# 125: SCOREBOARD and SCORING POINTS

## MARKING THE SCOREBOARD:

It is very important that players enter their points at all times. This is for two reasons. So players **don't forget** which balls they have pocketed and so that **the opponent knows** what colored balls that you are shooting. A player must enter the scoring after his visit is over. Failure to mark your score after your opponent has shot, returns you to shooting the ball indicated on the scoreboard.

**(Regardless of who is entering the scores, it is the shooter's responsibility to ensure the scoreboard has been updated properly.)**

## SCORING:

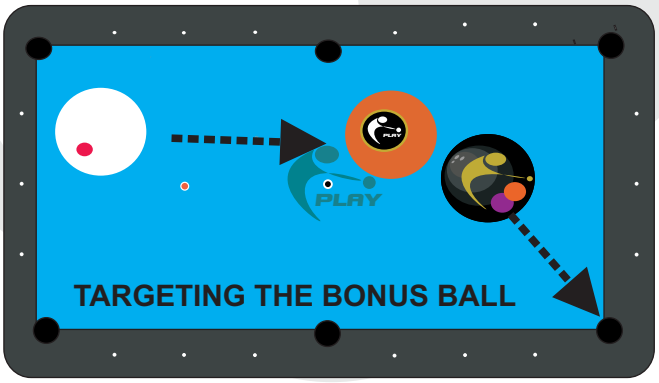
1. A player wins the Bonus Ball game immediately when they reach **21 points**.

2. To score points, a player must legally pocket a colored ball into a pocket. The **Purple** ball is 1 point, the **Orange** point is 2 points and the **Bonus Ball** is worth 3 points.

3. A player must pocket the colored balls **in sequence, to earn points**. After pocketing an **Orange ball**, they may then attempt to pocket the **Bonus Ball**, to score an additional bonus points (three points). The total value of shooting a complete sequence is six points.

(a) If the shooter misses the **Bonus Ball** shot, they have scored only three point for the **sequence** and forfeits their turn. They must return to playing the **Purple** ball on their next turn at the table. They no longer have the right to shoot the **Bonus Ball**, until legally pocketing the **Purple** and **Orange** balls again.

## TARGETING THE BONUS BALL:

Any time during the game, a player may call any combination or any carom, by hitting their object ball (either a **Purple** or **Orange** ball) and pocket the **Bonus Ball**. (**TARGETING the Bonus Ball**)

Of course, this shot must be **called in advance**. If the **Bonus Ball** is then pocketed, the shooter earns **THREE** bonus points. The **Bonus Ball** is spotted to it's designated position. The visit will continue and they will then return to shooting the same colored object ball as the shot before.