



**2025 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 or b). Therefore, players will select 5 shots in each discipline and shoot a total of 40 shots.
2. Players are locked into the selection once they take a legitimate stroke at the shot. Warm up strokes and accidentally nudging a ball with the cue tip do not constitute a legitimate stroke.
3. Players will receive three attempts to make each shot. Players may only make each shot once.
4. Scoring: players will receive the full DOD value if the shot is made on the first attempt, the DOD value minus one if the shot is made on the second attempt, the DOD value minus two if the shot is made on the third attempt, or zero if the shot is not made on any attempt. Exception: Shots with special scoring, as outlined in the shot program. (Discipline 2 – Shot 4; see scoresheet)

Tournament Format

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

Standings and Tiebreakers

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

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

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

discipline, the players will share the title. Both will be awarded a medal and both will receive the 1 ranking point. Below are the initial Discipline Tiebreaker shots:

Discipline 1 Trick & Fancy- 3B (Just Showing Off)

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
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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
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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
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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

	C				D				A				B		
5	A	B	C	5	B	C	D	5	C	D	A	5	D	A	B
		D				A				B				C	

Disc. 5 – Bank/Kick				Disc. 6 – Stroke				Disc. 7 – Jump				Disc. 8 – Masse			
1	A	B	C	1	B	C	D	1	C	D	A	1	D	A	B
		D				A				B				C	
2	B	C	D	2	C	D	A	2	D	A	B	2	A	B	C
		A				B				C				D	
3	C	D	A	3	D	A	B	3	A	B	C	3	B	C	D
		B				C				D				A	
4	D	A	B	4	A	B	C	4	B	C	D	4	C	D	A
		C				D				A				B	
5	A	B	C	5	B	C	D	5	C	D	A	5	D	A	B
		D				A				B				C	

Official Score Sheet

Player Name: _____ City, State, Country: _____

Venue: _____ Date: _____

Trick and Fancy				Special Arts				Draw				Follow					
Attempt:	1st	2nd	3rd	Attempt:	1st	2nd	3rd	Attempt:	1st	2nd	3rd	Attempt:	1st	2nd	3rd		
Shot 1:	a	b	6	5	4	Shot 1:	a	b	6	5	4	Shot 1:	a	b	6	5	4
Shot 2:	a	b	7	6	5	Shot 2:	a	b	7	6	5	Shot 2:	a	b	7	6	5
Shot 3:	a	b	8	7	6	Shot 3:	a	b	8	7	6	Shot 3:	a	b	8	7	6
Shot 4:	a	b	9	8	7	Shot 4:	a	b	3	6	9	3	6	9	8	7	6
Shot 5:	a	b	10	9	8	Shot 5:	a	b	10	9	8	Shot 5:	a	b	10	9	8
Discipline Total:				Discipline Total:				Discipline Total:				Discipline Total:					
Cumulative Score:				Cumulative Score:				Cumulative Score:				Cumulative Score:					
Round Score:				Round Score:				Round Score:				Round Score:					

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

Total Score: _____ Total Possible Points: 320

Player Signature: _____ APD Signature: _____

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.
1. Table judge's and tournament director's decisions are final.

B. *Ball and Prop Placement and Positioning*

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

C. *Shot Allowances and Restrictions*

1. It is always okay for a ball to contact an extra cushion near a ball hanging in a pocket, unless otherwise stated.
2. It is always okay for the cue ball to scratch, unless otherwise stated.
3. If there is a helper ball – hanging ball combination, it is always okay for the cue ball to contact either the helper ball or hanging ball directly. Rules 1 and 2 still apply.
4. Extra contact between balls is not allowed, unless otherwise specified.
5. At no time may any ball (cue ball or object ball) or prop fly off the table.
6. Players are free to shoot the mirror image of any shot. Please note that rotating a shot 90 degrees is not the mirror image and will not be allowed.

7. Players are free to shoot any part of any shot with either hand.
8. Players may not switch cues during a shot unless otherwise specified or due to equipment failure. Players may switch cues between attempts.
9. Players must keep at least one foot on the floor when shooting. It is allowable for a player to “raise the floor” using any object.

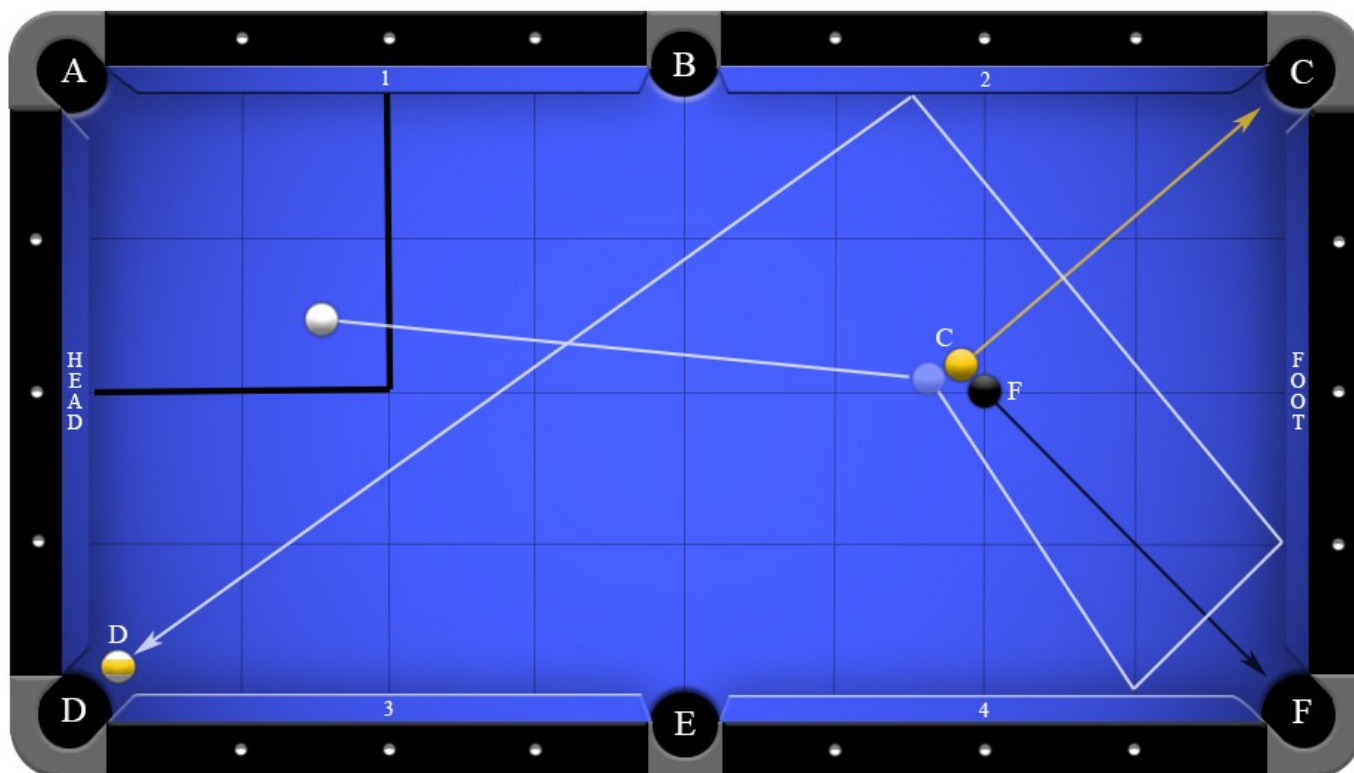
D. Equipment

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

Discipline 1 – Shot 1a (6 points): The 3 & 3 Shot



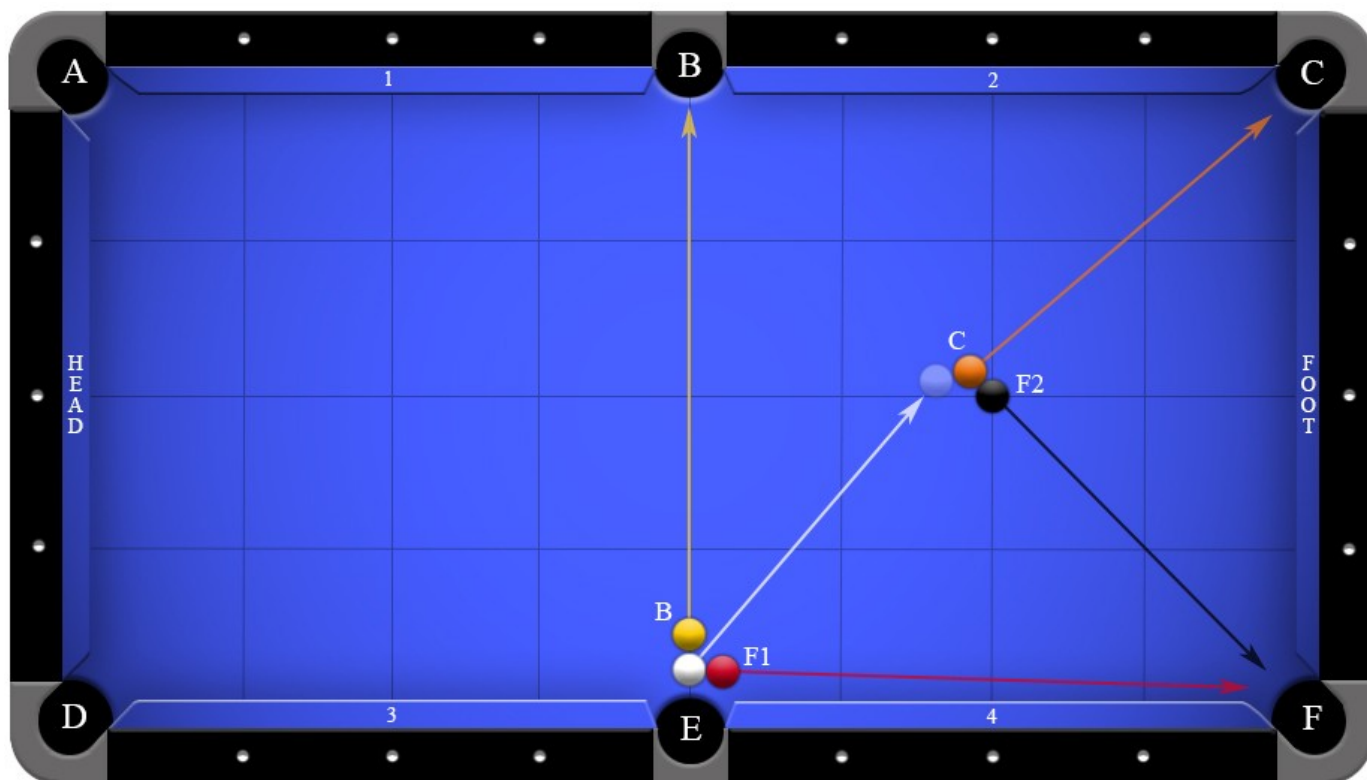
Cue Ball: In hand within the indicated zone.

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 in pocket D.

Special Notes: None

Discipline 1 – Shot 1b (6 points): The 2 & 2 Split Shot



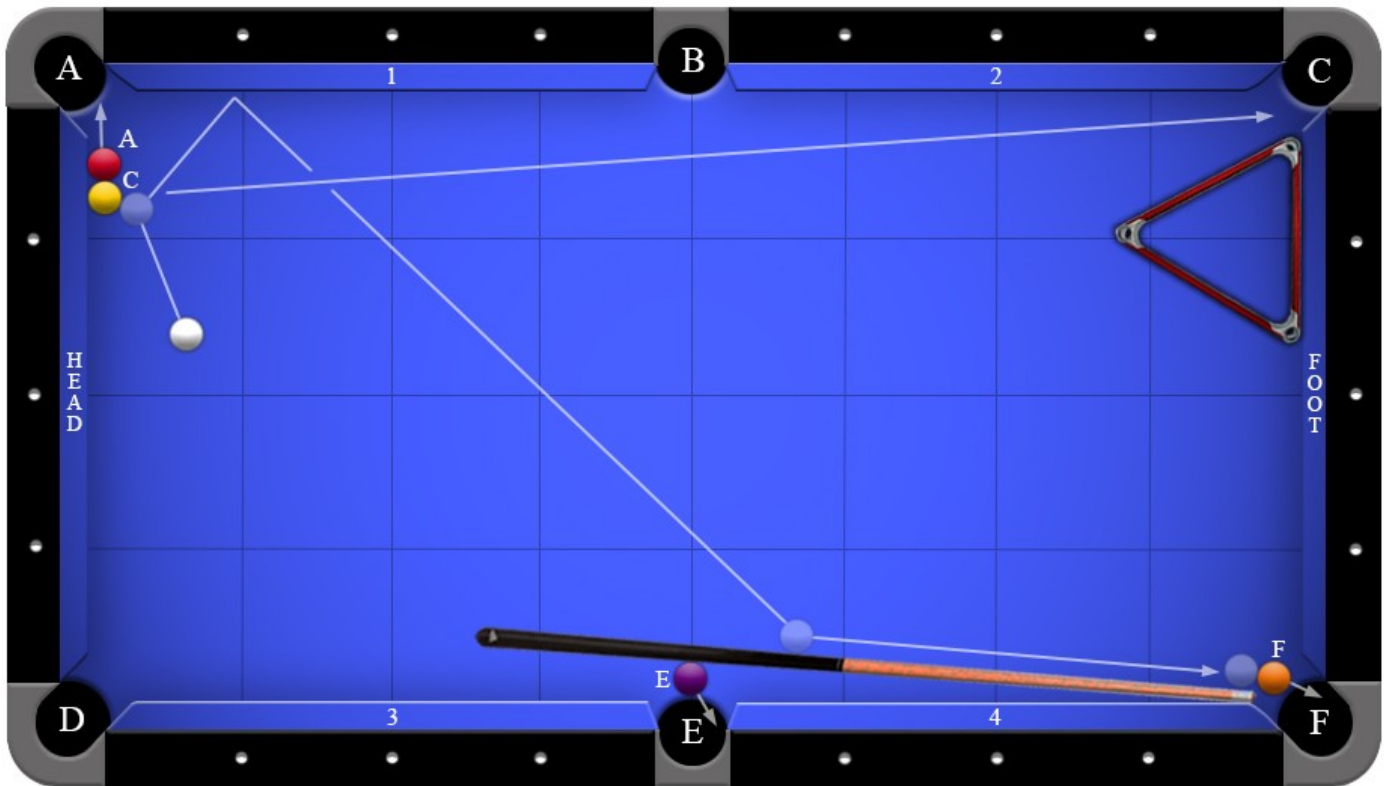
Cue Ball: In hand, within two ball widths of slate cut of pocket E.

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): The Half Pinball



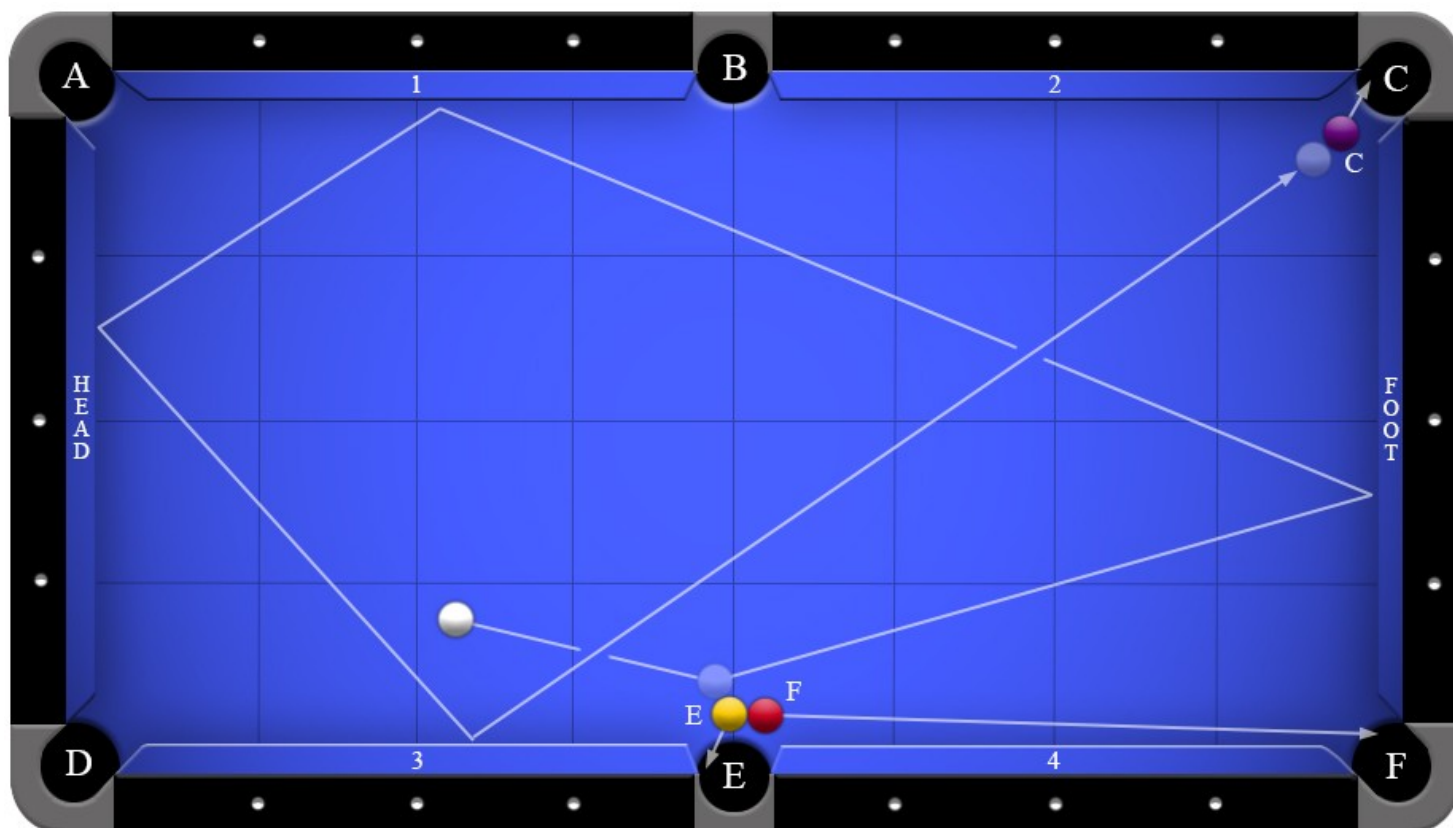
Cue Ball: In hand, but not frozen to the 'C' ball.

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

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

Special Notes: None

Discipline 1 – Shot 2a (7 points): The 4-Rail Kick Shot



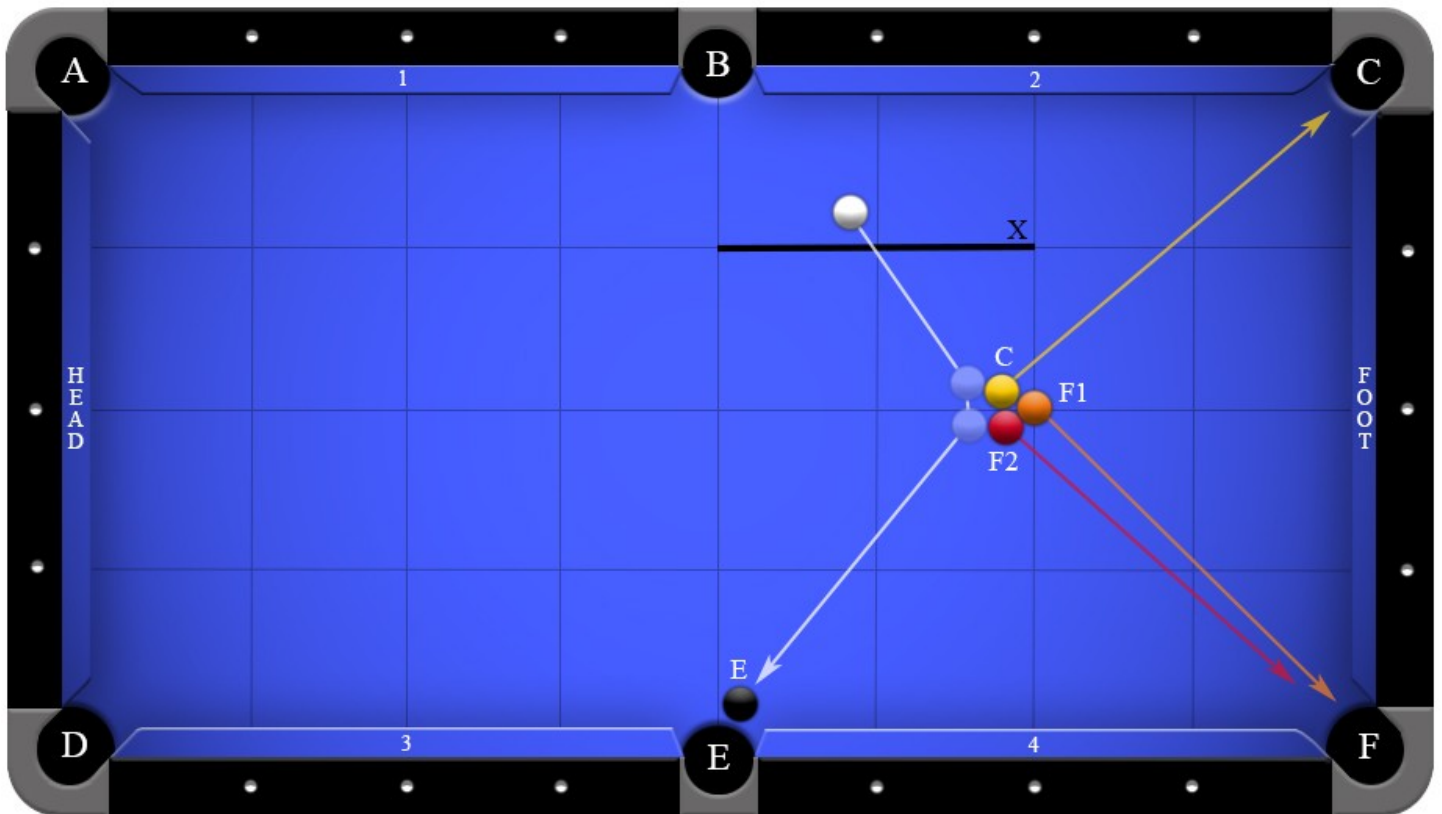
Cue Ball: In hand, at least one ball width from 'E' ball.

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

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

Special Notes: None

Discipline 1 – Shot 2b (7 points): The Big ‘X’ Shot



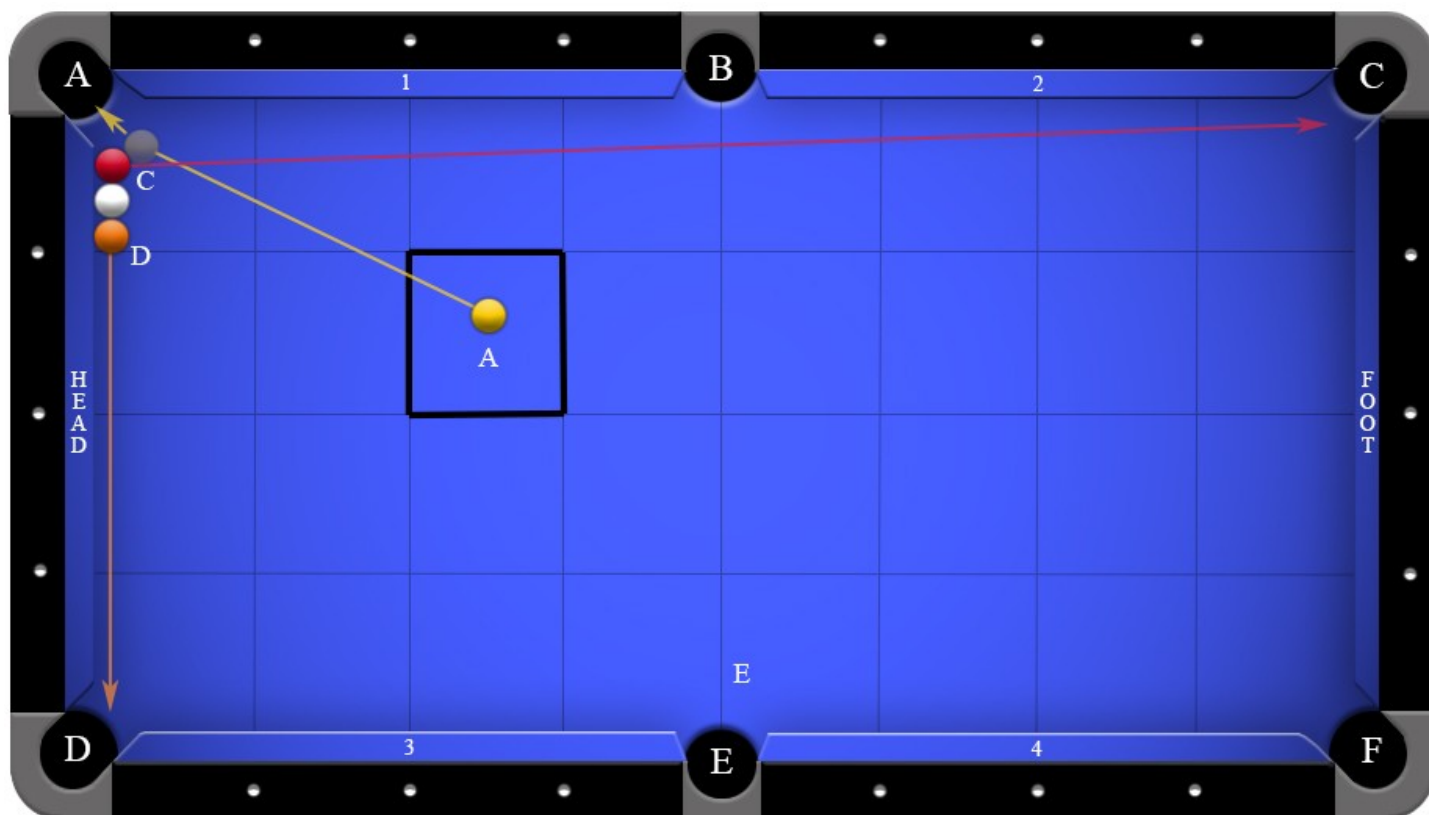
Cue Ball: In hand, behind ‘X’ line.

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

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

Special Notes: None

Discipline 1 – Shot 2c (7 points): The Be Still Shot



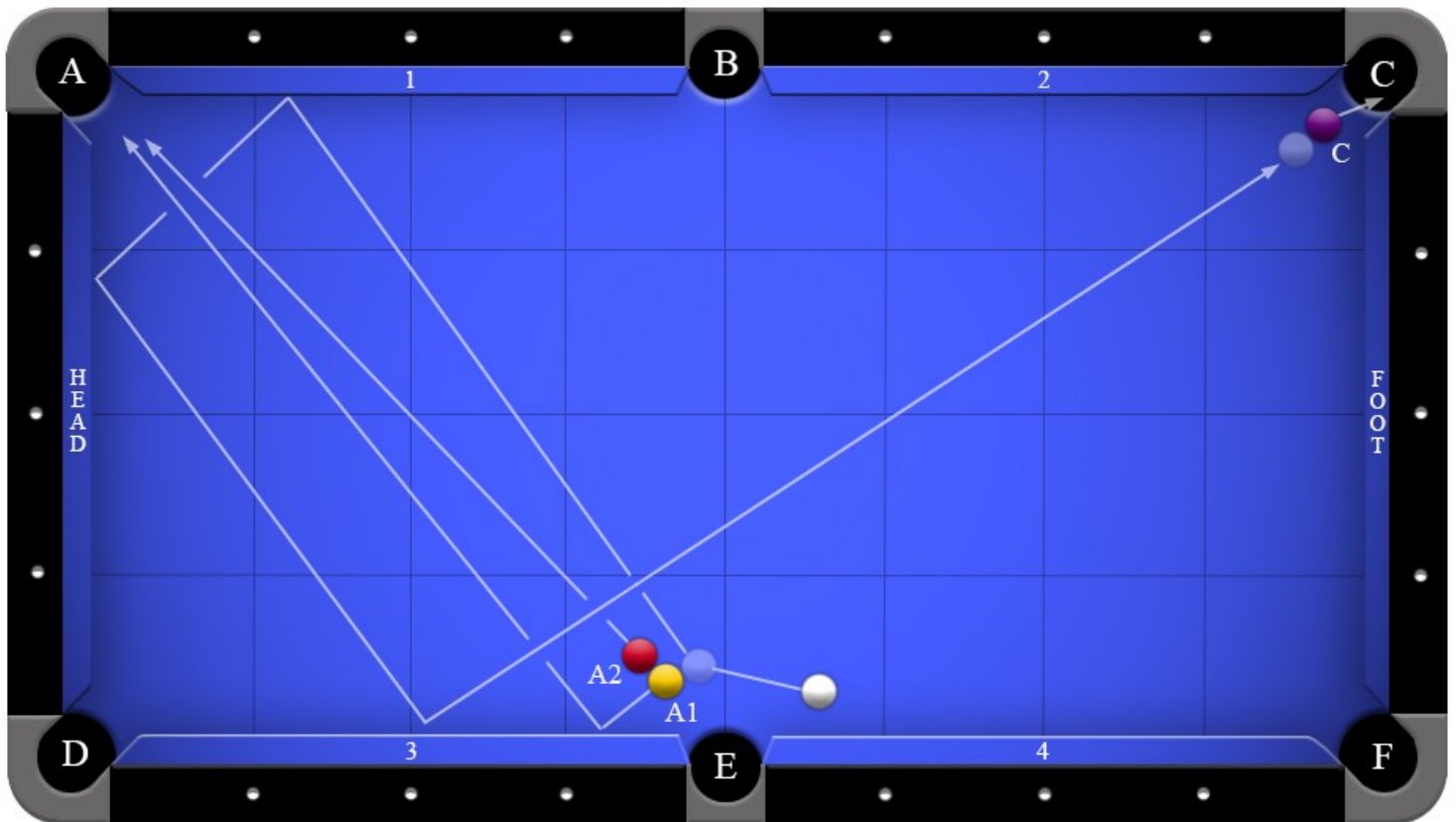
Cue Ball: Frozen to the head cushion and frozen to the 'C' & 'D' balls.

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

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

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

Discipline 1 – Shot 3a (8 points): 3 Rail Pocket Stuffer



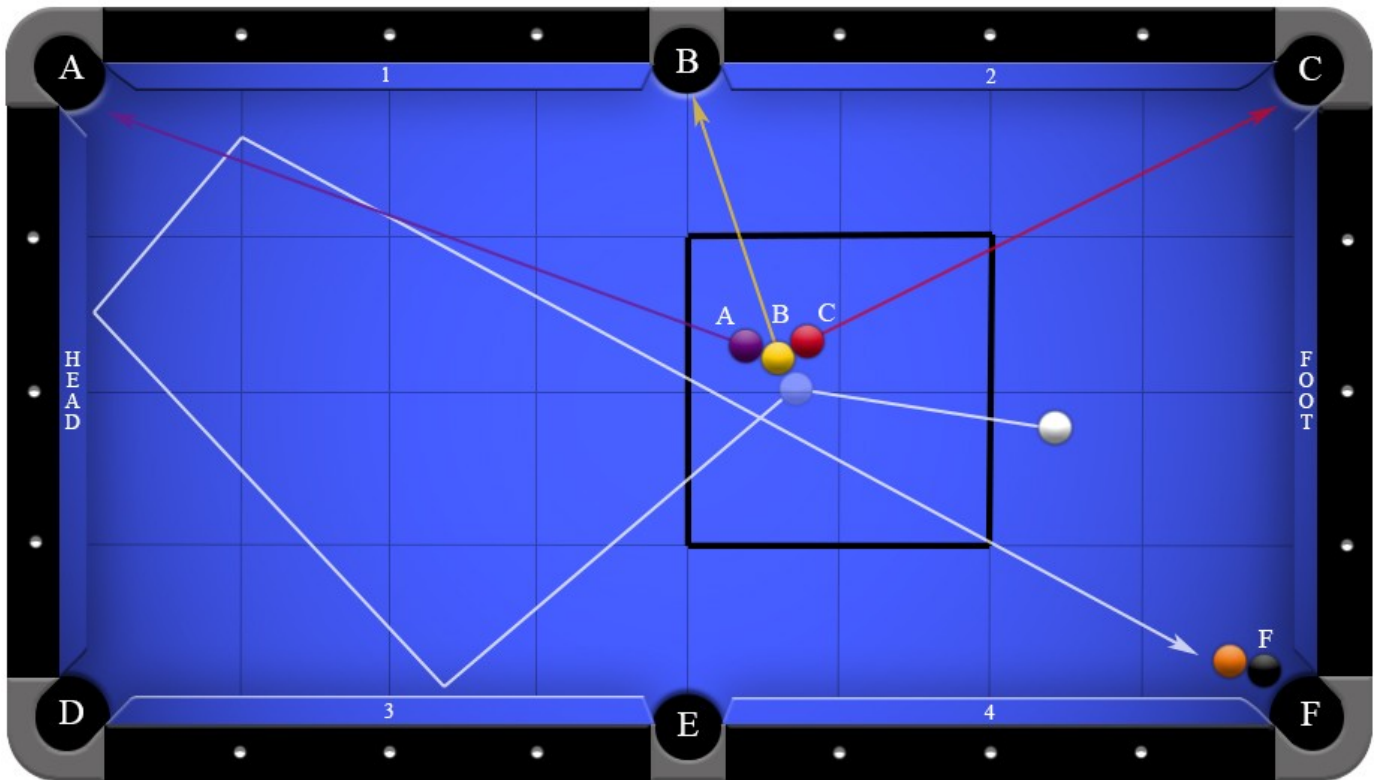
Cue Ball: In hand.

Object Balls: 'A1' ball is one ball's width from cushion # 3 and right edge is flush to left point of E pocket. 'A2' ball is frozen to 'A1' ball. 'C' ball is hanging.

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

Special Notes: Slight adjustment is allowed on 'A' balls if table conditions deem necessary. Scratch is allowed (no penalty). Cue ball may contact extra cushion by 'C' ball.

Discipline 1 – Shot 3c (8 points): The Half Butterfly



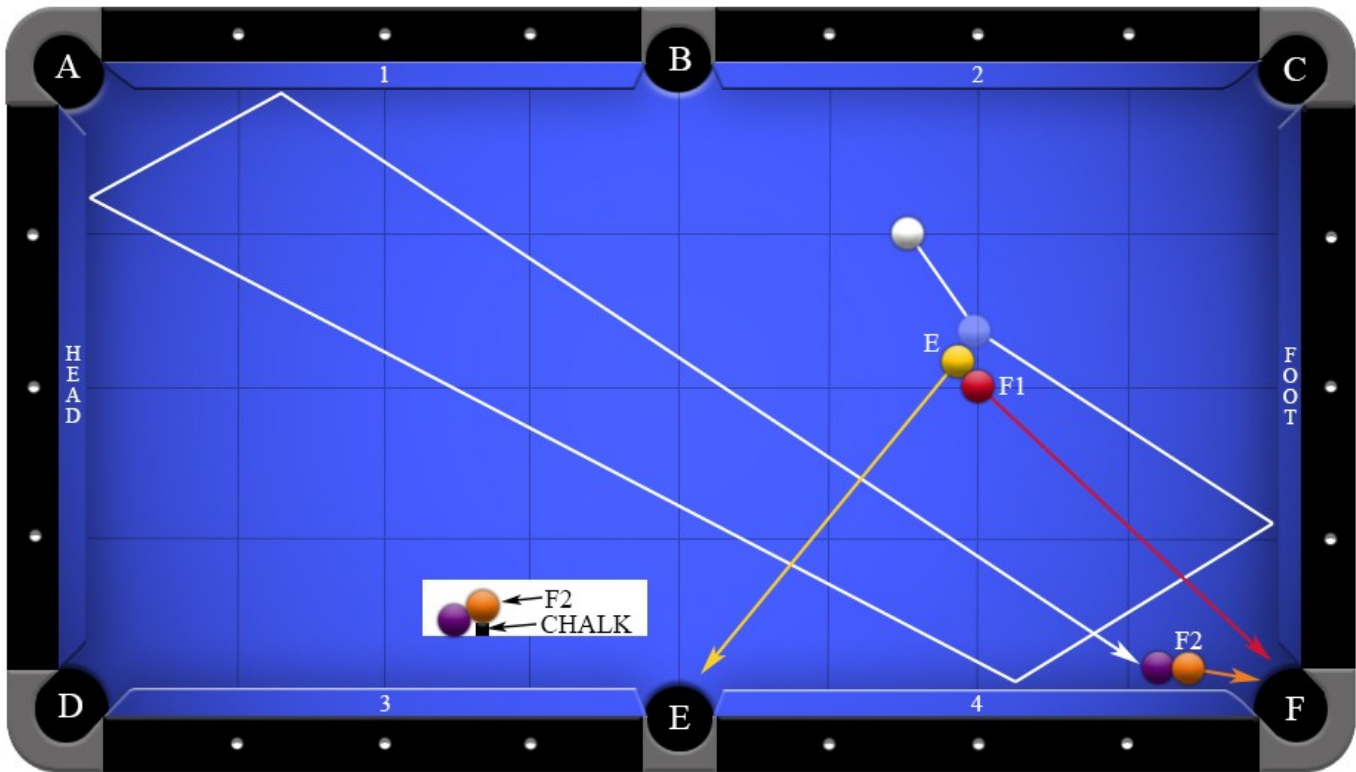
Cue Ball: In hand behind the second diamond.

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

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

Special Notes: None.

Discipline 1 – Shot 4b (9 points): Afterthought



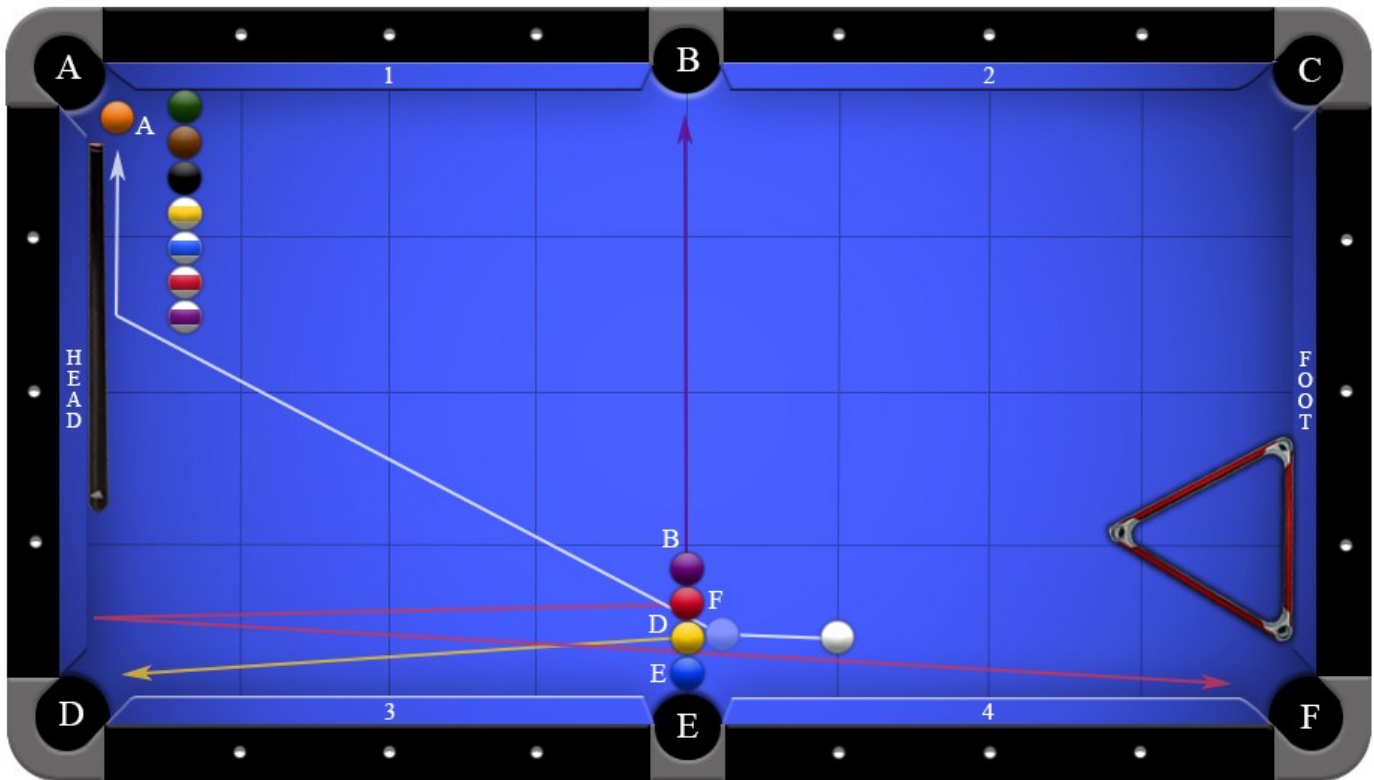
Cue Ball: In hand

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 and the ball frozen to it are adjustable along cushion #4.

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

Special Notes: The cue ball must hit 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): The Neverending Story



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

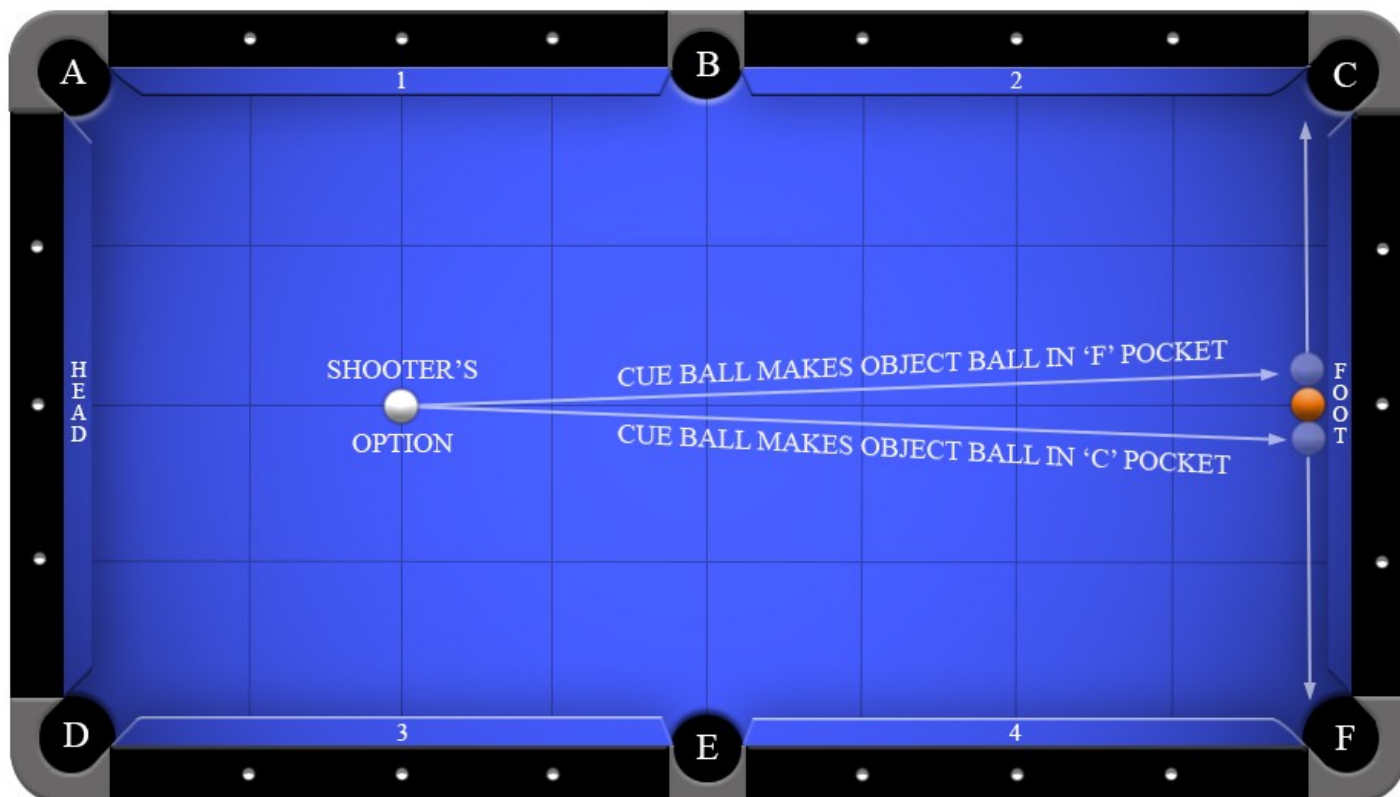
Cue Ball

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

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

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

Discipline 1 – Shot 5b (10 points): The 92° Cut



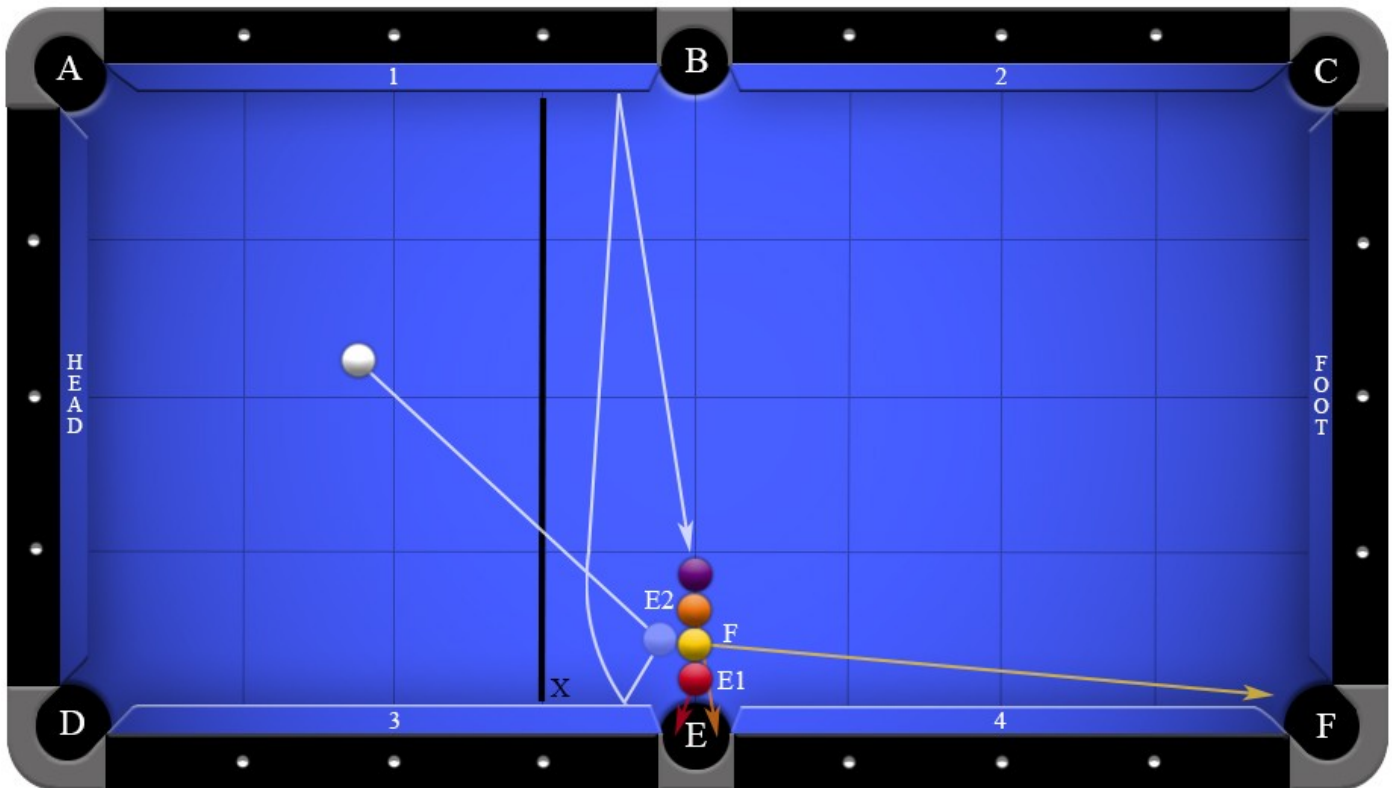
Cue Ball: On head spot.

Object Balls: A solo ball is frozen to foot cushion at center diamond.

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

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

Discipline 1 – Shot 5c (10 points): The Hood Variation



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

Cue Ball

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.

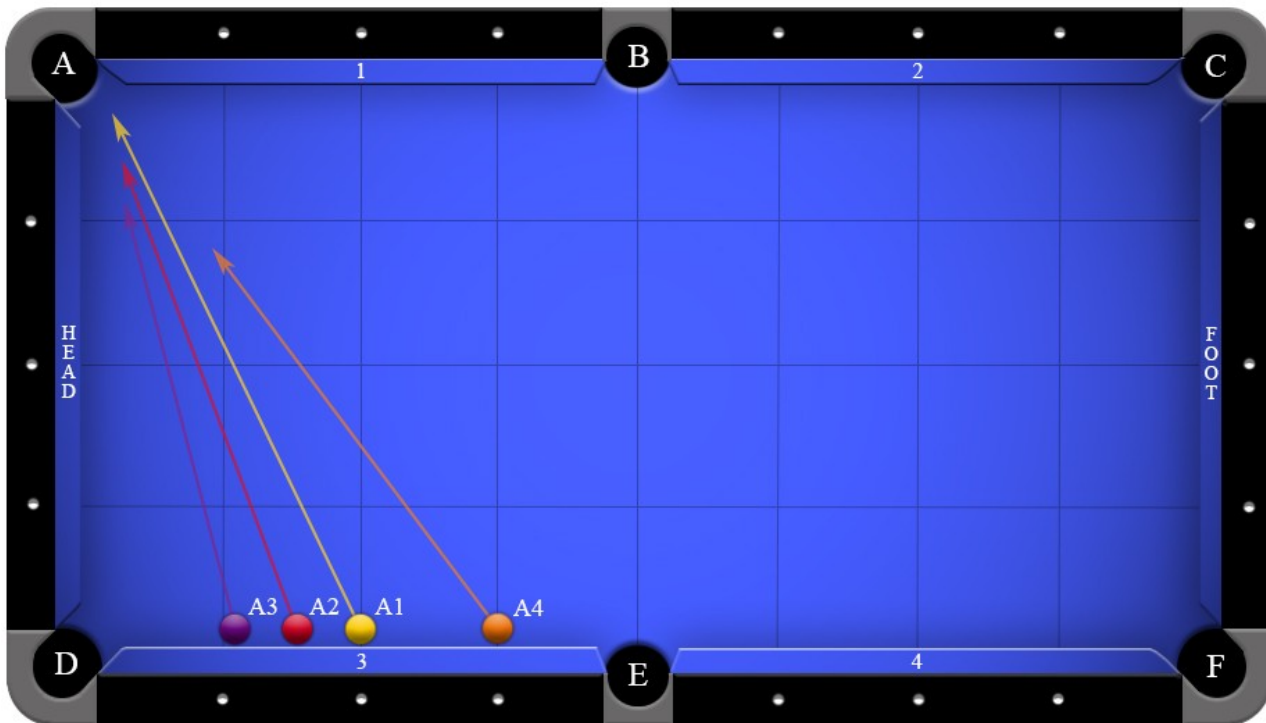
Objective: Shoot cue ball to 'F' ball. 'F' ball will make in pocket F and 'E1' ball will make in pocket E. Cue ball will contact cushion 3, bank across to cushion 1, and come back, making the two-ball combination ('E2' ball will make in pocket E). The ball closest to the center of the table does not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

Special Notes: None.



DISCIPLINE 2: SPECIAL ARTS

Discipline 2 – Shot 1a (6 points): The Speed Demon



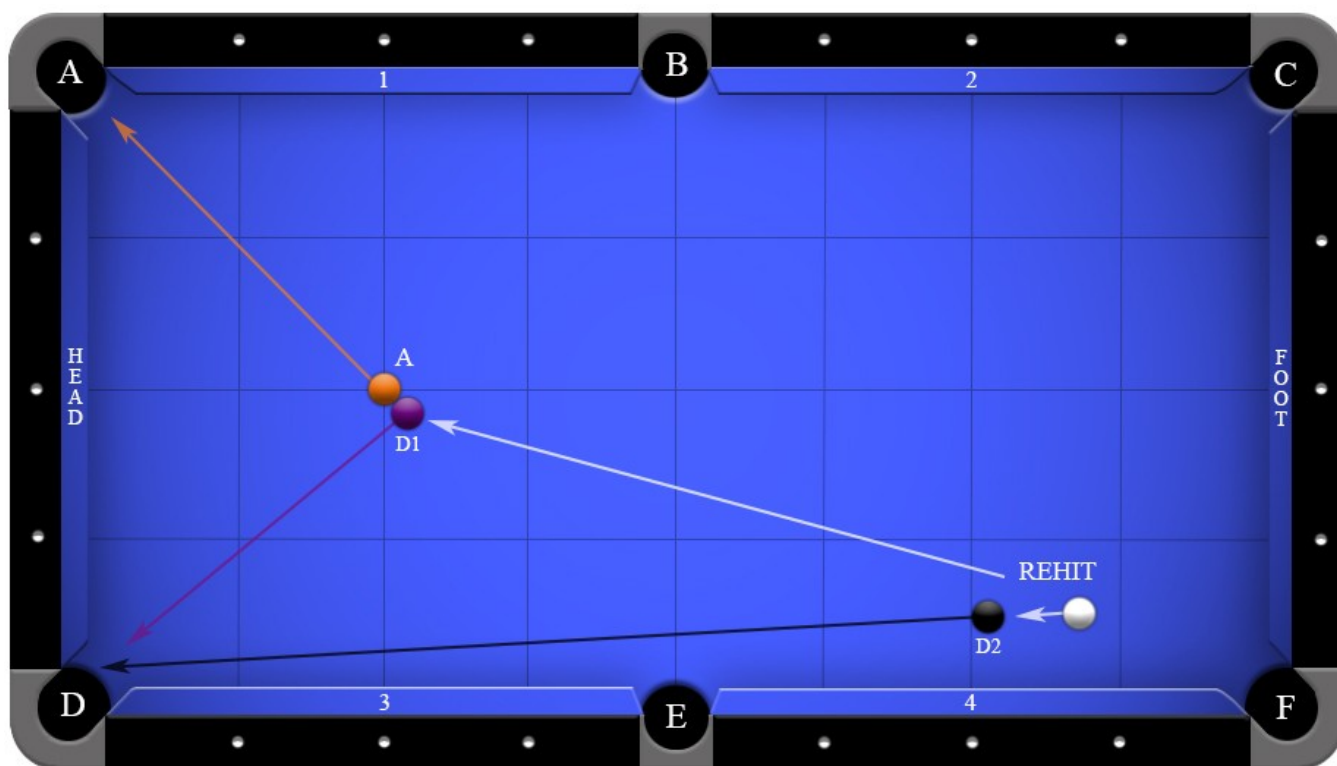
Cue Ball: None

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): Beat The ‘1’



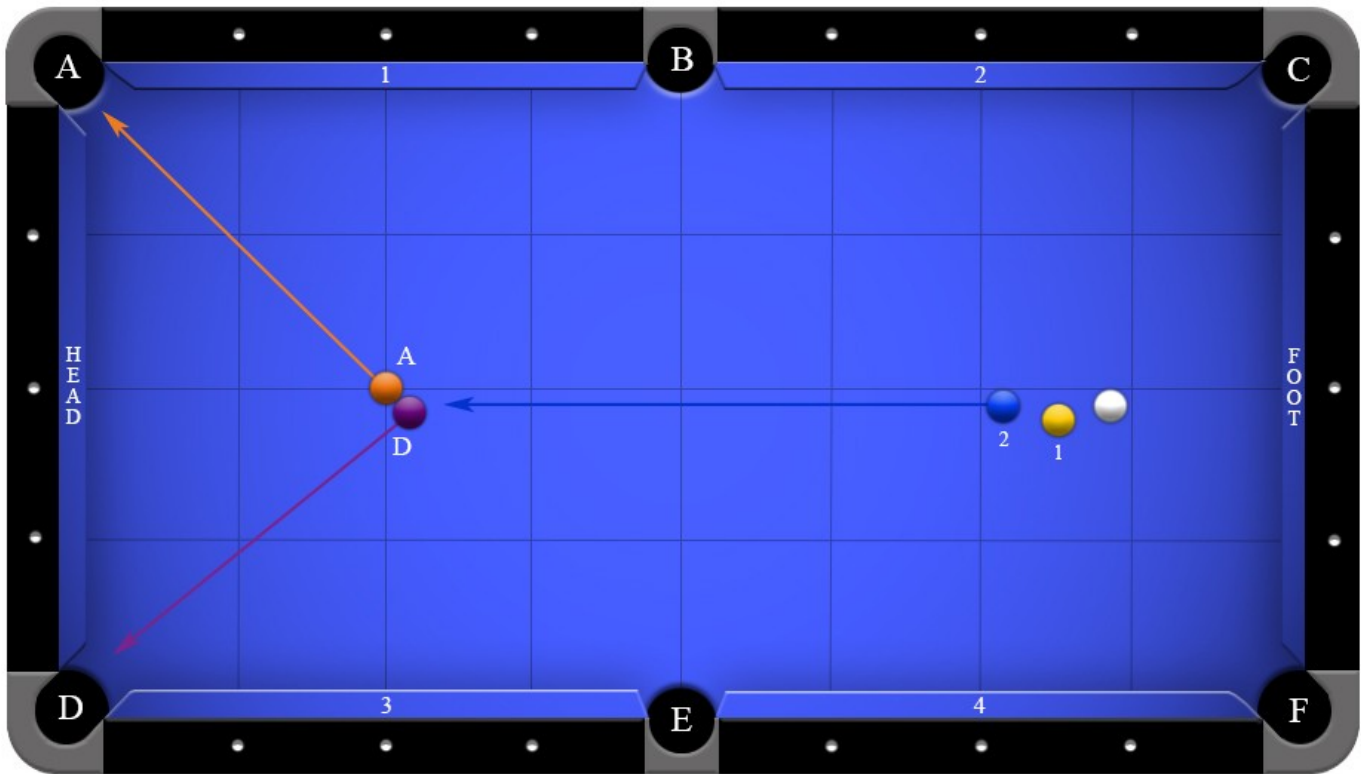
Cue Ball: In hand behind the 2nd diamond line.

Object Balls: ‘D2’ ball in hand behind the 2nd diamond line. ‘A’ ball on the head spot. ‘D1’ ball frozen to ‘A’ ball and adjustable.

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

Special Notes: The ‘D2’ ball must go into pocket D without an additional hit by the cue ball.

Discipline 2 – Shot 1c (6 points): The Hand is Quicker than the Eye



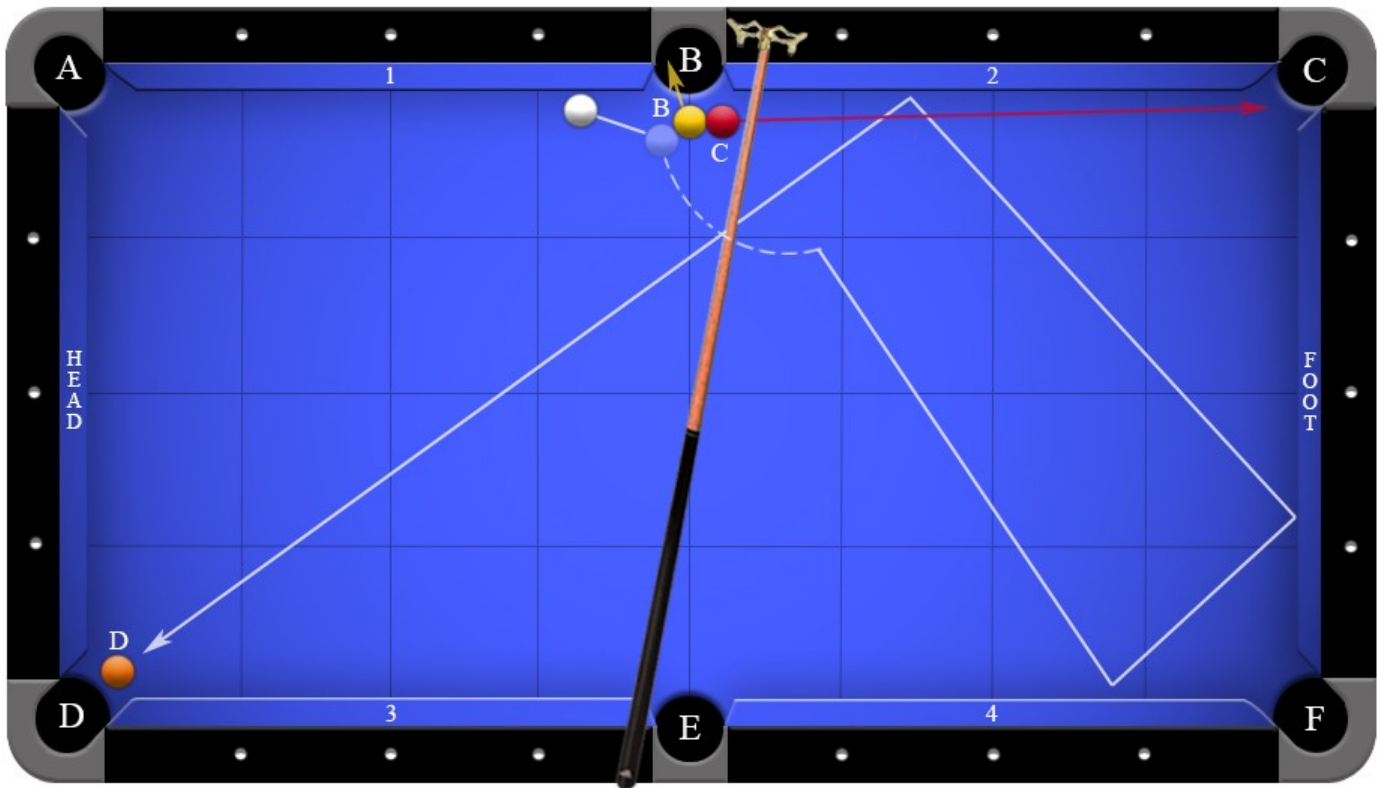
Cue Ball: In hand, exactly 3 ball's width from the 2 ball.

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 $\frac{1}{2}$ ball offset in either direction. 'A' ball on the head spot. 'D' ball frozen to 'A' ball and adjustable.

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

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

Discipline 2 – Shot 2a (7 points): Massey's Over, Around & Under



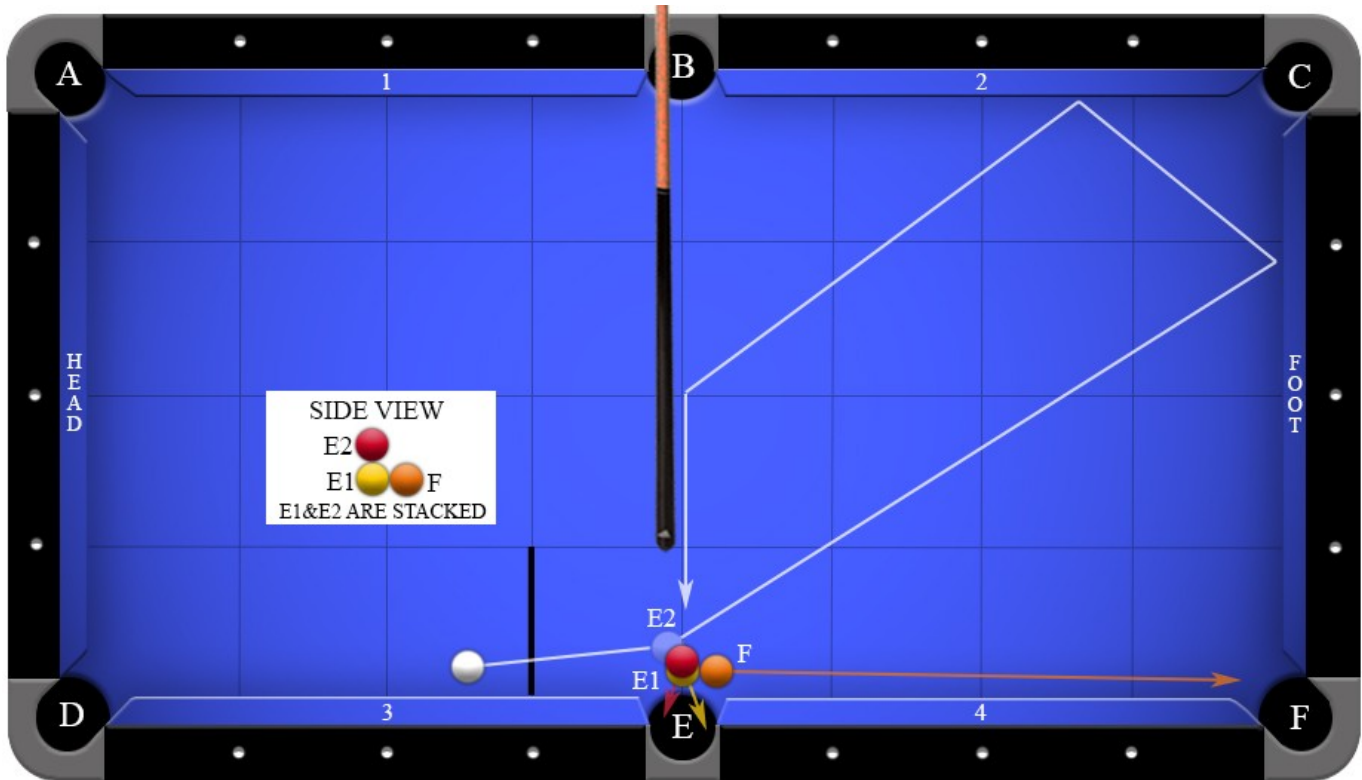
Cue Ball: In hand

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 in pocket D.

Special Notes: The cue ball may hit the bridge.

Discipline 2 – Shot 2c (7 points): Hide ‘N’ Seek



Cue Ball: In hand behind 3rd diamond line, as indicated.

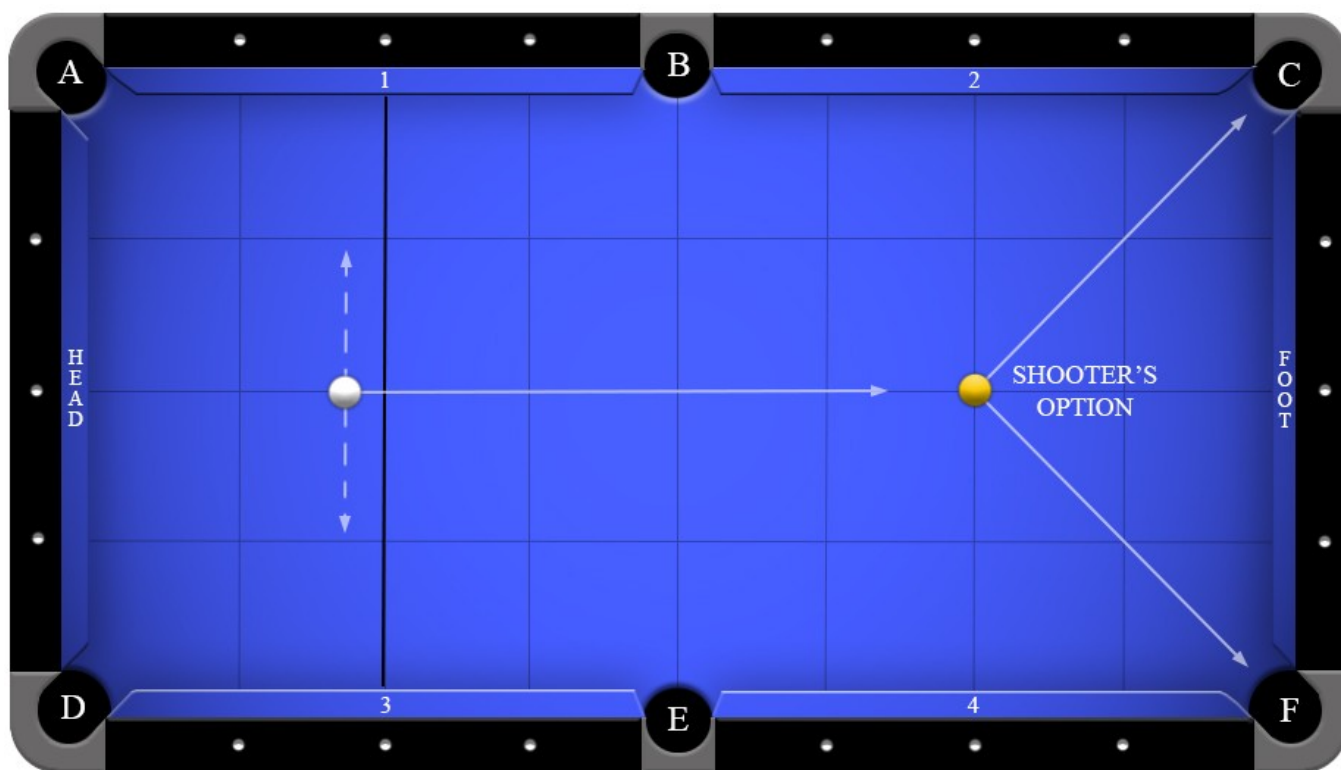
Object Balls: The ‘E1’ ball is a special stacking ball near pocket E. The ‘F’ ball is frozen to the ‘E1’ ball. The ‘E2’ ball is balanced on top of the ‘E1’ ball.

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

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

Special Notes: None.

Discipline 2 – Shot 3a (8 points): Jacked Up Spot Shot



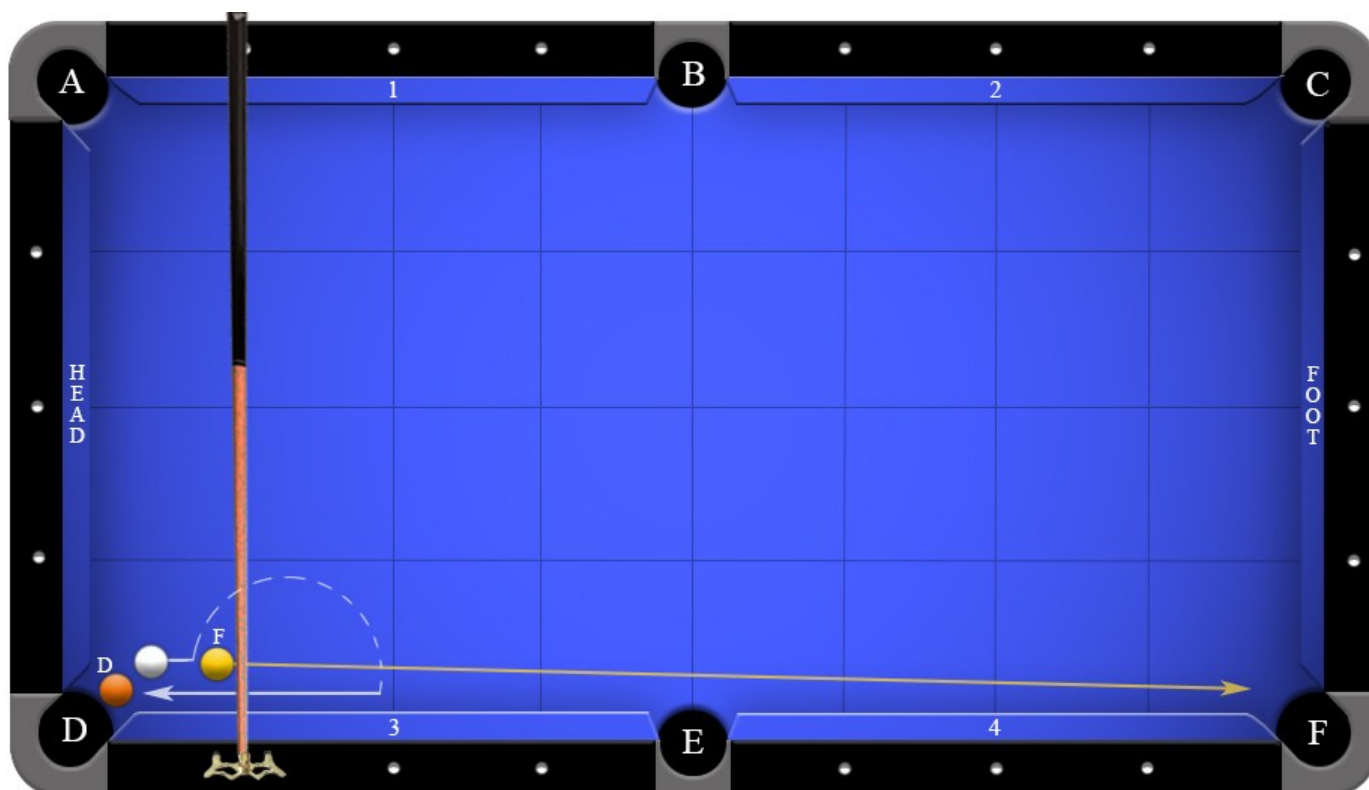
Cue Ball: In hand behind the 2nd diamond.

Object Balls: On foot spot.

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

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

Discipline 2 – Shot 3b (8 points): The Over & Under Shot



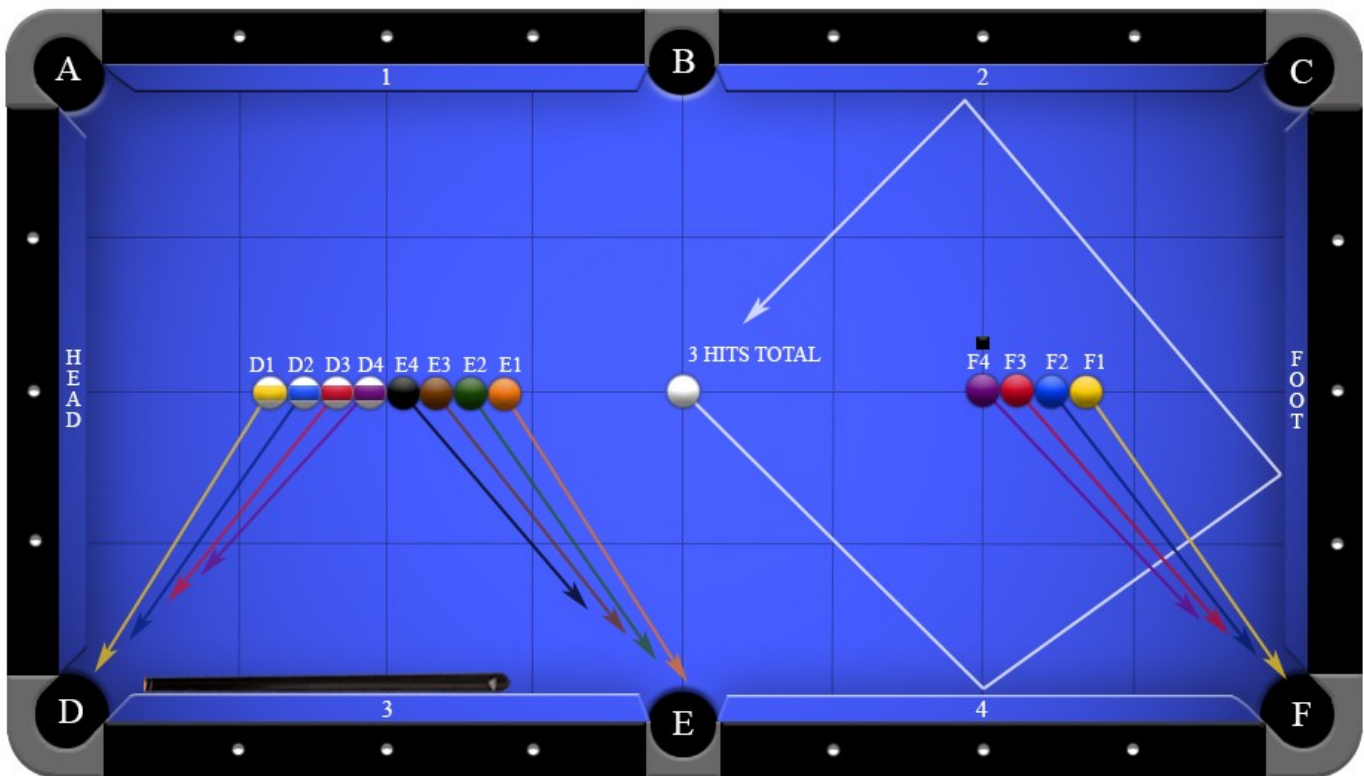
Cue Ball: In hand within 1x1 diamond zone near pocket D.

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

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

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

Discipline 2 – Shot 3c (8 points): The Easy Button Shot



Cue Ball: On center spot.

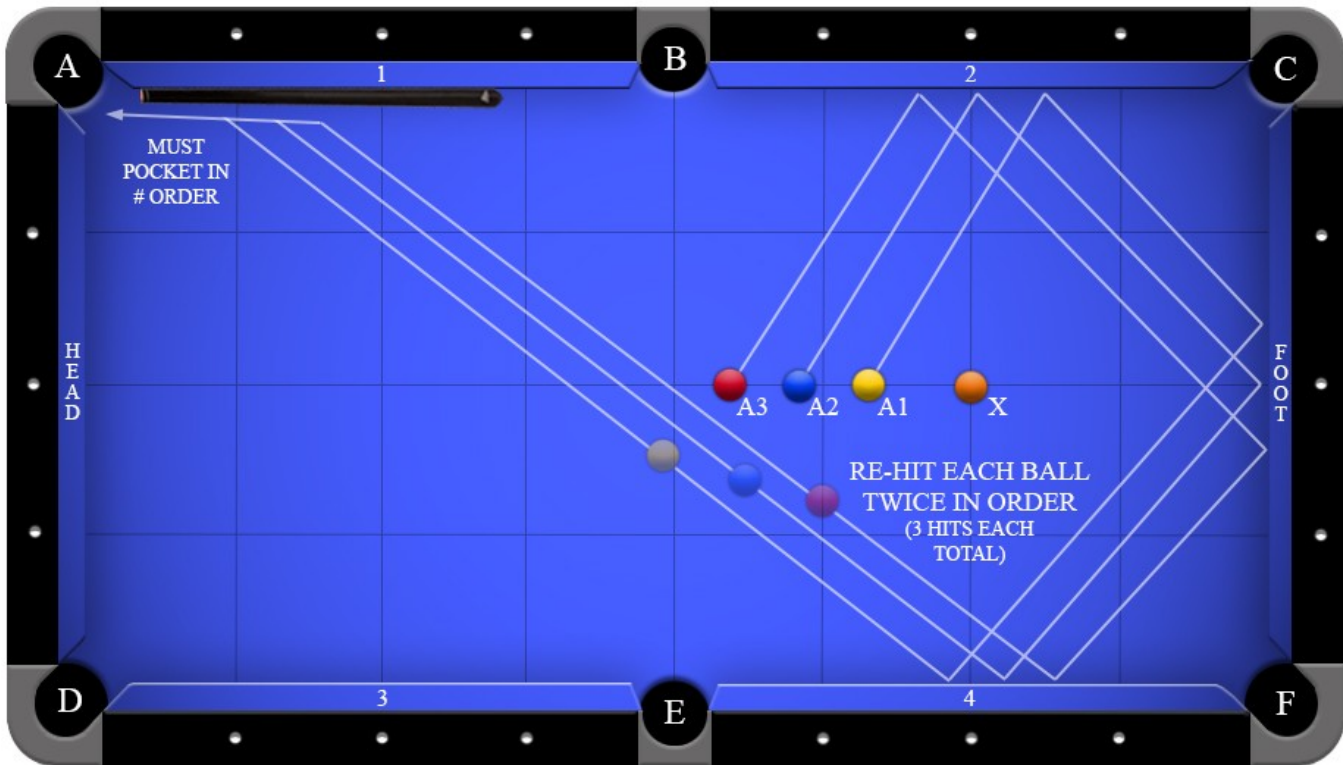
Object Balls: 'F1-F4' balls frozen on center line with 'F4' ball on spot. 'E1-E4' balls are on center line with the 'E4' ball and 'D4' ball splitting the spot. 'E1-E4' balls are frozen and 'D1-D4' balls are frozen. There can be gap between the 'E4' and 'D4' balls, but no wider than the width of a chalk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

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

Special Notes: Only CB may hit cue stick butt. Chalk may not be contacted by any means. CB may never stop. No balls may be disturbed except the ball being shot. Balls will be pocketed in the following order: 'F1-F4', 'E1-E4', 'D1-D4', CB. Balls may not hang up and be made by the next ball.

There is no requirement to shoot any balls left-handed, however, the player may do so at their own discretion.

Discipline 2 – Shot 4a (9 points): Send In The Clowns



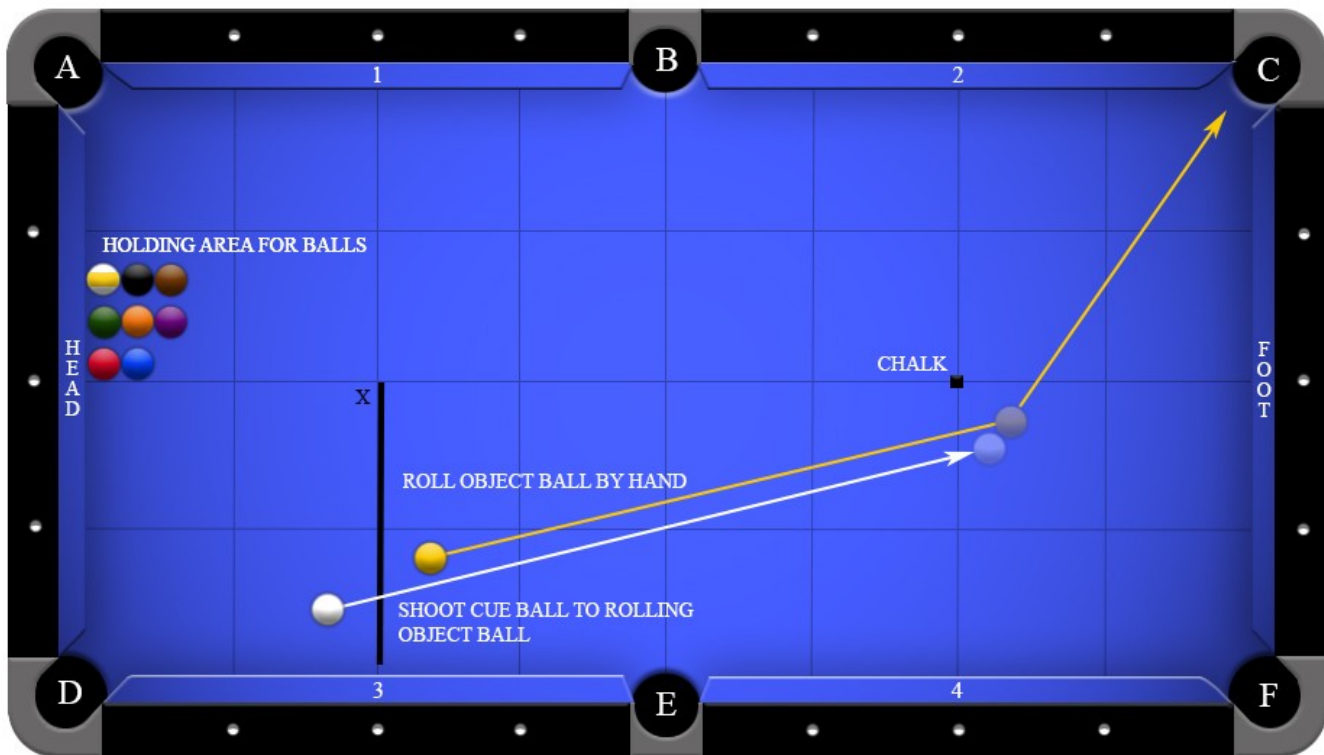
Cue Ball: None

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

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

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

Discipline 2 – Shot 4b (9 points maximum): Wing Shots



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. 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.

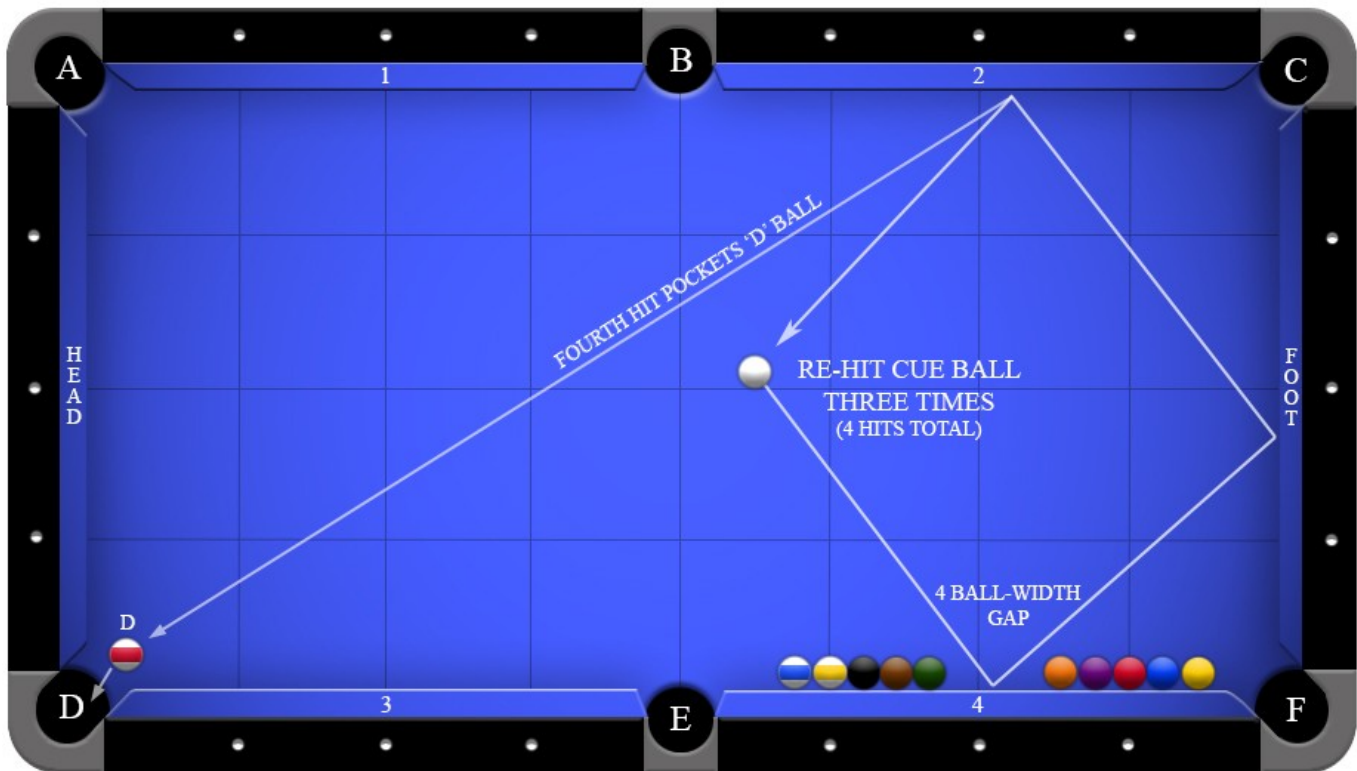
Objective: Roll the object ball down the table as diagrammed. Position the cue ball behind the head string. Shoot the cue ball into the rolling object ball and make it in pocket C. Repeat with 2 more object balls. Note: An attempt consists of 3 wing shots.

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 4c (9 points maximum): Through the Gap Shot



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.

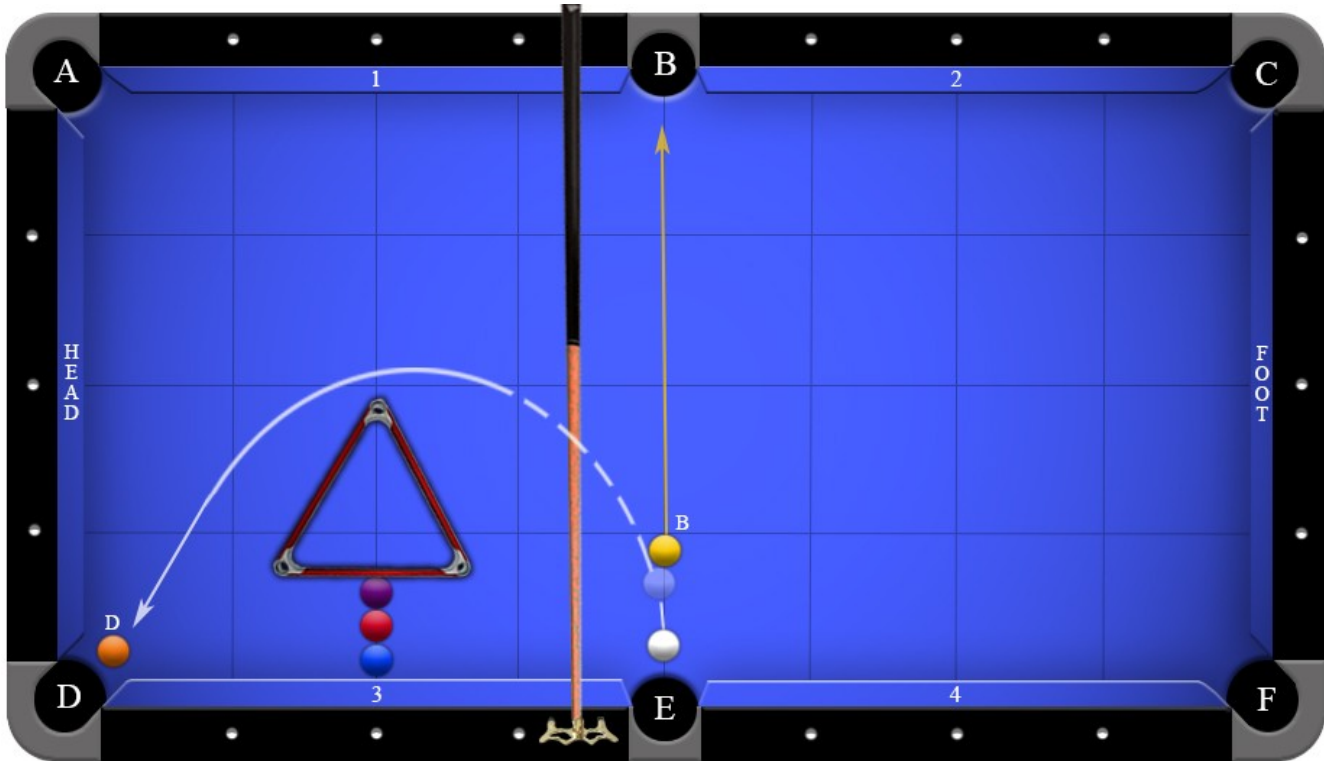
Third re-hit through the gap, CB goes three rails, and must make of OB in pocket D: 9 points

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): Pelinga’s Jump Hook



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

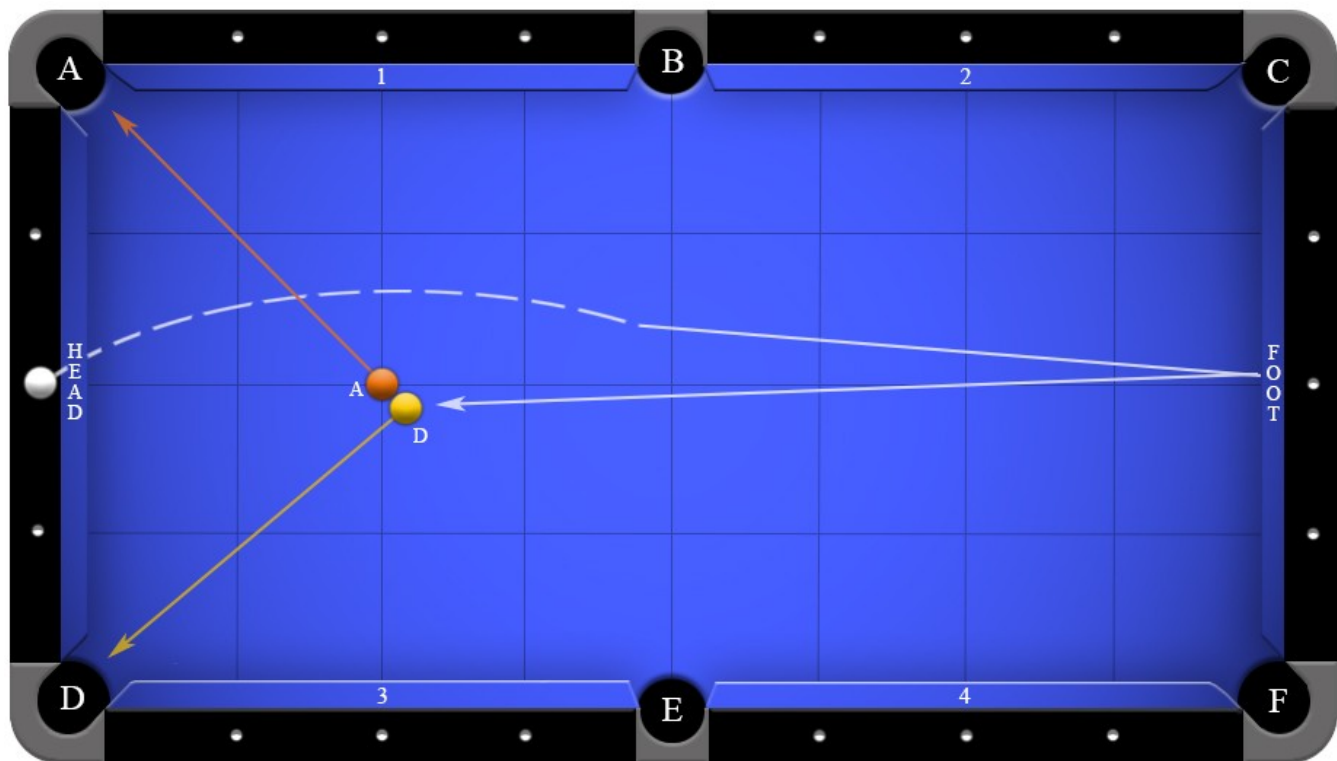
Object Balls: 'B' ball is along the center line of the table and adjustable. 'D' ball is hanging near pocket D. A bridge is on the rail tops, no more than 1 diamond from pocket E. A rack is placed as diagrammed, centered on the head string, and exactly 3 balls off the cushion.

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

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

7ft Table Adjustment: The rack is 2 balls off the cushion.

Discipline 2 – Shot 5b (10 points): Flying Kick Split



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. 'D' ball in hand, but frozen to 'A' ball.

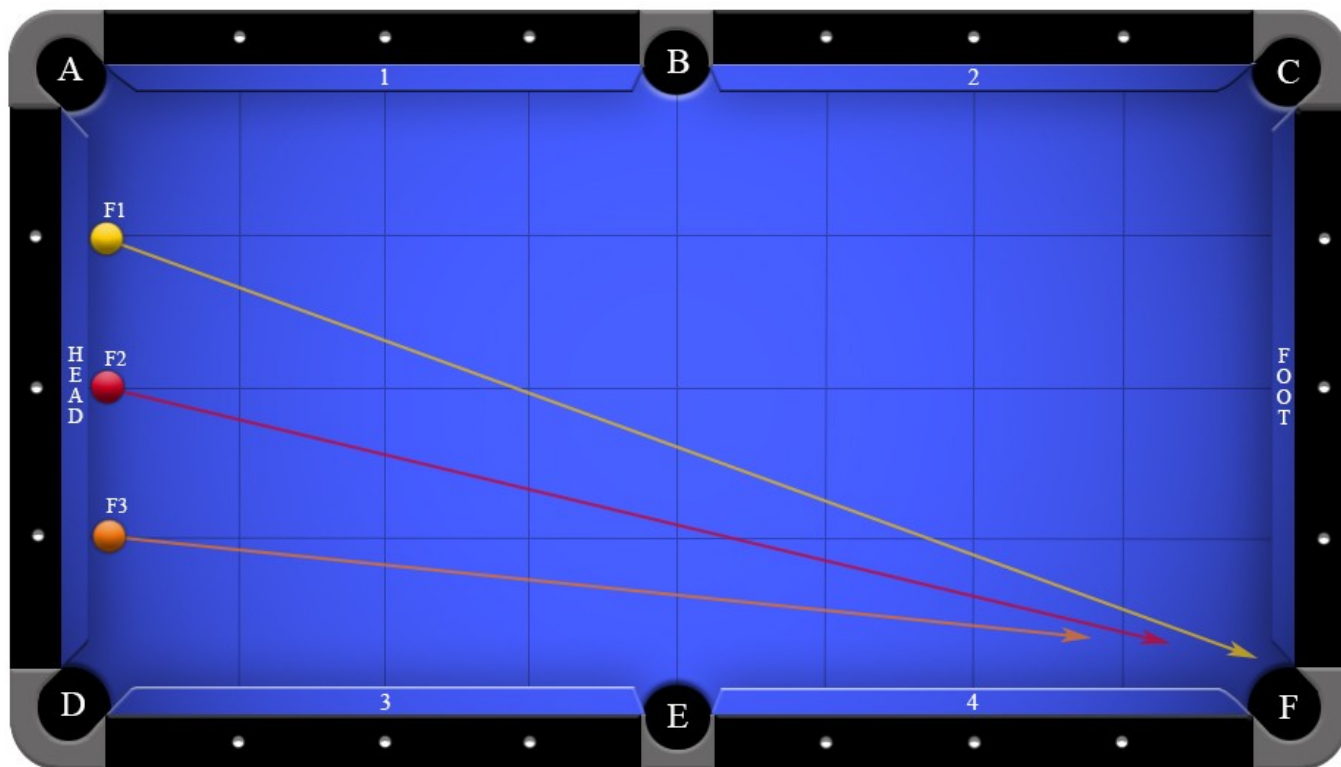
Objective: Shoot cue ball over 'A' and 'D' balls. Cue ball will contact foot cushion and come back to hit 'D' ball. 'A' ball will be made in pocket A and 'D' ball will be made in pocket D.

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

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

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

Discipline 2 – Shot 5c (10 points): 3, 2, 1 – 1, 2, 3



Cue Ball: None.

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

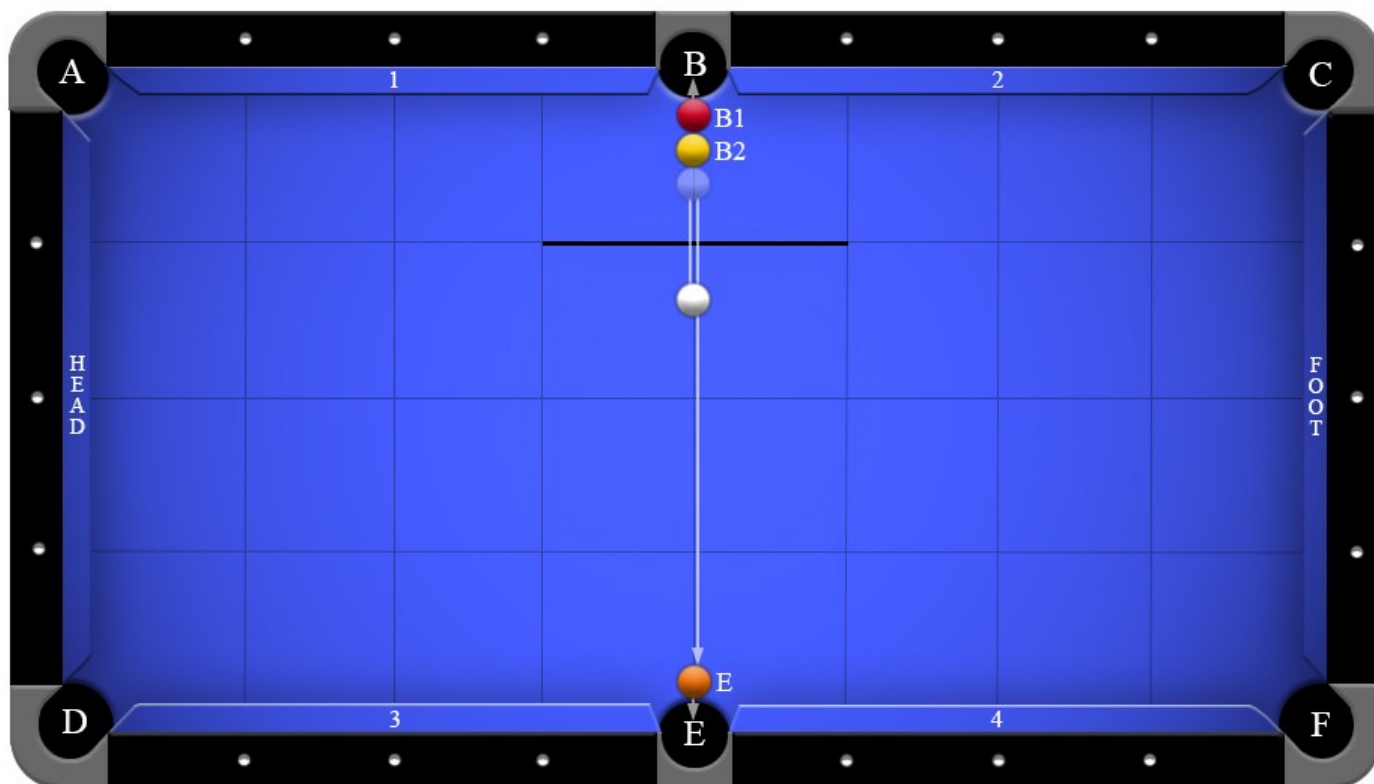
Objective: Shoot all three balls into pocket F. 'F3' ball will be contacted first, followed by 'F2', and finally 'F1' ball. Balls will go into pocket F in the order "F1", 'F2', then 'F3'.

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): Double Kiss Draw



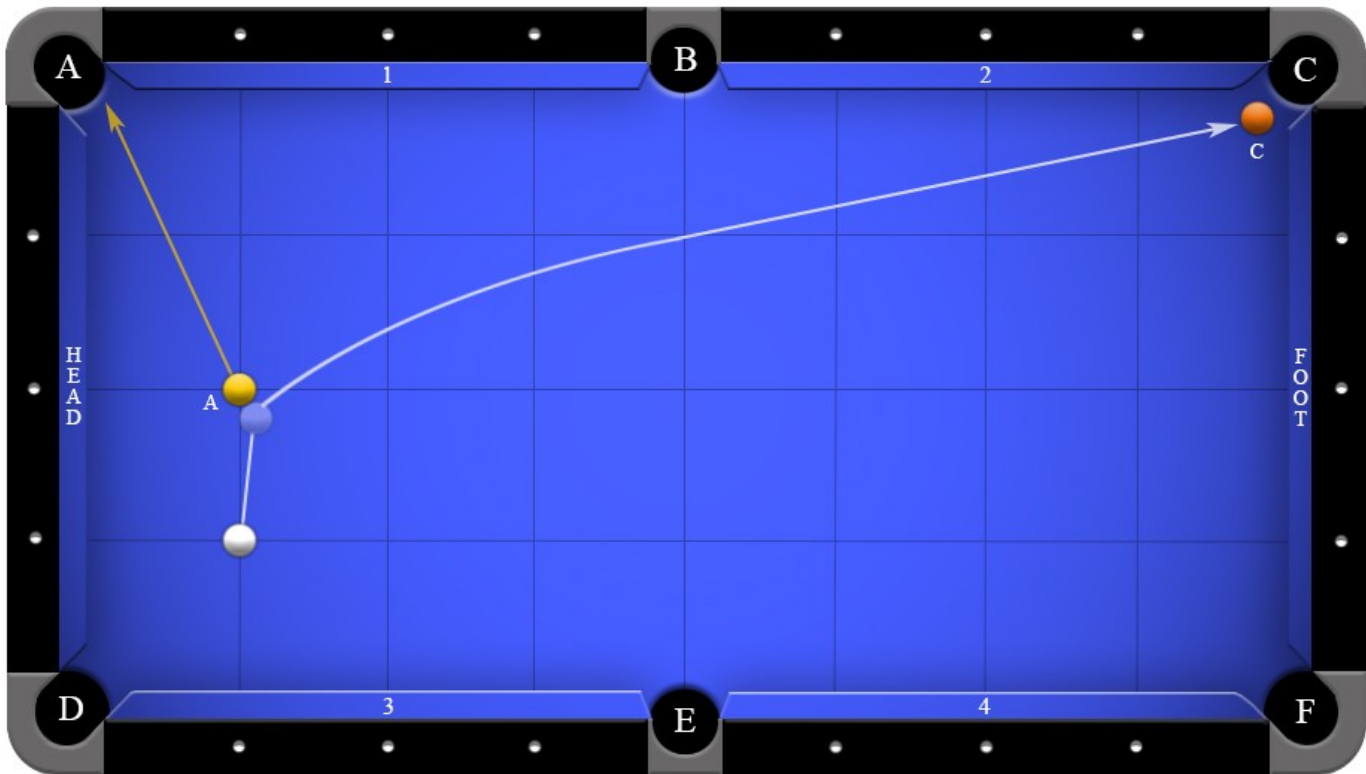
Cue Ball: In hand – anywhere centered on B – E line and behind the dark line 1 diamond segment from the top cushions of the table.

Object Balls: ‘B1’ ball centered on B – E line and back vertical edge of ball even with slate cut, ‘B2’ ball is centered on B – E line and frozen to ‘B1’ ball. ‘E’ ball centered on B – E line and back vertical edge of ball even with slate cut.

Objective: Shoot cue ball to ‘B2’ ball. Then, cue ball draws to ‘E’ ball. Make 3 object balls as pocket letters designate.

Special Notes: None

Discipline 3 – Shot 1b (6 points): Stun Draw



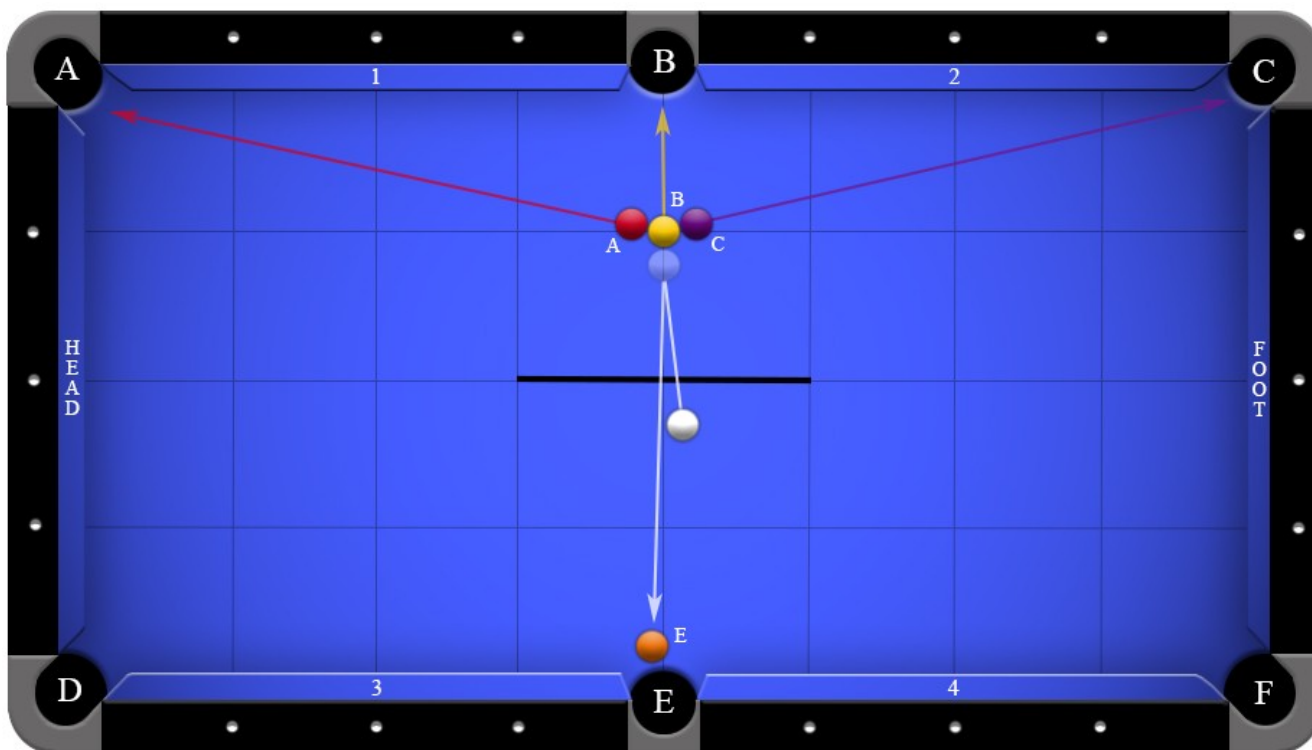
Cue Ball: On the 1x1 diamond intersection near pocket D, as diagrammed.

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): The Firecracker



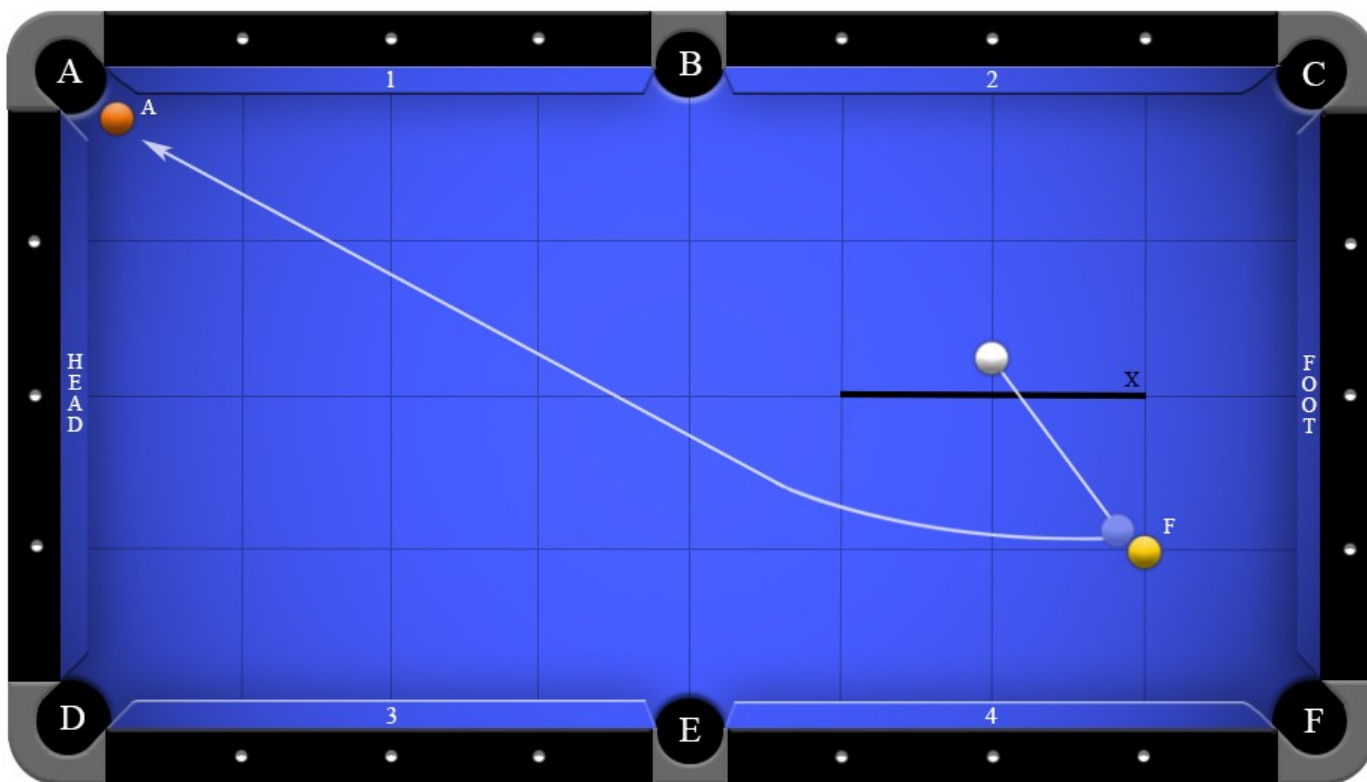
Cue Ball: In hand behind the long center line of the table.

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

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

Special Notes: None

Discipline 3 – Shot 2a (7 points): Pitching a Curve Ball



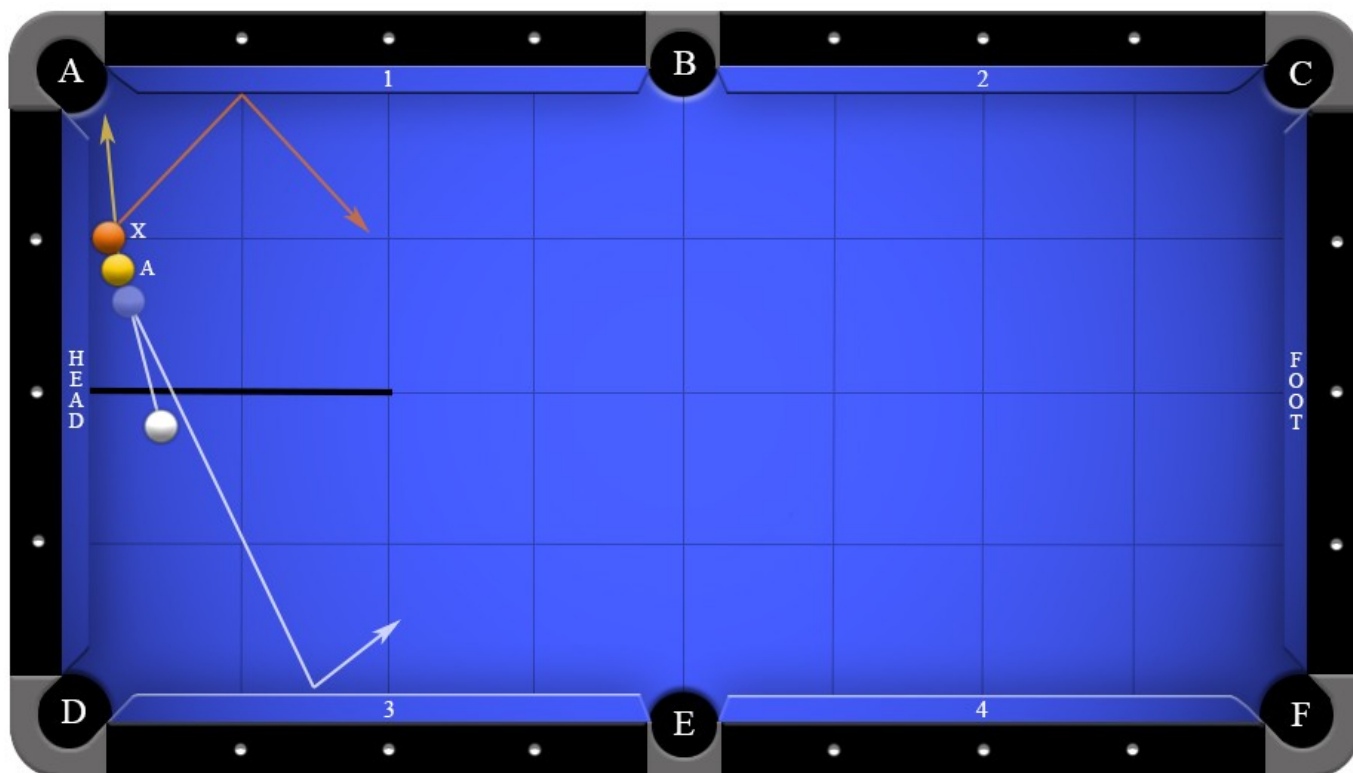
Cue Ball: In hand, behind 'X' line.

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 in pocket A.

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

Discipline 3 – Shot 2b (7 points): The Spin Transfer Shot



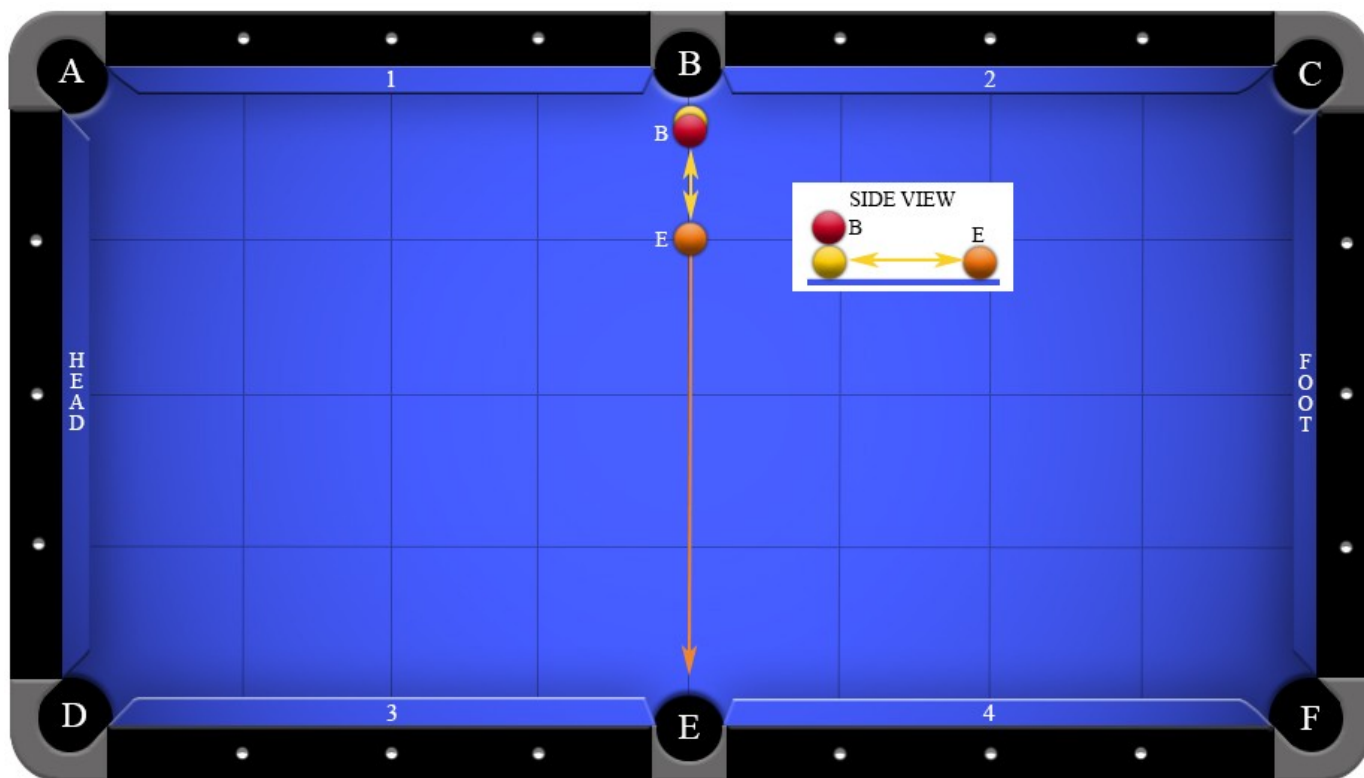
Cue Ball: In hand, behind long center line of table.

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): Stacker Ball Draw Shot



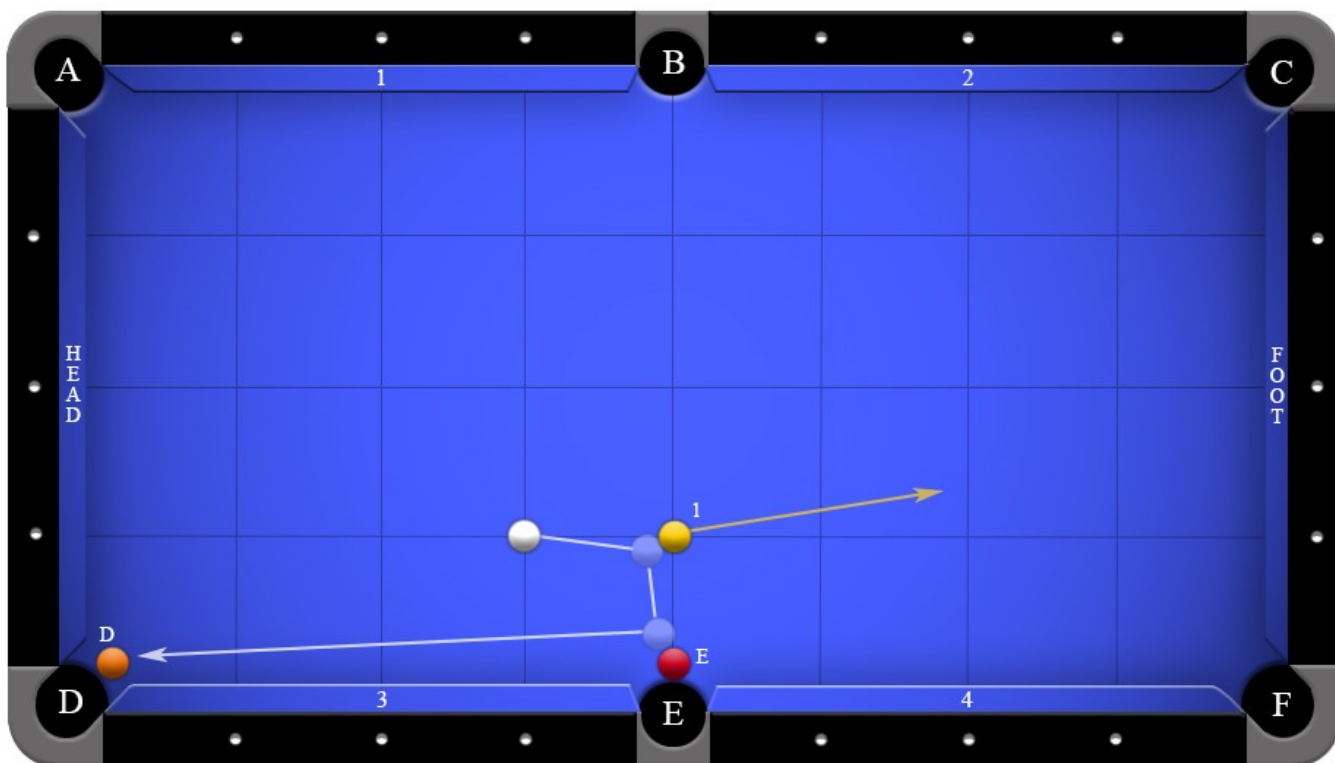
Cue Ball: Stacking ball is used as a substitute for the cue ball and is on the centerline of the table, with its back edge even with cut of pocket B.

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 (stacking ball).

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

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

Discipline 3 – Shot 3a (8 points): The Carom Draw Shot



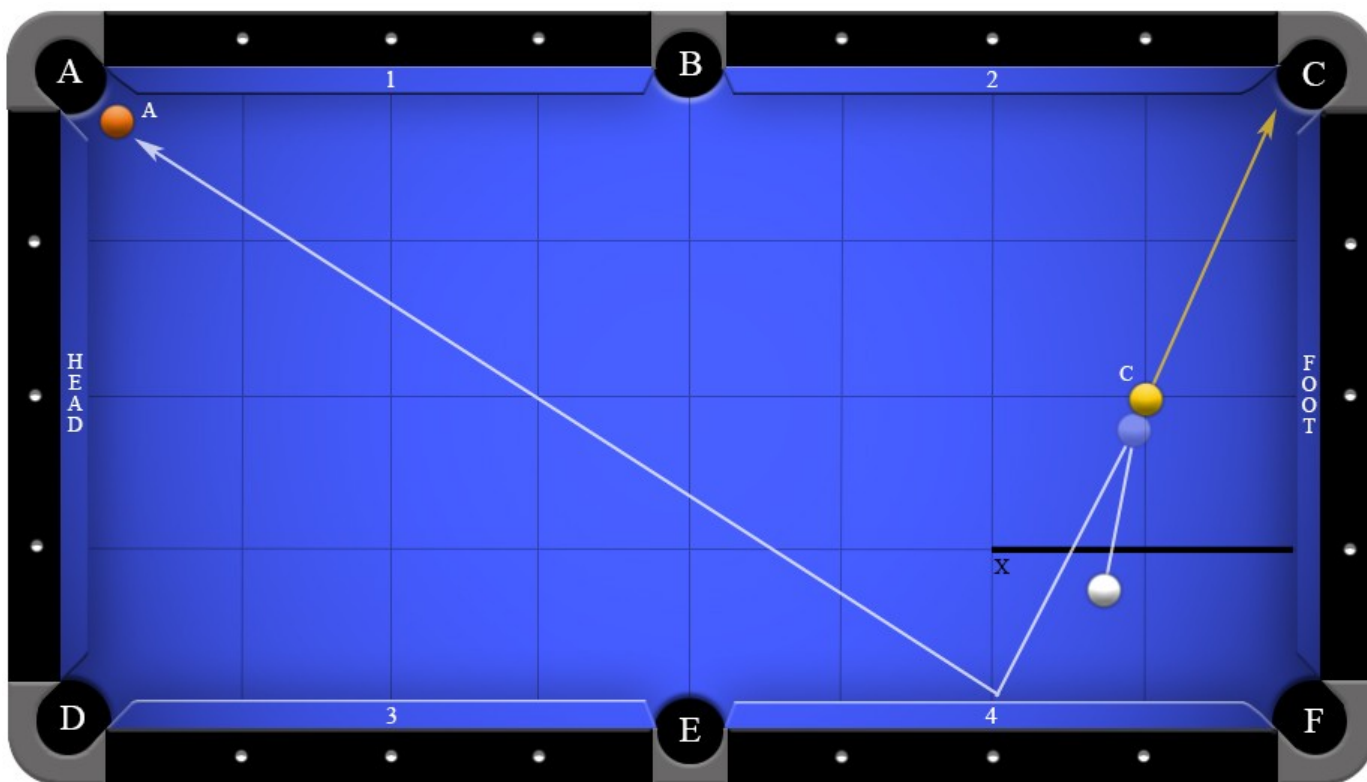
Cue Ball: In hand along the 3rd diamond line.

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

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

Special Notes: The 1 ball doesn't have to be pocketed.

Discipline 3 – Shot 3b (8 points): Rail Draw Shot



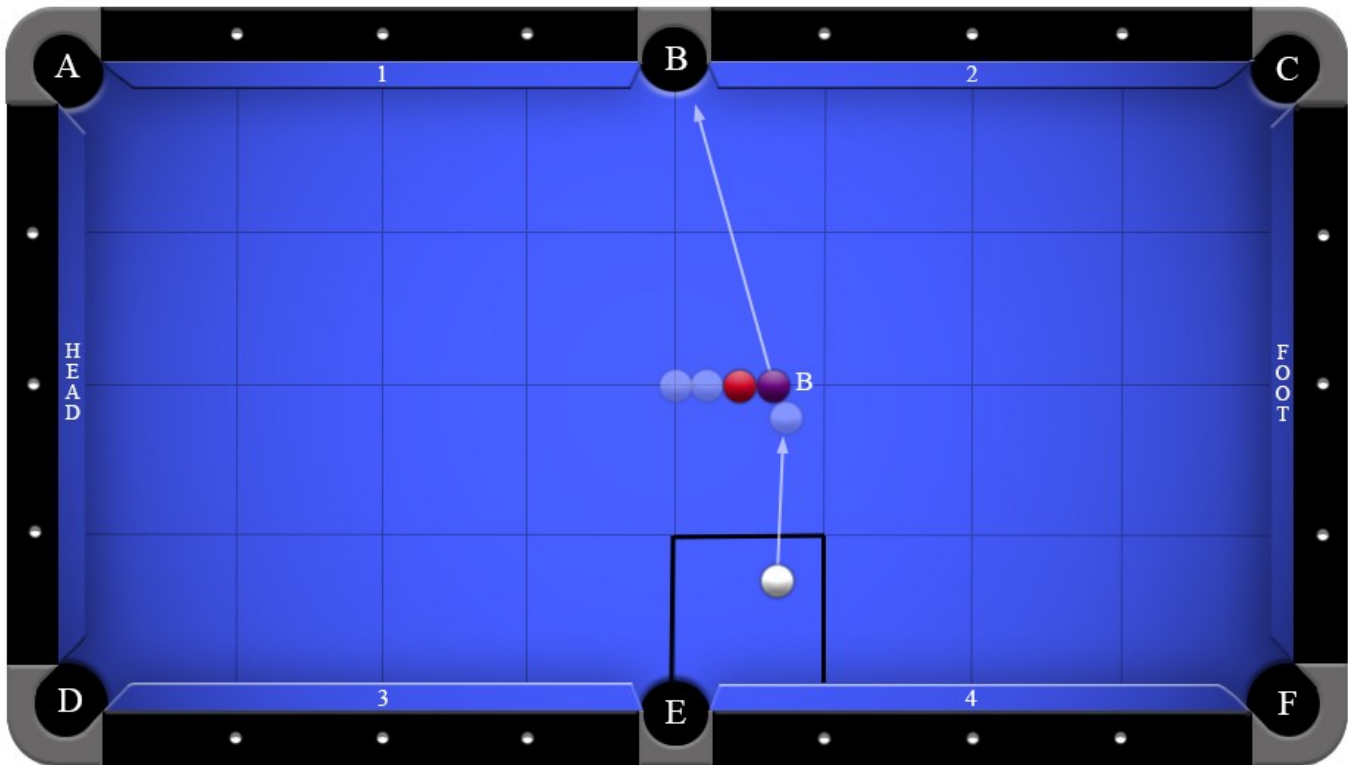
Cue Ball: In hand behind 'X' line.

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 in pocket A.

Special Notes: None

Discipline 3 – Shot 3c (8 points): The Throw Shot



Cue Ball: In hand within the indicated zone.

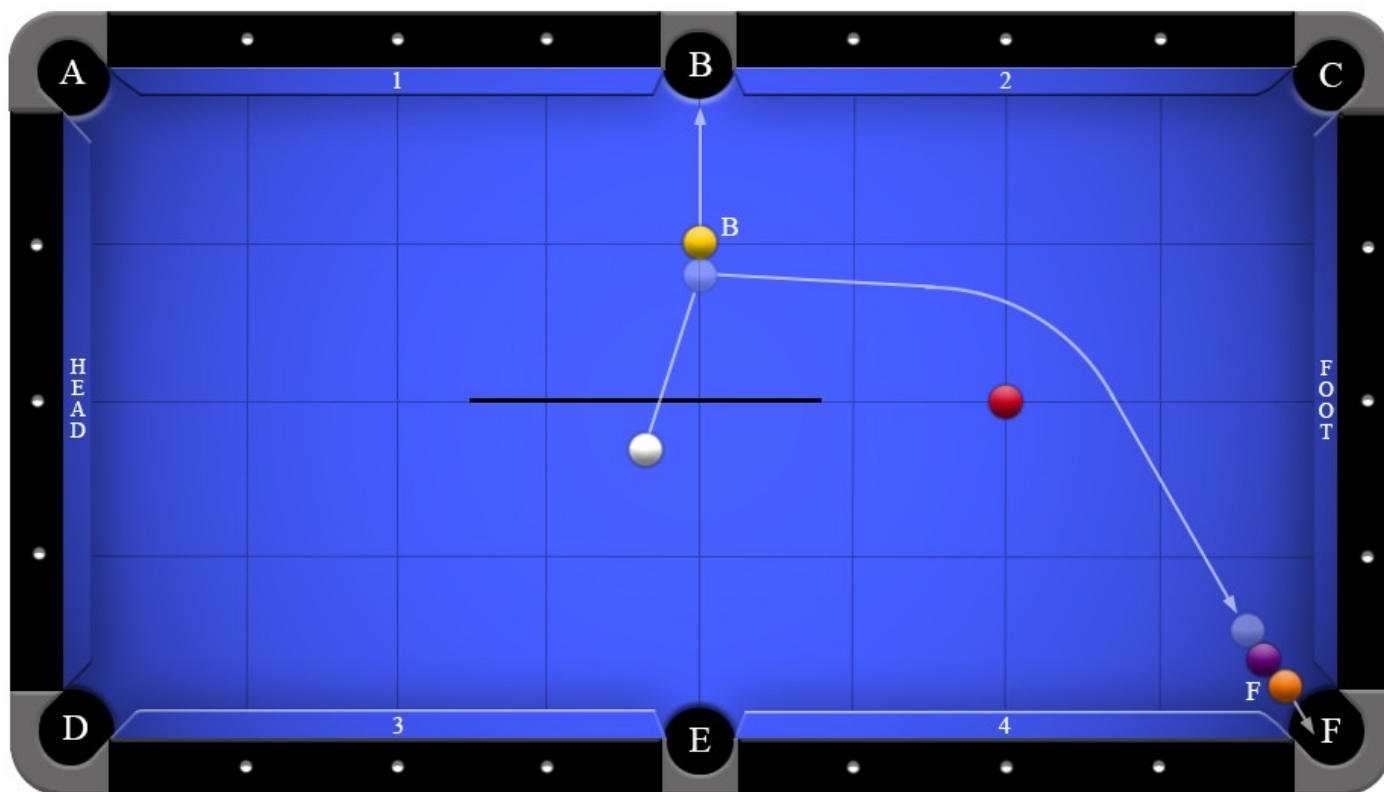
Object Balls: Place 4 balls frozen in line along the center line of the table. Remove balls closest to short center line of table and leave 'B' ball and the ball next to it in place.

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

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

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

Discipline 3 – Shot 4a (9 points): Dr. Dave’s Skid Draw



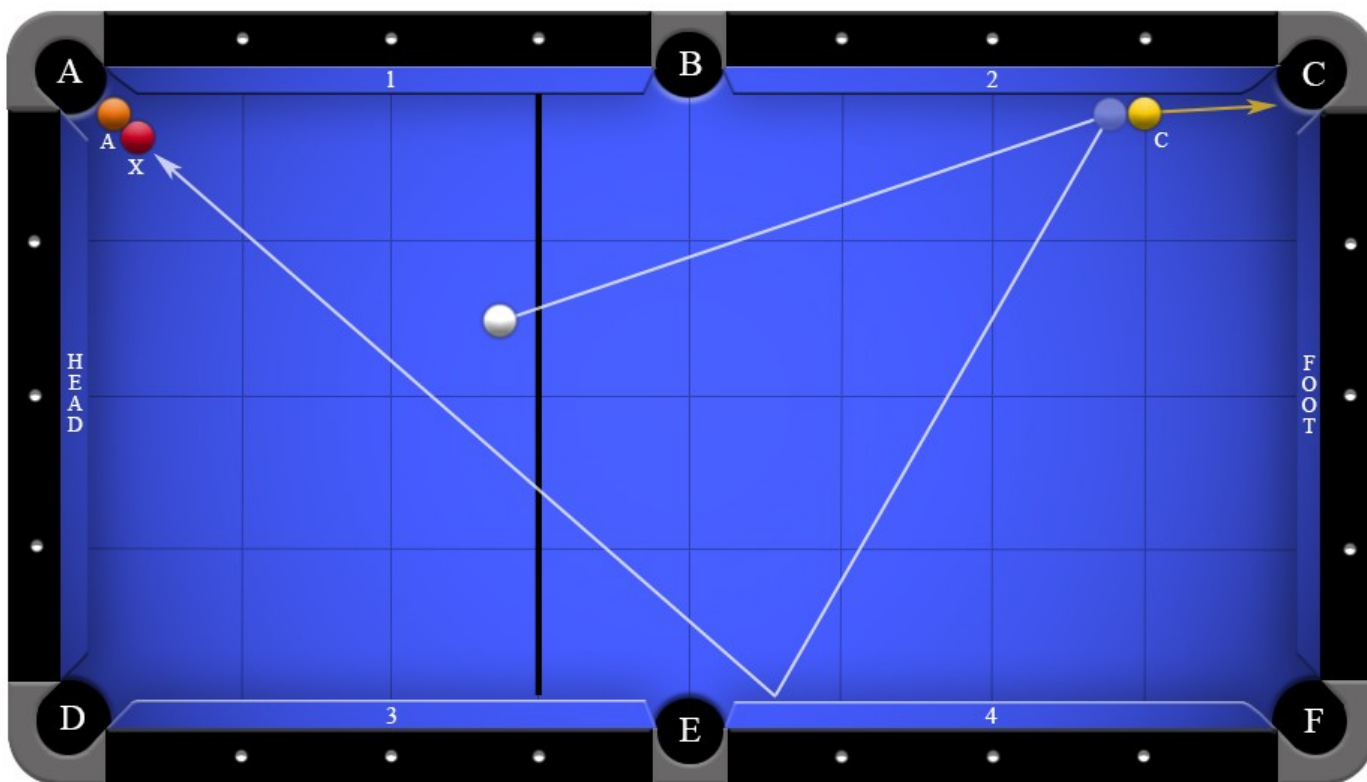
Cue Ball: In hand behind the centerline black line.

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

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

Special Notes: None

Discipline 3 – Shot 4b (9 points): Draw for the Win



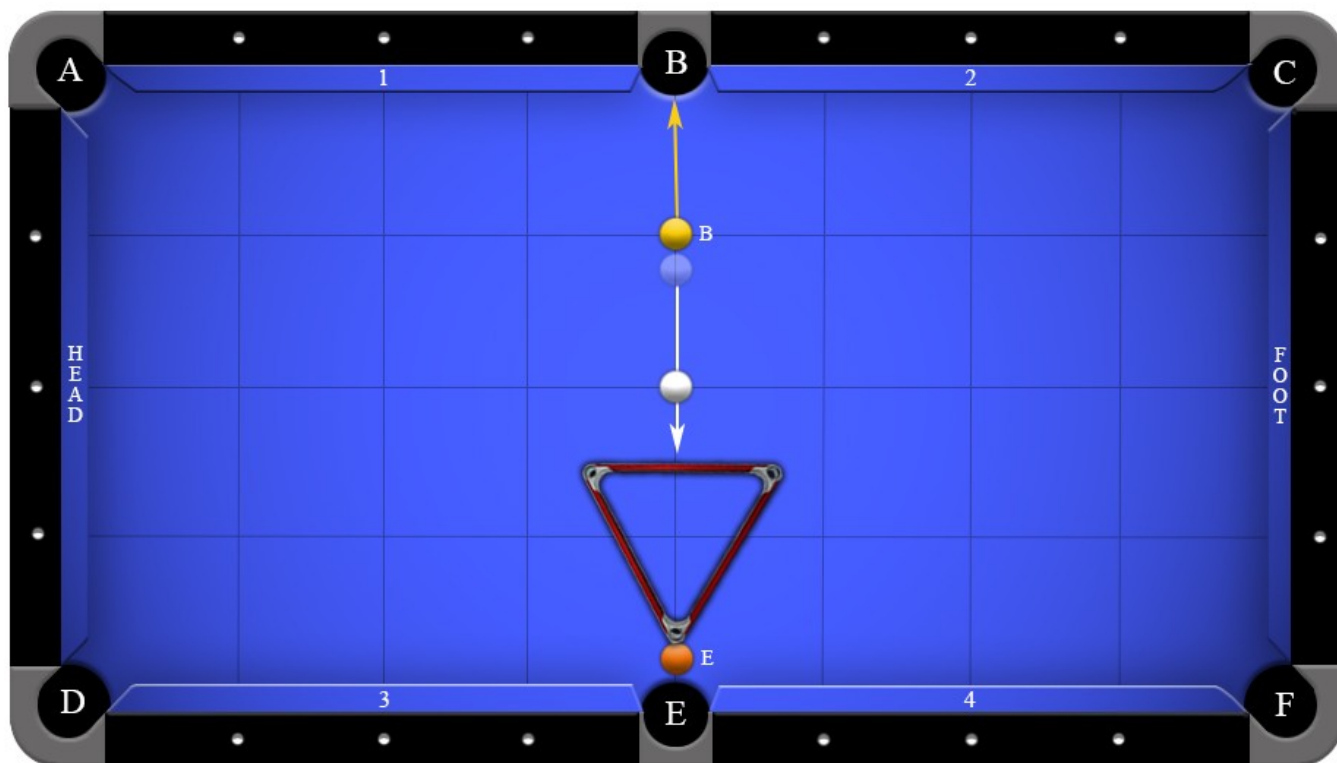
Cue Ball: In hand behind the 3rd diamond, as indicated.

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

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

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

Discipline 3 – Shot 4c (9 points): The One-handed Quick Draw



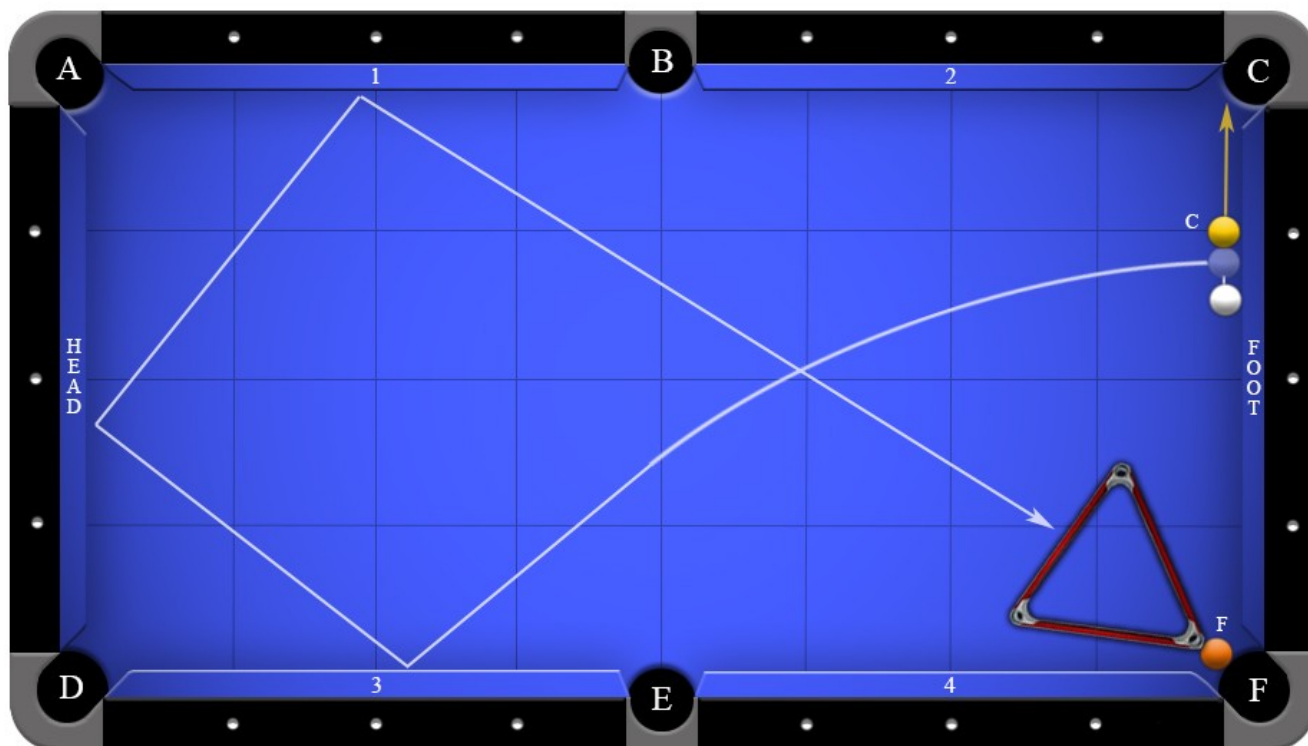
Cue Ball: On center spot.

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

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

Special Notes: None.

Discipline 3 – Shot 5a (10 points): Massey's Power Draw



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

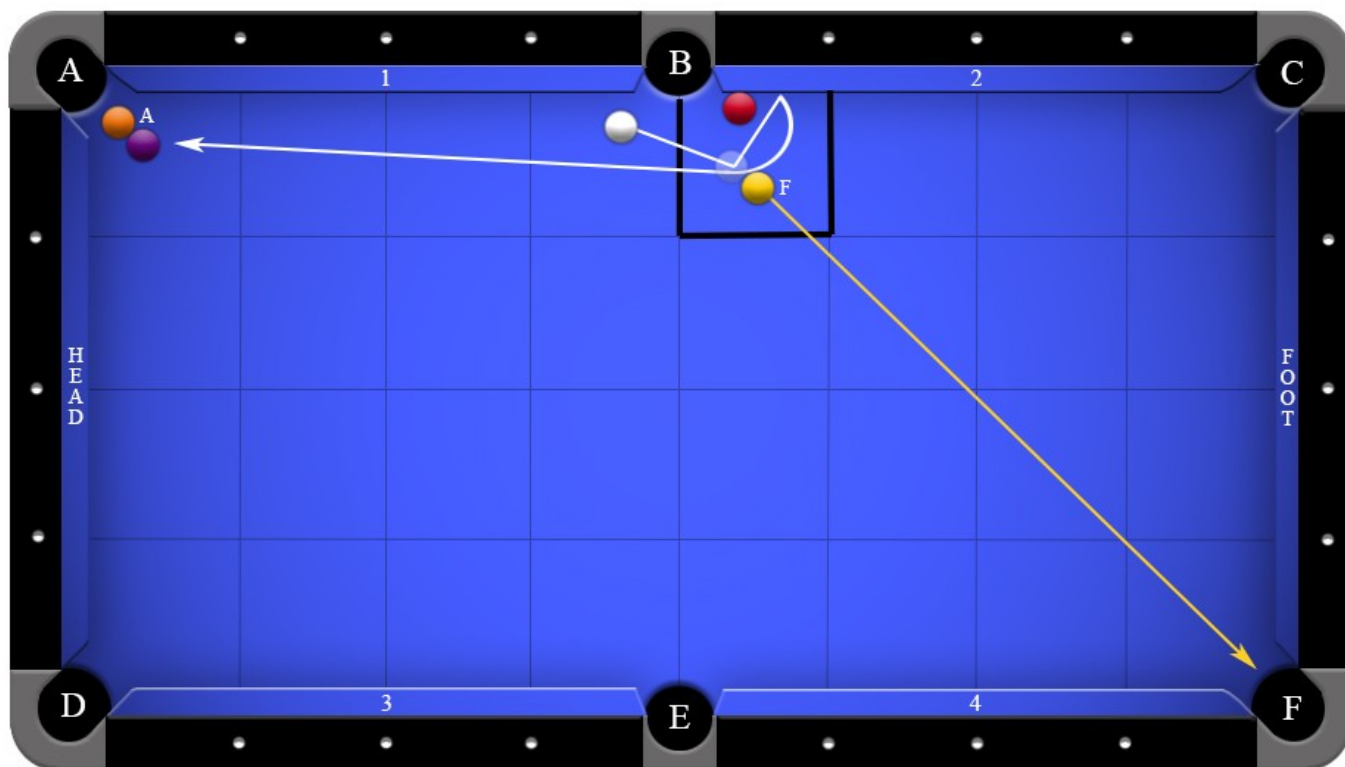
Object Balls: 'C' ball frozen to the foot cushion at the 1 diamond. 'F' ball hanging in pocket F. A rack is in hand, frozen to 'F' ball.

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

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

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

Discipline 3 – Shot 5b (10 points): The Circular Draw Shot



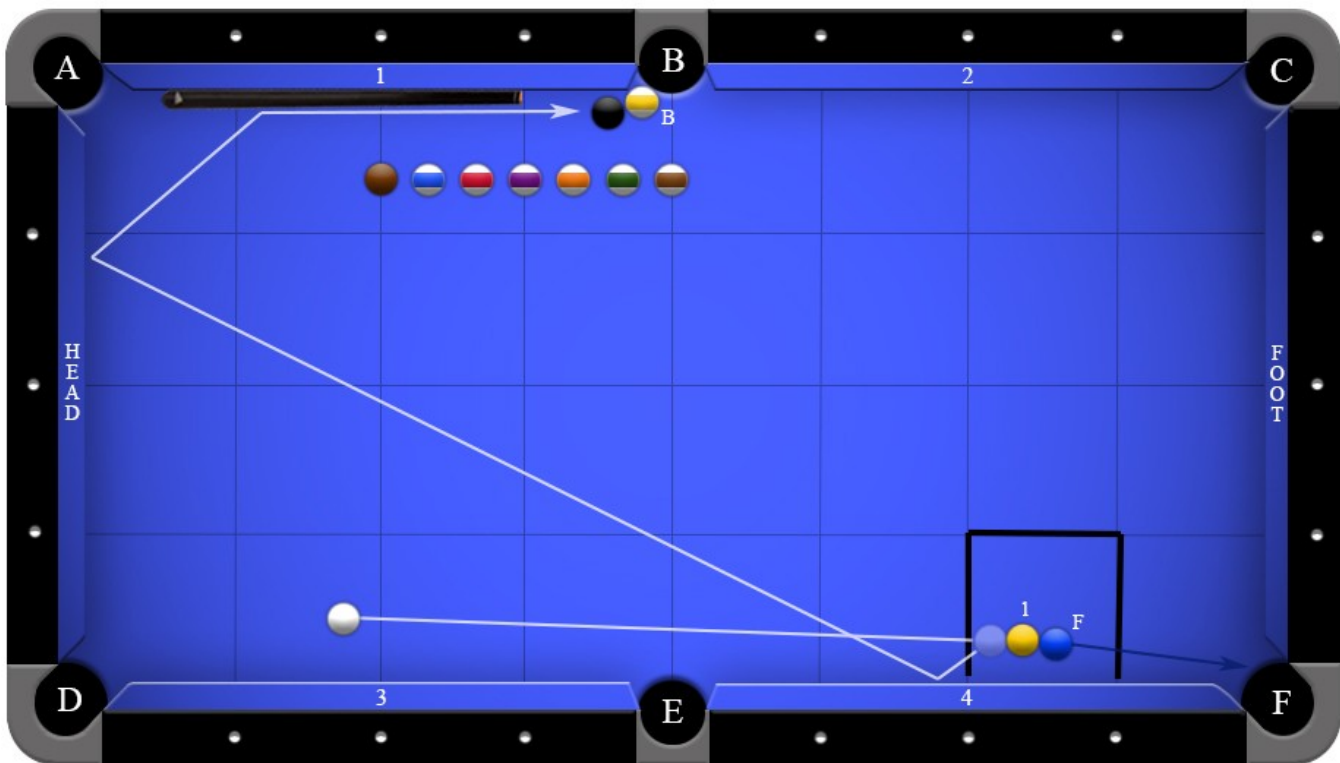
Cue Ball: In hand.

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

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

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

Discipline 3 – Shot 5c (10 points): Down the Alley



Cue Ball: In hand behind the head string.

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

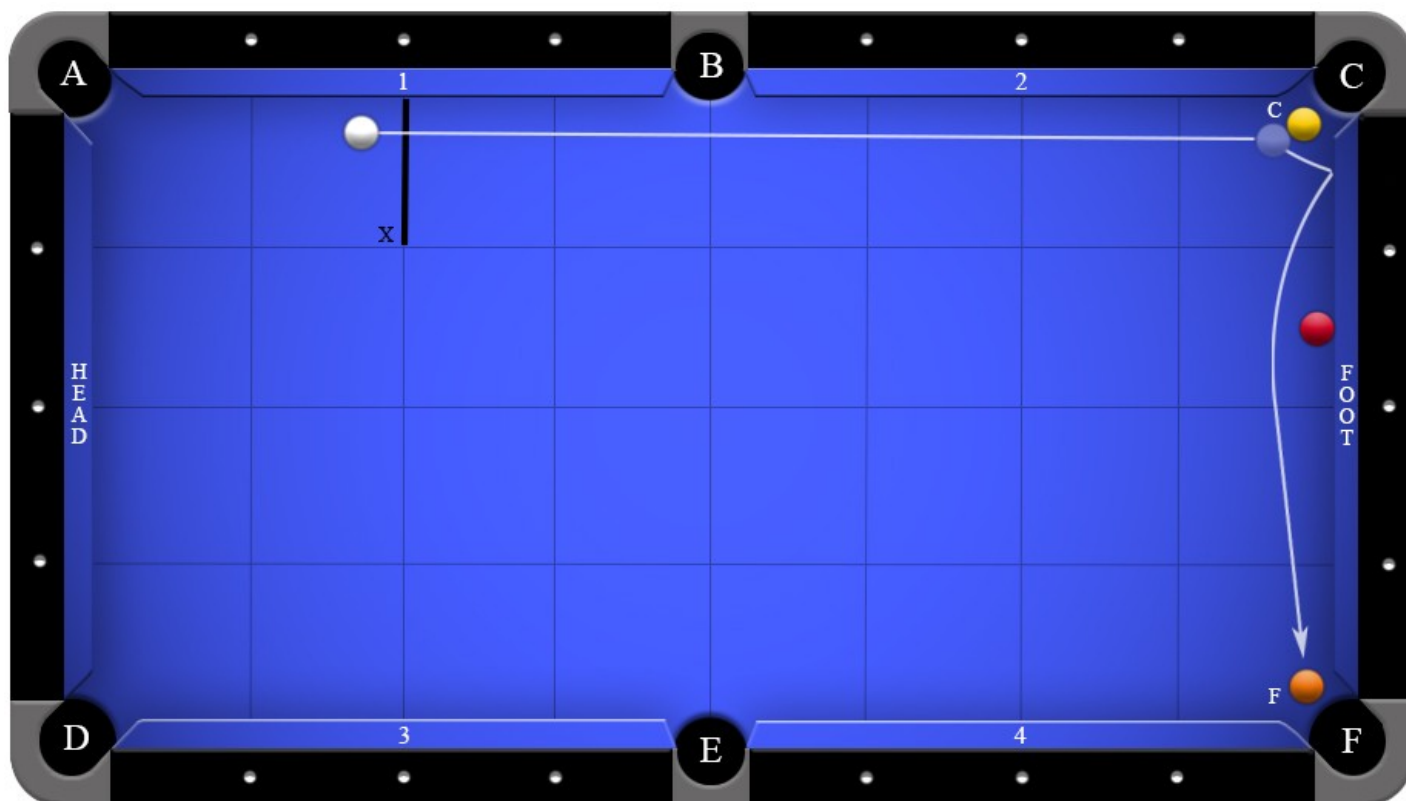
Objective: Shoot the cue ball and make the 'F' ball in pocket F. The cue ball will draw back as diagrammed, hit the cue stick, and make the 'B' combination ball in pocket B.

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



DISCIPLINE 4: FOLLOW SHOTS

Discipline 4 – Shot 1a (6 points): Dipsy Doodle



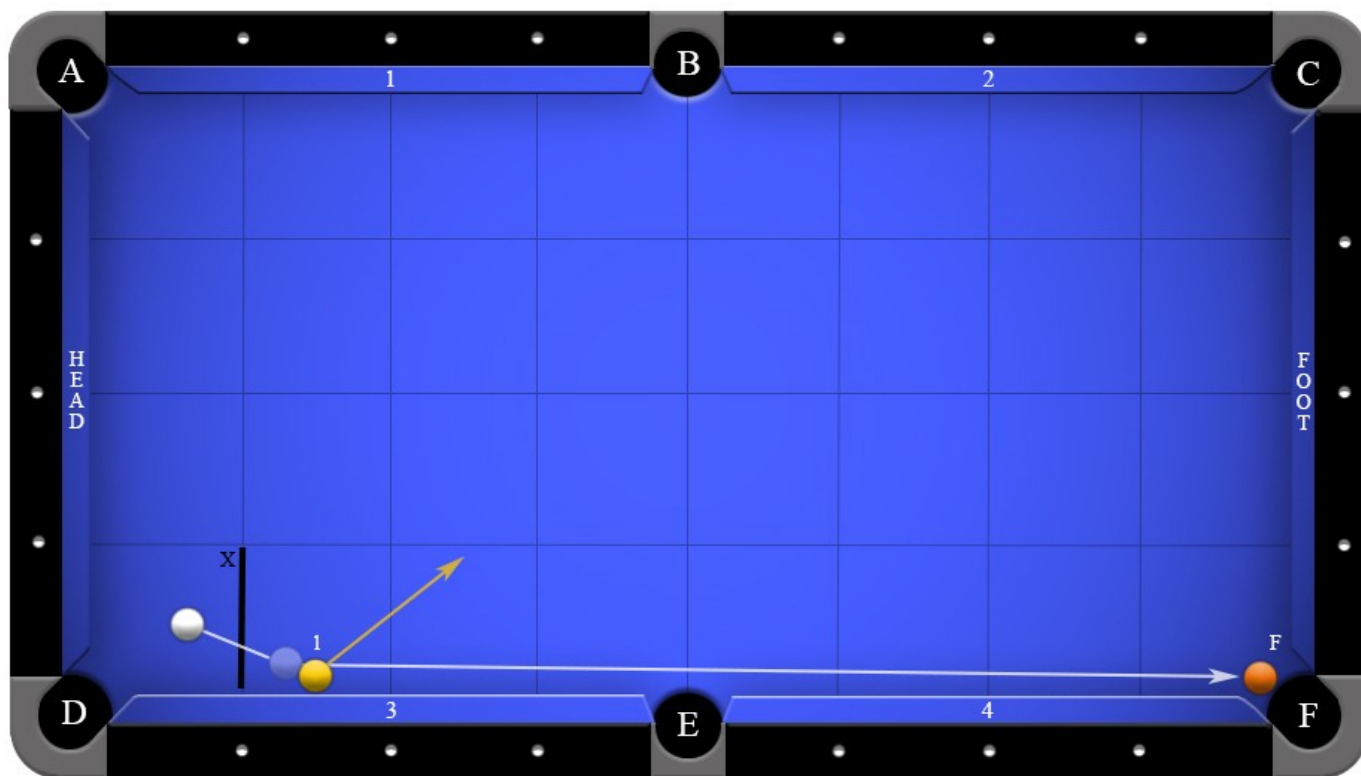
Cue Ball: In hand behind 'X' line.

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 in pocket F.

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

Discipline 4 – Shot 1b (6 points): Up the Rail Shot



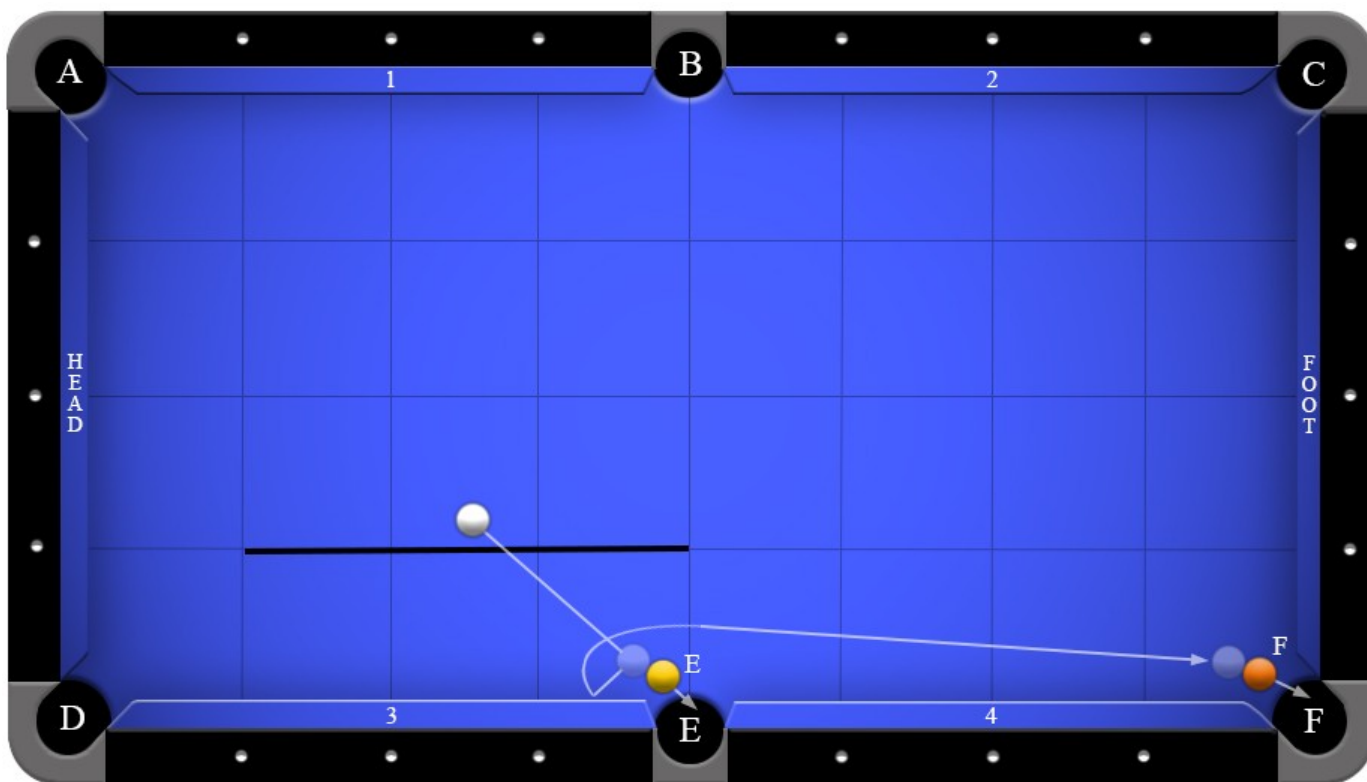
Cue Ball: In hand behind 'X' line.

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 in pocket F.

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

Discipline 4 – Shot 1c (6 points): Walk the Dog



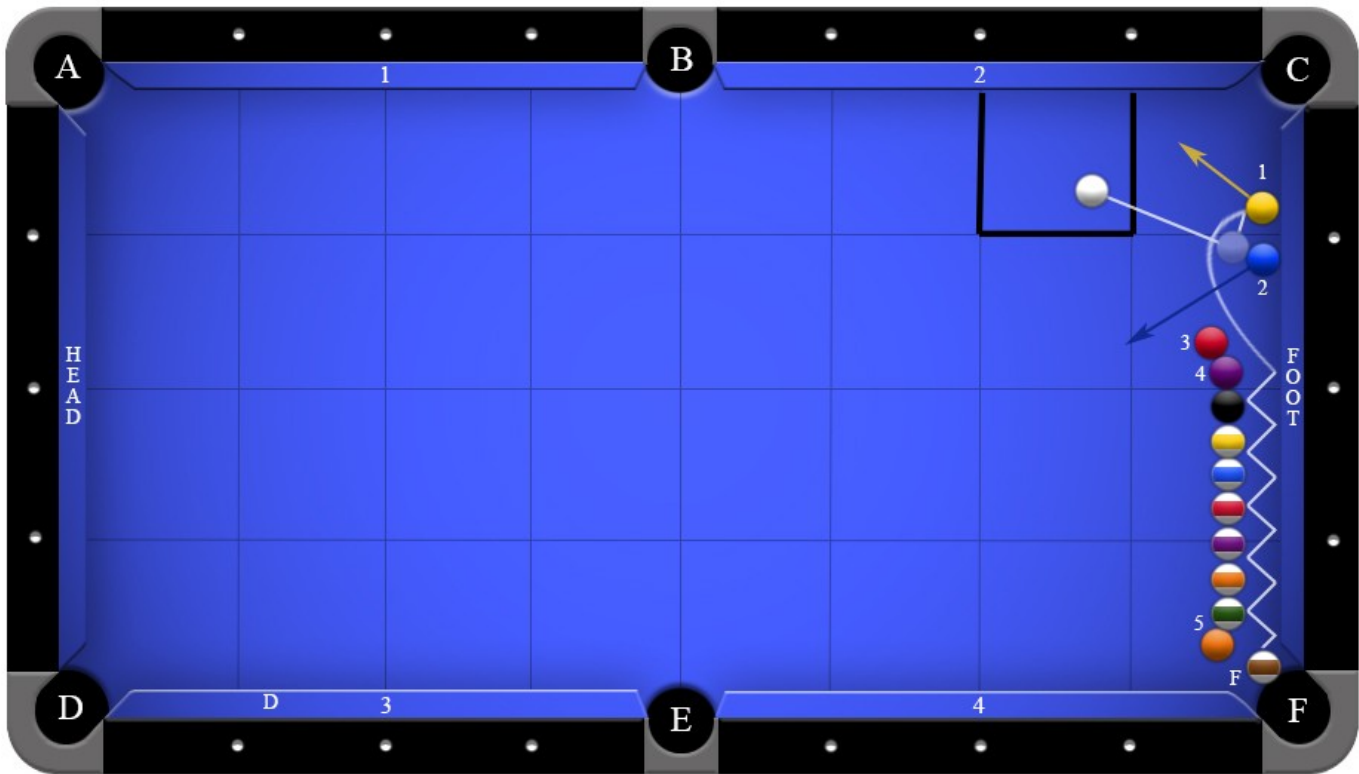
Cue Ball: In hand behind the 'X' line.

Object Balls: 'E' ball is near pocket E and adjustable. 'F' ball is hanging near pocket F.

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

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

Discipline 4 – Shot 2a (7 points): The Machine Gun Follow Shot



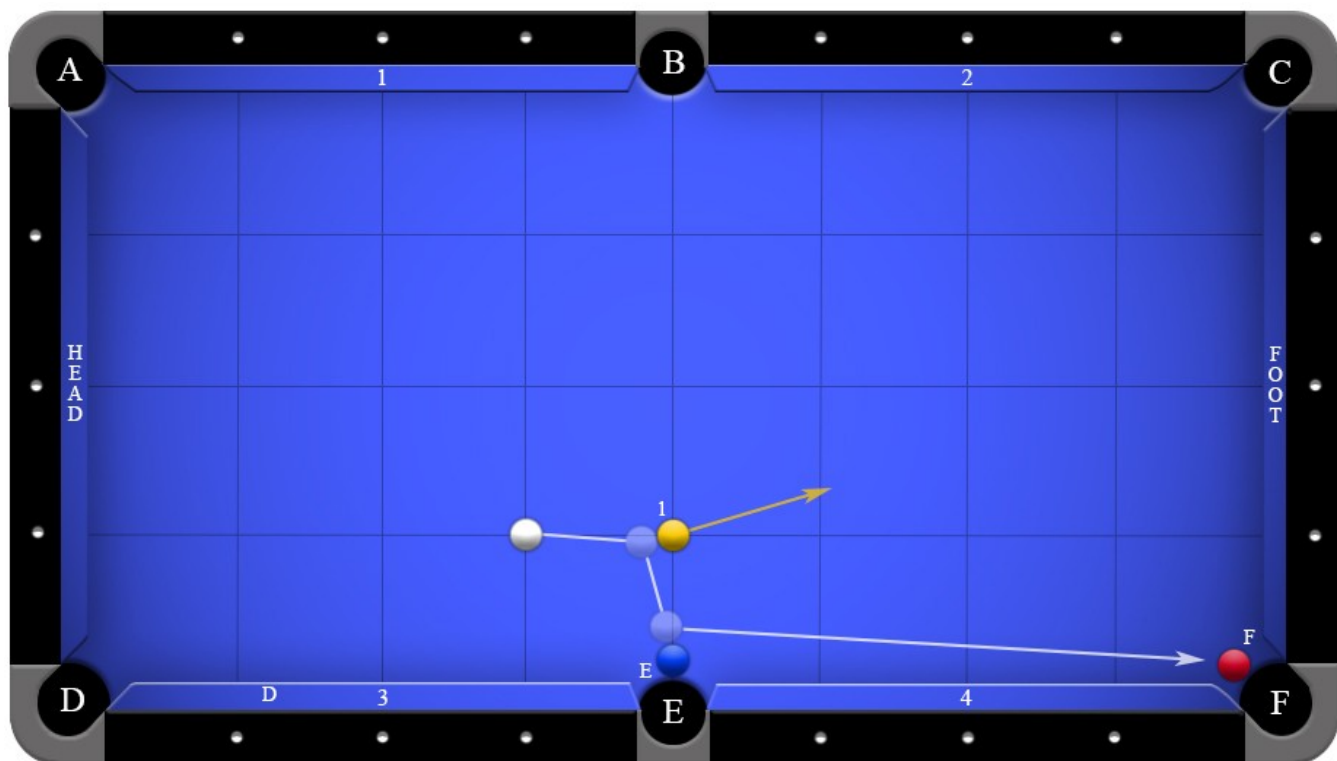
Cue Ball: In hand within the indicated zone.

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

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

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

Discipline 4 – Shot 2b (7 points): The Zip Shot



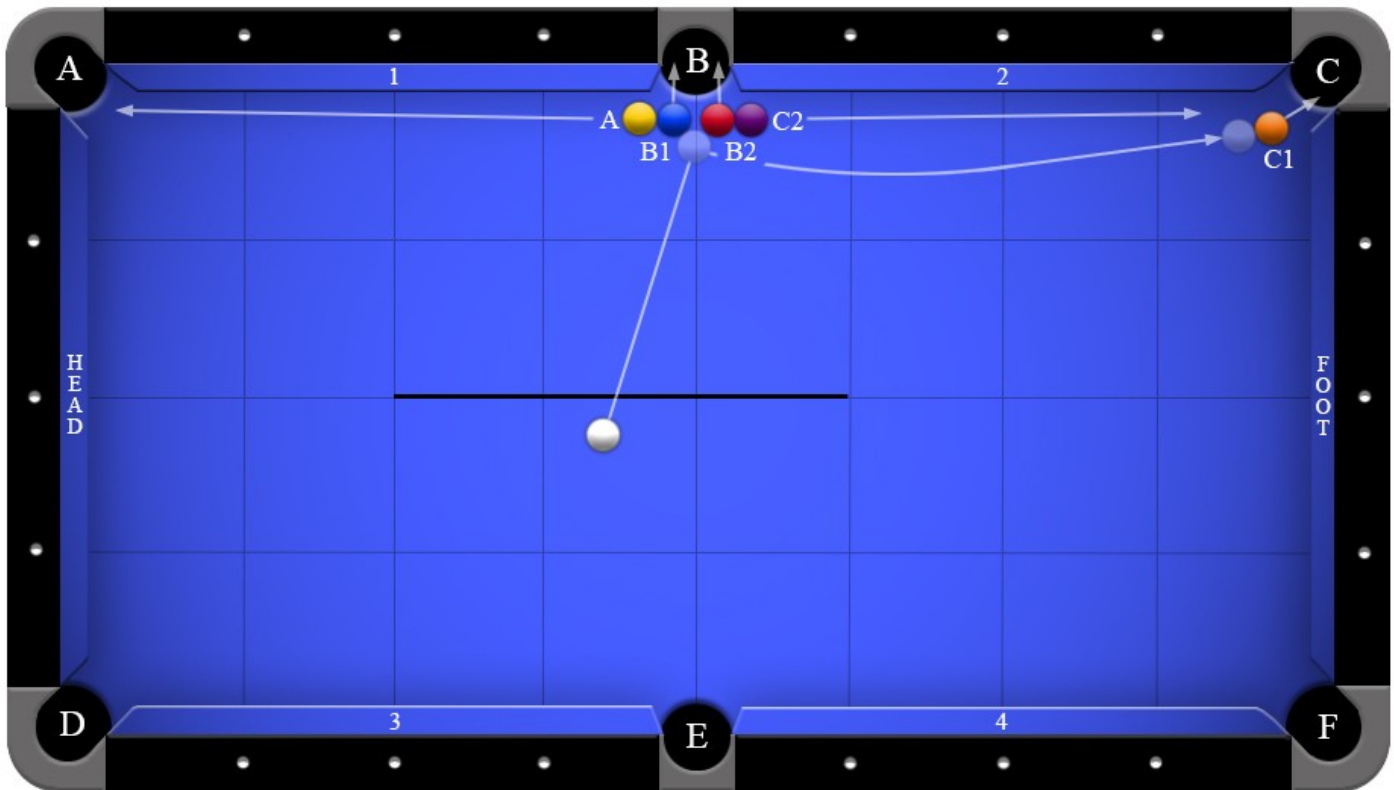
Cue Ball: In hand along the 3rd diamond line.

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

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

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

Discipline 4 – Shot 2c (7 points): Split and Follow



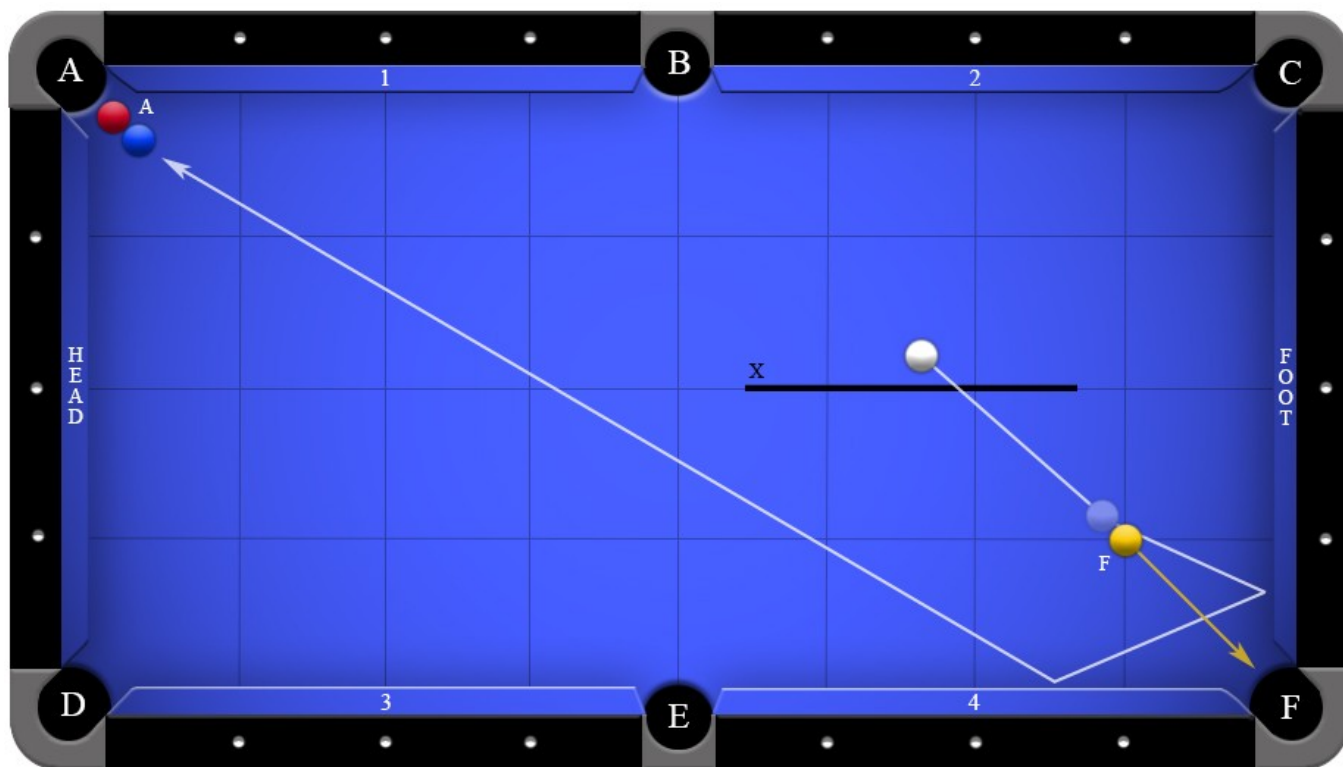
Cue Ball: In hand behind the centerline (black line)

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

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

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

Discipline 4 – Shot 3a (8 points): Inside Spinner



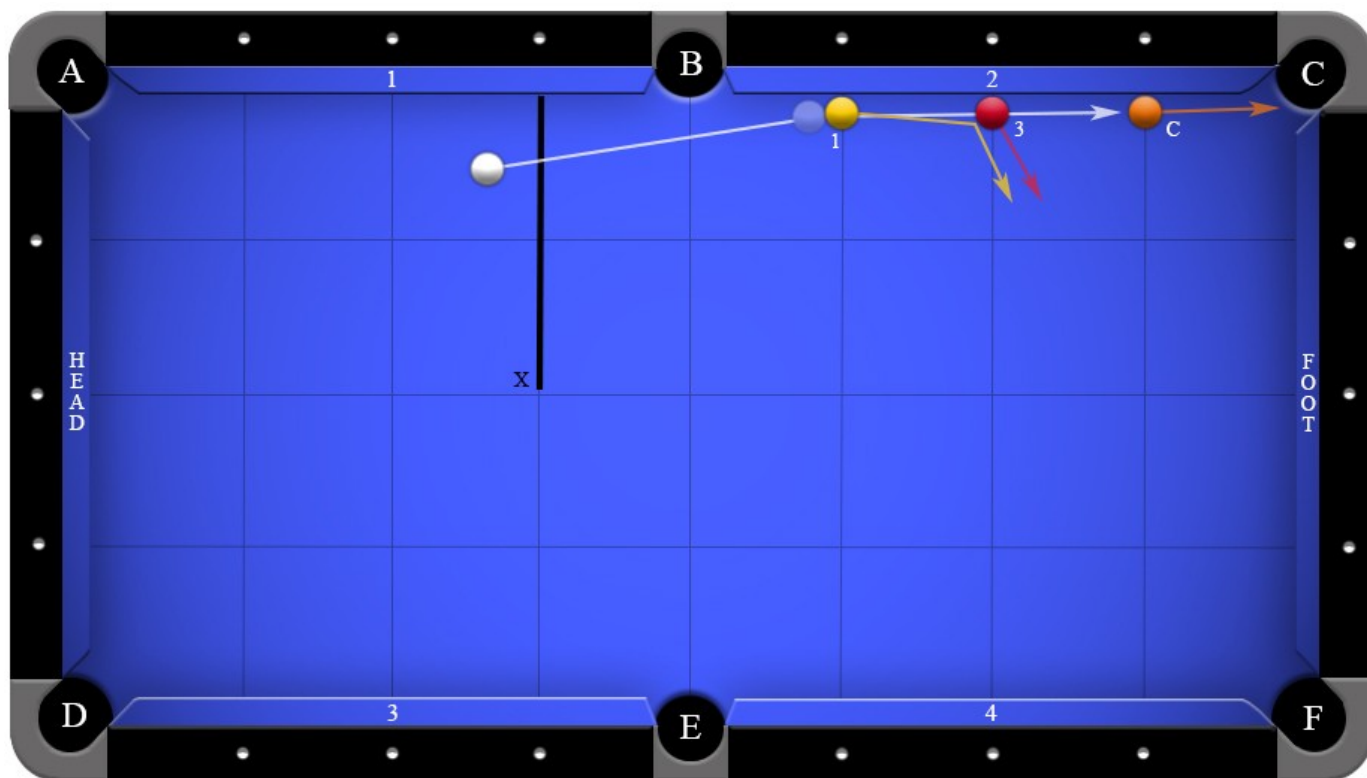
Cue Ball: In hand behind the indicated line.

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): Out of My Way



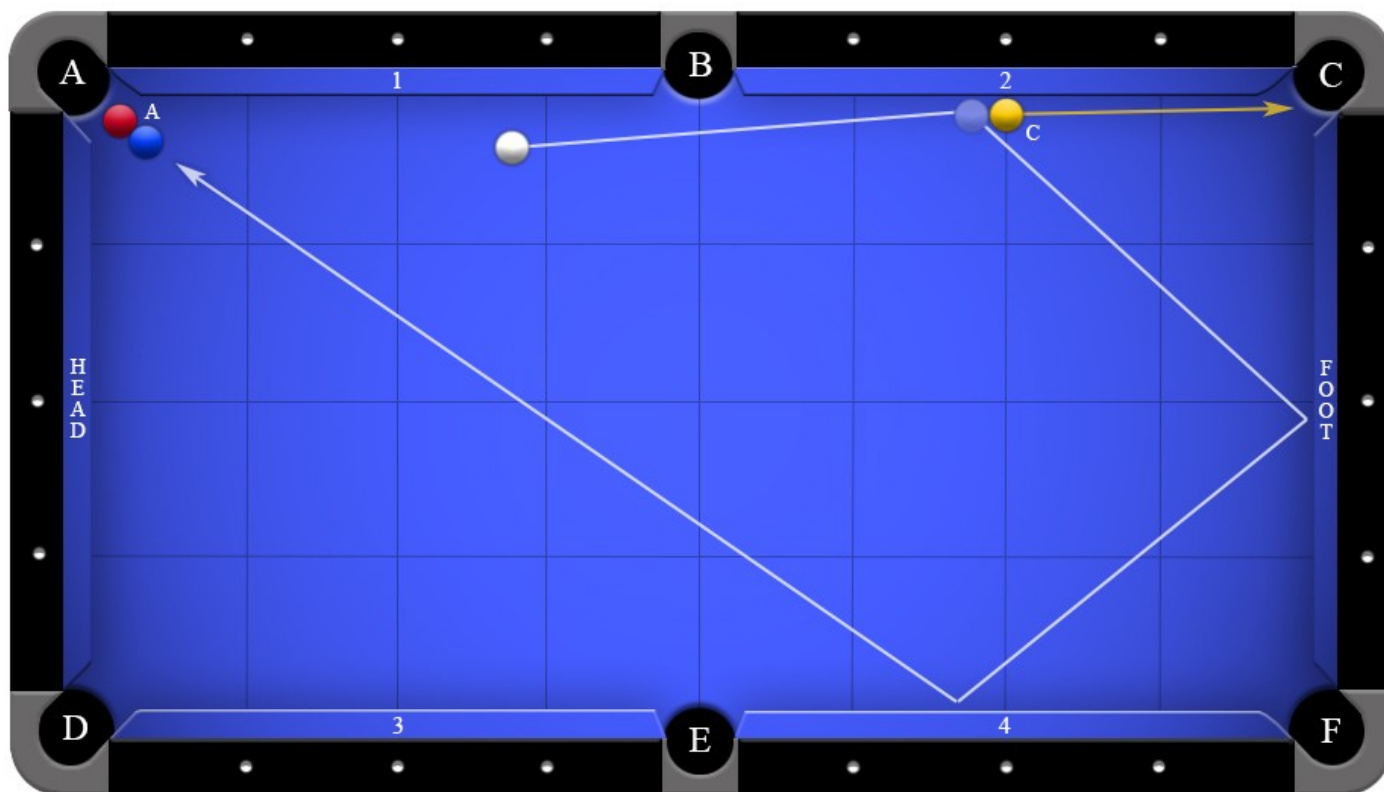
Cue Ball: In hand behind the indicated line.

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

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

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

Discipline 4 – Shot 3c (8 points): The Follow Back



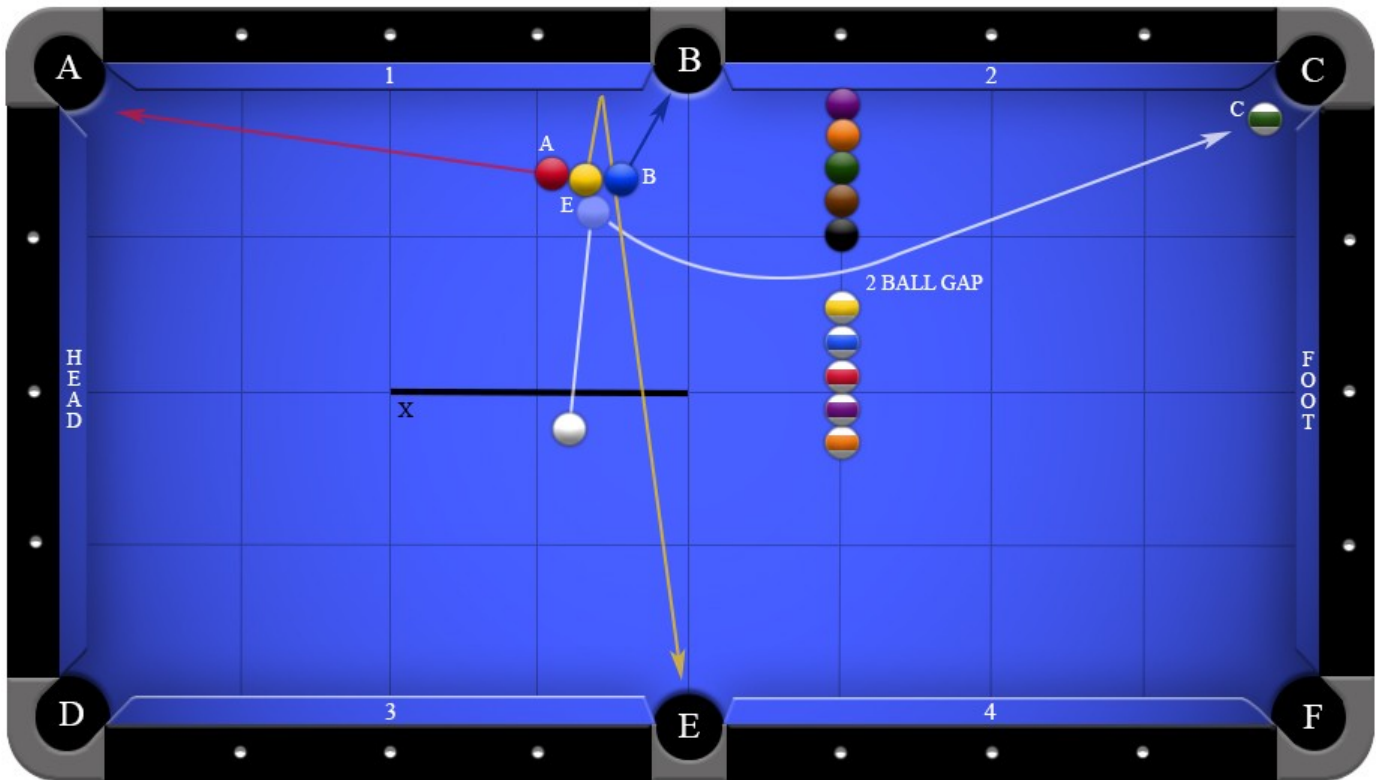
Cue Ball: In hand behind the 3rd diamond line.

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

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

Special Notes: None.

Discipline 4 – Shot 4a (9 points): The Window Shot



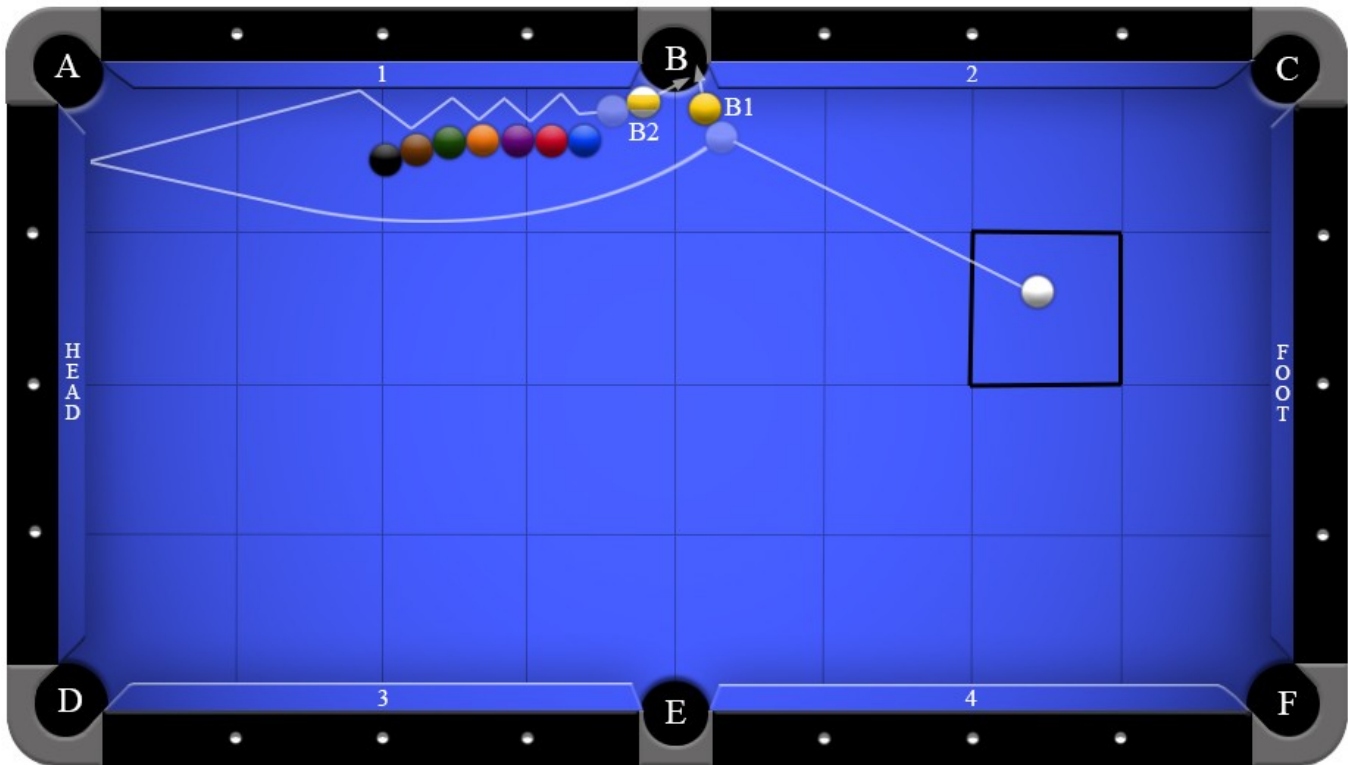
Cue Ball: In hand behind the indicated line.

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

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

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

Discipline 4 – Shot 4b (9 points): Around & Back 9 Ball Shot



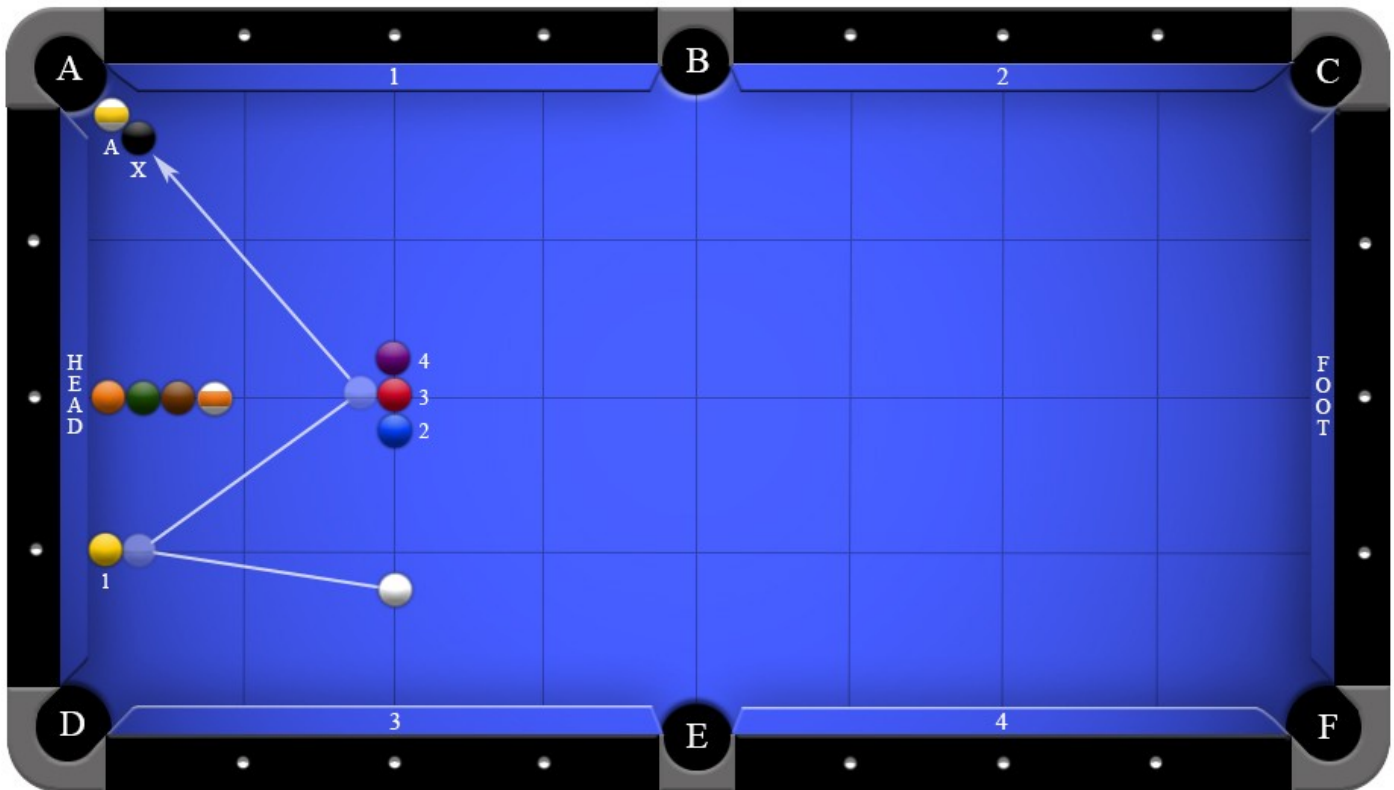
Cue Ball: In hand in the indicated zone.

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

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

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

Discipline 4 – Shot 4c (9 points): The Zig Zag Shot



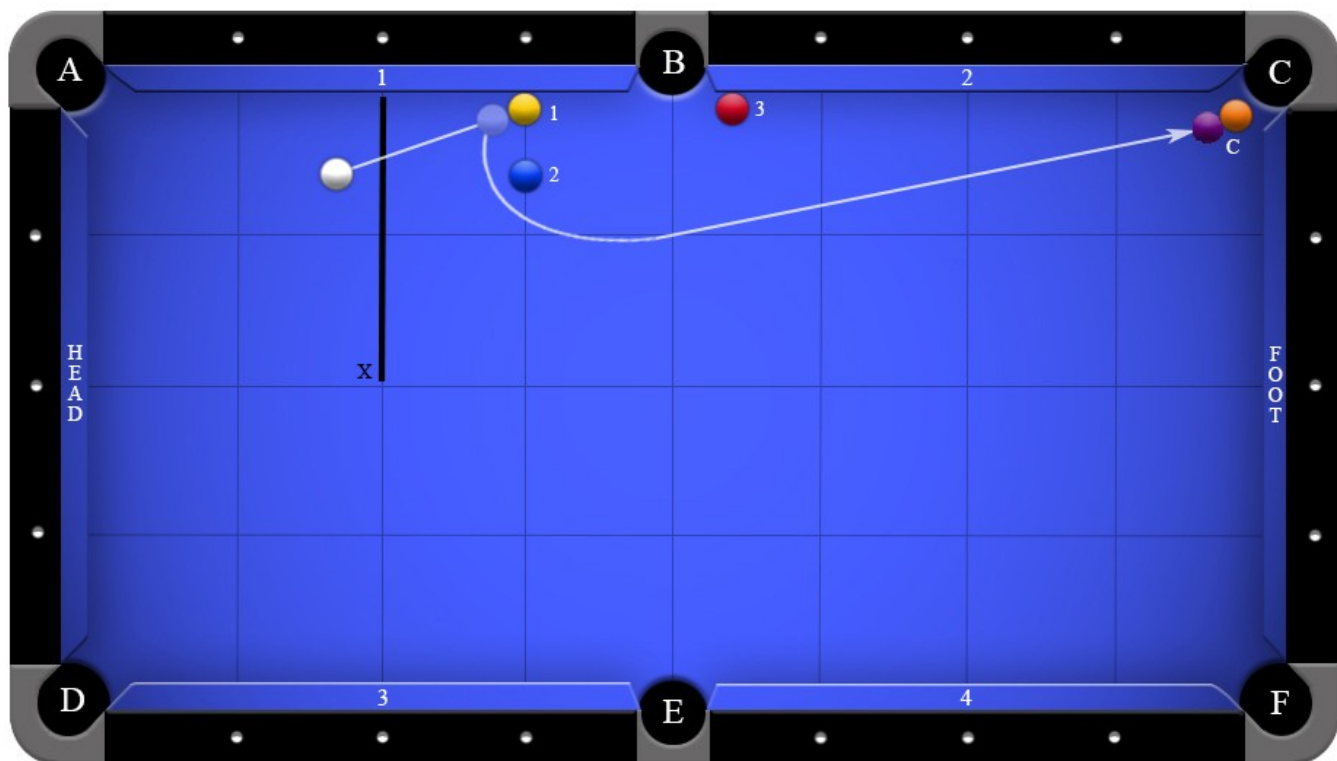
Cue Ball: In hand along the 2nd diamond line.

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

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

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

Discipline 4 – Shot 5a (10 points): The Circular Follow



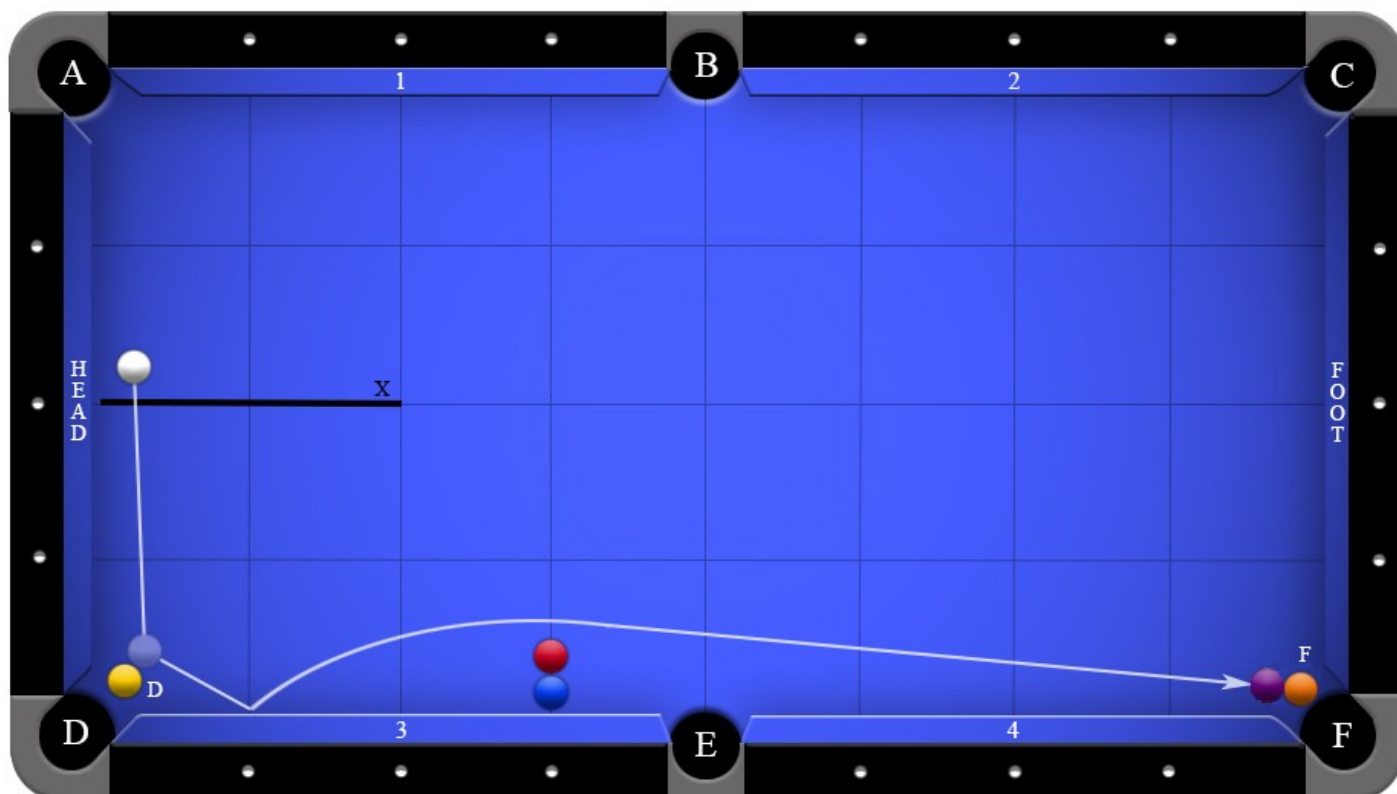
Cue Ball: In hand behind line 'X'.

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

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

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

Discipline 4 – Shot 5b (10 points): The Follow Bender



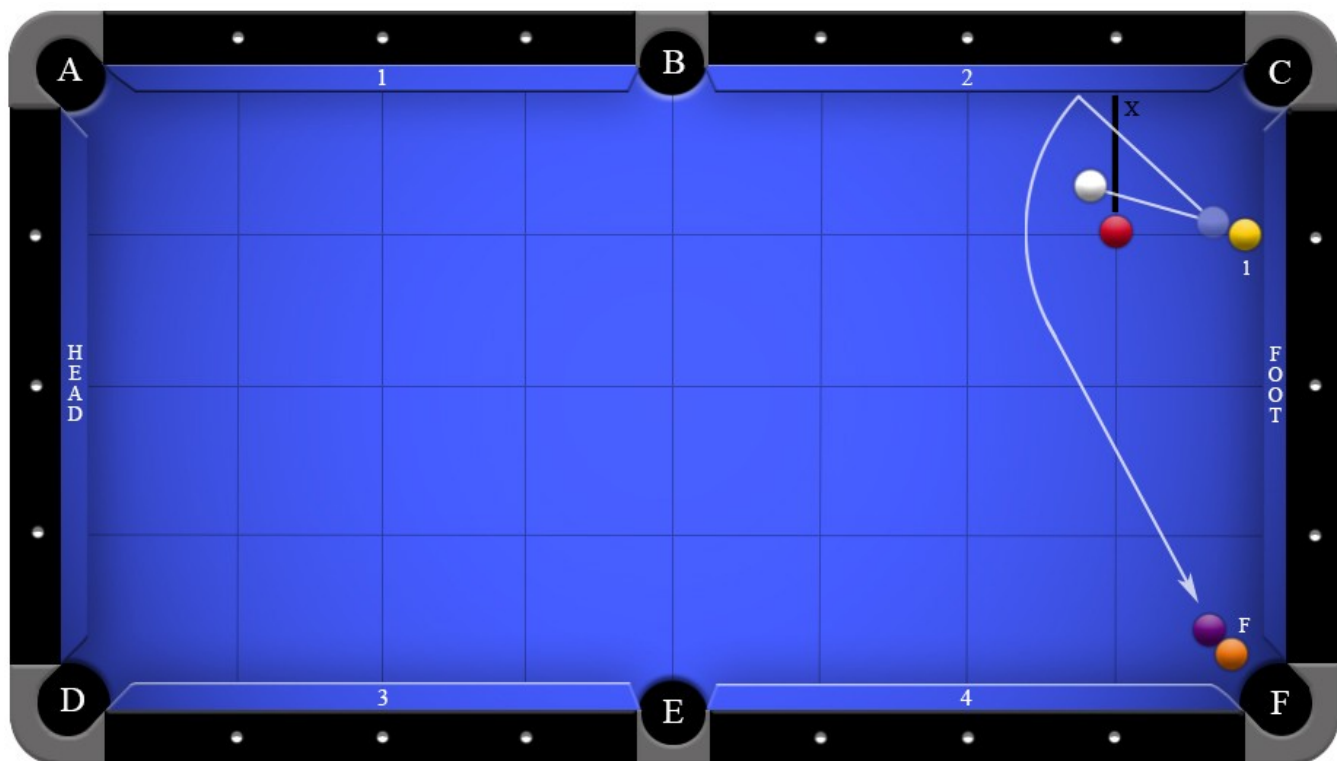
Cue Ball: In hand behind the long center line of the table.

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

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

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

Discipline 4 – Shot 5c (10 points): Follow the Kiss



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 1 x 1 diamond intersection. Two ball 'F' combination is hanging by pocket F.

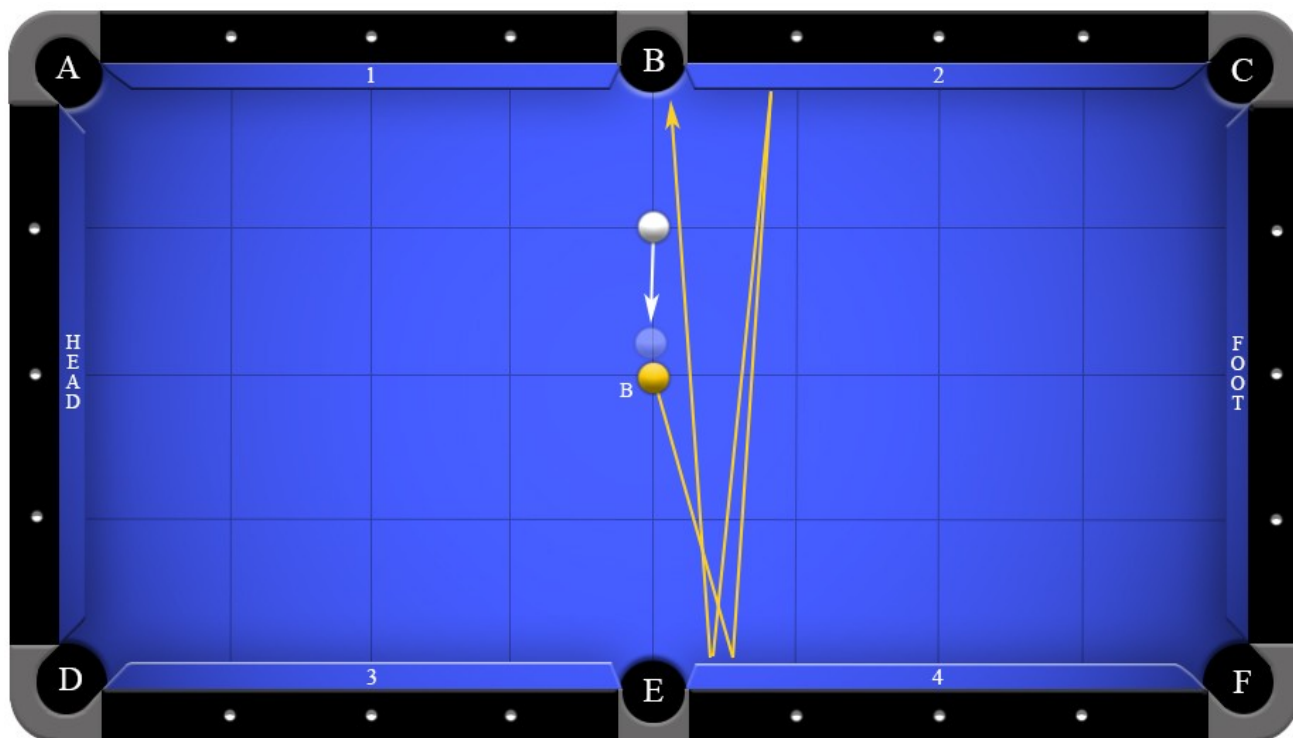
Objective: Shoot cue ball into 1 ball. Cue ball will double kiss back off cushion 2 and curve around blocking ball, hit the two-ball combination, and pocket 'F' ball in pocket F.

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



**DISCIPLINE 5:
BANK / KICK SHOTS**

Discipline 5 – Shot 1a (6 points): The Triple Reverse Bank



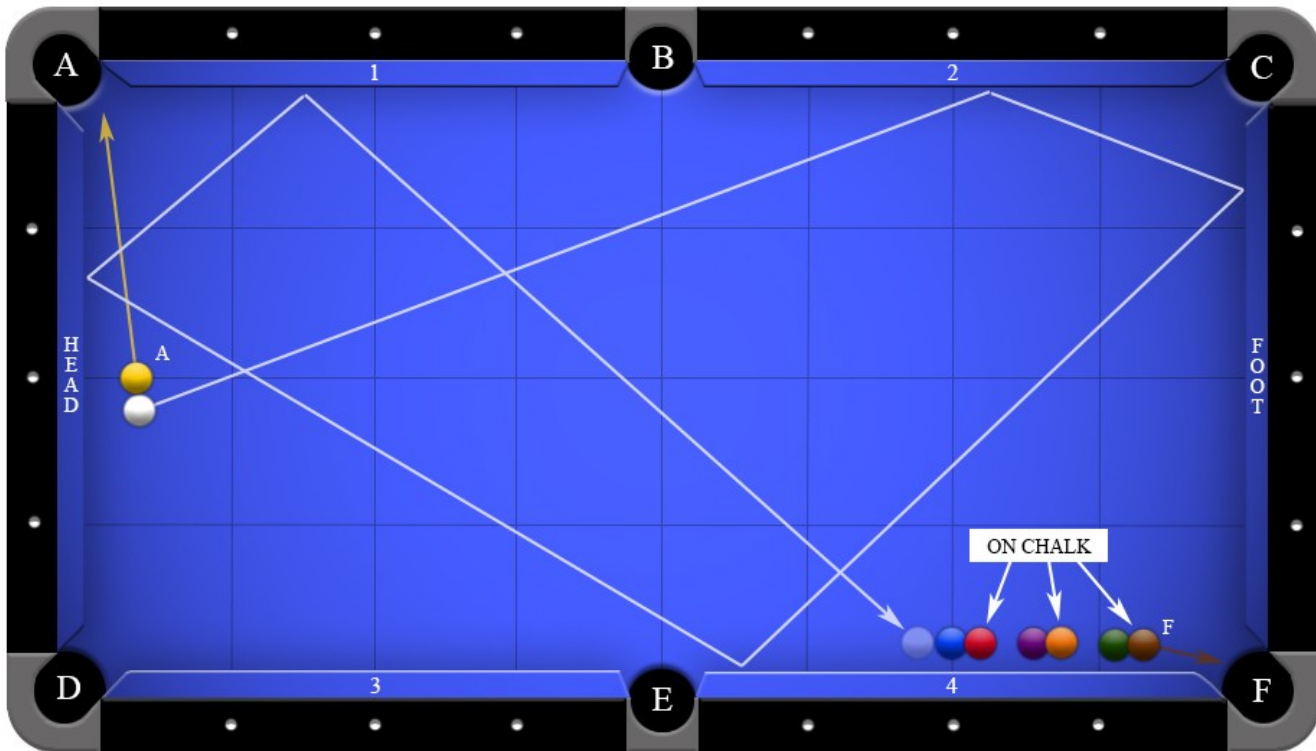
Cue Ball: On the diamond intersection line as diagrammed.

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

Discipline 5 – Shot 1b (6 points): 5 Rail Chain Reaction



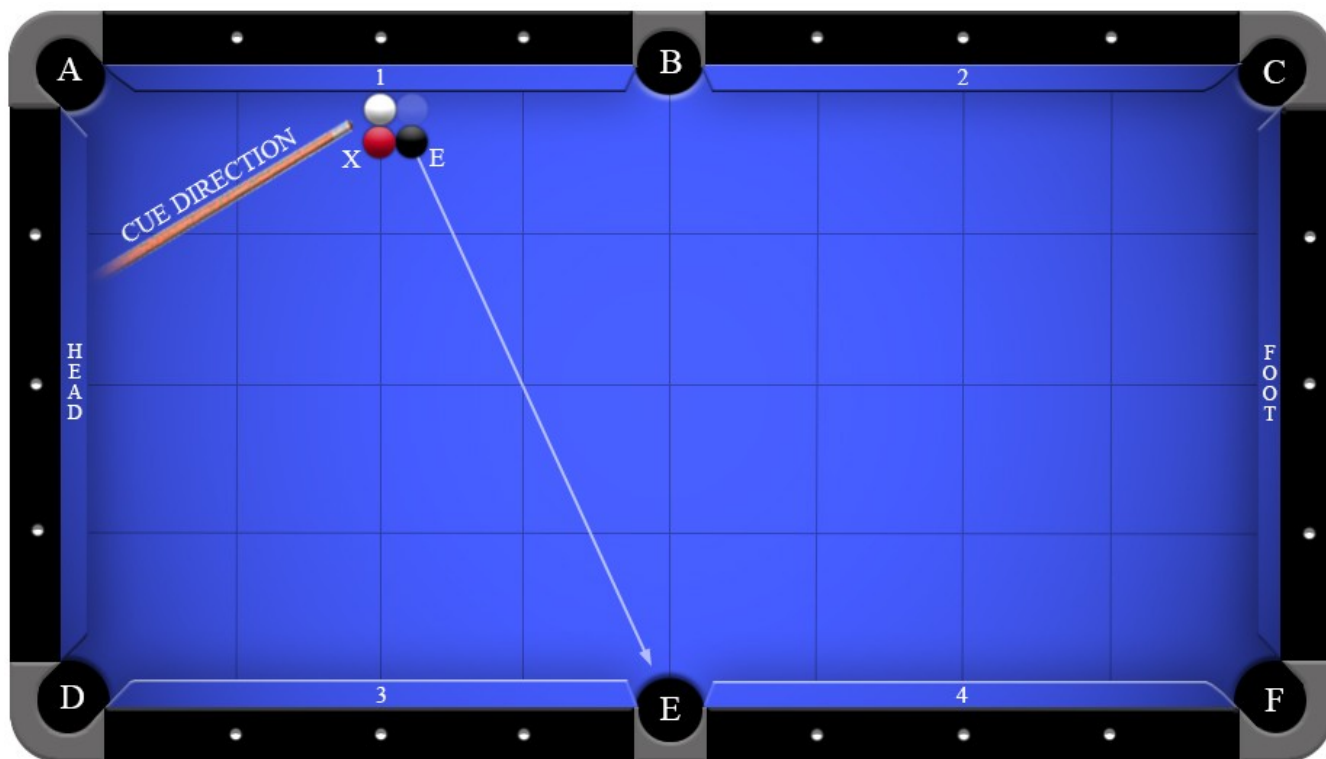
Cue Ball: In hand, frozen to 'A' ball.

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 first ball in the line, and start a chain reaction. Each ball on the chalk will fall and hit the next ball in line, until the 'F' ball goes into pocket F.

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

Discipline 5 – Shot 1c (6 points): The Cozy Kick Shot



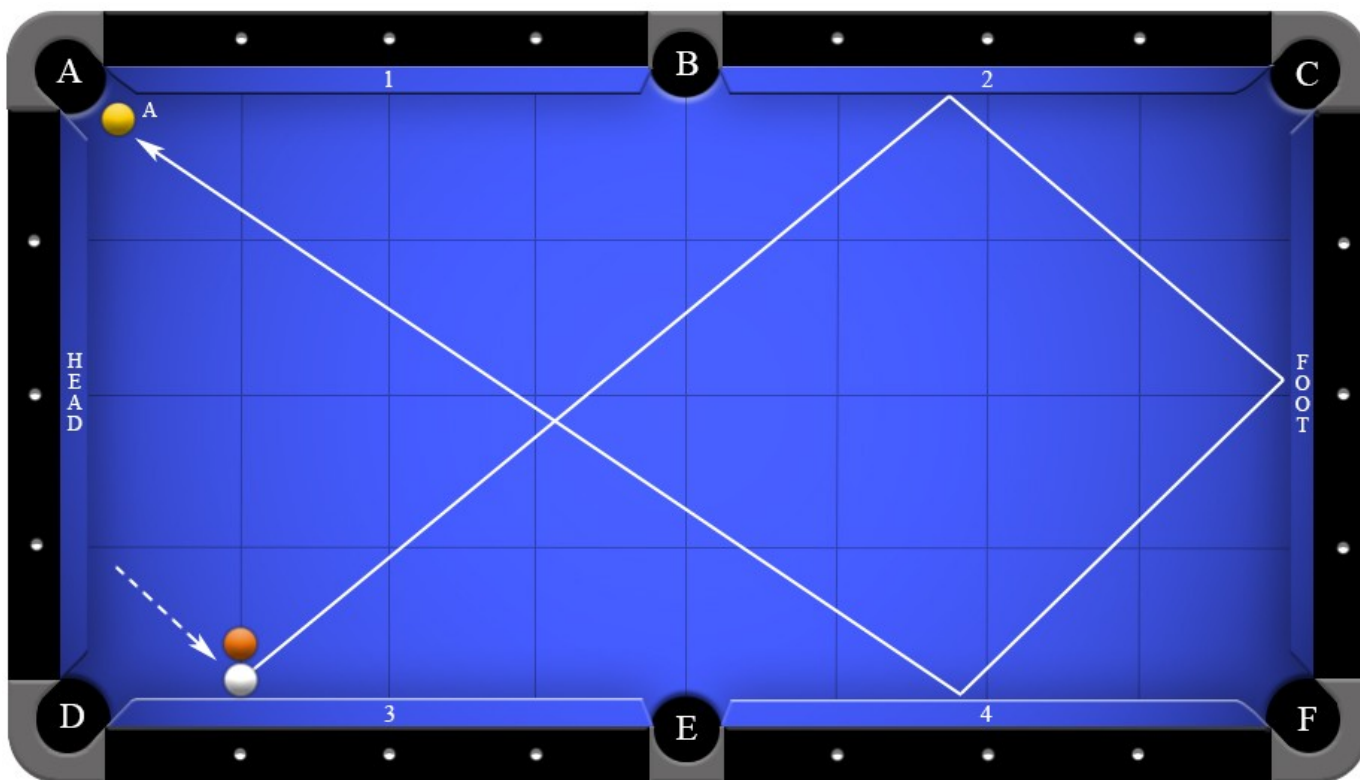
Cue Ball: Frozen to cushion #1 and centered at middle diamond

Object Balls: “X” ball frozen to cue ball and centered on head string line, “E” ball frozen to “X” ball and one ball spacing distance from cushion #1

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

Special Notes: “X” ball may not move by any means until after “E” ball is made.

Discipline 5 – Shot 2a (7 points): The Escape Shot



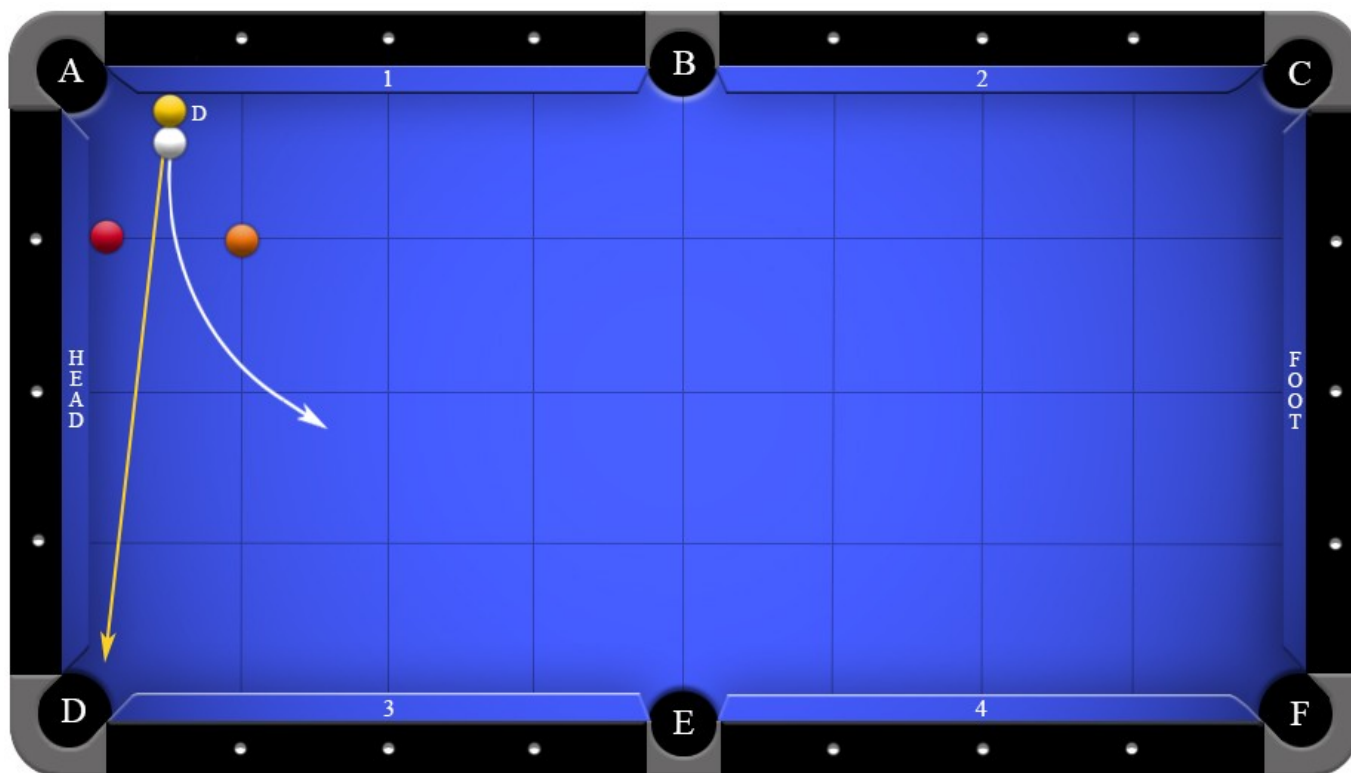
Cue Ball: Frozen to the cushion at the 1 diamond.

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

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

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

Discipline 5 – Shot 2b (7 points): “The Hustler” Bank Shot



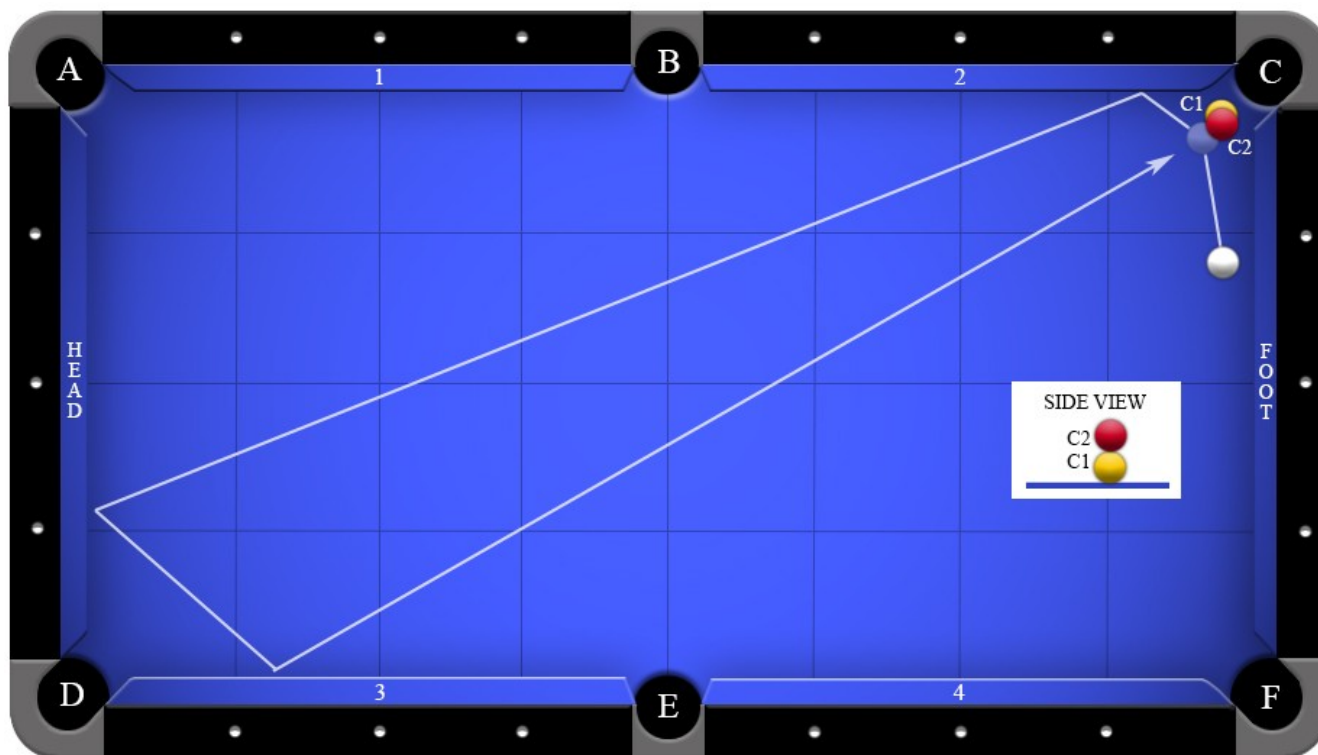
Cue Ball: Along the $\frac{1}{2}$ diamond line, frozen to 'D' ball.

Object Balls: 'D' ball along the $\frac{1}{2}$ diamond line, frozen to the cushion. A blocker ball is on the 1st diamond line, frozen to the head cushion. Another blocker ball is on the 1-1 diamond intersection line.

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

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

Discipline 5 – Shot 2c (7 points): There & Back Again



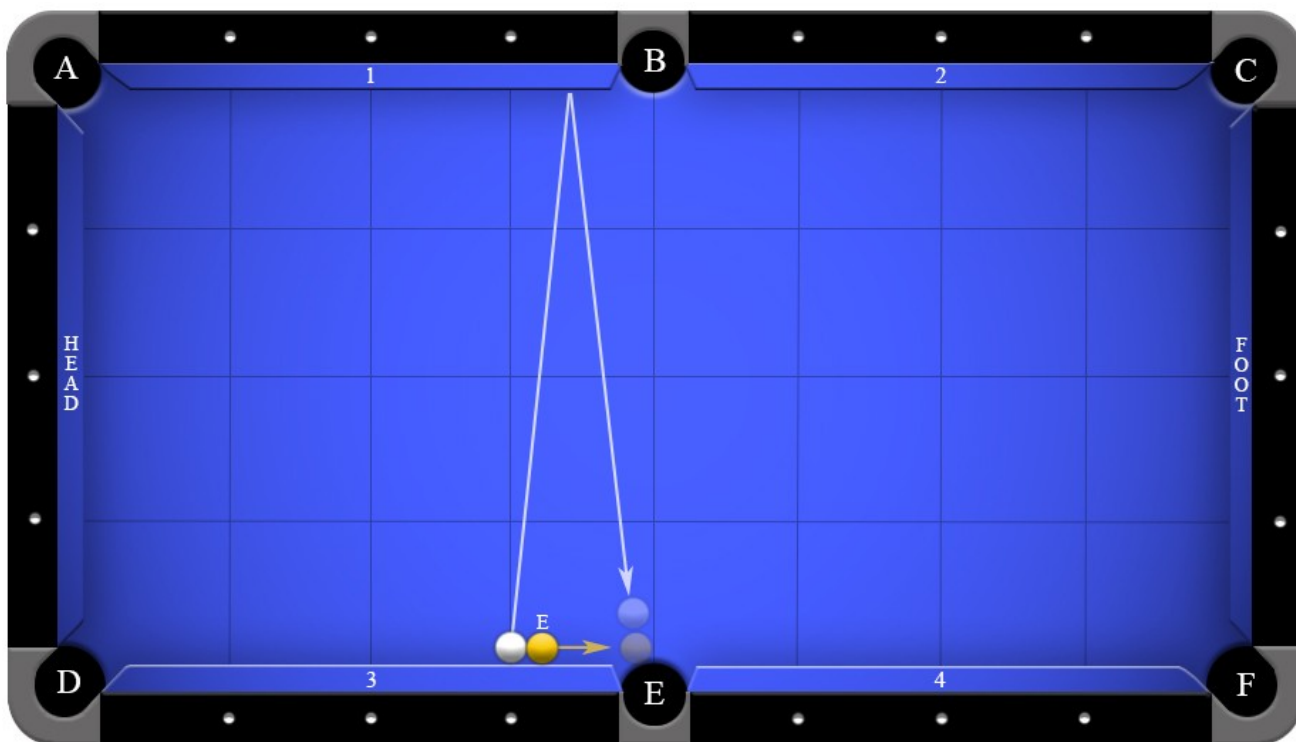
Cue Ball: In hand, behind 1 diamond line from pocket C.

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

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

Special Notes: None

Discipline 5 – Shot 3a (8 points): Poolhall Junkie Bank Shot



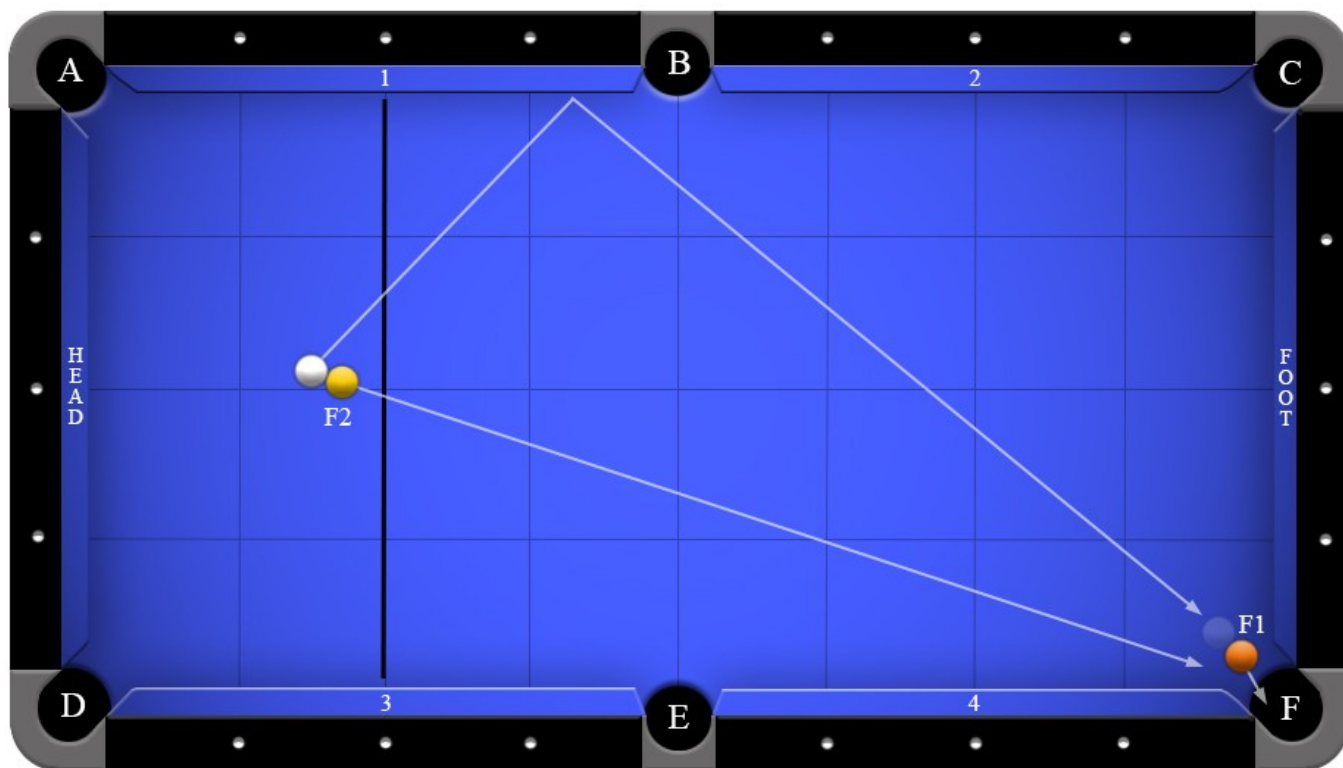
Cue Ball: Frozen to the cushion at the 3rd diamond.

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

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

Special Notes: None

Discipline 5 – Shot 3b (8 points): Beat the Cut



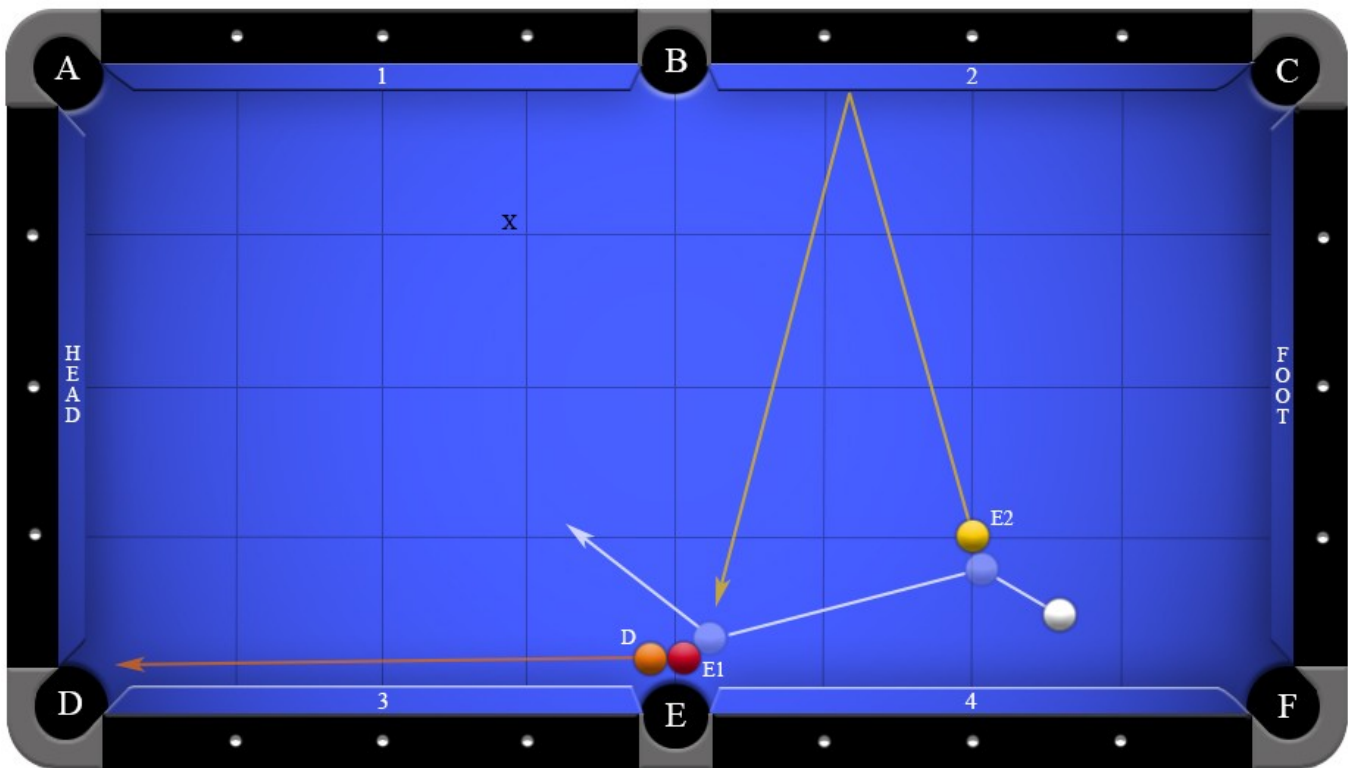
Cue Ball: In hand, behind the head string, frozen to 'F2'.

Object Balls: 'F1' hanging near F pocket. 'F2' ball in hand behind head string.

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

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

Discipline 5 – Shot 3c (8 points): The Quick Timer Shot



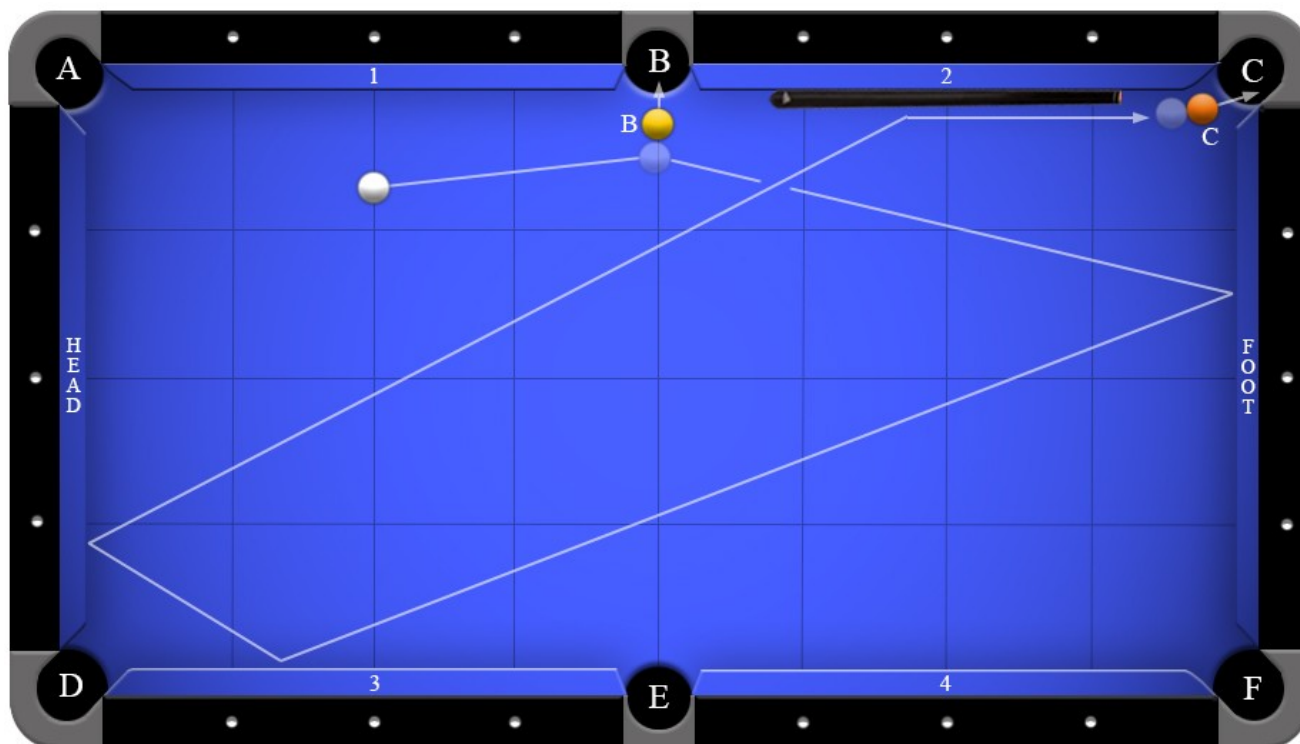
Cue Ball: In hand.

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

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

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

Discipline 5 – Shot 4a (9 points): Stick the Landing



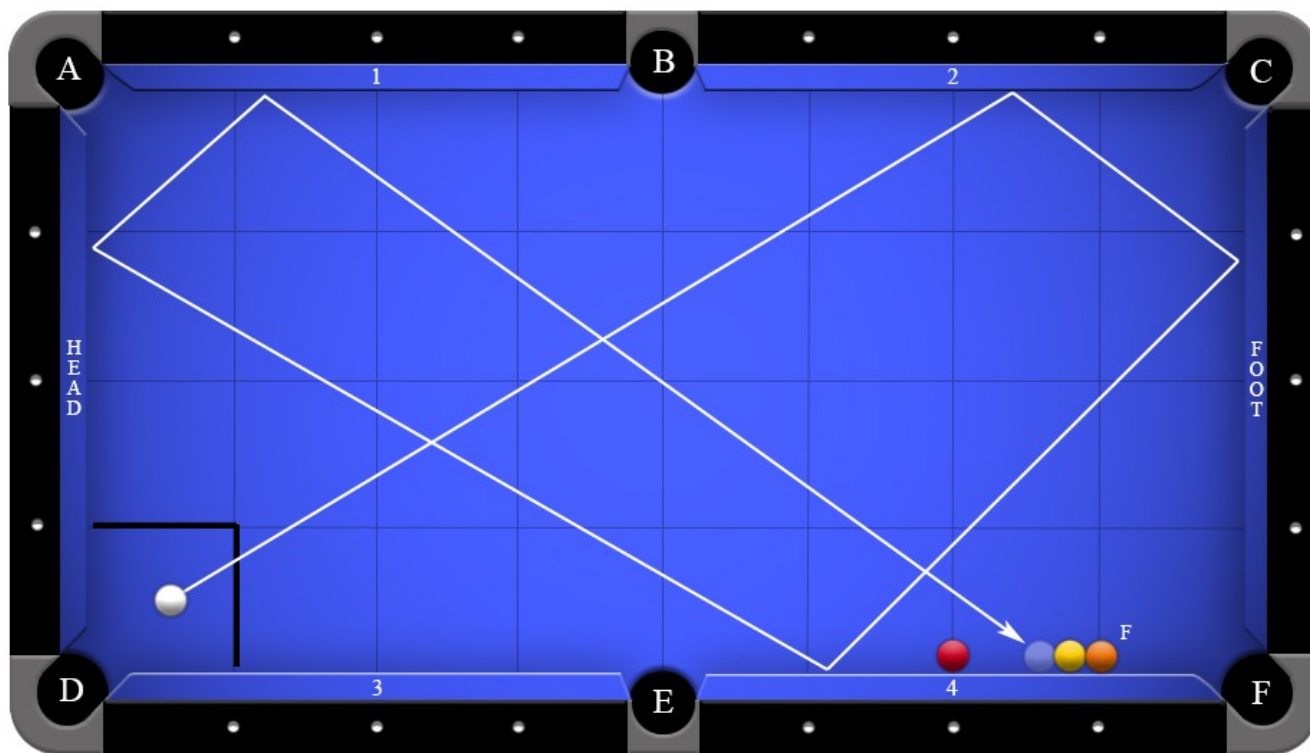
Cue Ball: In hand, along the head string.

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

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

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

Discipline 5 – Shot 4b (9 points): Mosconi Five Cushion Kick



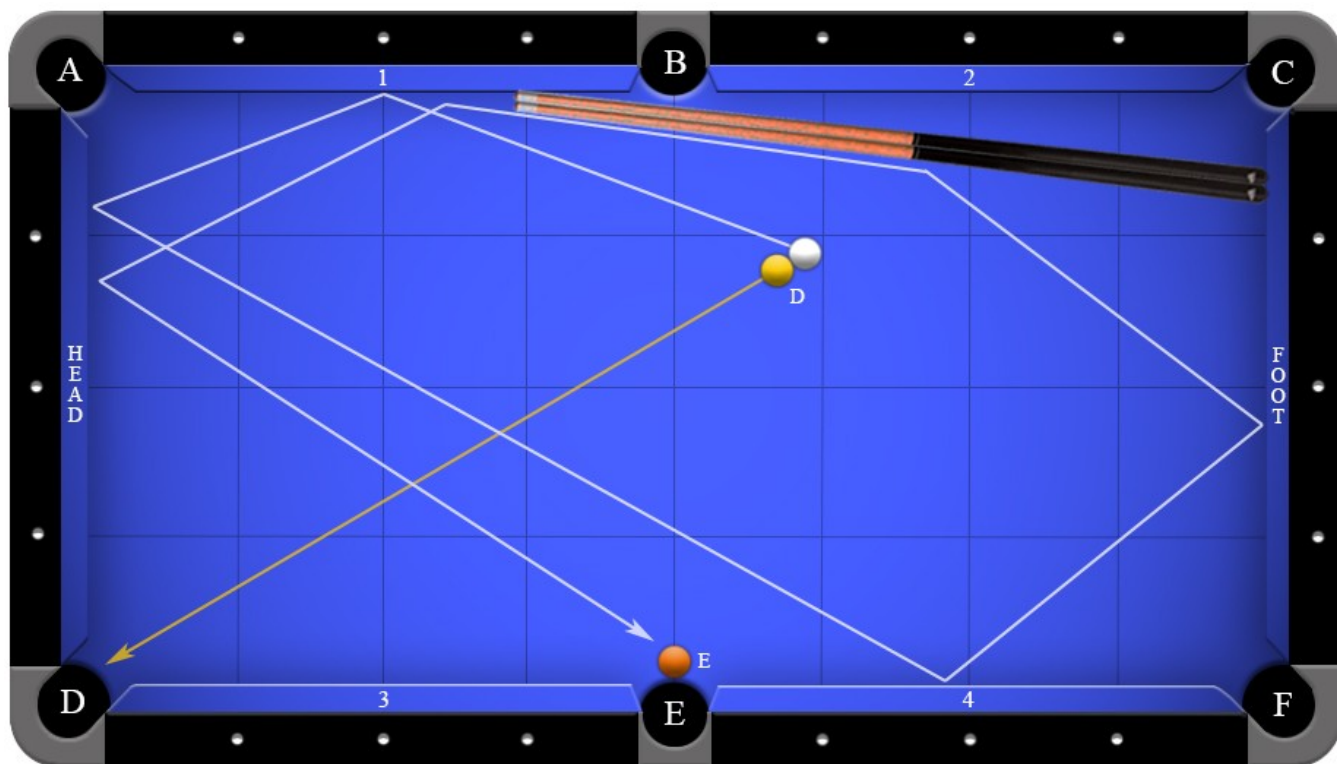
Cue Ball: In hand within the indicated zone.

Object Balls: 'F' ball is frozen to cushion 4 on 1st diamond line with combo ball frozen to F ball and cushion. A blocker ball is frozen to cushion 4 on 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. Cue ball may hit cushion 4 before hitting the combo ball.

Discipline 5 – Shot 4c (9 points): The Speedy Skater



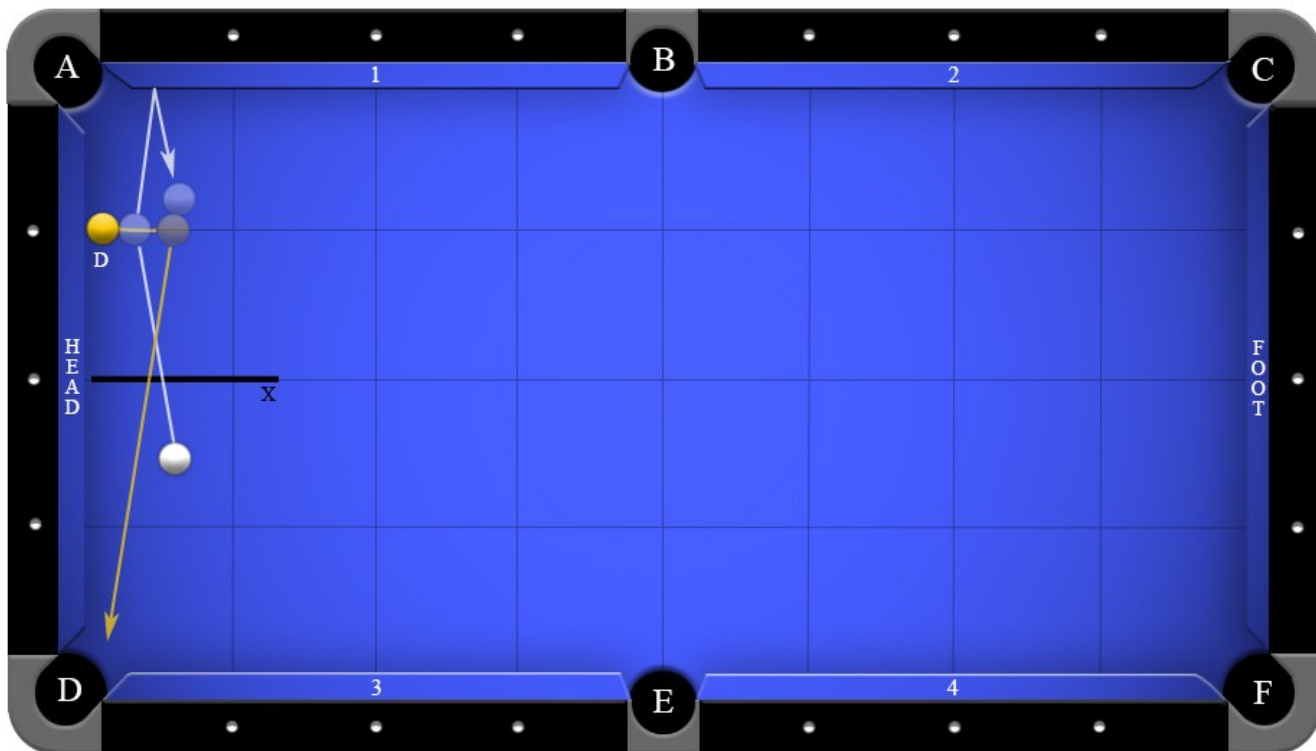
Cue Ball: In hand behind the B-E center line (on the foot cushion side of the table).

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

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

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

Discipline 5 – Shot 5a (10 points): The Kiss and Kick Shot



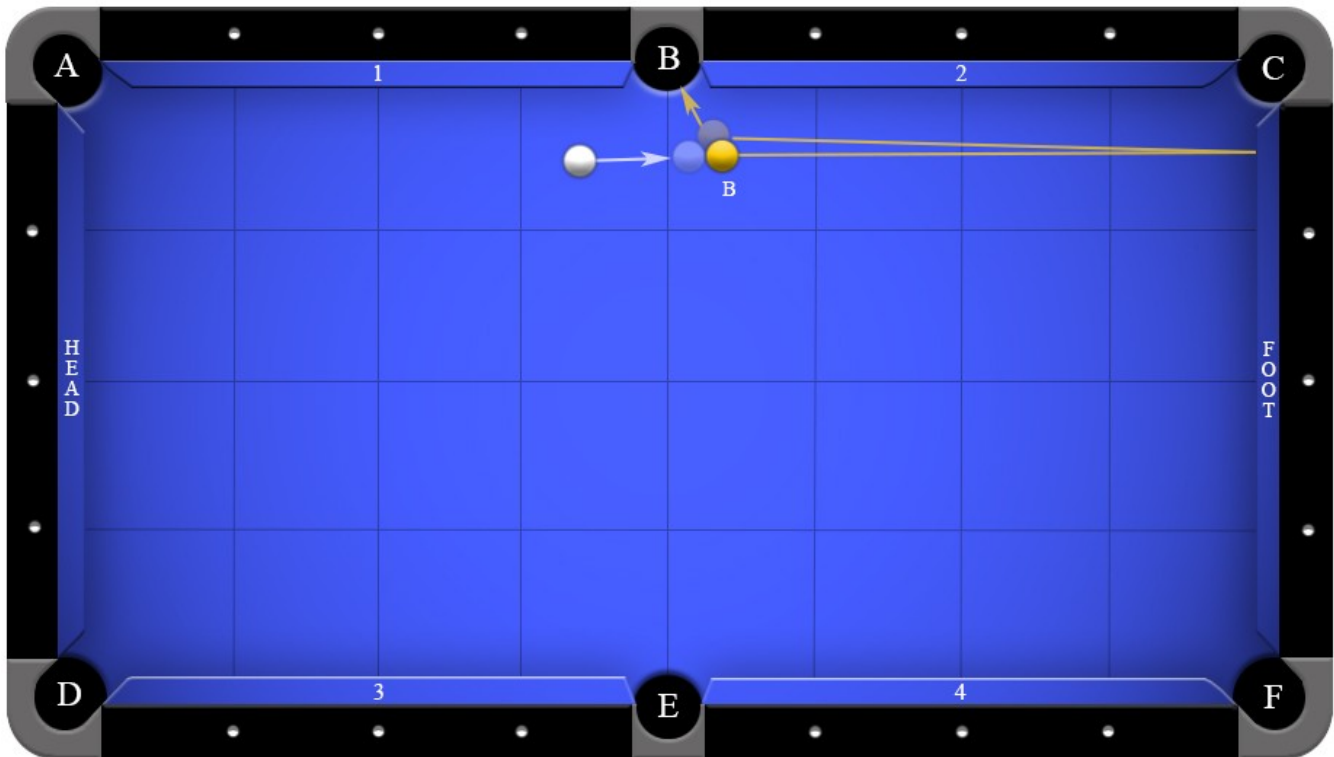
Cue Ball: In hand behind the indicated line.

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): The Efren Reyes Bank Shot



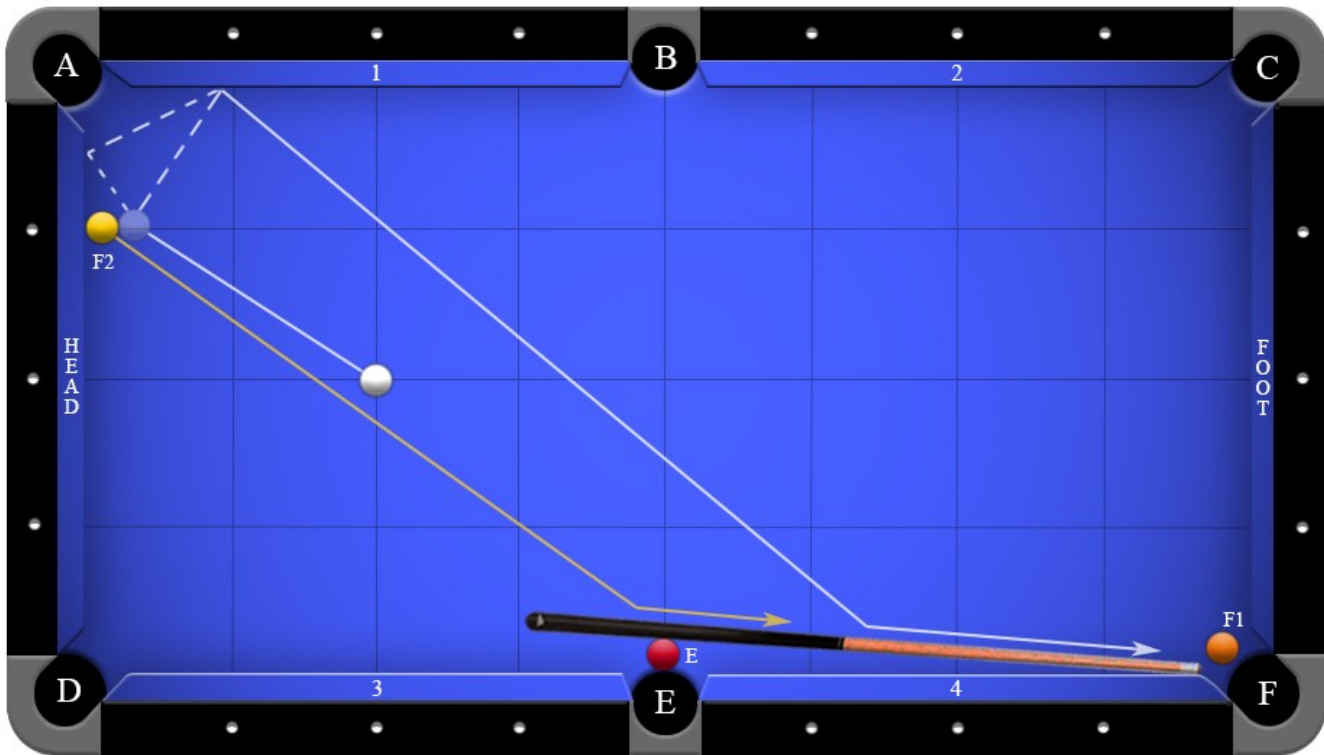
Cue Ball: In hand.

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): Rat Race



Cue Ball: On head spot.

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

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

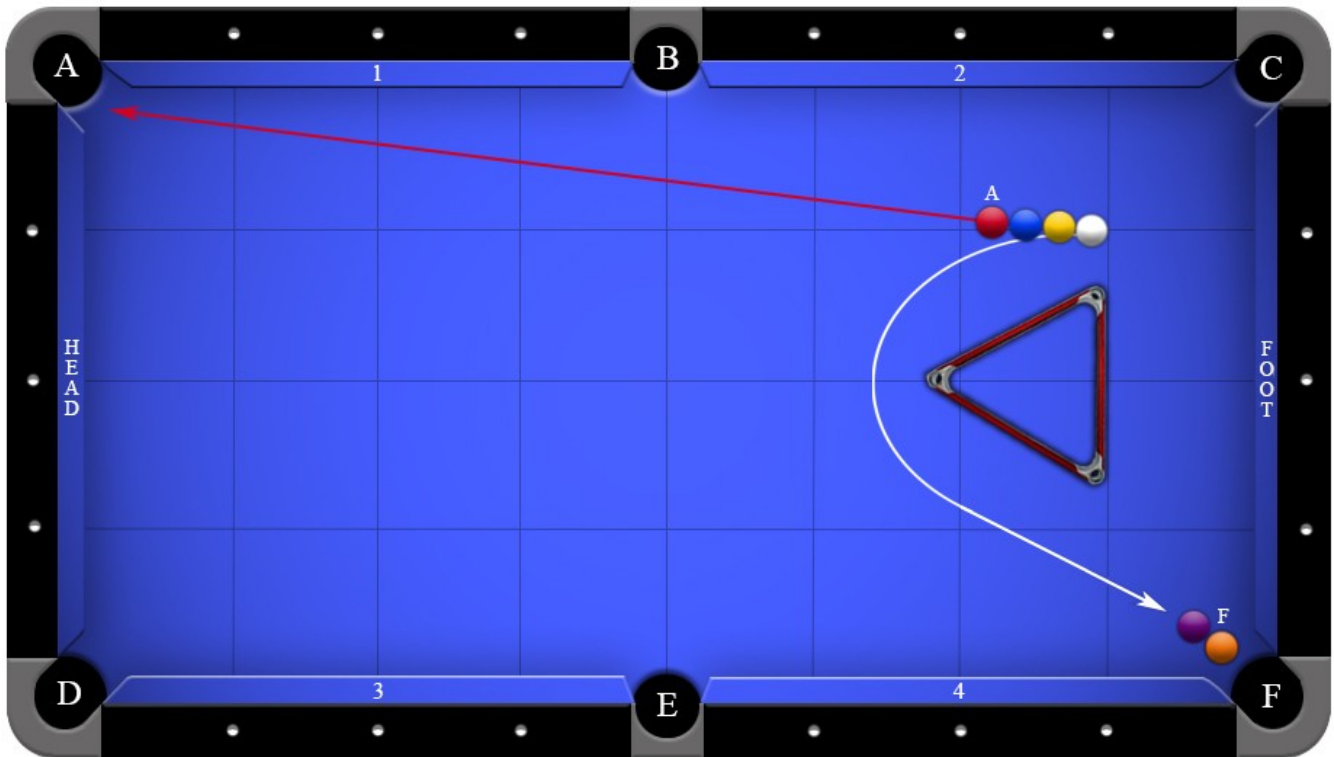
Objective: Shoot cue ball into 'F2' ball. 'F2' ball will bank toward cue stick and pocket F. Cue ball will optionally hit the head cushion, but will hit cushion 1, then the cue stick, making 'E' ball in pocket E, and roll down the cue stick making 'F1' ball in pocket F. Then the 'F2' ball will go in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

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



DISCIPLINE 6: STROKE SHOTS

Discipline 6 – Shot 1a (6 points): The Resistance Draw



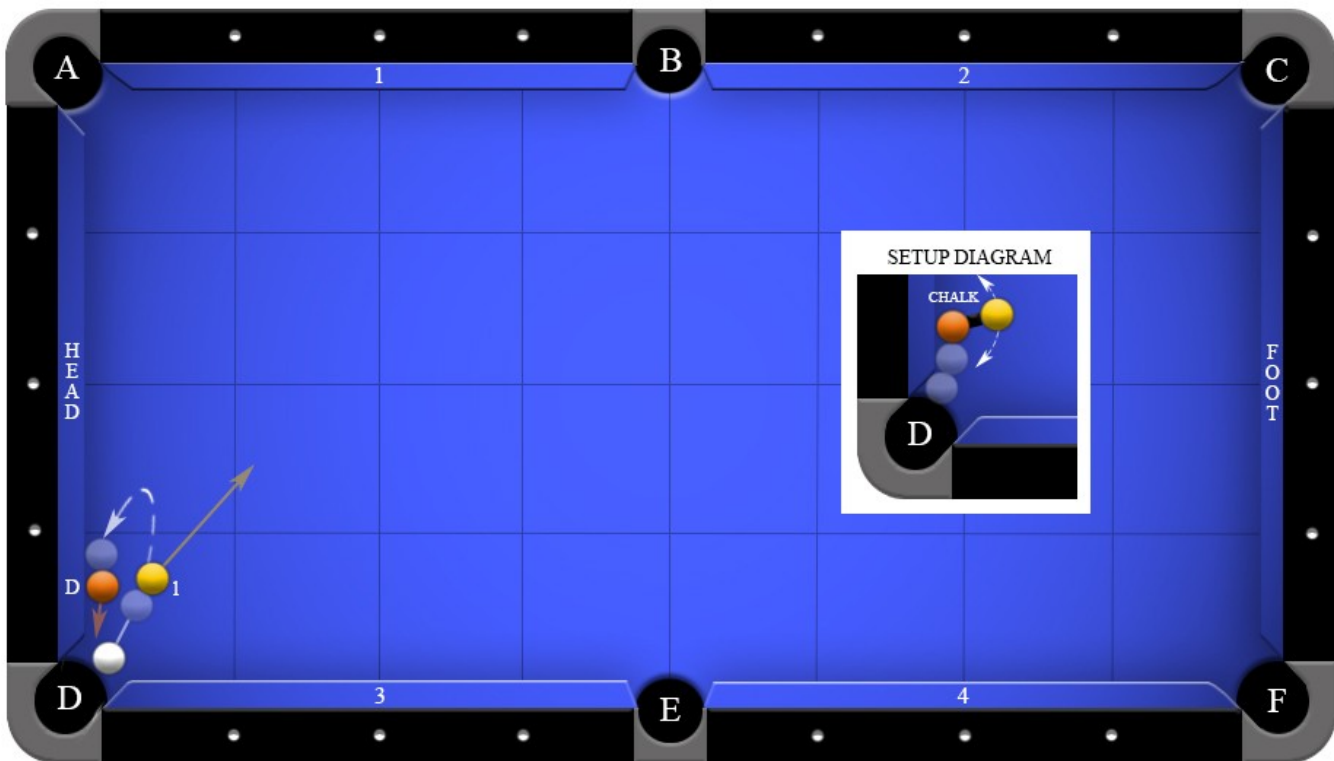
Cue Ball: In hand, but the back edge must be aligned with the 1 diamond.

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 the combo 'F' ball in pocket F.

Special Notes: The other two balls in line do not need to be made. The cue ball may not contact the rack until after '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): Snap, Crackle, Pop, Jump, Nip, Draw



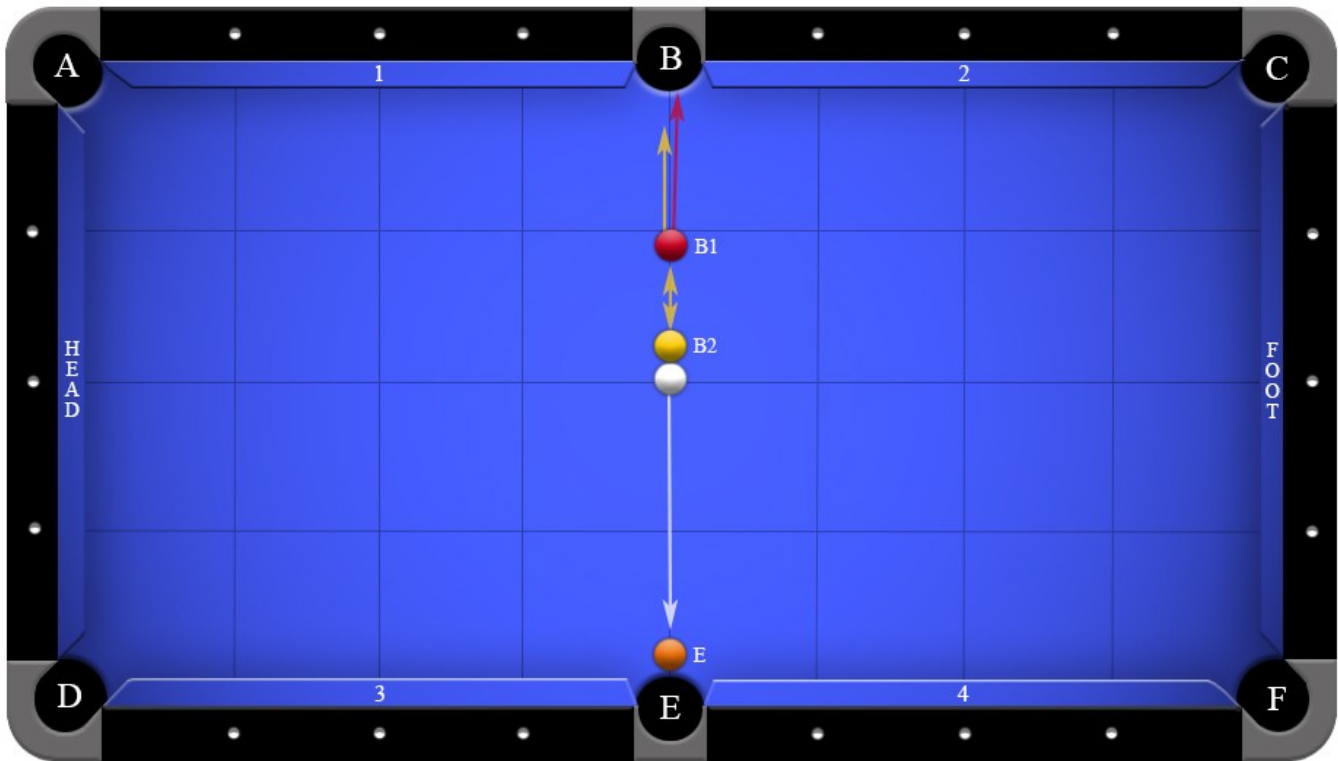
Cue Ball: In hand.

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

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

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

Discipline 6 – Shot 1c (6 points): The Double Kiss Draw Shot



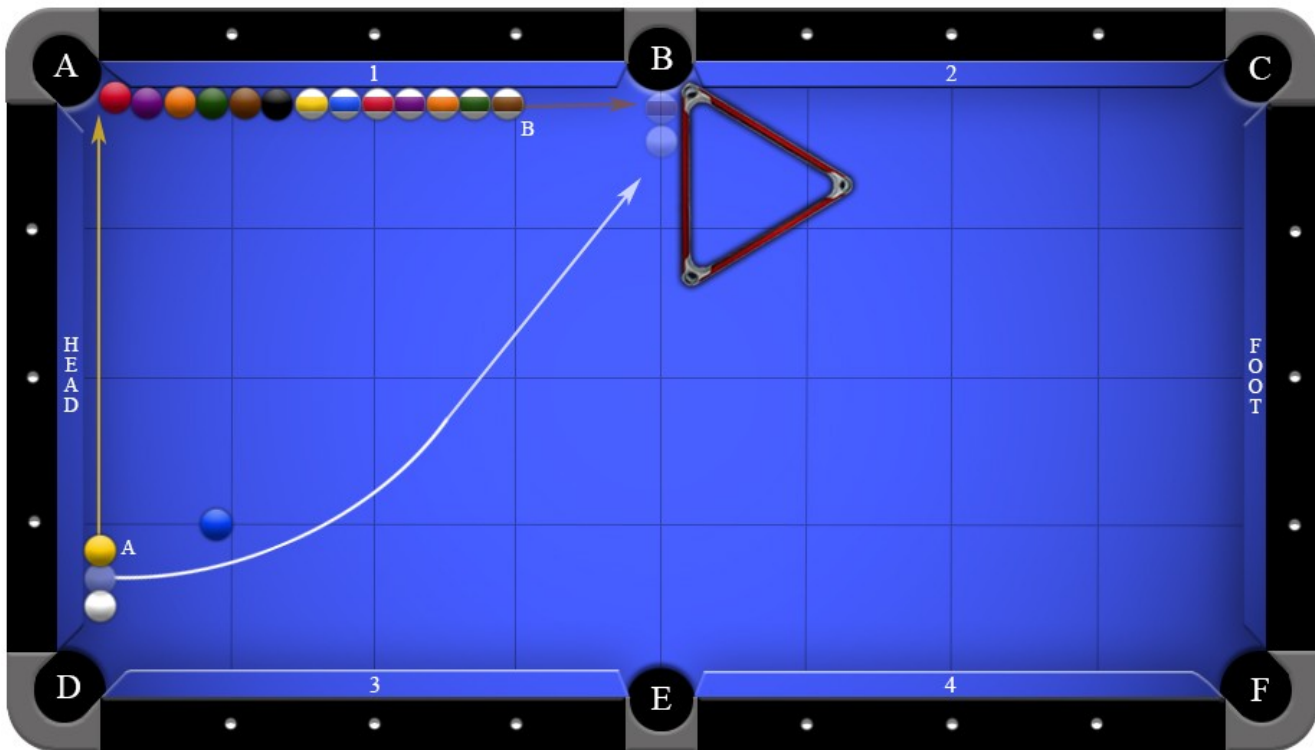
Cue Ball: On center spot.

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 in pocket E.

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

Discipline 6 – Shot 2a (7 points): Giumelli's Rendezvous



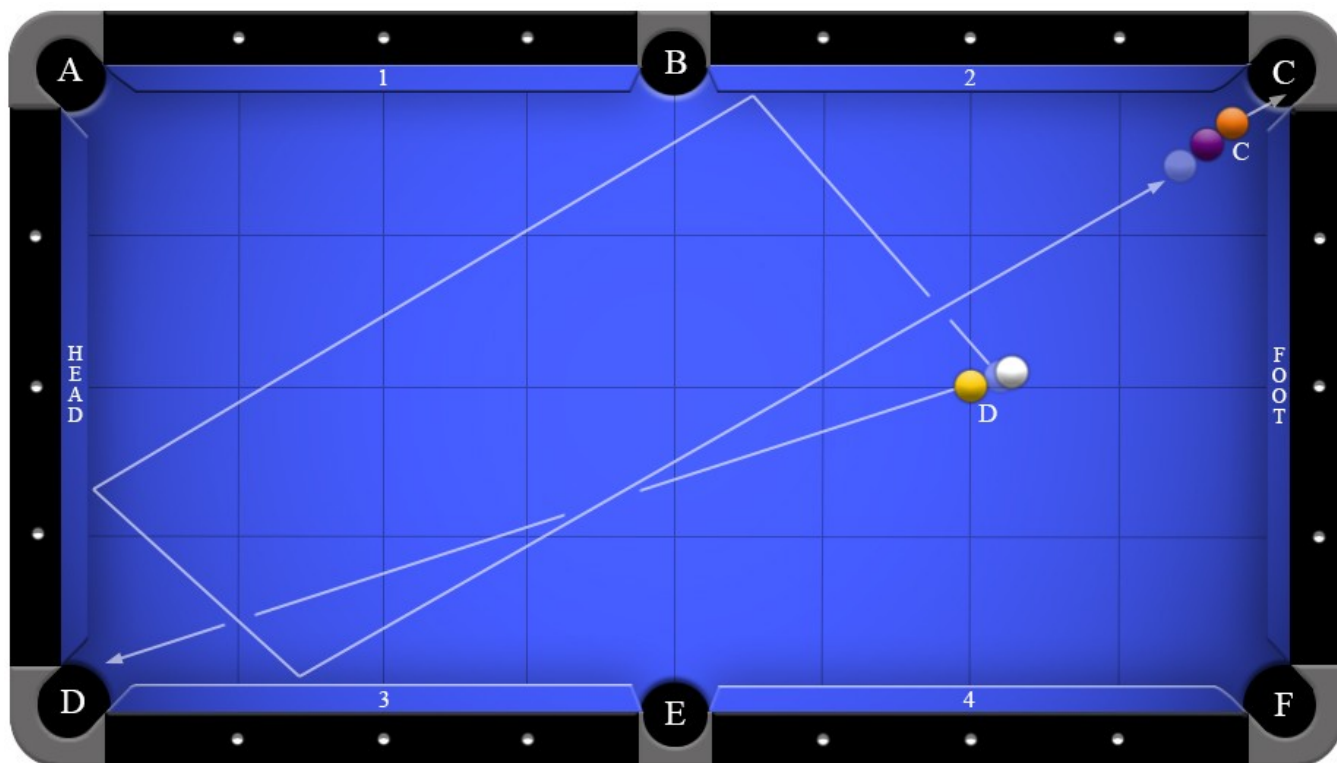
Cue Ball: Frozen to the head cushion, and the back edge is aligned with the pocket point.

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

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

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

Discipline 6 – Shot 2b (7 points): Mini Fouette



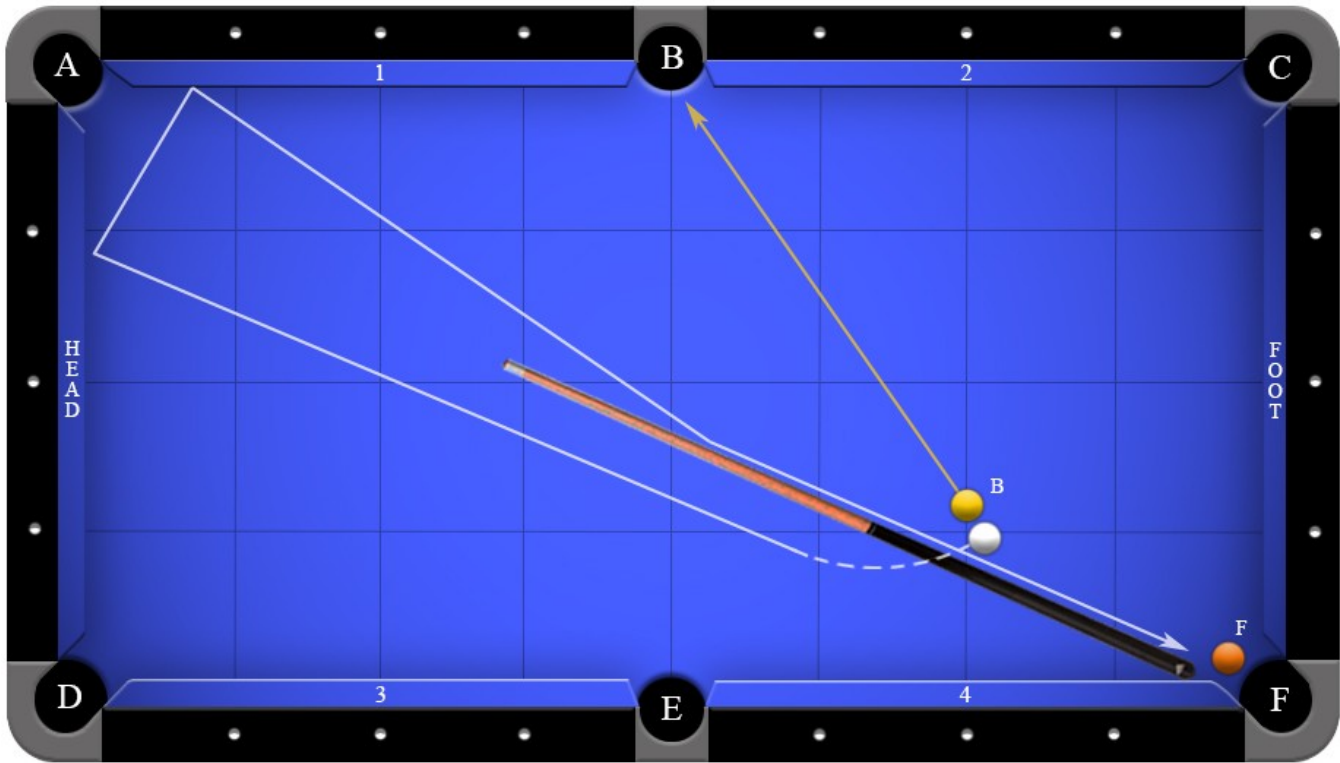
Cue Ball: One chalk width from D ball

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

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

Special Notes: None.

Discipline 6 – Shot 2c (7 points): Jump - Fouette



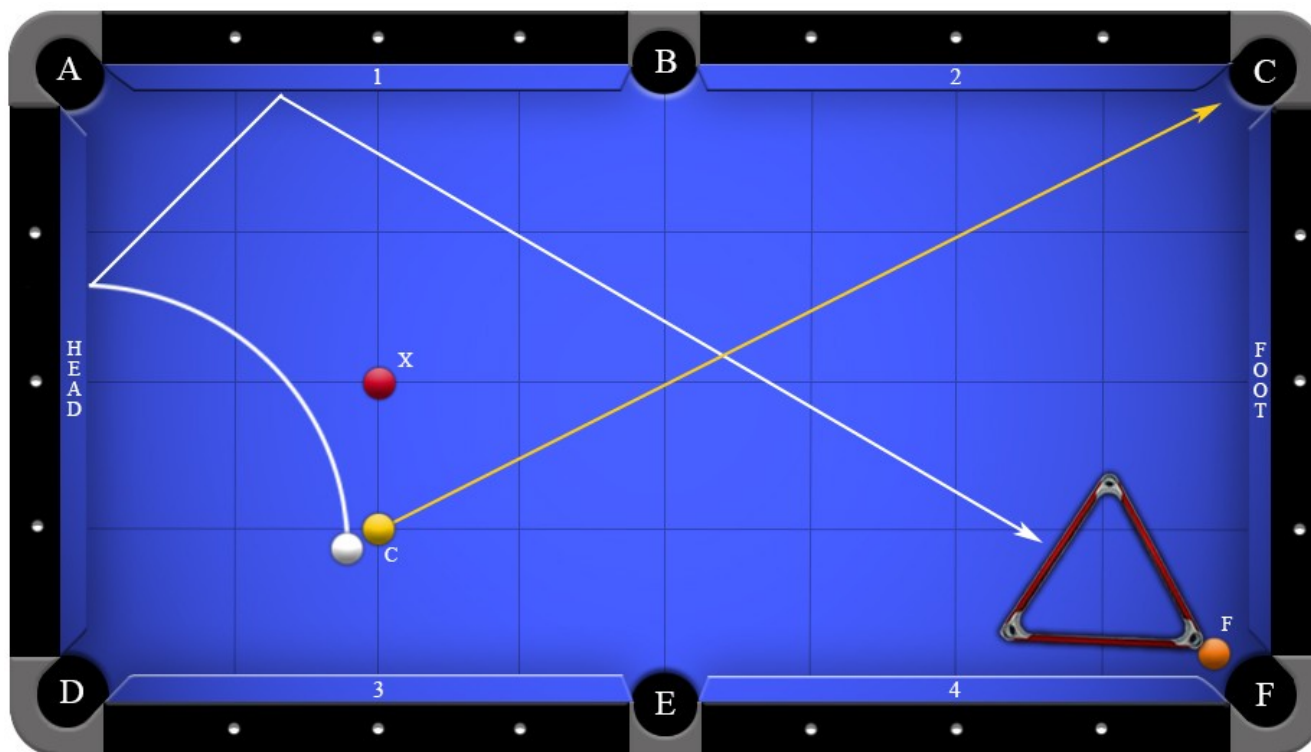
Cue Ball: In hand, but no more than 1 chalk width from 'B' ball.

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

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

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

Discipline 6 – Shot 3a (8 points): The Ribbon Shot



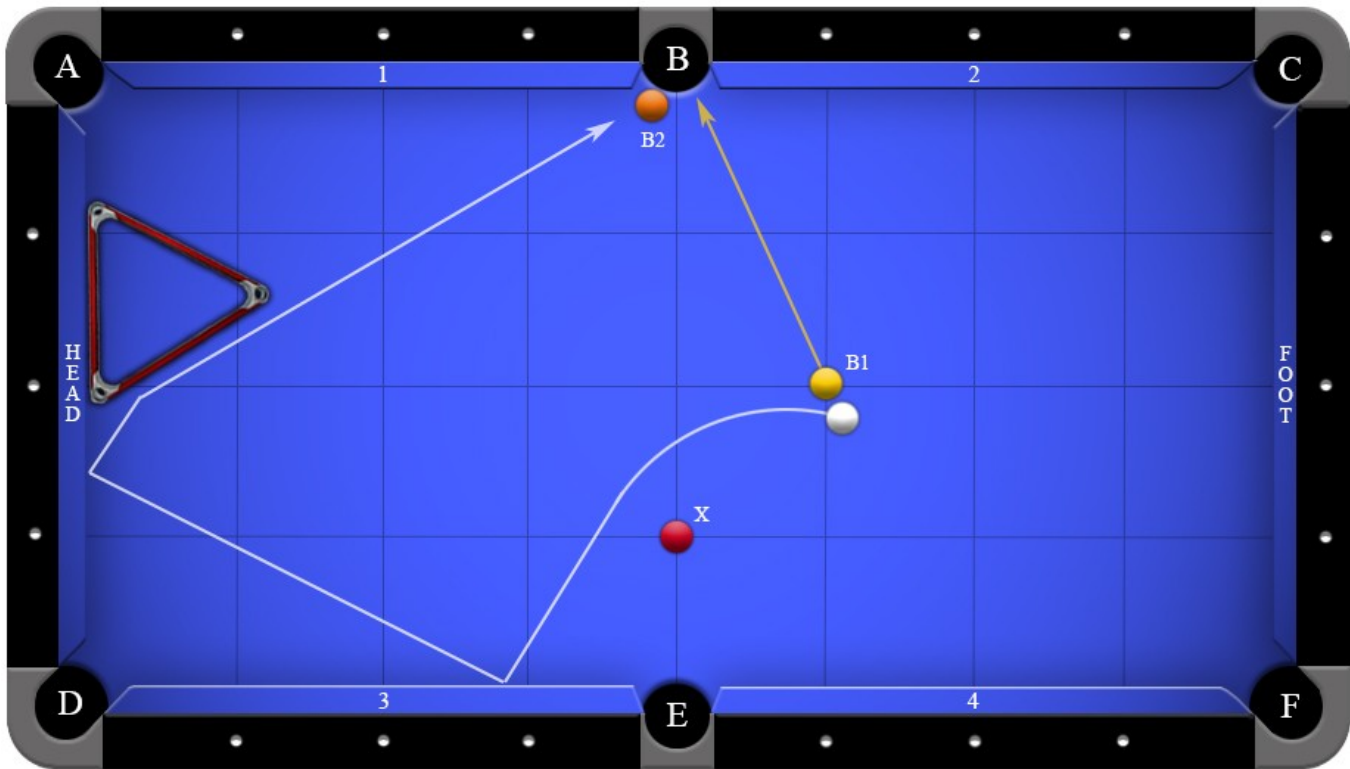
Cue Ball: In hand, exactly 2mm away from 'C' ball.

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

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

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

Discipline 6 – Shot 3b (8 points): The Whip Shot



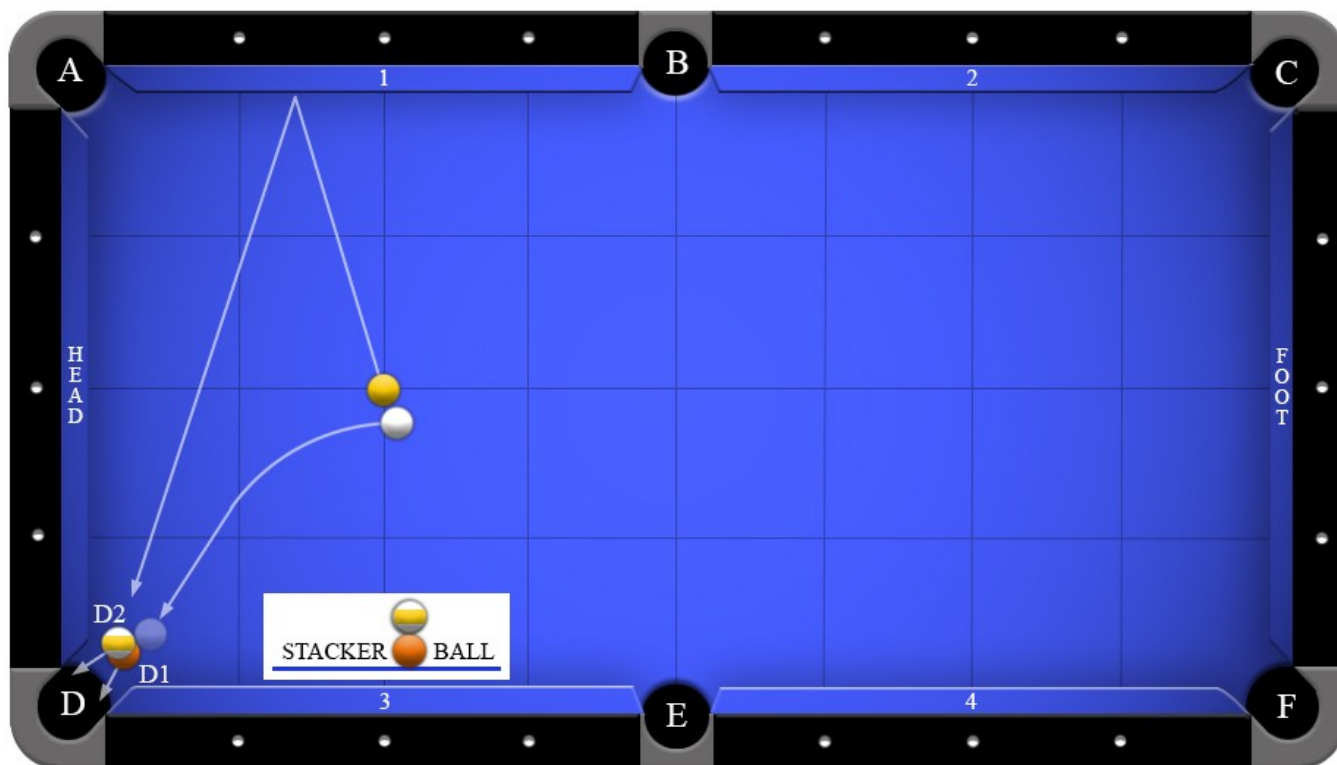
Cue Ball: Exactly 2mm away from 'B1' ball.

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): Stack and Whip It



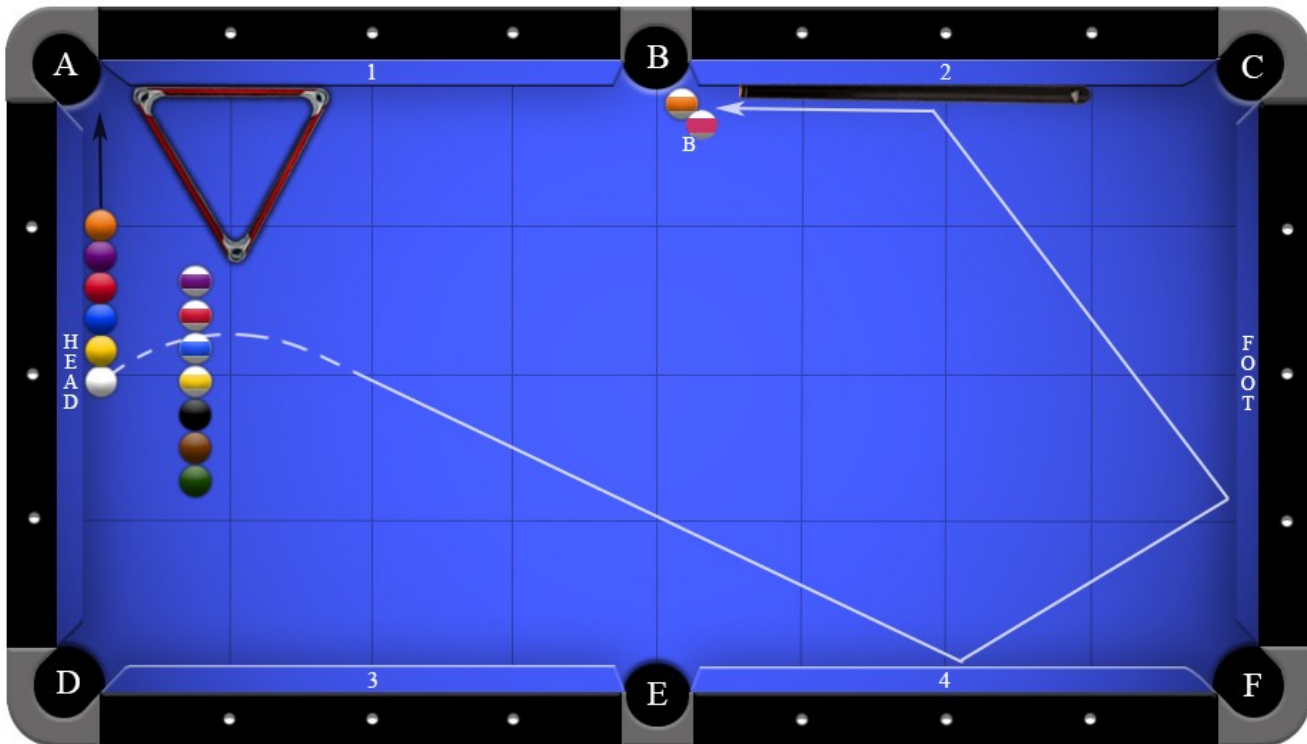
Cue Ball: Exactly 2mm away from the object ball on the spot.

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

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

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

Discipline 6 – Shot 4a (9 points): Luke’s Stroke Jump Shot



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

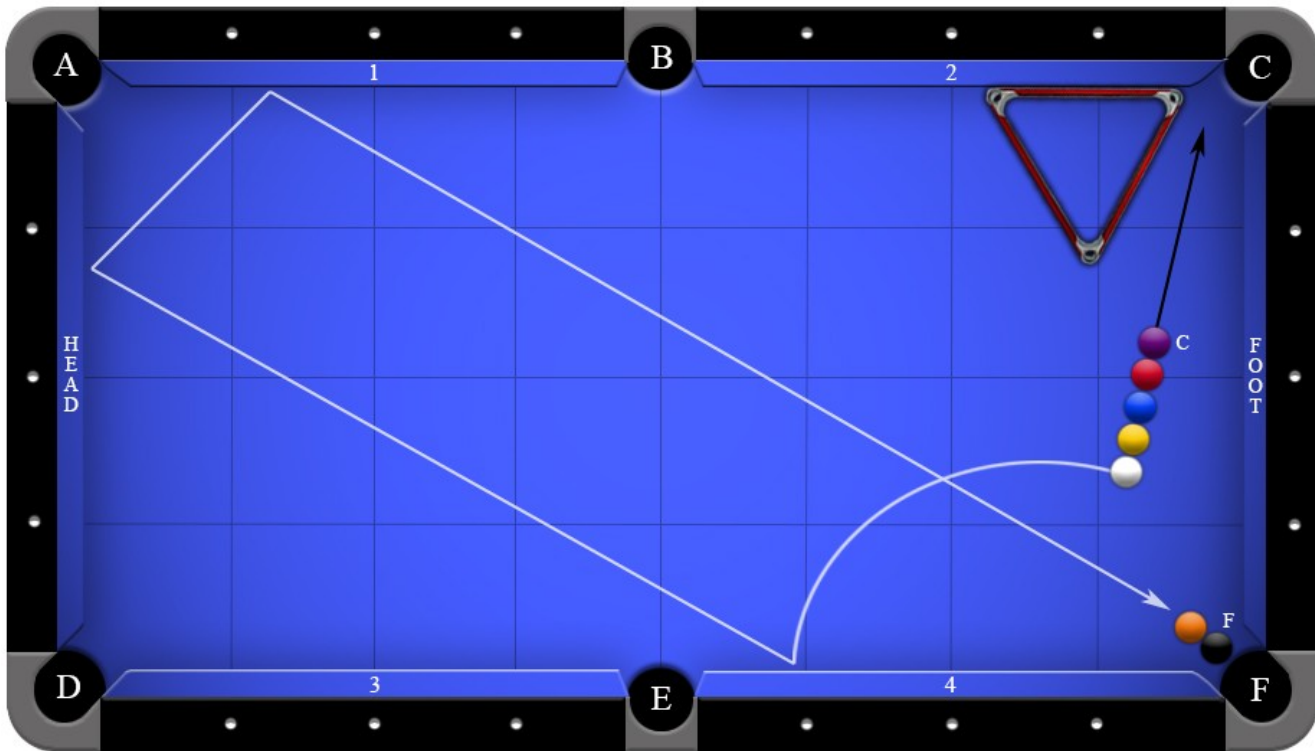
Object Balls: 5 object balls are frozen in a line and to the head cushion. The first object ball in the line is at the 1 diamond from pocket A. A row of 7 blocker object balls is placed 2 ball widths from the first row of object balls and the cue ball. The middle ball in the row of 7 is even with the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

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

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

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

Discipline 6 – Shot 4b (9 points): The Showoff Spin Shot



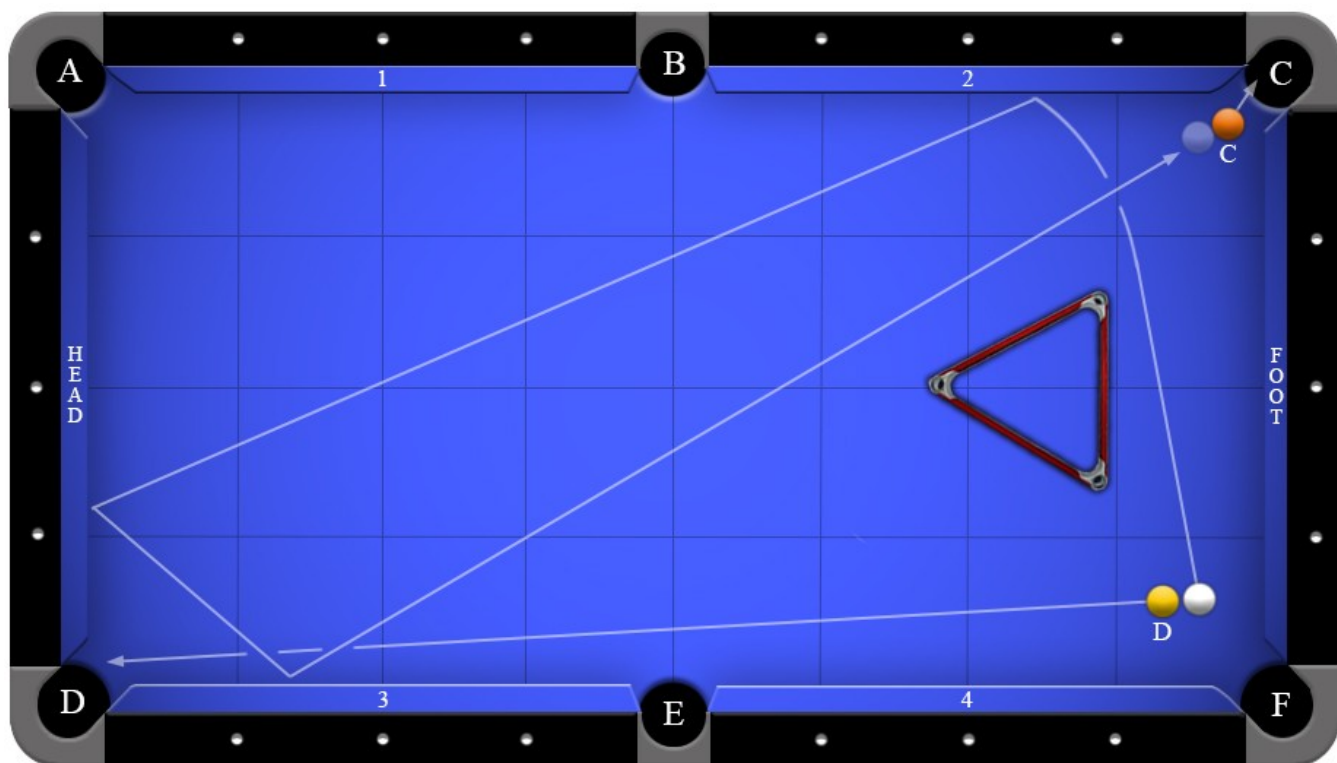
Cue Ball: In hand, but no more than 2 diamonds away from the foot cushion.

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

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

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

Discipline 6 – Shot 4c (9 points): An Inside Job 3-Railer



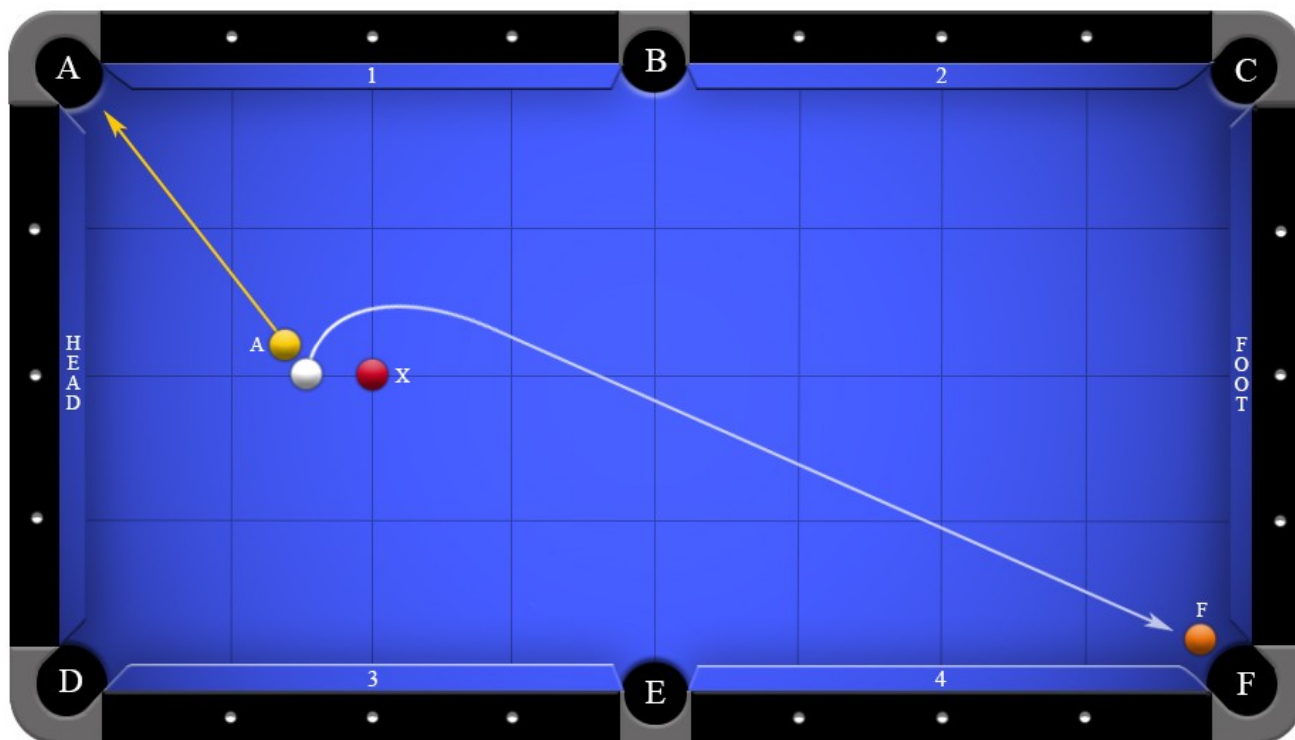
Cue Ball: The cue ball must be at least 2 ball's width off the foot cushion. It may not be more than 3 ball's width off cushion 4.

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

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

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

Discipline 6 – Shot 5a (10 points): The Whip Draw Shot



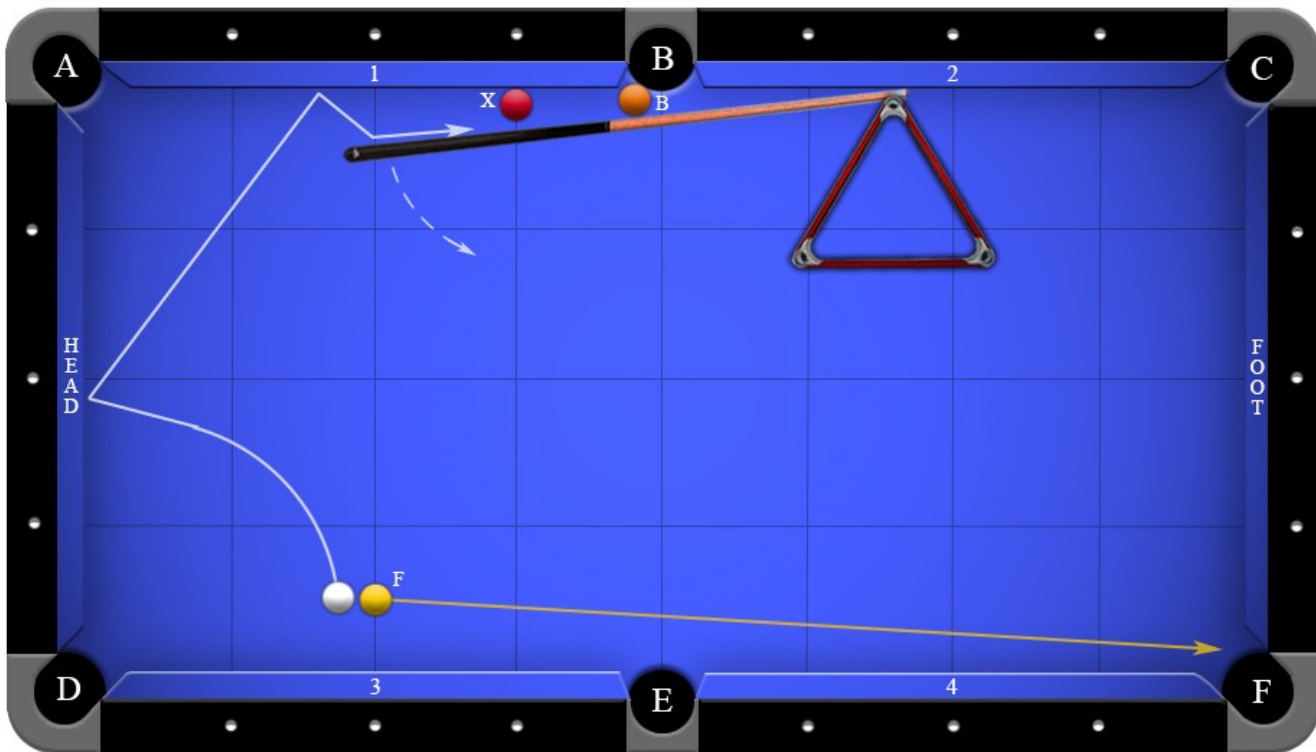
Cue Ball: On the long center line of the table, exactly 1 ball's width from the ball on the head spot.

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 in pocket F.

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): Opening the Gate



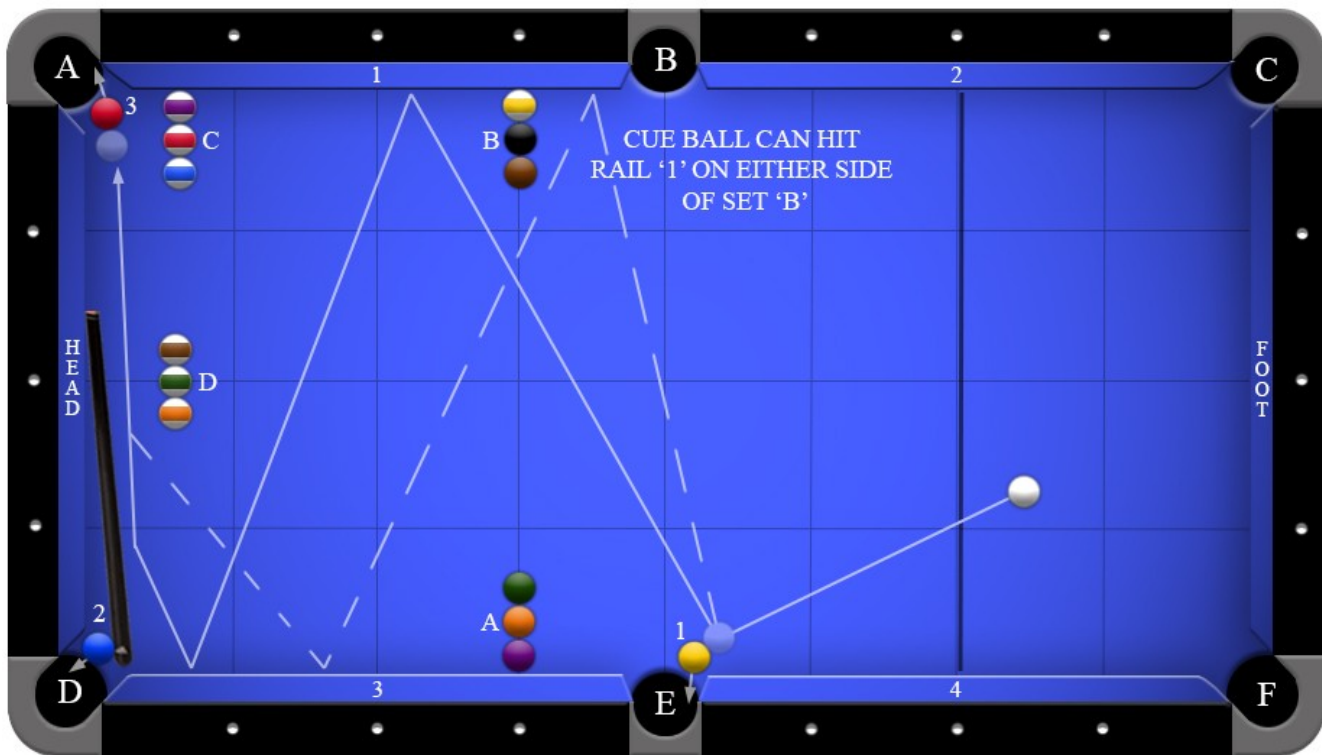
Cue Ball: In hand but must be exactly 2mm from the 'F' ball.

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

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

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

Discipline 6 – Shot 5c (10 points): The Kick Stroker



Cue Ball: In hand behind foot string.

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

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

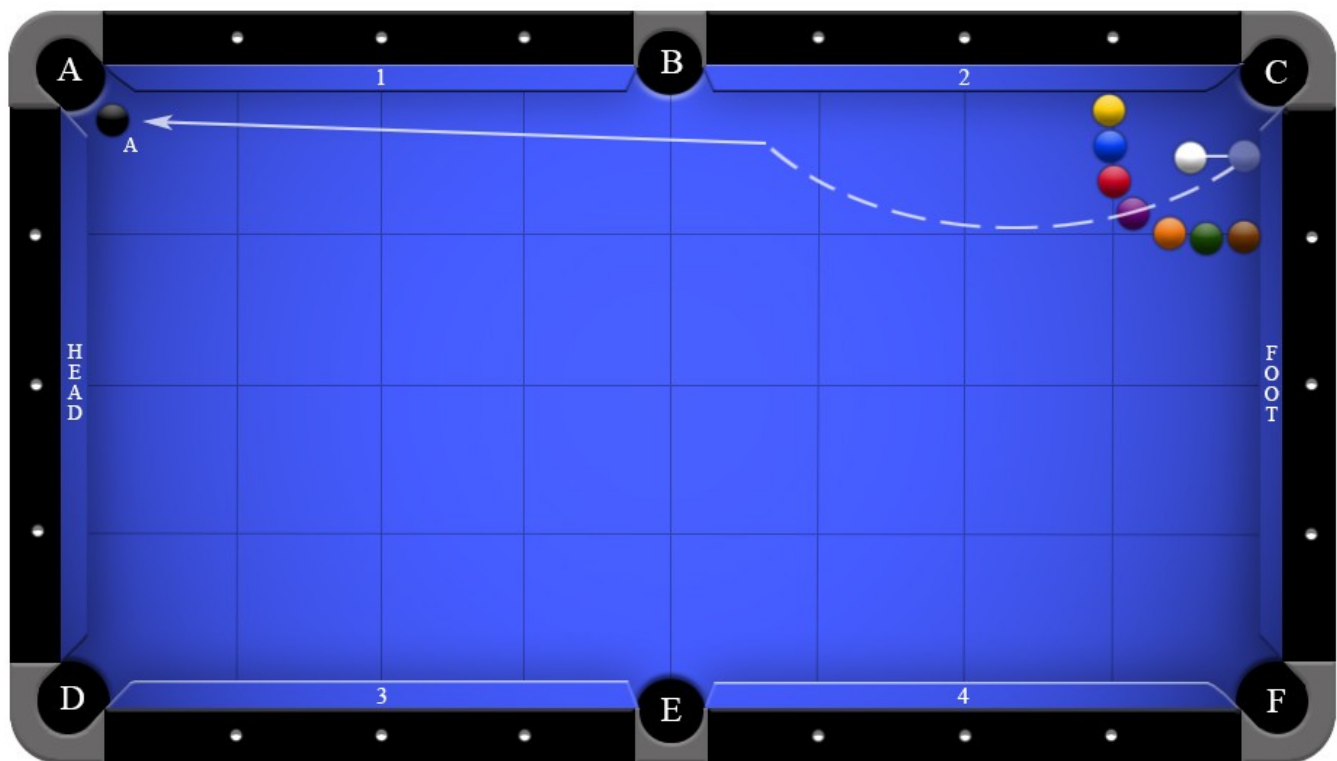
Objective: Shoot cue ball into 1 ball, pocketing it in pocket E. Cue ball will hit cushion 1 then cushion 3. Cue ball will then hit the cue butt, pocketing 2 ball in pocket D, roll down the cue butt and pocket 3 ball in pocket A.

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



DISCIPLINE 7: JUMP SHOTS

Discipline 7 – Shot 1a (6 points): The Jailbreak Shot



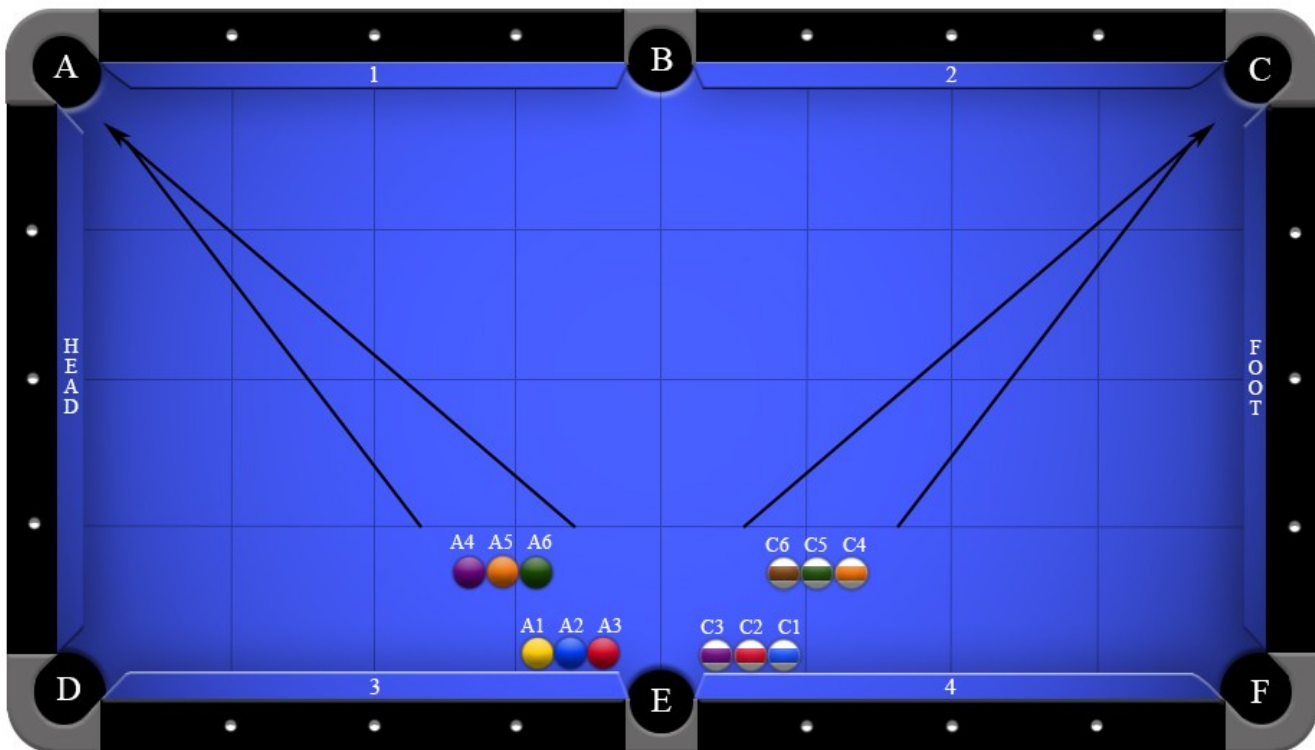
Cue Ball: In hand within the ring of balls.

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

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

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

Discipline 7 – Shot 1b (6 points): Dr. Cue Waterfall Shot



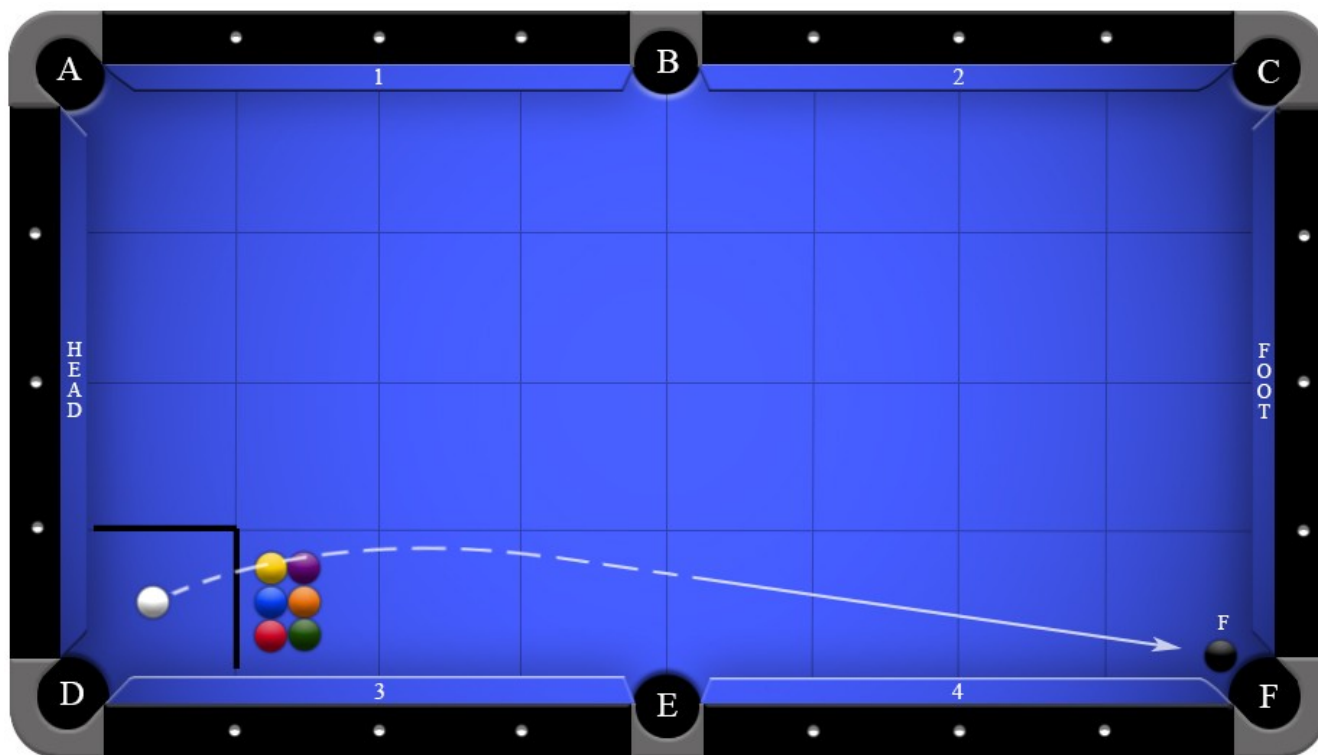
Cue Ball: None

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

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

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

Discipline 7 – Shot 1c – 6 points: ESPN Original Jump



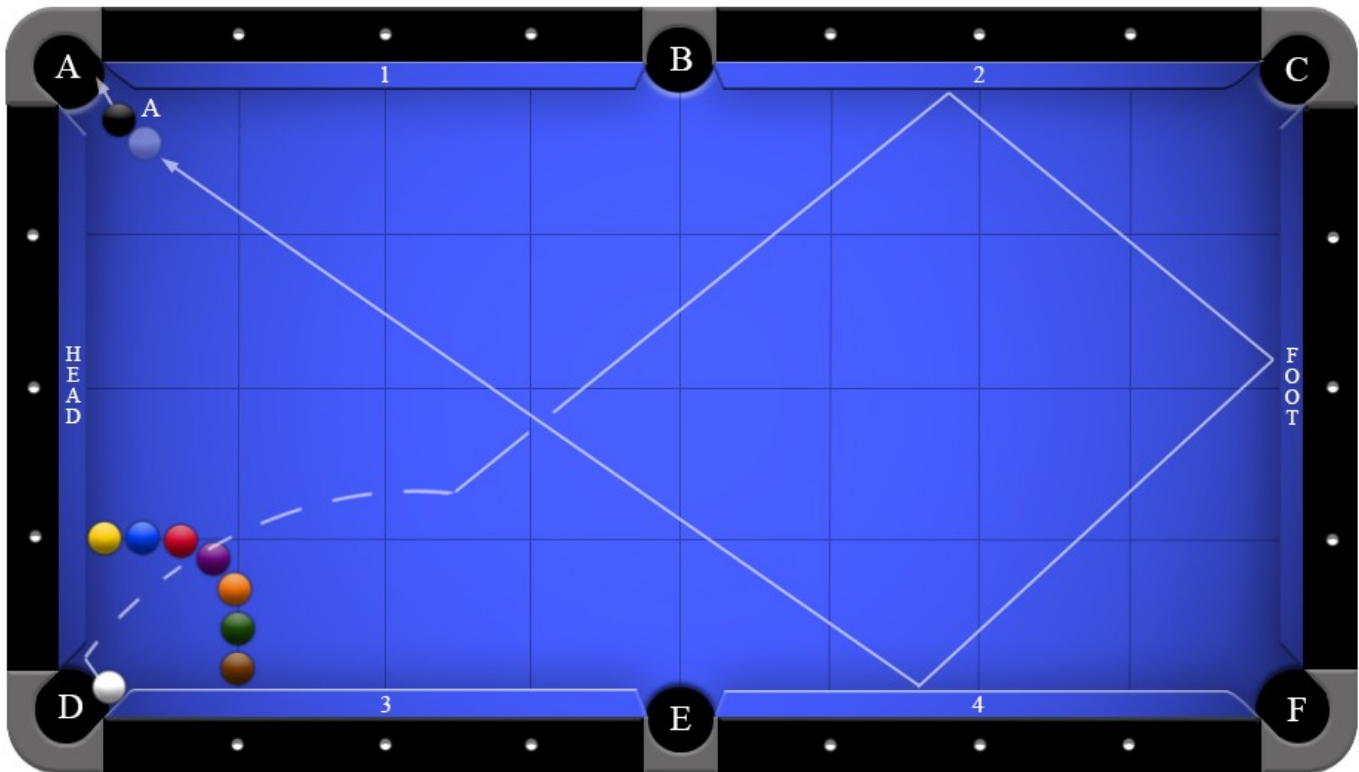
Cue Ball: In hand, at least 1 ball off the head rail, within the 1 x 1 diamond zone indicated. It must be positioned so that it will jump over the center of the cluster of blocking balls (approximately).

Object 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 1 x 1 diamond zone.

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

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

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



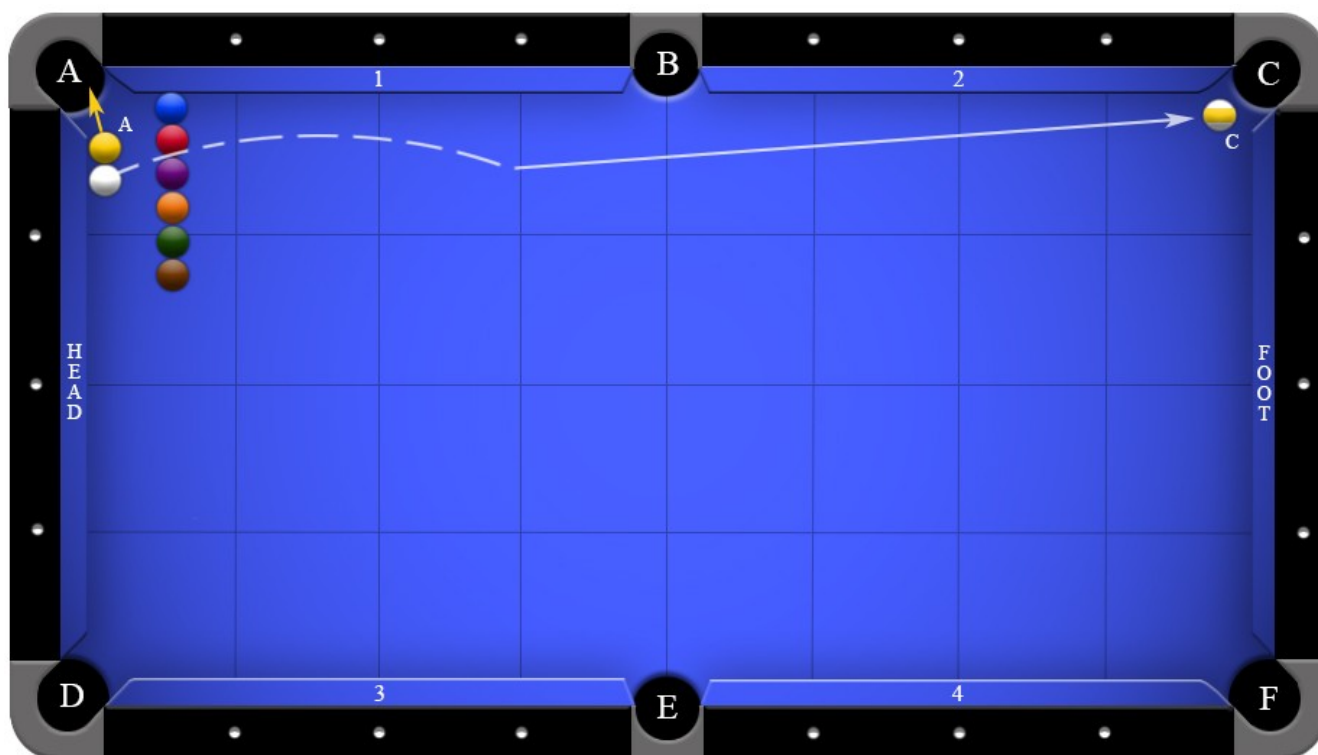
Cue Ball: Frozen to right point of pocket D. with pocket side of cue ball even with slate cut. Cue ball may be placed deeper into the pocket (optional).

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

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

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

Discipline 7 – Shot 2b (7 points): The Close Jump Shot



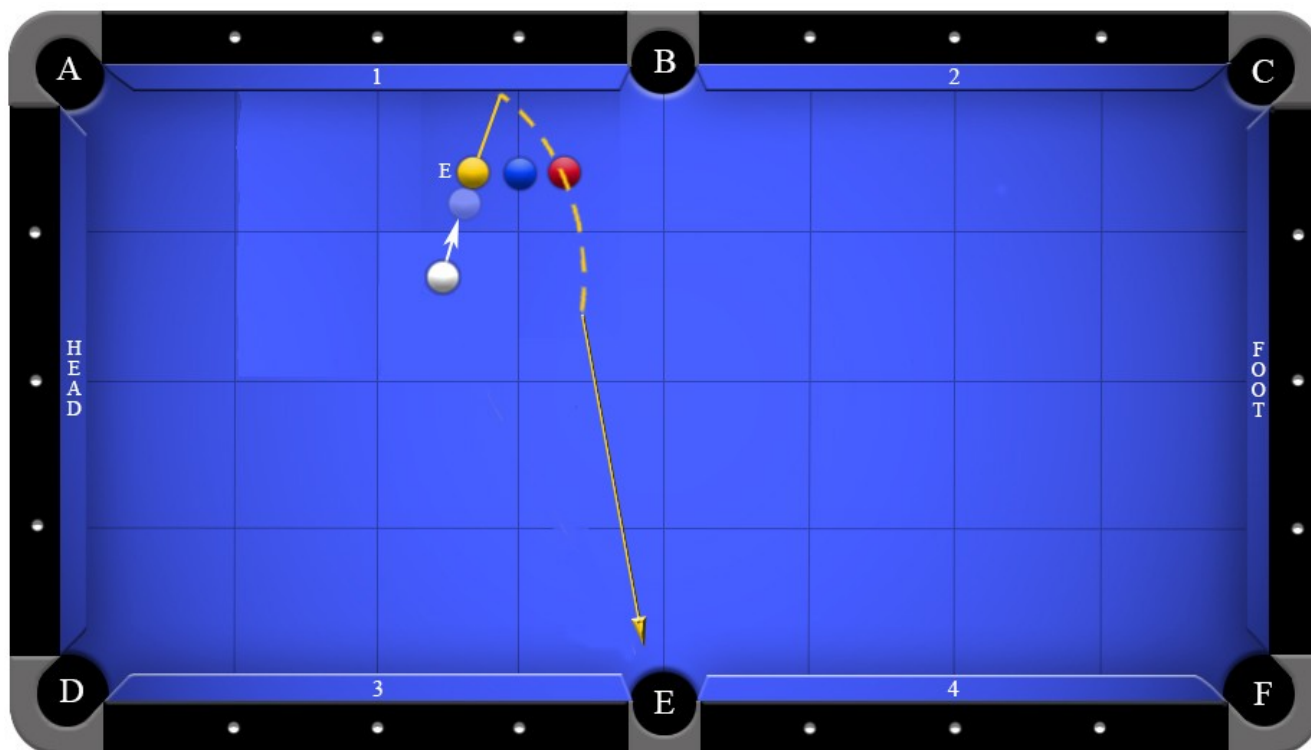
Cue Ball: In hand between head cushion and blocker balls.

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

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

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

Discipline 7 – Shot 2c (7 points): The Flying Bank Shot



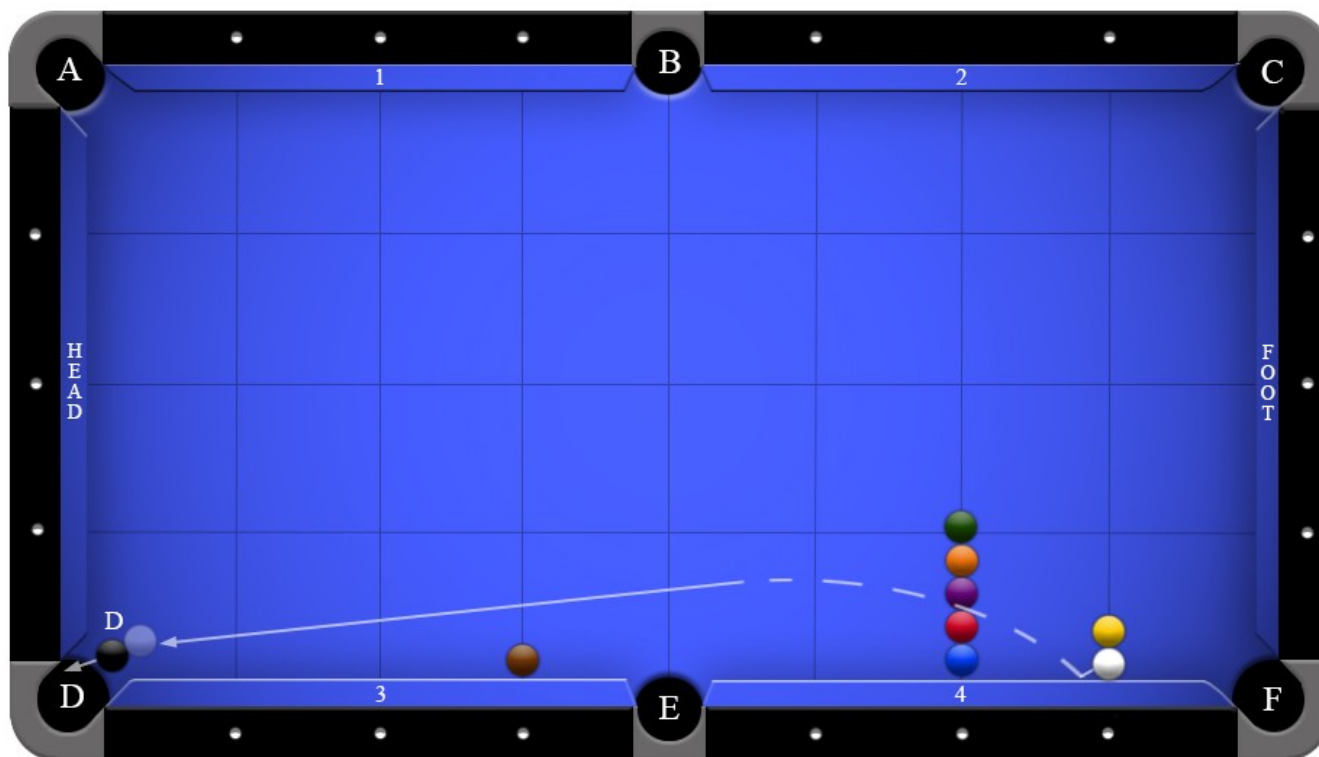
Cue Ball: In hand.

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): Jump Hook



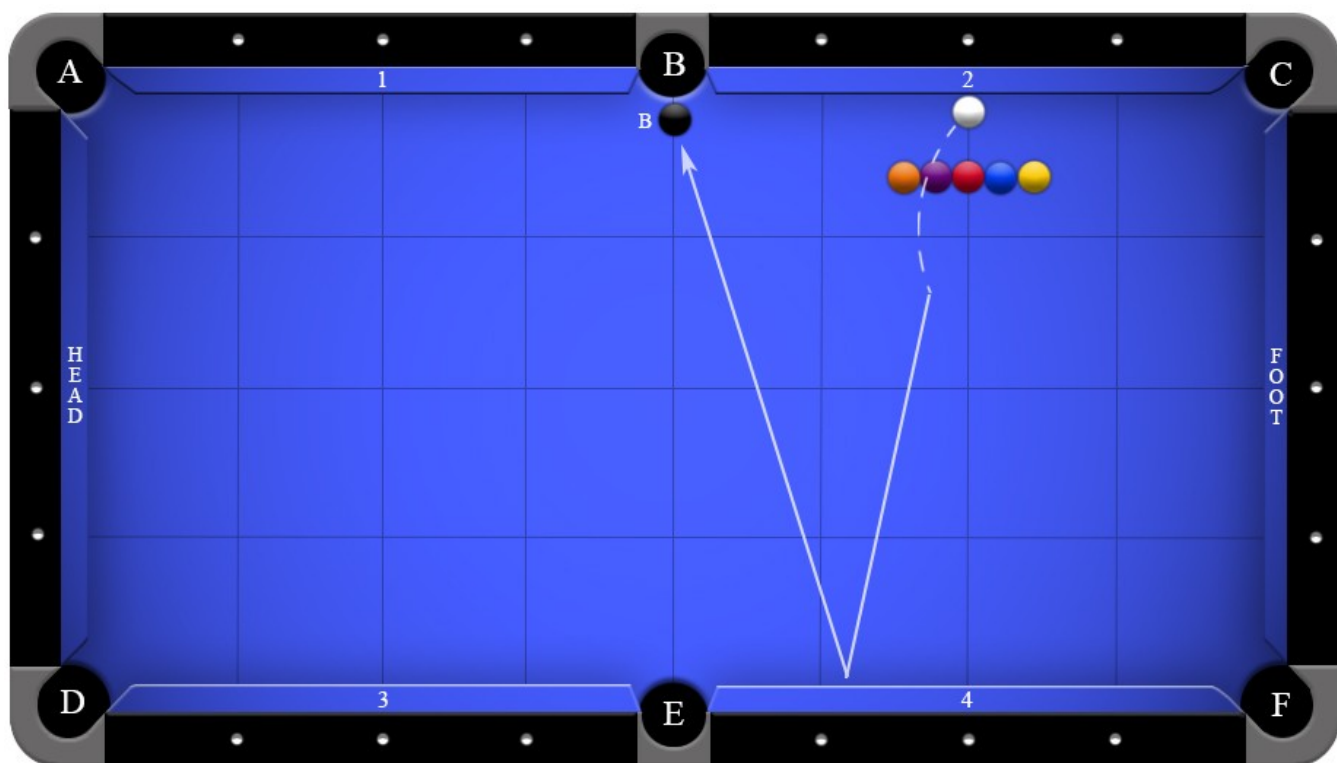
Cue Ball: Frozen to Rail 4 at the first diamond from F pocket.

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

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

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

Discipline 7 – Shot 3b (8 points): Yow's Barrier



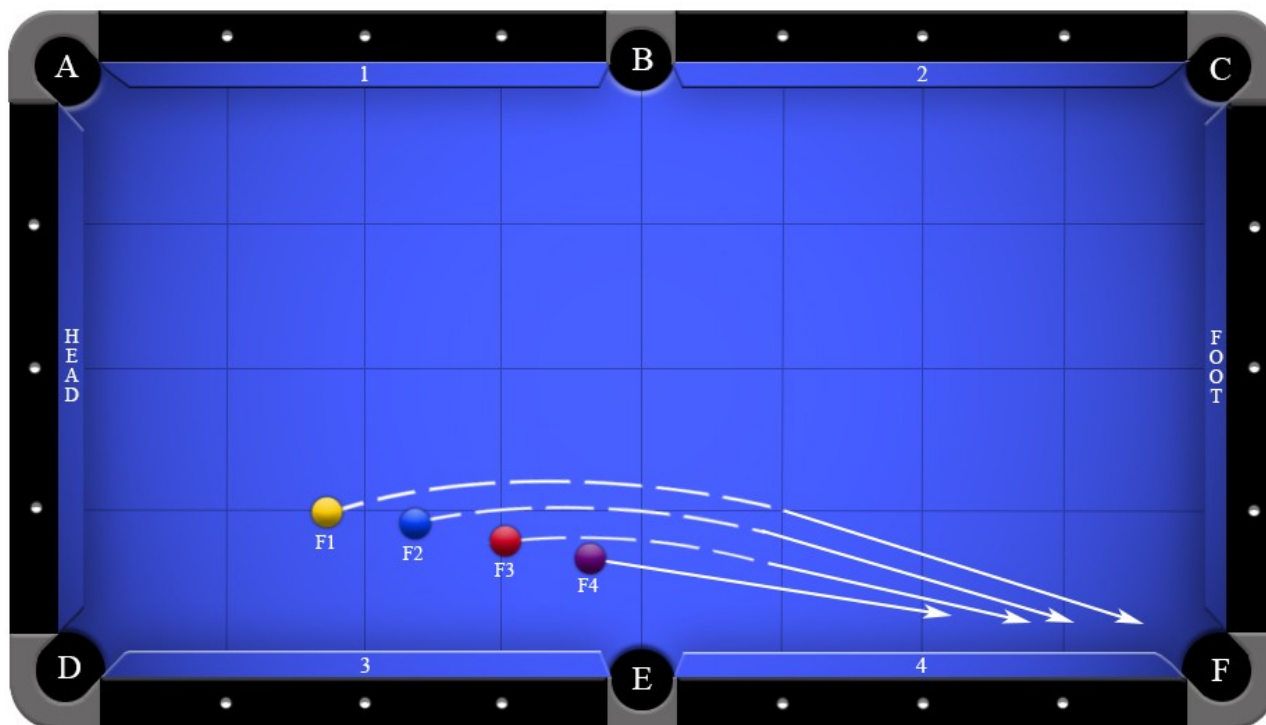
Cue Ball: In hand between the blocker balls and the cushion. The cue ball may not be adjusted left or right so that the edge passes the 2nd diamond line.

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

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

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

Discipline 7 – Shot 3c (8 points): Dr. Cue Leap Frog Shot



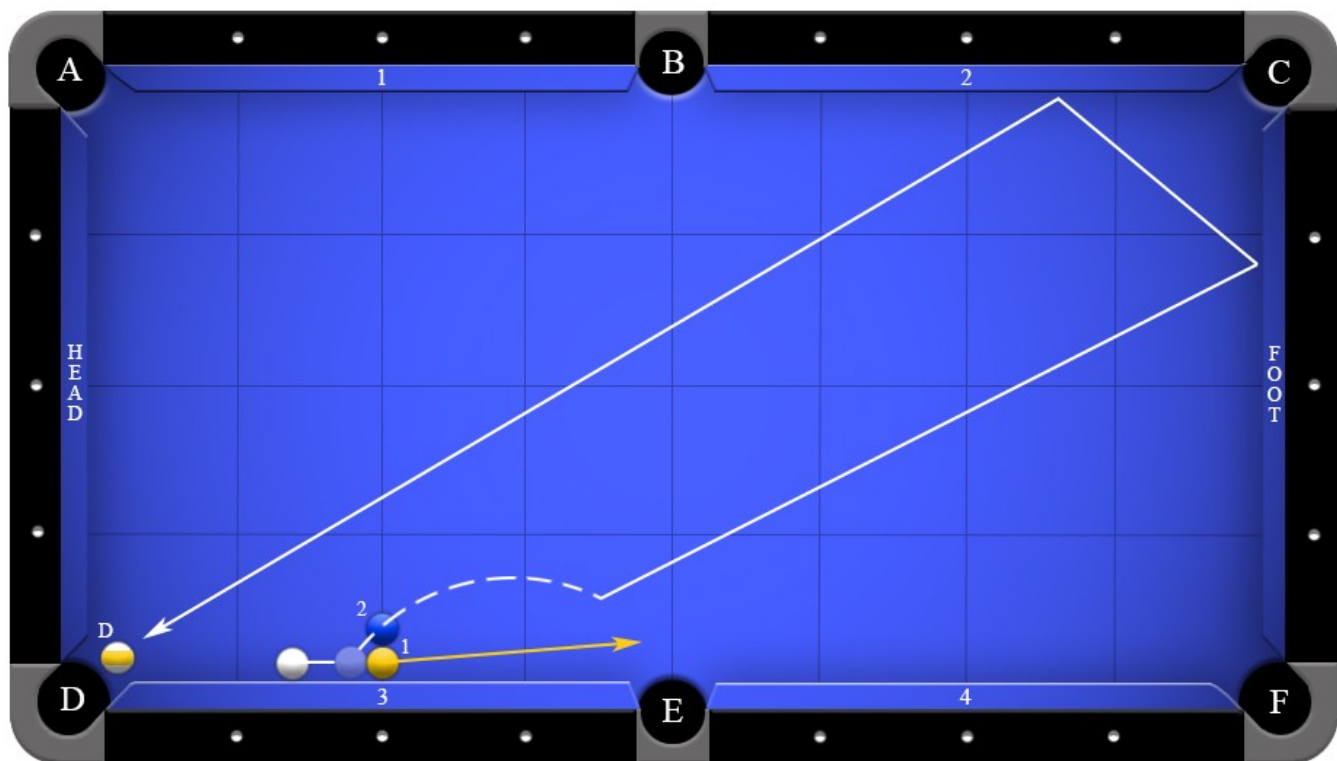
Cue Ball: None

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

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

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

Discipline 7 – Shot 4a (9 points): Ernie’s Jump – Presto!!



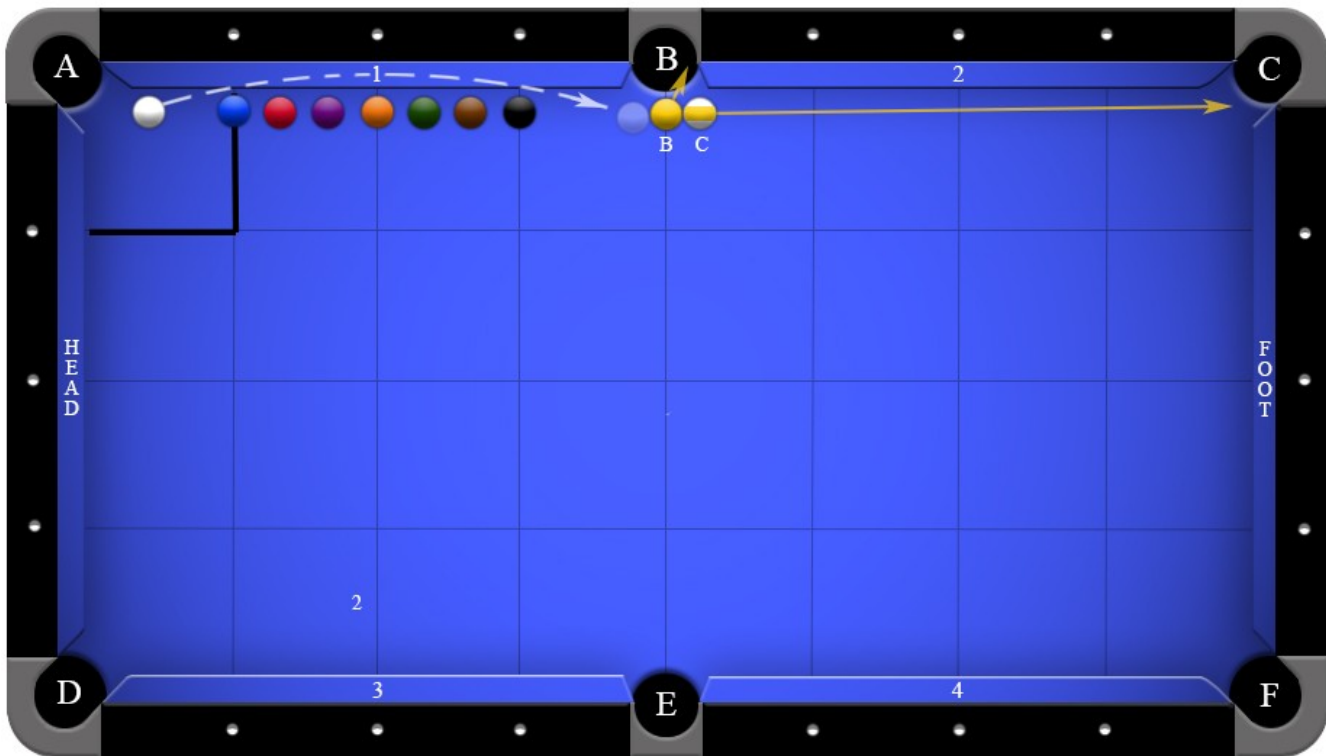
Cue Ball: In hand, frozen to cushion 3.

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 at pocket D.

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

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

Discipline 7 – Shot 4b (9 points): The Evel Knievel Shot



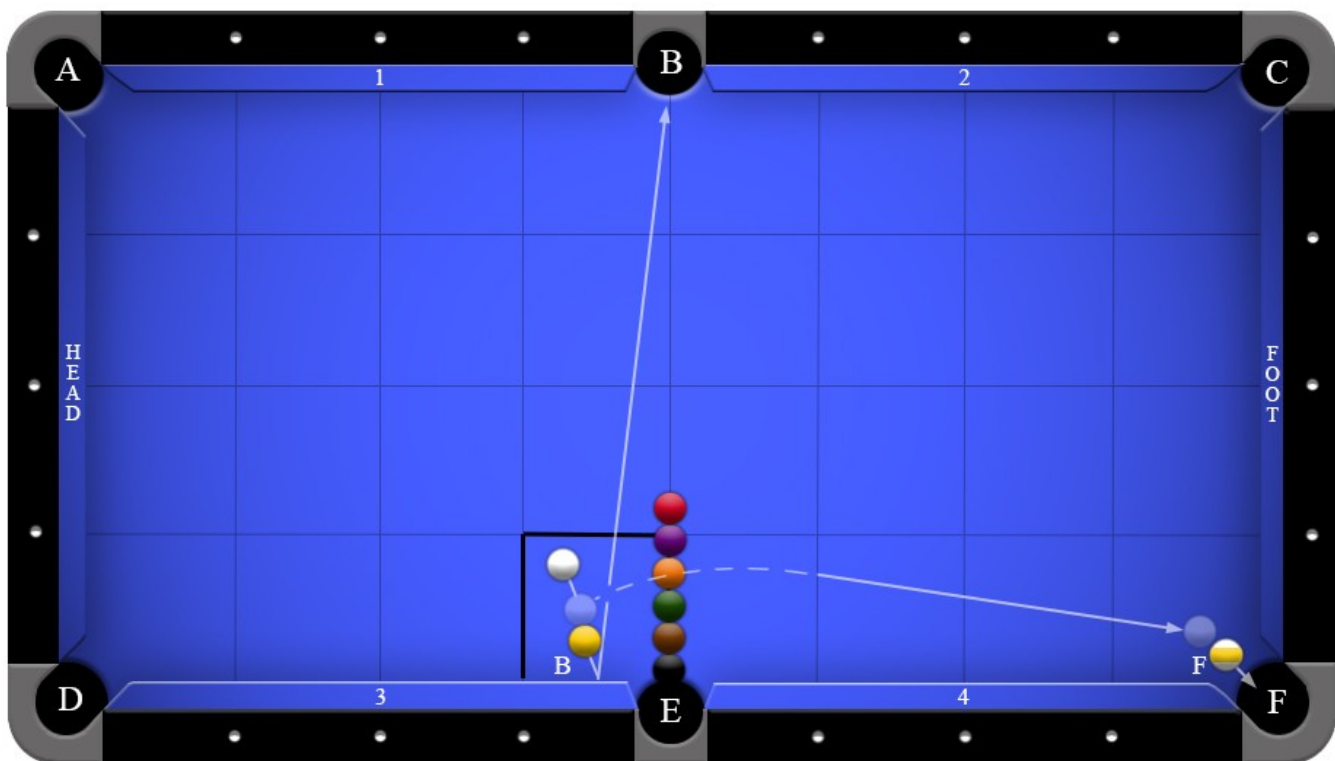
Cue Ball: In hand within the indicated zone but must be directly in line with the other balls.

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

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

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

Discipline 7 – Shot 4c (9 points): Rick “The Barber” Specialty



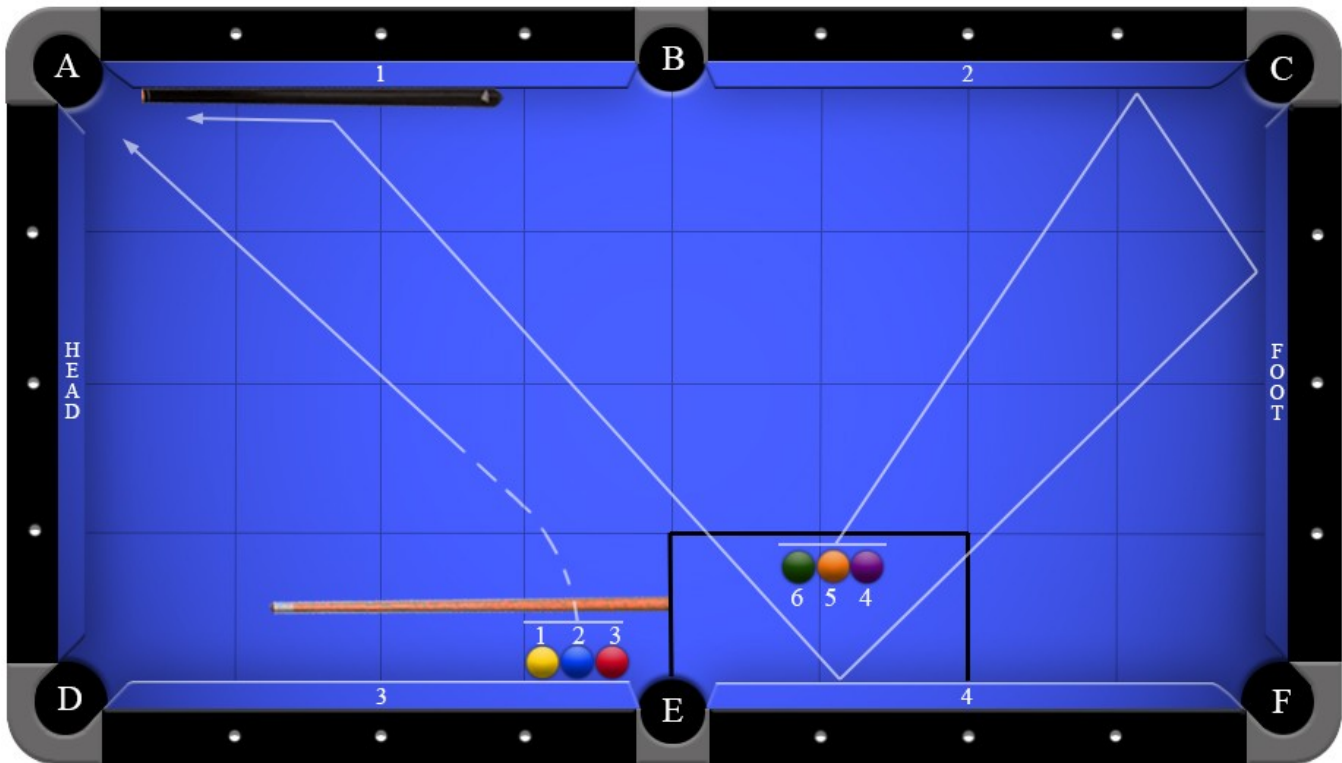
Cue Ball: In hand but must be at least one ball width from ‘B’ ball.

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

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

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

Discipline 7 – Shot 5a (10 points): Nikolaidas Hurry Jump



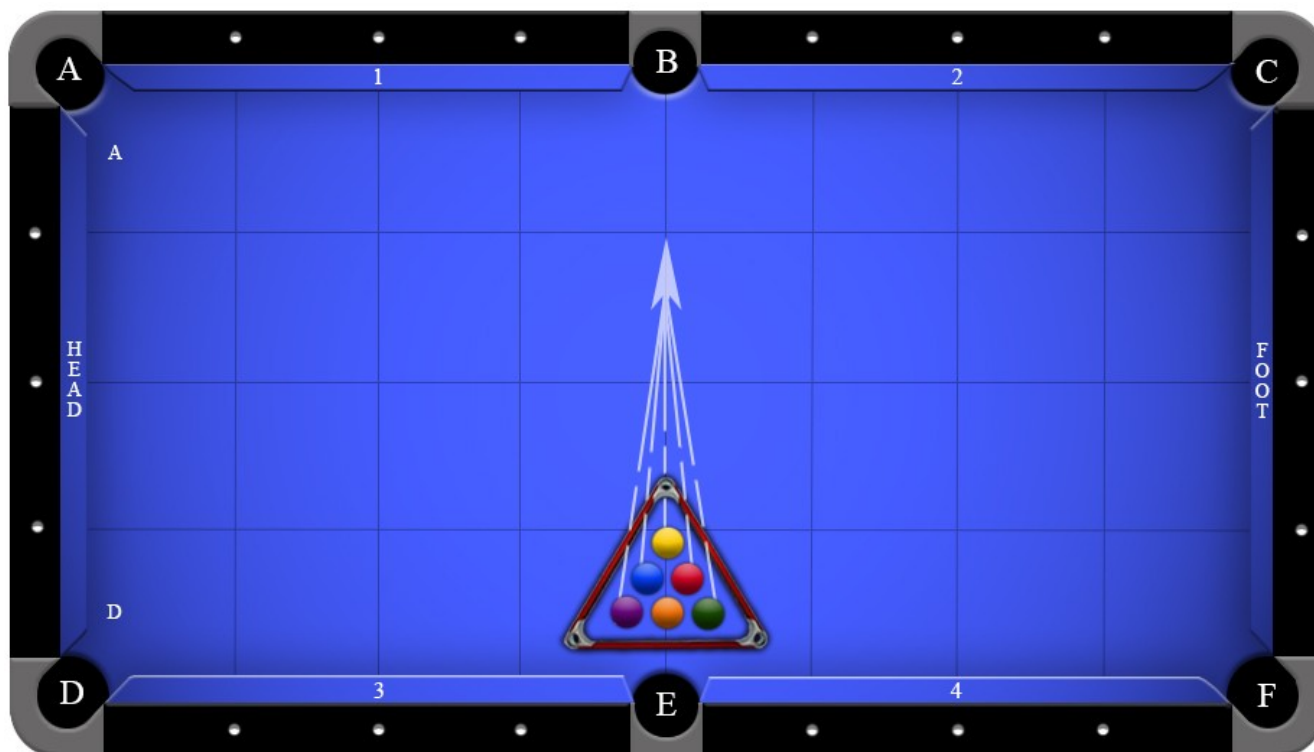
Cue Ball: None

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

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

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

Discipline 7 – Shot 5b (10 points): The Six-Pack



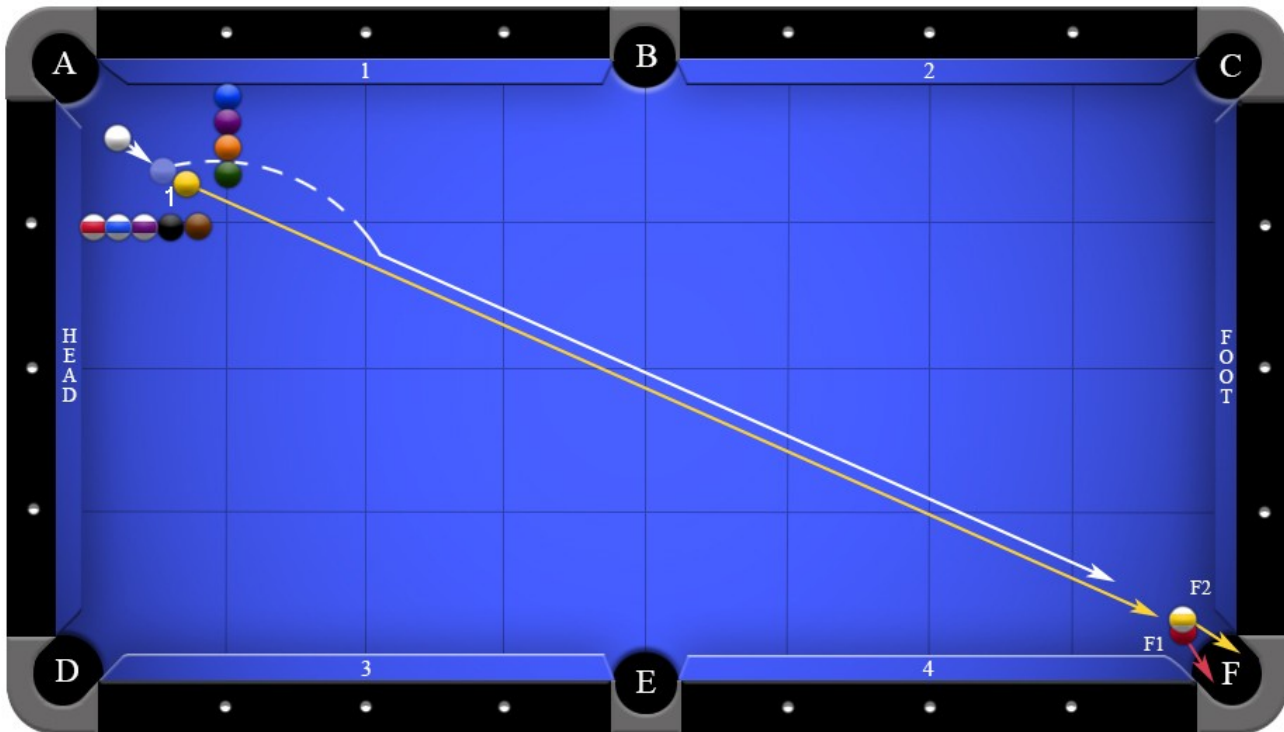
Cue Ball: None

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

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

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

Discipline 7 – Shot 5c (10 points): The Derby Horse Race



Cue Ball: In hand within the 1 x 1 diamond zone.

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

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

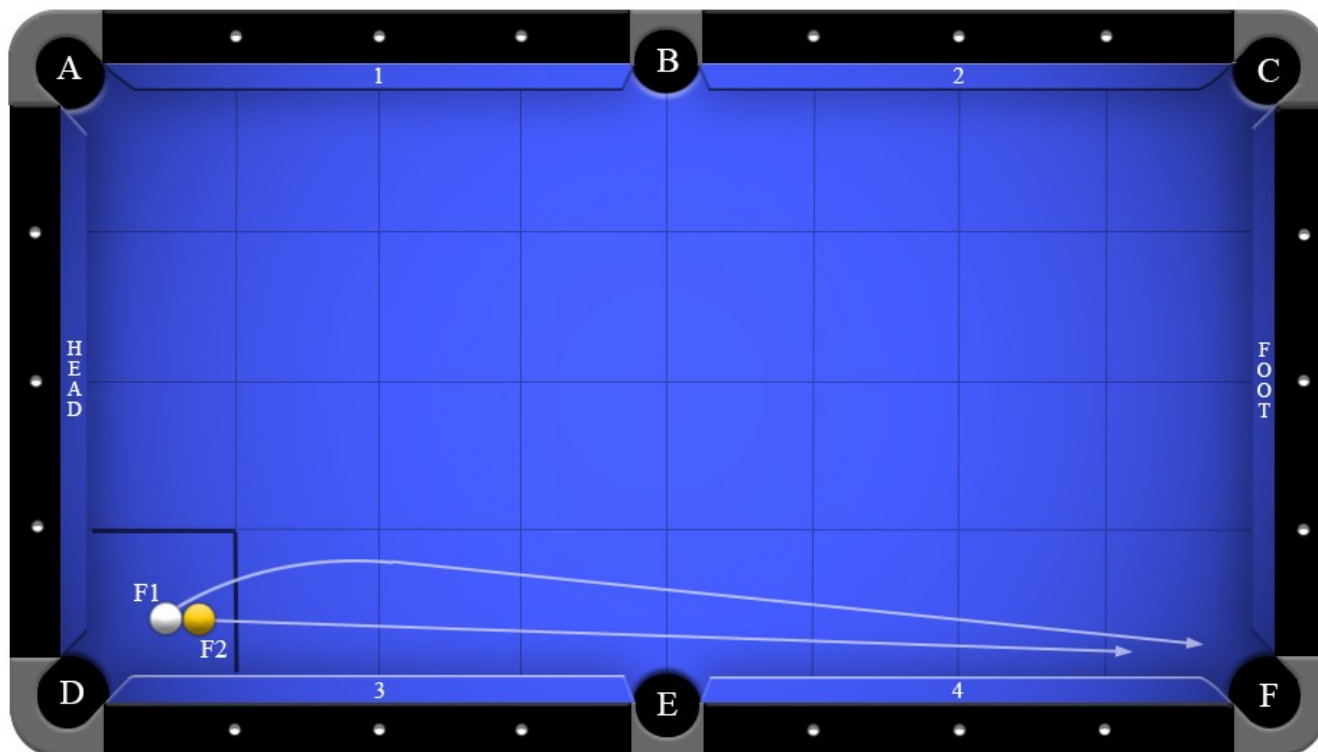
Special Notes: The cue ball, 1 ball, and stacked balls must all be in line. The blocker balls may not be contacted by any means until after the 'F1' ball is made. The 'F2' ball must be made by the 1 ball. It may not fall on its own or be made by the cue ball. After the initial contact between the cue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

7 Foot Table Adjustment: Only 3 blocker balls will be used on each diamond line.



DISCIPLINE 8: MASSE SHOTS

Discipline 8 – Shot 1a (6 points): One More Time George Masse!



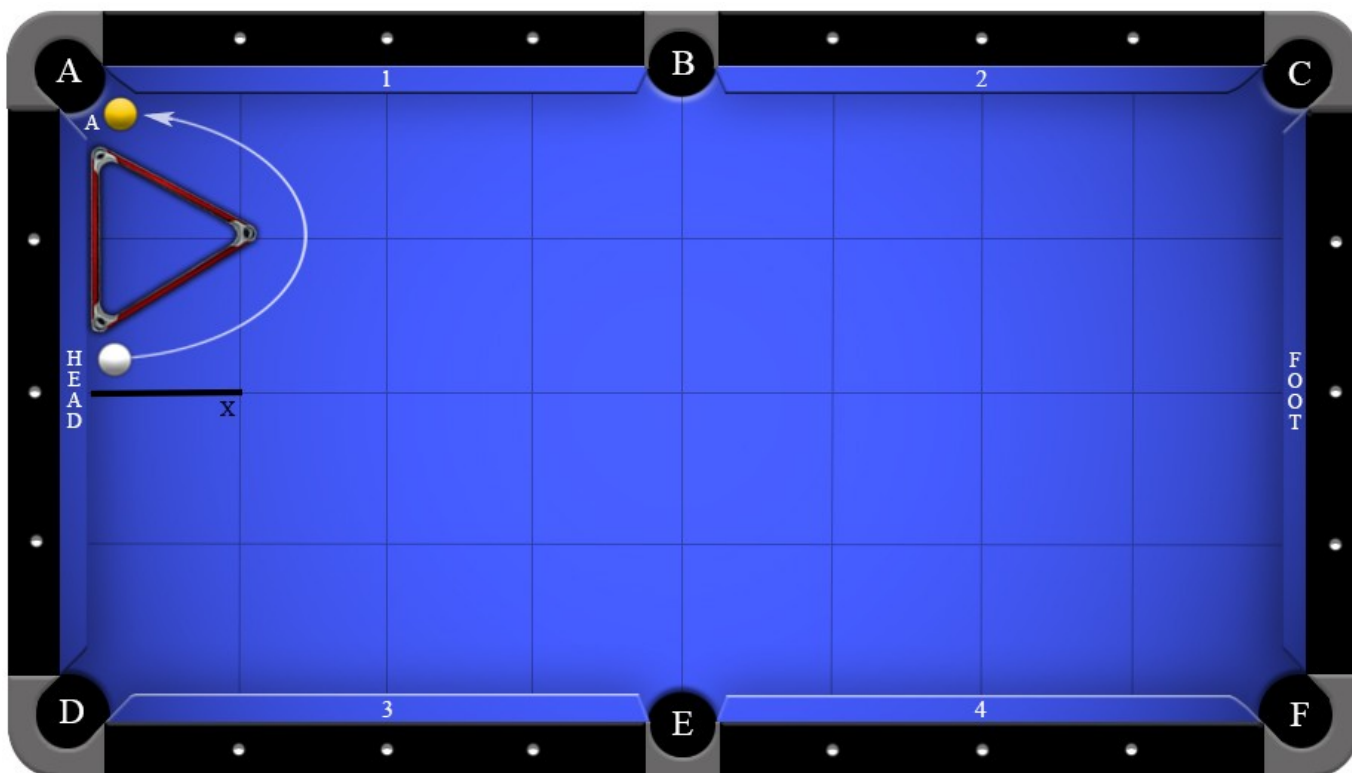
Cue Ball: 'F1' in hand within the indicated zone.

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

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

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

Discipline 8 – Shot 1b (6 points): Masse Around the Rack



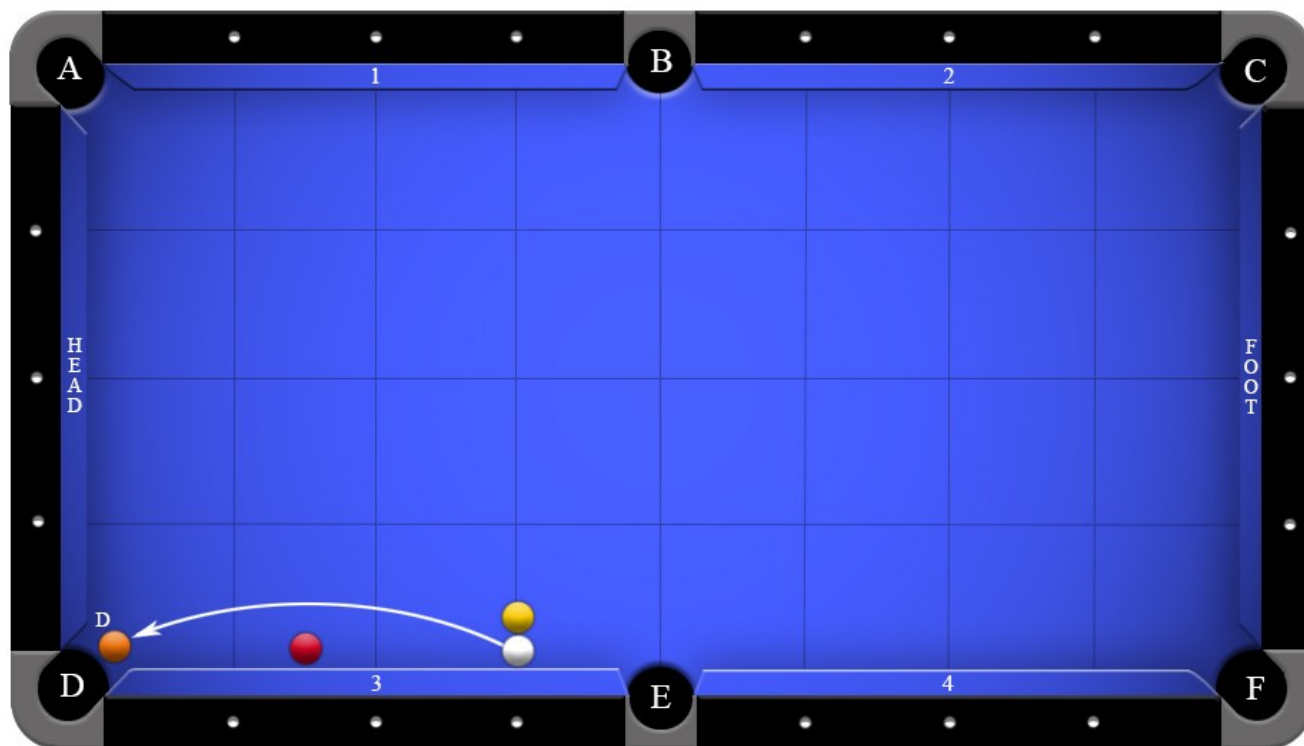
Cue Ball: In hand within one ball width of head cushion and between rack and line 'X'.

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 in pocket A.

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): The Escape Masse



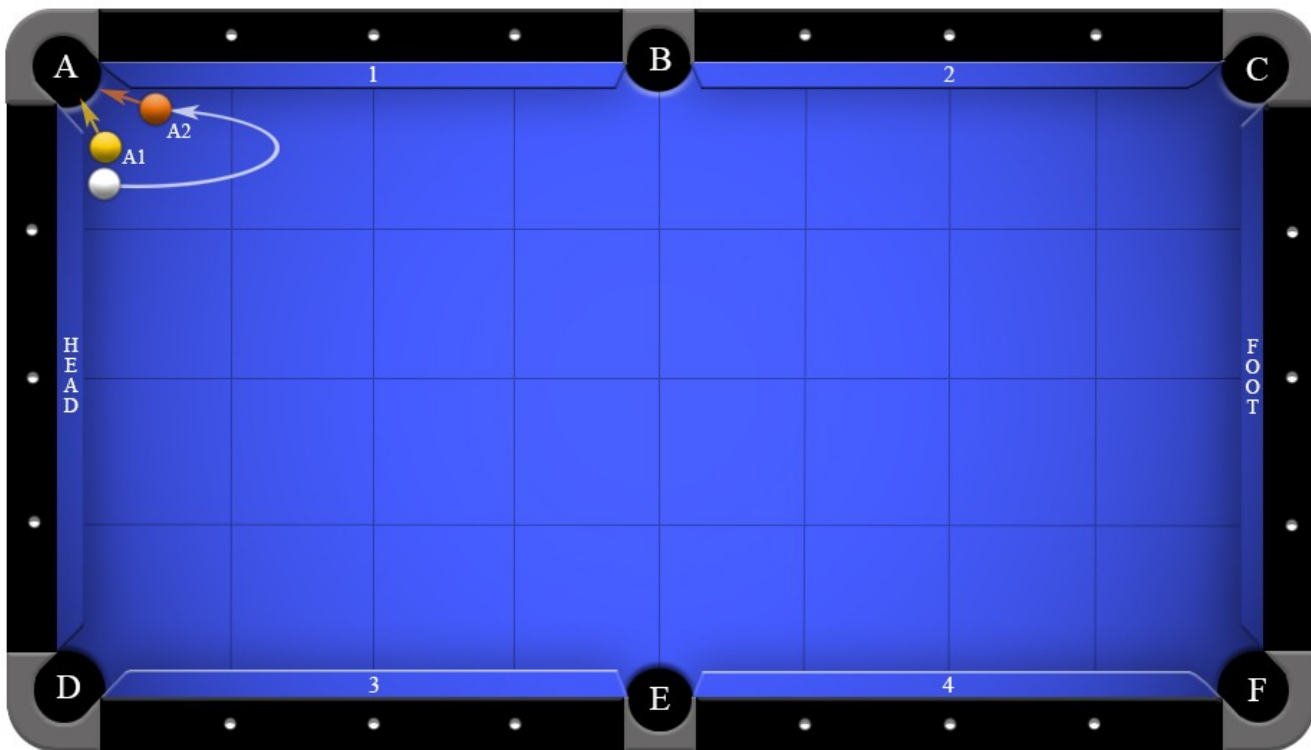
Cue Ball: Frozen to cushion 3 – one diamond from pocket E.

Object Balls: An object ball 'D' is hanging in pocket D. One blocker ball is frozen to cue ball, directly in line along the diamond line. One blocker ball is frozen to cushion 3 – 1 ½ diamond segments from pocket D.

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

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

Discipline 8 – Shot 2a (7 points): “The Hustler” Masse Shot



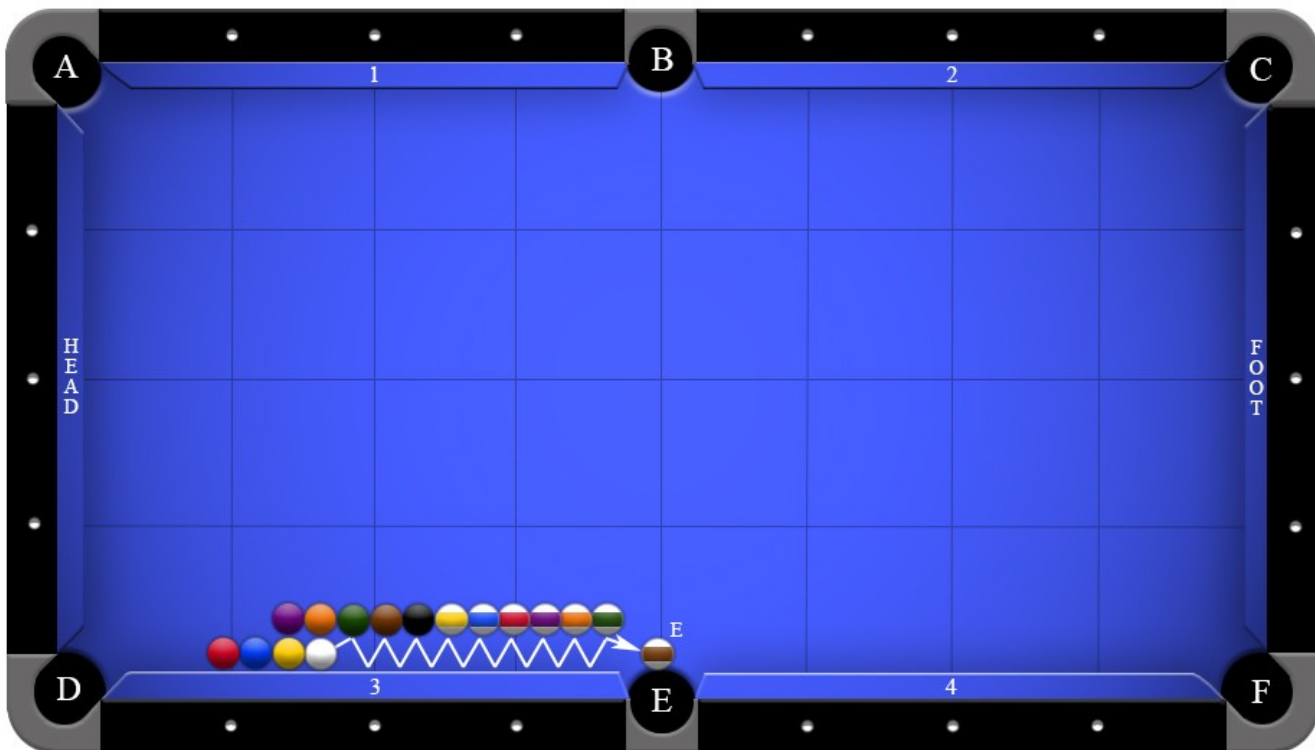
Cue Ball: In hand

Object Balls: Both object balls ('A1' and 'A2') are in hand as diagrammed.

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

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

Discipline 8 – Shot 2b (7 points): The Machine Gun Masse



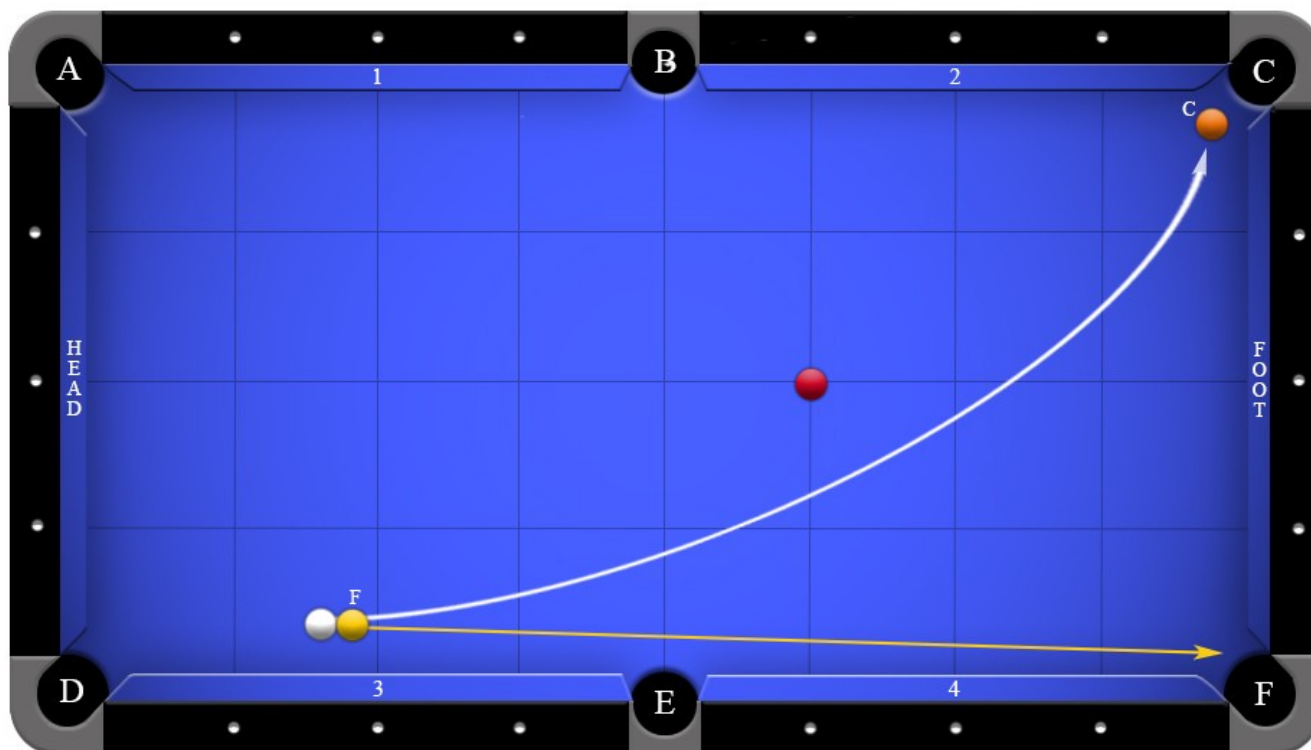
Cue Ball: Frozen to cushion 3 and to two other object balls next to it as diagrammed.

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

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

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

Discipline 8 – Shot 2c (7 points): The Color of Money Masse



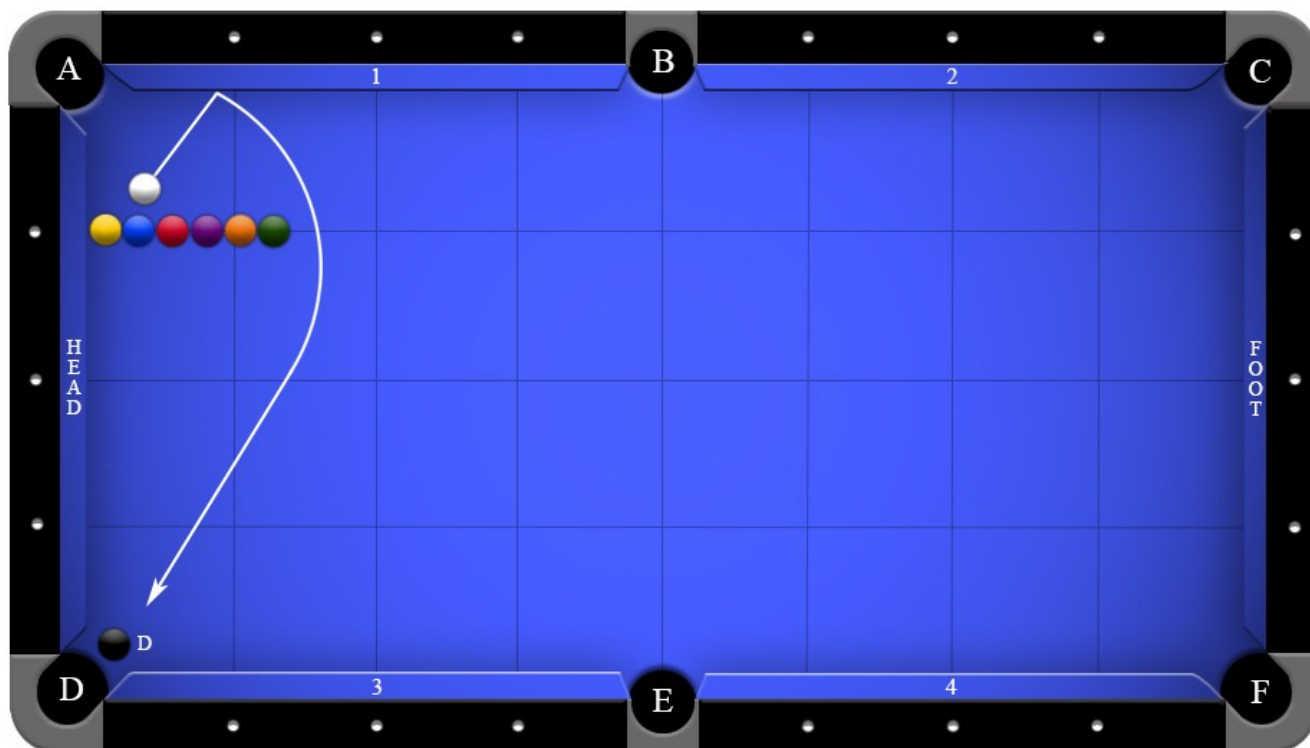
Cue Ball: In hand, behind head string.

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 in pocket C.

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

Discipline 8 – Shot 3a (8 points): Wall Reverse Masse



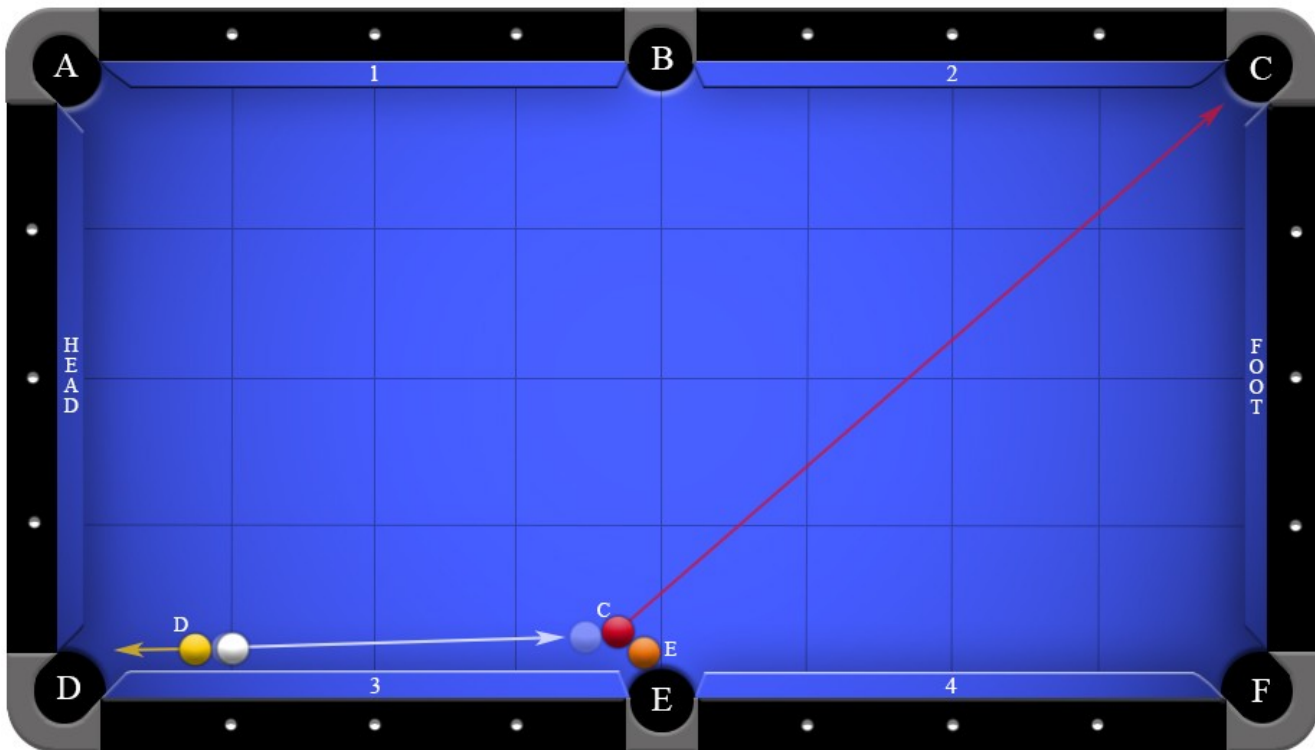
Cue Ball: In hand between the line of balls and cushion 1. It may not be more than 1 ball's width off the head cushion.

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

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

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

Discipline 8 – Shot 3b (8 points): The Mini Rocket Masse



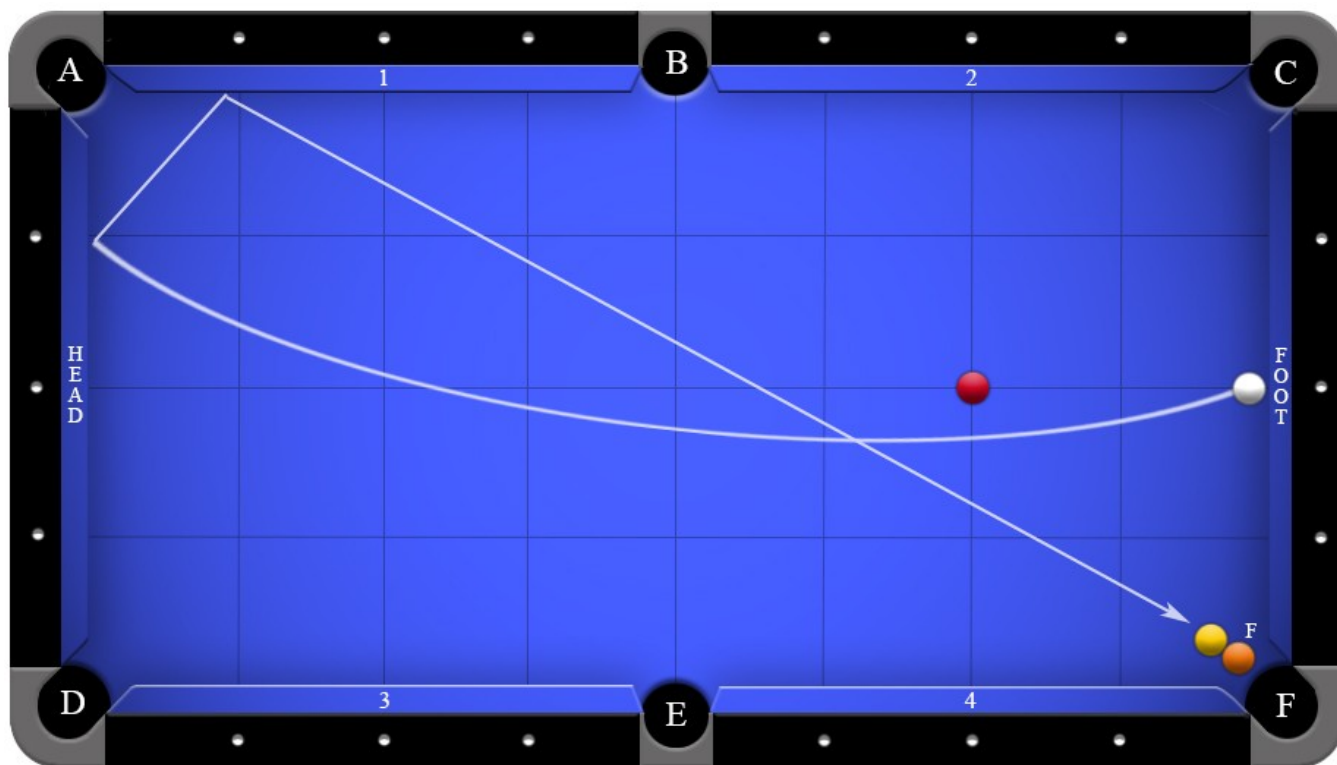
Cue Ball: On the first diamond line, no more than 1 chalk's width from the cushion.

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

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

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

Discipline 8 – Shot 3c (8 points): The Big Guy Masse



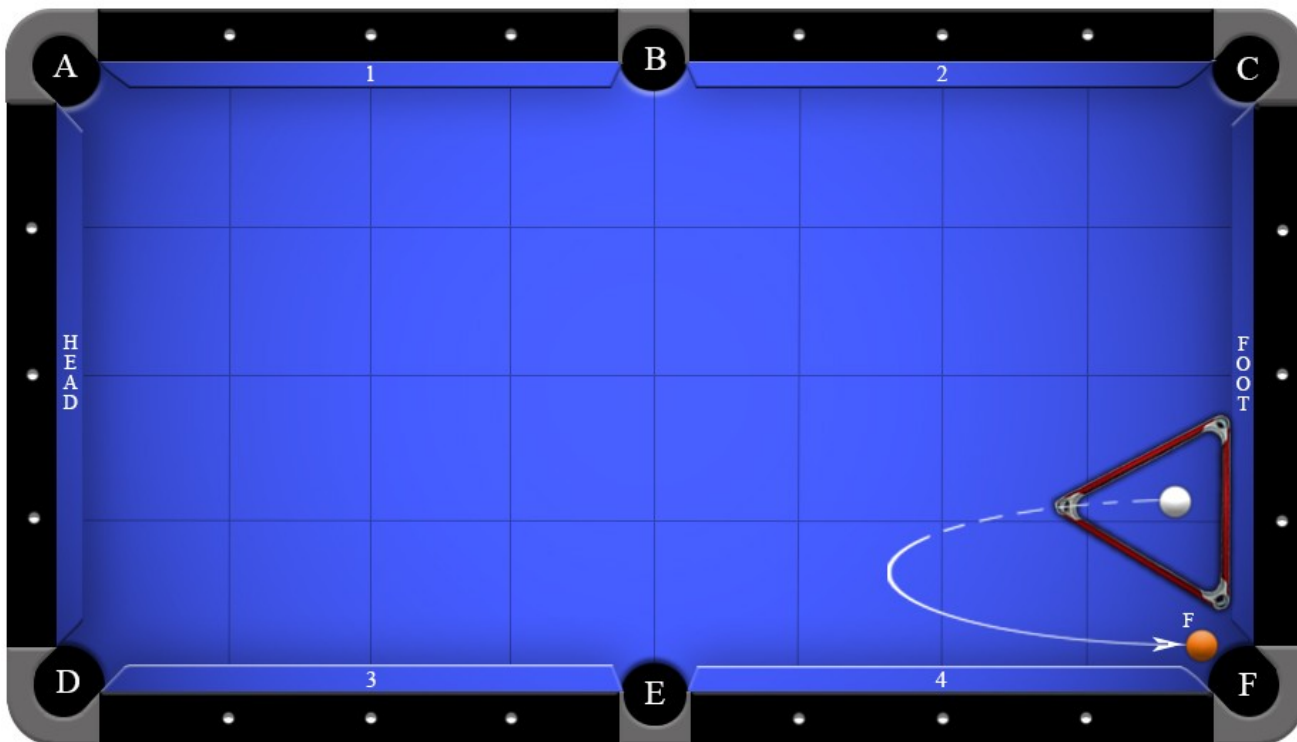
Cue Ball: Frozen to foot cushion at second diamond.

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): Jump Masse



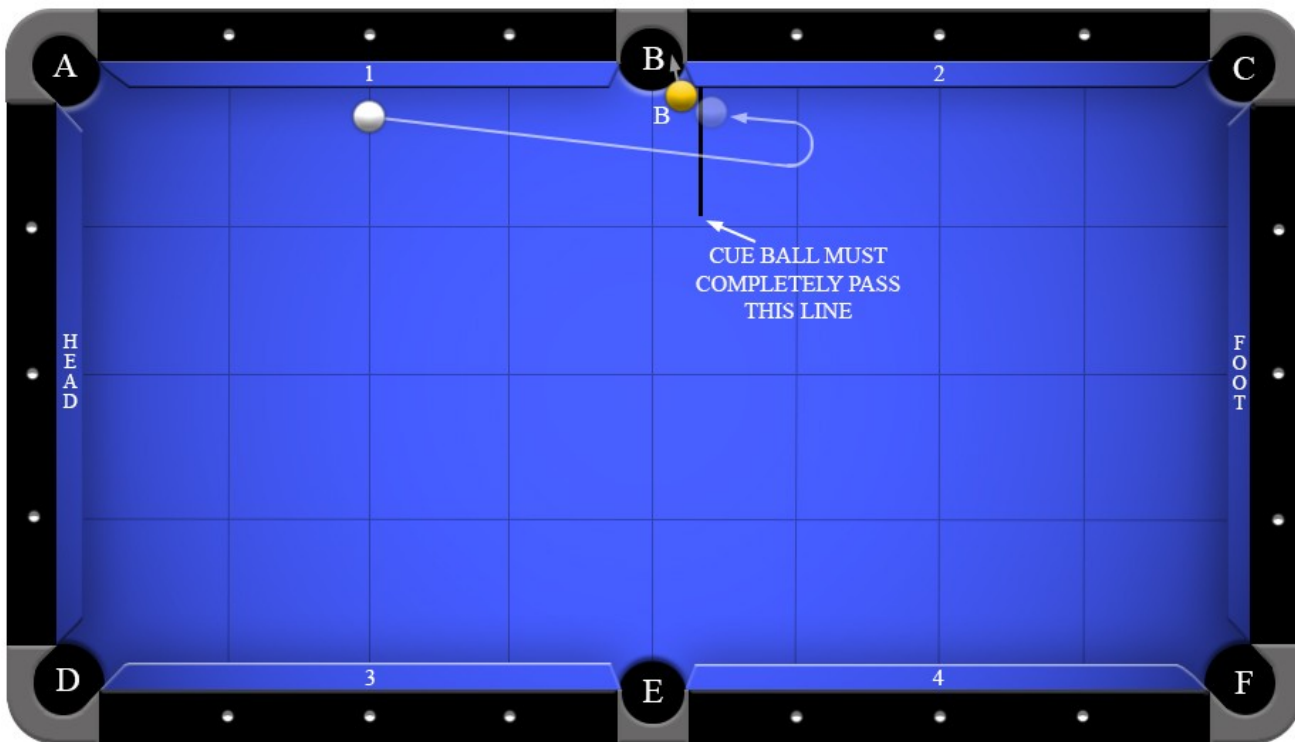
Cue Ball: In hand within the rack.

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

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

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

Discipline 8 – Shot 4b (9 points): The Yo-Yo Masse



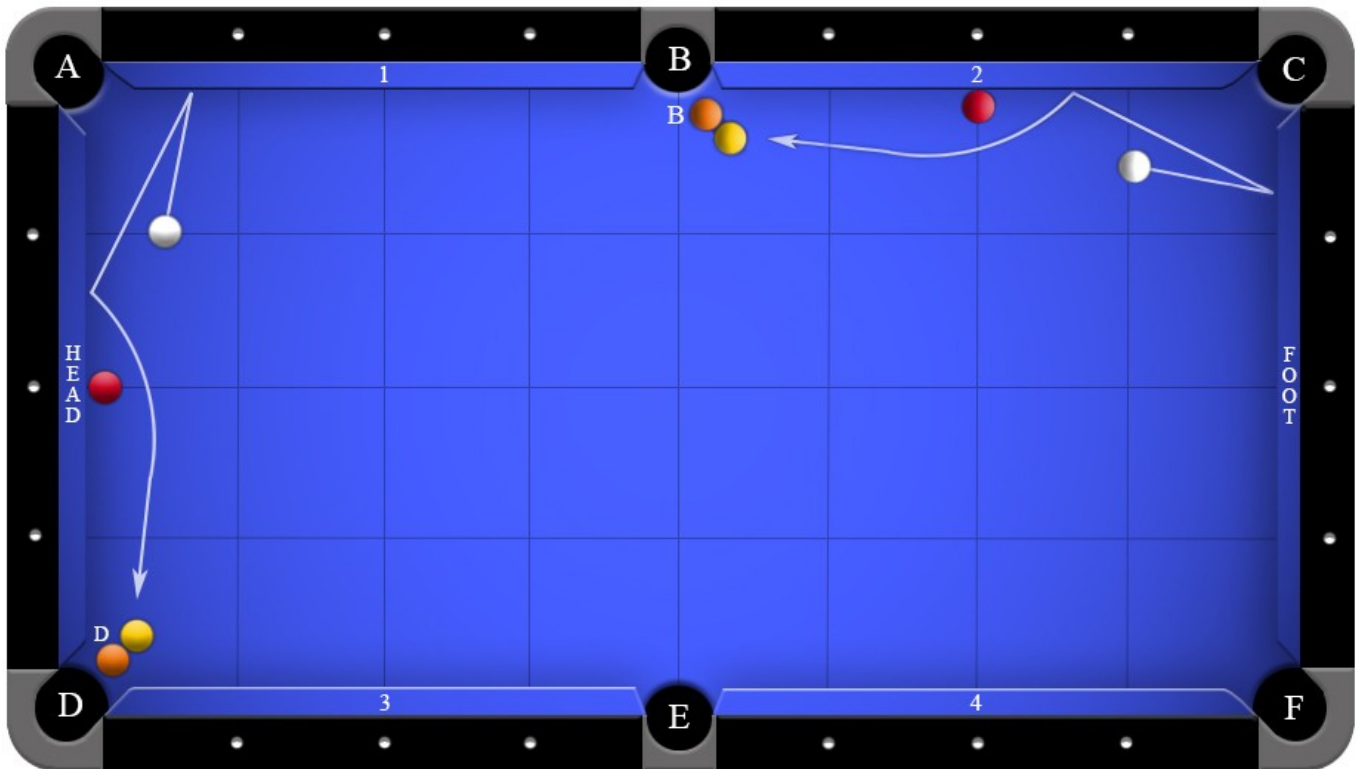
Cue Ball: Base of the cue ball is on the 2nd diamond line or to the left of it (towards the head cushion). It may not be more than 1 ball's width from cushion 1.

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

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

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

Discipline 8 – Shot 4c (9 points): The Whip Masse



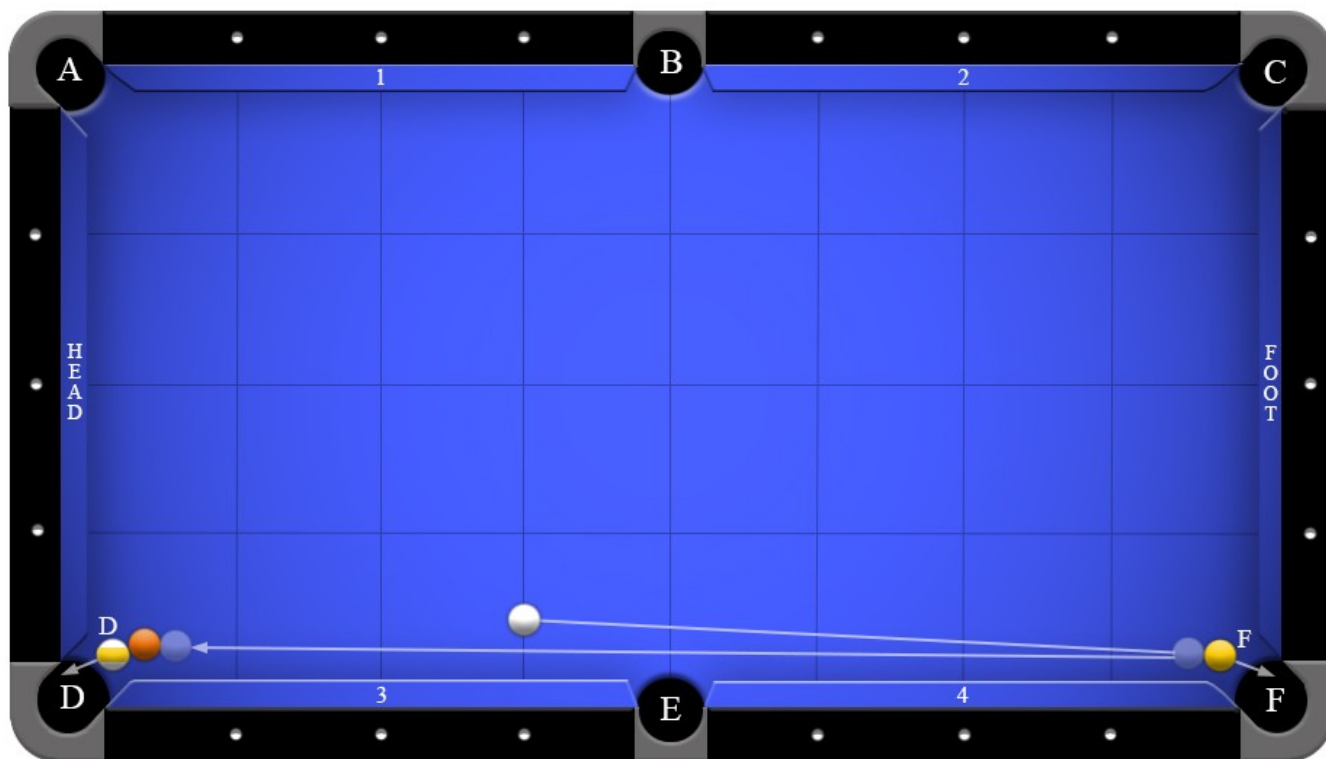
Cue Ball: Shooter Option – in hand: along the ‘long’ 1 diamond line or along the ‘short’ 1 diamond line

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

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

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

Discipline 8 – Shot 5a (10 points): Long Distance Masse



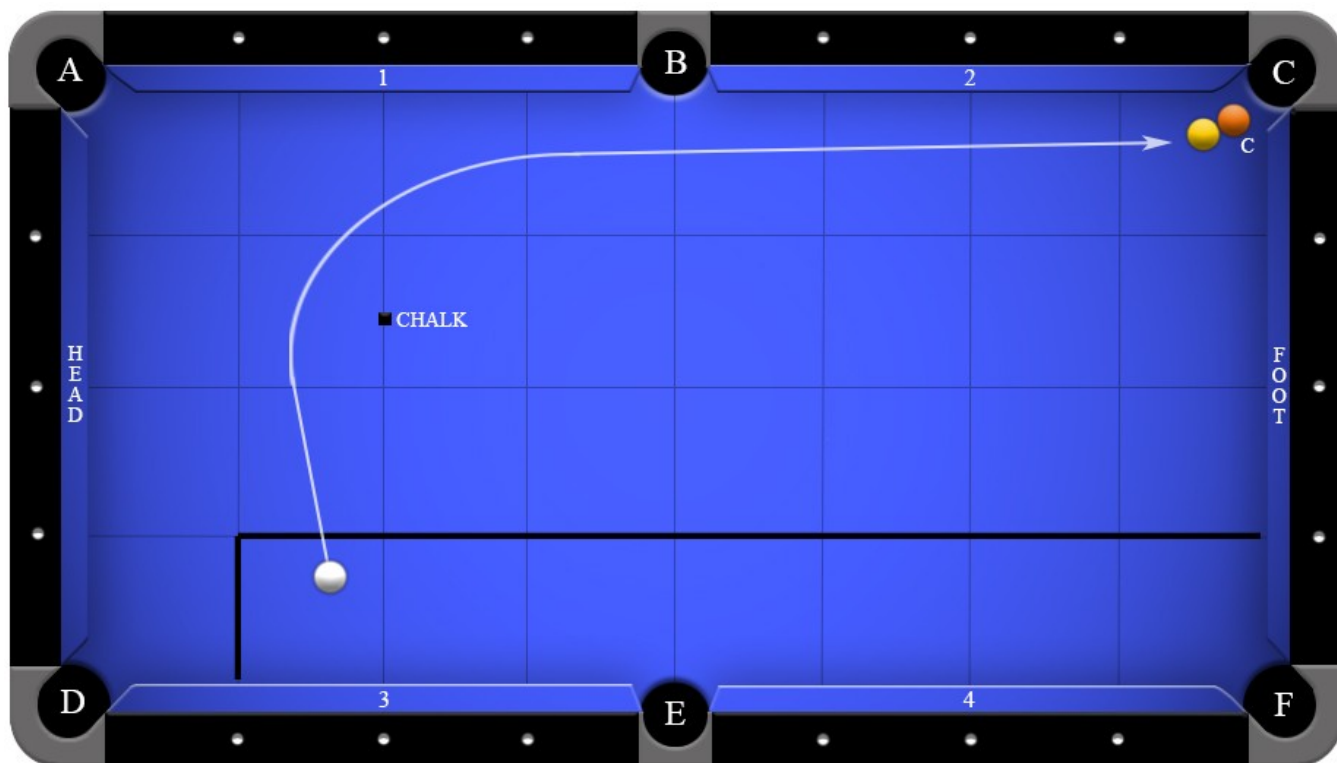
Cue Ball: Adjustable on the 3rd diamond line.

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

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

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

Discipline 8 – Shot 5b (10 points): Mingaud Masse



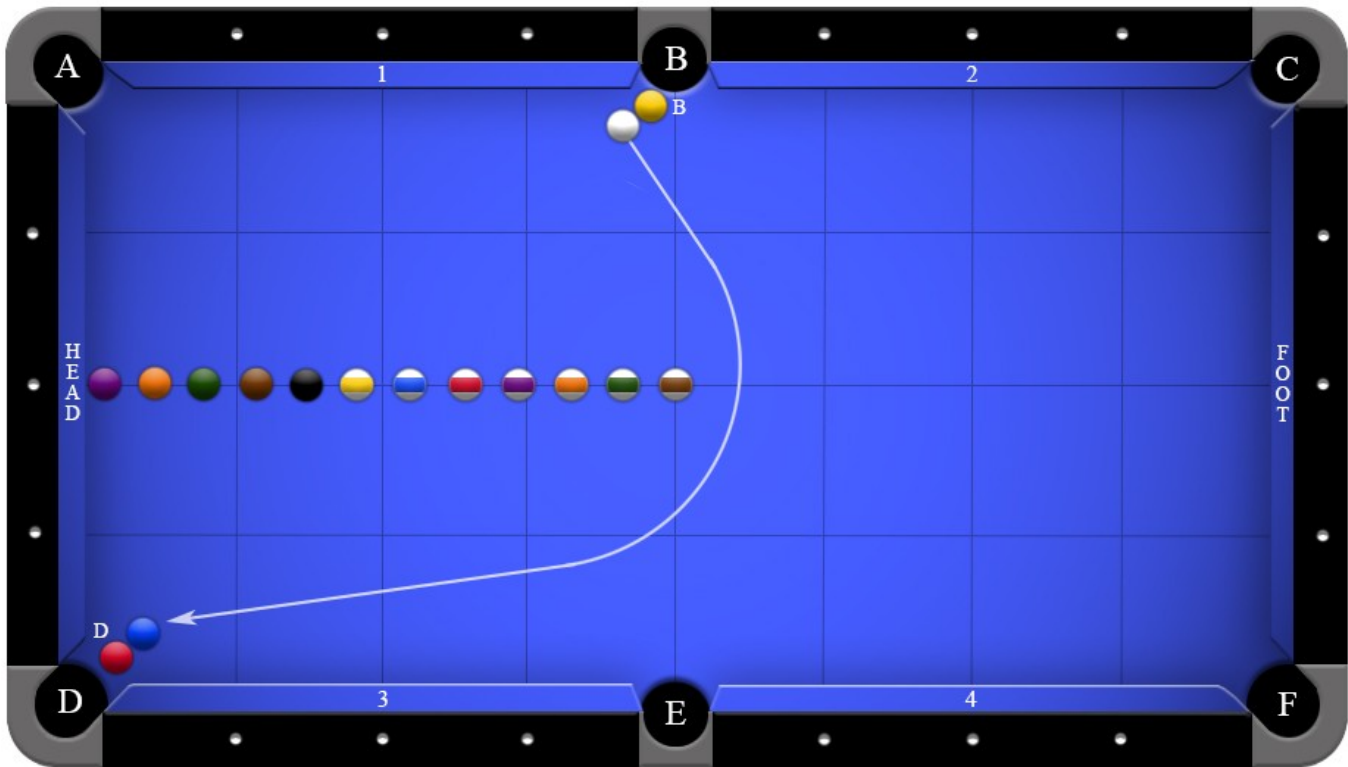
Cue Ball: In hand within the indicated zone.

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

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

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

Discipline 8 – Shot 5c (10 points): The Yow Masse



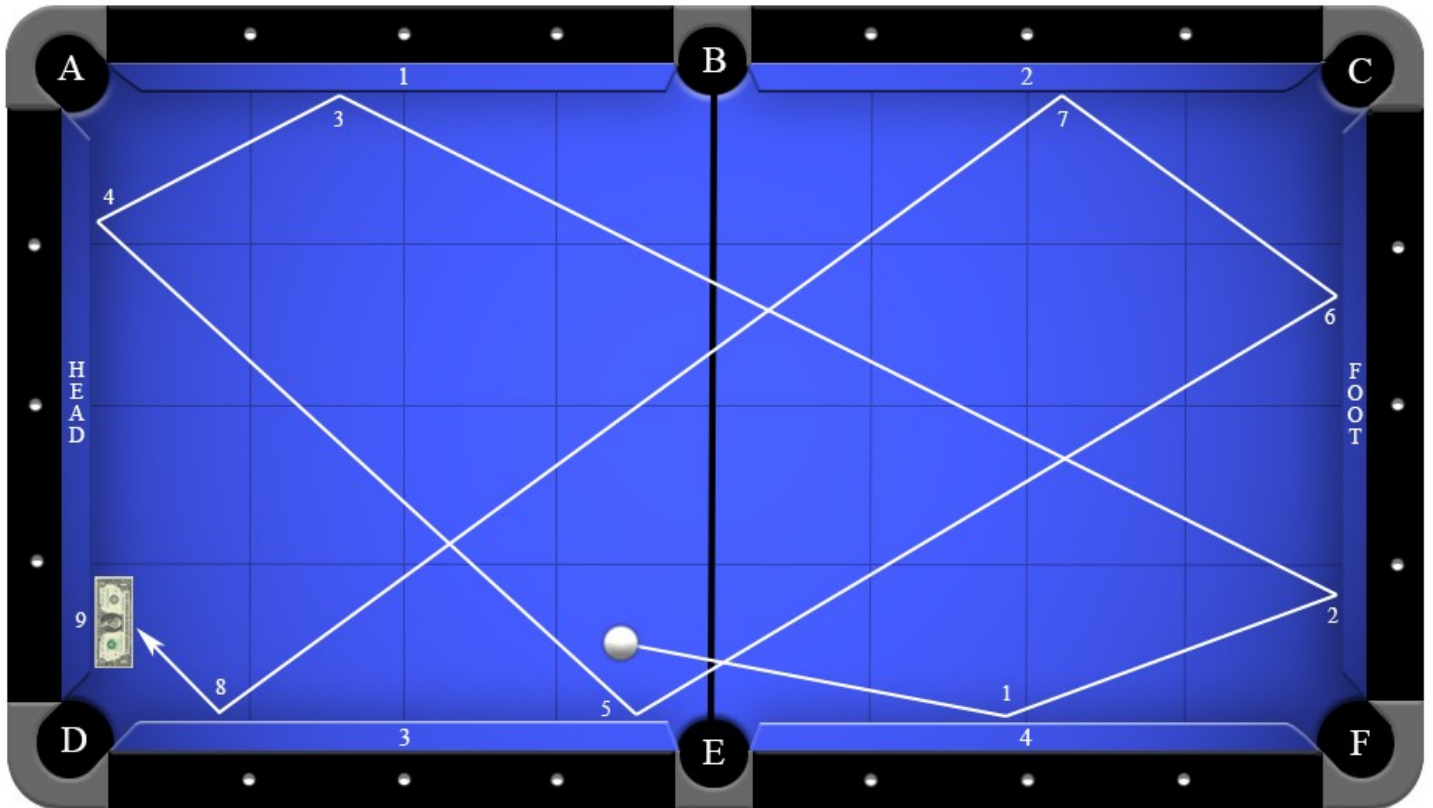
Cue Ball: In hand, frozen to 'B' ball.

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. 12 blocker balls are placed along the long center line of the table. The first ball is frozen to the head cushion. The last ball is on the exact center spot of the table. The other balls are evenly spaced.

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

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

TIEBREAKER SHOT CHALLENGE:



Cue Ball: In hand, behind the B-E Centerline.

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

Special Notes: Lag to determine who shoots first. Contact with the head cushion for a 9th cushion is allowed.

