

The rules:

Use the score sheet below to score your snooker breaks:

Each player takes it in turn to attempt to make a break as large as they can - but you are up against the clock - on a motorway you get 5 minutes to make your break and on any other road 10 minutes.

To start your break you need to firstly spot a red car (which counts as 1 point), followed by a coloured car (Black = 7 points, Pink = 6 points, Blue = 5 points, Brown = 4 points, Green = 3 points and Yellow = 2 points).






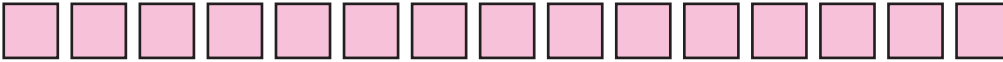


After you have spotted your coloured car you then need to spot another red car followed by another coloured car and so on until you have spotted 15 red cars, each followed by a coloured car. This clearly might take more than one turn!

Once you have spotted all 15 red cars, each followed by a coloured car, you then need to spot coloured cars in the correct order (firstly Yellow = 2 points, then Green = 3 points, Brown = 4 points, Blue = 5 points, Pink = 6 points and finally Black = 7 points).

After the time limit the second player comes to the table for their turn to attempt to achieve as higher break as possible within their allotted time and so on.

The game finishes when one player spots their final black car, but the winner is the player who has the most points, so putting together high breaks along the way by spotting Black and Blue cars rather than Yellow and Green ones really can count!

Score sheet

RED (1)	
YELLOW (2)	
GREEN (3)	
BROWN (4)	
BLUE (5)	
PINK (6)	
BLACK (7)	
FINAL COLOURS	

HAPPY POTTING - AND SAFE MOTORING!