

Club 74 Snooker is a modified version of standard snooker developed for the purpose of advanced snooker gameplay requiring high scoring ability from participants in order to succeed. It is intended to maintain the original spirit and strategy of the traditional game, but emphasis tends to be on offensive scoring tactics rather than defensive strategy. Club 74 Snooker is a true test of scoring skill as luck or circumstance will rarely determine a winner due to the nature of the game. If neither player is able to score to the required standard of 74 points, the final frame result is considered to be a draw.

## **THE RULES OF CLUB 74 SNOOKER**

All standard Rules of Snooker according to the WPBSA apply except as noted below.

1. Fouls may or may not result in penalty points being awarded to the opponent dependent on applicable circumstances. In general, penalty points will be awarded as normal except as allowing for Rule 2. below. All Miss fouls will offer Foul and a Miss options as determined below and the "Three Miss Rule" shall apply for available central full ball contact.
2. Foul and a Miss shall always be called in the event of any Miss foul or any other foul calling for the Miss options according to the WPBSA Rules. However, while the incoming striker will always have the option of replacing the balls to the original position, he will only collect the penalty points if he chooses to bypass the reset option. The incoming striker may choose to reset position indefinitely but will only collect applicable penalty points and the frame will only proceed when choosing one of the non-reset options. Put simply, a player may not gain more than the value of a single penalty no matter how many times an individual stroke may be repeated.
3. If the frame reaches the "snookers required" stage whereby one player leads by a score greater than the possible point total remaining on the table, the losing player will be obliged to concede the frame as a loss dependent on the final allocated point tally upon the completion of the leading player's current turn at the table. At this stage, all remaining possible points are added to the current score of the leading player (with each Red counting as eight points) and should this total meet or exceed the required 74 point threshold, that player shall be considered to be winner of the frame. If the frame reaches a stage at which neither player is able to surpass the winning threshold strictly by means of the remaining points available on the table, the frame shall be immediately declared as a draw and the table reset as in a stalemate except in that alternating break off rule shall apply. If a player plays what the Referee deems to be a deliberate foul in an effort to remove possible points from the table thus preventing his opponent the ability to reach the required 74 point threshold to win, the frame may be subject to immediate forfeit at the Referee's discretion.
4. As the number 74 is critical in this game representing the minimum point threshold by which a player may win a frame, so also is the number 47 critical to understanding the Club 74 scoring system. 47 represents the minimum point threshold that at least one player must reach by the stage at which Reds are cleared from the table in order that a possible winner may be determined. If after the final Red and associated Colour have been played, neither player has reached a minimum of 47 points, the frame shall be declared a draw and the table reset as stated in Rule 3. This Immediate Draw stage may also be reached and declared by either player prior to potting the final Red or during Colour Sequence if such is dictated by the current score situation relative to remaining ball point values.
5. Match winner may be determined either by a Best Of an absolute number of frames by keeping record of Wins, Losses, and Draws, or by a Race To with a variable number of frames by keeping record only of Wins of each player.