# 110: ALL BREAKS

1.**Opening break:** Players lag to determine who breaks first. After that, players will alternate breaks.

2. **All breaks, including the RE-RACK**, are considered **POSITION BREAKS.**

**POSITION BREAKS:** This simply means all balls pocketed are re-spotted and the other balls are now positioned to start the play. You must start the visit with all eight **Purple** and **Orange** balls on the table, and of course the **Bonus Ball**.

Even if you don't sink a ball and you have made a legal break, you start your visit. A **POSITION BREAK** means you continue with your visit, regardless if you sink a ball or not!

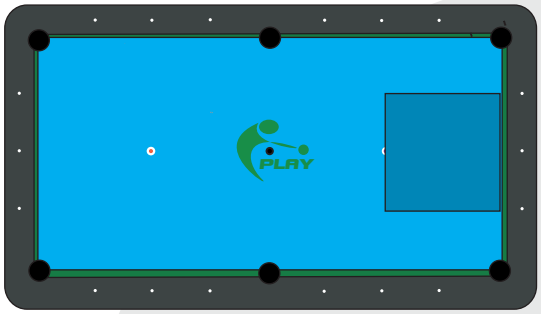
3. Players must **break from the box**. No side breaking allowed.

4. You must also hit the **head ball (Purple ball)** on the break. When the player legally breaks, the game is considered underway. For a break to be legal, four or more balls must **contact** a rail or pocket a **ball(s)** . If the player fails to make a legal break, **it is not a foul**, however, the opponent has the option of: (a) accepting the table in position and shooting, or (b) have the balls re-racked and take the break themself or (c) have the original breaker re-break.

5. When positioning the cue ball for the break shot, the base of the ball must be on or behind the head string (kitchen) and inside the box if shooting behind the head string.

6. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, they must reposition the cue ball correctly.

You must break from **the box** in Bonus Ball.
**The box** is shown in the darker area.




FUTURE POOL

**"The Bonus Ball break is unique and sensible! There are no fluke shots in the game, why would the break be any different!"... Johnny Archer**

YOU WIN!

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