**Rules to Shuffle Pool**

* All Players lag to determine shooting order at the beginning of each game. Shooting order is determined by how close each player is to the end rail.
* Balls 1-4 are used as cue balls and are assigned to each player based on the shooting order. The 9 ball is used as the object ball. Each player must enter their name at the top of the scoresheet over the corresponding player order column.
* The target has three rings which can be assigned any point values.
* There are 20 shot layouts per game. Many other layouts can be created by editing the pre-made layouts and saving them and continuing the numeric order starting at number 21.

**Game Play**

Each player starts with attempting layout # 1. A player’s turn does not end until the object ball is pocketed. Only then can a score be achieved. Then the next player attempts the shot. If a player’s ball is obstructing the path of the cue ball or object of the next shooter, it is considered a safety and is awarded the point value of the outermost target ring. The obstructing ball is then removed, and the incoming player shoots the shot unencumbered. A player’s ball can get bumped to a new location by the incoming player as long as the correct path was used. This may cause a player’s score to go up or down based on the ball’s new location. If the correct path was not used to bump a ball, the bumped ball is replaced as close as possible to its previous location and the shooting players ball is removed from the table. No points are scored if the cue ball does not use the diagrammed path to reach the target and the shooting players ball is removed from the table. If all players use the correct path but do not get to the designated target the player closest to the target gets the point value of the outermost target ring. Scratching results in zero points for the inning. If a player miscues there is a re-attempt of the shot. Points for each inning are entered into the corresponding box on the scoresheet. Three innings are played for each layout. The inning total is the sum of all three innings. The game total is the running total of all the inning totals.