

WPA Artistic Pool

Official Shot Program



WORLD POOL ASSOCIATION



Player Name: _____

Executive Summary

This official WPA Shot Program outlines the recognized shot definitions, execution standards, and scoring methodology for sanctioned competitions. It is designed to provide clarity, consistency, and global accessibility for all stakeholders.

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Official Score Sheet WPA Artistic Pool Division



Event Name: _____

Player Name: _____ Nickname: _____

Venue: _____ Venue Location: _____

Discipline 1 - Trick & Fancy						Discipline 2 - Special Arts					
Shot Choice			1st	2nd	3rd	Shot Choice			1st	2nd	3rd
1a	1b	1c	6	5	4	1a	1b	1c	6	5	4
2a	2b	2c	7	6	5	2a	2b	2c	7	6	5
3a	3b	3c	8	7	6	3a	3b	3c	8	7	6
4a	4b	4c	9	8	7	4a	4b	4c	9	8	7
5a	5b	5c	10	9	8	5a	5b	5c	10	9	8
SCORES:			Discipline Total		Cumulative Score	Discipline Total			Cumulative Score		Round Score
Discipline 3 - Draw						Discipline 4 - Follow					
1a	1b	1c	6	5	4	1a	1b	1c	6	5	4
2a	2b	2c	7	6	5	2a	2b	2c	7	6	5
3a	3b	3c	8	7	6	3a	3b	3c	8	7	6
4a	4b	4c	9	8	7	4a	4b	4c	9	8	7
5a	5b	5c	10	9	8	5a	5b	5c	10	9	8
SCORES:			Discipline Total		Cumulative Score	Discipline Total			Cumulative Score		Round Score
Discipline 5 - Bank & Kick						Discipline 6 - Stroke					
1a	1b	1c	6	5	4	1a	1b	1c	6	5	4
2a	2b	2c	7	6	5	2a	2b	2c	7	6	5
3a	3b	3c	8	7	6	3a	3b	3c	8	7	6
4a	4b	4c	9	8	7	4a	4b	4c	9	8	7
5a	5b	5c	10	9	8	5a	5b	5c	10	9	8
SCORES:			Discipline Total		Cumulative Score	Discipline Total			Cumulative Score		Round Score
Discipline 7 - Jump						Discipline 8 - Massé					
1a	1b	1c	6	5	4	1a	1b	1c	6	5	4
2a	2b	2c	7	6	5	2a	2b	2c	7	6	5
3a	3b	3c	8	7	6	3a	3b	3c	8	7	6
4a	4b	4c	9	8	7	4a	4b	4c	9	8	7
5a	5b	5c	10	9	8	5a	5b	5c	10	9	8
SCORES:			Discipline Total		Cumulative Score	Discipline Total			Cumulative Score		Round Score

TOTAL SCORE: _____ / 320 PLAYER SIGN: _____ APD SIGN: _____



Official Play Order WPA Artistic Pool Division



PLAY ORDER - 2 PLAYER FLIGHT

Player A: _____

Player B: _____

Disc. 1 - Trick & Fancy					Disc. 2 - Special Arts					Disc. 3 - Draw					Disc. 4 - Follow				
1	A	B			1	B	A			1	A	B			1	B	A		
2	B	A			2	A	B			2	B	A			2	A	B		
3	A	B			3	B	A			3	A	B			3	B	A		
4	B	A			4	A	B			4	B	A			4	A	B		
5	A	B			5	B	A			5	A	B			5	B	A		

Disc. 5 - Bank & Kick					Disc. 6 - Stroke					Disc. 7 - Jump					Disc. 8 - Massé				
1	A	B			1	B	A			1	A	B			1	B	A		
2	B	A			2	A	B			2	B	A			2	A	B		
3	A	B			3	B	A			3	A	B			3	B	A		
4	B	A			4	A	B			4	B	A			4	A	B		
5	A	B			5	B	A			5	A	B			5	B	A		

PLAY ORDER - 3 PLAYER FLIGHT

Player A: _____

Player B: _____

Player C: _____

Disc. 1 - Trick & Fancy					Disc. 2 - Special Arts					Disc. 3 - Draw					Disc. 4 - Follow				
1	A	B	C		1	C	A	B		1	B	C	A		1	A	B	C	
2	B	C	A		2	A	B	C		2	C	A	B		2	B	C	A	
3	C	A	B		3	B	C	A		3	A	B	C		3	C	A	B	
4	A	B	C		4	C	A	B		4	B	C	A		4	A	B	C	
5	B	C	A		5	A	B	C		5	C	A	B		5	B	C	A	

Disc. 5 - Bank & Kick					Disc. 6 - Stroke					Disc. 7 - Jump					Disc. 8 - Massé				
1	C	A	B		1	B	C	A		1	A	B	C		1	C	A	B	
2	A	B	C		2	C	A	B		2	B	C	A		2	A	B	C	
3	B	C	A		3	A	B	C		3	C	A	B		3	B	C	A	
4	C	A	B		4	B	C	A		4	A	B	C		4	C	A	B	
5	A	B	C		5	C	A	B		5	B	C	A		5	A	B	C	



Official Play Order WPA Artistic Pool Division



PLAY ORDER - 4 PLAYER FLIGHT

Player A: _____

Player B: _____

Player C: _____

Player D: _____

Disc. 1 - Trick & Fancy					Disc. 2 - Special Arts					Disc. 3 - Draw					Disc. 4 - Follow				
1	A	B	C	D	1	B	C	D	A	1	C	D	A	B	1	D	A	B	C
2	B	C	D	A	2	C	D	A	B	2	D	A	B	C	2	A	B	C	D
3	C	D	A	B	3	D	A	B	C	3	A	B	C	D	3	B	C	D	A
4	D	A	B	C	4	A	B	C	D	4	B	C	D	A	4	C	D	A	B
5	A	B	C	D	5	B	C	D	A	5	C	D	A	B	5	D	A	B	C

Disc. 5 - Bank & Kick					Disc. 6 - Stroke					Disc. 7 - Jump					Disc. 8 - Massé				
1	A	B	C	D	1	B	C	D	A	1	C	D	A	B	1	D	A	B	C
2	B	C	D	A	2	C	D	A	B	2	D	A	B	C	2	A	B	C	D
3	C	D	A	B	3	D	A	B	C	3	A	B	C	D	3	B	C	D	A
4	D	A	B	C	4	A	B	C	D	4	B	C	D	A	4	C	D	A	B
5	A	B	C	D	5	B	C	D	A	5	C	D	A	B	5	D	A	B	C



Playoff Score Sheet WPA Artistic Pool Division



Venue: _____ Venue Location: _____

Players City, State, Country: _____

Player A Name: _____ Player B Name: _____

Playoff Round: _____ Lag Winner: _____

CHALLENGE INFORMATION			PLAYER A		PLAYER B	
			Name: _____		Name: _____	
PO	Discipline	Shot Selection	Shot Score	Running Total	Shot Score	Running Total
A	1					
B	2					
A	3					
B	4					
A	5					
B	6					
A	7					
B	8					
A	PICK -					
B						
A						
B						
A						
B	PICK -					
A						
B						
TOTAL POINTS - EACH PLAYER			MATCH TOTAL:		MATCH TOTAL:	
TIEBREAKER WINNER			A		B	

SHOOT FIRST: YES _____ NO _____

Player A Sign: _____ Player B Sign: _____

Shot Program and Selection

1. For each degree of difficulty (DOD; point value) in each discipline, players will select one shot (a or b or c). Therefore, players will select 5 shots in each discipline and shoot a total of 40 shots.
2. Players are locked into the selection once they take a legitimate stroke at the shot. Warm up strokes and accidentally nudging a ball with the cue tip do not constitute a legitimate stroke.
3. Players will receive three attempts to make each shot. Players may only make each shot once.
4. Scoring: players will receive the full DOD value if the shot is made on the first attempt, the DOD value minus one if the shot is made on the second attempt, the DOD value minus two if the shot is made on the third attempt, or zero if the shot is not made on any attempt. Exception: Shots with special scoring, as outlined in the shot program. (Discipline 2 – Shot 4; see scoresheet)

Tournament Format

1. Players will be divided into groups of 2, 3, or 4 players, depending on the number of total entrants and tables available. Groups will be determined at the players meeting or earlier.
2. Each group will play four rounds. Each round will consist of two shot disciplines grouped as follows: 1 and 2, 3 and 4, 5 and 6, and 7 and 8. The order of the grouped disciplines is at the discretion of the tournament director.
3. Before each round, players will receive a set number of minutes for practice time on the tournament table. The amount of time will be decided at the players meeting or earlier. Typical practice time is five minutes.
4. Playing order will consist of a 'rotating lead off' process. See 'Play Order' below.

Standings and Tiebreakers

1. Player's total point score after shooting 40 shots will determine the preliminary standings.
2. Discipline champions will be determined based on player's total points in a given discipline.
3. If players are tied on point value for either overall ranking or discipline champion then a playoff format will be used to determine the discipline champion and overall standing.

Standings Tiebreaker

If two players are tied after the 40 shot Prelims, they will do a sudden death playoff tiebreaker. Players will lag to determine who shoots first. Players will shoot one shot of their choosing from anywhere in the shot program. The shot scoring will be the same. The player with the highest score after each player has attempted a shot will be the winner. If players are still tied after one sudden death playoff shot, the tied players will pick another shot of a different discipline than their original shot(s). Players will continue until there is a winner.

Discipline Tiebreaker

Players that are tied for the highest score in a discipline will compete in a playoff tiebreaker. Players will lag to see who goes first. Each discipline will have an initial tiebreaker shot that is known to that discipline. If players are still tied after the initial shot, a 10-point shot will be drawn. If there is still a tie after the first 10-point shot, another 10-point shot is drawn. If there is still a tie and all the 10-point shots have been attempted, the 9-point shots will be used and so forth. If more than 1 player scores a perfect 40 in a discipline, the players will share the title. Both will be awarded a medal and both will receive the 1 ranking point.

Below are the initial Discipline Tiebreaker shots:

Discipline 1 - Trick & Fancy:	3B	(Just Showing Off – Page 20)
Discipline 2 - Special Arts:	3B	(The Over & Under Shot – Page 37)
Discipline 3 - Draw:	5B	(The Circular Draw – Page 61)
Discipline 4 - Follow:	4A	(The Window Shot – Page 74)
Discipline 5 - Bank/Kick:	----	(8 Rail Dollar Bill Shot – Page 8)
Discipline 6 - Stroke:	4B	(The Showoff Spin Shot – Page 109)
Discipline 7 - Jump:	4B	(The Evel Knievel Shot – Page 126)
Discipline 8 - Masse:	4A	(The Jump Masse – Page 142)

TIEBREAKER SHOT CHALLENGE

Cue Ball Placement:

In hand, behind the B-E Centerline

Object Ball Placement:

None

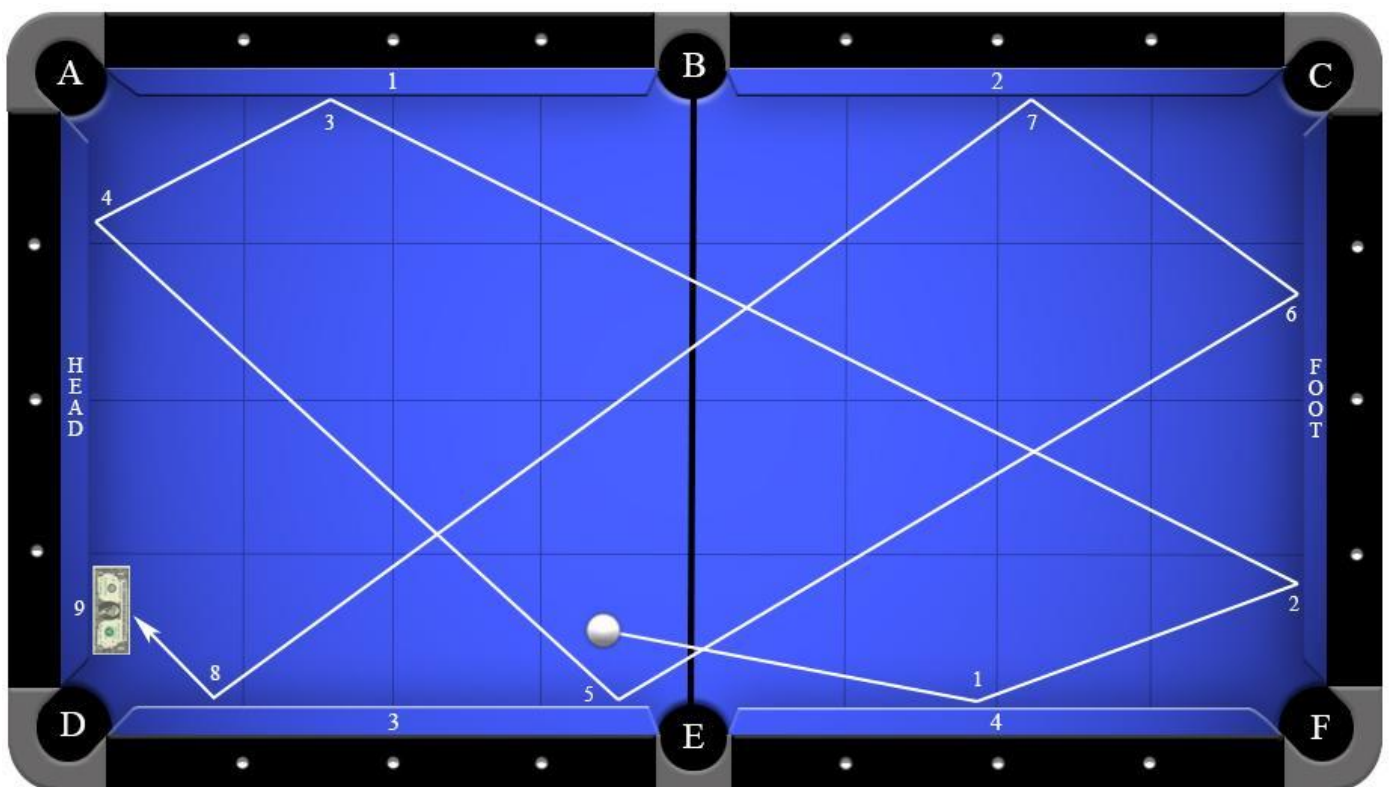
Objective:

Must contact at least 8 cushions – closest to the center of the \$1 bill wins

Special Notes:

Lag to determine who shoots first.

Contact with the head cushion for a 9th cushion is allowed.



Tiebreaker Shot Challenge

Rules of Artistic Pool

A. General Rules

1. The player is responsible for knowing the setup and requirements set forth in the shot program. All questions should be resolved prior to the match with the tournament director.
2. All shots will be judged based on the intent of the shot. If any loophole is found that changes the intent of the shot, those changes to the shot will not be allowed.
3. A full, intentional stroke counts as an attempt. Accidentally nudging the cue ball does not count as an attempt.
 1. *Exception 1:* Wing shots, once a ball is rolled, it counts as an attempt.
 2. *Exception 2:* Any shot requiring multiple hits. The first full, intentional stroke counts as an attempt. Subsequent cue contact with the cue ball or object balls count as a hit. For example, if the shot calls for the cue ball to be hit twice, nudging the cue ball on the second hit counts as a hit.
 3. On shots requiring multiple hits, after the initial hit, players may take as many strokes as necessary to complete subsequent hits. For example, if the shot calls for the cue ball to be hit twice, a player attempting the second hit but completely missing the cue ball may take another stroke to try to hit the cue ball as long as other parameters of the shot are met.
4. Table judge's and tournament director's decisions are final.

B. Ball and Prop Placement and Positioning

1. Any balls or object specified as 'ball-in-hand' may be placed anywhere on the table, provided that the intent of the shot is preserved.
2. Any balls or object specified as 'ball-in-hand' but has additional positioning requirements may be adjusted freely by the player provided that the additional requirements are met.
3. All balls specified as 'hanging near a pocket' may be freely adjusted by the player near that pocket within 1 balls width of the pocket cut.
4. Any object or ball that must be positioned within a zone must be completely in that zone.
5. Any ball that must come to rest within a zone will be considered in that zone if any part of the ball is within the zone, measured by the edge of the ball. One the line is considered in the zone.
6. All chalk cubes placed on the table must be well up, and must be square with the table (may not be rotated), unless otherwise stated.

7. Chalk cubes may be positioned anywhere on the rail at the player's discretion.
8. All measurements of 1 chalk's width will be measured with a cube of chalk held at mid-ball height (the widest part of the ball), unless otherwise stated.

c. Shot Allowances and Restrictions

1. It is always okay for a ball to contact an extra cushion near a ball hanging in a pocket, unless otherwise stated.
2. It is always okay for the cue ball to scratch, unless otherwise stated.
3. If there is a helper ball – hanging ball combination, it is always okay for the cue ball to contact either the helper ball or hanging ball directly. Rules 1 and 2 still apply.
4. Extra contact between balls is not allowed, unless otherwise specified.
5. At no time may any ball (cue ball or object ball) or prop fly off the table.
6. Players are free to shoot the mirror image of any shot. Please note that rotating a shot 90 degrees is not the mirror image and will not be allowed.
7. Players are free to shoot any part of any shot with either hand.
8. Players may not switch cues during a shot unless otherwise specified or due to equipment failure. Players may switch cues between attempts.
9. Players must keep at least one foot on the floor when shooting. It is allowable for a player to "raise the floor" using any object.

d. Equipment

1. All cues must be a minimum of 40 inches in length.
2. Players are allowed to place chalk or other objects underneath the bridge head, or bridge butt, as needed provided those other objects do not interfere with the shot.
3. All vertical masse shots will require the use of a masse cloth (extra piece of standard cloth) or the Stefano Pelinga Cloth Shield.
4. If a masse or break cloth is required for a shot, the player has the option of removing the extra cloth from the table during the course of the shot. If the player disturbs anything other than the cloth in this process, it will be a foul and count as a missed attempt.

Discipline 1

Trick & Fancy

*Official Shot Program
Version 2.0 – July 2026*



WORLD POOL ASSOCIATION



Discipline 1 - Trick & Fancy

Shot 1a: The 3 & 3 Shot	6 points	Page 13
Shot 1b: The 2 & 2 Split Shot	6 points	Page 14
Shot 1c: The Half Pinball	6 points	Page 15
Shot 2a: The 4-Rail Kick Shot	7 points	Page 16
Shot 2b: The Big 'X' Shot	7 points	Page 17
Shot 2c: The Be Still Shot	7 points	Page 18
Shot 3a: 3 Rail Pocket Stuffer	8 points	Page 19
Shot 3b: Just Showing Off Shot	8 points	Page 20
Shot 3c: The Half Butterfly	8 points	Page 21
Shot 4a: The Pinball Shot	9 points	Page 22
Shot 4b: Afterthought	9 points	Page 23
Shot 4c: The Neverending Story	9 points	Page 24
Shot 5a: The Purr-fect Setup	10 points	Page 25
Shot 5b: The 92° Cut	10 points	Page 26
Shot 5c: The Hood Variation	10 points	Page 27

Discipline 1 - Trick & Fancy

Shot 1a: The 3 & 3 Shot - 6 Points

Cue Ball Placement:

In hand within the indicated zone.

Object Ball Placement:

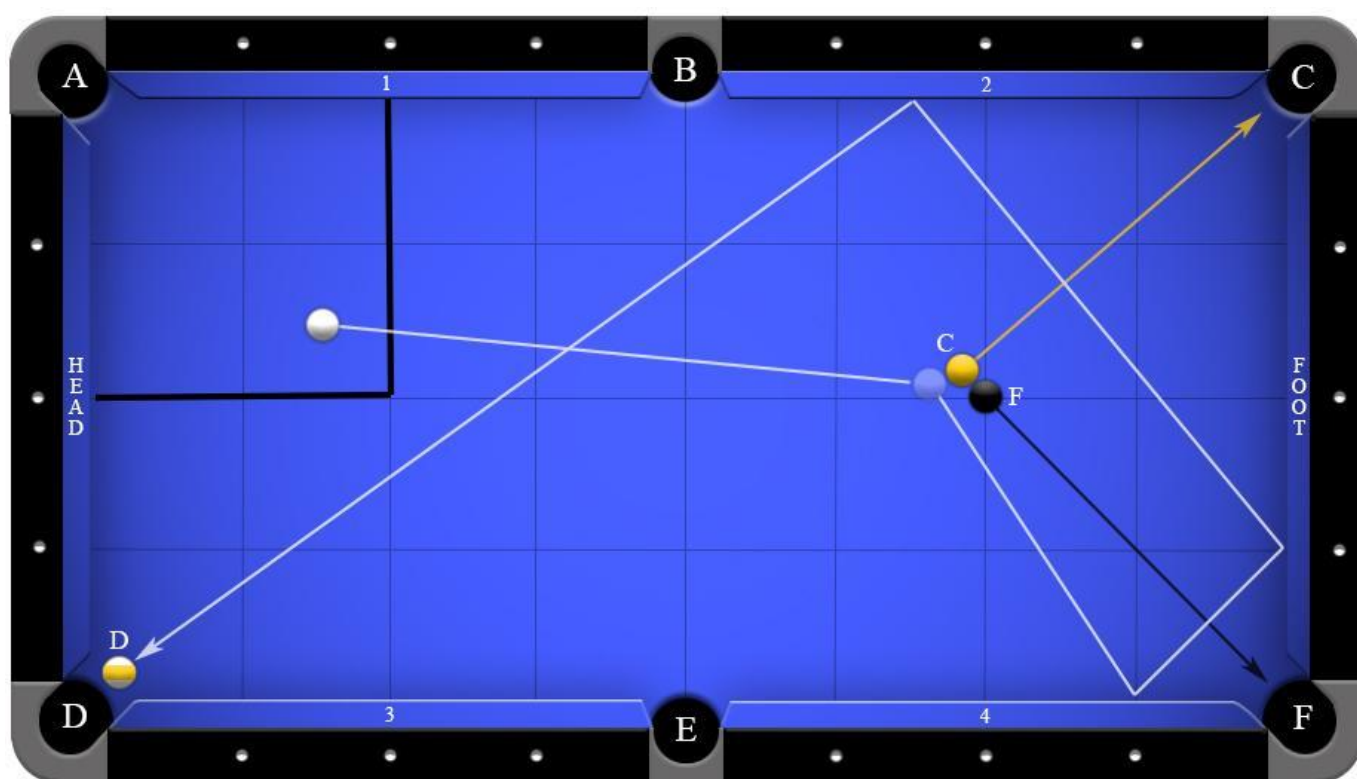
'C' and 'F' balls are frozen with 'F' ball on the foot spot and 'C' ball adjustable. 'D' ball hanging near pocket D.

Objective:

Shoot the cue ball into 'C' ball. 'C' and 'F' balls will go into pockets as diagrammed. The cue ball will travel 3 cushions as diagrammed and make 'D' ball in pocket D.

Special Notes:

None



Discipline 1 – Shot 1a: The 3 & 3 Shot

Discipline 1 - Trick & Fancy

Shot 1b: The 2 & 2 Split Shot - 6 Points

Cue Ball Placement:

In hand, within two ball widths of slate cut off pocket E.

Object Ball Placement:

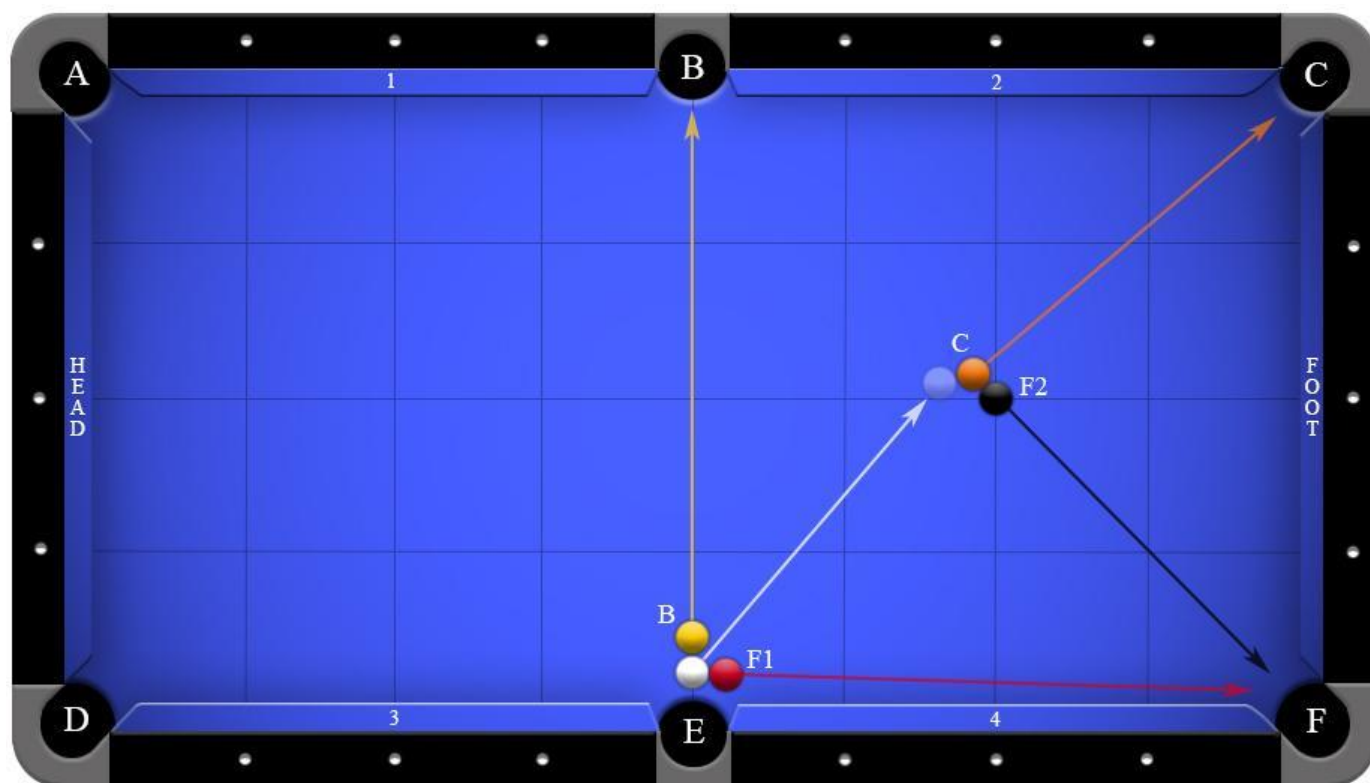
'B' and 'F1' balls are in hand, frozen to the cue ball. 'C' and 'F2' balls are frozen with the 'F2' ball on the foot spot and 'C' ball adjustable.

Objective:

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

Special Notes:

None



Discipline 1 – Shot 1b: The 2 & 2 Split Shot

Discipline 1 - Trick & Fancy

Shot 1c: The Half Pinball - 6 Points

Cue Ball Placement:

In hand, but not frozen to the 'C' ball.

Object Ball Placement:

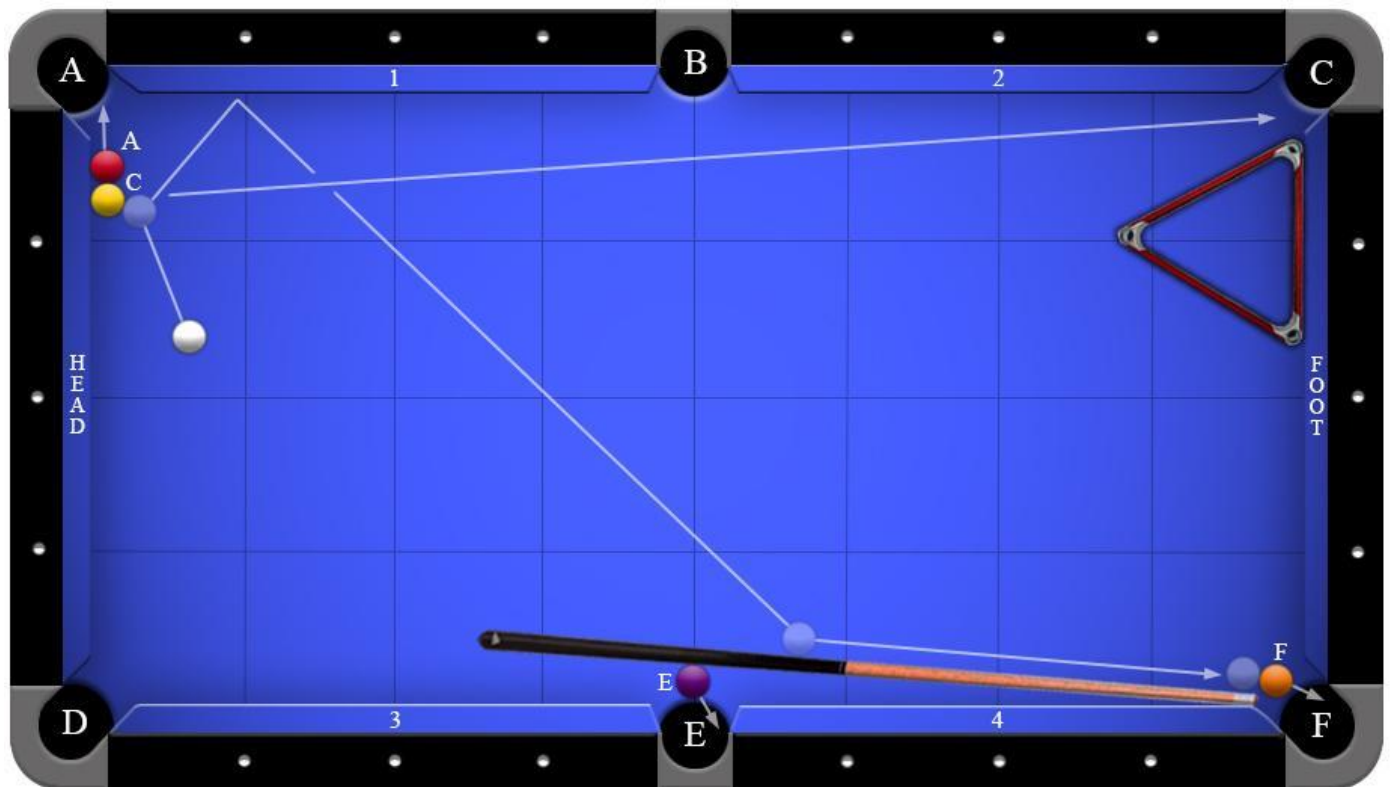
The 'A' & 'C' balls are frozen to the head rail near pocket A and adjustable. The 'E' ball is hanging near pocket E. The 'F' ball is hanging near pocket F. A rack is placed near pocket C. A full length cue is frozen to the 'E' & 'F' balls as shown.

Objective:

Shoot the cue ball into the 'C' ball. The 'C' ball will bank into pocket C. The 'A' ball will go into pocket A. The cue ball will contact only cushion 1, hit the cue, pocket the 'E' ball in pocket E, and finally the 'F' ball in pocket F

Special Notes:

None



Discipline 1 – Shot 1c: The Half Pinball

Discipline 1 - Trick & Fancy

Shot 2a: The 4-Rail Kick Shot - 7 Points

Cue Ball Placement:

In hand, at least one ball width from 'E' ball.

Object Ball Placement:

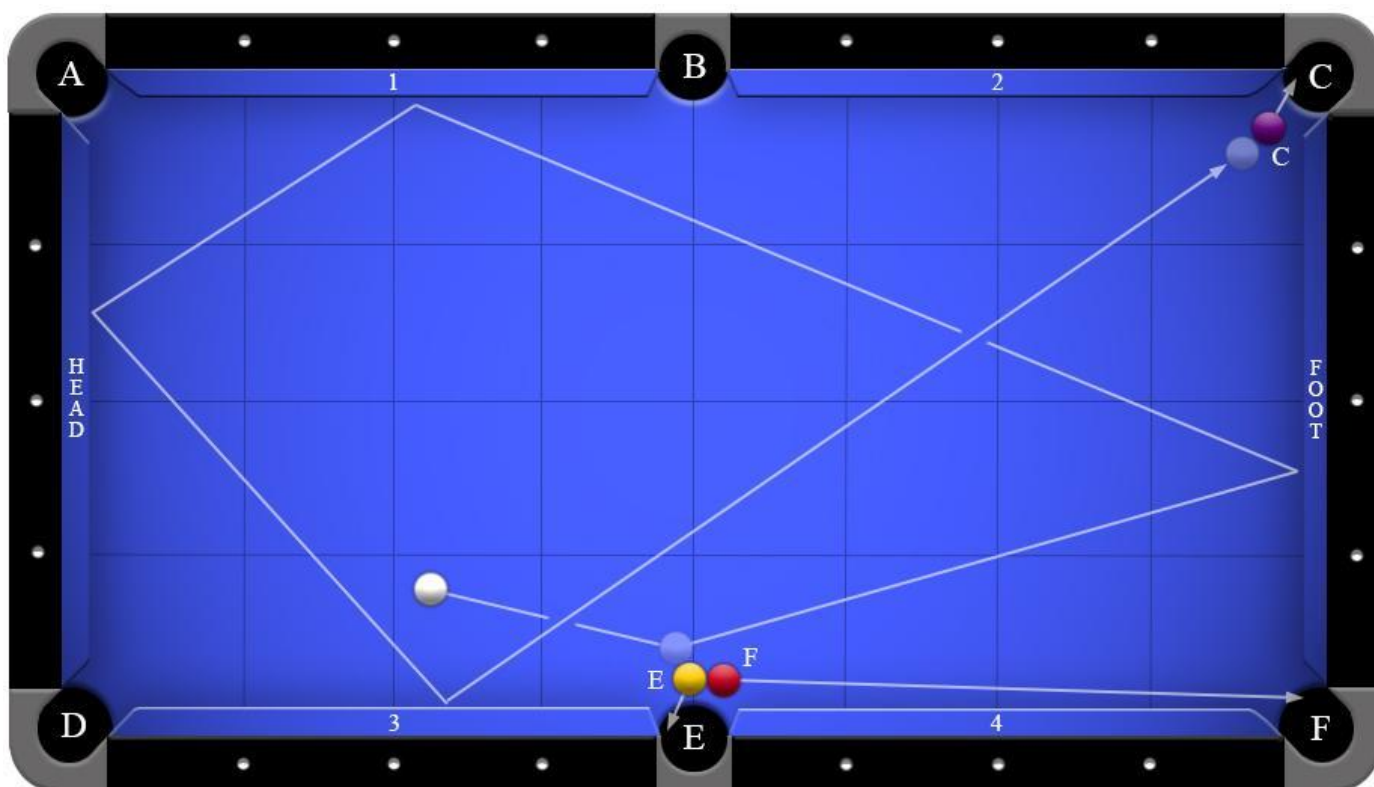
'E' and 'F' balls are positioned as diagrammed and adjustable. 'C' ball is hanging near pocket C.

Objective:

Shoot the cue ball and make 'E' ball in pocket E, and 'F' ball in pocket F. The cue ball will travel 4 cushions as diagrammed and make 'C' ball in pocket C.

Special Notes:

None



Discipline 1 – Shot 2a: The 4-Rail Kick Shot

Discipline 1 - Trick & Fancy

Shot 2b: The Big 'X' Shot - 7 Points

Cue Ball Placement:

In hand, behind 'X' line.

Object Ball Placement:

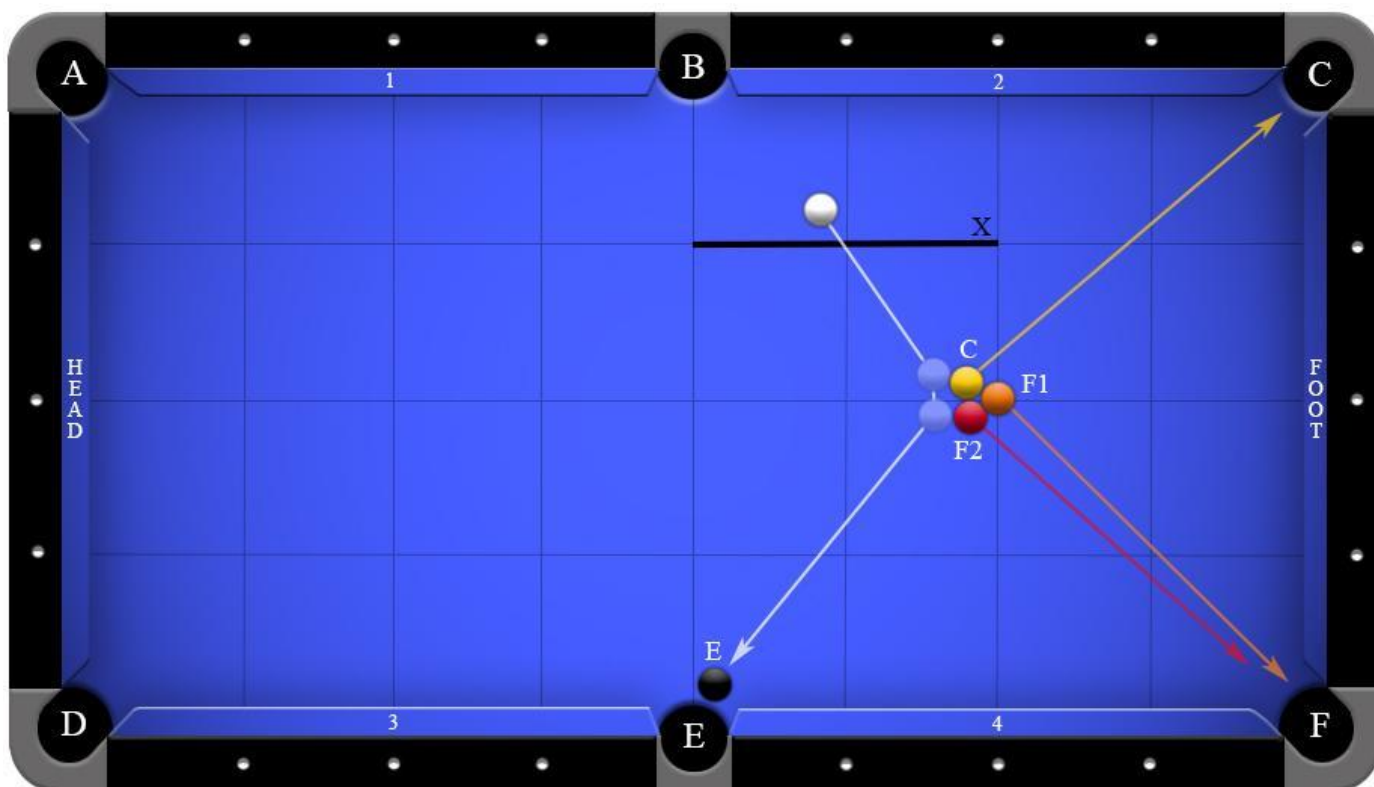
3 balls are frozen to each other as diagrammed, with 'F1' ball on the foot spot. 'C' ball and 'F2' ball are adjustable in relation to the 'F1' ball. 'E' ball is hanging near pocket E and is adjustable.

Objective:

Shoot the cue ball into 'C' ball. 'C' and 'F1' balls will go as diagrammed. The cue ball will carom off into 'F2' ball, making it in pocket F. The cue ball will carom off and make 'E' ball in pocket E.

Special Notes:

None



Discipline 1 – Shot 2b: The Big 'X' Shot

Discipline 1 - Trick & Fancy

Shot 2c: The Be Still Shot - 7 Points

Cue Ball Placement:

Frozen to the head cushion and frozen to the 'C' & 'D' balls.

Object Ball Placement:

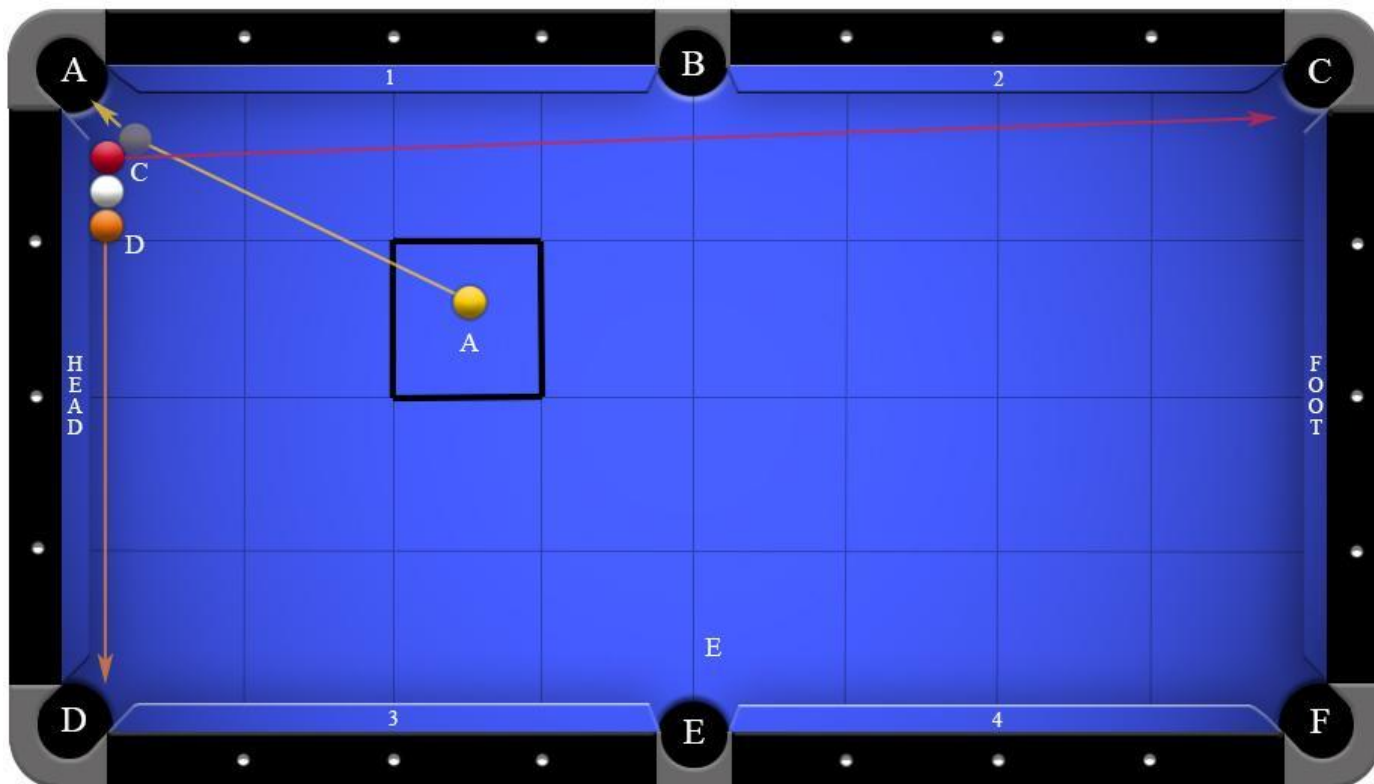
'A' ball in hand within the indicated zone. 'D' ball frozen to the cushion and to the cue ball. 'C' ball is frozen to the cue ball but does not need to be frozen to the cushion.

Objective:

Shoot the 'A' ball into the 'C' ball. The 'A' ball will go into pocket A. The 'C' ball will bank into pocket C. The 'D' ball will go into pocket D.

Special Notes:

At the conclusion of the shot, the cue ball may not be more than 1 chalk's width away from the head cushion.



Discipline 1 – Shot 2c: The Be Still Shot

Discipline 1 - Trick & Fancy

Shot 3a: 3 Rail Pocket Stuffer - 8 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

'A1' ball is in hand and left of centerline BE of table. 'A2' ball is frozen to 'A1' ball. 'C' ball is hanging.

Objective:

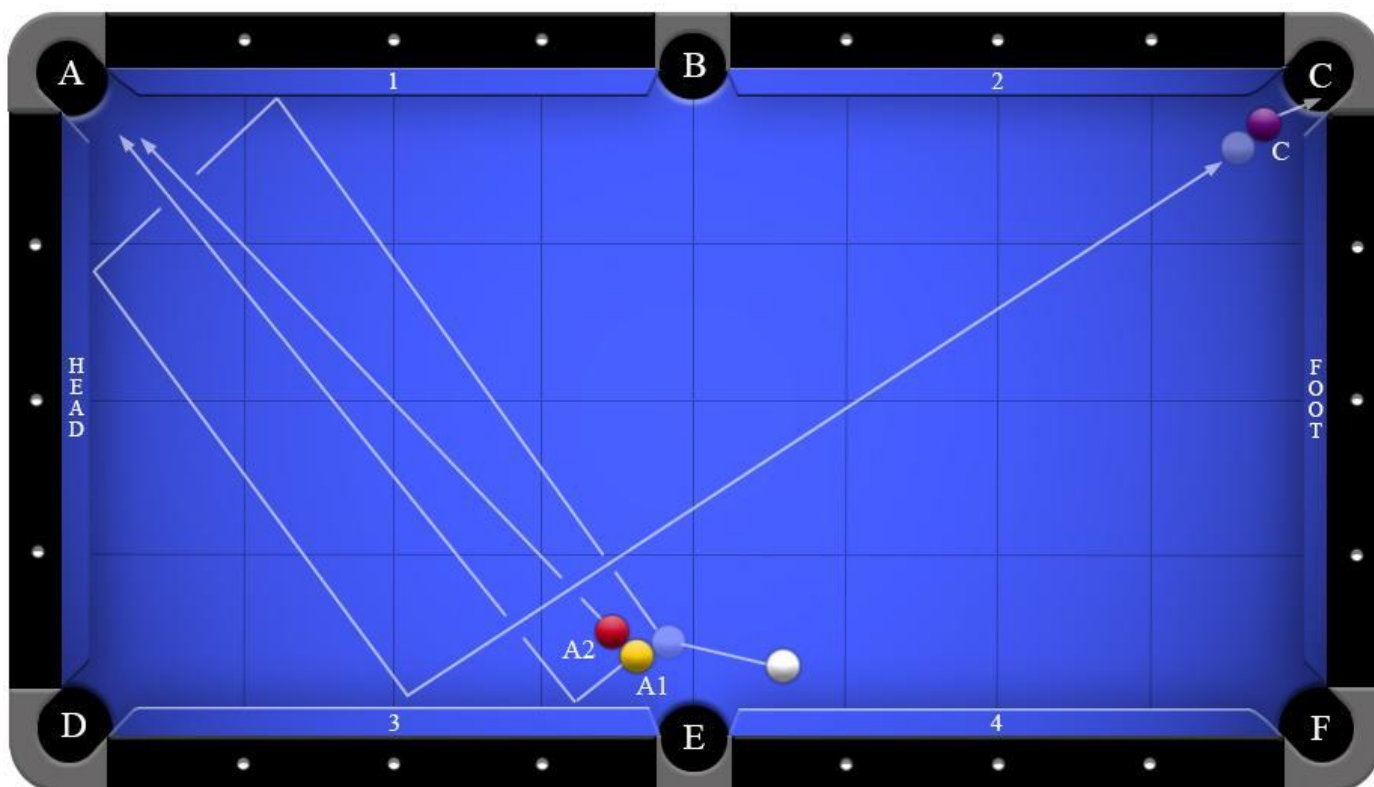
Shoot cue ball to 'A1' ball, then travel 3 cushions to 'C' ball. Make all 3 object balls as pocket letter designates. 'A1' ball banks around 'A2' ball and goes first into pocket A.

Special Notes:

Slight adjustment is allowed on 'A' balls if table conditions deem necessary.

Scratch is allowed (no penalty).

The cue ball may contact extra cushions by 'C' ball.



Discipline 1 – Shot 3a: 3 Rail Pocket Stuffer

Discipline 1 - Trick & Fancy

Shot 3b: Just Showing Off Shot - 8 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

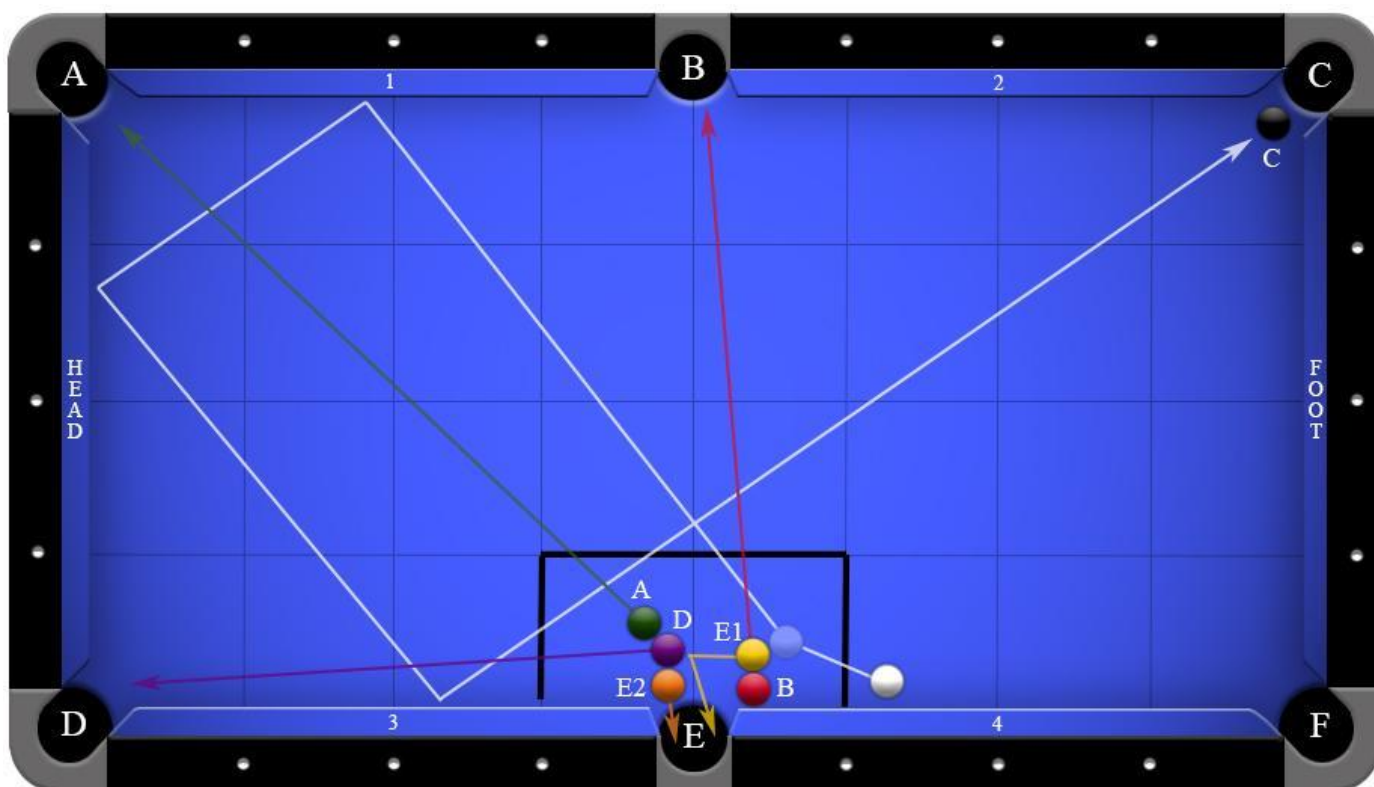
'E1' and 'B' balls are frozen, with 'B' ball also frozen to the cushion. 'D' ball is frozen to both 'A' and 'E2' balls. All 5 balls are adjustable within the box zone. 'C' ball is hanging near pocket C.

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 the 'C' ball in pocket C.

Special Notes:

None



Discipline 1 – Shot 3b: Just Showing Off Shot

Discipline 1 - Trick & Fancy

Shot 3c: The Half Butterfly - 8 Points

Cue Ball Placement:

In hand behind the second diamond.

Object Ball Placement:

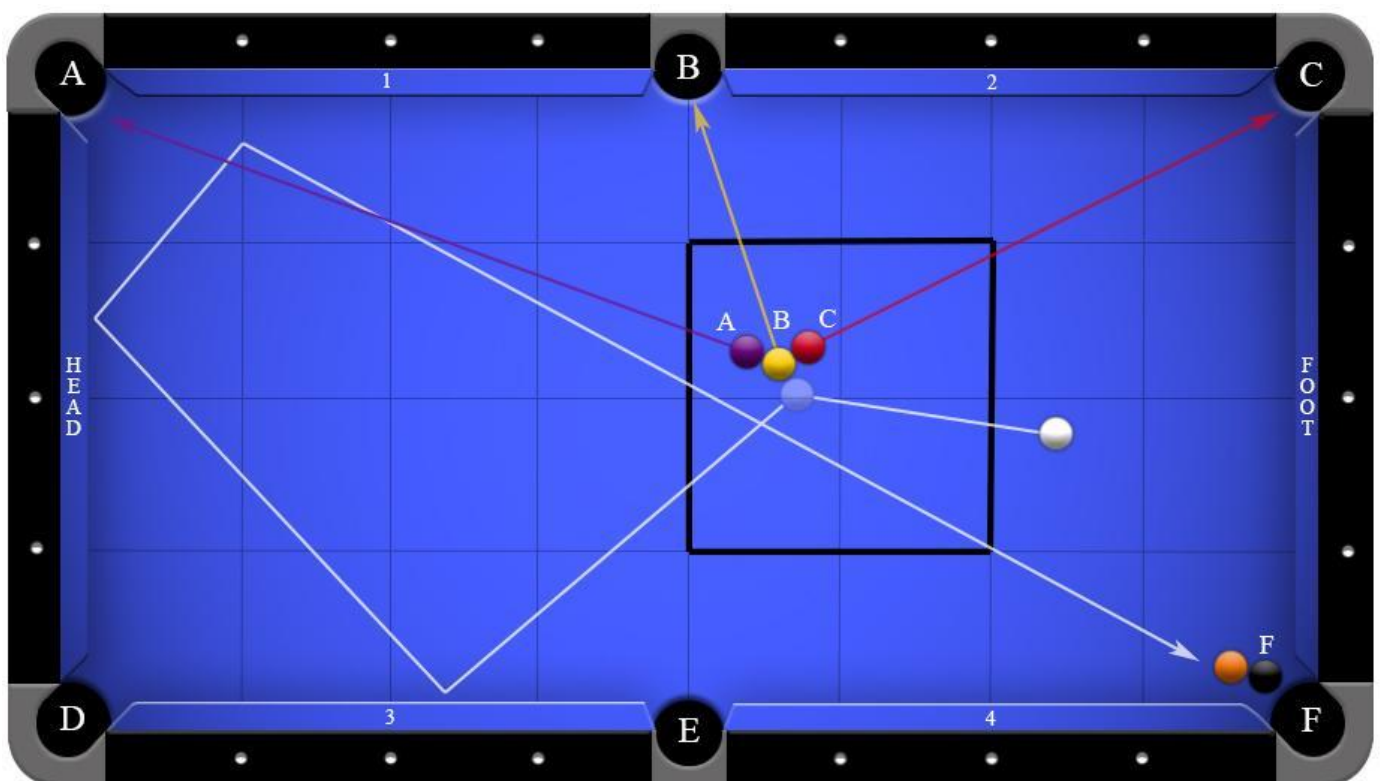
Balls 'A', 'B', & 'C' are in hand as diagrammed within the indicated zone. Ball 'F' combo is hanging near pocket F and is adjustable.

Objective:

Shoot the cue ball into the 'B' ball, causing the 3 balls to split as diagrammed and go into pockets A, B, & C. The cue ball will travel 3 cushions as diagrammed and make the 'F' ball in pocket F.

Special Notes:

None



Discipline 1 – Shot 3c: The Half Butterfly

Discipline 1 - Trick & Fancy

Shot 4a: The Pinball Shot - 9 Points

Cue Ball Placement:

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

Object Ball Placement:

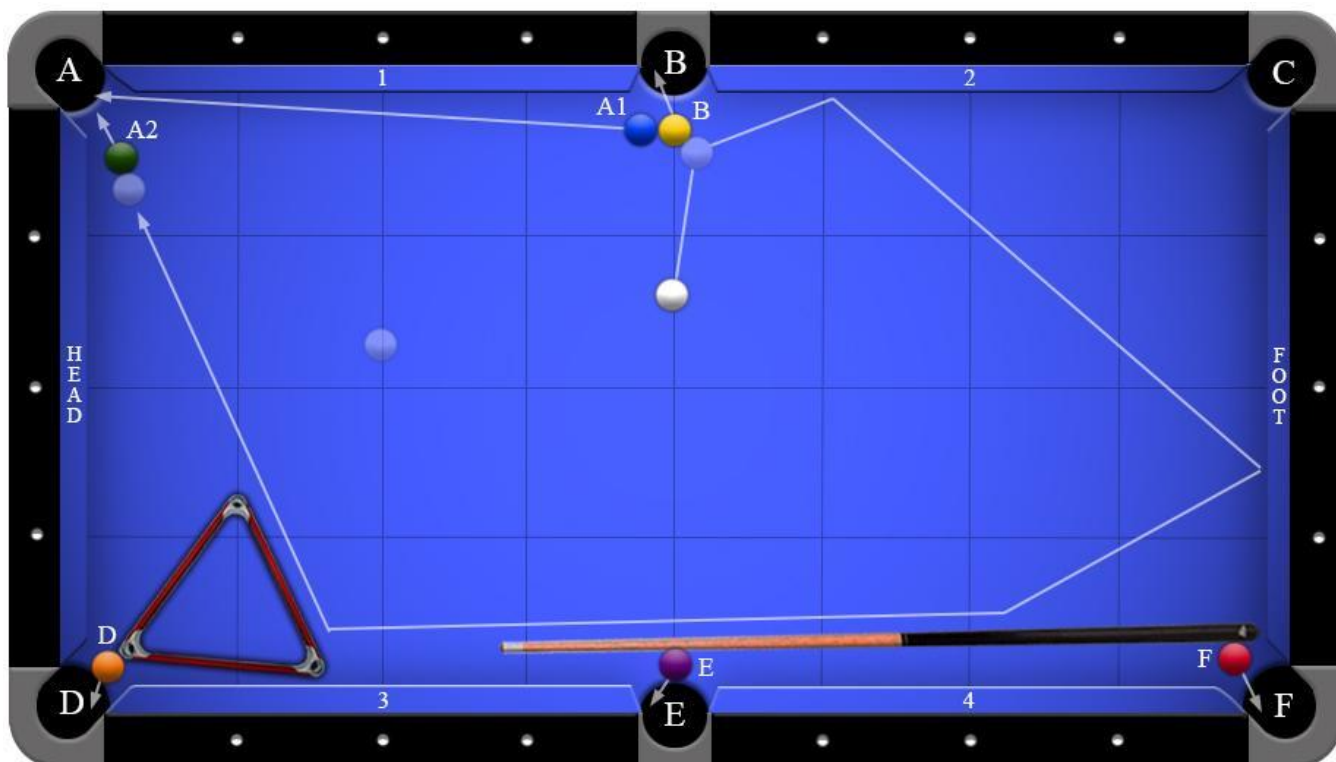
'A1' & 'B' balls near pocket B and adjustable. 'D' ball near pocket D, frozen to the corner of the triangle as diagrammed (triangle adjustable). 'E' ball near pocket E, frozen to the cue stick. 'F' ball near pocket F as diagrammed. 'A2' ball in hand near pocket A, balanced on a piece of new chalk (well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



Discipline 1 – Shot 4a: The Pinball Shot

Discipline 1 - Trick & Fancy

Shot 4b: Afterthought - 9 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

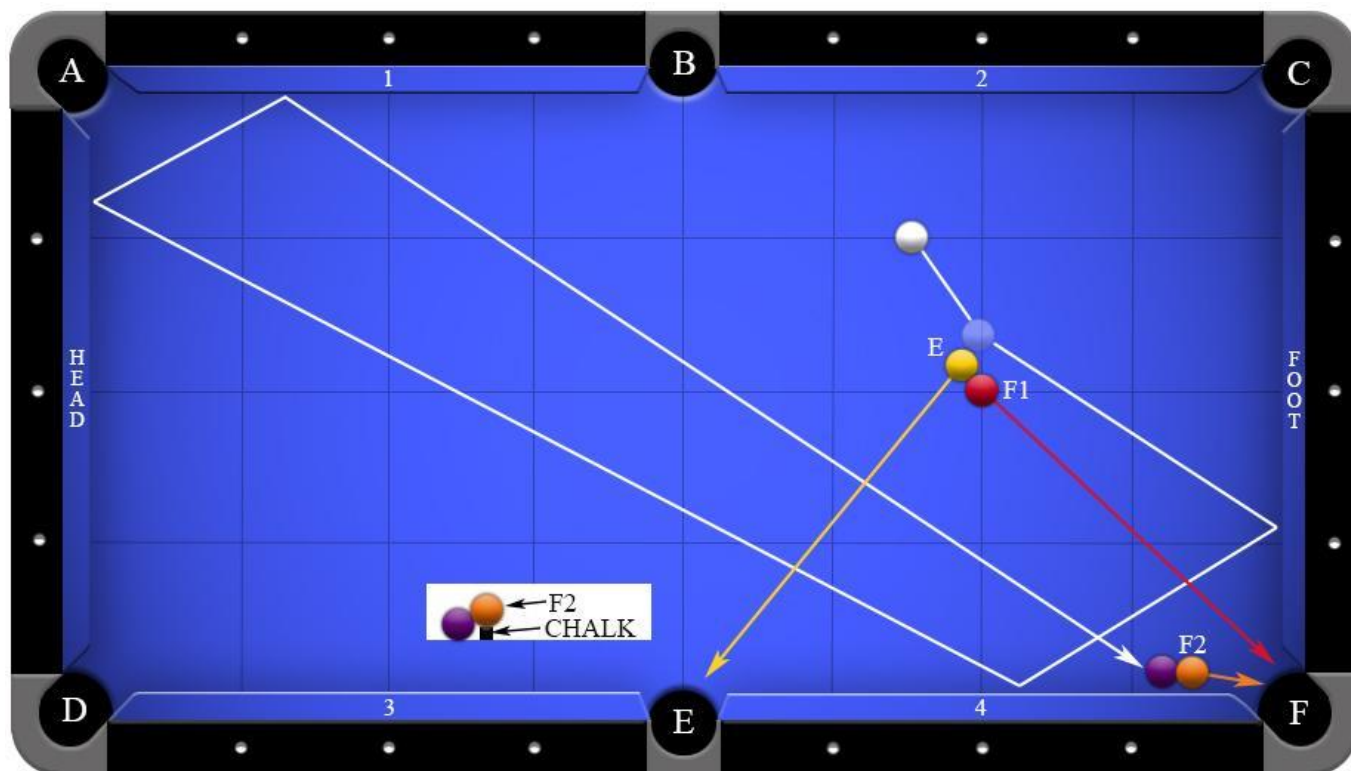
'F1' ball on foot spot. 'E' ball frozen to 'F1' ball and adjustable. An object ball is frozen to 'F2' object ball, 'F2' object ball is balanced on a piece of new chalk (well up). 'F2' ball and the ball frozen to it are adjustable along cushion #4.

Objective:

Shoot the cue ball into 'E' ball. 'E' ball will go in pocket E. 'F1' ball will go in pocket F. The cue ball will travel 4 cushions as diagrammed, hitting the 'F2' ball combo, making 'F2' ball in pocket F.

Special Notes:

The cue ball must hit the combination ball knocking 'F2' ball off the chalk. If 'F2' ball is knocked off by another ball before the cue ball gets there, the shot is no good.



Discipline 1 – Shot 4b: Afterthought

Discipline 1 - Trick & Fancy

Shot 4c: The Neverending Story - 9 Points

Cue Ball Placement:

In hand, on or behind the 3rd diamond line.

Object Ball Placement:

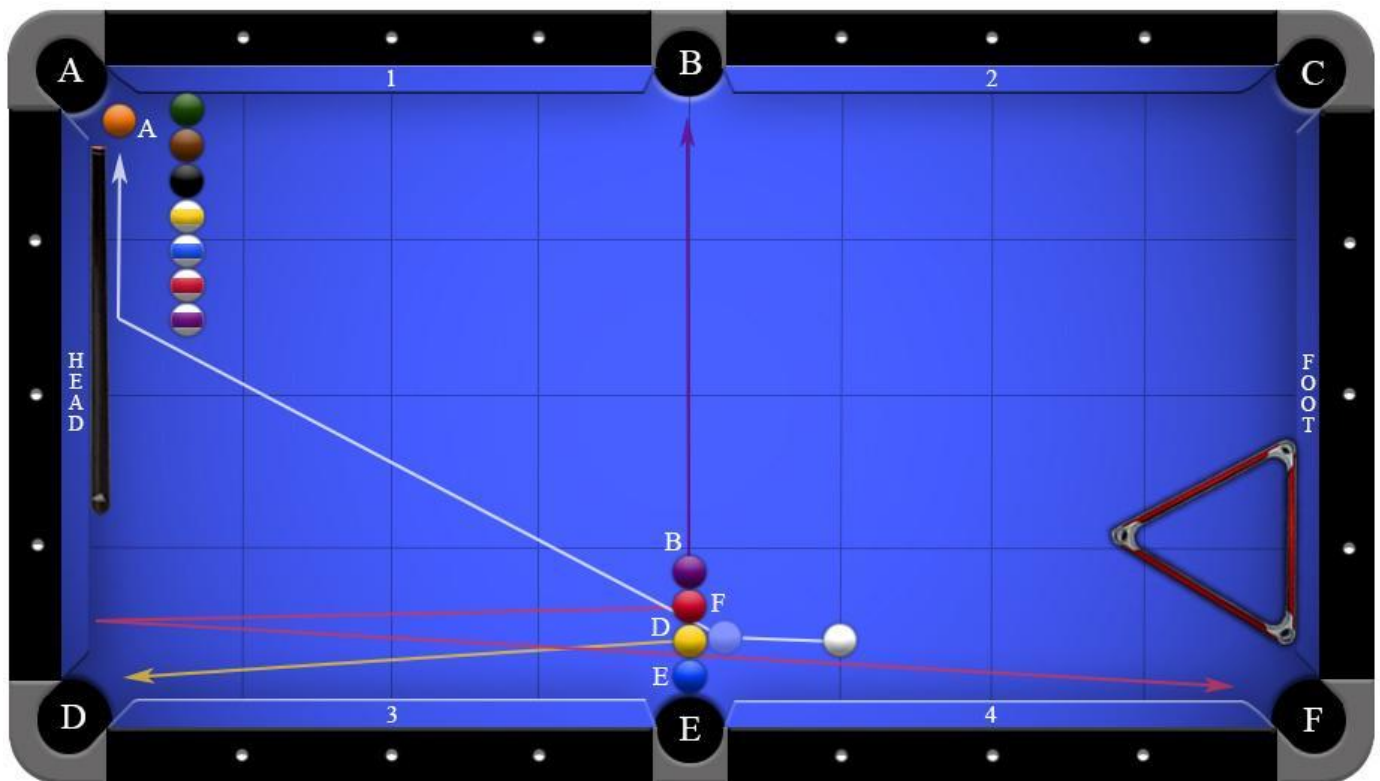
Balls 'E', 'D', 'F', & 'B' are frozen and adjustable. 'A' ball is hanging near pocket A. 7 blocking balls are along the 1/2 diamond line. A rack is frozen to the foot cushion as diagrammed and adjustable. A cue stick butt is frozen to the head cushion and adjustable.

Objective:

Shoot the cue ball into the line of balls. The 'E' ball will go into pocket E, the 'D' ball into pocket D, the 'F' ball will bank into pocket F, and the 'B' ball will go into pocket B. The cue ball will follow down table, optionally hitting the long cushion, hit the cue stick butt, and make the 'A' ball in pocket A.

Special Notes:

The cue ball may not contact any of the blocking balls until after the 'A' ball is made. Players selecting this shot will be required to supply the cue stick butt and triangle, if needed.



Discipline 1 – Shot 4c: The Neverending Story

Shot 5a: The Purr-fect Setup - 10 Points

In hand behind the head string.

'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.

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.

None



Discipline 1 - Trick & Fancy

Shot 5b: The 92° Cut - 10 Points

Cue Ball Placement:

On head spot.

Object Ball Placement:

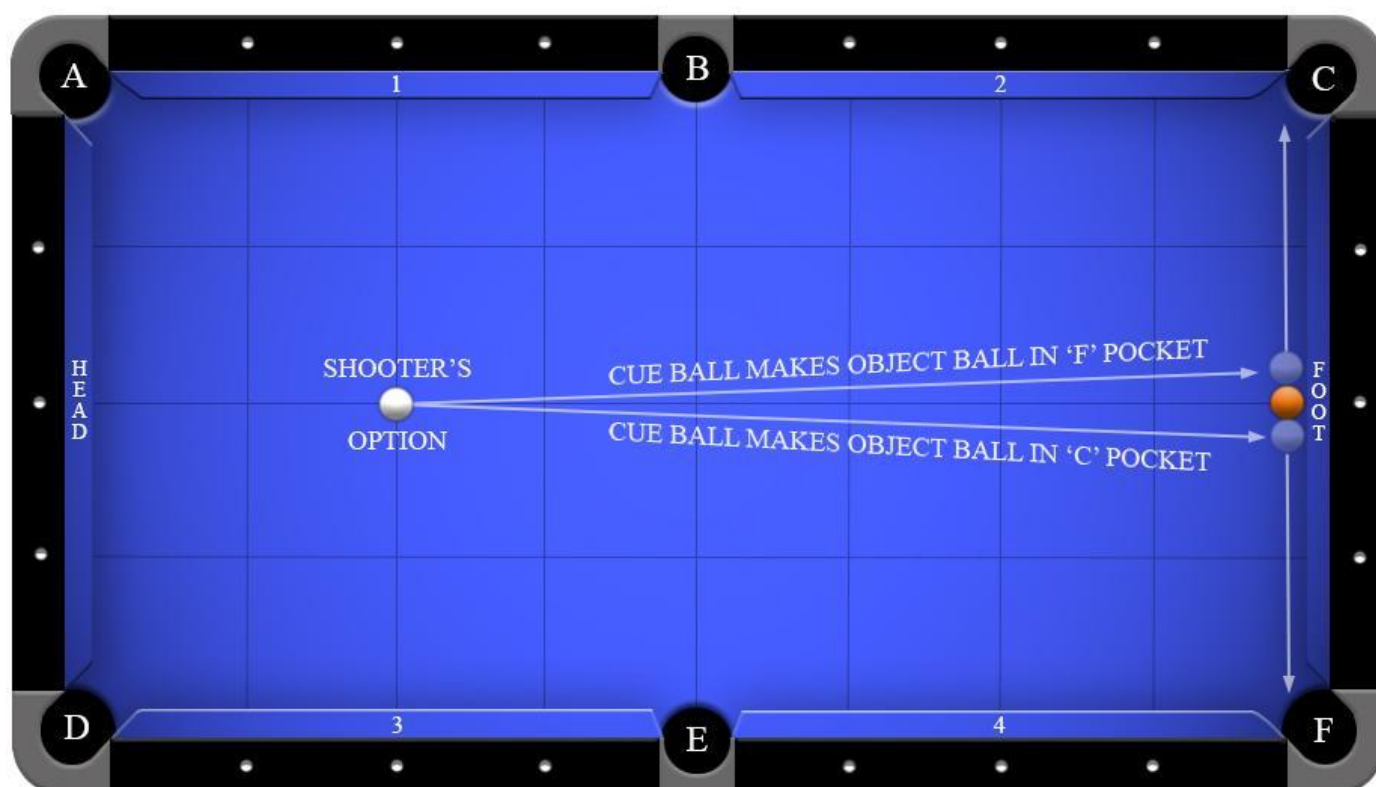
A solo ball is frozen to the foot cushion at the center diamond.

Objective:

Shooter's option – Shoot cue ball to frozen ball and make it in either 'C' pocket or 'F' pocket.

Special Notes:

Cue ball may not touch any cushion, except for cushion where solo ball is frozen, until after solo ball is contacted. Scratch is allowed (no penalty).



Discipline 1 – Shot 5b: The 92° Cut

Shot 5c: The Hood Variation - 10 Points

Discipline 2

Special Arts

*Official Shot Program
Version 2.0 – July 2026*



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Discipline 2 - Special Arts

Shot 1a: The Speed Demon	6 points	Page 30
Shot 1b: Beat The '1'	6 points	Page 31
Shot 1c: The Hand is Quicker than the Eye	6 points	Page 32
Shot 2a: Massey's Over, Around & Under	7 points	Page 33
Shot 2b: Dr. Cue's Stack Bank	7 points	Page 34
Shot 2c: Hide 'N' Seek	7 points	Page 35
Shot 3a: Jacked Up Spot Shot	8 points	Page 36
Shot 3b: The Over & Under Shot	8 points	Page 37
Shot 3c: The Easy Button Shot	8 points	Page 38
Shot 4a, 4b, 4c: Special Scoring Notes	3/6/9 points	Page 39
Shot 4a: Send In the Clowns	9 points	Page 40
Shot 4b: Wing Shots	9 points	Page 41
Shot 4c: Through the Gap Shot	9 points	Page 42
Shot 5a: Pelinga's Jump Hook	10 points	Page 43
Shot 5b: Flying Kick Split	10 points	Page 44
Shot 5c: 3, 2, 1 – 1, 2, 3	10 points	Page 45

Discipline 2 - Special Arts

Shot 1a: The Speed Demon - 6 Points

Cue Ball Placement:

None

Object Ball Placement:

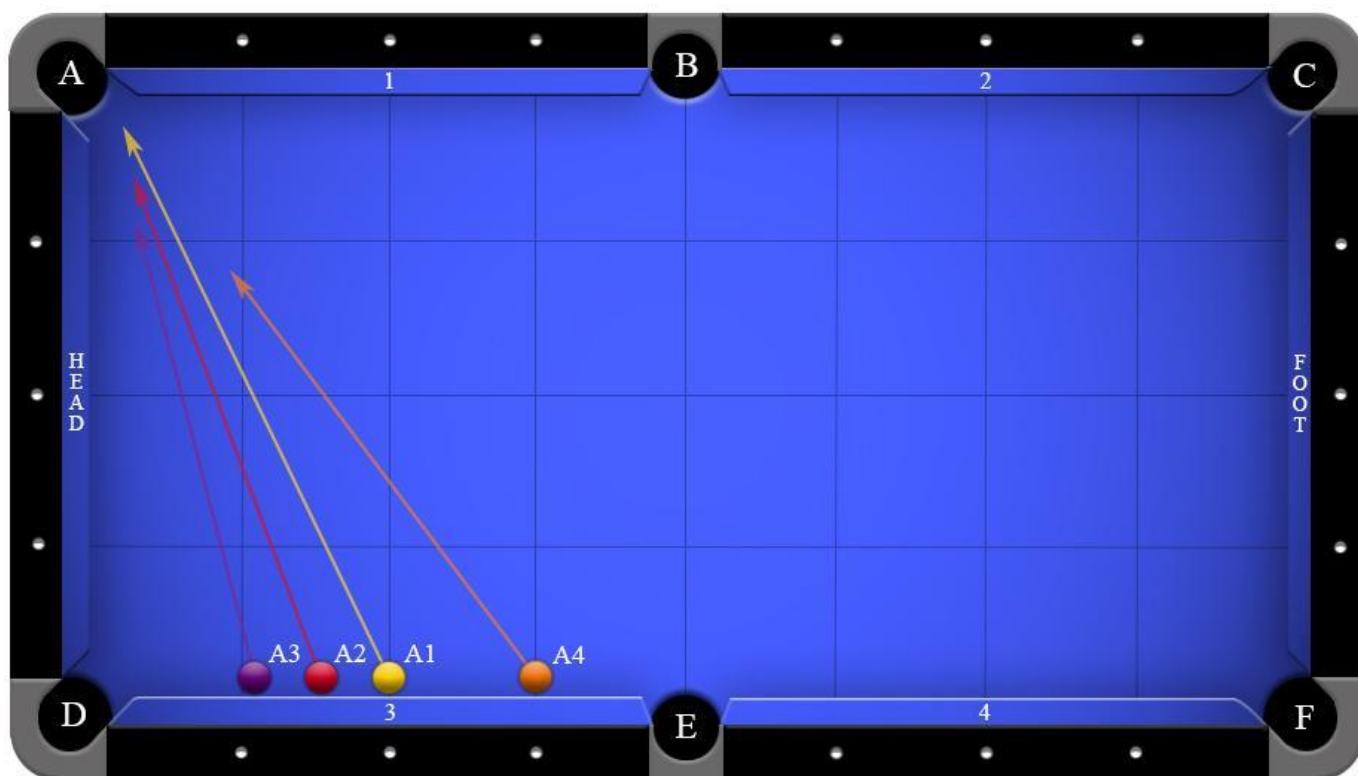
4 balls are placed frozen to cushion 3 as diagrammed. 'A4' ball is on the 3rd diamond line. 'A1' ball is on the 2nd diamond line. 'A1', 'A2' and 'A3' balls are spaced with 1 ball gap between them.

Objective:

Shoot 'A4' ball towards pocket A. Quickly shoot balls 'A1', 'A2', and 'A3' in order into pocket A. The balls will go into pocket A in numerical order as indicated by their ball number.

Special Notes:

It is recommended that players use balls in numerical sequence for this shot. It is okay for the balls to contact each other as they are rolling, provided that they go into the pocket in the following order: 'A1', 'A2', 'A3', 'A4'.



Discipline 2 – Shot 1a: The Speed Demon

Discipline 2 - Special Arts

Shot 1b: Beat The '1' - 6 Points

Cue Ball Placement:

In hand behind the 2nd diamond line.

Object Ball Placement:

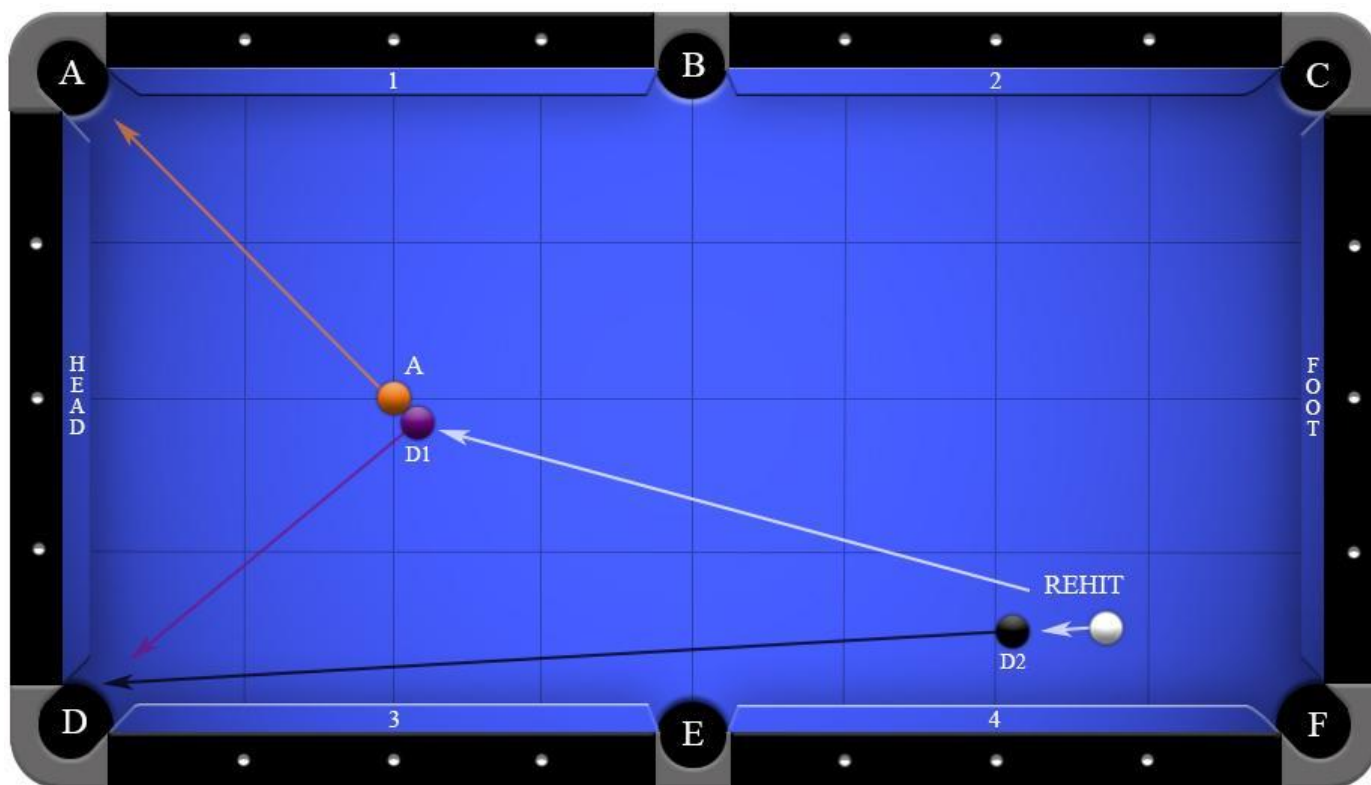
'D2' ball in hand behind the 2nd diamond line. 'A' ball on the head spot. 'D1' ball frozen to 'A' ball and adjustable.

Objective:

Shoot the cue ball into the 'D2' ball. Re-hit the cue ball into 'D1' ball, causing the 'D1' and 'A' balls to be made as pocket letters indicate. The 'D2' ball will go into pocket D after the 'D1' ball. No additional contact by object balls is allowed.

Special Notes:

The 'D2' ball must go into pocket D without an additional hit by the cue ball.



Discipline 2 – Shot 1b: Beat The '1'

Discipline 2 - Special Arts

Shot 1c: The Hand is Quicker than the Eye - 6 Points

Cue Ball Placement:

In hand, exactly 3 ball's width from the 2-ball.

Object Ball Placement:

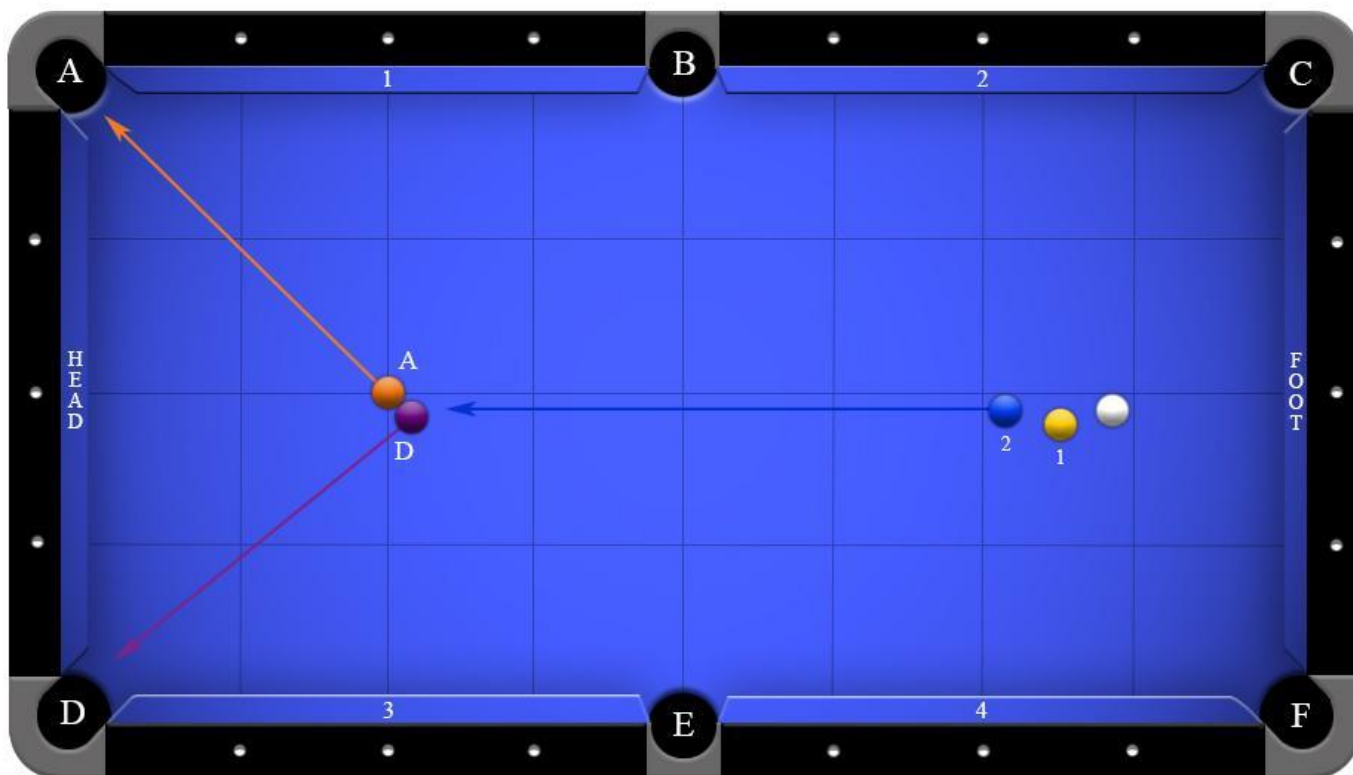
2 ball is in hand behind the 2nd diamond line, exactly 3 ball's width from the cue ball. 1 ball is centered between the cue ball and 2-ball, and is 1/2 ball offset in either direction. 'A' ball on the head spot. 'D' ball frozen to 'A' ball and adjustable.

Objective:

In one forward motion stroke, shoot the cue ball into the 1 ball. The 1 ball will move out of the way and the cue stick must extend into the 2-ball. The 2-ball will travel forward and make 'D' and 'A' balls as pocket letter designates.

Special Notes:

This shot must be performed in one continuous forward motion. The decision of the table judge is final.



Discipline 2 – Shot 1c: The Hand is Quicker than the Eye

Discipline 2 - Special Arts

Shot 2a: Massey's Over, Around & Under - 7 Points

Cue Ball Placement:

In hand

Object Ball Placement:

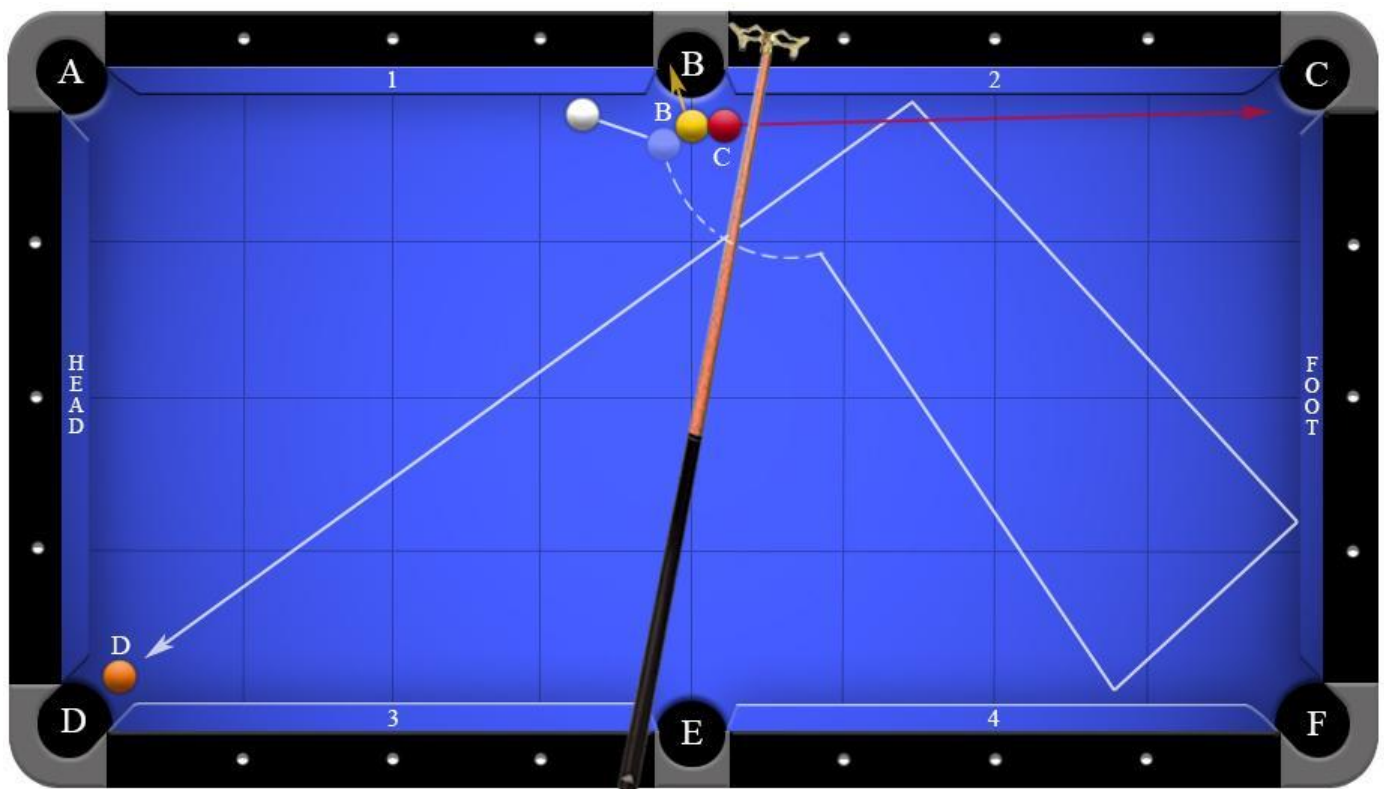
'B' and 'C' balls are frozen near pocket B and adjustable. 'D' ball hanging near pocket D. The bridge is on the rail tops, with the head of the bridge near pocket B. The player has the option to prop up the butt end of the bridge with a chalk cube.

Objective:

Shoot the cue ball into 'B' ball. 'B' and 'C' balls will go as pocket letter designates. The cue ball will jump over the bridge, travel three cushions as diagrammed, and make 'D' ball in pocket D.

Special Notes:

The cue ball may hit the bridge.



Discipline 2 – Shot 2a: Massey's Over, Around & Under

Discipline 2 - Special Arts

Shot 2b: Dr. Cue's Stack Bank - 7 Points

Cue Ball Placement:

Stacked on top of a stacker ball at the 1x1 diamond intersection by pocket D.

Object Ball Placement:

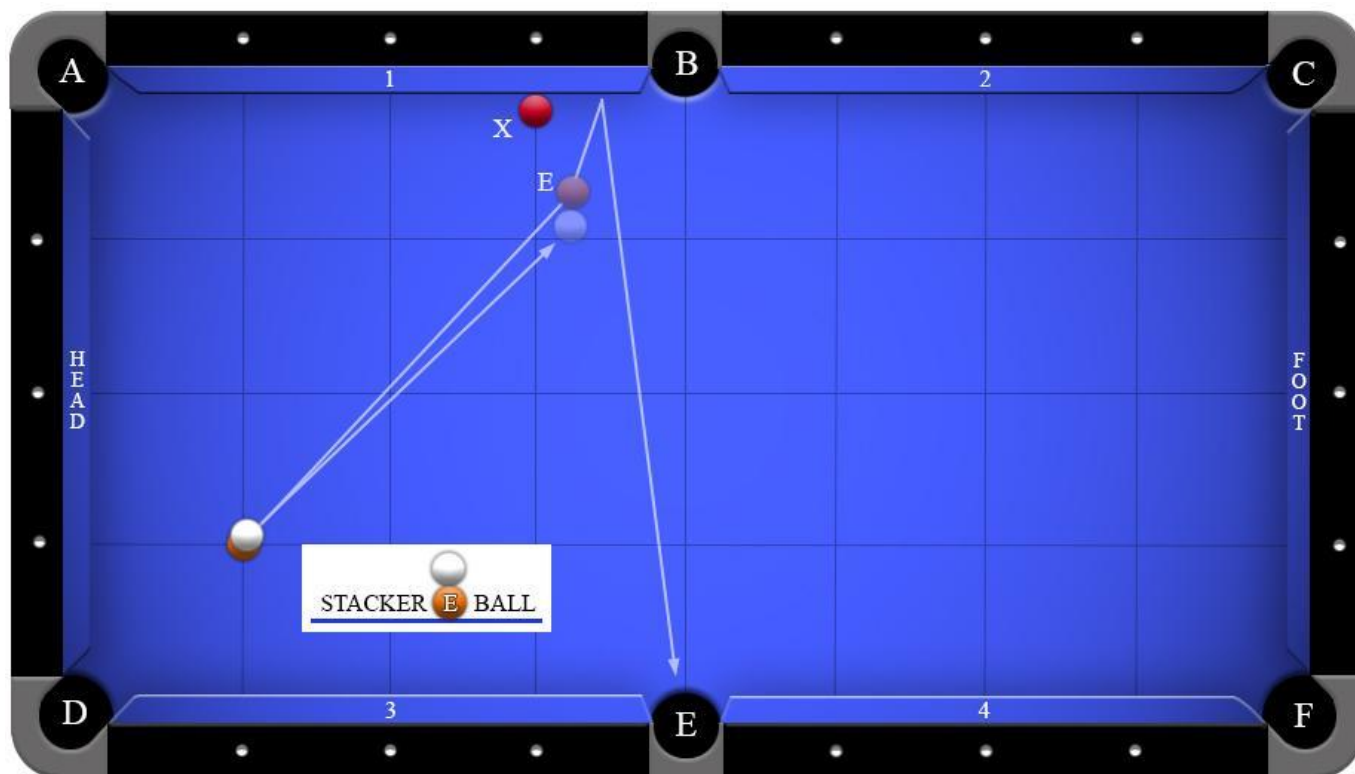
Stacker ball 'E' is underneath cue ball at 1x1 diamond intersection by pocket D. Blocker ball 'X' is frozen to rail 1 at the 3rd diamond.

Objective:

Shoot the stacker ball directly with cue, out from under the cue ball towards cushion 1. After the cue ball drops, shoot the cue ball into the rolling stacker ball and bank the stacker ball into pocket E as diagrammed.

Special Notes:

The stacker ball must be rolling when the cue ball contacts it. Stacker ball must contact rail 1 between 'X' ball and pocket B.



Discipline 2 – Shot 2b: Dr. Cue's Stack Bank

Discipline 2 - Special Arts

Shot 2c: Hide 'N' Seek - 7 Points

Cue Ball Placement:

In hand behind the 3rd diamond line, as indicated.

Object Ball Placement:

The 'E1' ball is a special stacking ball near pocket E. The 'F' ball is frozen to the 'E1' ball. The 'E2' ball is balanced on top of the 'E1' ball.

Props:

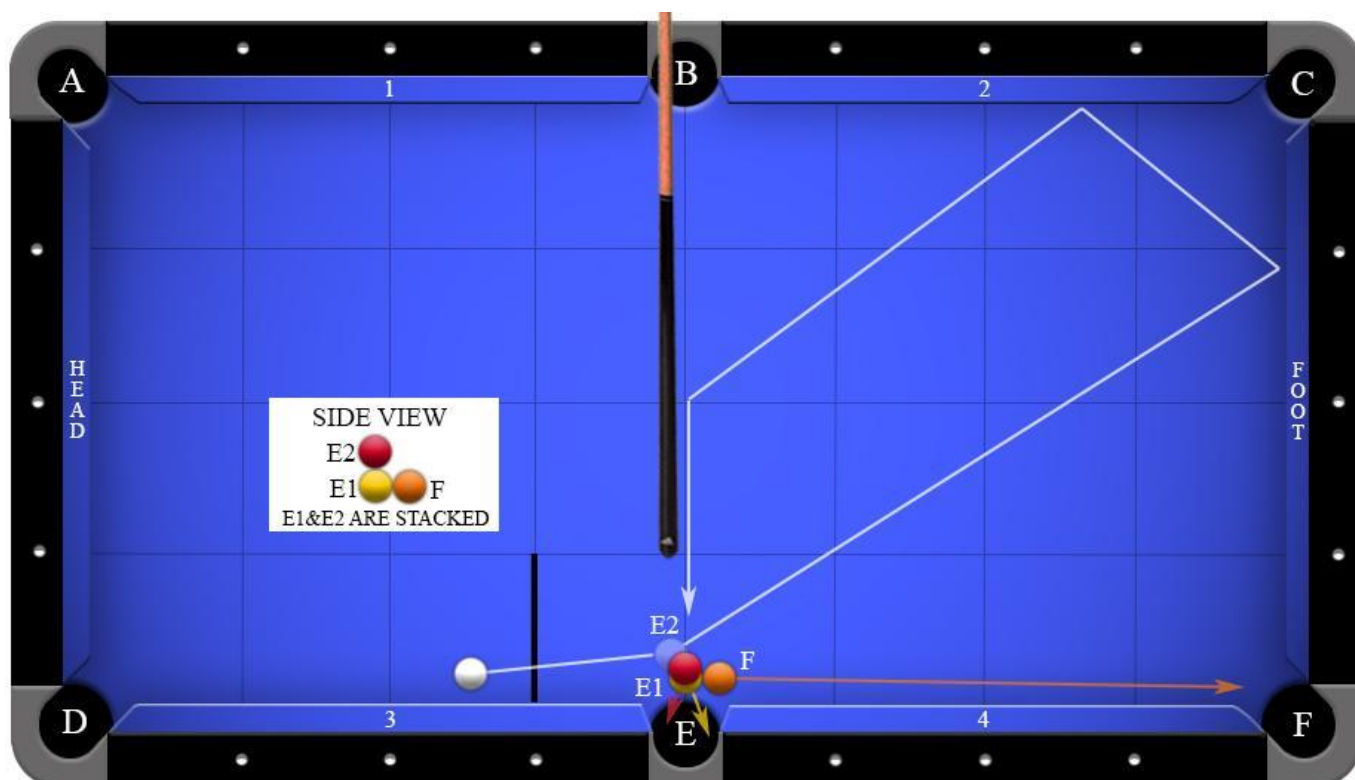
A regular cue stick is laying with the tip end balanced on the rail top. The cue stick must cross the rail within one half diamond or be on top of pocket B. The butt end of the cue stick may not be closer than one diamond away from pocket E.

Objective:

Shoot the cue ball into the 'E1' ball. The 'E1' ball will go into pocket E and the 'F' ball will go into pocket F. The cue ball will travel 2 cushions, hit the stick, and make the 'E2' ball in pocket E.

Special Notes:

None



Discipline 2 – Shot 2c: Hide 'N' Seek

Discipline 2 - Special Arts

Shot 3a: Jacked Up Spot Shot - 8 Points

Cue Ball Placement:

In hand behind the 2nd diamond.

Object Ball Placement:

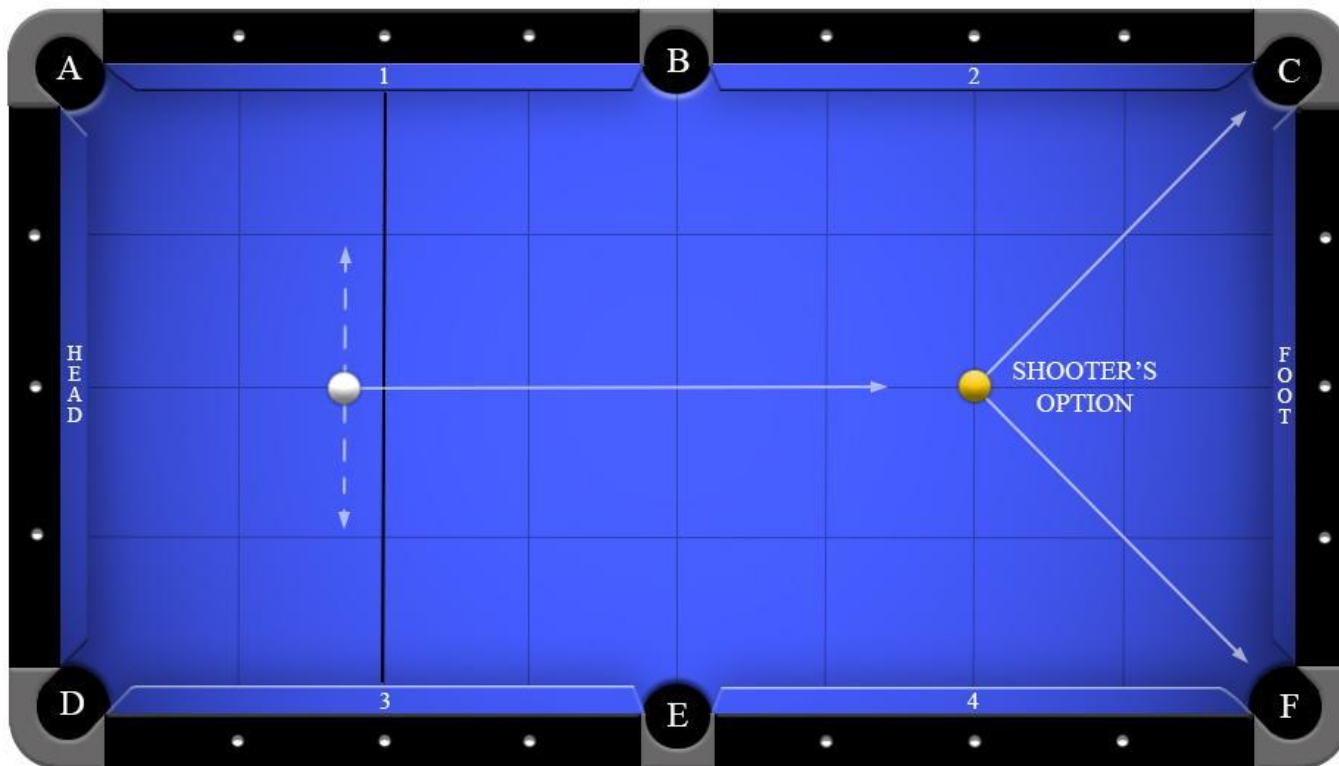
On foot spot.

Objective:

Shoot the cue ball one handed, jacked up (no rail or bridge allowed), and make the object ball in either pocket C or F (player's choice).

Special Notes:

Unless obvious from the placement, the player must designate which pocket the object ball will go into.



Discipline 2 – Shot 3a: Jacked Up Spot Shot

Discipline 2 - Special Arts

Shot 3b: The Over & Under Shot - 8 Points

Cue Ball Placement:

In hand within 1x1 diamond zone near pocket D.

Object Ball Placement:

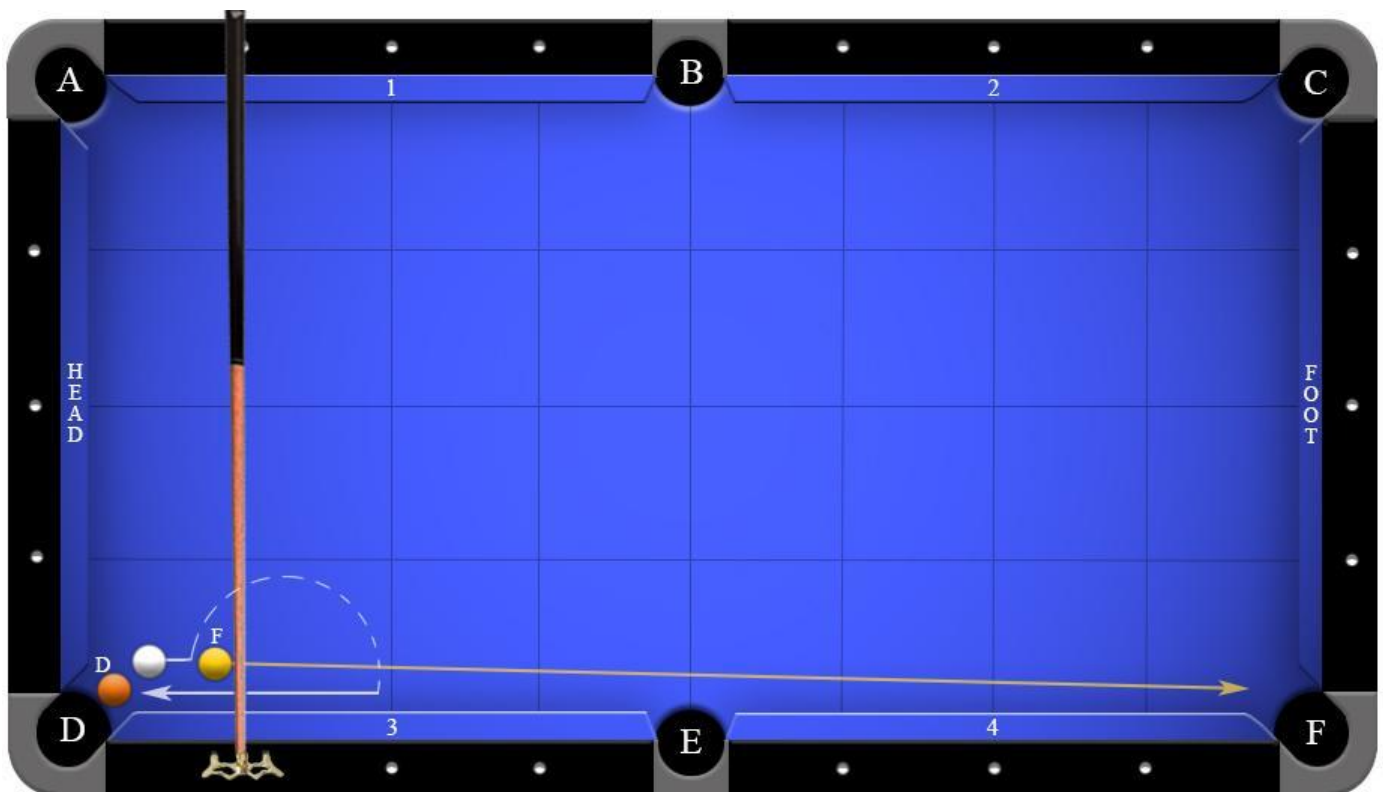
'F' ball in hand within 1x1 diamond zone near pocket D. 'D' ball hanging near pocket D. Bridge is on the rail top along the 1st diamond. Players have the option of propping up the bridge with any object.

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.



Discipline 2 – Shot 3b: The Over & Under Shot

Discipline 2 - Special Arts

Shot 3c: The Easy Button Shot - 8 Points

Cue Ball Placement:

On center spot.

Object Ball Placement:

'F1-F4' balls frozen on the center line with 'F4' ball on spot. 'E1-E4' balls are on the 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 a 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.

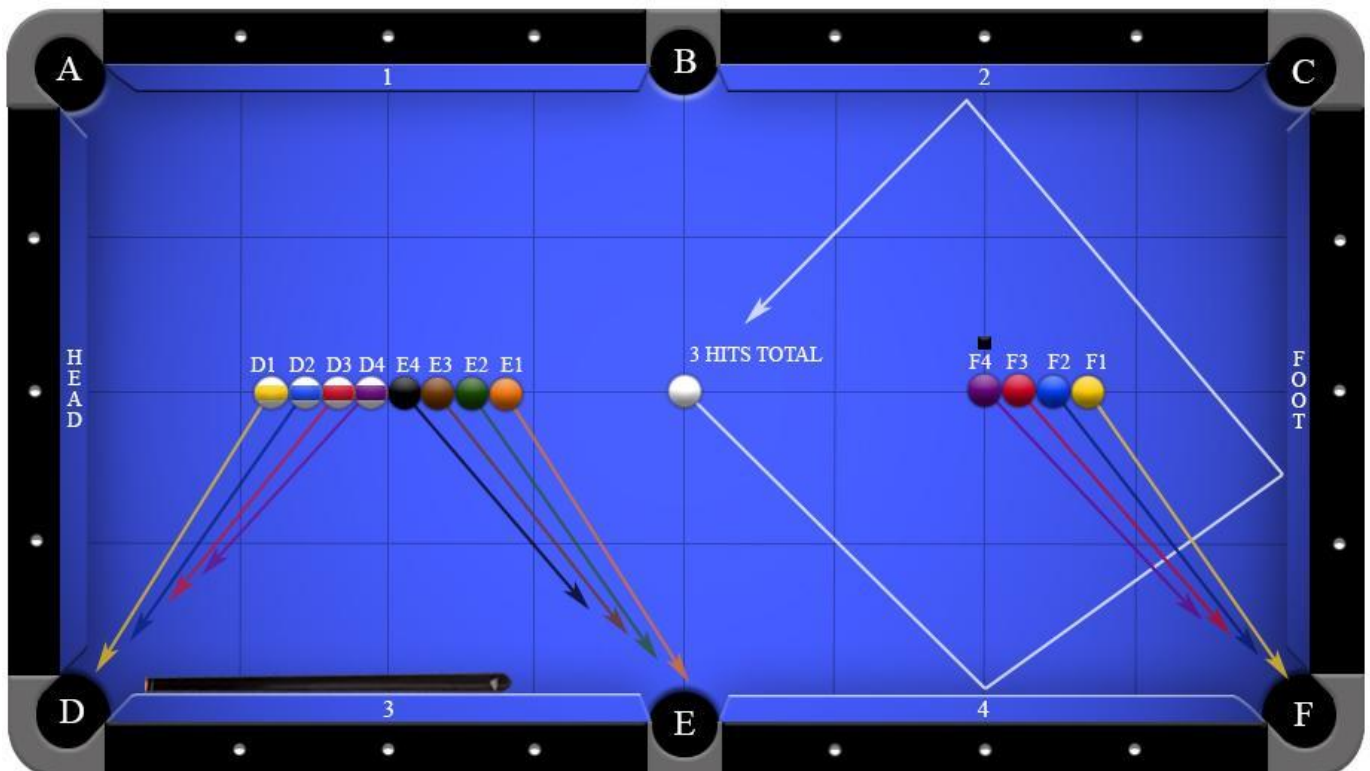
Objective:

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.



Discipline 2 – Shot 3c: The Easy Button Shot

Discipline 2 - Special Arts

Shot 4a, 4b, 4c: Special Scoring Notes

Shot 4a - Conventional Scoring Note:

For Shot 4a, standard conventional scoring is applied, consistent with the scoring system used for all shots. However, special scoring methods are only utilized for Shots 4b and 4c. For Shot 4a, the first attempt can earn 9 points if the shot is completed successfully. If unsuccessful, a second attempt can score 8 points, or a third attempt can score 7 points. On the scorecard, Shot 4a will be highlighted in grey, with the corresponding 9, 8, and 7 points displayed in the smaller greyed-out blocks.

Shot 4b - Special Scoring Note (per attempt):

Scoring for Wing Shots:

- * 1 successful wing shot: 3 points
- * 2 successful wing shots: 6 points
- * 3 successful wing shots: 9 points

Players are allowed 3 attempts, with 3 object balls provided for each attempt.

Note: The highest score from the 3 attempts will be recorded as the final score.

Shot 4c - Special Scoring Note:

Special scoring for Cue Ball and Object Ball through the Gap:

- * First hit through the gap with the cue ball traveling three rails: No points awarded.
- * First re-hit through the gap with the cue ball traveling three rails: 3 points.
- * Second re-hit through the gap with the cue ball traveling three rails: 6 points.
- * Third re-hit through the gap with the cue ball traveling three rails, and the object ball must be pocketed in pocket D: 9 points.

Shot 4c - Examples:

After the initial hit, if the player successfully re-hits the cue ball and it travels three rails once, the player scores 3 points. If the player successfully re-hits the cue ball and it travels three rails twice in succession, the player scores 6 points. If the player successfully re-hits the cue ball and it travels three rails three times in succession, and makes the ball in Pocket D the player scores 9 points. For a successful scoring shot, the cue ball must contact Cushion 4, then the foot cushion, and finally Cushion 2, in that exact order. If the cue ball strikes the point of Pocket C and then contacts the foot cushion again, the shot is not considered successful. Each player is allowed a maximum of three re-hit attempts. The highest score achieved will count towards the player's final score. The table judge's decision is final.

Discipline 2 - Special Arts

Shot 4a: Send In the Clowns - 9 Points

Cue Ball Placement:

None

Object Ball Placement:

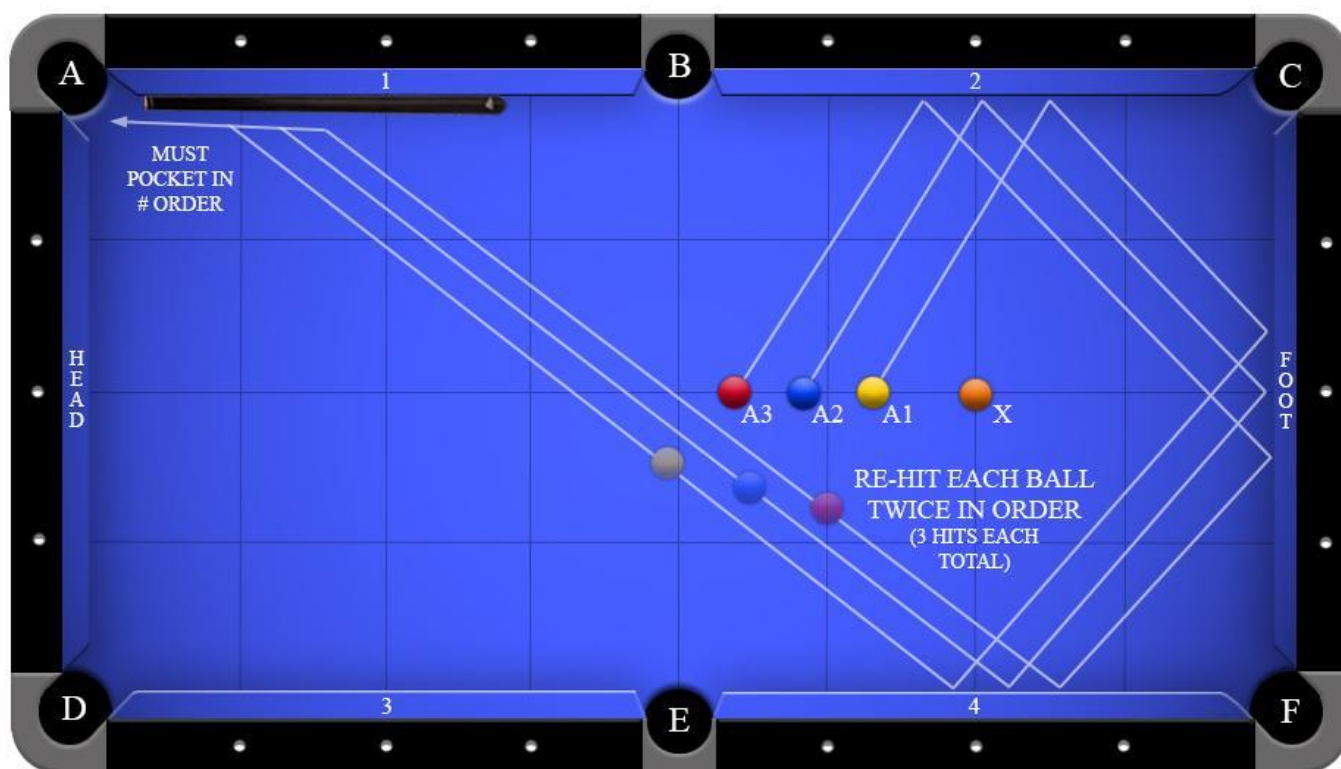
The 'A1, A2, and A3' balls are in hand but must be placed along the long center line of the table. A blocking ball 'X' is placed on the spot. A cue butt is placed along rail #1.

Objective:

Shoot the 'A1, A2, and A3' balls three rails as shown. Re hit the 'A1, A2, and A3' balls again a 2nd time. Finally, re-hit the 'A1, A2, and A3' balls three rails sending them into pocket A in order.

Special Notes:

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



Discipline 2 – Shot 4a: Send in the Clowns

Discipline 2 - Special Arts

Shot 4b: Wing Shots - 9 Points

Cue Ball Placement:

Starts in the player's hand.

Object Ball Placement:

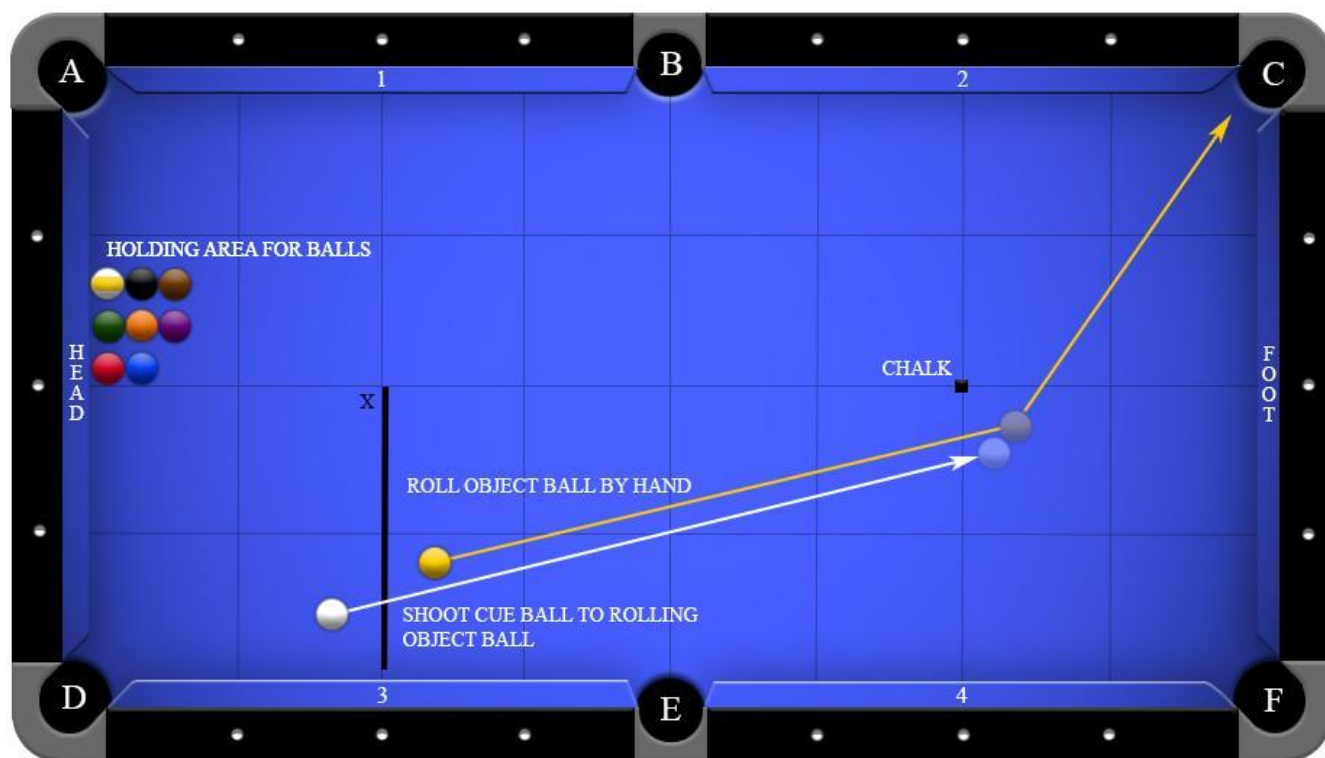
Object balls start on the table as diagrammed. There are a total of 9 object balls on the table – 1 in hand and 8 in the holding area. Player will start with one object ball and place it in his hand, along with the cue ball. A chalk cube is aligned as diagrammed and placed on the foot spot.

Objective:

Roll the object ball down the table as diagrammed. Position the cue ball behind the head string. Shoot the cue ball into the rolling object ball and make it in pocket C. Repeat with 2 more object balls. Note: An attempt consists of 3 wing shots.

Special Notes:

The object ball must be rolling when hit by the cue ball. The object ball must be hit by the cue ball before it hits the foot cushion. No abort rolls. The chalk may not be hit by the object ball. Use of a guide when rolling the object ball is not allowed.



Discipline 2 – Shot 4b: Wing Shots

Discipline 2 - Special Arts

Shot 4c: Through the Gap Shot - 9 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

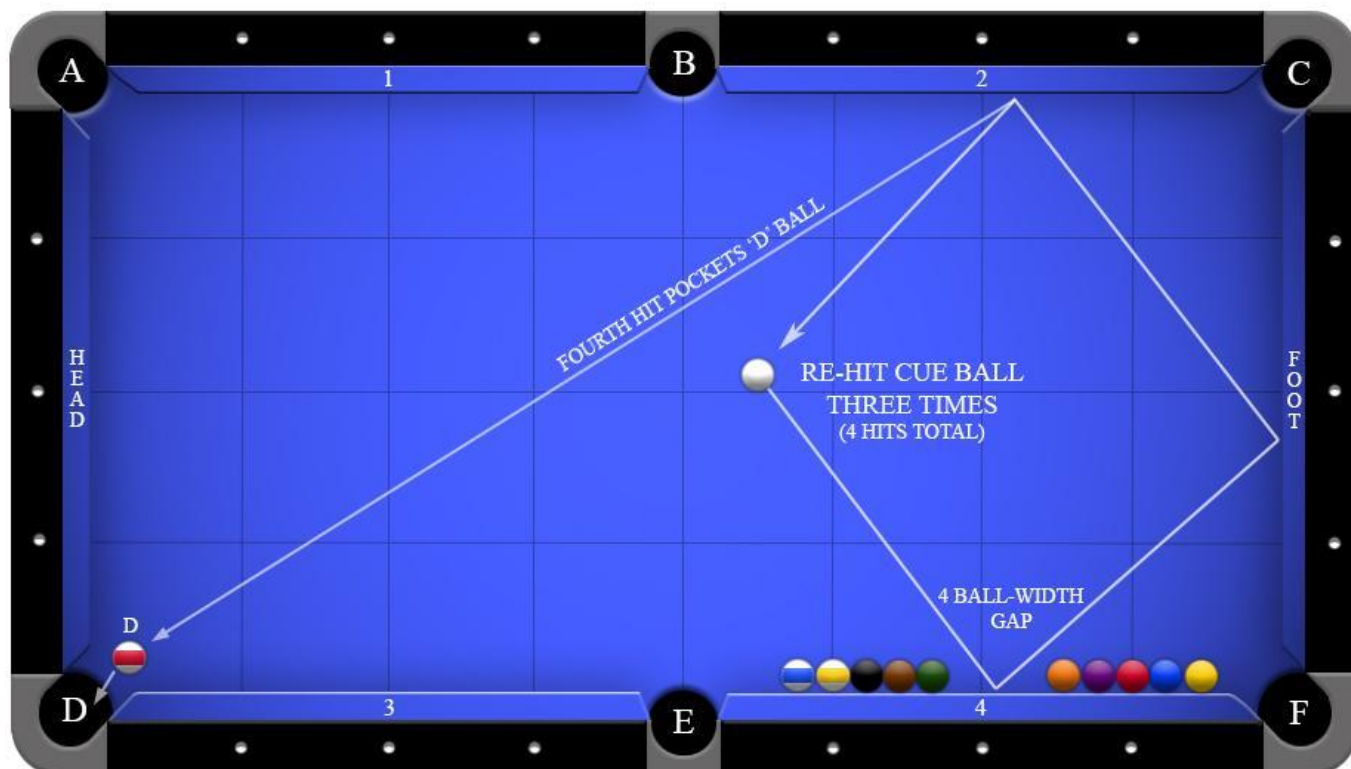
One object ball hanging near pocket D. Two rows of 5 object balls are frozen against cushion 4 with exactly a 4-ball gap in between them. End balls may not be past the point of pocket F or E.

Objective:

Shoot the CB through the gap around 3 rails. Re-hit the moving CB through the gap around 3 rails. Re-hit the moving CB a second time through the gap around 3 rails. Re-hit the moving CB a third time through the gap and around 3 rails, making 'D' ball in pocket D.

Special Notes:

The cue ball must be moving when it is re-hit each of the three times. The rows of blocker balls may not be contacted by any means during the shot.



Discipline 2 – Shot 4c: Through the Gap Shot

Discipline 2 - Special Arts

Shot 5a: Pelinga's Jump Hook - 10 Points

Cue Ball Placement:

In hand but may not be more than 3 ball's width from the long rail.

Object Ball Placement:

'B' ball is along the center line of the table and adjustable. 'D' ball is hanging near pocket D. A bridge is on the rail tops, no more than 1 diamond from pocket E. A rack is placed as diagrammed, centered on the head string, and exactly 3 balls off the cushion.

Objective:

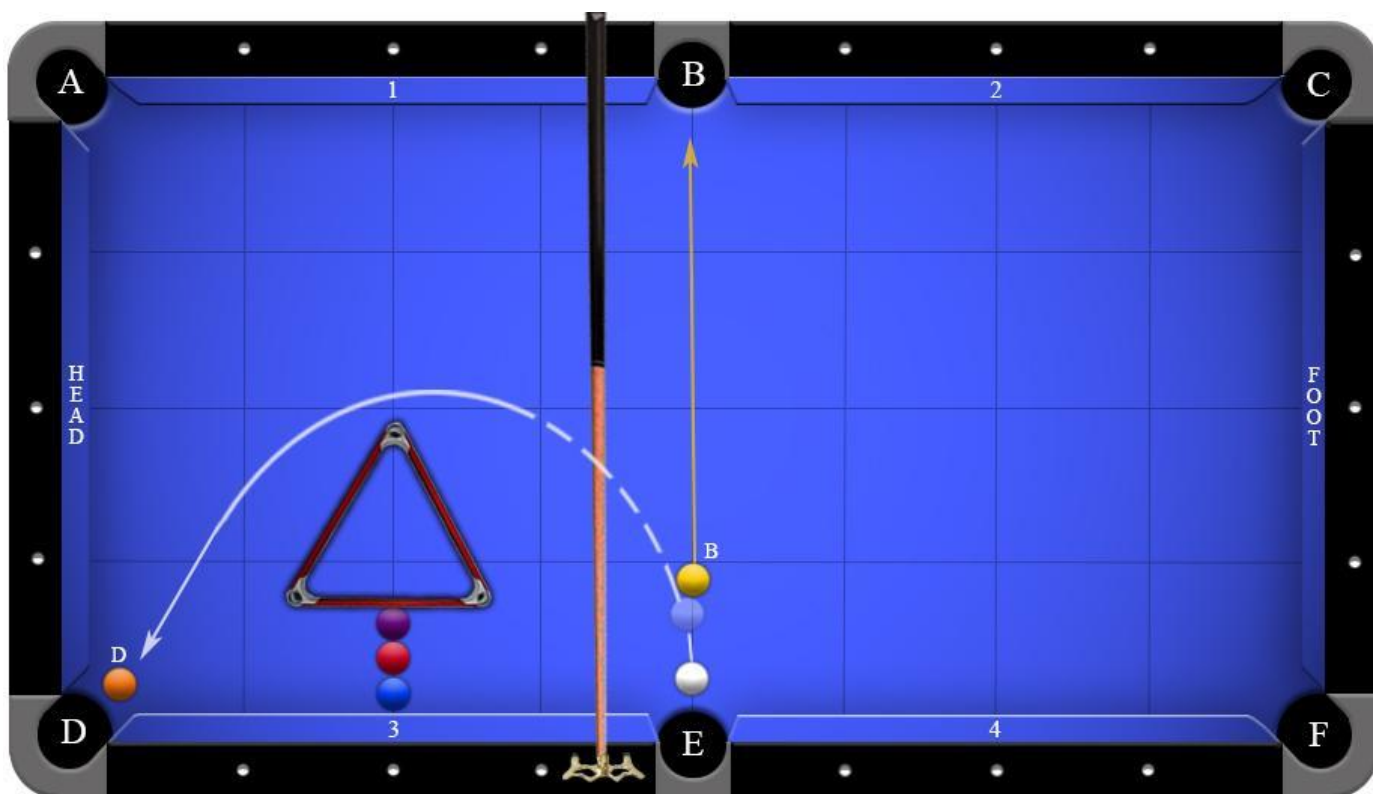
Shoot the cue ball into 'B' ball, making it in pocket B. The cue ball will jump over the bridge, draw around the rack, and make 'D' ball in pocket D.

Special Notes:

The cue ball may contact the bridge, but not the rack until after 'D' ball is made.

7ft Table Adjustment:

The rack is 2 balls off the cushion.



Discipline 2 – Shot 5a: Pelinga's Jump Hook

Discipline 2 - Special Arts

Shot 5b: Flying Kick Split - 10 Points

Cue Ball Placement:

On top of a piece of chalk, on the rail. The chalk must be aligned with the centerline of the table.

Object Ball Placement:

'A' ball on head spot. 'D' ball in hand, but frozen to 'A' ball.

Objective:

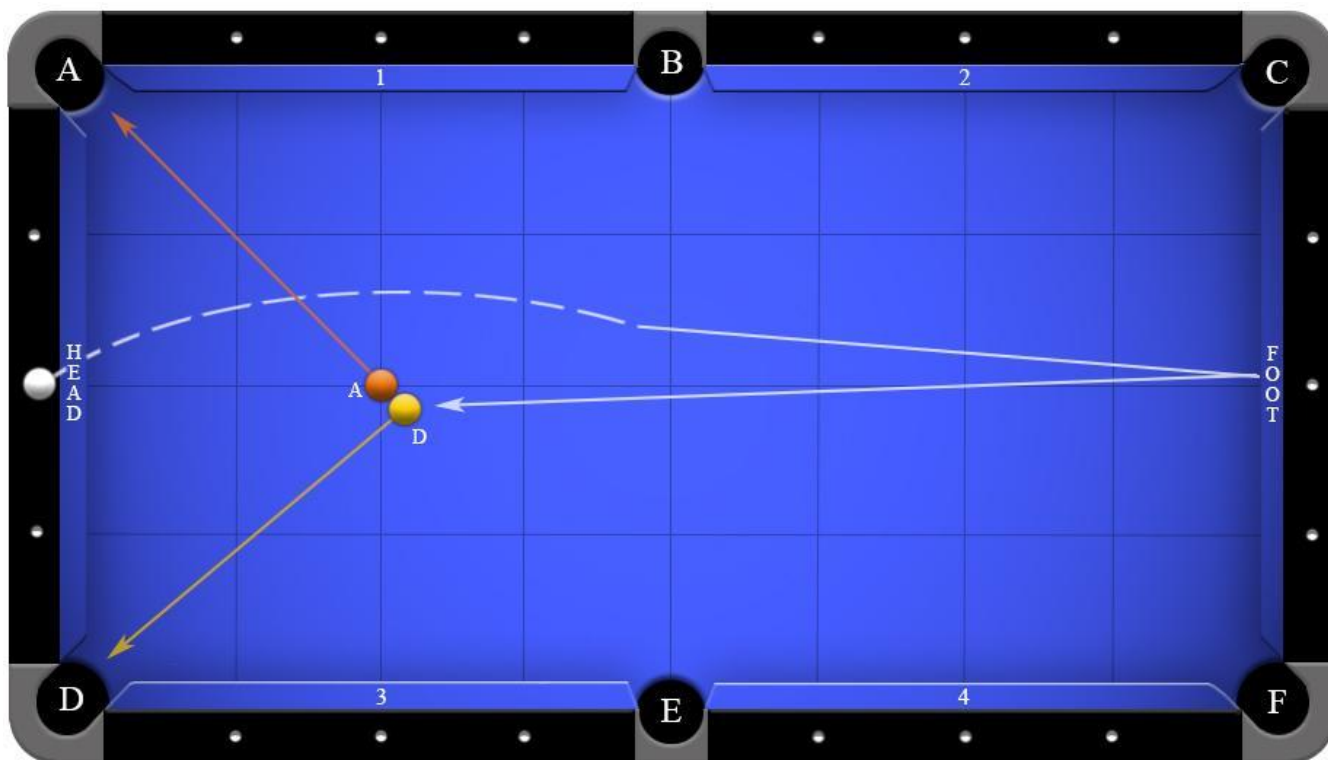
Shoot cue ball over 'A' and 'D' balls. The Cue ball will contact the foot cushion and come back to hit the 'D' ball. 'A' ball will be made in pocket A and 'D' ball will be made in pocket D.

Special Notes:

Cue ball may not contact 'A' or 'D' balls prior to hitting the foot cushion.

Multiple cue ball contacts with 'A' or 'D' balls are allowed.

Cue ball may not contact any other cushion besides foot cushion prior to contacting 'D' ball. The chalk must stay on the rail.



Discipline 2 – Shot 5b: Flying Kick Split

Discipline 2 - Special Arts

Shot 5c: 3, 2, 1 – 1, 2, 3 - 10 Points

Cue Ball Placement:

None

Object Ball Placement:

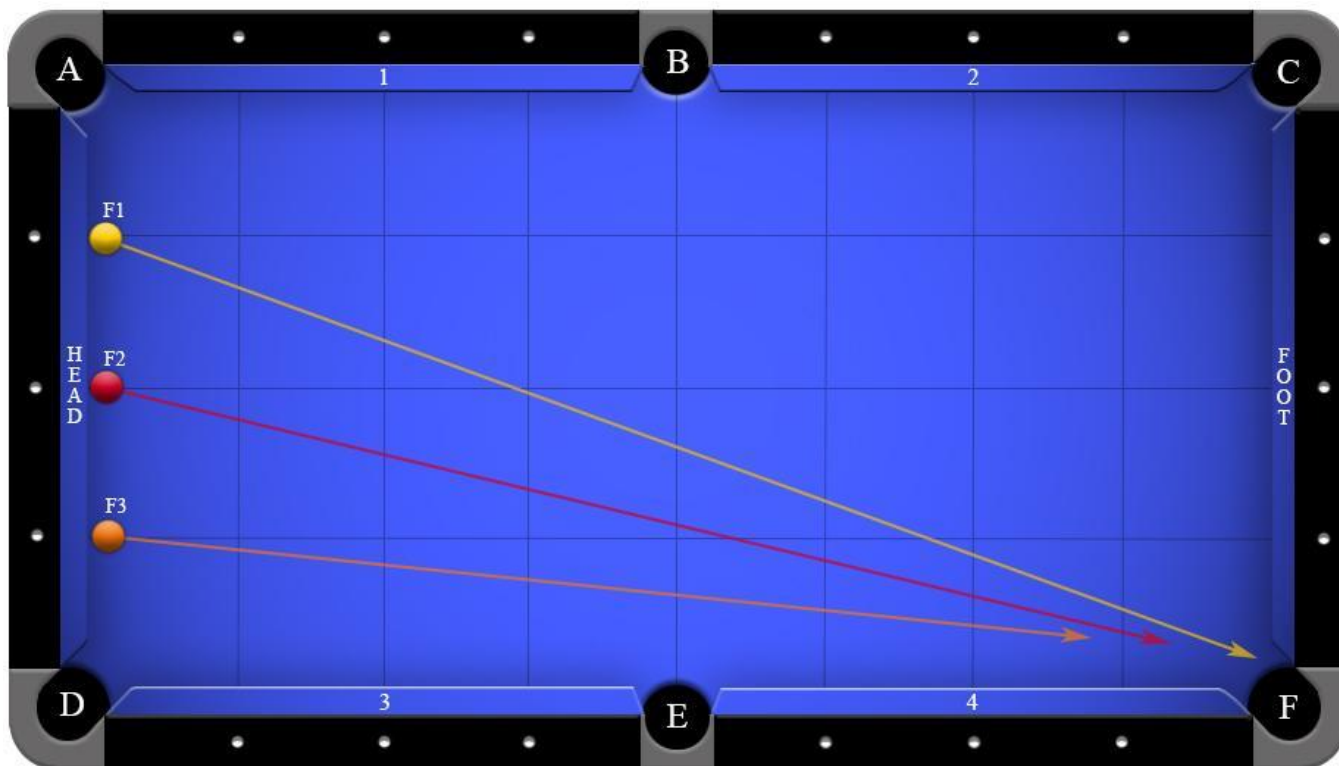
All three 'F' balls are placed frozen to the head cushion at the diamond segments as the diagram indicates.

Objective:

Shoot all three balls into pocket F. The '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.



Discipline 2 – Shot 5c: 3, 2, 1 – 1, 2, 3

Discipline 3

Draw Shots

*Official Shot Program
Version 2.0 – July 2026*



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Discipline 3 - Draw Shots

Shot 1a: Double Kiss Draw	6 points	Page 48
Shot 1b: Stun Draw	6 points	Page 49
Shot 1c: The Firecracker	6 points	Page 50
Shot 2a: Pitching a Curve Ball	7 points	Page 51
Shot 2b: The Spin Transfer Shot	7 points	Page 52
Shot 2c: Stacker Ball Draw Shot	7 points	Page 53
Shot 3a: The Carom Draw Shot	8 points	Page 54
Shot 3b: Rail Draw Shot	8 points	Page 55
Shot 3c: The Throw Shot	8 points	Page 56
Shot 4a: Dr. Dave's Skid Draw	9 points	Page 57
Shot 4b: Draw for the Win	9 points	Page 58
Shot 4c: The One-handed Quick Draw	9 points	Page 59
Shot 5a: Massey's Power Draw	10 points	Page 60
Shot 5b: The Circular Draw Shot	10 points	Page 61
Shot 5c: Down the Alley	10 points	Page 62

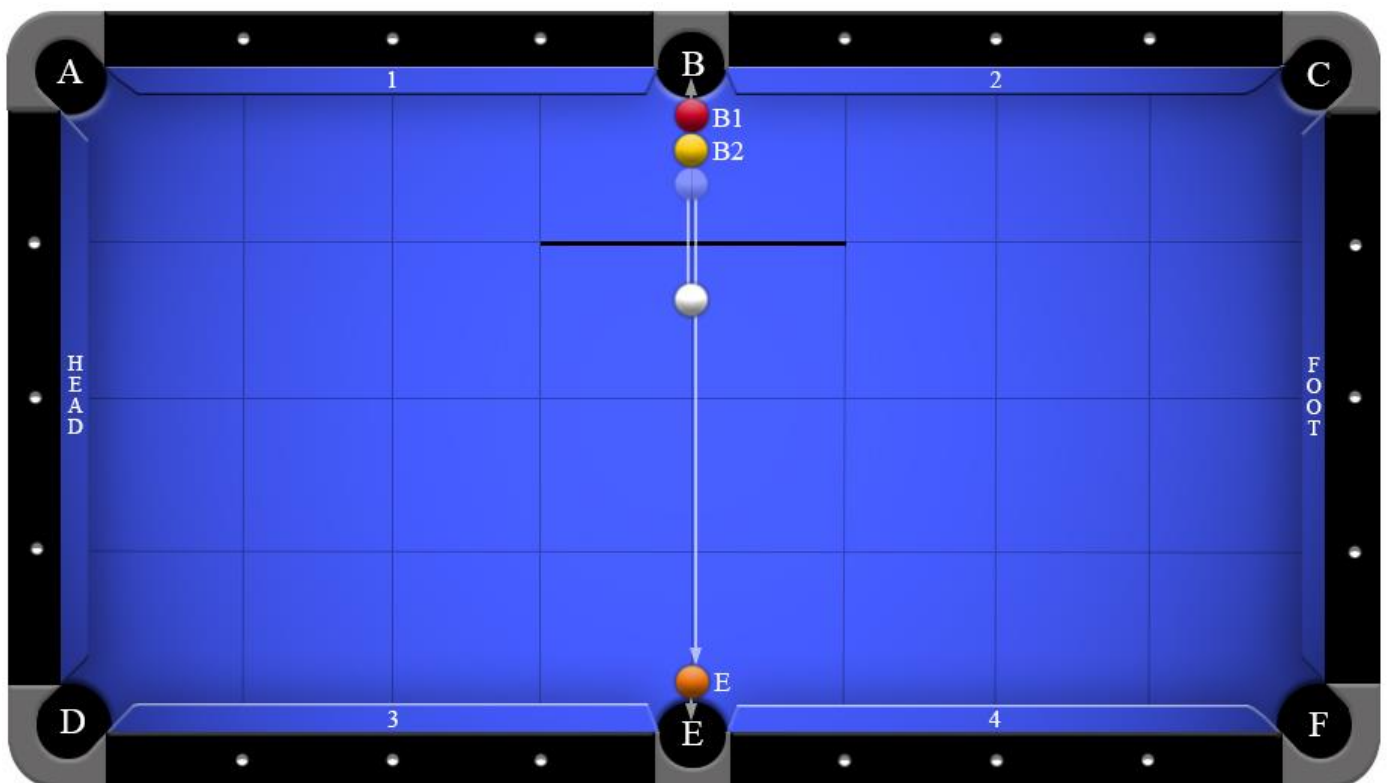
Shot 1a: Double Kiss Draw - 6 Points

In hand – anywhere centered on B – E line and behind the dark line 1 diamond segment from the top cushions of the table.

'B1' ball centered on B – E line and back vertical edge of ball even with slate cut, 'B2' ball is centered on B – E line and frozen to 'B1' ball. 'E' ball centered on the B – E line and back vertical edge of ball even with slate cut.

Shoot cue ball to 'B2; ball. Then, the cue ball draws to 'E' ball. Make 3 object balls as pocket letters designate.

None



Discipline 3 – Shot 1a: Double Kiss Draw

Discipline 3 - Draw Shots

Shot 1b: Stun Draw - 6 Points

Cue Ball Placement:

On the 1x1 diamond intersection near pocket D, as diagrammed.

Object Ball Placement:

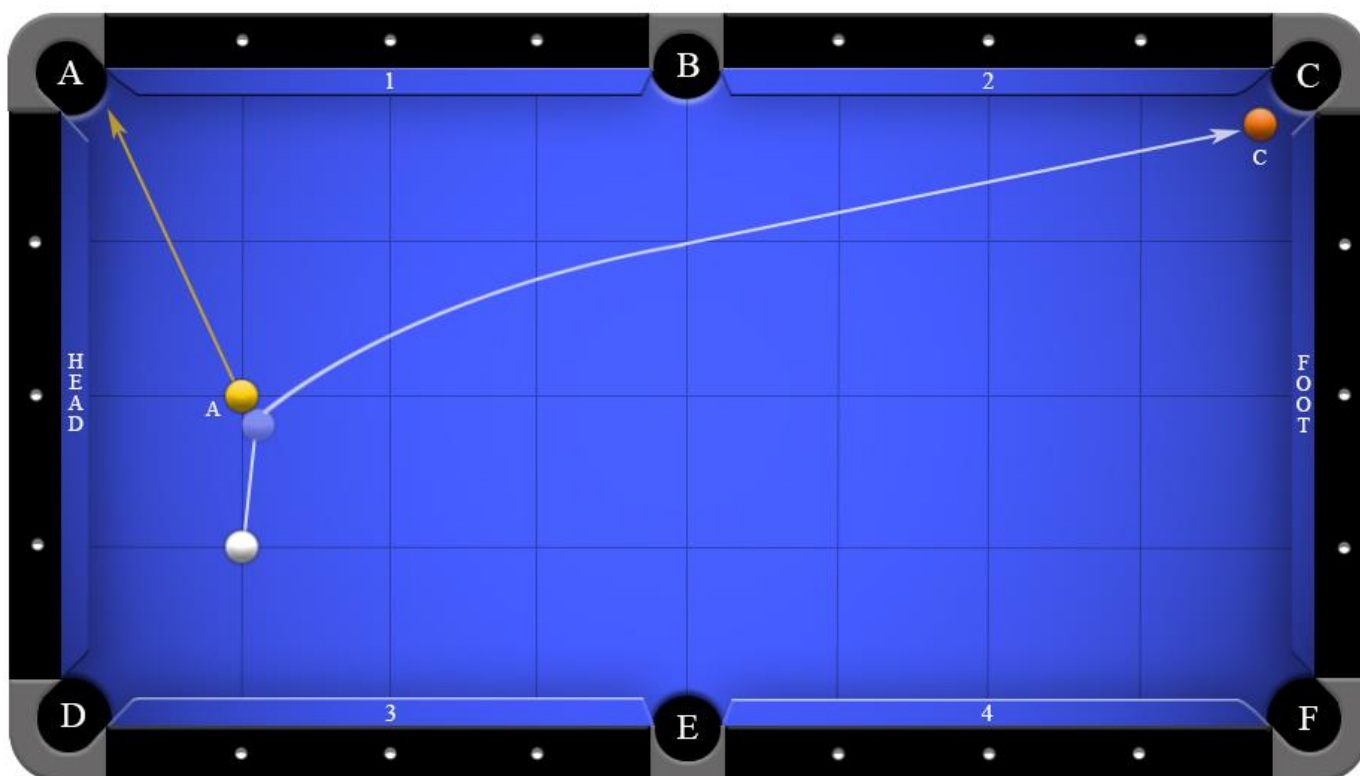
'A' ball is 1 diamond from the head cushion on the long centerline of the table, as diagrammed. 'C' ball is hanging in pocket C.

Objective:

Shoot the cue ball making 'A' ball in pocket A. Cue ball will draw and make 'C' ball in pocket C.

Special Notes:

None



Discipline 3 – Shot 1b: Stun Draw

Discipline 3 - Draw Shots

Shot 1c: The Firecracker - 6 Points

Cue Ball Placement:

In hand behind the long center line of the table.

Object Ball Placement:

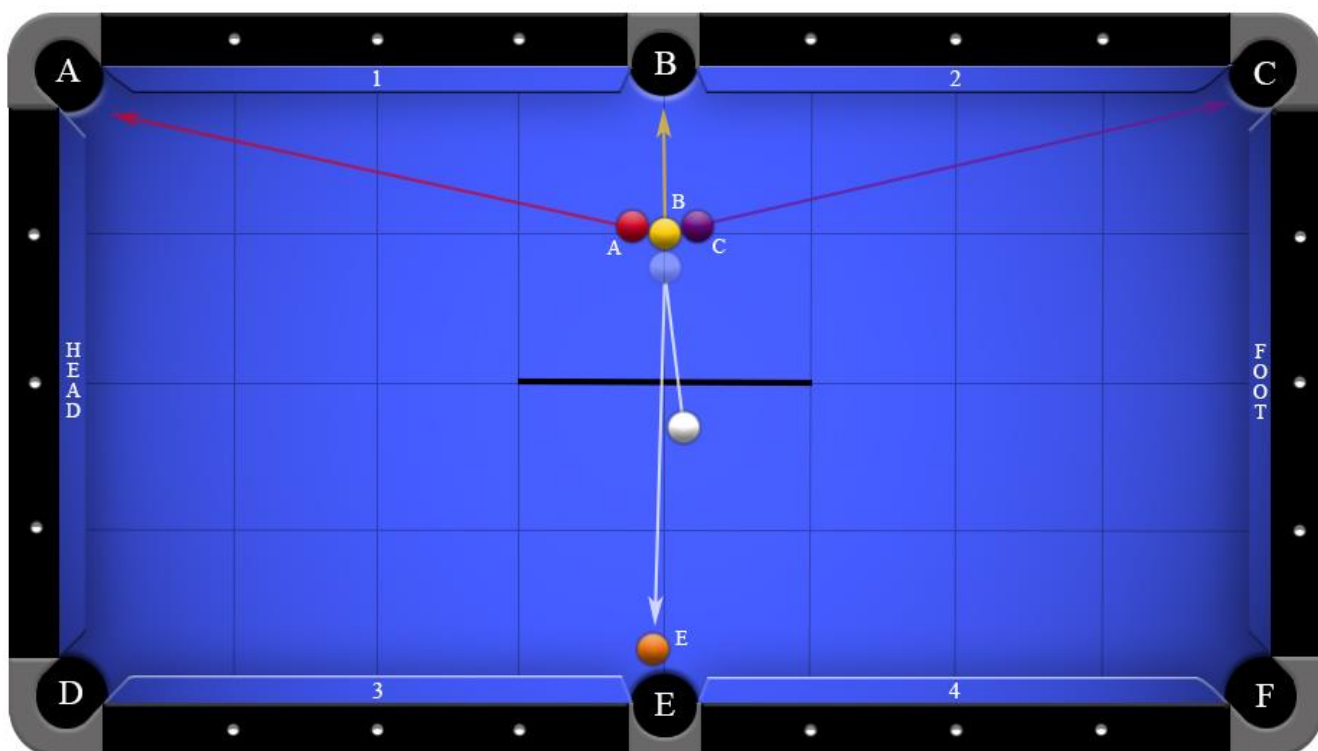
'B' ball is on the center line and 1 diamond segment from pocket B. 'A' and 'C' balls are frozen to 'B' ball and adjustable. 'E' ball is hanging near pocket E.

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



Discipline 3 – Shot 1c: The Firecracker

Discipline 3 - Draw Shots

Shot 2a: Pitching a Curve Ball - 7 Points

Cue Ball Placement:

In hand, behind 'X' line.

Object Ball Placement:

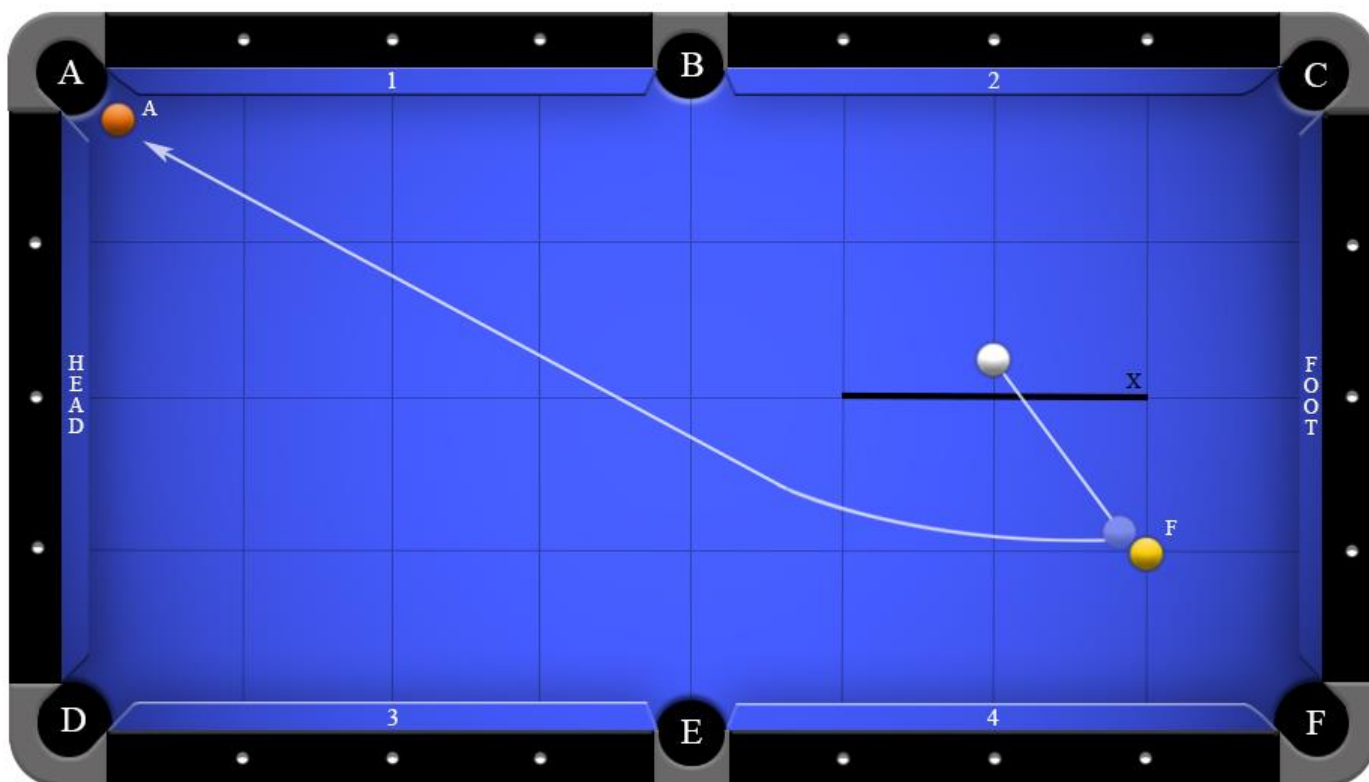
'F' ball on the 1-1 diamond intersection line. 'A' ball is hanging near pocket A.

Objective:

Shoot the cue ball to make 'F' ball in pocket F. The cue ball will draw back and make 'A' ball in pocket A.

Special Notes:

The cue ball may contact cushion 1 or the head cushion, but no other, prior to pocketing 'A' ball.



Discipline 3 – Shot 2a: Pitching a Curve Ball

Discipline 3 - Draw Shots

Shot 2b: The Spin Transfer Shot - 7 Points

Cue Ball Placement:

In hand, behind the long center line of the table.

Object Ball Placement:

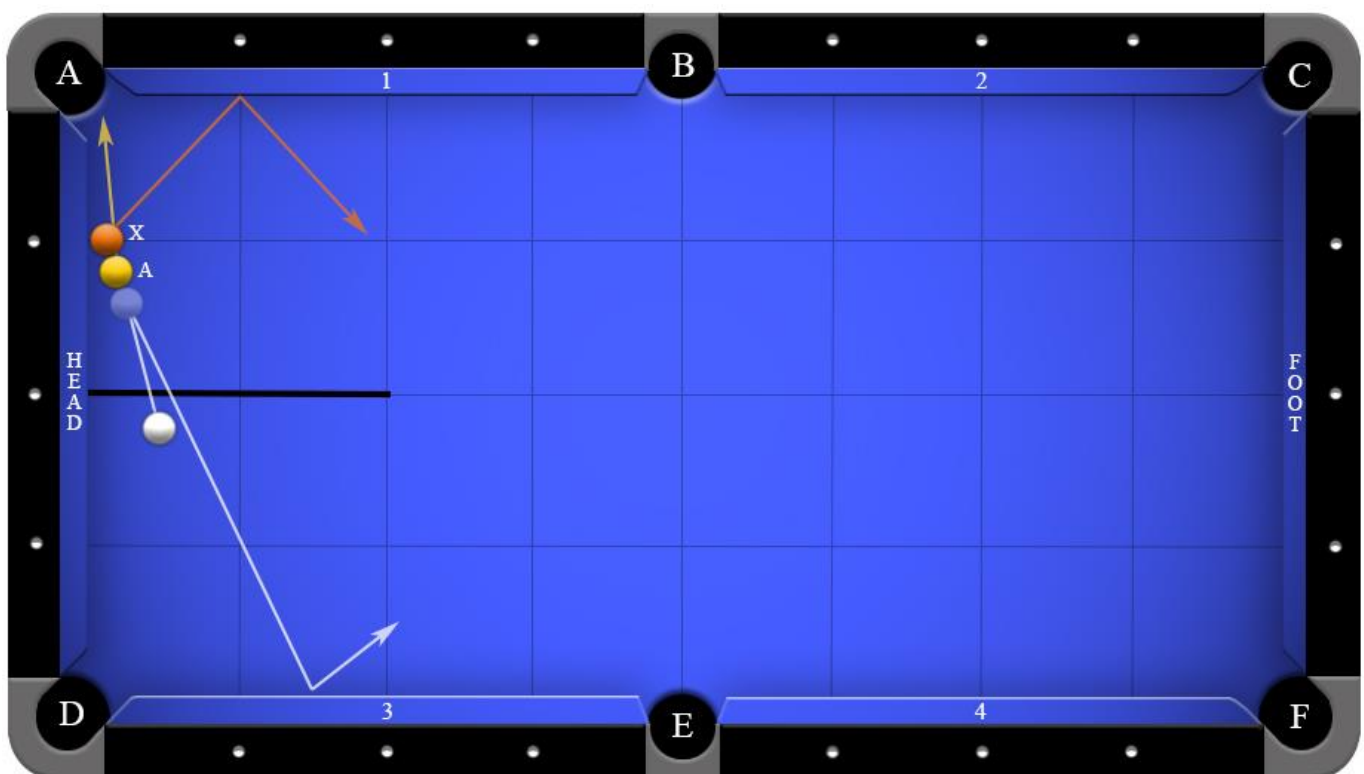
'X' ball is frozen to the head cushion at the first diamond from pocket A. 'A' ball is frozen to 'X' ball, as diagrammed.

Objective:

Shoot cue ball into 'A' ball. 'X' ball will bank away. 'A' ball will go into pocket A. After contact with 'A' ball, cue ball must draw back to contact rail 3 or 4 without hitting another cushion beforehand.

Special Notes:

'A' ball may not be contacted by either 'X' ball or CB after the initial hit.



Discipline 3 – Shot 2b: The Spin Transfer Shot

Discipline 3 - Draw Shots

Shot 2c: Stacker Ball Draw Shot - 7 Points

Cue Ball Placement:

Stacking ball is used as a substitute for the cue ball and is on the centerline of the table, with its back edge even with the cut of pocket B.

Object Ball Placement:

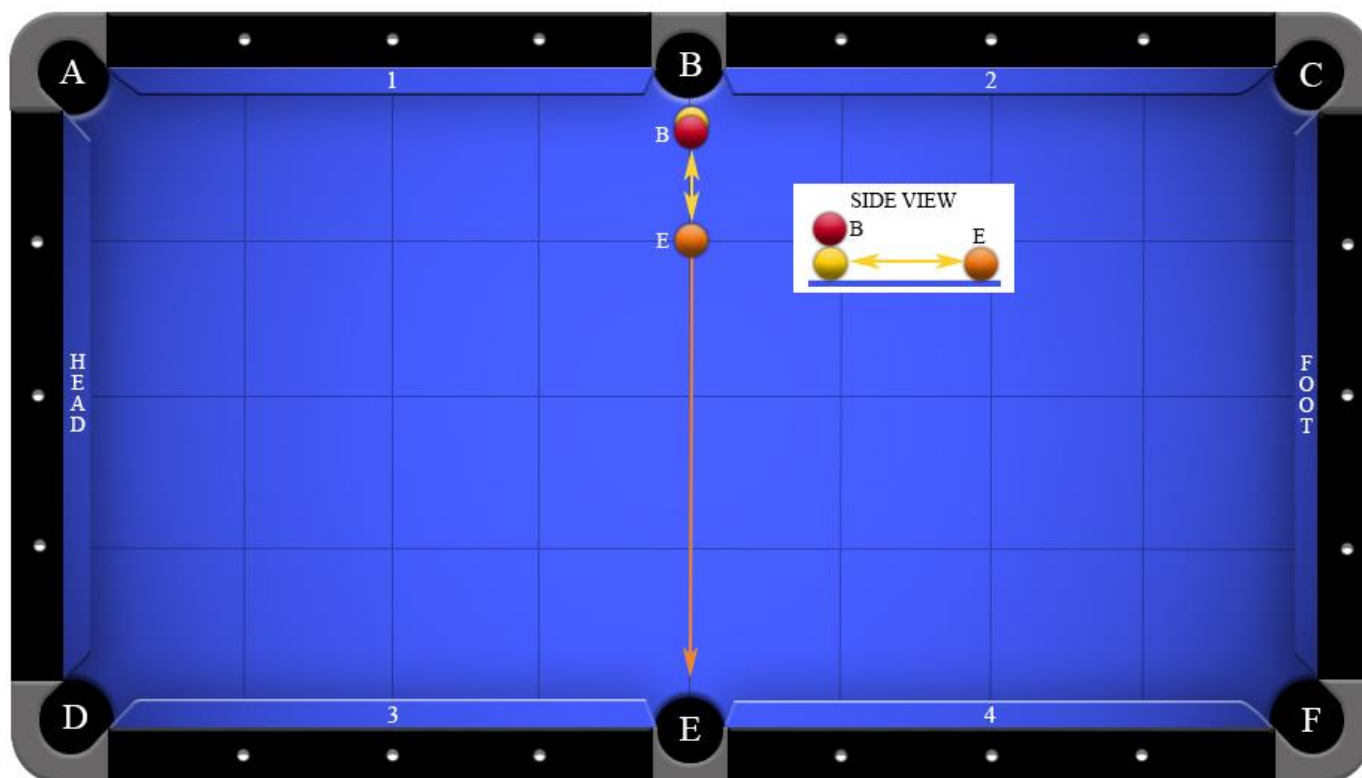
'E' ball is on the centerline of the table, 1 diamond from pocket B. 'B' ball is stacked on top of the cue ball (stacking ball).

Objective:

Shoot cue ball (stacking ball) out from underneath 'B' ball and toward 'E' ball. Cue ball (stacking ball) will make 'E' ball in pocket 'E', then draw back and make 'B' ball in pocket B.

Special Notes:

Players may use a ring or washer in order to stack the two balls (assuming a cue ball is used and not a stacker ball). If the washer interferes with the shot, it will not be a foul and the result will stand. 'B' ball may not contact the cue stick as it drops from its stacked position.



Discipline 3 – Shot 2c: Stacker Ball Draw Shot

Discipline 3 - Draw Shots

Shot 3a : The Carom Draw Shot - 8 Points

Cue Ball Placement:

In hand along the 3rd diamond line.

Object Ball Placement:

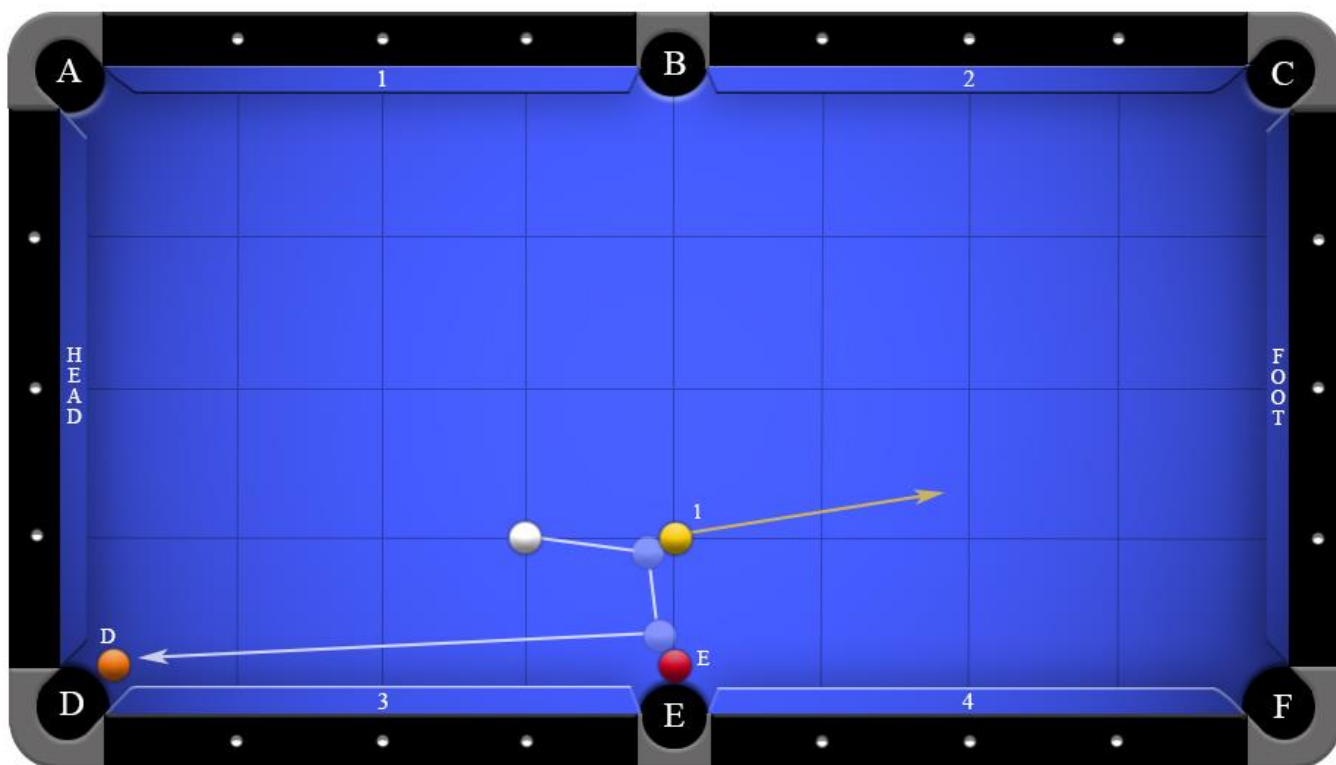
1 ball on the diamond intersection line as diagrammed. 'E' and 'D' balls are hanging near their respective pockets. 'E' ball may not be more than 1 ball's width from the pocket cut.

Objective:

Shoot the cue ball into the 1 ball. The cue ball will carom over and make 'E' ball in pocket E. It will then draw back and make 'D' ball in pocket D.

Special Notes:

The 1 ball doesn't have to be pocketed.



Discipline 3 – Shot 3a: The Carom Draw Shot

Discipline 3 - Draw Shots

Shot 3b: Rail Draw Shot - 8 Points

Cue Ball Placement:

In hand behind 'X' line.

Object Ball Placement:

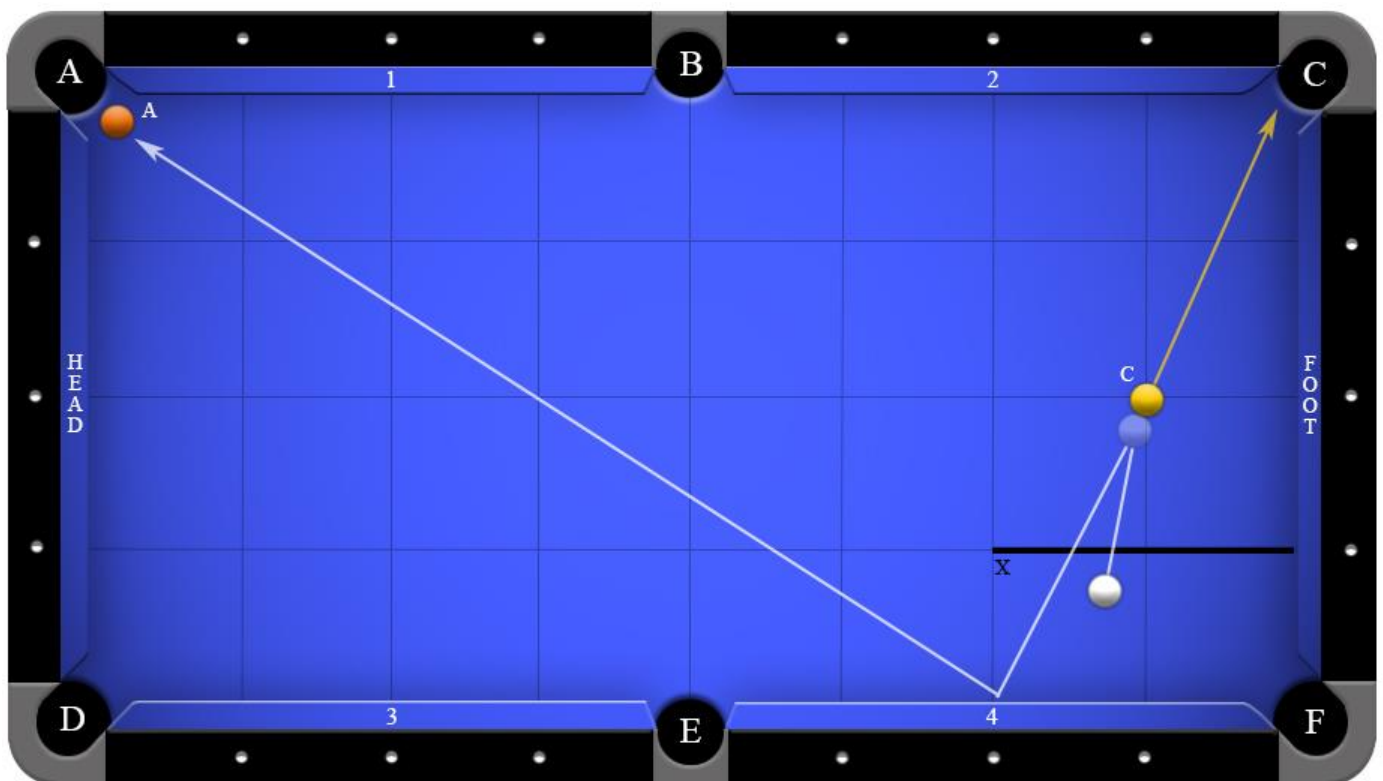
'C' ball on the diamond intersection line as diagrammed. 'A' ball hanging near pocket A.

Objective:

Shoot the cue ball into 'C' ball, which will go into pocket C. The cue ball will draw back as diagrammed, and make 'A' ball in pocket A.

Special Notes:

None



Discipline 3 – Shot 3b: Rail Draw Shot

Discipline 3 - Draw Shots

Shot 3c: The Throw Shot - 8 Points

Cue Ball Placement:

In hand within the indicated zone.

Object Ball Placement:

Place 4 balls frozen in line along the center line of the table. Remove balls closest to short center line of table and leave 'B' ball and the ball next to it in place.

Objective:

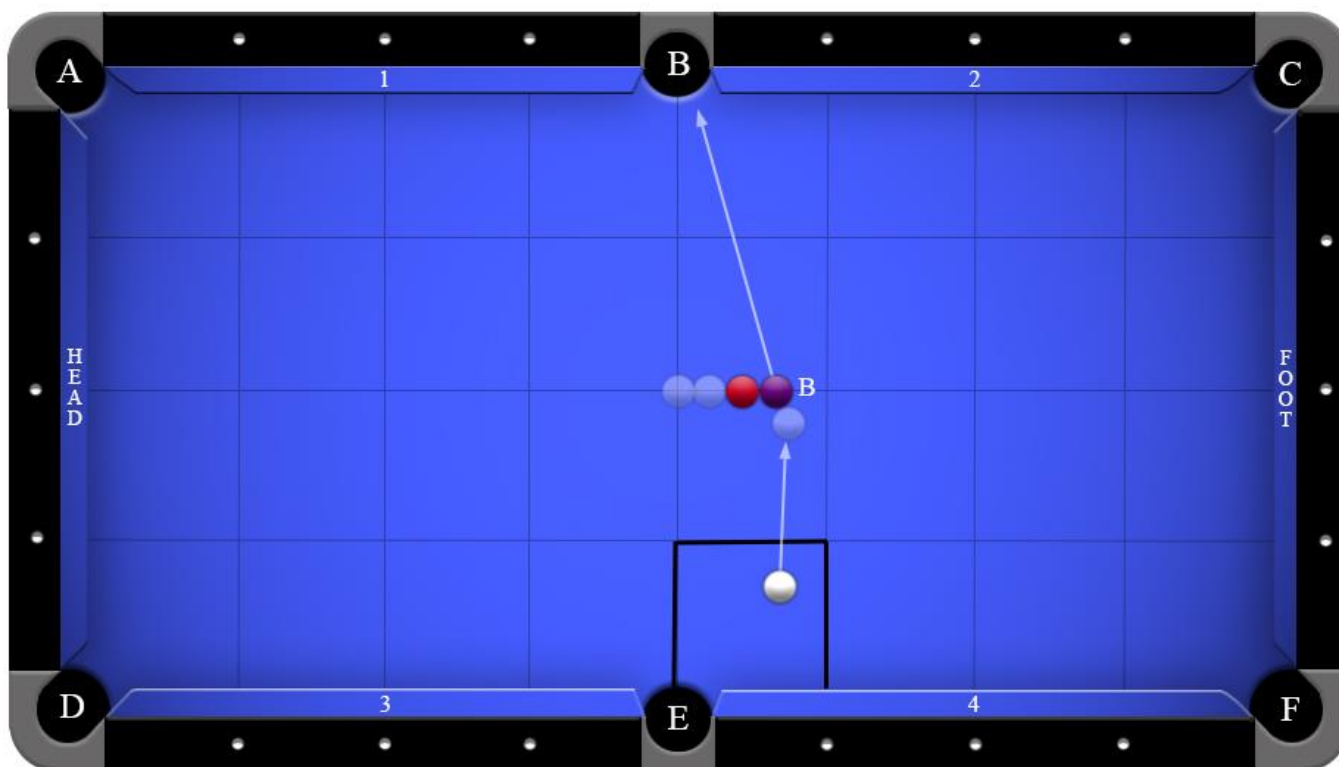
Shoot the cue ball into the 'B' ball. The 'B' ball will go straight into pocket B.

Special Notes:

The balls must be exactly straight. Players are not allowed to rotate the balls and adjust the tangent line towards pocket B.

7ft Table Adjustment:

On a 7-ft table, the object balls will be moved to positions that are each one ball left of what is shown in the diagram. That is, there will only be a 1/2 ball space from the center spot of the table (as opposed to the 1-1/2 ball space in the diagram for a 9-ft table).



Discipline 3 – Shot 3c: The Throw Shot

Discipline 3 - Draw Shots

Shot 4a: Dr. Dave's Skid Draw - 9 Points

Cue Ball Placement:

In hand behind the centerline black line.

Object Ball Placement:

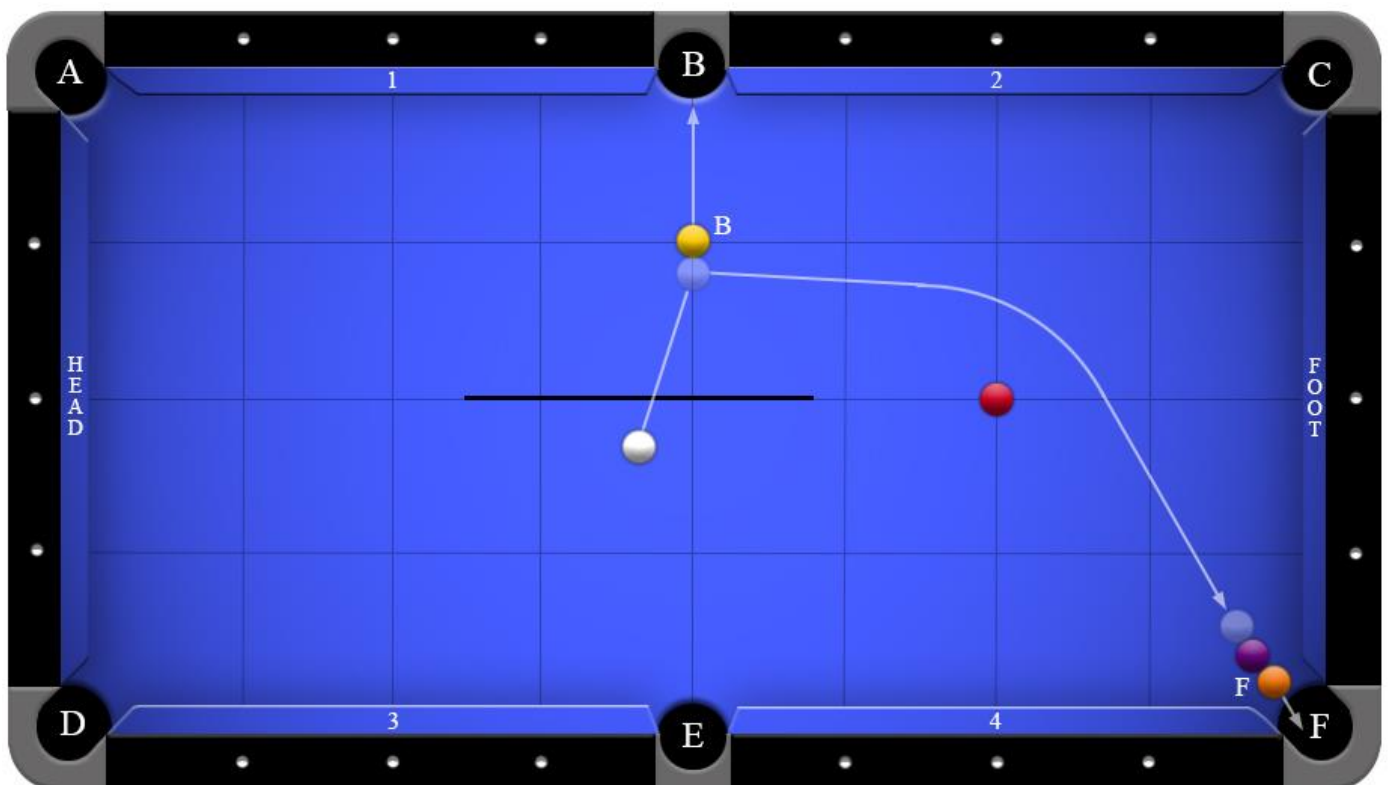
'B' is on the 1st diamond line from Pocket 'B'. 'F' Ball is hanging near the F pocket with a helper ball. A blocker ball is on the foot spot.

Objective:

Pocket 'B' ball in pocket B. Cueball will skid past the blocker ball before drawing back to pocket the 'F' ball in pocket F.

Special Notes:

None



Discipline 3 – Shot 4a: Dr. Dave's Skid Draw

Discipline 3 - Draw Shots

Shot 4b: Draw for the Win - 9 Points

Cue Ball Placement:

In hand behind the 3rd diamond, as indicated.

Object Ball Placement:

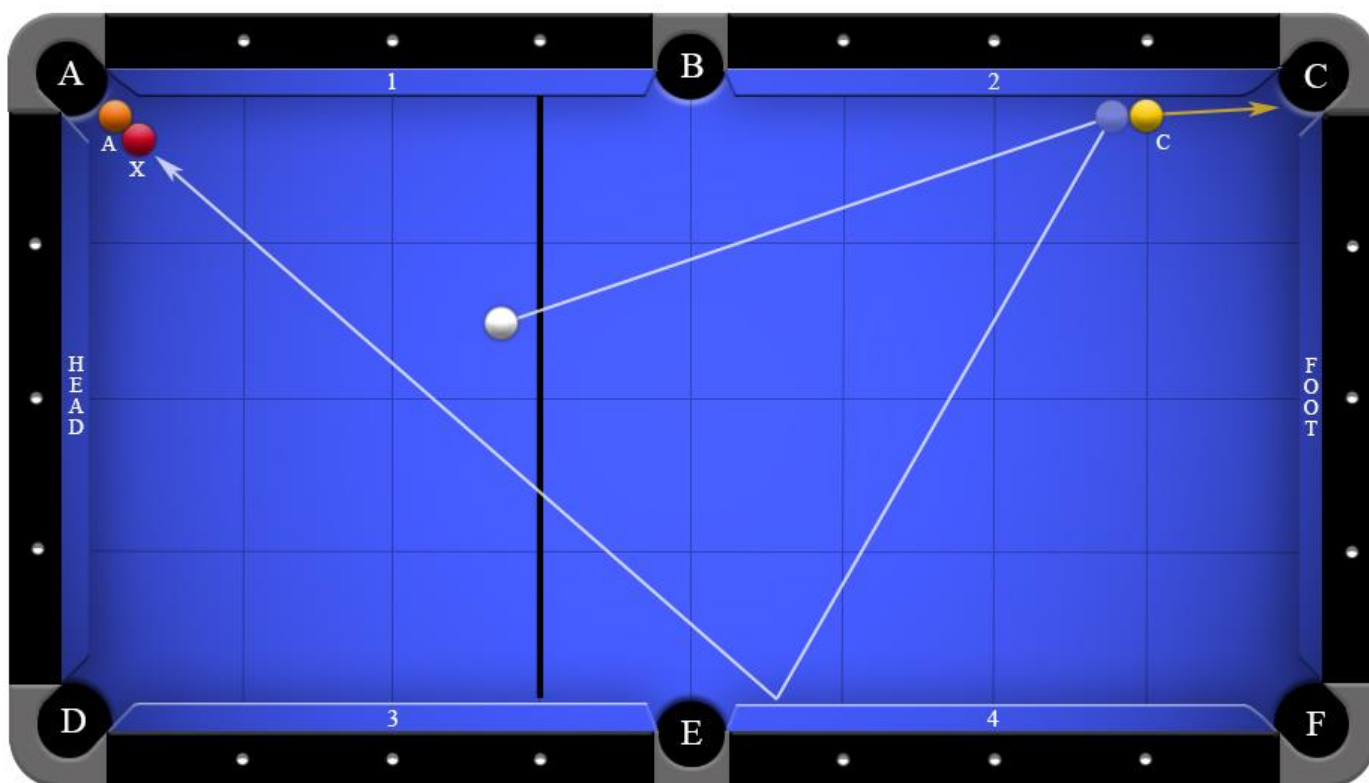
'C' ball is frozen to cushion 2 at the 1 diamond. 'A' ball is hanging in pocket A. 'X' ball is frozen to 'A' ball as a helper ball.

Objective:

Shoot the cue ball into 'C' ball, making 'C' ball in pocket C. The cue ball will draw off cushion 4 and make 'A' ball in pocket A.

Special Notes:

The cue ball may contact cushion 2 before or after contacting 'C' ball.



Discipline 3 – Shot 4b: Draw for the Win

Discipline 3 - Draw Shots

Shot 4c: The One-handed Quick Draw - 9 Points

Cue Ball Placement:

On center spot.

Object Ball Placement:

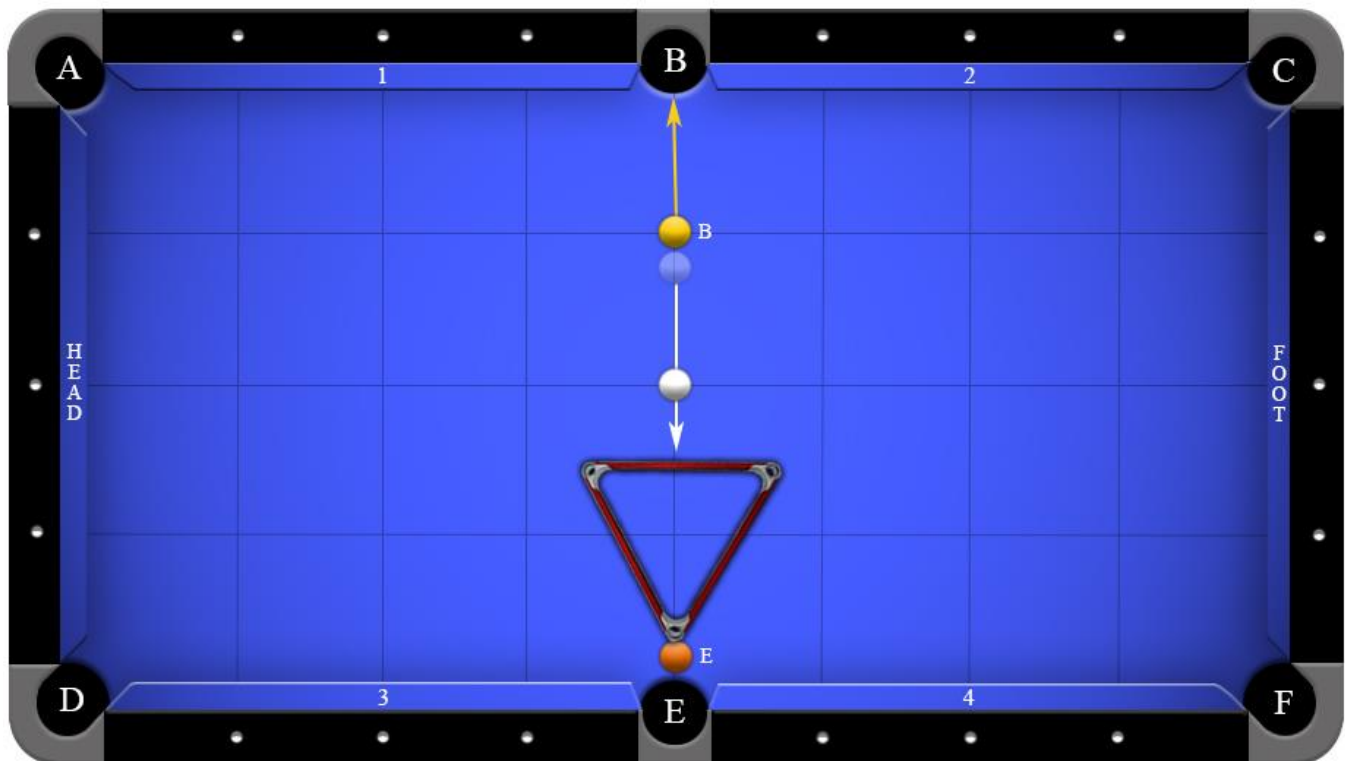
'B' ball on center line, one diamond away from pocket B. 'E' ball on center line, with back edge even with pocket cut or deeper. A rack is frozen to 'E' ball as diagrammed.

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



Discipline 3 – Shot 4c: The One-handed Quick Draw

Discipline 3 - Draw Shots

Shot 5a: Massey's Power Draw - 10 Points

Cue Ball Placement:

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

Object Ball Placement:

'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:

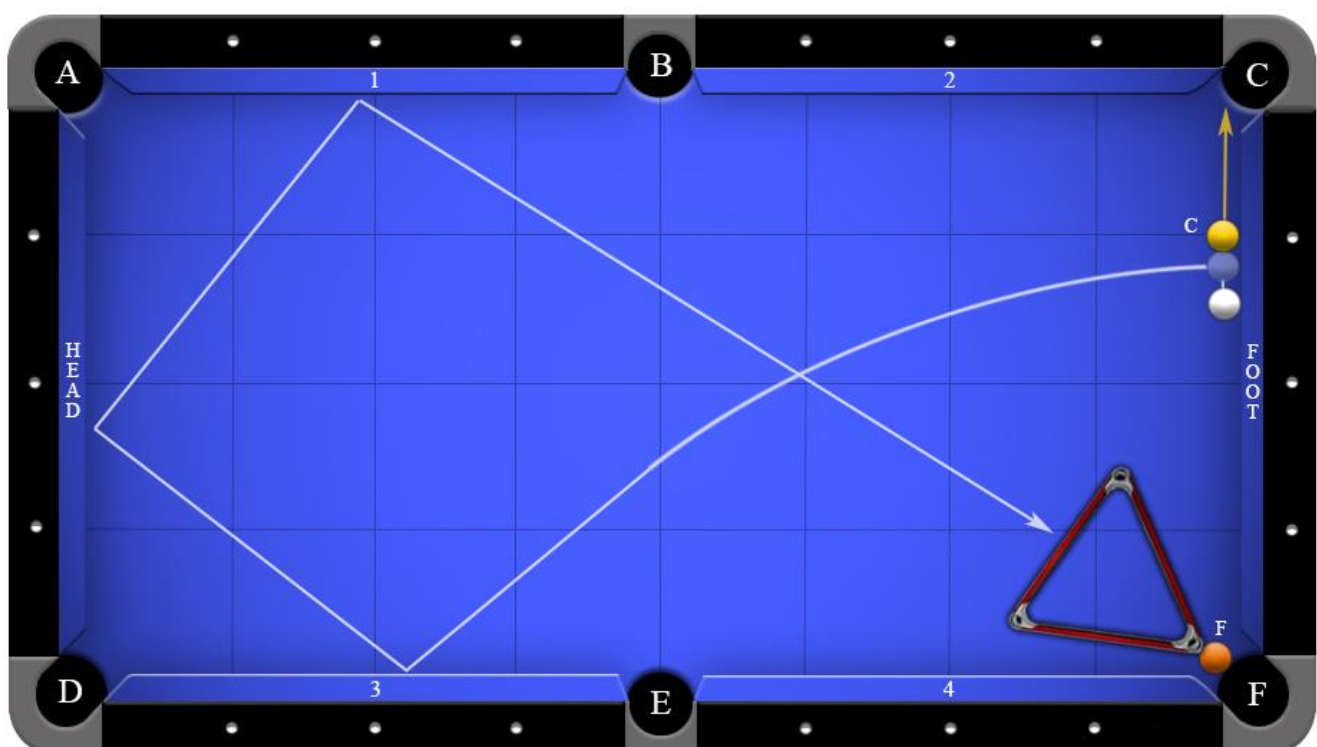
Shoot the cue ball and make the 'C' ball. The cue ball will draw around the table as indicated, hit the rack, and make 'F' ball in pocket F.

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 the 'F' ball directly.

7ft Table Adjustment:

The rack will be replaced with a combination ball.



Discipline 3 – Shot 5a: Massey's Power Draw

Discipline 3 - Draw Shots

Shot 5b: The Circular Draw Shot - 10 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

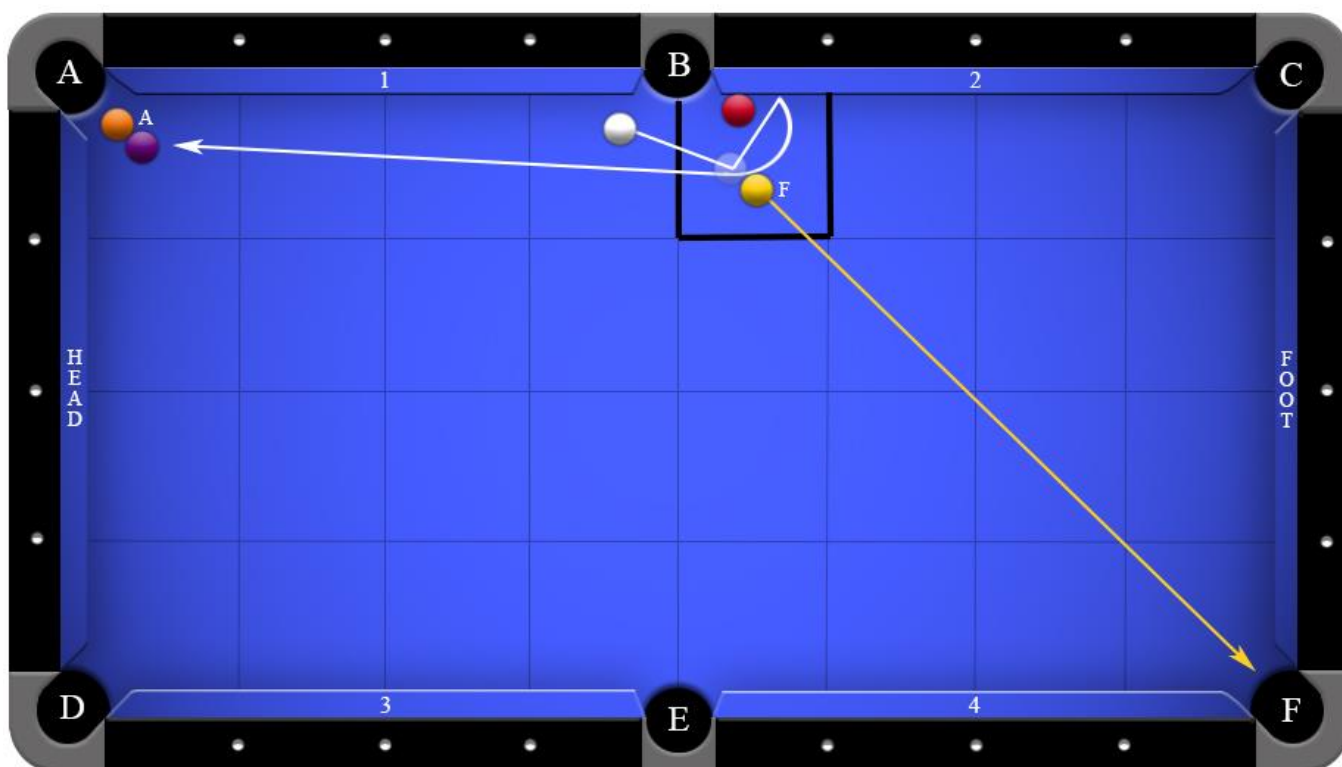
Blocker ball is frozen to cushion 2 with the edge aligned with the pocket point. 'F' ball is in hand within the indicated zone. A ball combo is hanging near pocket A.

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.



Discipline 3 – Shot 5b: The Circular Draw Shot

Discipline 3 - Draw Shots

Shot 5c: Down the Alley - 10 Points

Cue Ball Placement:

In hand behind the head string.

Object Ball Placement:

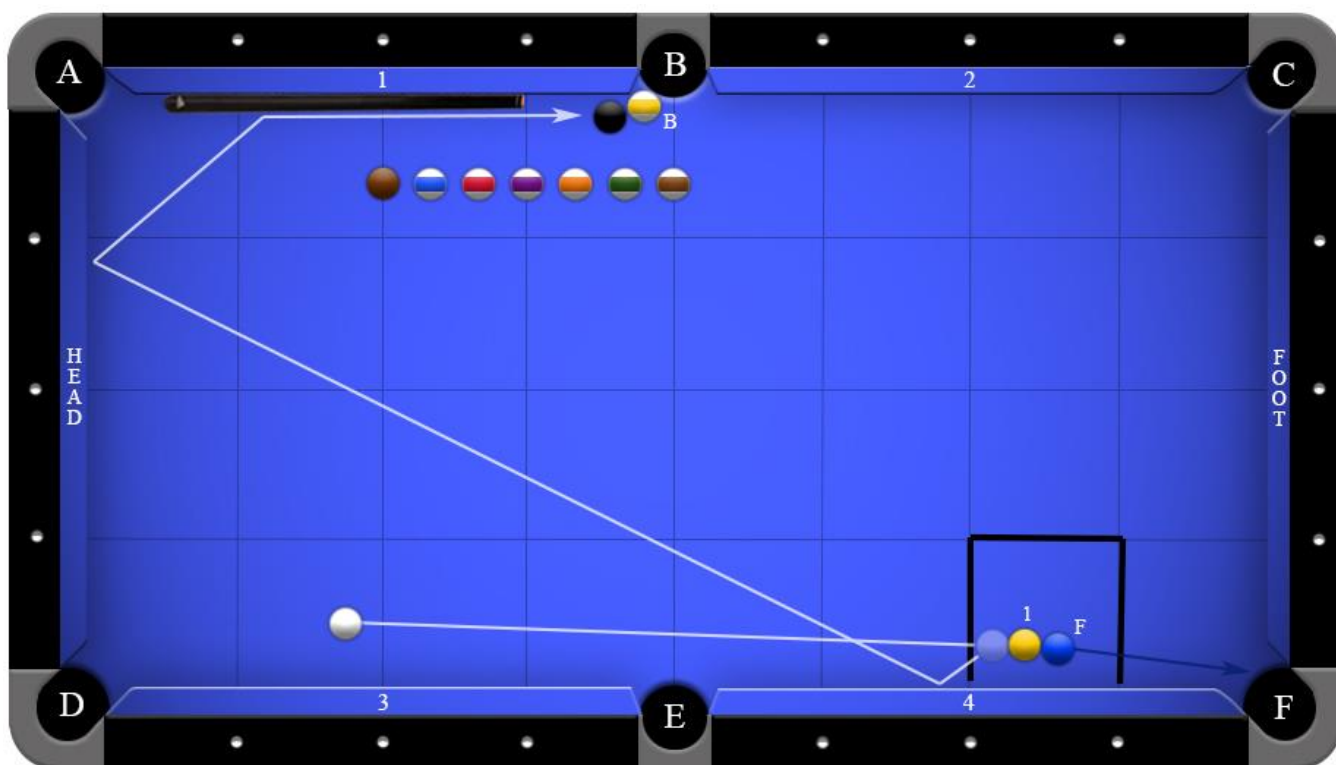
The '1' - 'F' combination is in hand within the indicated zone. The 'B' ball combination is near pocket B as diagrammed. Blocker balls are 3 ball's width off the cushion. The first ball is on the 2nd diamond line, the last ball is on the center line, and the others are evenly spaced between them. A cue stick butt is frozen to cushion 1.

Objective:

Shoot the cue ball and make the 'F' ball in pocket F. The cue ball will draw back as diagrammed, hit the cue stick, and make the 'B' combination ball in pocket B.

Special Notes:

The cue ball does not need to hit cushion 4. It may draw straight back into the head cushion. The blocker balls may not be disturbed by any means until after the cue ball hits the combination setup. After the cue ball contacts the 1 ball for the first time, the 1 ball may not interfere with the shot. Players selecting this shot will be required to supply the cue stick butt.



Discipline 3 – Shot 5c: Down the Alley

Discipline 4

Follow Shots

*Official Shot Program
Version 2.0 – August 2026*



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Discipline 4 - Follow Shots

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Shot 3a: Inside Spinner	8 points	Page 71
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Discipline 4 - Follow Shots

Shot 1a: Dipsy Doodle - 6 Points

Cue Ball Placement:

In hand behind 'X' line.

Object Ball Placement:

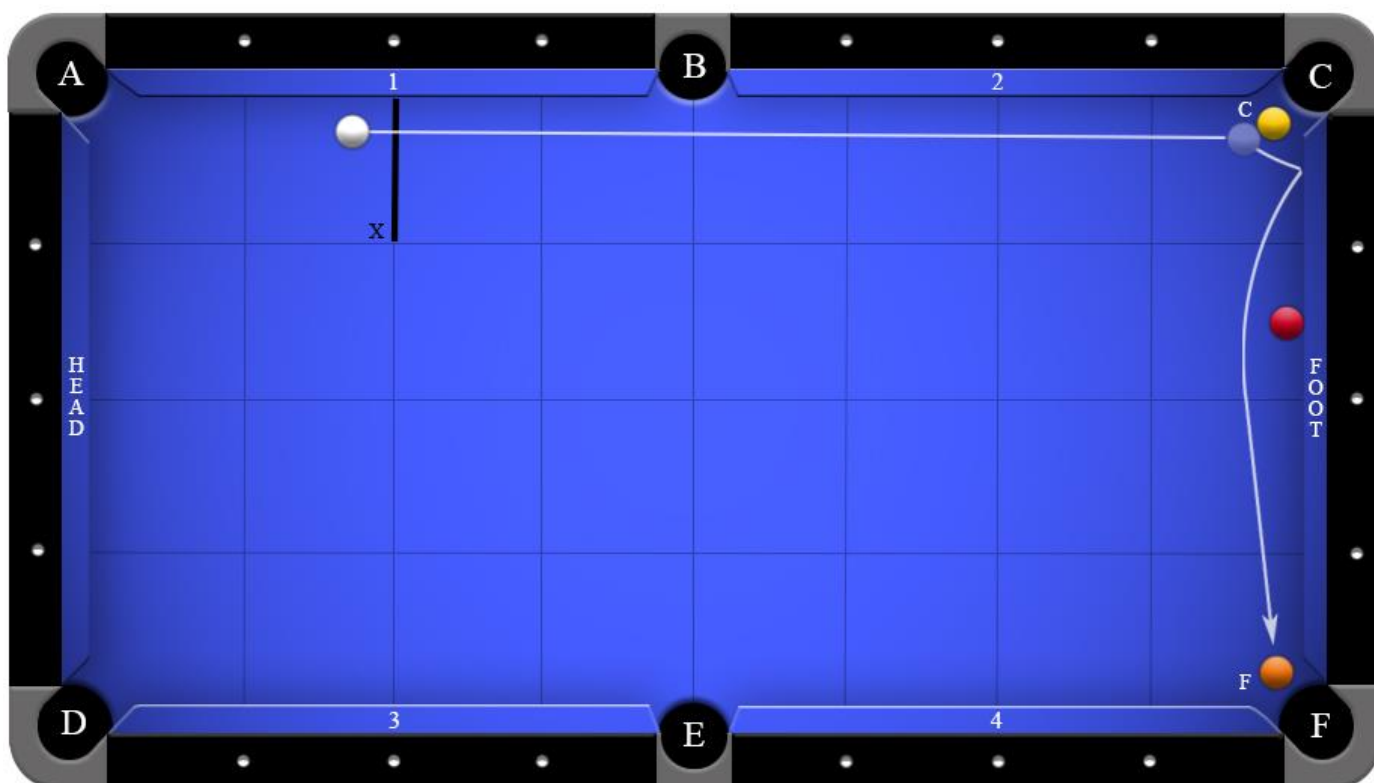
'C' ball is near pocket C and adjustable. 'F' ball is hanging near pocket F. A blocker ball is frozen to the foot cushion at 1 1/2 diamonds.

Objective:

Shoot the cue ball and make 'C' ball. The cue ball will contact the foot cushion, bounce out and around the blocker ball, and make 'F' ball in pocket F.

Special Notes:

The blocker ball may not be contacted by any means until after 'F' ball is made.



Discipline 4 – Shot 1a: Dipsy Doodle

Discipline 4 - Follow Shots

Shot 1b: Up the Rail Shot - 6 Points

Cue Ball Placement:

In hand behind 'X' line.

Object Ball Placement:

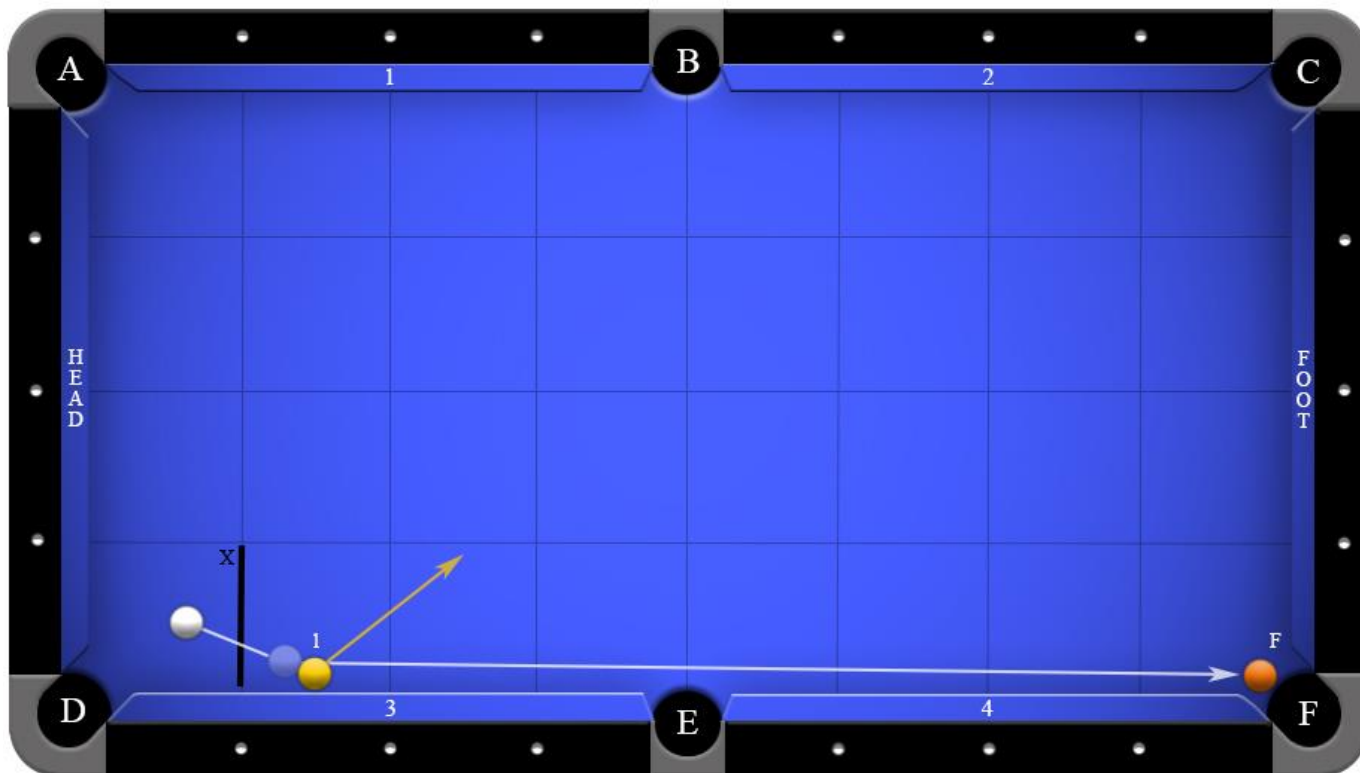
The 1 ball is frozen to the cushion at 1 1/2 diamonds. 'F' ball is hanging near pocket F.

Objective:

Shoot the cue ball into the 1 ball. The cue ball will force follow down the table and make 'F' ball in pocket F.

Special Notes:

This is not a carom shot. Players may not simply glance off the side of the 1 ball and roll down to make 'F' ball. Players must hit the 1 ball full (approximately) and force follow down the table.



Discipline 4 – Shot 1b: Up the Rail Shot

Discipline 4 - Follow Shots

Shot 1c: Walk the Dog - 6 Points

Cue Ball Placement:

In hand behind the 'X' line.

Object Ball Placement:

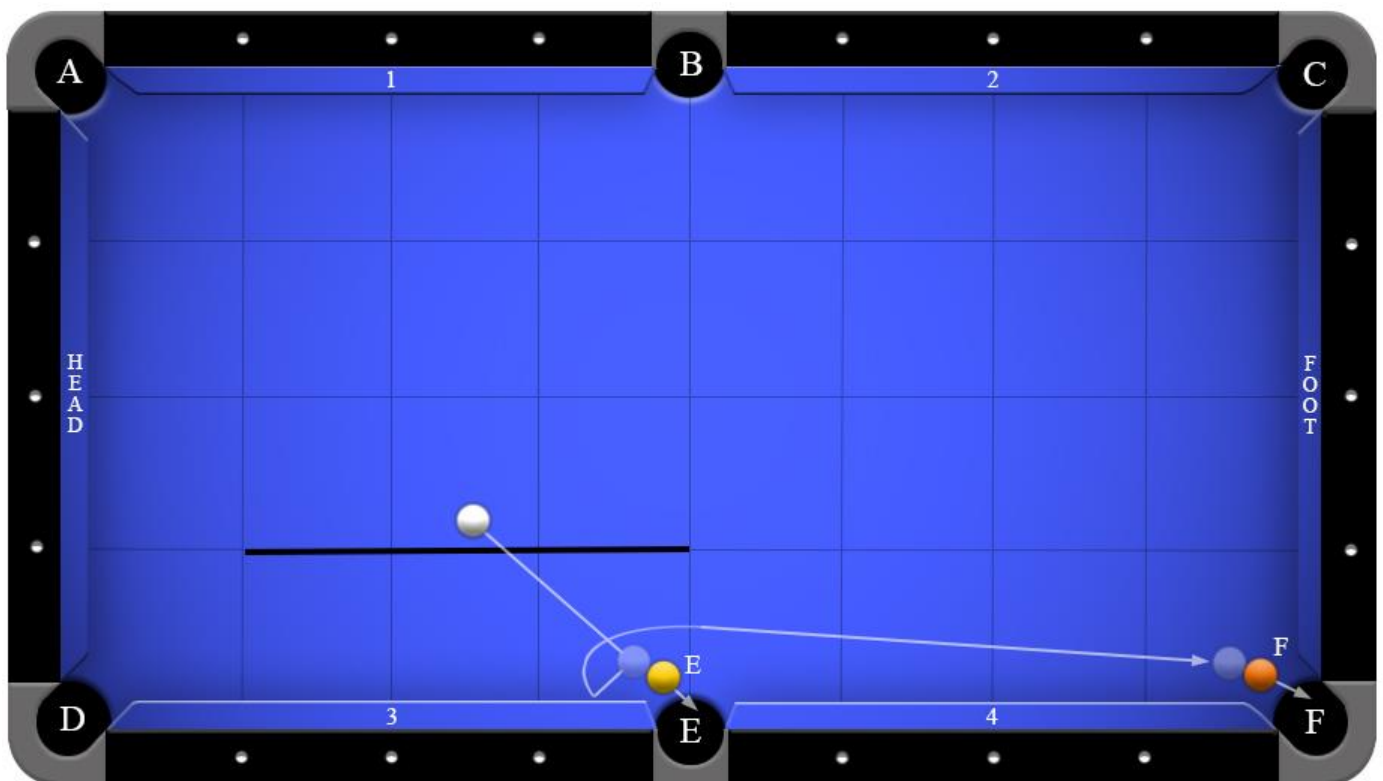
'E' ball is near pocket E and adjustable. 'F' ball is hanging near pocket F.

Objective:

Shoot the cue ball and make 'E' ball in pocket E. The cue ball will then contact cushion 3, and force follow forward to make 'F' ball in pocket F.

Special Notes:

The cue ball must contact ball 'E' prior to contacting cushion 3. The cue ball must contact cushion 3. It may not make 'E' ball and simply carom down the rail to make 'F' ball.



Discipline 4 – Shot 1c: Walk the Dog

Discipline 4 - Follow Shots

Shot 2a: The Machine Gun Follow Shot - 7 Points

Cue Ball Placement:

In hand within the indicated zone.

Object Ball Placement:

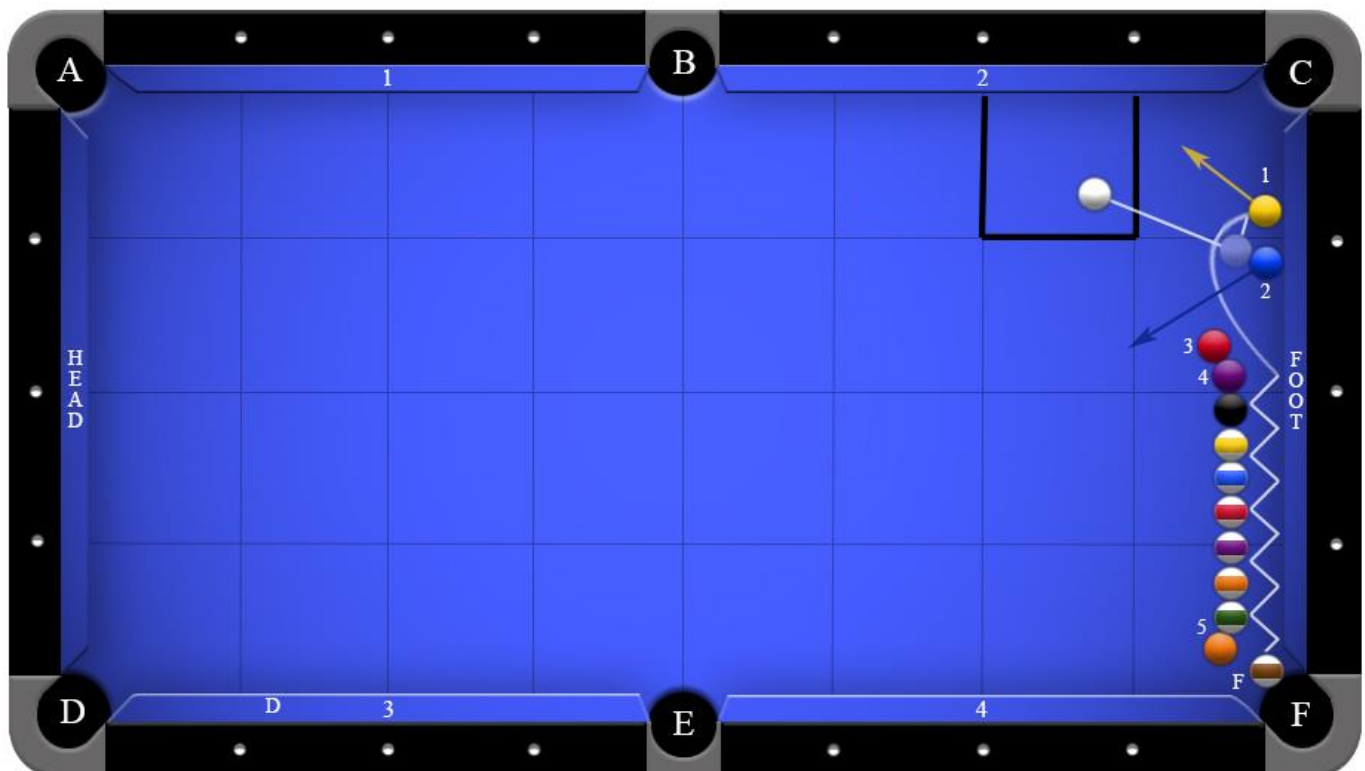
Balls 1 & 2 are frozen to the foot cushion and centered around the 1 diamond. 'F' ball is hanging near pocket F. A row of 10 balls is approximately 1 ball's width off the cushion, but this spacing may be adjusted by the player. The row must be straight (parallel to the foot cushion), with the option 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.



Discipline 4 – Shot 2a: The Machine Gun Follow Shot

Discipline 4 - Follow Shots

Shot 2b: The Zip Shot - 7 Points

Cue Ball Placement:

In hand along the 3rd diamond line.

Object Ball Placement:

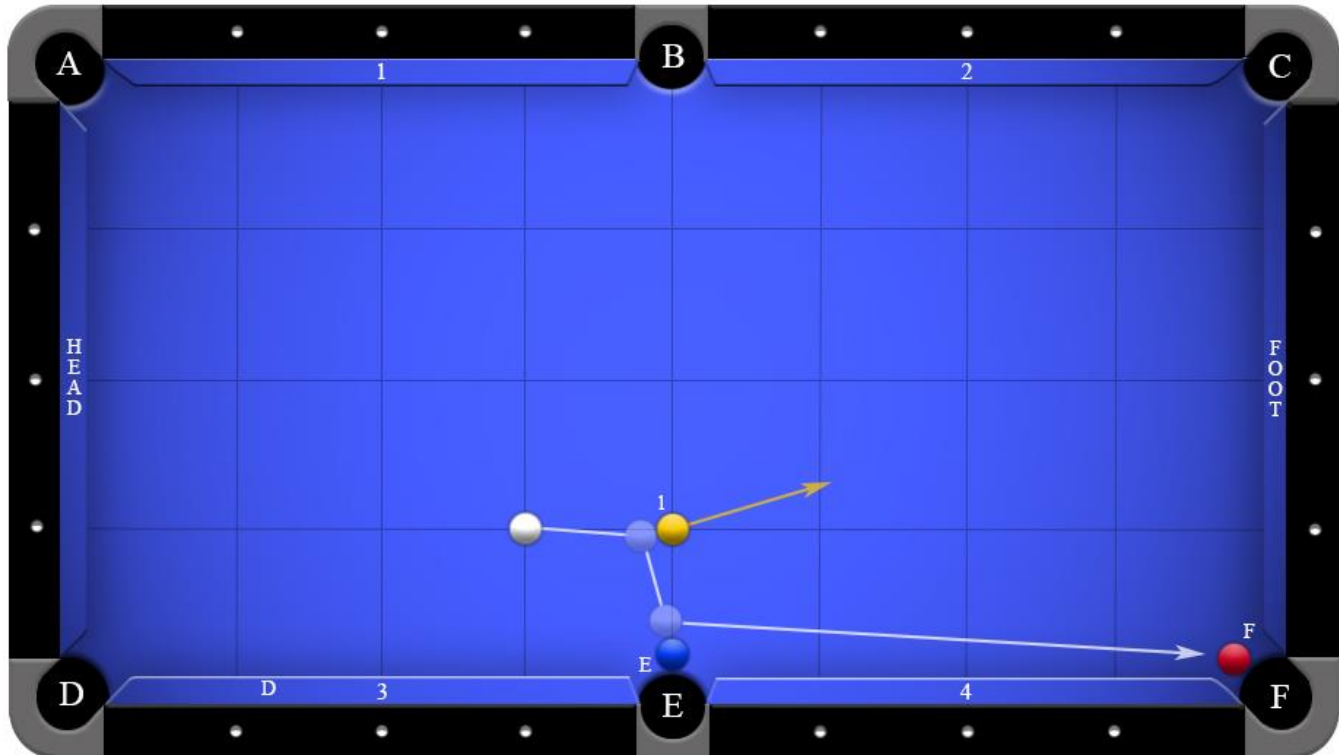
1 ball is on the diamond intersection line as diagrammed. 'E' & 'F' balls are hanging near their respective pockets, no more than one ball width from the cut of the pocket.

Objective:

Shoot the cue ball into the 1 ball. The cue ball will carom over and make the 'E' ball in pocket E, and then follow down to make the 'F' ball in pocket F.

Special Notes:

The 1 ball does not have to be made. The 1 ball may not interfere with the shot until after the 'F' ball is made.



Discipline 4 – Shot 2b: The Zip Shot

Discipline 4 - Follow Shots

Shot 2c: Split and Follow - 7 Points

Cue Ball Placement:

In hand behind the centerline (black line)

Object Ball Placement:

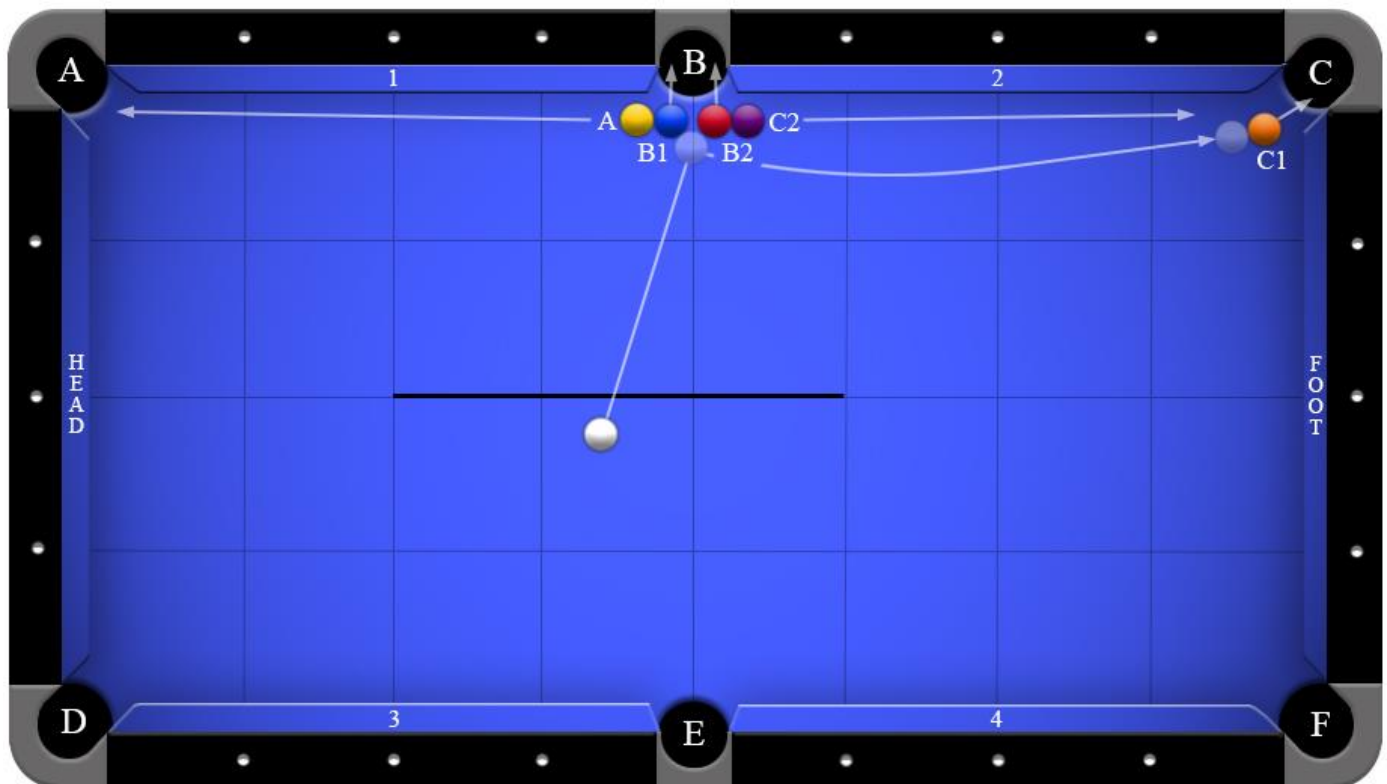
The spacing between 'B1' and 'B2' balls is adjustable near pocket B. 'B2' and 'C2' balls are frozen as diagrammed near pocket B, plus 'B1' and 'A' balls are frozen as diagrammed near pocket B. C1 is hanging in pocket C. Balls near the B pocket are all adjustable.

Objective:

Shoot cue ball into 'B1' ball. 'A', 'B1', 'B2', and 'C2' balls will go into pockets as designated. Cue ball will make C1 ball before C2 ball is pocketed.

Special Notes:

C2 ball may not contact C1 or cue ball during the shot.



Discipline 4 – Shot 2c: Split and Follow

Discipline 4 - Follow Shots

Shot 3a: Inside Spinner - 8 Points

Cue Ball Placement:

In hand behind the indicated line.

Object Ball Placement:

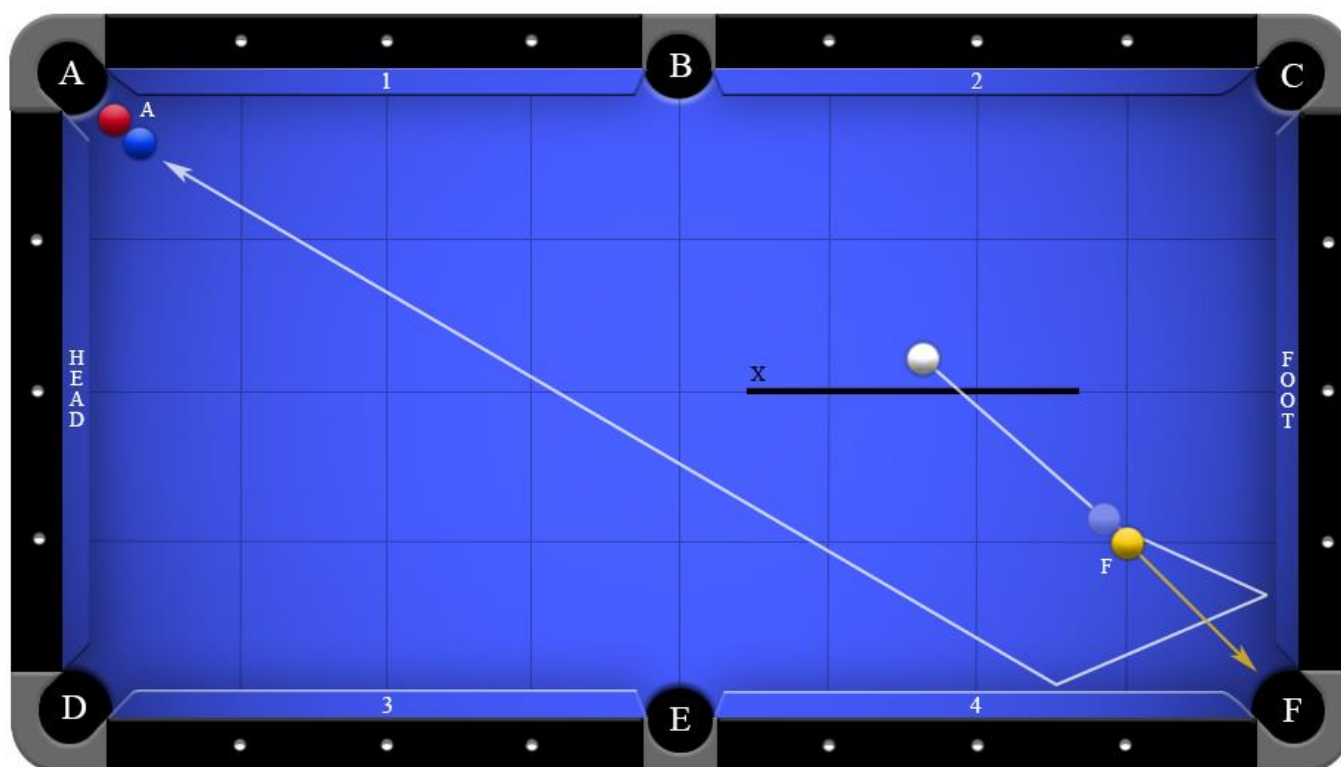
'F' ball on the 1-1 diamond intersection line. 'A' ball combo is hanging near pocket A.

Objective:

Shoot the cue ball and make 'F' ball in pocket F. The cue ball will follow forward 2 cushions as diagrammed and make 'A' ball combo in pocket A.

Special Notes:

None



Discipline 4 – Shot 3a: Inside Spinner

Discipline 4 - Follow Shots

Shot 3b: Out of My Way - 8 Points

Cue Ball Placement:

In hand behind the indicated line.

Object Ball Placement:

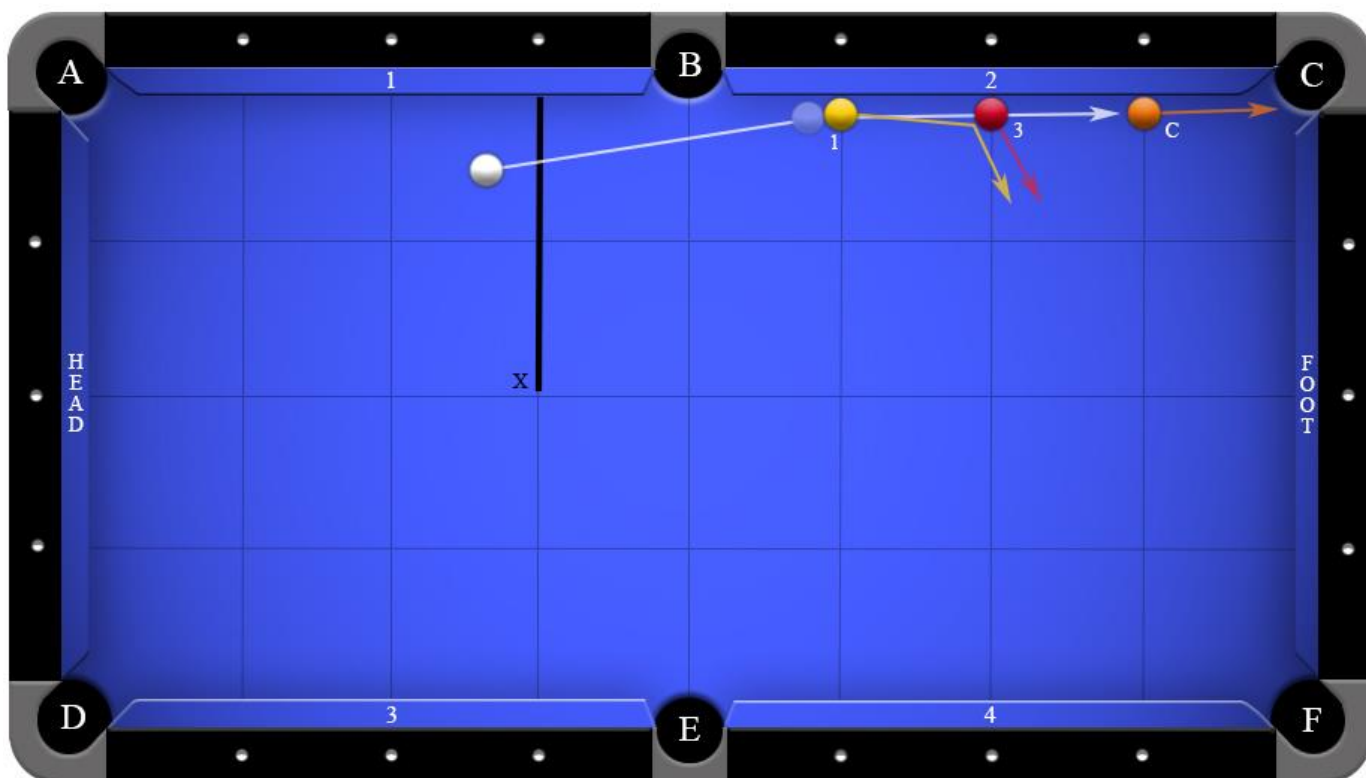
1 and 3 balls are on their indicated diamond lines and frozen to the cushion. 'C' ball is on the 1st diamond and adjustable along that line.

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.



Discipline 4 – Shot 3b: Out of My Way

Discipline 4 - Follow Shots

Shot 3c: The Follow Back - 8 Points

Cue Ball Placement:

In hand behind the 3rd diamond line.

Object Ball Placement:

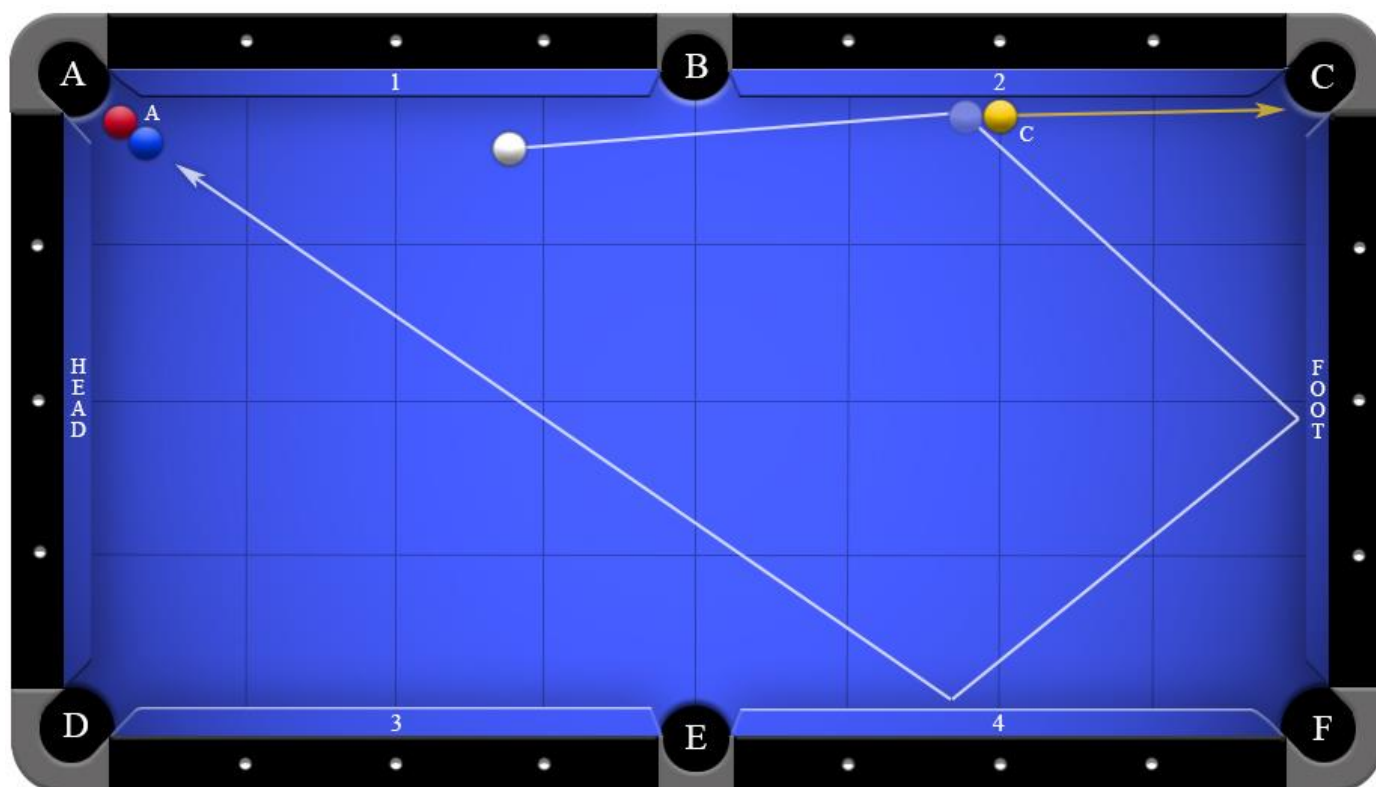
'C' ball is frozen to the cushion at the 2nd diamond. 'A' ball combo is hanging near pocket A.

Objective:

Shoot the cue ball and make 'C' ball in pocket C. The cue ball will follow 2 cushions as diagrammed and make 'A' ball in pocket A.

Special Notes:

None



Discipline 4 – Shot 3c: The Follow Back

Discipline 4 - Follow Shots

Shot 4a: The Window Shot - 9 Points

Cue Ball Placement:

In hand behind the indicated line.

Object Ball Placement:

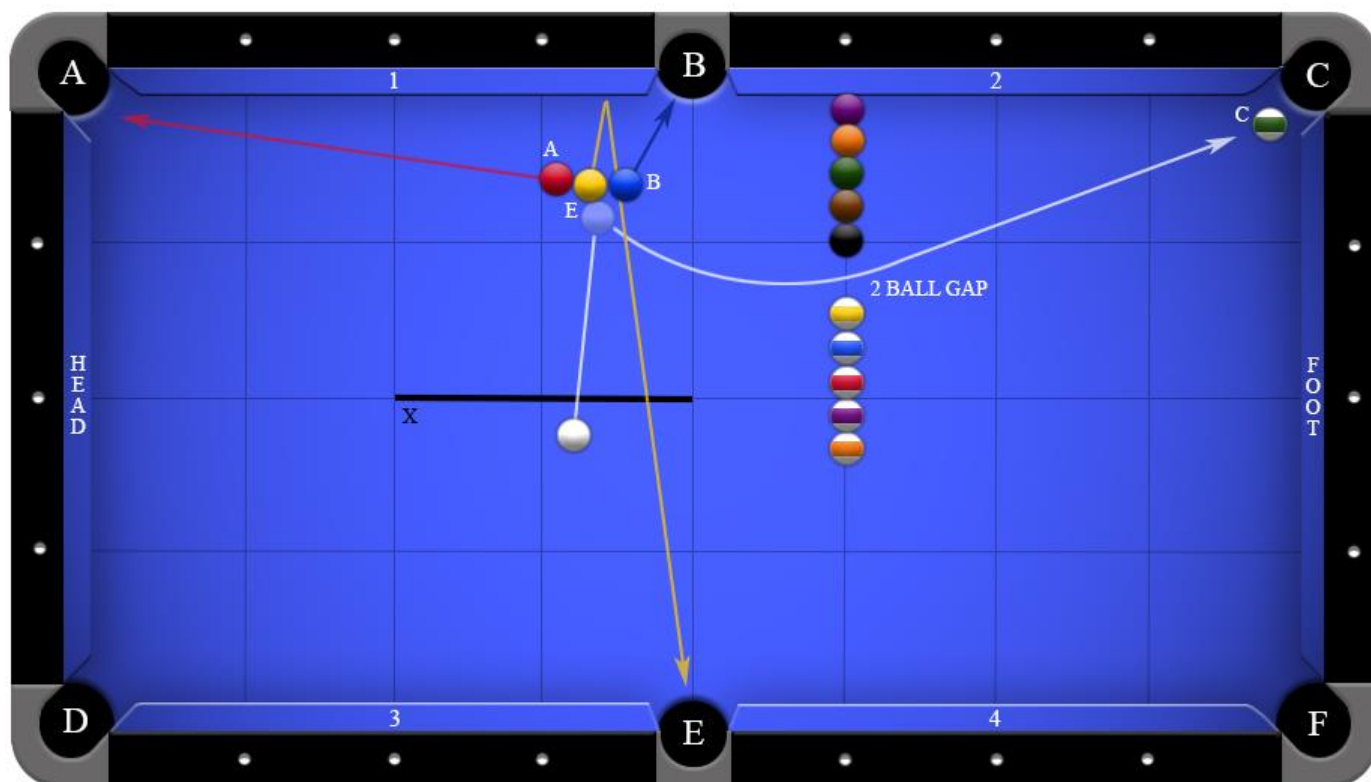
'B' and 'E' balls are frozen and exactly 2 ball's width off the cushion, and adjustable left or right. 'A' ball is adjustable and frozen to 'E' ball. 'C' ball is hanging near pocket C. A line of 10 object balls are along the 3rd diamond line. A gap of 2 ball's width is between the first 5 balls and the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



Discipline 4 – Shot 4a: The Window Shot

Discipline 4 - Follow Shots

Shot 4b: Around & Back 9 Ball Shot - 9 Points

Cue Ball Placement:

In hand in the indicated zone.

Object Ball Placement:

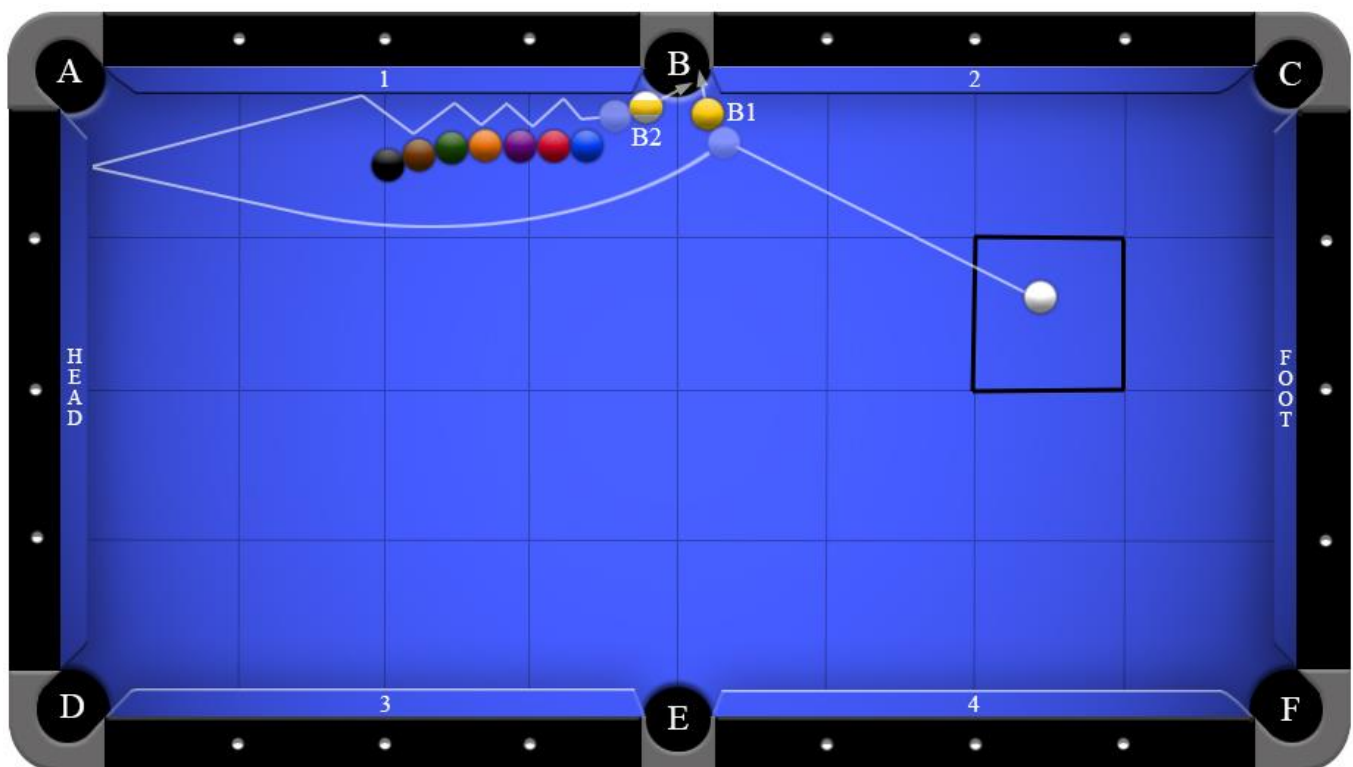
'B1' and 'B2' balls are hanging near B pocket. 5 balls to left of 'B2' ball are one ball width from rail 1 with no specific distance from the 'B2' ball, while the 2 final balls on the left are "angle" adjustable. All 7 balls must be frozen.

Objective:

Shoot the cue ball and make the 'B1' ball in the B Pocket. The cue ball will curve around the row of frozen balls, then bank off the head rail and then return between rail 1 and the line of frozen balls to pocket the 'B2' ball in pocket B. There is no requirement for how many balls must be hit in the row of frozen balls.

Special Notes:

The cue ball must make both 'B1' and 'B2' balls.



Discipline 4 – Shot 4b: Around & Back 9 Ball Shot

Discipline 4 - Follow Shots

Shot 4c: The Zig Zag Shot - 9 Points

Cue Ball Placement:

In hand along the 2nd diamond line.

Object Ball Placement:

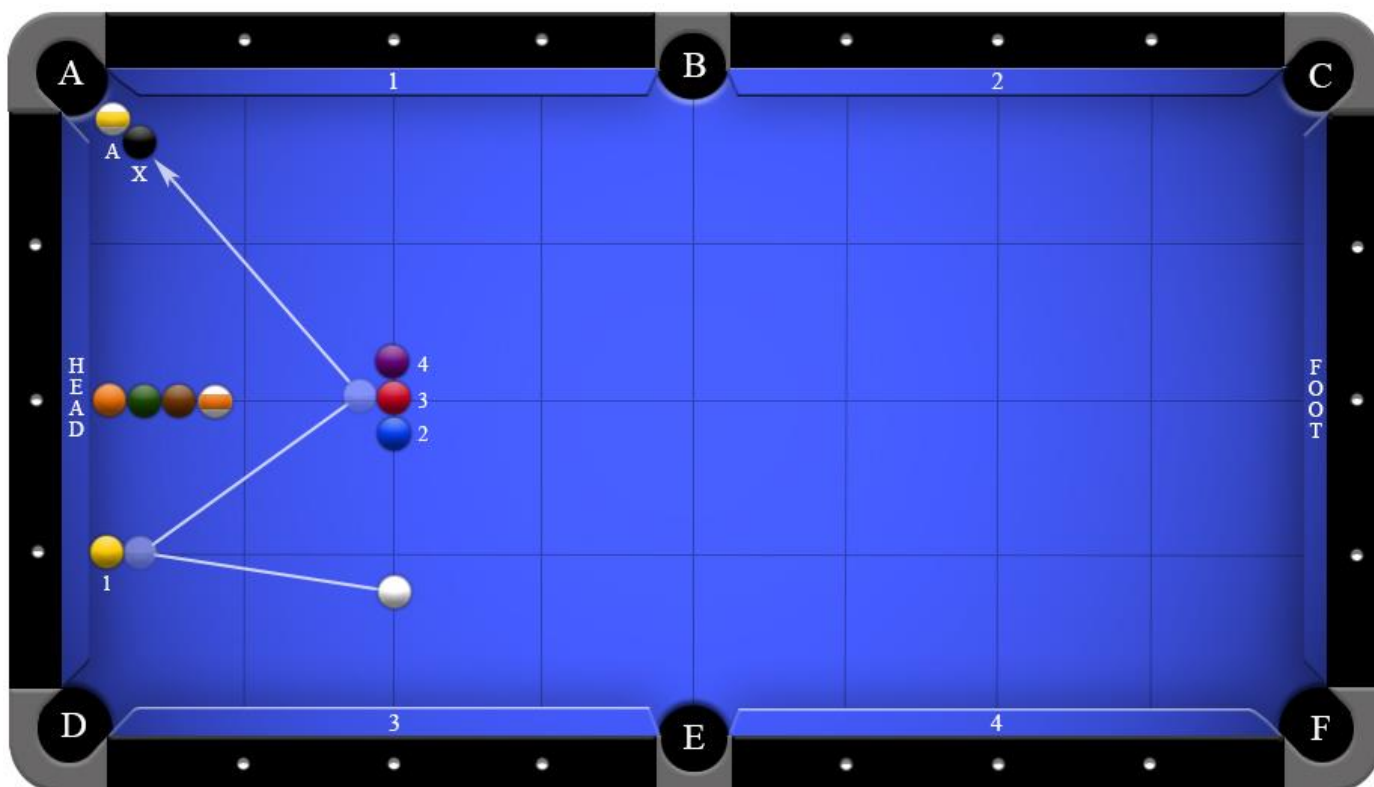
1 ball frozen to the head cushion at the 1 diamond. 2, 3, and 4 balls are frozen in line along the head string with the 3-ball on the head spot. 4 blocker balls are along the 2nd diamond line with the first ball frozen to the cushion. The 'A' ball is hanging near pocket A. 'X' ball is frozen to the 'A' ball as a helper.

Objective:

Shoot the cue ball into the 1 ball. The cue ball will double kiss back into the line of three balls (1, 2, 3), and then follow forward to make the 'A' combo ball in pocket A.

Special Notes:

The cue ball may not contact any cushions except the head cushion or cushion 1 near pocket A. The cue ball may contact any combination of the 1, 2, 3 balls. The 4 blocker balls may not be contacted by the cue ball until after the 'A' ball is made.



Discipline 4 – Shot 4c: The Zig Zag Shot

Discipline 4 - Follow Shots

Shot 5a: The Circular Follow - 10 Points

Cue Ball Placement:

In hand behind line 'X'.

Object Ball Placement:

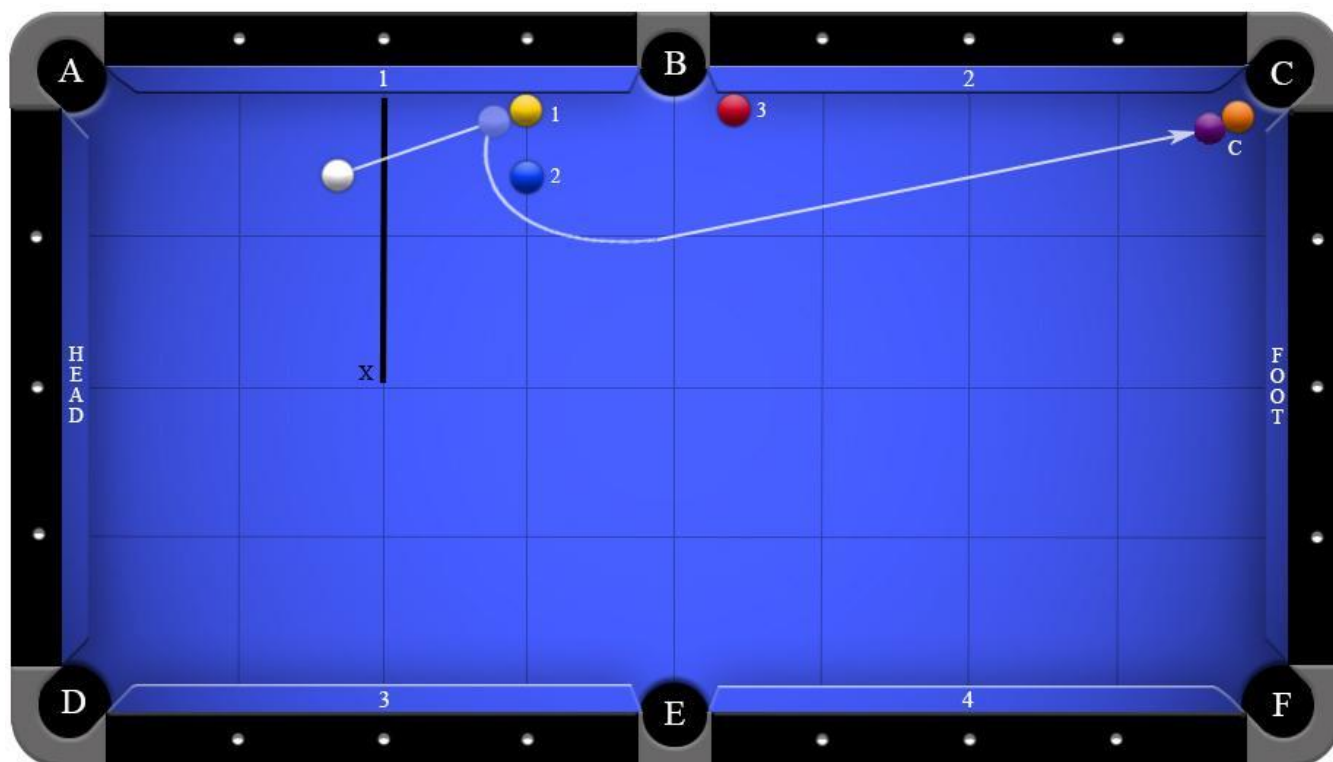
Object ball 1 frozen to cushion 1 and in line with diamond 3. Object ball 3 frozen to cushion 2, may be placed anywhere within 1 diamond from pocket B. 'C' combo is near pocket C. A blocking ball labeled as '2' is placed in line with diamond 3, and 1 ball's width from object ball 1.

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.



Discipline 4 – Shot 5a : The Circular Follow

Discipline 4 - Follow Shots

Shot 5b: The Follow Bender - 10 Points

Cue Ball Placement:

In hand behind the long center line of the table.

Object Ball Placement:

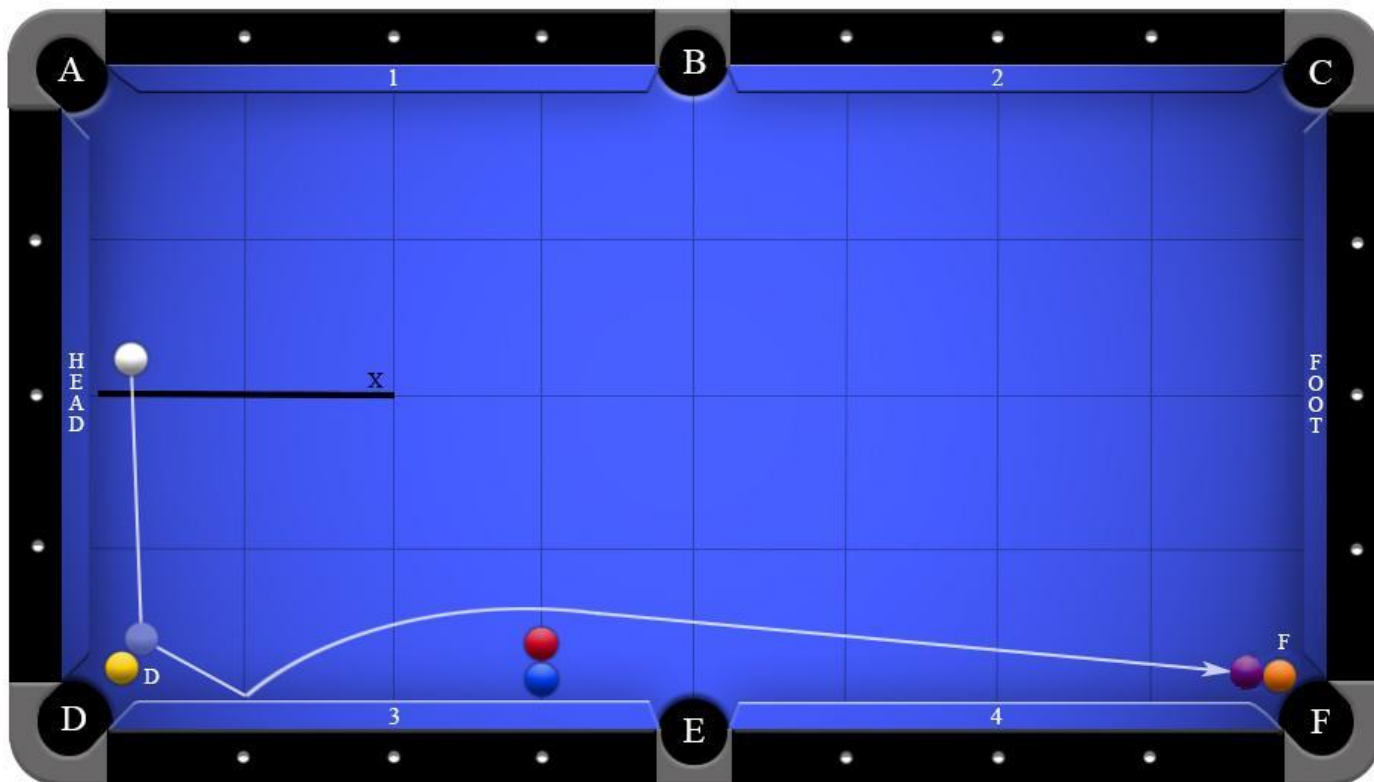
'D' ball is hanging near pocket D and adjustable. 'F' combo is hanging near pocket F. Two blocker balls are frozen in line along the 3rd diamond.

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.



Discipline 4 – Shot 5b: The Follow Bender

Discipline 4 - Follow Shots

Shot 5c: Follow the Kiss - 10 Points

Cue Ball Placement:

In hand behind line 'X', as diagrammed.

Object Ball Placement:

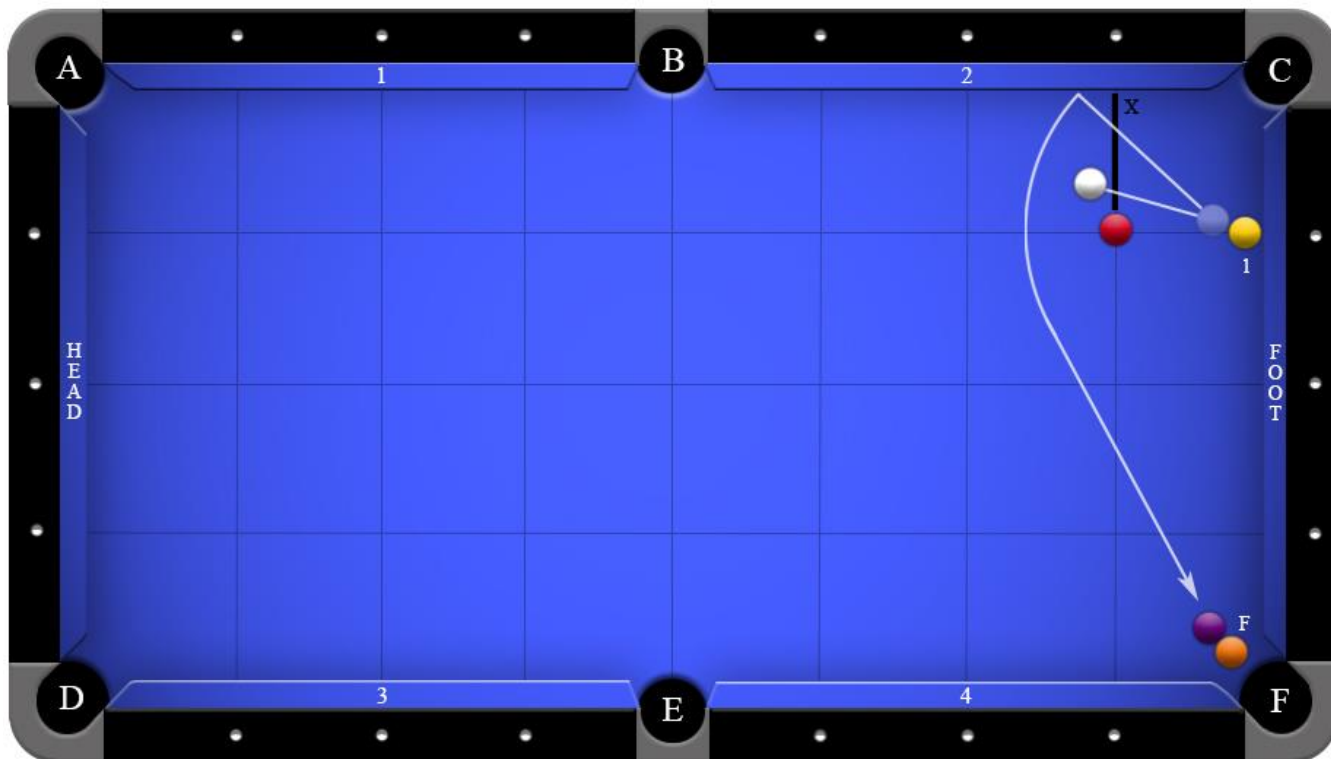
Object ball '1' is frozen to the foot cushion at 1 diamond segment. Blocking ball is placed at the 1 x 1 diamond intersection. Two ball 'F' combination is hanging by pocket F.

Objective:

Shoot cue ball into 1 ball. Cue ball will double kiss back off cushion 2 and curve around blocking ball, hit the two-ball combination, and pocket 'F' ball in pocket F

Special Notes:

Cue ball may not contact foot cushion before contacting cushion 2. The blocking ball may not be contact by any means until after 'F' ball is made. Extra contacts between the 1 ball and cue ball are not allowed.



Discipline 4 – Shot 5c: Follow the Kiss

Discipline 5

Bank & Kick Shots

*Official Shot Program
Version 2.0 – July 2026*



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Discipline 5 - Bank & Kick Shots

Shot 1a: The Triple Reverse Bank	6 points	Page 82
Shot 1b: 5 Rail Chain Reaction	6 points	Page 83
Shot 1c: The Cozy Kick Shot	6 points	Page 84
Shot 2a: The Escape Shot	7 points	Page 85
Shot 2b: “The Hustler” Bank Shot	7 points	Page 86
Shot 2c: There & Back Again	7 points	Page 87
Shot 3a: Poolhall Junkie Bank Shot	8 points	Page 88
Shot 3b: Beat the Cut	8 points	Page 89
Shot 3c: The Quick Timer Shot	8 points	Page 90
Shot 4a: Stick the Landing	9 points	Page 91
Shot 4b: Mosconi Five Cushion Kick	9 points	Page 92
Shot 4c: The Speedy Skater	9 points	Page 93
Shot 5a: The Kiss and Kick Shot	10 points	Page 94
Shot 5b: The Efren Reyes Bank Shot	10 points	Page 95
Shot 5c: Rat Race	10 points	Page 96

Discipline 5 - Bank & Kick Shots

Shot 1a: The Triple Reverse Bank - 6 Points

Cue Ball Placement:

On the diamond intersection line as diagrammed.

Object Ball Placement:

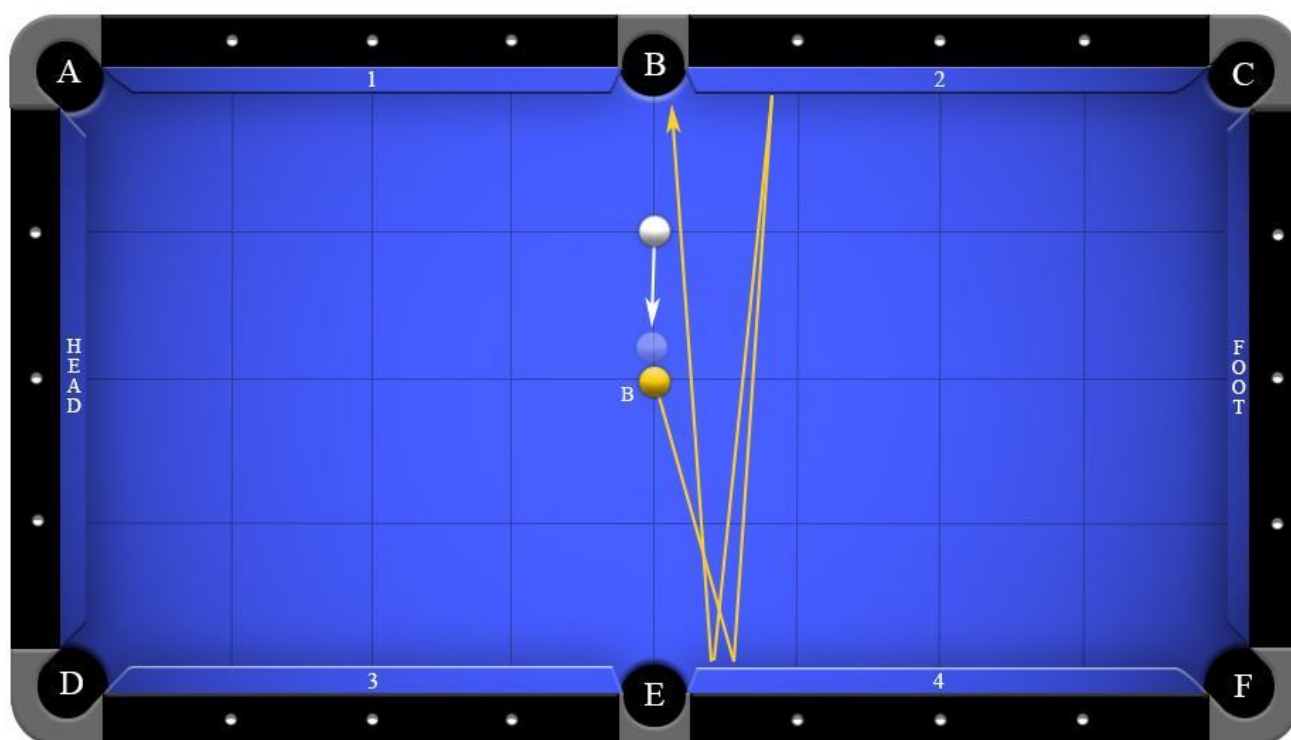
'B' ball on the exact center spot of the table.

Objective:

Shoot the cue ball into 'B' ball. 'B' ball will bank three cushions as diagrammed (cushion 4, cushion 2, cushion 4), and go into pocket B.

Special Notes:

Shooter has option to back 'B' ball to his or her right instead of to the left, in which case the 'B' ball will hit 3 cushions as follows (cushion 3, cushion 1, cushion 3).



Discipline 5 – Shot 1a: The Triple Reverse Bank

Discipline 5 - Bank & Kick Shots

Shot 1b: 5 Rail Chain Reaction - 6 Points

Cue Ball Placement:

In hand, frozen to 'A' ball.

Object Ball Placement:

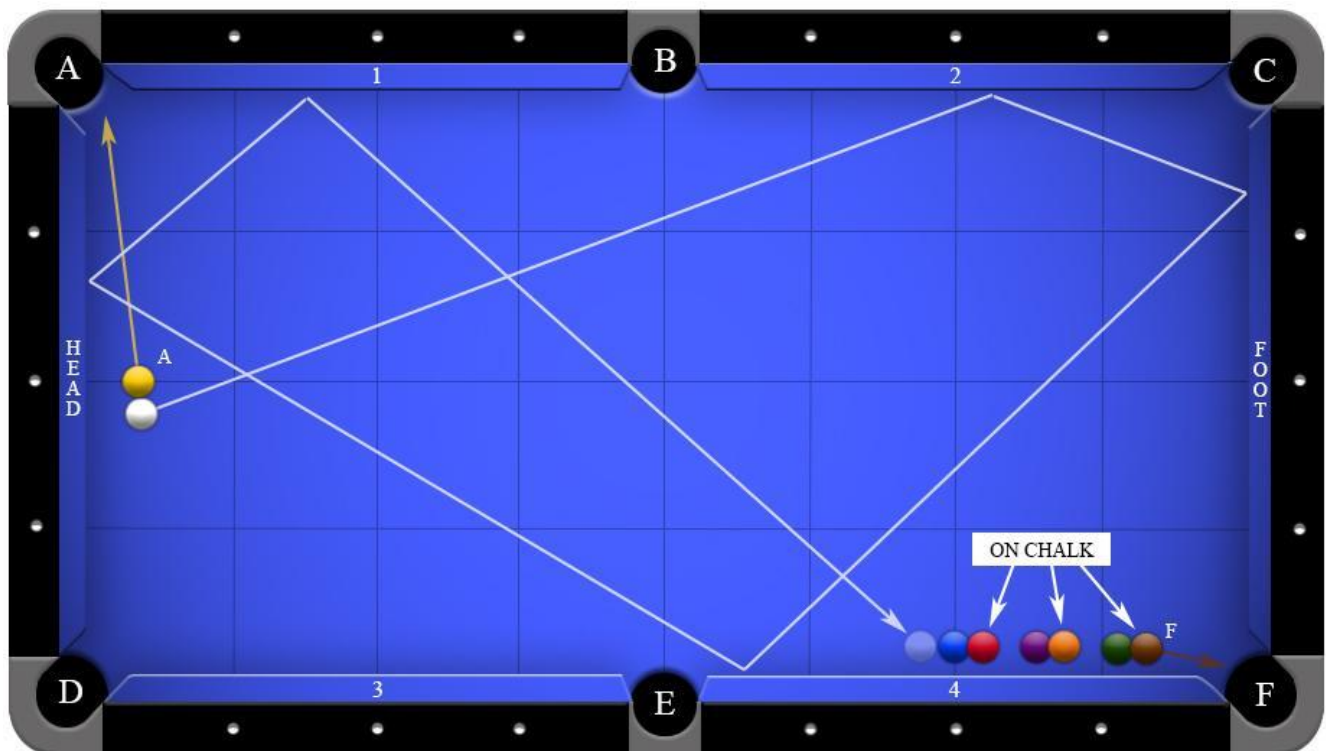
'A' ball in hand along the long center line. 6 balls are lined up near pocket F. The first ball (left most ball in the diagram) in each group is on the table, and the other ball is on top of a new chalk cube (well up). Each group of balls must be at least 1 ball's width apart. The entire line may not be more than 1 chalk's width off the cushion. The last ball ('F') may not have its forward edge past the pocket point.

Objective:

Shoot the cue ball making 'A' ball in pocket A. The cue ball will travel 5 cushions as diagrammed, hit the first ball in the line, and start a chain reaction. Each ball on the chalk will fall and hit the next ball in line, until the 'F' ball goes into pocket F.

Special Notes:

The cue ball may contact an extra cushion near the first ball in the line. The cue ball may contact the ball on the chalk that is frozen to the first ball in the line, but not before the first ball in the line is hit by the cue ball.



Discipline 5 – Shot 1b: 5 Rail Chain Reaction

Discipline 5 - Bank & Kick Shots

Shot 1c: The Cozy Kick Shot - 6 Points

Cue Ball Placement:

Frozen to cushion #1 and centered at middle diamond

Object Ball Placement:

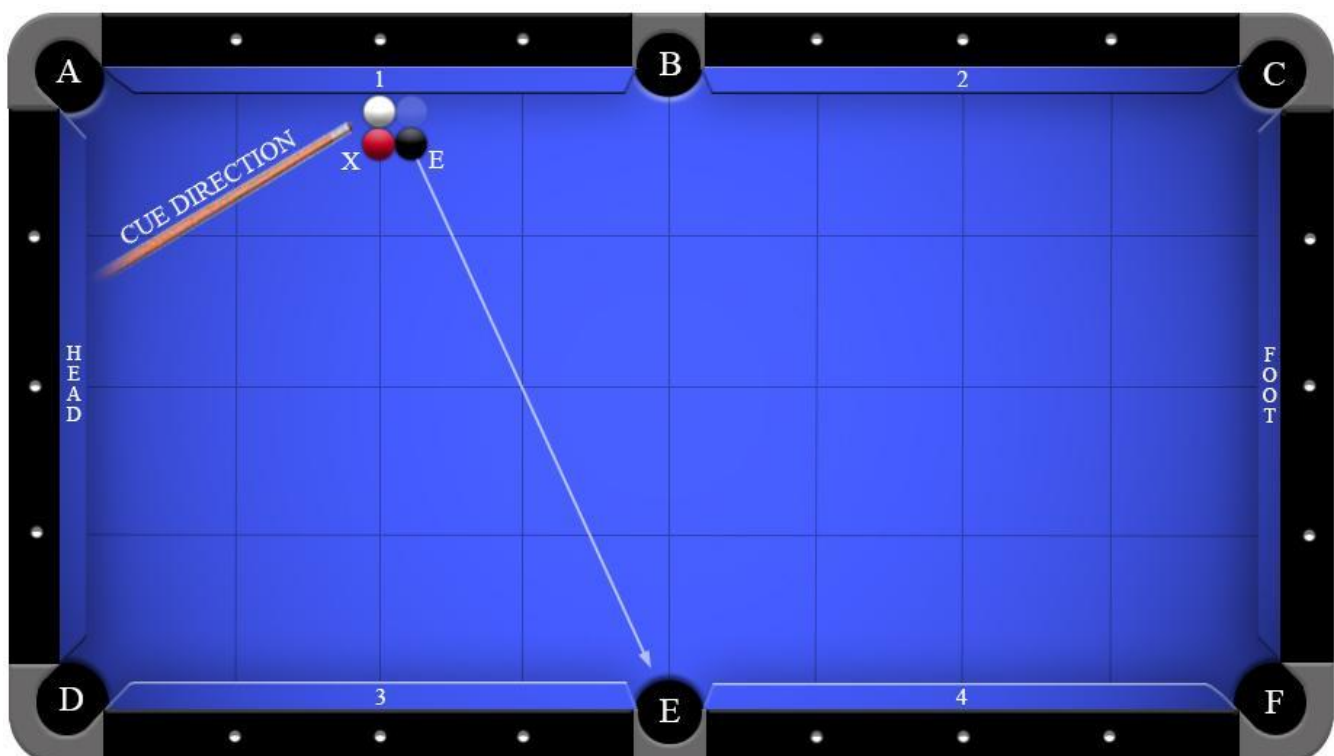
"X" ball frozen to cue ball and centered on head string line, "E" ball frozen to "X" ball and one ball spacing distance from cushion #1

Objective:

Shoot cue ball into cushion #1. Cue ball will compress cushion and "escape" from behind "X" ball. Then, cue ball will contact "E" ball and make it in pocket E.

Special Notes:

"X" ball may not move by any means until after "E" ball is made.



Discipline 5 – Shot 1c: The Cozy Kick Shot

Discipline 5 - Bank & Kick Shots

Shot 2a: The Escape Shot - 7 Points

Cue Ball Placement:

Frozen to the cushion at the 1 diamond.

Object Ball Placement:

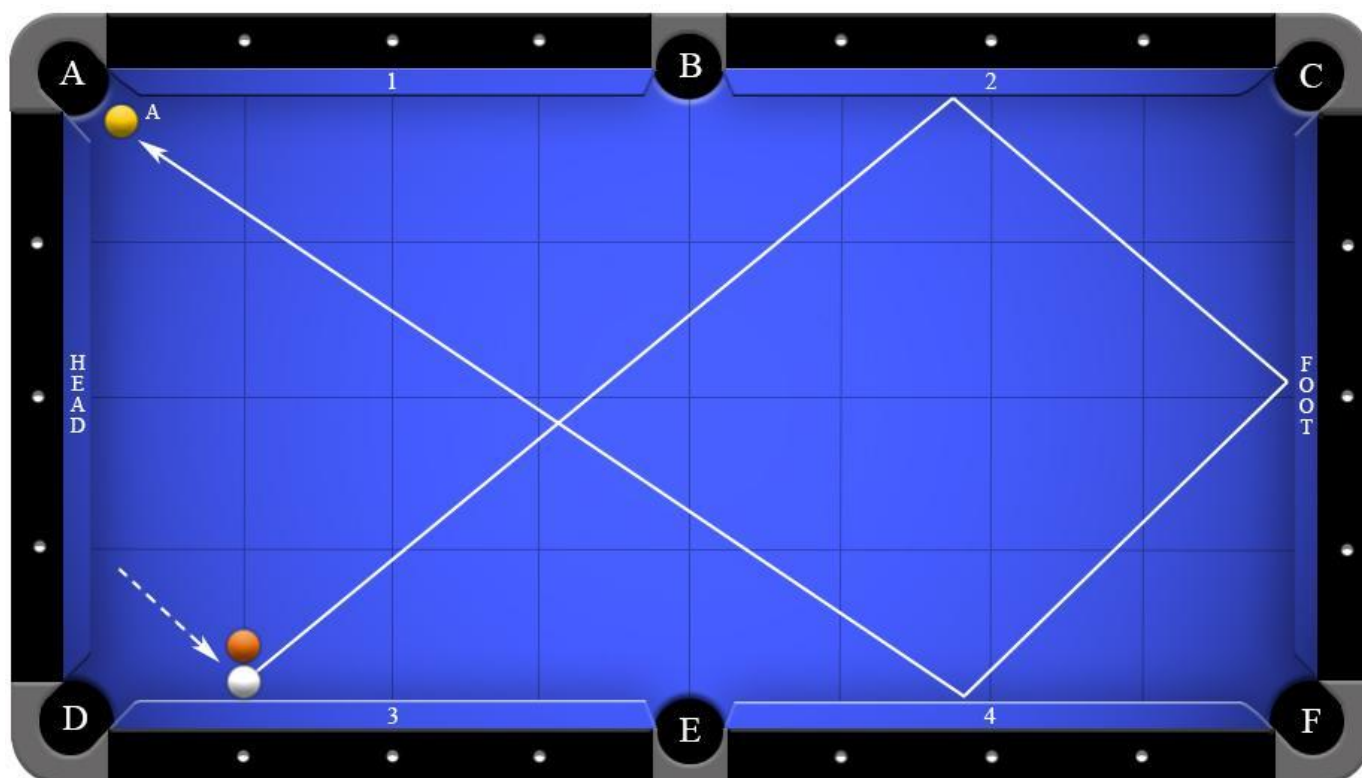
'A' ball hanging near pocket A. A blocker ball is along the 1 diamond and frozen to the cue ball.

Objective:

Shoot the cue ball in the direction of the arrow, causing it to escape out. The cue ball will travel around the table as diagrammed, and make 'A' ball in pocket A.

Special Notes:

The blocker ball may not move by any means until after 'A' ball is made.



Discipline 5 – Shot 2a: The Escape Shot

Discipline 5 - Bank & Kick Shots

Shot 2b: “The Hustler” Bank Shot - 7 Points

Cue Ball Placement:

Along the 1/2 diamond line, frozen to ‘D’ ball.

Object Ball Placement:

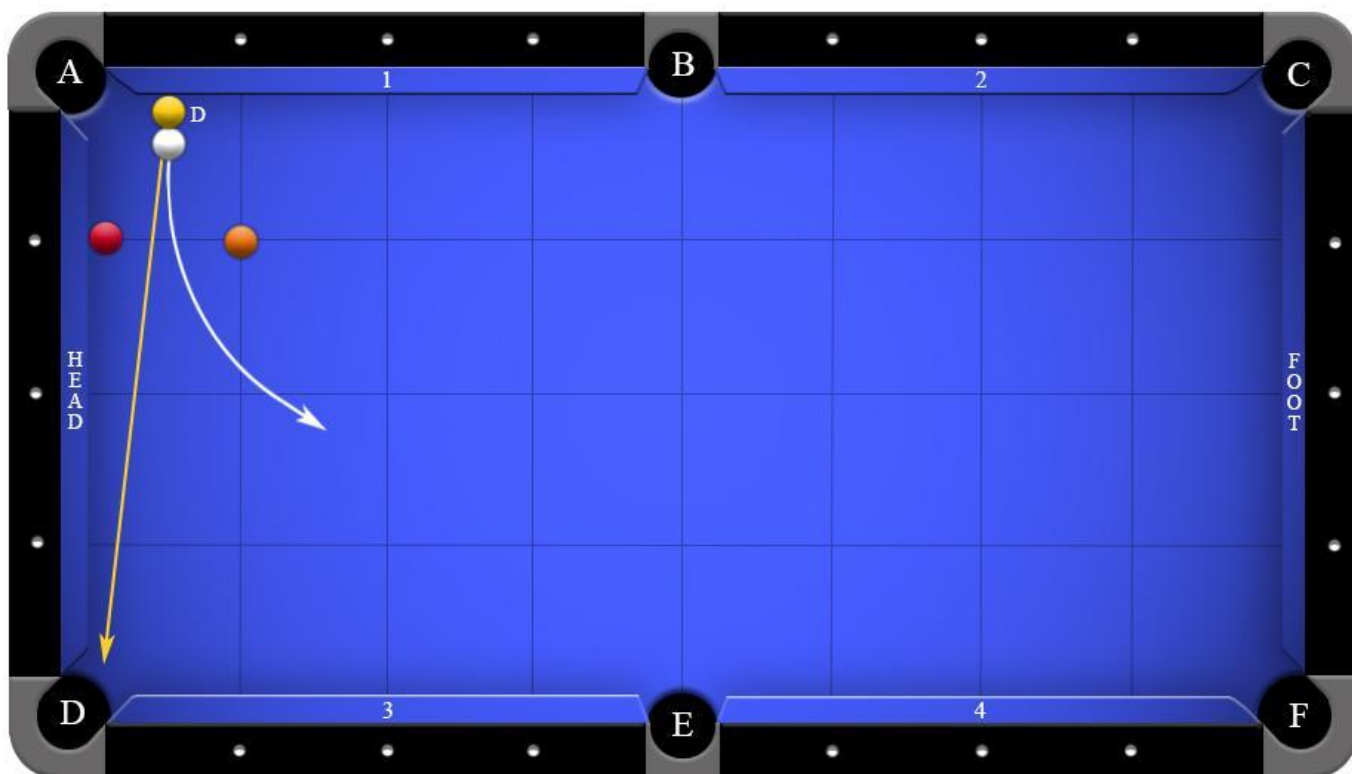
‘D’ ball along the 1/2 diamond line, frozen to the cushion. A blocker ball is on the 1st diamond line, frozen to the head cushion. Another blocker ball is on the 1-1 diamond intersection line.

Objective:

Shoot the cue ball and cause ‘D’ ball to bank back into pocket D. The cue ball must come out between the two blocker balls.

Special Notes:

The blocker balls may not be contacted by any means until after ‘D’ ball is made.
The cue ball and ‘D’ ball may contact each other multiple times.



Discipline 5 – Shot 2b: “The Hustler” Bank Shot

Discipline 5 - Bank & Kick Shots

Shot 2c: There & Back Again - 7 Points

Cue Ball Placement:

In hand, behind 1 diamond line from pocket C.

Object Ball Placement:

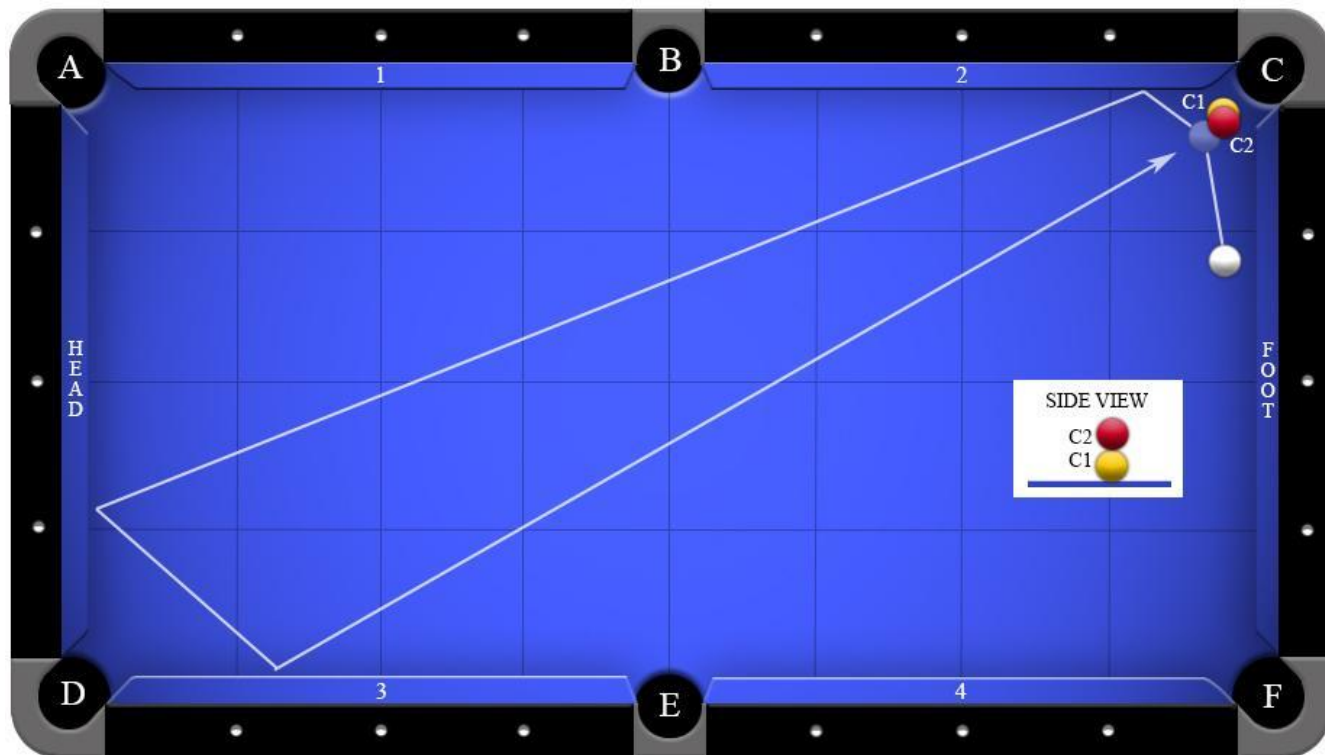
A stacker ball ('C1') is hanging near pocket C. An object ball ('C2') is balanced on top of it.

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



Discipline 5 – Shot 2c: There & Back Again

Discipline 5 - Bank & Kick Shots

Shot 3a: Poolhall Junkie Bank Shot - 8 Points

Cue Ball Placement:

Frozen to the cushion at the 3rd diamond.

Object Ball Placement:

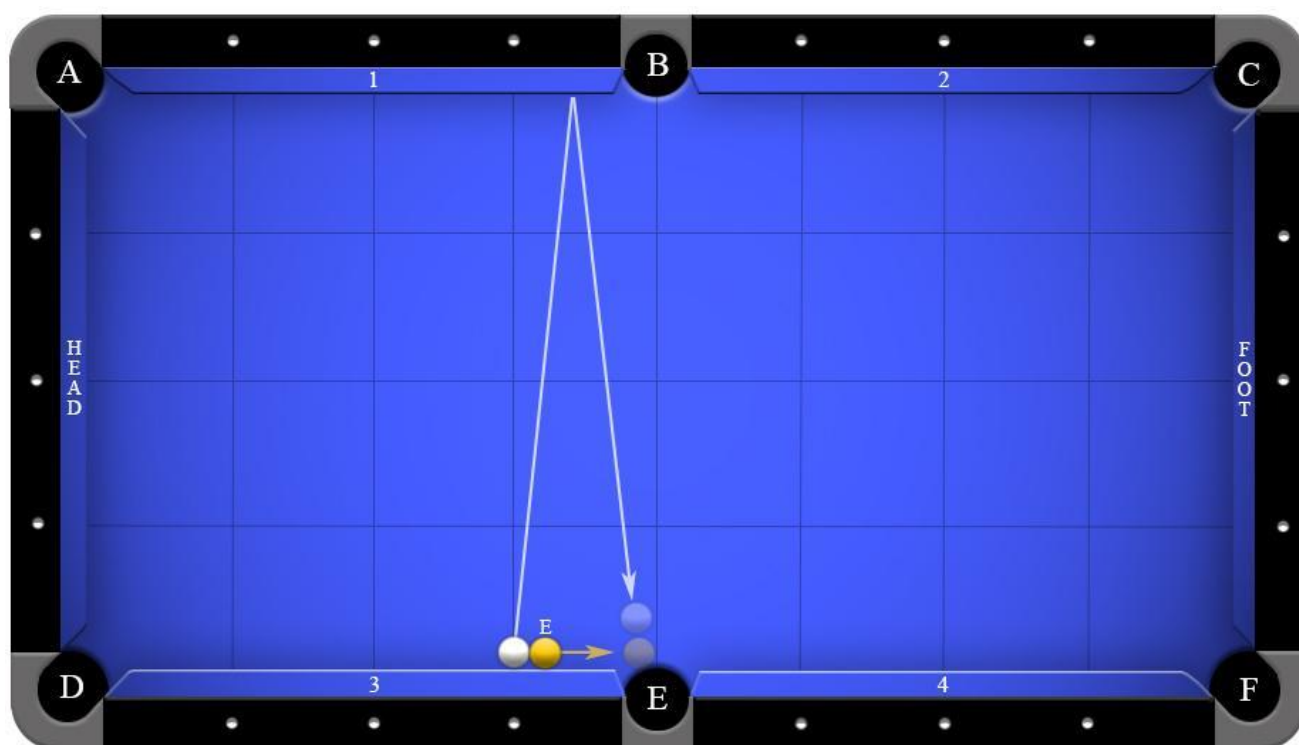
'E' ball frozen to the cushion and to the cue ball.

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



Discipline 5 – Shot 3a: Poolhall Junkie Bank Shot

Discipline 5 - Bank & Kick Shots

Shot 3b: Beat the Cut - 8 Points

Cue Ball Placement:

In hand, behind the head string, frozen to 'F2'.

Object Ball Placement:

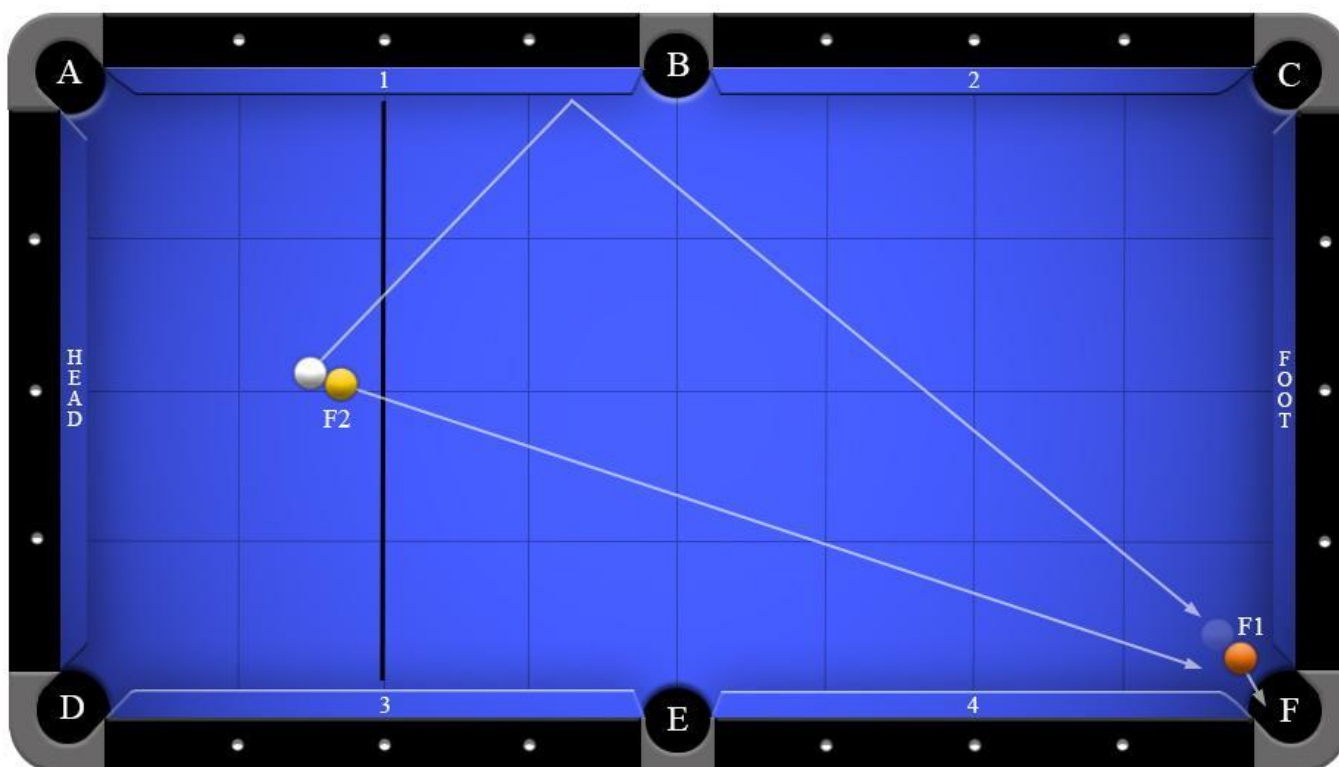
'F1' hanging near the F pocket. 'F2' ball in hand behind the head string.

Objective:

Shoot the cue ball into 'F2' ball. Cue ball will bank and make 'F1' in F pocket. 'F2' will go into the F pocket after 'F1' is made.

Special Notes:

Cue Ball must make the 'F1' ball. Extra contact between cue ball and 'F2' ball is allowed.



Discipline 5 – Shot 3b: Beat the Cut

Discipline 5 - Bank & Kick Shots

Shot 3c: The Quick Timer Shot - 8 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

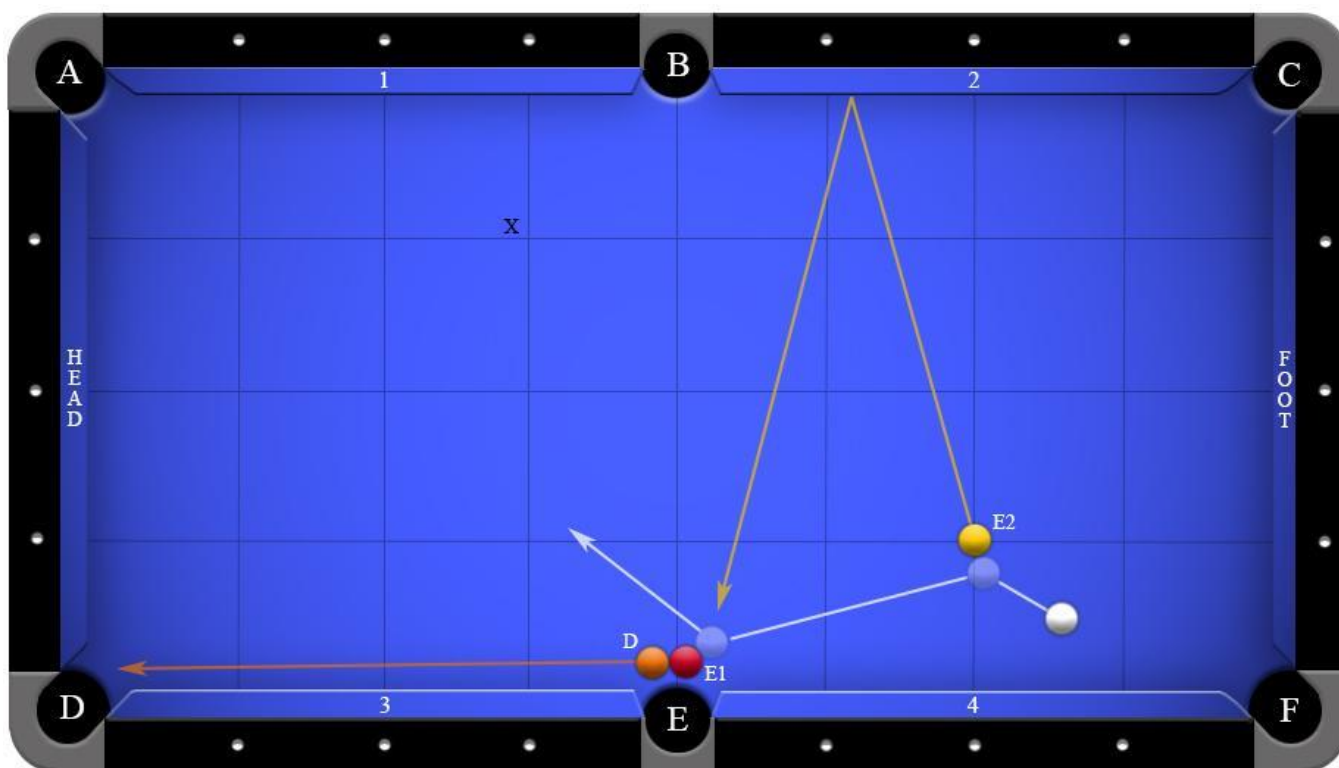
'E2' ball on the intersection of the foot string and the 1 diamond line as indicated by the diagram. 'D' and 'E1' balls are frozen and in hand near pocket E.

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.



Discipline 5 – Shot 3c: The Quick Timer Shot

Discipline 5 - Bank & Kick Shots

Shot 4a: Stick the Landing - 9 Points

Cue Ball Placement:

In hand, along the head string.

Object Ball Placement:

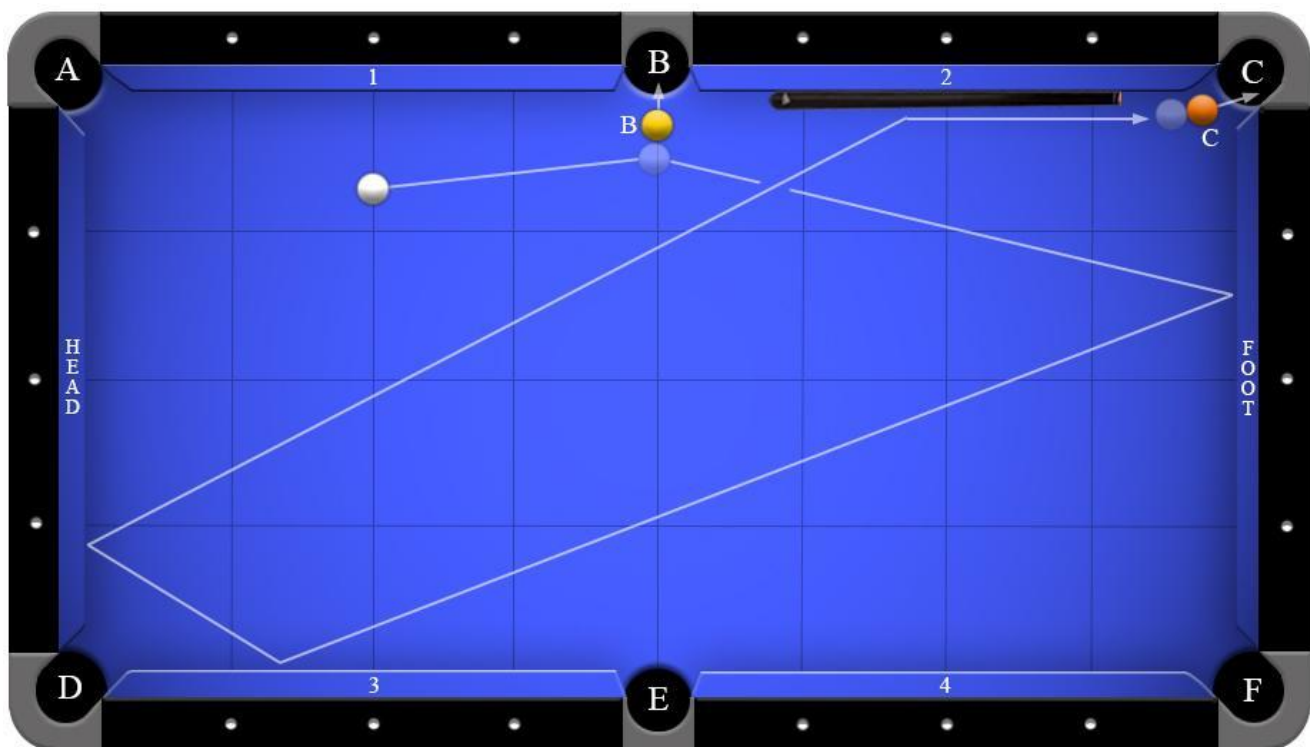
'B' and 'C' balls are hanging near their respective pockets. A cue butt is frozen to cushion 2 as diagrammed. It may be positioned up or down cushion 2 at the shooter's discretion.

Objective:

Shoot the cue ball making 'B' ball in pocket B. Cue ball will hit cushions foot, 3, and head, optionally hitting the cue butt, and making 'C' ball in pocket C.

Special Notes:

Cue ball may hit cushion 4 instead of cushion 3. Cue ball may not contact cushion 1 before pocketing 'B' ball.



Discipline 5 – Shot 4a: Stick the Landing

Discipline 5 - Bank & Kick Shots

Shot 4b: Mosconi Five Cushion Kick - 9 Points

Cue Ball Placement:

In hand within the indicated zone.

Object Ball Placement:

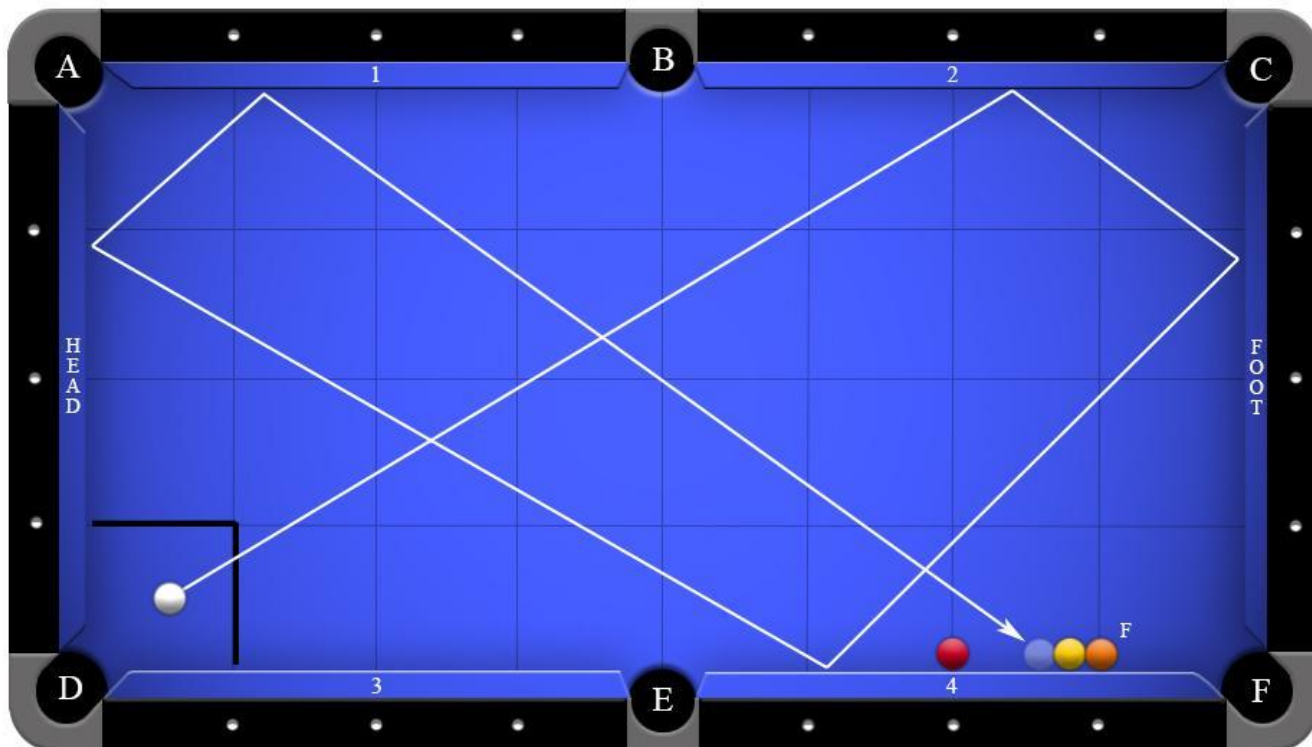
'F' ball is frozen to cushion 4 on 1st diamond line with combo ball frozen to F ball and cushion. A blocker ball is frozen to cushion 4 on the 2nd diamond line as diagrammed.

Objective:

Shoot the cue ball 5 cushions as diagrammed and make 'F' ball in pocket F.

Special Notes:

Blocker ball may not be contacted until the F ball is made. Cue ball may hit cushion 4 before hitting the combo ball.



Discipline 5 – Shot 4b: Mosconi Five Cushion Kick

Discipline 5 - Bank & Kick Shots

Shot 4c: The Speedy Skater - 9 Points

Cue Ball Placement:

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

Object Ball Placement:

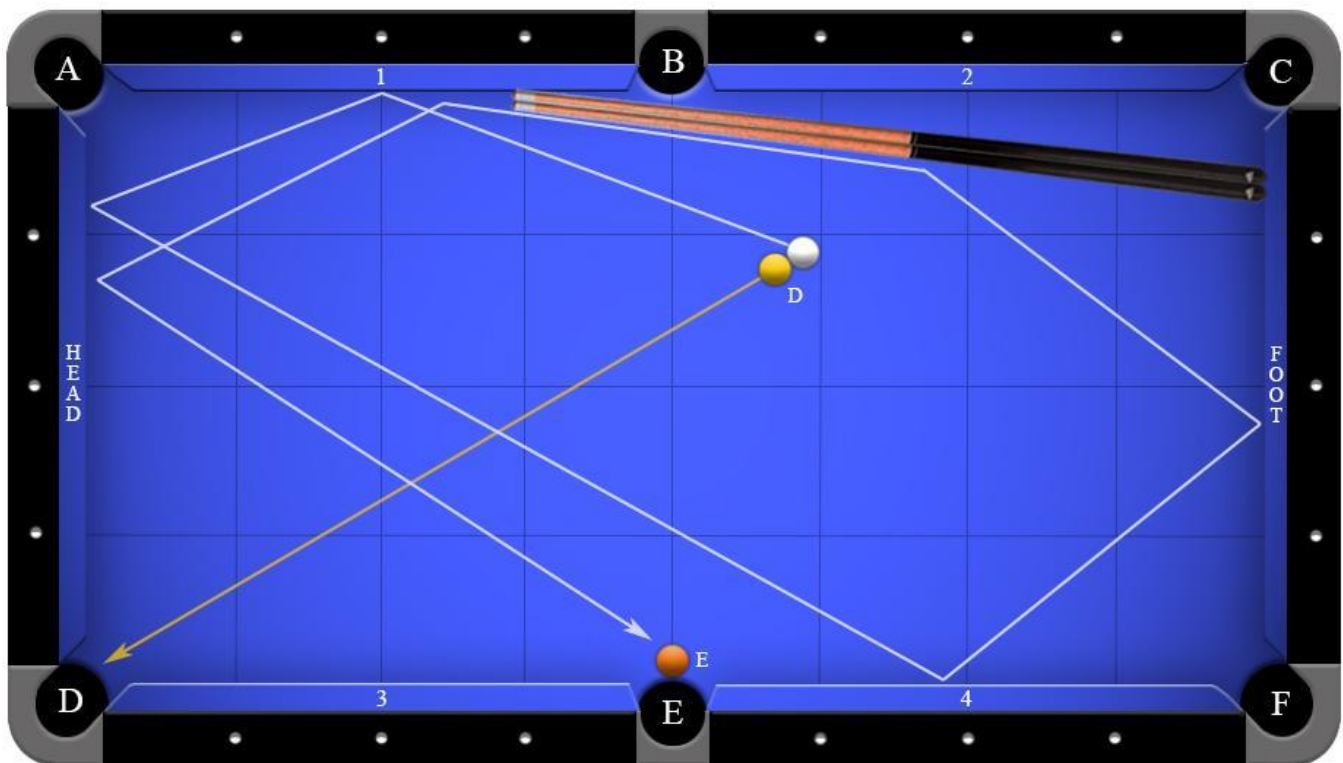
'D' ball in hand, frozen to the cue ball, and must be to the right of the B-E center line. 'E' ball is hanging near pocket 'E'. Two cue sticks are placed on the table as diagrammed, with their butt ends near the foot cushion. Players have the option of using both cue sticks as diagrammed, or just one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



Discipline 5 – Shot 4c: The Speedy Skater

Discipline 5 - Bank & Kick Shots

Shot 5a: The Kiss and Kick Shot - 10 Points

Cue Ball Placement:

In hand behind the indicated line.

Object Ball Placement:

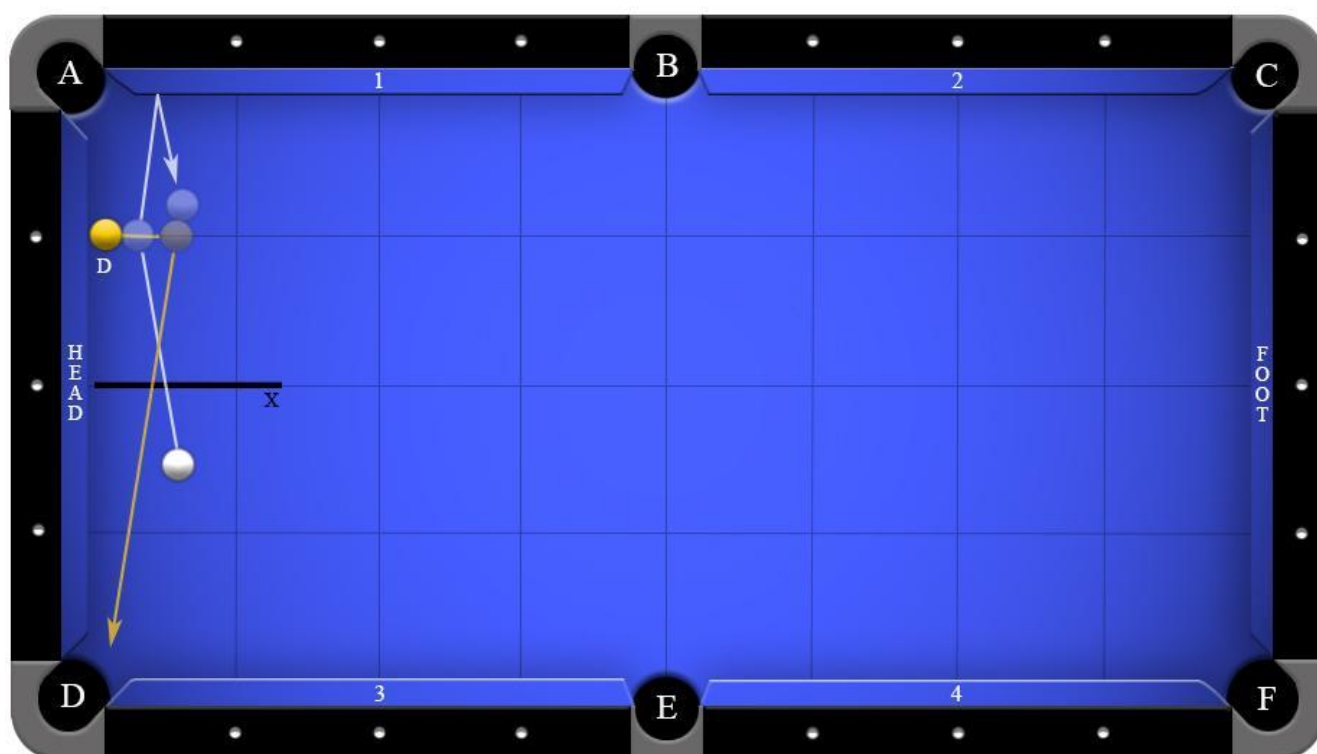
'D' ball is frozen to the cushion on the 1st diamond.

Objective:

Shoot the cue ball into 'D' ball, causing it to bounce away from the cushion slightly. The cue ball will then hit cushion 1 and kick back into 'D' ball, making it in pocket D.

Special Notes:

The cue ball must hit 'D' ball before hitting cushion 1.



Discipline 5 – Shot 5a: The Kiss and Kick Shot

Discipline 5 - Bank & Kick Shots

Shot 5b: The Efren Reyes Bank Shot - 10 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

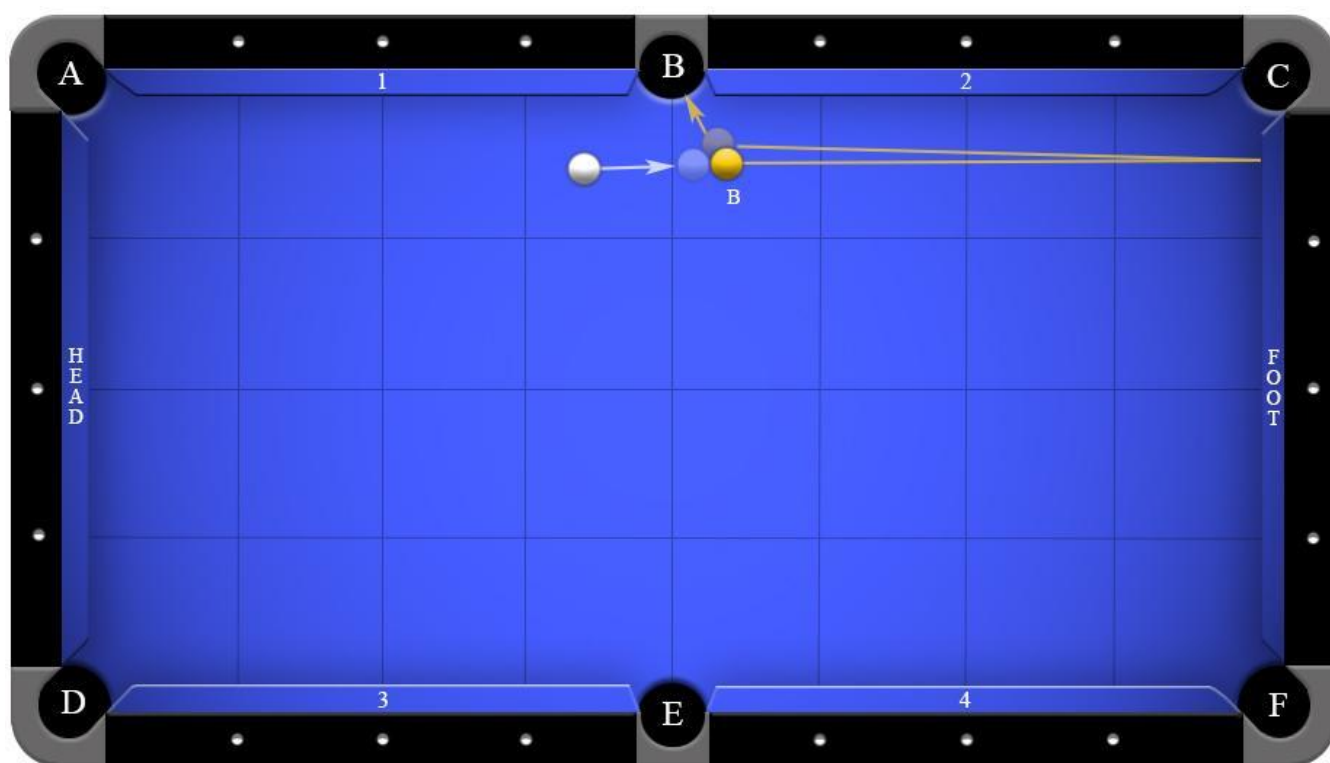
'B' ball in hand.

Objective:

Shoot the cue ball into 'B' ball, causing it to bank off the foot cushion, optionally hit cushion 2, and then carom off the cue ball and go into pocket B.

Special Notes:

None



Discipline 5 – Shot 5b: The Efren Reyes Bank Shot

Discipline 5 - Bank & Kick Shots

Shot 5c: Rat Race - 10 Points

Cue Ball Placement:

On head spot.

Object Ball Placement:

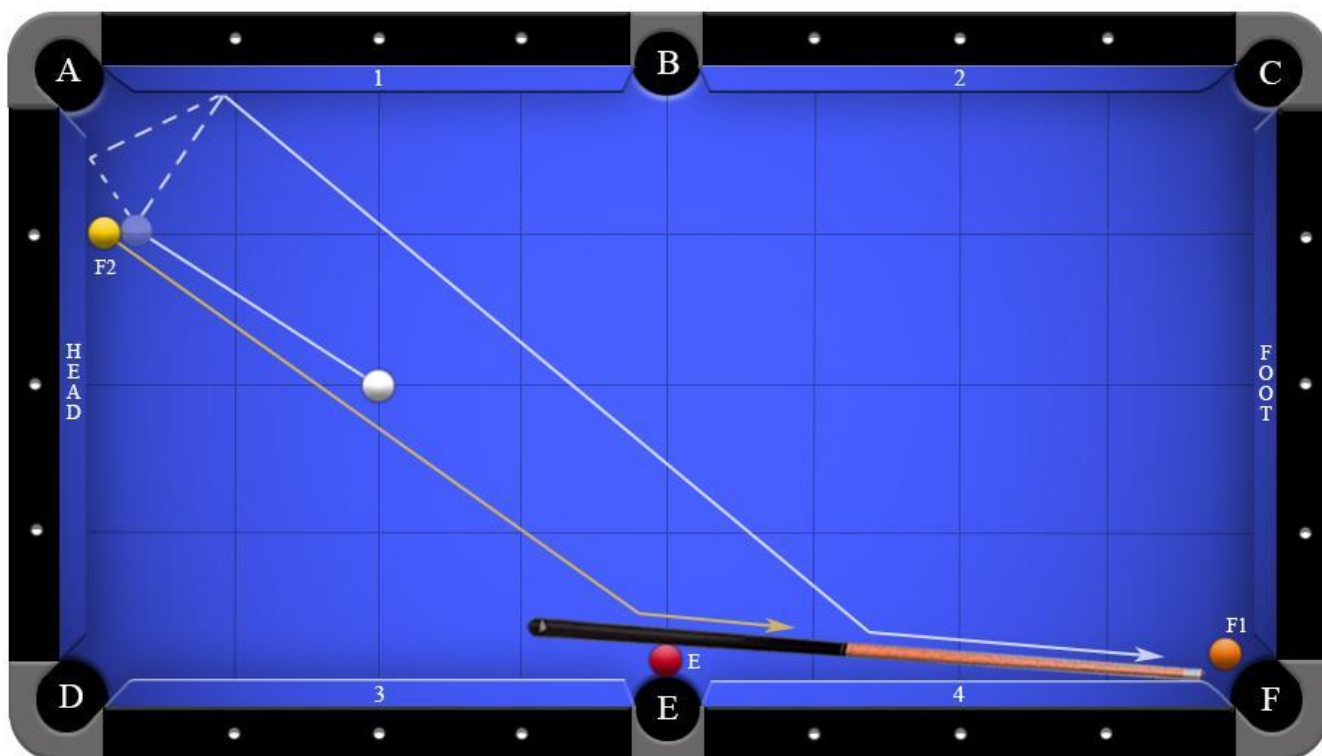
'F2' ball frozen to head cushion, one diamond from pocket A. 'E' ball hanging in pocket E with edge even with the pocket cut or deeper. 'F1' ball hanging near pocket F.

Objective:

Shoot cue ball into 'F2' ball. 'F2' ball will bank toward cue stick and pocket F. Cue ball will optionally hit the head cushion, but will hit cushion 1, then the cue stick, making 'E' ball in pocket E, and roll down the cue stick making 'F1' ball in pocket F. Then the 'F2' ball will go in to pocket F.

Special Notes:

All balls must be made in numerical order. Extra contact between cue ball and 'F2' ball is okay.



Discipline 5 – Shot 5c: Rat Race

Discipline 6

Stroke Shots

*Official Shot Program
Version 2.0 – July 2026*



WORLD POOL ASSOCIATION



Discipline 6 - Stroke Shots

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Discipline 6 - Stroke Shots

Shot 1a: The Resistance Draw - 6 Points

Cue Ball Placement:

In hand, but the back edge must be aligned with the 1 diamond.

Object Ball Placement:

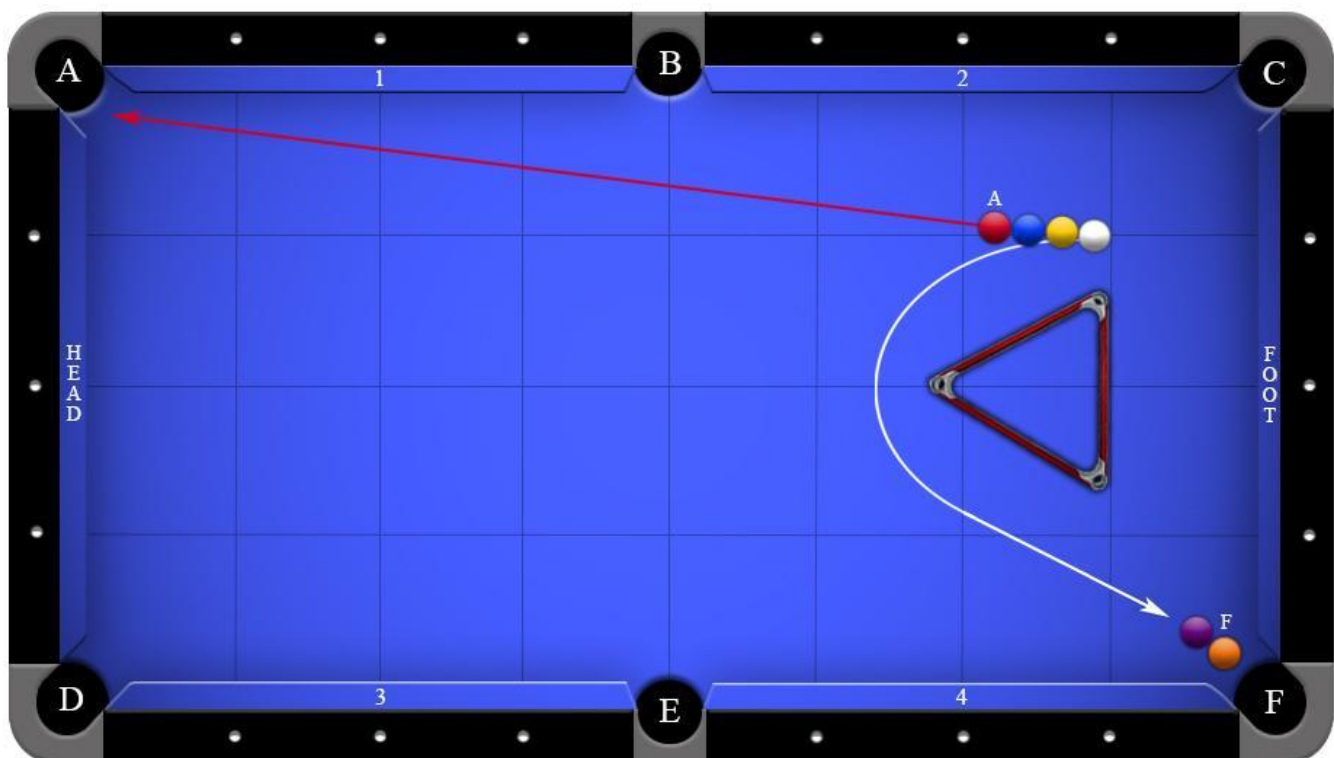
Three balls are in line and frozen to each other and to the cue ball. 'F' combo is hanging near pocket F. The rack is centered along the long center line of the table, and the back edge is aligned with the 1st diamond.

Objective:

Shoot the cue ball into the line of 3 balls. The first ball ('A') will go into pocket A. The cue ball will curve around the rack and make the combo 'F' ball in pocket F.

Special Notes:

The other two balls in line do not need to be made. The cue ball may not contact the rack until after the 'F' ball is made. Once the cue ball is struck and it separates from the line of balls, the cue ball may not be contacted by any other ball until the 'F' ball is made. If the rack has a lip, it will be placed lip down.



Discipline 6 – Shot 1a: The Resistance Draw

Discipline 6 - Stroke Shots

Shot 1b: Snap, Crackle, Pop, Jump, Nip, Draw - 6 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

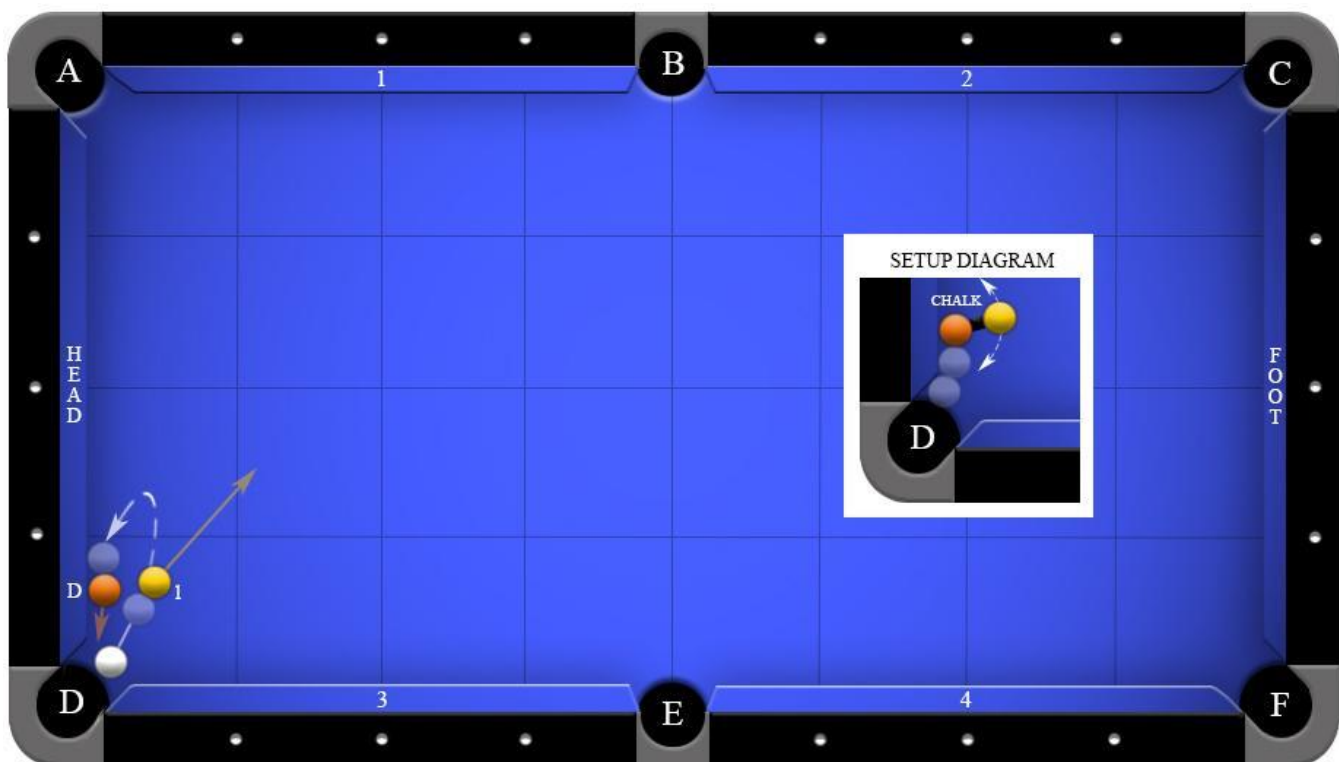
'D' ball is frozen to the head cushion and is the third ball out from the pocket cut. See the close-up view for more information. The 1 ball is in hand but may be no more than 1 chalk's width from the 'D' ball. Also, the back edge of the 1 ball may not be past the forward edge of the 'D' ball (indicated in the close-up view by a dotted spot).

Objective:

Shoot the cue ball into the 1 ball. The cue ball will jump over and draw back, making the 'D' ball in pocket D.

Special Notes:

The cue ball may make multiple hits on the 'D' ball and head cushion. The cue ball may not contact any other cushion until hitting the 'D' ball on the way back. The 1 ball does not need to be made.



Discipline 6 – Shot 1b: Snap, Crackle, Pop, Jump, Nip, Draw

Discipline 6 - Stroke Shots

Shot 1c: The Double Kiss Draw Shot - 6 Points

Cue Ball Placement:

On center spot.

Object Ball Placement:

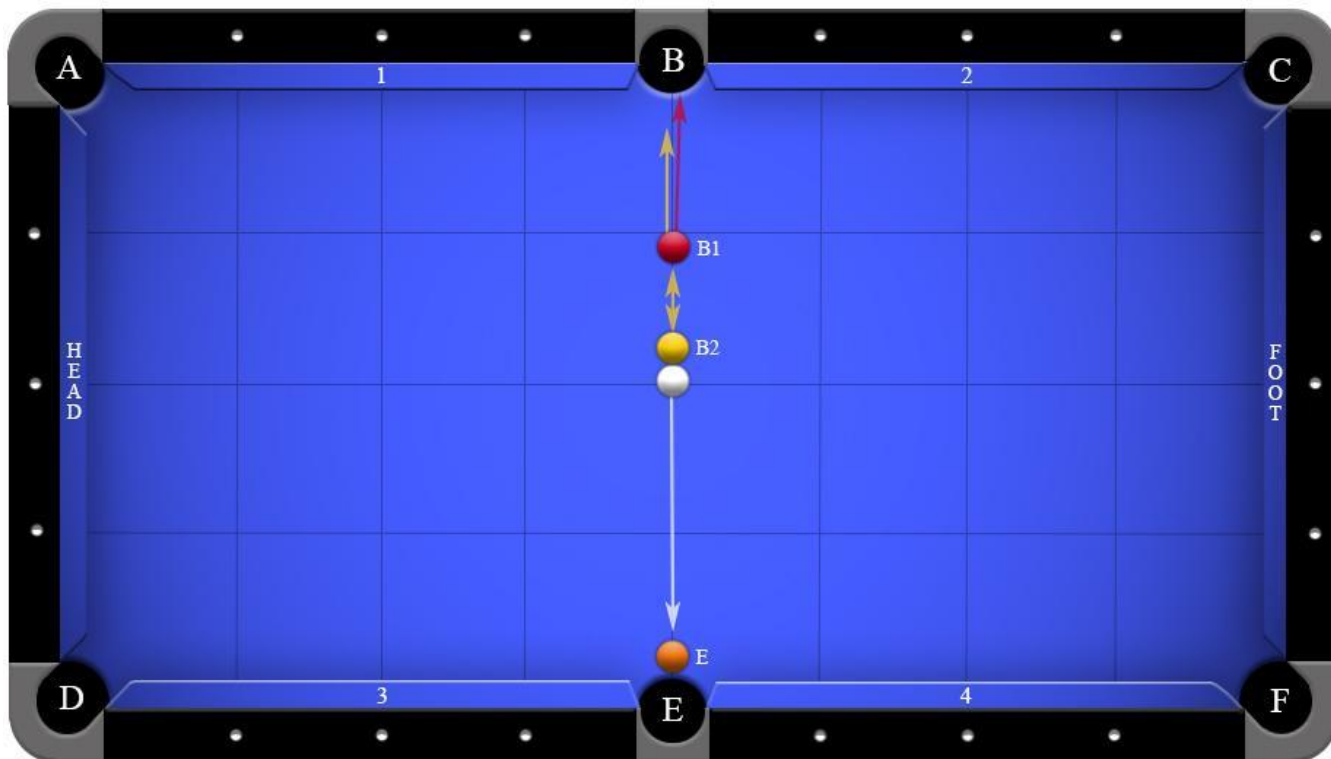
All object balls on the center line of the table. 'B2' ball frozen to cue ball. 'B1' ball is exactly two ball widths from the 'B2' ball. 'E' ball hanging in pocket E, even with the rail line extension or deeper.

Objective:

Shoot cue ball into 'B2' ball. 'B2' ball will hit the 'B1' ball into pocket B. Cue ball will contact 'B2' ball a second time, hitting it into pocket B. Cue ball will then draw back making 'E' ball in pocket E.

Special Notes:

'E' ball must be on the center line. It is not adjustable left or right.



Discipline 6 – Shot 1c: The Double Kiss Draw Shot

Discipline 6 - Stroke Shots

Shot 2a: Giumelli's Rendezvous - 7 Points

Cue Ball Placement:

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

Object Ball Placement:

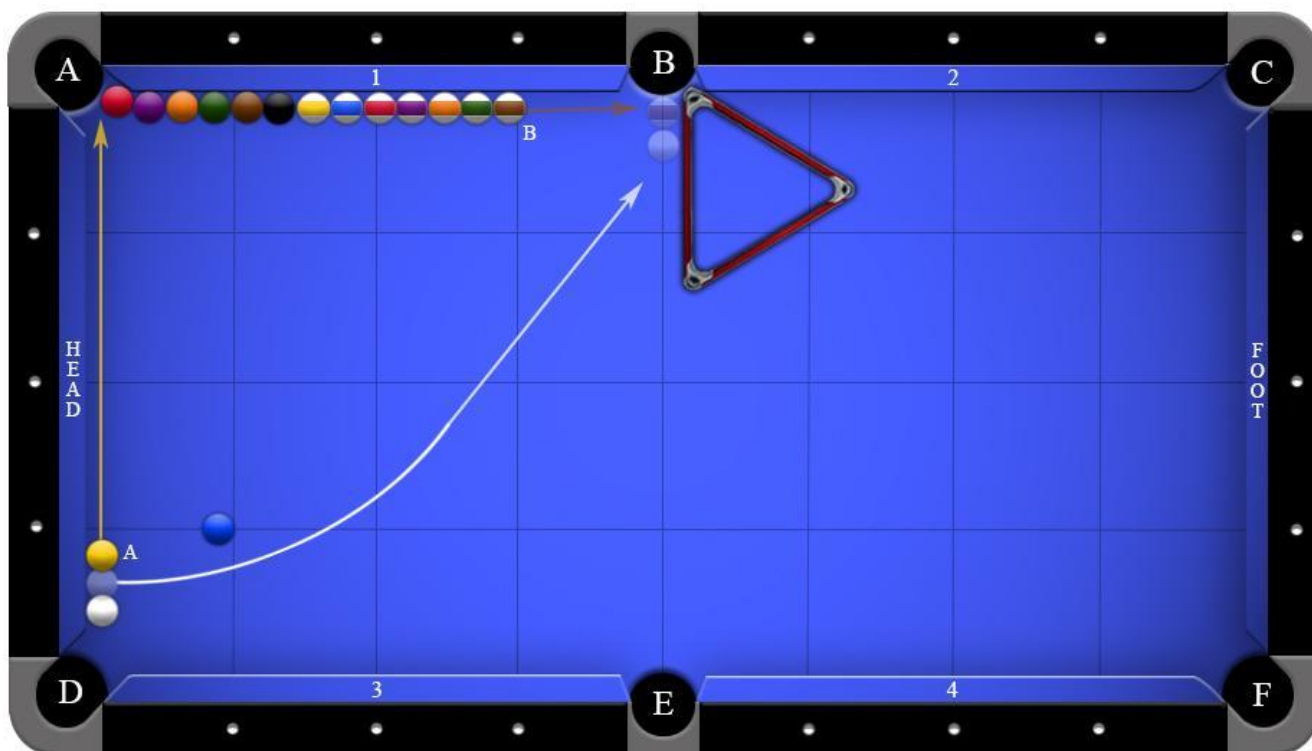
'A' ball frozen to the head cushion and adjustable. 13 balls are in line, all frozen to cushion 1. The first ball to the right of pocket A may be inside the pocket jaws. A blocker ball is on the 1st diamond, exactly 4 ball's width from the cushion. A rack is wedged into the side pocket, and the left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



Discipline 6 – Shot 2a: Giumelli's Rendezvous

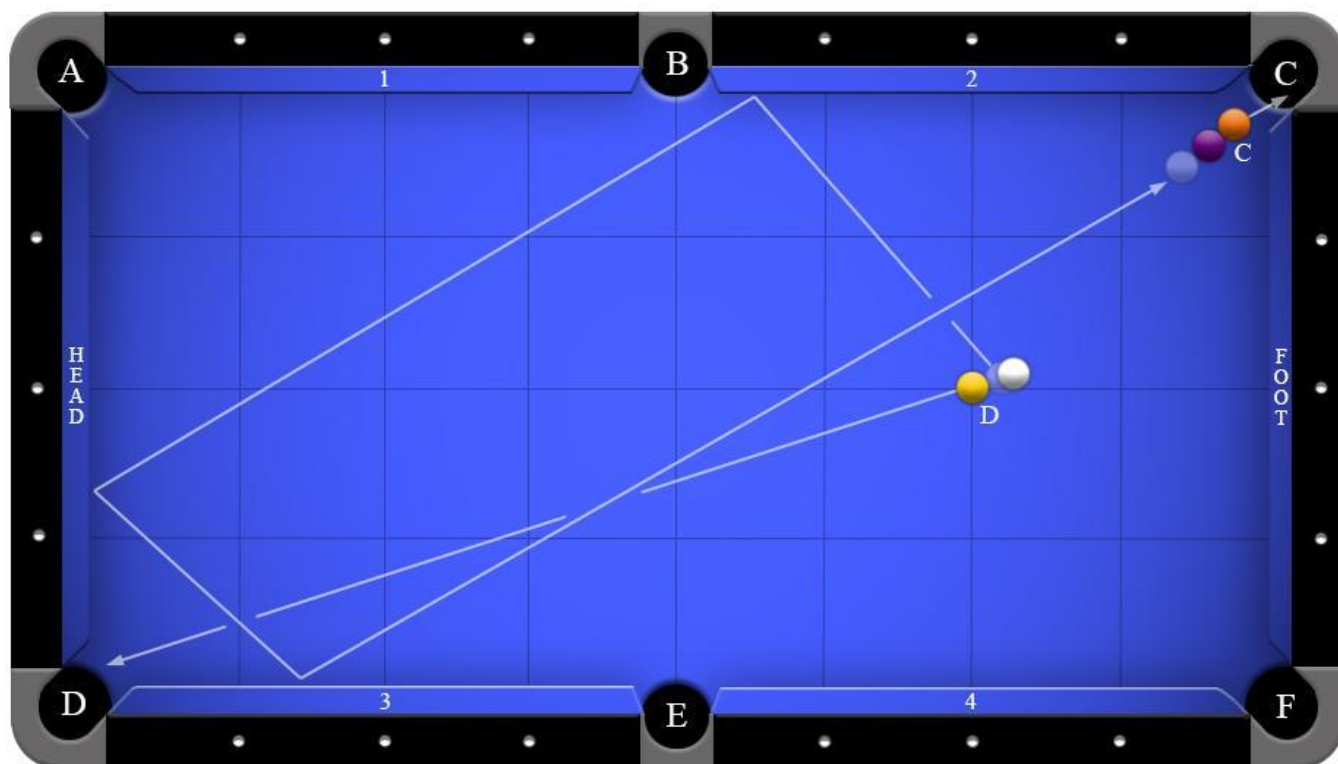
Shot 2b: Mini Fouette - 7 Points

One chalk width from D ball

D ball is on the foot spot. C ball is hanging in pocket C with a helper ball frozen to it.

Shoot the cue ball into D ball, making D ball in pocket D. Cue ball will hit cushions 2, head, and cushion 3 and then make combo 'C' ball in pocket C.

None



Discipline 6 – Shot 2b: Mini Fouette

Discipline 6 - Stroke Shots

Shot 2c: Jump Fouette - 7 Points

Cue Ball Placement:

In hand, but no more than 1 chalk width from 'B' ball.

Object Ball Placement:

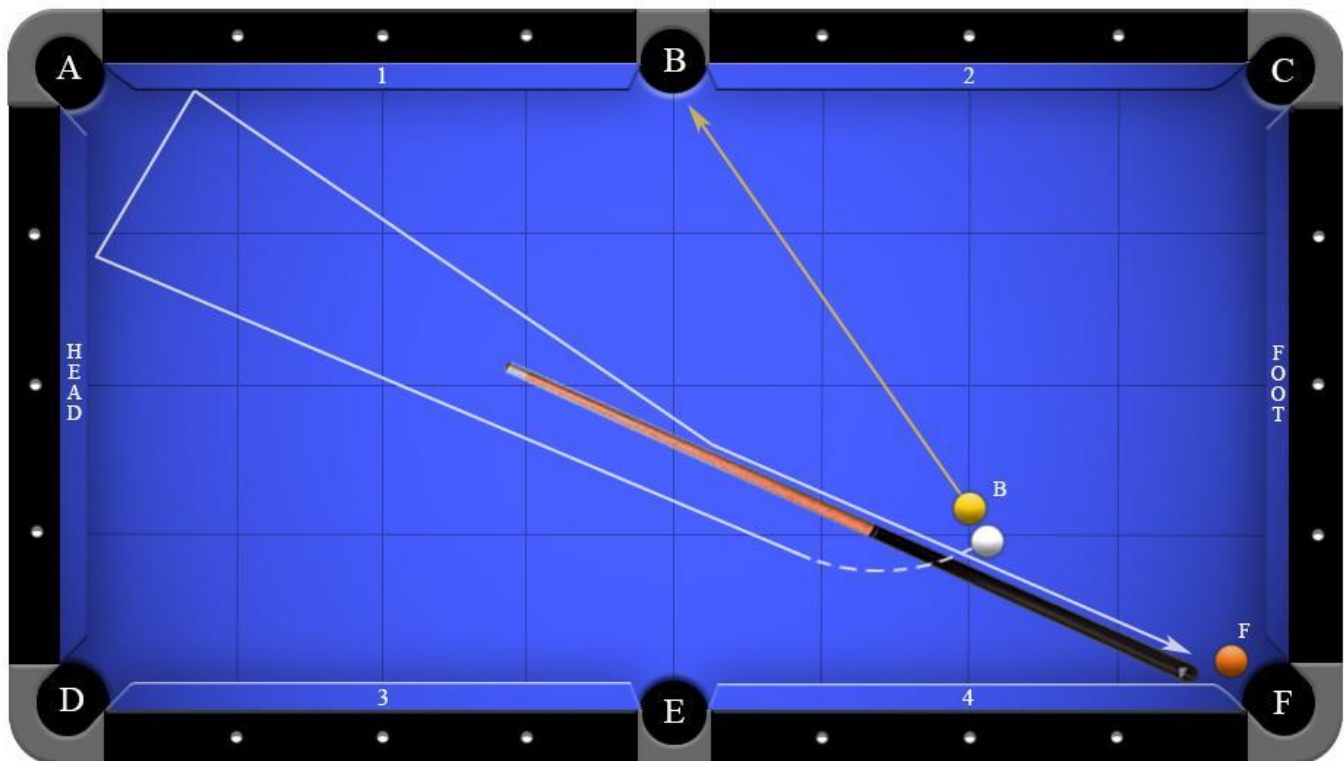
'B' ball is on 2 diamond line. 'F' ball is hanging in pocket F. A prop cue has butt end frozen to cushion 4 and lies between 'B' ball and cushion 4 as diagrammed.

Objective:

Make 'B' ball in pocket B. Cue ball will jump over the prop cue and land between the prop cue and cushion 4, contact the head cushion and cushion 1, optionally contact the prop cue, and then make 'F' ball in pocket F.

Special Notes:

Cue ball may not contact prop cue until after hitting cushion 1.



Discipline 6 – Shot 2c: Jump Fouette

Discipline 6 - Stroke Shots

Shot 3a: The Ribbon Shot - 8 Points

Cue Ball Placement:

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

Object Ball Placement:

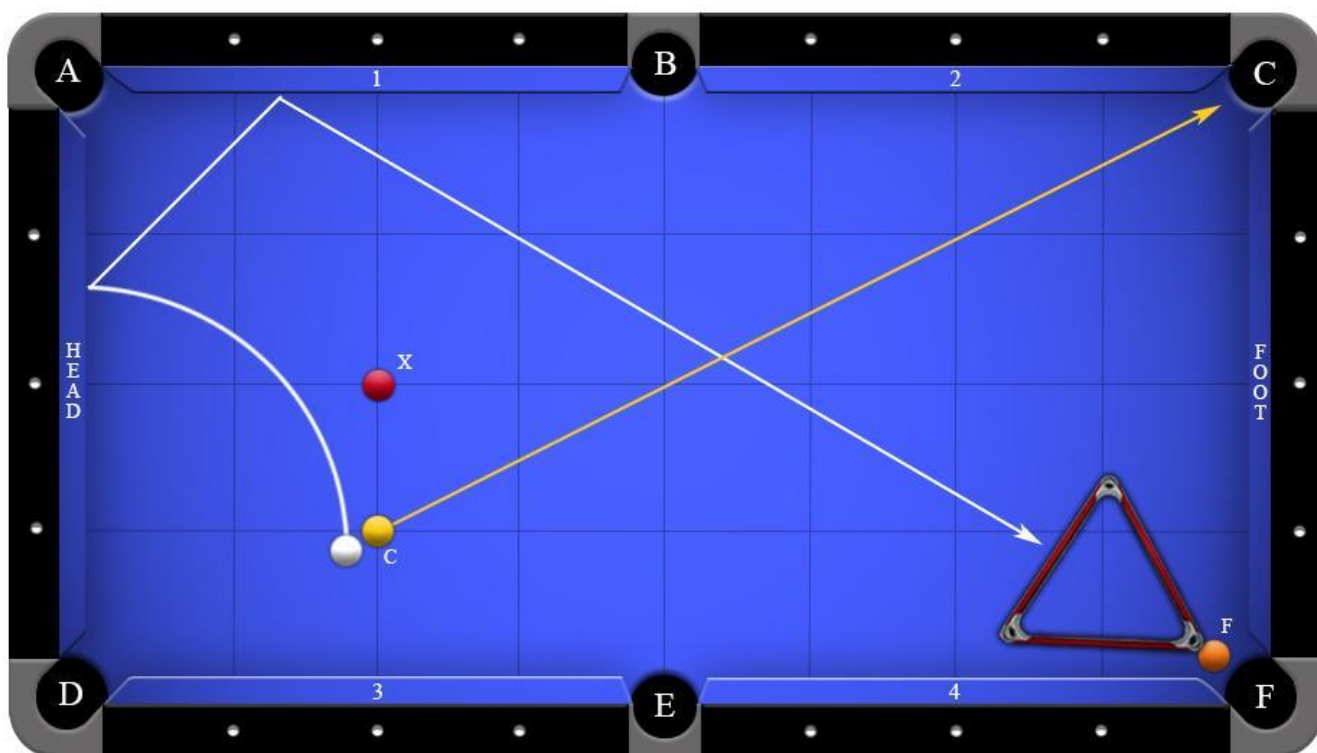
'C' ball in hand on the head string, between 'X' ball and cushion 3. 'X' ball is on the head spot. 'F' ball is hanging in pocket F. A rack is in hand, frozen to 'F' ball.

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.



Discipline 6 – Shot 3a: The Ribbon Shot

Discipline 6 - Stroke Shots

Shot 3b: The Whip Shot - 8 Points

Cue Ball Placement:

Exactly 2mm away from the 'B1' ball.

Object Ball Placement:

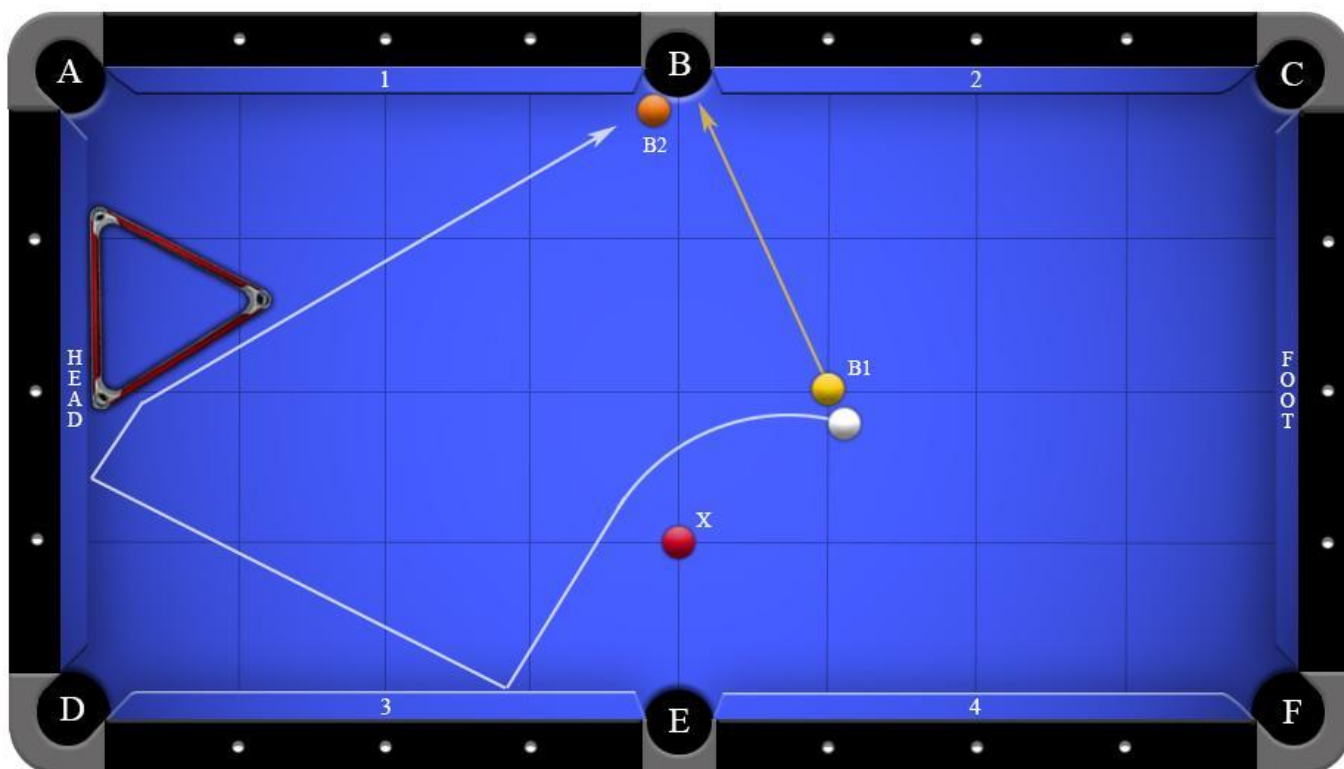
'B1' ball is at the intersection of the 3rd diamond and the long centerline, as shown. 'B2' ball is hanging in pocket B. 'X' ball is a blocker ball 1 diamond from pocket E. A rack is in hand with one edge frozen to the head cushion.

Objective:

Shoot the cue ball into the 'B1' ball, making it in pocket B. The cue ball will curve around the 'X' ball contact cushion 3, the head cushion, and the rack, then make 'B2' ball in pocket B.

Special Notes:

The blocker ball may not be contacted by any means until after 'B2' ball has been made. 'B2' ball may not be disturbed by the 'B1' ball.



Discipline 6 – Shot 3b: The Whip Shot

Discipline 6 - Stroke Shots

Shot 3c: Stack and Whip It - 8 Points

Cue Ball Placement:

Exactly 2mm away from the object ball on the spot.

Object Ball Placement:

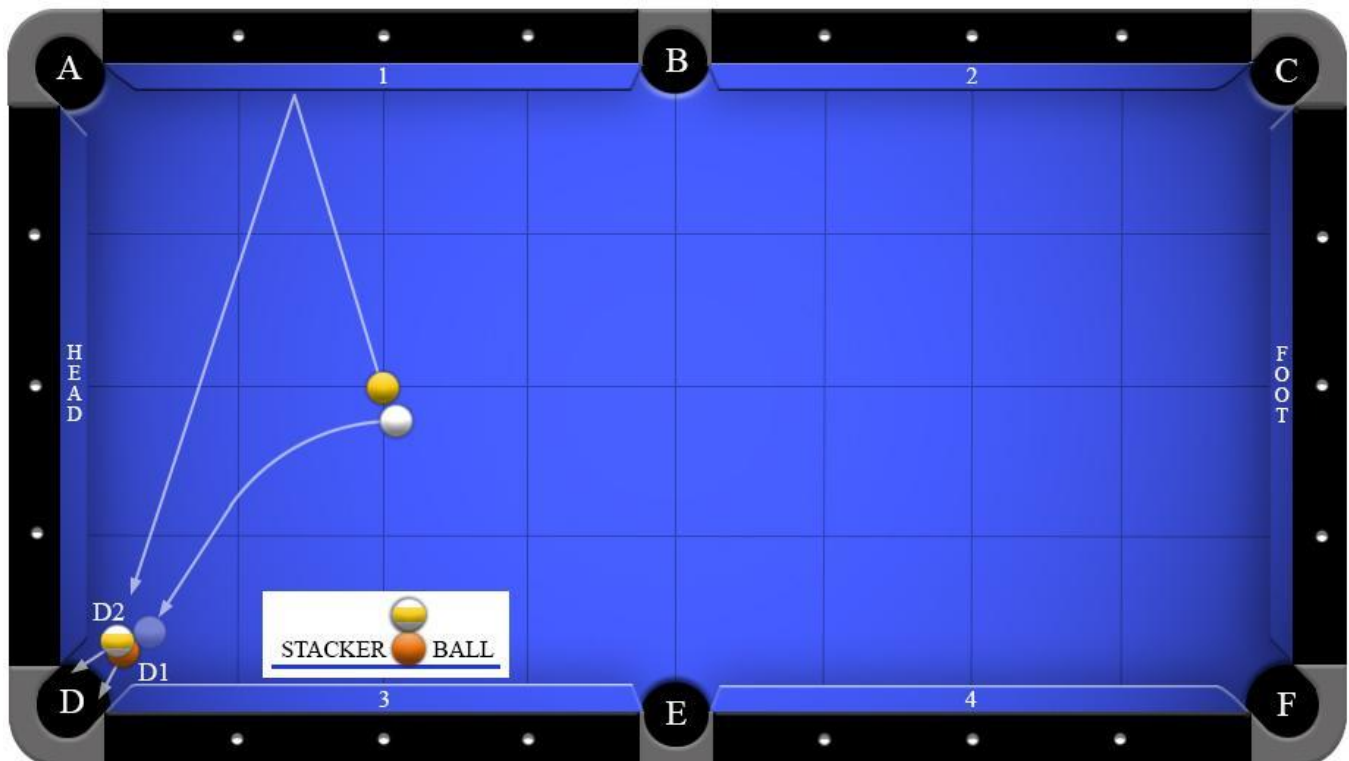
An object ball is on the spot. 'D1' (stacker ball) and 'D2' are hanging / adjustable near the D pocket as diagrammed.

Objective:

Bank the object ball off Rail 1 making the 'D1' Stacker Ball. 'D2' ball will fall into place. Cue ball will draw to make 'D2' in D pocket.

Special Notes:

'D2' Ball cannot be made by the banking object ball even if the cue ball hits the banked ball into it. Extra contact between the cue ball and banked ball is allowed.



Discipline 6 – Shot 3c: Stack and Whip It

Discipline 6 - Stroke Shots

Shot 4a: Luke's Stroke Jump Shot - 9 Points

Cue Ball Placement:

Cue ball is frozen to the head cushion and to the row of 5 object balls.

Object Ball Placement:

5 object balls are frozen in a line and to the head cushion. The first object ball in the line is at the 1 diamond from pocket A. A row of 7 blocker object balls is placed 2 ball widths from the first row of object balls and the cue ball. The middle ball in the row of 7 is even with the cue ball.

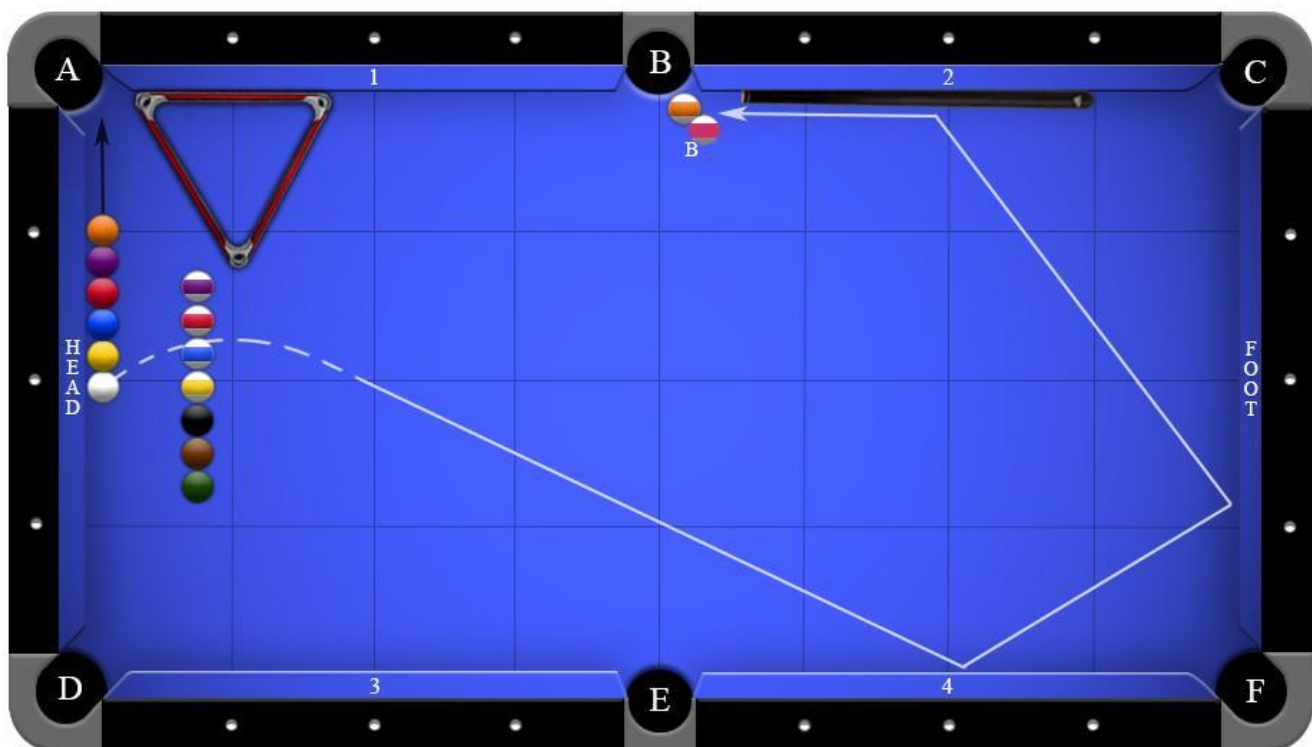
'B' combo is hanging in pocket B. A cue butt is frozen to cushion 2. A rack is frozen and adjustable to cushion 1.

Objective:

Shoot the cue ball into the row of 5 object balls. All 5 object balls will go into pocket A. The cue ball will jump over the row of 7 blocker balls, draw back off of cushion 4, the foot cushion, and the cue butt and make 'B' ball in pocket B.

Special Notes:

The row of 7 blocker balls may not be disturbed until after 'B' ball is made.



Discipline 6 – Shot 4a: Luke's Stroke Jump Shot

Discipline 6 - Stroke Shots

Shot 4b: The Showoff Spin Shot - 9 Points

Cue Ball Placement:

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

Object Ball Placement:

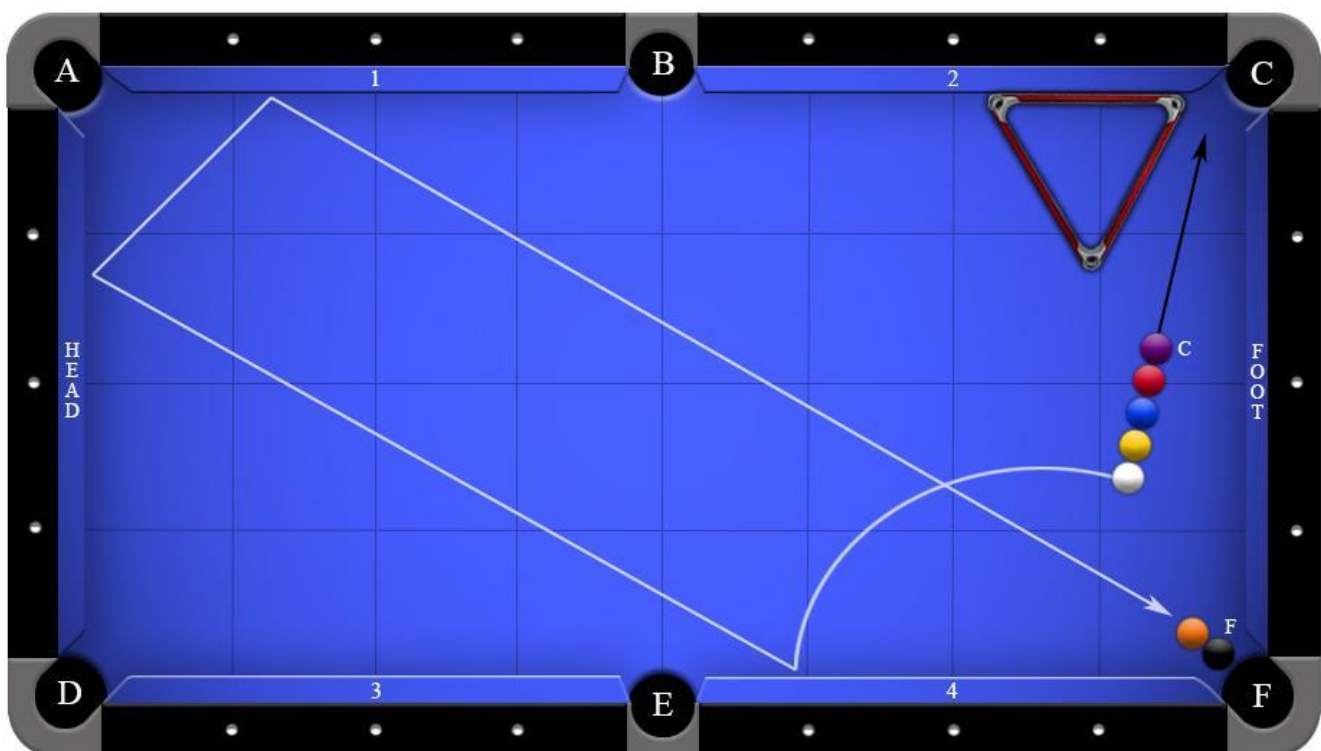
4 balls are frozen in line, and to the cue ball. 'F' ball combo is hanging near pocket F. A rack is in hand, frozen to cushion 2.

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.



Discipline 6 – Shot 4b: The Showoff Spin Shot

Discipline 6 - Stroke Shots

Shot 4c: An Inside Job 3-Railer - 9 Points

Cue Ball Placement:

The cue ball must be at least 2 balls width off the foot cushion. It may not be more than 3 ball's width off cushion 4.

Object Ball Placement:

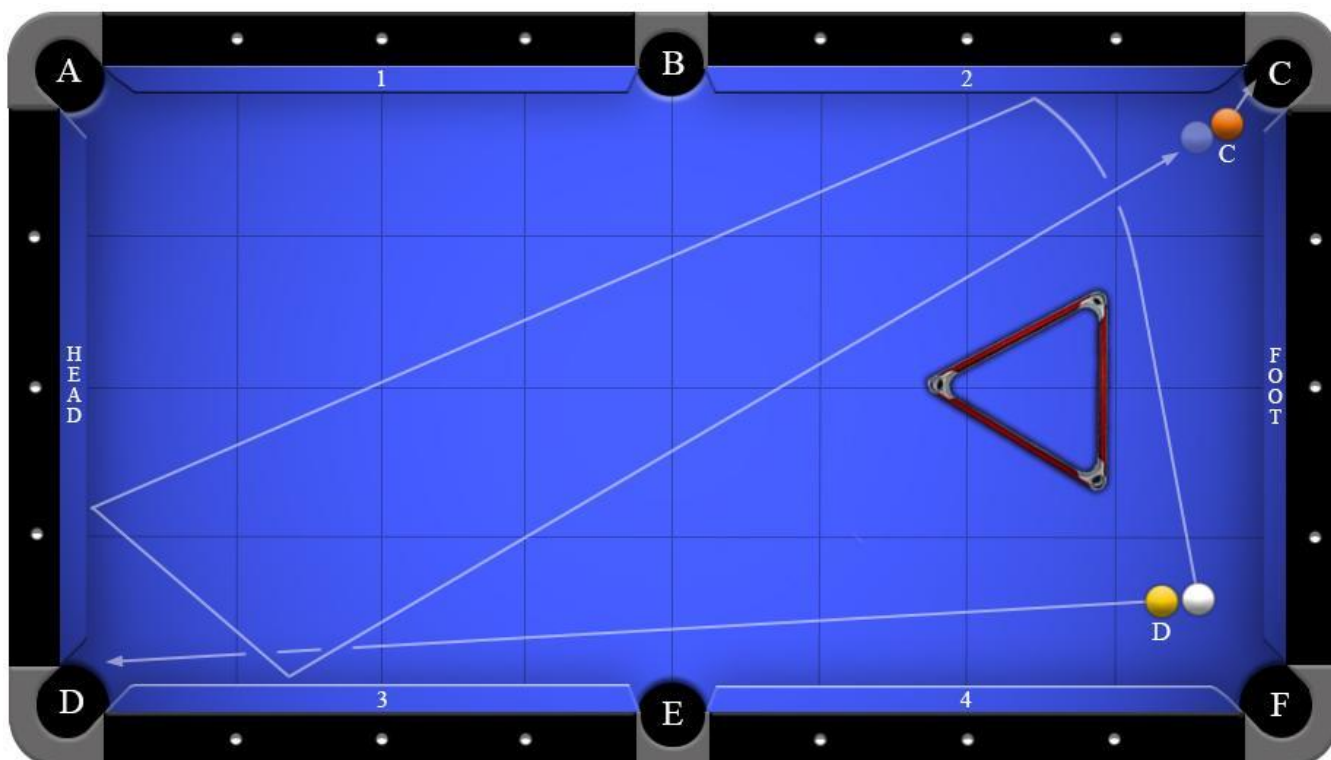
'C' ball hanging near pocket C. 'D' ball is near the cue ball and adjustable. The rack is placed in its normal position for racking. If the rack has a lip, it will be placed lip down.

Objective:

Shoot the cue ball making 'D' ball in pocket D. The cue ball will curve around the rack as diagrammed, travel 3 cushions, and make 'C' ball in pocket C.

Special Notes:

The rack may not be touched by any means until after the 'C' ball is made.



Discipline 6 – Shot 4c: An Inside Job 3-Railer

Discipline 6 - Stroke Shots

Shot 5a: The Whip Draw Shot - 10 Points

Cue Ball Placement:

On the long center line of the table, exactly 1 ball's width from the ball on the head spot.

Object Ball Placement:

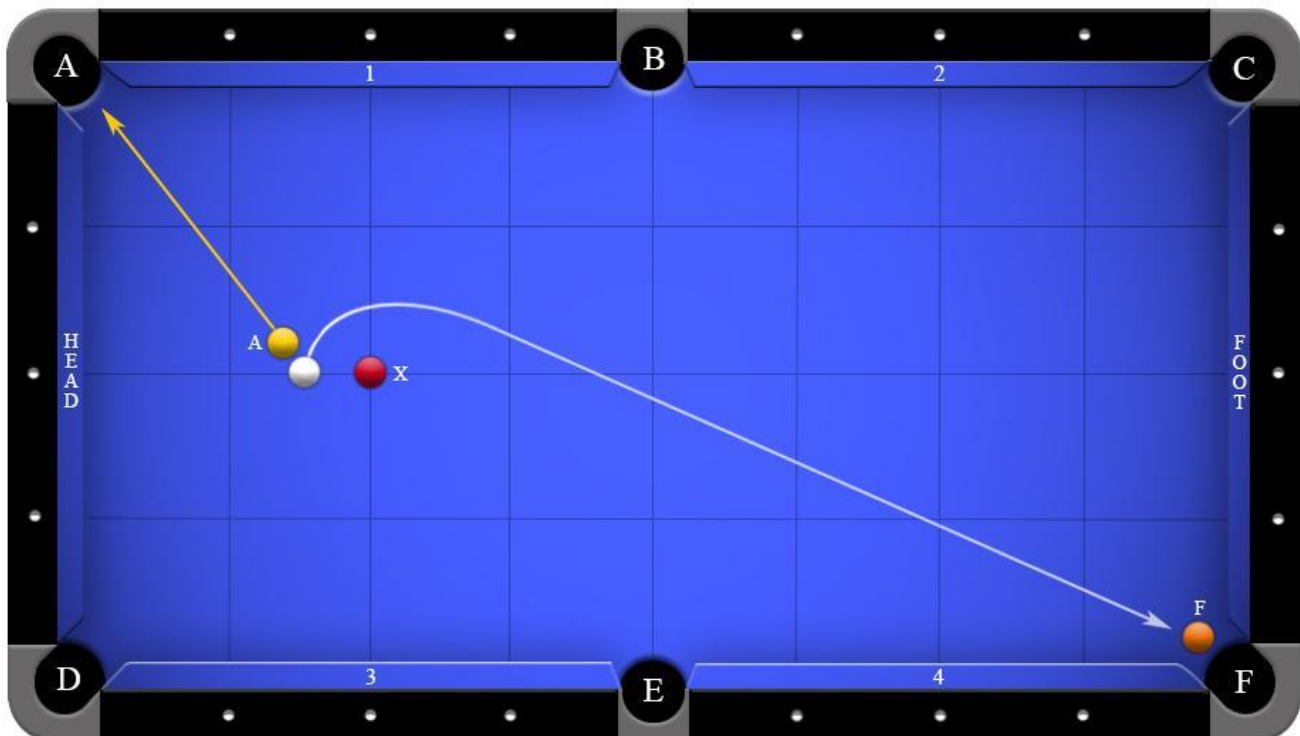
A blocker ball is on the head spot. Ball 'A' is exactly 2mm from the cue ball. 'F' ball is hanging near pocket F.

Objective:

Shoot the cue ball making 'A' ball in pocket A. The cue ball will draw around the blocker ball, and make 'F' ball in pocket F.

Special Notes:

The blocker ball may not be touched by any means until after the 'F' ball is made. Players may not jack up and execute a full masse to make this shot.



Discipline 6 – Shot 5a: The Whip Draw Shot

Discipline 6 - Stroke Shots

Shot 5b: Opening the Gate - 10 Points

Cue Ball Placement:

In hand but must be exactly 2mm from the 'F' ball.

Object Ball Placement:

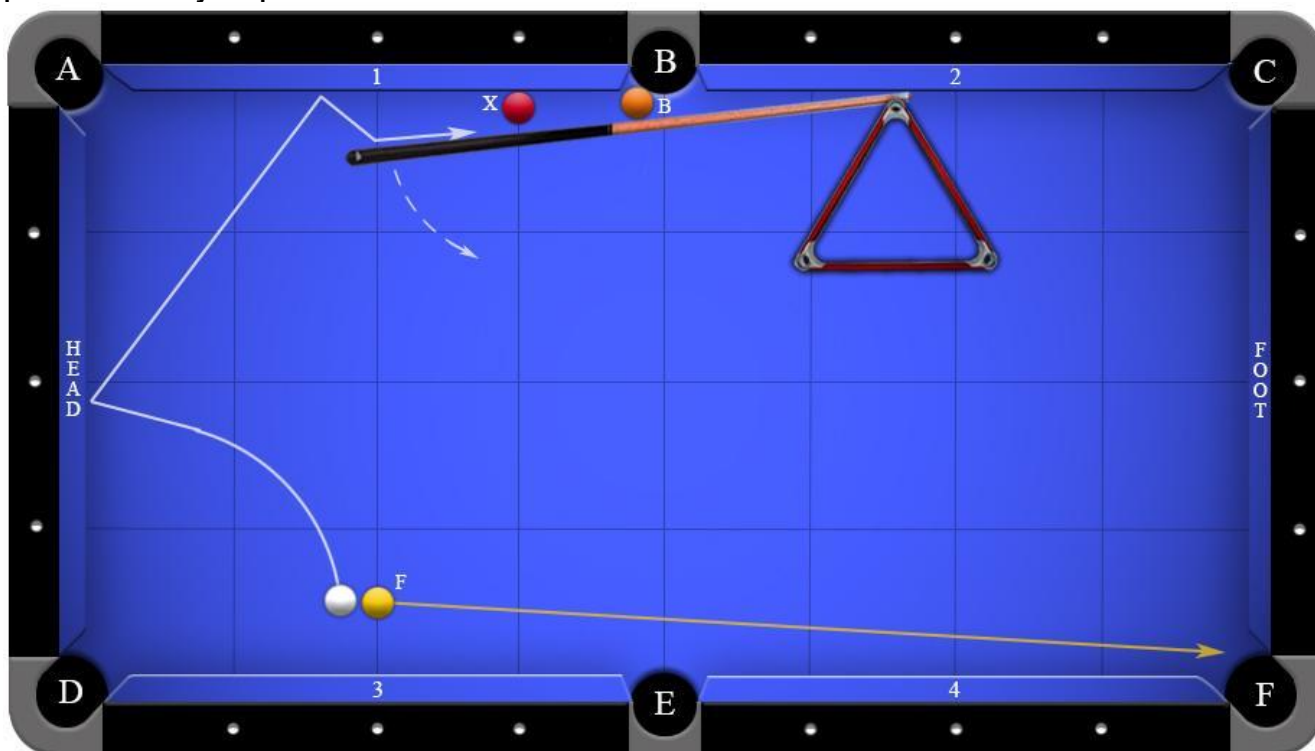
'F' ball on the 2nd diamond, and no more than 3 ball's width from the cushion. 'B' ball is hanging near pocket B. A blocker ball 'X' is frozen to cushion 1 and on the 3rd diamond. A short jump cue is in position as diagrammed. It is adjustable, but it may be no more than 1 chalk's width from the blocker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

Objective:

Shoot the cue ball into the 'F' ball, making it in pocket F. The cue ball will draw back into the head cushion, and then go into the gap between the cue stick and the cushion. The cue ball will swing the jump cue out so the cue ball can go around the blocking ball and make the 'B' ball.

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.



Discipline 6 – Shot 5b: Opening the Gate

Discipline 6 - Stroke Shots

Shot 5c: The Kick Stroker - 10 Points

Cue Ball Placement:

In hand behind foot string.

Object Ball Placement:

1, 2, and 3 balls hanging in their respective pockets.

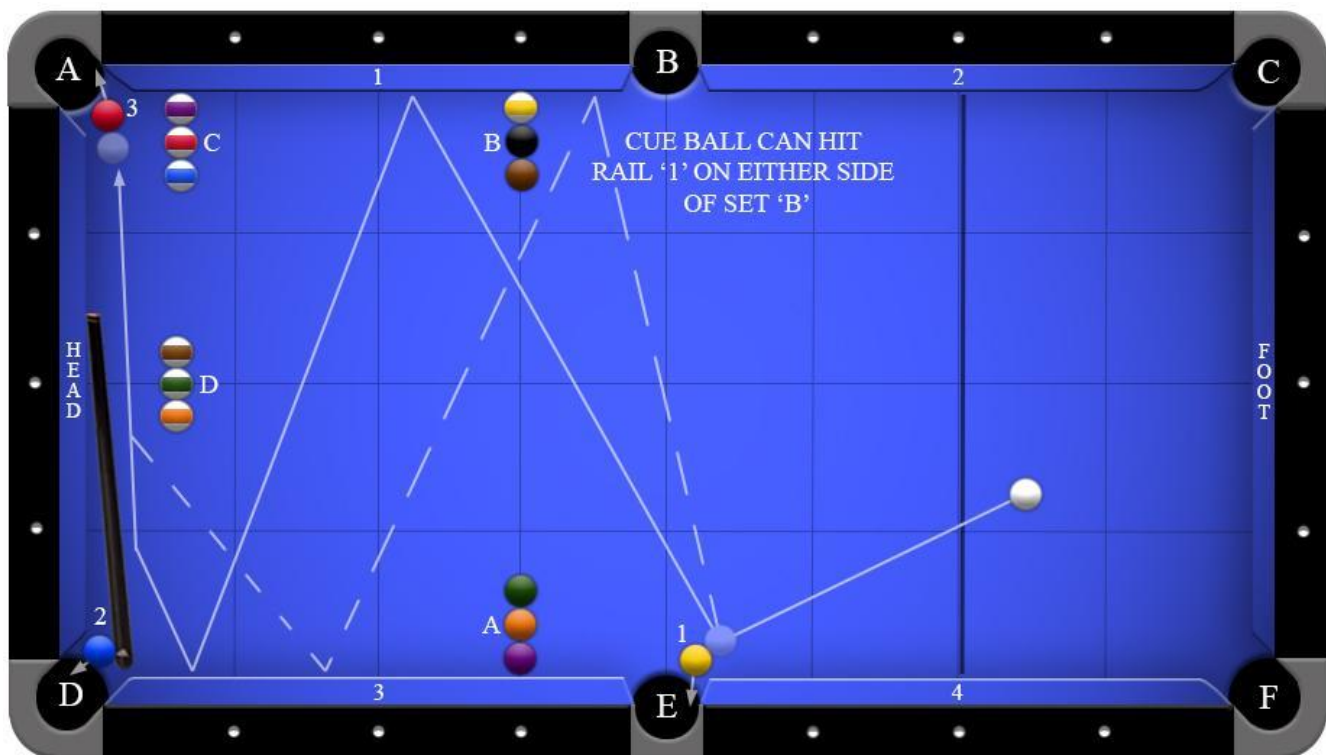
Four sets of three blocker balls are positioned as diagrammed. Set A is frozen to cushion 3 one diamond from pocket E. Set B is frozen to cushion 1 one diamond from pocket B. Set C is frozen to cushion 1 at one-half diamond from pocket A. Set D is one-half diamond from head cushion centered along the 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 6 – Shot 5c: The Kick Stroker

Discipline 7

Jump Shots

*Official Shot Program
Version 2.0 – July 2026*



WORLD POOL ASSOCIATION



Discipline 7 - Jump Shots

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Discipline 7 - Jump Shots

Shot 1a: The Jailbreak Shot - 6 Points

Cue Ball Placement:

In hand within the ring of balls.

Object Ball Placement:

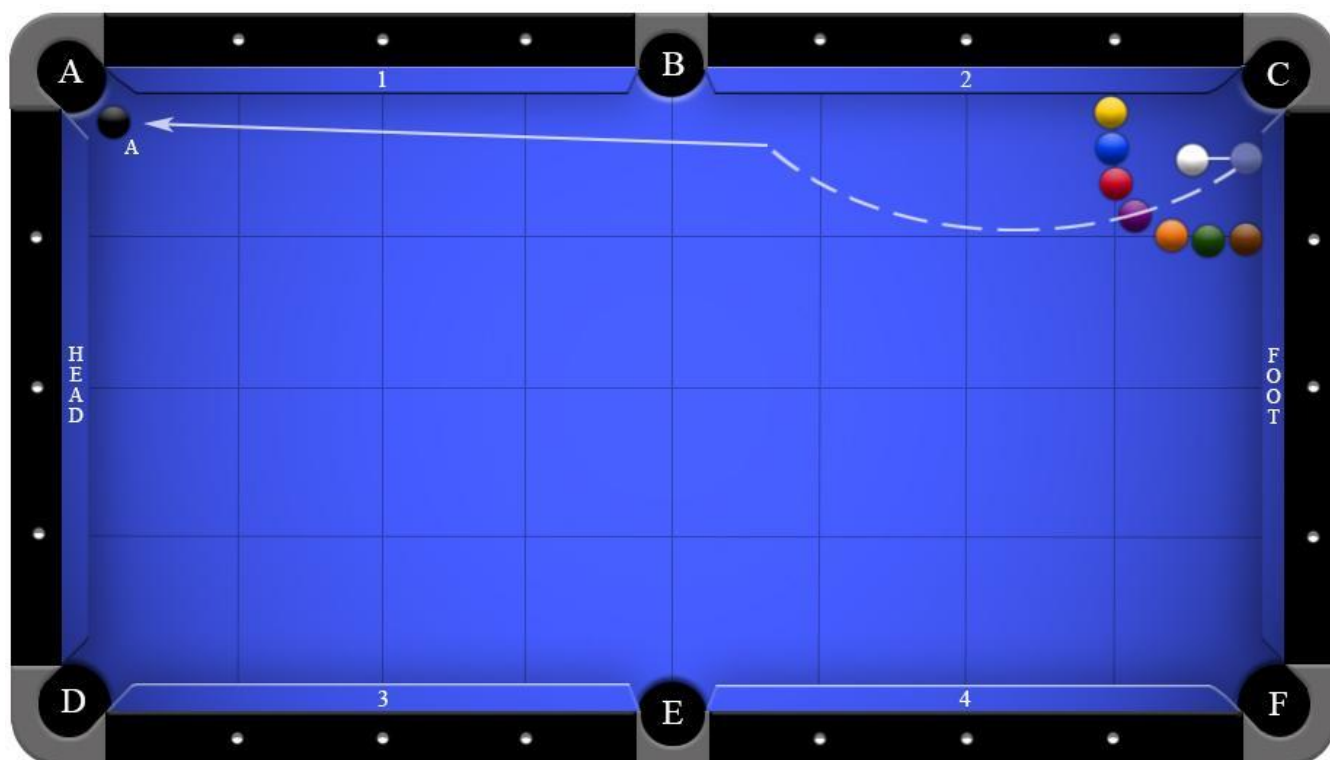
7 balls form an arc, with the first ball on each end frozen to the cushion at the 1 diamond. The other balls are evenly spaced. 'A' ball is hanging near pocket A.

Objective:

Shoot the cue ball into the foot cushion, causing it to jump back and over the ring of balls, and make 'A' ball in pocket A.

Special Notes:

The blocker balls may not be contacted by any means until after 'A' ball is made.



Discipline 7 – Shot 1a: The Jailbreak Shot

Discipline 7 - Jump Shots

Shot 1b: Dr. Cue Waterfall Shot - 6 Points

Cue Ball Placement:

None

Object Ball Placement:

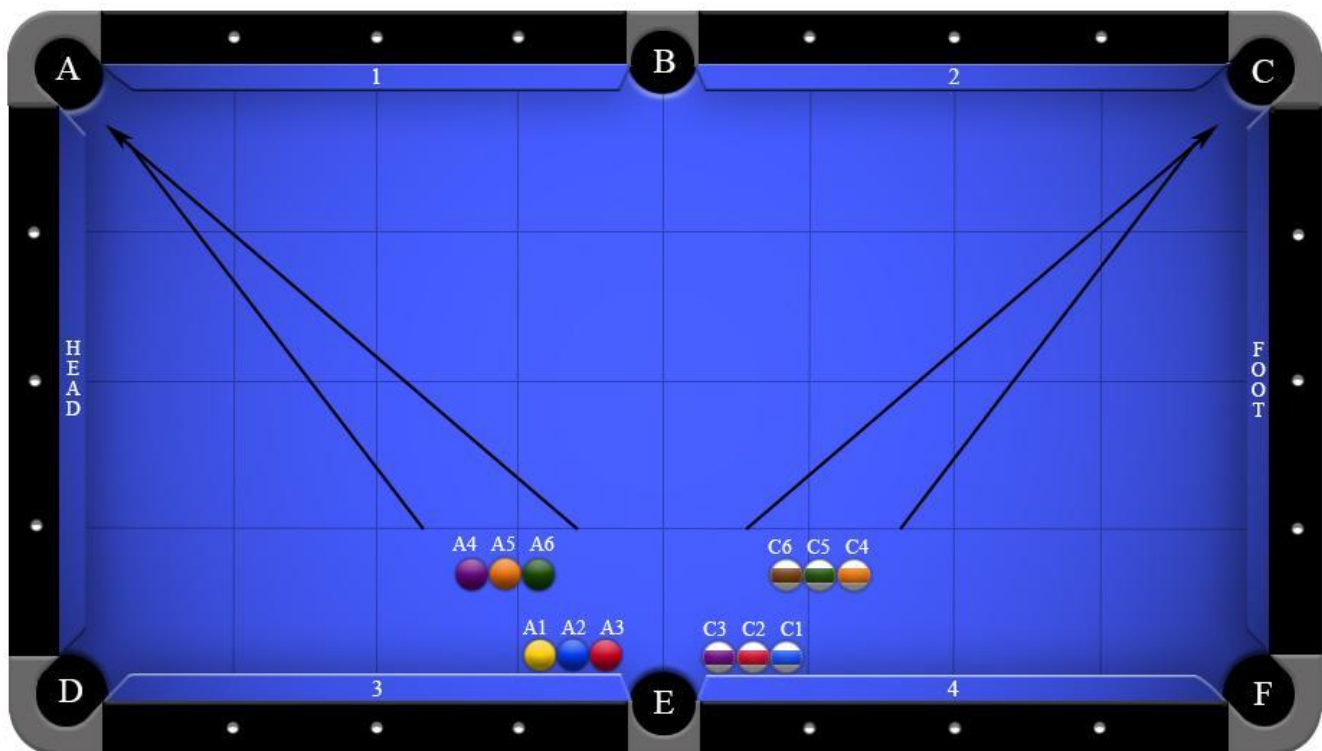
'A1', 'A2', 'A3' balls are frozen in line and to the cushion, with the edge of the 'A3' ball aligned with the pocket point. The 'A6' ball is 2 ball's width away from the 'A1' ball and straight out. The 'A4' and 'A5' balls are frozen in line with the 'A6' as diagrammed, and parallel to the cushion #3. Balls 'C1' through 'C6' form the mirror image of balls 'A1' through 'A6'.

Objective:

Jump the 'A1', 'A2', 'A3' balls in numerical order into pocket A. Then shoot the 'A4', 'A5', 'A6' in numerical order into pocket A. Perform the same process with the mirror image balls, also in numerical order, making all six balls in pocket C.

Special Notes:

The 6 object balls along cushions #3 / #4 may not hit the balls being jumped.



Discipline 7 – Shot 1b: Dr. Cue Waterfall Shot

Discipline 7 - Jump Shots

Shot 1c: ESPN Original Jump - 6 Points

Cue Ball Placement:

In hand, at least 1 ball off the head rail, within the 1 x 1 diamond zone indicated. It must be positioned so that it will jump over the center of the cluster of blocking balls (approximately).

Object Ball Placement:

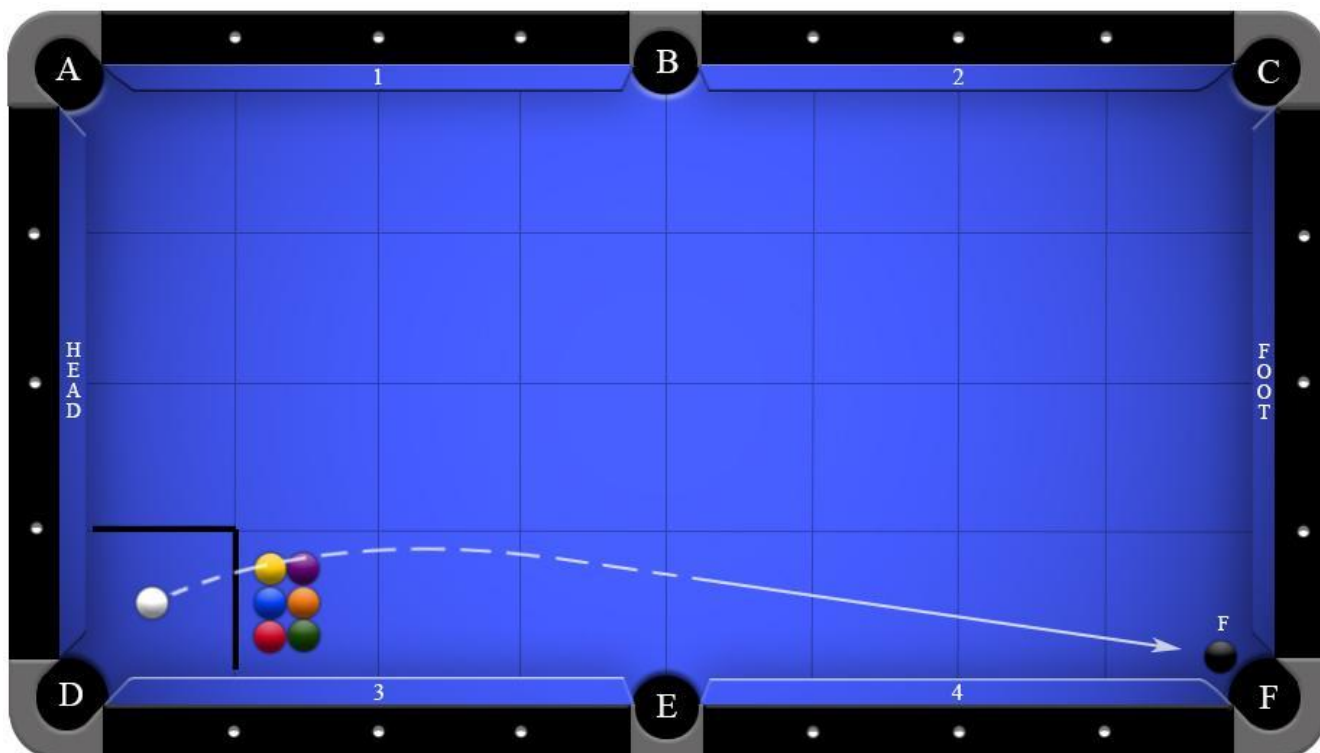
'F' ball is hanging near pocket F. A 2x3 cluster of balls are all frozen to each other and are in hand within the 1x1 diamond zone immediately to the right of the cue ball's 1 x 1 diamond zone.

Objective:

Jump the cue ball 1-handed, jacked up, over the blocker balls, and make 'F' ball in pocket F.

Special Notes:

The blocker balls may not be contacted by any means until after 'F' ball is made.



Discipline 7 – Shot 1c: ESPN Original Jump

Discipline 7 - Jump Shots

Shot 2a: Nip Jump, Over, and Around - 7 Points

Cue Ball Placement:

Frozen to the right point of pocket D with the pocket side of the cue ball even with slate cut. Cue ball may be placed deeper into the pocket (optional).

Object Ball Placement:

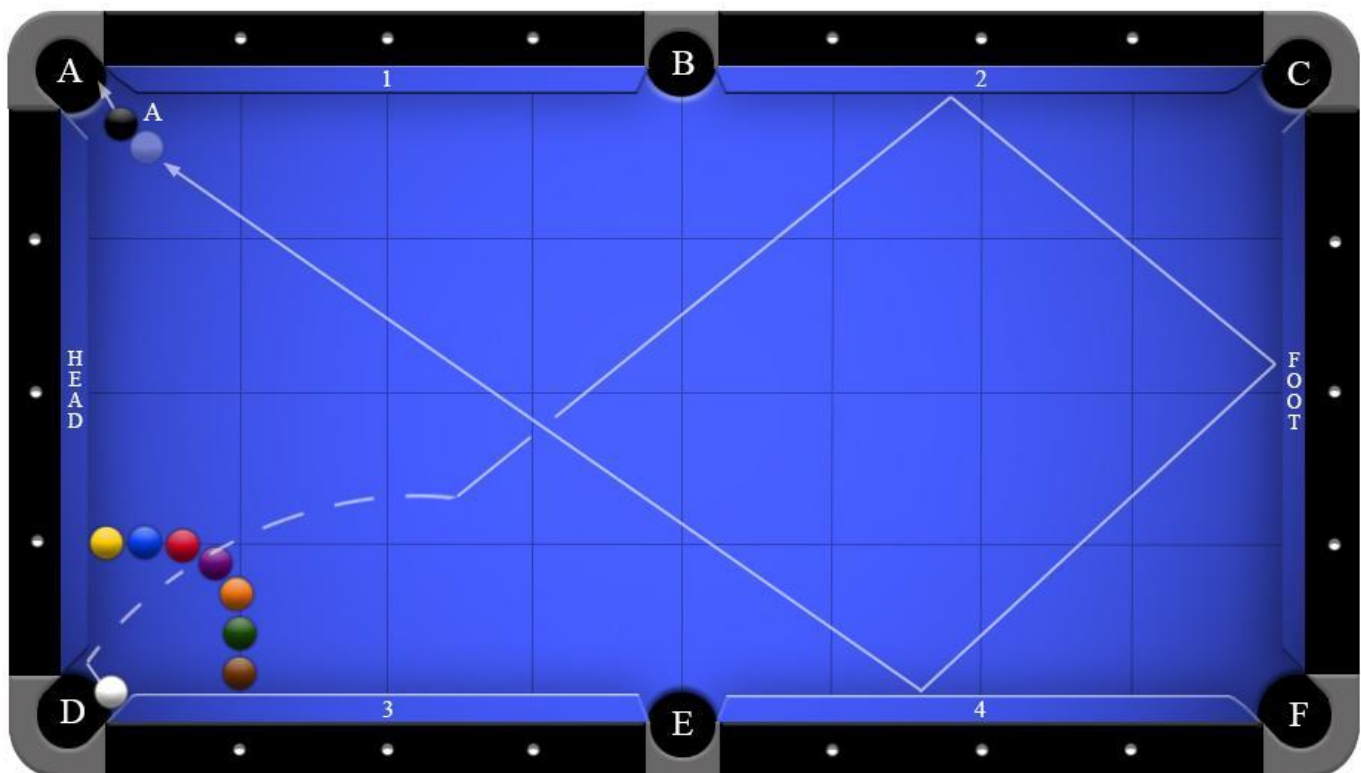
'A' ball centered between pocket points. Row of blocking balls curved as per diagram, with ends of curve each frozen at 1 diamond segment on their corresponding cushions. 7 balls will be used for the curve of balls and all balls should be spaced evenly.

Objective:

Shoot cue ball with short jump stroke into left point of pocket D. Cue ball will rebound over row of blocking balls and travel 3 cushions to make 'A' ball as pocket letter designates.

Special Notes:

Scratch is allowed (no penalty). Blocking balls must not be touched by any means (penalty – no score for that attempt). Cue ball may contact the extra cushion by the 'A' ball.



Discipline 7 – Shot 2a: Nip Jump, Over, and Around

Discipline 7 - Jump Shots

Shot 2b: The Close Jump Shot - 7 Points

Cue Ball Placement:

In hand between head cushion and blocker balls.

Object Ball Placement:

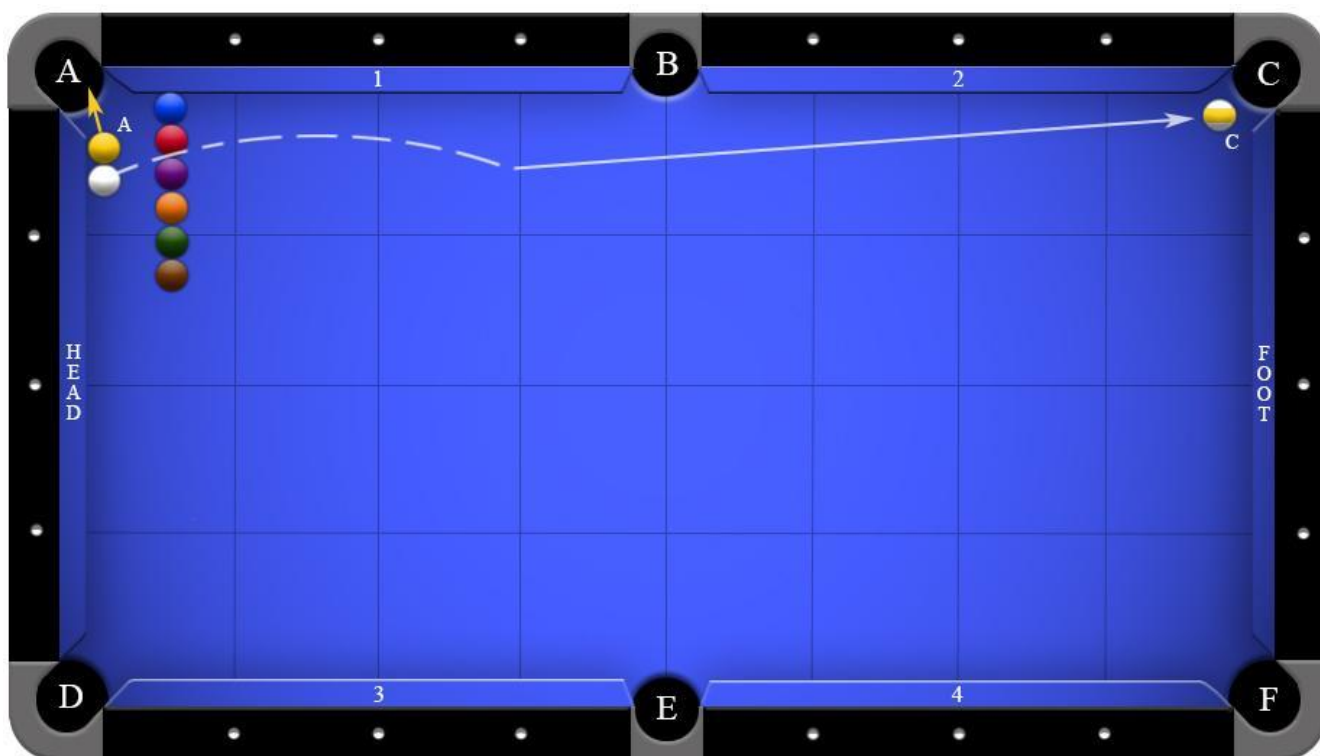
'A' ball is in hand, but frozen to the cue ball. 'C' ball is hanging in pocket C. A row of 6 blocker balls is exactly two ball widths from head cushion.

Objective:

Jump cue ball over the blocker balls. 'A' ball will go into pocket A. Cue ball will hit 'C' ball into pocket C.

Special Notes:

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



Discipline 7 – Shot 2b: The Close Jump Shot

Discipline 7 - Jump Shots

Shot 2c: The Flying Bank Shot - 7 Points

Cue Ball Placement:

In hand.

Object Ball Placement:

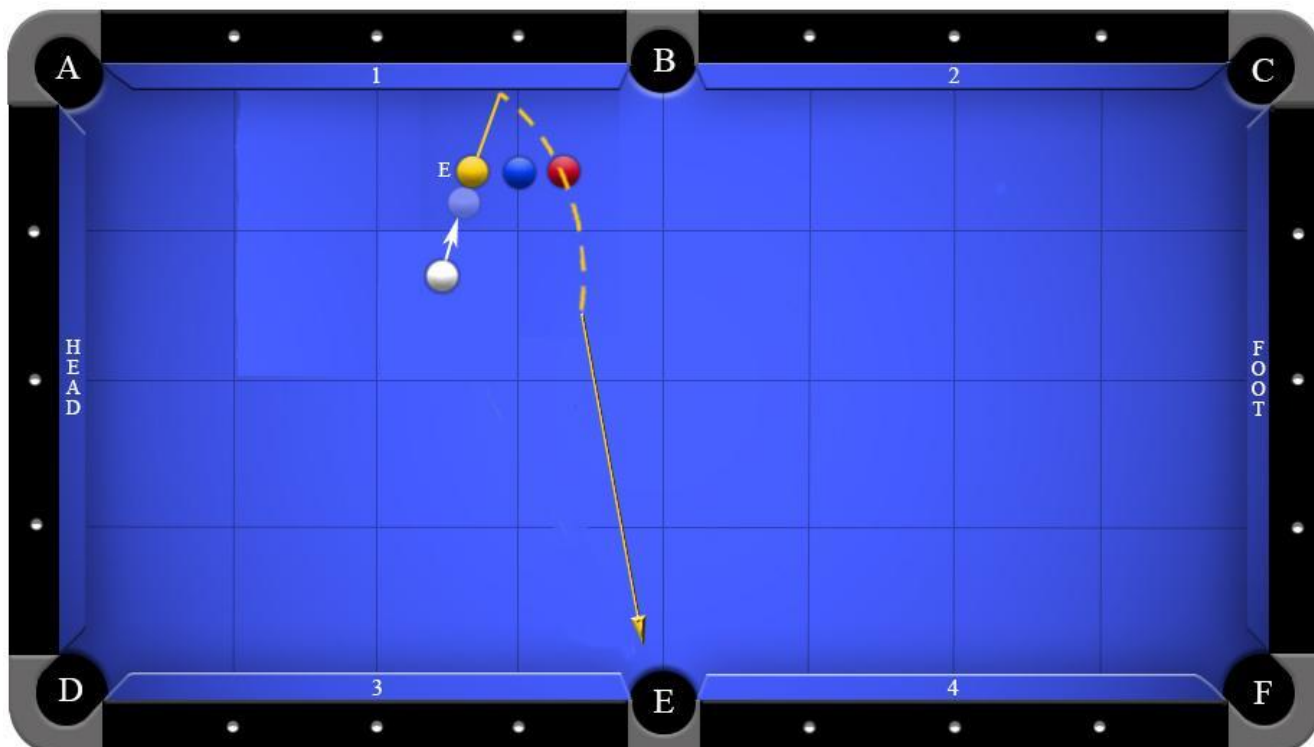
Three object balls are in position as diagrammed. All balls are exactly 2 ball's width off the cushion, and the center ball is on the 3rd diamond line. The other balls have a gap of 1 chalk's width between the balls.

Objective:

Shoot the cue ball into 'E' ball, causing it to hit the cushion and jump over the other balls into pocket E.

Special Notes:

The two blocking balls may not be contacted by 'E' ball, but the cue ball may hit them. The decision by the table judge is final.



Discipline 7 – Shot 2c: The Flying Bank Shot

Discipline 7 - Jump Shots

Shot 3a: Jump Hook - 8 Points

Cue Ball Placement:

Frozen to Rail 4 at the first diamond from F pocket.

Object Ball Placement:

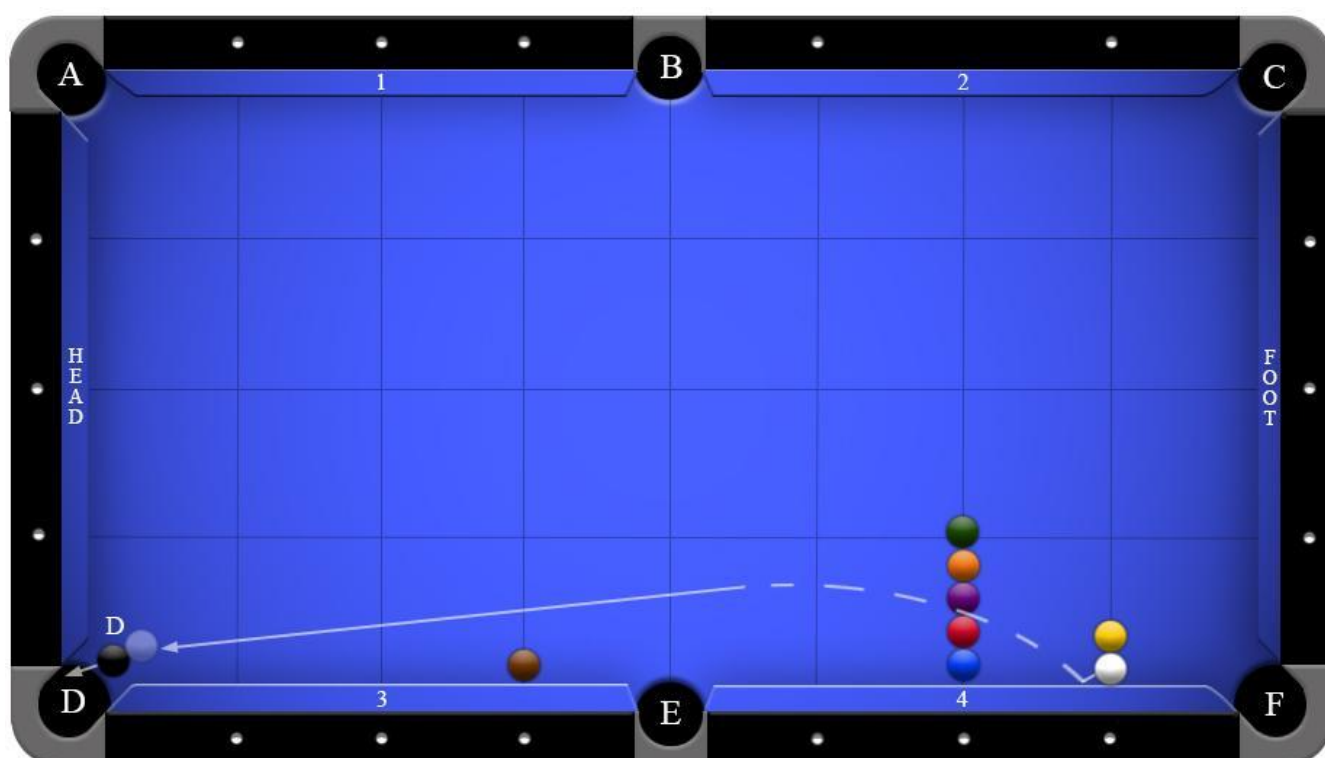
'D' ball is hanging near the D pocket. A blocker ball is frozen to Rail 3 at the 3rd diamond. A row of 5 blockers is on the second diamond line frozen to rail 4 and each other. Another blocker is frozen to the cue ball.

Objective:

Jump cue ball toward rail 4 and over the row of blockers, it will curve around the blocker on Rail 3 and make 'D' ball in D pocket.

Special Notes:

Blocker balls may not be contacted by any means until after 'D' ball is made.



Discipline 7 – Shot 3a: Jump Hook

Discipline 7 - Jump Shots

Shot 3b: Yow's Barrier - 8 Points

Cue Ball Placement:

In hand between the blocker balls and the cushion. The cue ball may not be adjusted left or right so that the edge passes the 2nd diamond line.

Object Ball Placement:

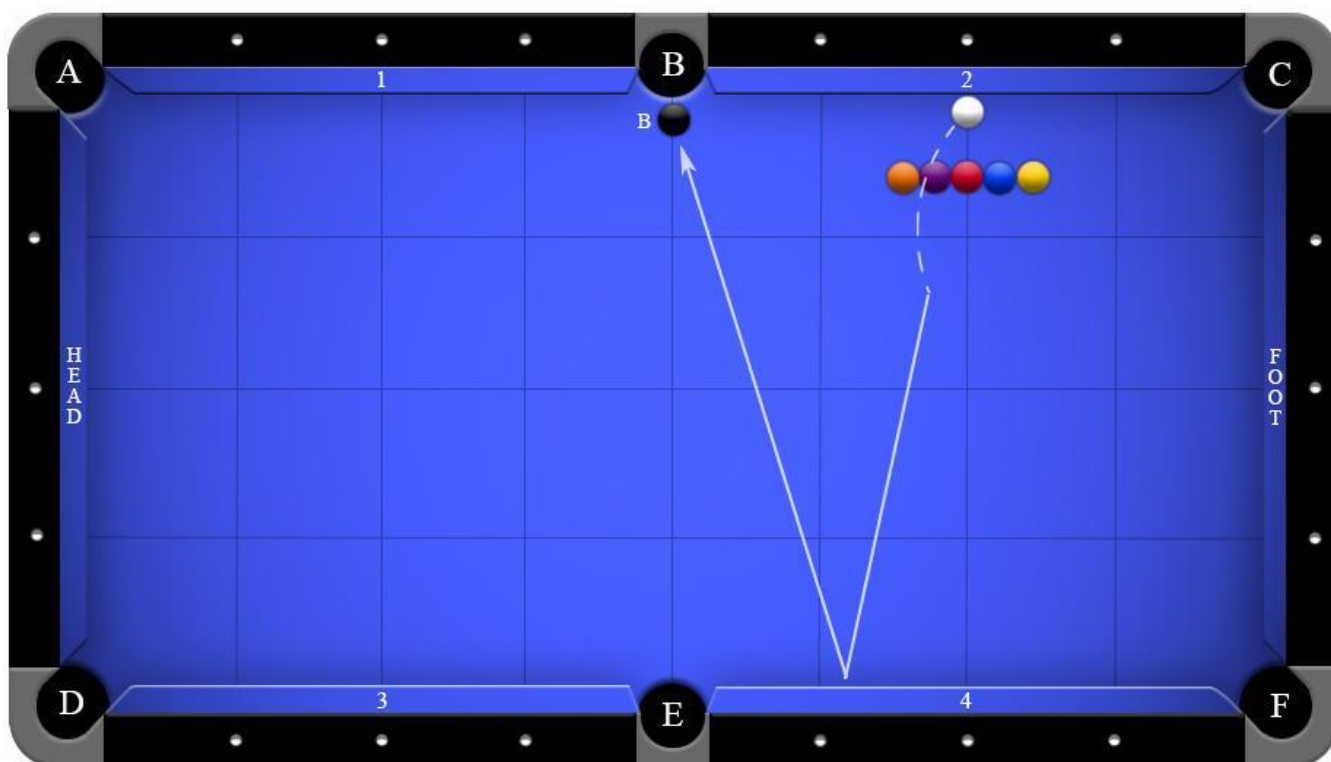
A row of 5 object balls is exactly 2 ball's width off the cushion. The center ball is on the 2nd diamond line. 'B' ball is hanging near pocket B.

Objective:

Jump the cue ball over the blocker balls, bank one rail, and make 'B' ball in pocket B.

Special Notes:

The blocker balls may not be touched by any means until after 'B' ball is made.



Discipline 7 – Shot 3b: Yow's Barrier

Discipline 7 - Jump Shots

Shot 3c: Dr. Cue Leap Frog Shot - 8 Points

Cue Ball Placement:

None

Object Ball Placement:

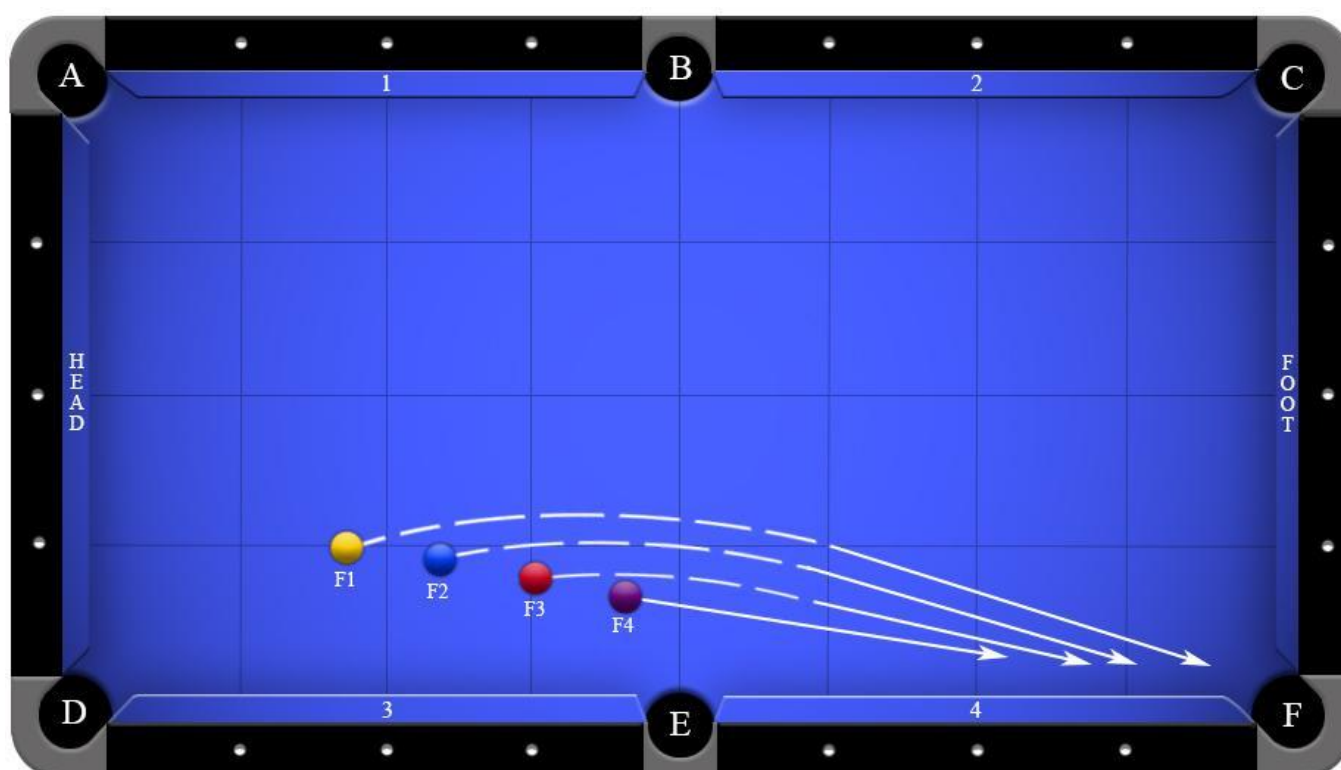
The 'F1' through 'F4' balls are lined straight towards pocket F. They are in hand to the left of the B-E center line, but all of them must be straight in line with each other and towards pocket F.

Objective:

Jump the 'F1' ball first, then the 'F2' ball, then the 'F3' ball. Each will be jumped into pocket F. Lastly, shoot the 'F4' ball straight into pocket F.

Special Notes:

When jumping a ball, none of the other balls may be disturbed by any means.



Discipline 7 – Shot 3c: Dr. Cue Leap Frog Shot

Discipline 7 - Jump Shots

Shot 4a: Ernie's Jump – Presto!! - 9 Points

Cue Ball Placement:

In hand, frozen to cushion 3.

Object Ball Placement:

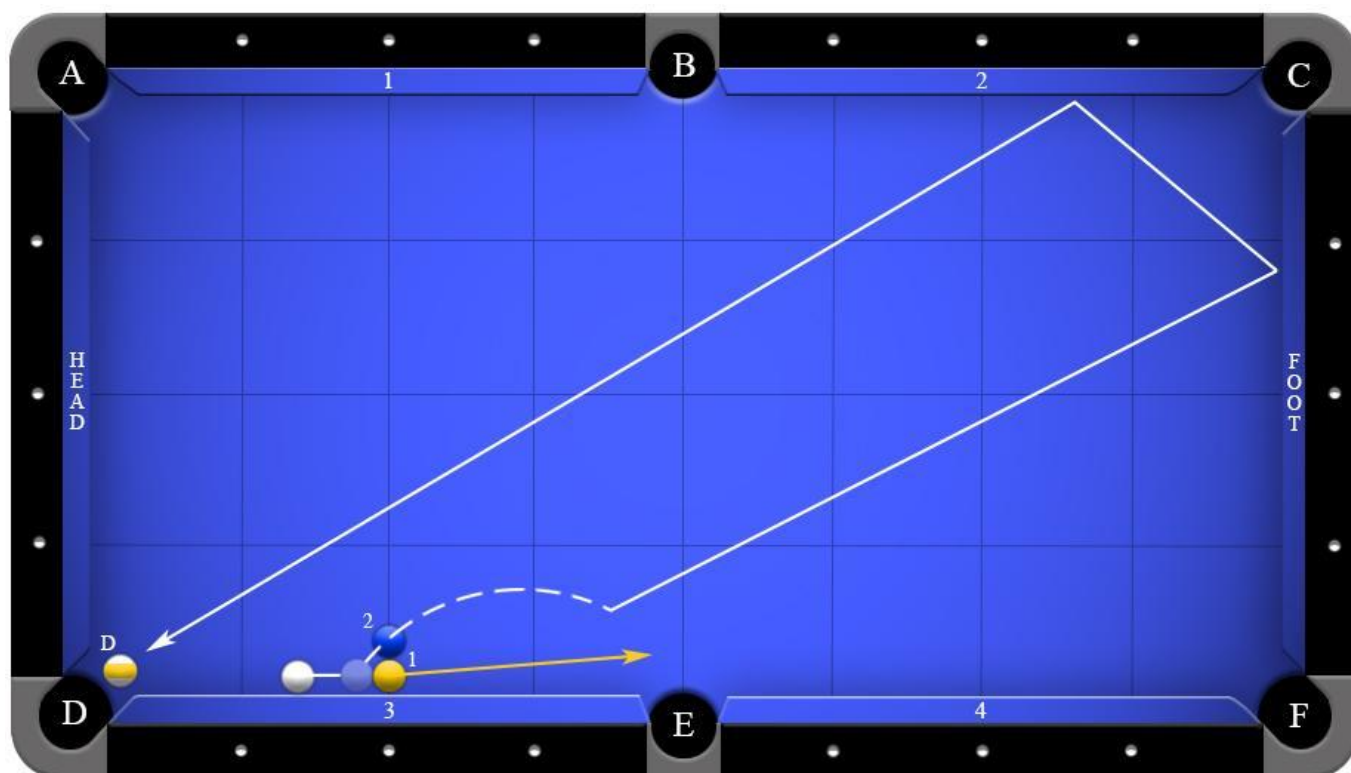
1 ball and 2-ball are frozen in line on the 2nd diamond, with the 1 ball frozen to the cushion. 'D' ball is hanging in pocket D.

Objective:

Shoot the cue ball into the 1 ball. The cue ball will jump over the 2 ball, travel 2 cushions as diagrammed, and make the 'D' ball in pocket D. An extra cushion (head or #3) may be hit next to the 'D' ball before it is made.

Special Notes:

The 2-ball may not move by any means until after the 'D' ball is made.



Discipline 7 – Shot 4a: Ernie's Jump – Presto!!

Discipline 7 - Jump Shots

Shot 4b: The Evel Knievel Shot - 9 Points

Cue Ball Placement:

In hand within the indicated zone but must be directly in line with the other balls.

Object Ball Placement:

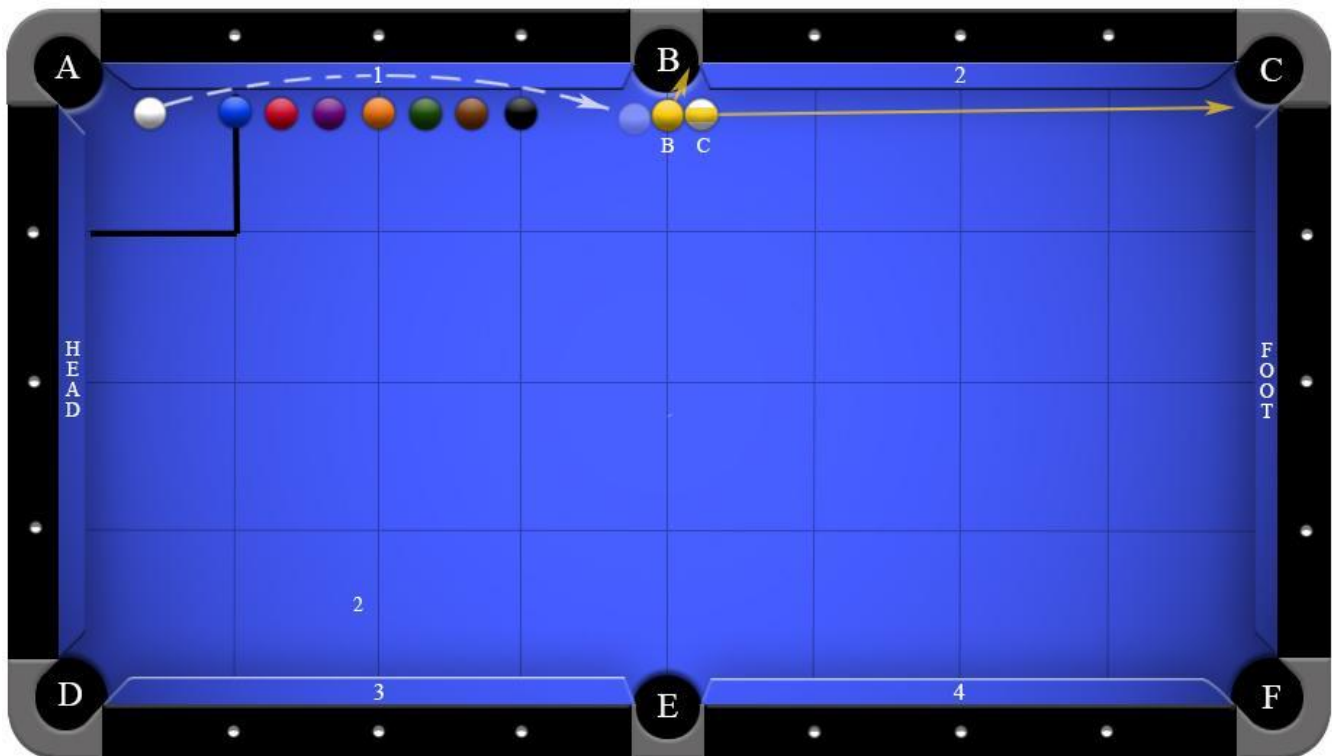
'B' and 'C' balls are as diagrammed near pocket B. They must be directly in line with the other balls, but are adjustable in relation to the center of pocket B. 7 blocker balls are in a straight line. The end balls are on the 1st and 3rd diamond lines, and the middle ball is on the 2nd diamond line. The blockers may not be more than 1 chalk's width off the cushion and evenly spaced. All balls, including the cue ball and the balls near pocket B must be in a straight line.

Objective:

Jump the cue ball over the line of blockers and make 'B' ball in pocket B and 'C' ball in pocket 'C'.

Special Notes:

The blocker balls may not be contacted by any means until after the cue ball has contacted 'B' ball.



Discipline 7 – Shot 4b: The Evel Knievel Shot

Discipline 7 - Jump Shots

Shot 4c: Rick “The Barber” Specialty - 9 Points

Cue Ball Placement:

In hand but must be at least one ball width from ‘B’ ball.

Object Ball Placement:

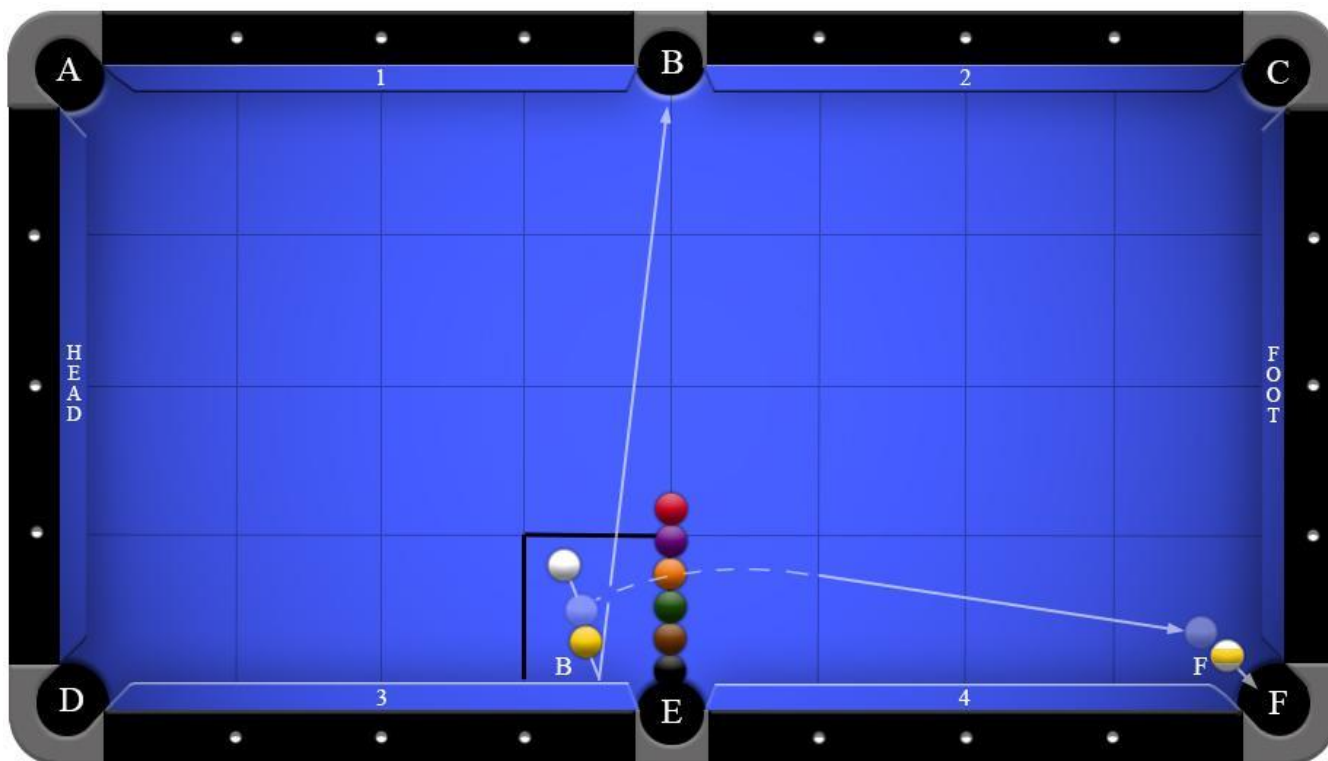
‘B’ ball is in hand within the indicated zone. ‘F’ ball is hanging near pocket F. 6 blocker balls are on the center line and frozen to each other, with the ball closest to pocket E having its pocket side edge even with the slate cut.

Objective:

Shoot the cue ball into ‘B’ ball, causing it to bank into pocket B. The cue ball will jump over the blocker balls, and make the ‘F’ ball in pocket F.

Special Notes:

The blocker balls may not be touched by any means until after the ‘F’ ball is made.



Discipline 7 – Shot 4c: Rick “The Barber” Specialty

Discipline 7 - Jump Shots

Shot 5a: Nikolaidas Hurry Jump - 10 Points

Cue Ball Placement:

None

Object Ball Placement:

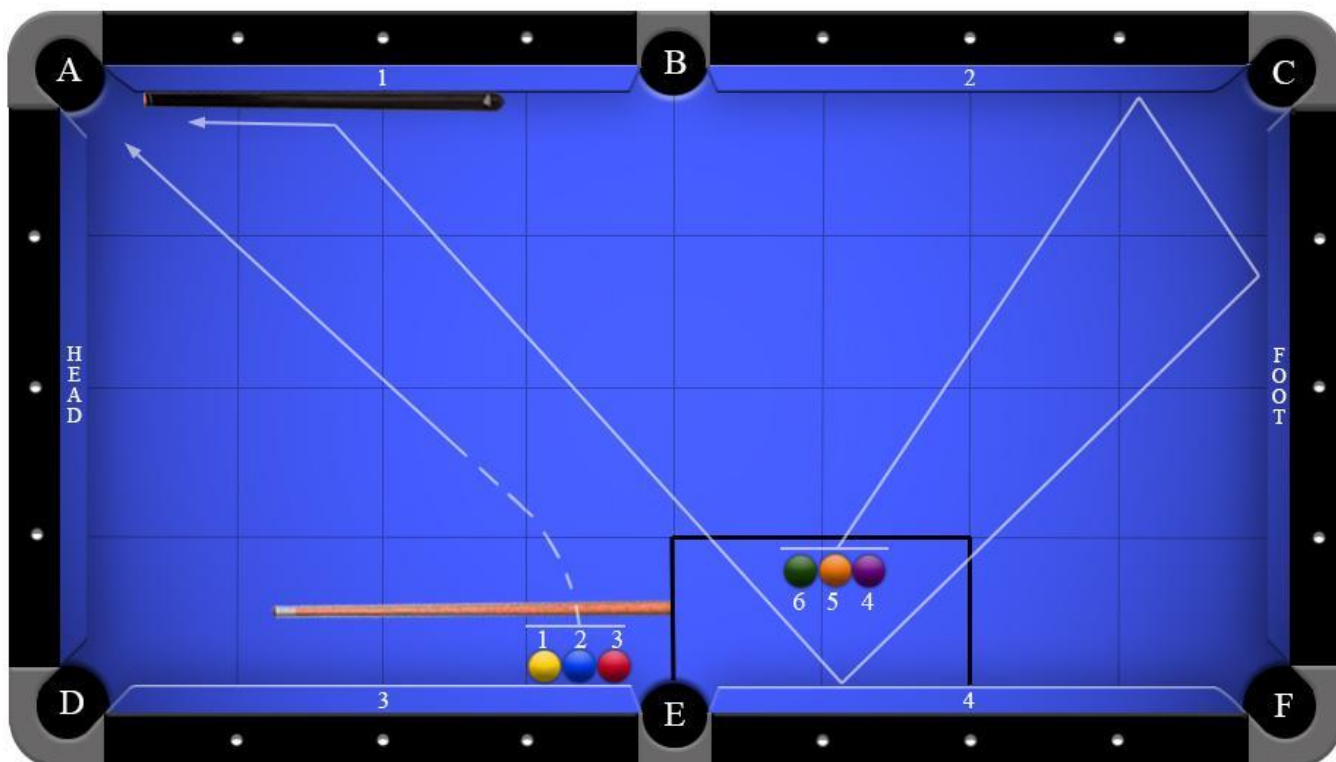
Balls 1-3 frozen to rail 3 with 3 ball edge even with pocket E point. Balls 4-6 frozen in a line, in hand within zone Z. A cue butt is frozen to rail 1 and a shaft is placed on the table with the joint end on the B-E centerline but otherwise adjustable.

Objective:

Shoot balls 4, 5, and 6 three rails as diagrammed. While they are moving, jump the 1, 2, and 3 balls over the shaft directly into pocket A. Balls 4, 5, and 6 will go into pocket A after the 3 ball is made, either directly or by hitting the cue butt along rail 1. All balls will go into pocket A in numerical order.

Special Notes:

Shaft cannot be contacted by any means throughout the shot. 4, 5, and 6 balls may collide but ONLY AFTER hitting rail 4.



Discipline 7 – Shot 5a: Nikolaidas Hurry Jump

Discipline 7 - Jump Shots

Shot 5b: The Six-Pack - 10 Points

Cue Ball Placement:

None

Object Ball Placement:

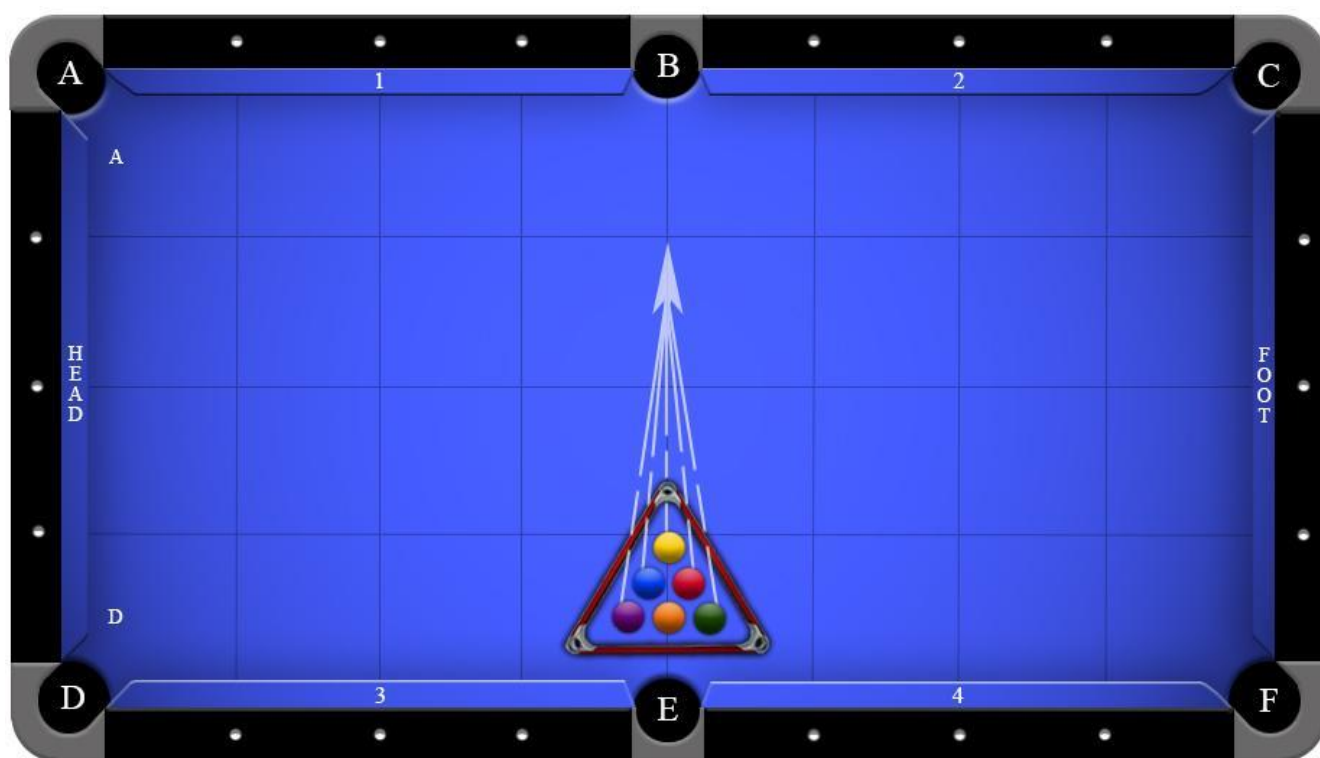
6 object balls are in hand within a rack. A rack is placed centered on the B-E center line. The point of the rack may not pass the long center line of the table.

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.



Discipline 7 – Shot 5b: The Six-Pack

Discipline 7 - Jump Shots

Shot 5c: The Derby Horse Race - 10 Points

Cue Ball Placement:

In hand within the 1 x 1 diamond zone.

Object Ball Placement:

1 ball in hand within the 1 x 1 diamond zone. 'F1' ball is a special stacking ball near pocket F. 'F2' ball is balanced on top of it. The 'F1' and 'F2' balls are adjustable in relation to pocket F. 4 balls are frozen in line on the 1st diamond, with the first ball frozen to cushion 1. 5 balls are frozen in line on the 1st diamond, with the first ball frozen to the head cushion.

Objective:

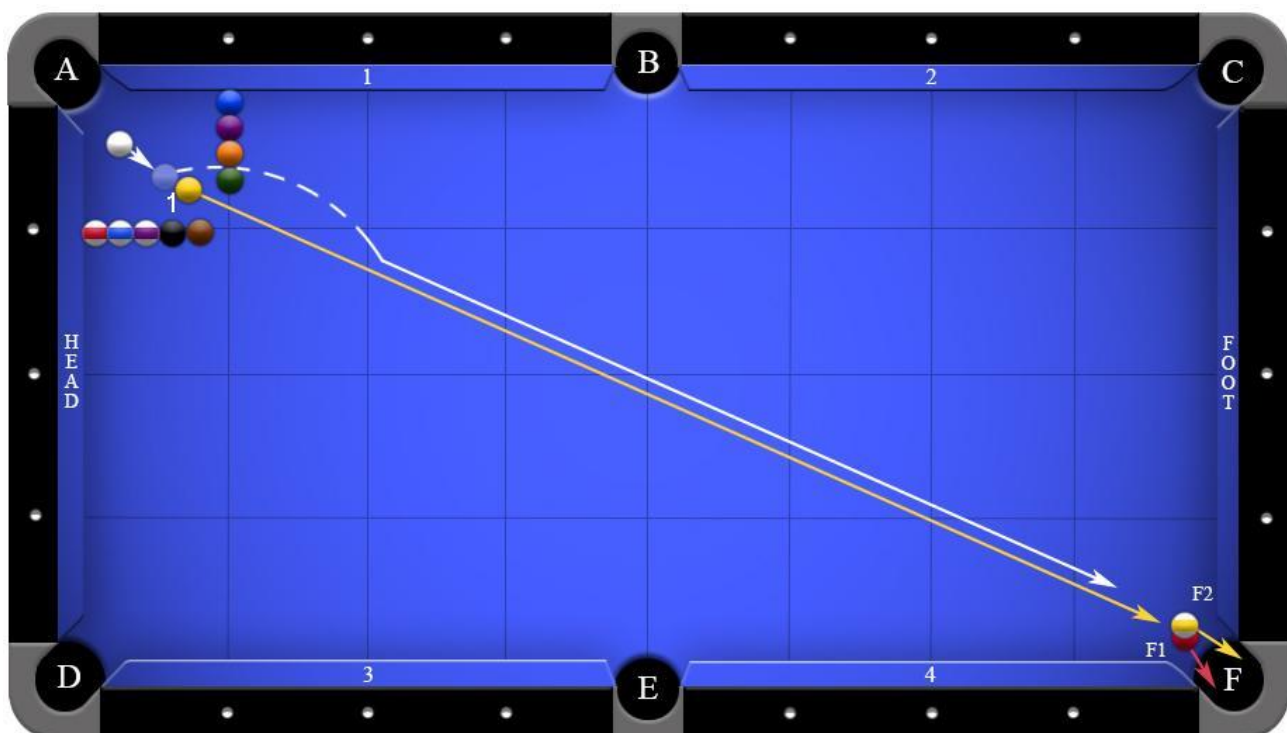
Shoot the cue ball into the 1 ball, causing it to roll towards the stacked balls. Re-hit the cue ball, jumping it over the 1 ball. The cue ball will make the 'F1' ball (bottom ball) in pocket F, and then, get out of the way. The 1 ball will then make the 'F2' ball (which fell into place) in pocket F.

Special Notes:

The cue ball, 1 ball, and stacked balls must all be in line. The blocker balls may not be contacted by any means until after the 'F1' ball is made. The 'F2' ball must be made by the 1 ball. It may not fall on its own or be made by the cue ball. After the initial contact between the cue ball and 1 ball, the 1 ball may not contact any other ball until it hits the 'F2' ball.

7 Foot Table Adjustment:

Only 3 blocker balls will be used on each diamond line.



Discipline 7 – Shot 5c: The Derby Horse Race

Discipline 8

Massé Shots

*Official Shot Program
Version 2.0 – July 2026*



WORLD POOL ASSOCIATION



Discipline 8 - Massé Shots

Shot 1a: One More Time George Masse!	6 points	Page 133
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Shot 2b: The Machine Gun Masse	7 points	Page 137
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Shot 3a: Wall Reverse Masse	8 points	Page 139
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Shot 4a: Jump Masse	9 points	Page 142
Shot 4b: The Yo-Yo Masse	9 points	Page 143
Shot 4c: The Whip Masse	9 points	Page 144
Shot 5a: Long Distance Masse	10 points	Page 145
Shot 5b: Mingaud Masse	10 points	Page 146
Shot 5c: The Yow Masse	10 points	Page 147

Discipline 8 - Massé Shots

Shot 1a: One More Time George Masse! - 6 Points

Cue Ball Placement:

'F1' in hand within the indicated zone.

Object Ball Placement:

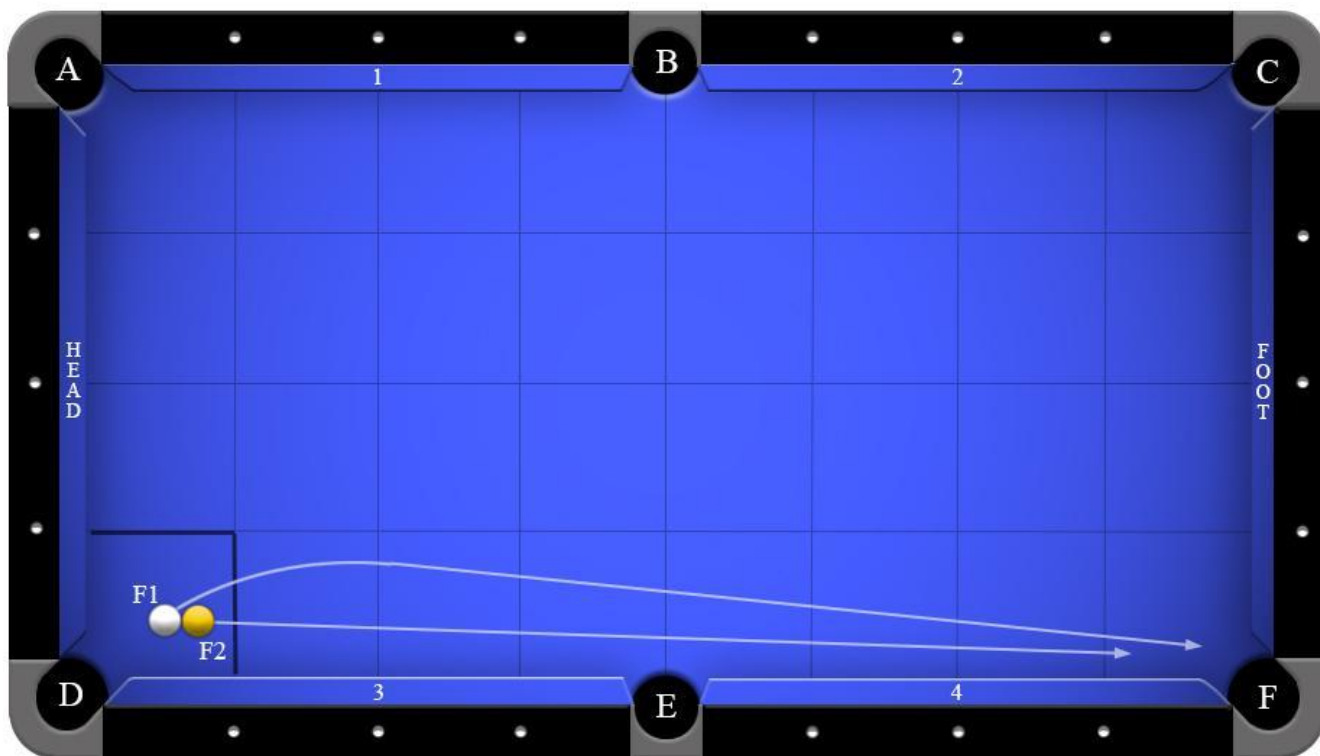
'F2' ball in hand within the indicated zone, frozen to the 'F1' cue ball.

Objective:

Shoot the 'F1' cue ball into and make the 'F2' ball in pocket F. The 'F1' cue ball will move out to the left, speed up, and pass 'F2' ball, and go into pocket F first.

Special Notes:

Multiple contacts between the two balls are allowed, provided that the 'F1' cue ball goes into pocket F first. The decision by the table judge is final.



Discipline 8 – Shot 1a: One More Time George Masse!

Discipline 8 - Massé Shots

Shot 1b: Masse Around the Rack - 6 Points

Cue Ball Placement:

In hand within one ball width of head cushion and between rack and line 'X'.

Object Ball Placement:

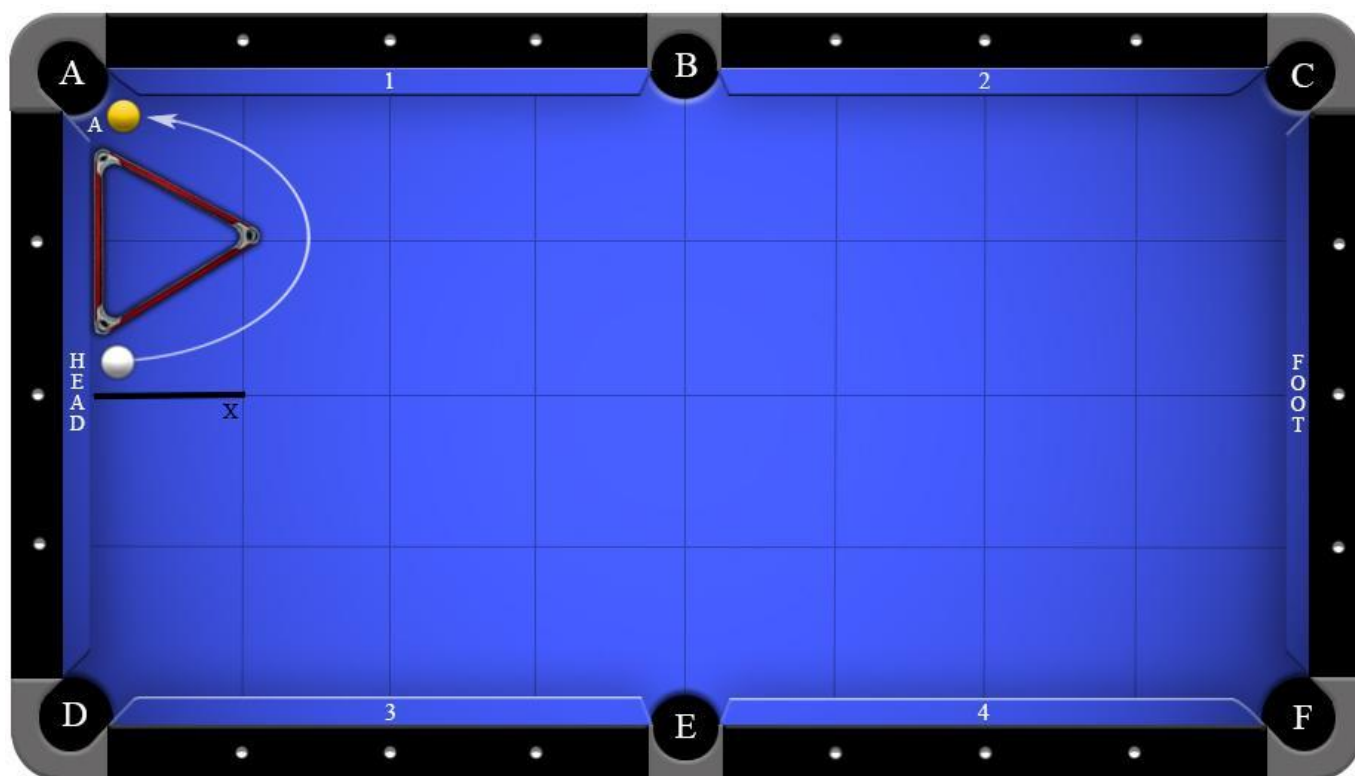
'A' ball is hanging in pocket A. A rack is in hand with one edge frozen to the head cushion.

Objective:

Masse cue ball around the rack to make 'A' ball in pocket A.

Special Notes:

Cue ball may contact the rack at any time. Cue ball may contact cushions 1 and 2 only. Cue ball may not come back by hitting point of pocket B.



Discipline 8 – Shot 1b: Masse Around the Rack

Discipline 8 - Massé Shots

Shot 1c: The Escape Masse - 6 Points

Cue Ball Placement:

Frozen to cushion 3 – one diamond from pocket E.

Object Ball Placement:

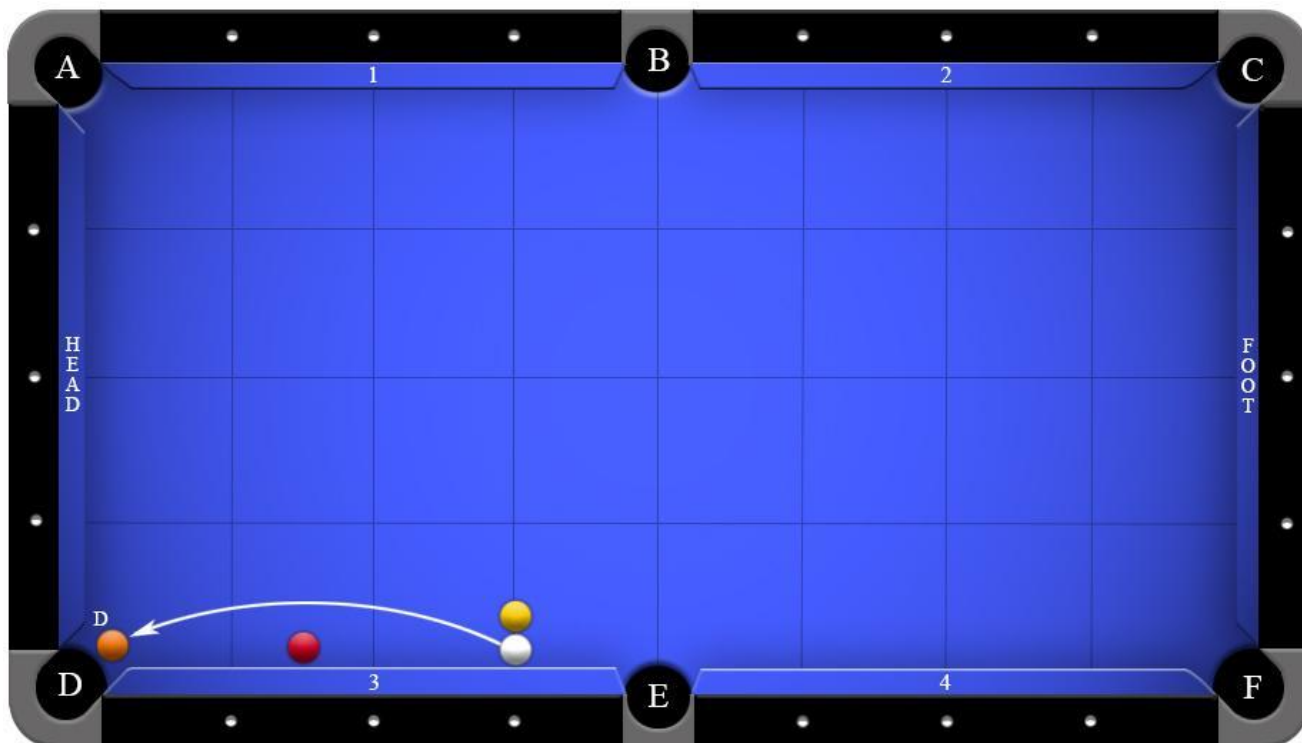
An object ball 'D' is hanging in pocket D. One blocker ball is frozen to cue ball, directly in line along the diamond line. One blocker ball is frozen to cushion 3 – 1 1/2 diamond segments from pocket D.

Objective:

Masse the cue ball such that it escapes from between the blocking ball and rail and curves around the other blocking ball to make the object ball 'D' hanging in pocket D.

Special Notes:

The blocking balls may not move by any means until the shot is complete.



Discipline 8 – Shot 1c: The Escape Masse

Discipline 8 - Massé Shots

Shot 2a: “The Hustler” Masse Shot - 7 Points

Cue Ball Placement:

In hand

Object Ball Placement:

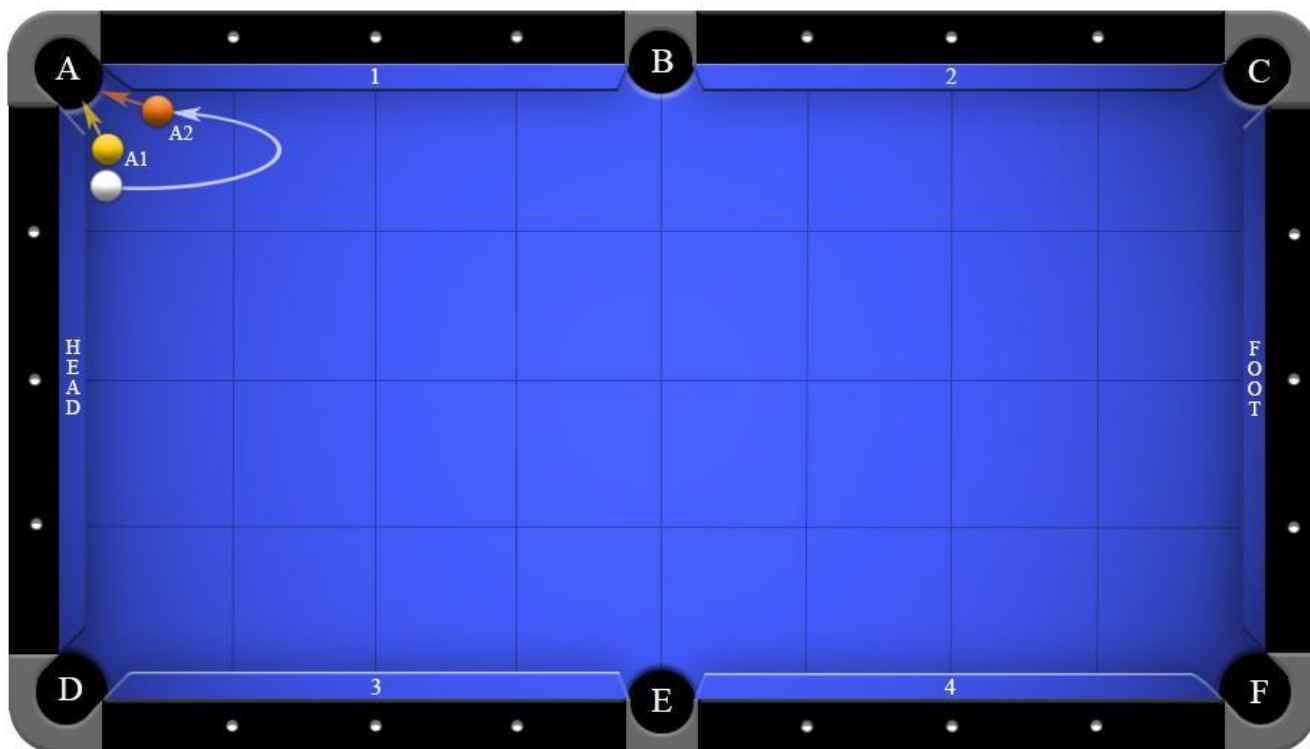
Both object balls (‘A1’ and ‘A2’) are in hand as diagrammed.

Objective:

Execute a full masse, first making ‘A1’ ball in pocket A, having the cue ball come out and back, and then making ‘A2’ ball in pocket A. The cue ball may not come back by hitting the far pocket point of pocket B, nor may it come back by hitting any part of the foot cushion. The cue ball may contact cushion 1 or 2, but no other, until both balls have been made.

Special Notes:

This is a masse shot. Players may not position the object balls in such a way that they will both go in with a simple stroke. Players must elevate and make ‘A1’ ball first, then have the cue ball masse out and back to make ‘A2’ ball. This shot may be done from any corner, but it may not be rotated. In other words, ‘A2’ ball must be along cushions 1,2,3 or 4. It may not be along the head or foot cushion.



Discipline 8 – Shot 2a: “The Hustler” Masse Shot

Discipline 8 - Massé Shots

Shot 2b: The Machine Gun Masse - 7 Points

Cue Ball Placement:

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

Object Ball Placement:

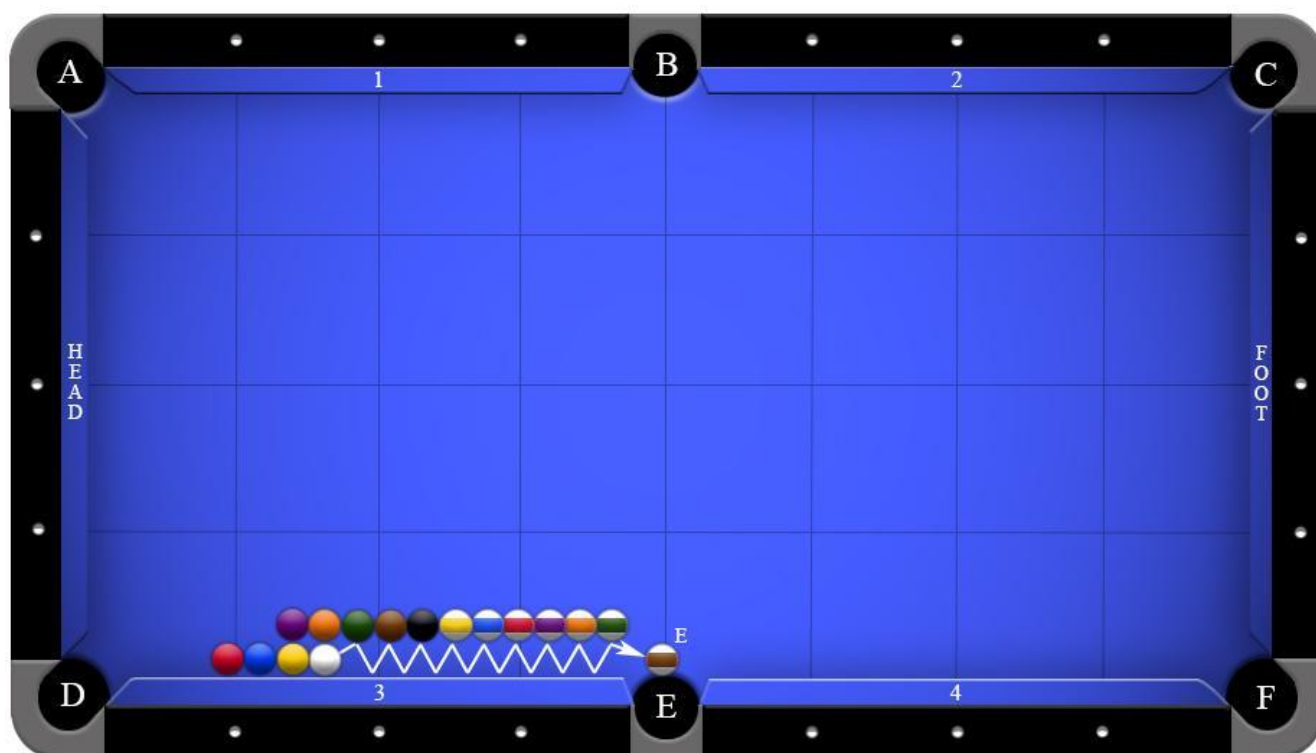
Three object balls are to the left of the cue ball, all frozen in line and to the cushion. 11 object balls are frozen in line exactly 1 ball's width from cushion 3. The 11th ball is frozen to the object ball that is next to the cue ball. The 1st object ball in line may start anywhere to the left of the 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.



Discipline 8 – Shot 2b : The Machine Gun Masse

Discipline 8 - Massé Shots

Shot 2c: The Color of Money Masse - 7 Points

Cue Ball Placement:

In hand, behind the head string.

Object Ball Placement:

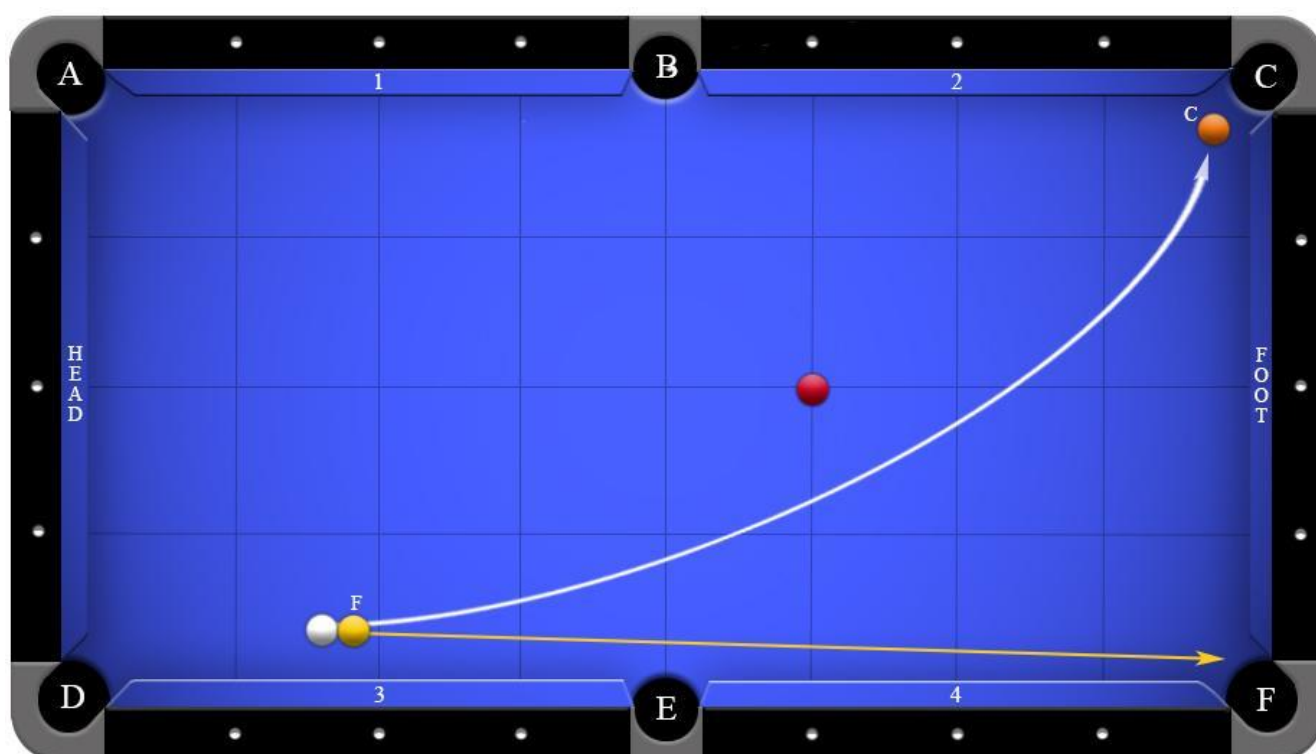
'F' ball is frozen to cue ball, in hand behind head string. 'C' ball is hanging in pocket C. A blocker ball is on the diamond intersection, as diagrammed.

Objective:

Make 'F' ball in pocket F. Cue ball will follow the indicated path and make 'C' ball in pocket C.

Special Notes:

The blocker ball may not be contacted by any means until the shot is complete.



Discipline 8 – Shot 2c: The Color of Money Masse

Discipline 8 - Massé Shots

Shot 3a: Wall Reverse Masse - 8 Points

Cue Ball Placement:

In hand between the line of balls and cushion 1. It may not be more than 1 ball's width off the head cushion.

Object Ball Placement:

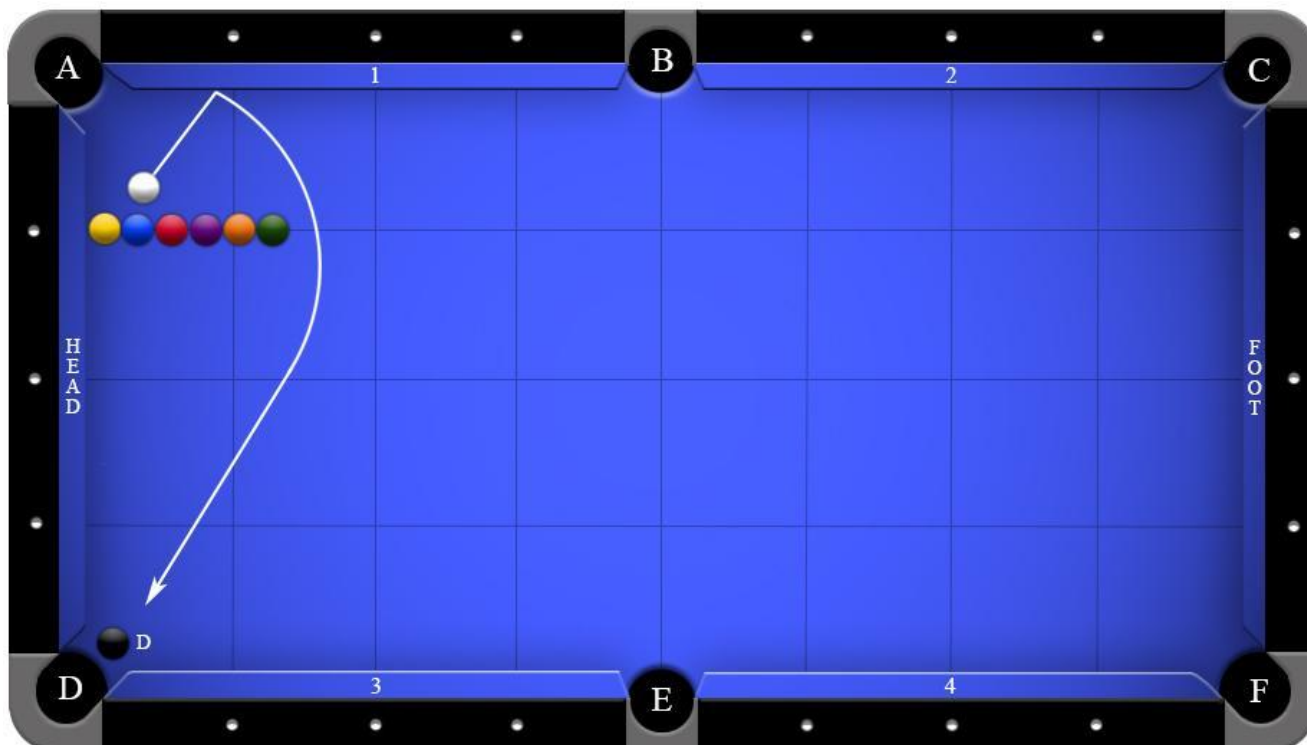
6 blocker balls are frozen in line along the 1 diamond as diagrammed. The first ball is frozen to the head cushion. 'D' ball is hanging near pocket D.

Objective:

Masse the cue ball into cushion 1. It will then bounce out and around the blocker balls, and make the 'D' ball in pocket D.

Special Notes:

The blocker balls may not be touched by any means until after 'D' ball is made. The cue ball may not contact the foot cushion until after 'D' ball is made.



Discipline 8 – Shot 3a: Wall Reverse Masse

Discipline 8 - Massé Shots

Shot 3b: The Mini Rocket Masse - 8 Points

Cue Ball Placement:

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

Object Ball Placement:

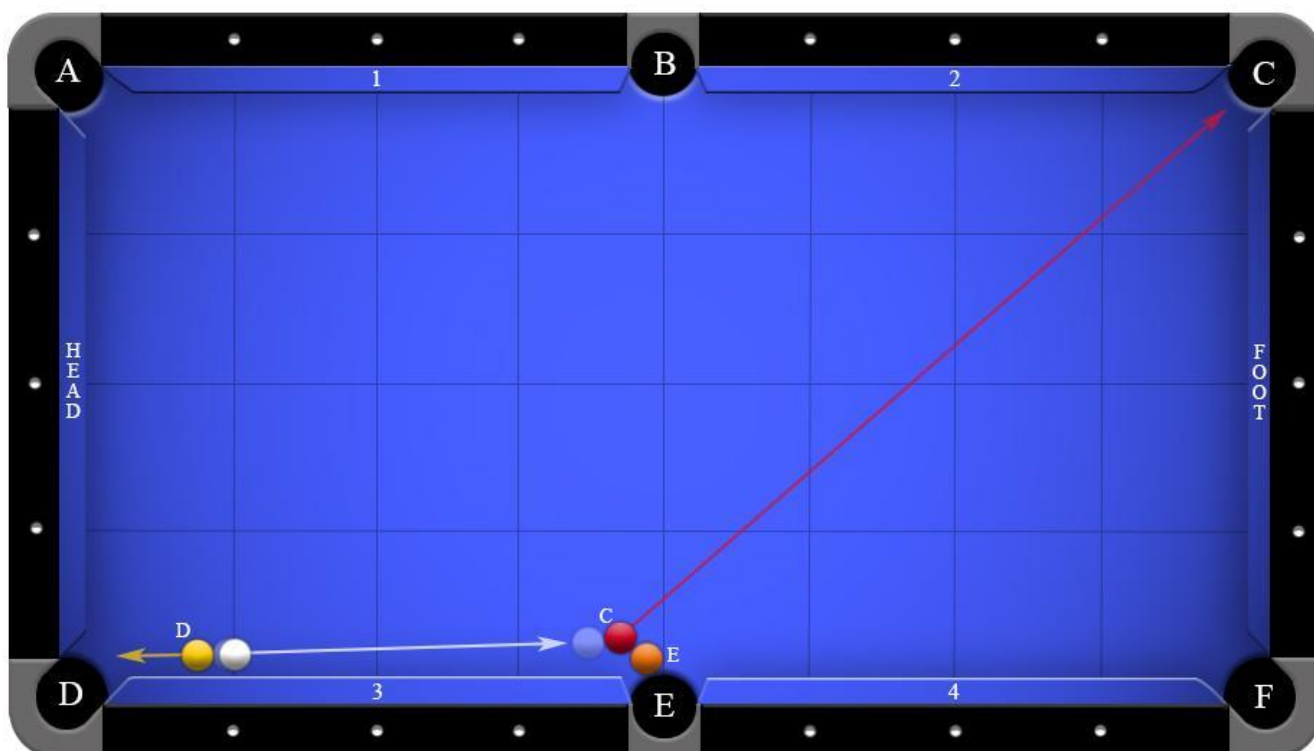
'D' ball is in hand anywhere up to one chalk's width from the cue ball but not frozen to the cue ball. The 'C' and 'E' balls are in hand near pocket E.

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 stroke.



Discipline 8 – Shot 3b: The Mini Rocket Masse

Discipline 8 - Massé Shots

Shot 3c: The Big Guy Masse - 8 Points

Cue Ball Placement:

Frozen to foot cushion at second diamond.

Object Ball Placement:

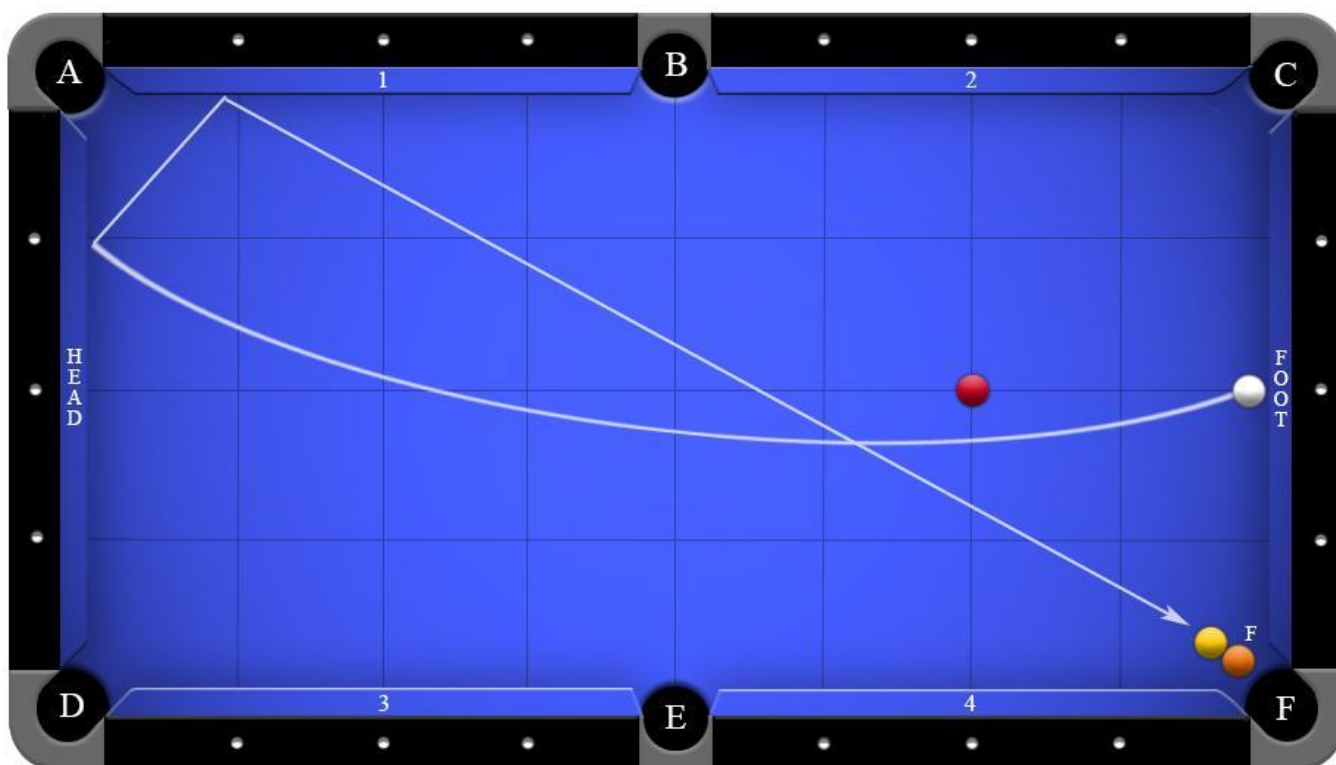
'F' ball combo is hanging in pocket F. A blocker ball is on the foot spot.

Objective:

Masse the cue ball around the blocking ball, hitting the head cushion and cushion 1, and making the 'F' ball in pocket F.

Special Notes:

The cue ball may contact an extra cushion by pocket F. The blocker ball may not be contacted by any means until 'F' ball is pocketed.



Discipline 8 – Shot 3c: The Big Guy Masse

Discipline 8 - Massé Shots

Shot 4a: Jump Masse - 9 Points

Cue Ball Placement:

In hand within the rack.

Object Ball Placement:

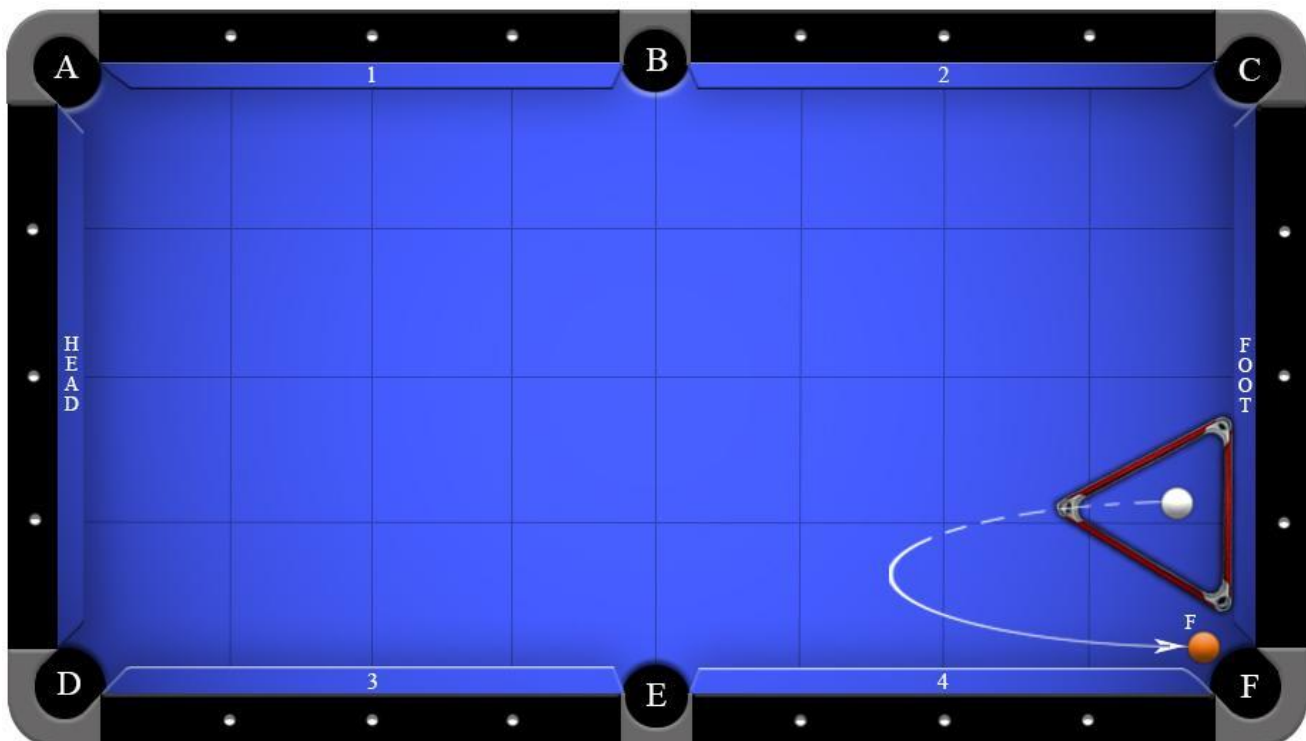
An 'F' object ball is hanging near pocket F. A rack is placed frozen to the foot cushion as diagrammed.

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.



Discipline 8 – Shot 4a: Jump Masse

Discipline 8 - Massé Shots

Shot 4b: The Yo-Yo Masse - 9 Points

Cue Ball Placement:

Base of the cue ball is on the 2nd diamond line or to the left of it (towards the head cushion). It may not be more than 1 ball's width from cushion 1.

Object Ball Placement:

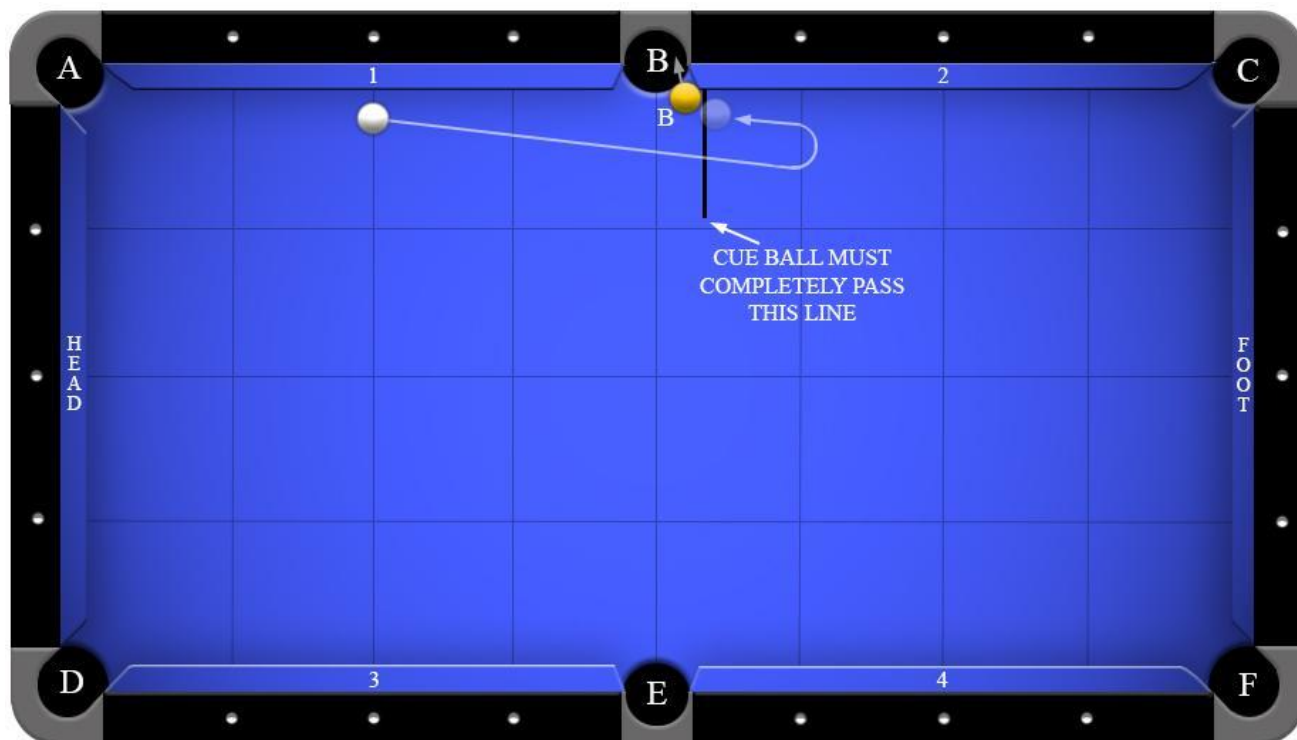
'B' ball is placed frozen to the pocket point, and with the edge aligned with the pocket cut. This ball must be placed exactly as described. Players are not free to adjust this ball.

Objective:

Masse the cue ball past the 'B' object ball. It will then come back and make 'B' ball in pocket B.

Special Notes:

The trailing edge of the cue ball must completely pass the forward edge of the 'B' object ball (as indicated by the line drawn). The table judge will make the final call. The cue ball may contact cushion 1 or 2, but no other, until after 'B' ball is made.



Discipline 8 – Shot 4b: The Yo-Yo Masse

Discipline 8 - Massé Shots

Shot 4c: The Whip Masse - 9 Points

Cue Ball Placement:

Shooter Option – in hand: along the 'long 1 diamond line or along the 'short' 1 diamond line

Object Ball Placement:

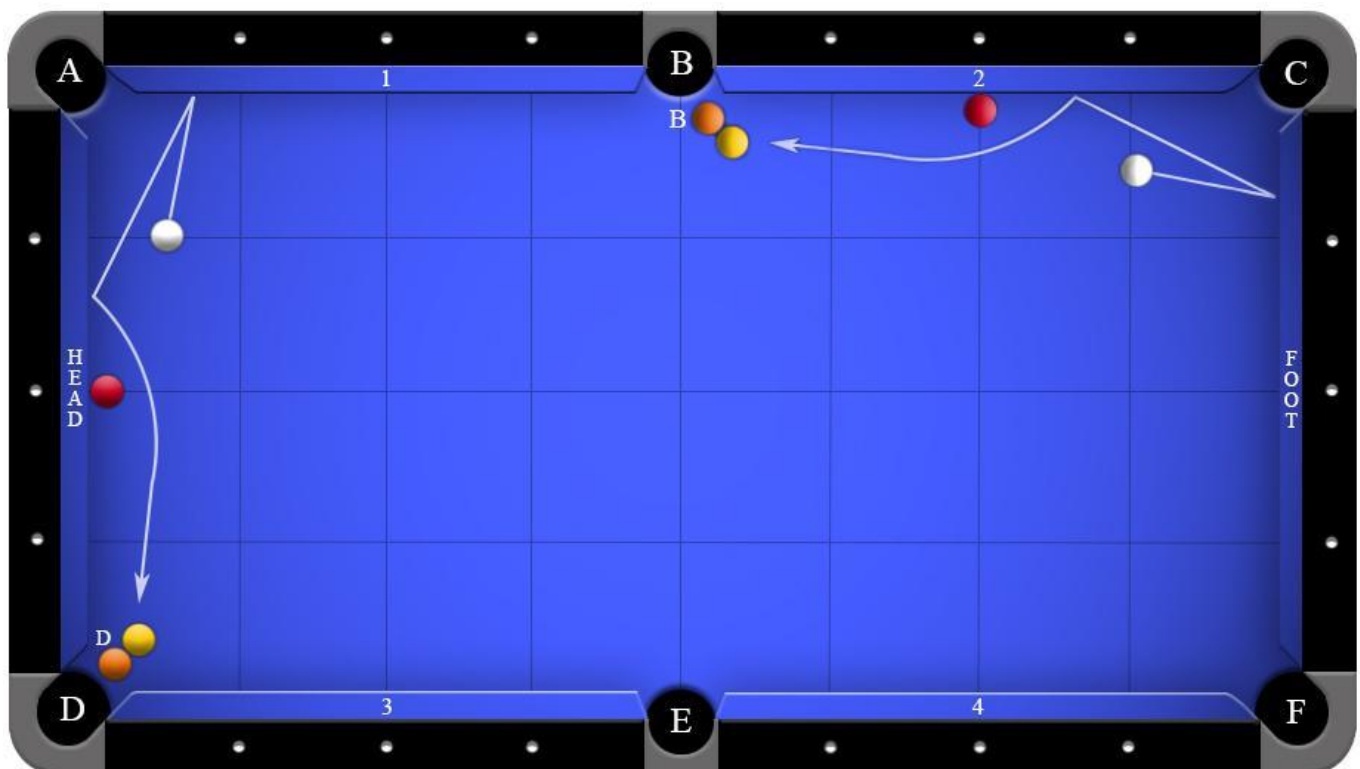
A blocker ball is frozen to the head cushion at the 2nd diamond OR along the #2 cushion at the 2nd diamond. Two balls form a combination: near pocket D OR near pocket B.

Objective:

1st Option: Shoot the cue ball so it follows the indicated path, hitting cushion 1 and head cushion before making the combination 'D' ball in pocket D. 2nd Option: Shoot the cue ball so it follows the indicated path, hitting the foot cushion and cushion 2 before making the combination 'B' ball in pocket B.

Special Notes:

The blocker ball may not be contacted by any means until combination is made, regardless of which option is chosen. The player has the option to shoot either direction due to the light getting in the way.



Discipline 8 – Shot 4c: The Whip Masse

Discipline 8 - Massé Shots

Shot 5a: Long Distance Masse - 10 Points

Cue Ball Placement:

Adjustable on the 3rd diamond line.

Object Ball Placement:

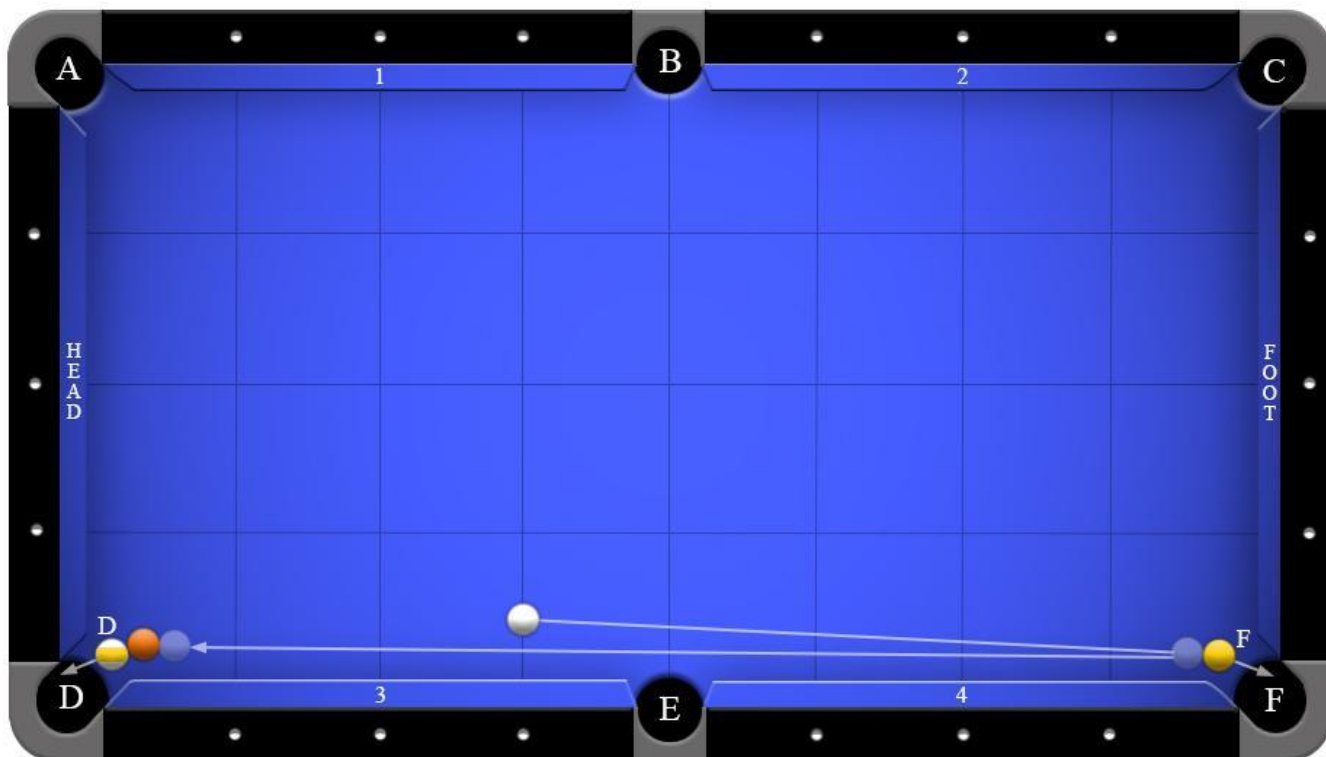
An 'F' object ball is in hand and placed near pocket F. A combination is placed close to pocket D.

Objective:

Masse the cue ball into the 'F' ball and pocket it into pocket F. The cue ball will then masse down the long rail, hit the combination, and pocket the 'D' ball in pocket D.

Special Notes:

A masse stroke must be used (no draw stroke). No contact with the short rail is allowed. Only contact with the 3,4 long rail is allowed. Shooter may set up this shot in reverse to allow for shooting the cue ball to the right, making a solo 'D' ball first in pocket D, and then masse back to make a combination 'F' ball into pocket F.



Discipline 8 – Shot 5a: Long Distance Masse

Discipline 8 - Massé Shots

Shot 5b: Mingaud Masse - 10 Points

Cue Ball Placement:

In hand within the indicated zone.

Object Ball Placement:

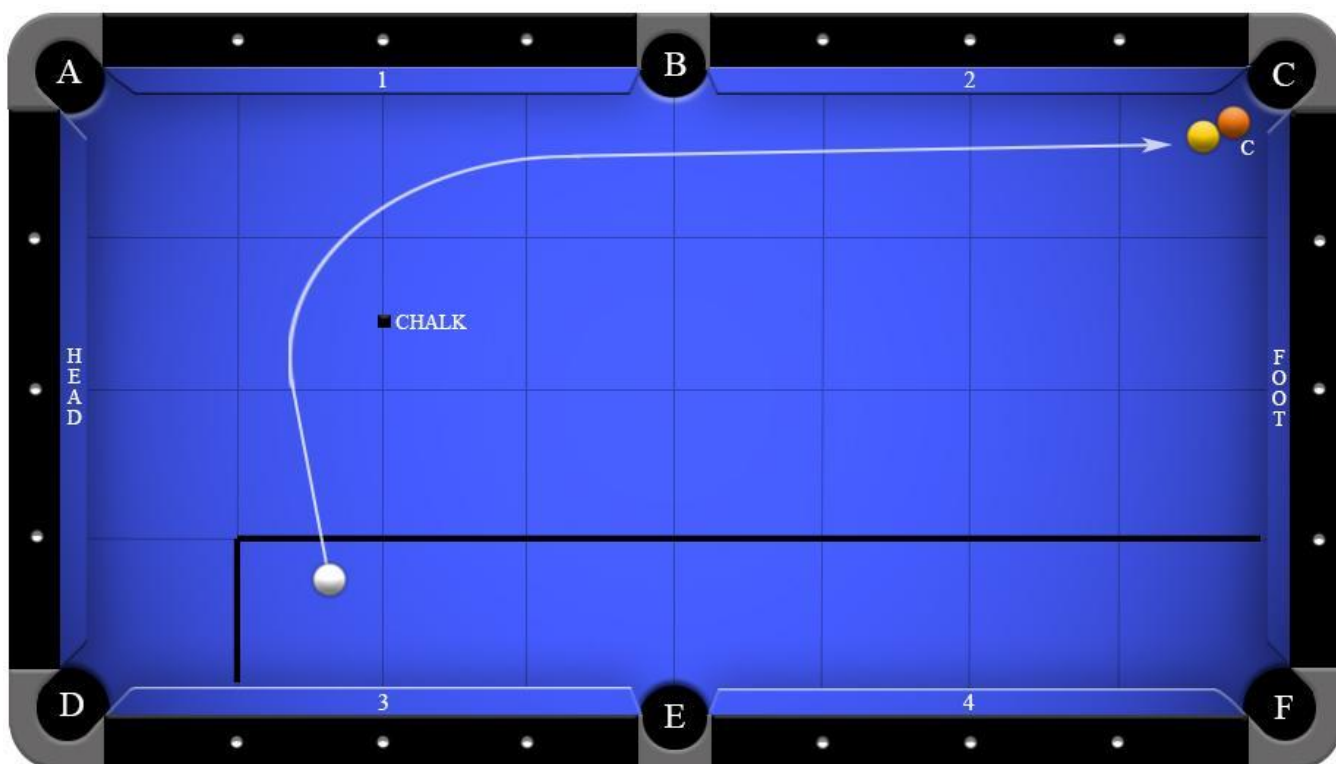
'C' ball combo is at pocket C. A piece of chalk is placed square to the table along the head string, exactly 1 1/2 diamonds from cushion 1.

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.



Discipline 8 – Shot 5b: Mingaud Masse

Discipline 8 - Massé Shots

Shot 5c: The Yow Masse - 10 Points

Cue Ball Placement:

In hand, frozen to 'B' ball.

Object Ball Placement:

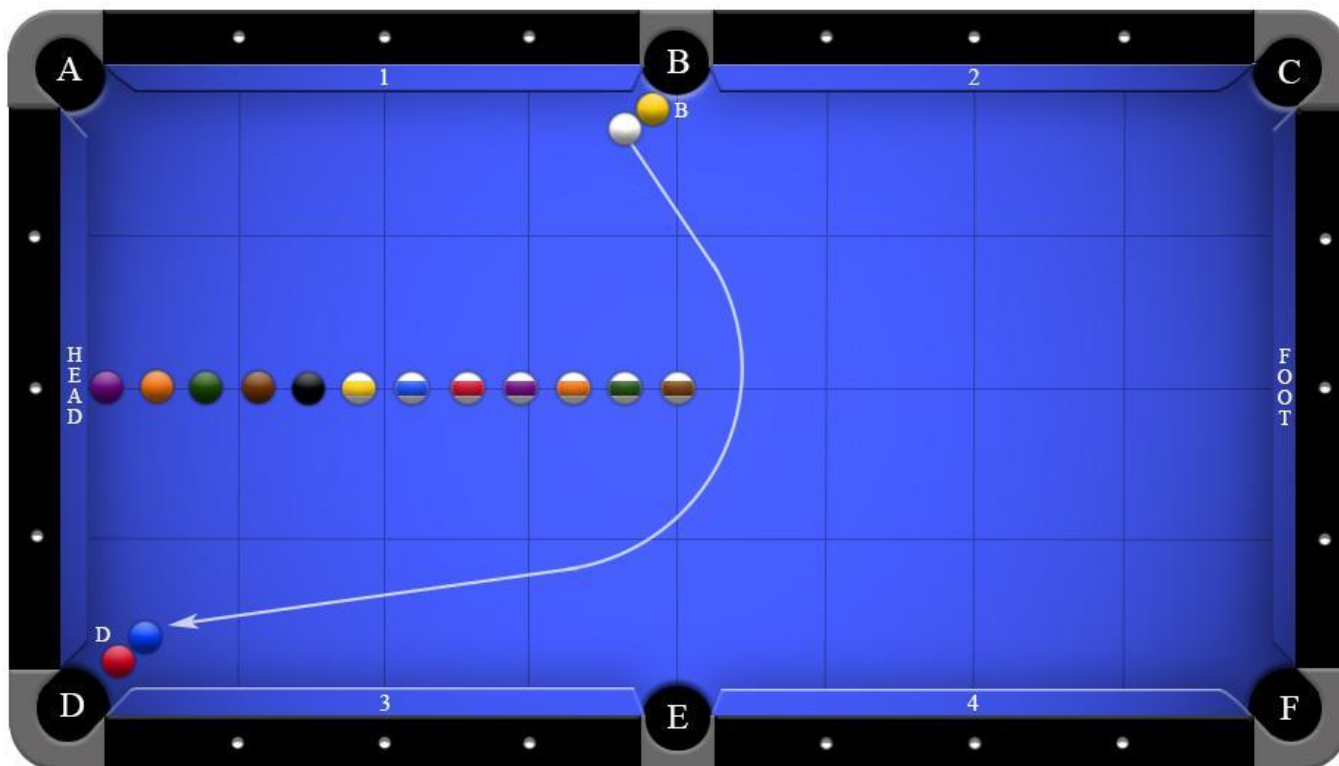
'B' ball is in hand near pocket B, but must be to the left of the B-E center line. 'D' ball combo is hanging near pocket D. 12 blocker balls are placed along the long center line of the table. The first ball is frozen to the head cushion. The last ball is on the exact center spot of the table. The other balls are evenly spaced.

Objective:

Masse the cue ball, making 'B' ball in pocket B. The cue ball will travel around the blocker balls as diagrammed, and make the combo 'D' ball in pocket D.

Special Notes:

The blocker balls may not be touched by any means until after 'D' ball is made.



Discipline 8 – Shot 5c: The Yow Masse