

2026
US Nationals Freestyle
Artistic Pool
Championship

Official Shot Book



2026 US Nationals Freestyle Artistic Pool Championship

June 14th, 2026 – The League Room – Parkersburg, West Virginia

Information

- The freestyle entry fee is \$250 (\$400 if playing in both the book & freestyle events)
- Equipment – 9ft Diamond pool tables. Championship 3030 (used). Aramath Pool Balls.
- Payouts – 1-8 players (field gets paid). 9-20 (top 8 paid out). 21-32 (Top 16 paid out)
 - Top 3 players receive trophies
- Mandatory event attire is tuxedo vests, dress shirts, and dress shoes.

Shot Program

- 48 preselected shots mostly from the master program. 8 disciplines each represented. 6 shots are in each discipline.
- Each player submits 3 additional shots. Any disciplines are allowed.
- A shot submission form will be sent to each player. Players may provide shots digitally or drawn in. If drawn, assure diagram is clear. Shot rules must be typed in. See submission form for further information. Shots must be sent to Steve Markle.
- The deadline for players to submit their shots is May 1st, 2026. If shots are not submitted by the set deadline the player loses their right to submit shots. No exceptions.
- If players submit the same or similar shots, the first player to submit the shot will have their shot included. Players will be advised in advance if their shot is not accepted.
- Program release – The 48 preselected shots will be sent to players once they send their intent to enter. The full program with players submissions included will be released on (or before) May 14th, 2026.
- 1 wild card shot is allowed per match. This is a random shot not in program and picked during your match. This shot will be classified as a miscellaneous shot and will not go against the maximum amount of shots allowed per discipline (see max allowed shot rule below)

- The shot committee reserves the right to refuse any shot that does not fit the spirit of the discipline. Ex - pool drills. The shot committee also has the right to refuse any wild card shot chosen that is too similar to one of the preselected or player submitted shots (*Example* - Can't shoot the circular draw but add a second blocker ball)
- Shot category to be determined by the 'predominant' aspect of the shot. *Example* - If a shot consists of 60% juggling and 40% jump it will be considered a Special Arts shot.
- "Physical" shots will be included in "special arts," discipline 2. We will assure shot submissions will not be biased based on a player's physical limitations.
- 3 cues max per shot. 2 masse cue max per shot. Players may use as many cues as they would like if used in a shot or as a prop. (*Example* - assisting to make a ball in such as the juggling shot)
- Only pool related props are allowed in shots, however weights or spectators will be allowed to help hold a rack in place if needed.

Format / Matches

- Head-to-head matches with a point system with each made shot earning 1 point.
- Double elimination bracket to be used until the final. Each player will be guaranteed a minimum of 2 matches.
- 5 minutes of practice allowed right before match starts (time will also be slotted for practice before matches)
 - 3 attempts per shot.
- Players may choose anything from the shot program at any time (even other player's submissions)
- 2 discipline max pick per player per round (*Example* - 2 masse, 2 jump, etc...) NOTE - If a player duplicates an extra discipline other than the two shot maximum allowed, the shot will not count. *Example* - Player shoots 3 jump shots, shot does not count even if made, player picks a new discipline. Both players must keep track of their choices, their opponent's choices, and alert the opponent of if 3 discipline foul is committed.
- 12 shots per match (6 shots per player) - Finals will be 16 shots (8 shots per player)
 - Option to "skip" one of your opponent's shots per round. Can be used at any time during match. "Skip" must be announced before the player shoots their first attempt at the shot. Failure to do so will allow the player to shoot the shot.
- Match starts with a lag. The lag winner decides if they or their opponent will shoot first.

- Brackets will be seeded by current WPA book rankings and released at least 2 days before the tournament.
- First player to shoot each selected shot must explain it to the audience as to what is going to happen. If there is a language barrier, we ask that the opponent assist with this. This lets audience & stream viewers know what will be happening.
- Match ends once all shots in the round are shot and a player has a higher score *or* one player is mathematically eliminated therefore finishing all shots in the round is unnecessary.

Tiebreaker

- In the event of a tie after the round is complete, only the 48 preselected shots will be used. A lag determines who shoots first. An audience member will draw balls 1-8 picking the discipline. Next, an audience member will draw balls 1-6 picking the shot number in that discipline. If both players make or miss the shot, repeat this step (including the lag) for the next shot. First player to make the shot and their opponent misses will be the match winner.

General

- Table/Shot judges are Jason Lynch, Brian Pauley, and Steve Markle and they reserve the right on final say if confliction arises. Decision will be voted on to decide outcome.
 - No silicone spray allowed; however, we will have 1 'waxed' cue ball per table. The only product to be used to clean the cue ball is Maguire's Car Wax. We will have this on hand at the event for players to use.

Note – The players meeting will be very short due to the tight schedule. Please read this document thoroughly. If you have any questions please email Steve Markle at MarkleTrickShots@gmail.com

- Freestyle Shot Submission Form -

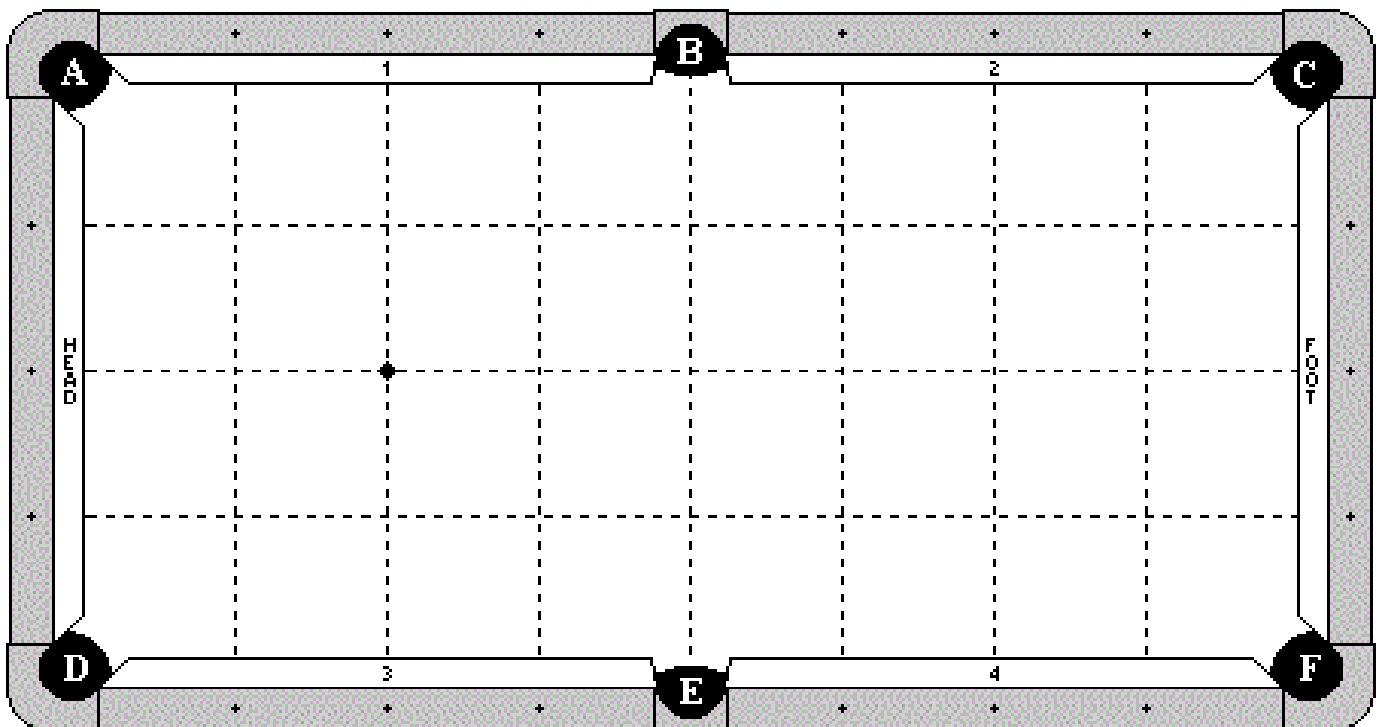
Please send either a digital or hand drawn diagram. If hand drawn, please use the diagram below. If drawing the shot, please make sure that it is clearly drawn. All shot rules must be typed.

Players will submit 2 shots. Any discipline is allowed. If another player submits the same (or a similar shot) the first player who submitted their shot will have theirs approved.

Players have until July 31st, 2026 to submit their shots. Failure to submit shots by this deadline will result in the player losing their right to submit them. No exceptions as the shot book is time sensitive and will be distributed to the players by August 31st, 2026

Please send your shot submissions in a timely manner to Steve Markle at MarkleTrickShots@gmail.com. Please attach or send a photo of the image. Please title the email with your name and shot submissions (*Example* – Jason Lynch Shot Submissions). This will assure that it does not go into a spam folder. Once the email is received, Steve Markle will send over a confirmation email to confirm that he has received your shots.

Now go and let your creativity go to work....
(Submission diagram on next page)



Suggested Discipline -

Cue Ball –

Object Balls –

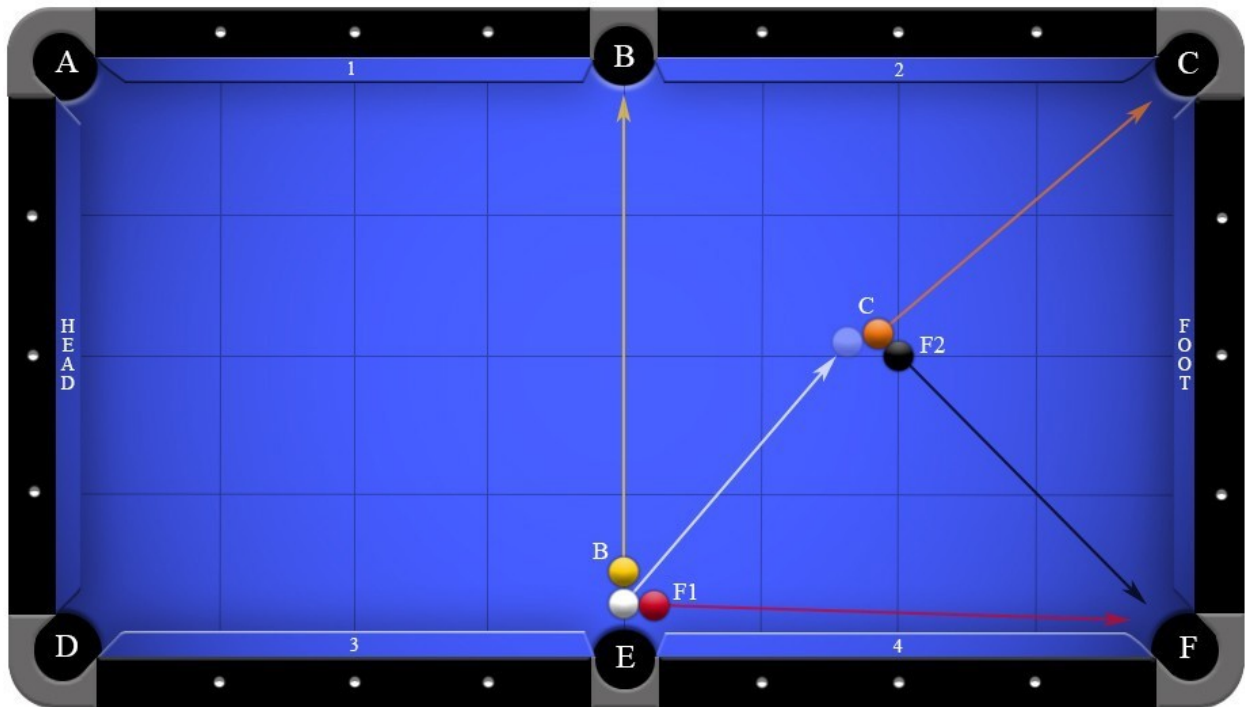
Objective –

Special Notes -

Discipline 1

Trick & Fancy

D1, Shot 1 - The 2 & 2 Split



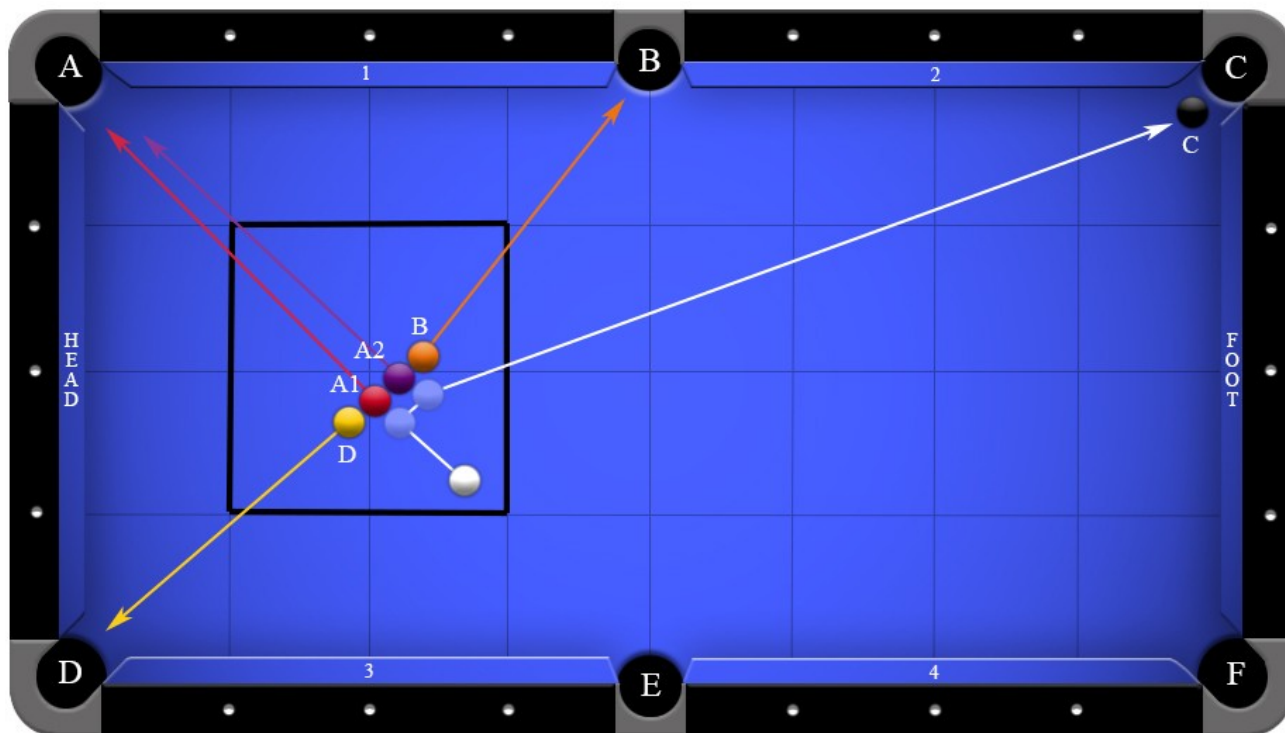
Cue Ball: In hand, within two ball widths of slate cut of pocket E.

Object Balls: 'B' and 'F1' balls are in hand, frozen to the cue ball. 'C' and 'F2' balls are frozen with 'F2' ball on the foot spot and 'C' ball adjustable.

Objective: Shoot the cue ball towards 'C' ball. All 4 balls will go as diagrammed.

Special Notes: None.

D1, Shot 2 - Four in a Line



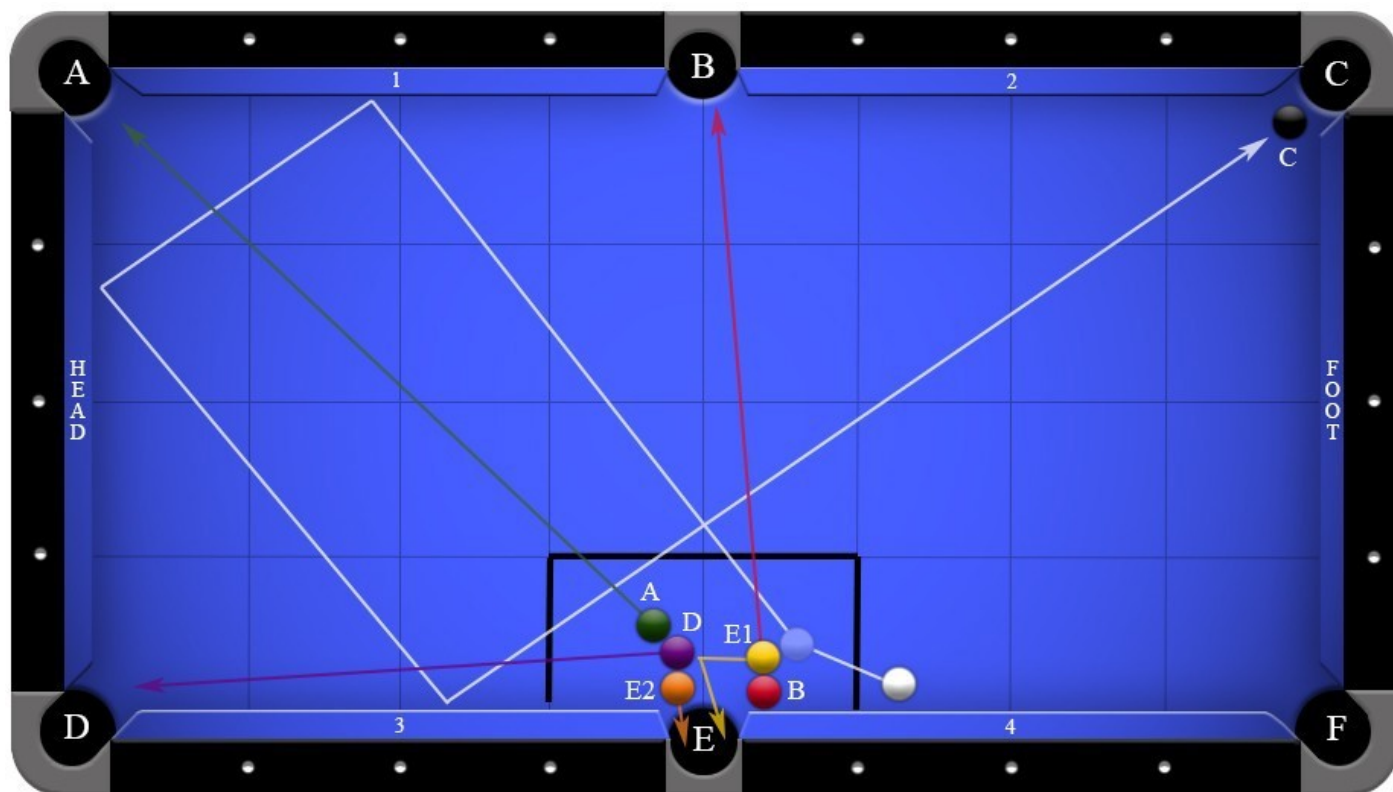
Cue Ball: In hand

Object Balls: 4 balls in the zone are as diagrammed and adjustable. The D & A1 balls must be frozen. The A2 & B balls must be frozen. The A1 & A2 balls may be frozen or may have a small gap between them (no larger than a chalk). The C ball is hanging near pocket 'C'.

Objective: Shoot the cue ball into the A1 ball. The D ball will go into pocket 'D'. The A1 & A2 balls will go into pocket 'A'. The B ball will go into pocket 'B'. The cue ball will carom off and make the C ball in pocket 'C'.

Special Notes: None

D1, Shot 3 - Just Showing Off



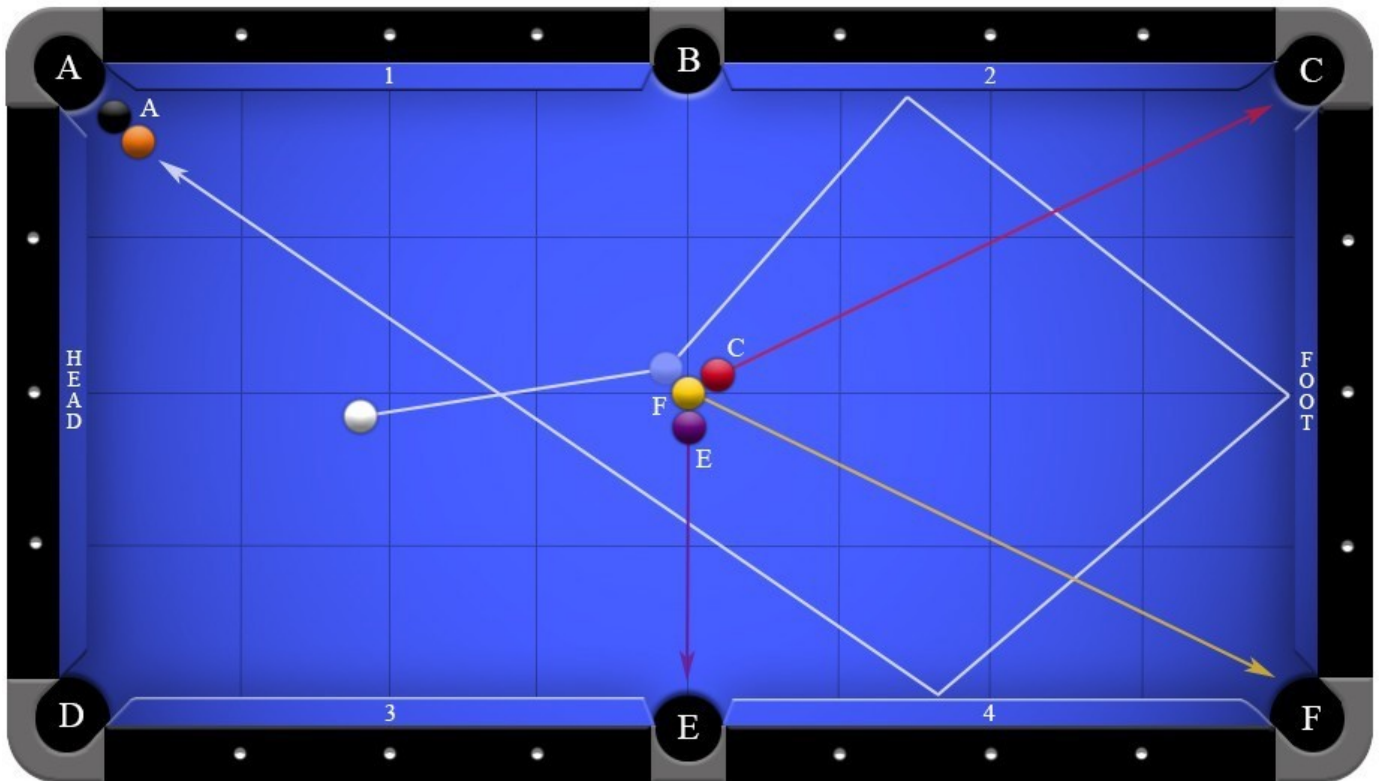
Cue Ball: In hand.

Object Balls: ‘E1’ and ‘B’ balls are frozen, with ‘B’ ball also frozen to the cushion. ‘D’ ball is frozen to both ‘A’ and ‘E2’ balls. All 5 balls are adjustable within the box zone. ‘C’ ball is hanging near pocket C.

Objective: Shoot the cue ball to 'E1' ball. All 5 balls will go as pocket letter designates. The cue ball will travel 3 cushions to make 'C' ball in pocket C.

Special Notes: None

D1, Shot 4 - The Perfect Set Up



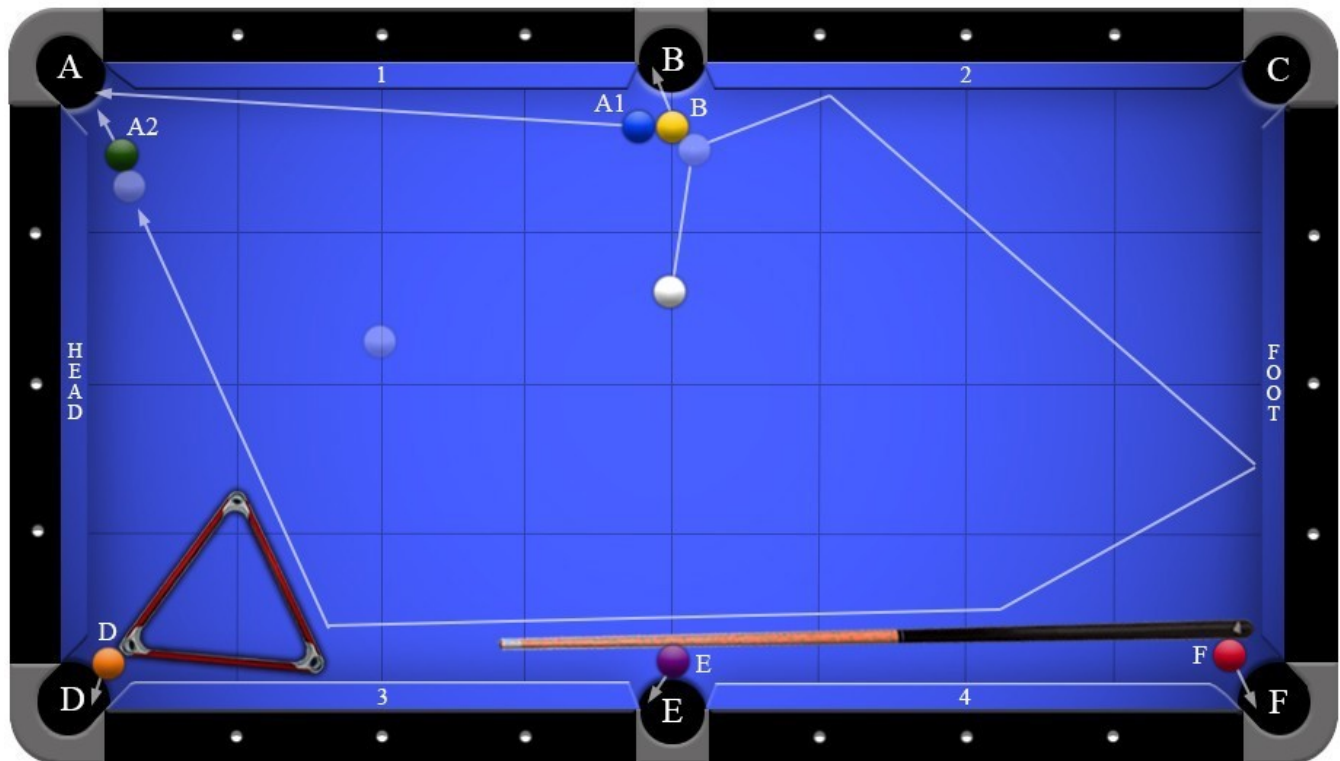
Cue Ball: In hand behind the head string.

Object Balls: 'F' ball is exactly in the center of the table. 'C' and 'E' balls are frozen to ball 'F' and adjustable. A ball combo is adjustable at pocket A.

Objective: Shooting the cue ball to 'F' ball, make all 3 balls as pocket letters designate. The cue ball will then travel 3 rails as diagrammed and make the 'A' combo ball in pocket A.

Special Notes: None.

D1, Shot 5 - The Pinball Shot



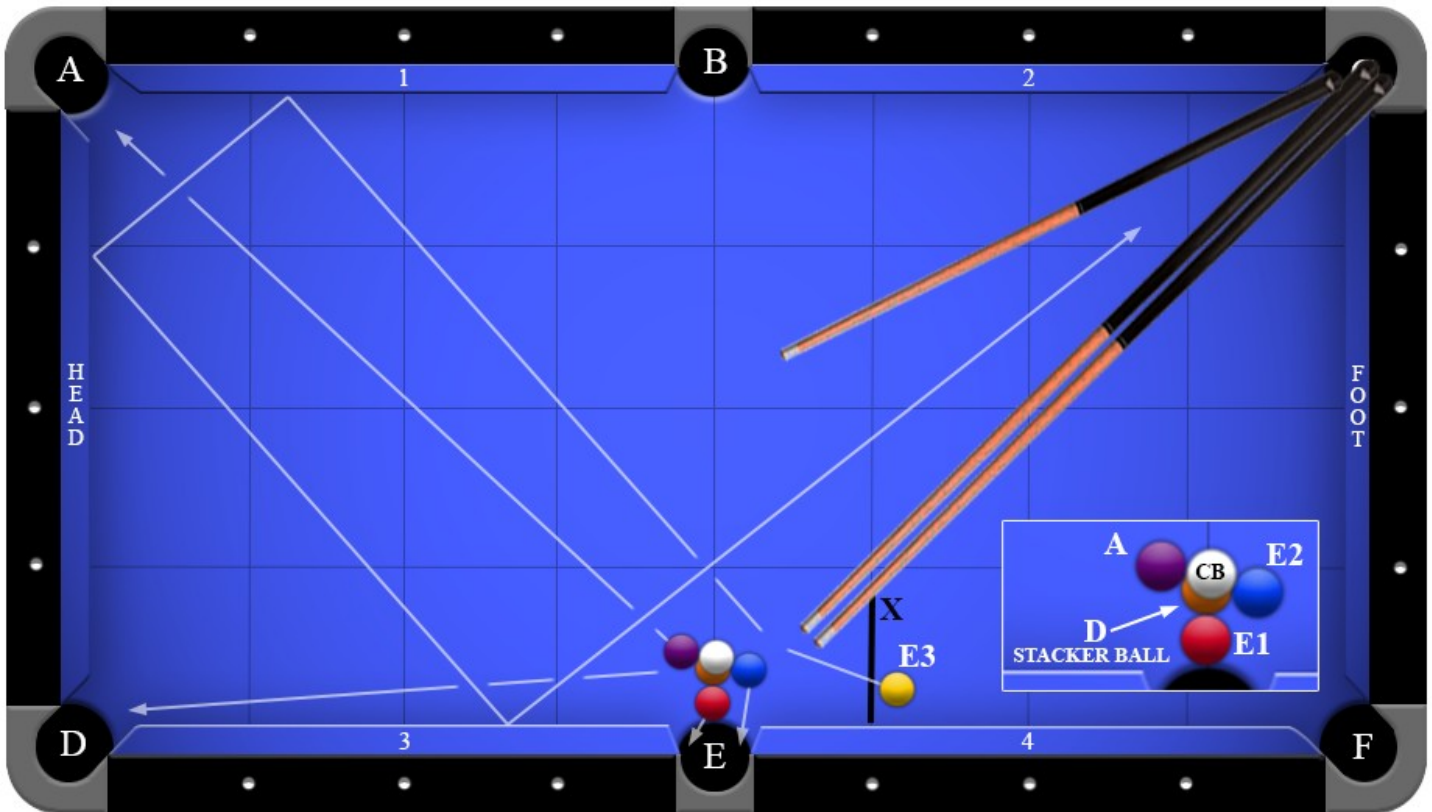
Cue Ball: In hand, behind the 1st diamond line from pocket B.

Object Balls: 'A1' & 'B' balls near pocket B and adjustable. 'D' ball near pocket D, frozen to the corner of the triangle as diagrammed (triangle adjustable). 'E' ball near pocket E, frozen to the cue stick. 'F' ball near pocket F as diagrammed. 'A2' ball in hand near pocket A, balanced on a piece of new chalk (well up) – 'A' ball and chalk are adjustable.

Objective: Shoot the cue ball into the 'B' ball. The 'B' ball will go in pocket B and the 'A1' ball will go in pocket A. The cue ball will travel the indicated path, hit the cue stick, causing the 'E' and 'F' balls to be made in their corresponding pockets. The cue ball will then hit the rack, making the 'D' ball, and then hit the 'A2' ball, knock it off the chalk, and make it in pocket A.

Special Notes: The cue ball may hit the long cushion before hitting the rack. The 'A' ball must be knocked off the chalk by the cue ball. Players selecting this shot will be required to provide the cue stick. If the cue ball jumps over the cue stick and is trapped between the cue stick and rail, the shot is no good.

D1, Shot 6 - Moody's Railroad Dream Shot



Cue Ball: On top of a Stacker Ball.

Object Balls: A, D E1, & E2 Balls are frozen in a cluster as shown in the diagram. The middle ball in the cluster (D-Ball) is a Stacker Ball. E3-Ball is in hand behind Line X. Two regular Cues and one short Cue are placed in the classic 'Railroad' formation as shown in the diagram.

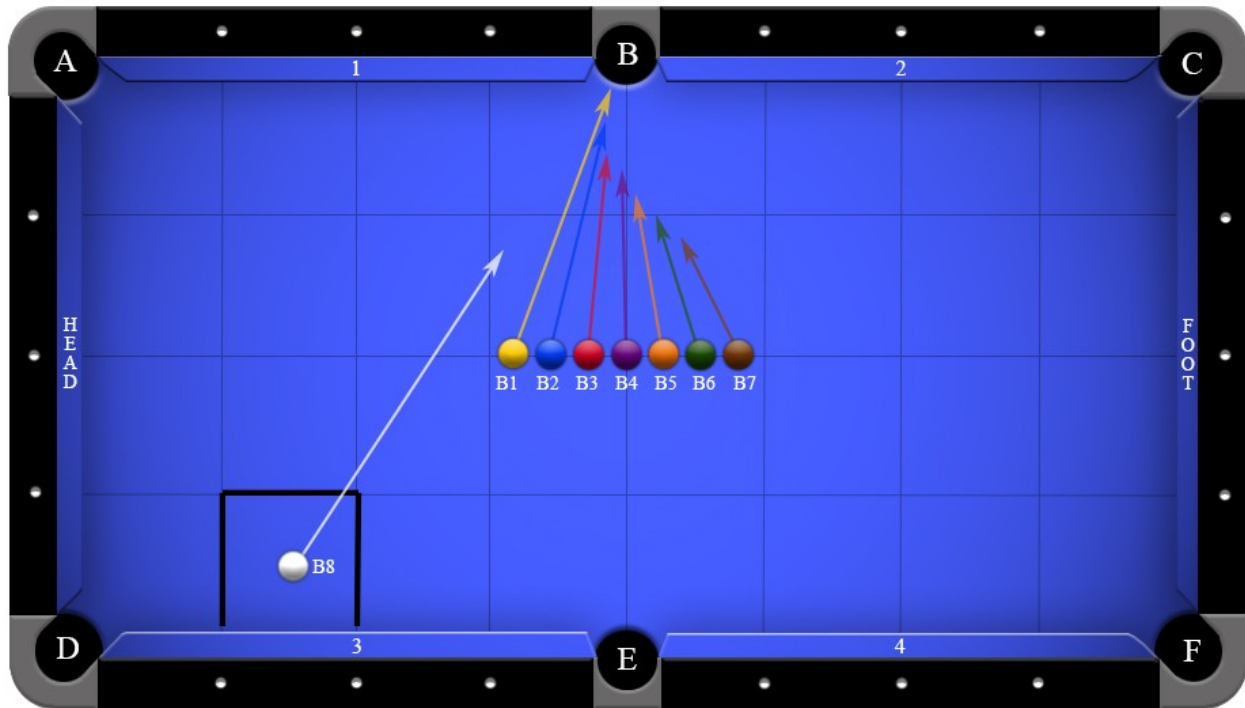
Objective: Shoot the E3-Ball into the E2-Ball. All clustered balls will make their designated pockets. The stacking ball will go into Pocket D as the CB drops in place. The E3-Ball will contact Rail-1, Head Rail, and Rail-3 before entering the 'Railroad' formation, The E3-Ball will go up the sticks, turn the corner, come down the two regular sticks, carom off the CB before making Pocket E.

Special Notes: The E3-Ball must Hit the CB before going in Pocket E. A regular ball with a washer may be used in lieu of a Stacker Ball. If the washer interferes with the shot, whatever the result is will stand.

Discipline 2

Special Arts

D2, Shot 1 - Speed Demon



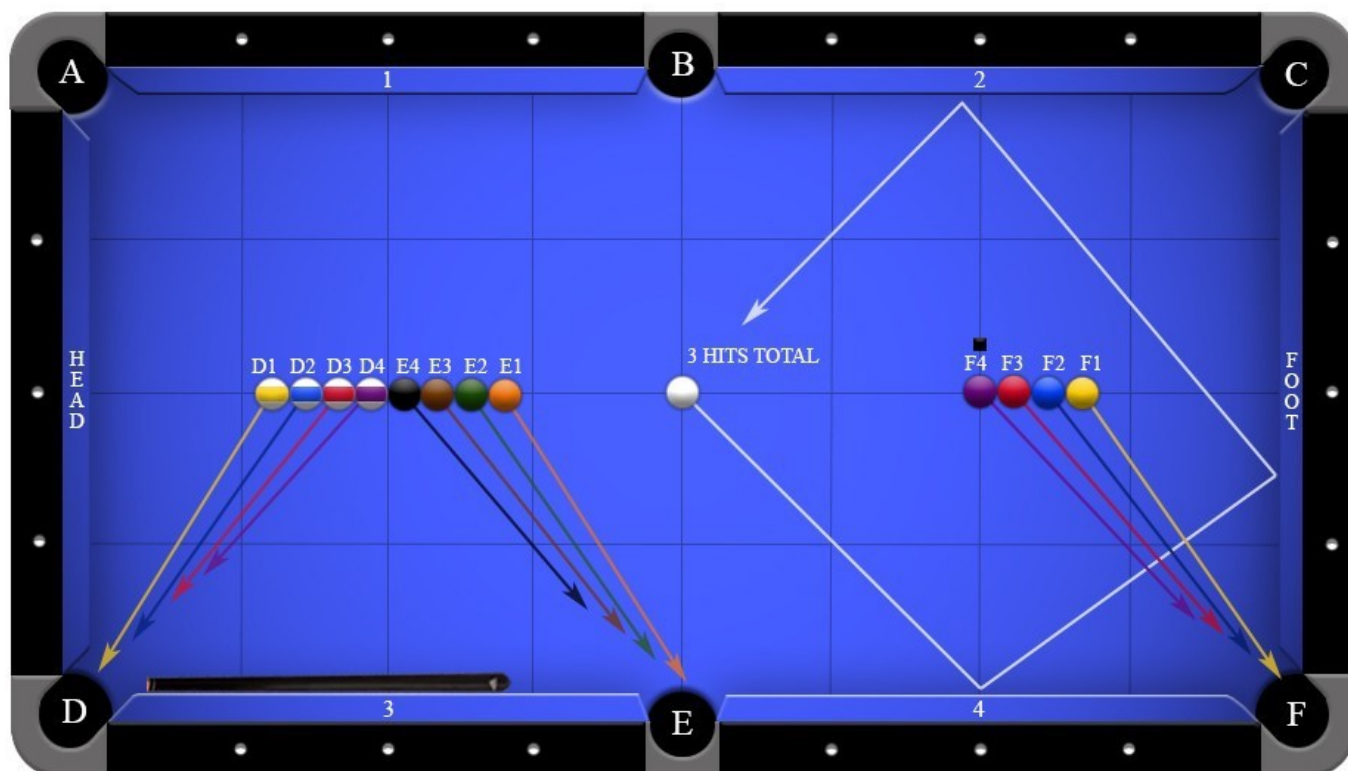
Cue Ball: In hand, within the indicated zone.

Object Balls: A row of 7 object balls are lined up on the centerline of the table. The middle ball is on the center spot. The other 6 balls are adjustable on the centerline of the table.

Objective: Shoot the cue ball towards pocket 'B'. Before it gets there, shoot the row of 7 balls into pocket 'B'. The cue ball will go into pocket 'B' after all object balls have gone into pocket 'B'.

Special Notes: Extra ball collisions are allowed. If the side pocket does not accept 8 balls, one object ball will be removed from the shot for a total of 6 object balls and the cue ball.

D2, Shot 2 - The Easy Button Shot



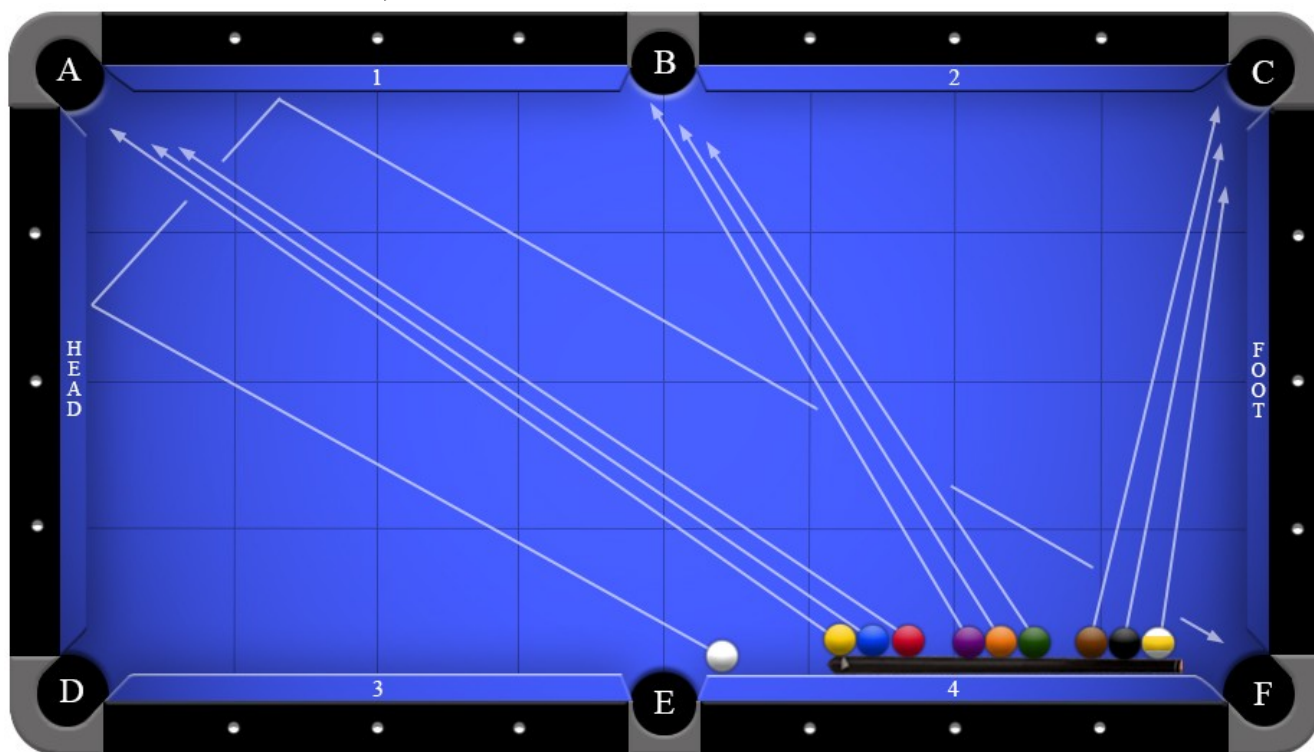
Cue Ball: On center spot.

Object Balls: 'F1-F4' balls frozen on center line with 'F4' ball on spot. 'E1-E4' balls are on center line with the 'E4' ball and 'D4' ball splitting the spot. 'E1-E4' balls are frozen and 'D1-D4' balls are frozen. There can be gap between the 'E4' and 'D4' balls, but no wider than the width of a chalk cube. Cue stick butt frozen to cushion 3. A piece of chalk is on the foot string, even with the 'F4' ball and 1 ball's width away.

Objective: Shoot CB around the chalk. Shoot 'F1-F4' balls into pocket F in order. Re-hit CB around the chalk. Shoot 'E1-E4' balls into pocket E in order. Re-hit CB around chalk so it will eventually go into pocket D. Shoot 'D1-D4' balls into pocket D in order before CB gets there.

Special Notes: Only CB may hit cue stick butt. Chalk may not be contacted by any means. CB may never stop. No balls may be disturbed except the ball being shot. Balls will be pocketed in the following order: 'F1-F4', 'E1-E4', 'D1-D4', CB. Balls may not hang up and be made by the next ball. There is no requirement to shoot any balls left-handed, however, the player may do so at their own discretion.

D2, Shot 3 - Diaz's 9 Before 2



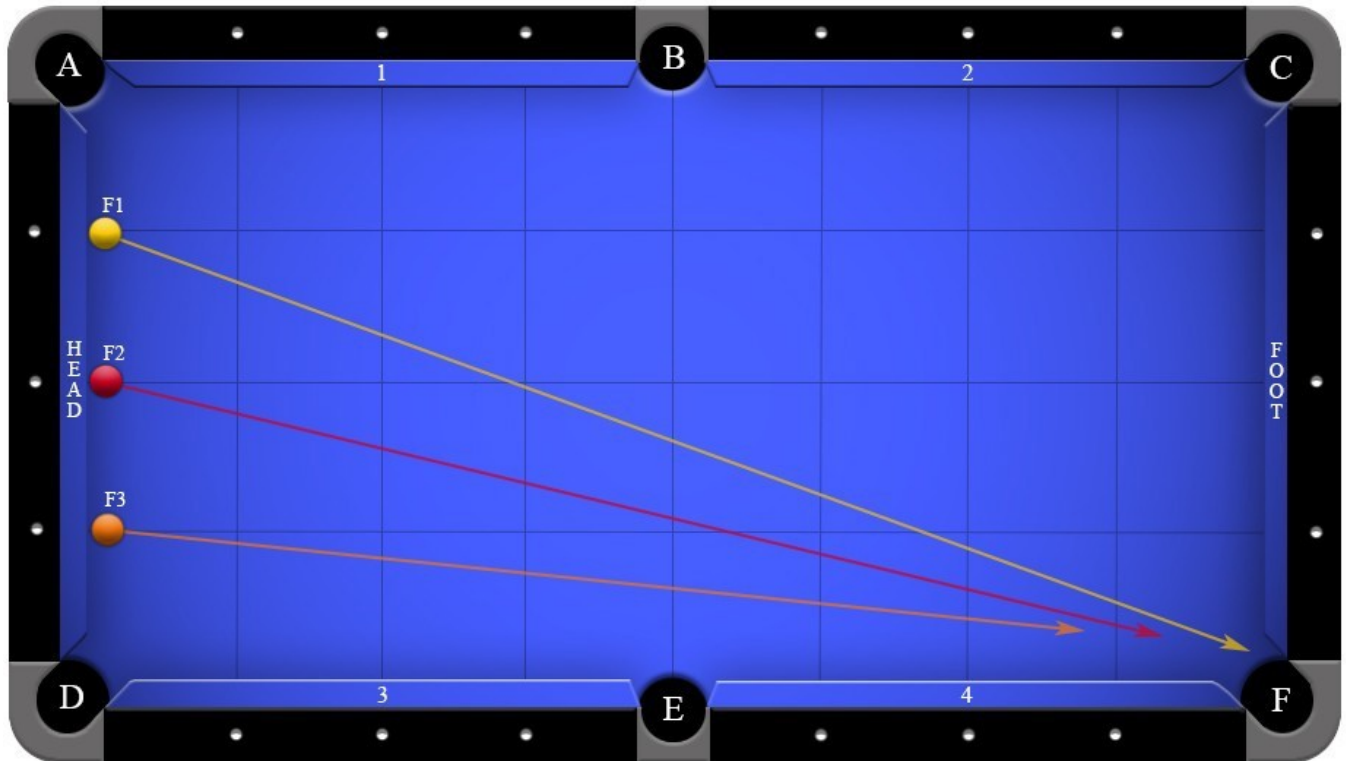
Cue Ball: In hand between pockets 'E' and 'F', frozen to either the cushion or cue stick.

Object Balls: Object balls 1 through 9 are in hand between pockets 'E' and 'F', frozen to either the cushion or cue stick. All balls (cue ball and object balls) must be in the order in which they are diagrammed. A cue stick butt is frozen to the cushion as diagrammed.

Objective: Shoot the cue ball 2 cushions as diagrammed. While the cue ball is rolling, shoot the 1,2,3 balls in pocket 'A', 4,5,6 balls in pocket 'B', and 7,8,9 balls in pocket 'C'. The cue ball will then go into pocket 'F', possibly with the help of the cue stick butt.

Special Notes: All of the balls must be struck and pocketed in numerical order as diagrammed. The cue ball does not have to go in last, but the 9 ball must pass in front of the cue ball. Decision of the table judge is final. No balls may be disturbed except the ball being struck. It is recommended that the player use object balls in numerical order. Players selecting this shot will be required to supply the cue stick butt.

D2, Shot 4 - 3, 2 ,1 Shot



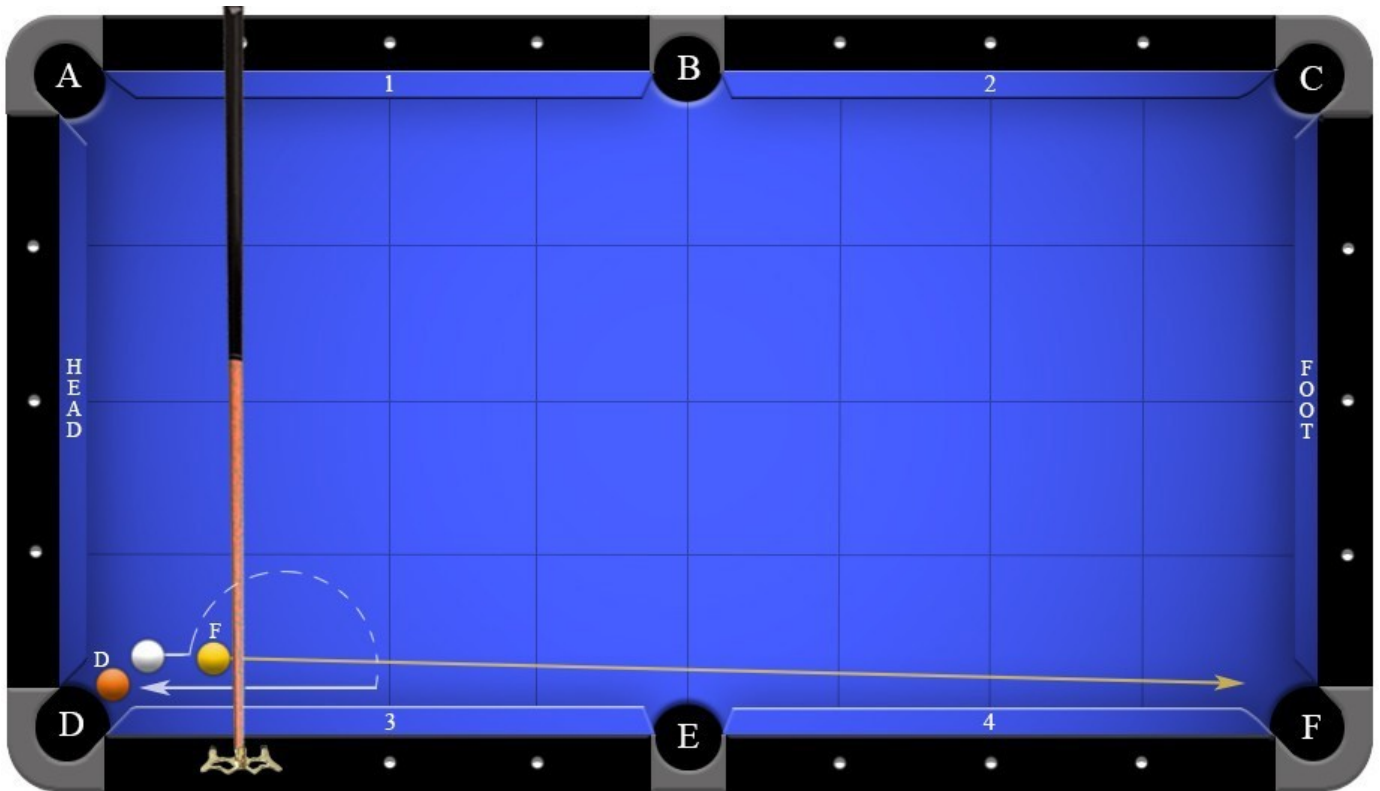
Cue Ball: None.

Object Balls: All three 'F' balls are placed frozen to head cushion at the diamond segments as diagram indicates.

Objective: Shoot all three balls into pocket F. 'F3' ball will be contacted first, followed by 'F2', and finally 'F1' ball. Balls will go into pocket F in the order "F1", 'F2', then 'F3'.

Special Notes: Balls may not contact each other as they are rolling down the table. It is recommended that balls in numerical order are used.

D2, Shot 5 - The Over & Under Shot



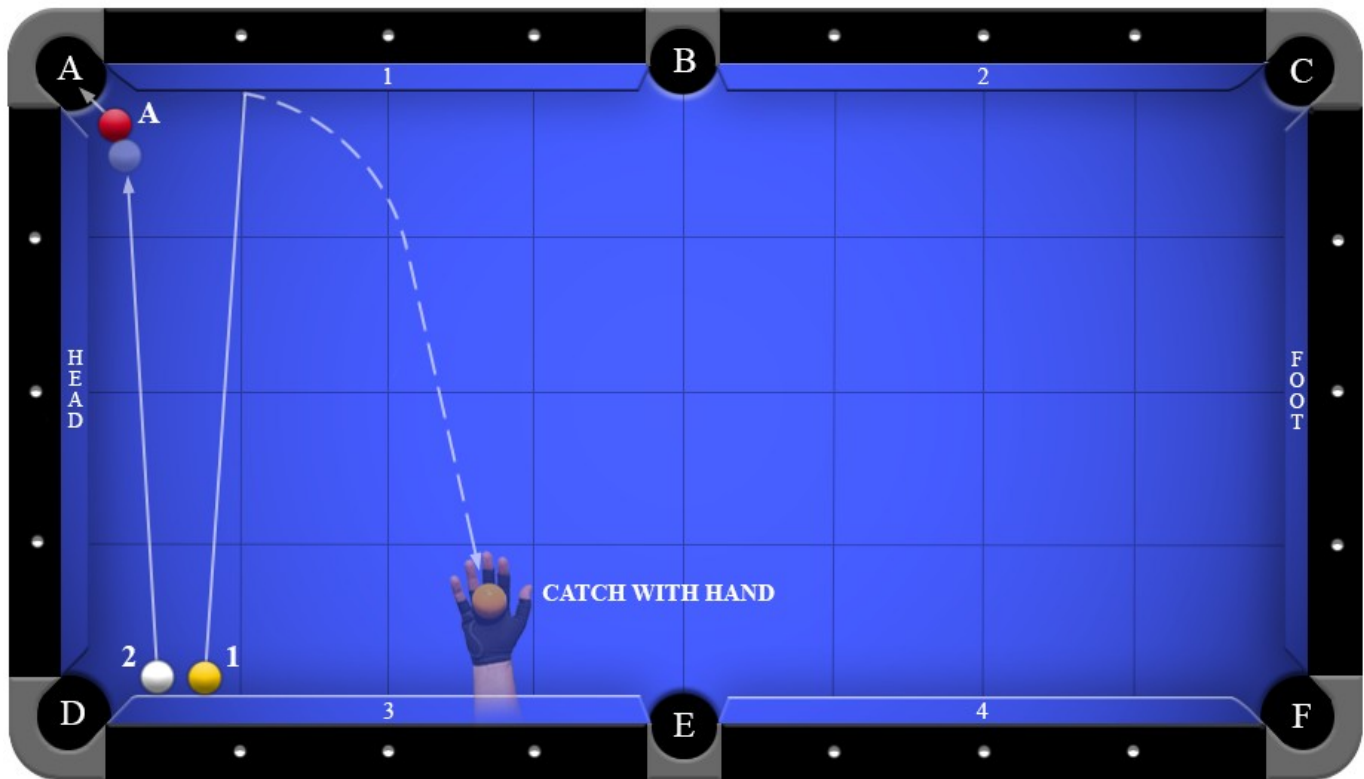
Cue Ball: In hand within 1x1 diamond zone near pocket D.

Object Balls: 'F' ball in hand within 1x1 diamond zone near pocket D. 'D' ball hanging near pocket D. Bridge is on the rail top along the 1st diamond. Players have the option of propping up the bridge with any object.

Objective: Shoot the cue ball into 'F' ball, making it in pocket F. The cue ball will jump over the bridge, and draw back under it, to make 'D' ball in pocket D.

Special Notes: The bridge may be contacted without penalty. The cue ball may contact cushion 3 or the head cushion prior to making 'D' ball, but no other cushion.

D2, Shot 6 - Off the Rail & Catch



Cue Ball: Frozen to the rail to the left of the 1-Ball

Object Balls: 1-Ball is frozen to the rail on the right side of the CB. A-Ball is hanging near Pocket A.

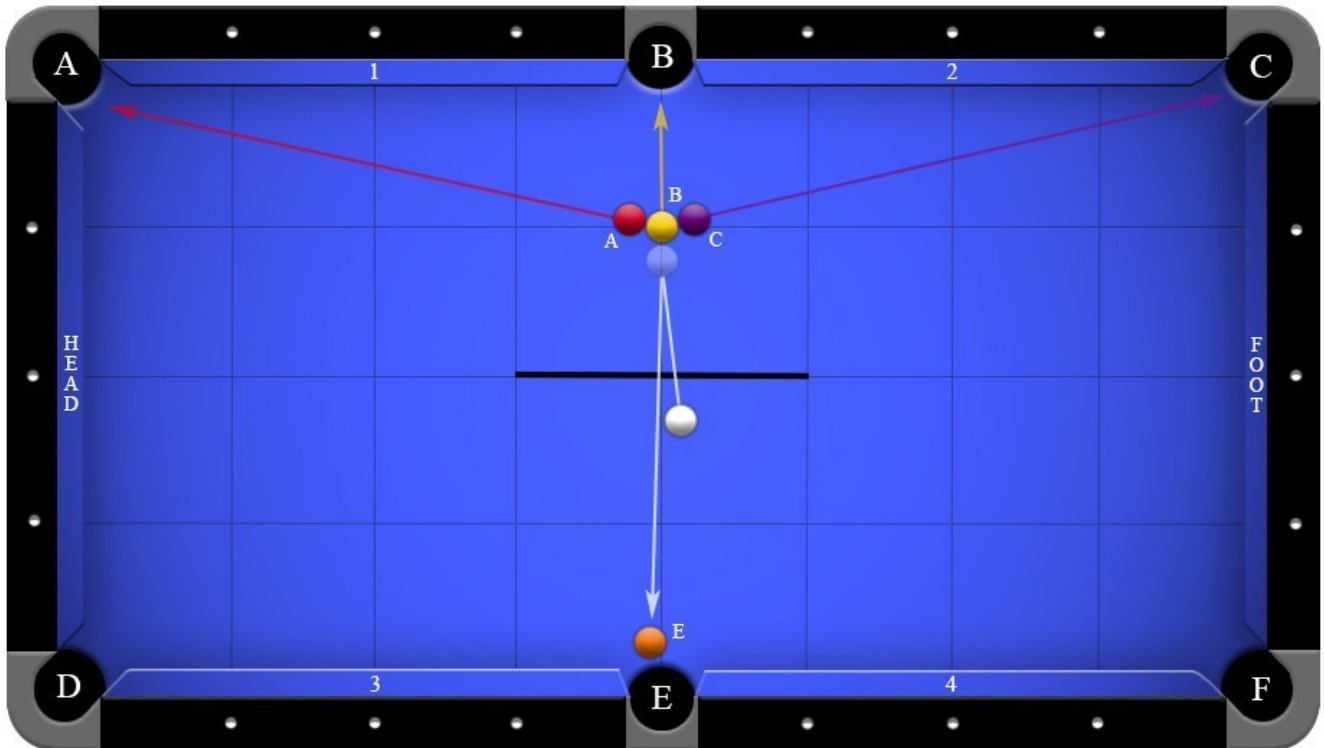
Objective: Shoot 1-Ball into Rail-1 making it jump in the air. While the 1-Ball is still in the air, player will shoot the CB towards A-Ball to pocket it as diagramed. Player must catch the 1-Ball after hitting the CB.

Special Notes: CB must be hit after hitting the 1-Ball. A-Ball can be made before or after the catch.

Discipline 3

Draw

D3, Shot 1 - The Firecracker



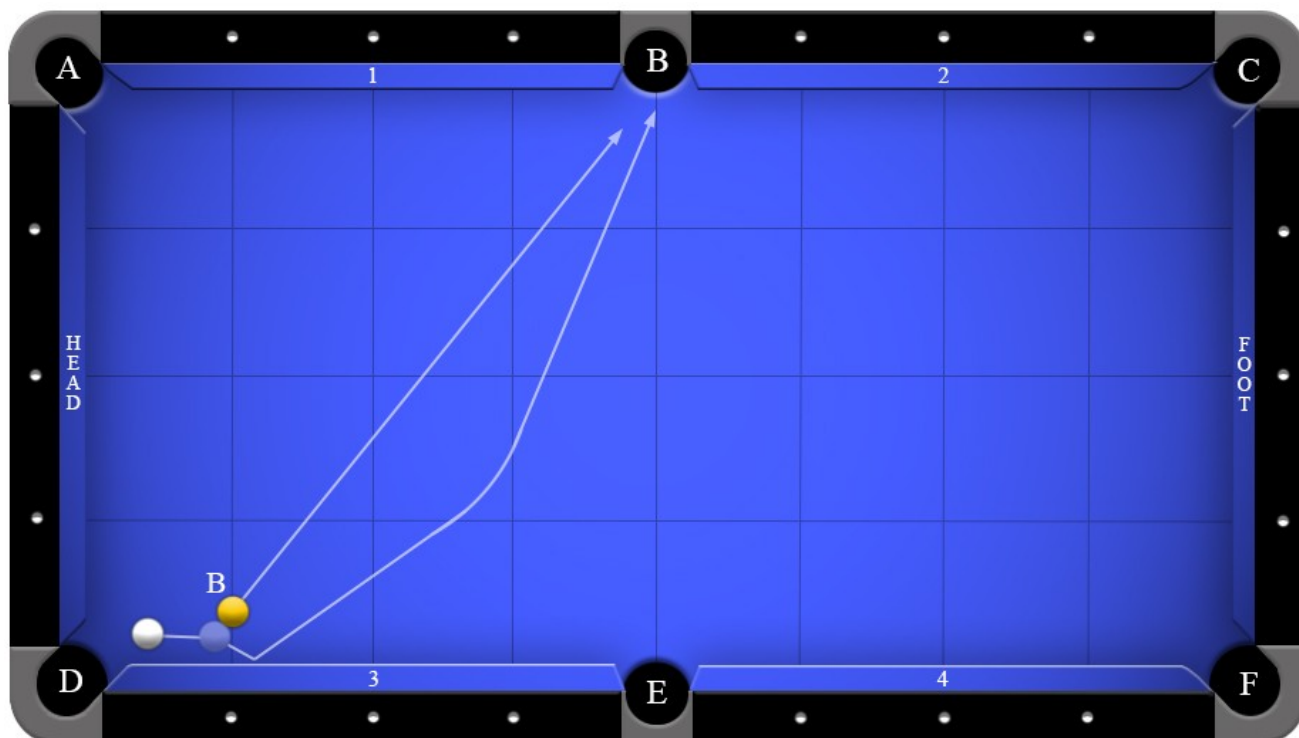
Cue Ball: In hand behind the long center line of the table.

Object Balls: 'B' ball is on the center line and 1 diamond segment from pocket B. 'A' and 'C' balls are frozen to 'B' ball and adjustable. 'E' ball is hanging near pocket E.

Objective: Shoot the cue ball to 'B' ball. The cluster of 3 balls will go as pocket letter designates. The cue ball will draw back and make 'E' ball in pocket E.

Special Notes: None

D3, Shot 2 – Slice & Cut



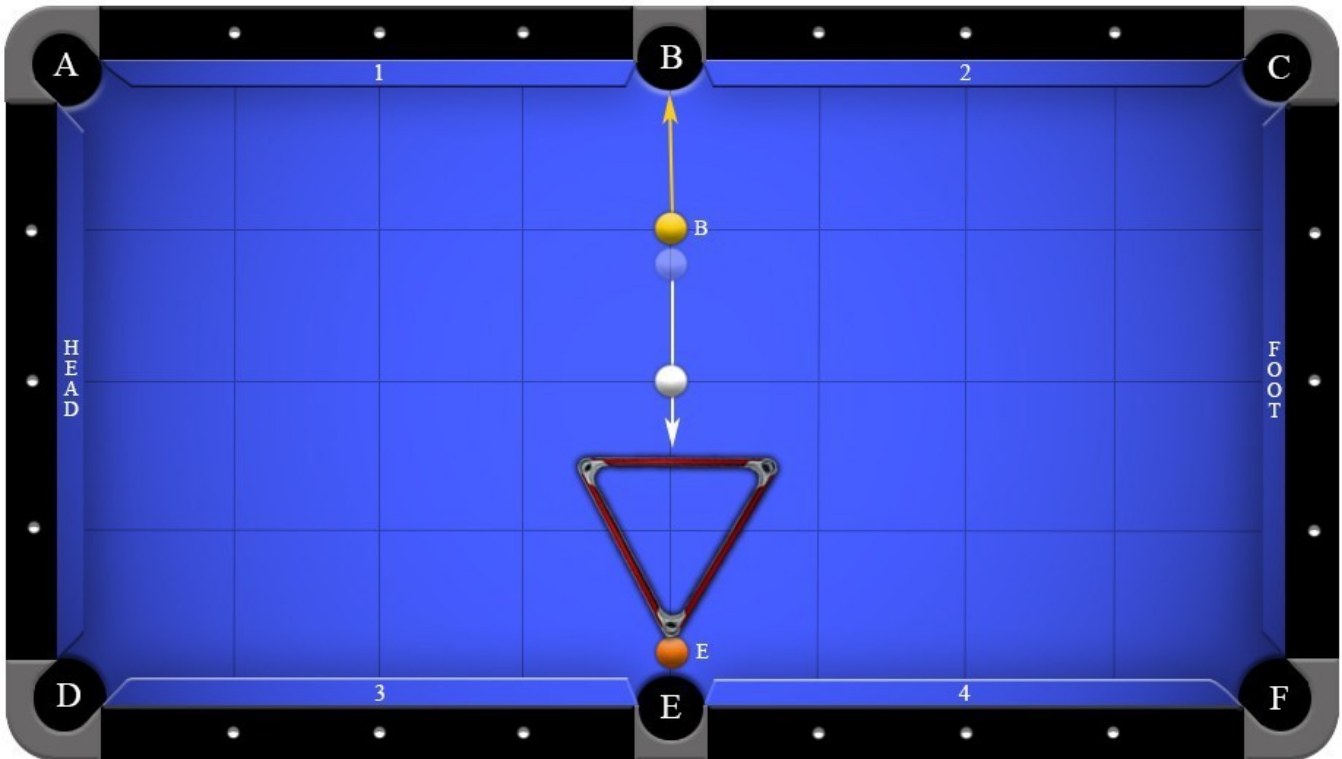
Cue Ball: In hand.

Object Balls: 'B' ball is one ball's width, plus 2mm from cushion # 3 and in line with 1st diamond to the right of pocket 'D'.

Objective: Shoot cue ball to 'B' ball , then cue ball caroms to cushion # 3 and rebounds around moving 'B' ball. Cue ball goes into pocket 'B' first, followed by 'B' ball.

Special Notes: 'B' ball may be adjusted slightly, but still in line with the 1st diamond. The balls may contact each other more than once, as long as the cue ball goes into pocket 'B' first. Close calls will be at the discretion of the table judge.

D3, Shot 3 - One Handed Quick Draw



Cue Ball: On center spot.

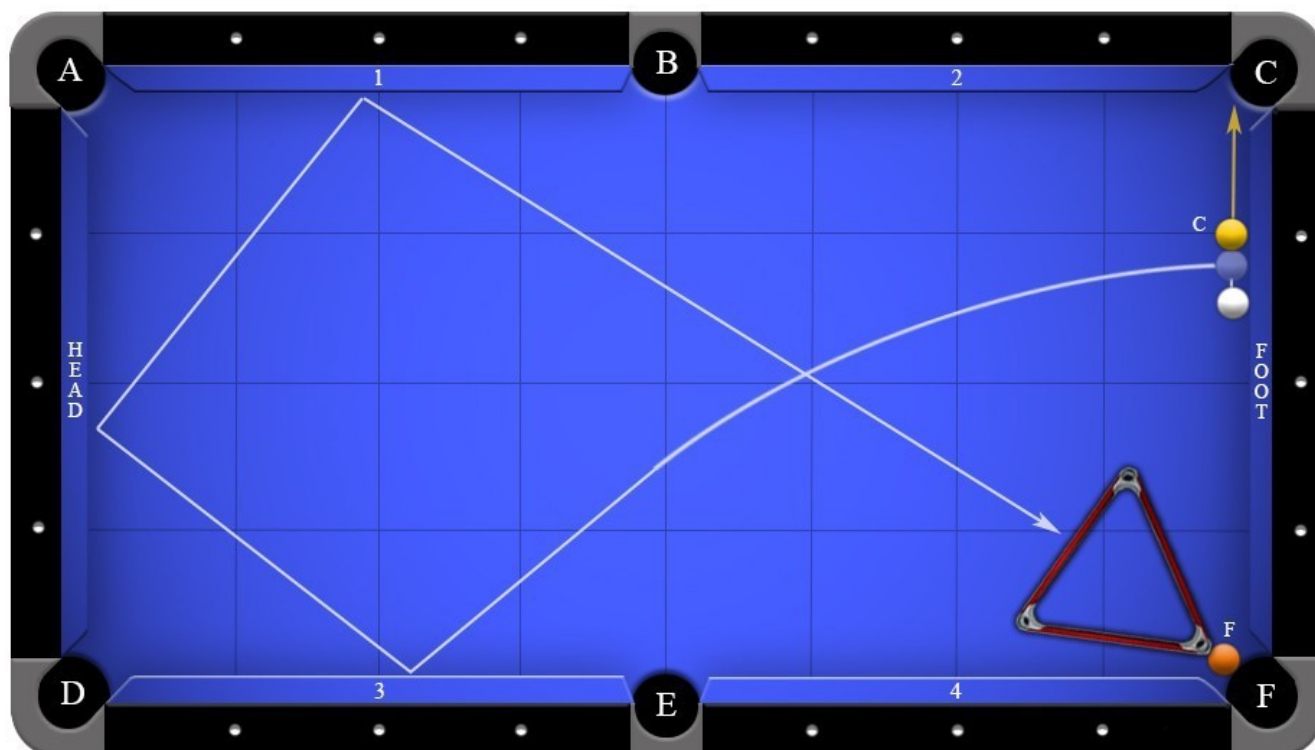
Object Ball: 'B' ball on center line, one diamond away from pocket B.

'E' ball on center line, with back edge even with pocket cut or deeper. A rack is frozen to 'E' ball as diagrammed.

Objective: Shoot the cue ball one-handed, jacked up, pocketing 'B' ball in pocket B and drawing the cue ball back, hitting the rack and pocketing 'E' ball in pocket E.

Special Notes: None.

D3, Shot 4 – Mike Massey’s Power Draw



Cue Ball: In hand, frozen to the foot cushion, but must be at least 1 ball's width from the object ball.

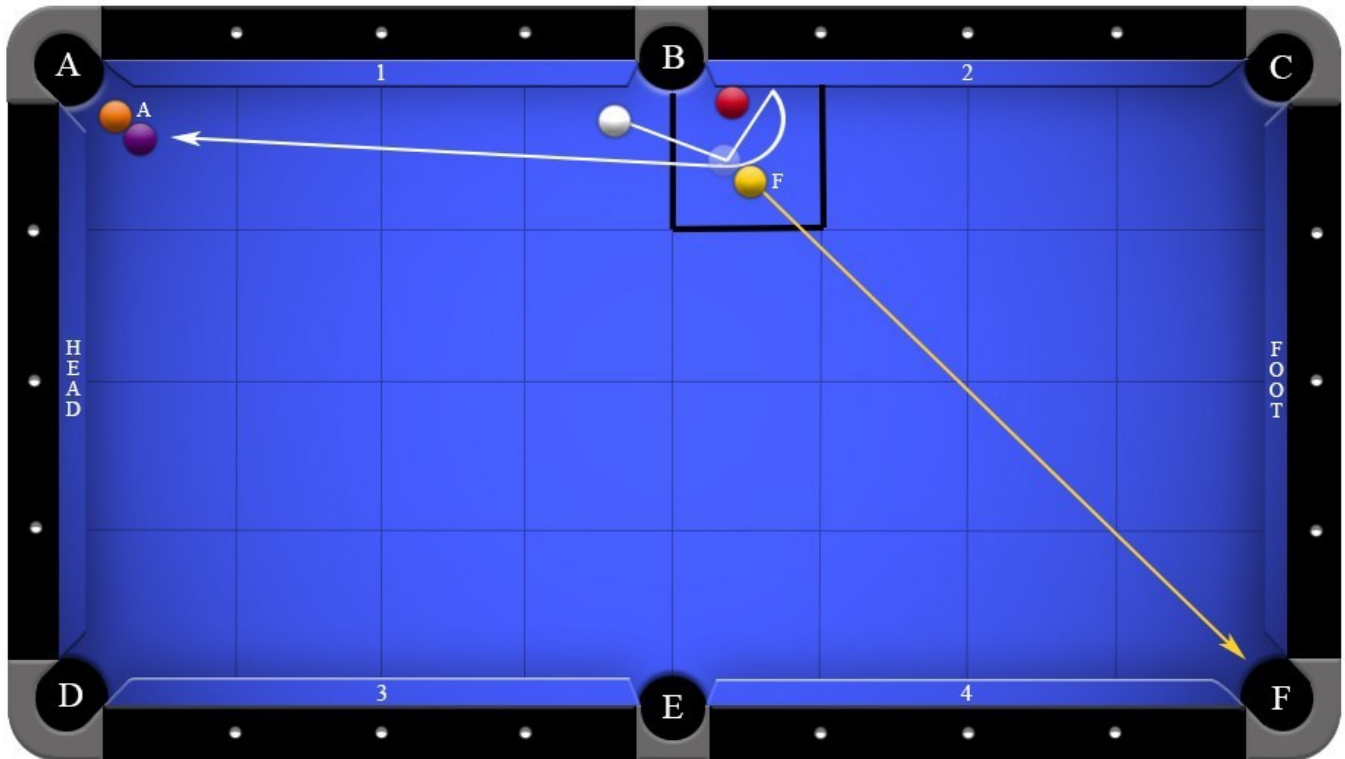
Object Balls: 'C' ball frozen to the foot cushion at the 1 diamond. 'F' ball hanging in pocket F. A rack is in hand, frozen to 'F' ball.

Objective: Shoot the cue ball and make 'C' ball. The cue ball will draw around the table as indicated, hit the rack, and make 'F' ball in pocket F.

Special Notes: The cue ball may contact cushion 3 or 4 as the 1st cushion. The cue ball may contact extra cushions near pocket 'F'. The cue ball may go between the rack and either rail and make 'F' ball directly.

7-Foot Table Adjustment: The rack will be replaced with a combination ball.

D3, Shot 5 - The Circular Draw



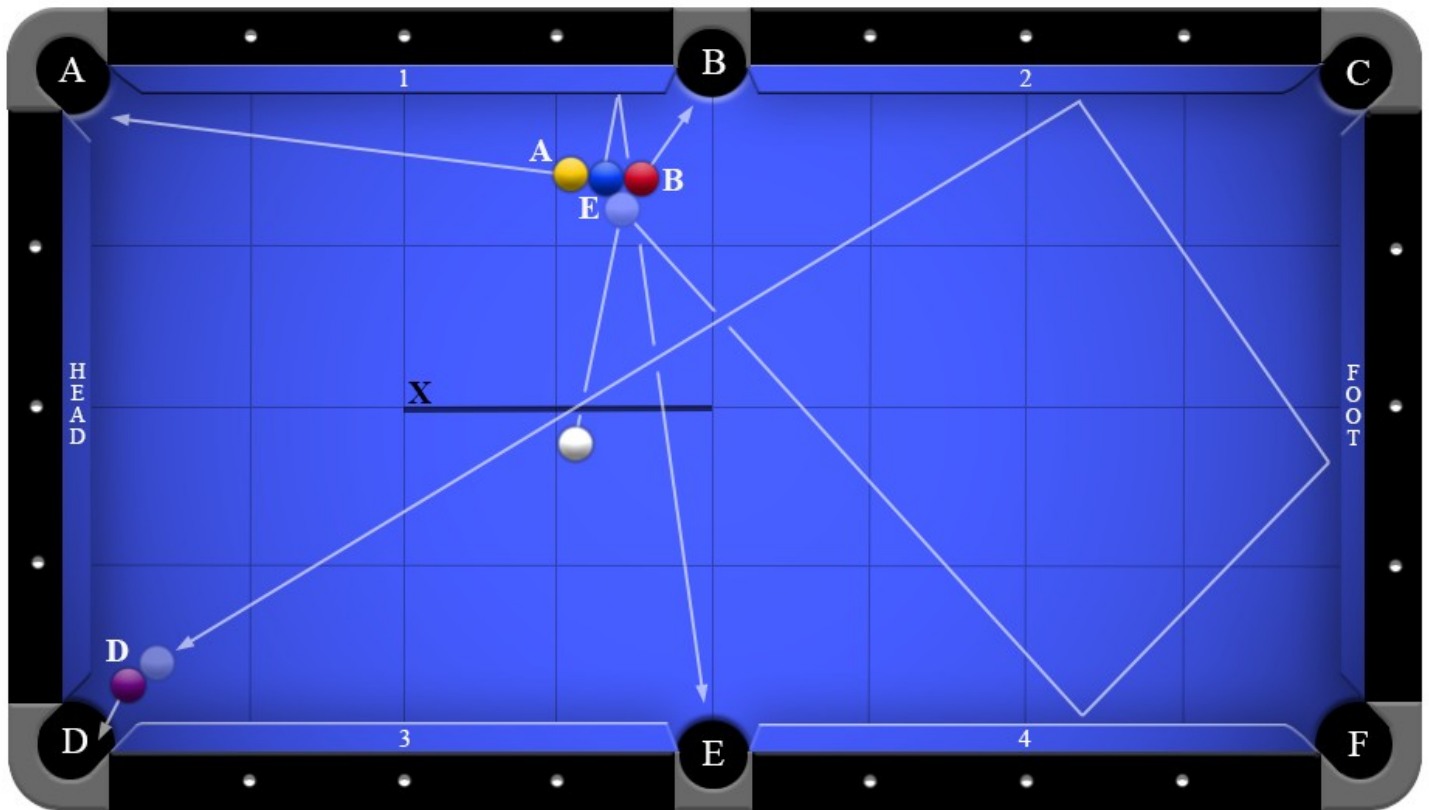
Cue Ball: In hand.

Object Balls: Blocker ball is frozen to cushion 2 with the edge aligned with the pocket point. 'F' ball is in hand within the indicated zone. A ball combo is hanging near pocket A.

Objective: Shoot the cue ball and make 'F' ball in pocket F. The cue ball will carom into cushion 2, draw around the blocker ball, and make 'A' ball from combo in pocket A.

Special Notes: The blocker ball may not be touched by any means until after 'A' ball is made.

D3, Shot 6 – The Windowless Draw



Cue Ball: In hand behind Line X.

Object Balls: B-Ball is 2 ball widths from Rail-1. E-Ball is frozen to B-Ball and 2 ball widths from Rail-1. A-Ball is frozen to the E-Ball and adjustable. The A-E-B setup may be shifted left or right but the E and B Balls must remain two ball widths from Rail-1. D-Ball is hanging near Pocket D.

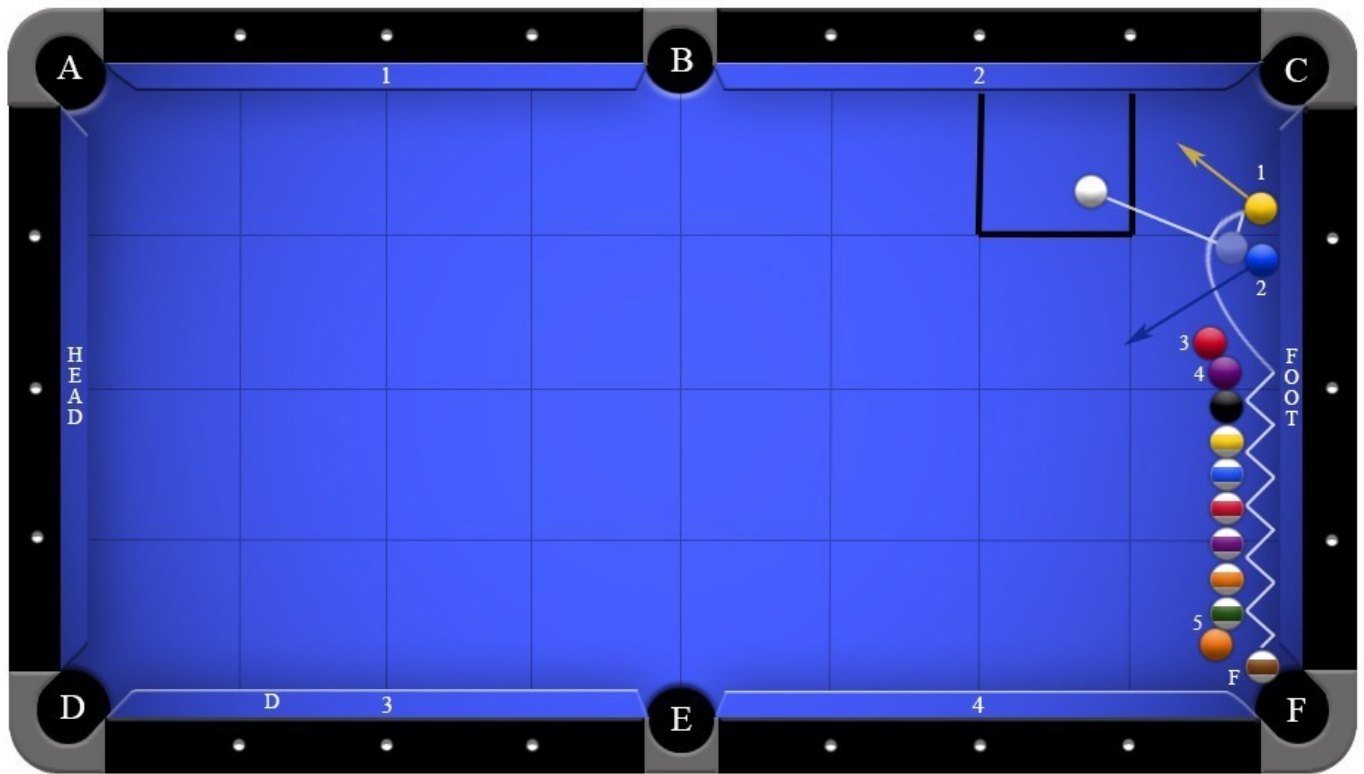
Objective: Shoot the CB between the E and B Balls to pocket the A-E-B Balls as diagramed. The CB will draw back and contact Rail-4, kicking 3 rails to make the D-Ball in Pocket D.

Special Notes: None

Discipline 4

Follow

D4, Shot 1 - The Machine Gun Follow Shot



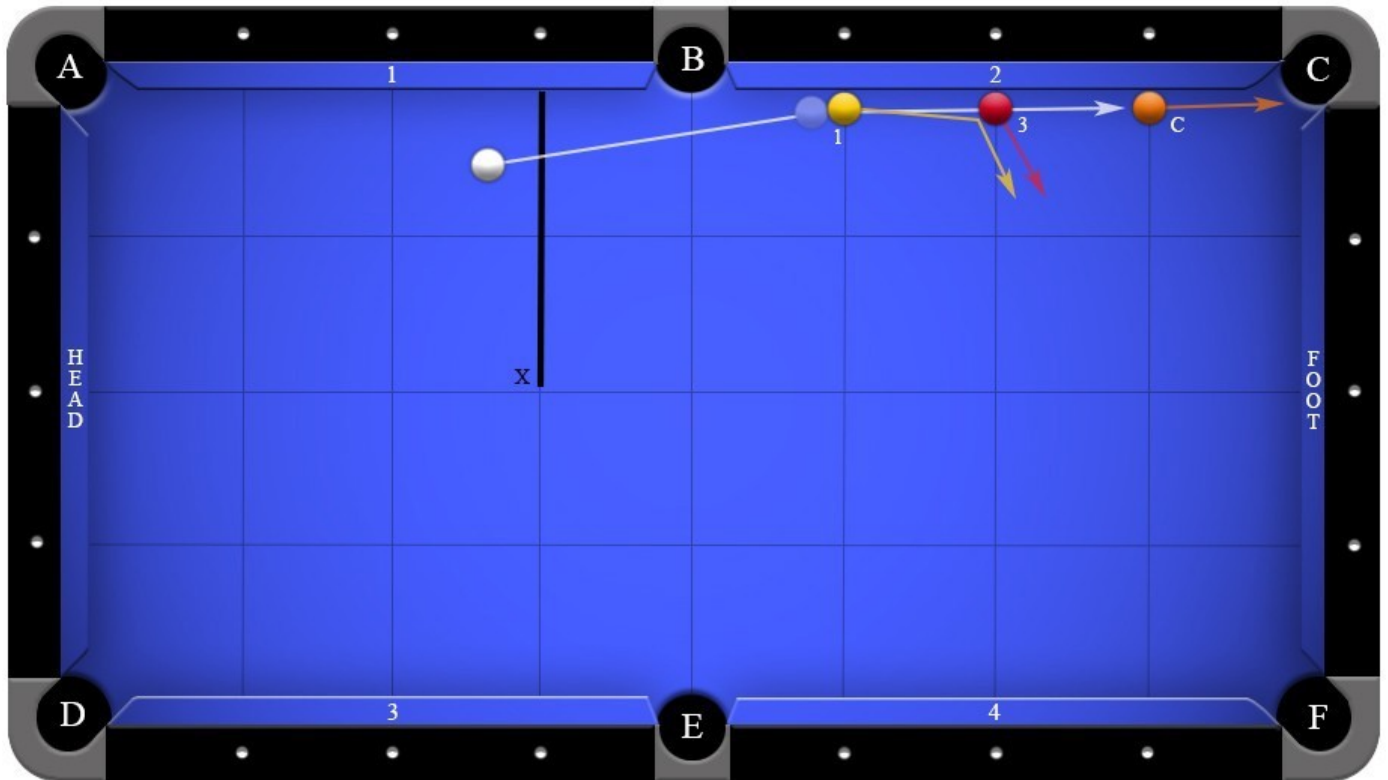
Cue Ball: In hand within the indicated zone.

Object Balls: Balls 1 & 2 are frozen to the foot cushion and centered around the 1 diamond. 'F' ball is hanging near pocket F. A row of 10 balls is approximately 1 ball's width off the cushion, but this spacing may be adjusted by the player. The row must be straight (parallel to the foot cushion), with the option of adjusting balls 3, 4, and/or 5. If this option is used, those balls must still remain frozen to the others in the line.

Objective: Shoot the cue ball to ball # 2, then carom into ball # 1, and then travel between the row of balls and the cushion. The cue ball will hit at least 4 object balls, and then go on to make 'F' ball.

Special Notes: The cue ball must hit ball 2 first, then ball 1. The cue ball must make 'F' ball. It may not be made by an object ball. If the cue ball comes to a stop and is later helped by another ball coming in contact with the row of balls or the cue ball, the shot is no good. The cue ball must make 'F' ball in pocket F on its own.

D4, Shot 2 - Out of My Way



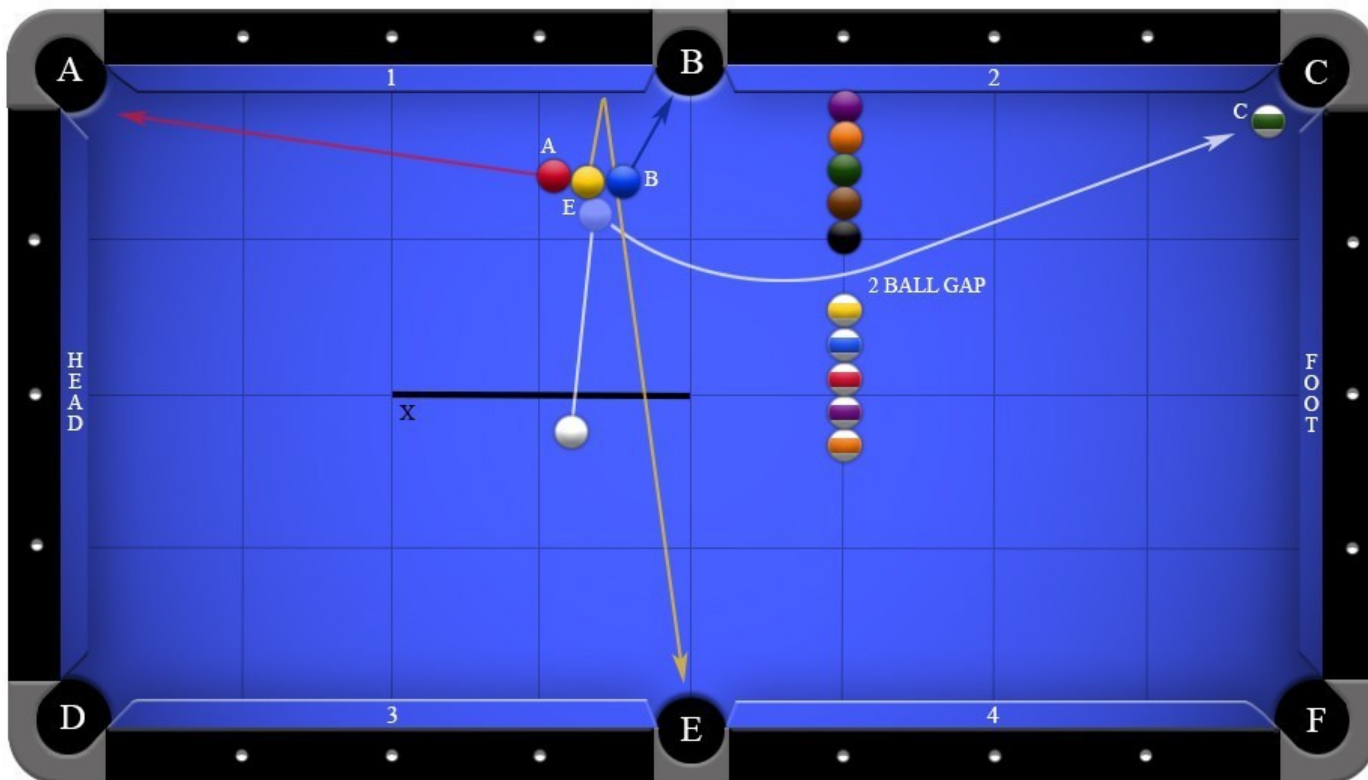
Cue Ball: In hand behind the indicated line.

Object Balls: 1 and 3 balls are on their indicated diamond lines and frozen to the cushion.
'C' ball is on the 1st diamond and adjustable along that line.

Objective: Shoot the cue ball into the 1 ball. The 1 ball will hit the 3 ball and both will clear. The cue ball will follow forward and make 'C' ball in pocket C.

Special Notes: 'C' ball may not be contacted by any ball other than the cue ball.

D4, Shot 3 - The Window Shot



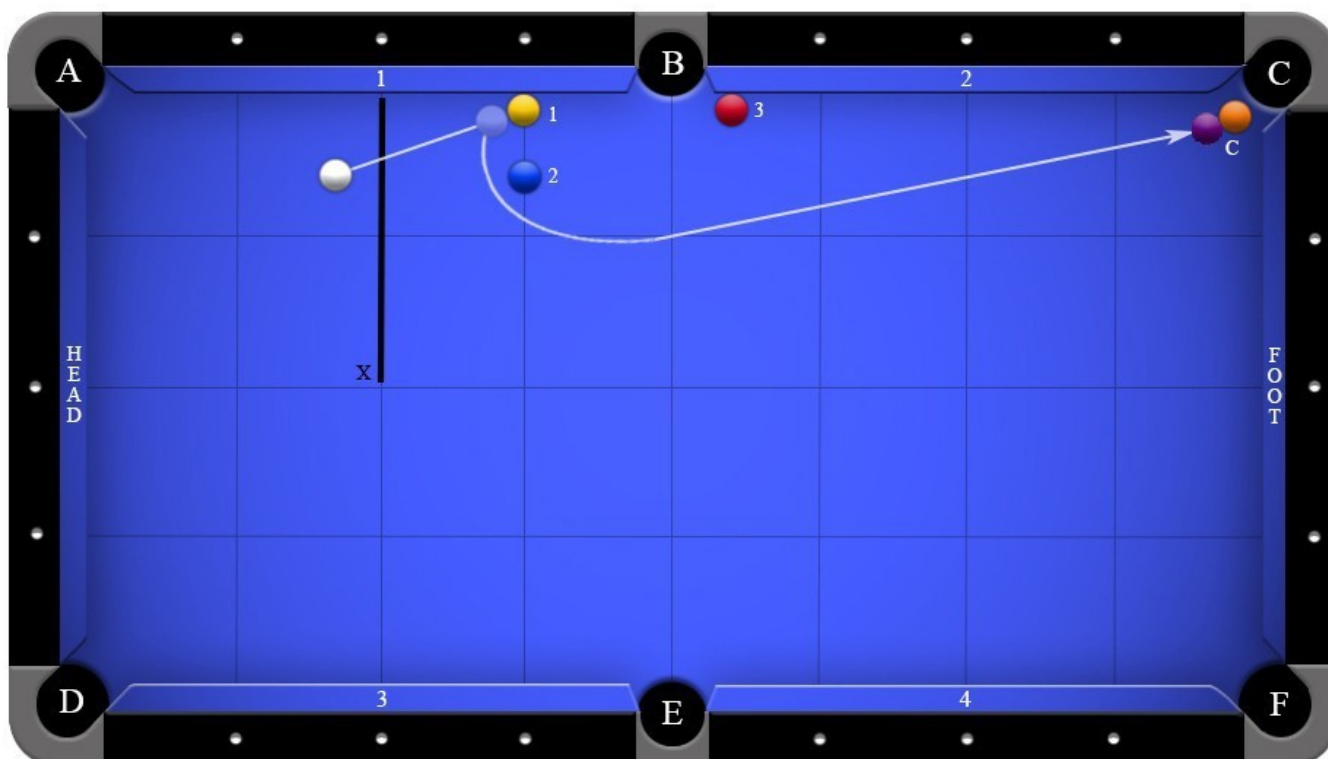
Cue Ball: In hand behind the indicated line.

Object Balls: 'B' and 'E' balls are frozen and exactly 2 ball's width off the cushion, and adjustable left or right. 'A' ball is adjustable and frozen to 'E' ball. 'C' ball is hanging near pocket C. A line of 10 object balls are along the 3rd diamond line. A gap of 2 ball's width is between the first 5 balls and the last 5 balls.

Objective: Shoot the cue ball and make the three balls as pocket letter designates. The cue ball will travel the indicated path through the gap and follow forward to make 'C' ball in pocket C.

Special Notes: The blocking balls may not be touched by any means until after 'C' ball is made.

D4, Shot 4 - The Circular Follow



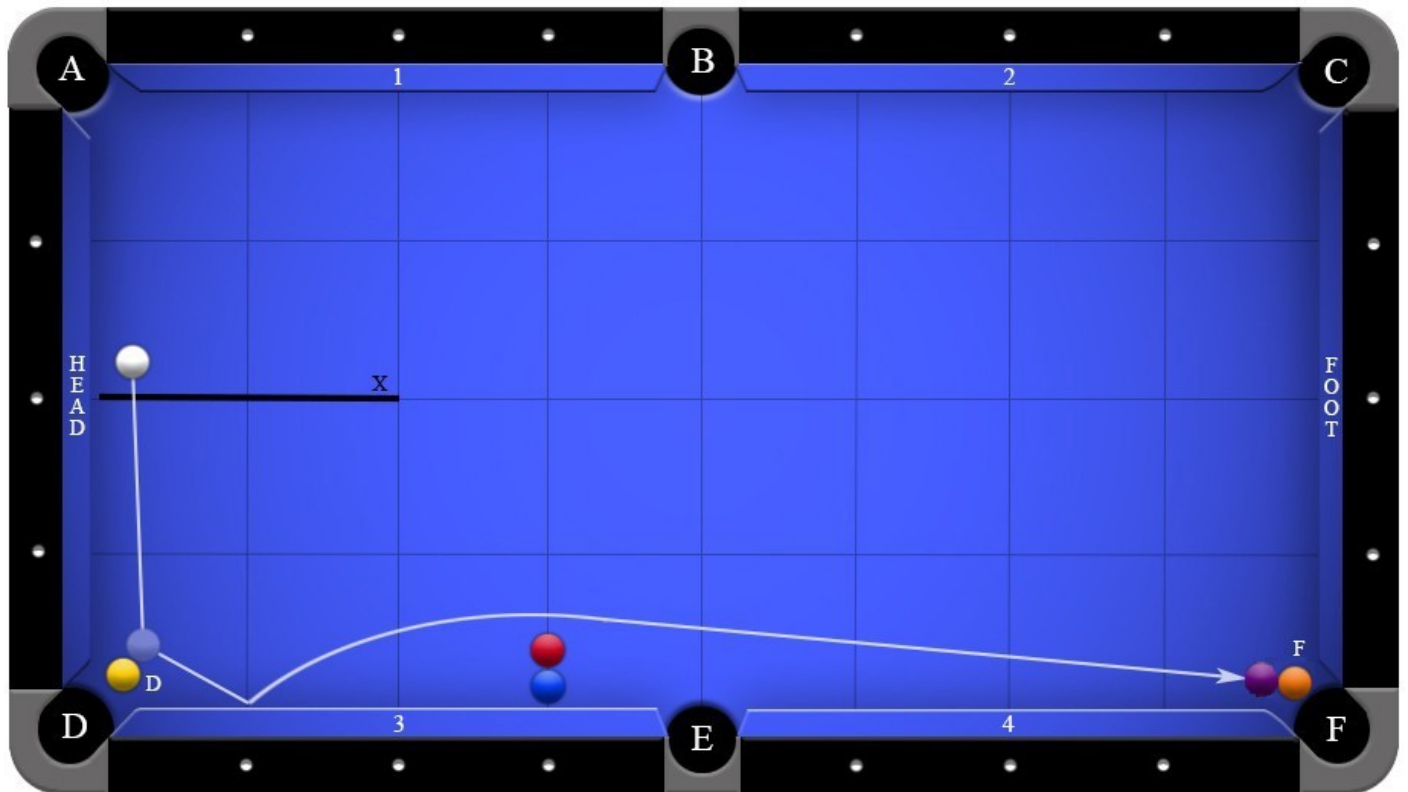
Cue Ball: In hand behind line 'X'.

Object Balls: Object ball 1 frozen to cushion 1 and in line with diamond 3. Object ball 3 frozen to cushion 2, may be placed anywhere within 1 diamond from pocket B. 'C' combo is near pocket C. A blocking ball labeled as '2' is placed in line with diamond 3, and 1 ball's width from object ball 1.

Objective: Shoot cue ball to object ball 1. The cue ball will curve around the blocking ball, making 'C' ball in pocket C.

Special Notes: Object ball 2 is an obstacle only. Object balls 1 and 2 do not have to be made. The cue ball may not contact the blocking ball or object ball 3 until after 'C' ball has been made. Cue ball may only contact cushions '1', '2', or the foot cushion, until after 'C' ball is made.

D4, Shot 5 - The Follow Bender



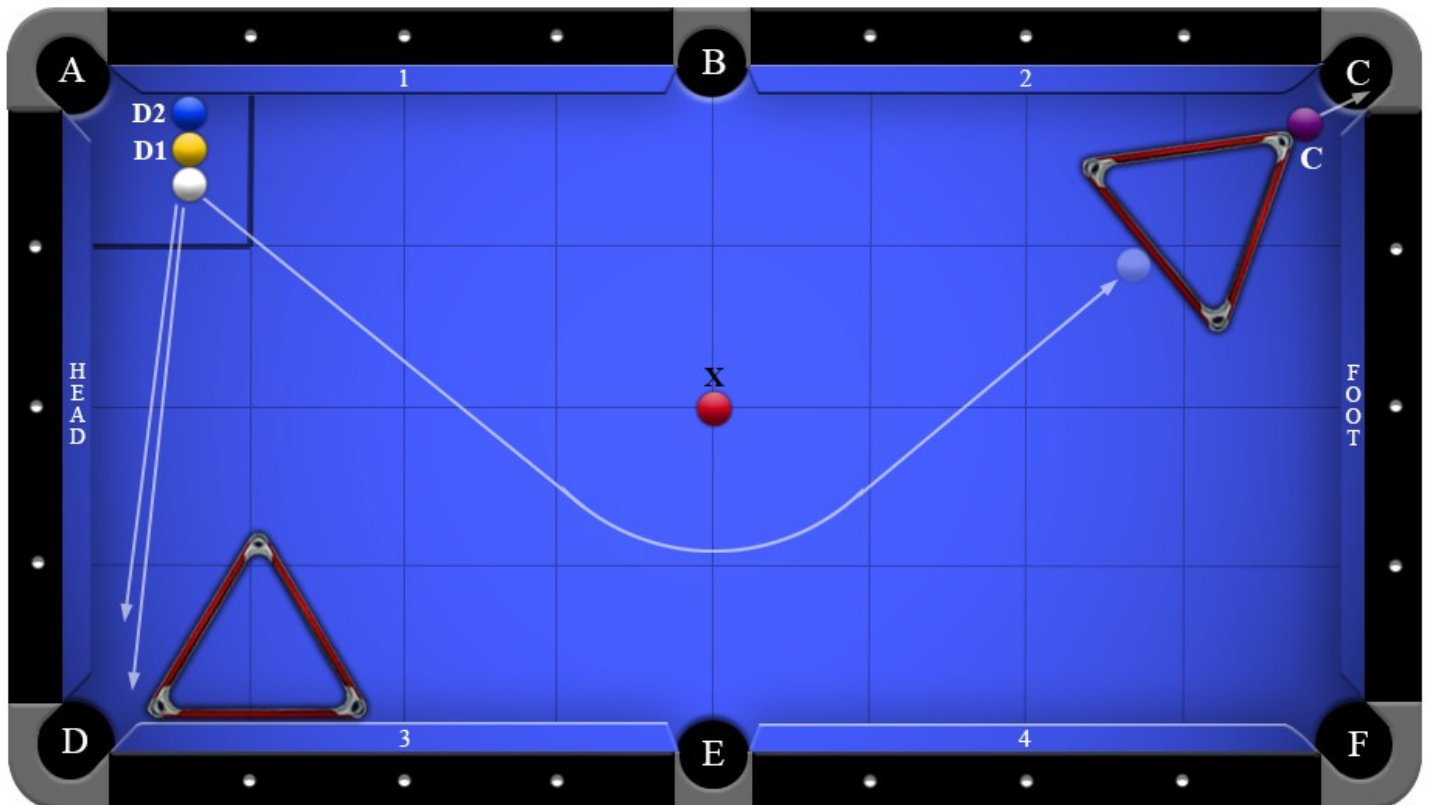
Cue Ball: In hand behind the long center line of the table.

Object Balls: 'D' ball is hanging near pocket D and adjustable. 'F' combo is hanging near pocket F. Two blocker balls are frozen in line along the 3rd diamond.

Objective: Shoot the cue ball into the 'D' ball, making it in pocket D. The cue ball will hit cushion 3, bounce out and around the two blocker balls, and make the 'F' Ball in pocket F.

Special Notes: The blocker balls may not be hit by any means until after the 'F' ball is made.

D4, Shot 6 - The ESPN Fantastic Follow



Cue Ball: Frozen to the D1-Ball in the indicated zone.

Object Ball: D1 and D2 Balls are in hand within the indicated zone. CB-D1-D2 must be in a straight line and frozen to Rail-1. A rack is placed on Rail-3 to guide the D1 and D2 Balls into Pocket D. A blocker ball (X) is placed center table as diagramed. C-Ball is hanging by Pocket C and a second rack is in hand but frozen to C-Ball.

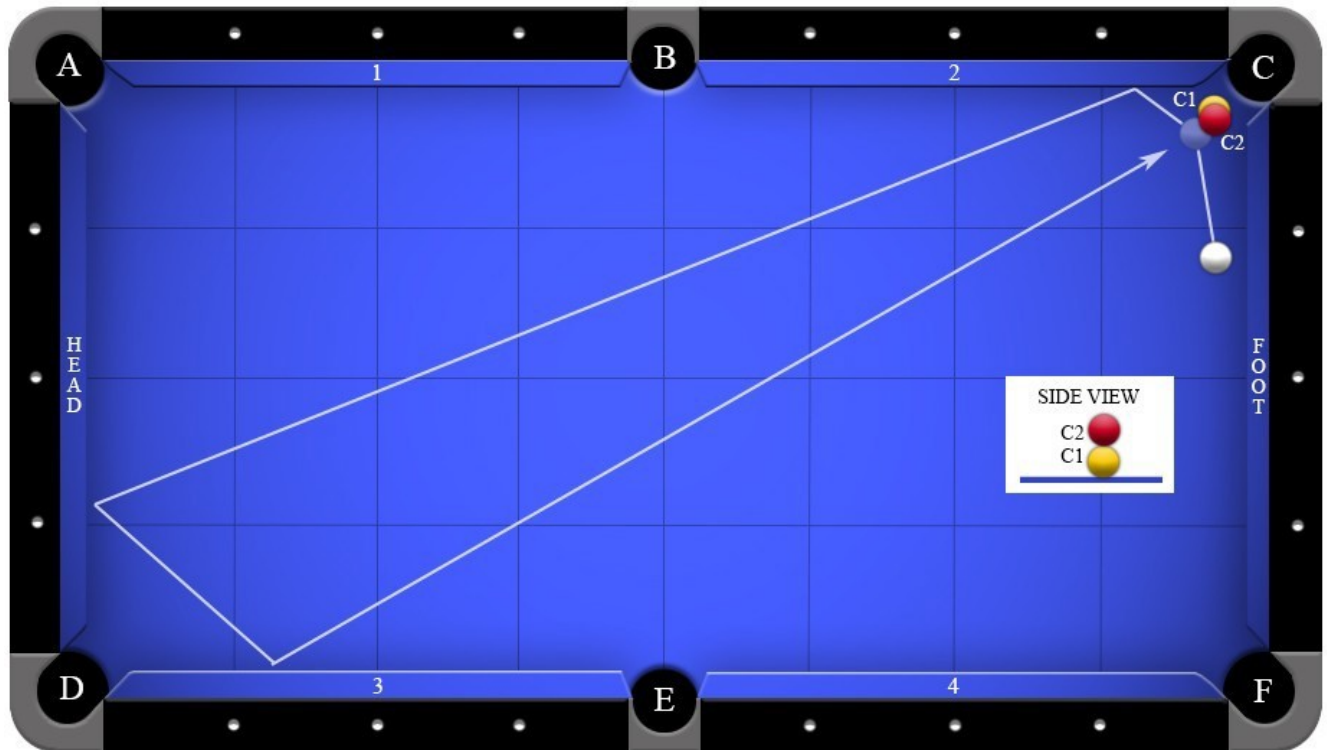
Objective: Shoot the CB making D1 and D2 Balls in Pocket D. The CB must curve around blocker ball (X) to hit the rack and pocket the C-Ball as diagramed.

Special Notes: The CB may not hit any of the Object Balls or Rails until the C-Ball is kicked in by the Rack as diagramed.

Discipline 5

Bank / Kick

D5, Shot 1- Stacked Ball Shot



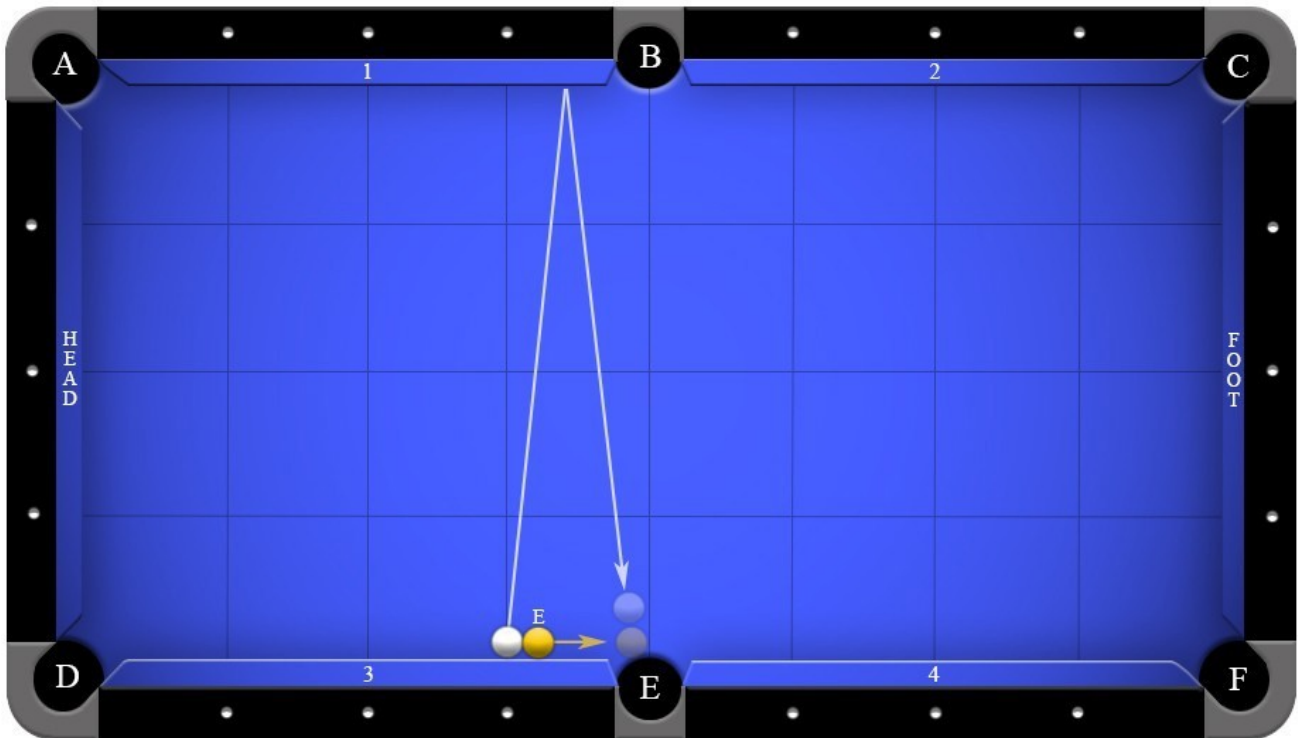
Cue Ball: In hand, behind 1 diamond line from pocket C.

Object Balls: A stacker ball ('C1') is hanging near pocket C. An object ball ('C2') is balanced on top of it.

Objective: Shoot the cue ball into the 'C1' stacker ball, making it in pocket C and causing the 'C2' object ball to fall in place. The cue ball will travel three cushions as diagrammed and make the 'C2' object ball in pocket C.

Special Notes: None

D5, Shot 2 - Poolhall Junkie Bank Shot



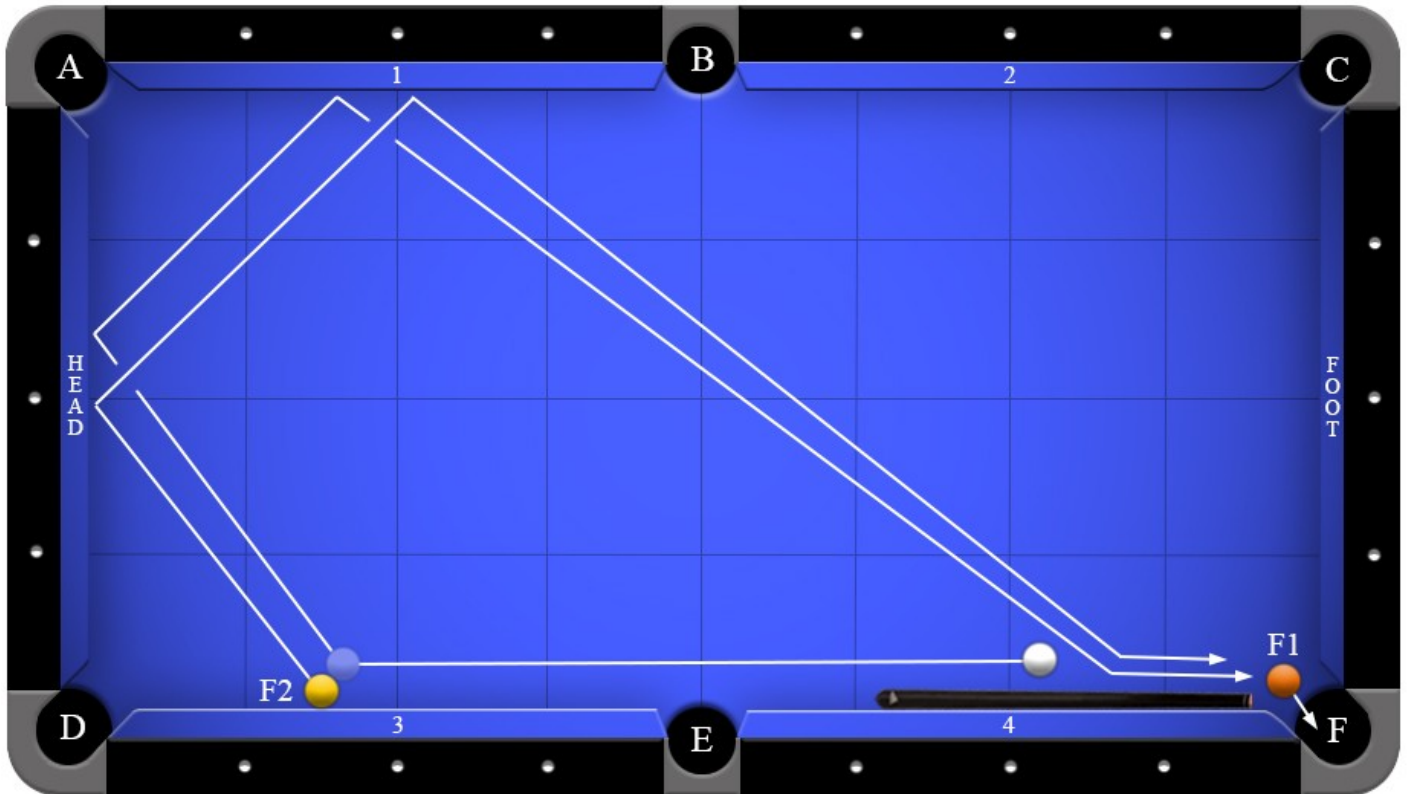
Cue Ball: Frozen to the cushion at the 3rd diamond.

Object Balls: 'E' ball frozen to the cushion and to the cue ball.

Objective: Shoot the cue ball to bank one rail as diagrammed. 'E' ball will roll in front of pocket E. The cue ball will bank back into 'E' ball and make it in pocket E.

Special Notes: None

D5, Shot 3 - Ralph Eckert's Chaser



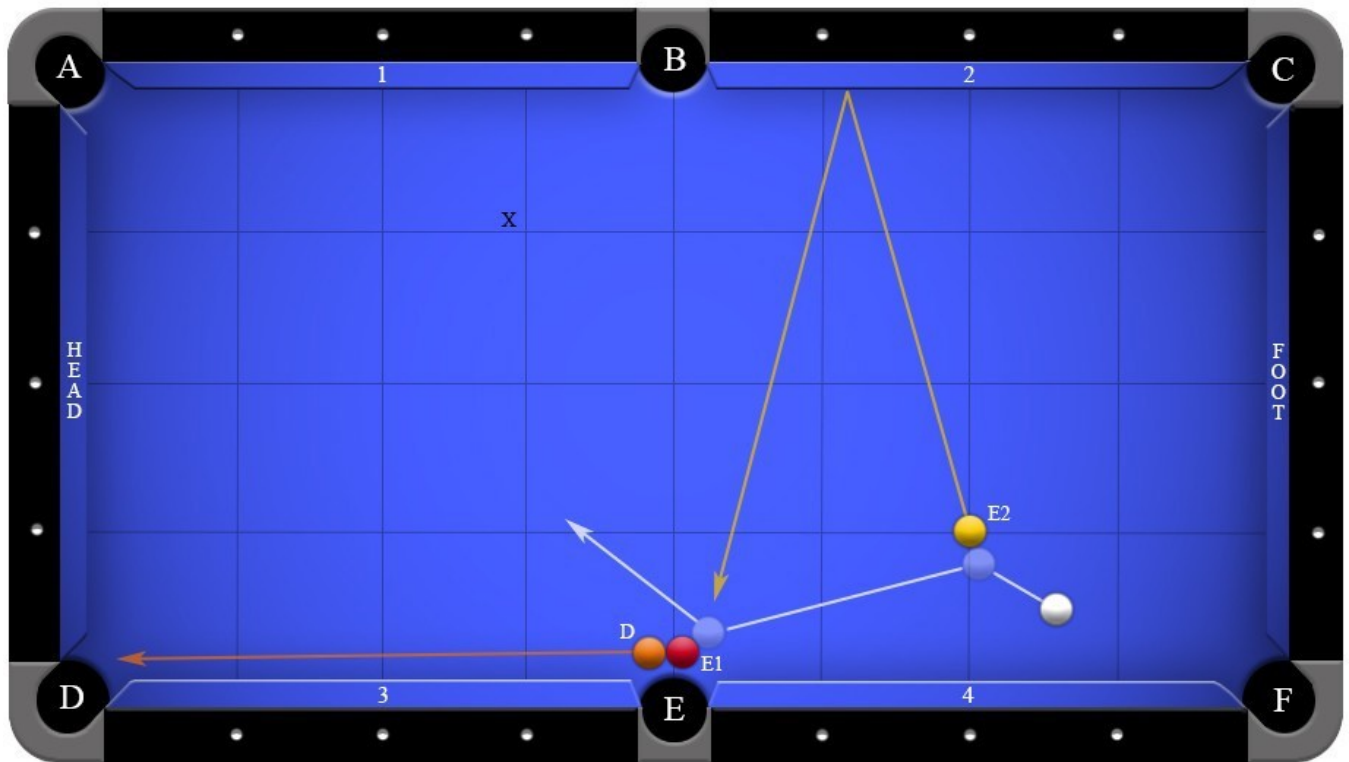
Cue Ball: In hand, behind the 2nd diamond line.

Object Balls: 'F2' ball is frozen to cushion 3 at the 1-1/2 diamond line. 'F1' ball is hanging in pocket 'F'. A cue butt is frozen to cushion 4.

Objective: Shoot the cue ball into 'F2' ball. Cue ball will contact head cushion and cushion 1, optionally contact the cue butt, and pocket 'F1' ball. 'F2' ball will also contact head cushion and cushion 1, optionally contact the cue butt and go into pocket 'F'.

Special Notes: The cue ball may not contact 'F2' ball after initial hit.

D5, Shot 4 - The Quick Timer Shot



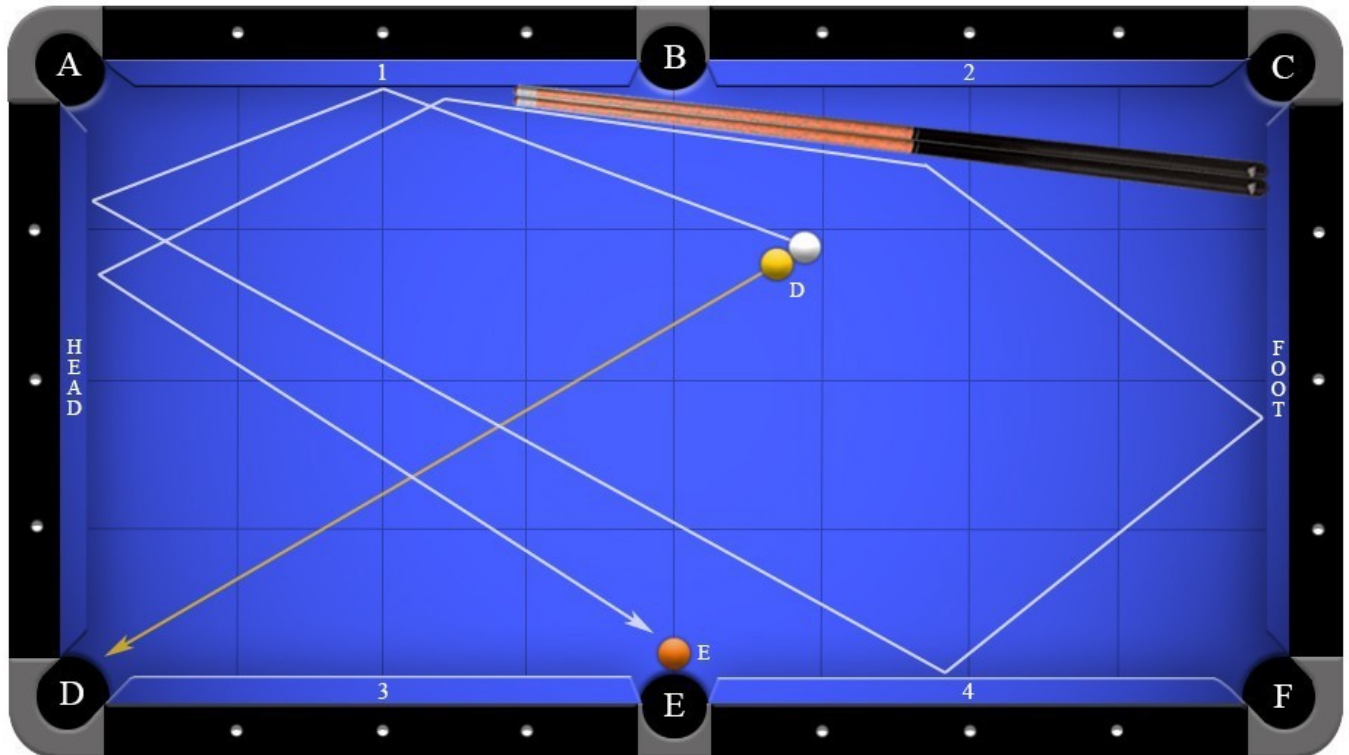
Cue Ball: In hand.

Object Balls: 'E2' ball on the intersection of the foot string and the 1 diamond line as indicated by diagram. 'D' and 'E1' balls are frozen and in hand near pocket E.

Objective: Shoot the cue ball into the 'E2' ball, causing it to bank into pocket E. The cue ball will travel down and hit 'E1' ball, causing 'E1' ball to go into the side pocket and 'D' ball to go into the corner pocket D.

Special Notes: 'E2' ball will go into pocket E last. Extra contact between any of the balls is allowed.

D5, Shot 5 - Speedy Skater



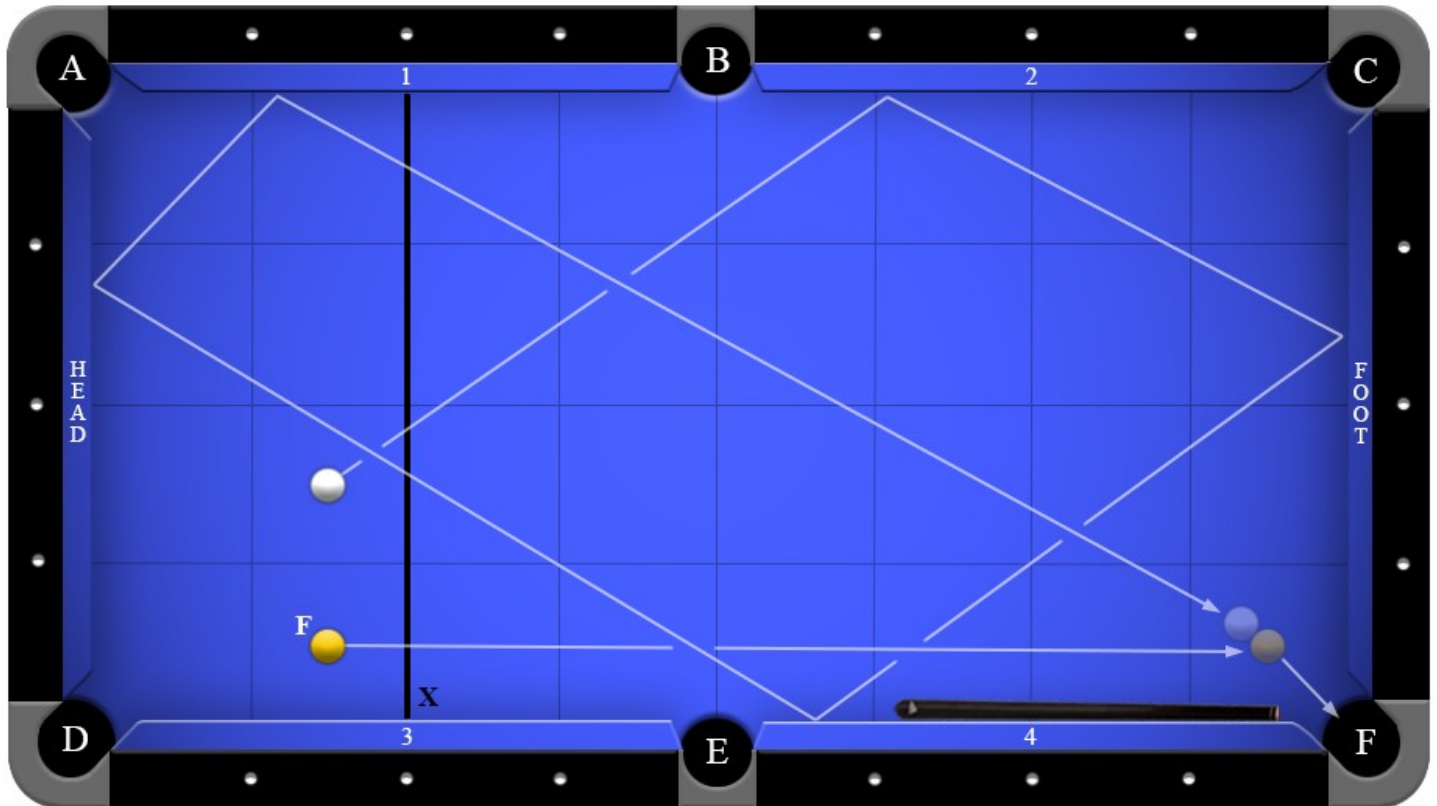
Cue Ball: In hand behind the B-E center line (on the foot cushion side of the table).

Object Balls: 'D' ball in hand, frozen to the cue ball, and must be to the right of the B-E center line. 'E' ball is hanging near pocket 'E'. Two cue sticks are placed on the table as diagrammed, with their butt ends near the foot cushion. Players have the option of using both cue sticks as diagrammed, or just one cue stick.

Objective: Shoot the cue ball to make the 'D' ball in pocket D. The cue ball will travel 4 cushions as diagrammed, hit the cue stick, then travel 2 more cushions and make the 'E' ball in pocket E.

Special Notes: Players selecting this shot will be required to supply the cue stick(s).

D5, Shot 6 - The Ultimate Timing Shot



Cue Ball: Held In hand with F-Ball when F-Ball is hand-rolled (as with wing shots). After releasing F-Ball, the CB is placed behind Line X.

Object Balls: F-Ball is in hand with the CB when being when being rolled. Player's Option – A cue butt may be placed on the table on rail 4 before you shoot the shot or after the shot is hit.

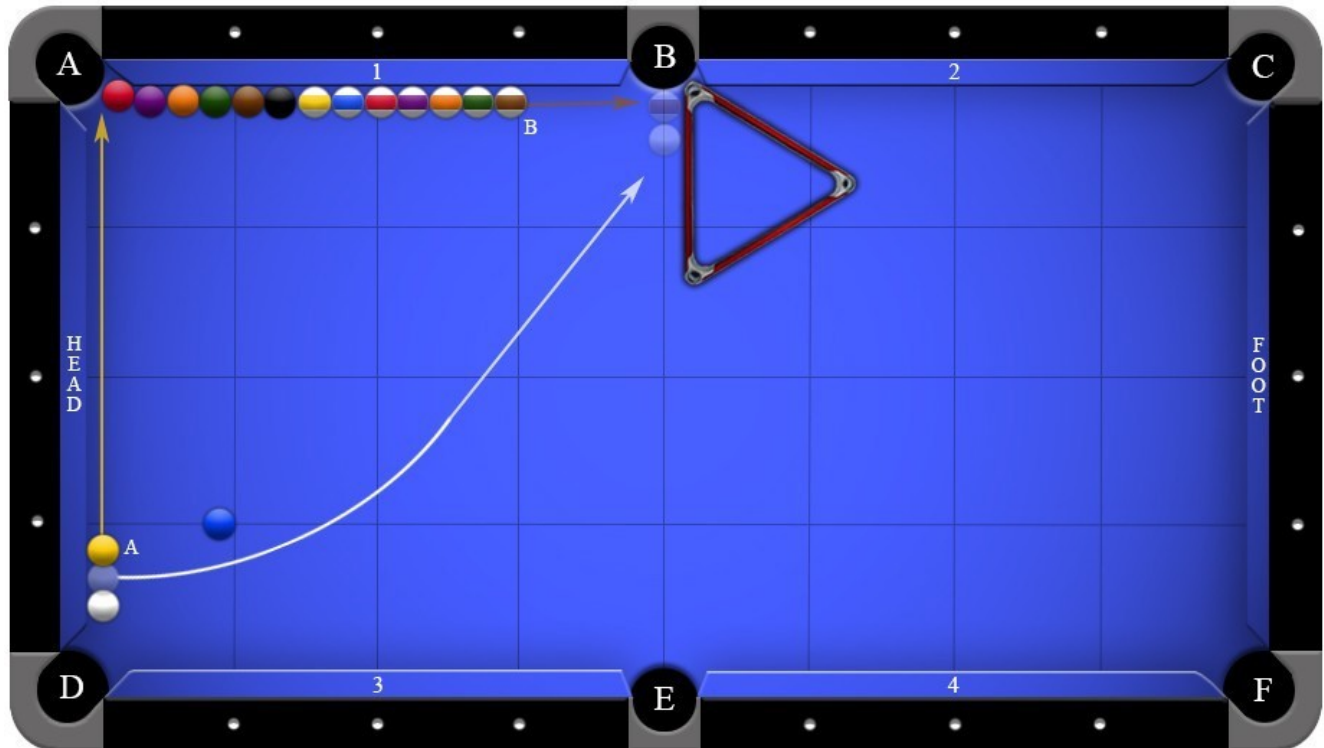
Objective: With the CB and F-Ball held in hand, roll F-Ball down the long rail towards Pocket F as diagrammed. While F-Ball is in motion, place the CB on the table behind Line X. Shoot/kick the CB 5 rails as indicated in the diagram. The CB must hit the F-Ball to make it in Pocket F.

Special Notes: F-Ball must still be rolling when the CB hits it

Discipline 6

Stroke

D6, Shot 1 - Guimelli's Rendezvous



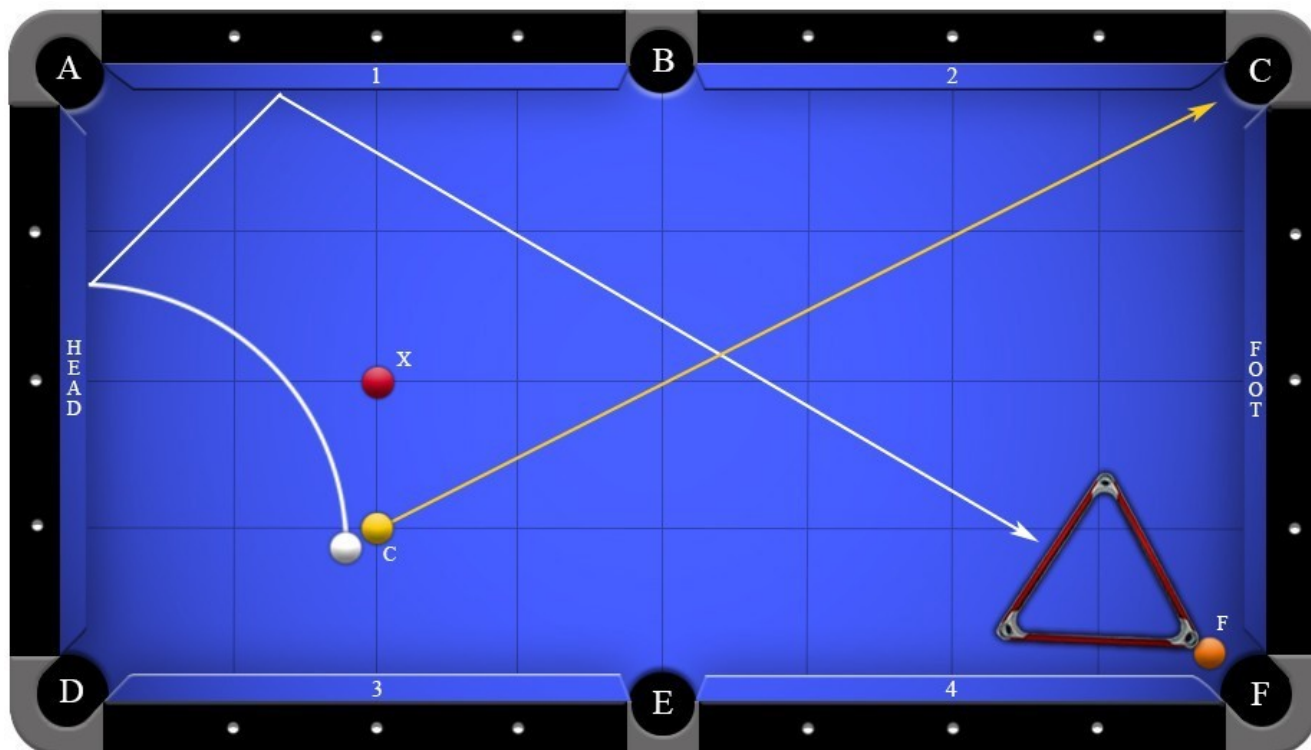
Cue Ball: Frozen to the head cushion, and the back edge is aligned with the pocket point.

Object Balls: 'A' ball frozen to the head cushion and adjustable. 13 balls are in line, all frozen to cushion 1. The first ball to the right of pocket A may be inside the pocket jaws. A blocker ball is on the 1st diamond, exactly 4 ball's width from the cushion. A rack is wedged into the side pocket, and the left edge is perpendicular to the cushion.

Objective: Shoot the cue ball into the 'A' ball, making it in pocket A. The 'A' ball will carom off the first ball to the right of pocket A, causing 'B' ball to travel up the rail, possibly hitting the rack and sitting in front of the pocket. The cue ball will curve around the blocker ball and make 'B' ball in pocket B, optionally hitting the rack on its way.

Special Notes: The blocker ball may not be contacted by any means until after 'B' ball has been made. The rack must be perpendicular. When 'B' ball hits the rack, it may not go in on its own. It must sit there and wait for the cue ball to knock it in.

D6, Shot 2 - The Ribbon Shot



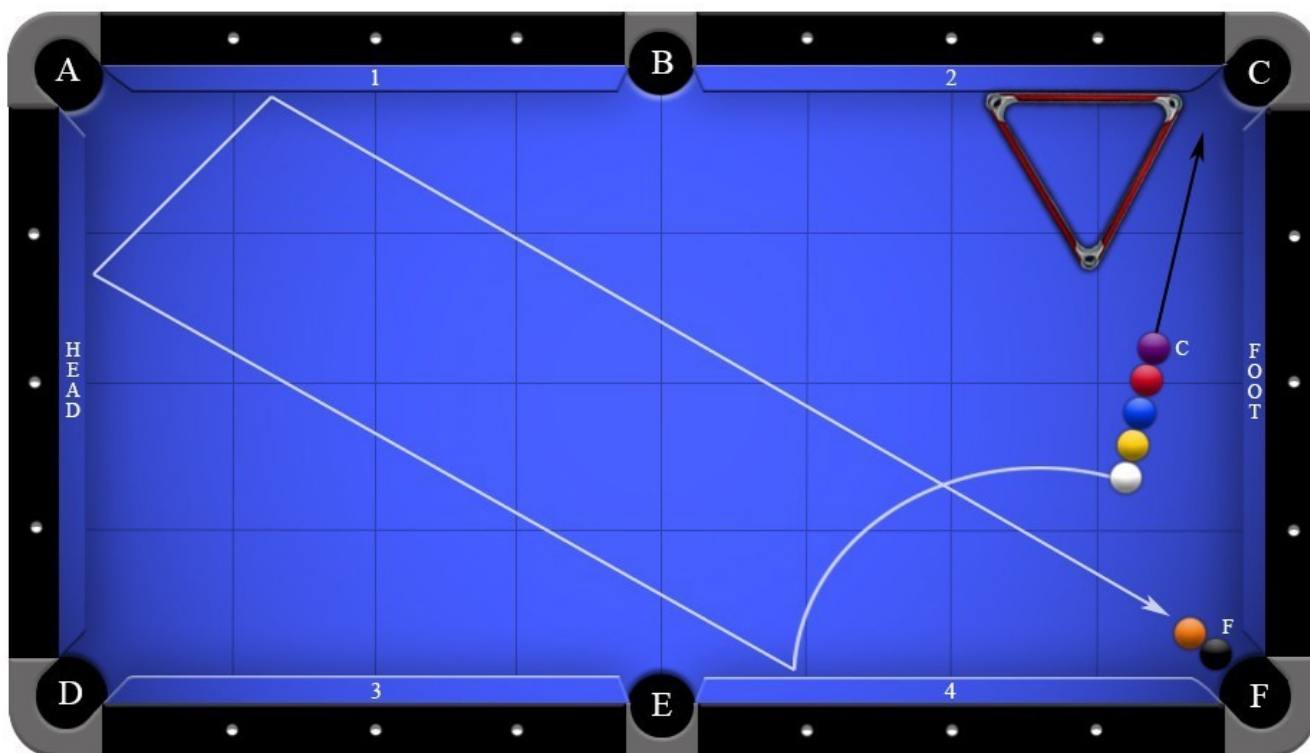
Cue Ball: In hand, exactly 2mm away from 'C' ball.

Object Balls: 'C' ball in hand on the head string, between 'X' ball and cushion 3. 'X' ball is on the head spot. 'F' ball is hanging in pocket F. A rack is in hand, frozen to 'F' ball.

Objective: Shoot cue ball using a fouette stroke, making 'C' ball in pocket C. Cue ball will contact head cushion and cushion 1, hitting the rack and pocketing 'F' ball.

Special Notes: Cue ball may contact cushion 4 or foot cushion and pocket 'F' ball with or without hitting the rack.

D6, Shot 3 - The Showoff Spin Shot



Cue Ball: In hand, but no more than 2 diamonds away from the foot cushion.

Object Balls: 4 balls are frozen in line, and to the cue ball. 'F' ball combo is hanging near pocket F. A rack is in hand, frozen to cushion 2.

Objective: Shoot the cue ball into the line of 4 balls. All four object balls will go into pocket C. The cue ball will draw back and around 3 cushions as diagrammed, and make combo 'F' ball in pocket F.

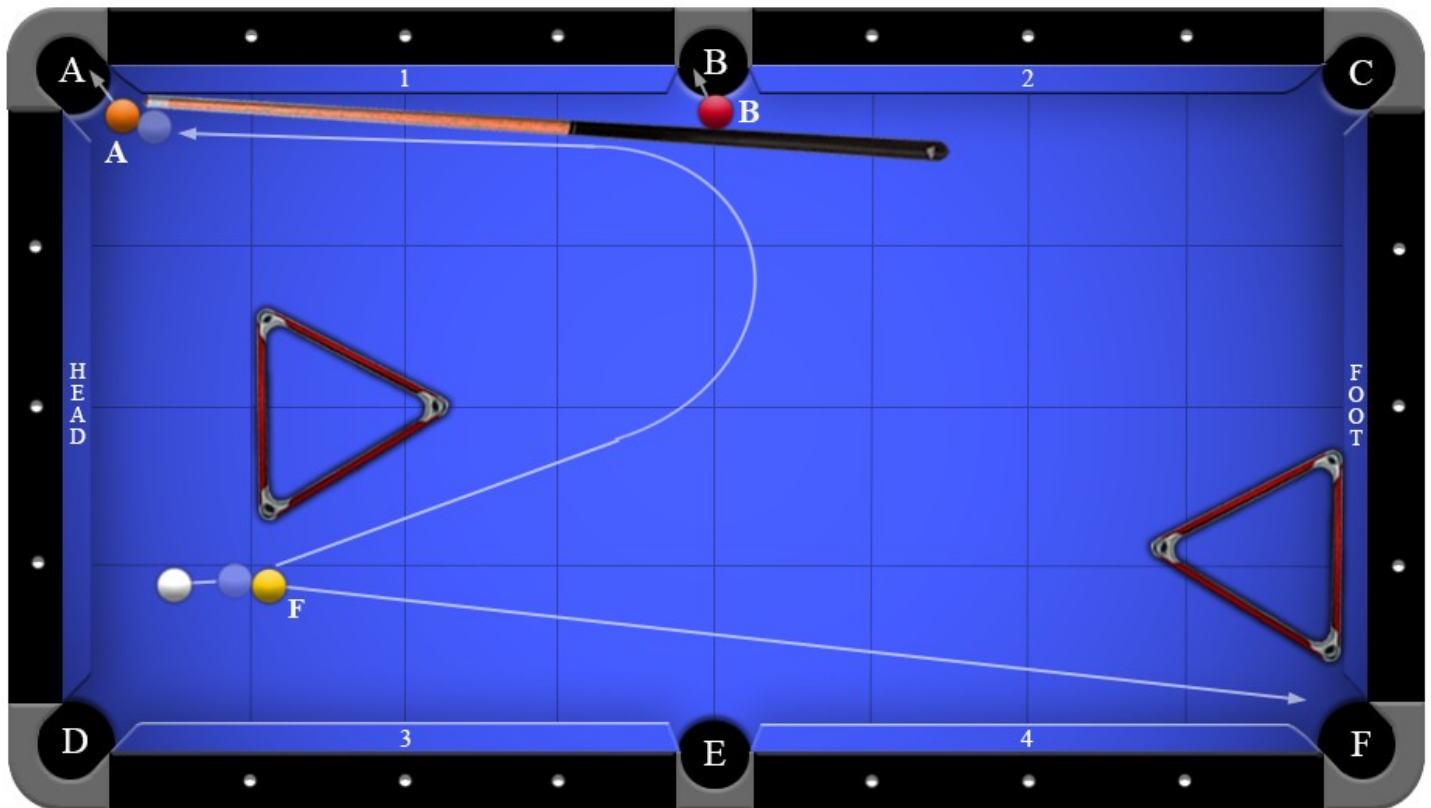
Special Notes: The cue ball may hit cushion 3 or 4 as the first cushion, plus it may hit the foot cushion and/or cushion 4 before making the 'F' ball.

[illegible]

Object Balls: ‘F’ ball on the 2nd diamond, and no more than 3 ball’s width from the cushion. ‘B’ ball is hanging near pocket B. A blocker ball ‘X’ is frozen to cushion 1 and on the 3rd diamond. A short jump cue is in position as diagrammed. It is adjustable, but it may be no more than 1 chalk’s width from the blocker ball. A rack is in position to keep the jump cue from moving too much.

Special Notes: It is okay for the cue ball to hit the blocker ball, provided that the cue ball (not the blocker or the stick) makes the 'B' ball. Players selecting this shot will be required to provide the jump cue.

D6, Shot 5 - The Showcase Stroke



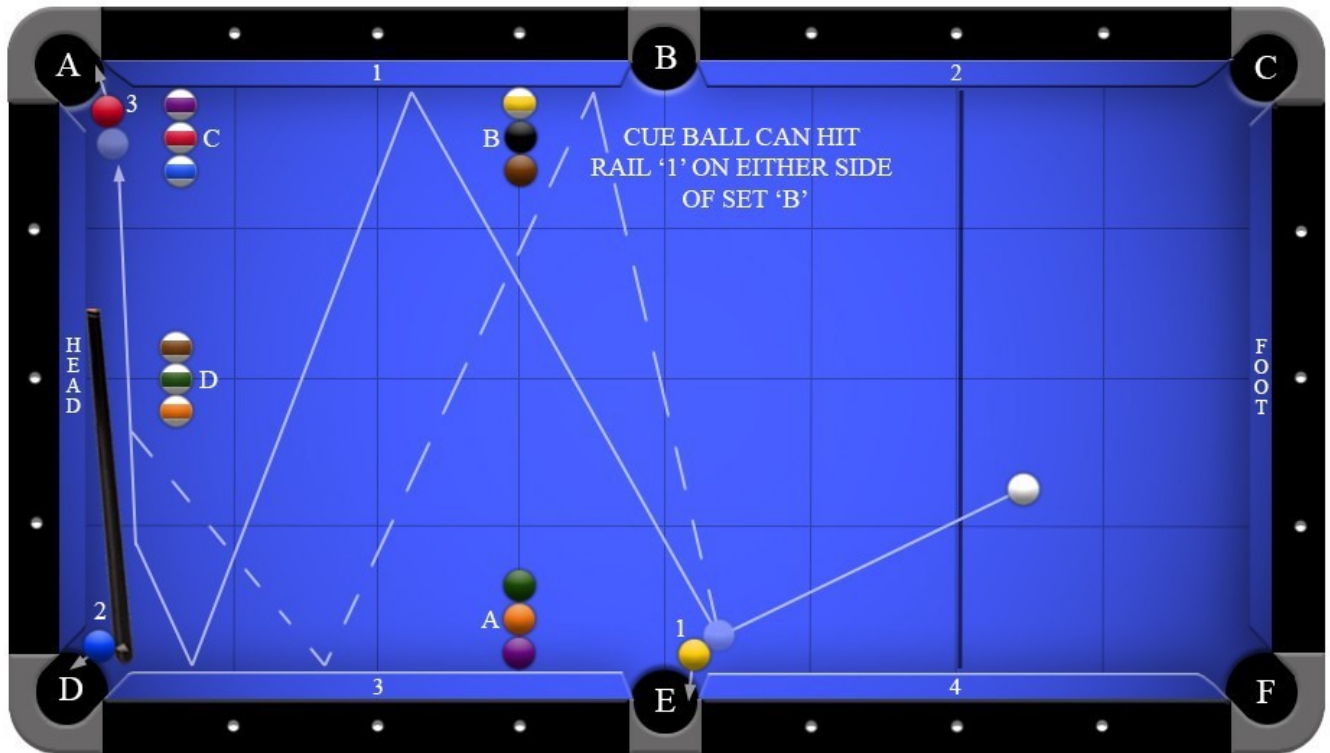
Cue Ball: In hand but must be at least one ball width from the F-Ball

Object Balls: A rack is placed on the head spot in its normal racking position. F-Ball is in hand but must be even with the back edge of the rack. B-Ball is hanging near Pocket B. A-Ball is hanging near Pocket A. A full-length cue is frozen to B-Ball and adjustable. A second rack is placed near Pocket F to help guide F-Ball.

Objective: Shoot the CB into F-Ball. F-Ball must make Pocket F. The CB travels around the rack and contacts the Cue and make B-Ball in Pocket B. The cue ball will then travel down the cue making A-Ball in Pocket A.

Special Notes: This is a stroke shot so therefore a masse stroke or similar elevation of the cue is not allowed. The rack on the Head Spot may not be contacted until after the shot is completed.

D6, Shot 6 - Massey's Zig Zag



Cue Ball: In hand behind foot string.

Object Balls: 1, 2, and 3 balls hanging in their respective pockets. Four sets of three blocker balls are positioned as diagrammed. Set A is frozen to cushion 3 one diamond from pocket E. Set B is frozen to cushion 1 one diamond from pocket B. Set C is frozen to cushion 1 at one-half diamond from pocket A. Set D is one-half diamond from head cushion centered along the long center line of the table. A cue butt is positioned as diagrammed, frozen to ball 2.

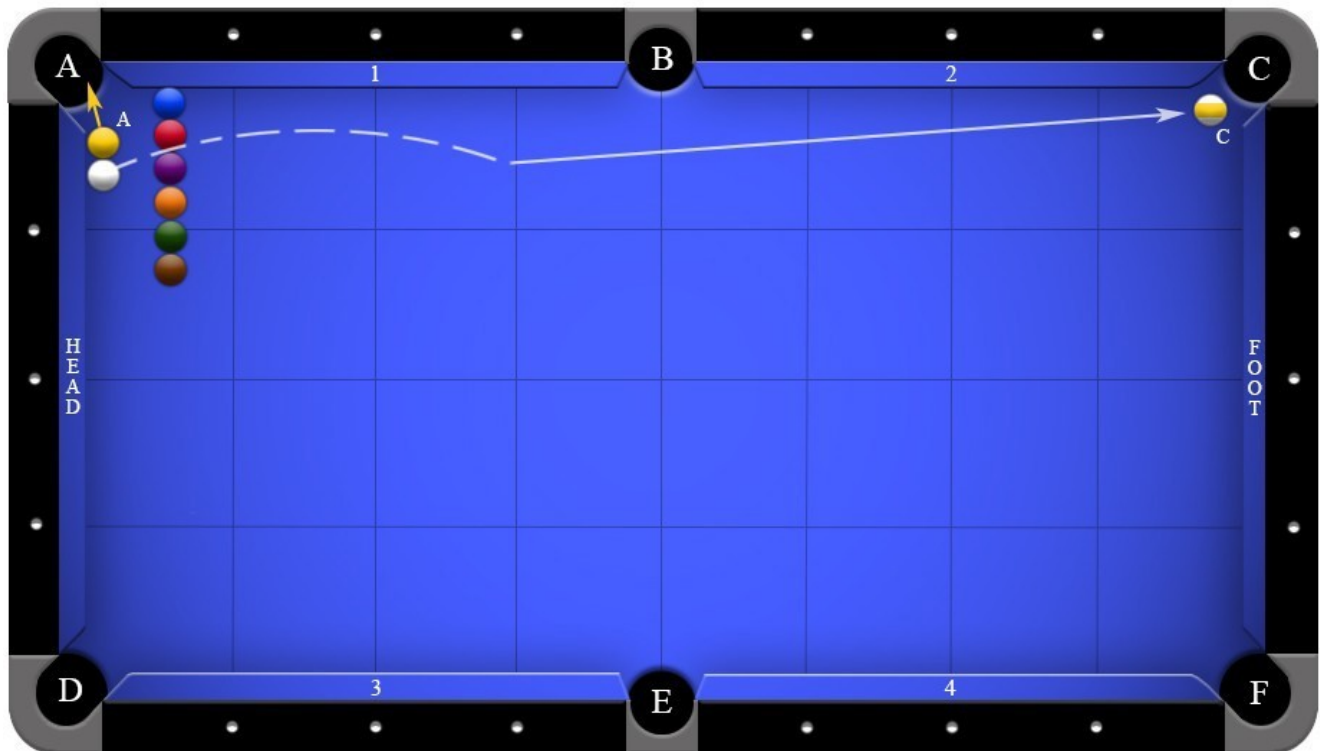
Objective: Shoot cue ball into 1 ball, pocketing it in pocket E. Cue ball will hit cushion 1 then cushion 3. Cue ball will then hit the cue butt, pocketing 2 ball in pocket D, roll down the cue butt and pocket 3 ball in pocket A.

Special Notes: Cue ball must hit cushion 3 before cue butt. Blocker balls may not be disturbed by any means until all 3 balls are pocketed.

Discipline 7

Jump

D7, Shot 1 - The Close Jump Shot



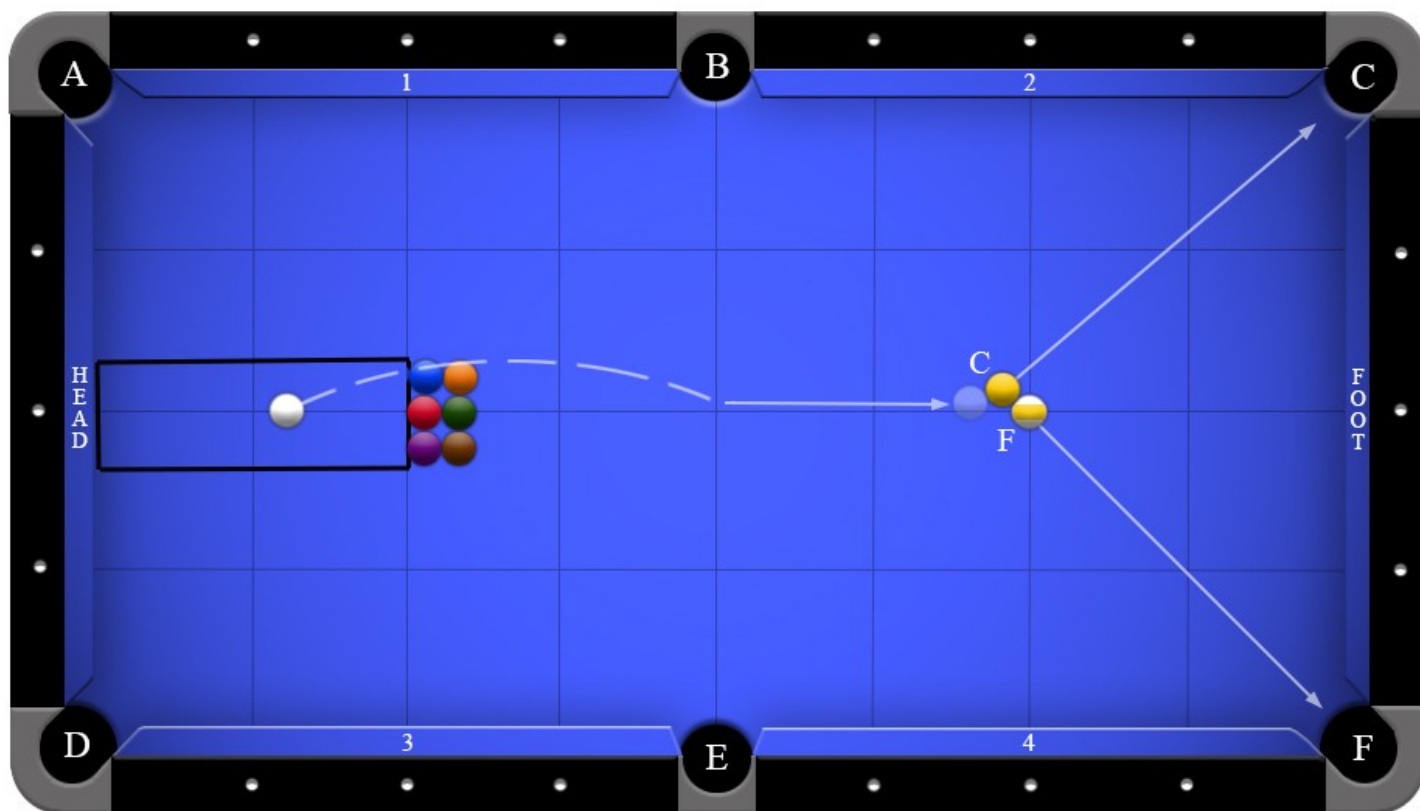
Cue Ball: In hand between head cushion and blocker balls.

Object Balls: 'A' ball is in hand, but frozen to the cue ball. 'C' ball is hanging in pocket C. A row of 6 blocker balls is exactly two ball widths from head cushion.

Objective: Jump cue ball over the blocker balls. 'A' ball will go in to pocket A. Cue ball will hit 'C' ball in to pocket C.

Special Notes: Blocker balls may not be contacted by any means until after object balls are made.

D7, Shot 2 - The One Handed Jump



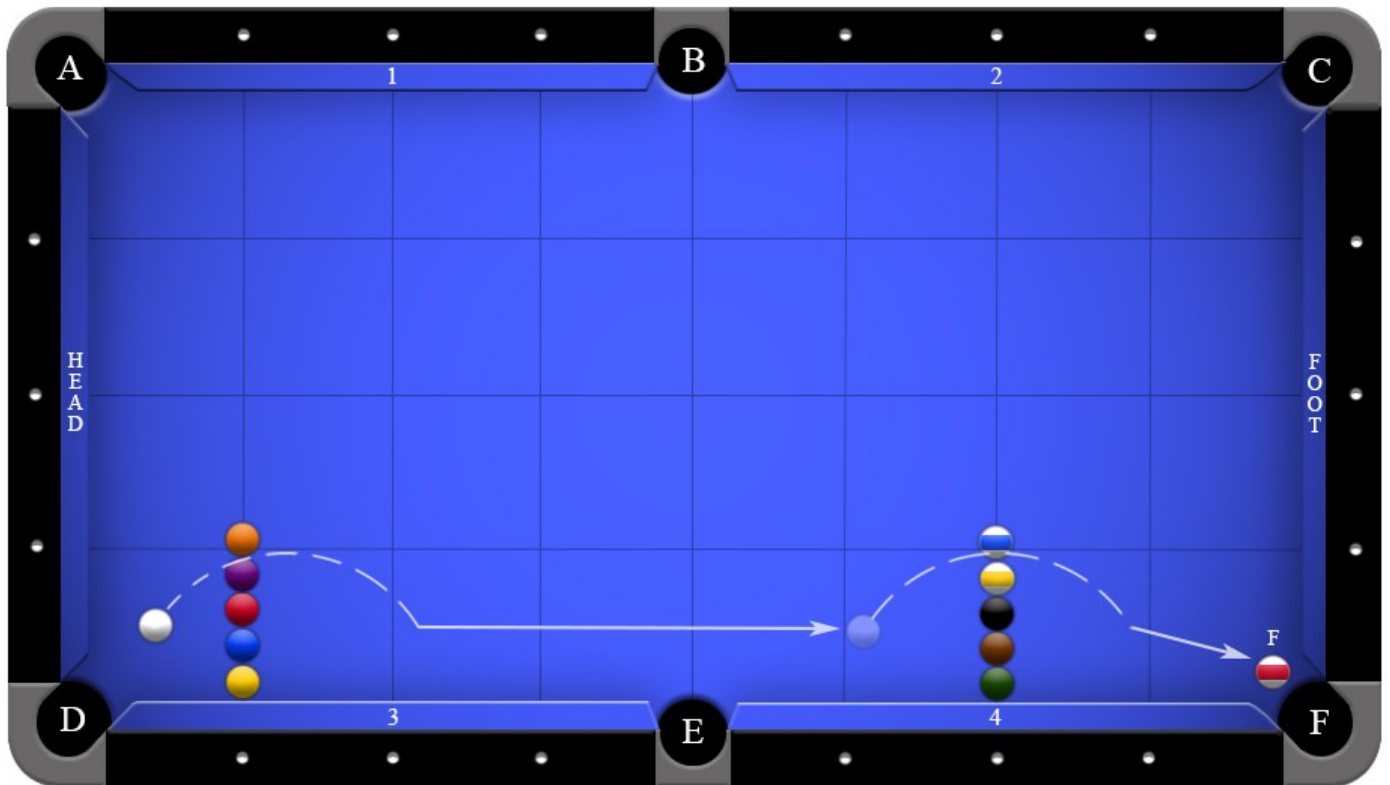
Cue Ball: In hand between the head cushion and blocker balls, but within the edges of the blocker balls.

Object Balls: 'F' ball on foot spot. 'C' ball in hand, frozen to 'F' ball. A 3 x 2 array of blocker balls are arranged as diagrammed. The middle balls are on the centerline of the table and the back row of balls have their back edge even with the head string.

Objective: Shoot the cue ball, one-handed jacked up, over the blocker balls into 'C' and 'F' balls. 'C' and 'F' balls will go into designated pockets.

Special Notes: Blocker balls may not be contacted by any means until after 'C' and 'F' balls are made.

D7, Shot 3 - Florian's Double Jump



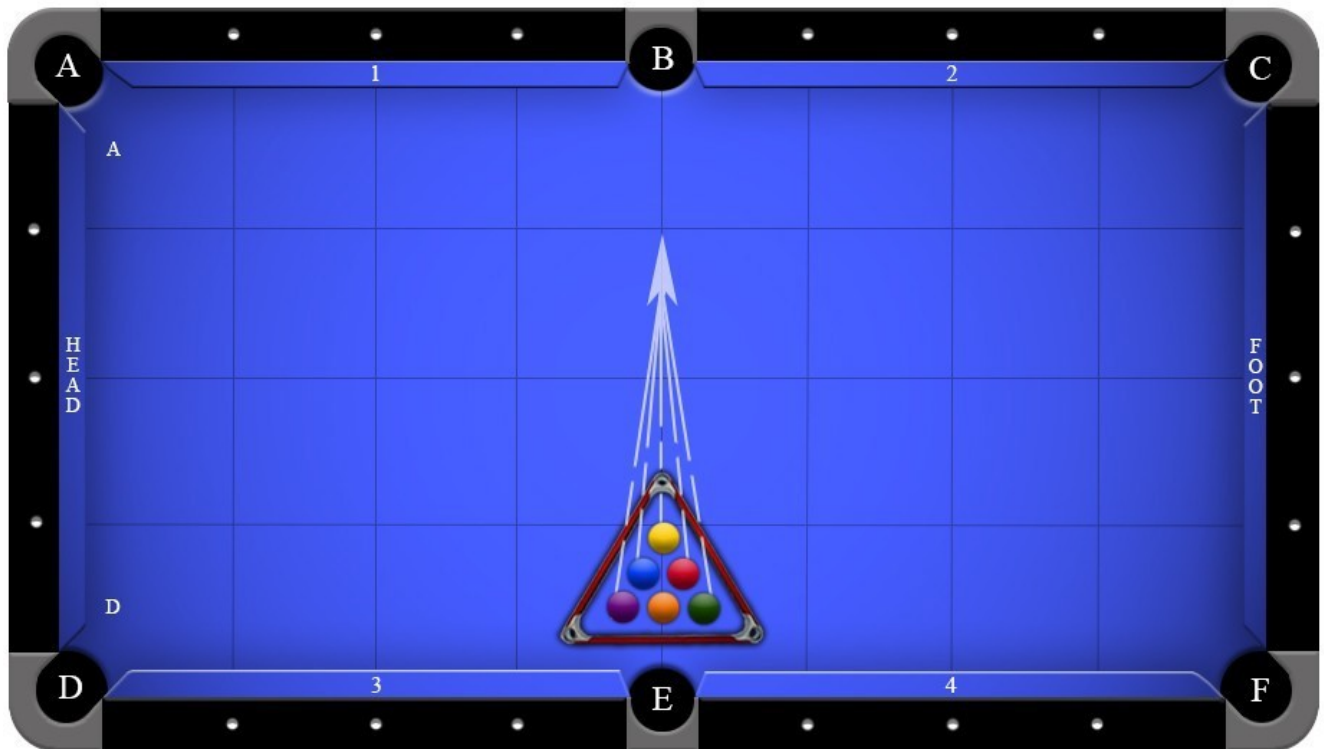
Cue Ball: In hand between the row of blocking balls and the head cushion.

Object Balls: The F ball is hanging in pocket 'F'. A row of 5 blocking balls is on the 1st diamond, frozen to cushion 3. A row of 5 blocking balls is on the 2nd diamond, frozen to cushion 4.

Objective: Jump the cue ball over the first row of blocking balls. While it is rolling, jump the cue ball again over the second row of blocking balls, making the F ball in pocket 'F'.

Special Notes: Cue ball must be moving when struck the second time. Table judge's decision is final. Cue ball may not fly off the table. Blocking balls may not be contacted by any means until after the F ball is made. Cue ball must clearly jump over the 2nd row of blocker balls. Table judge's decision is final.

D7, Shot 4 - The Six Pack



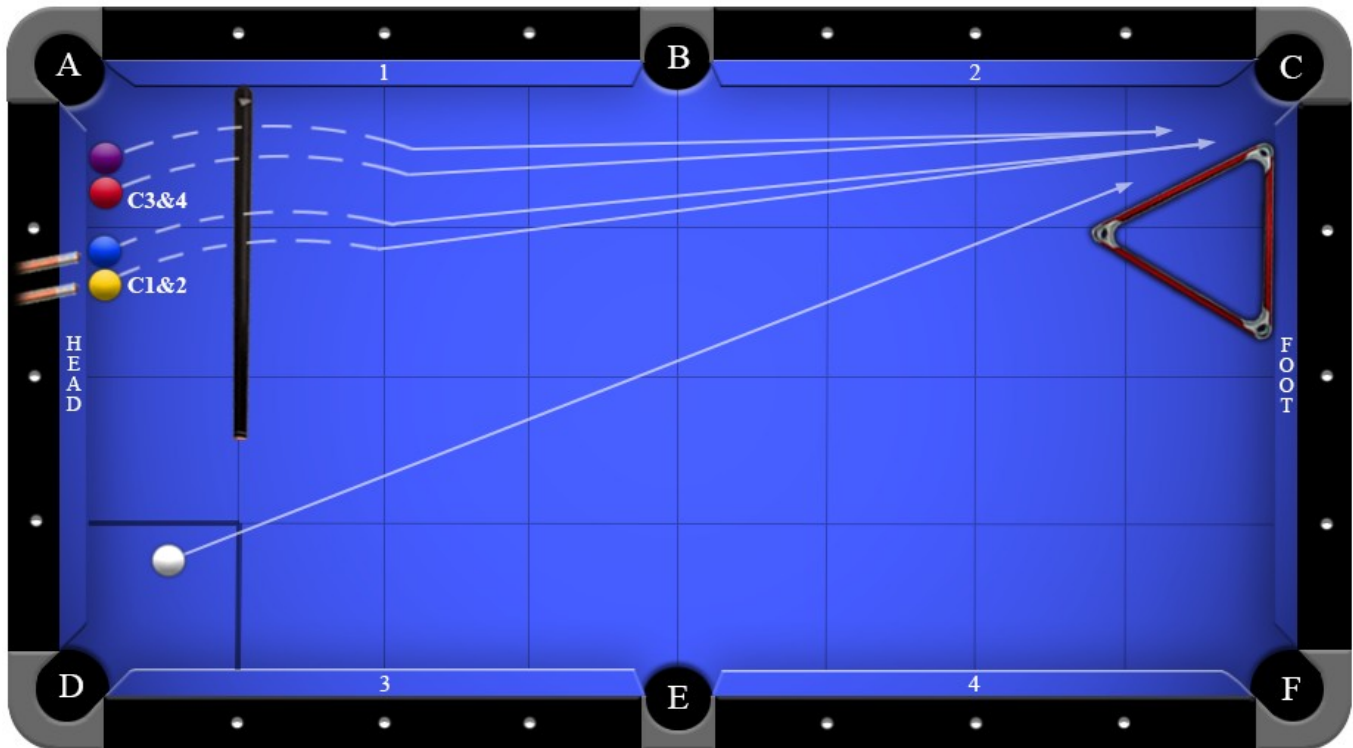
Cue Ball: None

Object Balls: 6 object balls are in hand within a rack. A rack is placed centered on the B-E center line. The point of the rack may not pass the long center line of the table.

Objective: Using a 1-handed jacked up stroke, jump all object balls out of the rack, one at a time, into pocket B.

Special Notes: The rack may not be contacted by any means. When jumping a ball, no other ball may be disturbed.

D7, Shot 5 - The Double & Double Again Jump



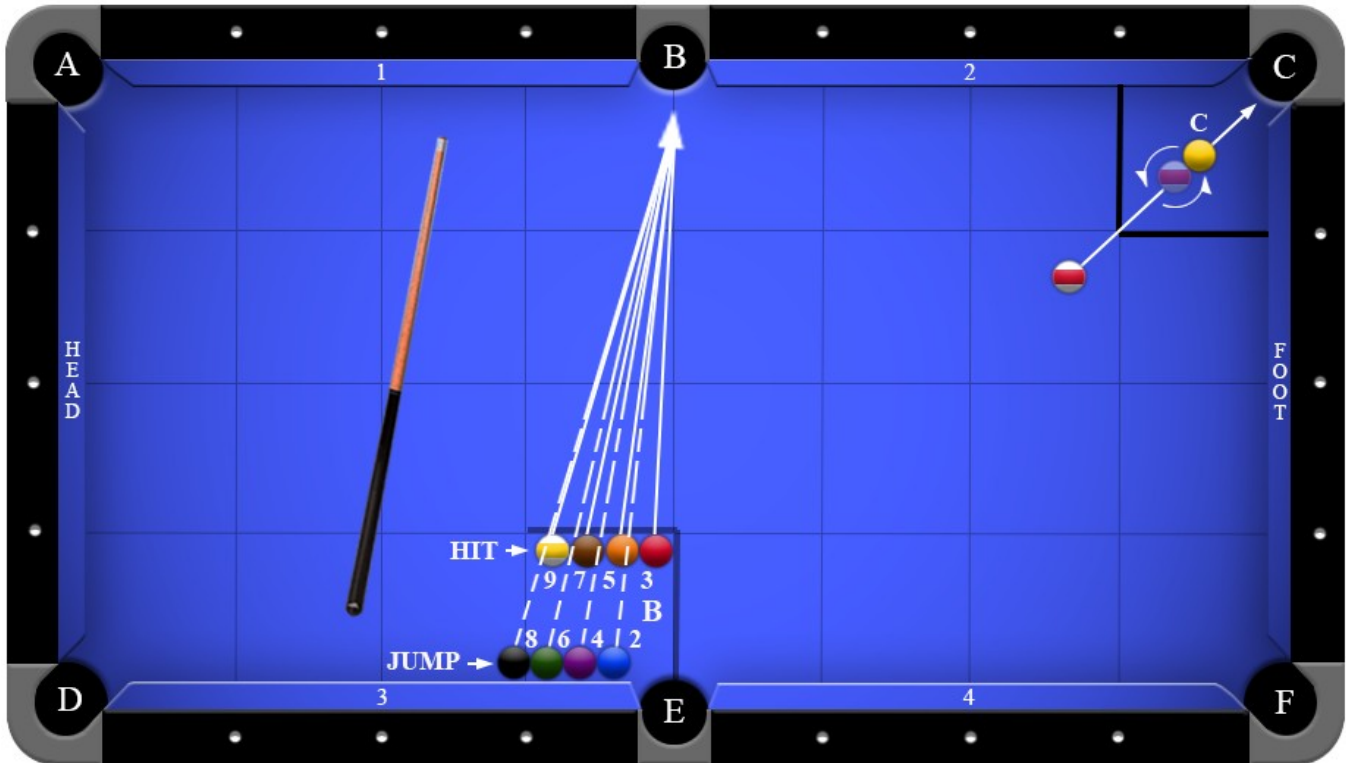
Cue Ball: In hand within the designated zone as diagramed

Object Balls: A butt is in hand, but the rubber end must be frozen to Rail-1. C1&2 Balls are behind the butt as shown and placed near each other. C3&4 Balls are behind the butt as shown and placed near each other. A rack is placed near Pocket C and a weight may be placed inside it or spectator may hold it to avoid movement during the shot.

Objective: Lag the CB towards Pocket C. First, double jump C1&2 Balls (one stroke) making them in Pocket C. Next, double jump C3&4 Balls (one stroke) making them in Pocket C. The CB must be the final ball to be made in Pocket C and must be the last ball to drop.

Special Notes: Collision with the CB is not allowed.

D7, Shot 6 - Special Speedy Spinner



Cue Ball: None

Object Balls: C-Ball is placed in the zone as diagramed. A Striped Ball (i.e. 11-Ball) must be used and is in hand. B2, B4, B6, & B8 Balls are frozen to Rail-3 The right edge of the 2-Ball must be even with the left point of Pocket E. B3, B5, B7, & B9 Balls are in hand within the designated zone but, the right edge of 3-Ball must be on the Table Centerline as diagramed. A jump cue is placed anywhere on the table (optional - see special notes)

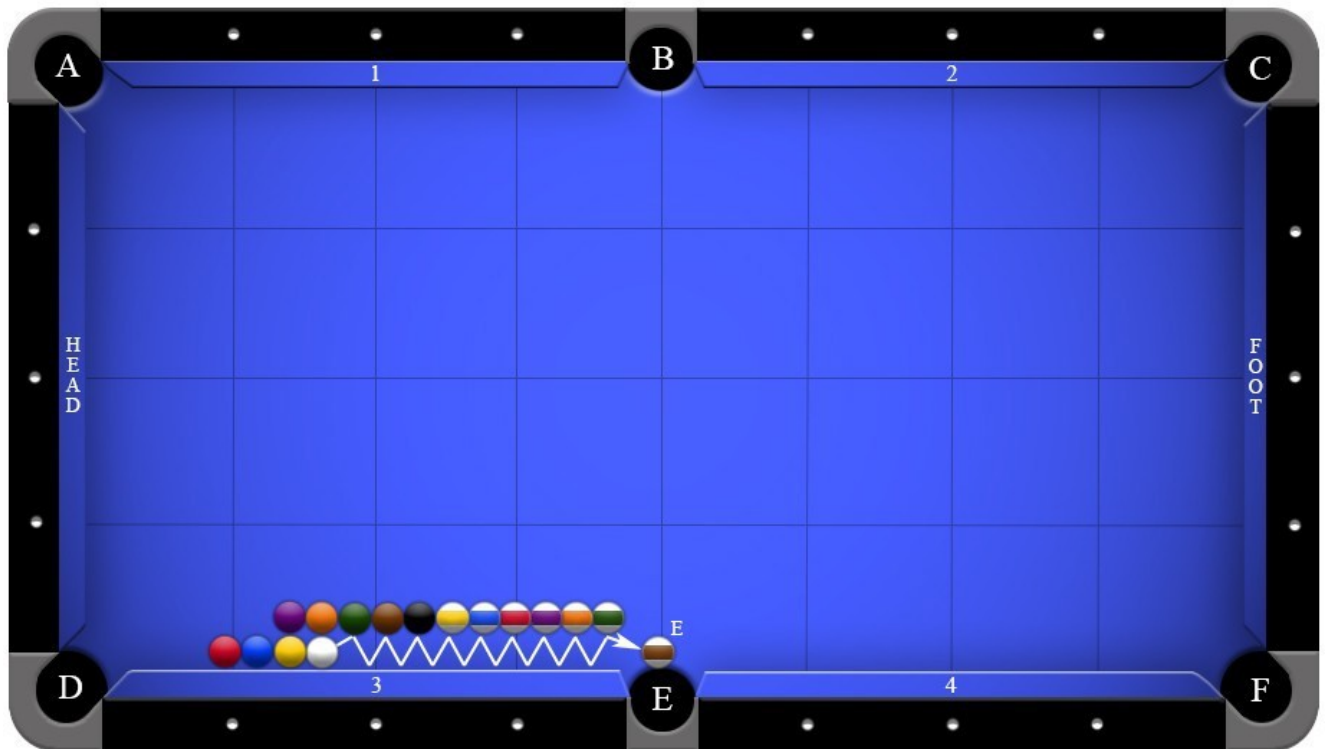
Objective: Shoot the Striped Ball into C-Ball with side spin. C-Ball must be made in Pocket C. While the Striped Ball is still spinning, you will jump B2-Ball into Pocket B and hit B3-Ball into Pocket B. You will then jump B4-Ball into Pocket B and hit B5-Ball into Pocket B. You will then jump B6-Ball into Pocket B then hit B7-Ball into Pocket B. Finally, you will jump B8-Ball into Pocket B and lastly, hit B9-Ball into Pocket B. The Stripe Ball must still be spinning when the final ball (9B-Ball) is made into Pocket B.

Special Notes: One table judge (any player competing in the event) must be present during this shot and has the final call as to, if all balls were made before the Striped Ball stops spinning. Player may choose to hit object ball 1 with their jump cue or playing cue. (See above)

Discipline 8

Masse

D8, Shot 1 - The Machine Gun Masse



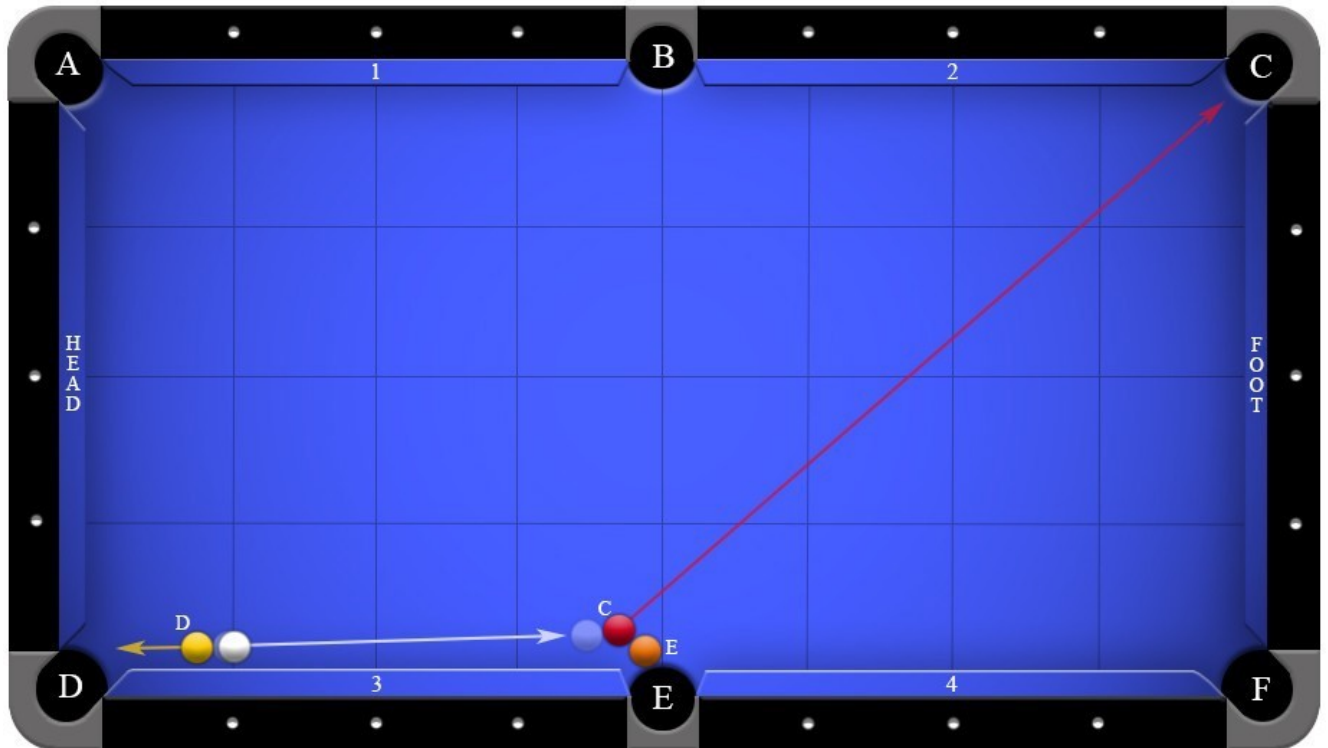
Cue Ball: Frozen to cushion 3 and to two other object balls next to it as diagrammed.

Object Balls: Three object balls are to the left of the cue ball, all frozen in line and to the cushion. 11 object balls are frozen in line exactly 1 ball's width from cushion 3. The 11th ball is frozen to the object ball that is next to the cue ball. The 1st object ball in line may start anywhere to the left of the B- E center line. 'E' ball is hanging near pocket E and is adjustable.

Objective: Masse the cue ball, causing the three balls to the left of the cue ball to move. The cue ball will masse back and finally make 'E' ball in pocket E.

Special Notes: The cue ball must make 'E' ball in pocket E. There is no requirement on how many balls must move, but players must setup the shot with the line of balls exactly 1 ball's width off the cushion, and they must execute the shot with a full (or close to full) masse stroke. Any other object ball may be made, but it is not a requirement of the shot.

D8, Shot 2 - The Mini Rocket Masse



Cue Ball: On the first diamond line, no more than 1 chalk's width from the cushion.

Object Balls: 'D' ball is in hand anywhere up to one chalk's width from the cue ball but not frozen to the cue ball. The 'C' and 'E' balls are in hand near pocket E.

Objective: Masse the cue ball, making the 'D' ball in pocket D. The cue ball will masse back into the 'C' ball, making it in pocket C and the 'E' ball being made in pocket E.

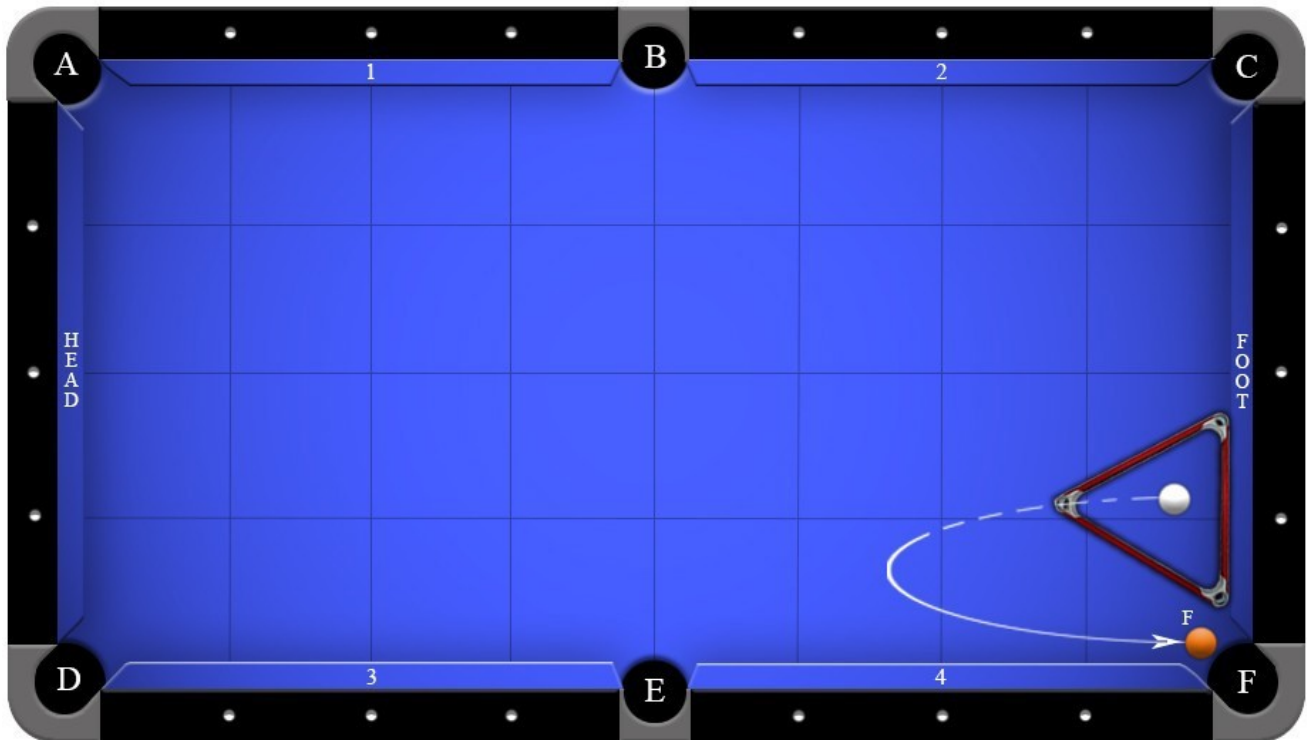
Special Notes: Players must use a full masse stroke for this shot. They may not use a draw stoke.

[illegible]

Object Balls: Five blocker balls are frozen to cushion 1, starting at the 2nd diamond. Nine blocker balls are frozen to cushion 2, starting at the point of the side pocket. ‘C’ ball is hanging near pocket ‘C’. A rack is frozen to ‘C’ ball.

Special Notes: Blocker balls may not be contacted by any means until after ‘C’ ball is made. The cue ball may contact an extra rail near the rack, but the rack must make the ‘C’ ball. The cue ball may not squeeze in between the rack and the rail to make ‘C’ ball directly. If a break cloth is used, players may pick it up during the course of the shot as long as the player does not interfere with the cue ball in any way.

D8, Shot 4 -The Jump Out of the Rack Masse



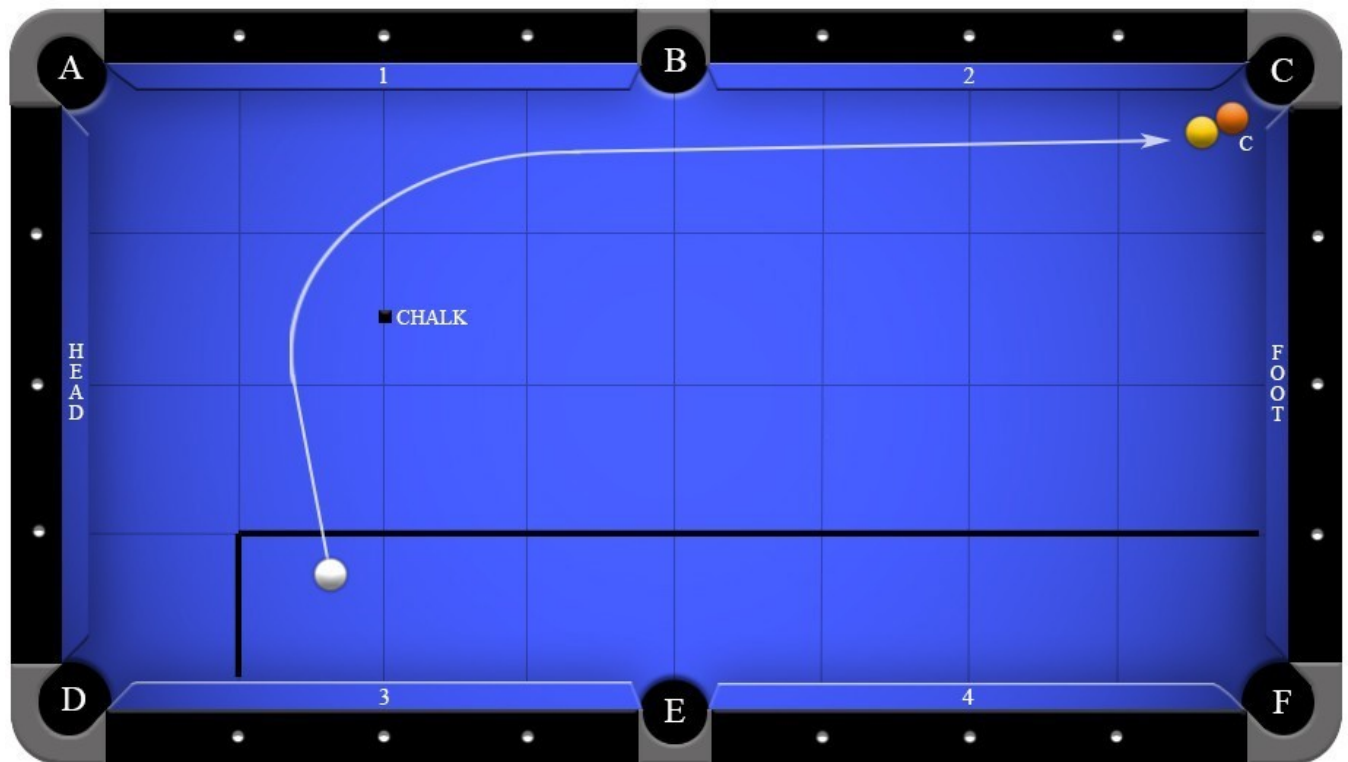
Cue Ball: In hand within the rack.

Object Balls: An 'F' object ball is hanging near pocket F. A rack is placed frozen to the foot cushion as diagrammed.

Objective: Hit the cue ball with a jump masse stroke. It will jump out of the rack, turn around and come back to make the 'F' object ball in pocket F.

Special Notes: The rack may not be touched when the cue ball is jumping out of it, but it may be contacted when the cue ball comes back to make the object ball. The cue ball's trailing edge must completely pass the 2nd diamond line. The cue ball may contact cushion 3 or 4, but none other until 'F' ball is made. The cue ball may not come back because it hit the far pocket point of pocket E. Decision by the referee is final.

D8, Shot 5 - Mingaud Masse



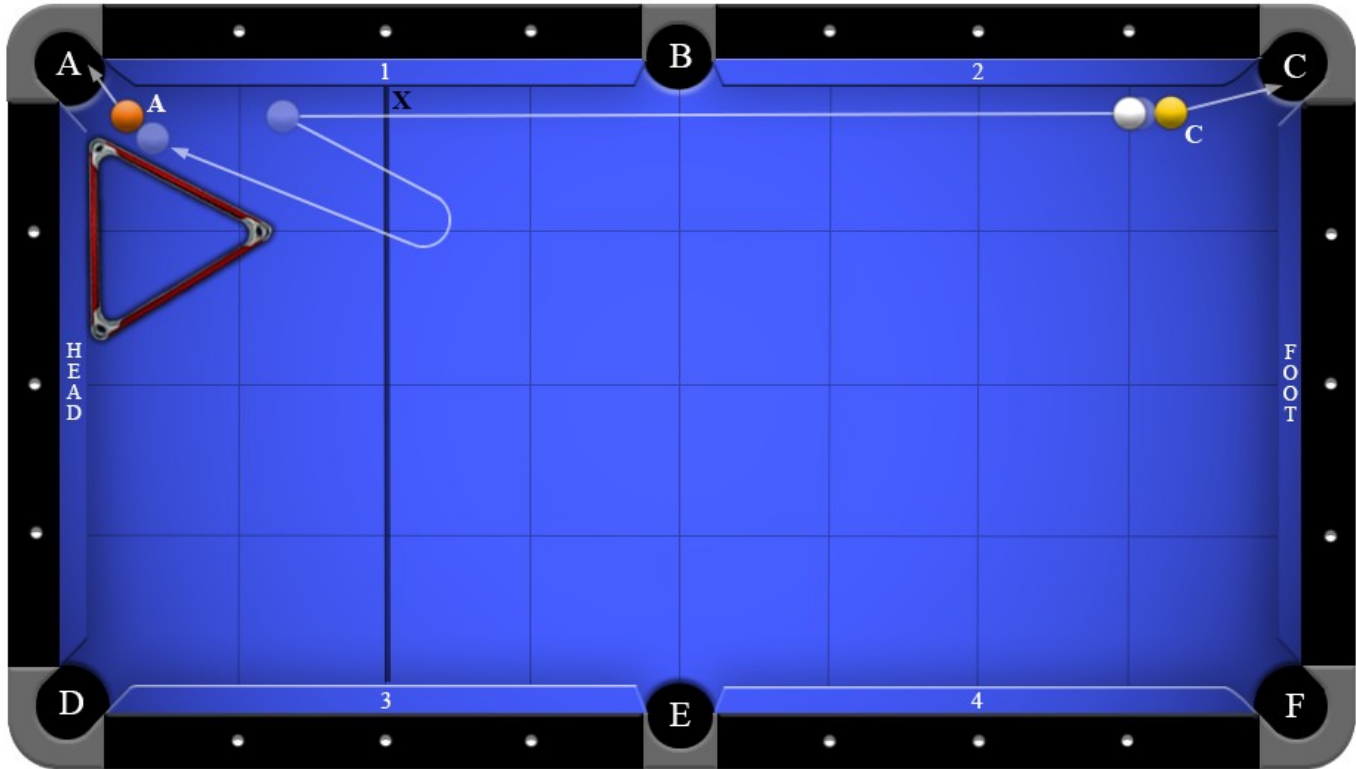
Cue Ball: In hand within the indicated zone.

Object Balls: 'C' ball combo is at pocket C. A piece of chalk is placed square to the table along the head string, exactly 1 1/2 diamonds from cushion 1.

Objective: Masse the cue ball around the chalk, along the indicated path, and make combo 'C' ball in pocket C.

Special Notes: The chalk may not be contacted by any means until after 'C' ball is made. The cue ball may not contact the head cushion until after 'C' ball is made.

D8, Shot 6 - Florian's Moving Double Masse



Cue Ball: On the first diamond line.

Object Balls: C-Ball is placed near the CB but, cannot be more than a chalks width away from it. A-Ball is hanging near Pocket A. A rack is placed near Pocket A to assist the CB.

Objective: Masse the CB into the C-Ball to make it in Pocket C. The cue ball will travel down the rail as shown in the diagram. Once the CB has fully passed Line X, execute a second Masse Stroke hitting the moving CB a second time to make the A-Ball in Pocket A.

Special Notes: The second shot must be a proper Masse Stroke with diverting forward motion and curved return to the A-Ball.

- Player Submissions –

Brian “*Superman*” Pauley

Jamie “*The Bayou Bullet*” Moody

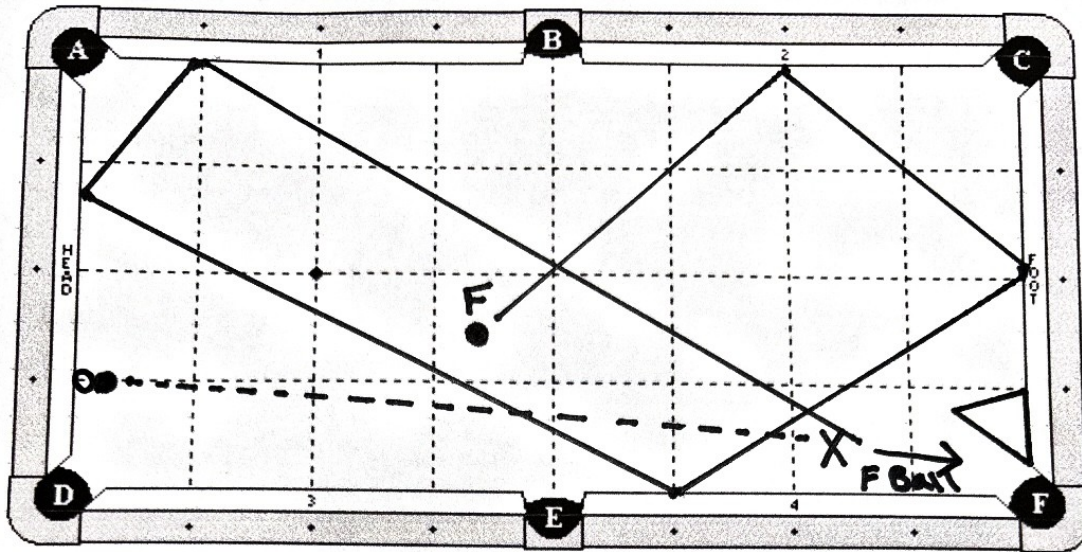
Steve “*Blue Shark*” Markle

Mike “*Big Spinnin*” Stephens

Andrew “*The Driver*” Sozio

Jimmy “*The General*” Glanville

Jason “*The Michigan Kid*” Lynch



Suggested Discipline – Bank/Kick

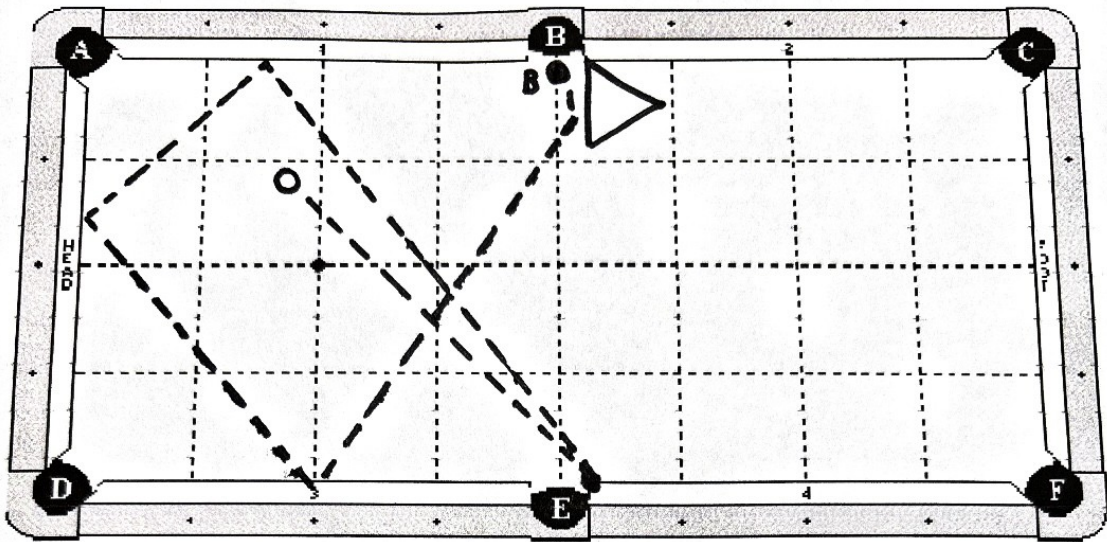
Cue Ball – Frozen to the head rail at the first diamond.

Object Balls – ‘F’ ball is in hand behind B.E line. The object ball is frozen to the cue ball and adjustable. A rack is frozen to the foot rail equal with the pocket point.

Objective – Shoot ‘F’ ball 5 rails as diagramed. Shoot the “Color of Money” kick shot while ‘F’ ball is still moving. The object ball will strike and pocket ‘F’ ball into pocket F.

Special Notes – Multiple collisions between the object ball and 'F' ball is allowed. 'F' ball cannot stop before being pocketed by object ball. As long as 'F' ball is pocketed the shot is good. No specific order. Contact with the rail is allowed.

Shot Submitted By – Brian Pauley



Suggested Discipline – Bank/Kick

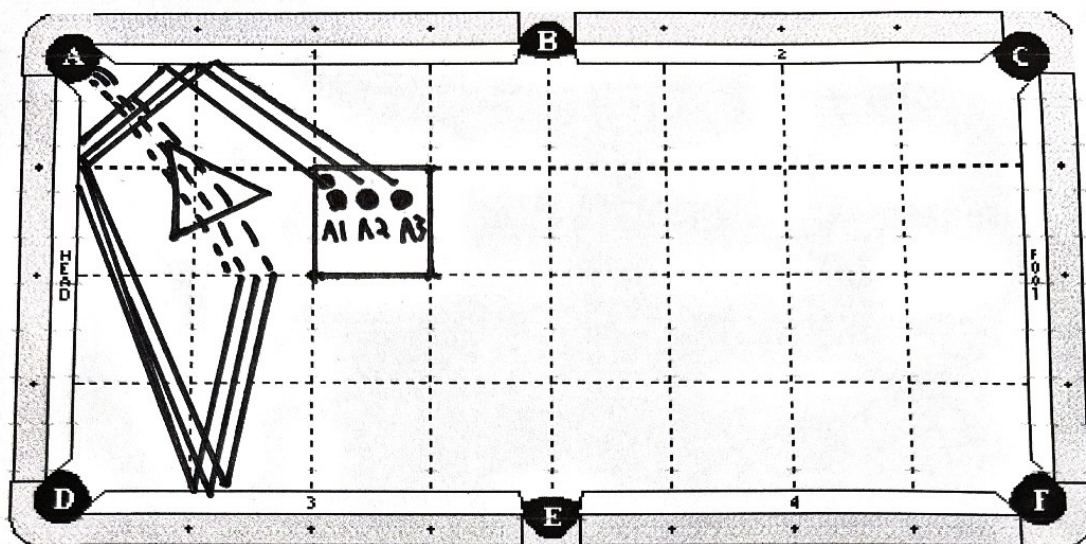
Cue Ball –In hand behind the long center line of the table.

Object Balls – ‘B’ ball is hanging near pocket B. A rack is in hand an adjustable.

Objective – Shoot the cue ball at the point of pocket E. The cue ball will travel the path diagramed, hit the rack, and pocket ‘B’ ball.

Special Notes – None

Shot Submitted By – Brian Pauley



Suggested Discipline – Jump

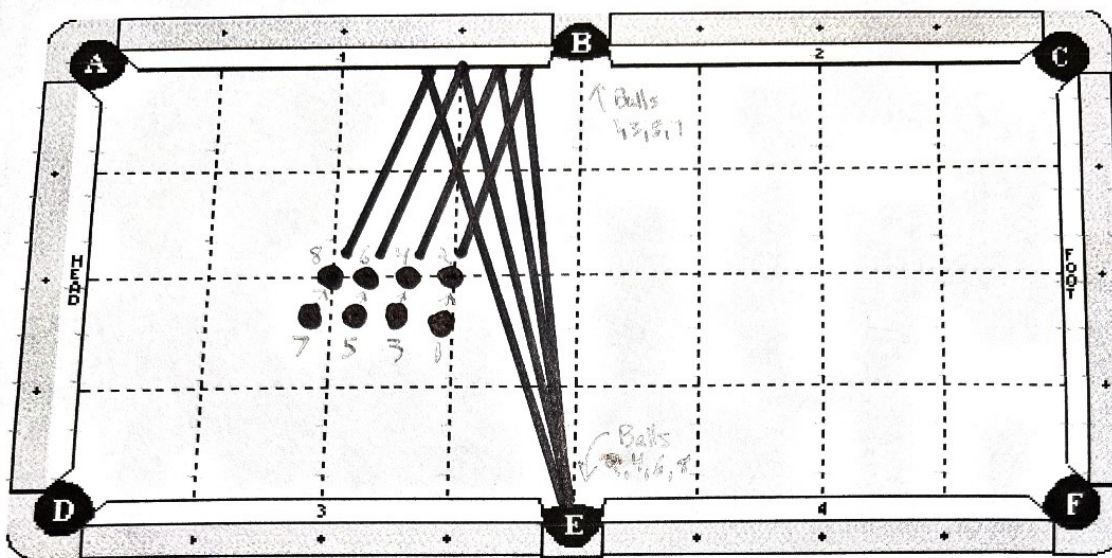
Cue Ball – None

Object Balls – Balls 'A1', 'A2', and 'A3' are in a line and in the designated zone with no specific spacing. A rack is in hand, standing up, and will have the object balls jumped through it.

Objective – Shoot balls 'A1', 'A2', and 'A3' three rails as diagrammed. While all three balls are still moving jump them through the rack and into pocket A.

Special Notes – The balls cannot stop moving. Extra contact is allowed. The rack cannot be contacted. The balls must go in the pocket in order (A1, A2, A3). 'A3' must be hit before 'A1' is jumped.

Shot Submitted By – Brian Pauley



Suggested Discipline – Bank/Kick

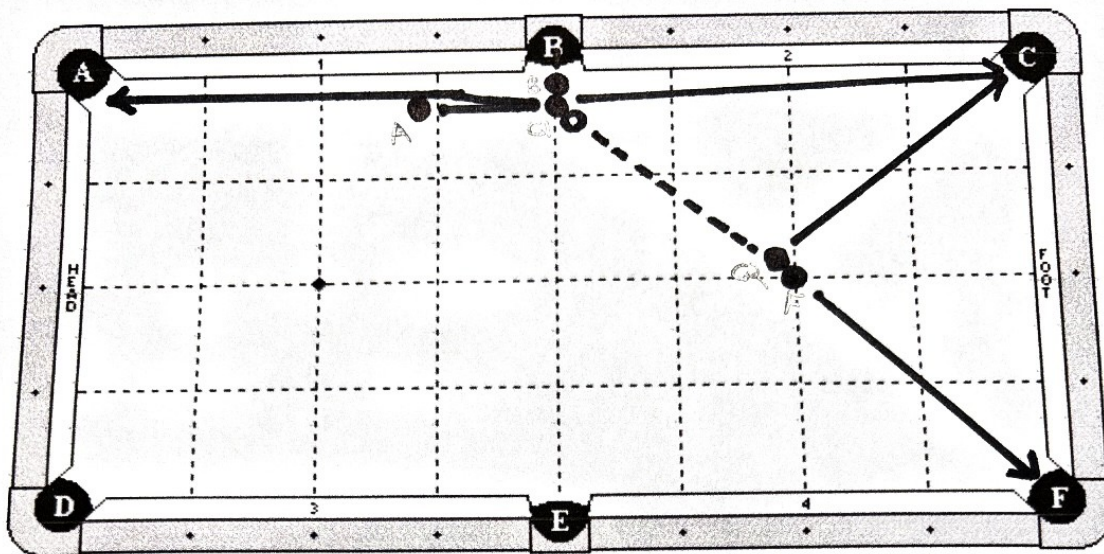
Cue Ball – None

Object Balls – Balls '2' and '8' are on the center line at the 3rd and 2nd diamonds as shown. Balls '6' and '4' are in hand between balls '2' and '8'. Another row of four balls are placed as shown.

Objective – Starting with the '1' ball, slowly bank the two ball to pocket E. Quickly re hit ball '1' into pocket B. The rehit ball **must** go in front (right side) of ball '2' as it comes off of the rail. Before the bank ball goes in, the next set of balls must be hit. Continue on until all balls have been hit

Special Notes – None

Shot Submitted By – Jamie Moody



Suggested Discipline – Trick & Fancy

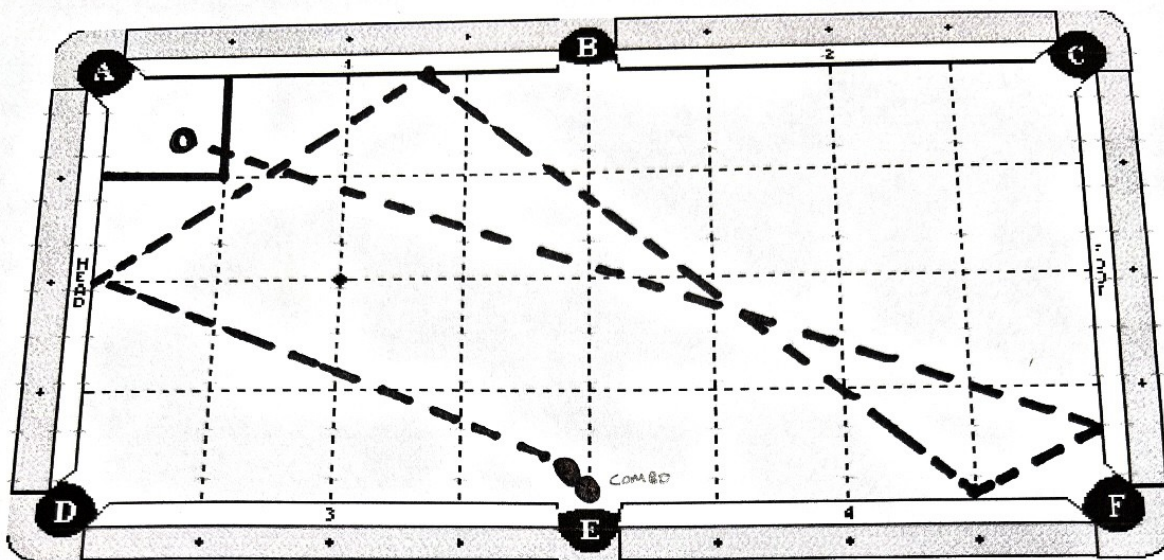
Cue Ball – Cue ball is adjustable but frozen 'C1' ball.

Object Balls – 'A' ball is behind the 3rd diamond line. Balls 'B' and 'C1' are in hand and set up as shown. 'F' ball is on the 2x2 diamond spot. 'C2' ball is in hand and frozen to 'F' ball.

Objective – Shoot 'A' ball into 'C' ball. 'A' ball will draw back and go into pocket A. 'B' ball will go into pocket 'B'. 'C' ball will go into pocket C. The cue ball will contact 'C2' ball and it will go into pocket C. 'F' ball will go into pocket F.

Special Notes – None

Shot Submitted By – Jamie Moody



Suggested Discipline – Bank/Kick

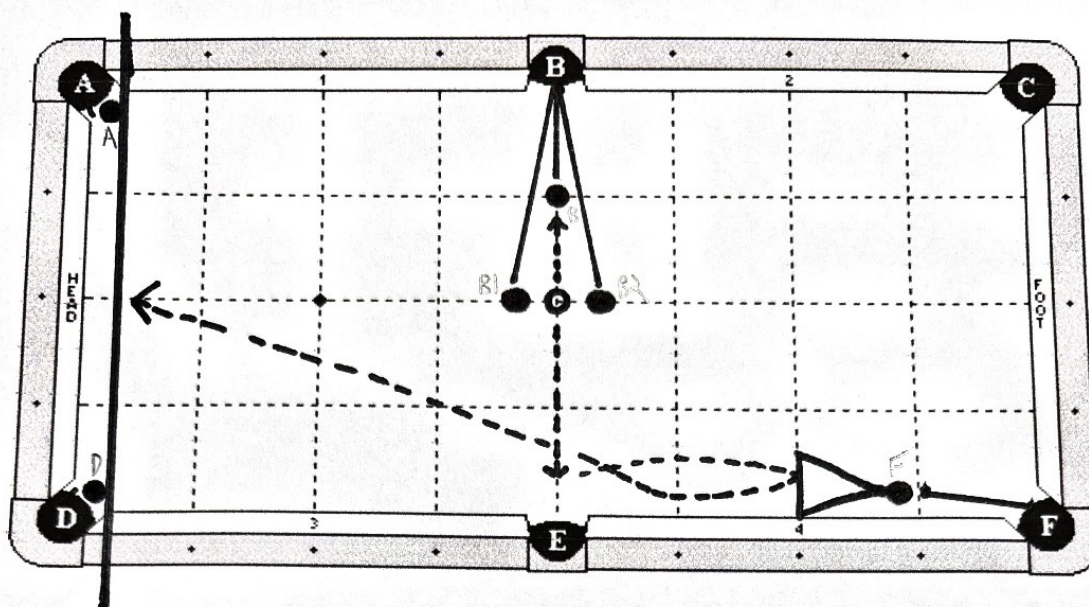
Cue Ball – Within the 1x1 zone as shown.

Object Balls – A combo is hanging near pocket E.

Objective – Shoot the cue ball at the foot cushion. The cue ball will travel the path shown (4 rails) and make 'E' ball in pocket 'E'.

Special Notes – A 5th rail contact (rail 3 between pockets D & E) is allowed.

Shot Submitted By – Jamie Moody



Suggested Discipline - Masse

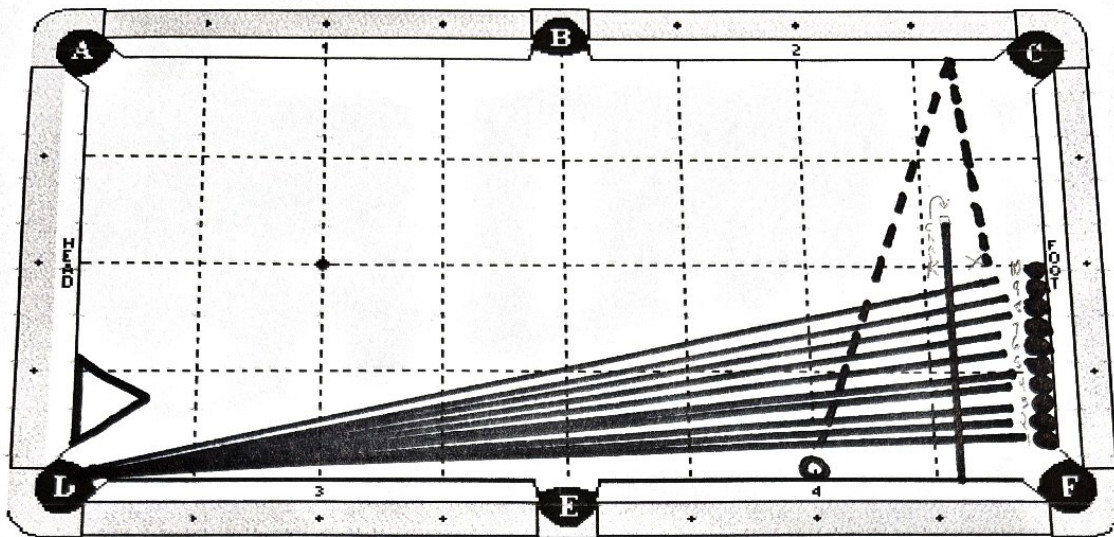
Cue Ball – On the center spot.

Object Balls – 'B' ball is on the center line and 1 diamond away from pocket B. 'B1' ball is one balls width to the left of the cue ball. 'B2' ball is 1 balls width to the right of the cue ball. The back of the rack is frozen to the 2nd diamond line of rail 4 as shown and is adjustable. 'F' ball is frozen to the point of the rack that is pointing towards F pocket. 'A' ball is hanging near pocket A. 'D' ball is hanging near pocket D. A full length cue is frozen to both 'A' and 'D' balls.

Objective – Using a draw stroke, hit the cue ball into 'B' ball making it into pocket B. As the cue ball draws back, pocket 'B1' and 'B2' balls into pocket B. While the cue ball is still moving, masse it into the rack making 'F' ball into pocket F. The cue ball will draw back, hit the full length cue, and make both 'A' and 'B' balls into pockets shown.

Special Notes – Both 'B1' and 'B2' balls must be made before the masse is shot. The cue ball must still be moving when the masse into the rack is attempted. After making contact with the rack, the cue ball may contact any rail besides the foot rail. Player has the option to use one cue or change cues during the shot but placement cannot interfere with the shot.

Shot Submitted By – Steve Markle



Suggested Discipline - Jump

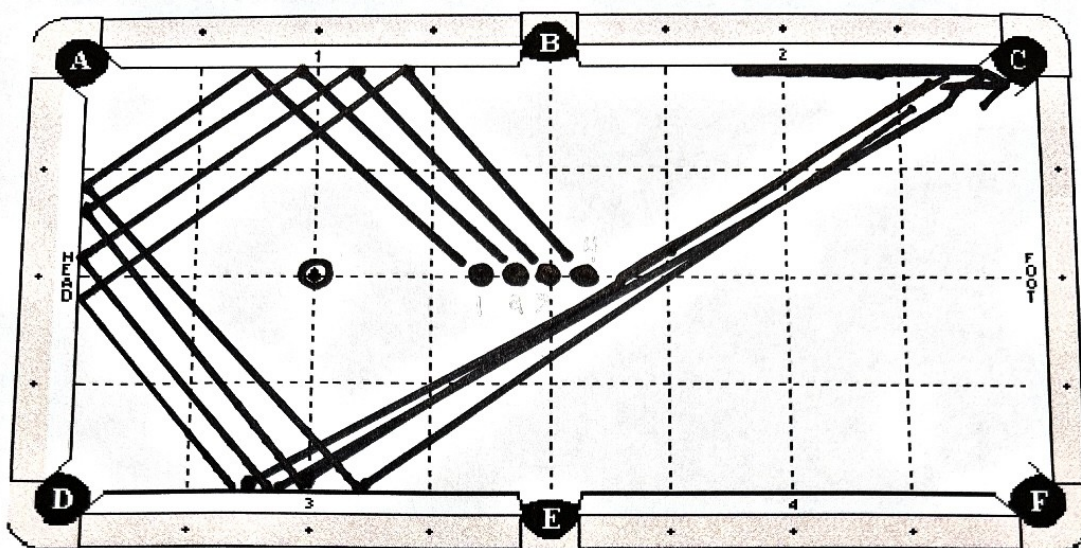
Cue Ball – The cue ball is on the 2nd diamond line and frozen to rail 4.

Object Balls – The 1-10 balls are frozen along the foot cushion and frozen to one another. The first ball must be even with the point of pocket 'F'. A rack is placed on the head rail as shown to help guide the object balls in. A weight or spectator may be used to keep the rack in place. A shaft is in hand but must be no further from the rail than one diamond. A piece of chalk is positioned at the end of the shaft to be used as a blocker as shown.

Objective – Lag the cue ball towards rail 2 as shown. As the cue ball is in motion, in order jump the 1-10 ball into pocket 'D'. After the moving cue ball passes the piece of chalk and is now behind the shaft, jump it into pocket D. The cue ball will be the last ball pocketed.

Special Notes – The cue ball must still be moving when you jump it into pocket D. The cue ball may contact the foot rail. The cue ball may not pass any of the object balls. The piece of chalk and shaft cannot be contacted by any means.

Shot Submitted By – Steve Markle



Suggested Discipline – Special Arts

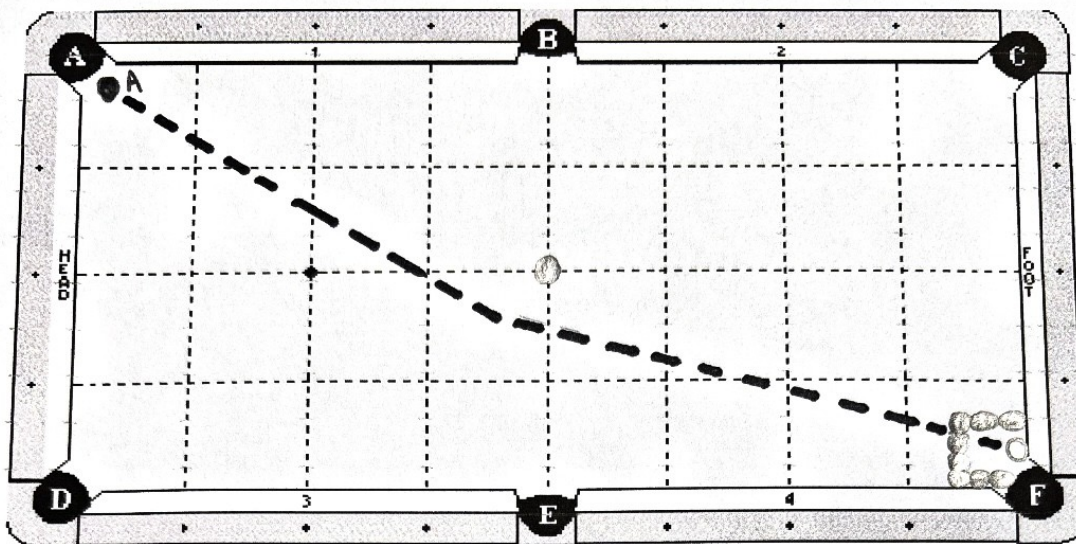
Cue Ball – On the spot

Object Balls – The 1, 2, 3, and 4 balls are in hand but must be placed along the long center line of the table. A cue ball is placed on the spot and used as a blocker ball. A cue butt is placed along rail 2.

Objective – Shoot the 1, 2, 3, and 4 balls three rails as shown. Re hit the 1, 2, 3, and 4 balls a second time. Finally, re hit the 1, 2, 3, and 4 balls three rails and sending them into pocket C in order.

Special Notes – All balls cannot stop and must be moving while they are being re hit. Must use the 1, 2, 3, and 4 balls for this shot and they must go into pocket C in that order (1 first, 2 second, 3 third, 4 fourth). Collision with the 1, 2, 3 and 4 balls is only allowed after the third re hit. The blocking ball may not be contacted at any time during the shot.

Submitted By - Steve Markle



Suggested Discipline - Jump

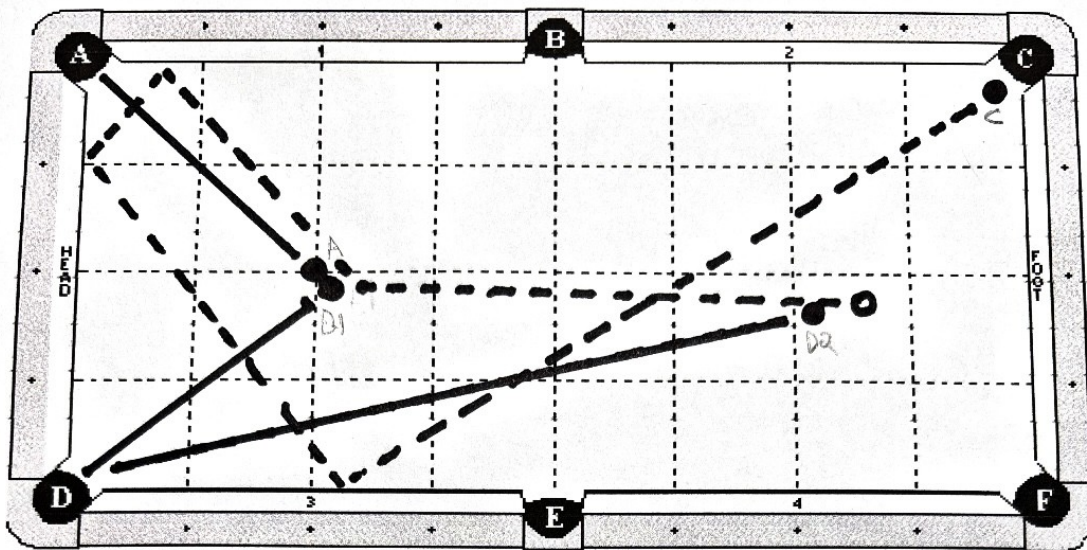
Cue Ball – Frozen to the foot cushion with its side even with the edge of pocket as shown.

Object Balls – ‘A’ ball is hanging near pocket A. There is a row of 4 blocker balls exactly 2 balls width from the foot cushion as diagrammed. There are 2 blocker balls frozen to the 4 blockers with the last ball frozen to the foot rail as diagrammed. There are 2 more blocker balls along the long rail and pocket F. A final blocker ball is placed in the center of the table.

Objective – Jump the cue ball over the 4 blocker balls. The cue ball will curve around the center table blocker ball and pocket ‘A’ ball into pocket A.

Special Notes – The cue ball must curve around center blocker ball to pocket ‘A’ ball (cannot bounce straight over blocker). Cue ball must take path shown. No blocker ball may be hit until after ‘A’ ball is made.

Submitted by – Mike Stephens



Suggested Discipline – Special Arts

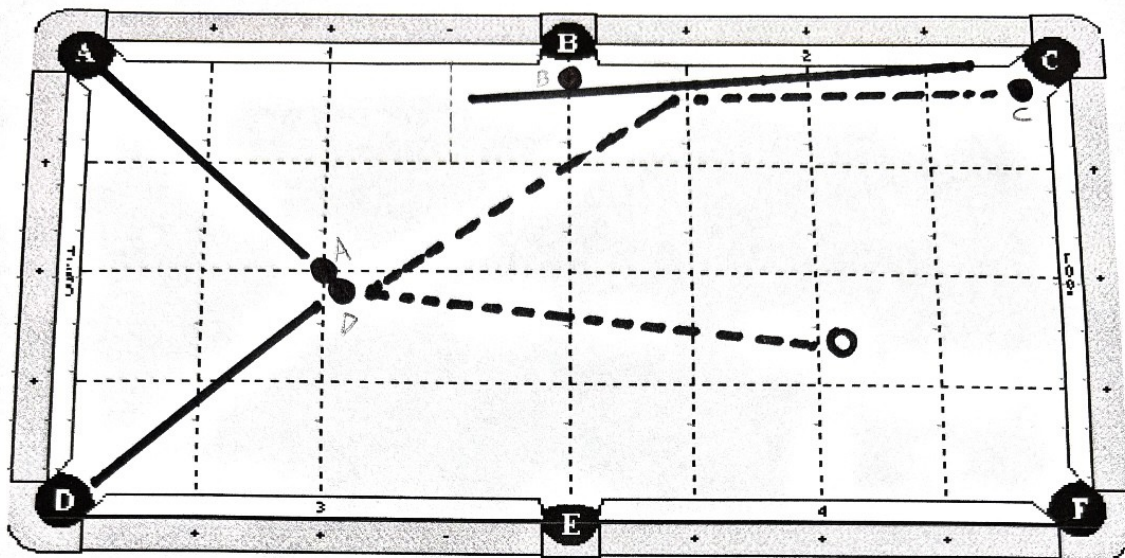
Cue Ball – Cue ball is in hand.

Object Balls – 'D2' ball is in hand behind the 2nd diamond line. 'A' ball is on the head spot. 'D1' ball is frozen to 'A' ball and adjustable. 'C' ball is hanging near pocket C.

Objective – Shoot the cue ball into 'D2' ball. As 'D2' ball is rolling towards pocket D, rehit the cue ball into 'D1' ball causing 'D1' ball and 'A' balls to be made in the pockets shown. The 'D2' ball will go into pocket D after 'D1' ball has already been made. The cue ball will travel 3 rails as diagrammed and pocket 'C' ball into pocket C. No additional contact is allowed.

Special Notes – D1 must be made without any additional contact with the cue ball.

Submitted by – Mike Stephens



Suggested Discipline - Draw

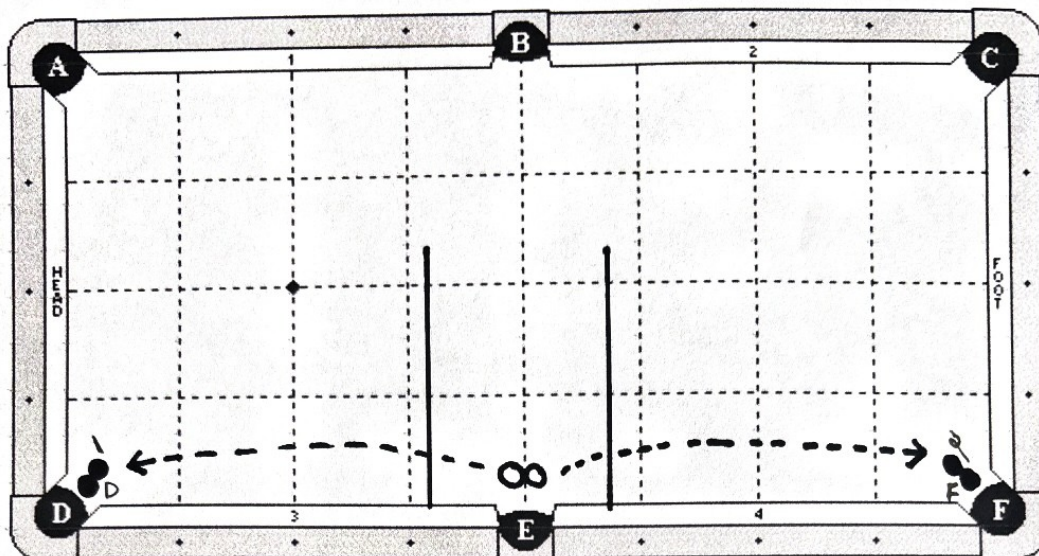
Cue Ball – In hand behind foot string.

Object Balls – 'A' ball is on the spot. 'D' ball is in hand and frozen to 'A' ball. 'B' ball is hanging near pocket B. 'C' ball is hanging near pocket C. A full length cue is placed frozen to ball near pocket B. The end of the cue butt must be more than 3 diamonds away from cushion as shown.

Objective – Shoot the cue ball into 'D' ball causing 'D' ball to go into pocket D and 'A' ball to go into pocket A. The cue ball will draw back, hit the cue pocketing 'B' ball into pocket B. The cue ball will continue to draw down the cue/rail and pocket 'C' ball into pocket C.

Special Notes – None

Submitted by – Mike Stephens



Suggested Discipline - Jump

Cue Ball – Two cue balls are frozen together near pocket E and splitting the center of the table. Object balls may also be used instead of cue balls.

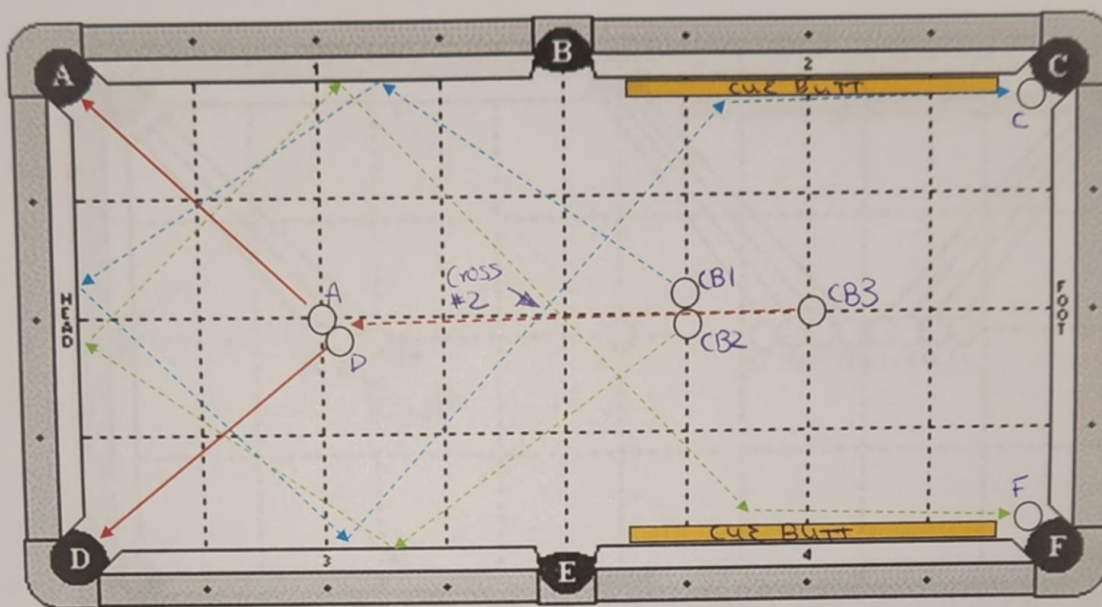
Object Balls – 'D' and 'F' balls are hanging near their pockets. '1' ball is frozen to 'D' ball. '2' ball is frozen to 'F' ball. Two butts are placed perpendicular to rail 3 and rail 4 and frozen to the rail. The butts are at least 2 balls width from the cue balls.

Objective – Shoot down between the two cue balls. The left cue ball will jump over the left butt, hit the combo, and pocket 'D' ball into pocket D. The right ball will jump over the right butt, hit the combo, and pocket 'F' ball into pocket F.

Special Notes - The left cue ball may only contact rail 3 or the head cushion until after 'D' ball is made. The right ball may only contact rail 4 or the foot cushion until after 'F' ball is made. The cue butts may not be contacted by any means until after 'D' and 'F' balls have been made.

Shot Submitted By – Andrew Sozio

Andrew's Shot #2: Split Hit +2



Suggested Discipline – Trick and Fancy

Cue Ball – CB1 and CB2 are adjustable along the 3rd diamond, but frozen to each other. CB3 is on the foot spot.

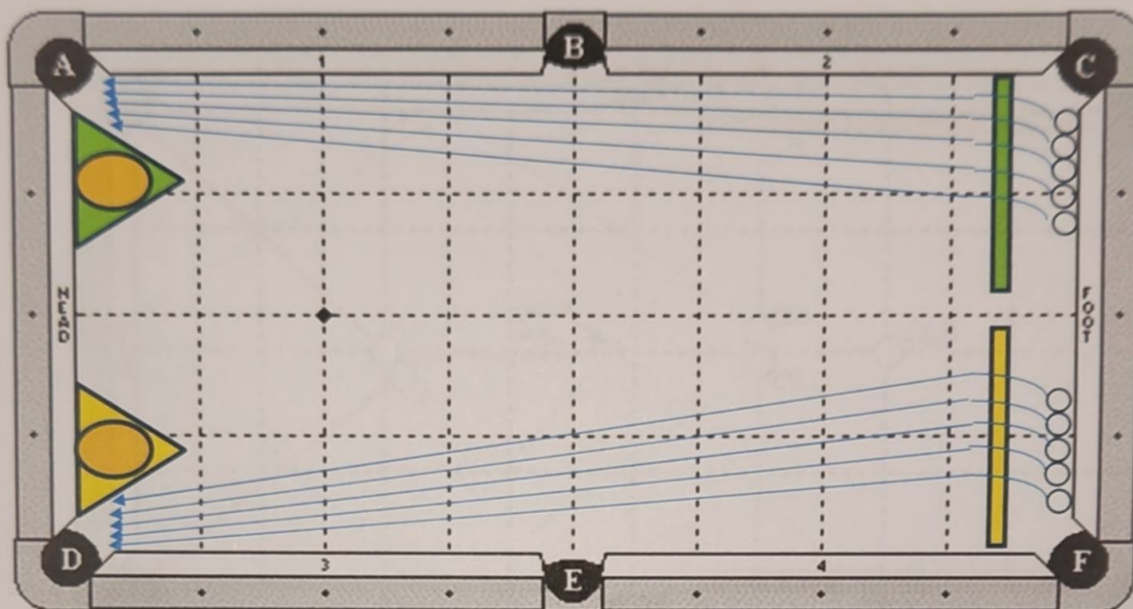
Object Balls – 'A' and 'D' balls are frozen with 'A' ball on the head spot and 'D' ball is adjustable. 'C' ball and 'F' ball are hanging near pocket C and pocket F respectively.

Objective – Shoot the two frozen CBs first by splitting them. CB1 will go three rails hit the cue butt and pocket 'C' ball. At the same time, CB2 will go three rails hit the other cue butt and pocket 'F' ball. Before CB1 & CB2 cross a second time, Shoot CB3 into the cluster balls and pocketing them into their respective pockets.

Special Notes – Ball 'A' and ball 'D' do not have to be pocketed before ball 'C' and ball 'F'.

Shot Submitted By – Andrew Sozio

Andrew's Shot #3: Alternating Hand Jump Shots



Suggested Discipline – Jump Shot

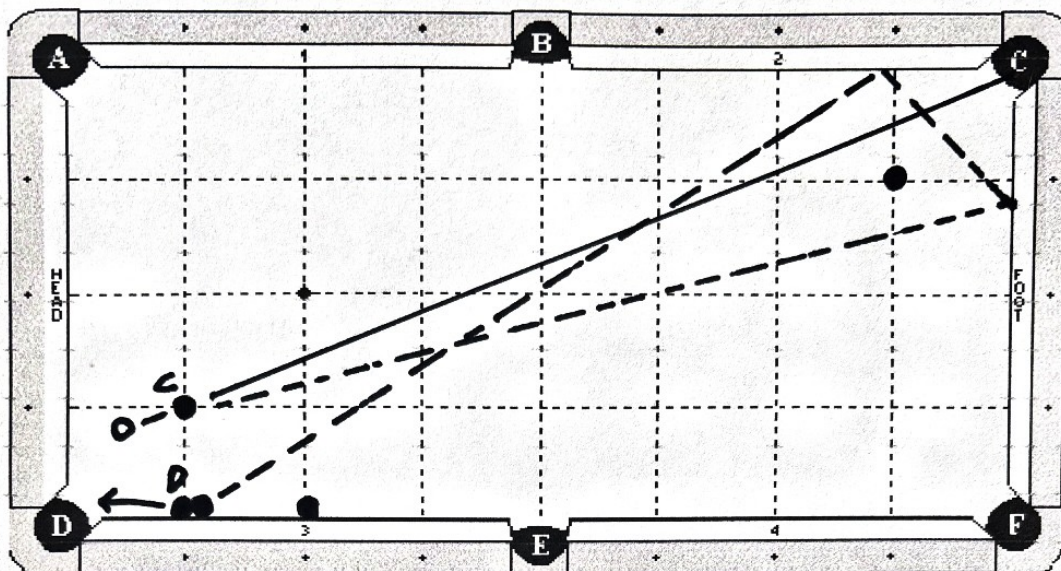
Cue Ball – None

Object Balls – 10 object balls are between the foot rail and the cue butts. 5 object balls are on the right side of the center line, and the remaining 5 object balls are on the left side of the center line as diagrammed.

Objective – Jump ten object balls—five in pocket A and five in pocket D. Alternate sides with each shot, and switch hands on every other shot.

Special Notes – Cue butts may not be disturbed while jumping an object ball over them. Triangles may have a weight inside of them to prevent them from moving while jumping. When alternating hands one side should be with your right hand and the other side will be your left hand.

Shot Submitted By – Andrew Sozio



Suggested Discipline - Stroke

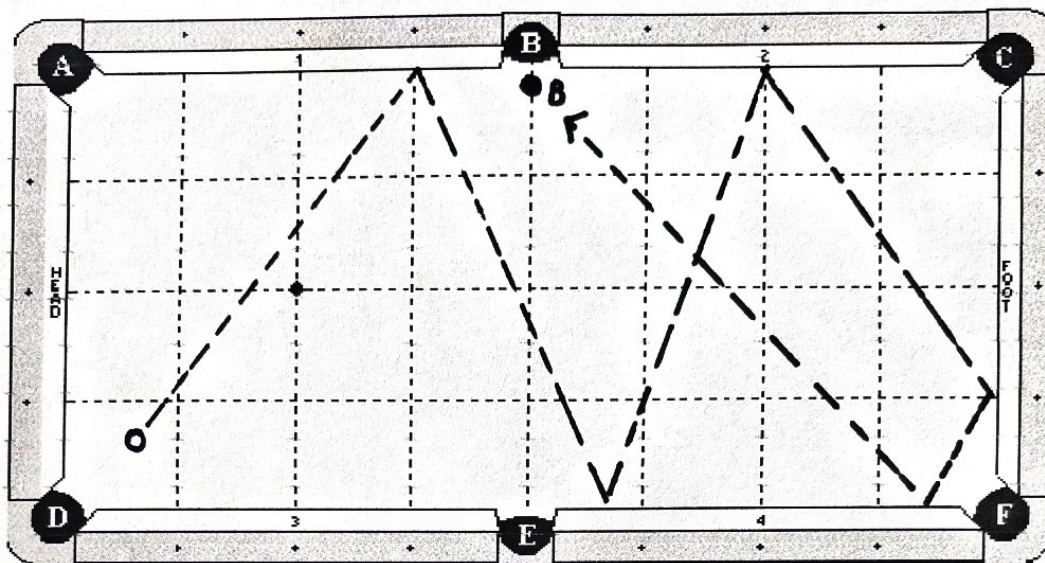
Cue Ball – In hand within the 1x1 zone

Object Balls – 'C' ball is at the 1x1 zone. 'D' ball is on the 1st diamond on rail 3 (use the 9 ball). An object ball is frozen next to 'D' ball creating a combo. A blocker ball is on the 2nd diamond on rail 3. A blocker ball is on the 1x1 zone near the foot rail.

Objective – Shoot 'C' ball into pocket C. The cue ball will then follow forward, contact the foot rail first, then rail 2, travel back down the table, hit the combo, and make 'D' ball into pocket D.

Special Notes – The cue ball must go around the blocker ball that is at the 1x1 near the foot rail. Both blocker balls may not be contacted.

Shot Submitted By – Jimmy Glanville



Suggested Discipline – Bank/Kick

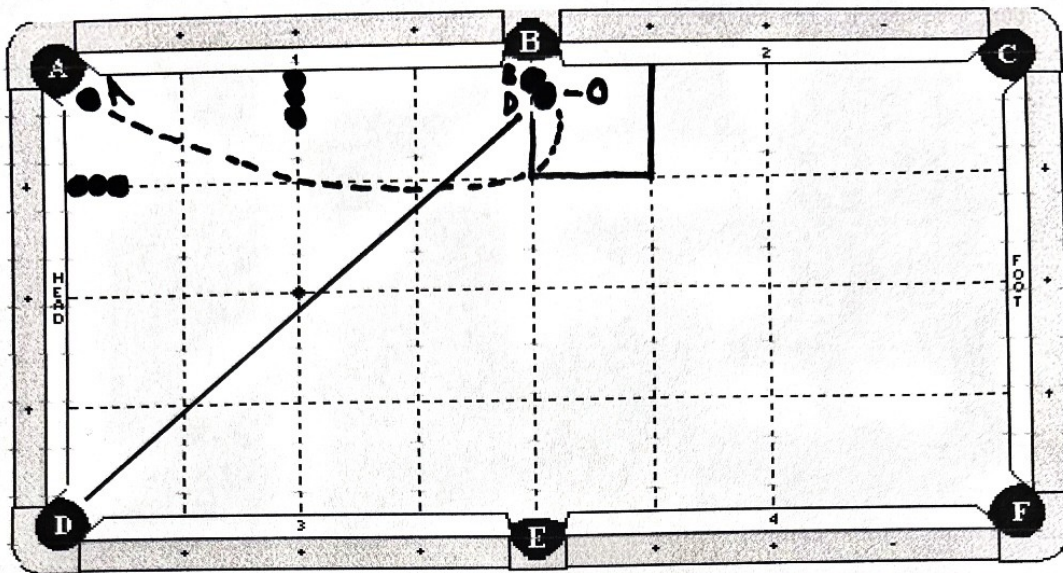
Cue Ball – Within the 1x1 diamond zone.

Object Balls – ‘B’ ball is hanging near pocket B.

Objective – Shoot the cue ball 5 rails exactly as diagrammed and make ‘B’ ball into pocket B.

Special Notes – None

Shot Submitted By – Jimmy Glanville



Suggested Discipline – Masse

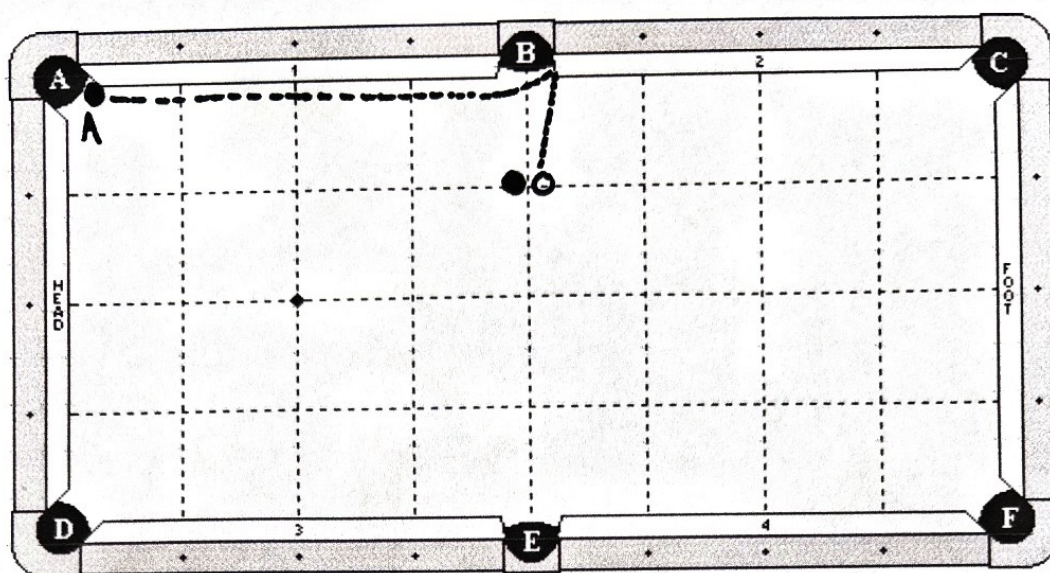
Cue Ball – In hand within the indicated zone.

Object Balls – ‘B’ and ‘D’ balls are hanging near pocket B, frozen, but adjustable. ‘A’ ball is hanging near pocket A. 3 blocker balls are frozen to the 1st diamond on the head rail. 3 more blocker balls are frozen to the 2nd diamond on rail 1.

Objective – Masse the cue ball into ‘D’ ball. ‘D’ ball will go into pocket D. ‘B’ ball will go into pocket B. The cue ball will masse around the blocker balls and make ‘A’ ball into pocket A.

Special Notes – The blocker balls cannot be hit until after ‘A’ ball is made.

Shot Submitted By – Jimmy Glanville



Suggested Discipline – Bank/Kick

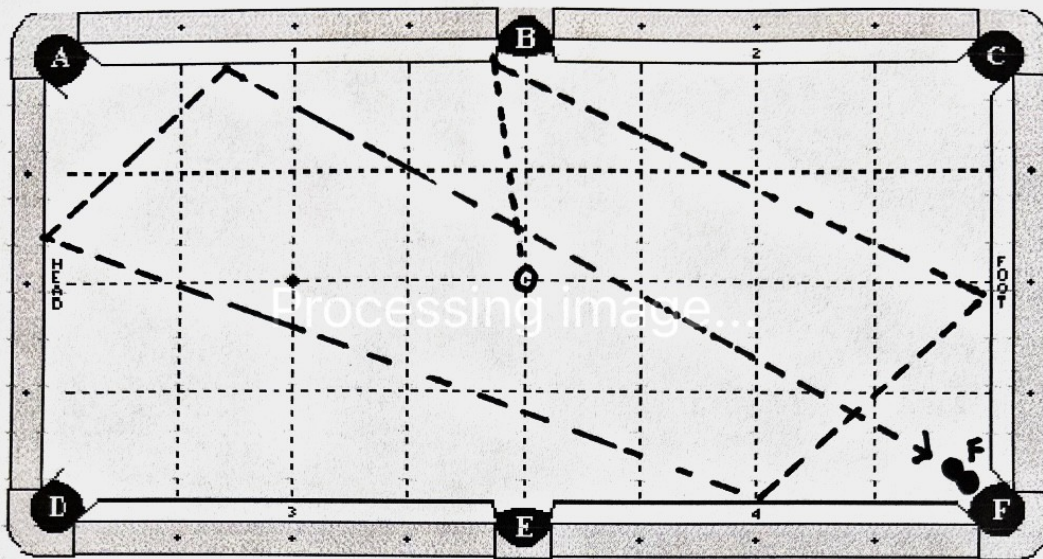
Cue Ball – In hand.

Object Balls – 'A' ball is hanging near pocket A but frozen to the right side of pocket A. A blocker ball is in hand.

Objective – Shoot the cue ball into the right point of pocket B causing the cue ball to roll down the path diagrammed and pocket 'A' ball into pocket A.

Special Notes – None

Shot Submitted By – Jason Lynch



Suggested Discipline – Bank/Kick

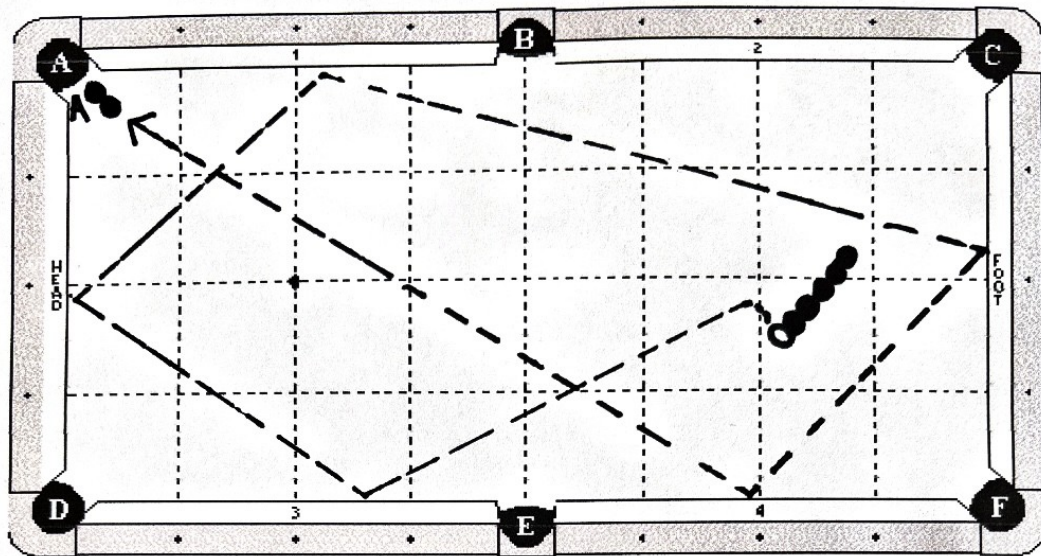
Cue Ball – In hand.

Object Balls – ‘F’ ball is hanging near pocket F and an object ball is frozen to it to create a combo.

Objective – Shoot the cue ball into the left point of pocket B. The cue ball will kick 4 rails, hit the combo, and pocket ‘F’ ball into pocket F.

Special Notes – Extra contact on rail 4 or foot rail is allowed.

Shot Submitted By – Jason Lynch



Suggested Discipline - Stroke

Cue Ball – In hand but frozen to object balls

Object Balls – 5 object balls are in hand frozen to each other. 'A' ball is hanging near pocket A. An object ball is frozen to 'A' ball to create a combo.

Objective – Shoot the cue ball into the row of 5 balls. 'C' ball will go into pocket C. The cue ball will draw back, travel 5 rails, and pocket 'A' ball into pocket A.

Special Notes – After the player shoots the shot, they may move balls 1, 2, 3, and 4 out of the way to avoid the cue ball hitting them.

Shot Submitted By – Jason Lynch