WPA – Artistic Pool Division

2023

Official Shot / Challenge Program

Shot Program and Selection

1. For each degree of difficulty (DOD; point value) in each discipline, players will select one shot (a, 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 then 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)

Discipline 2 Special Arts- 3B (The Over & Under Shot)

Discipline 3 Draw- 5B (The Circular Draw)

Discipline 4 Follow- 4A (The Window Shot)

Discipline 5 Bank/Kick- 8 rail dollar bill shot (last page of program)

Discipline 6 Stroke- 4B (The Showoff Spinner Shot)

Discipline 7 Jump- 4B (The Evel Knievel Shot)

Discipline 8 Masse- 4A (The Jump Masse)

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 – Masse	
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 – Masse	
1	C A B	1	B C A	1	A B C	1	B C A
2	A B C	2	C A B	2	B C A	2	C A B
3	B C A	3	A B C	3	C A B	3	A B C
4	C A B	4	B C A	4	A B C	4	B C A
5	A B C	5	C A B	5	B C A	5	C A B

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 – Masse	
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

SAMPLE SCORESHEET

Player Name: _____ City, State, Country: _____

Event: _____ Venue: _____ Date: _____

Instructions: Circle letter of shot attempted. Circle point value of attempt made. 'X' out value of attempt missed. Do not mark attempts not taken.

Trick and Fancy			
Shot / Attempt	1st	2nd	3rd
1: a b c	6	5	4
2: a b c	7	6	5
3: a b c	8	7	6
4: a b c	9	8	7
5: a b c	10	9	8
Discipline Total:			
Round Score:		Initials:	

Special Arts			
Shot / Attempt	1st	2nd	3rd
1: a b c	6	5	4
2: a b c	7	6	5
3: a b c	8	7	6
4: a b c	3 6 9	3 6 9	3 6 9
5: a b c	10	9	8
Discipline Total:			
Round Score:		Initials:	

Draw			
Shot / Attempt	1st	2nd	3rd
1: a b c	6	5	4
2: a b c	7	6	5
3: a b c	8	7	6
4: a b c	9	8	7
5: a b c	10	9	8
Discipline Total:			
Round Score:		Initials:	

Follow			
Shot / Attempt	1st	2nd	3rd
1: a b c	6	5	4
2: a b c	7	6	5
3: a b c	8	7	6
4: a b c	9	8	7
5: a b c	10	9	8
Discipline Total:			
Round Score:		Initials:	

Bank/Kick			
Shot / Attempt	1st	2nd	3rd
1: a b c	6	5	4
2: a b c	7	6	5
3: a b c	8	7	6
4: a b c	9	8	7
5: a b c	10	9	8
Discipline Total:			
Round Score:		Initials:	

Stroke			
Shot / Attempt	1st	2nd	3rd
1: a b c	6	5	4
2: a b c	7	6	5
3: a b c	8	7	6
4: a b c	9	8	7
5: a b c	10	9	8
Discipline Total:			
Round Score:		Initials:	

Jump			
Shot / Attempt	1st	2nd	3rd
1: a b c	6	5	4
2: a b c	7	6	5
3: a b c	8	7	6
4: a b c	9	8	7
5: a b c	10	9	8
Discipline Total:			
Round Score:		Initials:	

Masse			
Shot / Attempt	1st	2nd	3rd
1: a b c	6	5	4
2: a b c	7	6	5
3: a b c	8	7	6
4: a b c	9	8	7
5: a b c	10	9	8
Discipline Total:			
Round Score:		Initials:	

2015 SCORE SHEET

Total Attempt Makes: 1st _____ 2nd _____ 3rd _____ Total Score: _____ points / 320

Player Signature: _____ WPA Representative: _____

Sample Playoff Score Sheet

Venue: **Date:** **Location:**

Playoff Round: ____ **MATCH WINNER:** _____ **LAG**

CHALLENGE INFORMATION			PLAYER A Name:_____		PLAYER B Name:_____	
Player Order	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** _____

WINNER: _____

Signature: _____ _____

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. Tables judge's and tournament director's decisions are final.
5. Players may not "test" any prop set ups. For example, it a shot calls for either the cue ball or an object ball to be guided by a cue stick or a rack, the player may not roll a ball to test the path of the ball.
6. Players may not use any substance to clean the cue ball. Players will be able to clean the cue ball with a cloth that will be provided.

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. 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.
6. Chalk cubes may be positioned anywhere on the rail at the player's discretion.
7. 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.
8. Object balls that placed in a line on a diamond line must be centered. The center of the ball must be over the center of the diamond line.

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

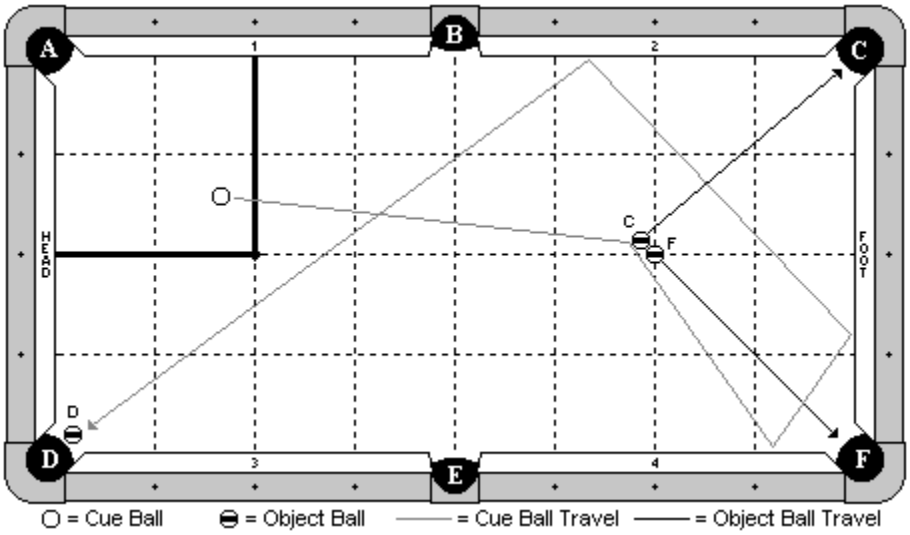
1. All cues must be a minimum of 40 inches in length.
2. Players are allowed to place chalk or other objects underneath the bridge head, or bridge butt, as needed provided those other objects do not interfere with the shot.
3. All vertical masse shots will require the use of a masse cloth (extra piece 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 SHOTS

Discipline 1 – Shot 1a – 6 points



Cue Ball

In hand within the indicated zone.

Object Balls

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

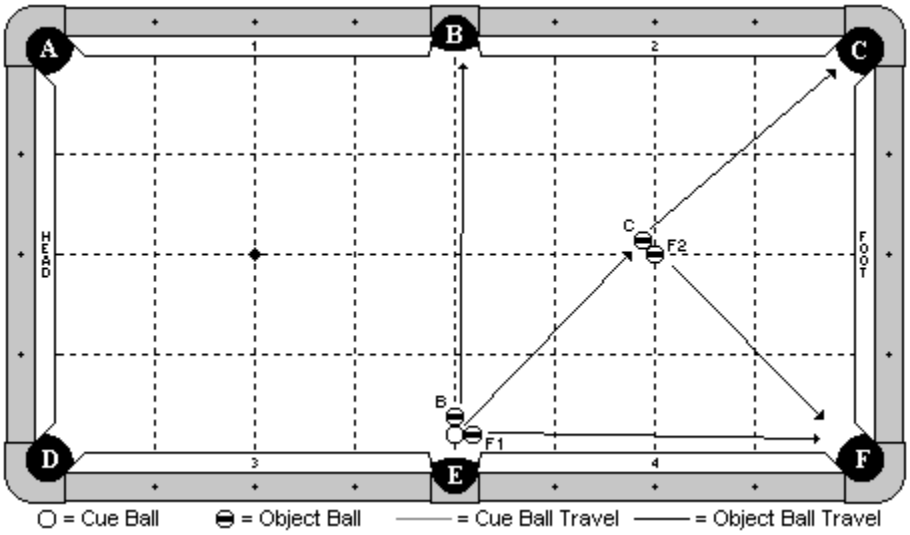
Objective

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.

Special Notes

None

Discipline 1 – Shot 1b – 6 points



Cue Ball

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

Object Balls

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

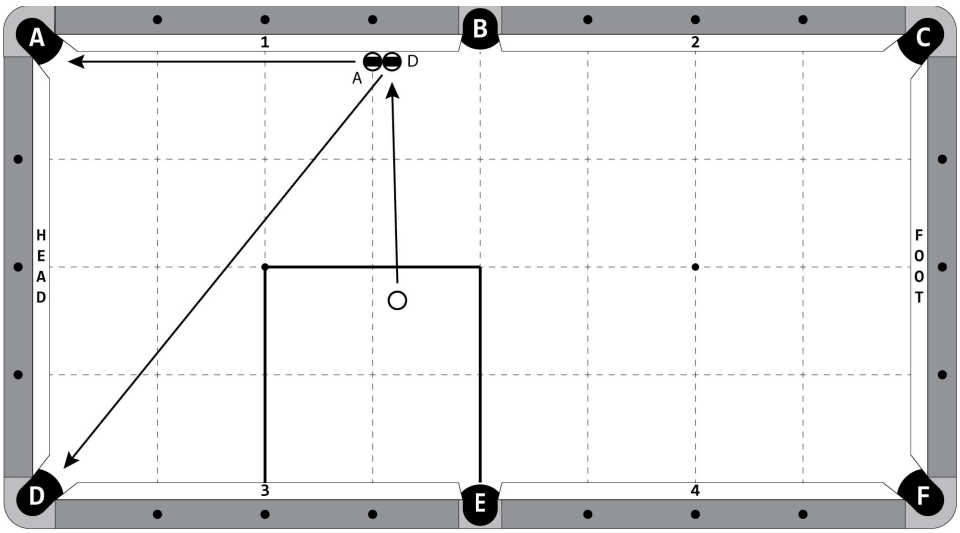
Objective

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

Special Notes

None.

Discipline 1 – Shot 1c – 6 points



Cue Ball

In hand, within the indicated zone.

Object Balls

'A' ball frozen to cushion 1 at diamond 3.

'D' ball frozen to cushion 1 and 'A' ball.

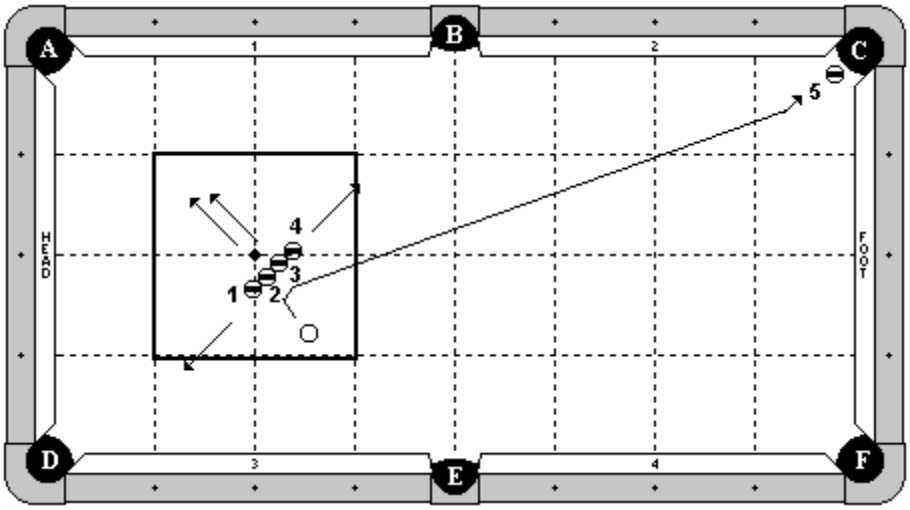
Objective

Shoot cue ball into 'D' ball, making both balls in their respective pockets.

Special Notes

None

Discipline 1 – Shot 2a – 7 points



Cue Ball

In hand

Object Balls

Balls 1-4 are as diagrammed and adjustable. The 1 & 2 balls must be frozen. The 3 & 4 balls must be frozen. The 2 & 3 balls may be frozen or may have a small gap between them (no larger than a chalk). The 5 ball is hanging near pocket ‘C’.

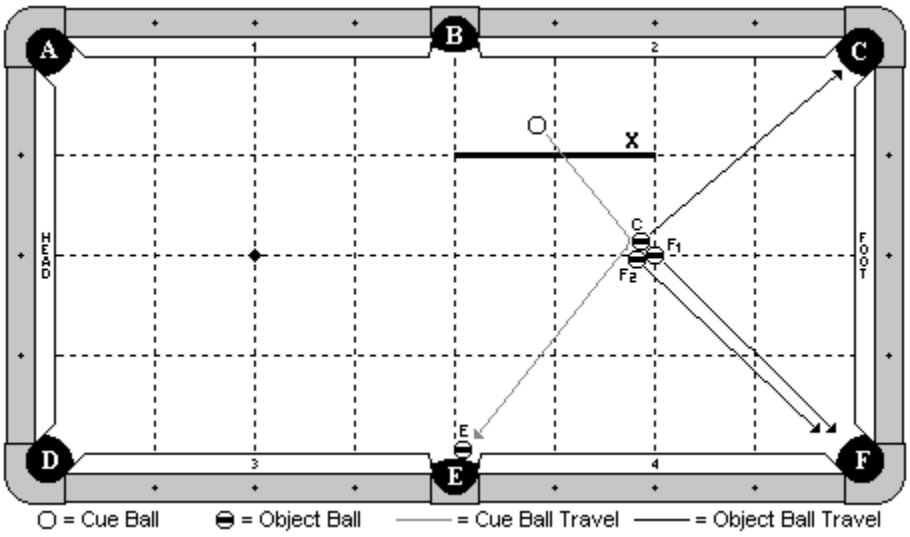
Objective

Shoot the cue ball into the 2 ball. The 1 ball will go into pocket ‘D’. The 2 & 3 balls will go into pocket ‘A’. The 4 ball will go into pocket ‘B’. The cue ball will carom off and make the 5 ball in pocket ‘C’.

Special Notes

None

Discipline 1 – Shot 2b – 7 points



Cue Ball

In hand behind 'X' line.

Object Balls

A cluster of 3 balls is frozen as diagrammed, with 'F1' ball on the foot spot. 'E' ball is hanging near pocket 'E' and is adjustable.

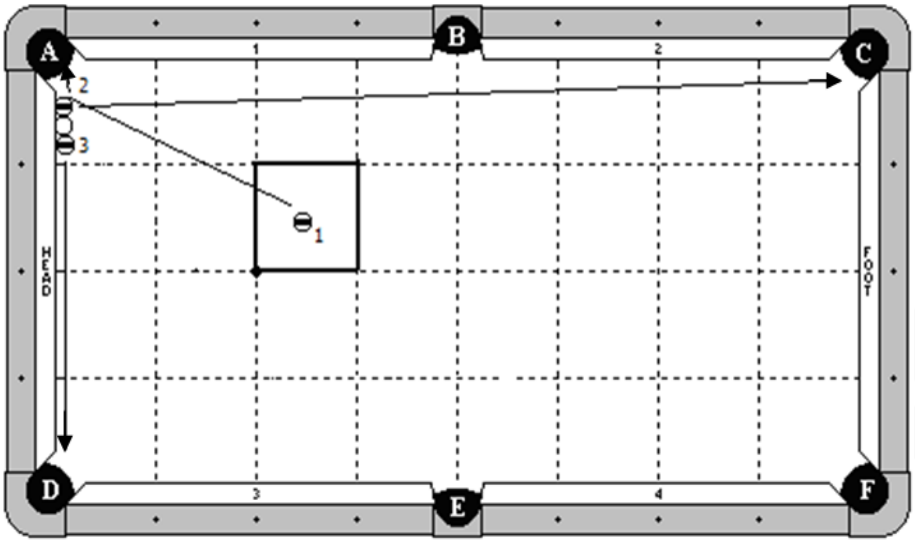
Objective

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.

Special Notes

None

Discipline 1 – Shot 2c – 7 points



Cue Ball

Frozen to the head cushion and frozen to the 2 & 3 balls.

Object Balls

1 ball in hand within indicated zone. 2 ball frozen to the cushion and to the cue ball. 3 ball frozen to the cue ball, but does not need to be frozen to the cushion.

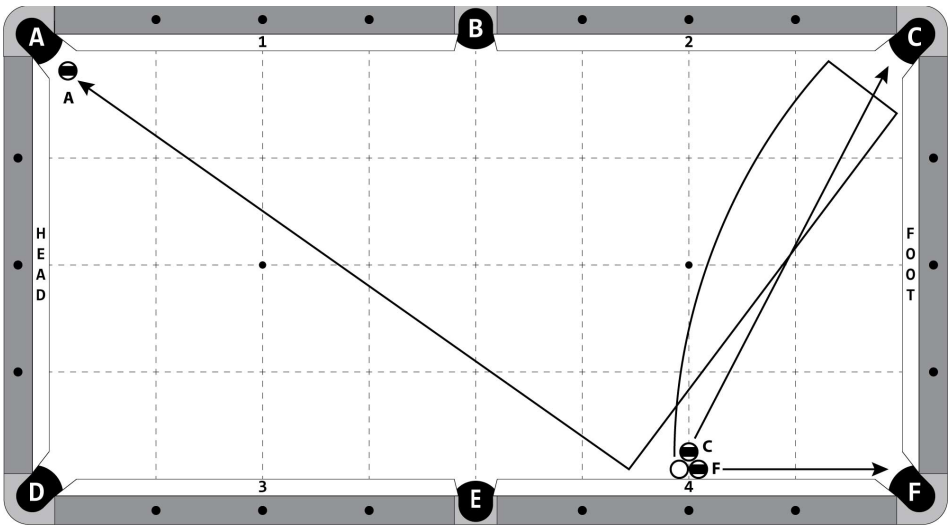
Objective

Shoot the 1 ball into the 2 ball. The 1 ball will go into pocket ‘A’. The 2 ball will bank into pocket ‘C’. The 3 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 3a – 8 points



Cue Ball

In hand, frozen to cushion 4, ‘C’ ball and ‘F’ ball, as diagrammed.

Object Balls

‘F’ ball is frozen to cushion 4, cue ball, and ‘C’ ball, as diagrammed.

‘C’ ball is frozen to cue ball and ‘F’ ball, as diagrammed.

‘A’ ball is hanging in pocket A.

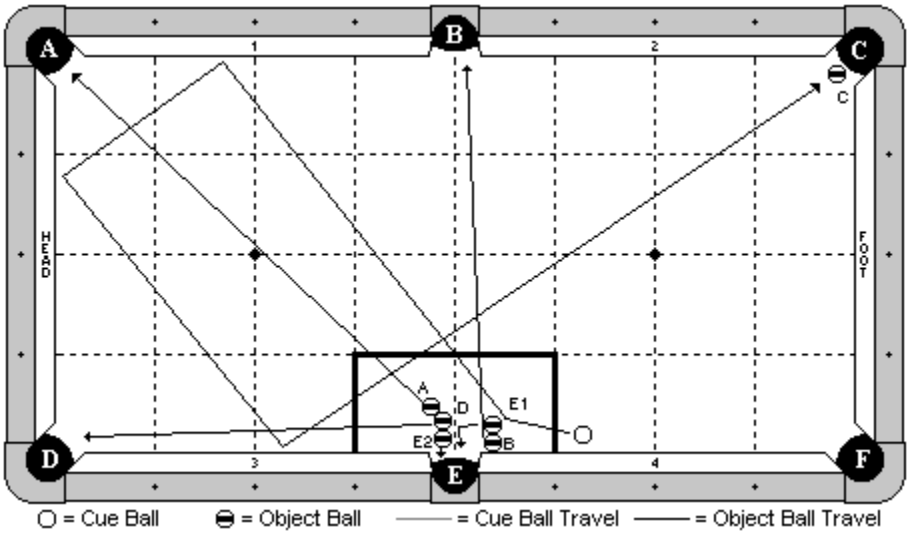
Objective

Shoot the cue ball, making ‘C’ ball directly in pocket C and ‘F’ ball directly in pocket F. The cue ball will hit cushion 2, foot cushion, and cushion 4 and then make ‘A’ ball in pocket A.

Special Notes

None

Discipline 1 – Shot 3b – 8 points



Cue Ball

In hand.

Object Balls

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

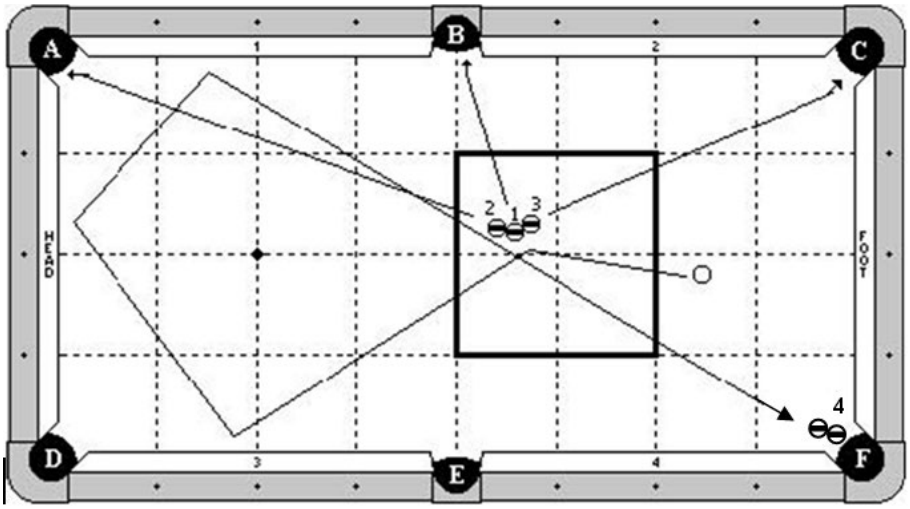
Objective

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

Special Notes

None

Discipline 1 – Shot 3c – 8 points



Cue Ball

In hand behind the second diamond.

Object Balls

Balls 1,2,3 are in hand as diagrammed within the indicated zone. Ball 4 combo is hanging near pocket 'F'.

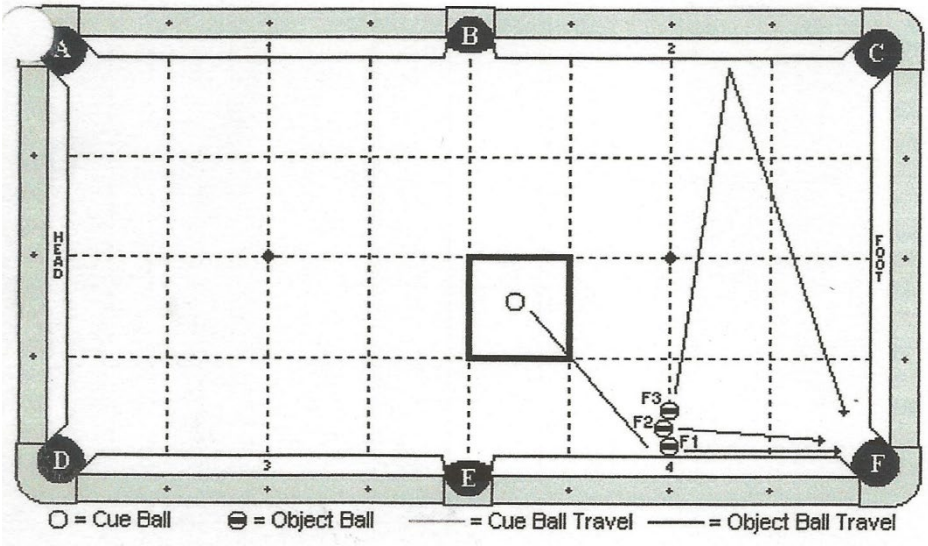
Objective

Shoot the cue ball into the 1 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 4 ball in pocket F.

Special Notes

None.

Discipline 1 – Shot 4a – 9 points



Cue Ball

In hand within box zone.

Object Balls

'F1' ball is frozen to cushion 4 and on foot string. (2nd Diamond) 'F2' ball is in hand, frozen to 'F1' ball. 'F3' ball is in hand, frozen to 'F2' ball.

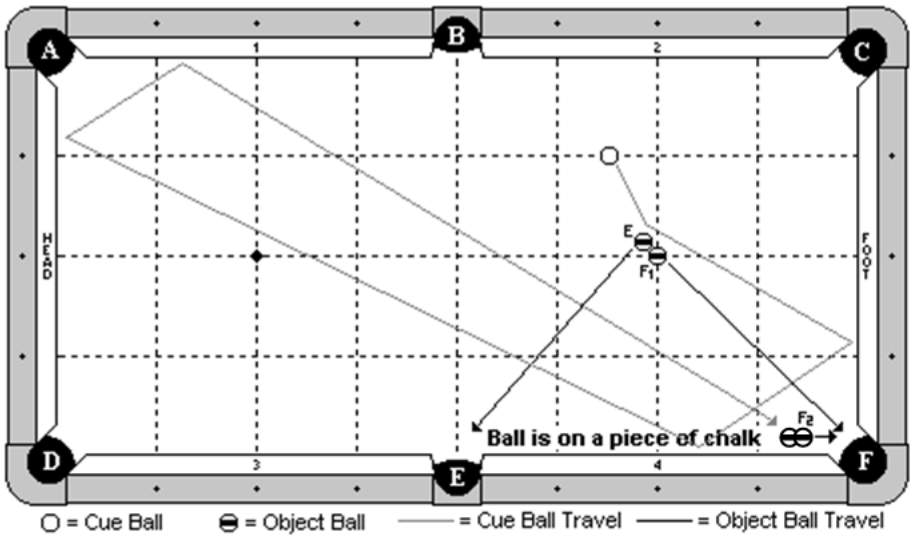
Objective

Shoot the cue ball into 'F1' ball. All three balls will go into pocket 'F as diagram indicates.

Special Notes

None

Discipline 1 – Shot 4b – 9 points



Cue Ball

In hand

Object Balls

'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 is adjustable.

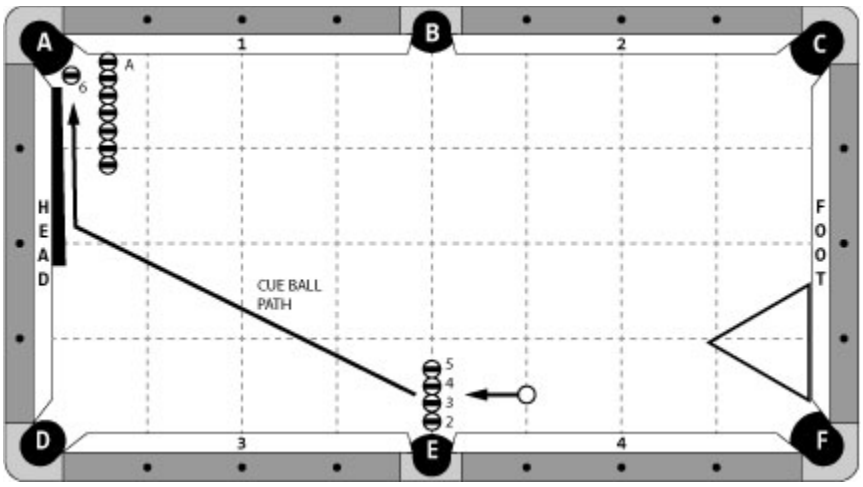
Objective

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 'F2' ball combo making "F2" ball in pocket 'F'.

Special Notes

The cue ball must hit 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 4c – 9 points



Cue Ball

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

Object Balls

Balls 2,3,4,5 are frozen and adjustable. 6 ball is hanging near pocket 'A'. 7 blocking balls are along the ½ 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.

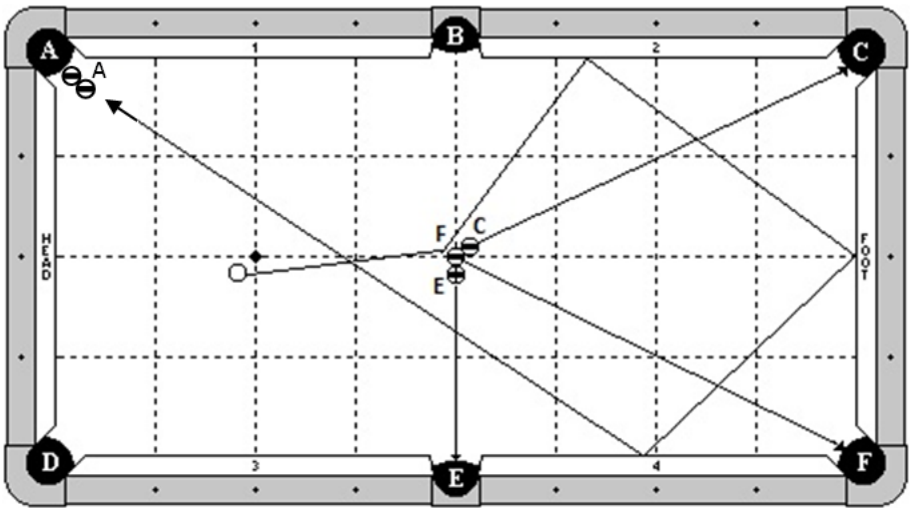
Objective

Shoot the cue ball into the line of balls. The 2 ball will go into pocket 'E', the 3 ball into pocket 'D', the 4 ball will bank into pocket 'F', and the 5 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 6 ball.

Special Notes

The cue ball may not contact any of the blocking balls until after the 6 ball is made. Players selecting this shot will be required to supply the cue stick butt.

Discipline 1 – Shot 5a – 10 points



Cue Ball

In hand behind the head string.

Object Balls

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

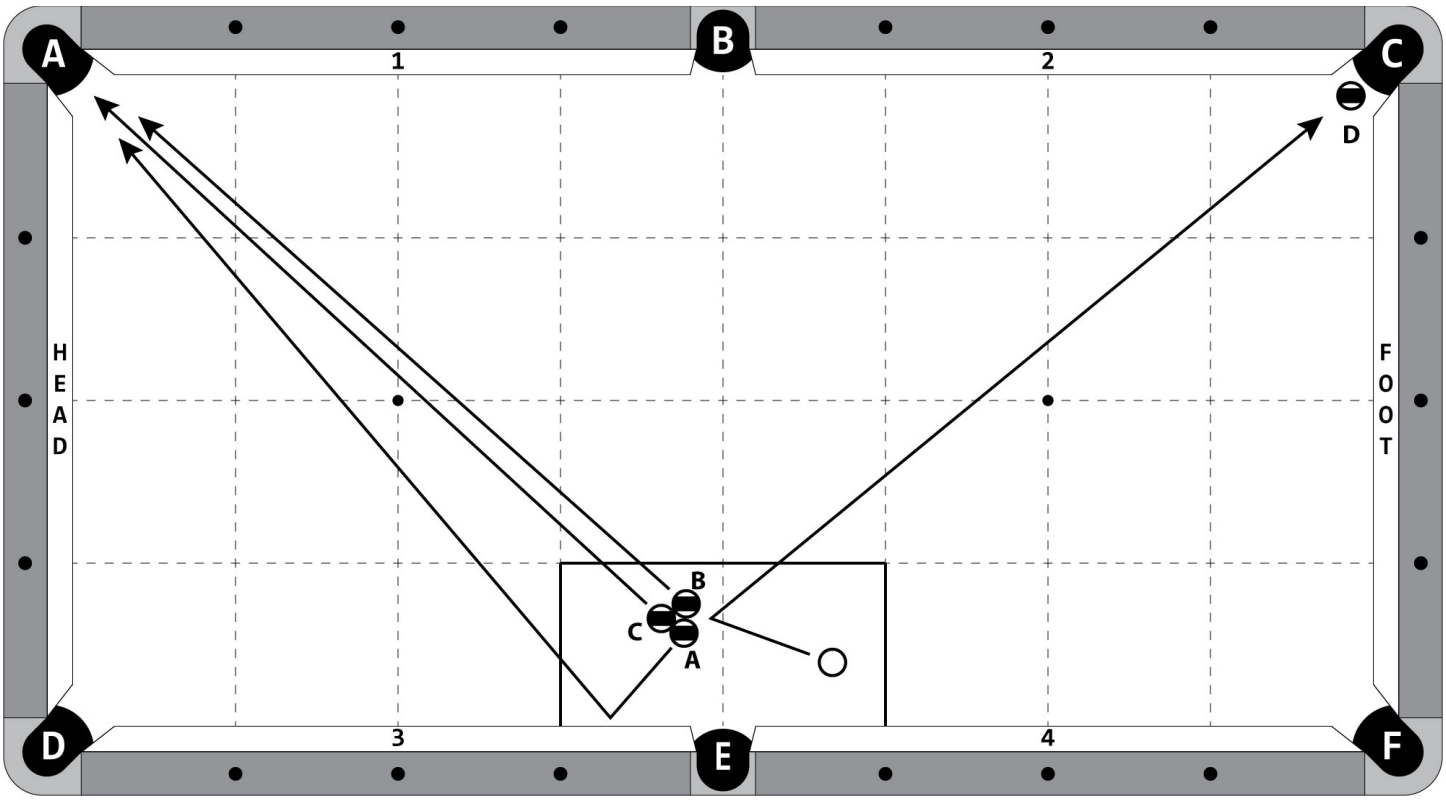
Objective

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

Special Notes

None.

Discipline 1 – Shot 5b – 10 points



Cue Ball

In hand

Object Balls

A cluster of 3 balls is in hand within the indicated zone. All 3 balls must be frozen to each other. A 4th object ball is placed by pocket C.

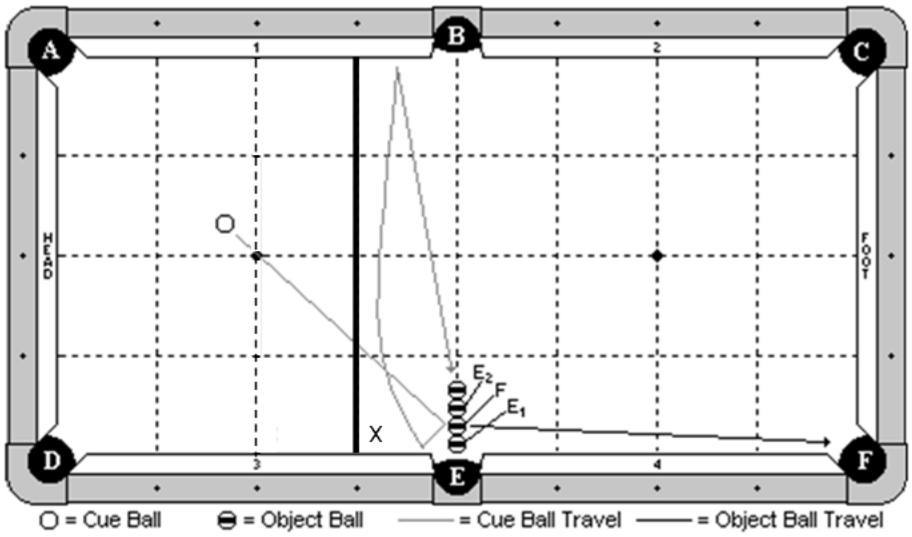
Objective

Shoot the cue ball into the cluster, making all 3 balls in pocket 'A'. The cue ball will then carom into the 4th ball and make it in pocket 'C'.

Special Notes

The three balls being made in pocket 'A' may contact each other.

Discipline 1 – Shot 5c – 10 points



Cue Ball

In hand behind 3rd diamond line, as indicated by line X.

Object Balls

All four object balls are in a straight line, parallel to the head and foot cushions. The object ball closest to pocket E ('E1') has its edge even with the edge of the cushion.

Objective

Shoot cue ball to 'F' ball. 'F' ball will make in pocket 'F' and 'E1' ball will make in pocket 'E'. Cue ball will contact cushion 3, bank across to cushion 1, and come back, making the two ball combination ('E2' ball will make in pocket 'E'). The ball closest to the center of the table does not have to be made.

Special Notes

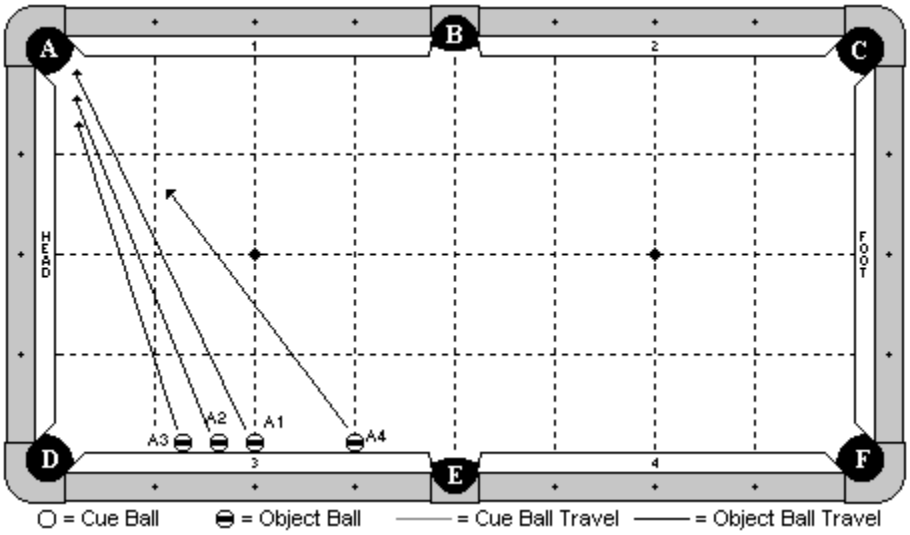
None.

DISCIPLINE

2

SPECIAL ARTS

Discipline 2 – Shot 1a – 6 points



Cue Ball

None

Object Balls

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 gaps between them.

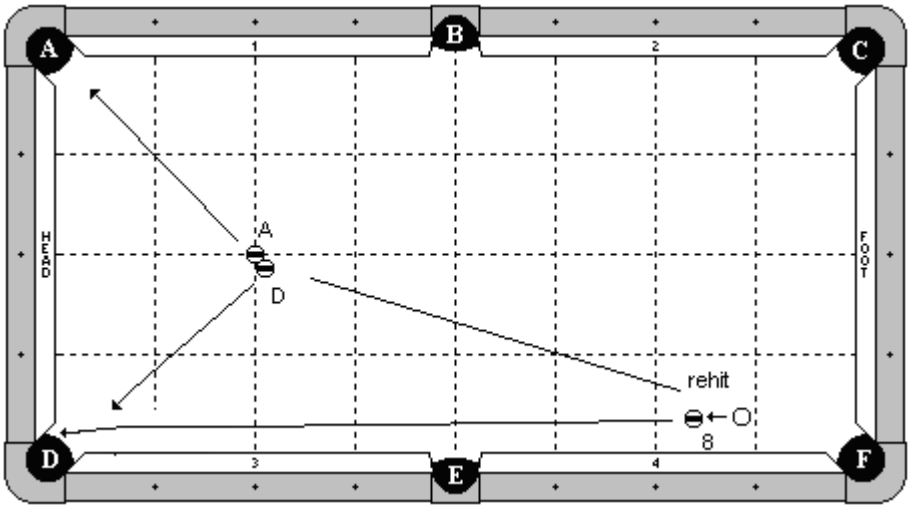
Objective

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 1b – 6 points



Cue Ball

In hand behind the 2nd diamond line.

Object Balls

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

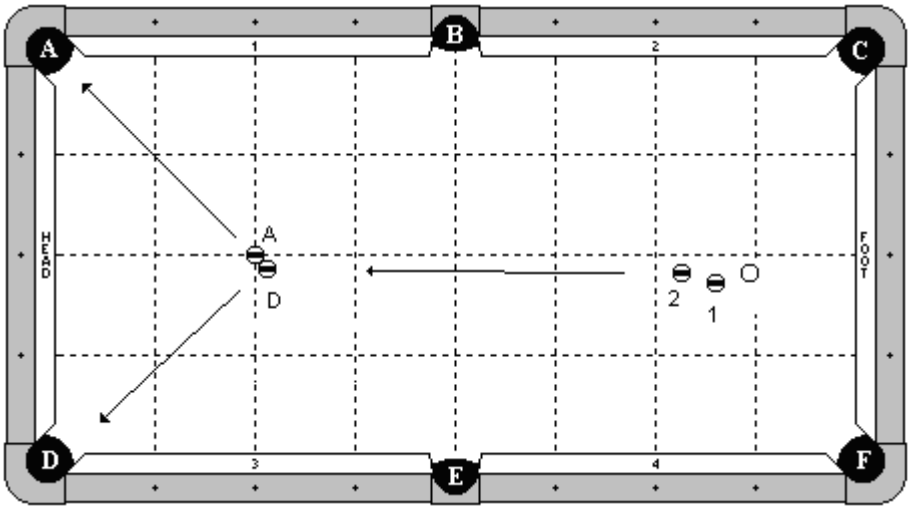
Objective

Shoot the cue ball into the 8 ball. Re-hit the cue ball into 'D' ball, causing the 'D' and 'A' ball to be made as pocket letter designates. The 8 ball will go into pocket 'D' after 'D' ball, no additional contact by object balls are allowed.

Special Notes

The 8-ball must go into pocket D without an additional hit by the cue ball.

Discipline 2 – Shot 1c – 6 points



Cue Ball

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

Object Balls

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 ½ ball offset in either direction. 'A' ball on the head spot. 'D' ball frozen to 'A' ball and adjustable.

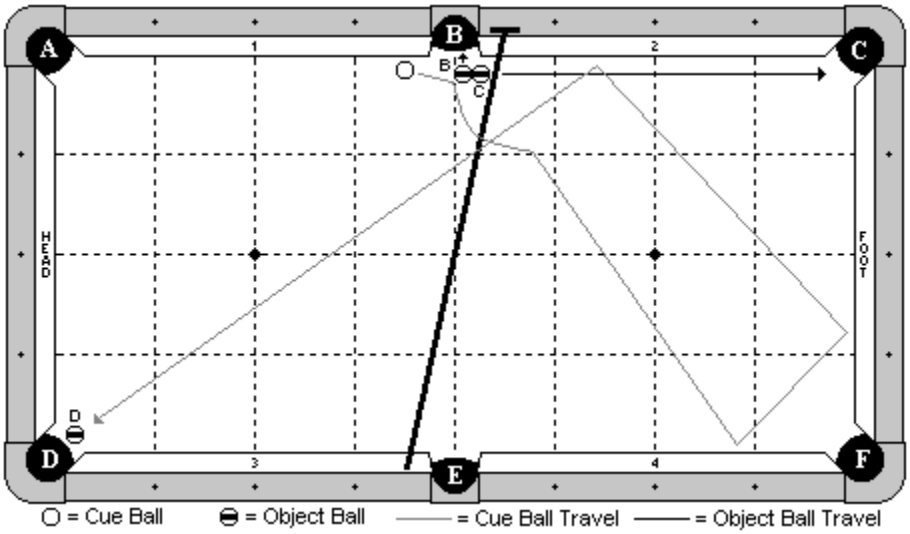
Objective

In one forward motion stroke, shoot the cue stick through the cue ball and into the 2 ball. The 2 ball will travel forward and make 'D' and 'A' ball s as pocket letter designates.

Special Notes

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

Discipline 2 – Shot 2a – 7 points



Cue Ball

In hand

Object Balls

'B' and 'C' balls 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.

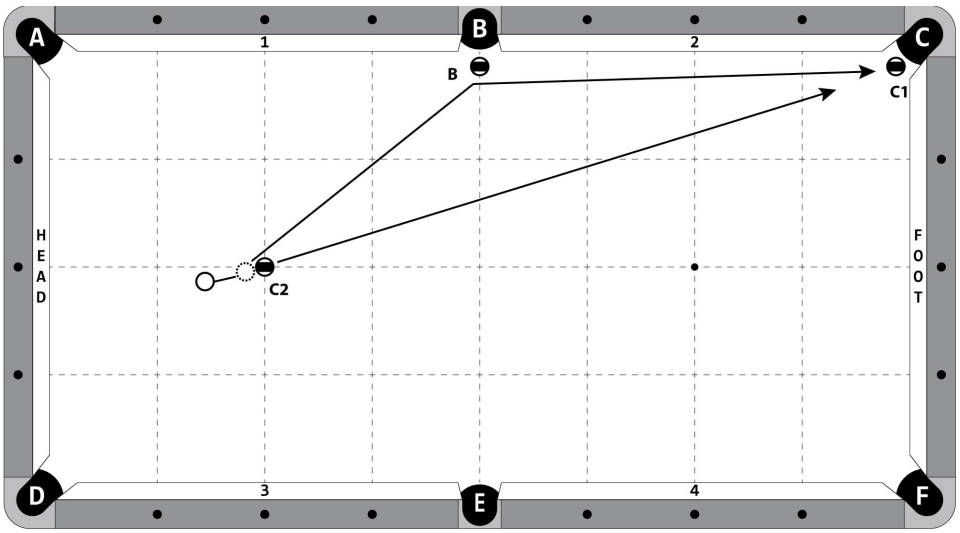
Objective

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.

Special Notes

The cue ball may hit the bridge.

Discipline 2 – Shot 2b – 7 points



Cue Ball

In hand, behind the head string.

Object Balls

'C2' ball is on the head spot.

'B' ball is hanging in pocket B.

'C1' ball is hanging in pocket C.

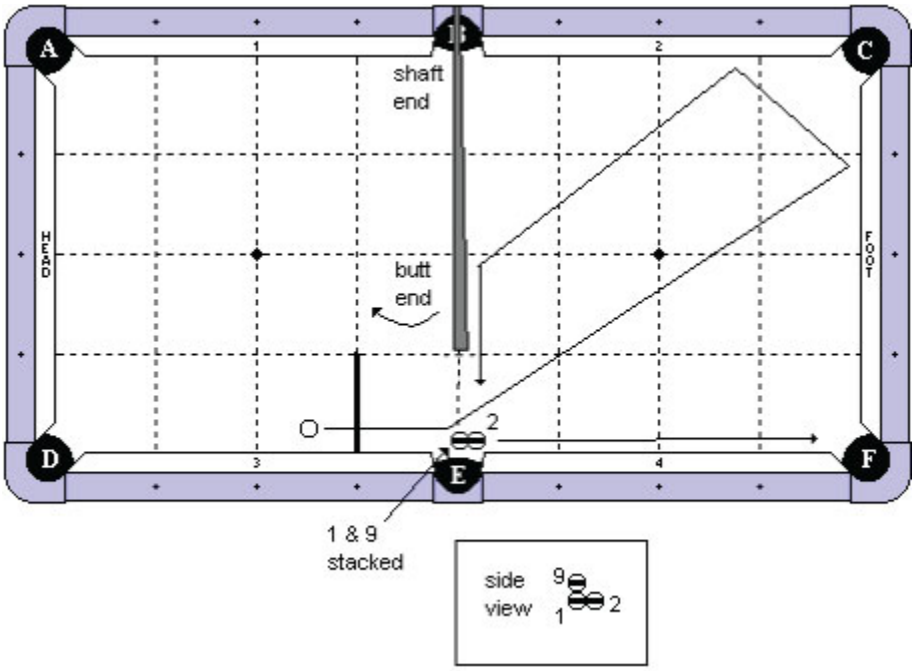
Objective

Shoot cue ball into 'C2' ball. Re-hit cue ball making 'B' ball in pocket B and 'C1' ball in pocket C. After 'C1' ball is made, 'C2' ball will be made in pocket C.

Special Notes

Extra contacts between cue ball and 'C2' ball are not allowed. Cue ball must stop moving before being re-hit.

Discipline 2 – Shot 2c – 7 points



Cue Ball

In hand behind 3rd diamond line, as indicated.

Object Balls

The 1 ball is a special stacking ball near pocket E. The 2 ball is frozen to the 1 ball. The 9 ball is balanced on top of the 1 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’.

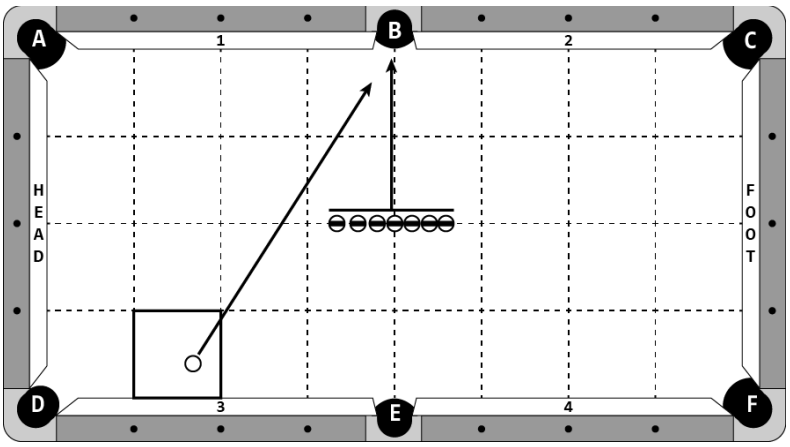
Objective

Shoot the cue ball into the 1 ball. The 1 ball will go into pocket E and the 2 ball will go into pocket F. The cue ball will travel 2 cushions, hit the stick, and make the 9 ball.

Special Notes

None.

Discipline 2 – Shot 3a – 8 points



Cue Ball

In hand, within the indicated zone.

Object Balls

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

Objective

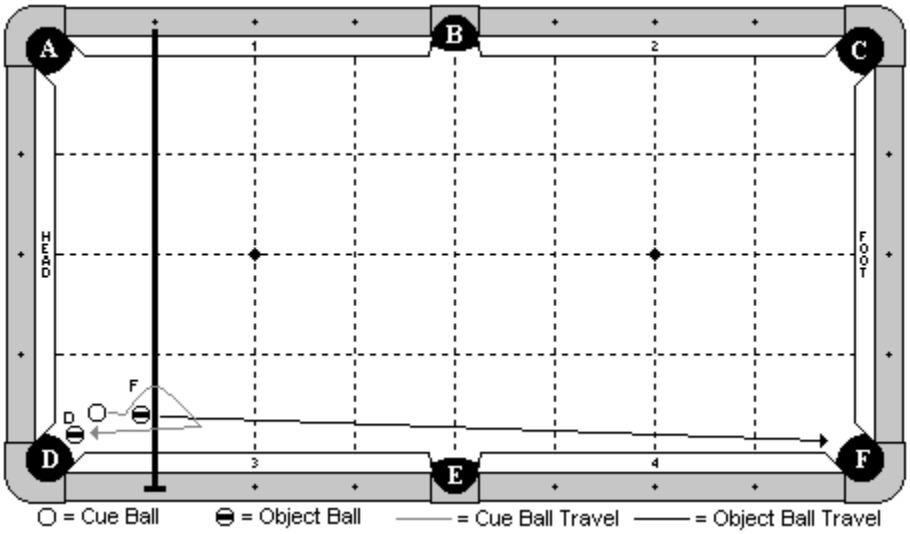
Shoot the cue ball towards pocket ‘B’. Before it gets there, shoot the row of 7 balls into pocket ‘B’. The cue ball will go into pocket ‘B’ after all object balls have gone in to pocket ‘B’.

Special Notes

Extra ball collisions are allowed.

If the side pocket does not accept 8 balls, one object ball will be removed from the shot for a total of 6 object balls and the cue ball.

Discipline 2 – Shot 3b – 8 points



Cue Ball

In hand within 1x1 diamond zone near pocket 'D'.

Object Balls

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

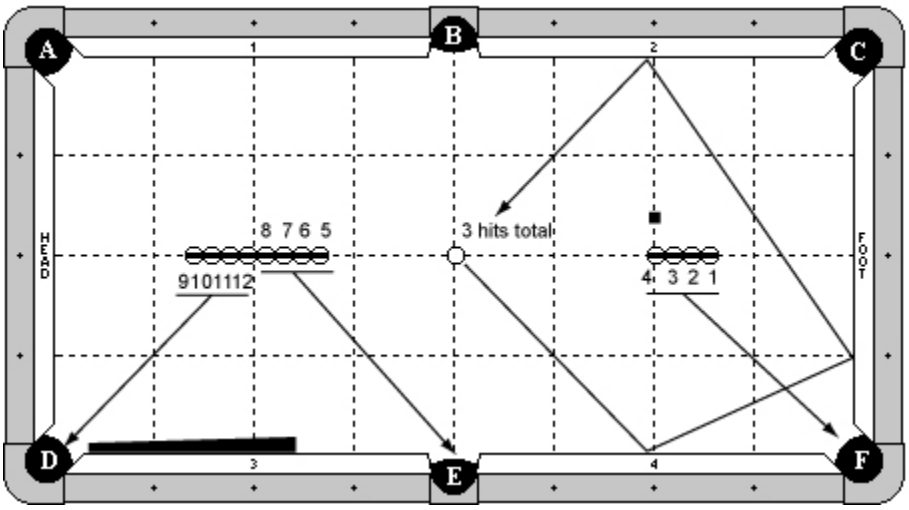
Objective

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.

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 3c – 8 points



Cue Ball

On center spot.

Object Balls

1-4 balls frozen on center line with 4 ball on spot. 5-12 balls are on center line with the 8 ball and 12 ball frozen, splitting the spot. 5-8 balls are frozen and 9-12 balls are frozen. There can be gap no larger than a chalk cube between 5-8 balls and 9-12 balls providing the chalk cube is on the spot. Cue stick butt frozen to cushion 3. A piece of chalk is on the foot string, even with the 4 ball and 1 ball's width away.

Objective

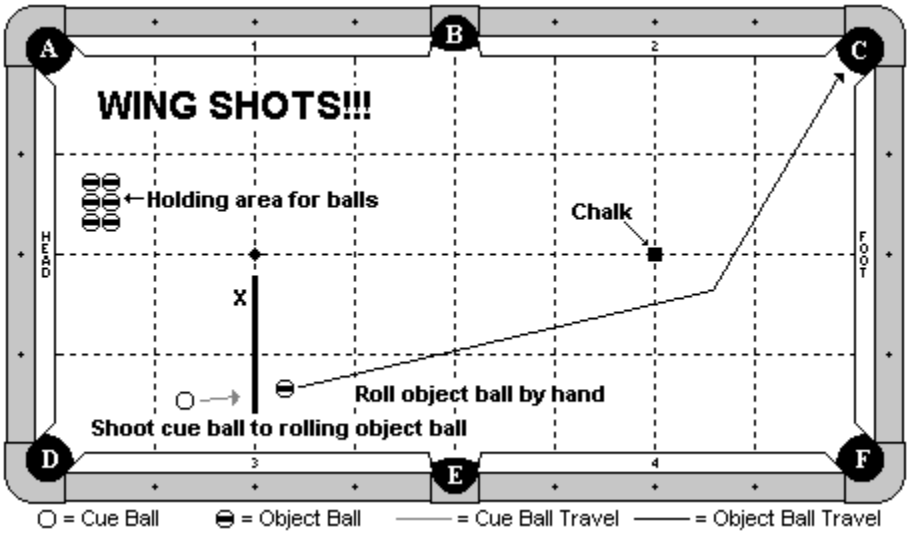
Shoot CB around the chalk. Shoot 1,2,3,4 balls into pocket F in order. Re-hit CB around the chalk. Shoot 5,6,7,8 balls into pocket E in order. Re-hit CB around chalk so it will eventually go into pocket D. Shoot 9-12 balls into pocket D in order before CB gets there.

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: 1-12,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 4a – 9 points maximum



Cue Ball

Starts in the player's hand.

Object Balls

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. The diagram has not been updated and shows 6 object balls 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.

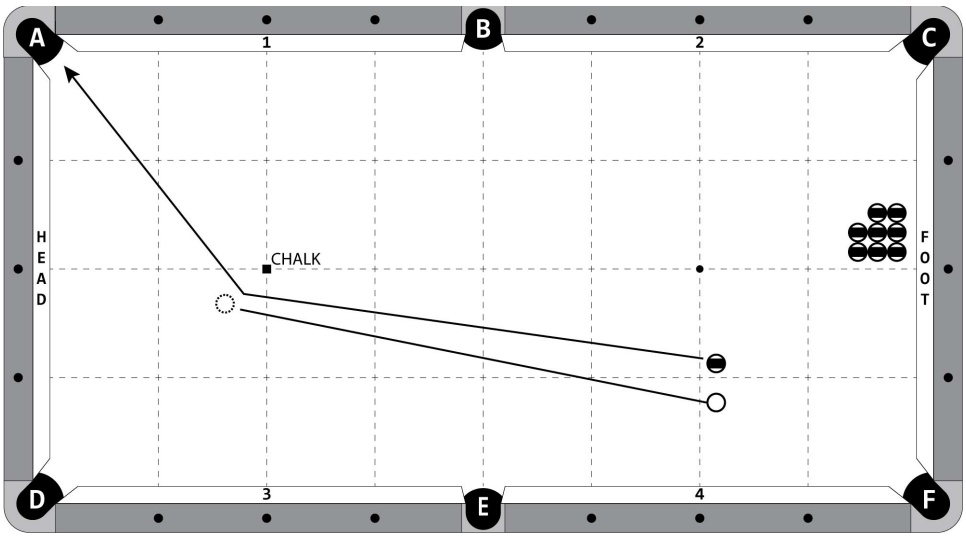
Special Scoring (per attempt)

Make 1 wing shot: 3 points
Make 2 wing shots: 6 points
Make 3 wing shots: 9 points

Players are given 3 attempts with 3 object balls for each attempt.

Note: Best score of 3 attempts will be counted for final score.

Discipline 2 – Shot 4b – 9 points maximum



Cue Ball

In hand, behind the head string. Cue ball must start in hand of shooter.

Object Balls

Each object ball starts in shooter's hand with cue ball and may be placed on table only after the cue ball is released.

Chalk is placed on head spot.

Objective

Hold cue ball and one object ball in hand. Roll cue ball down table past chalk and position object ball behind the head string after cue ball is released. Shoot object ball into rolling cue ball as diagrammed and carom off the cue ball into pocket A. Repeat this two more times.

Special Notes

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

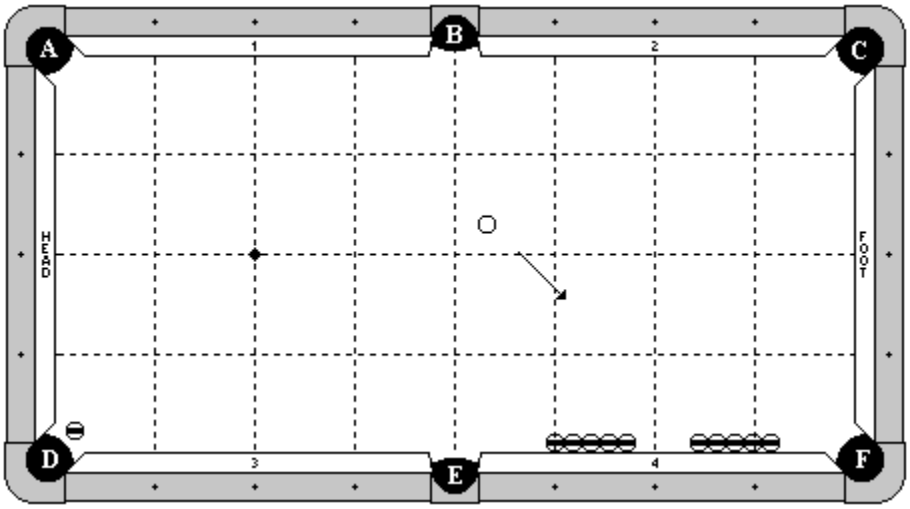
Special Scoring

Make 1 wing shot: 3 points
Make 2 wing shots: 6 points
Make 3 wing shots: 9 points

Players are given 3 attempts with 3 object balls for each attempt.

Note: Best score of 3 attempts will be counted for final score.

Discipline 2 – Shot 4c – 9 points maximum



Cue Ball

In hand.

Object Balls

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.

Special Scoring

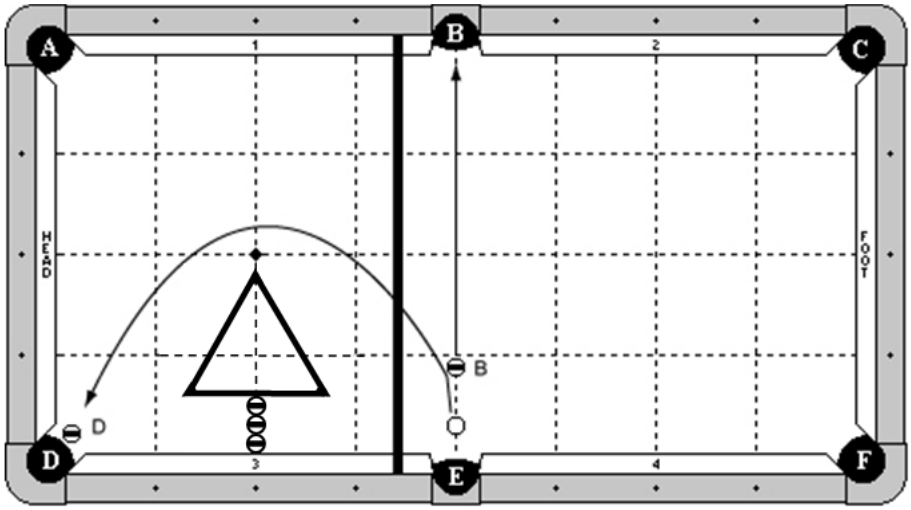
First hit through the gap and CB goes three rails. No points awarded yet.
First re-hit through the gap and CB goes three rails: 3 points.
Second re-hit through the gap and CB goes three rails: 6 points.
Third re-hit through the gap, CB goes three rails, and must make of OB in pocket D: 9 points

Examples: If a player successfully re-hits the CB and goes 3 rails the first time, but misses the second time in any way, the attempt is scored as 3 points. If a player successfully re-hits the CB and goes 3 rails the 2nd time, but misses the 3rd time in any way, the attempt is scored as 6 points.

The CB must hit cushions 4, foot, and 2 for points to be awarded for the hit. Hitting the point of pocket 'C' such that the CB re-hits the foot cushion does not count as a successful hit. Table judge's decision is final.

Players are given three attempts. The highest scoring attempt will be used.

Discipline 2 – Shot 5a – 10 points



Cue Ball

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

Object Balls

'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 'D'. 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.

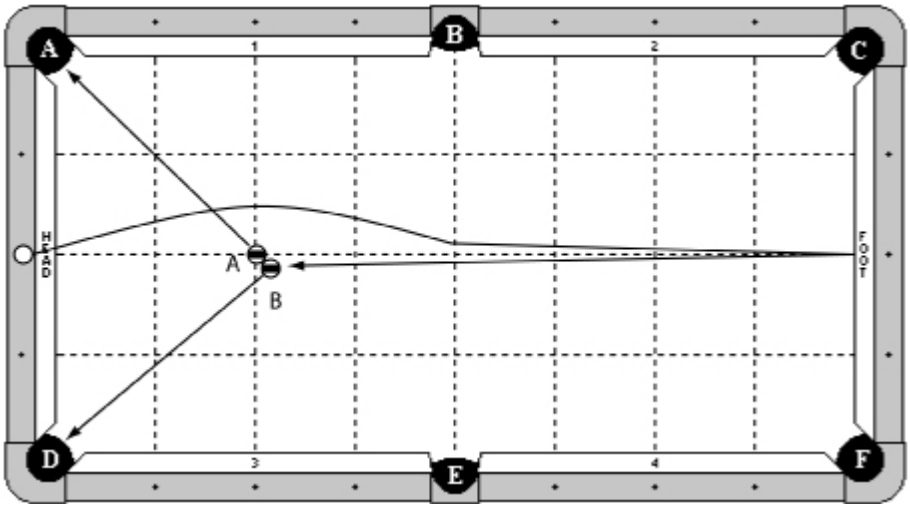
Special Notes

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 5b – 10 points



Cue Ball

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

Object Balls

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

Objective

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

Special Notes

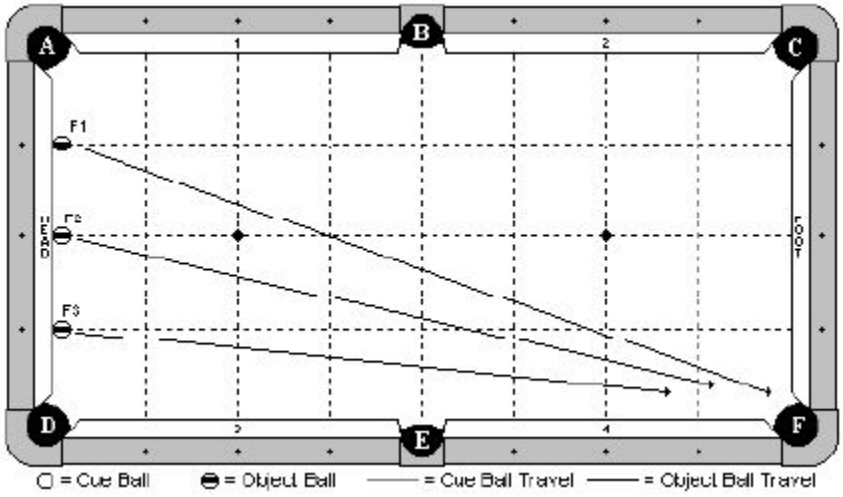
Cue ball may not contact 'A' or 'B' balls prior to hitting foot cushion.

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

Cue ball may not contact any other cushion besides foot cushion prior to contacting 'B' ball.

The chalk must stay on the rail.

Discipline 2 – Shot 5c – 10 points



Cue Ball

None.

Object Balls

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

Objective

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

Special Notes

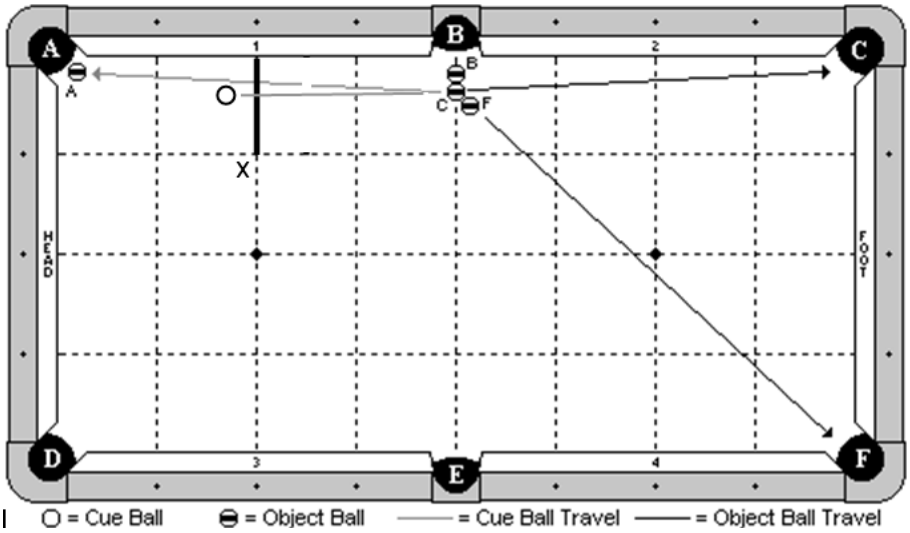
Balls may not contact each other as they are rolling down the table. It is recommended that balls in numerical order are used.

DISCIPLINE

3

DRAW SHOTS

Discipline 3 – Shot 1a – 6 points



Cue Ball

In hand, behind head string as indicated by the diagram.

Object Balls

3 ball cluster is adjustable and near pocket ‘B’ as diagrammed. ‘A’ ball is hanging near pocket ‘A’

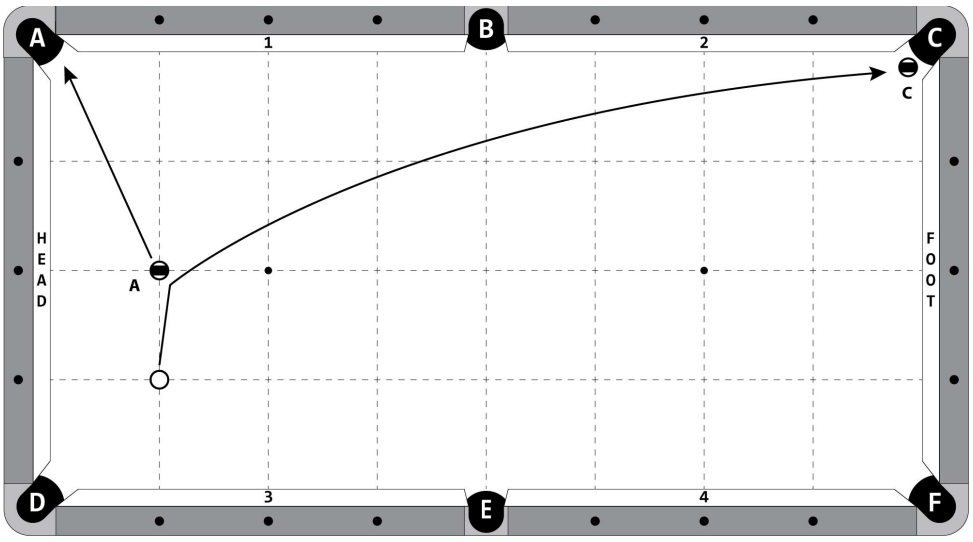
Objective

Shoot the cue ball into the middle ball of the cluster. The three balls will go as designated by pocket letter. The cue ball will draw back and make ‘A’ ball.

Special Notes

None

Discipline 3 – Shot 1b – 6 points



Cue Ball

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

Object Balls

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

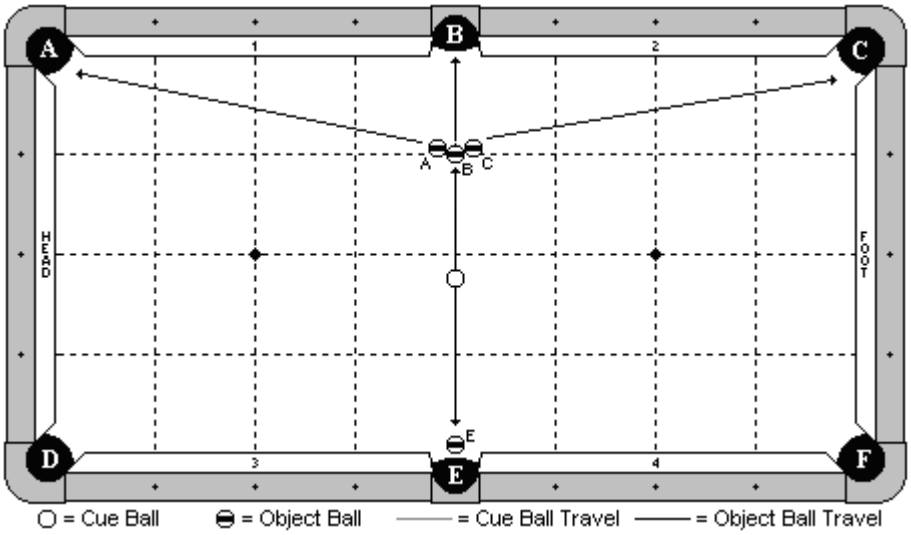
Objective

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 1c – 6 points



Cue Ball

In hand behind the long center line of the table.

Object Balls

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

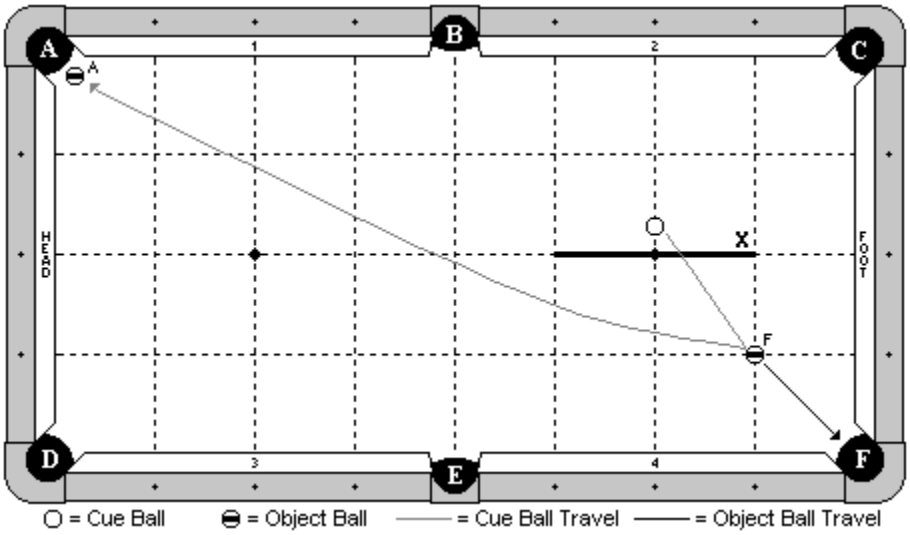
Objective

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

Special Notes

None

Discipline 3 – Shot 2a – 7 points



Cue Ball

In hand behind ‘X’ line.

Object Balls

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

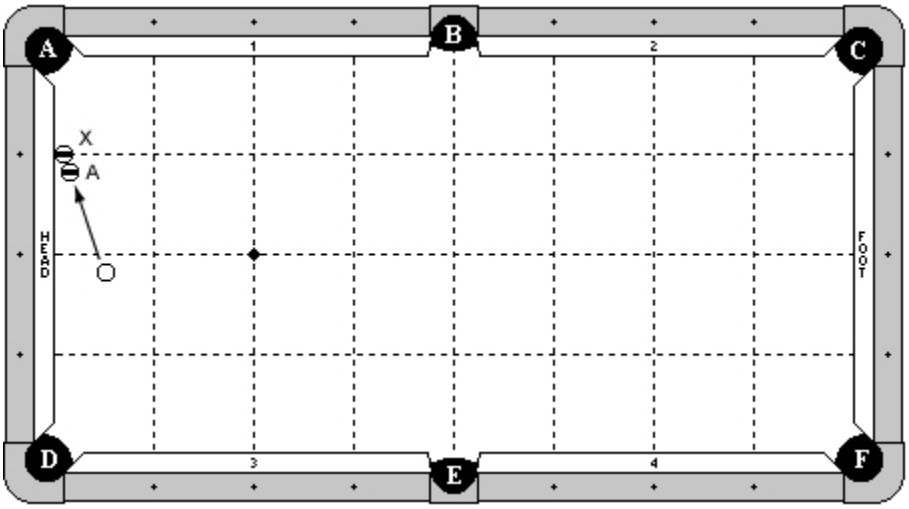
Objective

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

Special Notes

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

Discipline 3 – Shot 2b – 7 points



Cue Ball

In hand, behind long center line of table.

Object Balls

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

'A' ball is frozen to 'X' ball, as diagrammed.

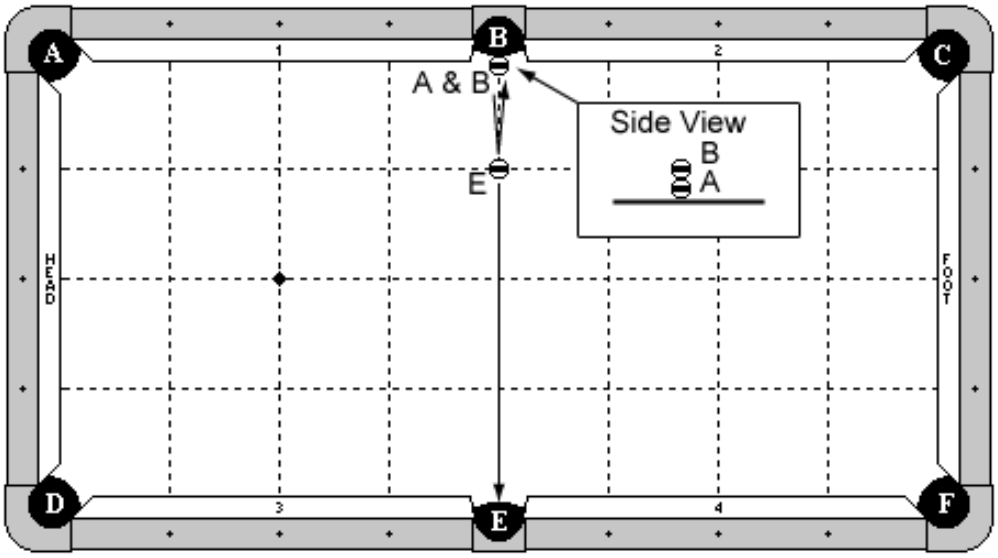
Objective

Shoot cue ball in to 'A' ball. 'X' ball will bank away. 'A' ball will go in to 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 2c – 7 points



Cue Ball

On centerline of the table, with back edge even with cut of pocket ‘B’. A stacking ball may be used as a substitute for the cue ball, as indicated by ball ‘A’ in the diagram.

Object Balls

‘E’ ball is on the centerline of the table, 1 diamond from pocket ‘B’. ‘B’ ball is stacked on top of the cue ball.

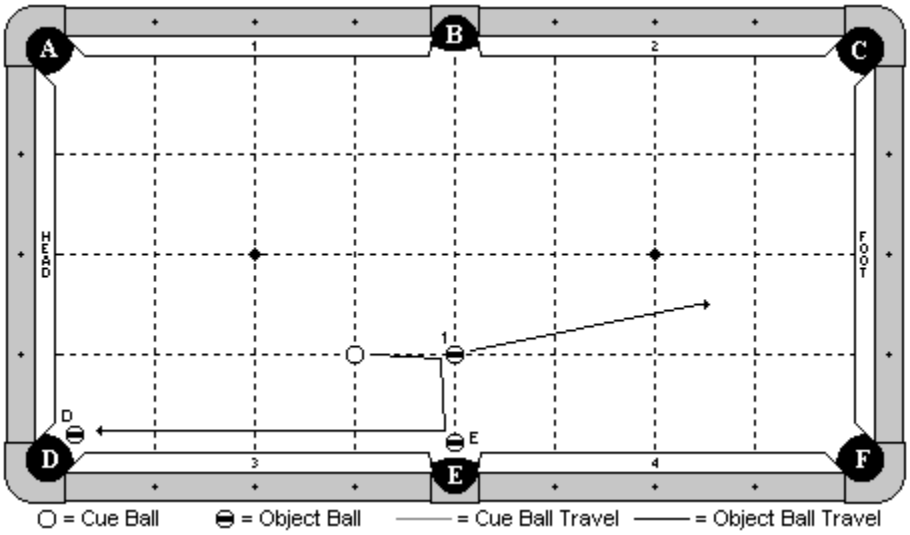
Objective

Shoot cue ball out from underneath ‘B’ ball. Cue ball will make ‘E’ ball in pocket ‘E’, then draw back and make ‘B’ ball.

Special Notes

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

Discipline 3 – Shot 3a – 8 points



Cue Ball

In hand along the 3rd diamond line.

Object Balls

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

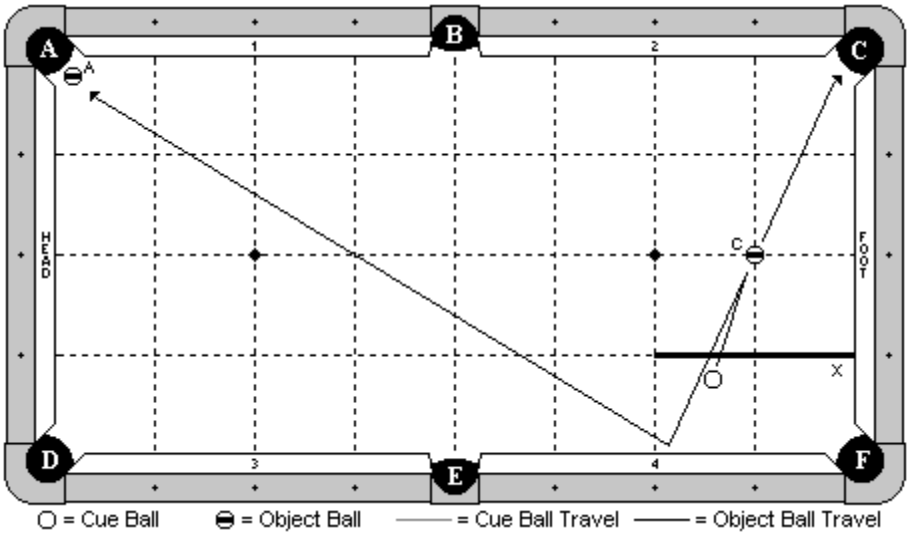
Objective

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

Special Notes

The 1 ball doesn't have to be pocketed.

Discipline 3 – Shot 3b – 8 points



Cue Ball

In hand behind 'X' line.

Object Balls

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

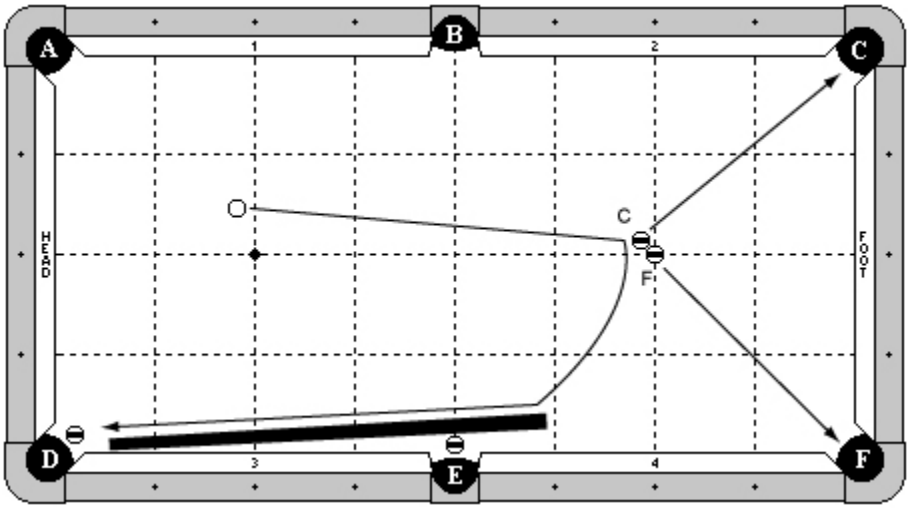
Objective

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.

Special Notes

None

Discipline 3 – Shot 3c – 8 points



Cue Ball

In hand behind head string.

Object Balls

'F' ball on foot spot. 'C' ball in hand frozen to 'F' ball. An object ball is hanging in pocket 'E' and pocket 'D'. A cue stick is placed frozen to ball near pocket 'E'. The end of the butt must be more than 3 diamonds away from foot cushion.

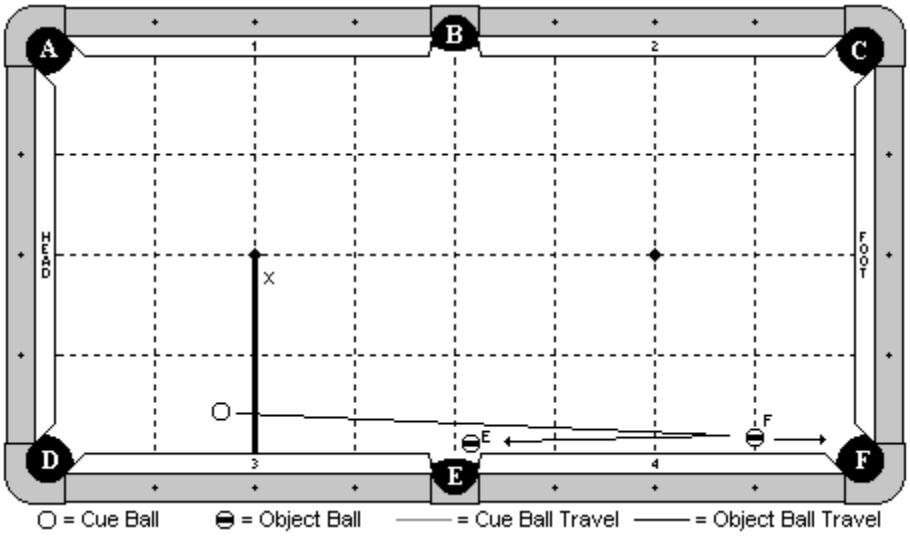
Objective

Shoot cue ball in to 'C' ball causing 'C' ball to go in to pocket 'C' and 'F' ball to go in to pocket 'F'. Cue ball will draw back hitting the cue stick and pocketing the hanging ball in pocket 'E'. Cue ball will continue to draw down the rail to pocket the hanging ball in pocket 'D'.

Special Notes

None.

Discipline 3 – Shot 4a – 9 points



Cue Ball

In hand behind line ‘X’.

Object Balls

‘F’ ball is in hand along the 1st diamond line. ‘E’ ball is hanging near pocket ‘E’ and is adjustable.

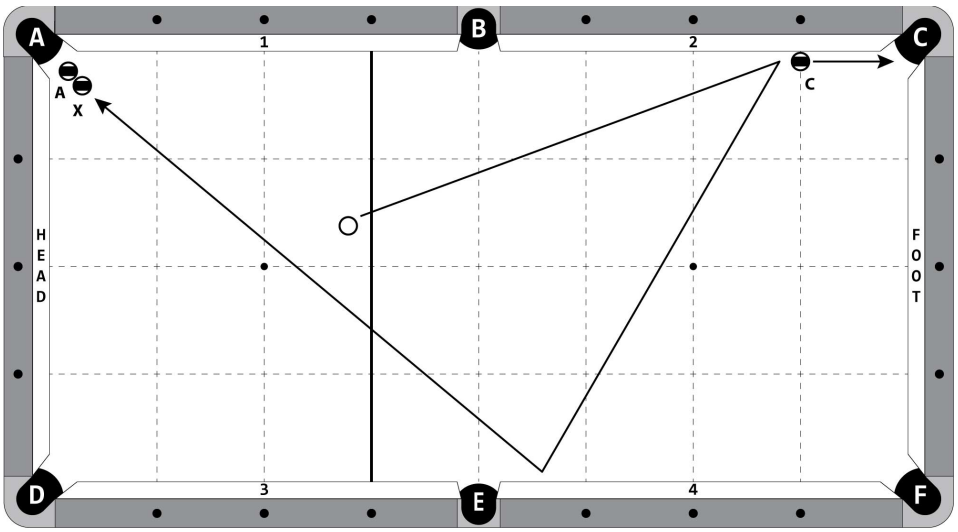
Objective

Shoot the cue ball and make ‘F’ ball in pocket ‘F’. The cue ball will draw back and make ‘E’ ball.

Special Notes

The cue ball may contact cushion 4, but no other, until after ‘E’ ball is made.

Discipline 3 – Shot 4b – 9 points



Cue Ball

In hand behind the 3rd diamond, as indicated.

Object Balls

'C' ball is frozen to cushion 2 at the 1st diamond.

'A' ball is hanging in pocket A.

'X' ball is frozen to 'A' ball as a helper ball.

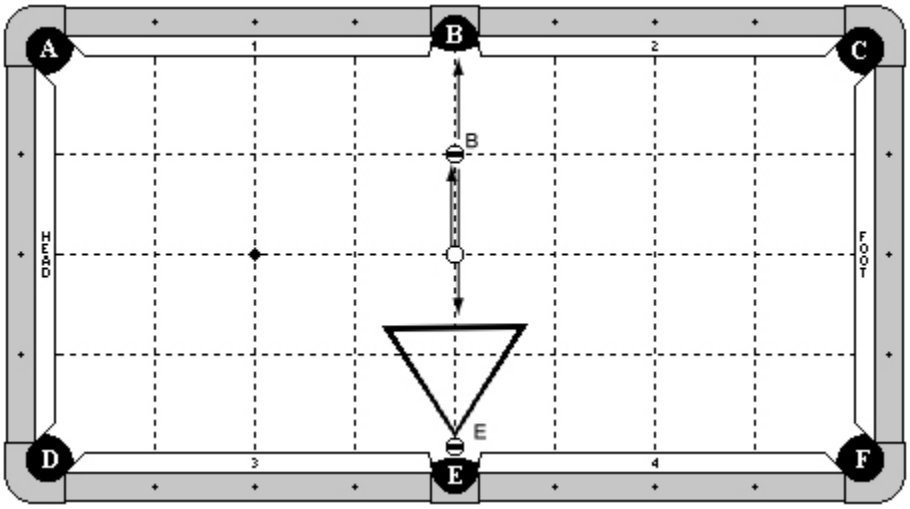
Objective

Shoot the cue ball into 'C' ball, making 'C' ball in pocket C. The cue ball will draw off of 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 4c – 9 points



Cue Ball

On center spot.

Object Ball

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

'E' ball on center line, with back edge even with pocket cut or deeper.

A rack is frozen to 'E' ball as diagrammed.

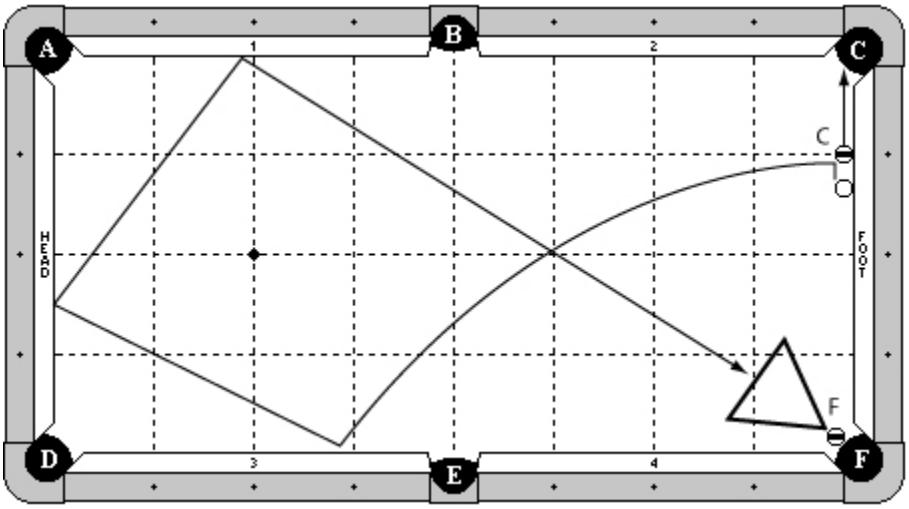
Objective

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

Special Notes

None.

Discipline 3 – Shot 5a – 10 points



Cue Ball

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

Object Balls

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

Objective

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

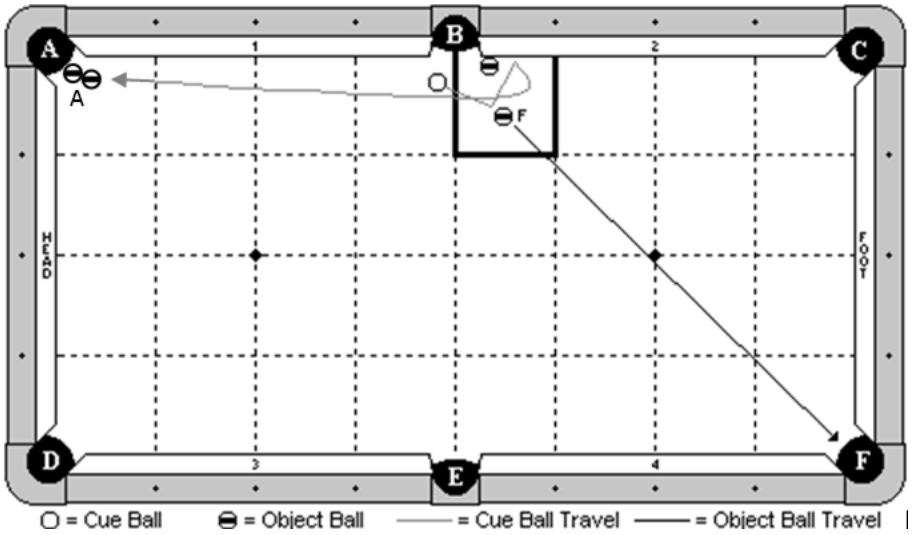
Special Notes

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

7Ft Adjustment

The rack will be replaced with a combination ball.

Discipline 3 – Shot 5b – 10 points



Cue Ball

In hand.

Object Balls

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

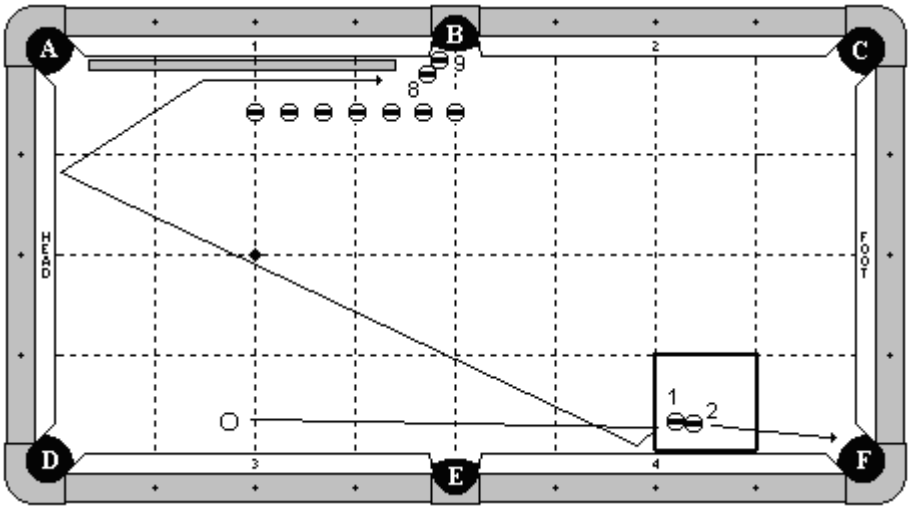
Objective

Shoot the cue ball and make 'F' ball in pocket 'F'. The cue ball will carom into cushion 2, draw around the blocker ball, and make A ball 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 5c – 10 points



Cue Ball

In hand behind the head string.

Object Balls

The 1-2 combination is in hand within the indicated zone. The 8-9 combination is near pocket 'B' as diagrammed. 7 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 2 ball in pocket 'F'. The cue ball will draw back as diagrammed, hit the cue stick, and make the 8-9 combination.

Special Notes

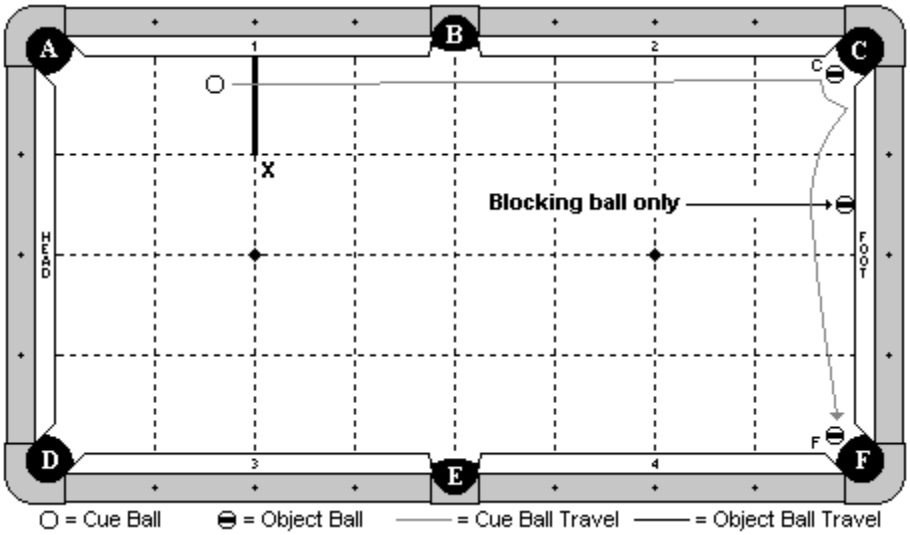
The cue ball does not need to hit cushion 4. It may draw straight back into the head cushion. The blocker balls may not be disturbed by any means until after the cue ball hits the 8 ball. After the cue ball contacts the 1 ball for the first time, the 1 ball may not interfere with the shot. Players selecting this shot will be required to supply the cue stick butt.

DISCIPLINE

4

FOLLOW SHOTS

Discipline 4 – Shot 1a – 6 points



Cue Ball

In hand behind 'X' line.

Object Balls

'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 ½ diamonds.

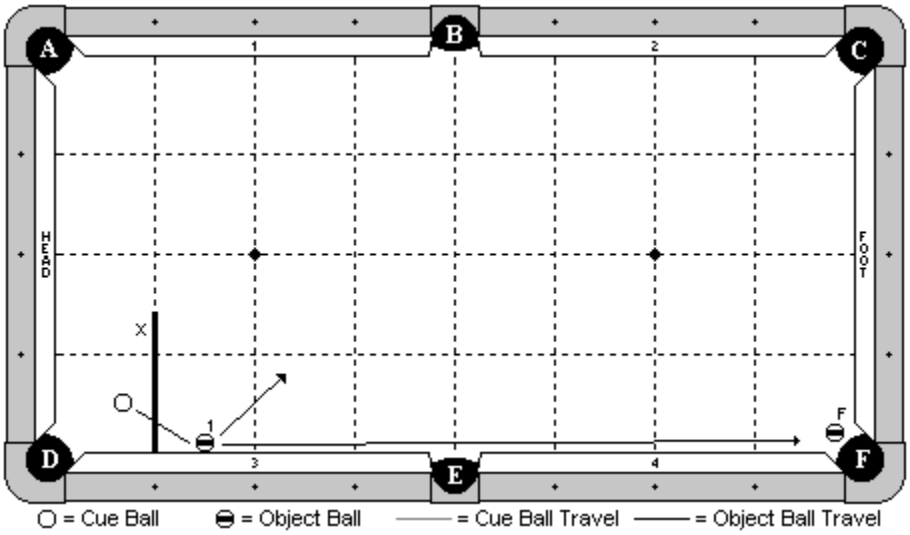
Objective

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.

Special Notes

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

Discipline 4 – Shot 1b – 6 points



Cue Ball

In hand behind 'X' line.

Object Balls

The 1 ball is frozen to the cushion at 1 ½ diamonds. 'F' ball is hanging near pocket 'F'.

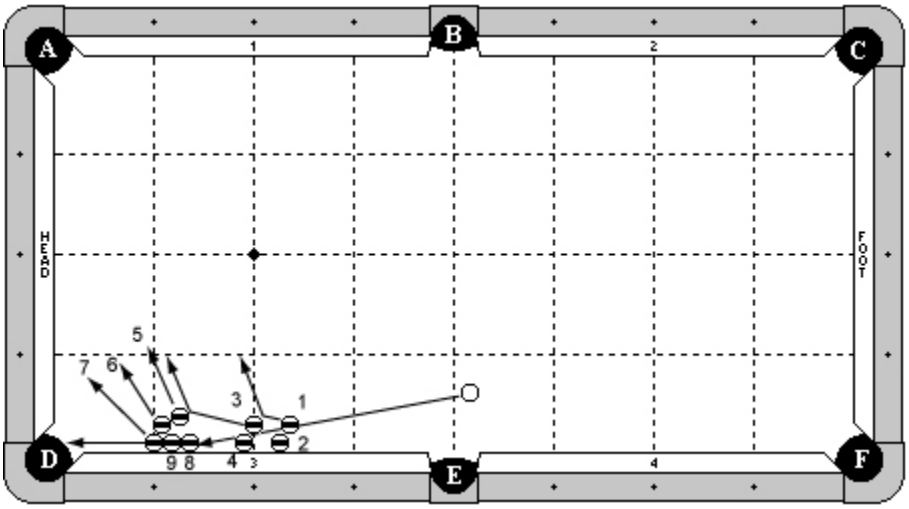
Objective

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

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 1c – 6 points



Cue Ball

In hand, behind short center line of table.

Object Balls

7 ball is frozen to cushion 3 at first diamond from pocket ‘D’.
9 ball is frozen to 7 ball and cushion 3, as diagrammed.
8 ball is frozen to 9 ball and cushion 3, as diagrammed.
6 ball is frozen to 7 ball.
5 ball is frozen to 6 ball.
4 ball is frozen to cushion 3, at least two balls spacing from 8 ball.
3 ball is frozen to 4 ball.
2 ball is frozen to cushion 3 at least one ball spacing from 4 ball.
1 ball is frozen to 2 ball.

Objective

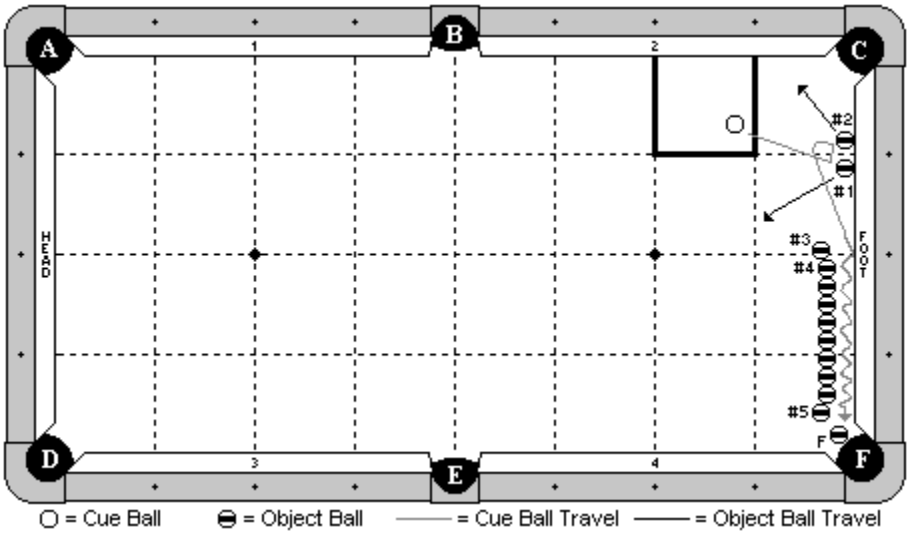
Shoot cue ball in to 1 ball. The 1 ball will bank the 2 ball out of the way and carom in to the 3 ball. The 3 ball will bank the 4 ball out of the way and carom in to the 5 ball. The 5, 6, and 7 balls will all clear out of the way. The cue ball will follow forward, hitting the 8 ball and causing the 9 ball to go in pocket ‘D’.

Special Notes

The 9 ball may not be contacted by any balls on its way to the pocket.

*****It is strongly encouraged players use the 1-9 balls with the 1 ball and 9 ball in the positions as diagrammed so spectators can have a better understanding of the shot.**

Discipline 4 – Shot 2a – 7 points



Cue Ball

In hand within the indicated zone.

Object Balls

Balls 1 & 2 are frozen to the foot cushion and centered around the 1st 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.

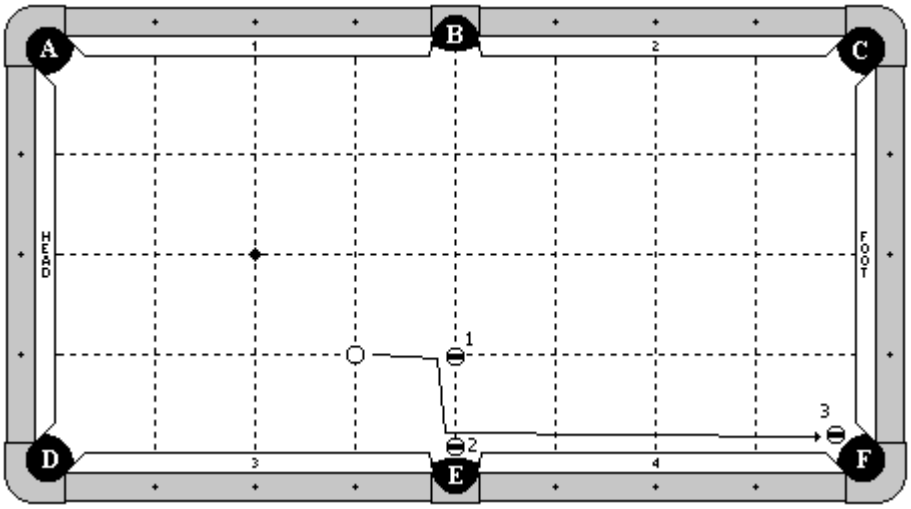
Objective

Shoot the cue ball to ball # 1, then carom into ball # 2, 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 1 first, then ball 2. 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 on its own.

Discipline 4 – Shot 2b – 7 points



Cue Ball

In hand along the 3rd diamond line.

Object Balls

1 ball is on the diamond intersection line as diagrammed. 2 & 3 balls are hanging near their respective pockets, no more than one ball width from the cut of the pocket.

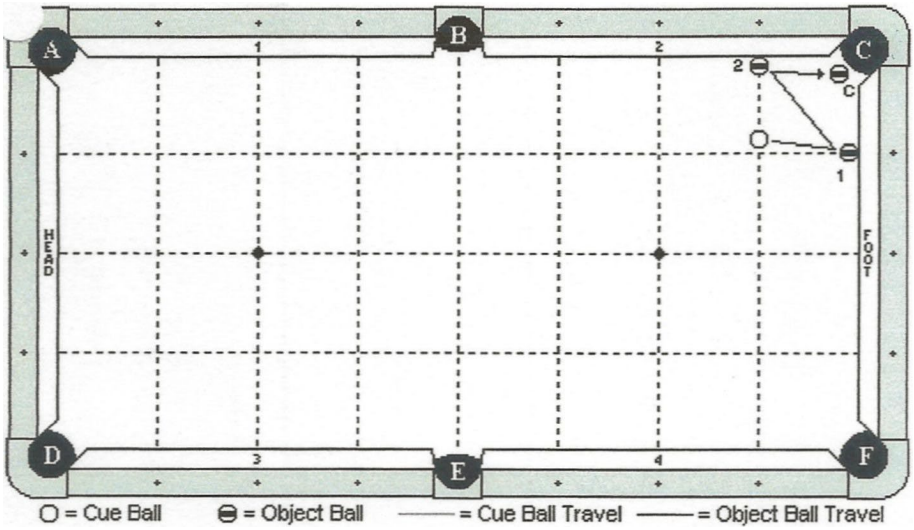
Objective

Shoot the cue ball into the 1 ball. The cue ball will carom over and make the 2 ball, and then follow down to make the 3 ball.

Special Notes

The 1 ball does not have to be made. The 1 ball may not interfere with the shot until after the 3 ball is made.

Discipline 4 – Shot 2c – 7 points



Cue Ball

In hand along 1 diamond segment on long rail.

Object Balls

Object ball '1' is frozen to foot cushion between ½ diamond and 1 diamond.

Object ball '2' is in hand along 1st diamond line. 'C' ball is hanging.

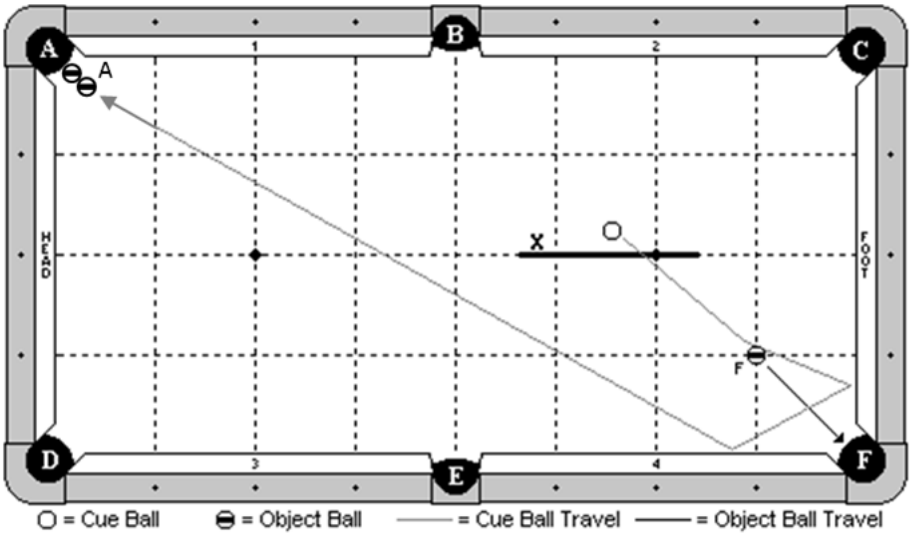
Objective

Shoot cue ball into '1' ball. The cue ball will then rebound to '2' ball, and then rebound to 'C' ball. 'C' ball must be made in 'C' pocket. The cue ball may contact cushion '2' before or after contact with ball '2'.

Special Notes

Cue ball may not contact foot cushion until after it contact object ball '2'. 'C' ball may not be touched by any ball other than the cue ball.

Discipline 4 – Shot 3a – 8 points



Cue Ball

In hand behind the indicated line.

Object Balls

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

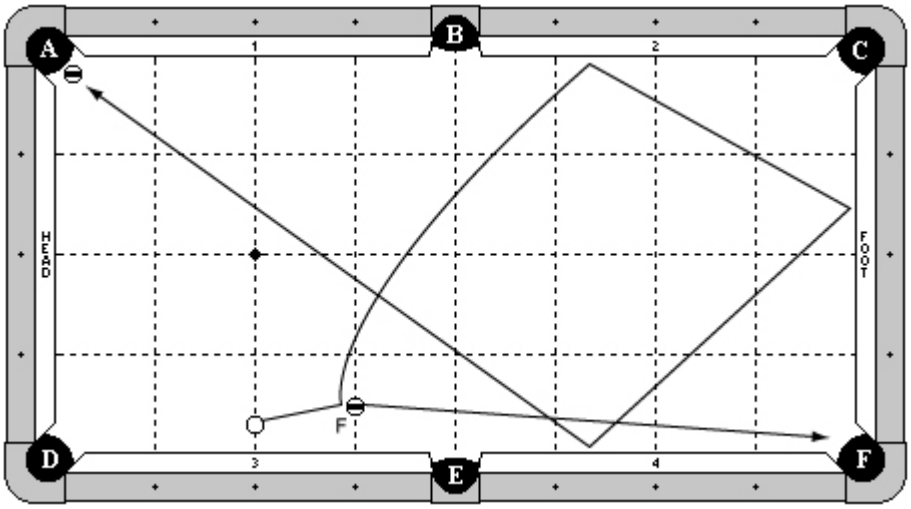
Objective

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 3b – 8 points



Cue Ball

Exactly one ball width from cushion 3 on second diamond line.

Object Balls

'F' ball exactly two balls width from cushion 3 on third diamond line.

An object ball is hanging in pocket 'A'.

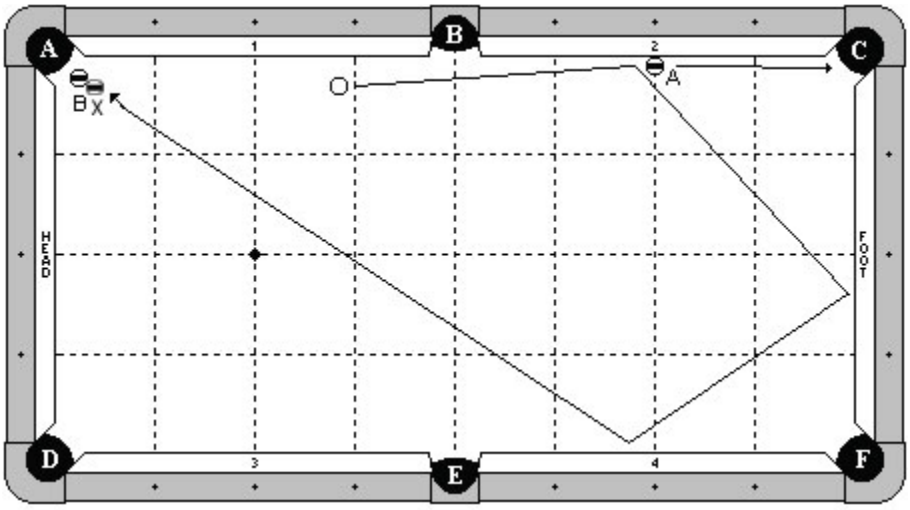
Objective

Shoot cue ball in to 'F' ball. 'F' ball will go in to pocket 'F'. Cue ball will contact cushion 2, foot cushion, and cushion 4 and make hanging ball in pocket 'A'.

Special Notes

Cue ball may contact extra cushions by pocket 'A'.

Discipline 4 – Shot 3c – 8 points



Cue Ball

In hand behind the 3rd diamond line.

Object Balls

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

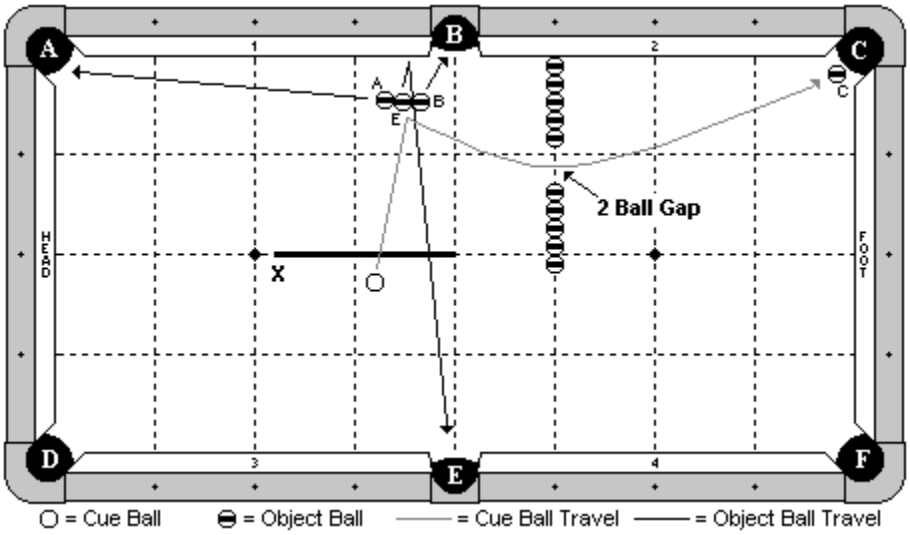
Objective

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

Special Notes

None

Discipline 4 – Shot 4a – 9 points



Cue Ball

In hand behind the indicated line.

Object Balls

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

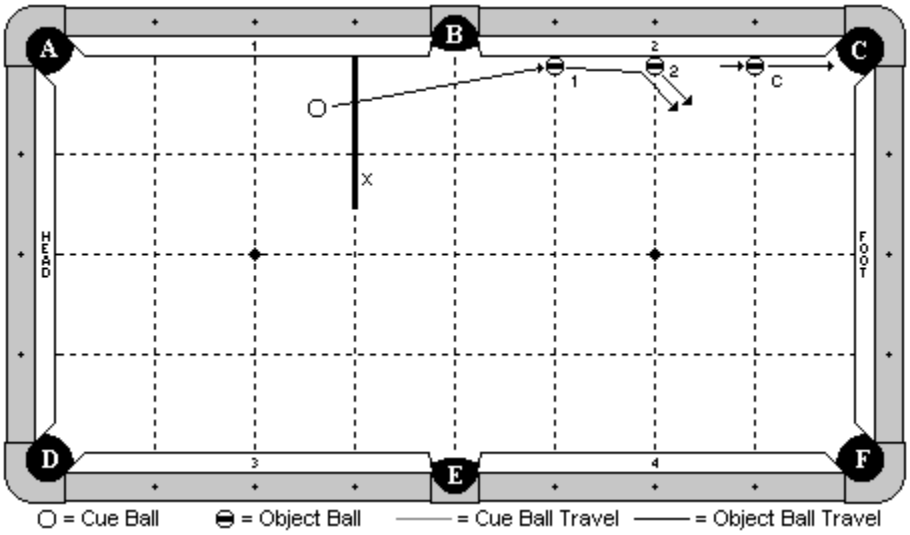
Objective

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

Special Notes

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

Discipline 4 – Shot 4b – 9 points



Cue Ball

In hand behind the indicated line.

Object Balls

1 and 2 balls are on their indicated diamond lines and frozen to the cushion. 'C' ball is on the 1st diamond and adjustable along that line.

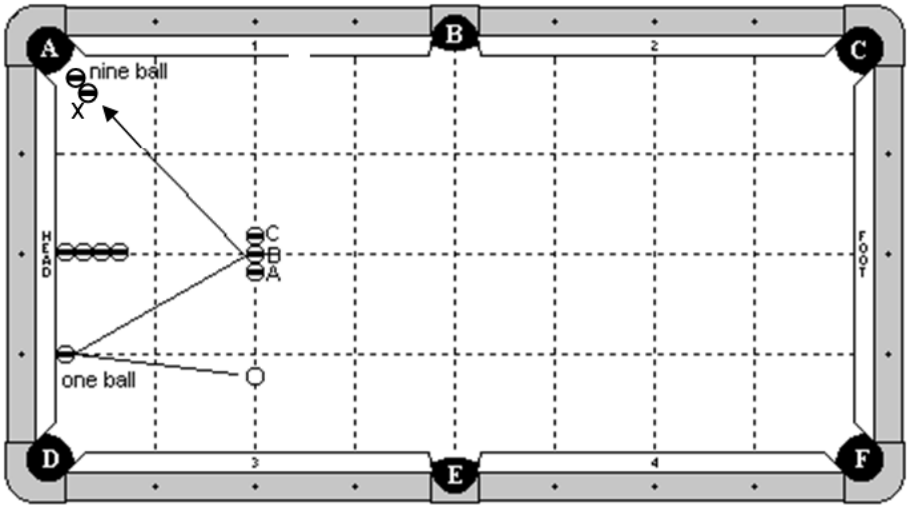
Objective

Shoot the cue ball into the 1 ball. The 1 ball will hit the 2 ball and both will clear. The cue ball will follow forward and make 'C' ball.

Special Notes

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

Discipline 4 – Shot 4c – 9 points



Cue Ball

In hand along the 2nd diamond line.

Object Balls

1 ball frozen to the head cushion at the 1st diamond. 'A', 'B', and 'C' balls are frozen in line along the head string with 'B' ball on the head spot. 4 blocker balls are along the 2nd diamond line with the first ball frozen to the cushion. The 9 ball is hanging near pocket 'A'. 'X' ball is frozen to the 9 ball as a helper.

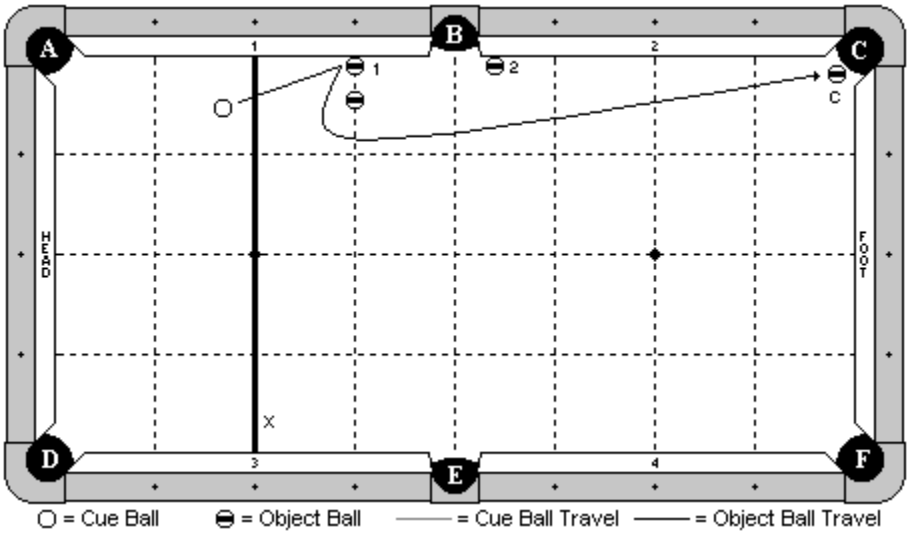
Objective

Shoot the cue ball into the 1 ball. The cue ball will double kiss back into the line of three balls (A,B,C), and then follow forward to make the 9 ball.

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 'A','B','C' balls. The 4 blocker balls may not be contacted by the cue ball until after the 9 ball is made.

Discipline 4 – Shot 5a – 10 points



Cue Ball

In hand behind line 'X'.

Object Balls

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

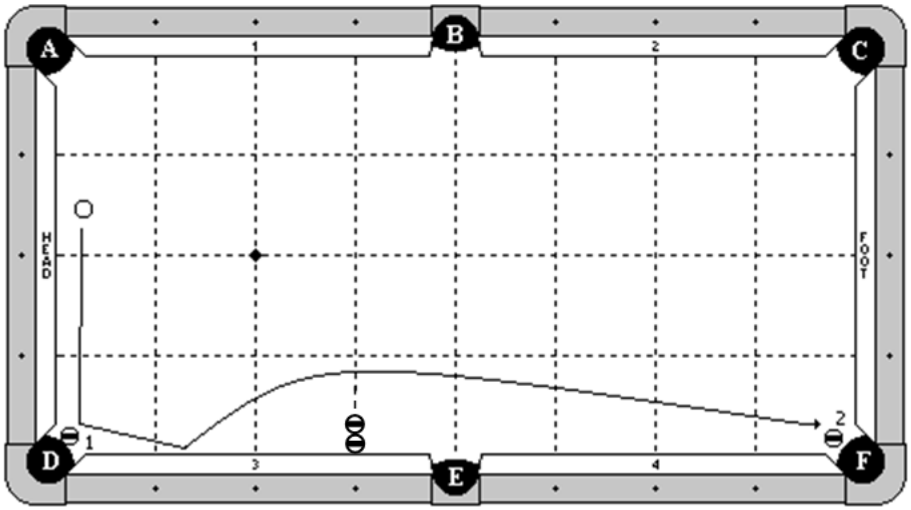
Objective

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

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 2 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 5b – 10 points



Cue Ball

In hand behind the long center line of the table.

Object Balls

1 ball is hanging near pocket ‘D’ and adjustable. 2 ball is hanging near pocket ‘F’. Two blocker balls are frozen in line along the 3rd diamond.

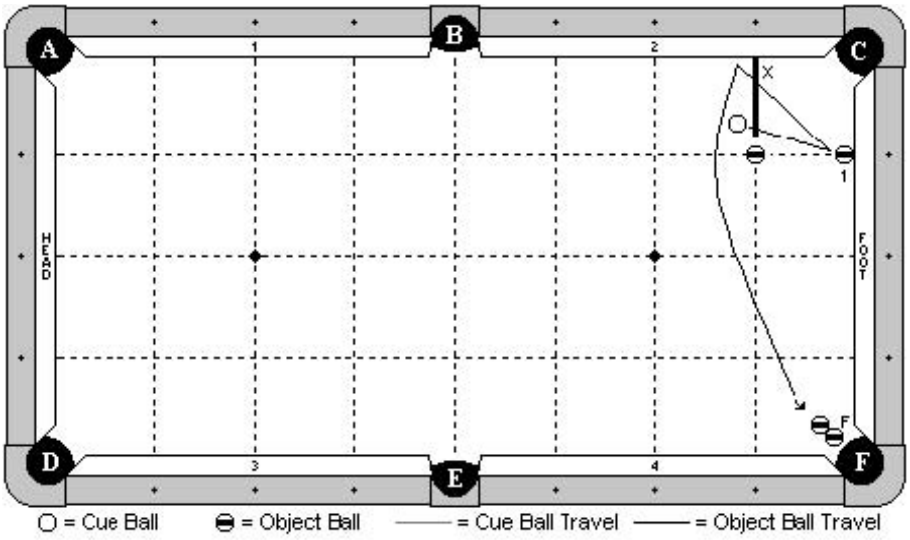
Objective

Shoot the cue ball into the 1 ball, making it in pocket ‘D’. The cue ball will hit cushion 3, bounce out and around the two blocker balls, and make the 2 ball.

Special Notes

The blocker balls may not be hit by any means until after the 2 ball is made.

Discipline 4 – Shot 5c – 10 points



Cue Ball

In hand behind line ‘X’, as diagrammed.

Object Balls

Object ball ‘1’ is frozen to the foot cushion at 1 diamond segment.
Blocking ball is placed at the 1x1 diamond intersection.
Two ball 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.

Special Notes

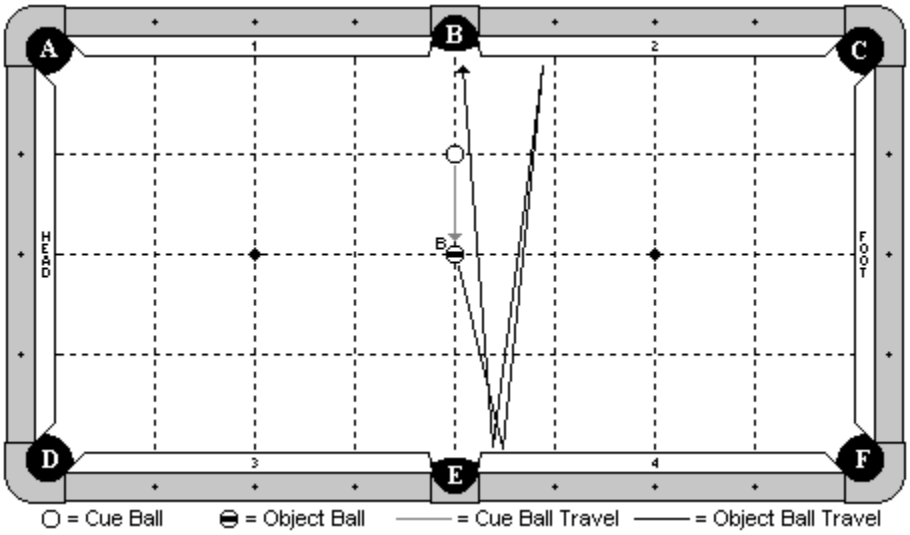
Cue ball may not contact foot cushion before contacting cushion 2.
The blocking ball may not be contact by any means until after ‘F’ ball is made.
Extra contacts between the 1 ball and cue ball are not allowed.

DISCIPLINE

5

BANK / KICK SHOTS

Discipline 5 – Shot 1a – 6 points



Cue Ball

On the diamond intersection line as diagrammed.

Object Balls

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

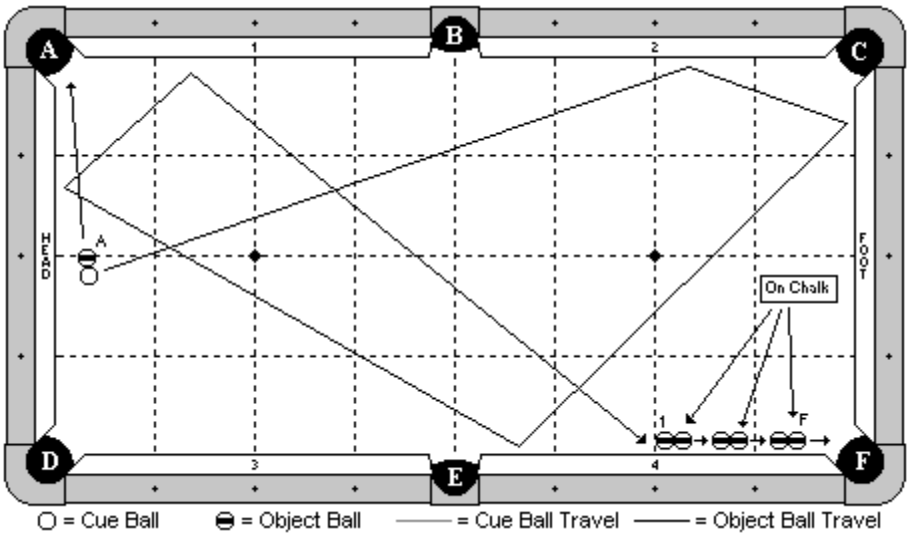
Objective

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

None

Discipline 5 – Shot 1b – 6 points



Cue Ball

In hand, frozen to ‘A’ ball.

Object Balls

‘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.

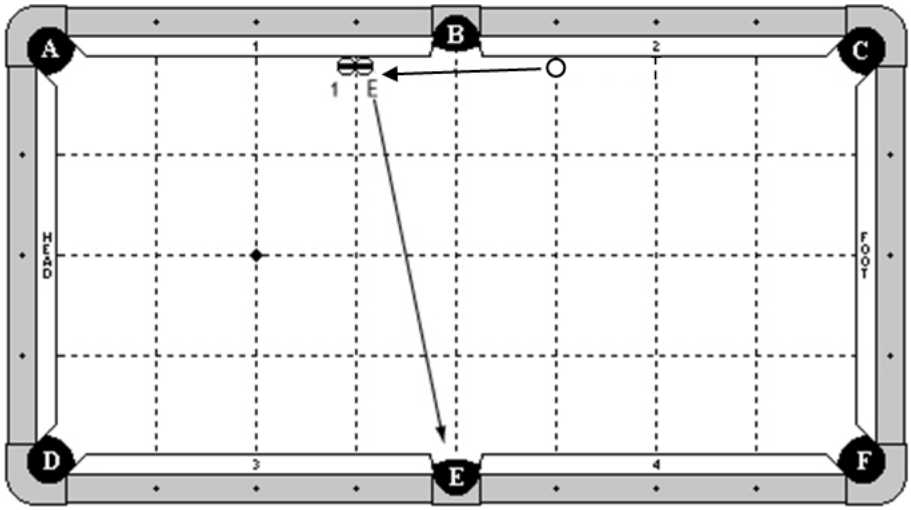
Objective

Shoot the cue ball making ‘A’ ball in pocket ‘A’. The cue ball will travel 5 cushions as diagrammed, hit the 1 ball (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 1 ball. The cue ball must contact the 1 ball first. The cue ball may contact the ball on the chalk that is frozen to the 1 ball, but it must contact the 1 ball first.

Discipline 5 – Shot 1c – 6 points



Cue Ball

Frozen to cushion 2 on 3rd diamond line.

Object Balls

1 ball and ‘E’ ball are frozen to each other and to cushion 1. They are split on the 3rd diamond.

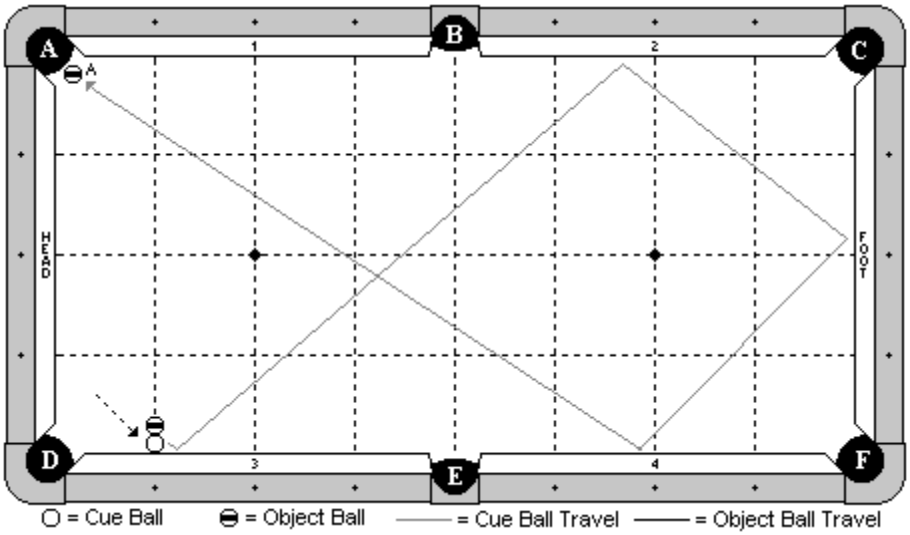
Objective

Shoot cue ball in to ‘E’ ball causing ‘E’ ball to bank in to pocket ‘E’.

Special Notes

‘E’ ball may not be contacted again after the initial hit.

Discipline 5 – Shot 2a – 7 points



Cue Ball

Frozen to the cushion at the 1st diamond.

Object Balls

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

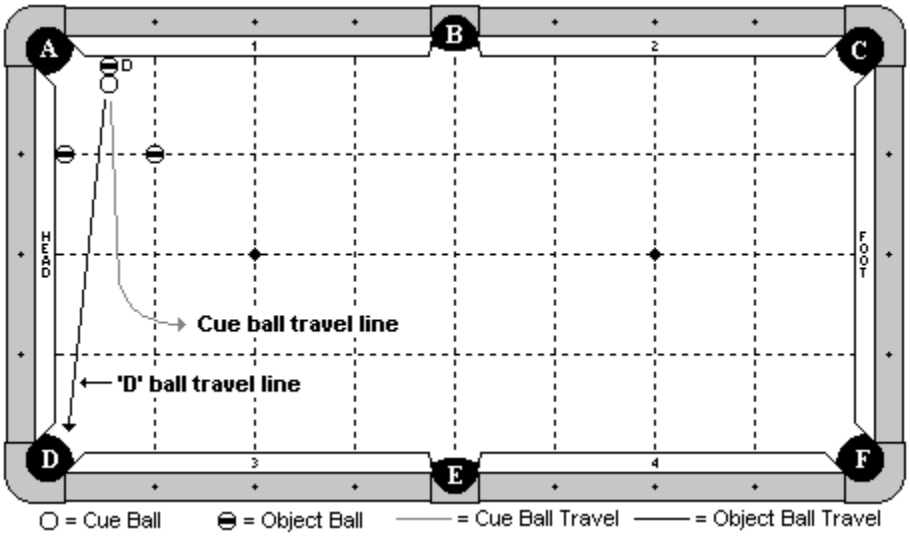
Objective

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

Special Notes

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

Discipline 5 – Shot 2b – 7 points



Cue Ball

Along the ½ diamond line, frozen to 'D' ball.

Object Balls

'D' ball along the ½ 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.

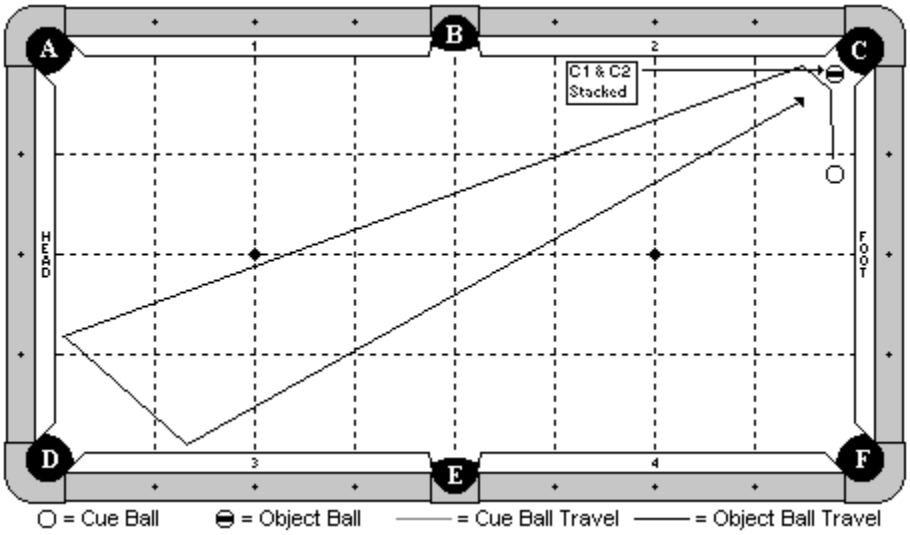
Objective

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 2c – 7 points



Cue Ball

In hand, behind 1st diamond line from pocket 'C'.

Object Balls

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

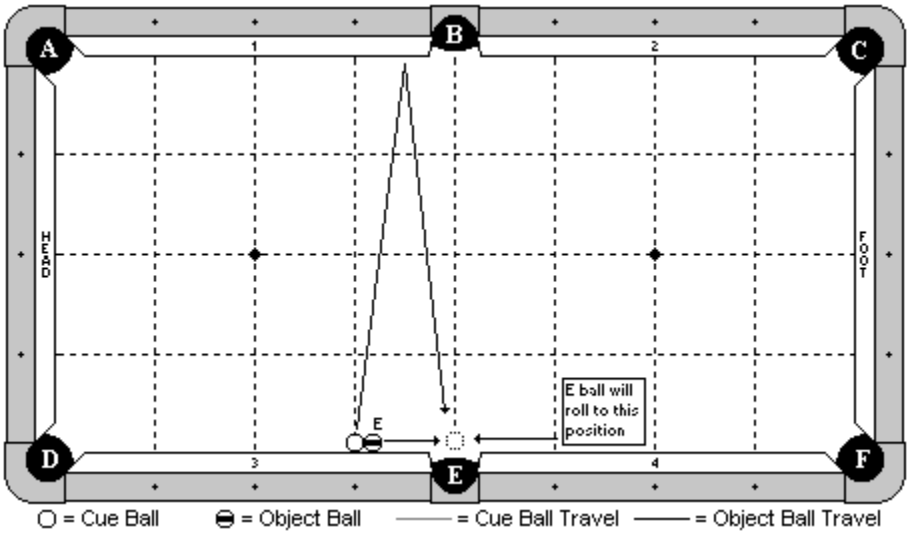
Objective

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

Special Notes

None

Discipline 5 – Shot 3a – 8 points



Cue Ball

Frozen to the cushion at the 3rd diamond.

Object Balls

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

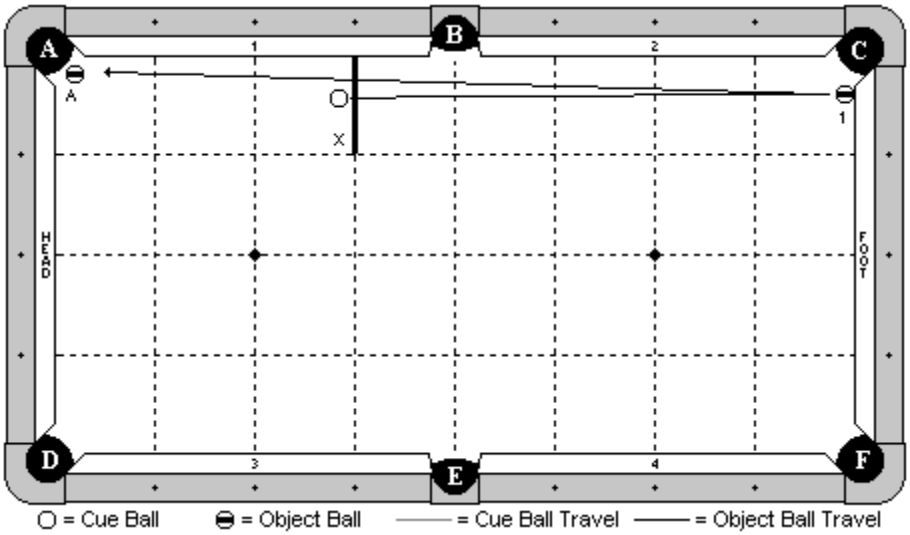
Objective

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

Special Notes

None

Discipline 5 – Shot 3b – 8 points



Cue Ball

In hand behind the indicated line.

Object Balls

1 ball frozen to the foot cushion, with the edge aligned with the pocket point. ‘A’ ball is hanging near pocket ‘A’.

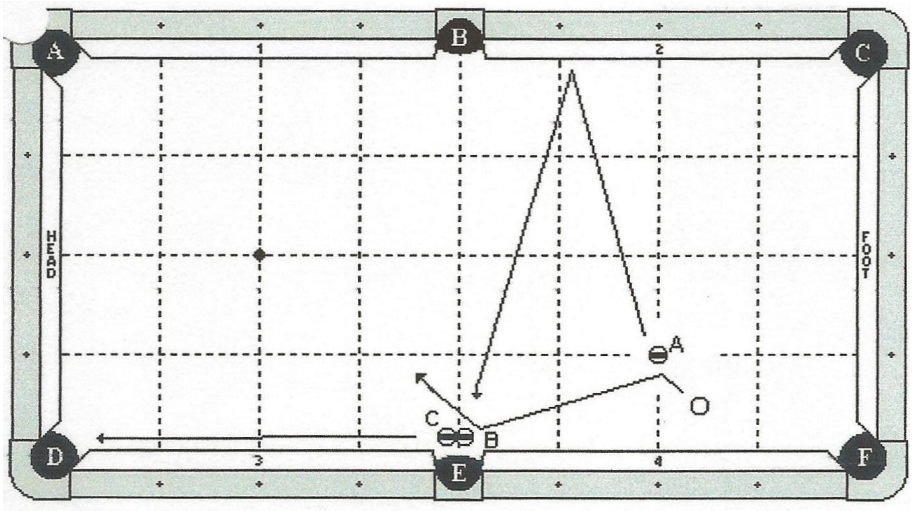
Objective

Shoot the cue ball into the 1 ball, causing it to double kiss back and make ‘A’ ball.

Special Notes

The cue ball may contact cushion 1 or the head cushion, but no other, until after ‘A’ ball is made.

Discipline 5 – Shot 3c – 8 points



Cue Ball

In hand.

Object Balls

'A' ball on the intersection of the foot string and the 1st diamond line as indicated by diagram. 'B' and 'C' balls are frozen and in hand near pocket E.

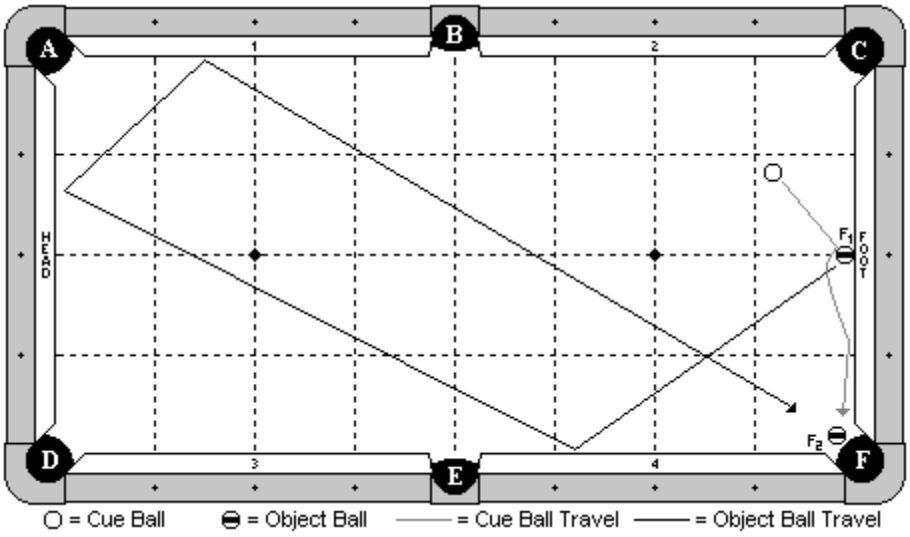
Objective

Shoot the cue ball into the 'A' ball, causing it to bank into pocket E. The cue ball will travel down and hit 'B' ball, causing 'B' ball to go into the side pocket and 'C' ball to go into the corner pocket.

Special Notes

'A' ball will go into pocket E last. Extra contact between any of the balls is allowed.

Discipline 5 – Shot 4a – 9 points



Cue Ball

In hand

Object Balls

'F1' ball is frozen to the cushion at the middle diamond. 'F2' ball is hanging near pocket 'F' and adjustable.

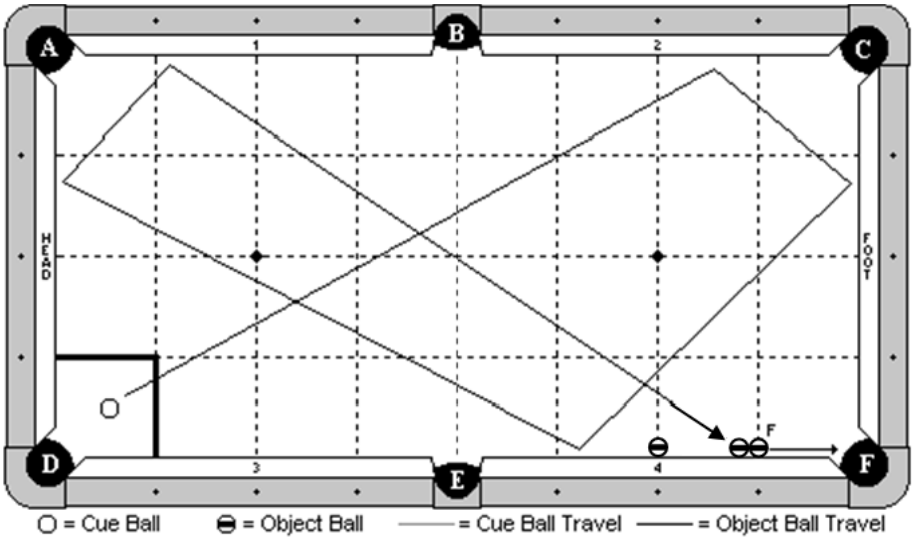
Objective

Shoot the cue ball into 'F1' ball, causing it to bank 4 cushions as diagrammed. The cue ball will follow down to make 'F2' ball and then get out of the way. 'F1' ball will continue to go into pocket 'F'.

Special Notes

Once the cue ball has hit 'F1' ball for the first time, 'F1' ball may not contact any other ball. It must go into pocket 'F' clean. The cue ball does not need to hit the foot cushion.

Discipline 5 – Shot 4b – 9 points



Cue Ball

In hand within the indicated zone.

Object Balls

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

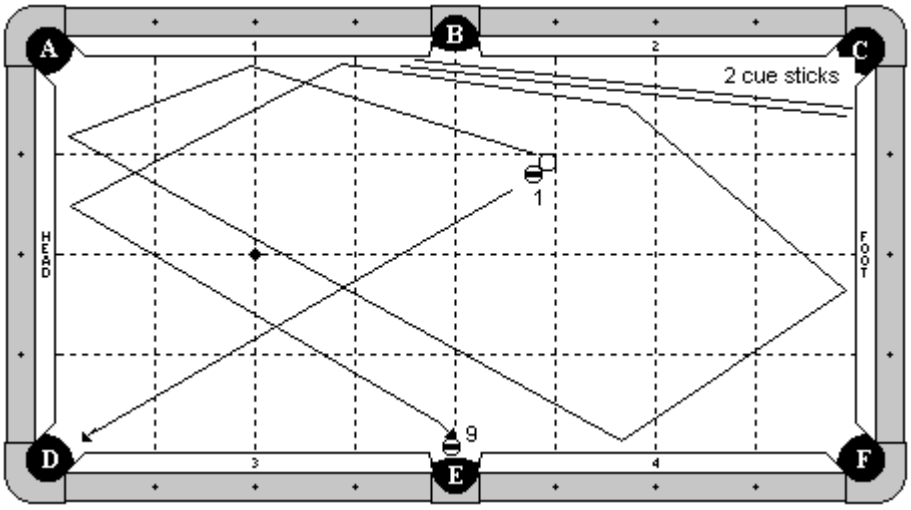
Objective

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

Special Notes

Blocker ball may not be contacted until F ball is made.

Discipline 5 – Shot 4c – 9 points



Cue Ball

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

Object Balls

1 ball in hand, frozen to the cue ball, and also must be to the right of the B-E center line. 9 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.

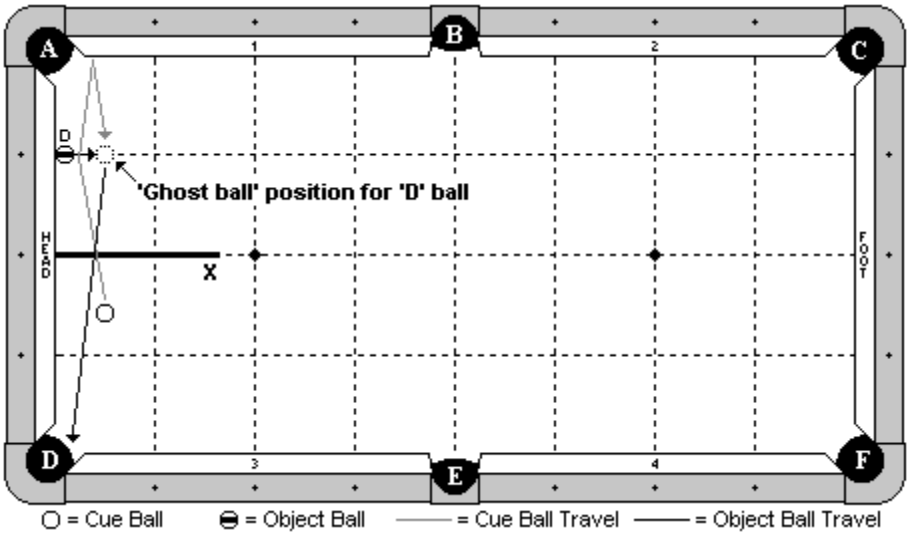
Objective

Shoot the cue ball to make the 1 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 9 ball.

Special Notes

Players selecting this shot will be required to supply the 2 cue sticks.

Discipline 5 – Shot 5a – 10 points



Cue Ball

In hand behind the indicated line.

Object Balls

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

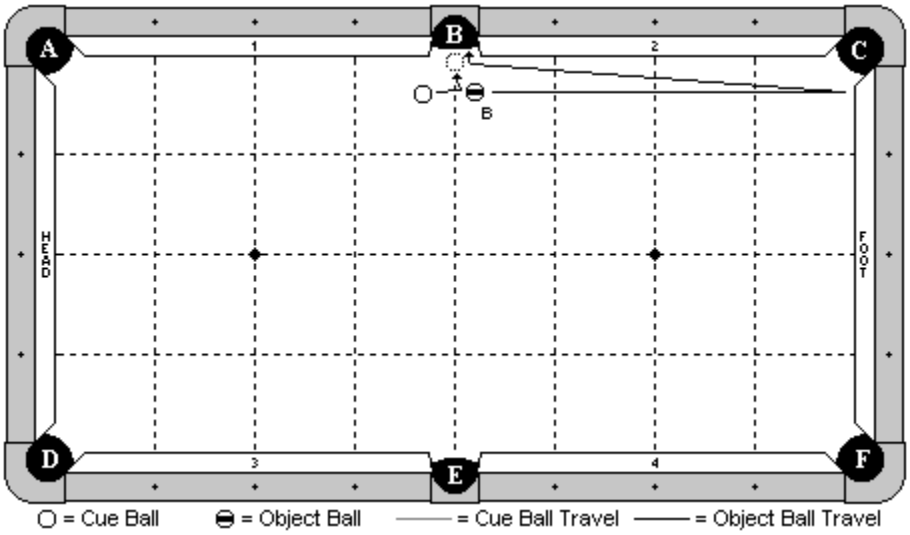
Objective

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 5b – 10 points



Cue Ball

In hand.

Object Balls

'B' ball in hand.

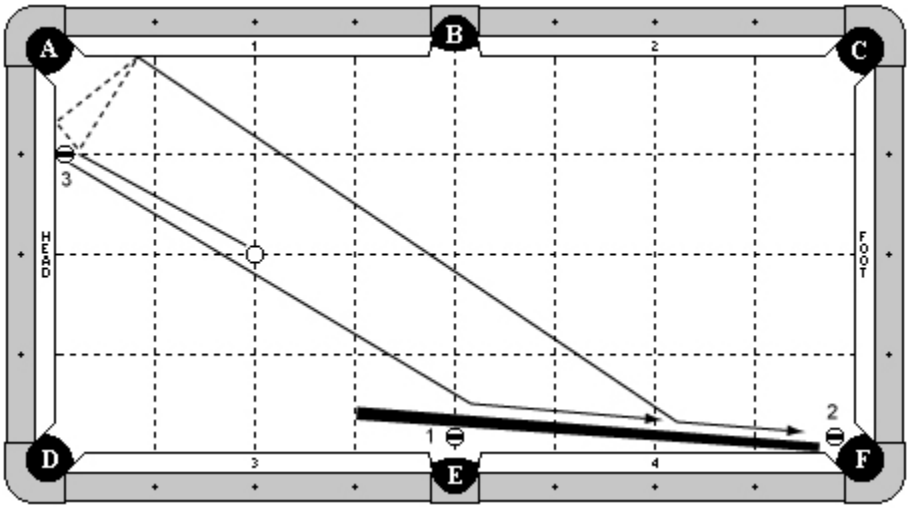
Objective

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 5c – 10 points



Cue Ball

On head spot.

Object Balls

3 ball frozen to head cushion, one diamond from pocket ‘A’.

1 ball hanging in pocket ‘E’ with edge even with the pocket cut or deeper.

2 ball hanging near pocket ‘F’.

A cue is placed as diagrammed. The end of the cue may not be past one diamond to the left of pocket ‘E’.

Objective

Shoot cue ball into 3 ball. 3 ball will bank into pocket ‘F’. Cue ball will optionally hit the head cushion, but will hit cushion 1, then the cue stick, making 1 ball in pocket ‘E’, and roll down the cue stick making 2 ball in pocket ‘F’. Then the 3 ball will go in to pocket ‘F’.

Special Notes

All balls must be made in numerical order.

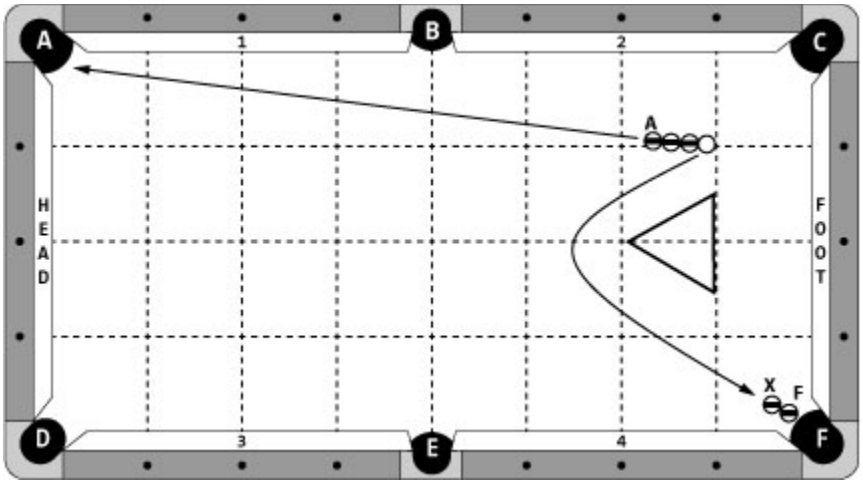
Extra contact between cue ball and 3 ball is okay.

DISCIPLINE

6

STROKE SHOTS

Discipline 6 – Shot 1a – 6 points



Cue Ball

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

Object Balls

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.

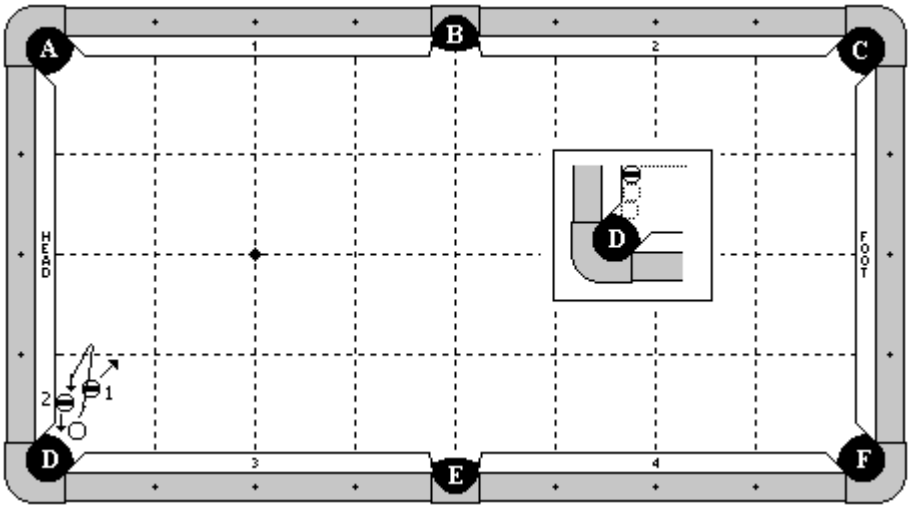
Objective

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 'F' ball.

Special Notes

The other two balls in line do not need to be made. The cue ball may not contact the rack until after '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 'F' ball is made. If the rack has a lip, it will be placed lip down.

Discipline 6 – Shot 1b – 6 points



Cue Ball

In hand.

Object Balls

2 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 2 ball. Also, the back edge of the 1 ball may not be past the forward edge of the 2 ball (indicated in the close-up view by a dotted line).

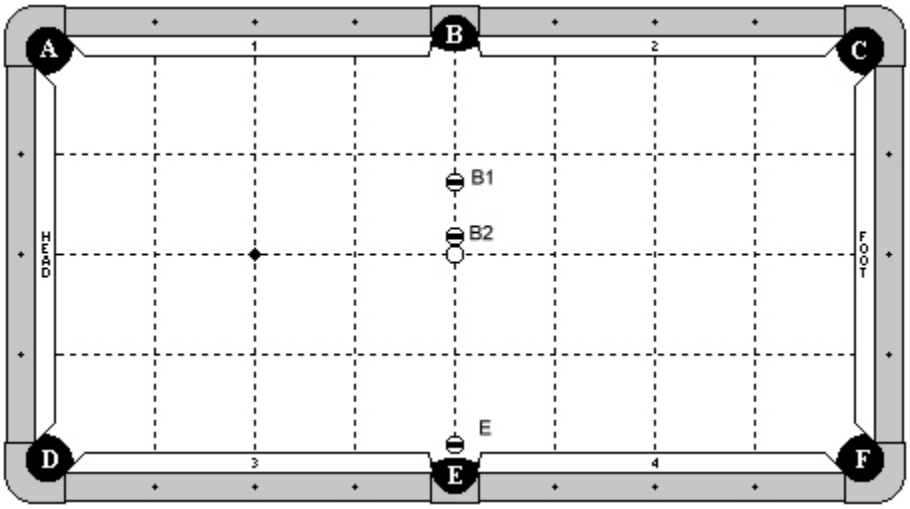
Objective

Shoot the cue ball into the 1 ball. The cue ball will jump over and draw back, making the 2 ball in pocket 'D'.

Special Notes

The cue ball may make multiple hits on the 2 ball and head cushion. The cue ball may not contact any other cushion until hitting the 2 ball on the way back. The 1 ball does not need to be made.

Discipline 6 – Shot 1c – 6 points



Cue Ball

On center spot.

Object Balls

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

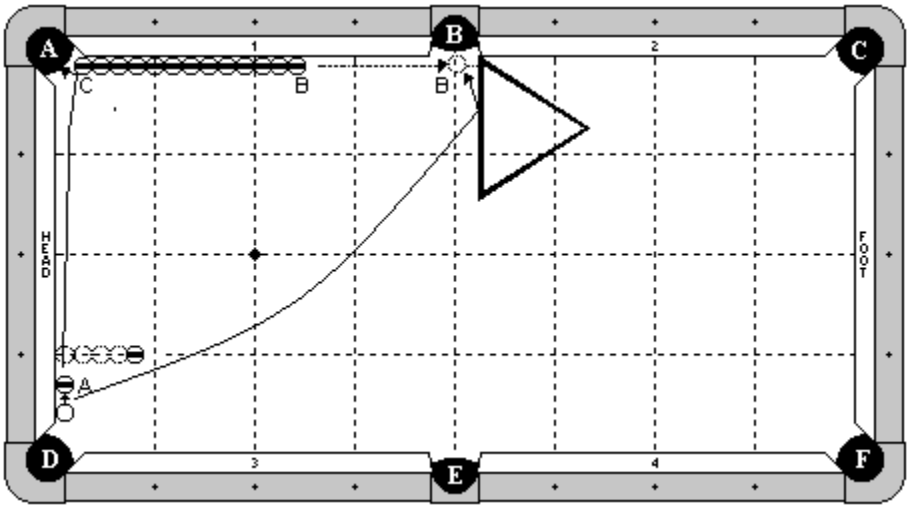
Objective

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

Special Notes

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

Discipline 6 – Shot 2a – 7 points



Cue Ball

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

Object Balls

'A' ball frozen to the head cushion and adjustable. 13 balls are in line, all frozen to cushion 1. The first ball ('C') 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.

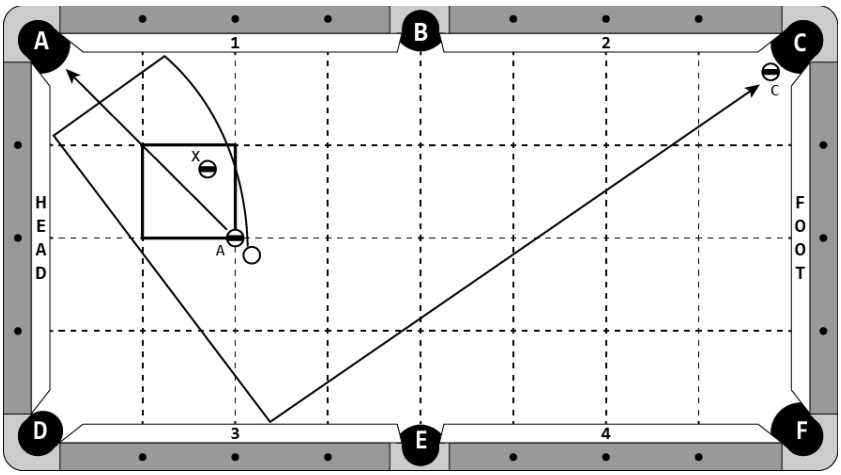
Objective

Shoot the cue ball into the 'A' ball, making it in pocket 'A'. The ball will carom off 'C' ball, 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 2b – 7 points



Cue Ball

In hand, but no more than 1 chalk width from ‘A’ ball.

Object Balls

‘A’ ball is on the head spot. ‘C’ ball is hanging in pocket ‘C’. ‘X’ ball is in hand within the indicated zone.

Objective

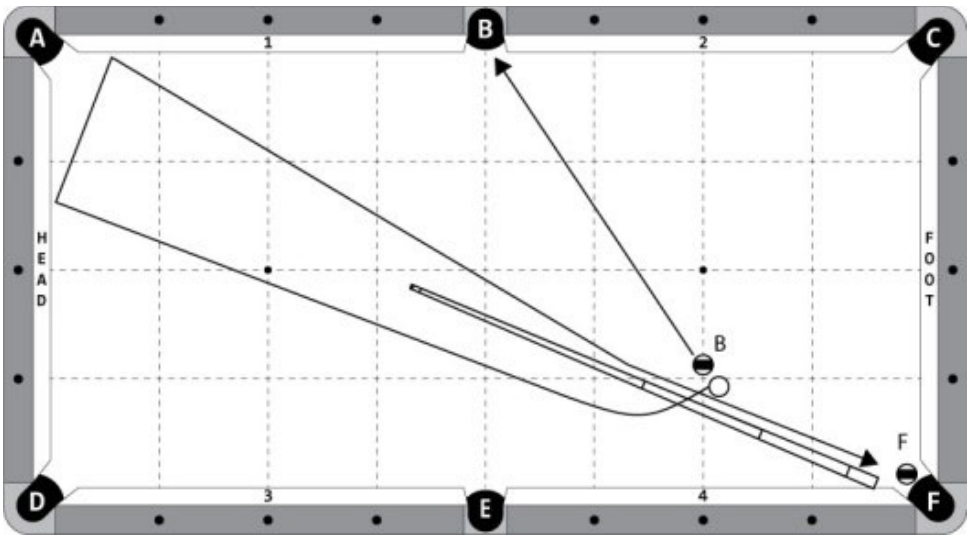
Shoot the cue ball into ‘A’ ball. ‘A’ ball will go in to pocket ‘A’. Cue ball will curve around ‘X’ ball, contact cushion 1, head cushion, and cushion 3, then make ‘C’ ball.

Special Notes

‘A’ ball and cue ball must travel on opposite sides of ‘X’ ball.

‘X’ ball may not be contacted by any means.

Discipline 6 – Shot 2c – 7 points



Cue Ball

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

Object Balls

‘B’ ball is on 2nd 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.

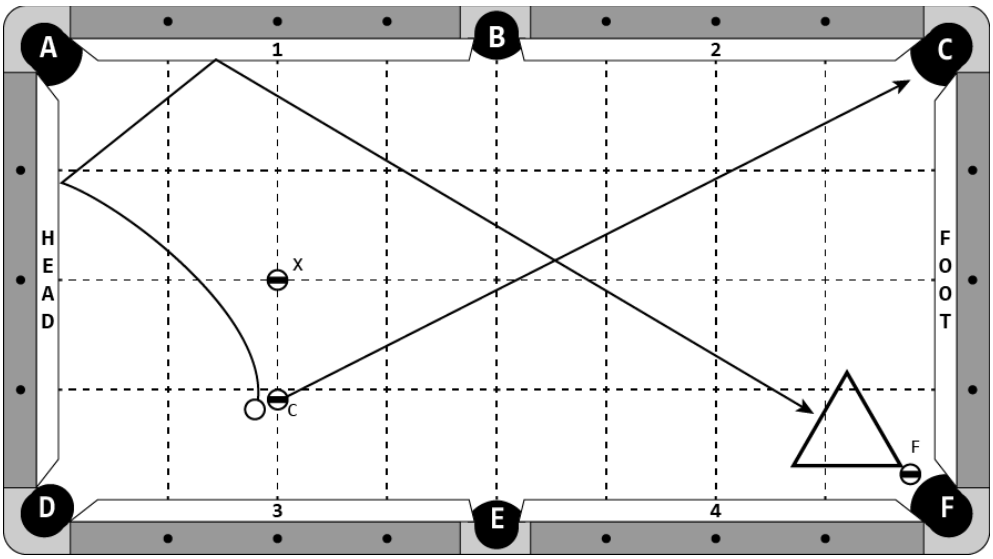
Objective

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 3a – 8 points



Cue Ball

In hand, exactly 2mm away from ‘C’ ball.

Object Balls

‘C’ ball in hand on the headstring, 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.

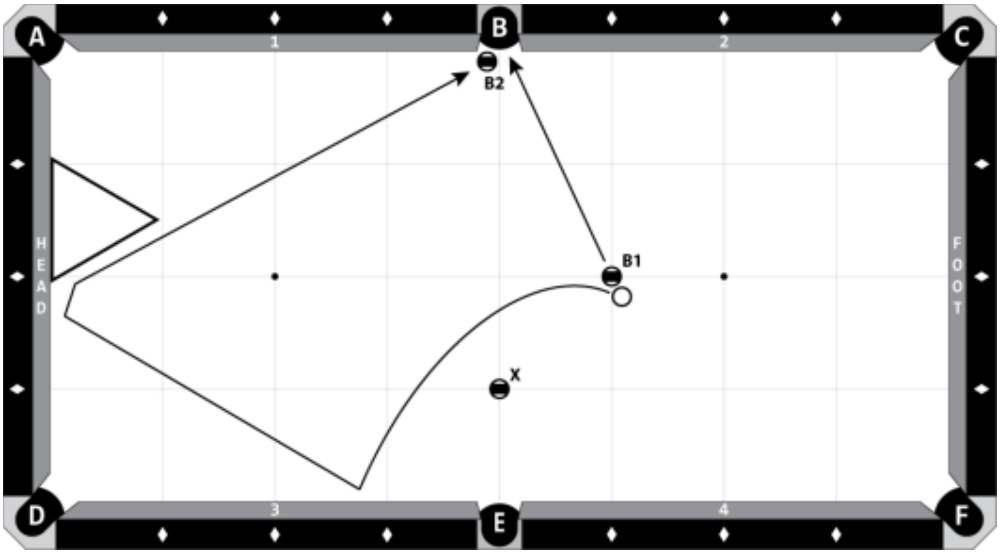
Objective

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 3b – 8 points



Cue Ball

Exactly 2mm away from ‘B1’ ball.

Object Balls

‘B1’ ball is at the intersection of the 3rd diamond and 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.

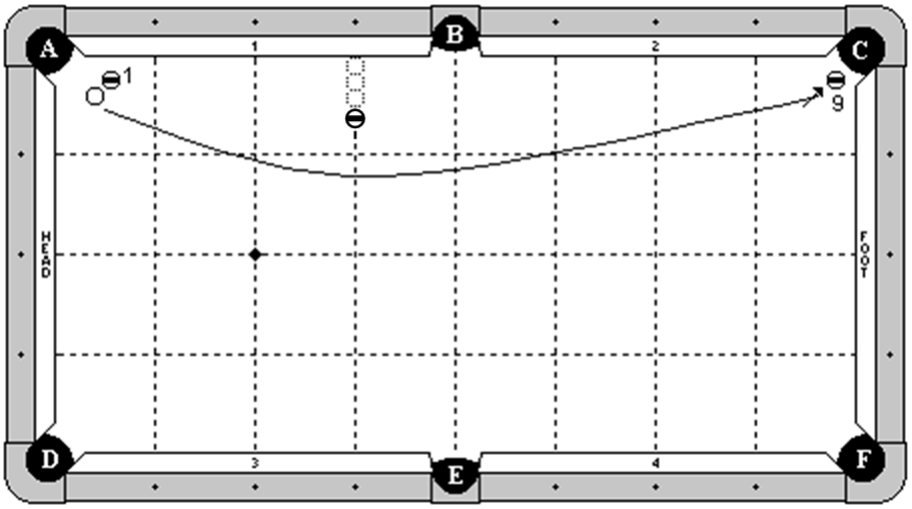
Objective

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 ‘B1’ ball.

Discipline 6 – Shot 3c – 8 points



Cue Ball

In hand, but no more than one chalk cube width from ball #1.

Object Balls

Ball #1 is 1 ball's width off cushion 1, and may be adjusted anywhere along the cushion, up to the 1st diamond line. Ball # 9 is hanging near pocket 'C'. A blocking ball is placed on the 3rd diamond line, exactly 3 ball's width off the cushion.

Objective

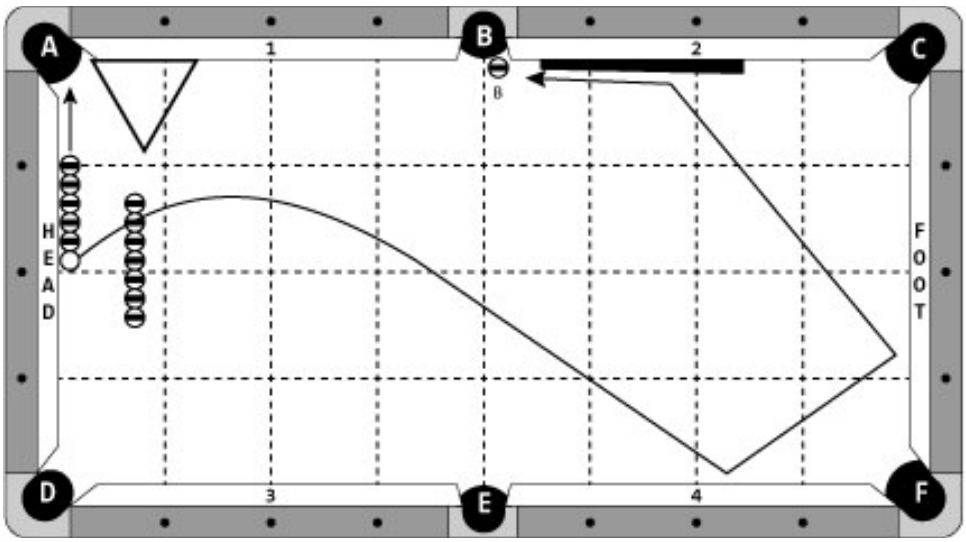
Shoot the cue ball into the 1 ball. The cue ball will curve around the blocking ball and make the 9 ball.

Special Notes

The blocking ball may not be contacted by any means until after the 9 ball is made.

Extra contact between the cue ball and 1 ball is allowed, provided that the cue ball makes the 9 ball.

Discipline 6 – Shot 4a – 9 points



Cue Ball

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

Object Balls

5 object balls are frozen in a line and to the head cushion. The first object ball in the line is at the 1st 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' ball is hanging in pocket B.
A cue butt is frozen to cushion 2.
A rack is frozen to cushion 1.

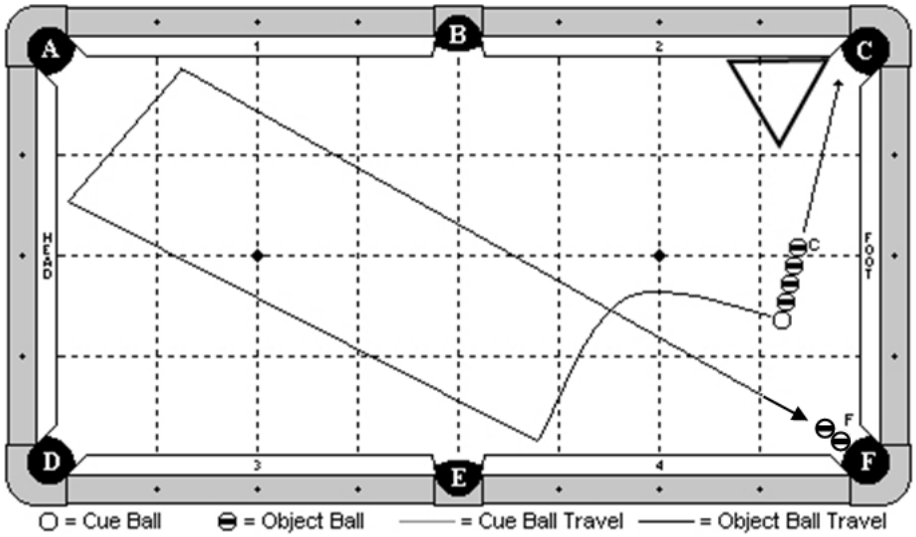
Objective

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 4b – 9 points



Cue Ball

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

Object Balls

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

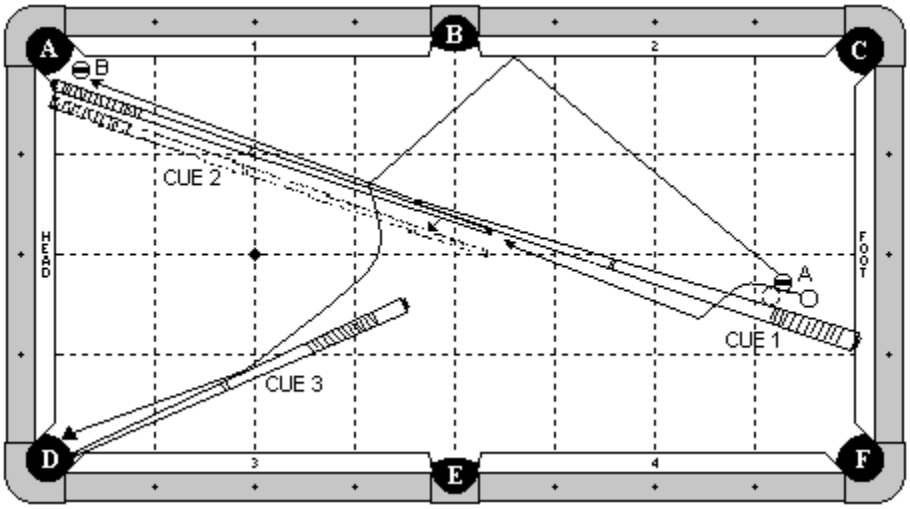
Objective

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

Special Notes

The cue ball may hit cushion 3 or 4 as the first cushion.

Discipline 6 – Shot 4c – 9 points



Cue Ball

In hand, but may not be more than 1 chalk's width from 'A' ball.

Object Balls

'A' ball is approximately 1 ball's width from the cue stick, but it is adjustable. 'B' ball is hanging near pocket 'A'. Three cue sticks are on the table. Cue stick # 1 has the butt end against the foot cushion at the 1st diamond. Cue stick 2 has the butt end against the head cushion. Both cue stick 1 and 2 meet at the tip end and the sticks are both lined up so there is no gap between the sticks where they meet. Cue stick # 3 has the tip end wedged into pocket 'D' and it adjustable.

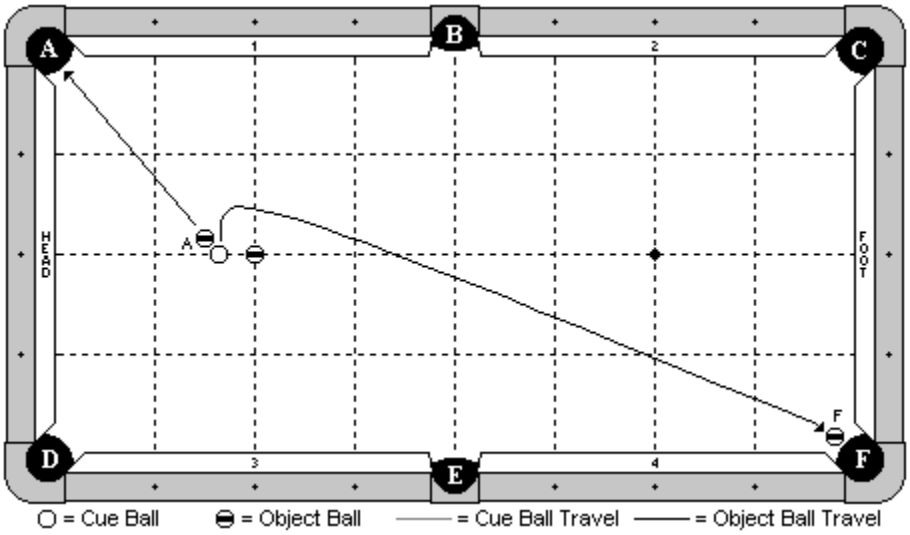
Objective

Shoot the cue ball into 'A' ball. 'A' ball will bank off cushion 2, hit and jump over the sticks (separating them), hit cue stick # 3 (optional), and go into pocket 'D'. The cue ball will jump over cue stick # 1, follow between the gap that now exists between the two cue sticks, and make 'B' ball in pocket 'A'.

Special Notes

The cue ball may hit cue stick # 1 when jumping over it. The cue ball must make 'B' ball. It may not be hit in by the cue stick. Players selecting this shot are required to supply the 3 cue sticks.

Discipline 6 – Shot 5a – 10 points



Cue Ball

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

Object Balls

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

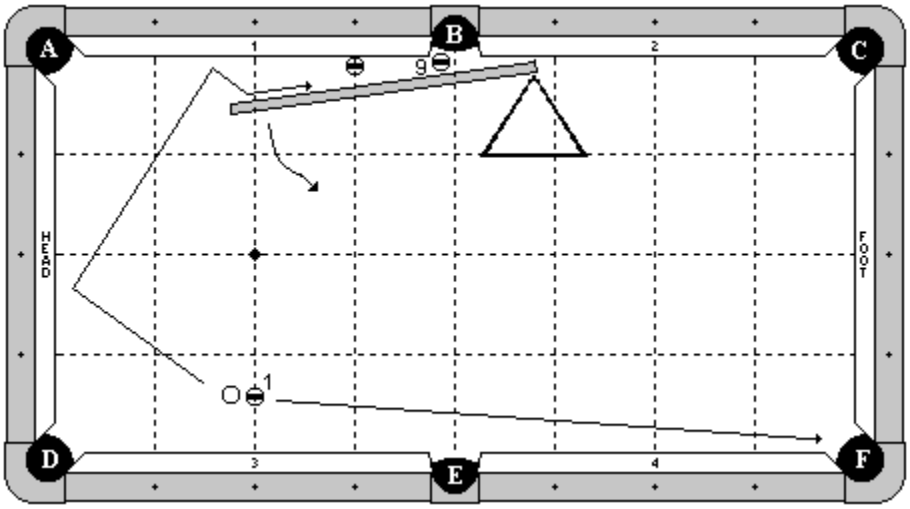
Objective

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

Special Notes

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

Discipline 6 – Shot 5b – 10 points



Cue Ball

In hand, but must be exactly 2mm from the 1 ball.

Object Balls

1 ball on the 2nd diamond, and no more than 3 ball's width from the cushion. 9 ball is hanging near pocket 'B'. A blocker ball 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.

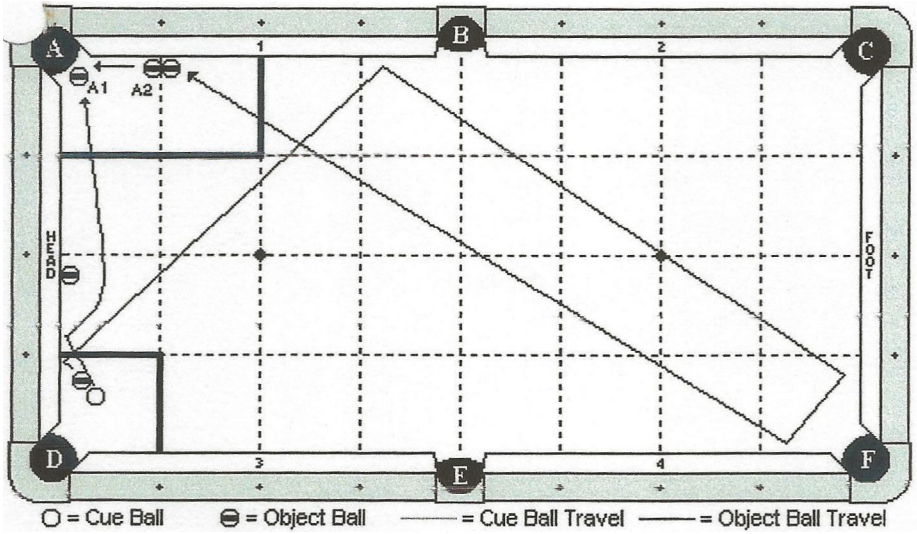
Objective

Shoot the cue ball into the 1 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 9 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 9 ball. Players selecting this shot will be required to provide the jump cue.

Discipline 6 – Shot 5c – 10 points



Cue Ball

Anywhere in box zone, no further than one chalk cube width from object ball.

Object Balls

An object ball is placed close to the cue ball, no further than one chalk cube away. A blocking ball is placed frozen to the head cushion, but may be positioned anywhere along the head cushion. 'A1' ball is hanging. 'A2' ball is placed anywhere inside box zone. Another ball is placed frozen to 'A2' ball, creating a 'dead' combination. This ball must also be within box zone.

Objective

Shoot the cue ball into the closest object ball, causing that object ball to travel 4 rails into the dead combination, making 'A2' ball. Before this happens, the cue ball will contact the head cushion before the blocking ball, bounce out and around the blocking ball, making 'A1' ball. The cue ball will then either scratch or move out of the way before 'A2' ball is made.

Special Notes

The cue ball may not contact the blocking ball until after 'A1' ball has been made.

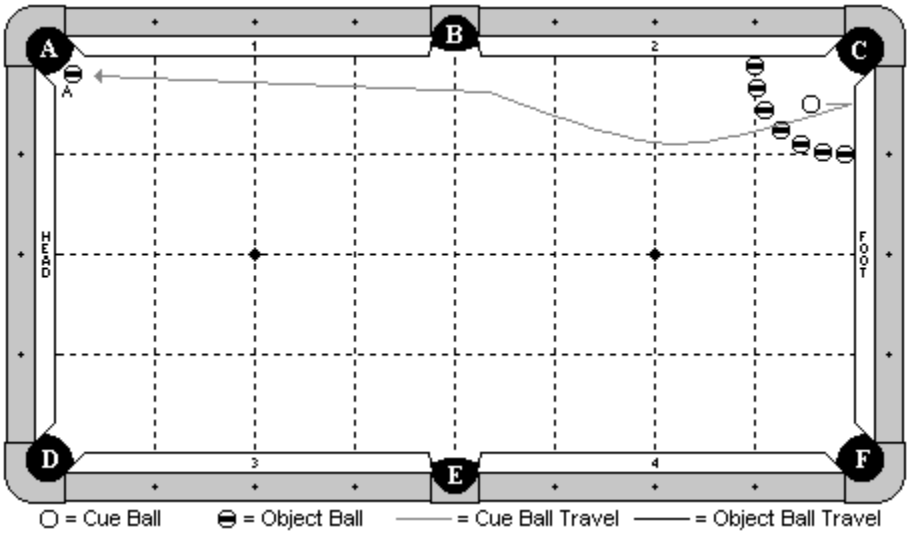
The cue ball may not contact 'A2' ball or the ball frozen to it until after 'A2' ball has been made.

DISCIPLINE

7

JUMP SHOTS

Discipline 7 – Shot 1a – 6 points



Cue Ball

In hand within the ring of balls.

Object Balls

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

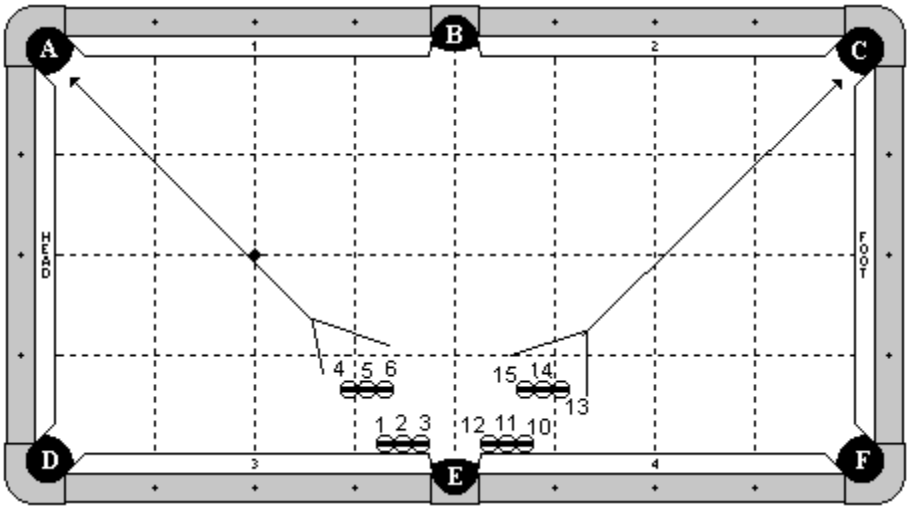
Objective

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 1b – 6 points



Cue Ball

None

Object Balls

1,2,3 balls are frozen in line and to the cushion, with the edge of the 3 ball aligned with the pocket point. The 6 ball is 2 ball's width away from the 1 ball and straight out. The 4 and 5 balls are in line with the 6 as diagrammed, and parallel to the cushion. Balls 10 through 15 form the mirror image of balls 1 through 6.

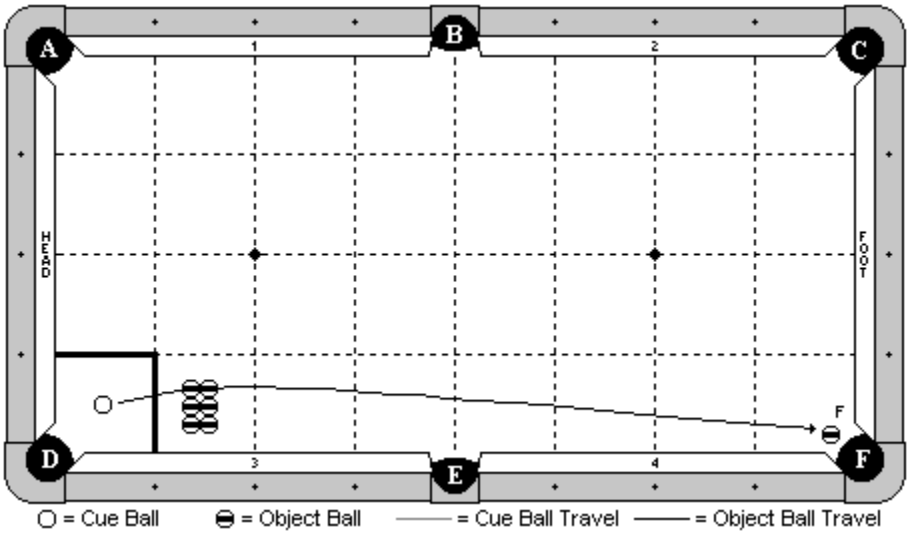
Objective

Jump the 1,2,3 balls in numerical order into pocket 'A'. Then shoot the 4,5,6 in numerical order into pocket 'A'. Perform the same shot with the mirror image balls, also in numerical order.

Special Notes

None

Discipline 7 – Shot 1c – 6 points



Cue Ball

In hand, at least 1 ball of the head rail, within the 1x1 diamond zone indicated. It must be positioned so that it will jump over the center of the cluster of blocking balls (approximately).

Object Balls

'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 1x1 diamond zone.

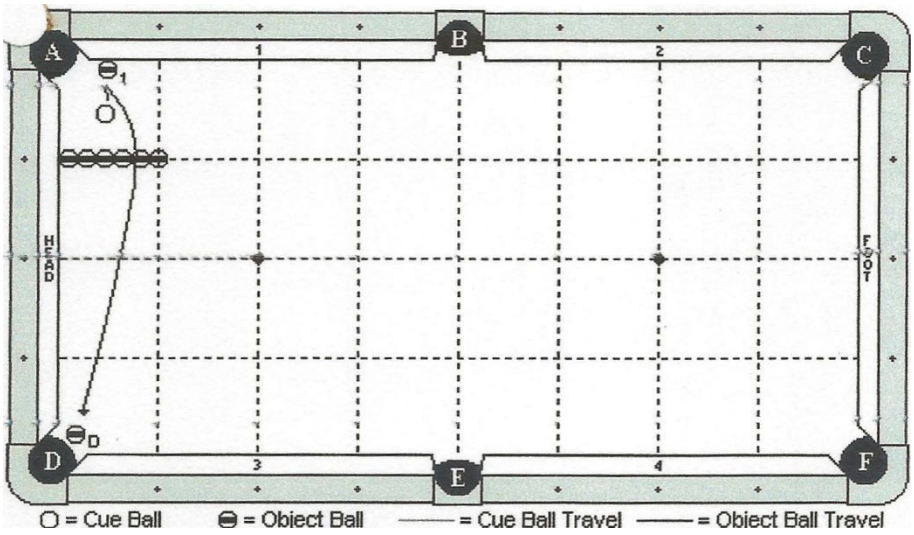
Objective

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

Special Notes

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

Discipline 7 – Shot 2a – 7 points



Cue Ball

In hand.

Object Balls

Object ball 1 is frozen to cushion 1, ½ diamond segment from pocket ‘A’. Row of 6 blocking balls starts frozen to head cushion and expends straight up table. Row may be adjusted along head cushion..

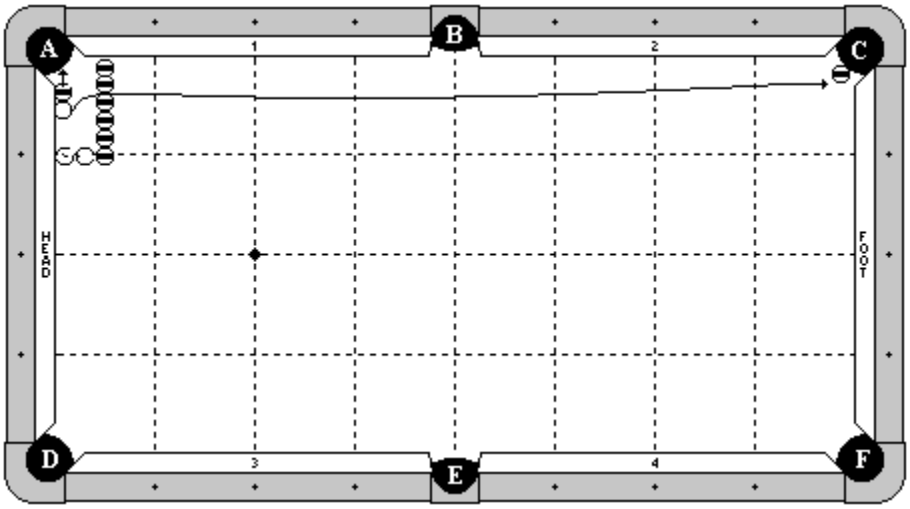
Objective

Shoot the cue ball into object ball 1. The cue ball will bounce back and over the row of blocking balls, making ‘D’ ball.

Special Notes

The cue ball may not contact the row of blocking balls until after ‘D’ ball has been made.

Discipline 7 – Shot 2b – 7 points



Cue Ball

In hand between head cushion and blocker balls.

Object Balls

'A' ball is in hand, but frozen to the cue ball.

'C' ball is hanging in pocket 'C'.

A row of 6 blocker balls is exactly two ball widths from head cushion.

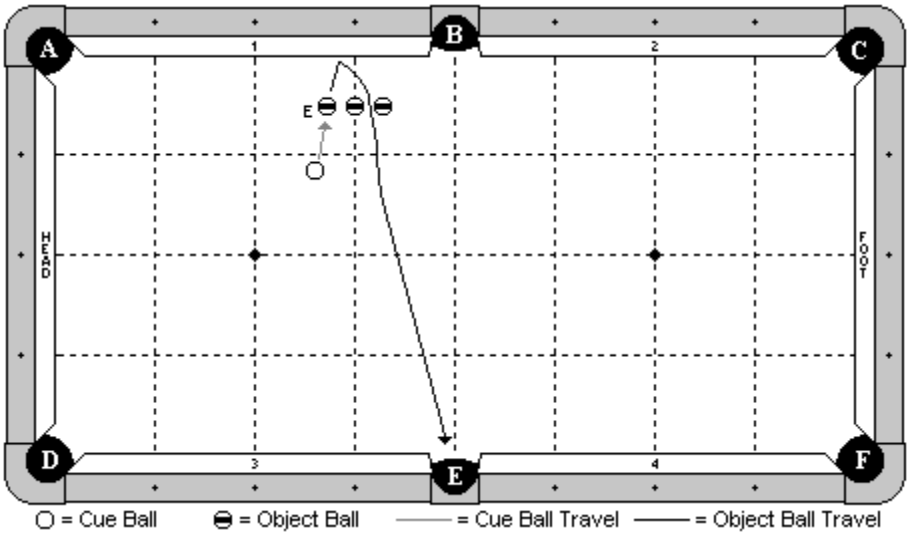
Objectivve

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

Special Notes

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

Discipline 7 – Shot 2c – 7 points



Cue Ball

In hand.

Object Balls

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.

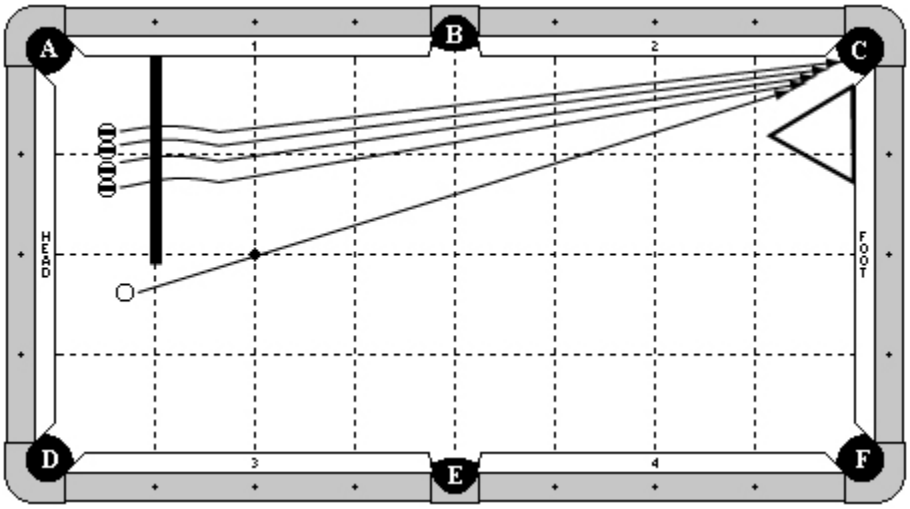
Objective

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. Decision by the table judge is final.

Discipline 7 – Shot 3a – 8 points



Cue Ball

In hand, within one diamond from head rail.

Object Balls

Four object balls are in hand, within one diamond of the head rail.

A rack in hand, frozen to the foot cushion.

A cue butt is on the 1st diamond line, frozen to cushion 1, with the joint towards the center of the table.

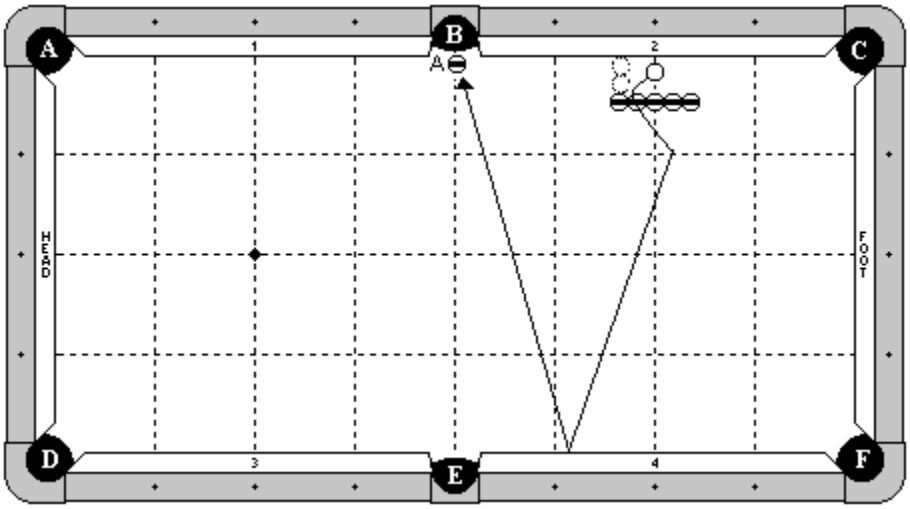
Objective

Shoot the cue ball towards pocket ‘C’. Before it gets there, jump four object balls over the cue butt in to pocket ‘C’. The cue ball will go in to pocket ‘C’ last.

Special Notes

The cue butt may not be contacted by any means during the shot.

Discipline 7 – Shot 3b – 8 points



Cue Ball

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 Balls

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

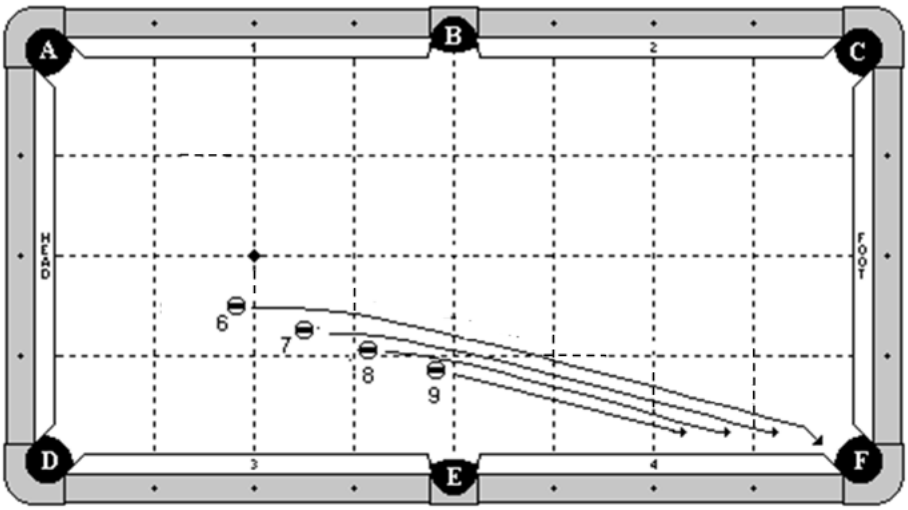
Objective

Jump the cue ball over the blocker balls, bank one rail, and make 'A' ball.

Special Notes

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

Discipline 7 – Shot 3c – 8 points



Cue Ball

None

Object Balls

The 6 through 9 balls are lined straight towards pocket ‘F’. They are in hand to the left of the B-E center line, but they must be all straight in line with each other and towards pocket ‘F’.

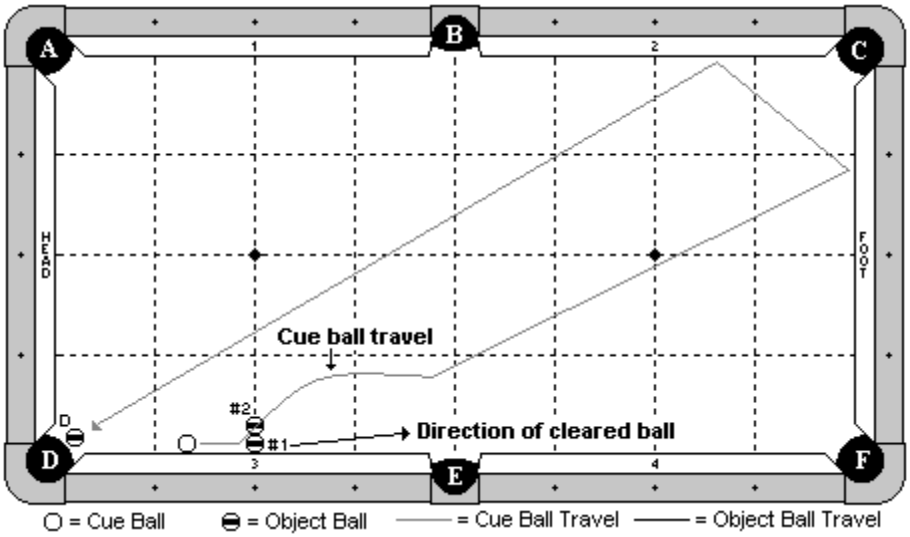
Objective

Jump the 6 ball, then the 7 ball, and finally the 8 ball. Each will be jumped into pocket ‘F’. Lastly, shoot the 9 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 4a – 9 points



Cue Ball

In hand, frozen to cushion 3.

Object Balls

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.

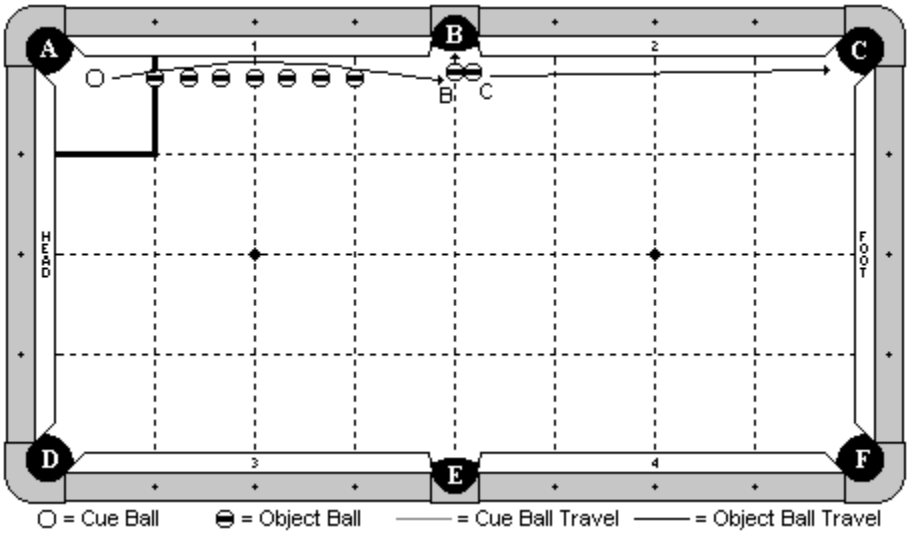
Objective

Shoot the cue ball into the 1 ball. The cue ball will jump over the 2 ball, travel 2 cushions as diagrammed, and make 'D' ball.

Special Notes

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

Discipline 7 – Shot 4b – 9 points



Cue Ball

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

Object Balls

'B' and 'C' balls are as diagrammed near pocket 'B'. They must be directly in line with the other balls. 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. All balls, including the cue ball and the balls near pocket 'B' must be in a straight line.

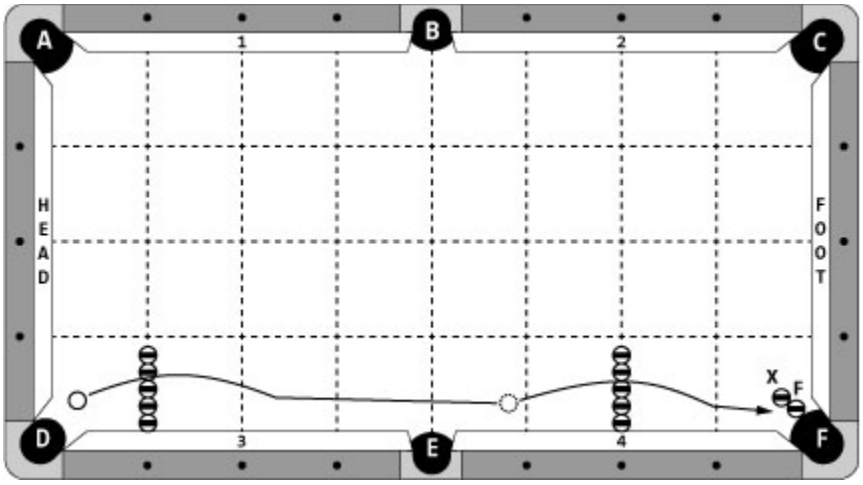
Objective

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 4c – 9 points



Cue Ball

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

Object Balls

'F' combo is hanging in pocket 'F'.

A row of 5 blocking balls is on the 1st diamond, frozen to cushion 3.

A row of 5 blocking balls is on the 2nd diamond, frozen to cushion 4.

Objective

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

Special Notes

Cue ball must be moving when struck the second time. Table judge's decision is final.

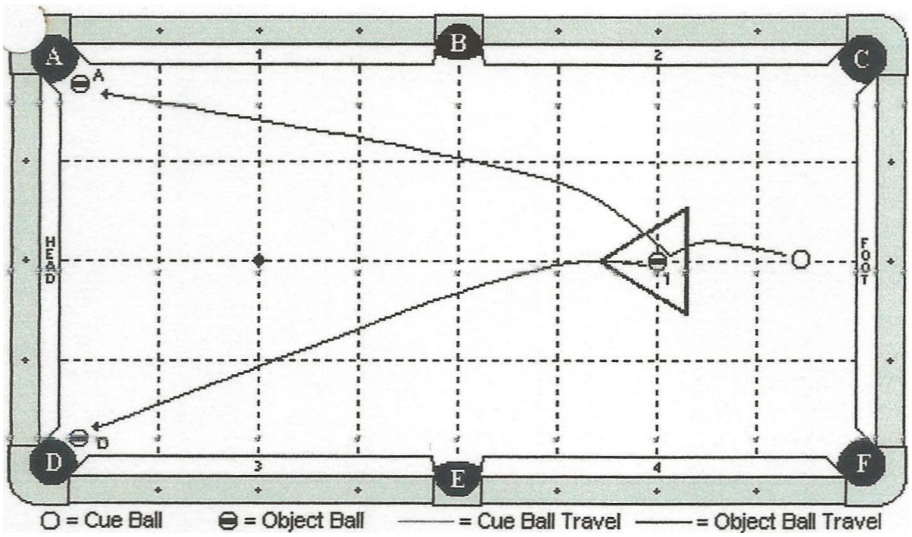
Cue ball may not fly off the table.

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

Cue ball may contact cushions 3 or 4 after the first jump.

Cue ball must clearly jump over the 2nd row of blocker balls. Table judge's decision is final.

Discipline 7 – Shot 5a – 10 points



Cue Ball

In hand.

Object Balls

Object ball 1 is on the foot spot. The rack is in hand and is placed around object ball 1. ’A‘ and ’D‘ balls are hanging.

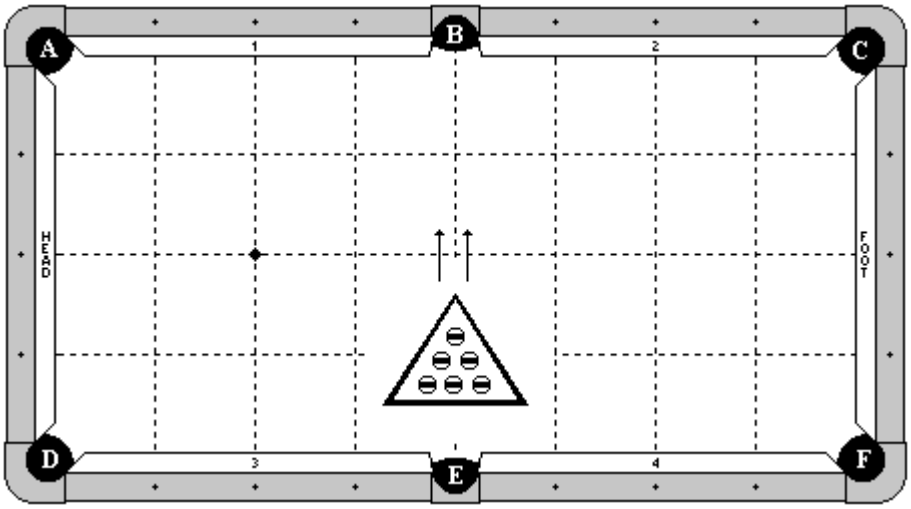
Objective

Jump the cue ball into object ball 1. Both balls will jump out of the rack. Object ball 1 will make ‘D’ ball and the cue ball will make ‘A’ ball.

Special Notes

Contact with the rack is okay. The player must designate which ball will be made by the cue ball and which ball will be made by the object ball in the rack.

Discipline 7 – Shot 5b – 10 points



Cue Ball

None

Object Balls

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

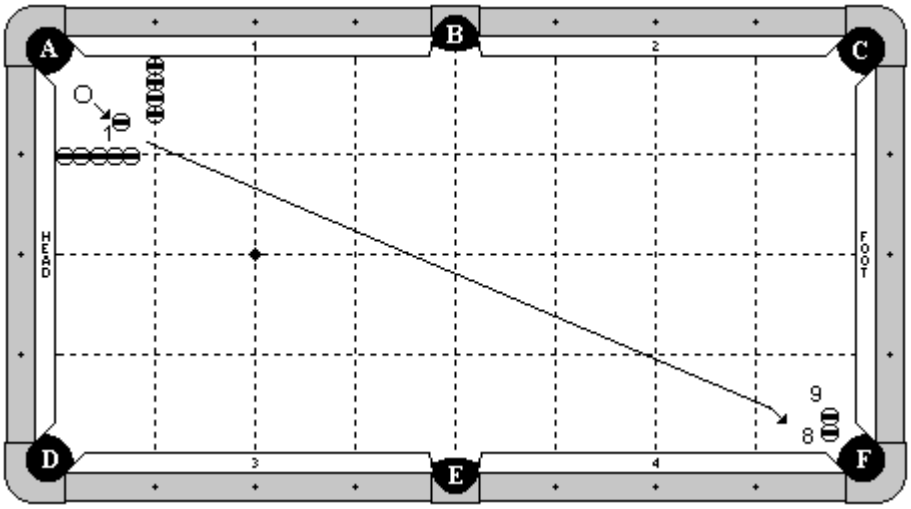
Objective

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

Special Notes

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

Discipline 7 – Shot 5c – 10 points



Cue Ball

In hand within the 1x1 diamond zone.

Object Balls

1 ball in hand within the 1x1 diamond zone. 8 ball is a special stacking ball near pocket 'F'. 9 ball is balanced on top of it. 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 8 ball (bottom ball), and get of the way. The 1 ball will then make the 9 ball, which fell in place.

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 8 ball is made. The 9 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 9 ball.

7 ft Adjustment

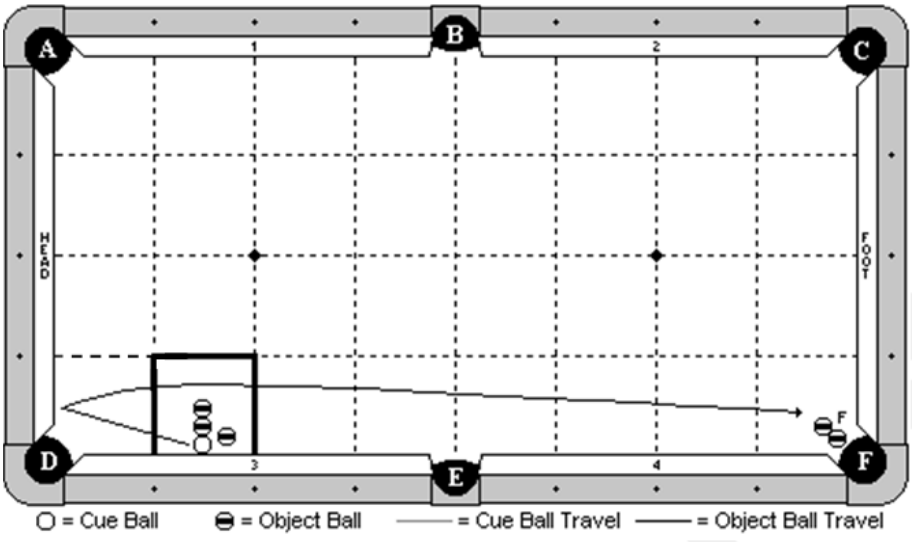
Only 3 blocker balls will be used on each diamond line.

DISCIPLINE

8

MASSE SHOTS

Discipline 8 – Shot 1a – 6 points



Cue Ball

Frozen to cushion 3 anywhere inside box zone.

Object Balls

Two object balls will be placed frozen in line with the cue ball (parallel to the head cushion). Another object ball will be placed one chalk cube from the cue ball. 'F' ball is hanging near pocket F and a ball will be placed frozen to it, creating dead combination. Edge of 'F' ball must be even with slate cut of pocket F.

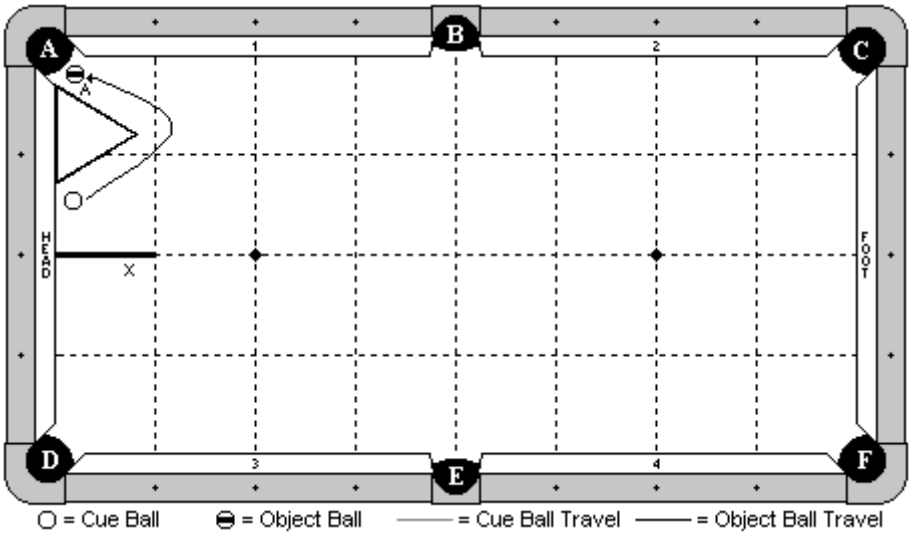
Objective

Shoot the cue ball into cushion 3. It will bank into the head cushion, travel along the path indicated, making the 'F' ball.

Special Notes

The cue ball may not contact any of the blocking balls until after 'F' ball is made.

Discipline 8 – Shot 1b – 6 points



Cue Ball

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

Object Balls

‘A’ ball is hanging in pocket ‘A’.

A rack is in hand with one edge frozen to head cushion.

Objective

Masse cue ball around the rack to make ‘A’ ball.

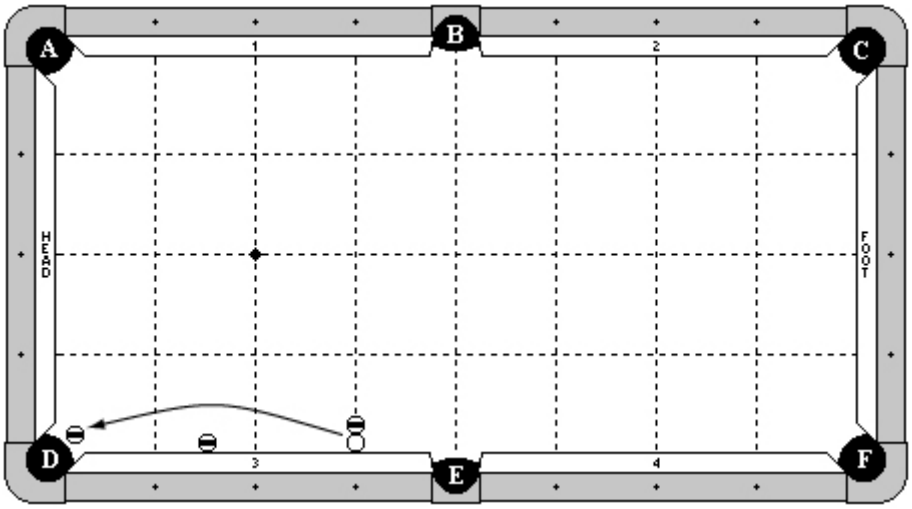
Special Notes

Cue ball may contact 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 1c – 6 points



Cue Ball

Frozen to cushion 3 – one diamond from pocket ‘E’.

Object Balls

An object ball 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 at 1½-diamond segments from pocket ‘D’.

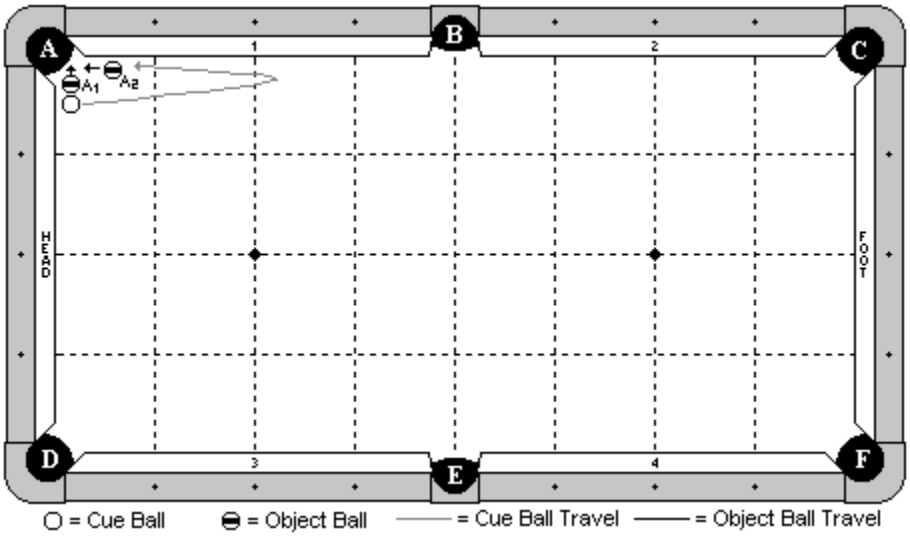
Objective

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 hanging in pocket ‘D’.

Special Notes

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

Discipline 8 – Shot 2a – 7 points



Cue Ball

In hand

Object Balls

Both object balls are in hand as diagrammed.

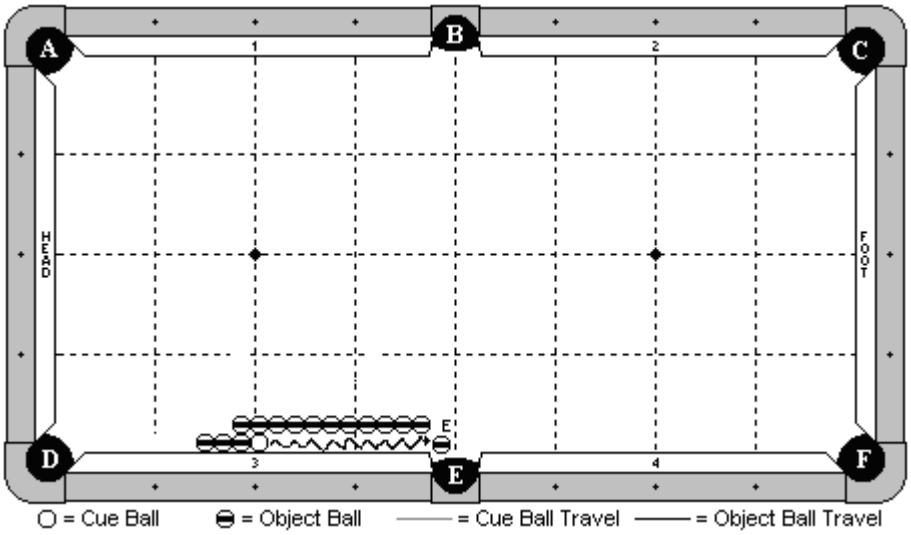
Objective

Execute a full masse, first making ‘A1’ ball, having the cue ball come out and back, and then making ‘A2’ ball. 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 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 2b – 7 points



Cue Ball

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

Object Balls

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

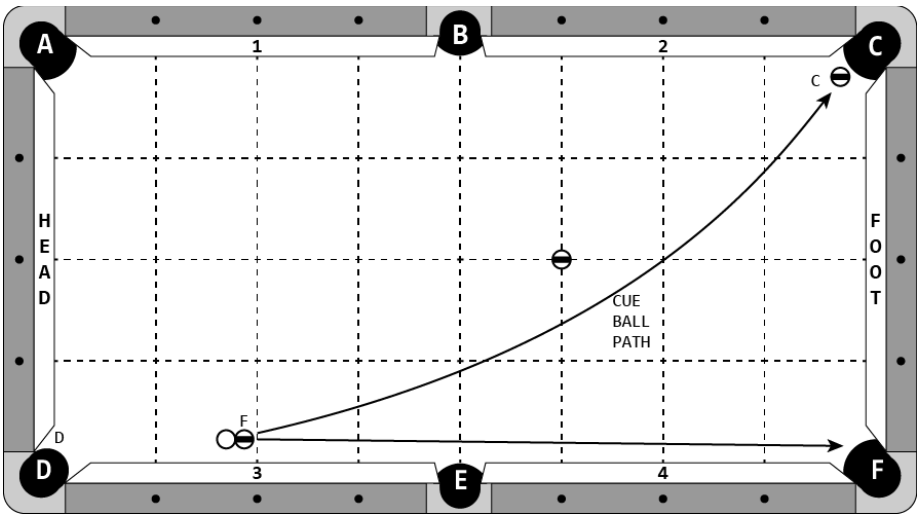
Objective

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

Special Notes

The cue ball must make 'E' ball, not another object ball. 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.

Discipline 8 – Shot 2c – 7 points



Cue Ball

In hand, behind head string.

Object Balls

'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.

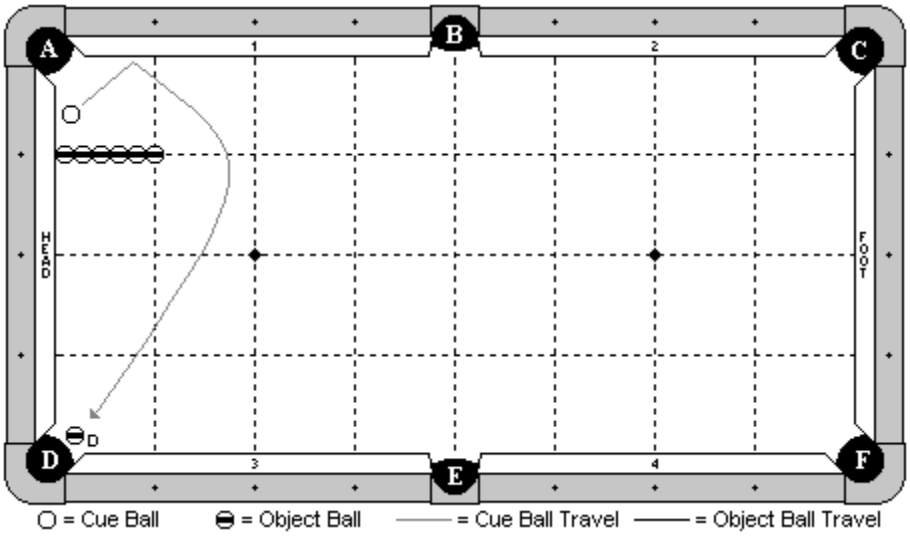
Objective

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

Special Notes

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

Discipline 8 – Shot 3a – 8 points



Cue Ball

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 Balls

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

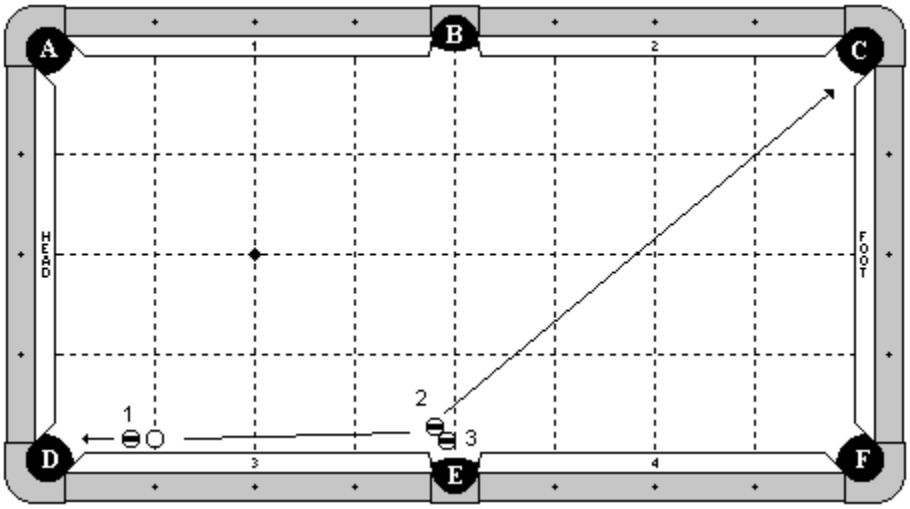
Objective

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

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 3b – 8 points



Cue Ball

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

Object Balls

1 ball is in hand anywhere up to one chalk's width from the cue ball but not frozen to the cue ball. The 2 and 3 balls are in hand near pocket 'E'.

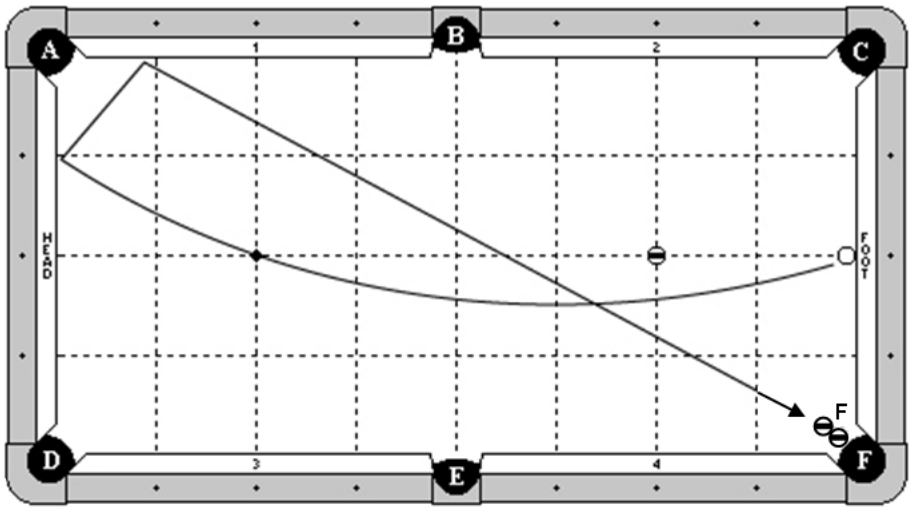
Objective

Masse the cue ball, making the 1 ball in pocket 'D'. The cue ball will masse back into the 2 ball, making it in pocket 'C' and making the 3 ball in pocket 'E'.

Special Notes

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

Discipline 8 – Shot 3c – 8 points



Cue Ball

Frozen to foot cushion at second diamond.

Object Ball

F ball combo is hanging in pocket ‘F’.

A blocker ball is on the foot spot.

Objective

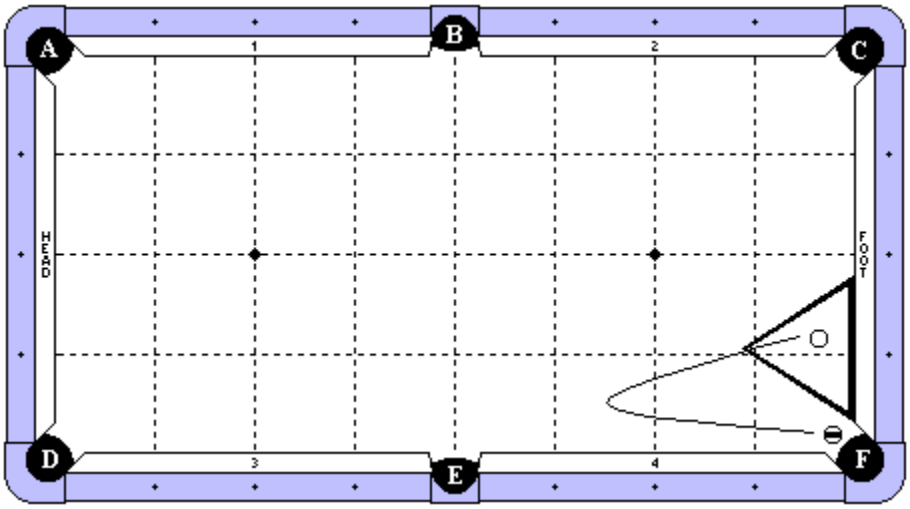
Masse the cue ball around the blocking ball, hitting the head cushion and cushion 1, and making the F ball in pocket ‘F’.

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 4a – 9 points



Cue Ball

In hand within the rack.

Object Balls

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

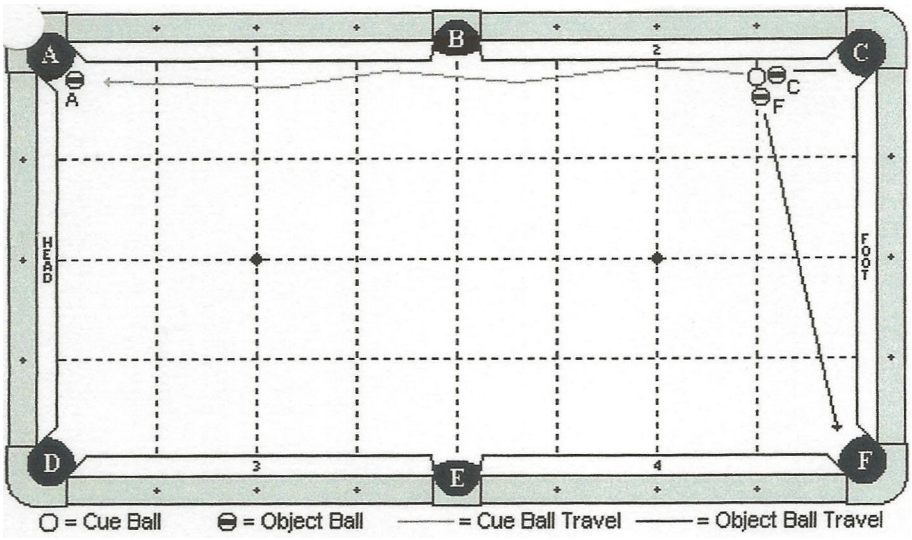
Objective

Hit the cue ball with a jump masse stroke. It will jump out of the rack, turn around and come back to make the 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 4b – 9 points



Cue Ball

Along 1 diamond line, no more than 1 chalk width from the long rail.

Object Balls

'C' and 'F' balls are in hand, but may not be frozen to the cue ball. 'A' ball is hanging near pocket A.

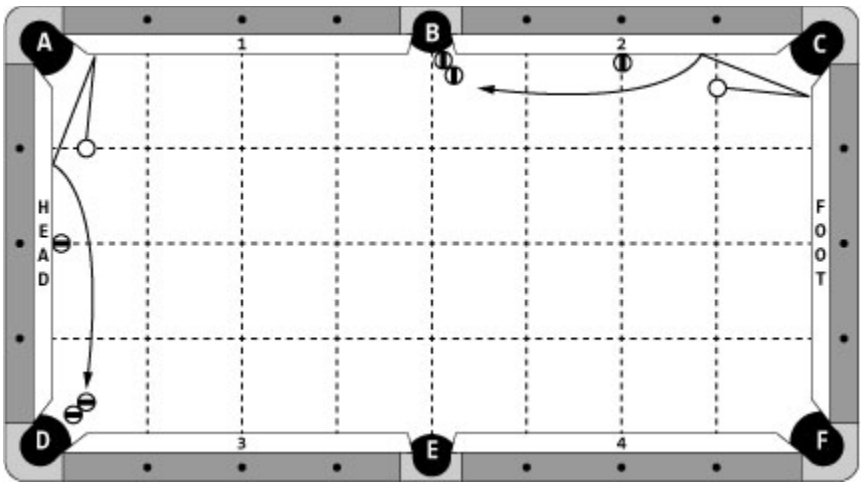
Objective

Hit the cue ball with a masse stroke, making 'C' and 'F' balls in their respective pockets. The cue ball will masse down the rail, contacting it at least once, and making 'A' ball.

Special Notes

None.

Discipline 8 – Shot 4c – 9 points



Cue Ball

In hand along the 1st diamond line.

Object Balls

A blocker ball is frozen to the head cushion at the 2nd diamond.

Two balls form a combination near pocket ‘D’.

Objective

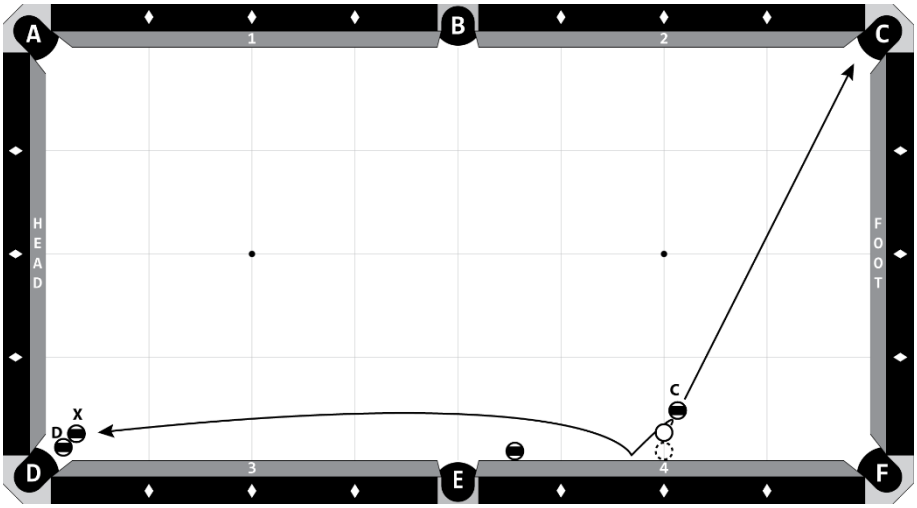
Shoot the cue ball so it follows the indicated path, hitting cushion 1 and head cushion before making the combination.

Special Notes

The blocker ball may not be contacted by any means until combination is made.

The player has the option to shoot either direction due to the light getting in the way.

Discipline 8 – Shot 5a – 10 points



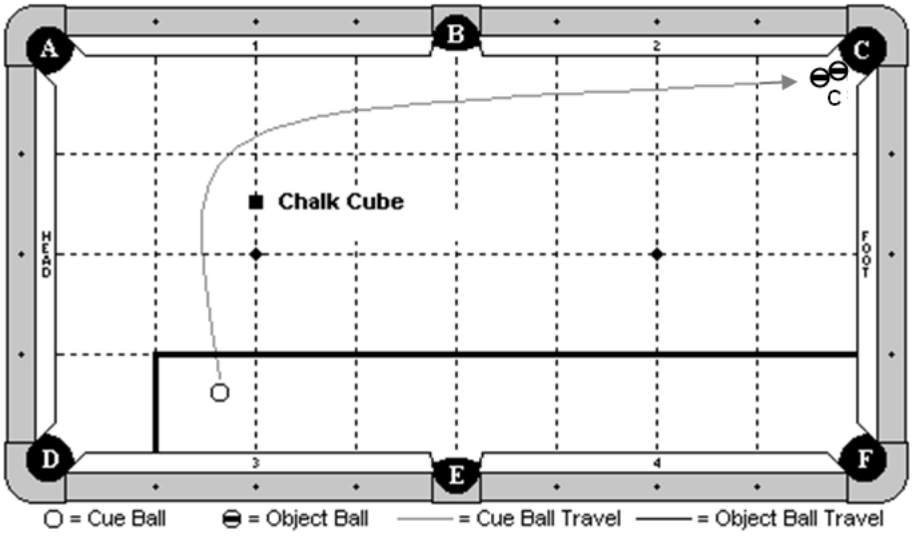
Cue Ball Placement
1 ball away from cushion 4 and on the second diamond line.

Object Balls Placement
C ball is in hand but no more than a chalk away from the cue ball. A blocker ball is frozen to cushion 4 and is on the ½ diamond between the third diamond and the B-E centerline. D ball with X ball combo is hanging near pocket D.

Objective
Masse the cue ball into C ball. C ball goes into pocket C. The cue ball hits cushion 4 and then curves around the blocker ball to make D ball.

Special Notes
The blocker ball must not be disturbed until after D ball is made.

Discipline 8 – Shot 5b – 10 points



Cue Ball

In hand within the indicated zone.

Object Balls

'C' ball combo is at pocket C. A piece of chalk is placed square to the table along the head string, exactly 1 ½ diamonds from cushion 1.

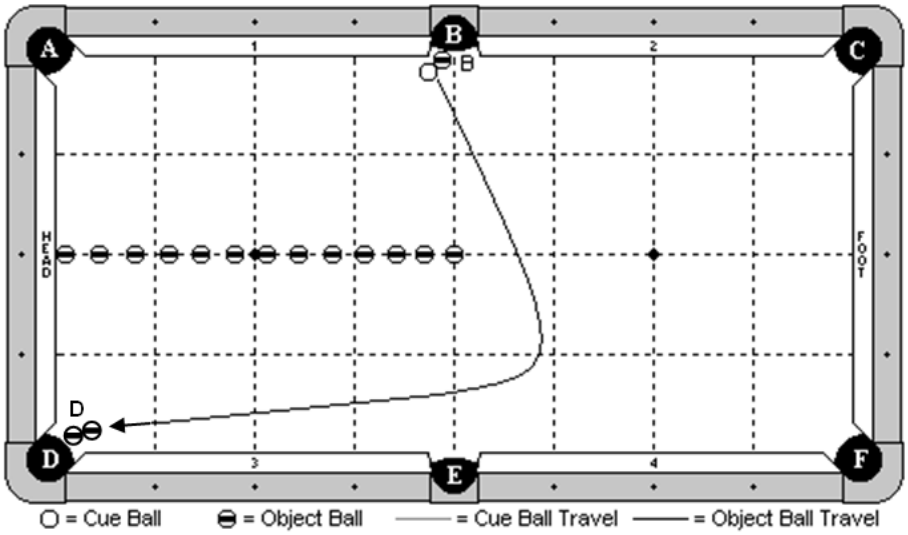
Objective

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

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 5c – 10 points



Cue Ball

In hand, frozen to 'B' ball.

Object Balls

'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'. 13 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. The cue ball will travel around the blocker balls as diagrammed, and make 'D' ball combo.

Special Notes

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