

NATO CRUD 101 Basic Skills Training 2011 – Team SLOSH RULES Based Perspective

Based on the Official NATO CRUD RULES of 2011 - with due acknowledgement of the USAF Eglin AFB and ACC rules for nationwide tournament play since 1997 and the American CRUD Players Association Official Rules of 1 January 2000

THE OBJECTIVE: CRUD is a team sport of skill and daring played by air power aficionados and acolytes the world over with two pool balls; a Shooter (the cue) Ball and another regulation numbered pool Object (usually the red “3”) Ball. No cue sticks are necessary as situational awareness and team work are key. Each player begins with three “Lives” to possibly be lost as the game progresses (same as a strike, foul, etc.). The challenge, should you choose to accept it, is for the Shooter to hit the Object Ball with the Shooter Ball only from either end of the CRUD Table causing it to either go into a pocket or to stop all movement on the table before an opposing player can take his/her turn. The team to lose all of its “Lives” first, loses the game and shouts the winning team their drink of choice.

BASIC CRUD SKILLS TRAINING: Given that SLOSH is the simpler precursor to CRUD, wherein individuals ranked by assumed skills from best to worst, attempt to emulate fighter pilots shooting down everyone else with no regard to team tactics, techniques or procedure where-in any shot is a good shot, such a rudimentary game will be used with network-enabled ideas and the lives of their mates as the basis for training neophytes wishing to step up to a much more worthy game.

BASIC “Team SLOSH” RULES:

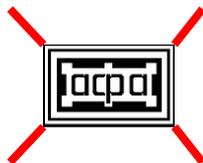
“Ball off the Table” – When the Shooter Ball is shot so vigorously that it causes either ball to leave the playing surface and either ball touches anything that is not the CRUD Table, including the Next Shooter.

The CRUD Table – A Snooker-type table approximately 6 ft. by 12 ft with 6 open pockets.

“Dead Ball” – The Object Ball ceases any and all movement. The Next Shooter has responsibility for continued Object Ball movement regardless of opportunity, except when the No Six rule applies.

“Foot Off the Runway” – Whenever a Shooter shoots, at least a portion of one foot must be on the ground.

Foul Lines – Imaginary lines and planes extending vertically and laterally at 45 degrees to the CRUD Table as shown at right. Shooters must have their centre abdomen within these Foul Lines at either end of the table any time a shot is made. Additionally, a Shooter must have a portion of one foot on the Runway within the Foul Lines whenever a shot is attempted.



The Life – The term used to impose any infraction of these rules. The Life may also be called by its proper name. Infractions in “quotation marks” within these rules are Lives.

“No Six” – The Shooter must personally make this call to stop the Round before taking any shot. Whenever the Object Ball is hit, it must travel 15 Centimetres (6

inches), including bumper bounce, except in the cases of the “Double Kiss, Dead.” If full travel is less than 15 Centimetres (6 inches), centre-ball to centre-ball, the Life is against the last Shooter. If it travelled 15 Centimetres (6 inches) or more, the Life is a Dead Ball on the Ball-in-Hand Player.

The Object Ball – The Object Ball may only be touched by the Shooter Ball, and must be Pocketed or kept in motion at all times during a Round.

“Playing Out of Turn” – A Player touching the Shooter Ball when it is not that player’s turn or any out-of-turn play detected by the Judge. Also, a Team Captain may stop a game to point this infraction out to the Referee at the risk of a Life. If verified, a Life will be assessed against the guilty Team’s Captain or its first available player. Otherwise, a Life will be assessed for stopping the Round.

“Push Shot” – Any stylised propelling of the Shooter Ball by the Shooter’s hand is allowed, providing the Shooter’s hands or fingers are not touching the Shooter Ball when or after the Shooter Ball makes contact with the Object Ball.

The Receiver / Next Shooter – The Defender as a Round begins, and the next player after the Shooter at any point in time.

The Service – With the Object Ball spotted on the centre line 15 centimetres (6 inches) from the Receiver end of the table (typically halfway to the Snooker location spot), the Shooter is given three (3) attempts to hit the spotted Object Ball using any number of bumper bounces. Any Service where the Shooter Ball goes beyond half the length of the Table will be counted as one (1) attempt.

The Shooter – The Offender as a Round begins and the player with the responsibility to make the next shot before the Object Ball is called Dead or is Pocketed. In SLOSH the Shooter merely has to make contact with the Object Ball with the Shooter Ball, regardless of it such a hit potentially ‘setting up’ or being a ‘hospital pass’ to subsequent players.

The Shooter Ball – This ball, usually a cue ball, may be touched or picked up by the Receiver/Next Shooter from anywhere around the table only after it hits the Object Ball. However, it must be shot in accordance with all applicable rules herein. The Shooter may, in order to hit an Object Ball still in motion, recover the Shooter Ball - even if it goes into a pocket-- and take as many ‘shots’ as needed. All shots must be at the Object Ball and not at other Players. Accidental release or dropping of the Shooter Ball will not be held against the Shooter, unless it hits the Object Ball.

The Single Man – When a Team is attrited down to one Player (of any sex), that Player has the Choice at the beginning of each Round to Receive or Serve. When both teams have only one player remaining, normal Choice rules apply.