Paris

The Game

The name Paris is actually a derivation of the word pairs. The object of the game is to pocket “pairs” of balls to get 5 out of 9 points. Paris is a 2 player game most easily played on pool tables with standard colored and striped balls. However, Paris may be played on any pool table with 15 balls numbered 1 through 15.

The Rack

All 15 balls are racked with the head ball on the spot and the eight ball in the middle front. All balls must be touching or a re-rack may be requested by the breaker.

The Break

No foul can occur prior to a legal break. The break must be a “hard” break. For a break to be legal at least 5 balls from the rack must hit a rail. If the break is not legal, the balls are re-racked and broken by the same person. If the break is not legal and results in a scratch, the players switch who breaks.

After A Legal Break

After a legal break the breaking player only gets to continue if he/she pockets a ball, otherwise it is the other players turn. If there is a scratch on the break it is a foul and results in ball in hand (anywhere on the table). Any ball(s) pocketed on the break are treated exactly like in regular play. That is, the break counts as the breakers first shot.

The Pairs

The object of the game is to score points through pocketing “pairs” of balls. The pairs are made by color and listed below:

<table>
<thead>
<tr>
<th>Color</th>
<th>Solid</th>
<th>Stripe</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yellow</td>
<td>1</td>
<td>9</td>
</tr>
<tr>
<td>Orange</td>
<td>5</td>
<td>13</td>
</tr>
<tr>
<td>Blue</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>Green</td>
<td>6</td>
<td>14</td>
</tr>
<tr>
<td>Red</td>
<td>3</td>
<td>11</td>
</tr>
<tr>
<td>Rust</td>
<td>7</td>
<td>15</td>
</tr>
<tr>
<td>Purple</td>
<td>4</td>
<td>12</td>
</tr>
<tr>
<td>Black</td>
<td>8</td>
<td>8</td>
</tr>
</tbody>
</table>

This rule sheet will refer to the ball that is associated with another ball as partner balls. That is the 1 is a partner with the 9.

Types of Balls

There are 3 different types of balls in Paris: closed, clopen and open. The 8-Ball is always open, and balls that have a partner on the table are always closed. A ball becomes clopen when its’ partner is pocketed. However a ball only remains clopen for one shot. After that shot or a change of turn all clopen balls become open.

Scoring Points

Points are scored by pocketing clopen and or open balls. However if a foul is committed while scoring a point the players opponent receives all points from that shot. Every open or clopen ball is worth one point except the 8-ball is worth 2 points. Note it is possible to score 1 point by pocketing a pair of closed partner balls on one shot! Also it is possible to score multiple points on one shot. For instance if you pocket the 8-ball plus any clopen ball you score 3 points. Or if you pocket a open ball (non-8) plus a partner pair of closed balls you score 2 points.
A Players Turn

On a player's first shot of a turn there are never any clopen balls. When there are no clopen balls on the table any open ball may be pocketed for a point and the cue contacting any ball counts as legal contact. After a shot has been pocketed the player must continue shooting and there may, or may not be clopen balls on the table. Note pocketing of balls may or may not be intentional, shots need not be “called”.

When there are clopen balls on the table a player can only continue shooting and score by pocketing at least one clopen ball. Also if all the clopen balls on the table are of the same type (stripes or solids) then legal contact can only be made with that type of ball. Note the 8-ball is not neutral when there are any clopen balls on the table and cannot be used for legal contact. For example if you pocket the 5 then the 13 becomes clopen. If you cannot hit the 13 (a stripe) you can make contact with any other stripe to avoid committing a foul. However if you sink the 5 and the 9 on the same shot then the 1 and 13 are clopen. Then you can hit any ball except the 8 to make legal contact.

If a player fails to pocket one of the clopen balls the turn is over. Sometimes a player may fail to pocket a clopen ball and pocket a closed ball(s). In this situation the partner ball(s) become open for the next player since clopen balls do not carry over turns. If a player fails to pocket a clopen ball and makes an open ball this is a foul and the points for the open ball go to the opponent.

Fouls and Penalties

All fouls result in “ball in hand” for the opposing player. The penalty “ball in hand” means the cue ball can be placed anywhere on the playing surface for the next shot (without touching or moving currently placed balls). A foul when a point is scored results in the opponent receiving the points instead of the shooter and “ball in hand”. Here is a list of fouls:

- A scratch on a legal break.
- A scratch in regular play.
- Failure to make legal contact. When it is too close to call the shooter decides if the “hit was good”.
- Failure to pocket a ball or have any ball contact a rail after legal contact.
- Accidental movement of the cue ball.
- Pocketing an open ball (or pair of closed partner balls) without pocketing one clopen ball. This rule only applies when clopen balls are on the table.
- Refusing to shoot. This is done by picking up the cue ball and handing it to the opponent.

The End of the Game

The game is over once one of the players acquires 5 points. However there are certain situations where neither player may benefit from breaking a cluster of balls. If there are 3 turns in a row with the players refusing to shoot then the game is a draw.