So at the end of each rack, when one ball remains on the table, the rack scores add to 14. Possible rack scores at the end of each rack are 7-7, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1, and 14-0.

| Bert | | Ernie | |
|-------|---------|--------|-------|
| TOTAL | RACK | RACK | TOTAL |
| 0 | //// // | //// / | 0 |

Here the players have finished their first rack with a rack score of 8-6, so now the rack scores get added to the totals to make new totals

| Bert | | Ernie | |
|-------|---------|--------|-------|
| TOTAL | RACK | RACK | TOTAL |
| 0 | //// // | //// / | 0 |
| 8 | | | 6 |

Bert fouls sometime during the next rack, so a point comes off his total. The rack score is 11-3, so at the beginning of the third rack,

| Bert | | Ernie | |
|-------|-------------|--------|-------|
| TOTAL | RACK | RACK | TOTAL |
| 0 | //// // | //// / | 0 |
| 7 8 | //// //// / | /// | 6 |
| 18 | | | 9 |

If a player pockets a ball and scratches, the illegally pocketed spots up. In addition a point comes off the player's total score for the foul.

Legal Break: Cueball and two object balls must hit a cushion. Penalty for failing is -2. Opponent may accept table as is or require breaker to rebreak.

Call Shot: Straight Pool is a call shot game, which means player must identify ball and pocket. As usual it is conventional to verbally call only non-obvious shots like banks and combinations. Extra balls pocketed along with a called ball count.

Three-Foul Rule Three consecutive fouls is an additional penalty of -15.

It is customary for the non-shooting player to help the shooting player with scoring. In particular, the nonshooting player might at the end of a rack say something like "The rack score is 7-7, and you're on a run of 4." It's also a good idea occasionally to announce the total score at the end of a rack.