

Snooker

History

Snooker began on a very wet and miserable day in Jubbulpore in India in 1875.

In those days, the officers of the Devonshire regiment would spend many hours around the billiard table as the monsoon lashed down. *Boredom* was the order of the day for those young men and one such officer, Sir Neville Chamberlain, started to experiment.

That game included 15 reds, yellow, green, pink and black.

Snooker was finally born when blue and brown were added in later years. Top Billiard player, John Roberts, journeyed to India in 1885 and was introduced to Chamberlain, and snooker was on the way.

Snooker grew and grew, though Joe Davis earned just £6.10 for his initial first World Championship win in 1927.

That was a far cry from 2004 when Ronnie O'Sullivan banked £250,000 for capturing the Embassy World Championship trophy.

Snooker has come a very long way in a relatively short period of time, to a stage where it can rightly claim to be a major internationally televised and participation sport.

Description

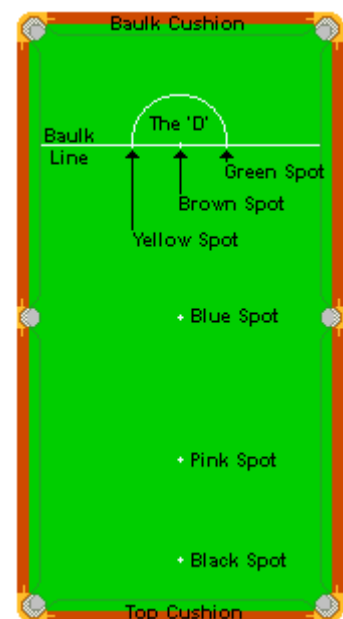
Snooker may be played by two or more players. The game can be summarised as follows:

Each player uses the same White cue-ball and there are twenty-one object balls - fifteen Reds each valued 1, and six colours: Yellow valued 2, Green 3, Brown 4, Blue 5, Pink 6 and Black 7.

Scoring strokes in a player's turn are made by potting Reds and colours alternately until all the Reds are off the table and then the colours in the *ascending* order of their value.

Penalty points from fouls are added to the opponent's score.

A tactic employed at any time during a frame is to leave the cue-ball behind a ball not on such that it is snookered for the next player. If a player or side is more points behind than are available from the balls left on the table, then the laying of snookers in the hope of *gaining* points from fouls becomes most important.



Position of Balls

At the start of each frame the cue-ball is in-hand and the object balls are positioned on the table as follows:

The Reds in the form of a triangle, above the Pyramid Spot such that it will be as close to the Pink as possible without touching it.

Yellow on the right-hand corner of the "D"
Brown on the Middle of the Baulk-line,
Pink on the Pyramid Spot, and

Green on the left-hand corner of the "D"
Blue on the Centre Spot,
Black on the Spot.

If a colour has to be spotted and its own spot is occupied, it shall be placed on the highest value spot available.

In all cases, the colour when spotted must not be touching another ball.

The Standard Table

Dimensions

The playing area within the cushion faces shall measure 11 ft 8½in x 5ft 10in (3569mm x 1778mm).

Balls

The balls shall be of an approved composition and shall each have a *diameter* of 52.5mm.

Assistance Cue

Various long cues (called butts and half-butts according to length), extensions and adaptors may be used by players faced with difficult positions for cueing.

These may form part of the equipment normally found at the table.

Break

A break is a number of pots in *successive* strokes made in any one turn by a player during a frame.

Nominated Ball

A nominated ball is the object ball which the striker declares, he undertakes to hit with the first *impact* of the cue-ball.

If requested by the referee, the striker must declare which ball he is on.

Snookered

The cue-ball is said to be snookered when a direct stroke in a straight line to every ball on is *wholly* or *partially obstructed* by a ball or balls not on.

Miss

A miss is when the cue-ball fails to first contact a ball on and the referee considers that the striker has not made a good enough *attempt* to hit a ball on.

Touching Ball

If the cue-ball comes to rest touching another ball or balls that are, the referee shall state touching ball.

When a touching ball has been called, the striker must play the cue-ball away from that ball without moving it or it is a push stroke.

Foul and a Miss

The striker shall, to the best of his ability, *endeavour* to hit the ball on.

If the referee considers the Rule *infringed*, he shall call foul and a miss unless only the Black remains on the table, or a situation exists where it is impossible to hit the ball on.

In the latter case it must be *assumed* the striker is attempting to hit the ball on provided that he plays, directly or indirectly, in the direction of the ball on with *sufficient* strength, in the referee's opinion, to have reached the ball on but the obstructing ball or balls.

After a foul and a miss has been called, the next player may request the offender to play again from the position left or, at his discretion, from the original position.

The referee could call foul and a miss unless *either* player needed snookers before, or as a result of, the stroke played and the referee is satisfied that the miss was not *intentional*.

Vocabulary

boredom	- Langeweile
ascending	- Steigen
gaining	- Gewinnung
diameter	- Durchmesser
successive	- Aufeinanderfolgende
impact	- Auswirkung
wholly	- Insgesamt
partially obstructed	- teilweise versperrt
attempt	- Versuch
endeavour	- Bemühung
infringed	- verletzt
assume	- nehmen
sufficient	- genügend
either	- irgendein
intentional	- absichtlich