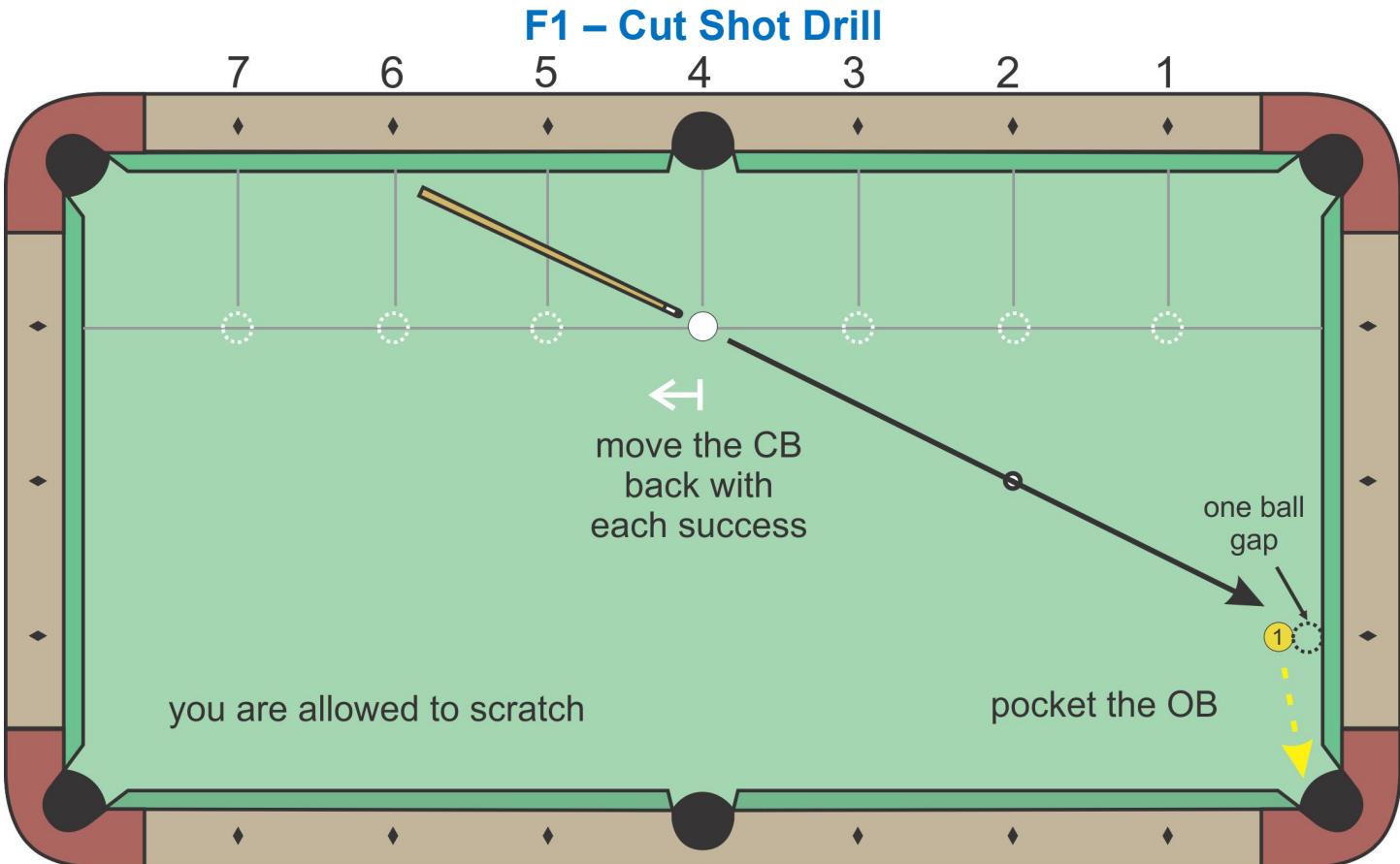


## Exam I – Fundamentals

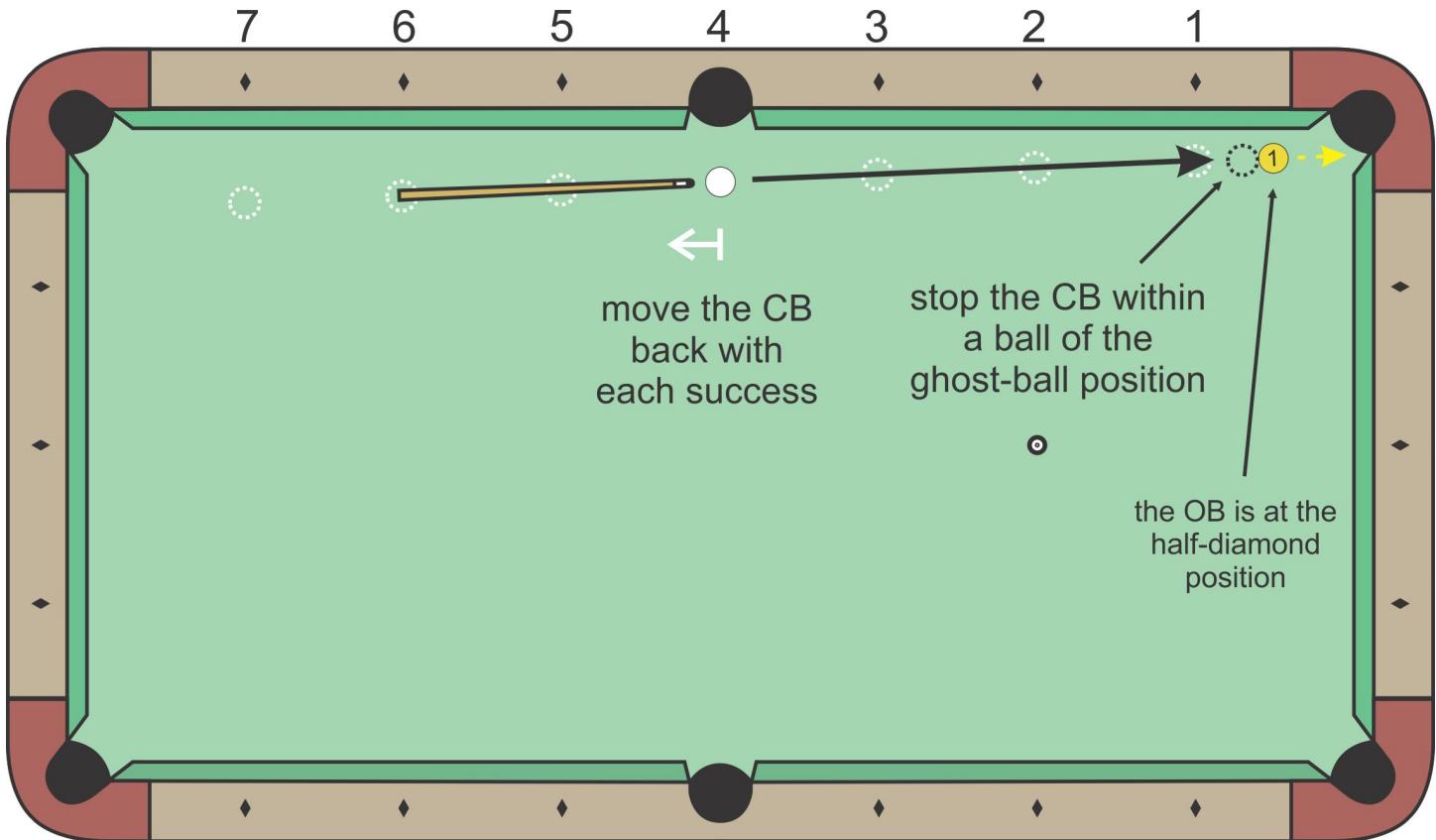


### Instructions (for drills: F1-F4):

- Start with the **cue ball (CB)** in position 4. Each time you pocket the **object ball (OB)**, advance the CB one position (e.g., from 4 to 5); and with each miss, move down by one number (e.g., from 4 to 3). If you succeed at position 7 or miss at position 1, stay at that position. The phrase “progressive practice” is used to describe this type of drill because the difficulty level changes progressively in response to your performance.
- Continue for 10 shots total unless you already have a guaranteed score of 10 (e.g., you can stop if you make the first eight shots).
- Adjust the CB position after the 10<sup>th</sup> shot based on the outcome, but not below 1 or above 7. For example if you make the 10<sup>th</sup> shot at 6, the final position is 7; and if you miss the 10<sup>th</sup> shot at 6, the final position is 5.
- Your score for the drill is the final position number plus a bonus for excellence. The bonus is equal to the numbers of successes at position 7. The maximum total score allowed is 10.
- Any drill in this exam can be done from the other side of the table (e.g., if it is easier to reach for a left-handed vs. right-handed player).**

**score = CB position number after the last shot + bonus (10 max)**

## F2 – Stop Shot Drill

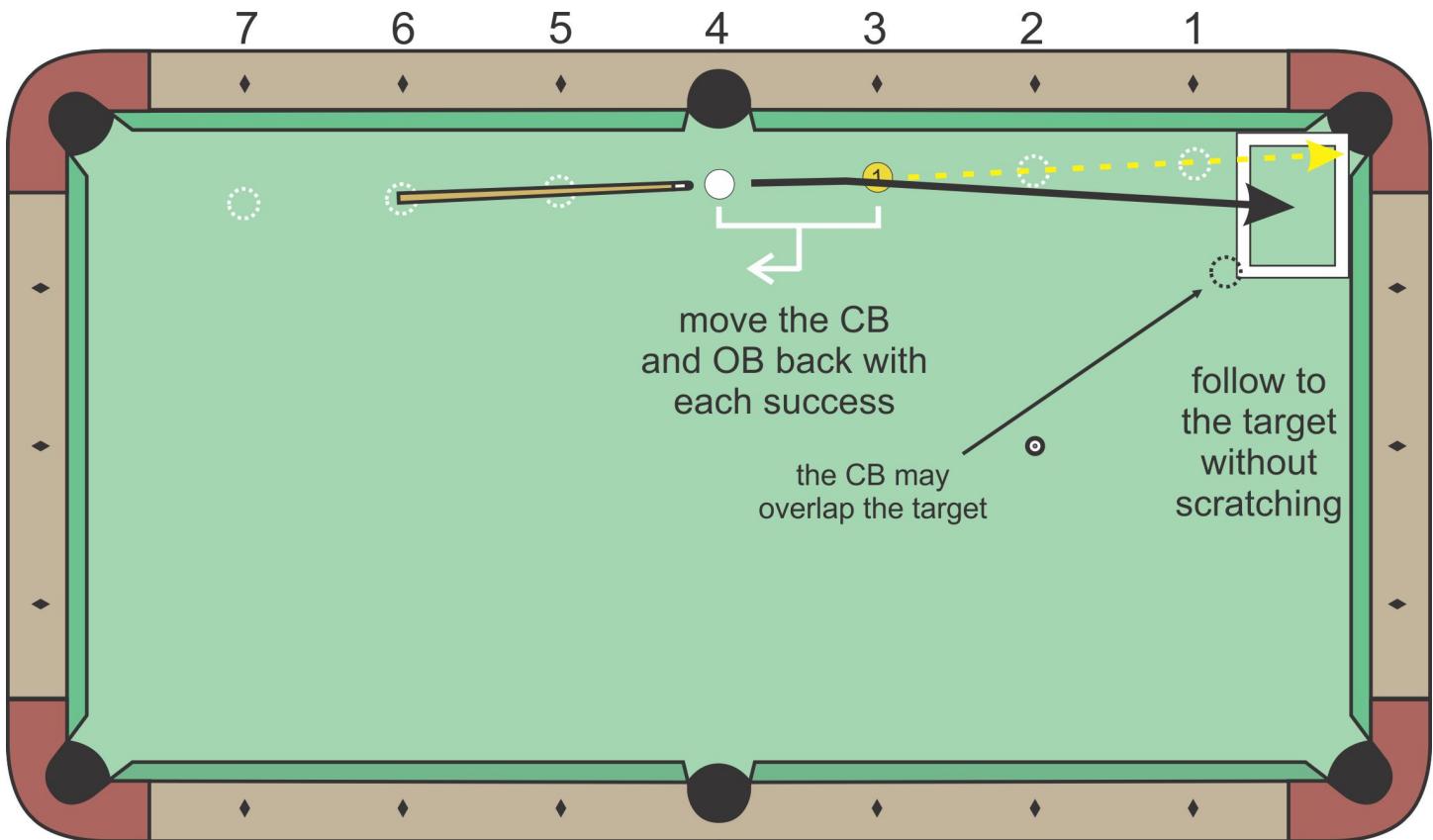


### Instructions:

- Follow the instructions from drill F1.
- The OB must be pocketed, and the stopped CB must overlap at least part of the ghost-ball (GB) outline.
- The CB is allowed to contact the cushion.
- Tap and mark both the OB and GB positions with “little white donuts” to make it easier to check GB overlap after each shot (e.g., by trying to place a ball in the GB position) and to re-spot the OB.
- You are allowed to vary the CB and OB positions away from the rail as long as the CB remains within one diamond of the rail.
- If you end up in position 1 you are allowed to place the CB anywhere between positions 1 and 2. This will allow you to comfortably avoid a double hit.

**score = CB position number after the last shot + bonus (10 max)**

## F3 – Follow Shot Drill

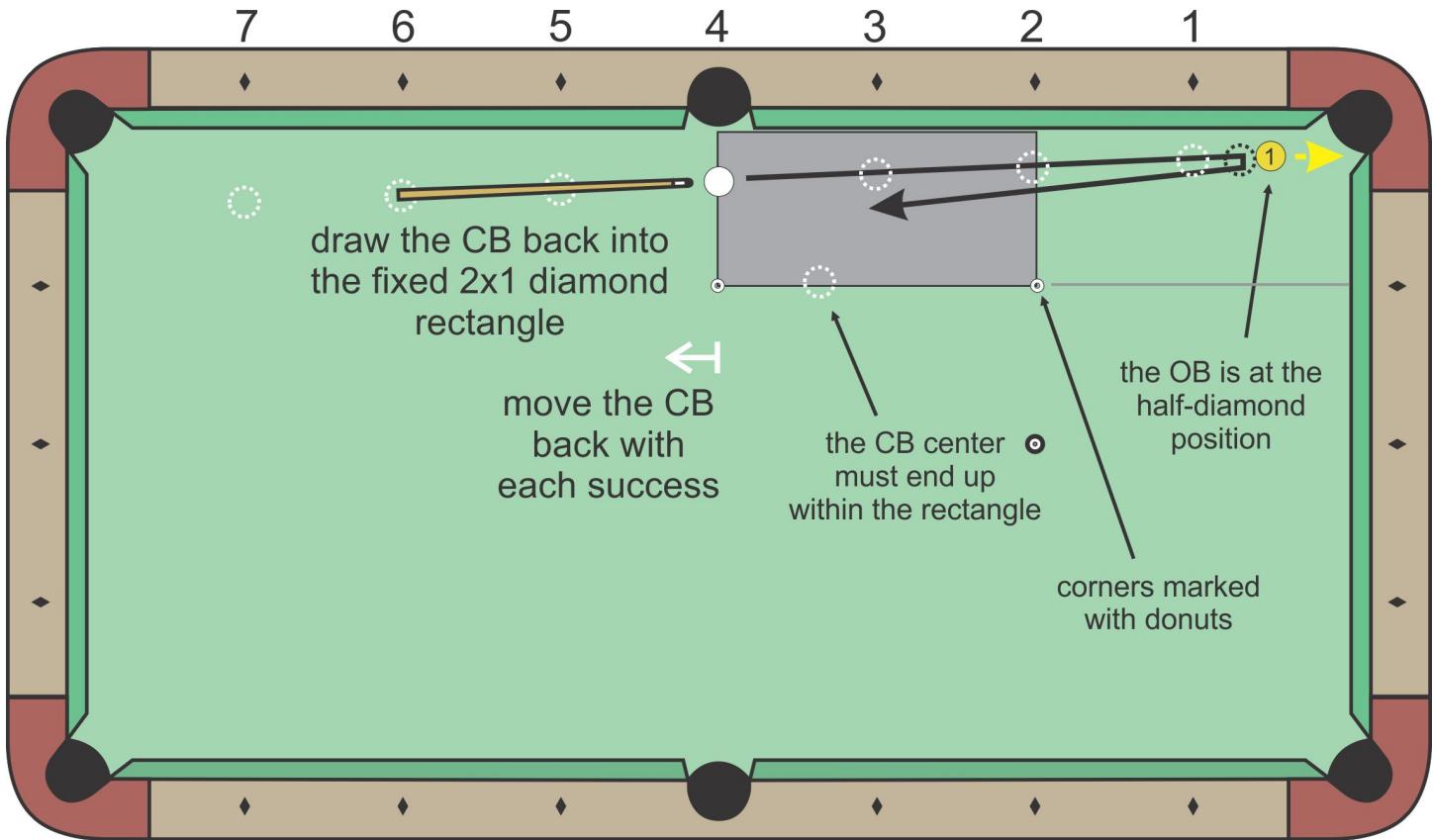


### Instructions:

- **Follow the instructions from drill F1.**
- The rectangular target can be printed and cut out from a template on the website. It is an 8.5"x11" sheet of paper with the center removed, leaving a 1" border.
- The CB and OB are always 1 diamond apart.
- The OB must be pocketed and the CB must end up within or overlapping the target for success.
- Both the CB and OB are allowed to contact cushions.
- **You are allowed to vary the CB and OB positions away from the rail as long as the CB remains within one diamond of the rail.**

**score = CB position number after the last shot + bonus (10 max)**

## F4 – Draw Shot Drill

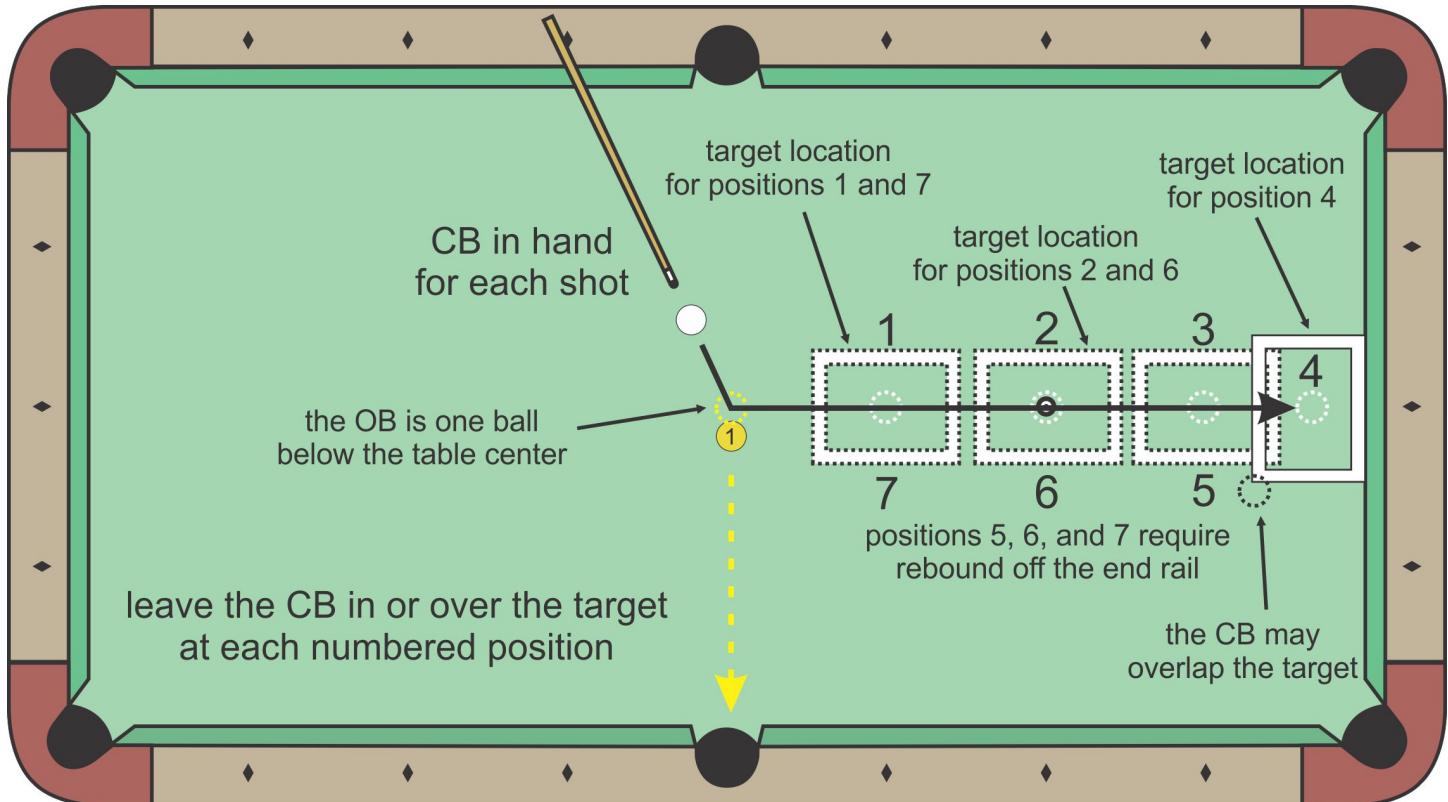


### Instructions:

- Follow the instructions from drill F1.
- You must pocket the OB and the CB must end up within the 2x1 diamond rectangle adjacent to the side pocket. The CB center (or resting point on the cloth) must be inside of the rectangle border.
- The CB is allowed to hit the side cushion.
- **The target rectangle area is fixed and does not move with the CB.**
- You are allowed to vary the CB and OB positions away from the rail as long as the CB remains within one diamond of the rail.
- If you end up in position 1 you are allowed to place the CB anywhere between positions 1 and 2. This will allow you to comfortably avoid a double hit.

**score = CB position number after the last shot + bonus (10 max)**

## F5 – Stun Shot Drill

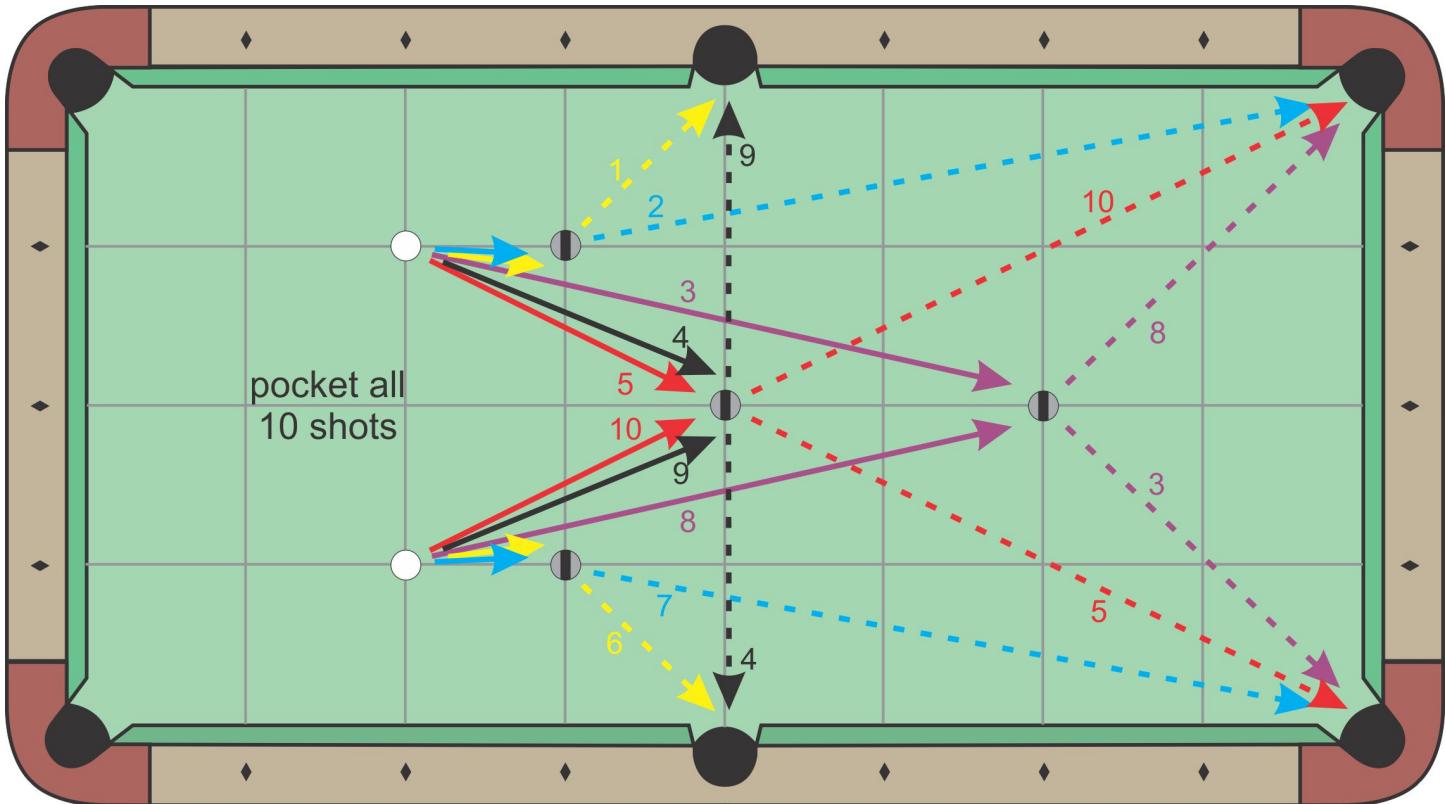


### Instructions:

- The OB must be pocketed and the CB must end up within or overlapping the target for success.
- Start with the target in position 4. Note that the target center and orientation for position 4 is different from the others, with the long edge against the rail cushion. The target centers for the other positions are aligned with the long-rail diamonds.
- The CB must head straight to the target (without cushion contact) for positions 1, 2, and 3, and the CB must rebound off the end rail for target positions 5, 6, and 7. Cushion contact is allowed, but not required, for target position 4.
- With each success, advance the target one position (e.g., from 4 to 5); and with each miss, move the target back (e.g., from 4 to 3). If you succeed at position 7 or miss at position 1, keep the target at that position.
- Continue for 10 shots total.
- Adjust the target position after the 10<sup>th</sup> shot based on the outcome, but not below 1 or above 7. For example if you succeed on the 10<sup>th</sup> shot at 6, the final position is 7; and if you miss the 10<sup>th</sup> shot at 6, the final position is 5.
- Your score for the drill is the final position number plus a bonus for excellence. The bonus is equal to the numbers of successes at position 7. The maximum total score allowed is 10.

**score = target position number after the last shot + bonus (10 max)**

## F6 – Ball Pocketing Drill



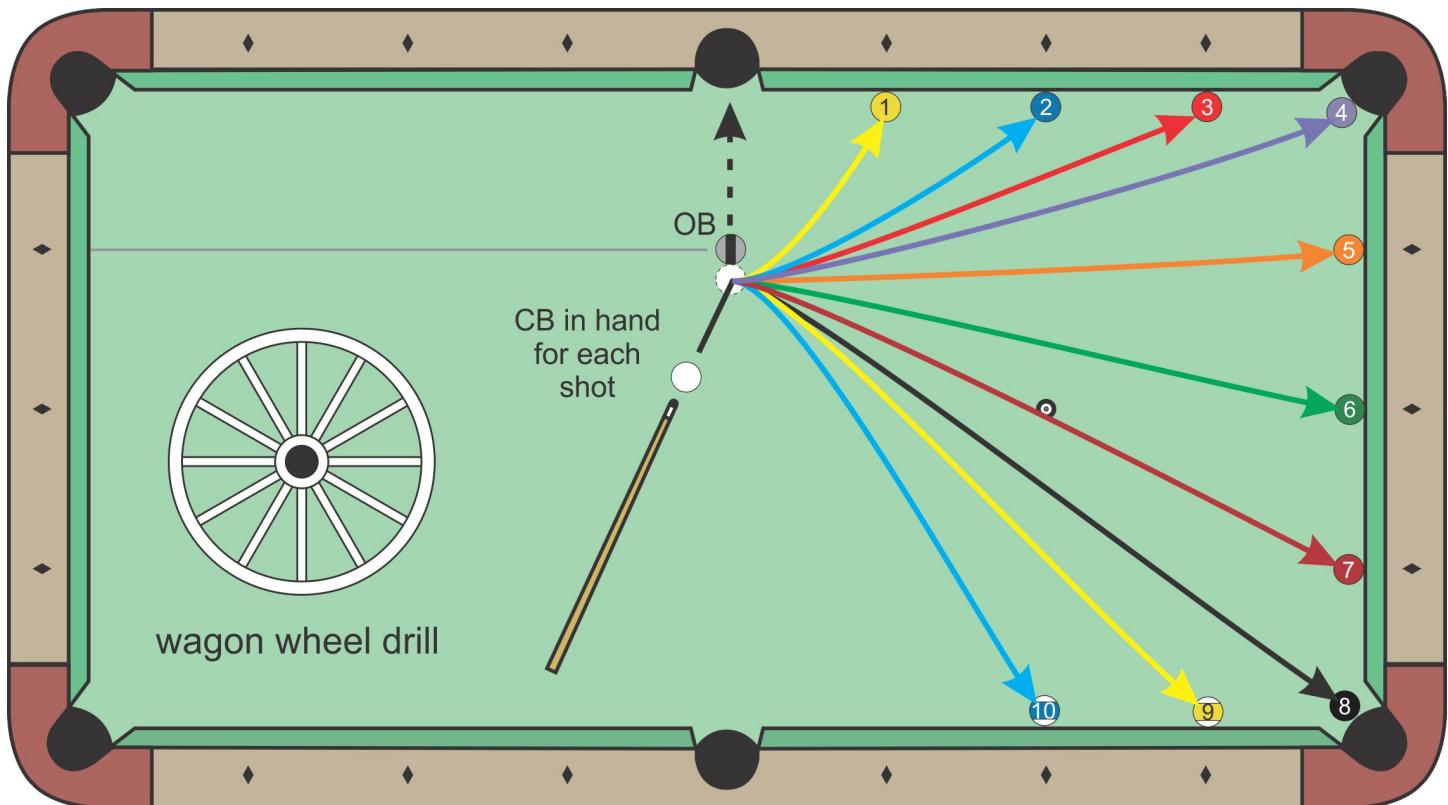
Drills F1-F5 above were “progressive practice” drills, where the CB, OB, and/or target moved as you progressed through the drill, taking 10 shots total. In the remaining drills, the CB and/or OB are fixed and you are simply shooting a set of shots, where you attempt each shot a specified number of times. You shoot the shots in order, regardless of whether or not you succeed at each.

### Instructions:

- Shoot all 5 shots from each CB position, attempting to pocket the OBs as shown.
- You get 1 attempt at each of the 10 shots. You are not allowed to scratch.
- This and the remaining drills are not “progressive.” Instead, you attempt each shot, regardless of the previous shot’s outcome.

**score = # of balls pocketed (10 max)**

## F7 – Wagon Wheel Drill

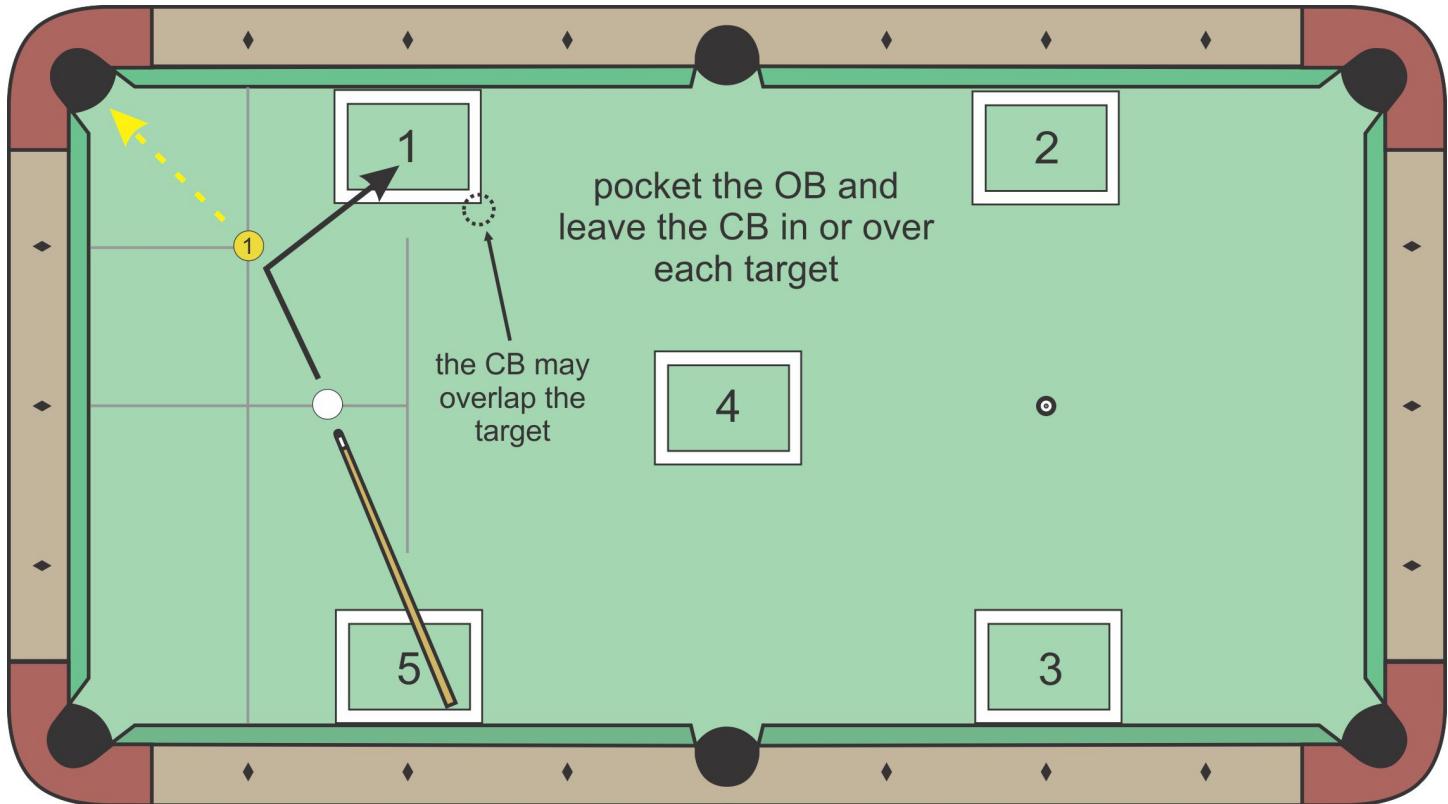


### Instructions:

- Pocket the OB and have the CB hit each of the rail target balls.
- You score a point by pocketing the OB and hitting the current target ball.
- Rail-first contact, adjacent to the target ball, is allowed, but you are not allowed to hit any other cushion on the way to the target ball.
- Take 2 attempts at each target ball.
- Remove target balls completed, and reposition any remaining balls that are disturbed.

**score = # of successful attempts (20 max)**

## F8 – Grid Target Drill



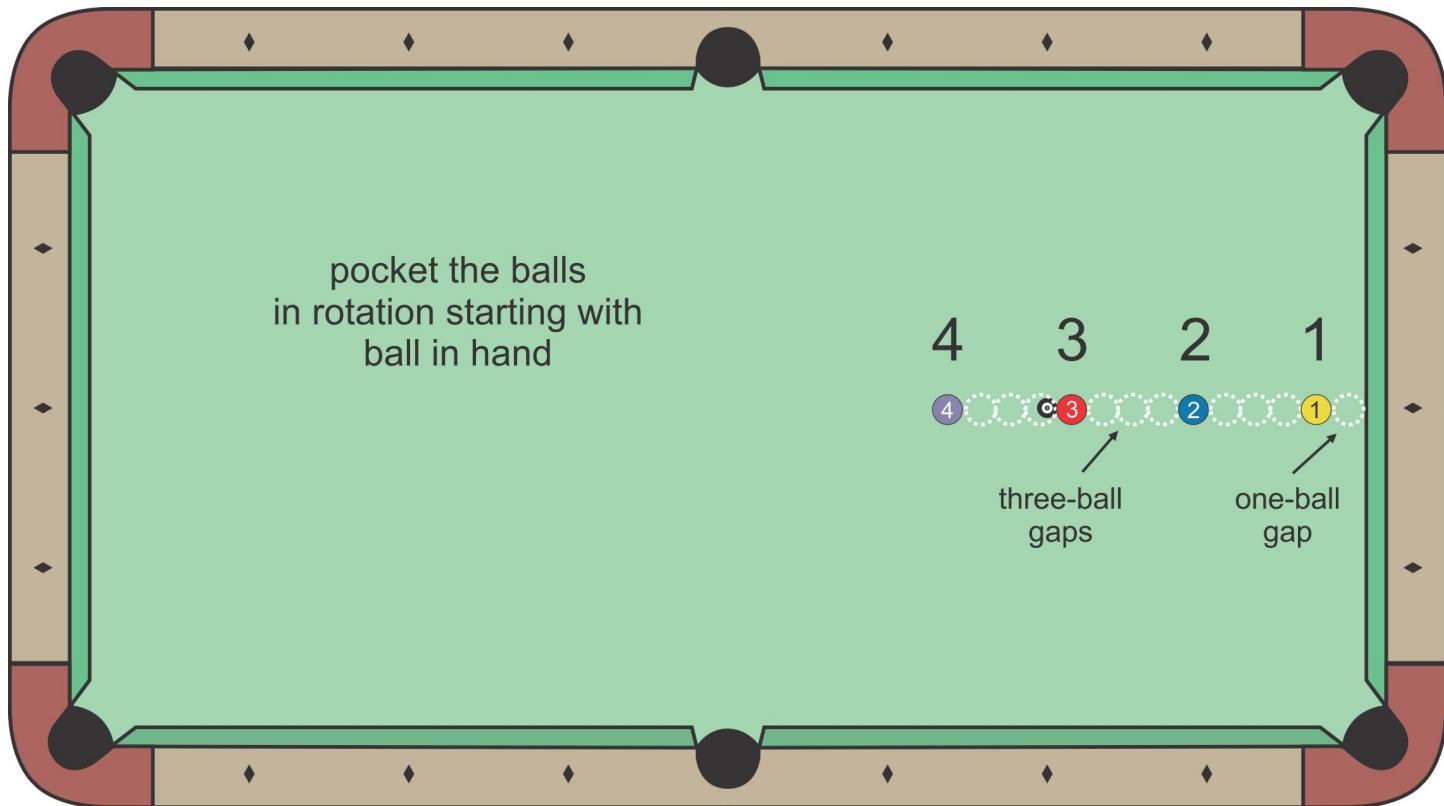
### Instructions:

- The OB (1 ball) must be pocketed and the CB must end up within or overlapping each of the targets.
- Take 4 attempts at each target, scoring 1 point for each success.
- Take any path to the target you desire, off as many rails as you chose or straight to the target.

**score = # of successful attempts (20 max)**

## Exam II – Skills **Bachelors Level**

### S1 – Line of Balls Drill

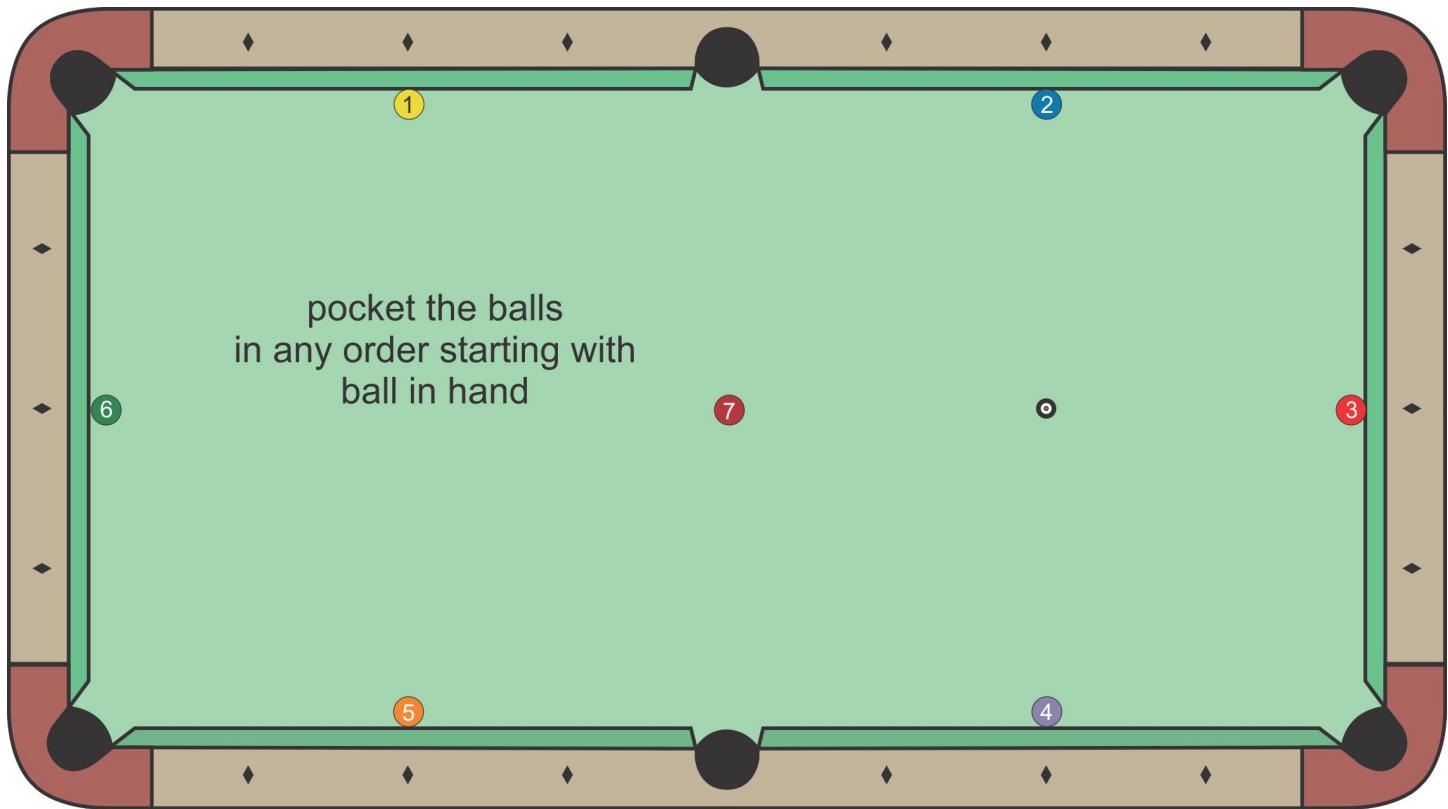


#### Instructions:

- Pocket the balls in rotation (i.e., in numerical order) in any pockets without scratching or contacting any of the remaining balls.
- If you disturb a ball while pocketing one, the one pocketed counts, but the run ends.
- Shoot the drill twice and use the higher score of the two attempts.

**score = # of balls pocketed legally (without a scratch)  
before a miss or ball contact (4 max)**

## S2 – Rail Cut Shot Drill



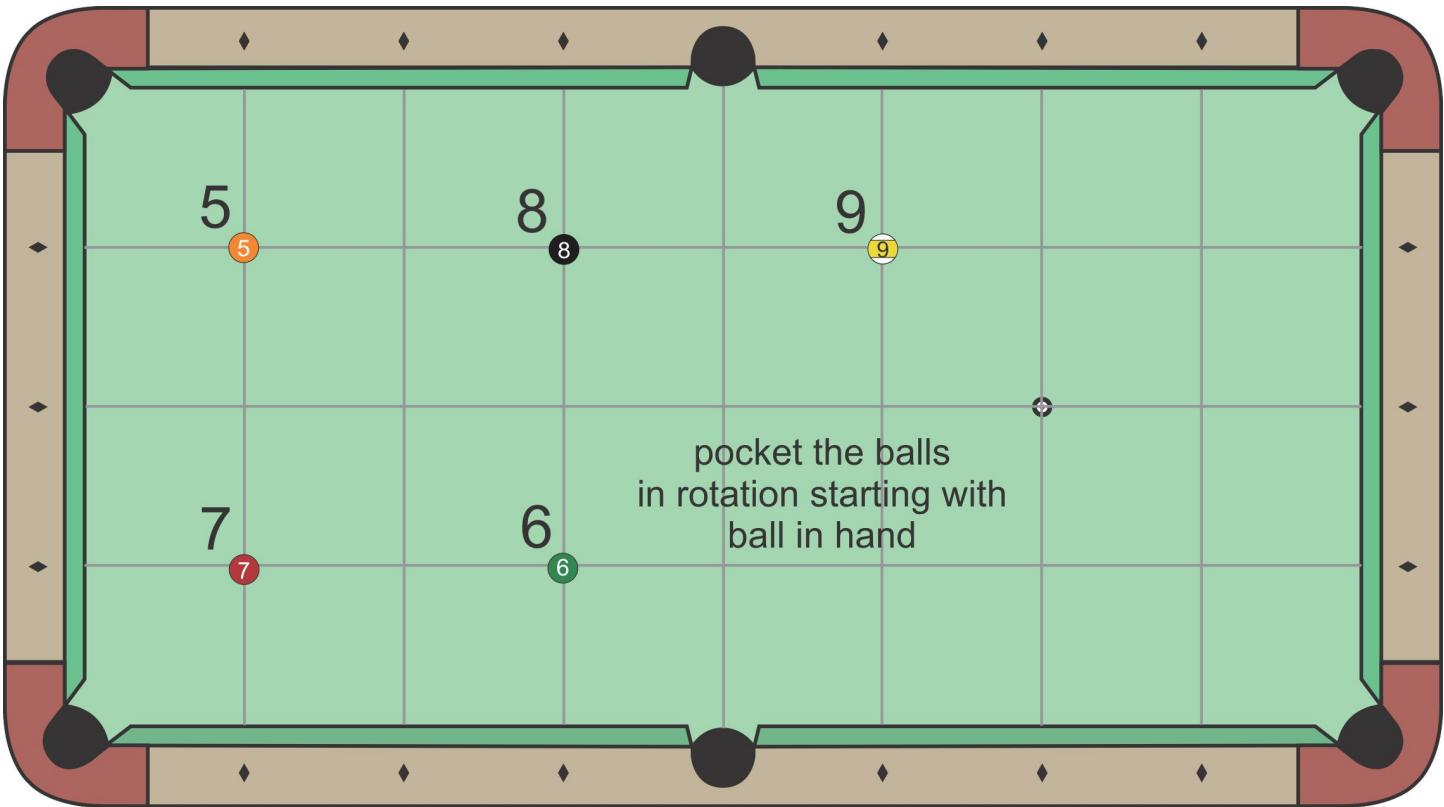
### Instructions:

- Do the drill twice, shooting the balls in any order, and use the higher score of the two attempts.
- You are not allowed to scratch, shoot combinations, or disturb any of the remaining balls.

**score = # of balls pocketed legally (without a scratch)  
before a miss or ball contact (7 max)**

## S3 – 9-Ball Pattern Drills

### Layout 1

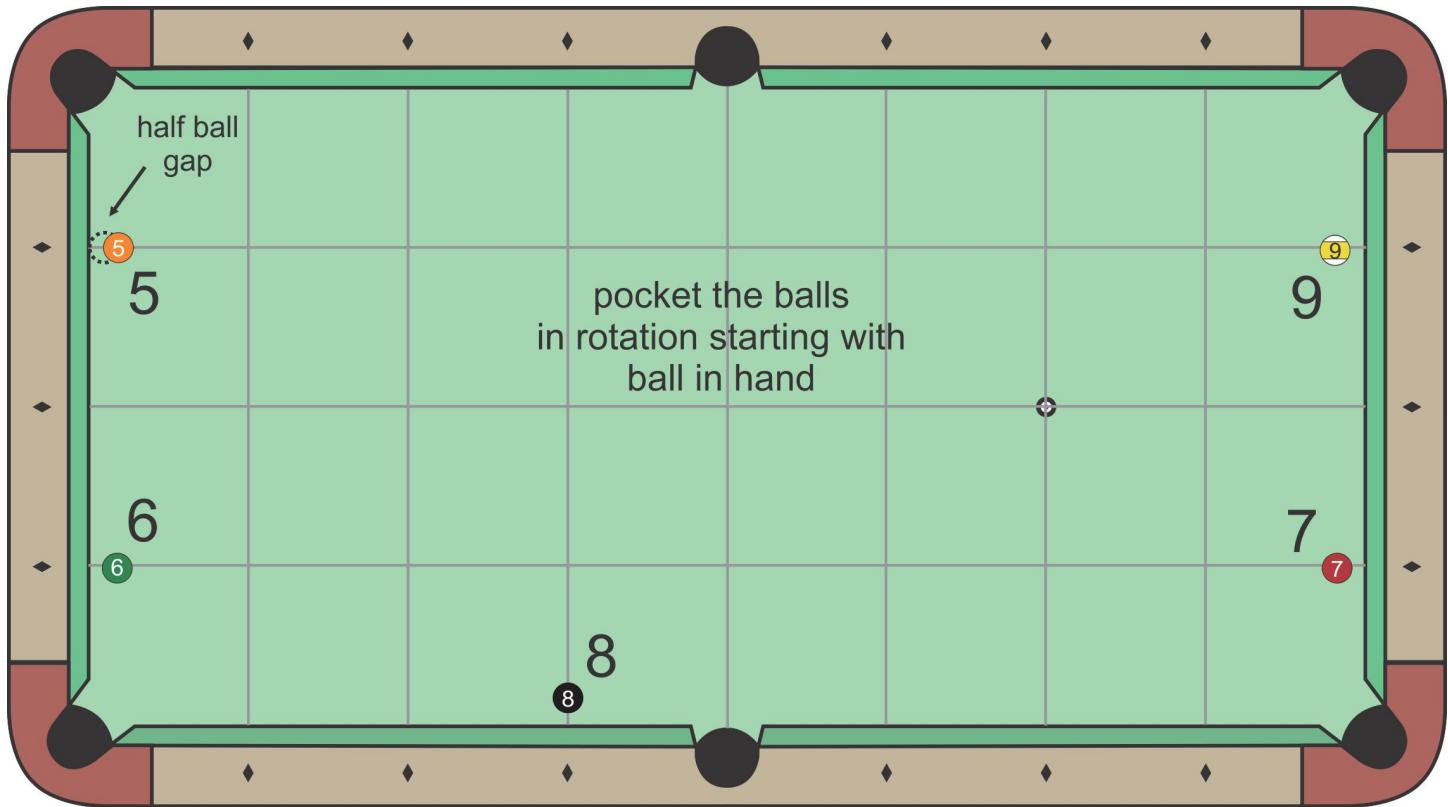


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

## S3 – 9-Ball Pattern Drills

### Layout 2

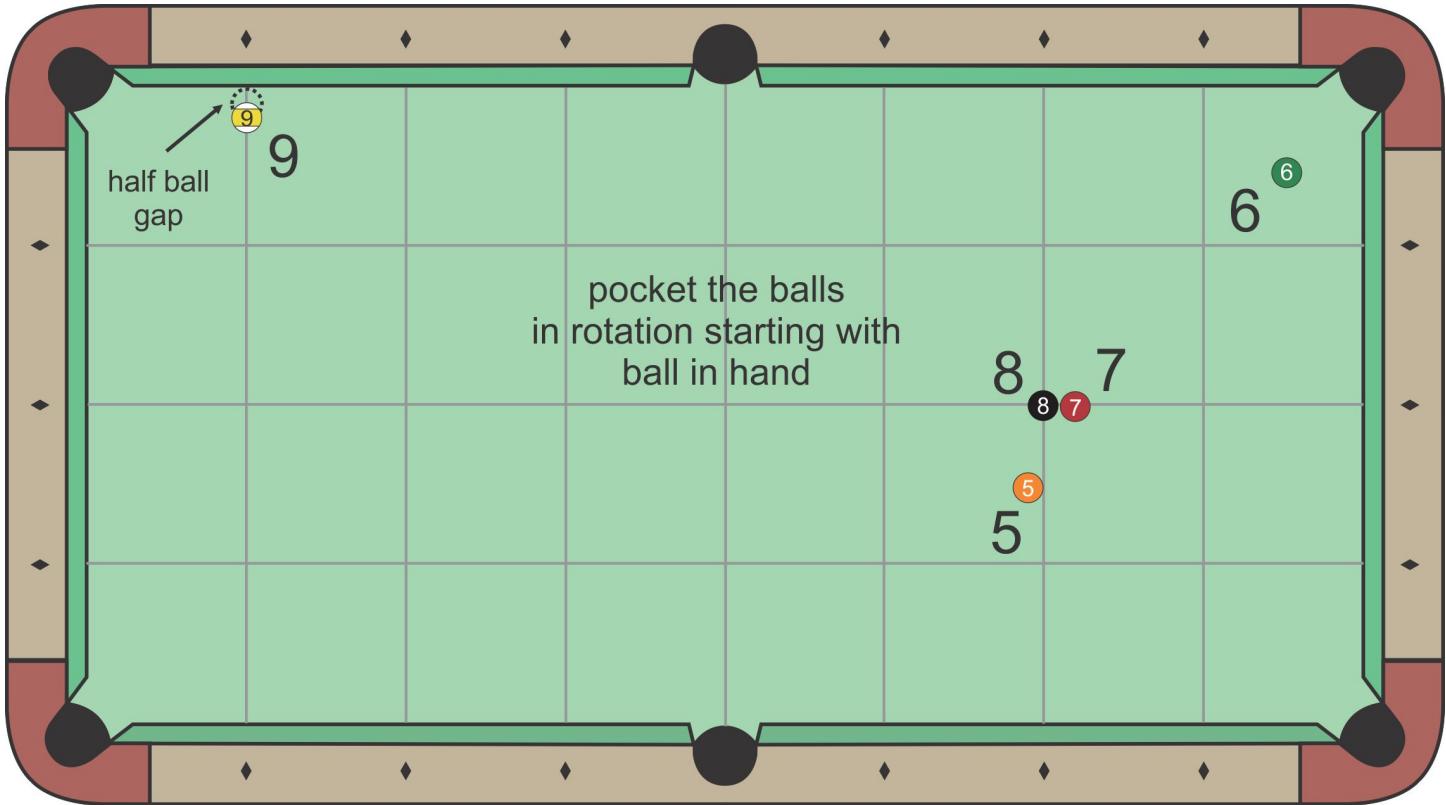


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

## S3 – 9-Ball Pattern Drills

### Layout 3



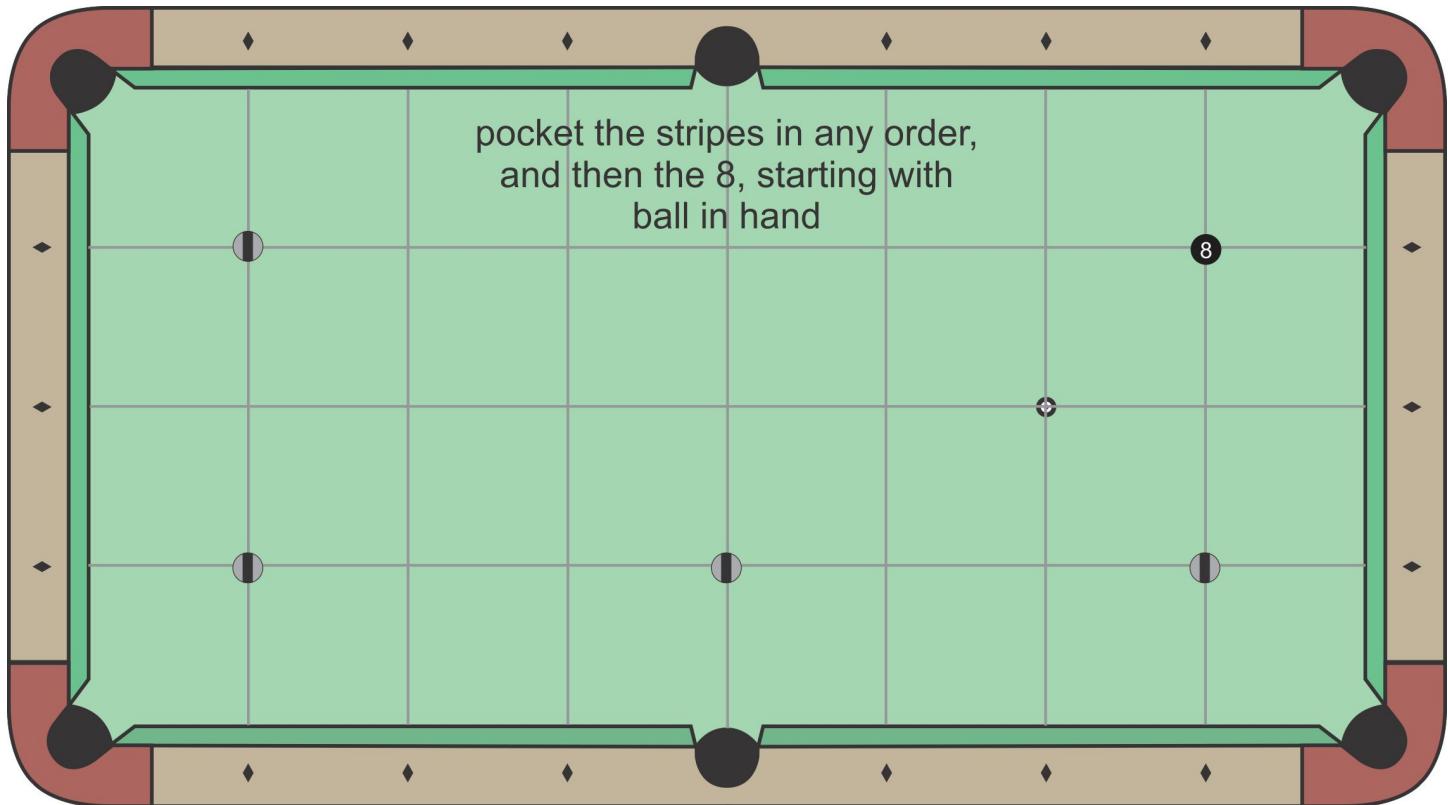
#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

**score = lowest score + 2<sup>nd</sup> lowest score (10 max)**

## S4 – 8-Ball Pattern Drills

### Layout 1

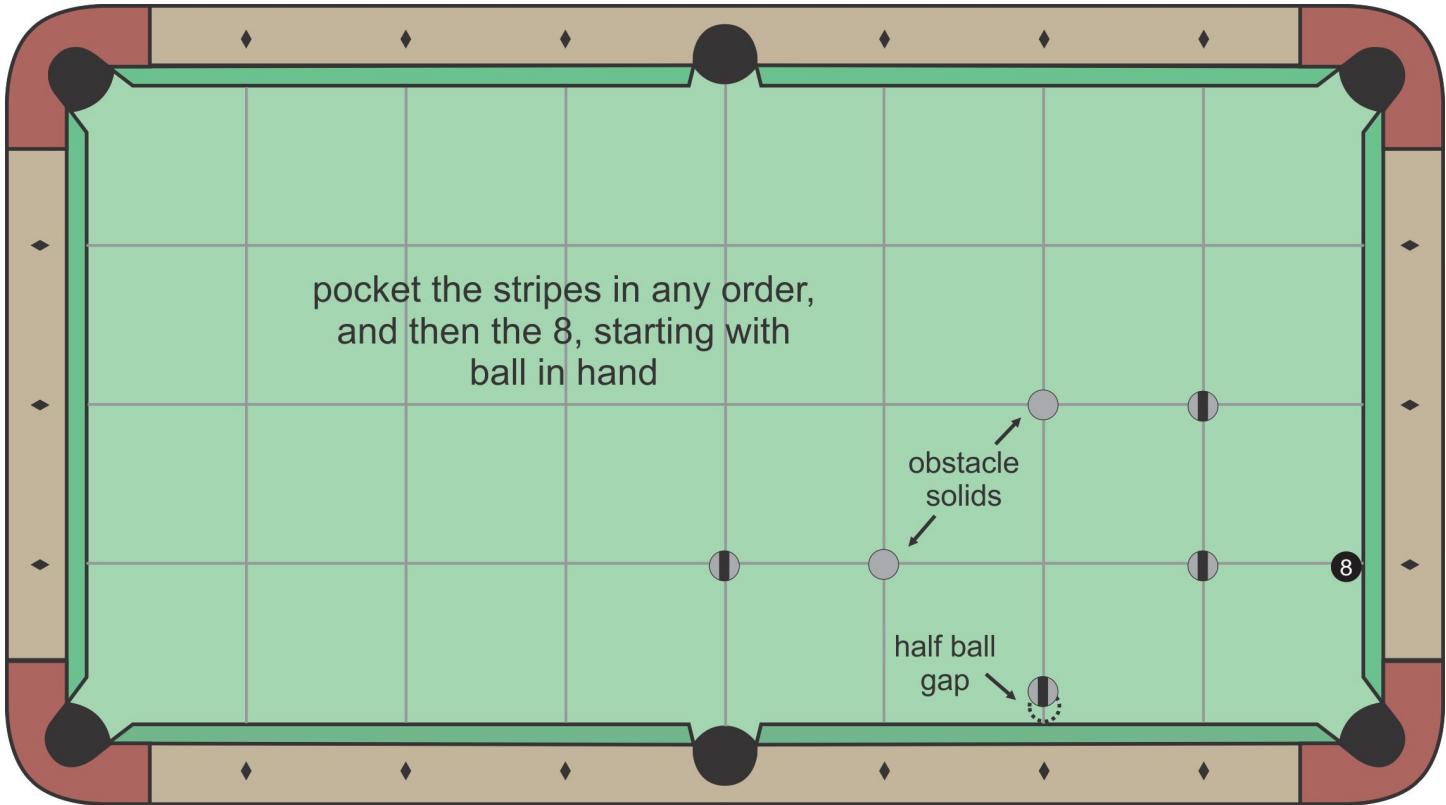


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

## S4 – 8-Ball Pattern Drills

### Layout 2

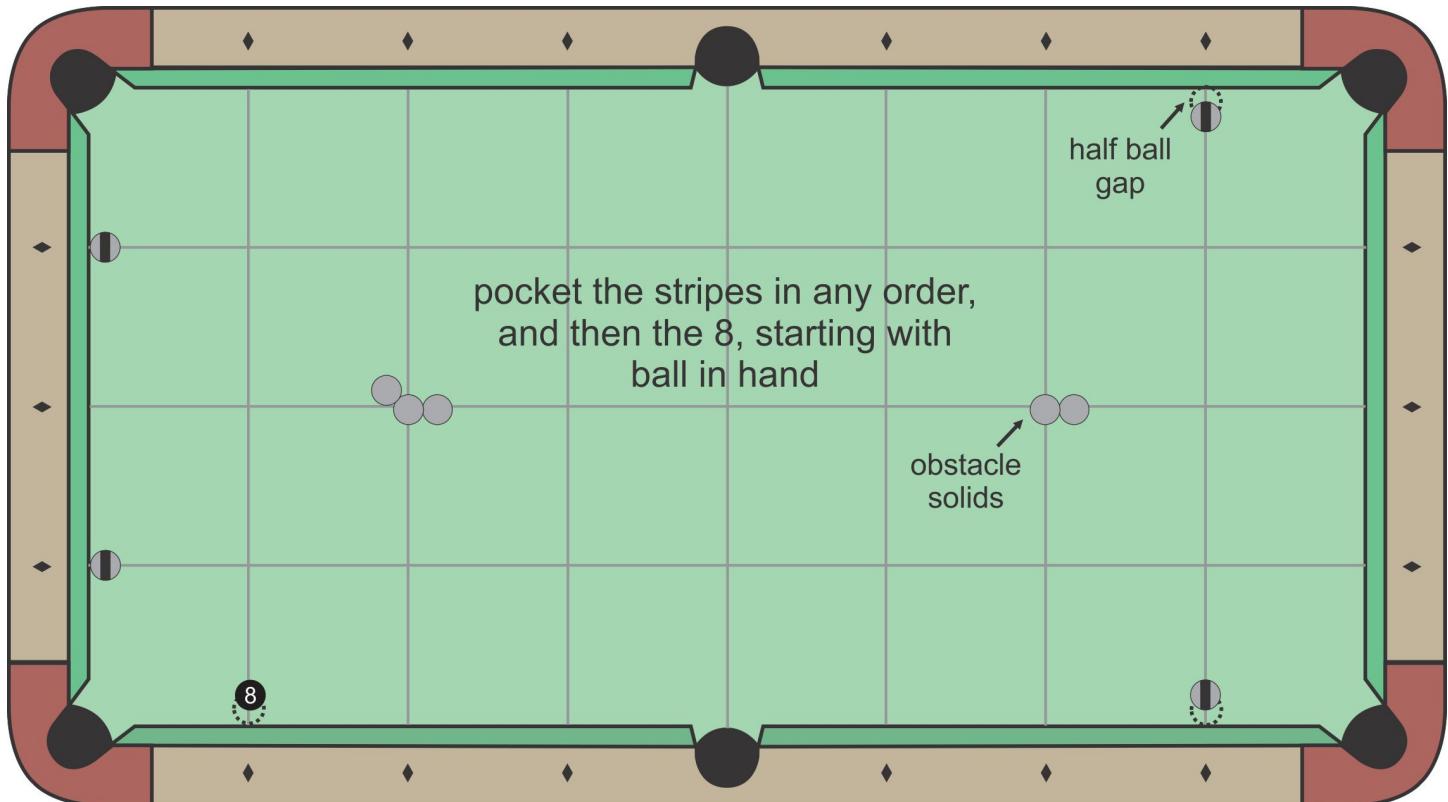


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

## S4 – 8-Ball Pattern Drills

### Layout 3

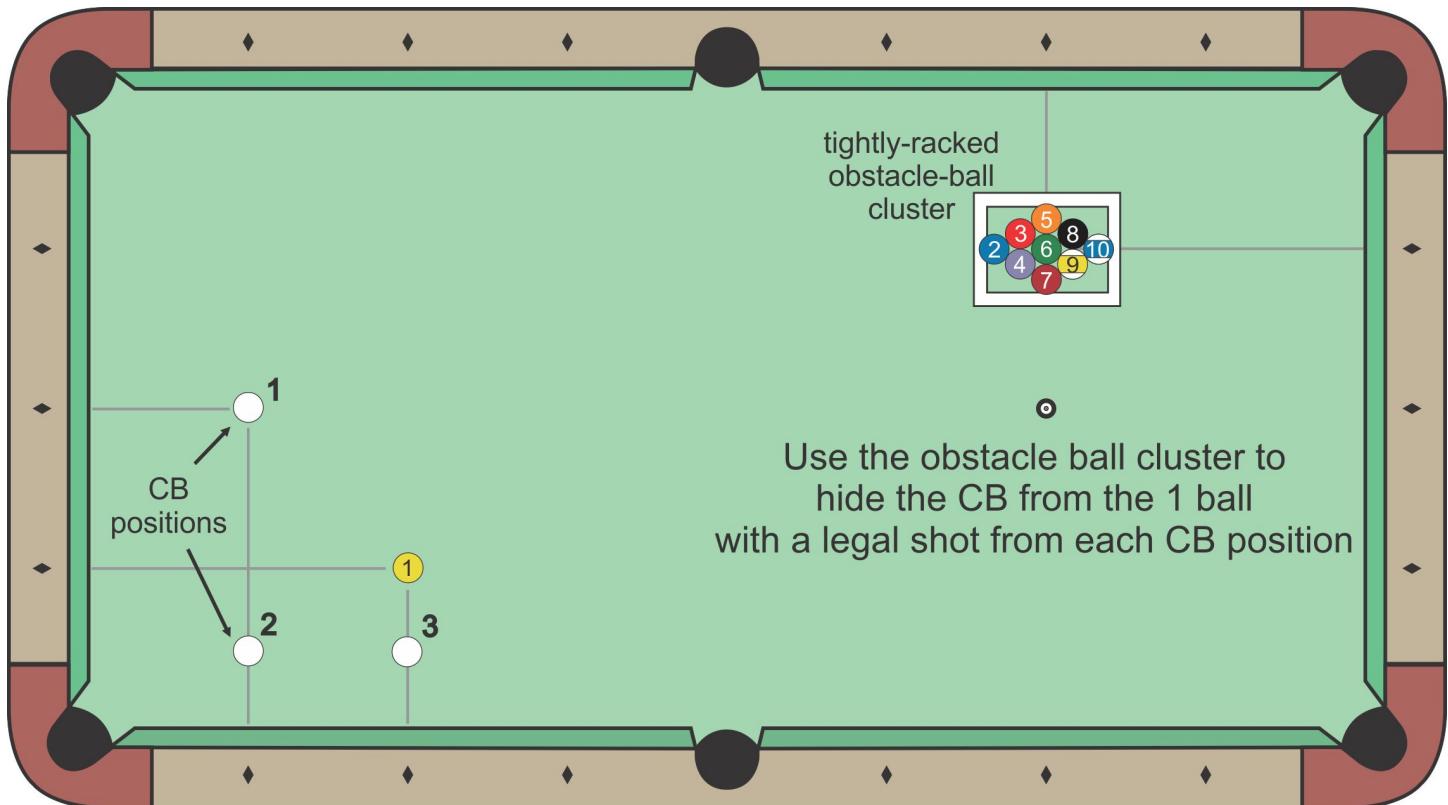


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

**score = lowest score + 2<sup>nd</sup> lowest score (10 max)**

## S5 – Hide-Behind-Target Safety Drill

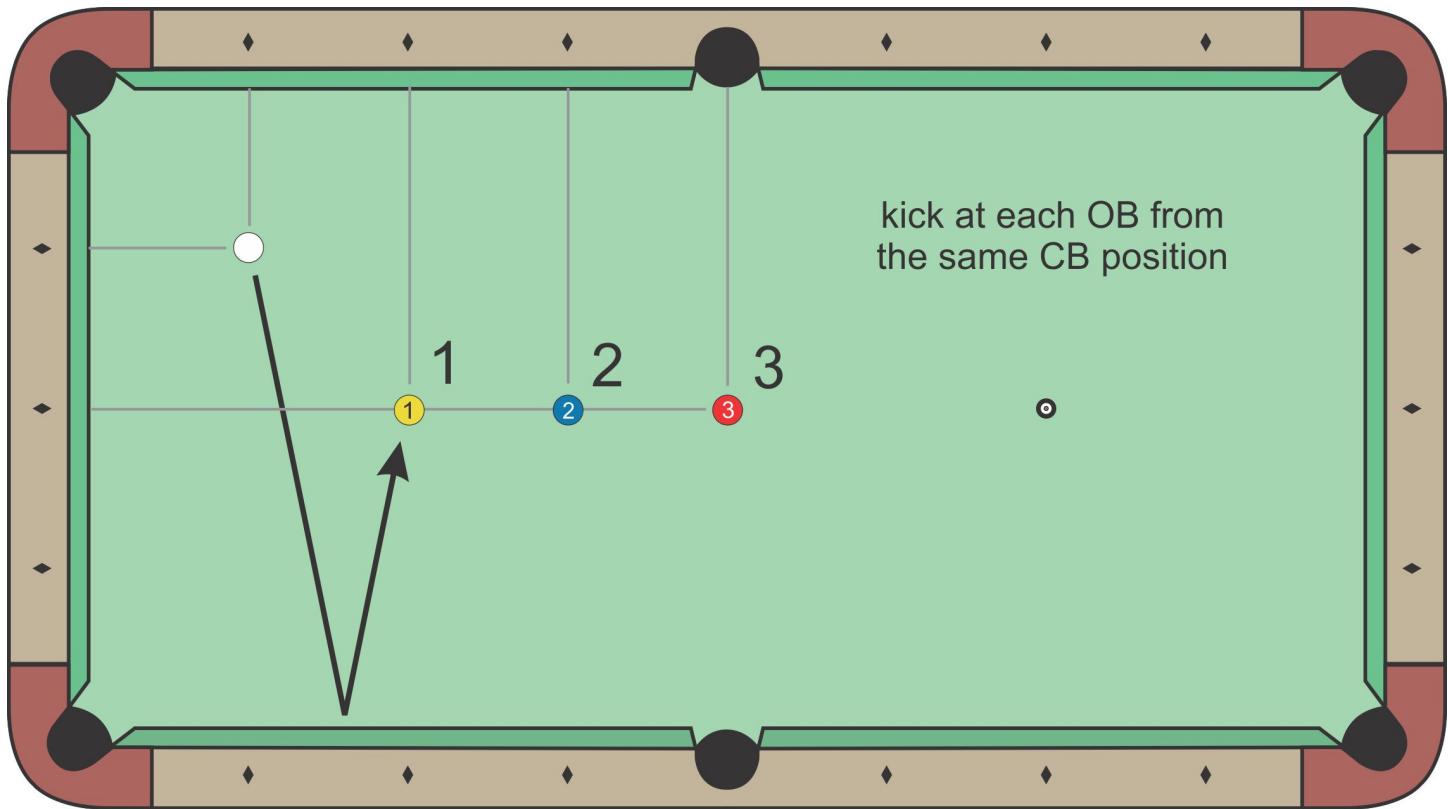


### Instructions:

- Take two attempts from each CB position, getting 1 point for each successful snooker, where the OB is hidden from the CB with no direct path of contact between the balls.
- The 1 ball may not be pocketed.
- You are allowed to contact the balls in the obstacle cluster, but all of them must remain within or overlapping the target.
- The rectangular target can be printed and cut out from a template on the website. It is an 8.5"x11" sheet of paper with the center removed, leaving a 1" border.

**score = # of successful attempts (6 max)**

## S6 – Kick Shot Drill

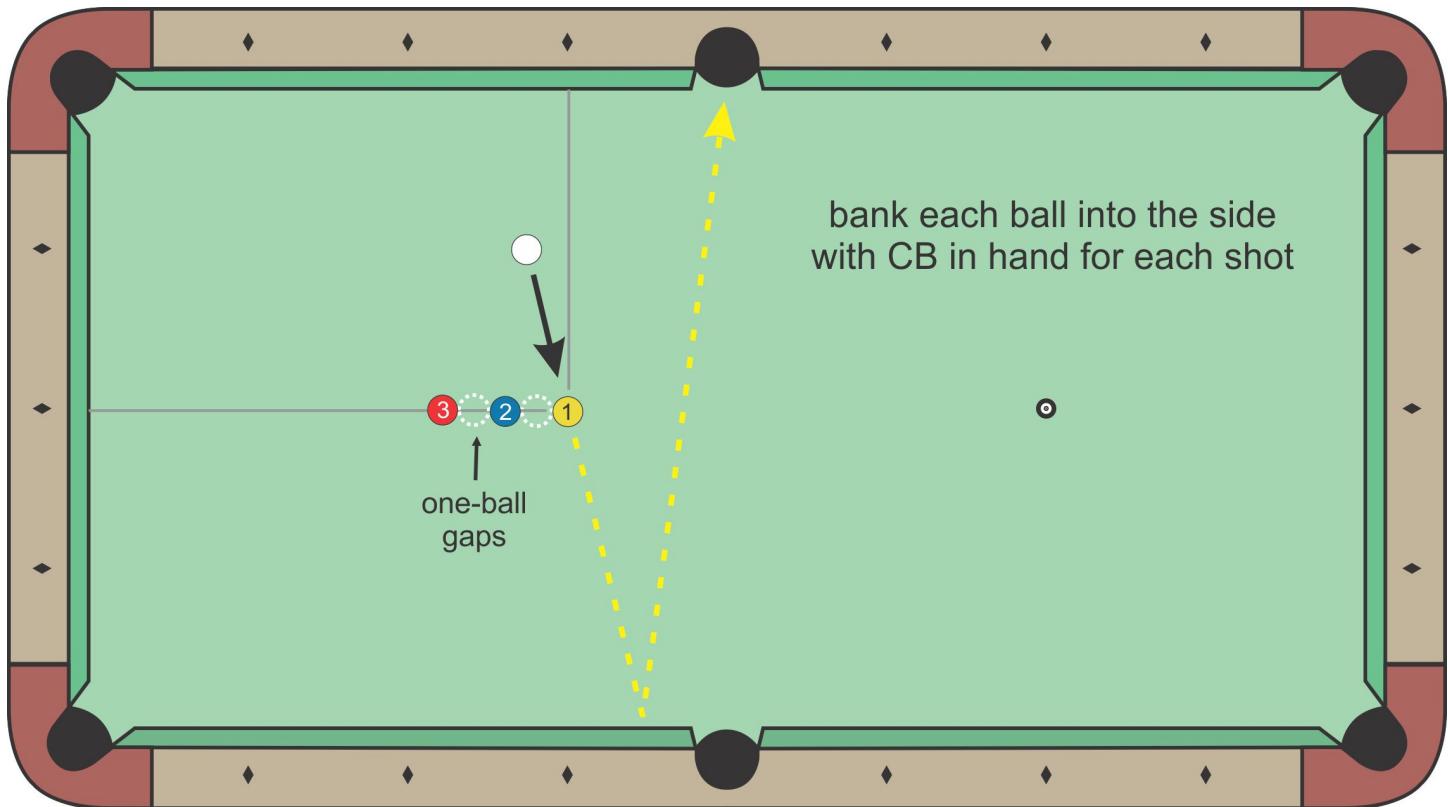


### Instructions:

- Kick at each OB off the same long rail (as shown), with the CB in the same starting position for each kick, getting 1 point for each successful and legal shot (i.e., no scratch, ball to rail).

**score = # of successful kicks (3 max)**

## S7 – Bank Shot Drill

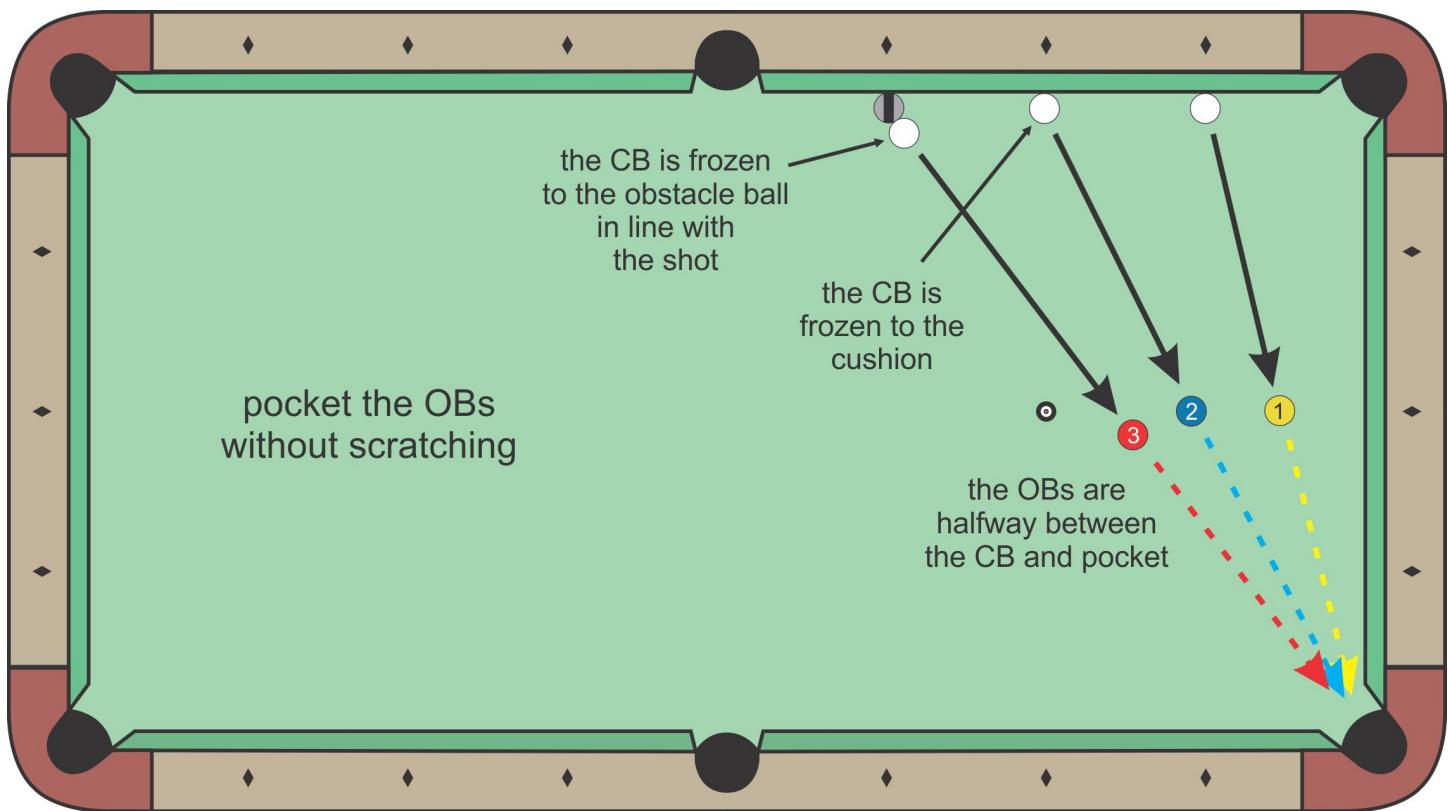


### Instructions:

- With CB in hand for each shot, bank each ball cross side.
- You receive 1 point for each bank pocketed legally (w/o scratching).

**score = # of successful banks (3 max)**

## S8 – Elevated Cue Drill

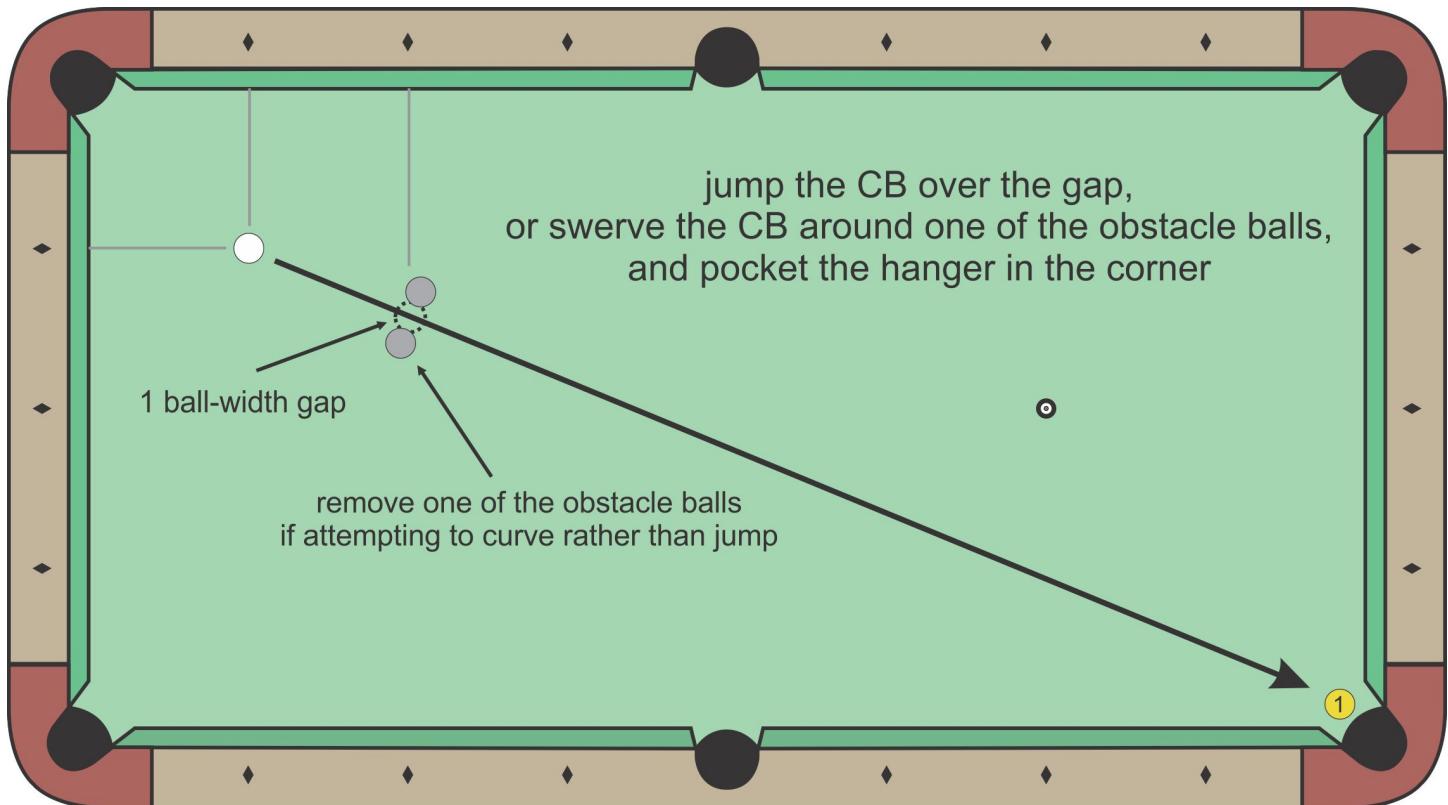


### Instructions:

- Pocket each OB from the indicated CB position without scratching.

**score = # of successful shots (3 max)**

## S9 – Jump or Massé Drill

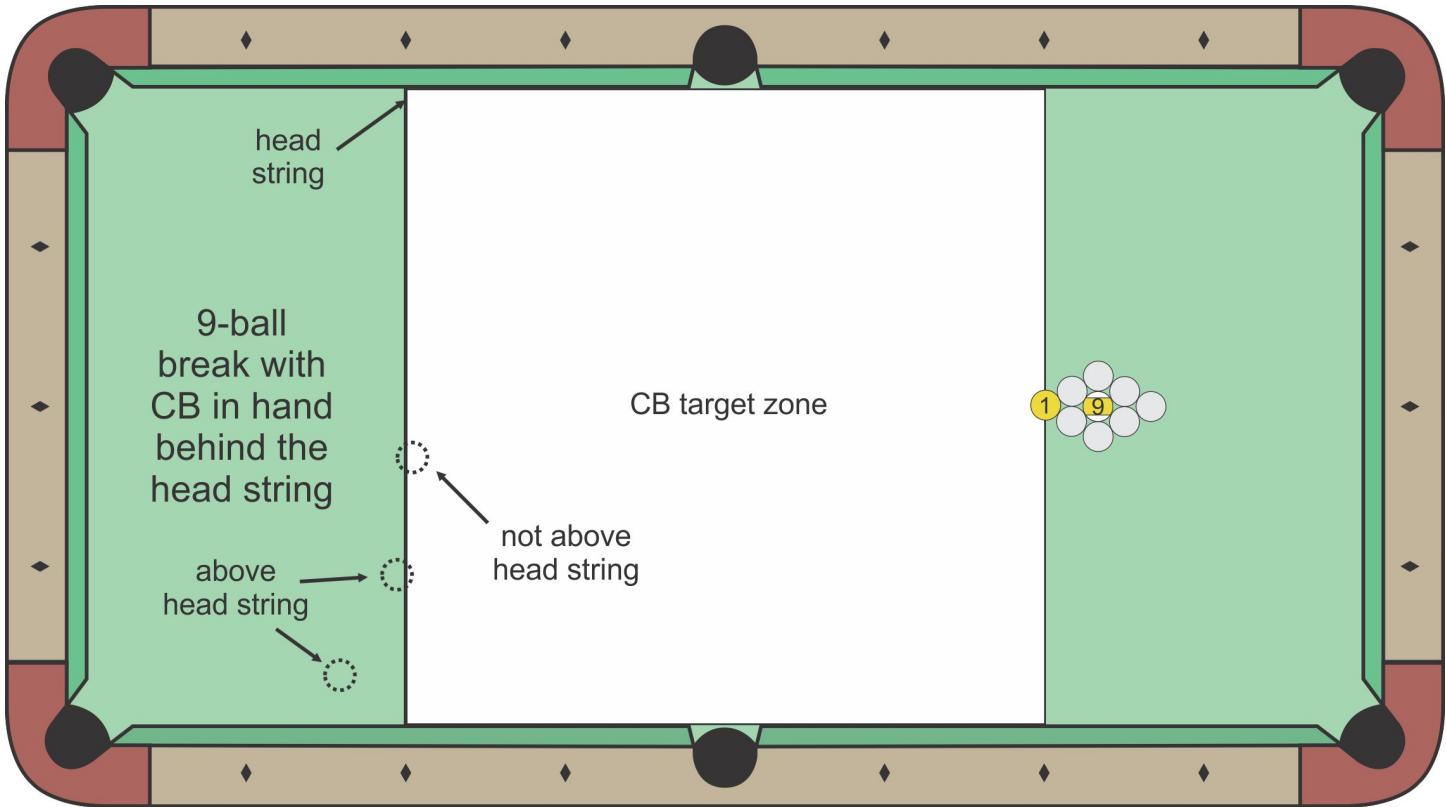


### Instructions:

- You get 1 point for each successful shot (OB pocketed, no obstacle-ball contact) of 3 attempts.
- You are allowed to scratch.
- You should try both types of shots during practice, and use your most reliable skill during the exam.

**score = # of successful attempts (3 max)**

## S10 – Break Drill



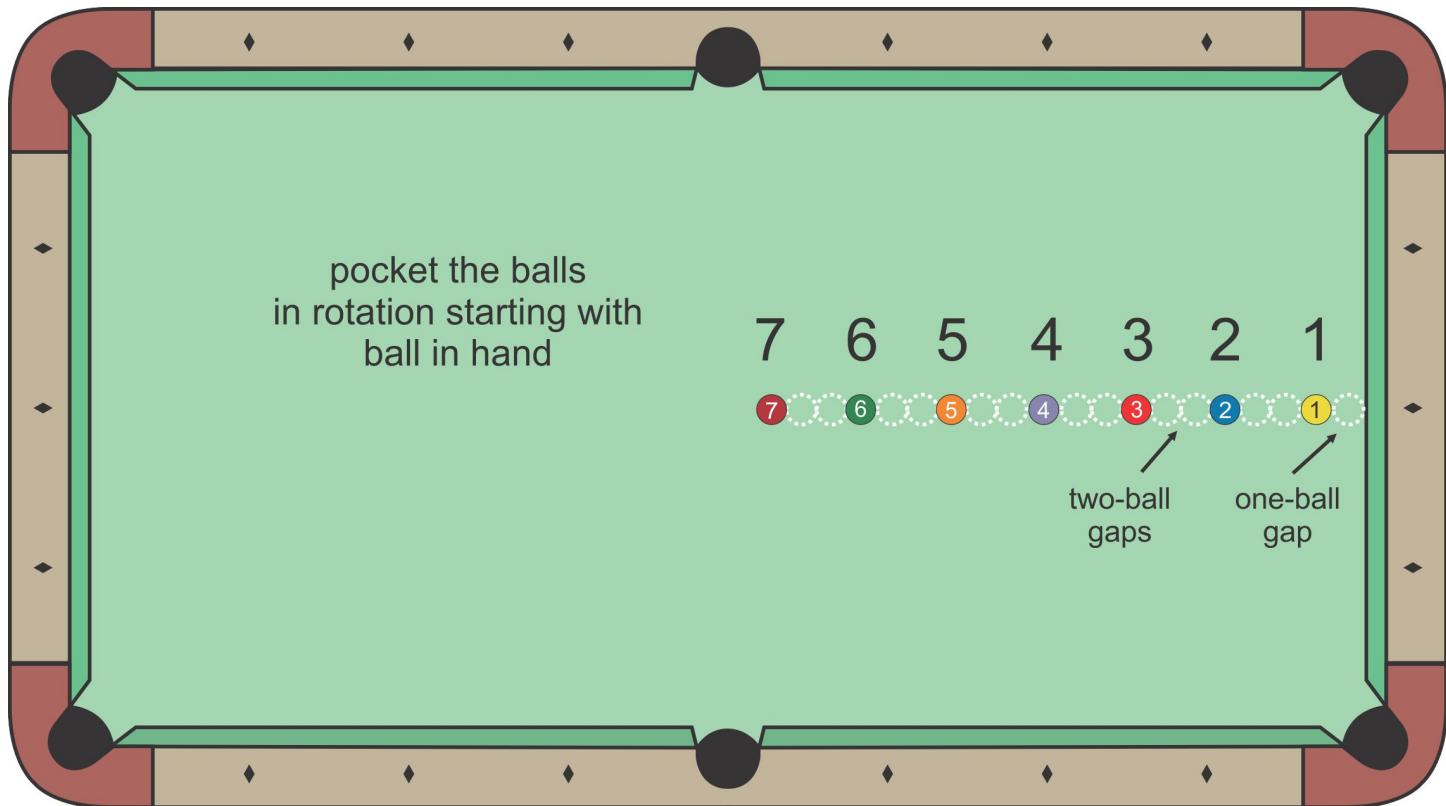
### Instructions:

- Break three times and score each break, awarding 1 point for each of the following:
  - a.) no scratch.
  - b.) no scratch, and the CB not driven to a cushion.
  - c.) no scratch, and the center of the CB remains within the center 4-diamond target zone during the entire break.
  - d.) no scratch and 1 or more balls pocketed.
  - e.) no scratch and 3 or more OBs either pocketed and/or driven above the head string.
- Throw out the best and worst scores of the three breaks.

**score = median # of points (middle value) of the three individual rack scores (5 max)**

## Exam II – Skills Masters Level

### S1 – Line of Balls Drill

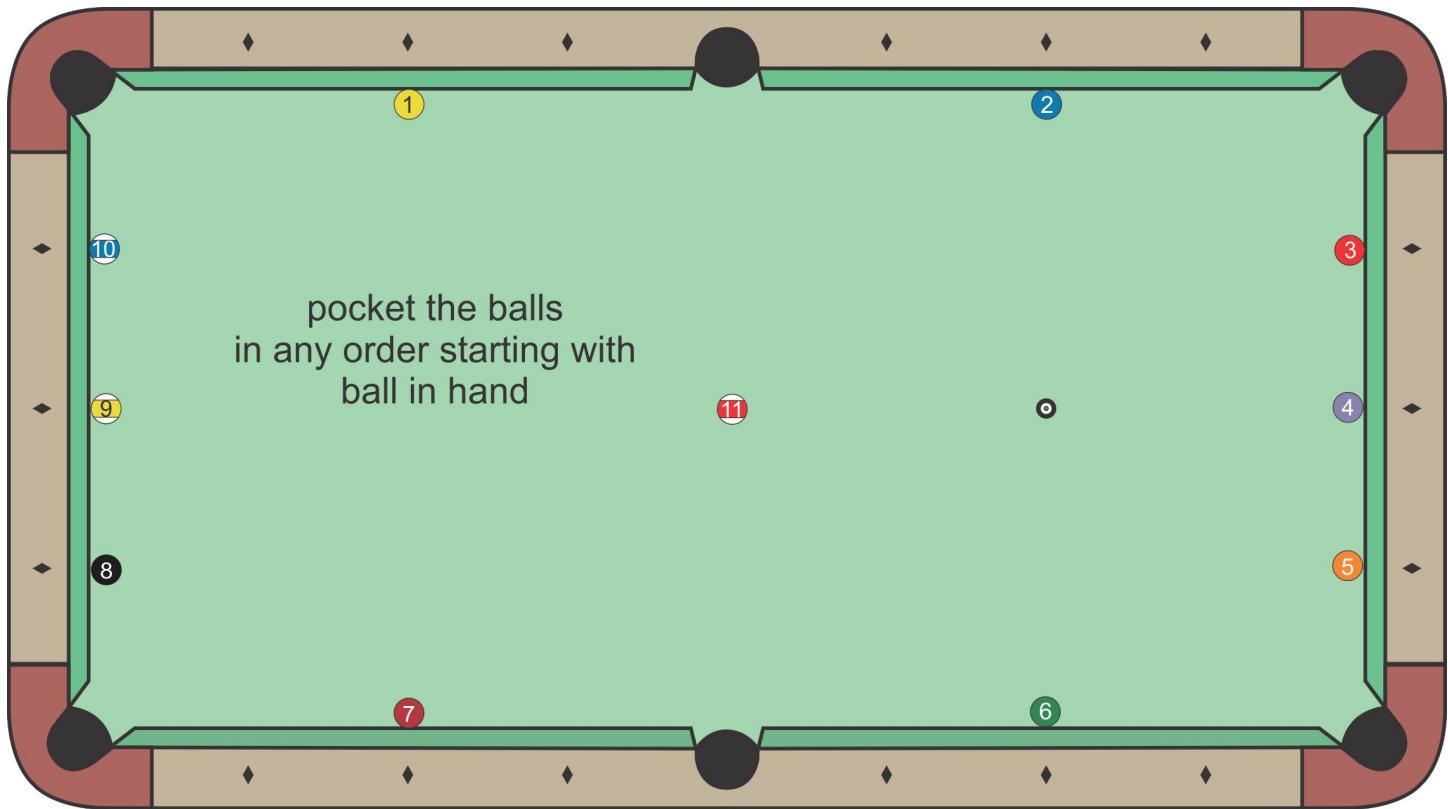


#### Instructions:

- Pocket the balls in rotation (i.e., in numerical order) in any pockets without scratching or contacting any of the remaining balls.
- If you disturb a ball while pocketing one, the one pocketed counts, but the run ends.
- Shoot the drill twice and use the higher score of the two attempts.

**score = # of balls pocketed legally (without a scratch)  
before a miss or ball contact (7 max)**

## S2 – Rail Cut Shot Drill



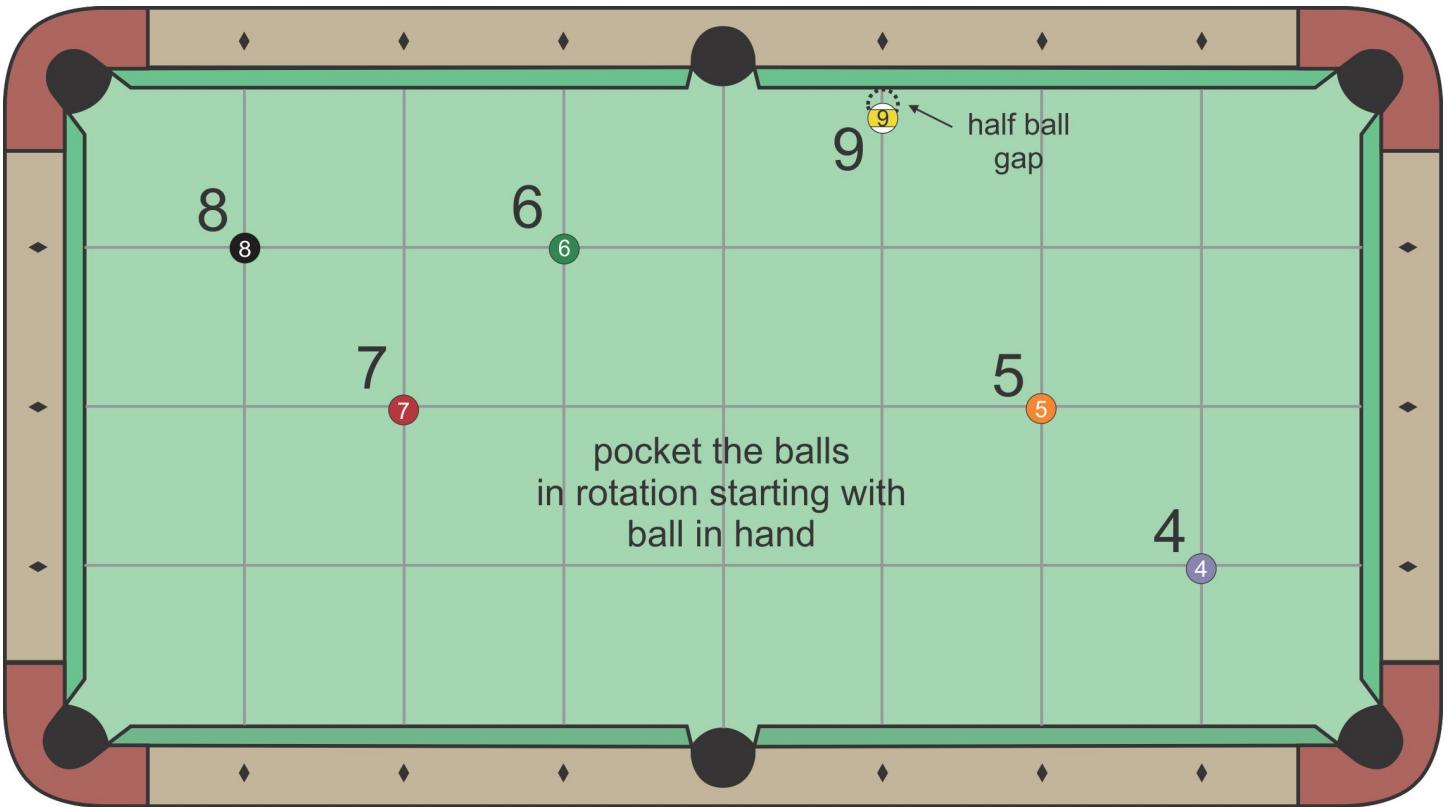
### Instructions:

- Do the drill twice, shooting the balls in any order, and use the higher score of the two attempts.
- You are not allowed to scratch, shoot combinations, or disturb any of the remaining balls.

**score = # of balls pocketed legally (without a scratch)  
before a miss or ball contact (11 max)**

## S3 – 9-Ball Pattern Drills

### Layout 1

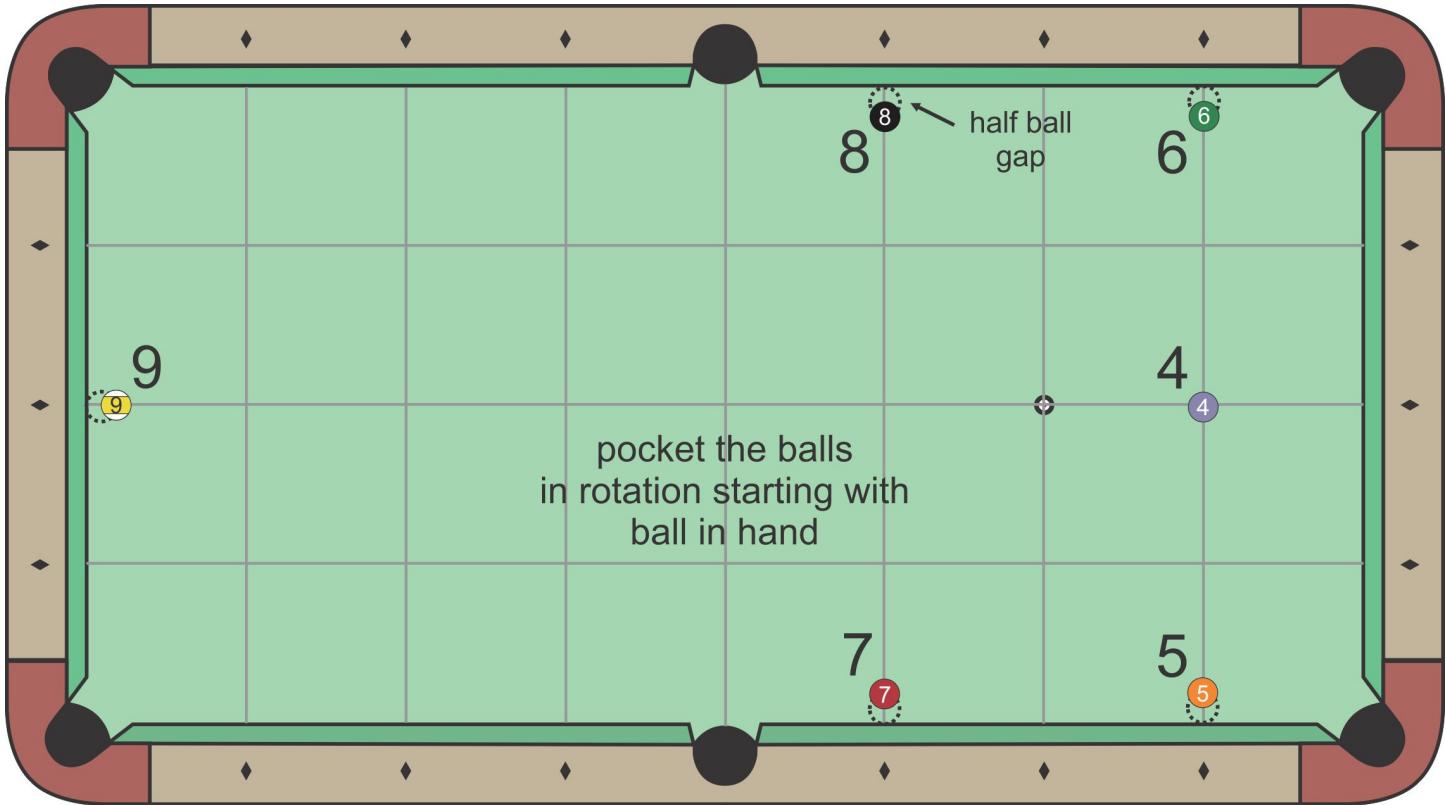


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

## S3 – 9-Ball Pattern Drills

### Layout 2

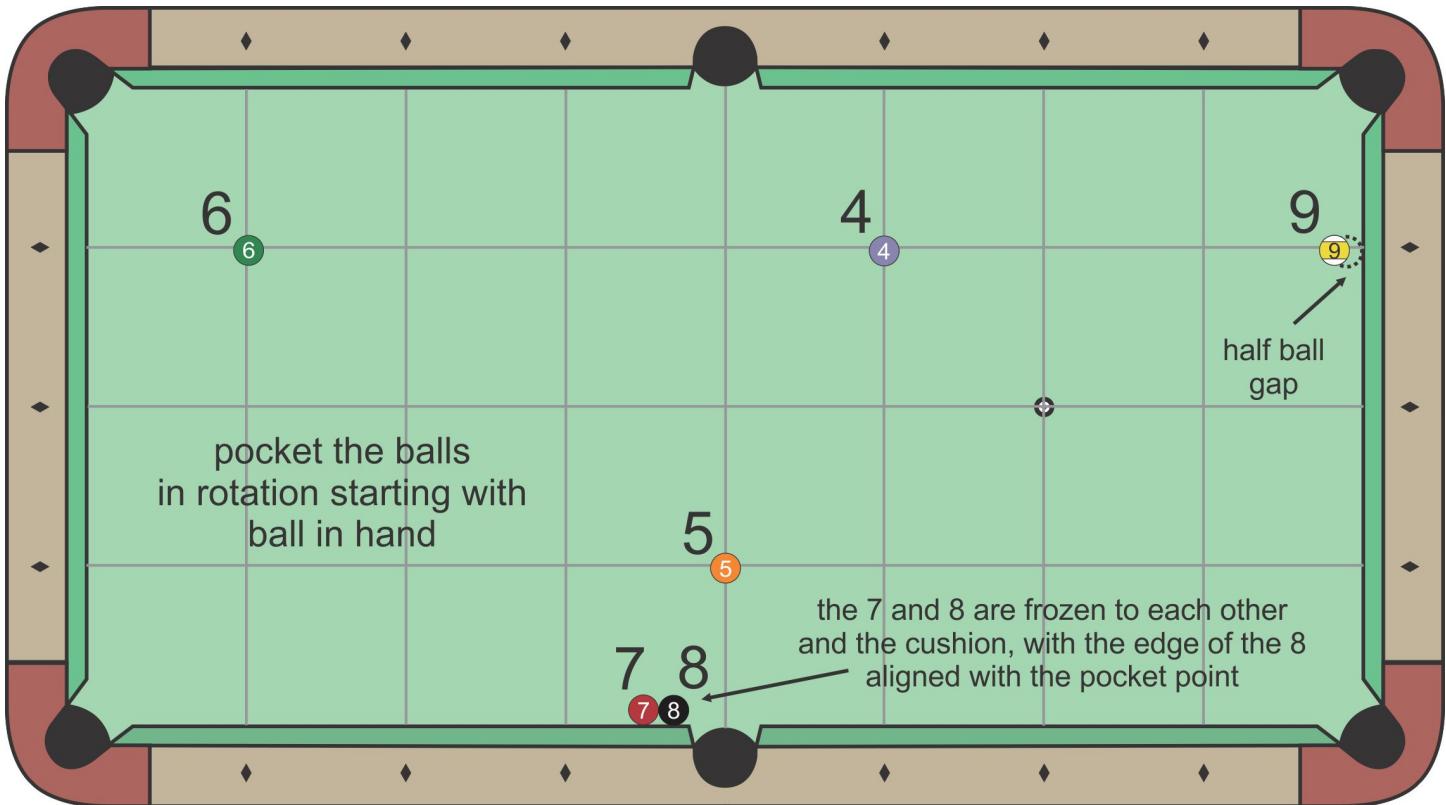


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

## S3 – 9-Ball Pattern Drills

### Layout 3



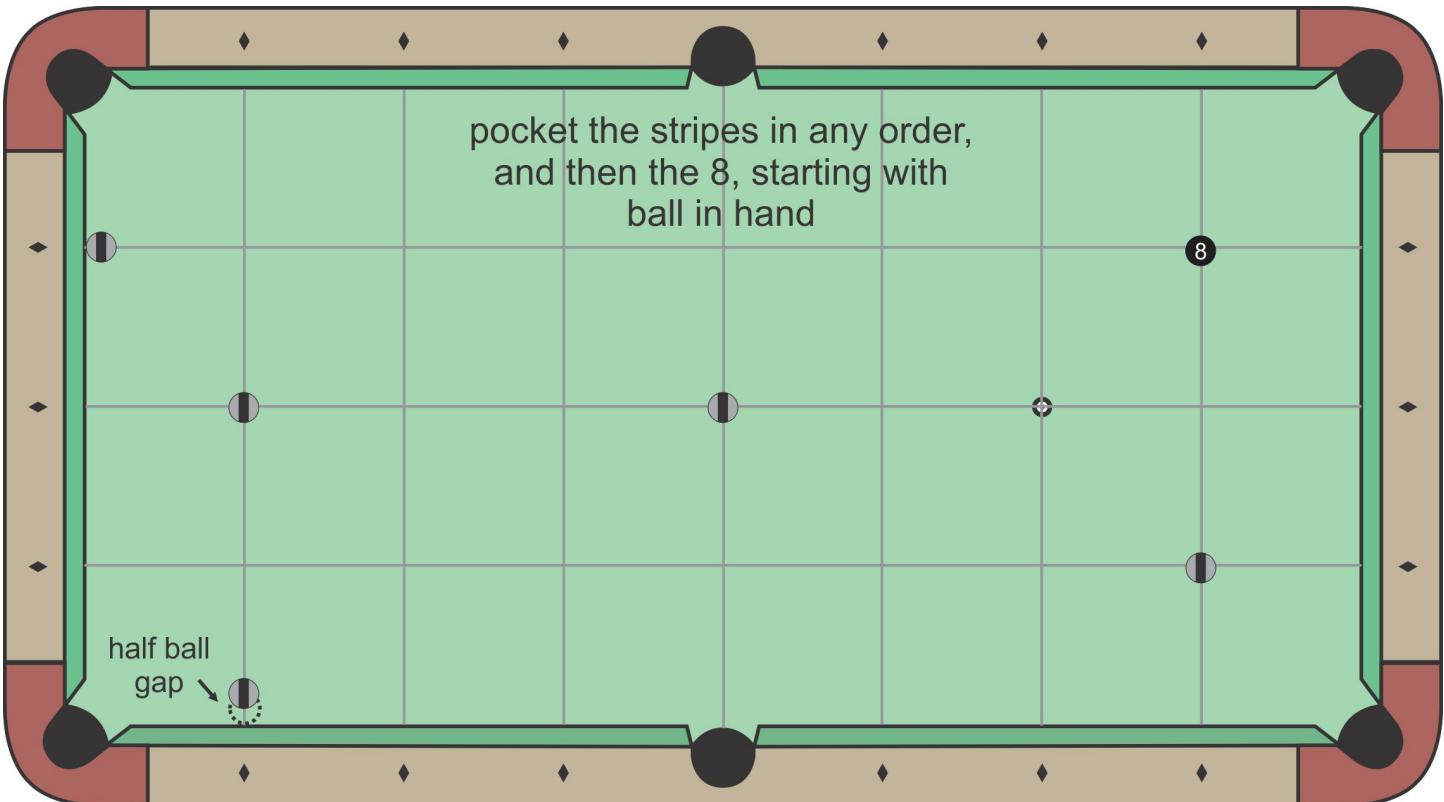
#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

**score = lowest score + 2<sup>nd</sup> lowest score (12 max)**

## S4 – 8-Ball Pattern Drills

### Layout 1

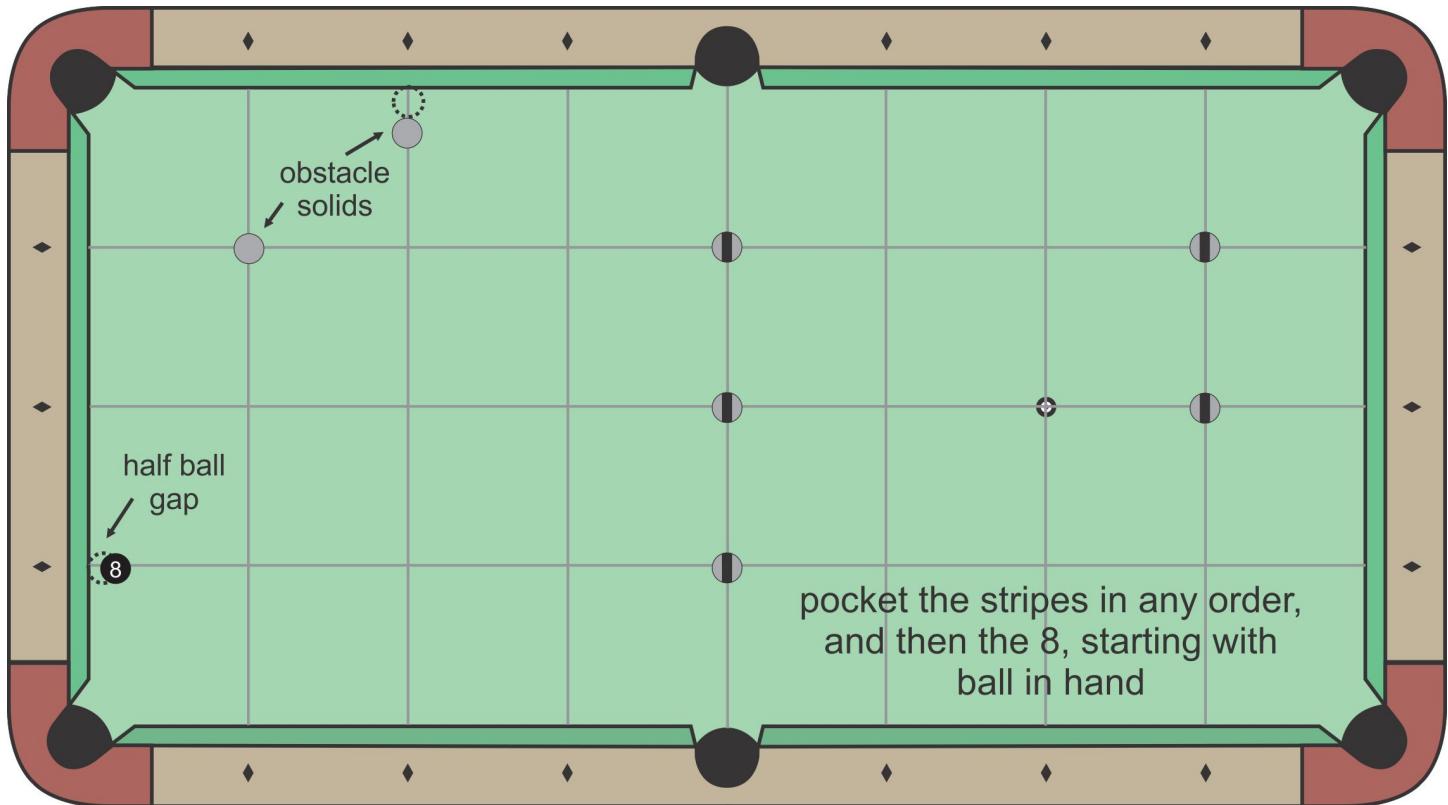


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

## S4 – 8-Ball Pattern Drills

### Layout 2

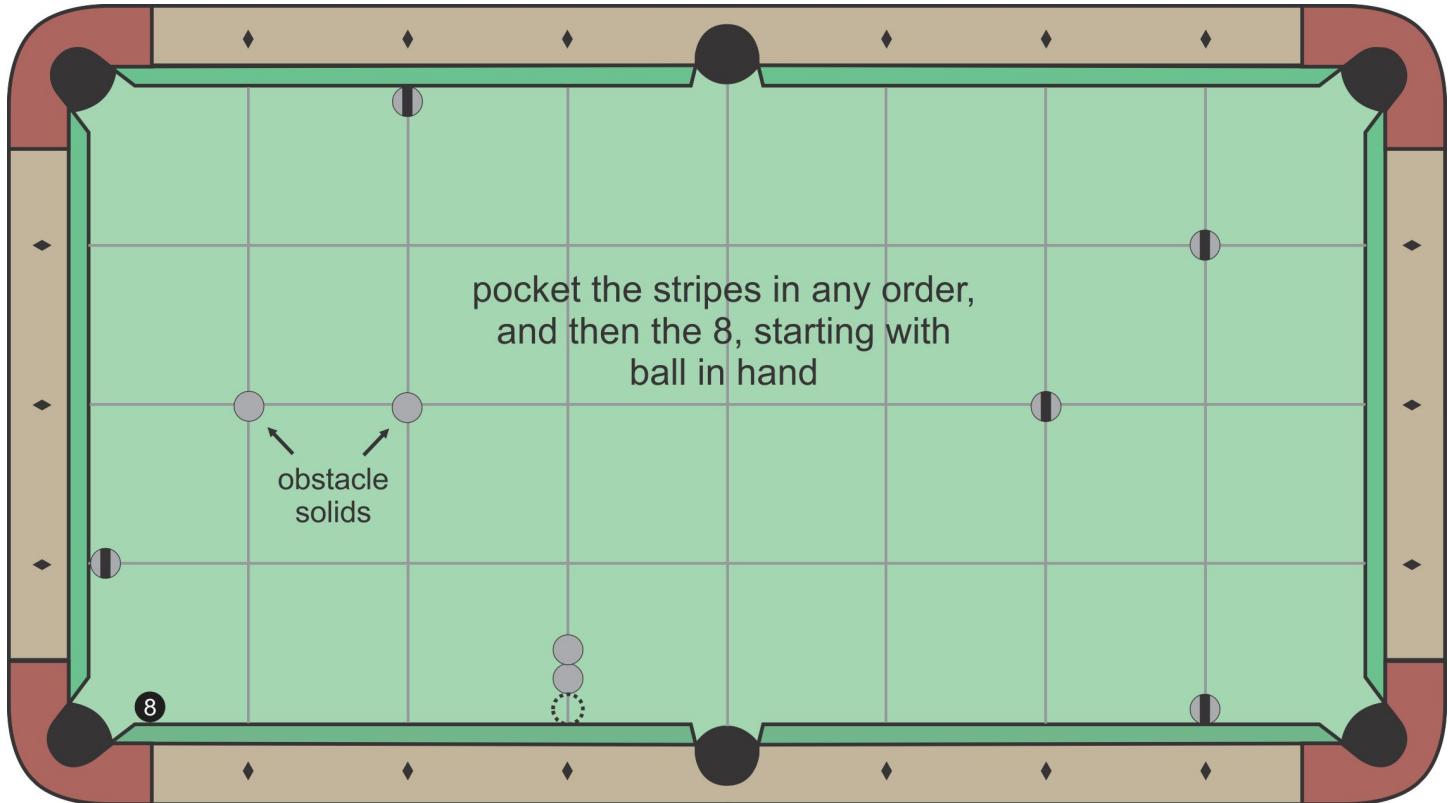


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

## S4 – 8-Ball Pattern Drills

### Layout 3

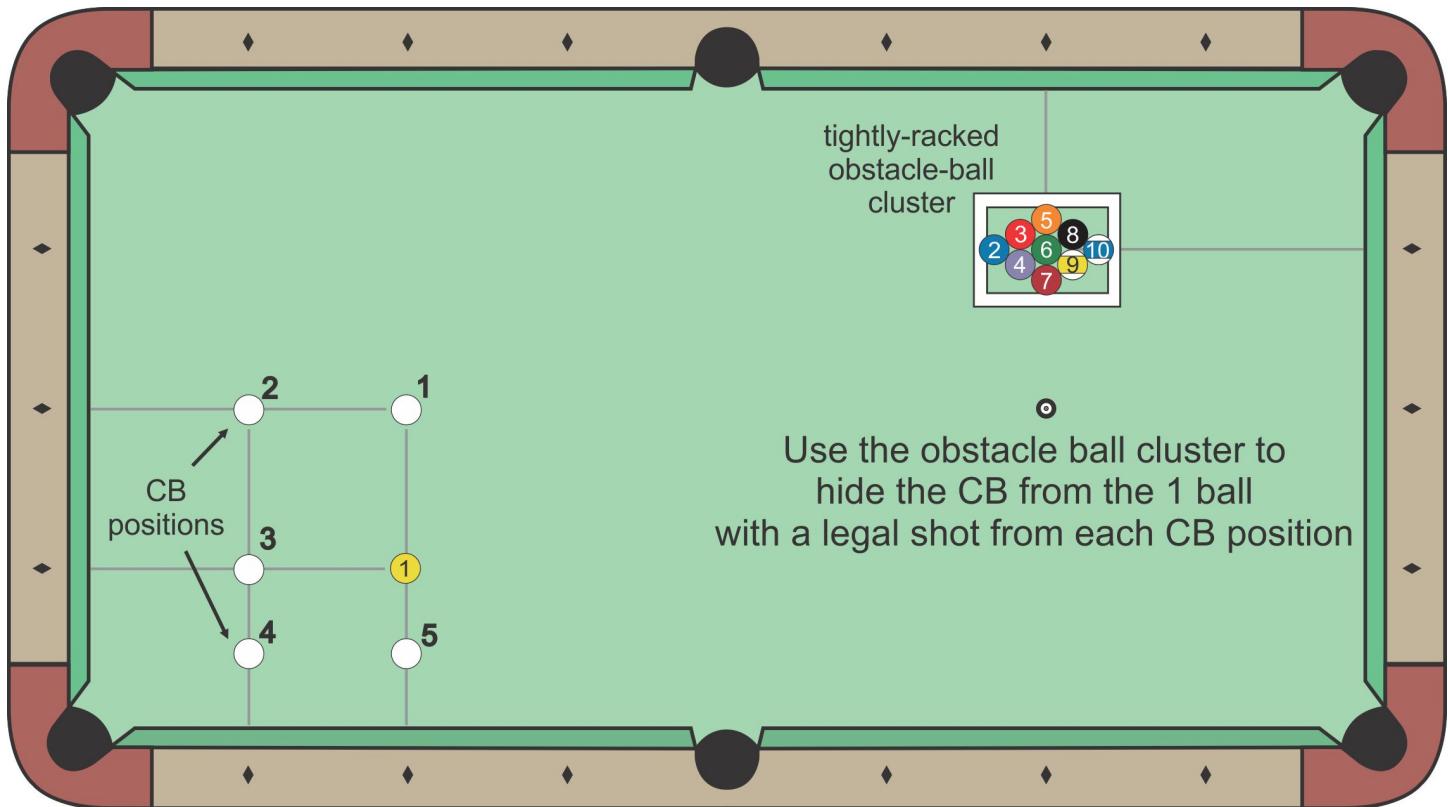


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

**score = lowest score + 2<sup>nd</sup> lowest score (12 max)**

## S5 – Hide-Behind-Target Safety Drill

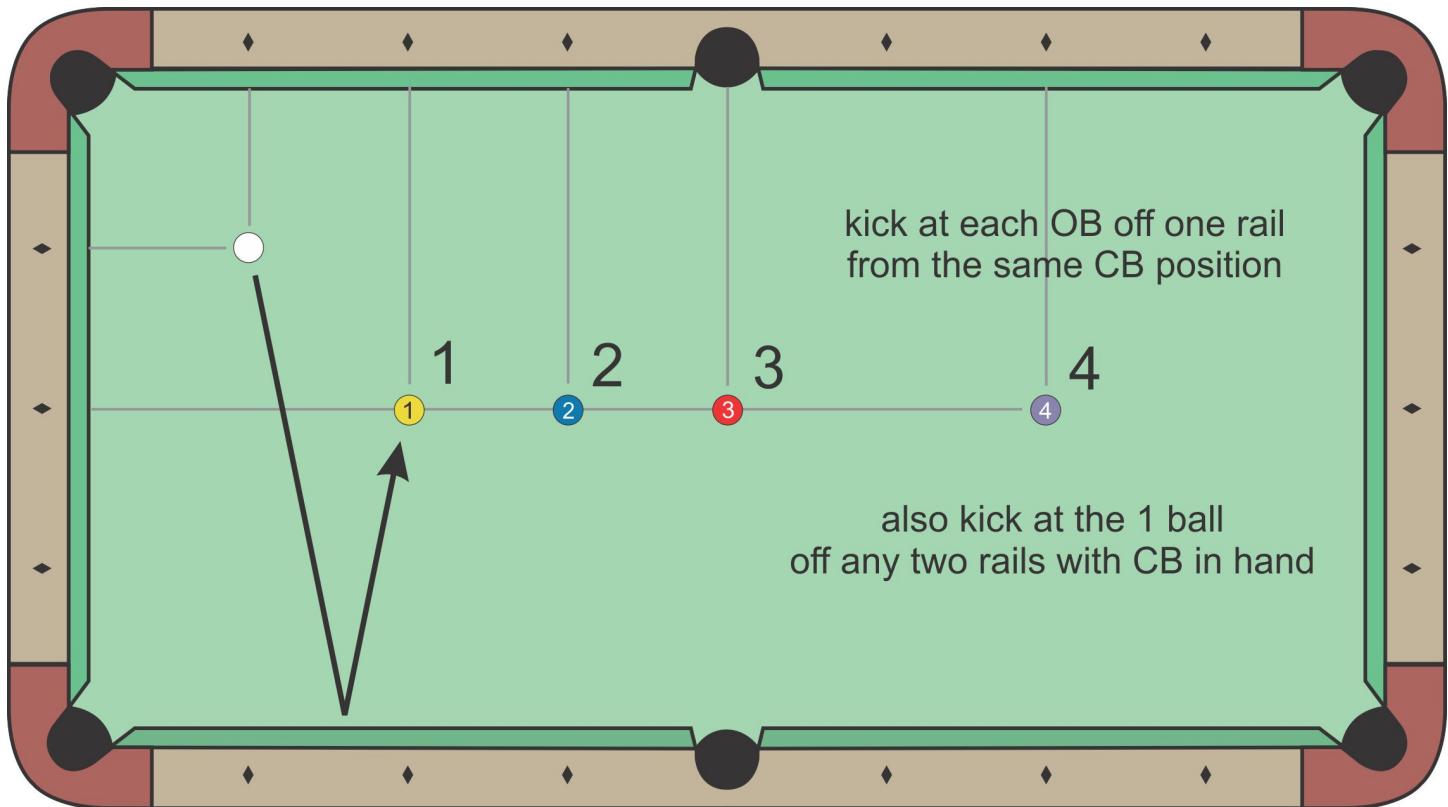


### Instructions:

- Take two attempts from each CB position, getting 1 point for each successful snooker, where the OB is hidden from the CB with no direct path of contact between the balls.
- The 1 ball may not be pocketed.
- You are allowed to contact the balls in the obstacle cluster, but all of them must remain within or overlapping the target.
- The rectangular target can be printed and cut out from a template on the website. It is an 8.5"x11" sheet of paper with the center removed, leaving a 1" border.

**score = # of successful attempts (10 max)**

## S6 – Kick Shot Drill

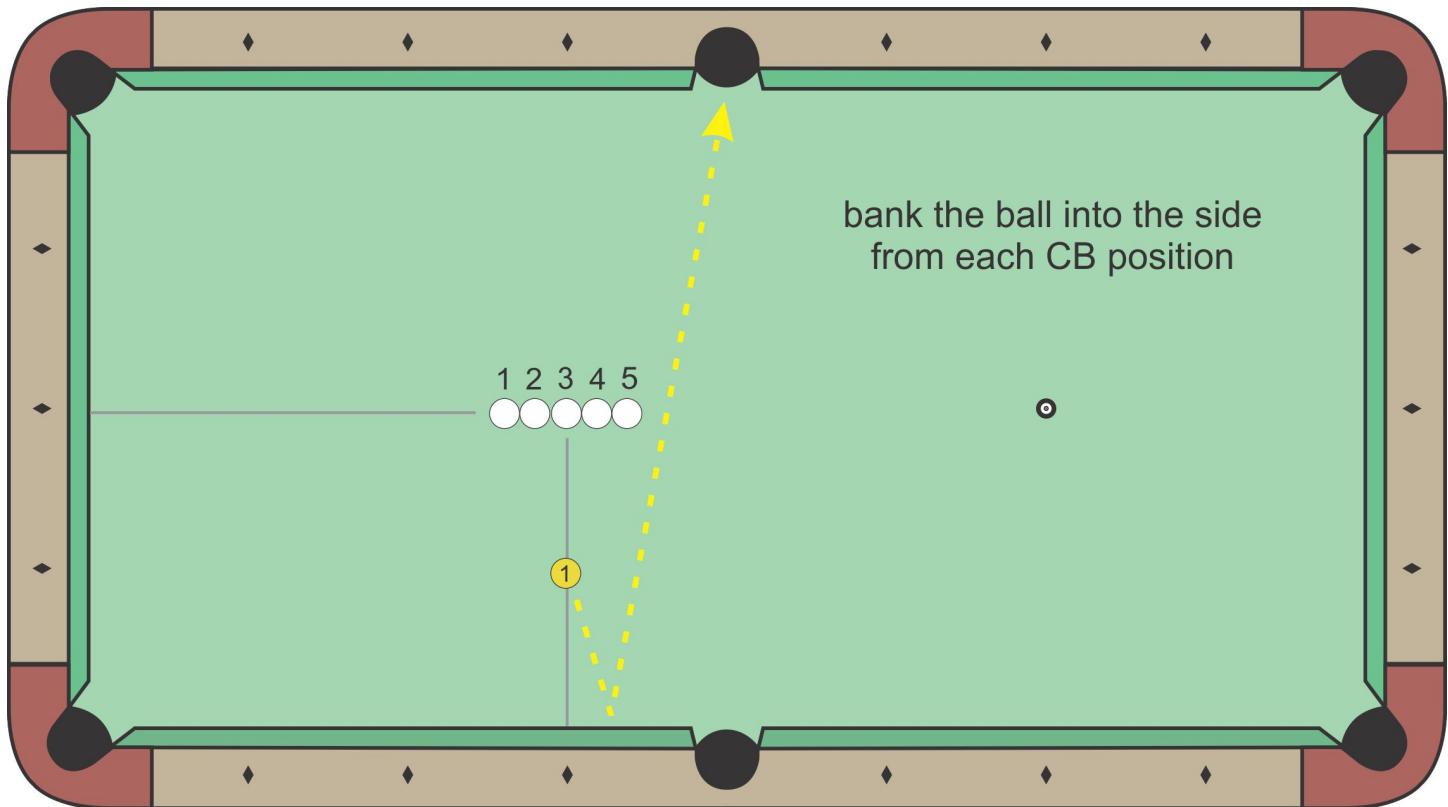


### Instructions:

- **Shots 1-4:** Kick at each OB off the same long rail (as shown), with the CB in the same starting position for each kick, getting 1 point for each successful and legal shot (i.e., no scratch, ball to rail).
- **Shot 5:** With CB in hand, kick off any two rails at the 1 ball.

**score = # of successful kicks (5 max)**

## S7 – Bank Shot Drill

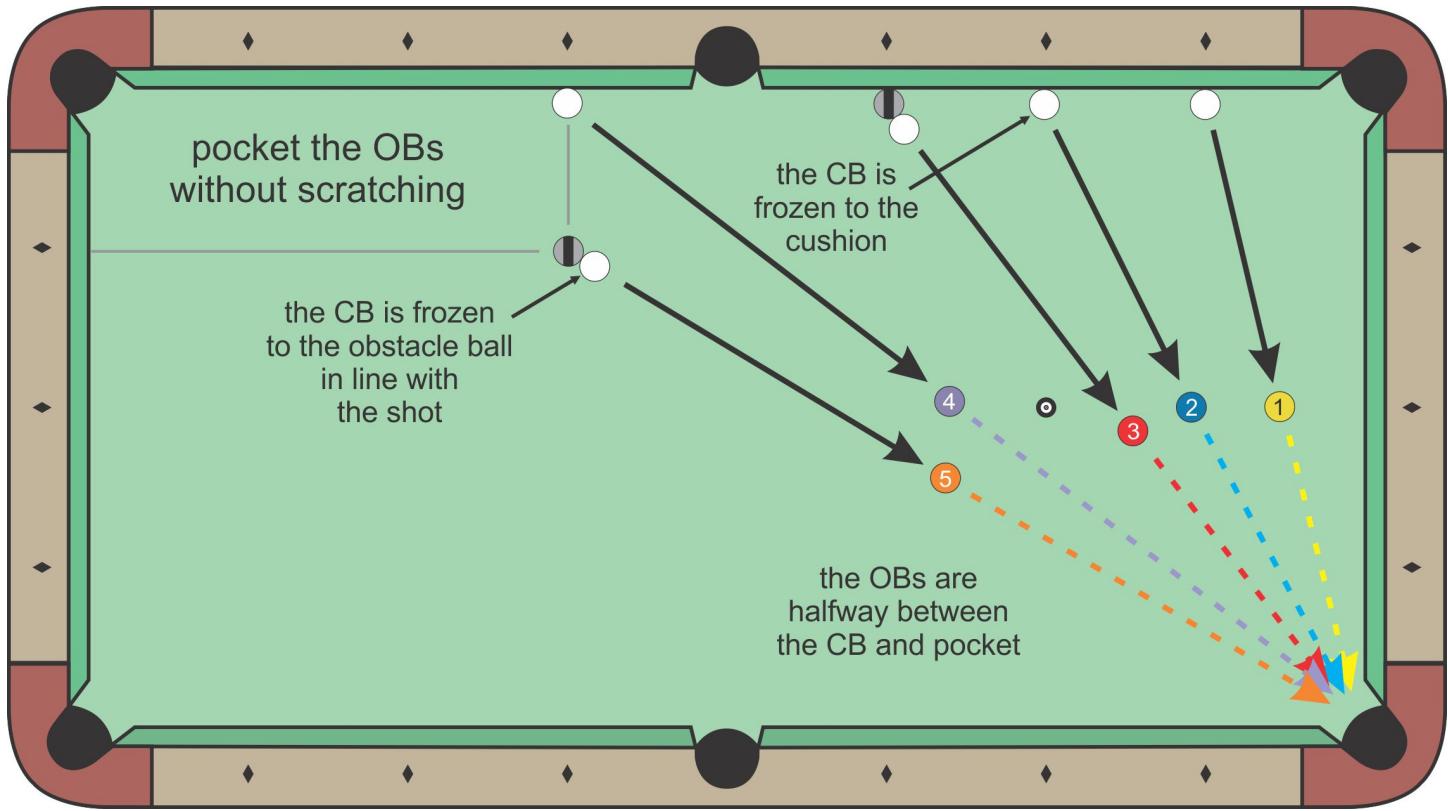


### Instructions:

- Bank the OB cross side from each of the 5 CB positions.
- You receive 1 point for each bank pocketed legally (w/o scratching).

**score = # of successful banks (5 max)**

## S8 – Elevated Cue Drill

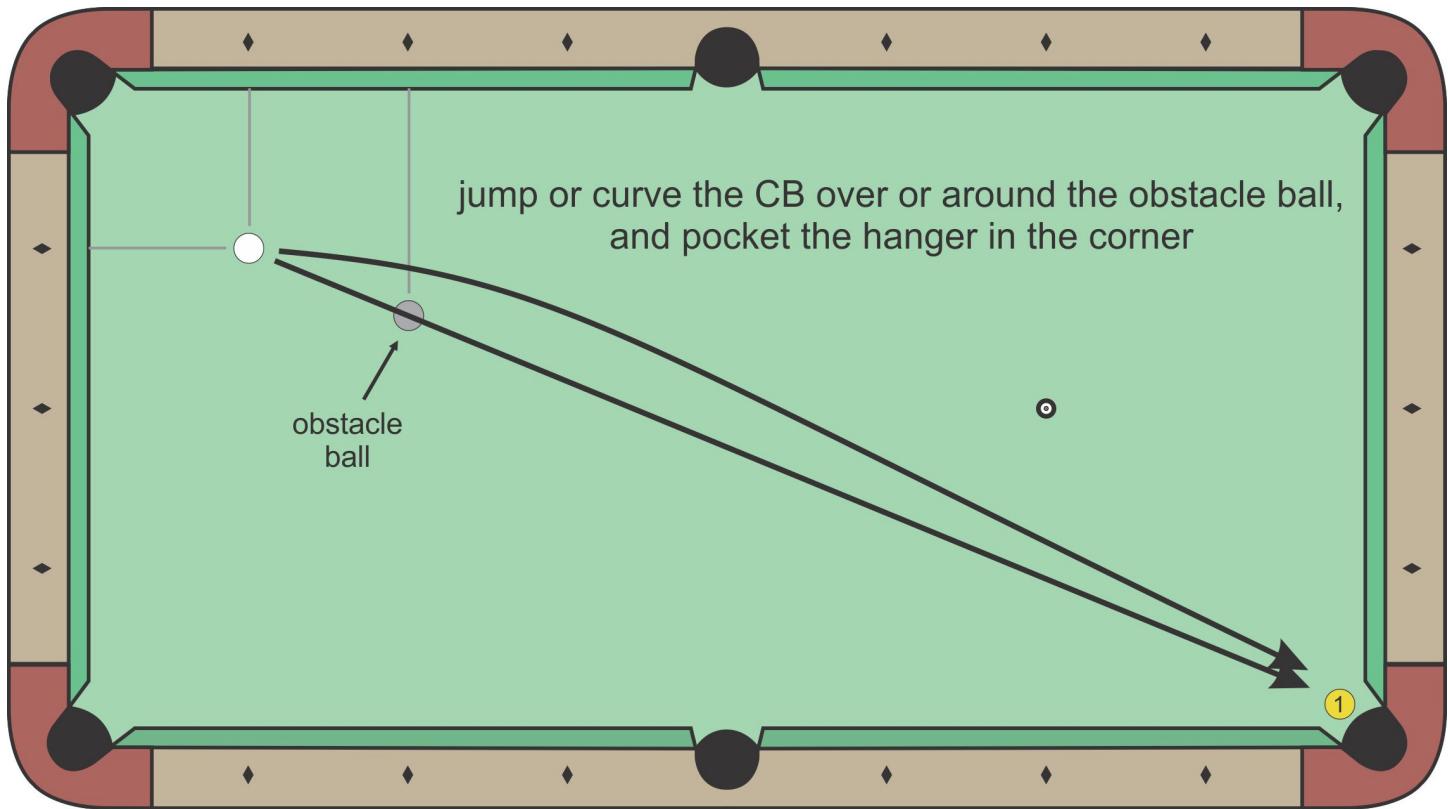


### Instructions:

- Pocket each OB from the indicated CB position without scratching.

**score = # of successful shots (5 max)**

## S9 – Jump or Massé Drill

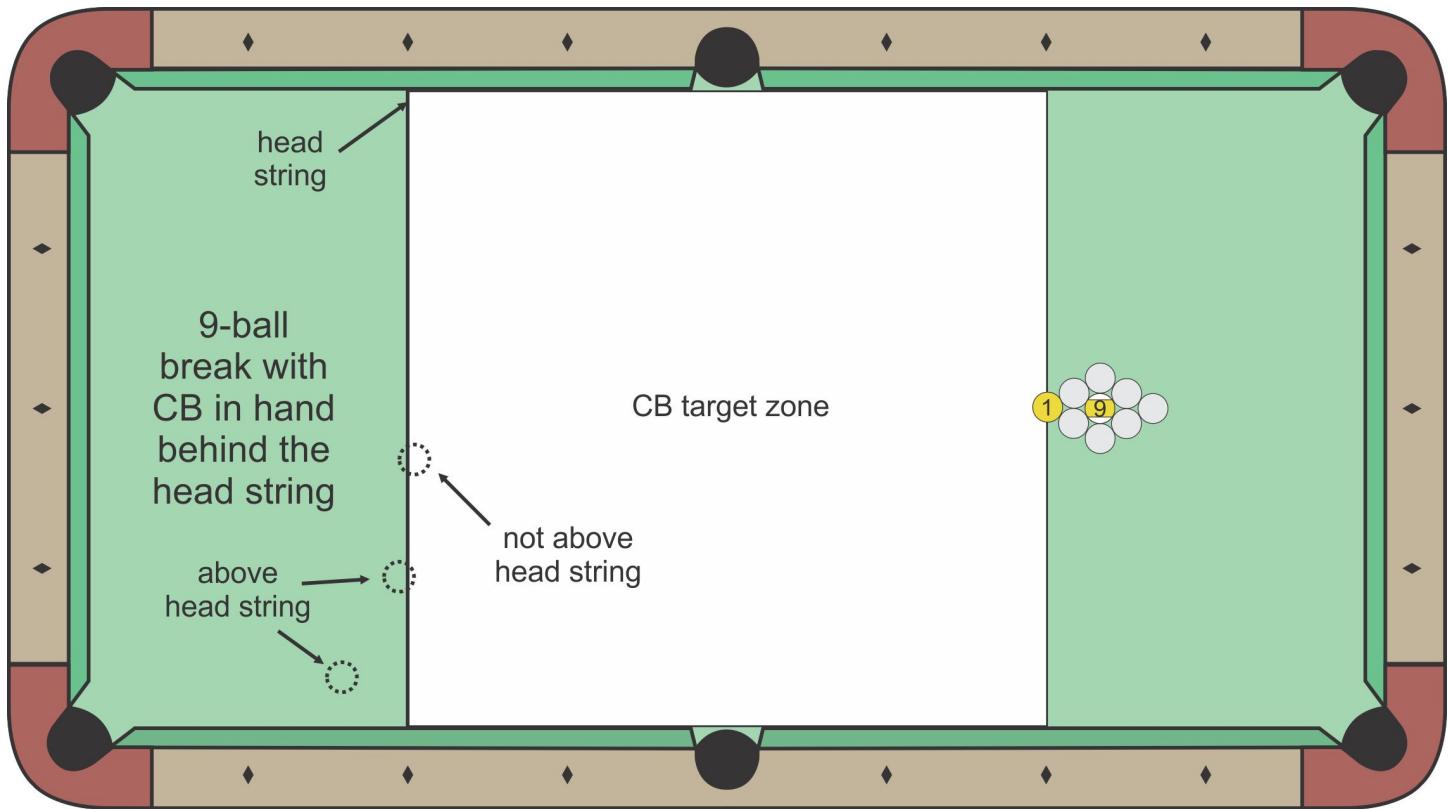


### Instructions:

- You get 1 point for each successful shot (ball potted, no obstacle-ball contact) of 5 attempts.
- You are allowed to scratch.
- You should try both types of shots during practice, and use your most reliable skill during the exam.

**score = # of successful attempts (5 max)**

## S10 – Break Drill

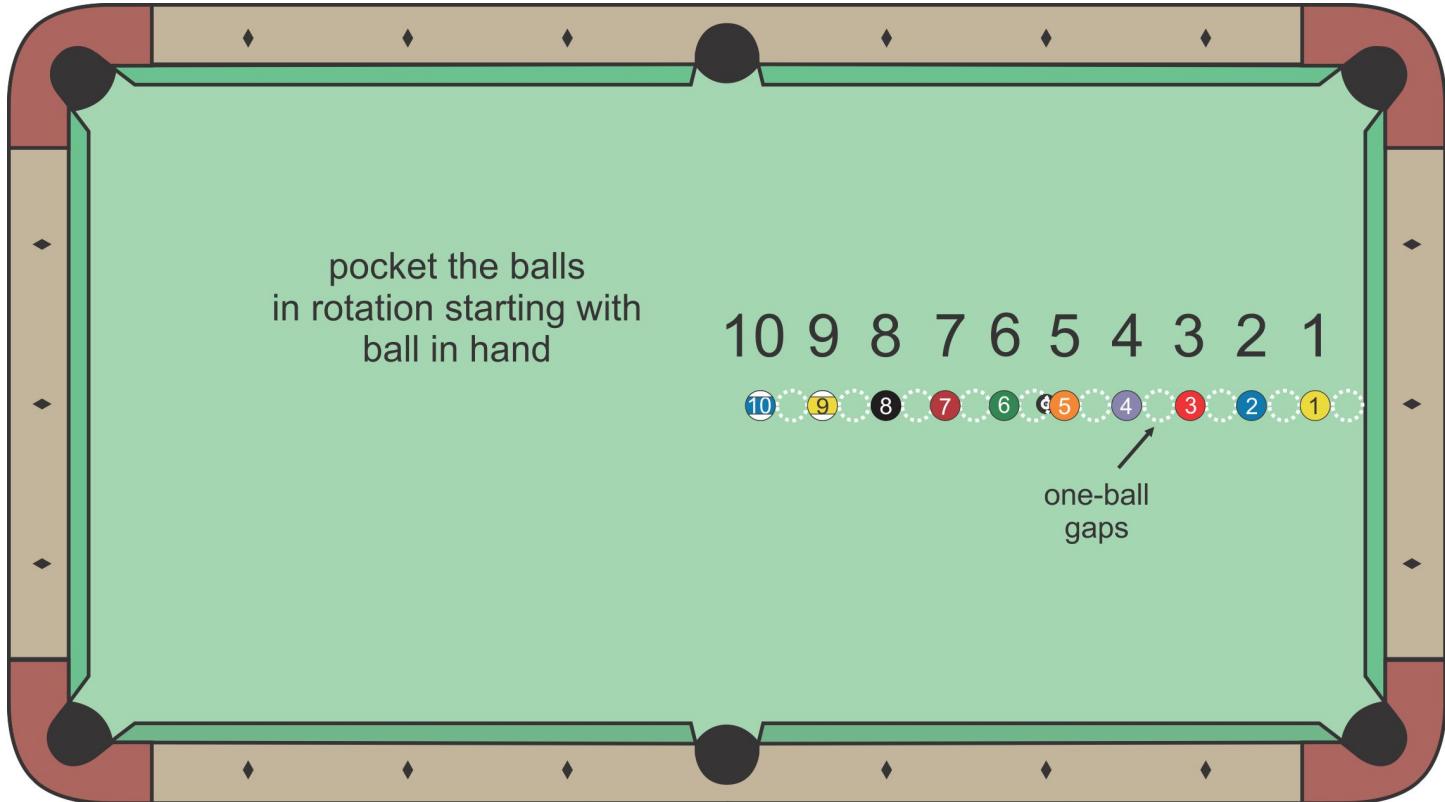


### Instructions:

- Break three times and score each break, awarding 1 point for each of the following:
  - a.) no scratch.
  - b.) no scratch, and the CB not driven to a cushion.
  - c.) no scratch, and the center of the CB remains within the center 4-diamond target zone during the entire break.
  - d.) no scratch and 1 or more balls pocketed.
  - e.) no scratch and 3 or more OBs either pocketed and/or driven above the head string.
- Throw out the best and worst scores of the three individual break scores.

**score = median # of points (middle value) of the three individual rack scores (5 max)**

### S1 – Line of Balls Drill

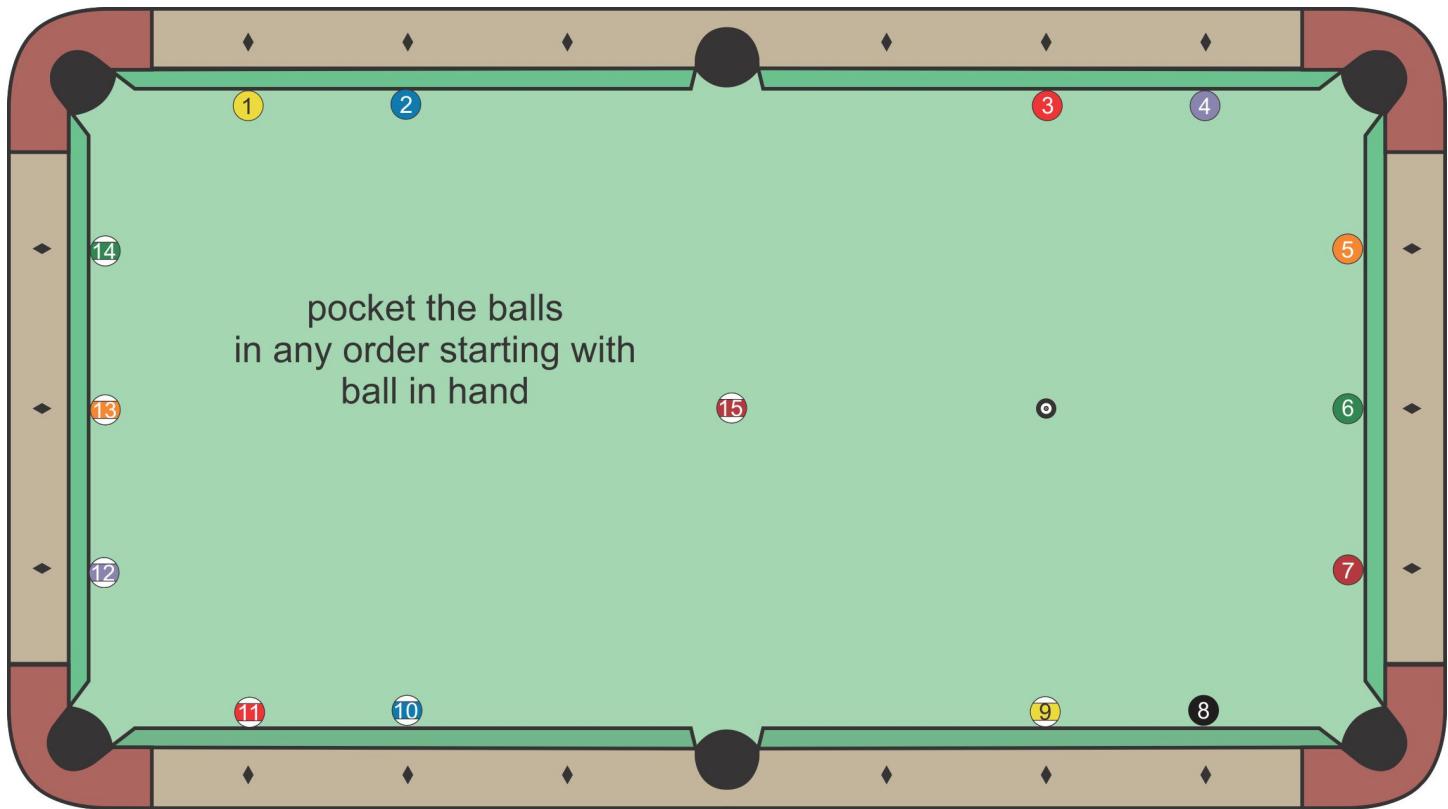


#### Instructions:

- Pocket the balls in rotation (i.e., in numerical order) in any pockets without scratching or contacting any of the remaining balls.
- If you disturb a ball while pocketing one, the one pocketed counts, but the run ends.
- Shoot the drill twice and use the higher score of the two attempts.

**score = # of balls pocketed legally (without a scratch)  
before a miss or ball contact (10 max)**

## S2 – Rail Cut Shot Drill



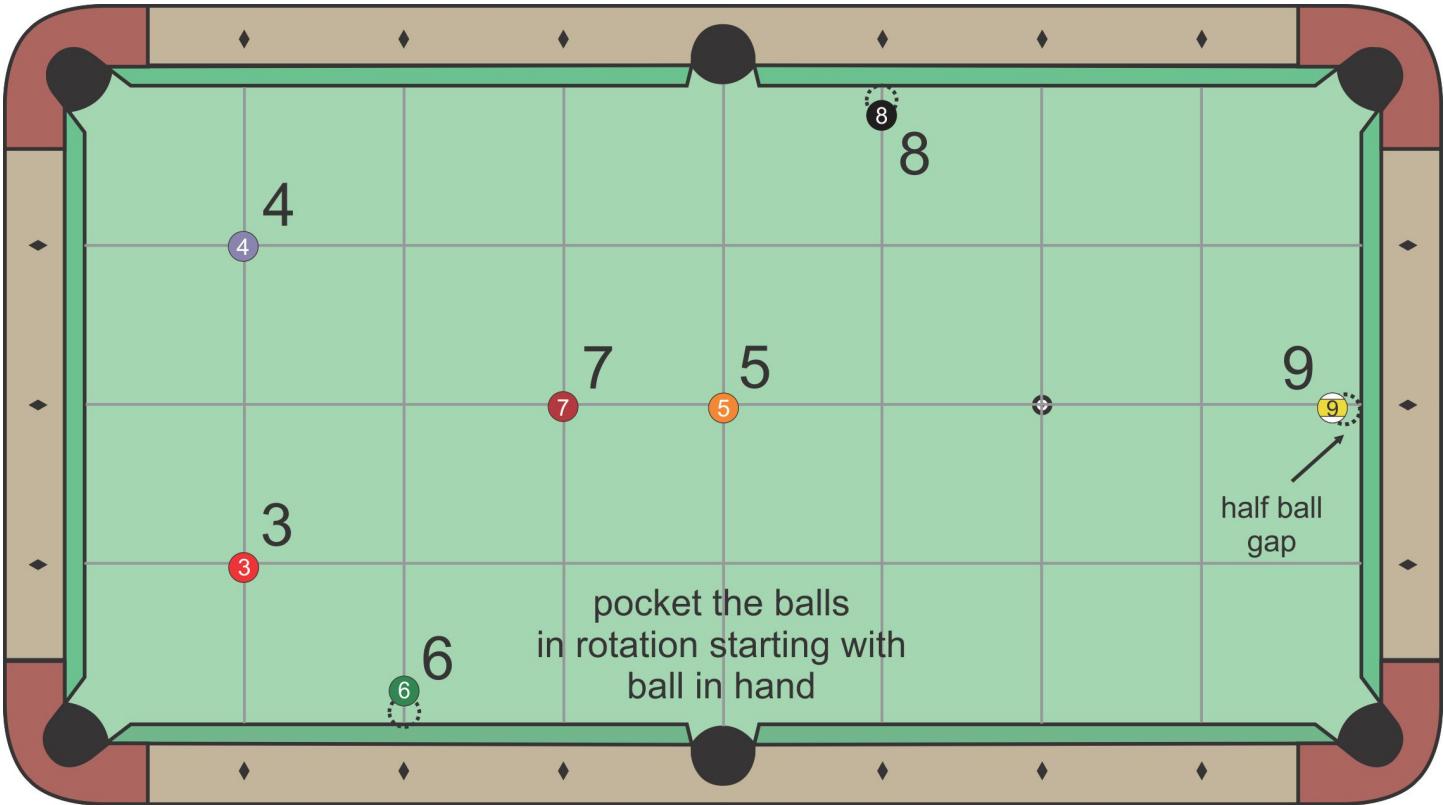
### Instructions:

- Do the drill twice, shooting the balls in any order, and use the higher score of the two attempts.
- You are not allowed to scratch, shoot combinations, or disturb any of the remaining balls.

**score = # of balls pocketed legally (without a scratch)  
before a miss or ball contact (15 max)**

## S3 – 9-Ball Pattern Drills

### Layout 1

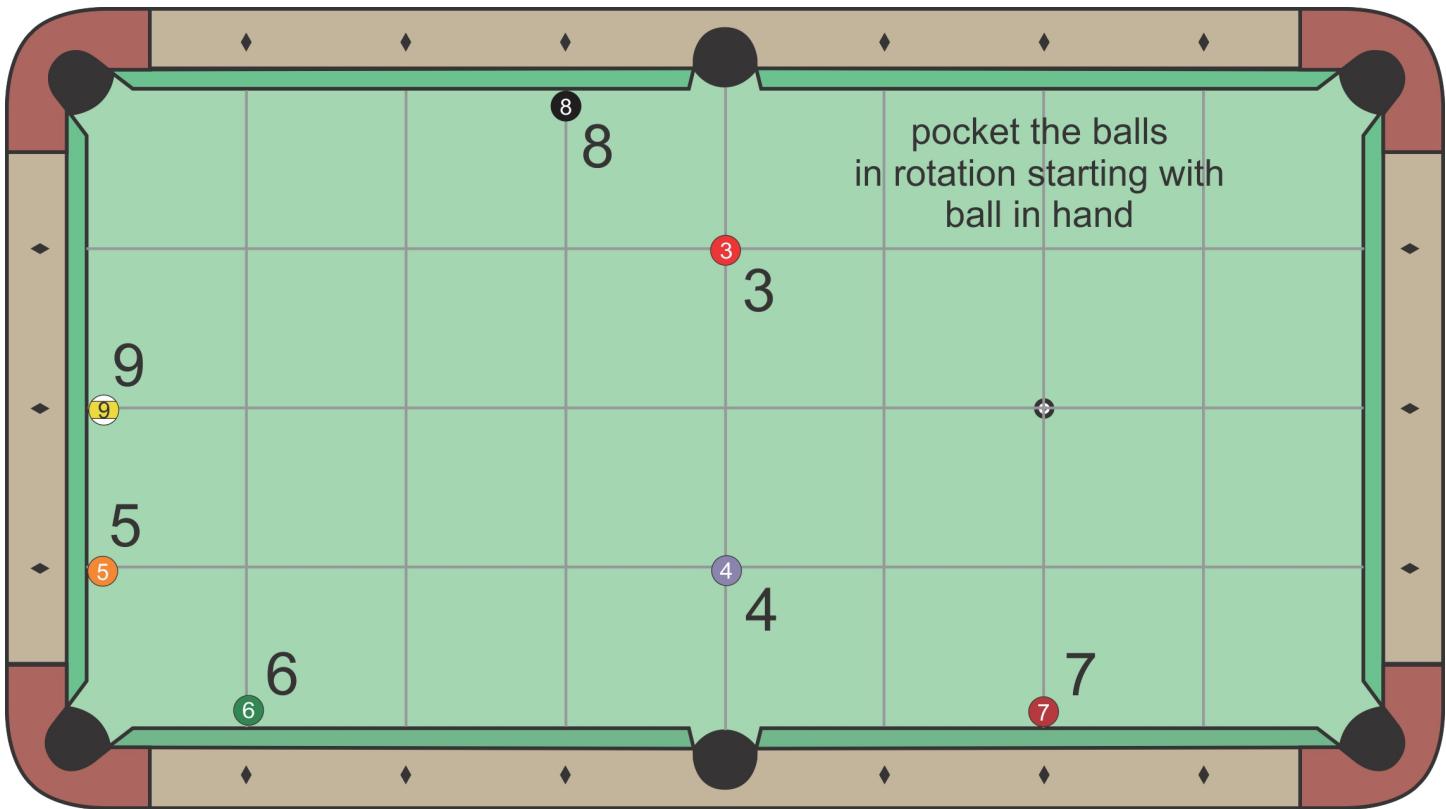


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

## S3 – 9-Ball Pattern Drills

### Layout 2

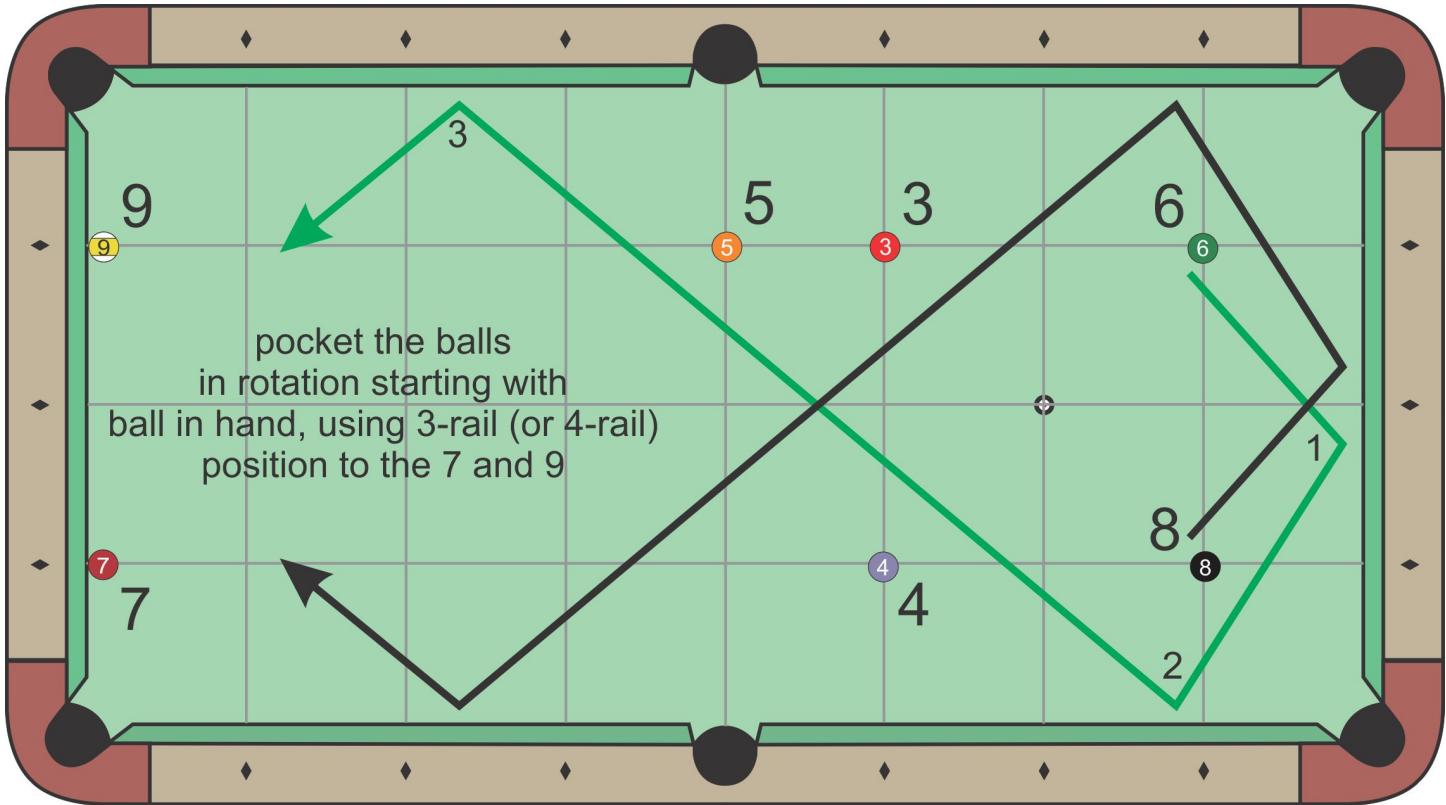


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

## S3 – 9-Ball Pattern Drills

### Layout 3



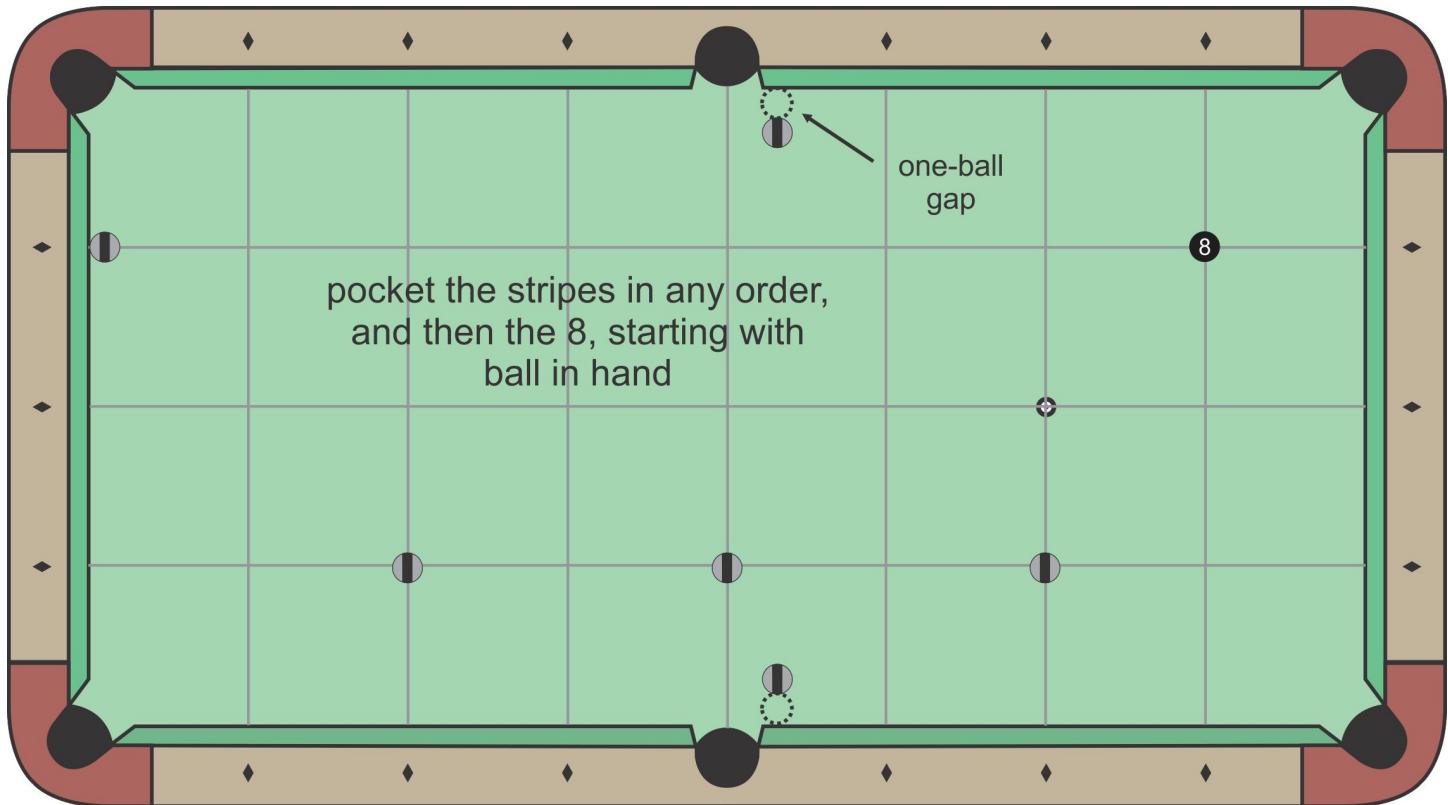
#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball “rotation” rules, always hitting the lowest-numbered ball first
- You must get shape on the 7 and 9 by going off three or four rails from the 6 and 8. If you don’t go off three or four rails, the run stops but you get credit if the 6 or 8 is pocketed.

**score = lowest score + 2<sup>nd</sup> lowest score (14 max)**

## S4 – 8-Ball Pattern Drills

### Layout 1

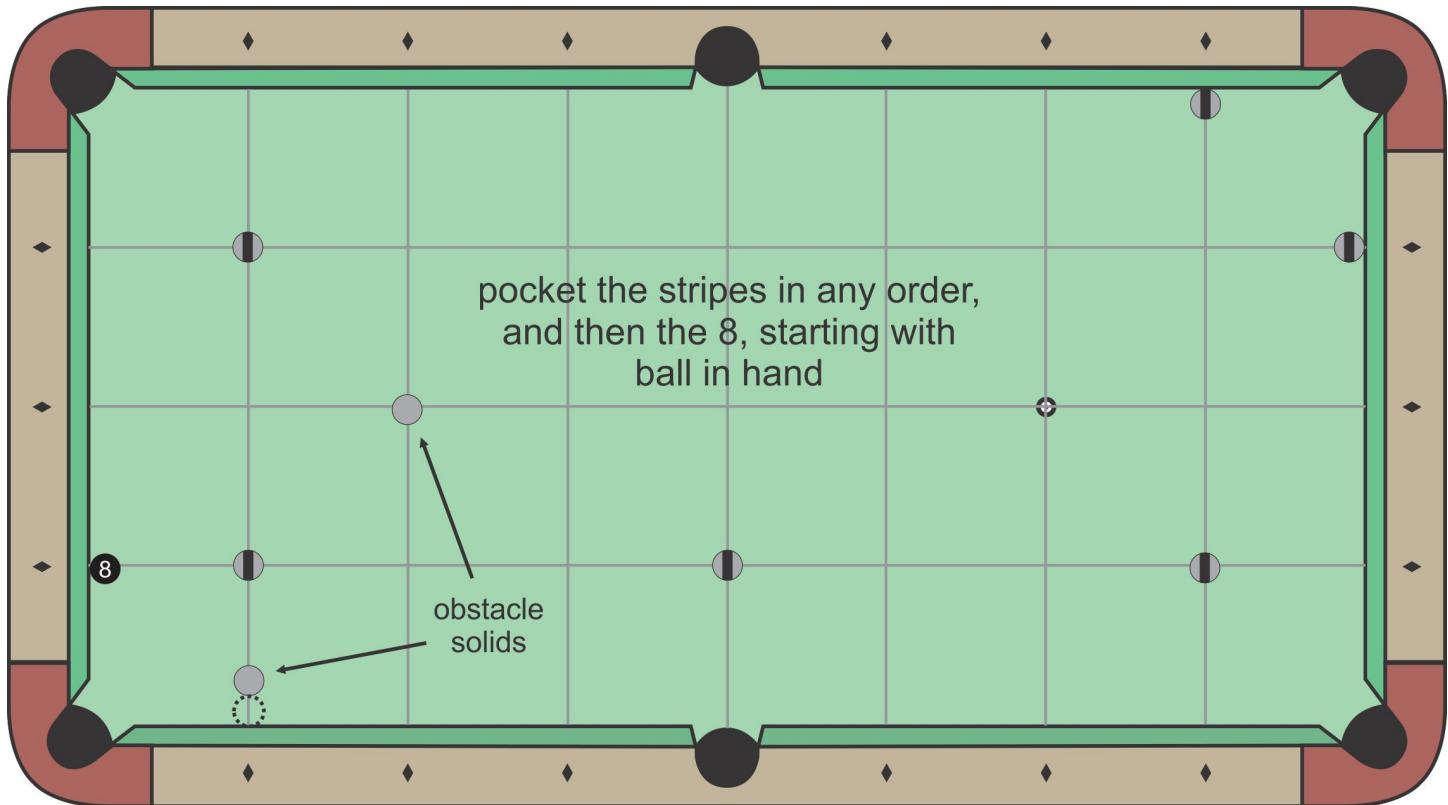


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

## S4 – 8-Ball Pattern Drills

### Layout 2

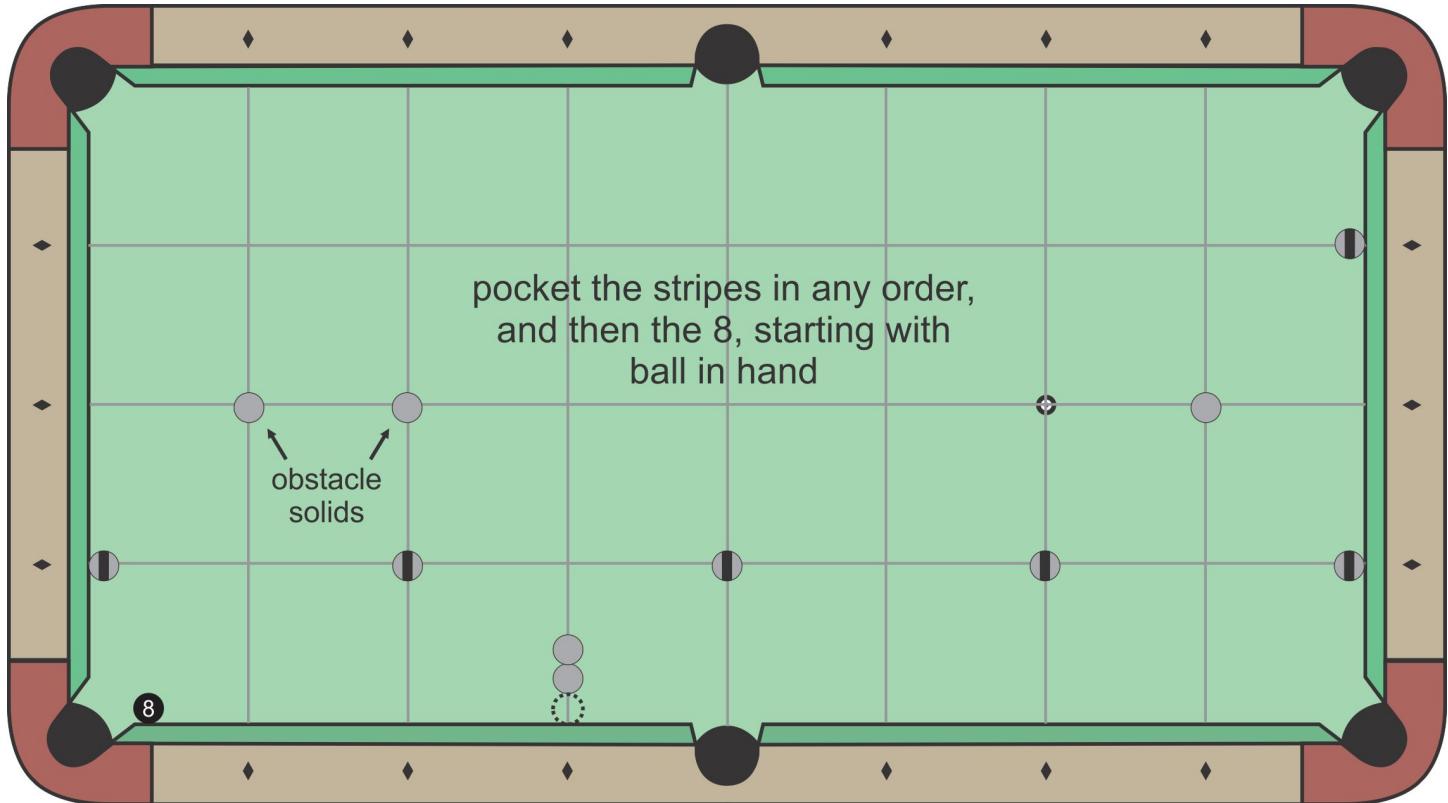


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

## S4 – 8-Ball Pattern Drills

### Layout 3

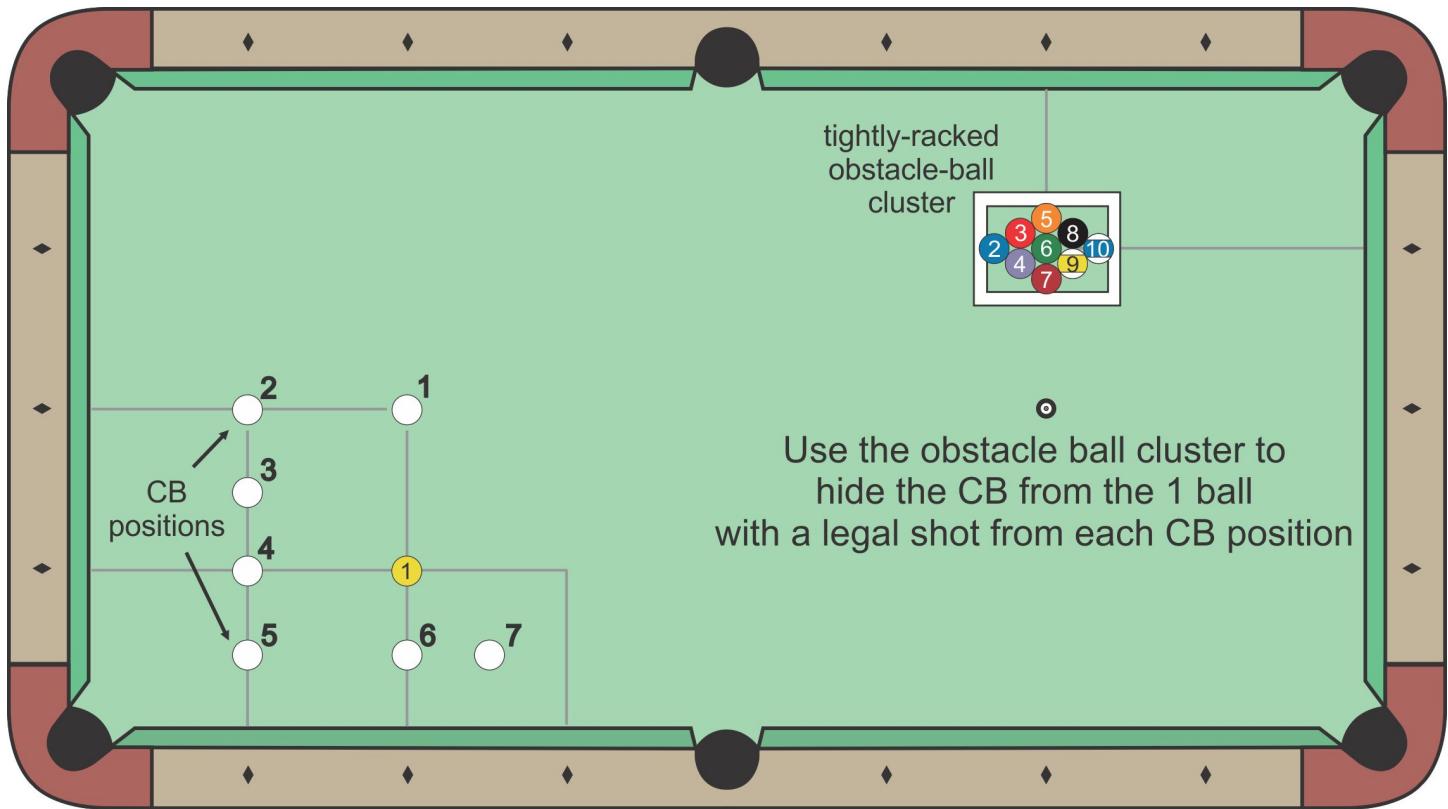


#### Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

**score = lowest score + 2<sup>nd</sup> lowest score (14 max)**

## S5 – Hide-Behind-Target Safety Drill

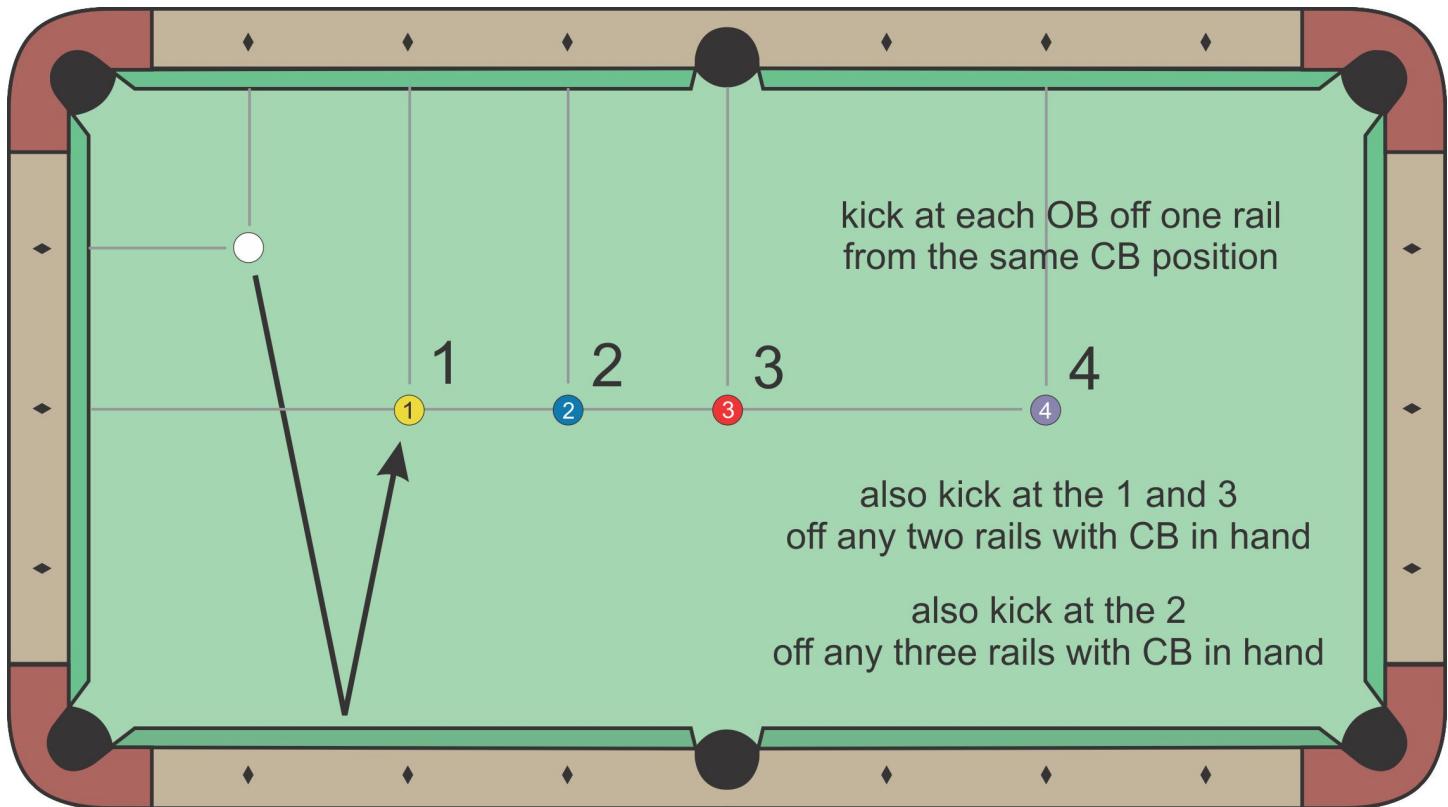


### Instructions:

- Take two attempts from each CB position, getting 1 point for each successful snooker, where the OB is hidden from the CB with no direct path of contact between the balls.
- The 1 ball may not be pocketed.
- You are allowed to contact the balls in the obstacle cluster, but all of them must remain within or overlapping the target.
- The rectangular target can be printed and cut out from a template on the website. It is an 8.5"x11" sheet of paper with the center removed, leaving a 1" border.

**score = # of successful attempts (14 max)**

## S6 – Kick Shot Drill

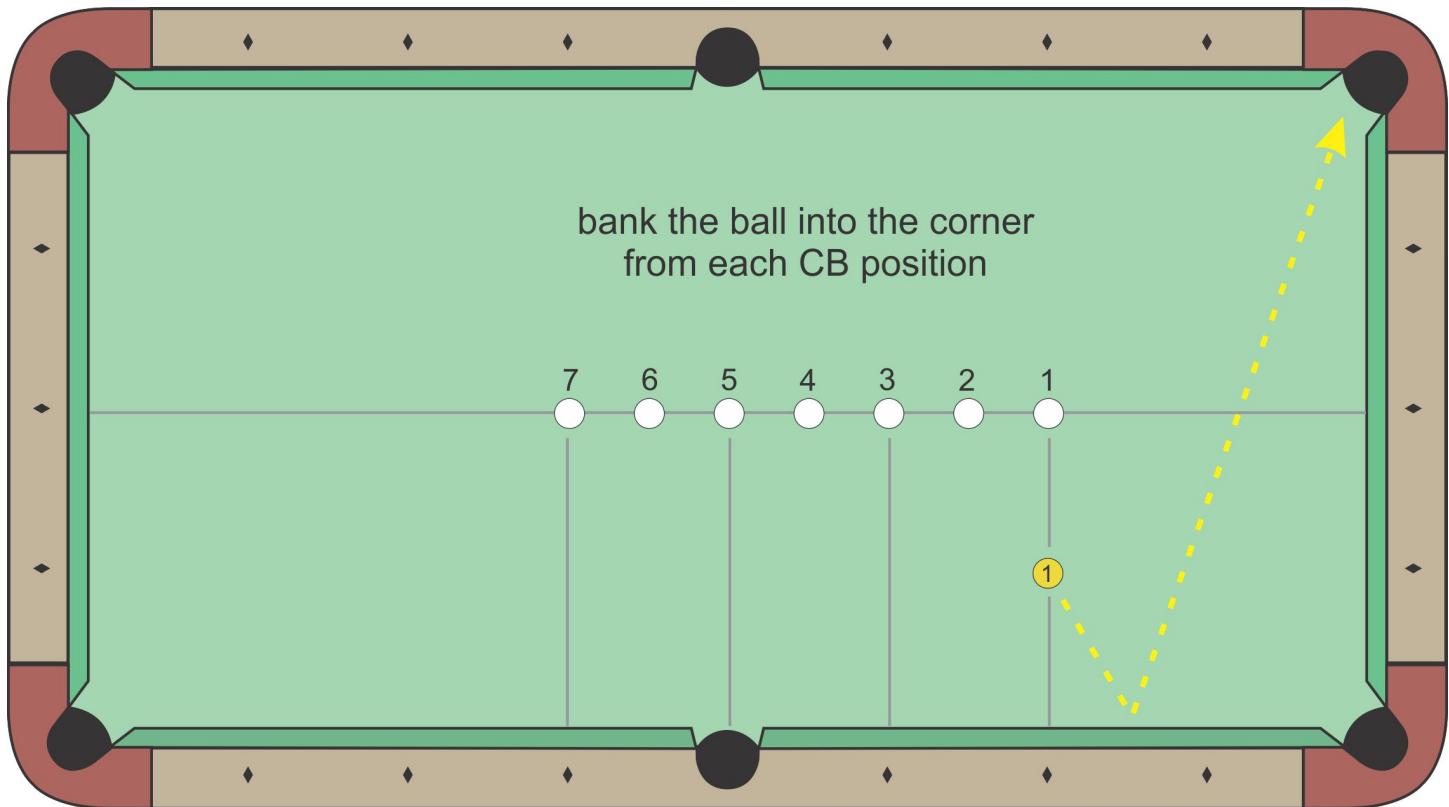


### Instructions:

- **Shots 1-4:** Kick at each OB off the same long rail (as shown), with the CB in the same starting position for each kick, getting 1 point for each successful and legal shot (i.e., no scratch, ball to rail).
- **Shots 5,6:** With CB in hand on each shot, kick off any two rails at the 1 ball and the 3 ball.
- **Shot 7:** With CB in hand, kick off any three rails at the 2 ball.

**score = # of successful kicks (7 max)**

## S7 – Bank Shot Drill

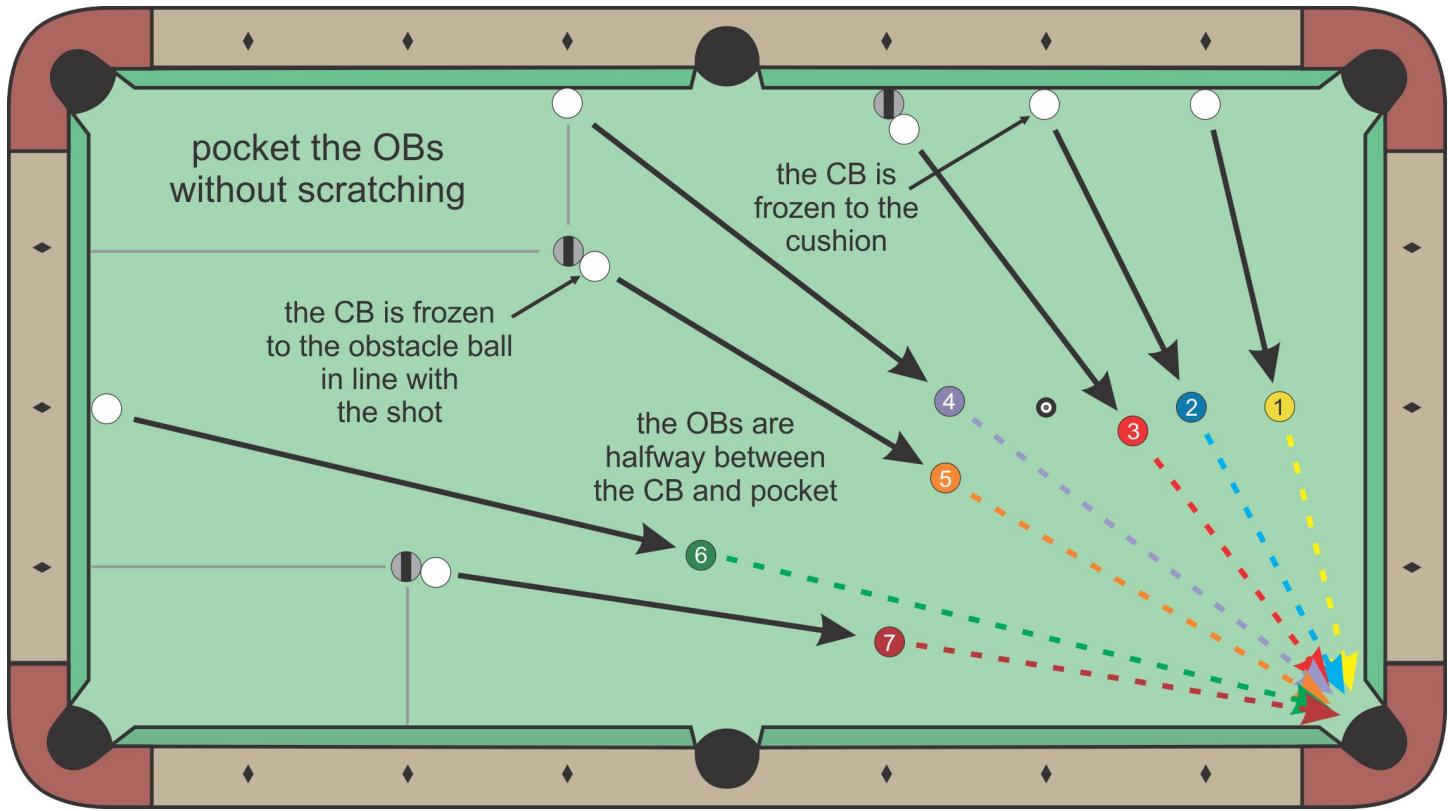


### Instructions:

- Bank the OB cross corner from each of the 7 CB positions.
- You receive 1 point for each bank pocketed legally (w/o scratching).

**score = # of successful banks (7 max)**

## S8 – Elevated Cue Drill

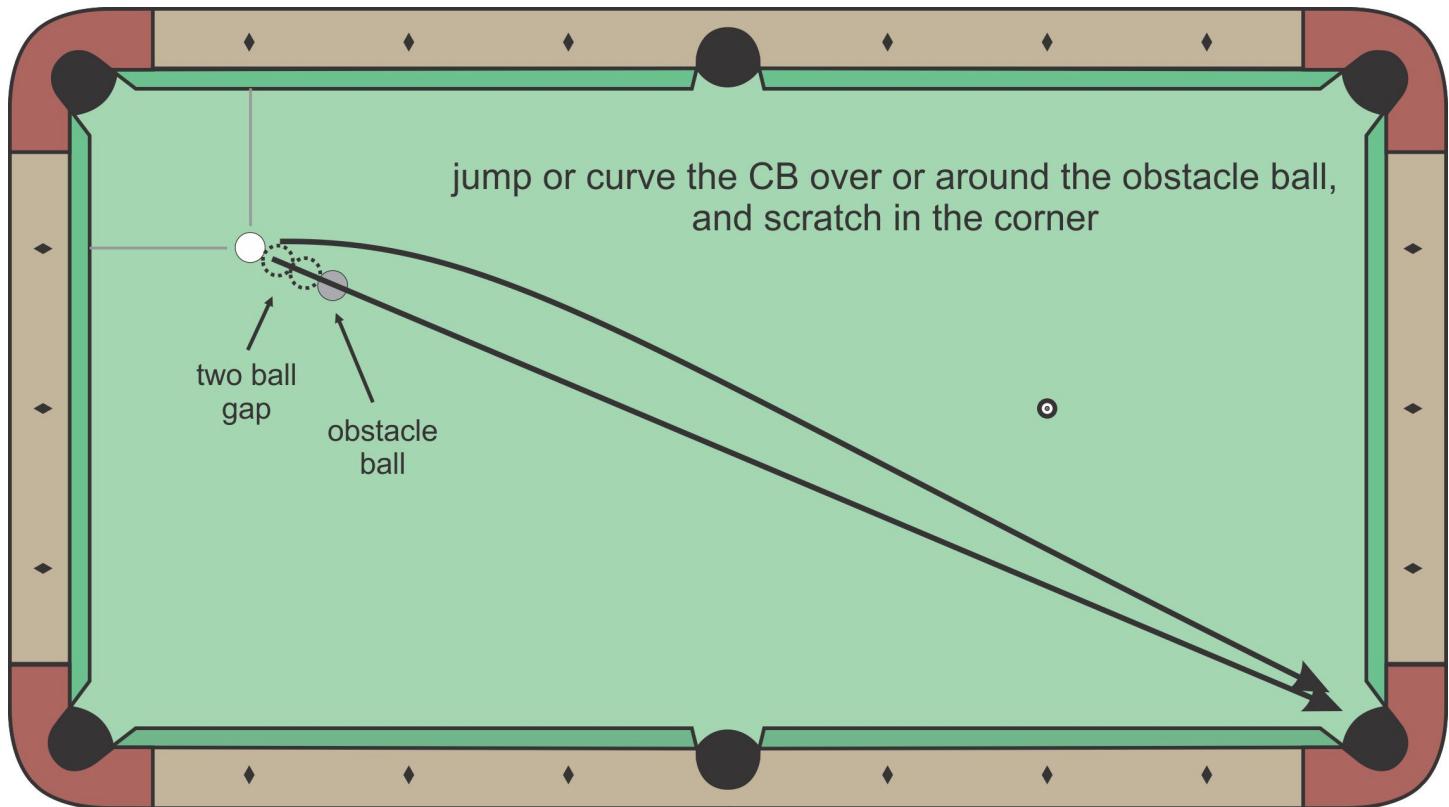


### Instructions:

- Pocket each OB from the indicated CB position without scratching.

**score = # of successful shots (7 max)**

## S9 – Jump or Massé Drill

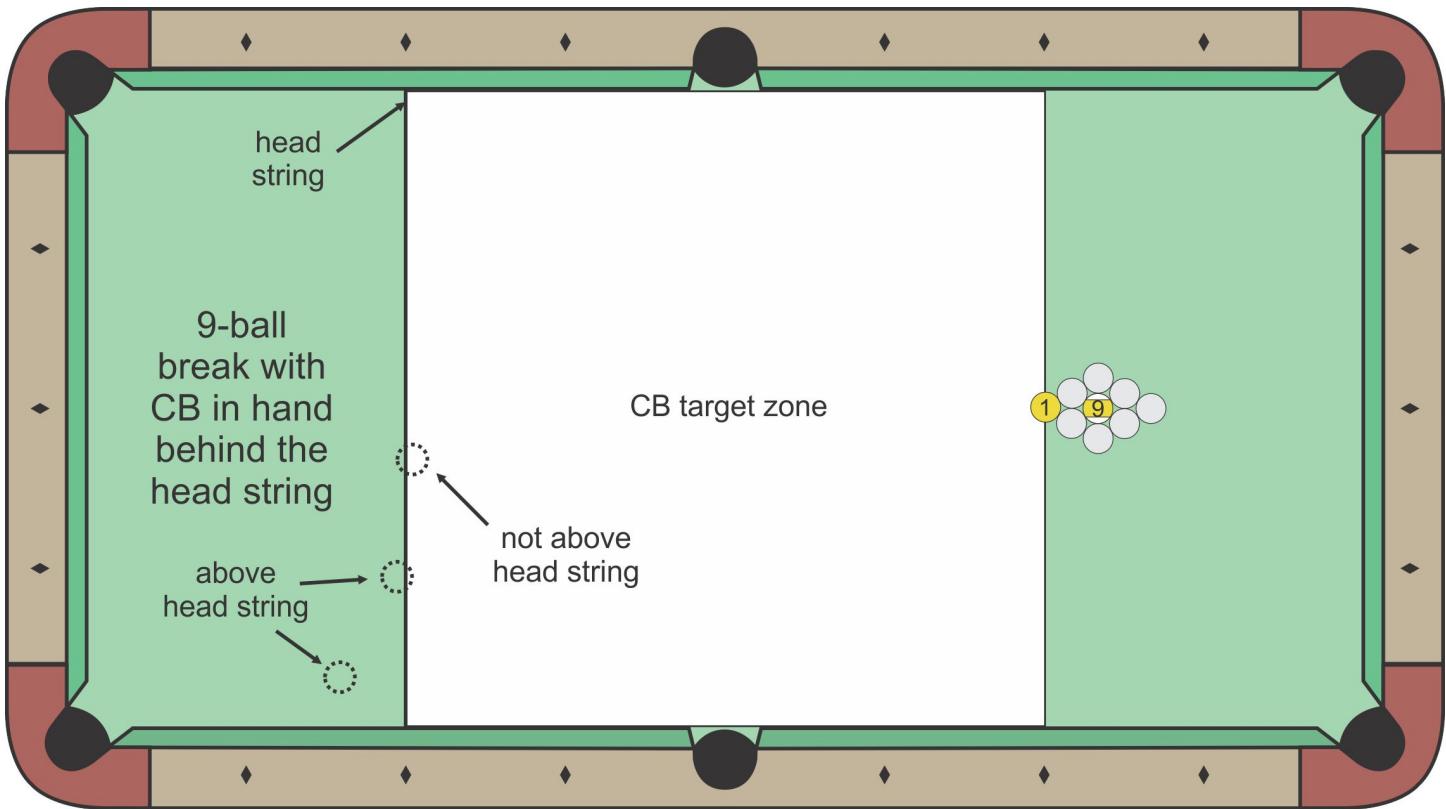


### Instructions:

- You get 1 point for each successful shot (CB potted, no obstacle-ball contact) of 7 attempts.
- You should try both types of shots during practice, and use your most reliable skill during the exam.

**score = # of successful attempts (7 max)**

## S10 – Break Drill



### Instructions:

- Break three times and score each break, awarding 1 point for each of the following:
  - a.) no scratch.
  - b.) no scratch, and the CB not driven to a cushion.
  - c.) no scratch, and the center of the CB remains within the center 4-diamond target zone during the entire break.
  - d.) no scratch and 1 or more balls pocketed.
  - e.) no scratch and 3 or more OBs either pocketed and/or driven above the head string.
- Throw out the best and worst scores of the three individual break scores.

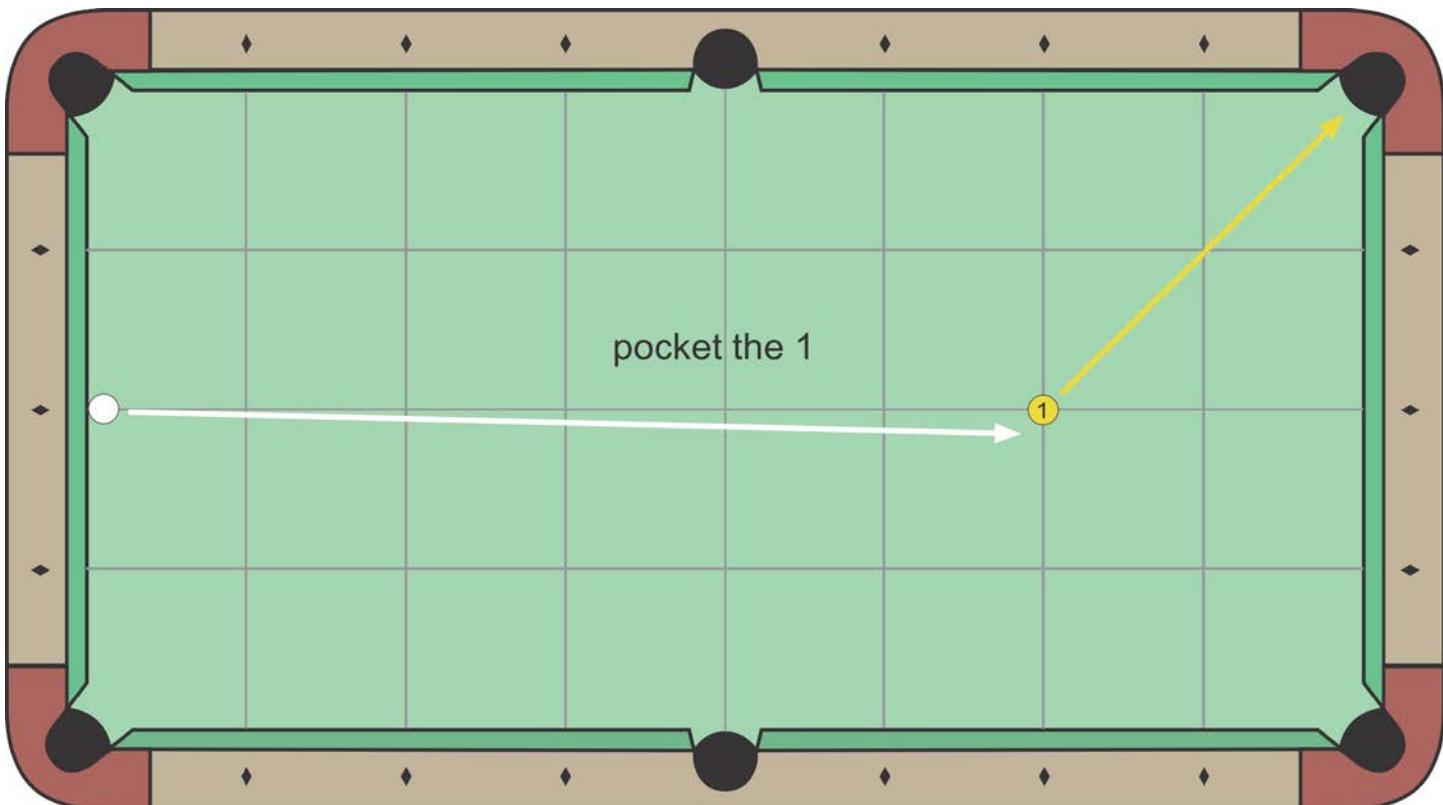
**score = median # of points (middle value) of the three individual rack scores (5 max)**

## Exam III – Advanced Shots

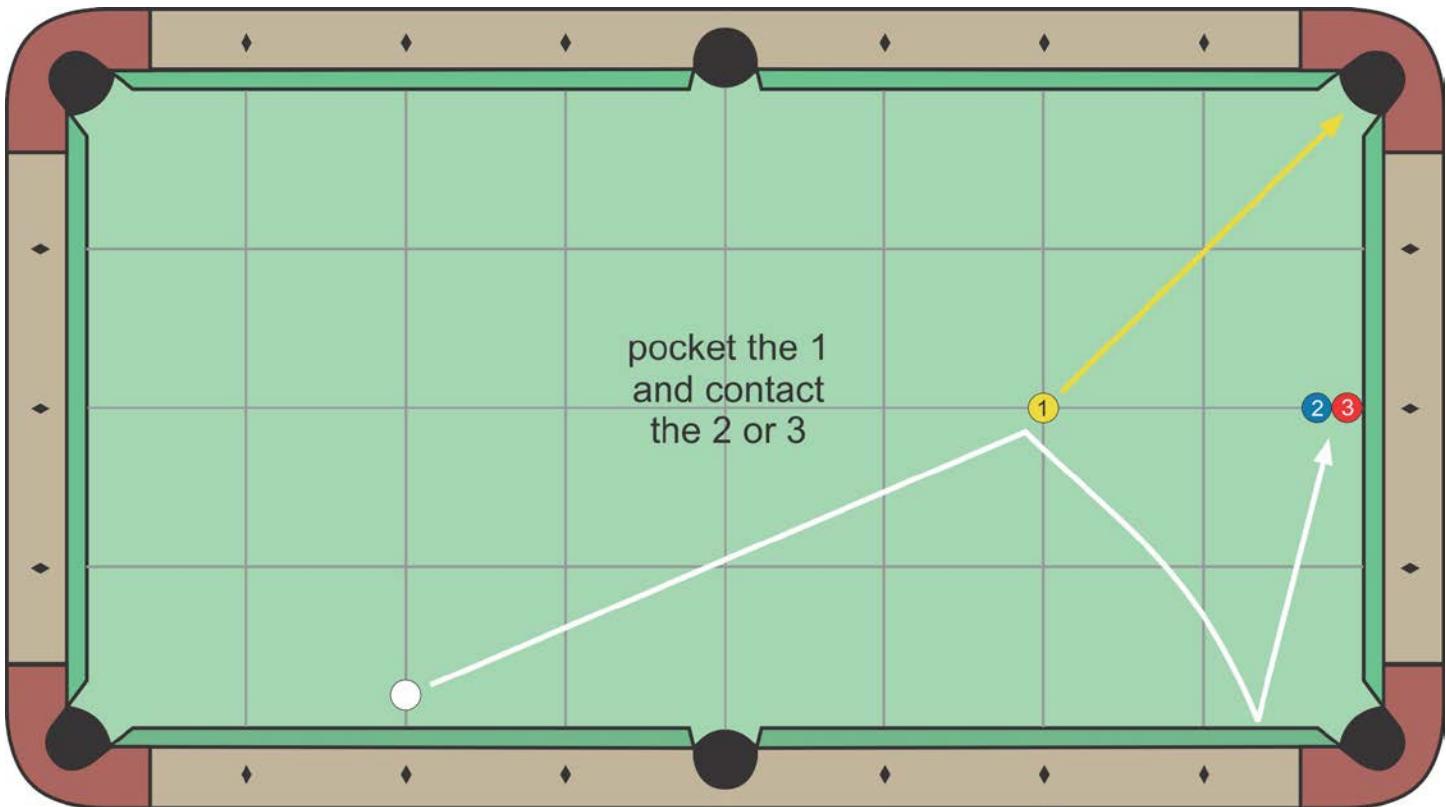
### Instructions:

- Attempt each of the 25 shots in this document (A1 – A25).
- You get 4 points for success on the 1<sup>st</sup> attempt, 2 points for 2<sup>nd</sup> attempt, or 1 point for the 3<sup>rd</sup> attempt.
- To get points, the attempt must be a legal shot with no scratch or foul (unless indicated otherwise).
- The maximum total number of points is 100.
- Any shot can be done from the other side of the table (e.g., if it is easier to reach for a left-handed vs. right-handed player).
- The shots must be done one after another, in order, with no practice between the shots or attempts.
- For shots where there is a choice (A5 and A17), you can shoot either shot for any of the attempts. You are not required to shoot both.

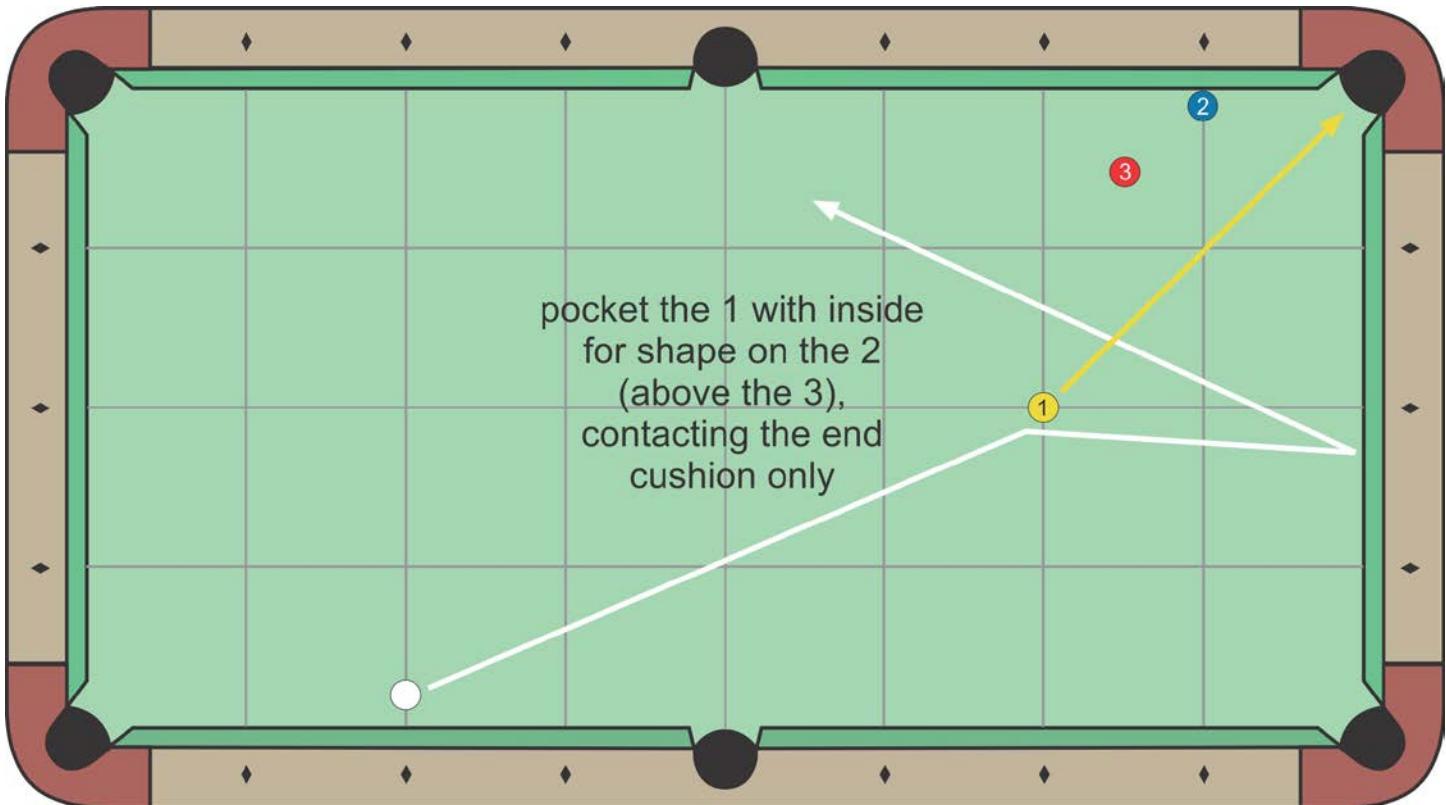
### A1 – Spot Shot From Head Rail



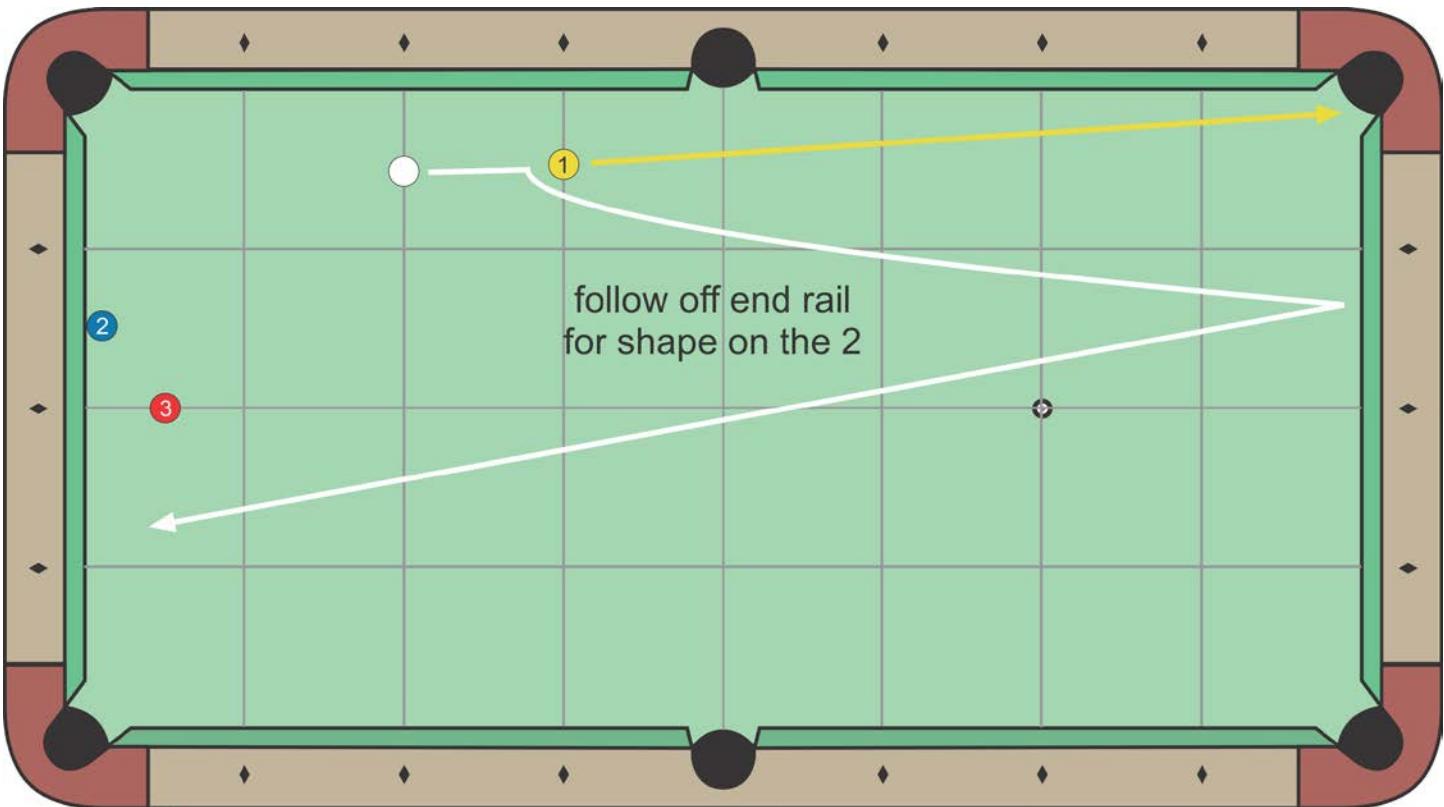
## A2 – Spot Shot With Break Out



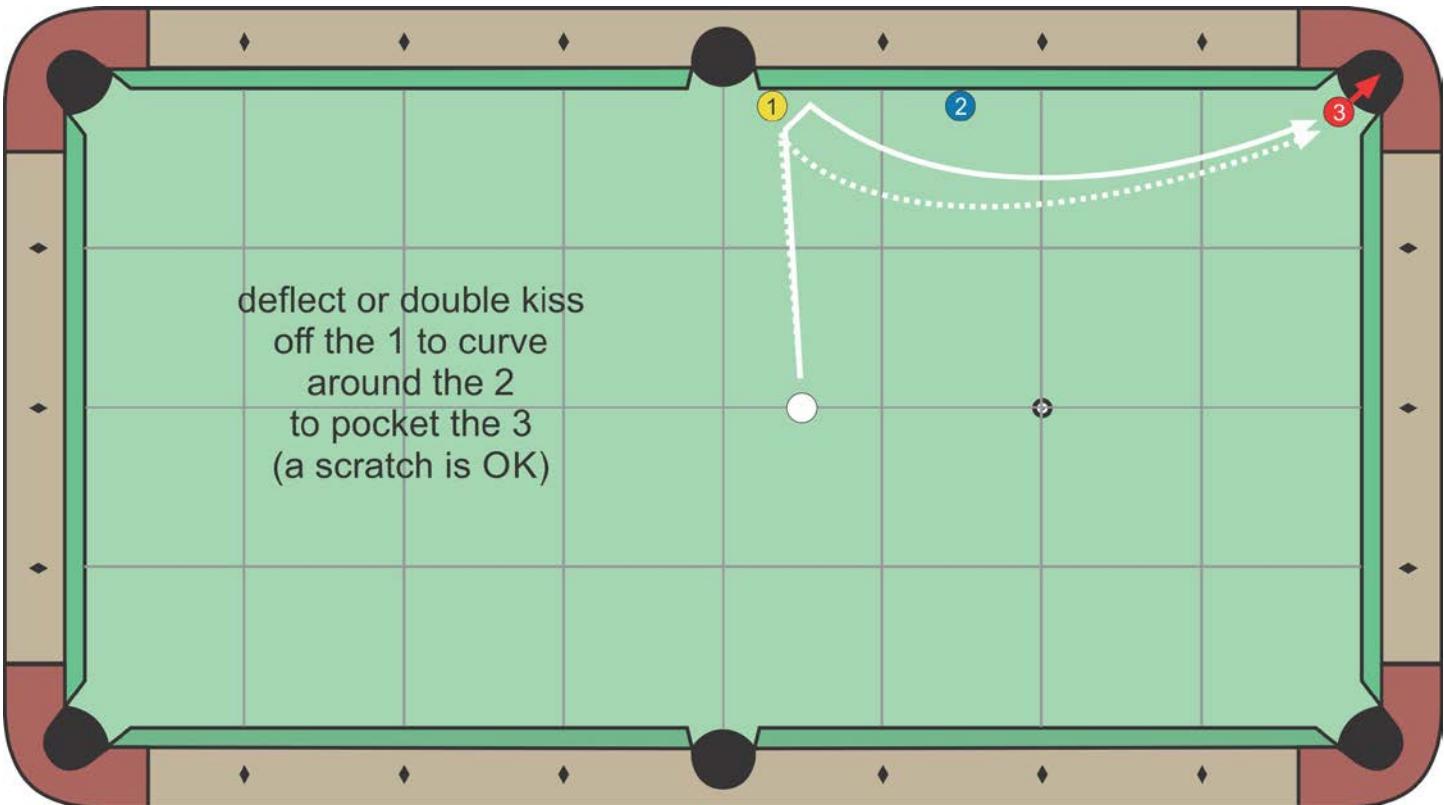
## A3 – Spot Shot With Inside



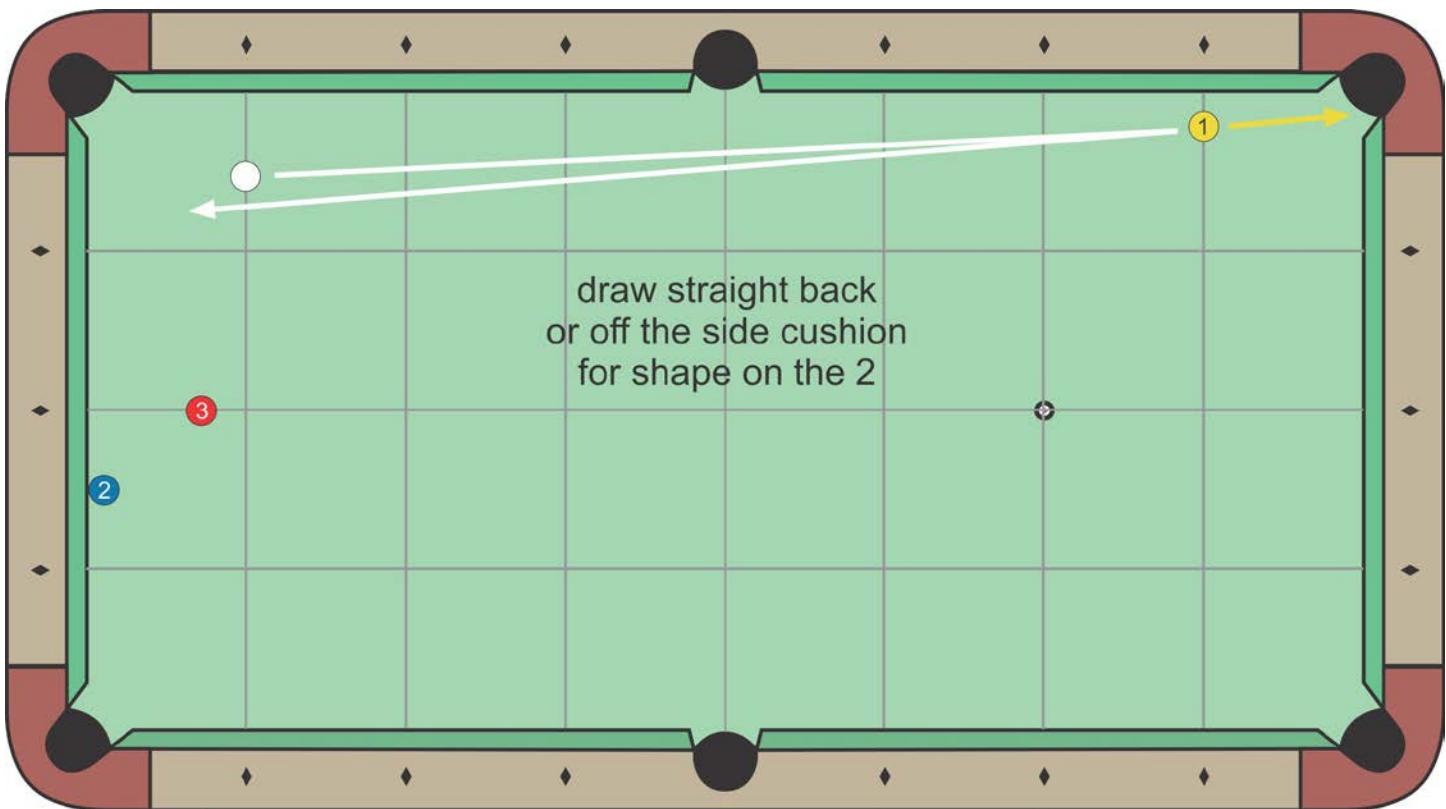
## A4 – Power Follow Shot



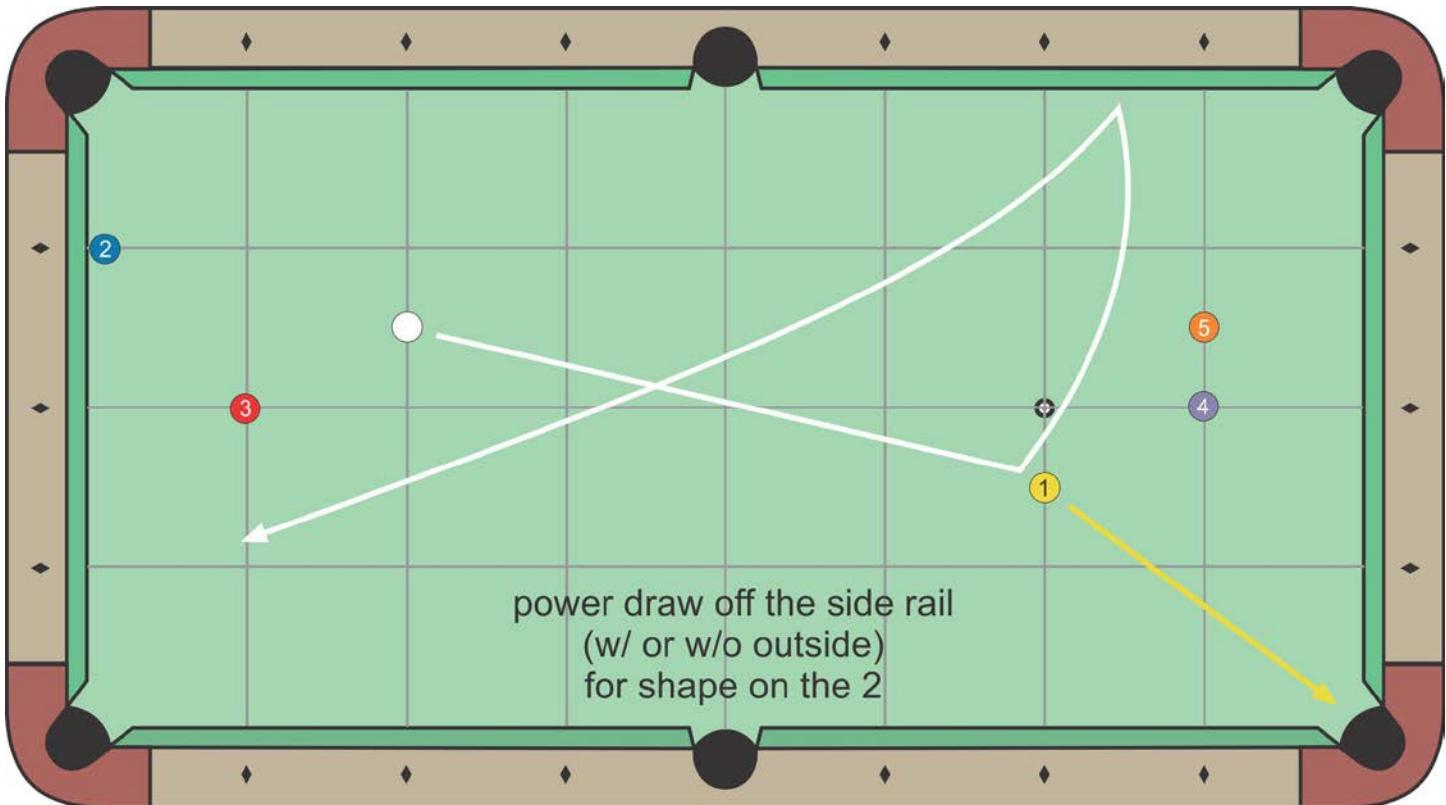
## A5 – Banana Shot



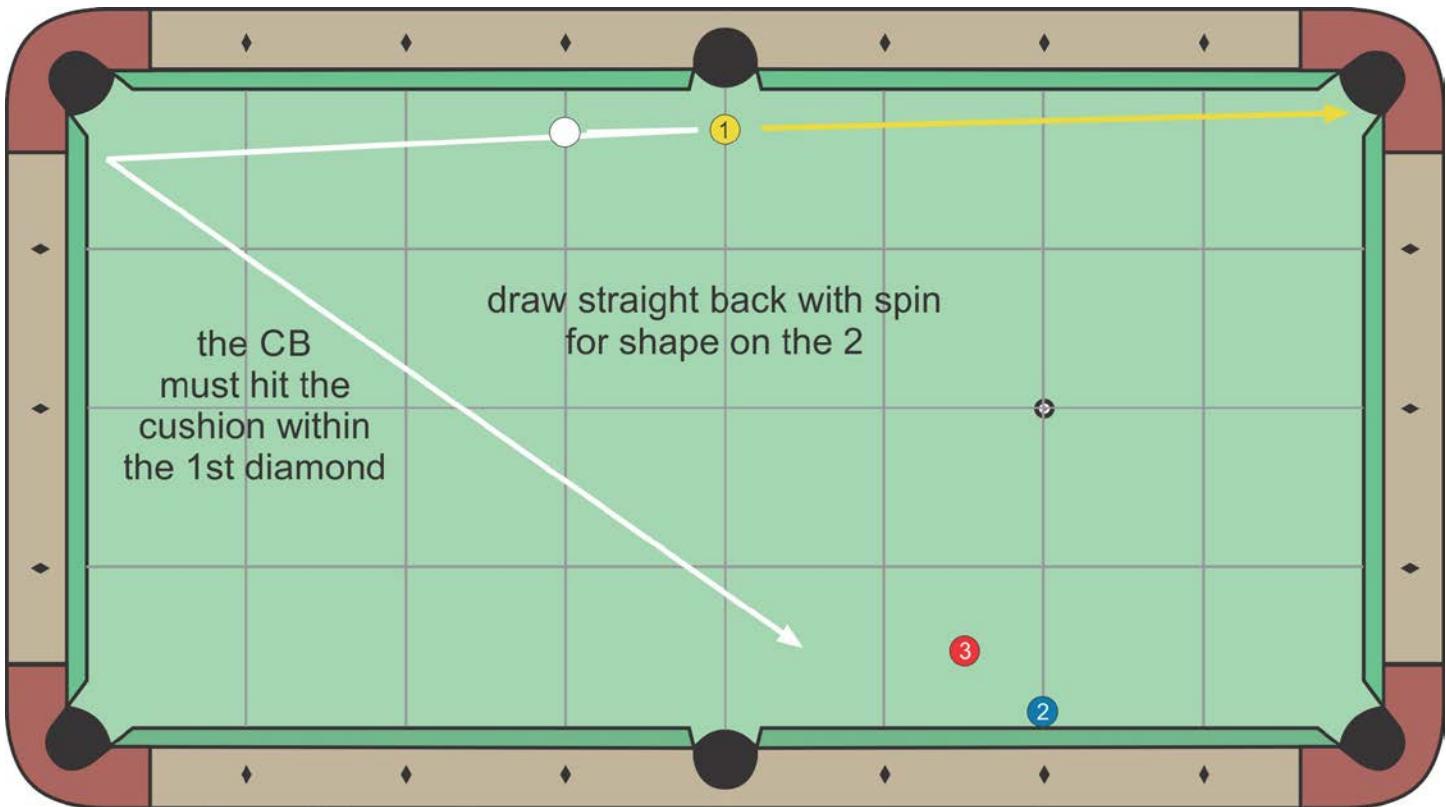
## A6 – Straight Power Draw



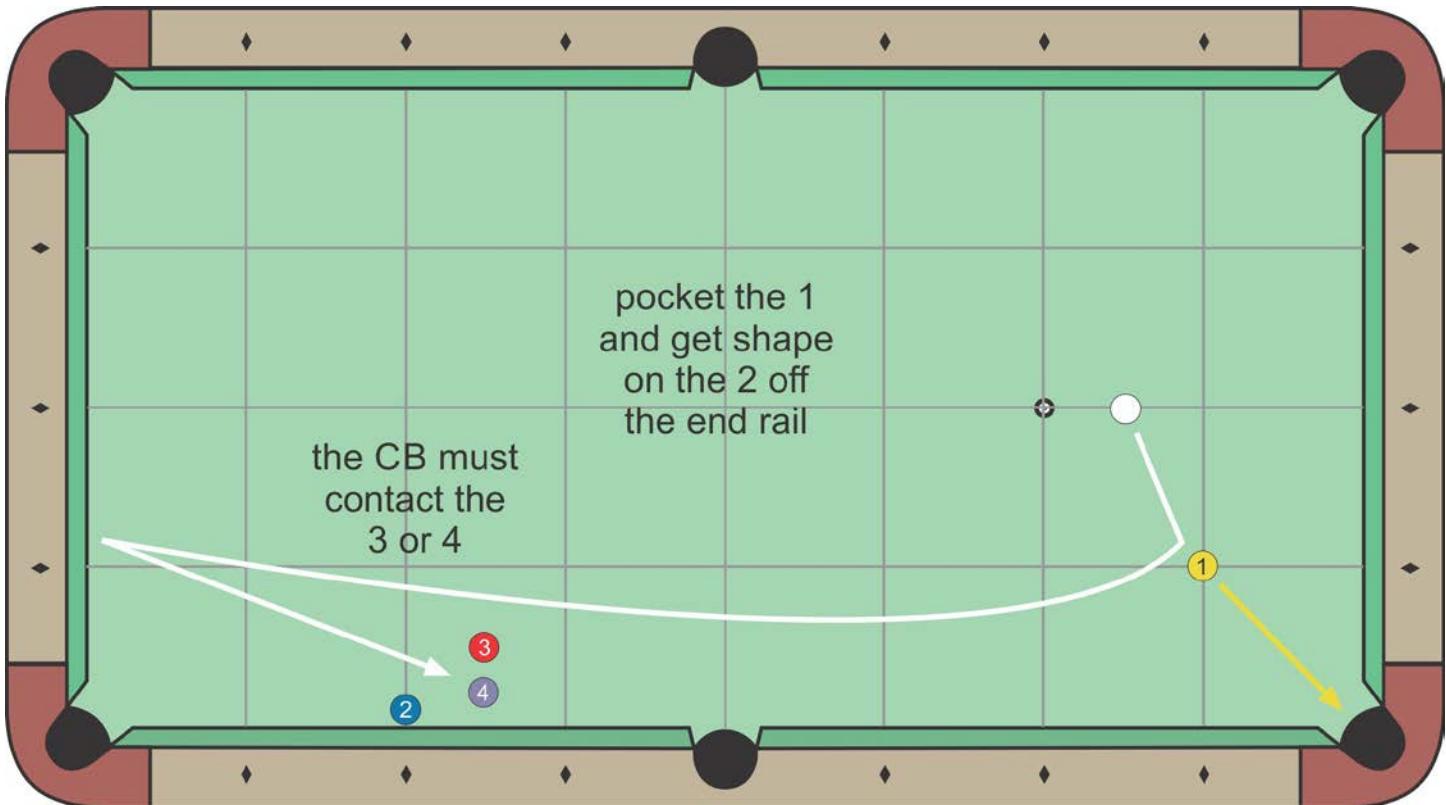
## A7 – Power Draw off Side Rail



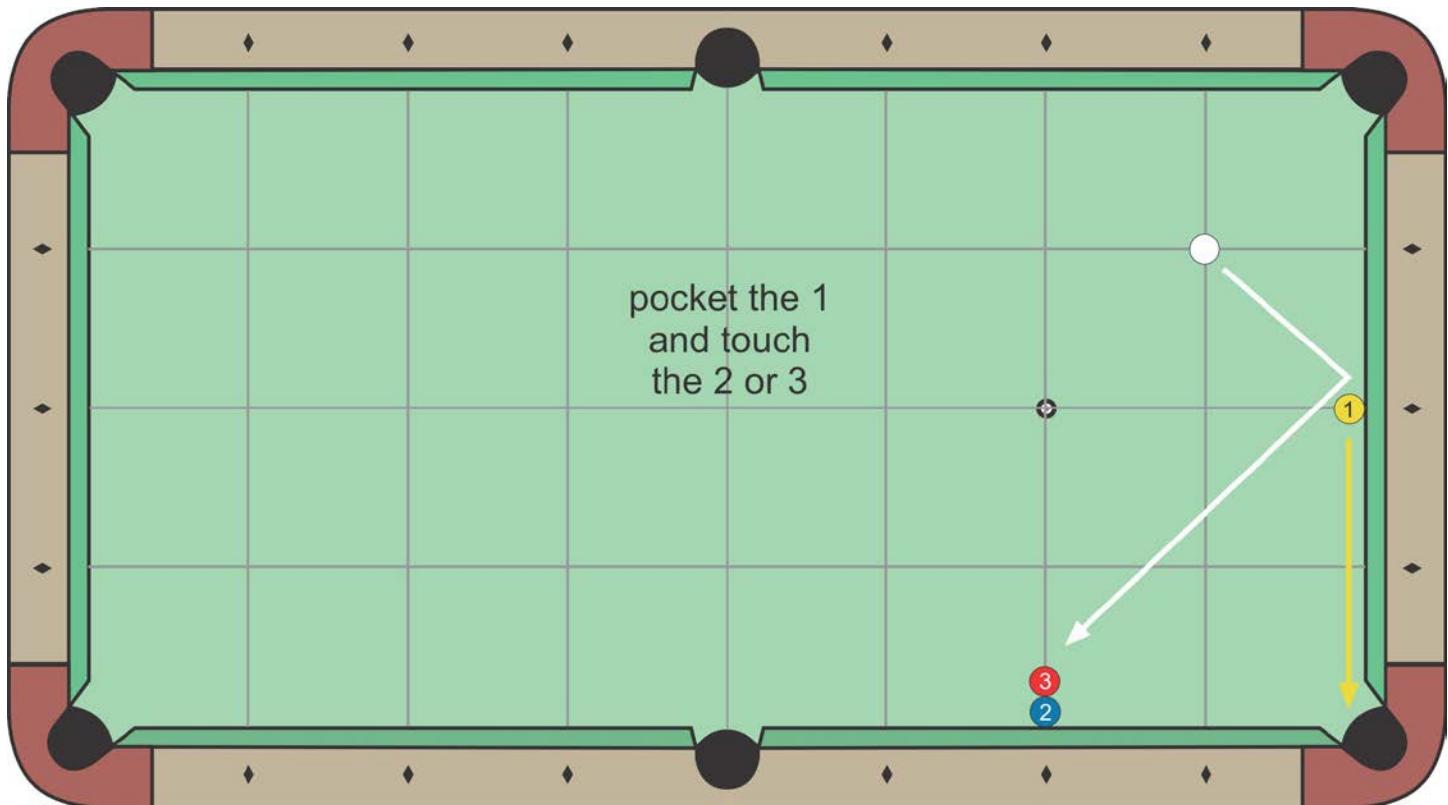
## A8 – Power Draw with Side



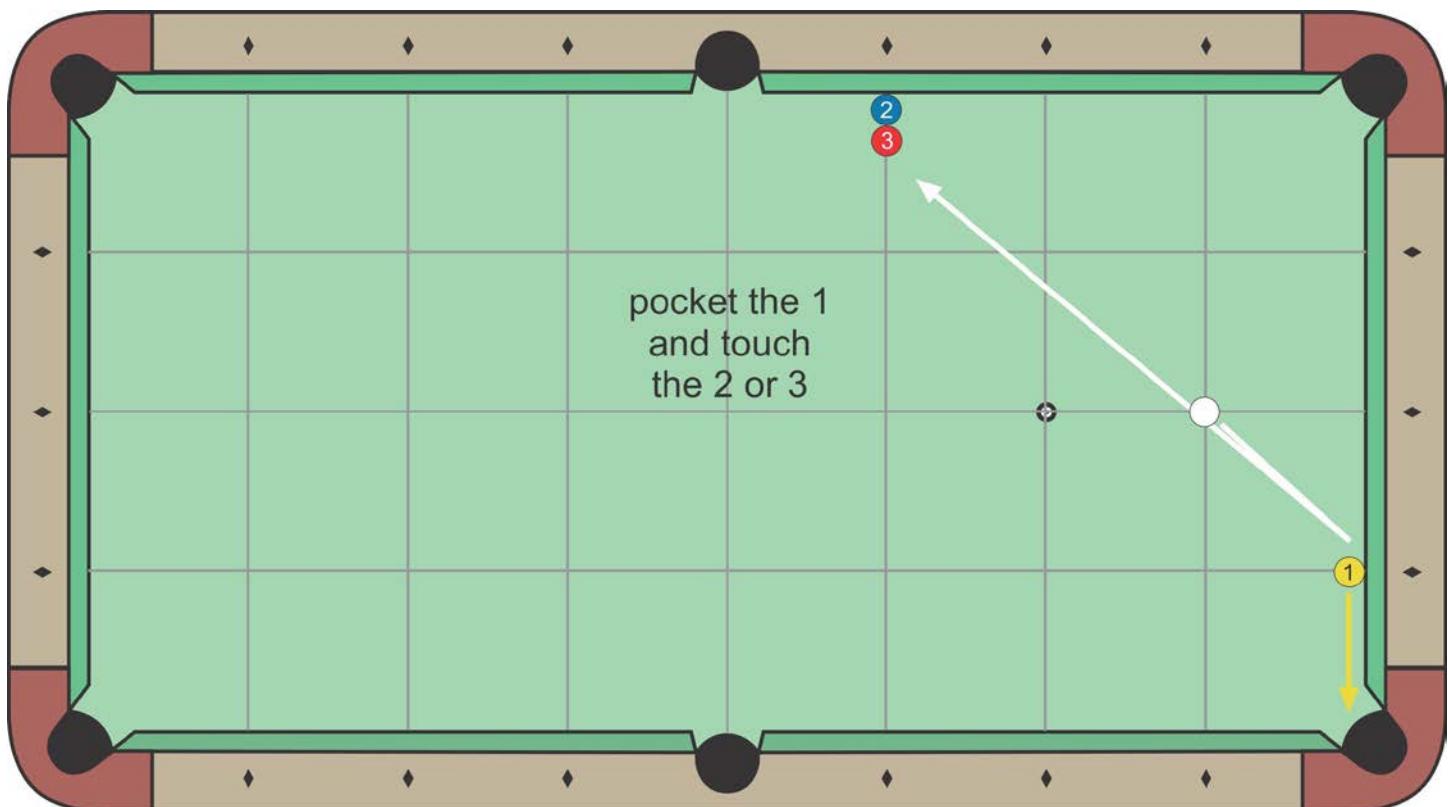
## A9 – Inside Draw for Position



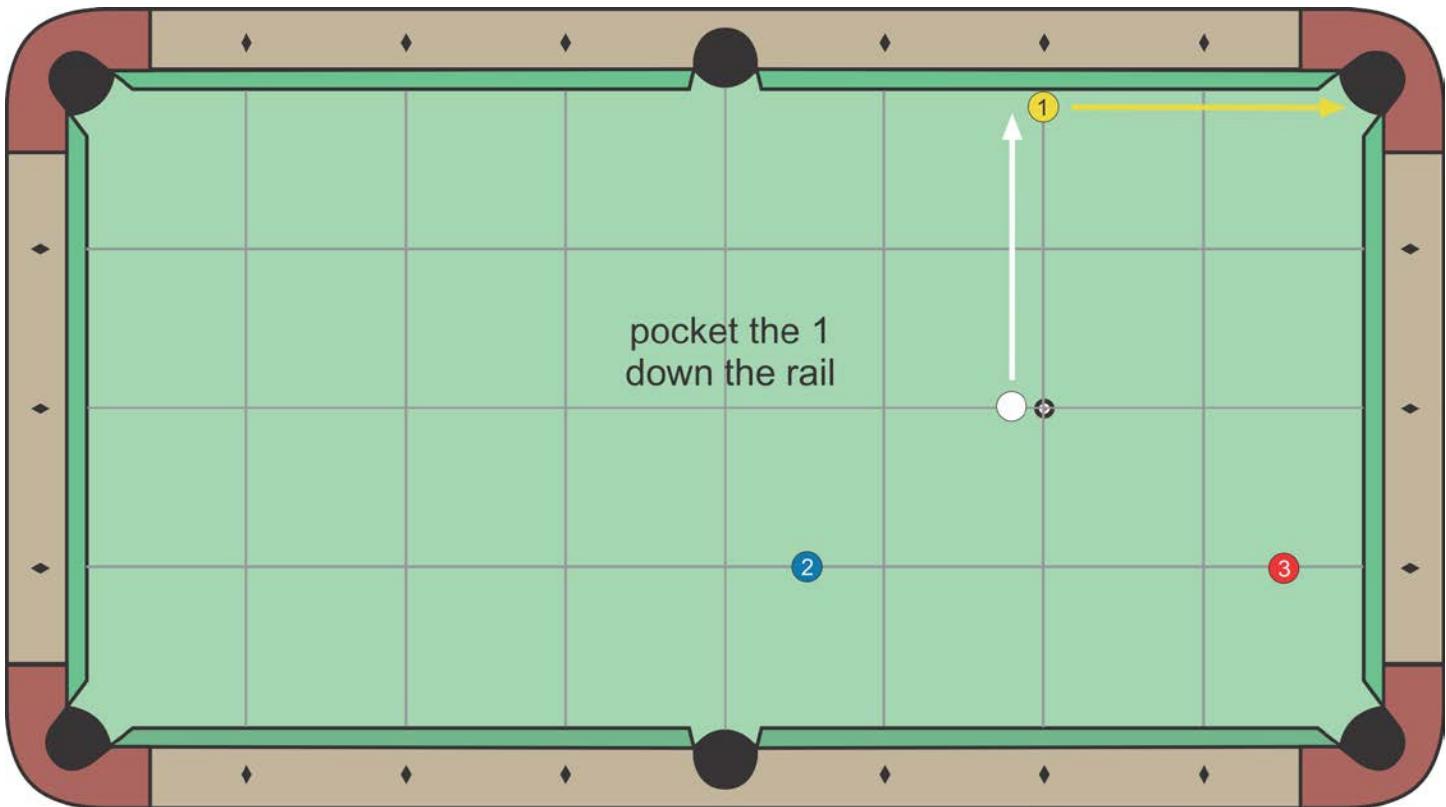
## A10 – Ball-First Inside Follow



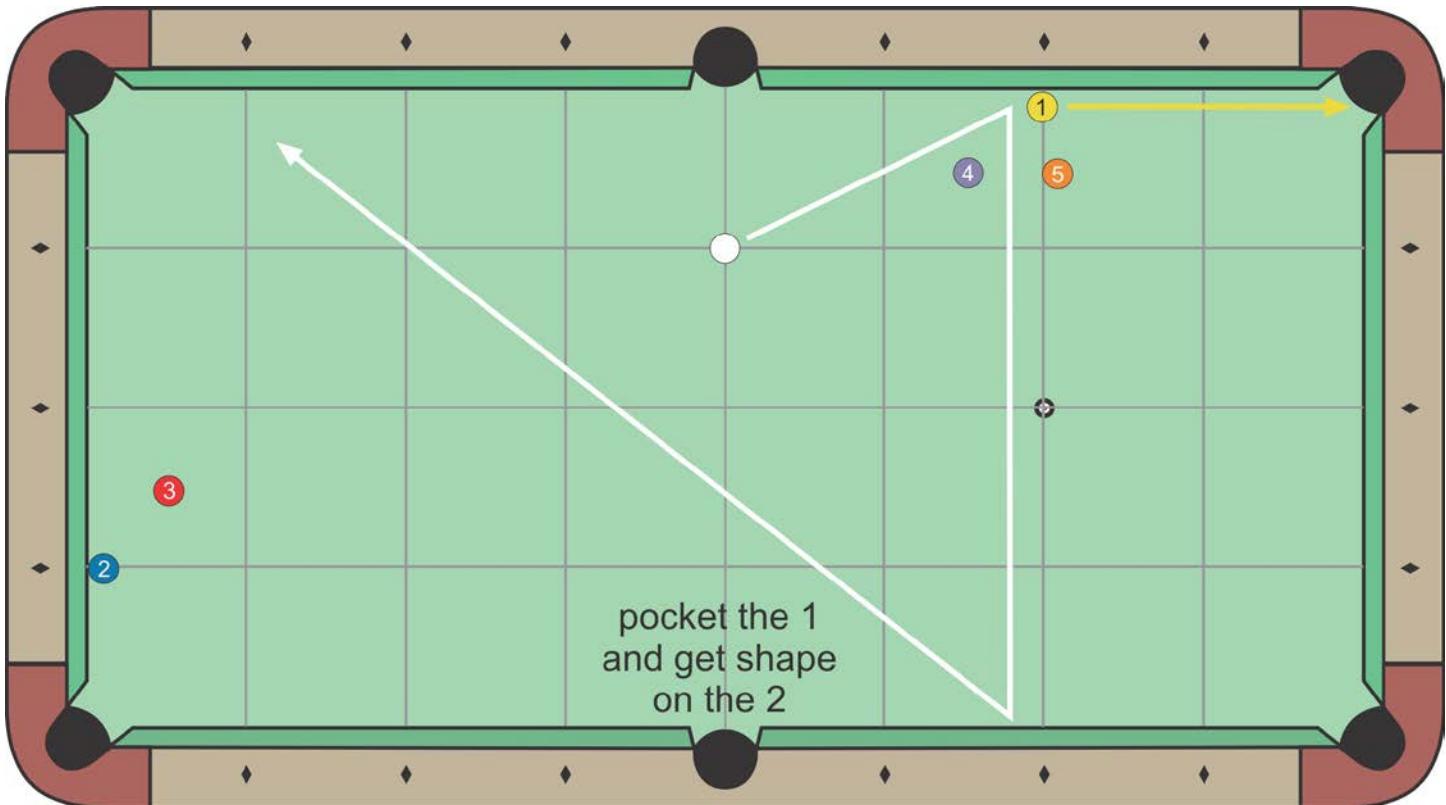
## A11 – Ball-First Outside Draw



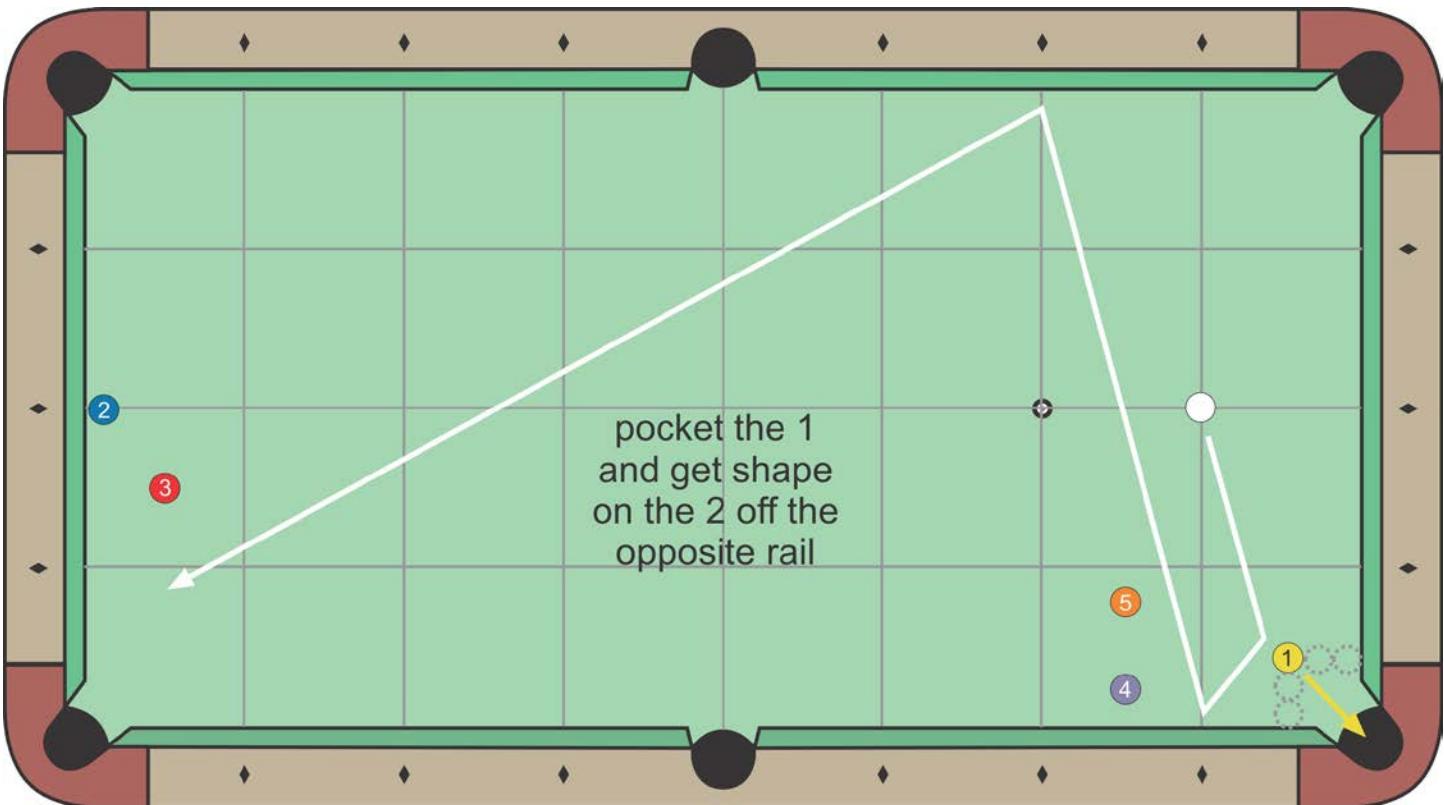
## A12 – Steep Rail Cut



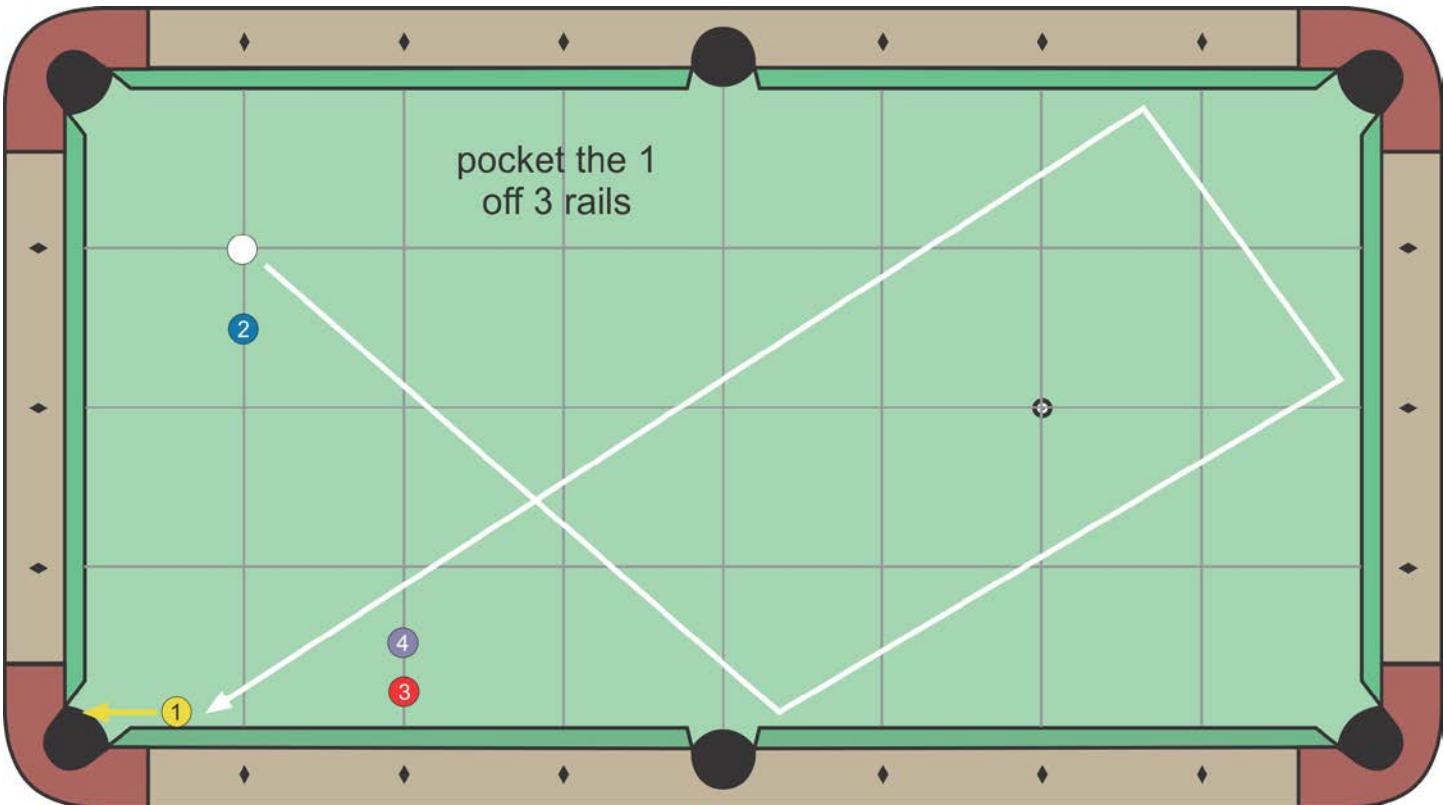
## A13 – Rail-First Spin across Table



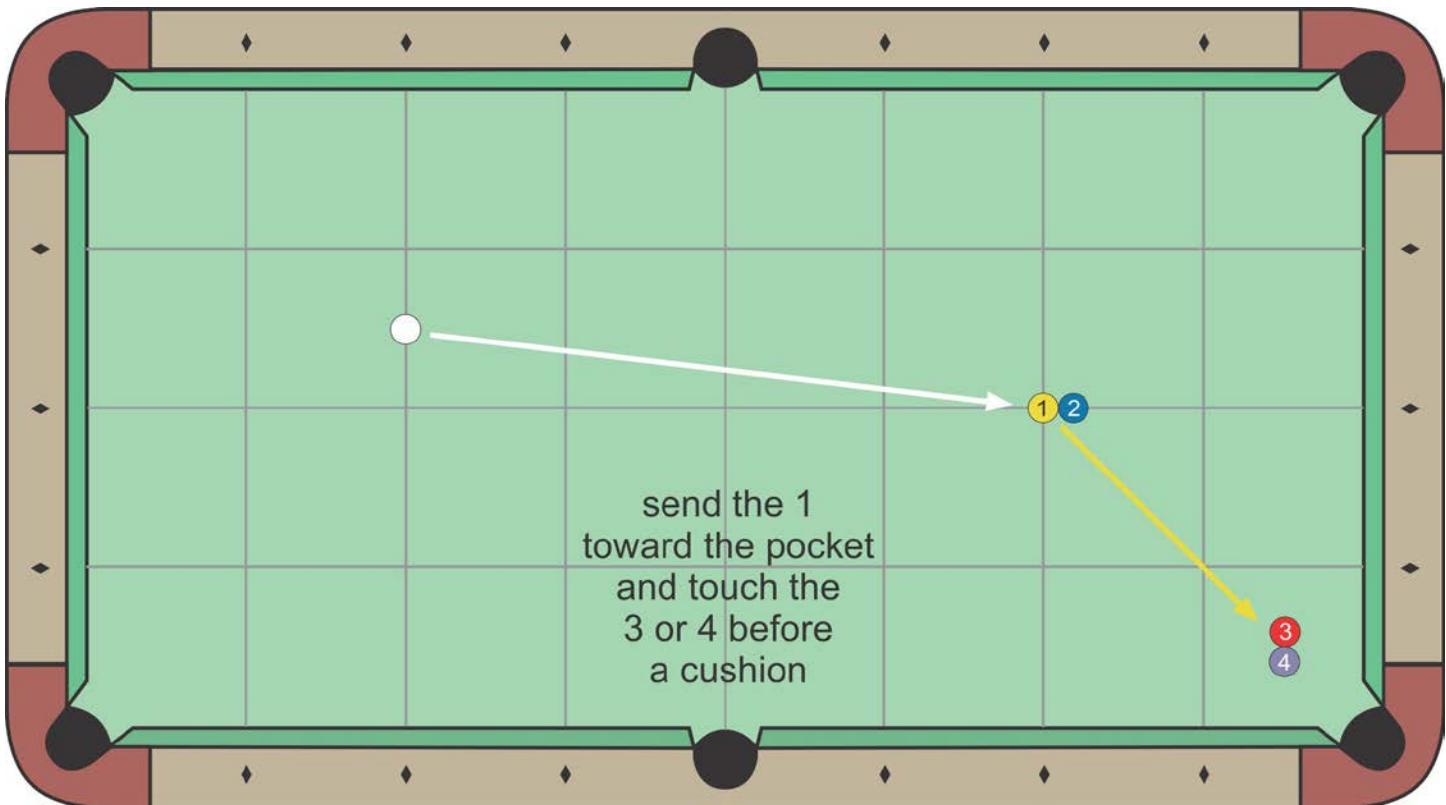
## A14 – Inside across the Table



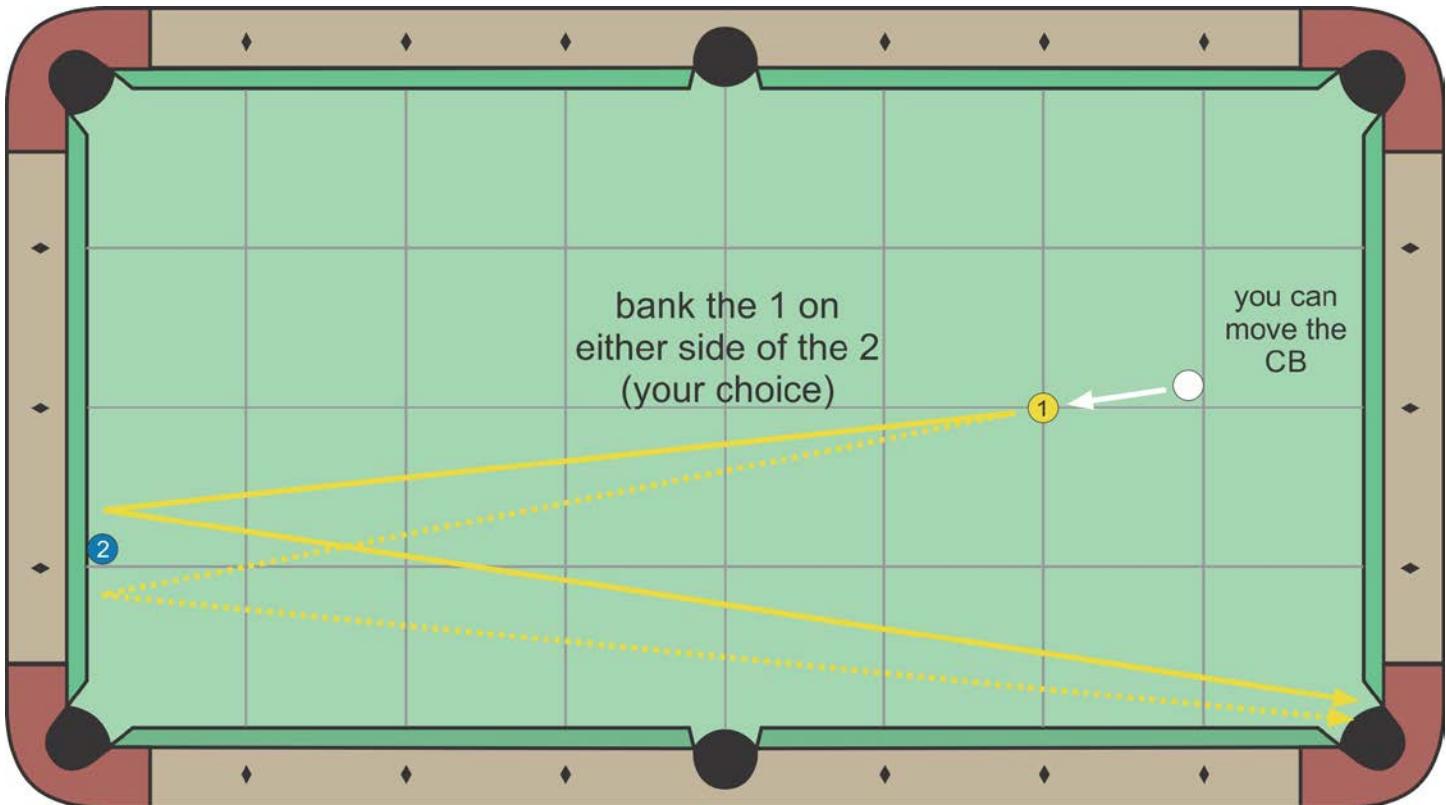
## A15 – Three-Rail Kick



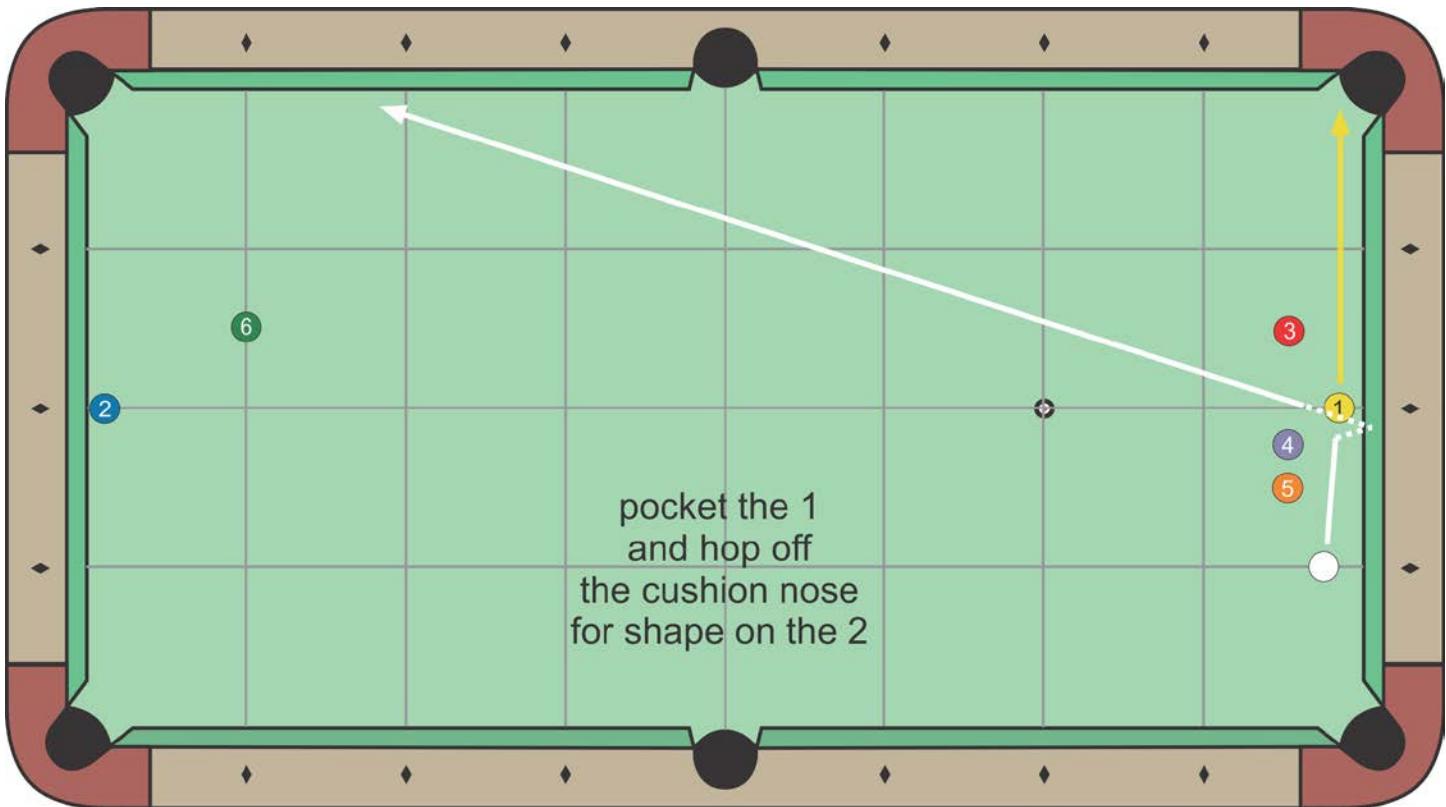
## A16 – One-Pocket Frozen Spot Shot



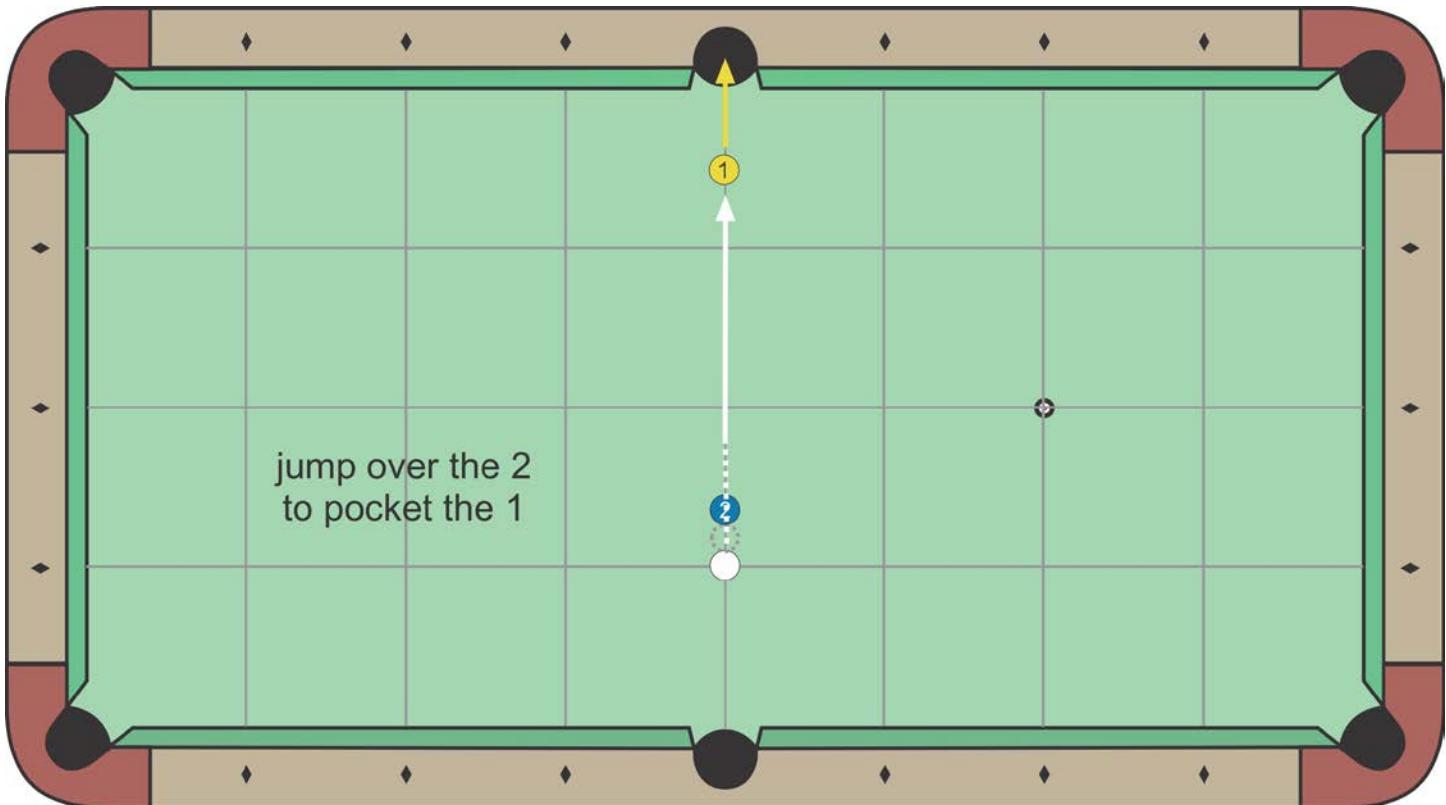
## A17 – One-Pocket Foot Spot Bank off Head Rail



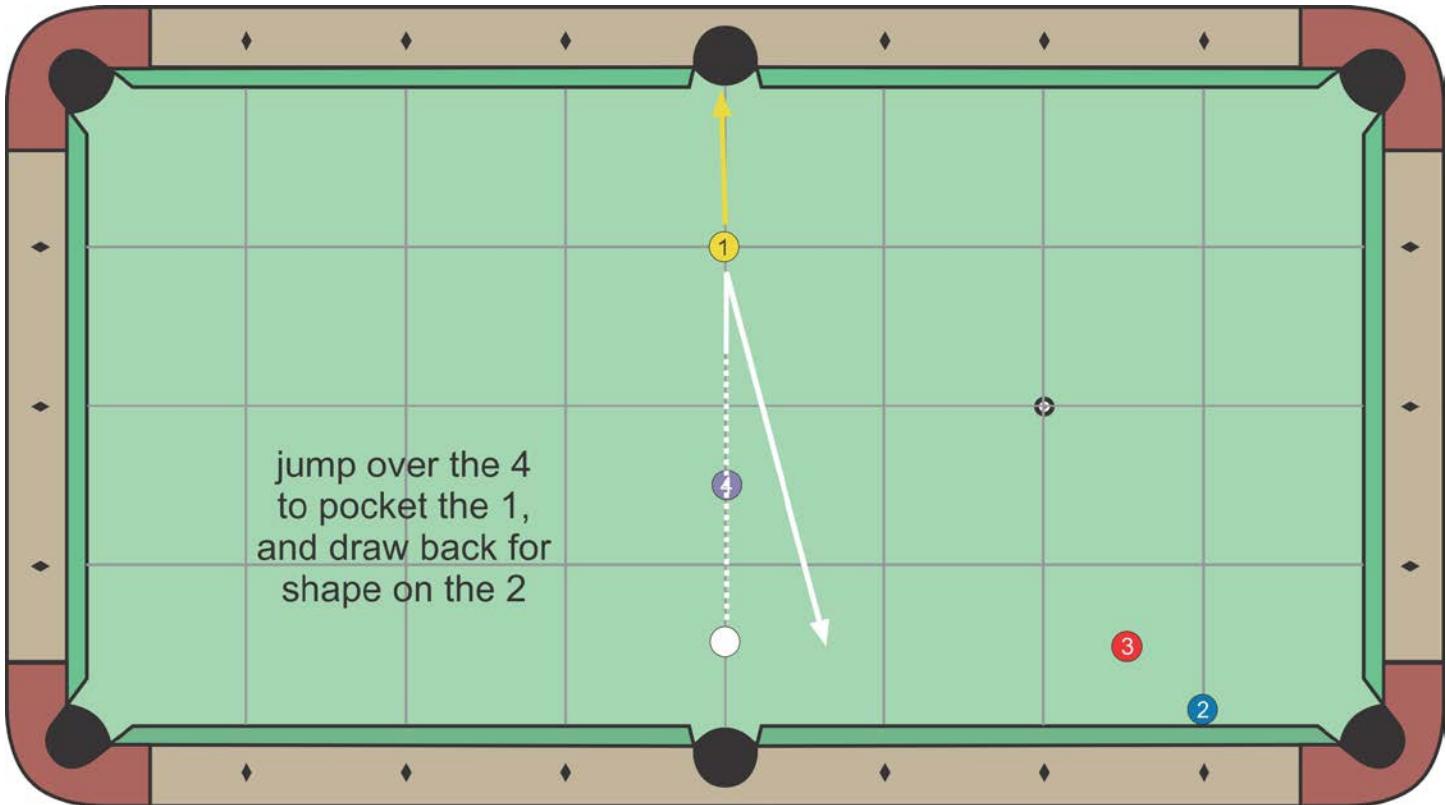
## A18 – Hop on Cushion Nose for Shape



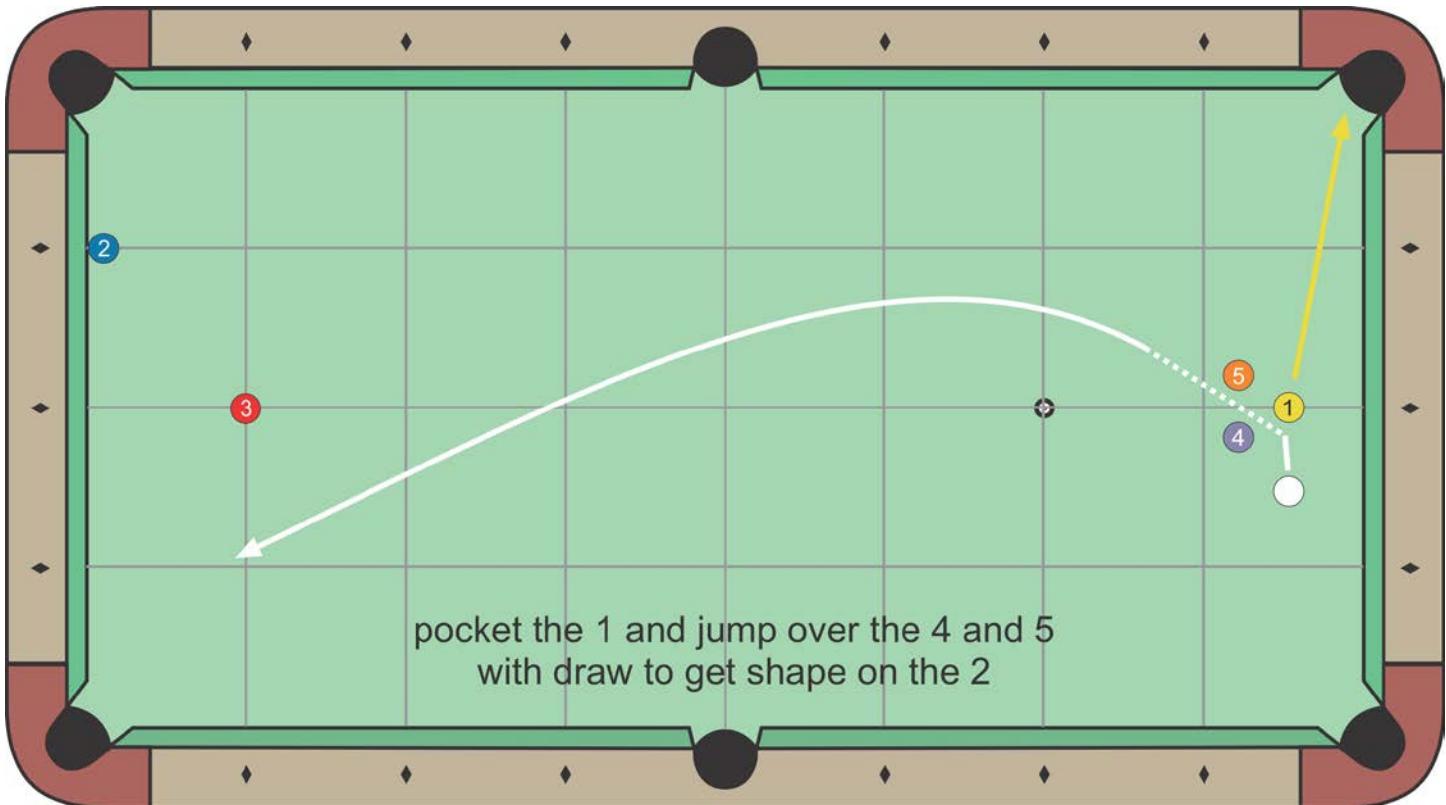
## A19 – Short, High Jump



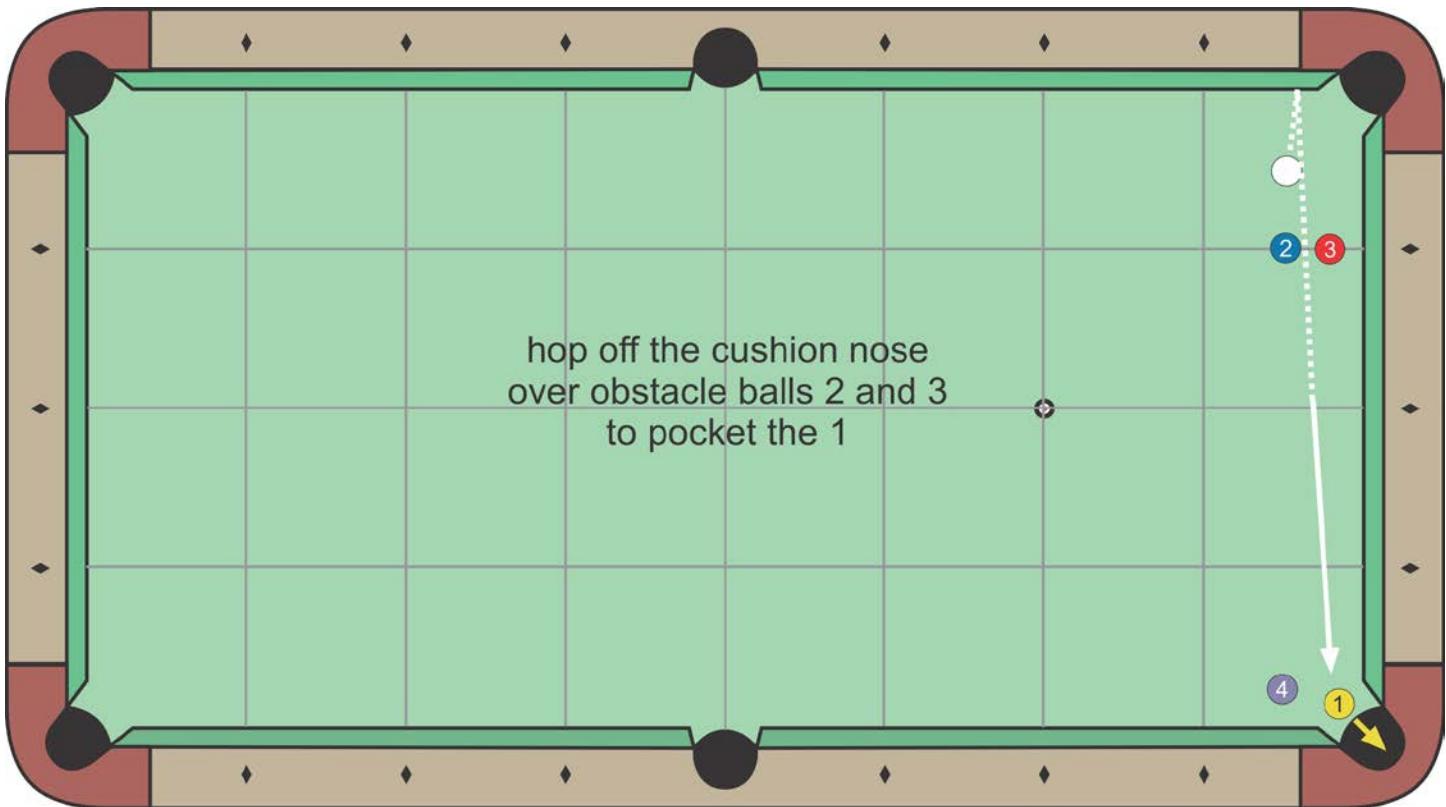
## A20 – Jump Draw



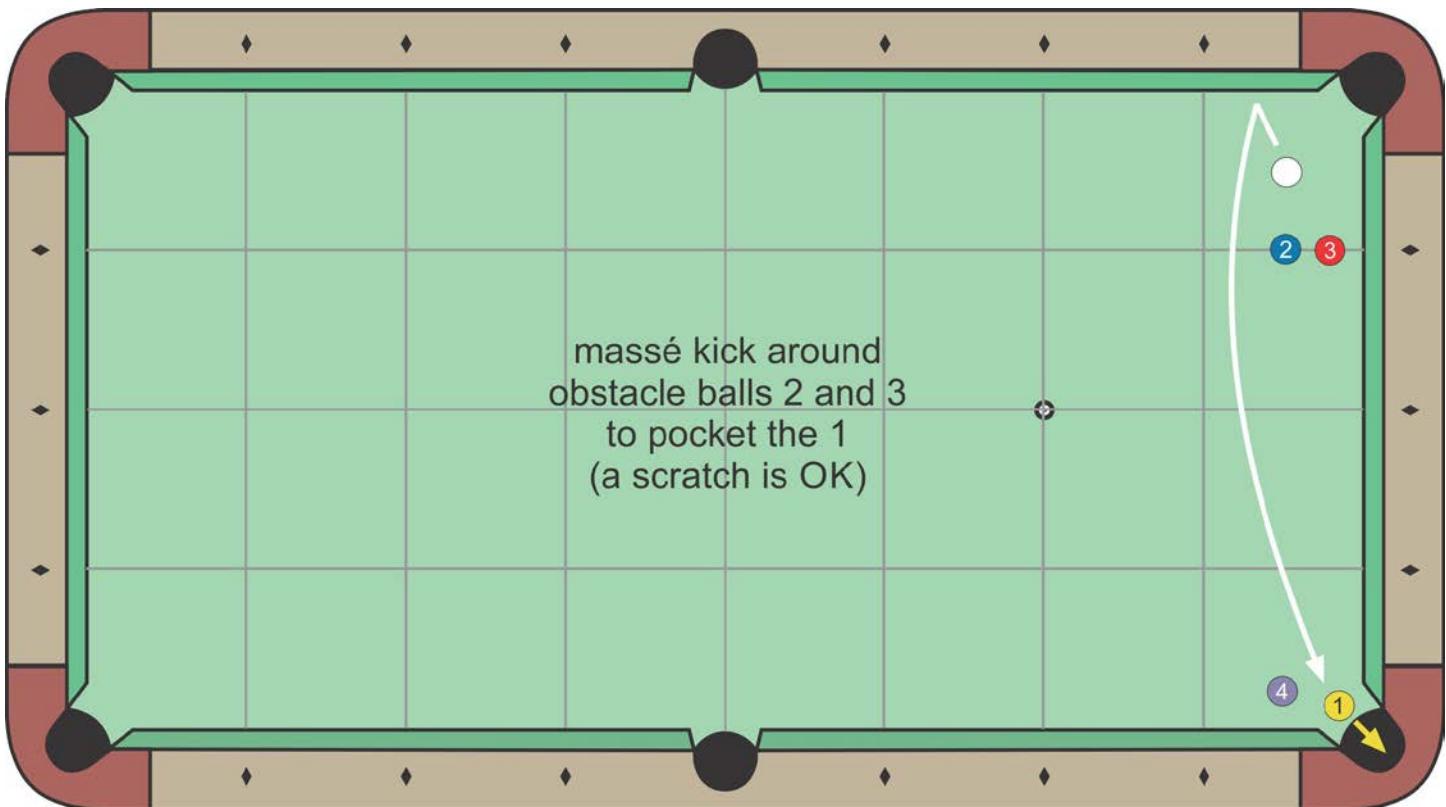
## A21 – Jump over Obstacles with Draw



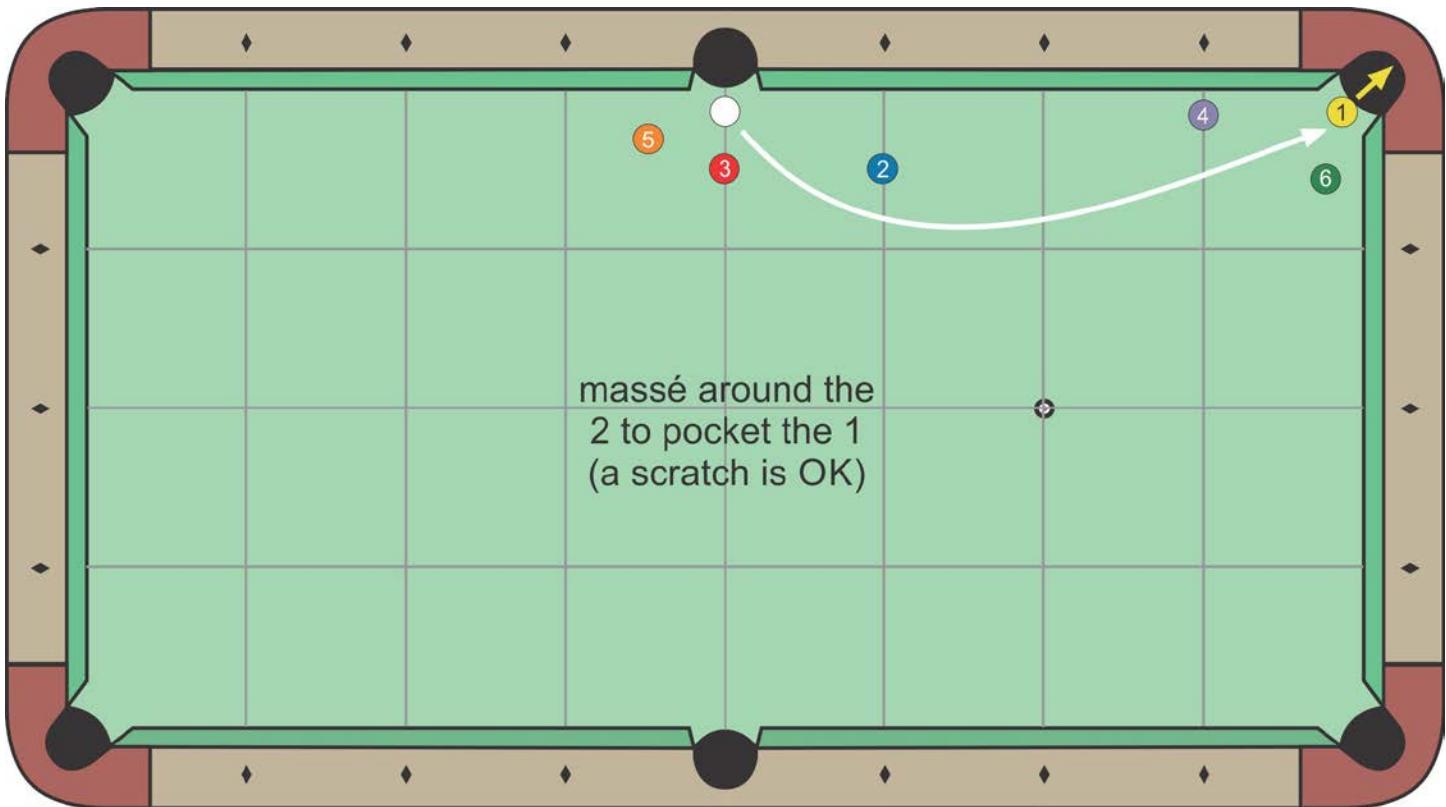
## A22 – Hop off Cushion Nose



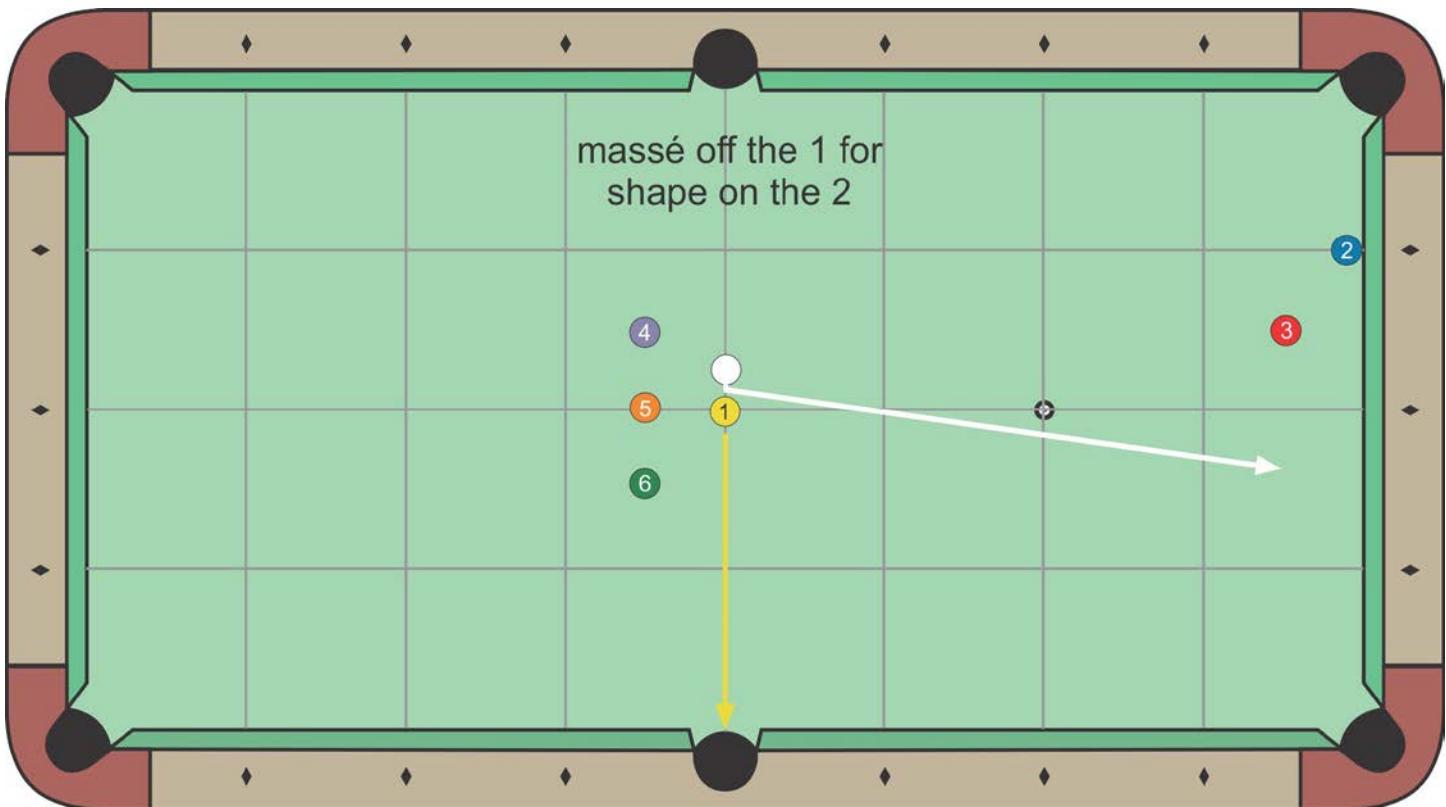
## A23 – Massé Kick



## A24 – Large Curve Massé



## A25 – After-Collision Massé



## Exam IV – Runout Drill System (RDS)

### Instructions:

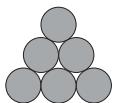
- RDS consists of a set of **16 break and run challenges** of increasing levels of difficulty.
- In each level, you **start with a break shot** and then **take ball in hand (BIH)**, meaning you can place the CB anywhere on the table.
- There is **no penalty for a scratch on the break**, and **balls pocketed** on the break **remain down** (except for the 8 in 8-ball-rules racks, where you spot it or re-rack).
- A **miss or a scratch** after the break **ends a run**.
- If you run **2 of 3 racks** at one level, where you make all the required balls without a miss or foul, you **advance** to the next higher level.
- If you run only **1 of 3 racks**, you **stay** at the current level.
- If you miss on 3 racks in a row (**0 of 3 racks**), go **down** to the next lower level.
- If you are trying RDS for the first time, **pick a level** at which you are confident to run 2 out of 3 racks and **start** there; otherwise start where you left off in your previous session.
- After an RDS session (30 minutes to an hour of running racks), your **ending level** and associated rating should be a good indicator of your **level of playing ability**.
- Use standard WPA **rules** with “CB fouls only” and no “3-point 9-ball break rule.” In **rotation** racks, combos are fine and slop counts; but if you pocket the highest numbered ball early, you must still run the remaining balls in rotation (except Level 14). In all **8-ball** and **straight pool** racks, balls must be pocketed in called pockets (i.e., slop does not count).
- **RDS 100** is an alternative **scored format**, where you start with 100 points and attempt to run one rack at each level, deducting points left on the table after a miss or foul.

Below is a concise summary of all **16 levels** with the corresponding **rating**. Each is described in more detail in the remainder of the document.

1. optional: 6 balls, pocket OBs directly with no CB – **lower novice**
2. 6 balls, any order, BIH on every shot – **mid novice**
3. 6 balls, any order, 3 extra BIHs – **upper novice**
4. 6 balls, any order, 2 extra BIHs – **lower beginner (D-)**
5. 6 balls, any order, 1 extra BIH – **mid beginner (D)**
6. 7 balls (3 solids, 3 stripes, 8), 8-ball rules, 1 extra BIH – **upper beginner (D+)**
7. 9 balls, any order, 1 extra BIH – **lower intermediate (C-)**
8. 9 balls (4 solids, 4 stripes, 8), 8-ball rules, 1 extra BIH – **mid intermediate (C)**
9. 15 balls, any order, 2 extra BIHs – **upper intermediate (C+)**
10. 6 balls, in order – **lower advanced (B-)**
11. 15 balls, any order – **mid advanced (B)**
12. 15 balls, 8-ball rules – **upper advanced (B+)**
13. 9 balls (4 solids, 4 stripes, 8), 8-ball rules, remaining balls in order – **lower shortstop (A-)**
14. 9 balls, 9-ball rules – **upper shortstop (A)**
15. 15 balls, 8-ball rules, remaining balls in order – **semipro / pro (A+/AA)**
16. 15 balls, in order – **world class pro (A++/AAA)**

1

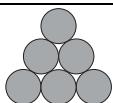
## Optional Level 1 – 6 balls, pocket OBs directly with no CB



- break a rack of 6 balls.
- remove the cue ball.
- pocket each object ball directly, in any order.
- wipe chalk marks off the balls when done.

2

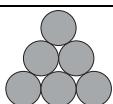
## Level 2 – 6 balls, any order, BIH on every shot



- break a rack of 6 balls.
- take cue ball in hand for each shot.
- pocket each ball in any order.

3

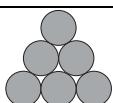
## Level 3 – 6 balls, any order, 3 extra BIHs



- break a rack of 6 balls.
- take cue ball in hand after the break and any 3 other times during the run.
- pocket each ball in any order.

4

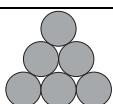
## Level 4 – 6 balls, any order, 2 extra BIHs



- break a rack of 6 balls.
- take cue ball in hand after the break and any 2 other times during the run.
- pocket each ball in any order.

5

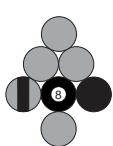
## Level 5 – 6 balls, any order, 1 extra BIH



- break a rack of 6 balls.
- take cue ball in hand after the break and once any time during the run.
- pocket each ball in any order.

6

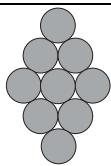
## Level 6 – 7 balls (3 solids, 3 stripes, 8), 8-ball rules, 1 extra BIH



- break a rack of 6 balls (3 solids, 3 stripes) with the 8 ball added (in the center or back).
- play standard 8-ball rules, except take cue ball in hand after the break and once any time during the run.
- pocket all the stripes or all the solids, and then the 8.

7

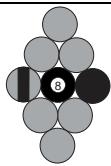
## Level 7 – 9 balls, any order, 1 extra BIH



- break a rack of 9 balls.
- take cue ball in hand after the break and once any time during the run.
- pocket each ball in any order.

8

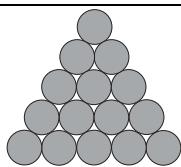
## Level 8 – 9 balls (4 solids, 4 stripes, 8), 8-ball rules, 1 extra BIH



- break a rack of 9 balls (4 solids, 4 stripes, with the 8 ball in the center).
- play standard 8-ball rules, except take cue ball in hand after the break and once any time during the run.
- pocket all the stripes or all the solids, and then the 8.

9

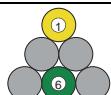
## Level 9 – 15 balls, any order, 2 extra BIHs



- break a rack of 15 balls.
- take cue ball in hand after the break and any 2 other times during the run.
- pocket each ball in any order.

10

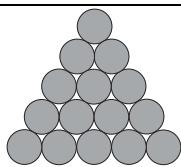
## Level 10 – 6 balls, in order



- break a rack of 6 balls.
- take cue ball in hand after the break.
- shoot the balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.

11

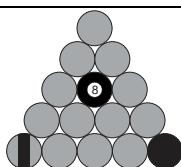
## Level 11 – 15 balls, any order



- break a rack of 15 balls.
- take cue ball in hand after the break.
- pocket each ball in any order.

12

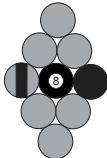
## Level 12 – 8-ball rules



- break a rack of 15 balls.
- play standard 8-ball rules, except take cue ball in hand after the break.
- pocket all the stripes or all the solids, and then the 8.

13

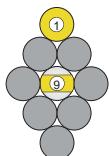
## Level 13 – 9 balls (4 solids, 4 stripes, 8), 8-ball rules, remaining balls in order



- break a rack of 9 balls (4 solids, 4 stripes, with the 8 ball in the center).
- play standard 8-ball rules, except take cue ball in hand after the break.
- pocket all the stripes or all the solids, and then the 8.
- then pocket the remaining balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.

14

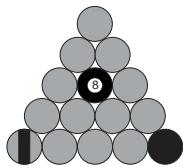
## Level 14 – 9 balls, 9-ball rules



- break a rack of 9 balls.
- play standard 9-ball rules, except take cue ball in hand after the break.
- shoot the balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.
- pocketing the 9 at any time (even on the break) with a legal shot is a win and you get credit for all balls.

15

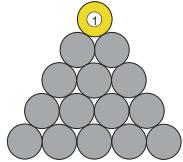
## Level 15 – 15 balls, 8-ball rules, remaining balls in order



- break a rack of 15 balls.
- play standard 8-ball rules, except take cue ball in hand after the break.
- pocket all the stripes or all the solids, and then the 8.
- then pocket the remaining balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.

16

## Level 16 – 15 balls, in order



- break a rack of 15 balls.
- take cue ball in hand after the break.
- shoot the balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.

# Exam V –

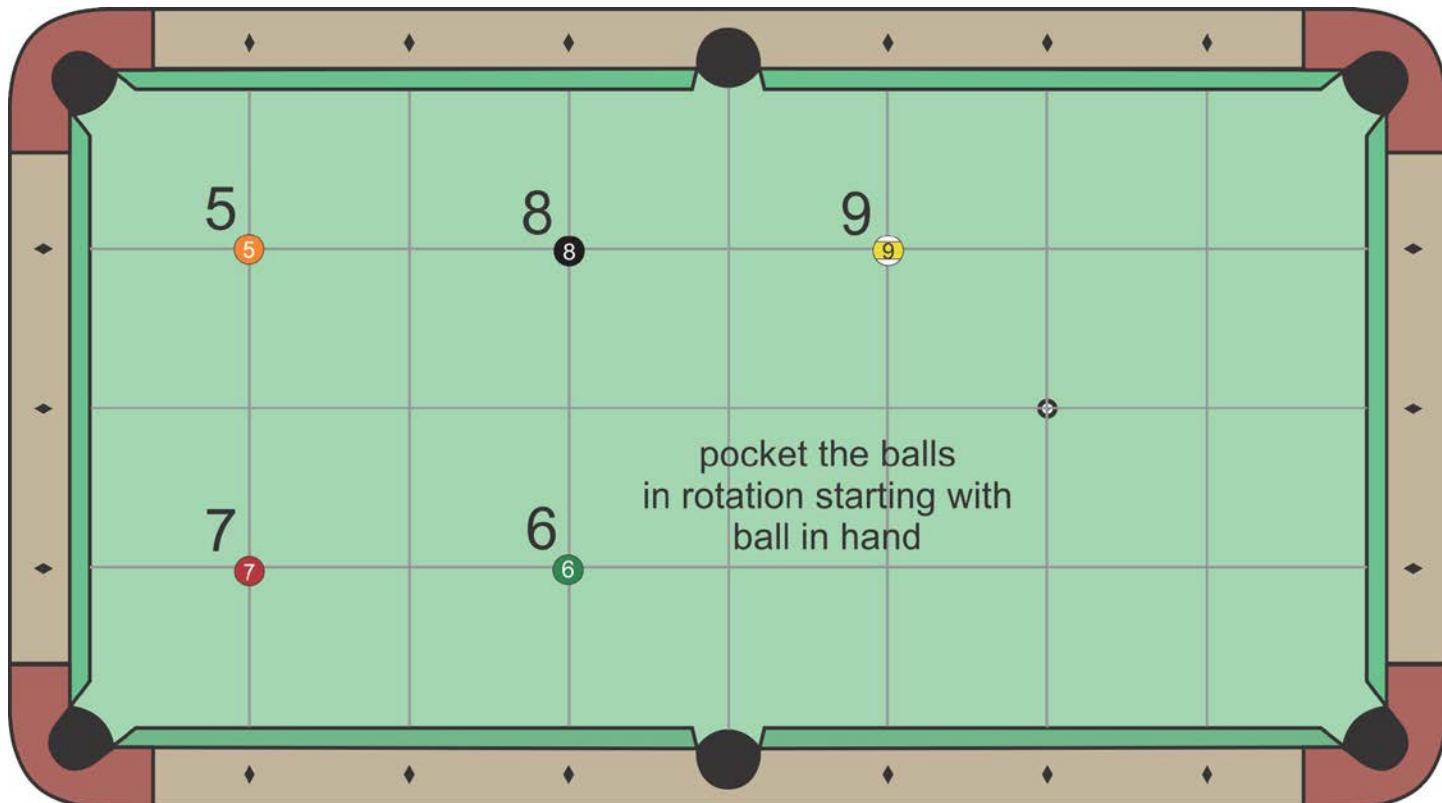
## Placement Pool Challenge

### (PPC)

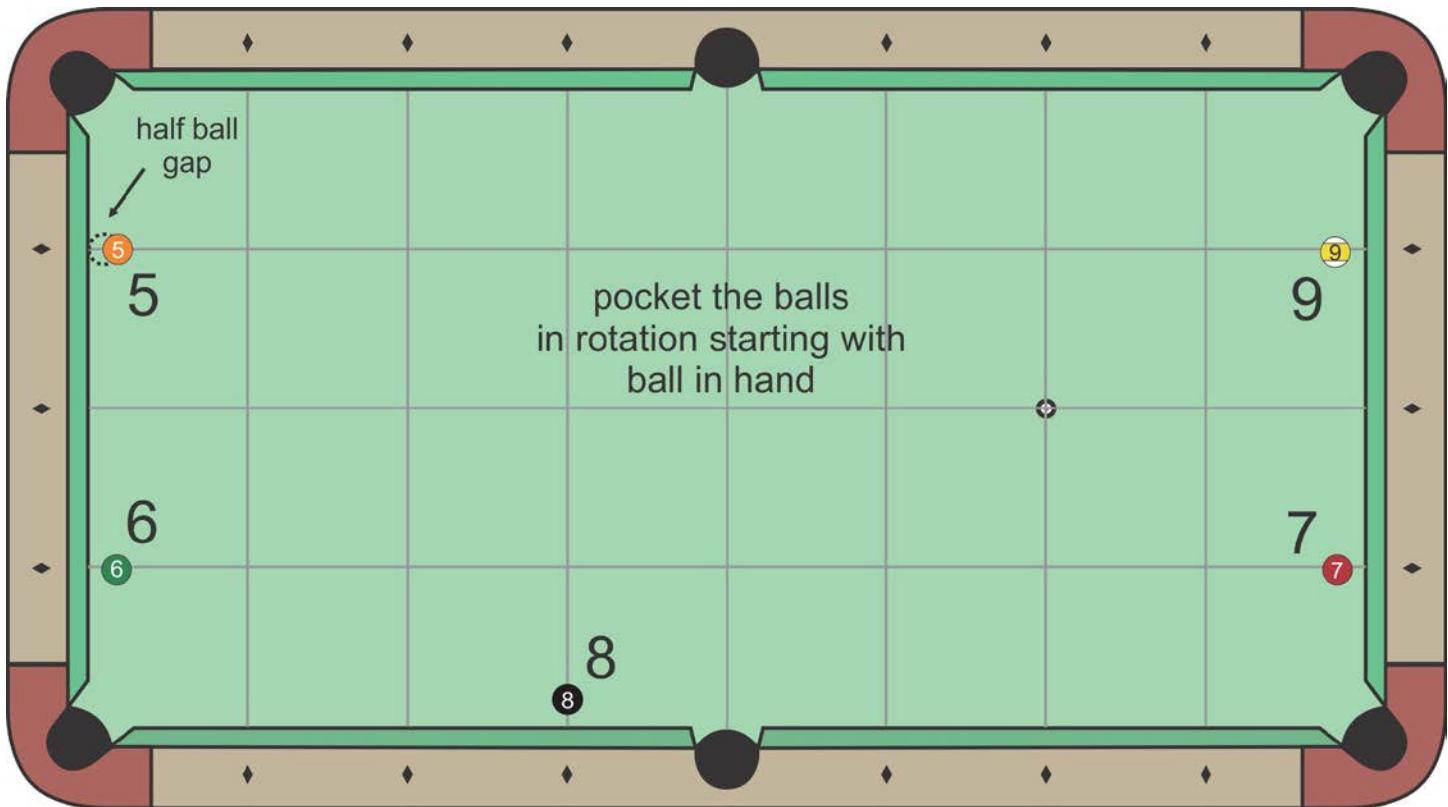
#### Instructions:

- PPC consists of the eighteen 9-ball and 8-ball runout layouts from the Bachelor, Master, and Doctorate versions of BU Exam II.
- You are required to consecutively attempt to run each of the 18 layouts in order. Each layout runout attempt ends with a miss or foul.
- For scoring, you start with 100 points and deduct points for any balls not pocketed legally.
- A perfect score of 100 requires 108 straight shots with no misses.
- Standard [WPA rules](#) apply, with CB fouls only.
- With any 9-ball layout, standard rules apply so slop counts as long as you hit the lowest numbered ball first with a legal hit, and pocketing the 9 at any time with a legal shot is a win giving you credit for all balls in that layout.
- Balls pocketed on a runout-ending foul shot (e.g., a scratch) do not count.
- The challenge can be done on any standard-size pool table (6', 7', 8', 9', 10').

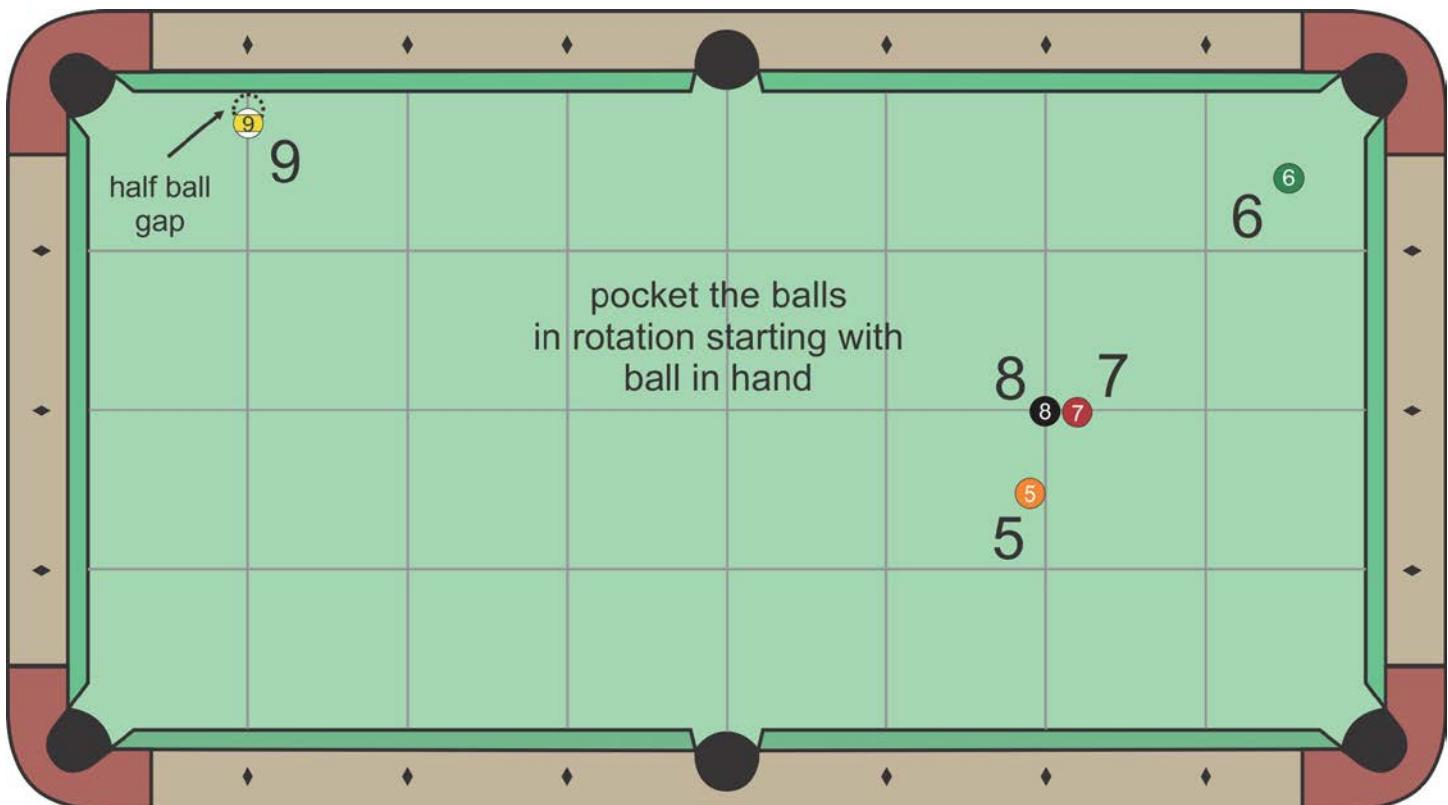
#### 1 – Bachelor 9-ball layout 1



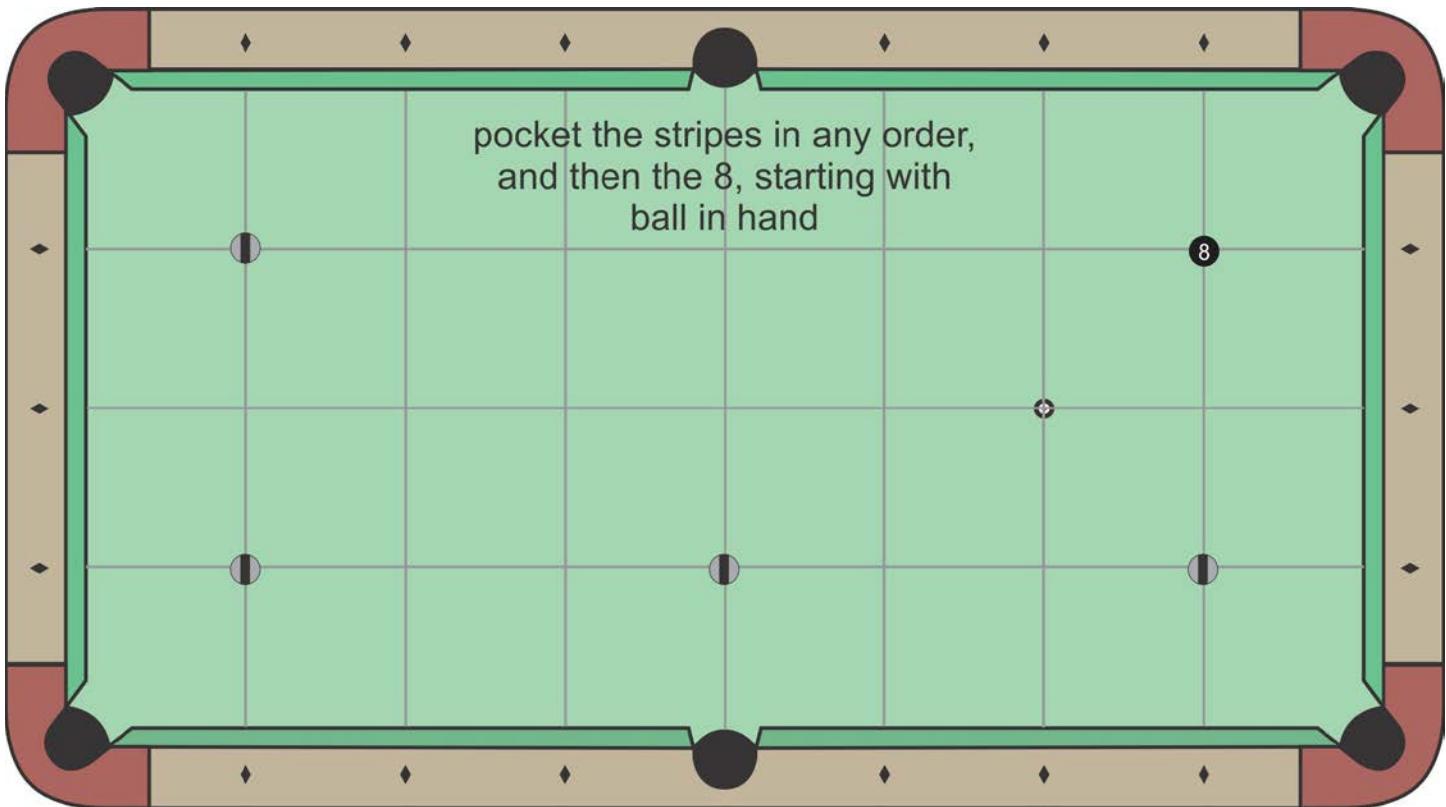
## 2 – Bachelor 9-ball layout 2



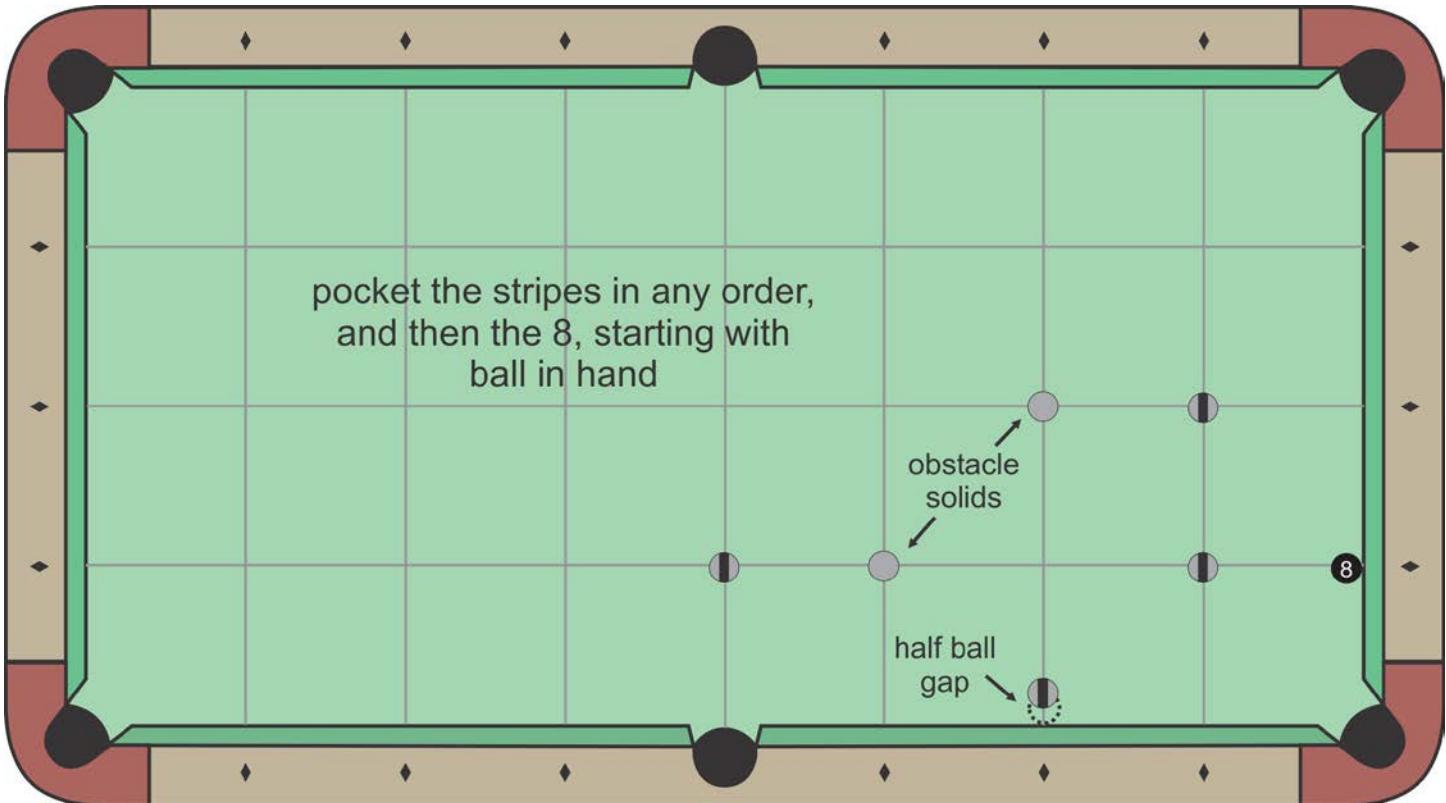
## 3 – Bachelor 9-ball layout 3



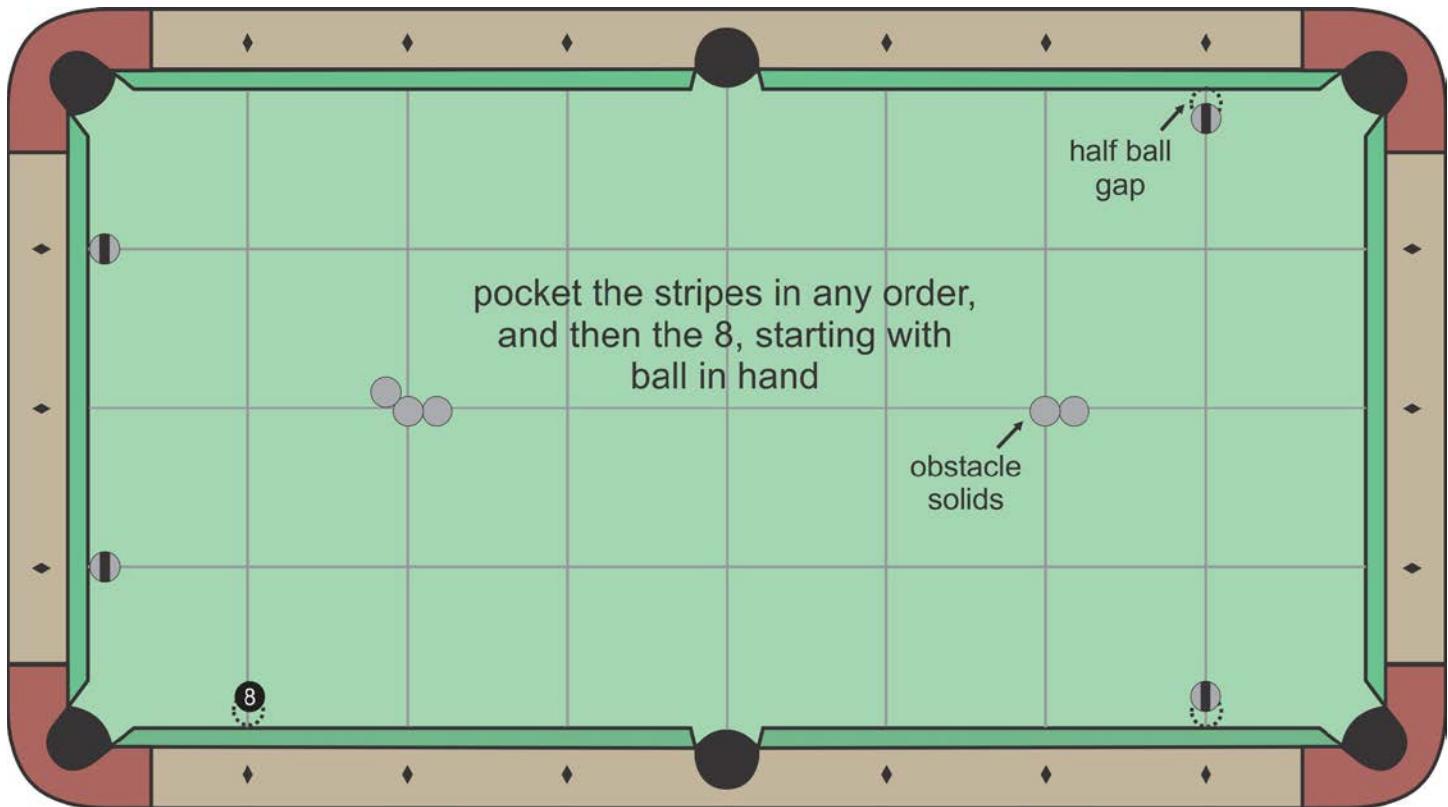
#### 4 – Bachelor 8-ball layout 1



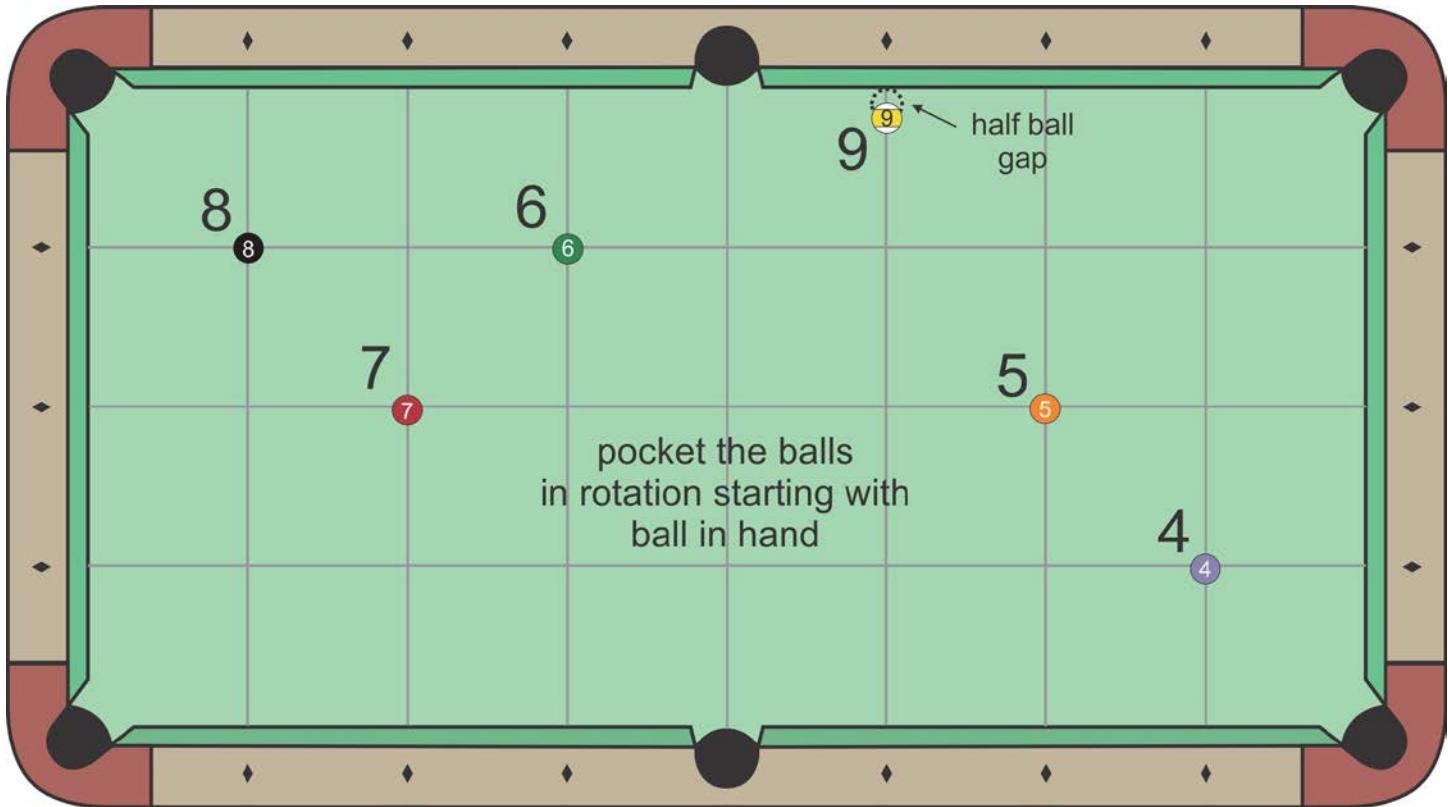
#### 5 – Bachelor 8-ball layout 2



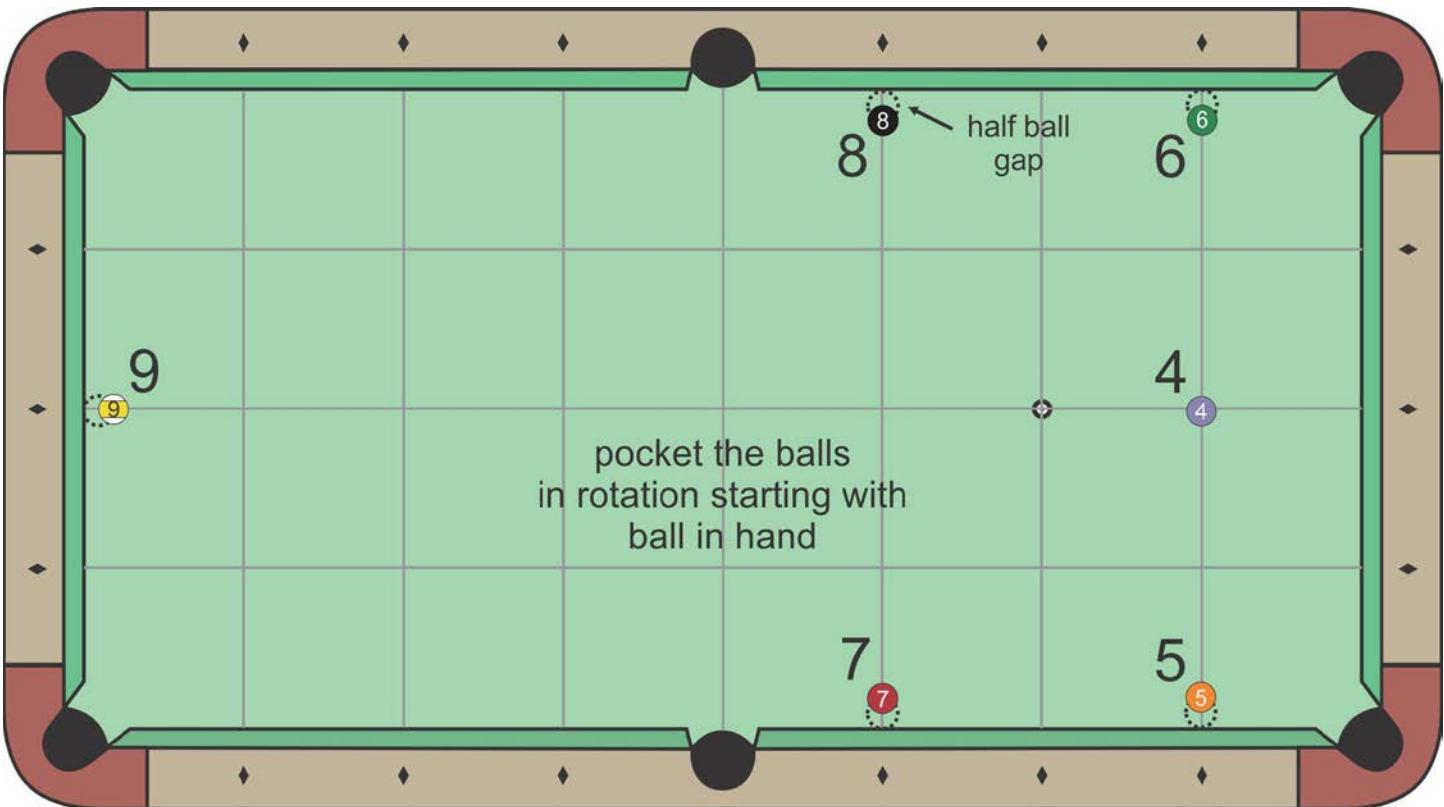
## 6 – Bachelor 8-ball layout 3



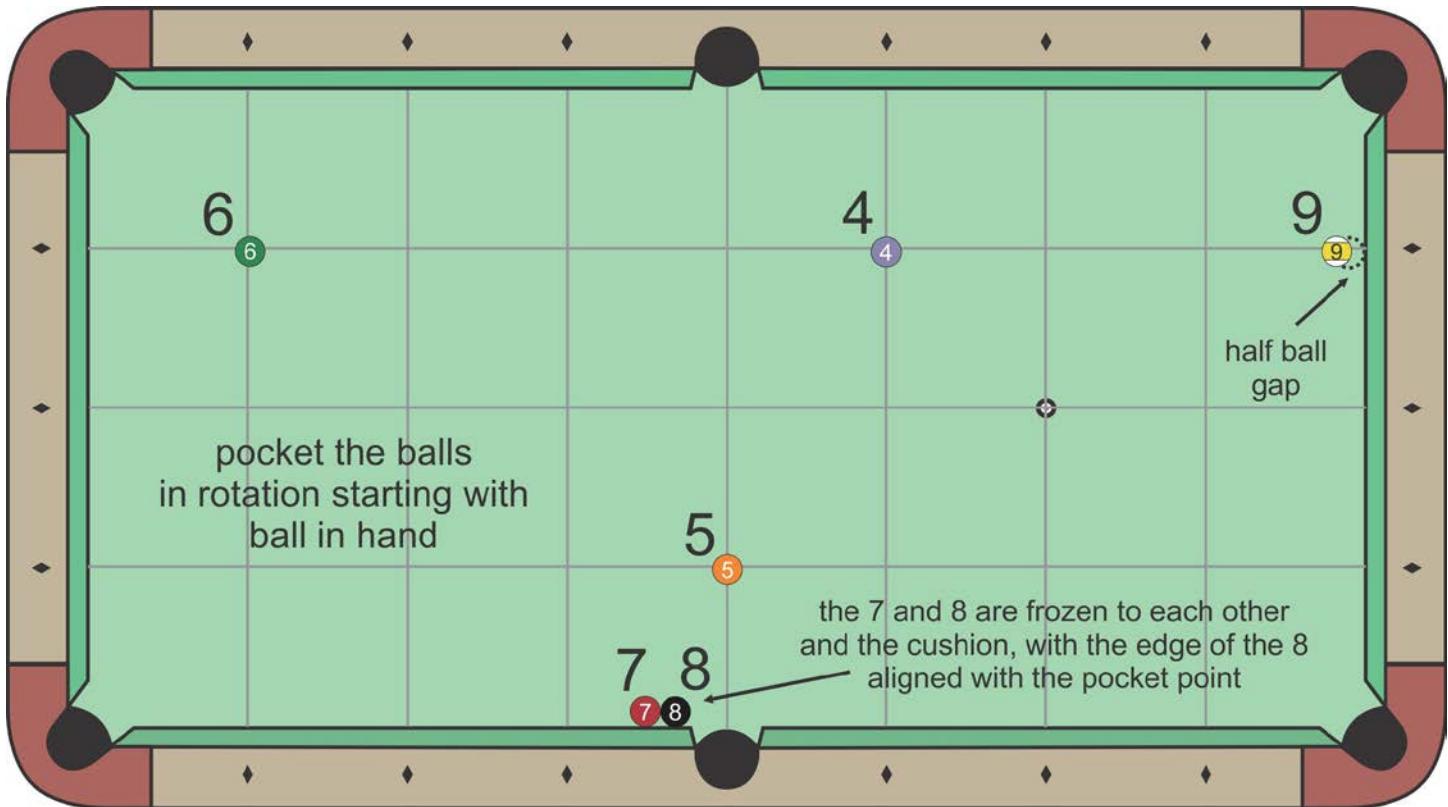
## 7 – Master 9-ball layout 1



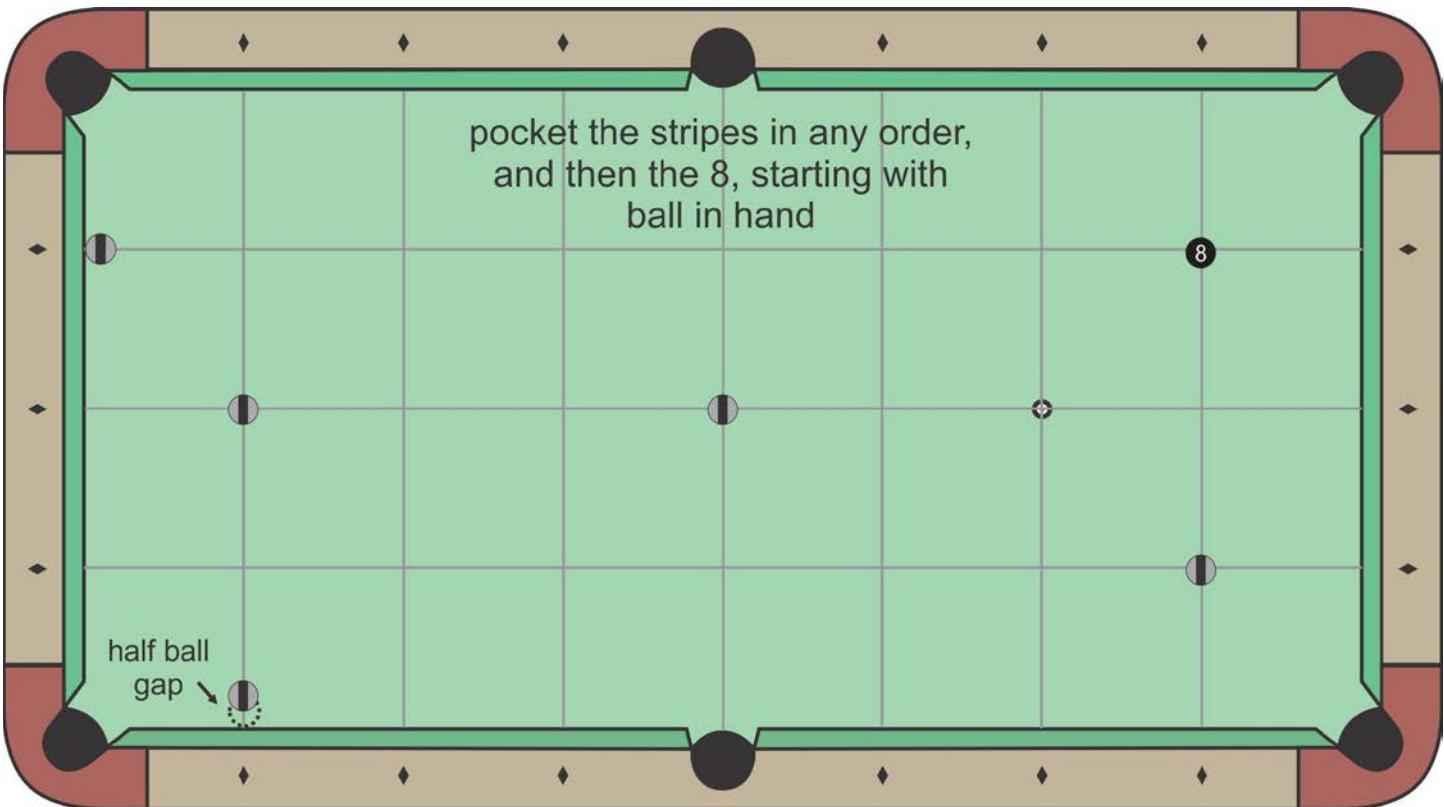
## 8 – Master 9-ball layout 2



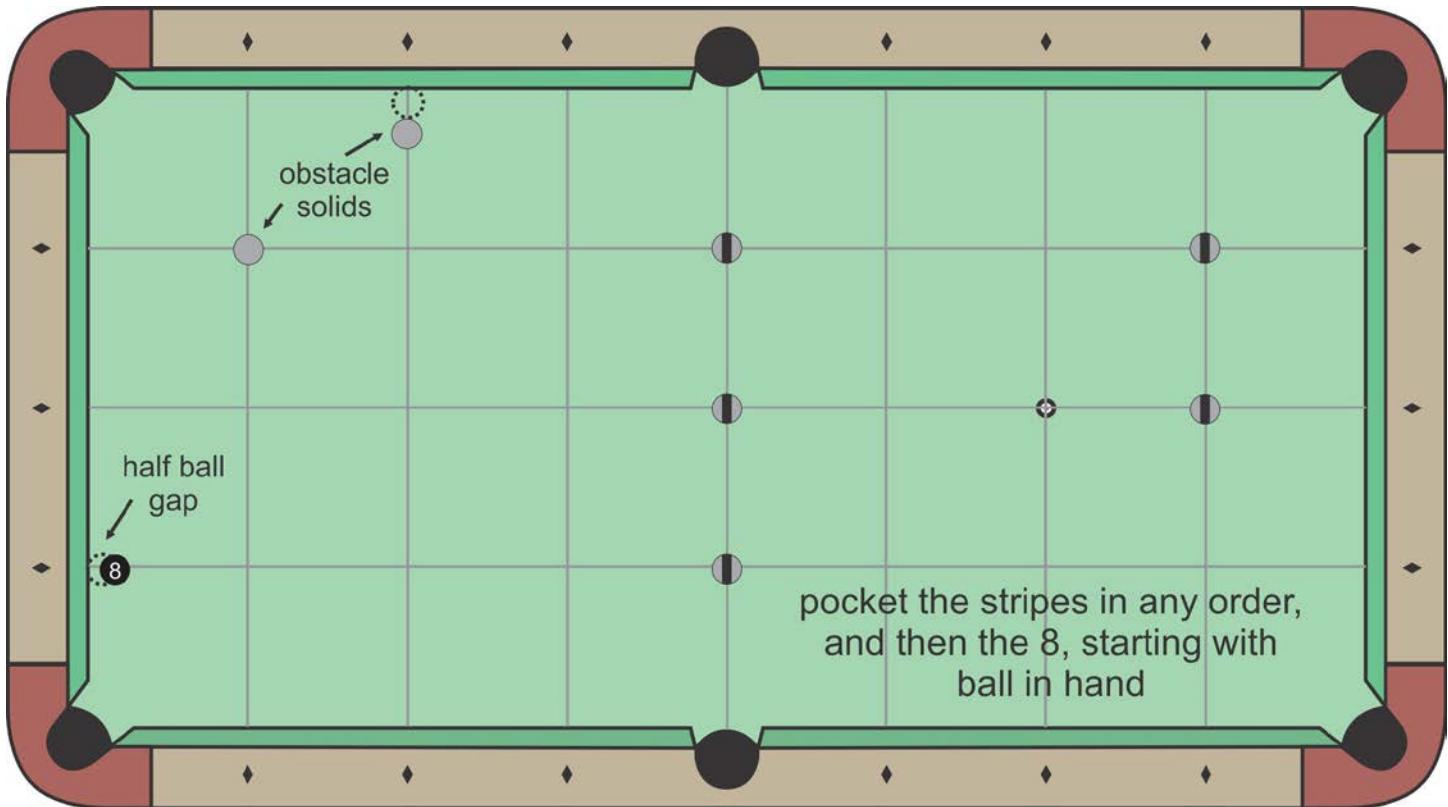
## 9 – Master 9-ball layout 3



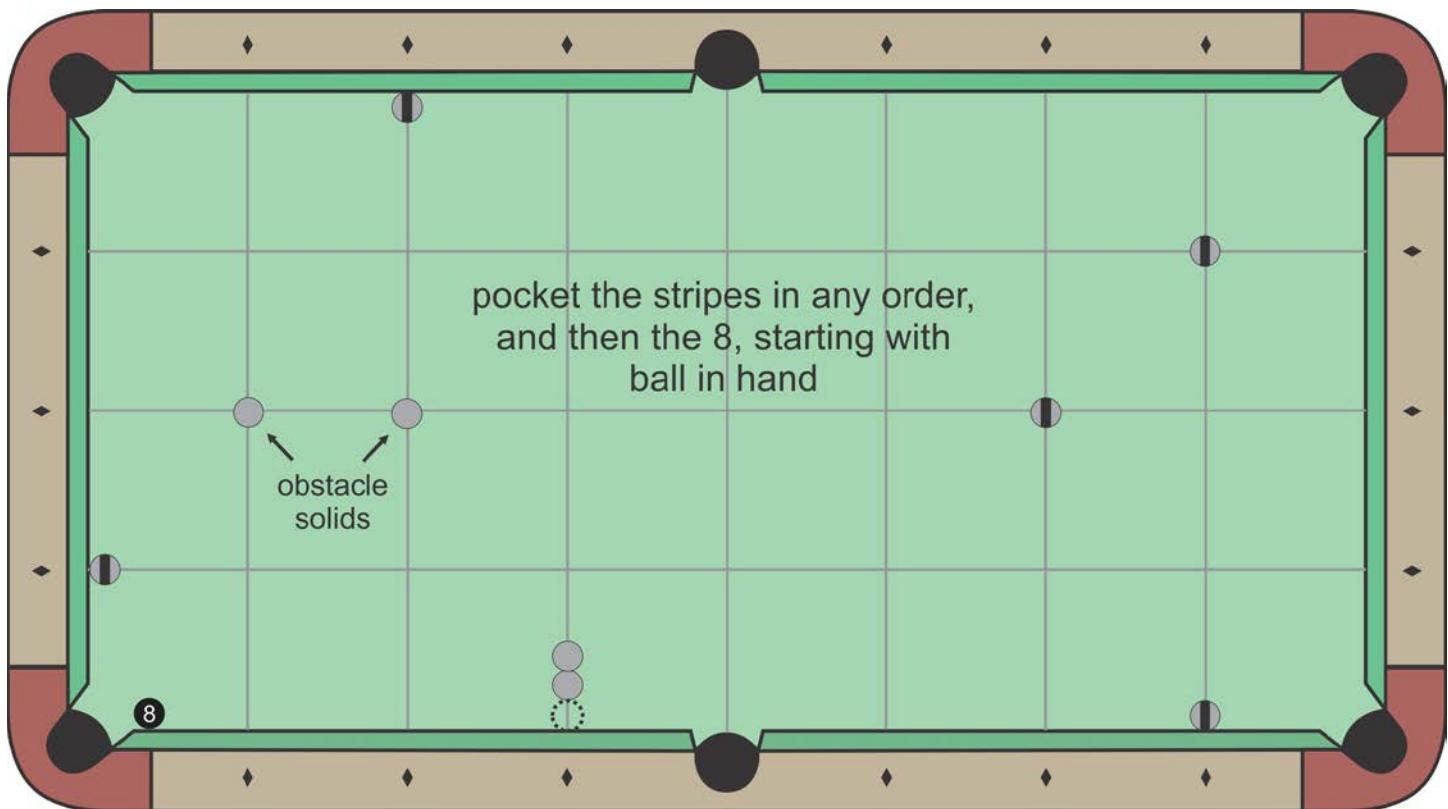
## 10 – Master 8-ball layout 1



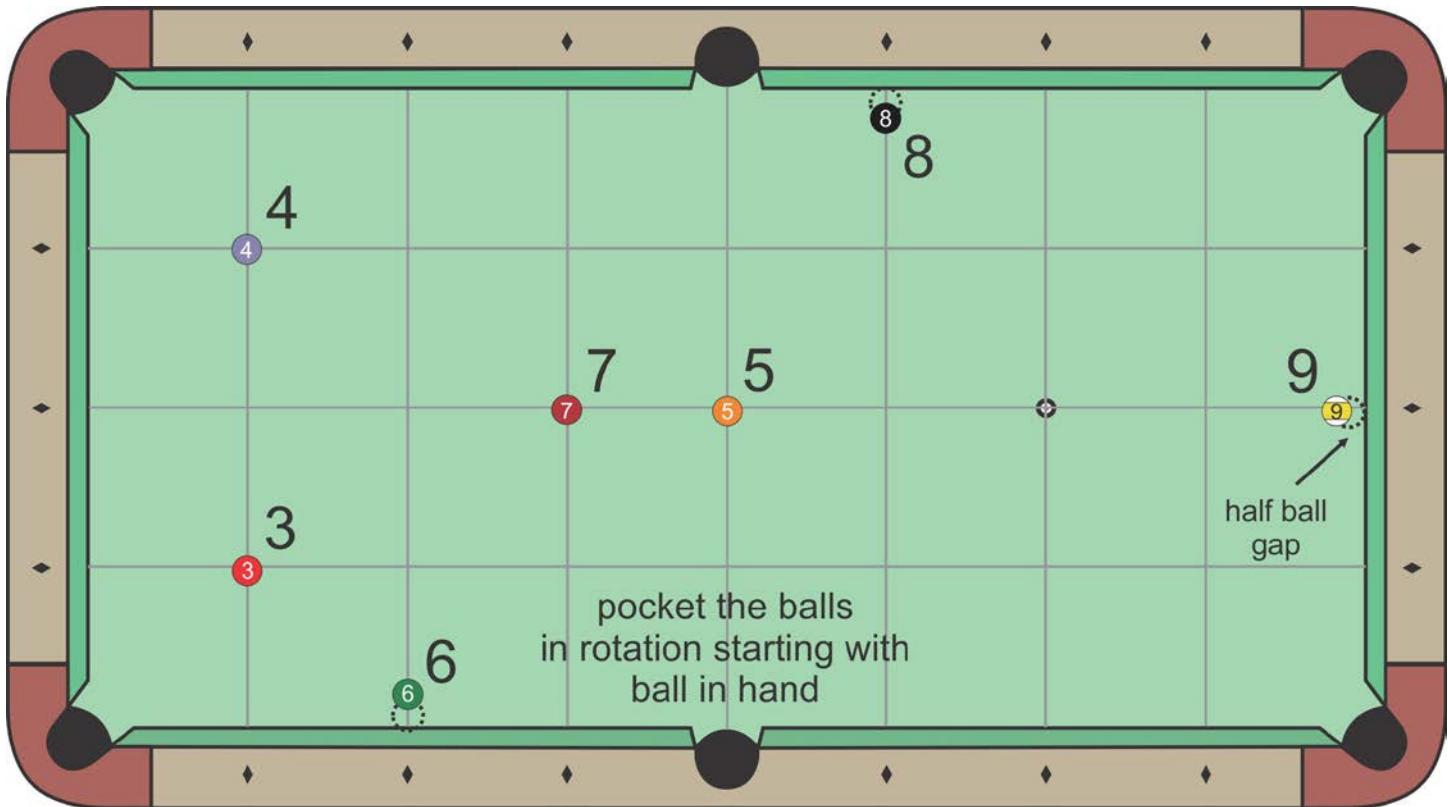
## 11 – Master 8-ball layout 2



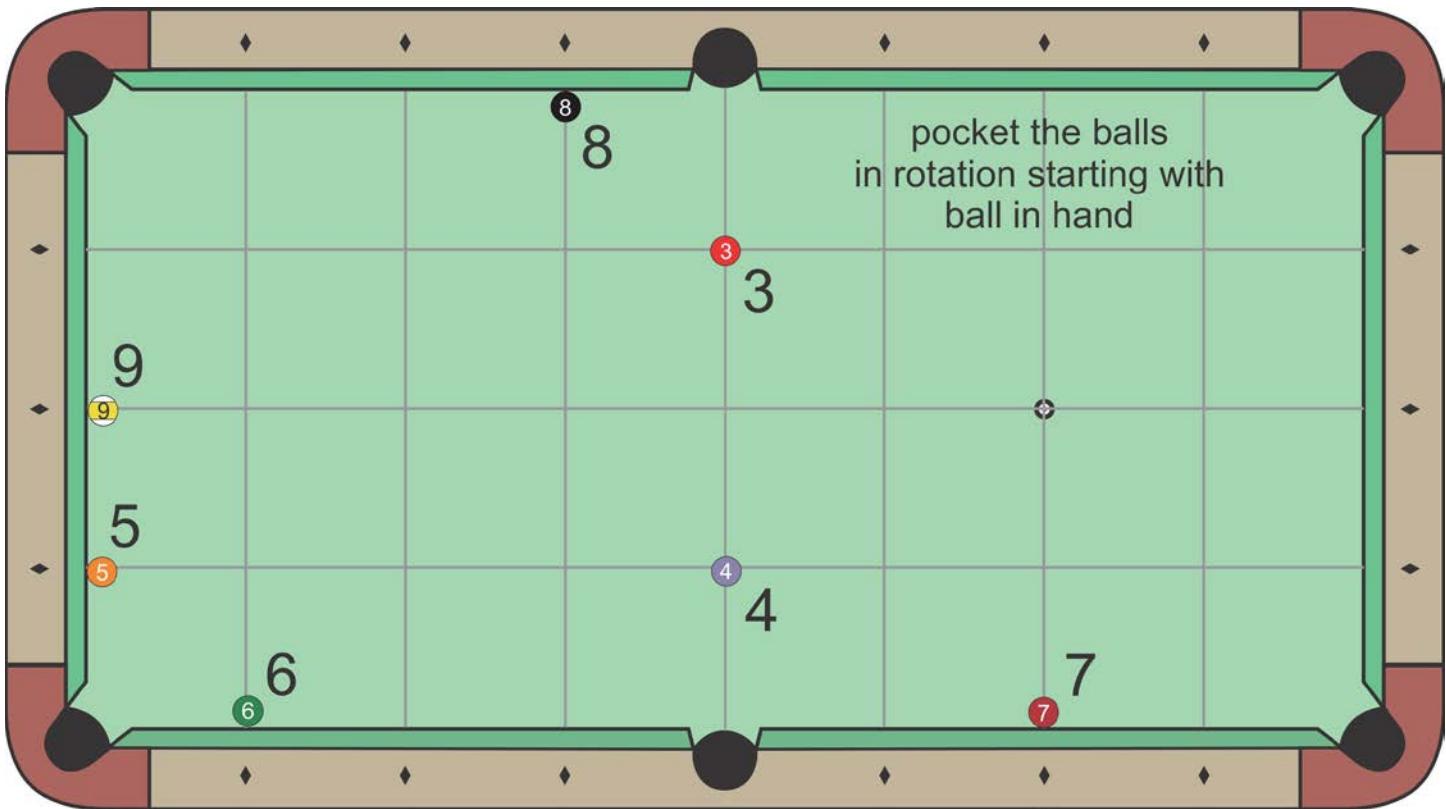
## 12 – Master 8-ball layout 3



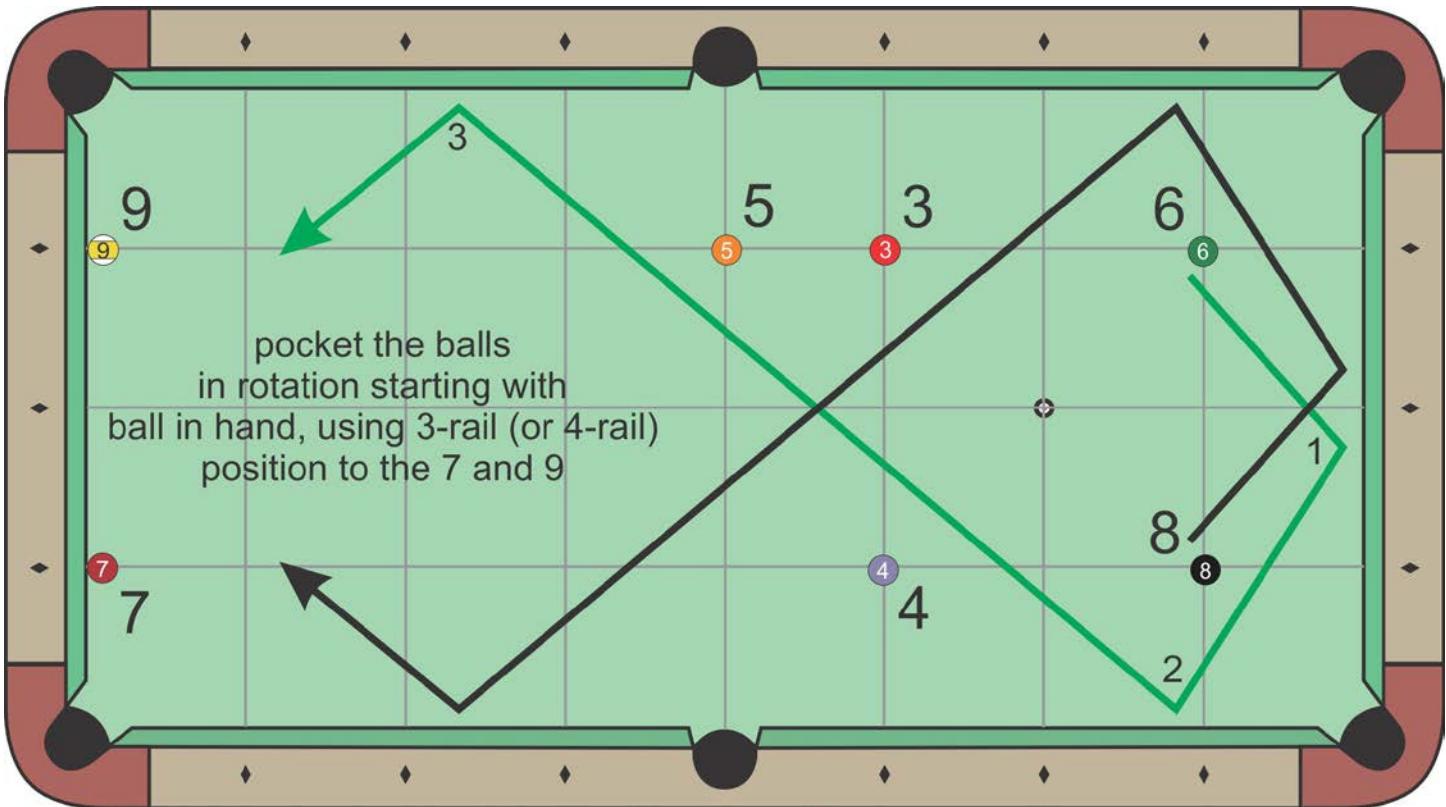
## 13 – Doctorate 9-ball layout 1



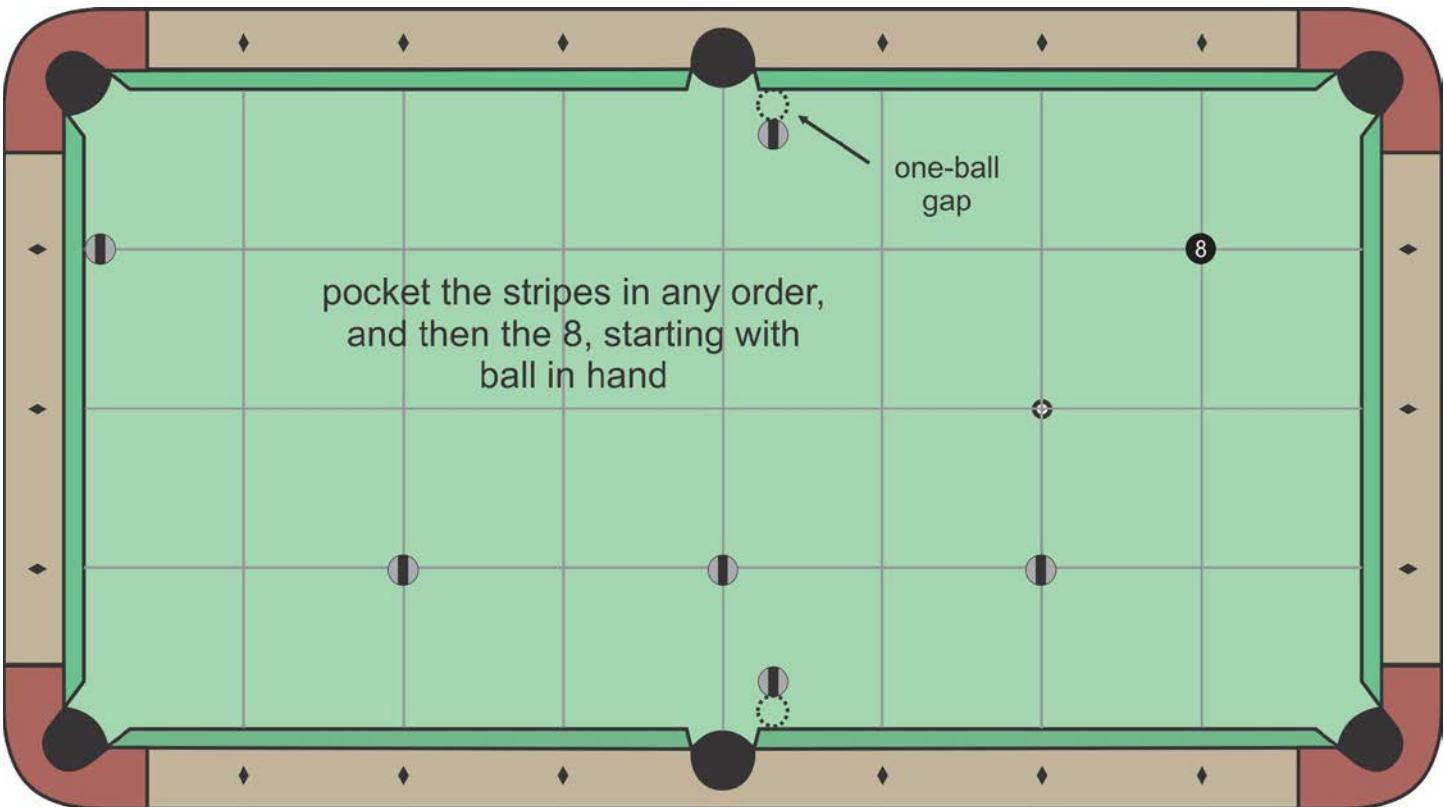
## 14 – Doctorate 9-ball layout 2



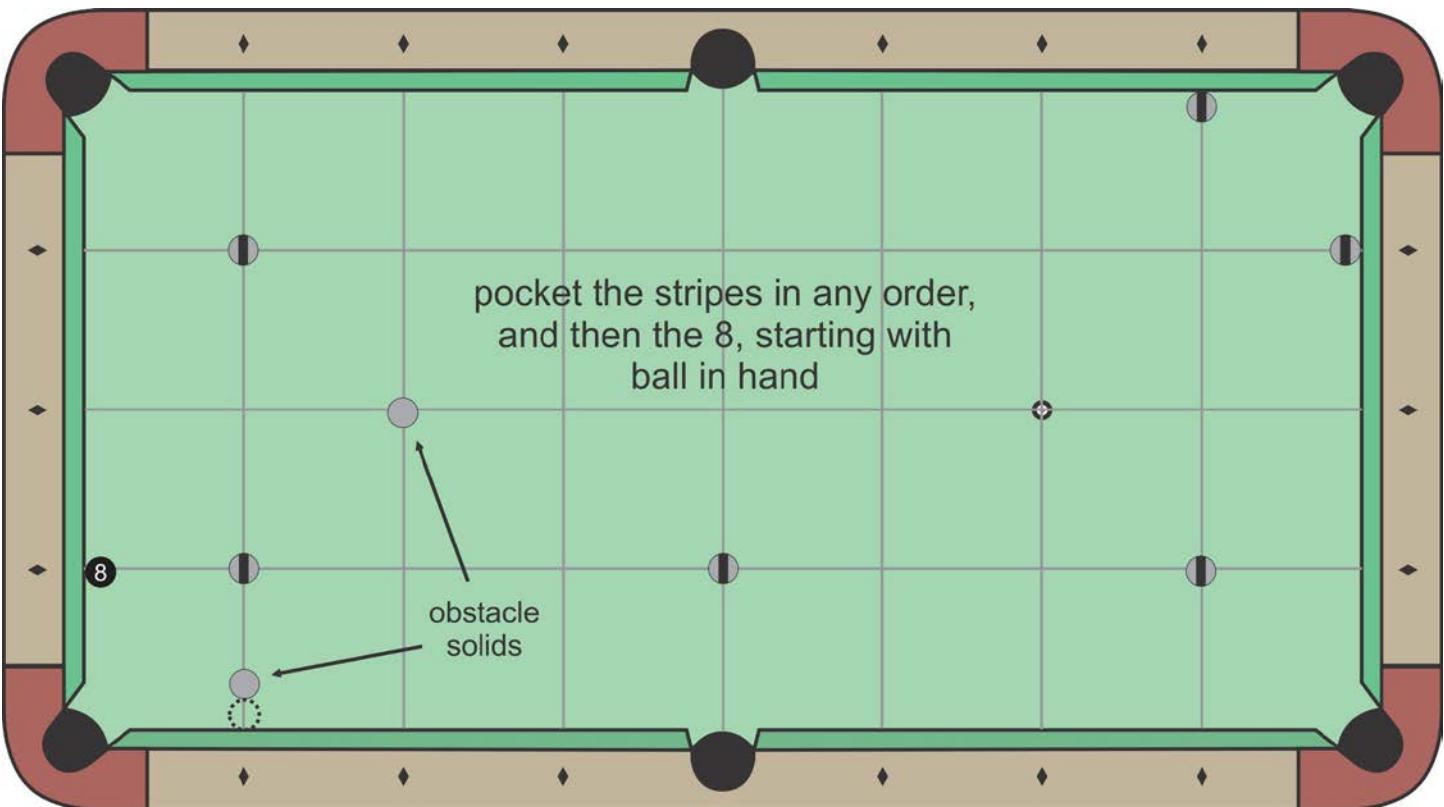
## 15 – Doctorate 9-ball layout 3



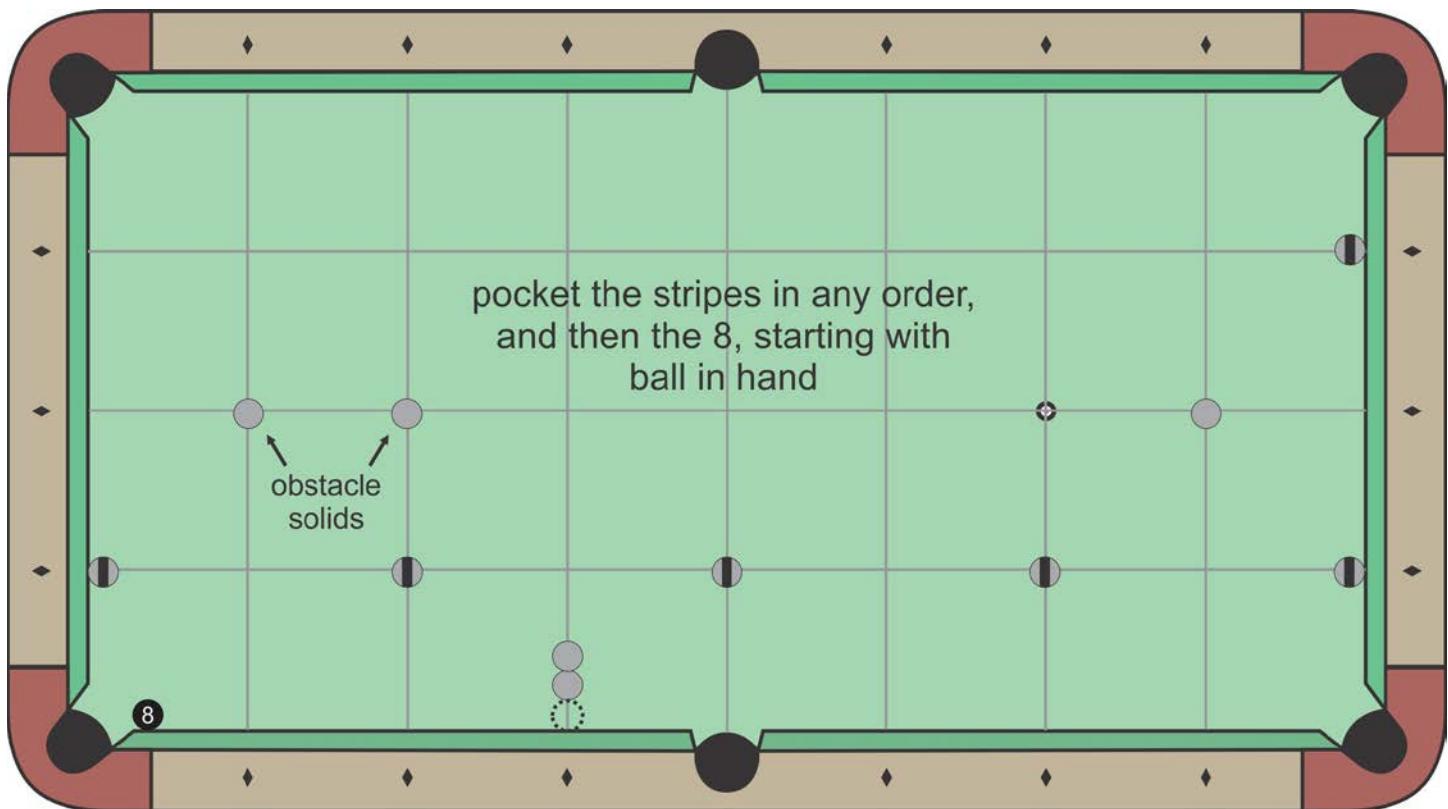
## 16 – Doctorate 8-ball layout 1



## 17 – Doctorate 8-ball layout 2

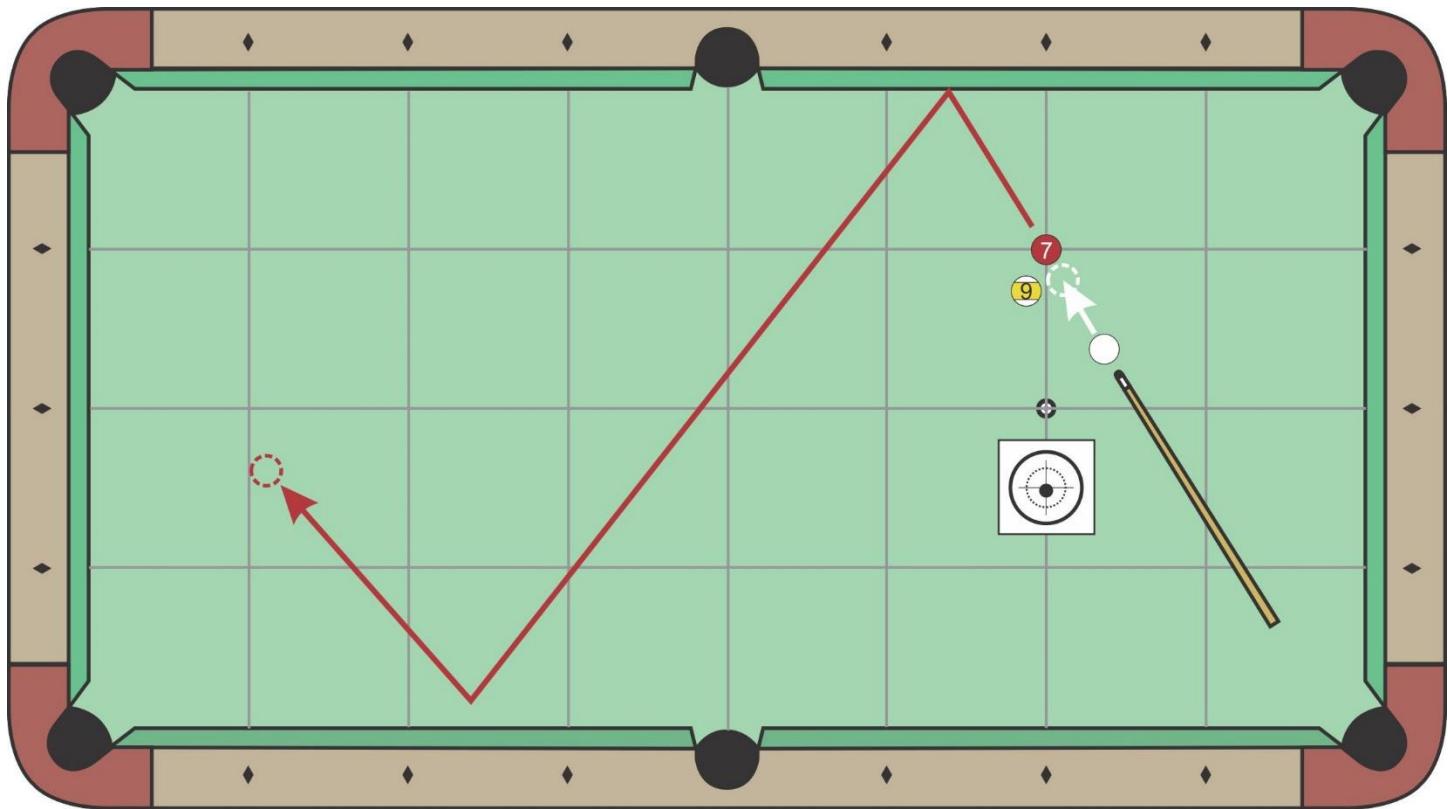


## 18 – Doctorate 8-ball layout 3

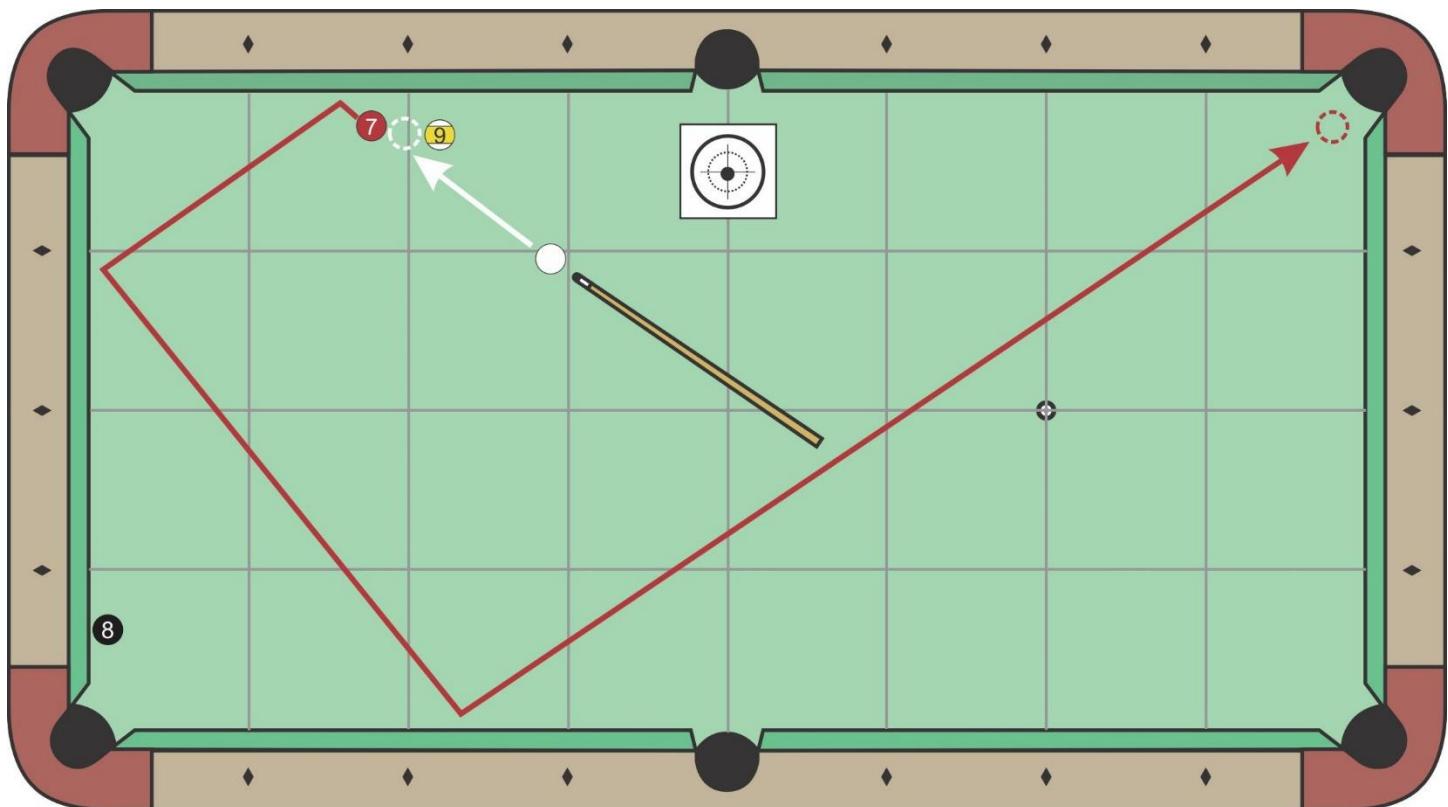


## BU Exam VI - Safety Challenge

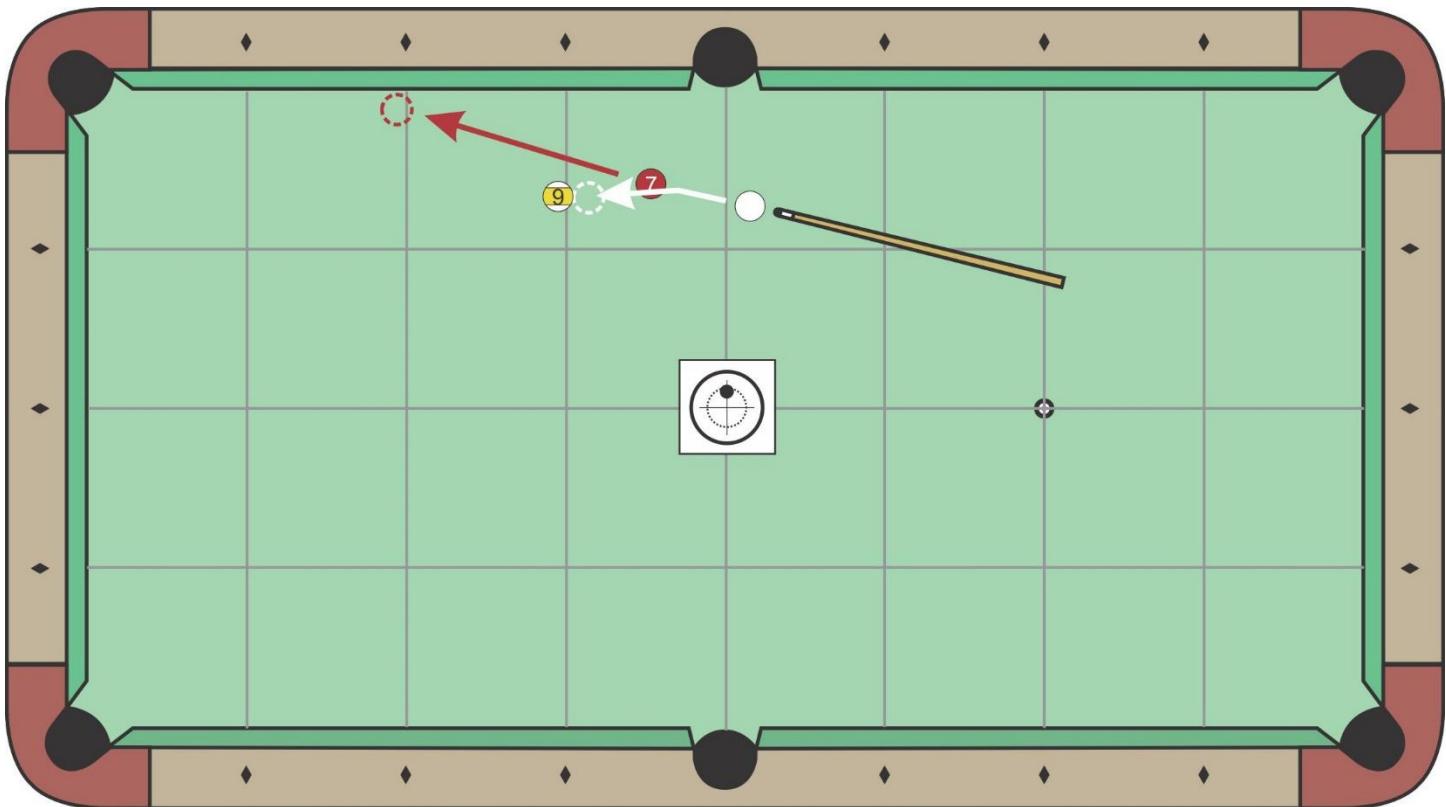
1 – Stop and hide (9-ball):



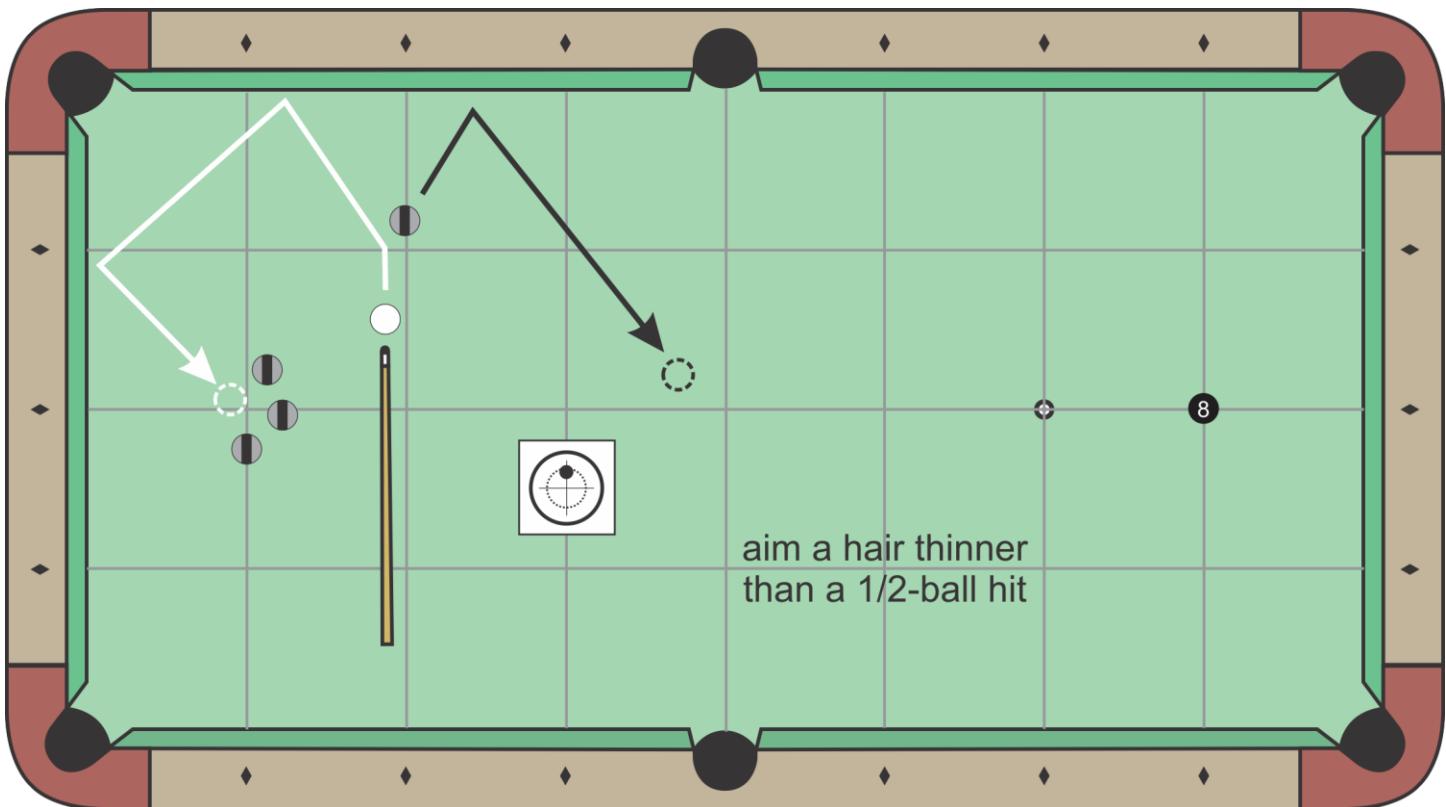
2 – Two-way, three-rail bank and hide (9-ball):



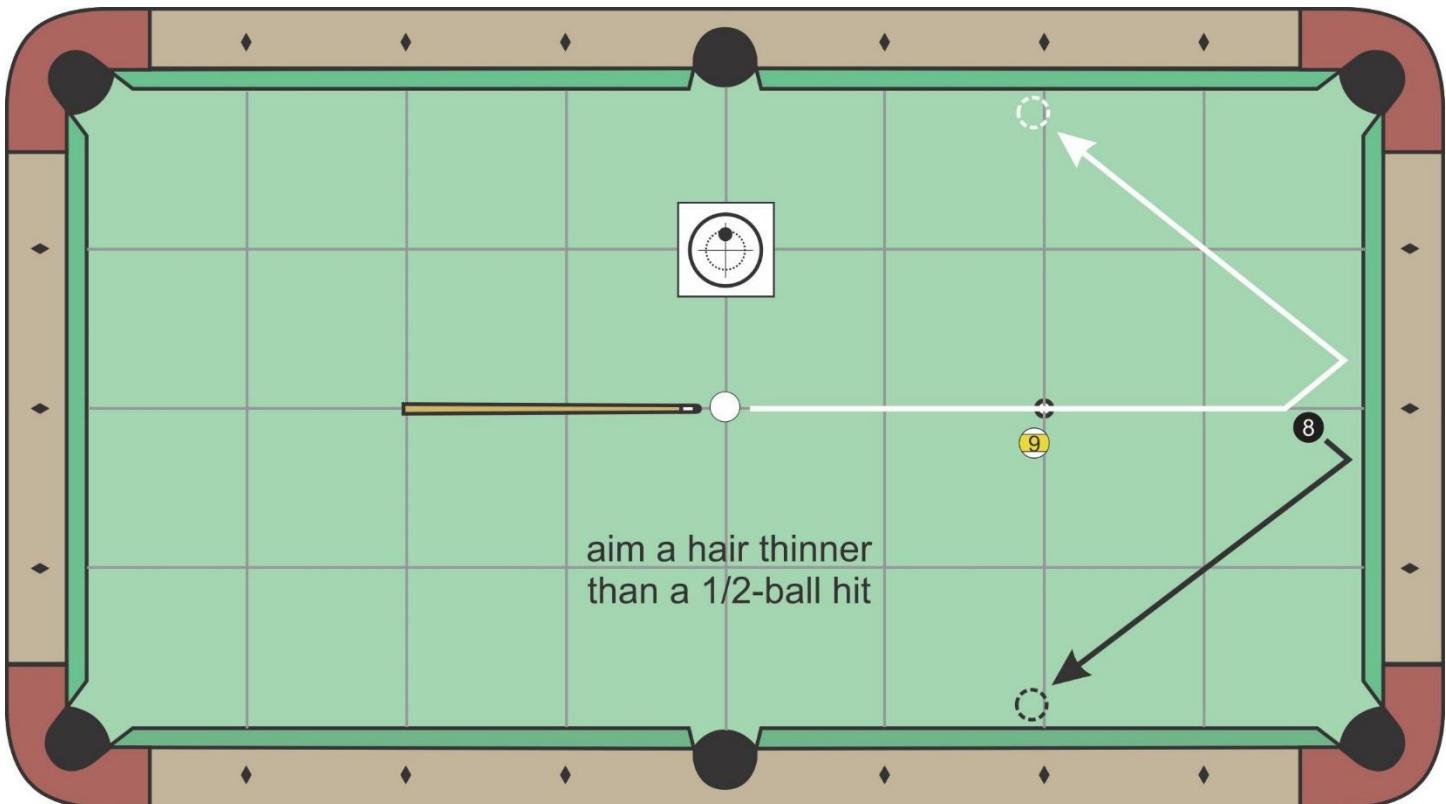
**3 – Roll up and snuggle (9-ball):**



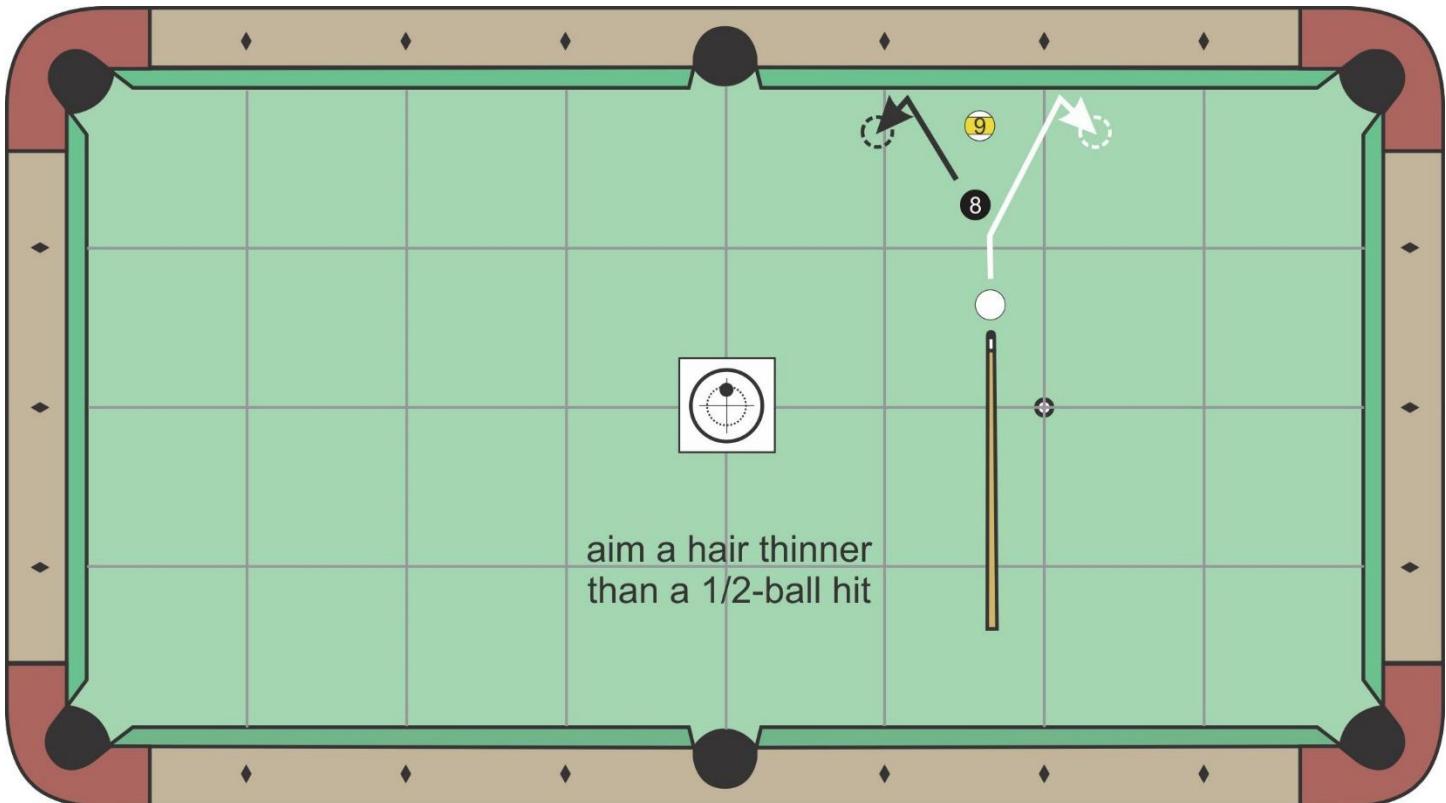
**4 – Equal-separation hide behind blockers (8-ball):**



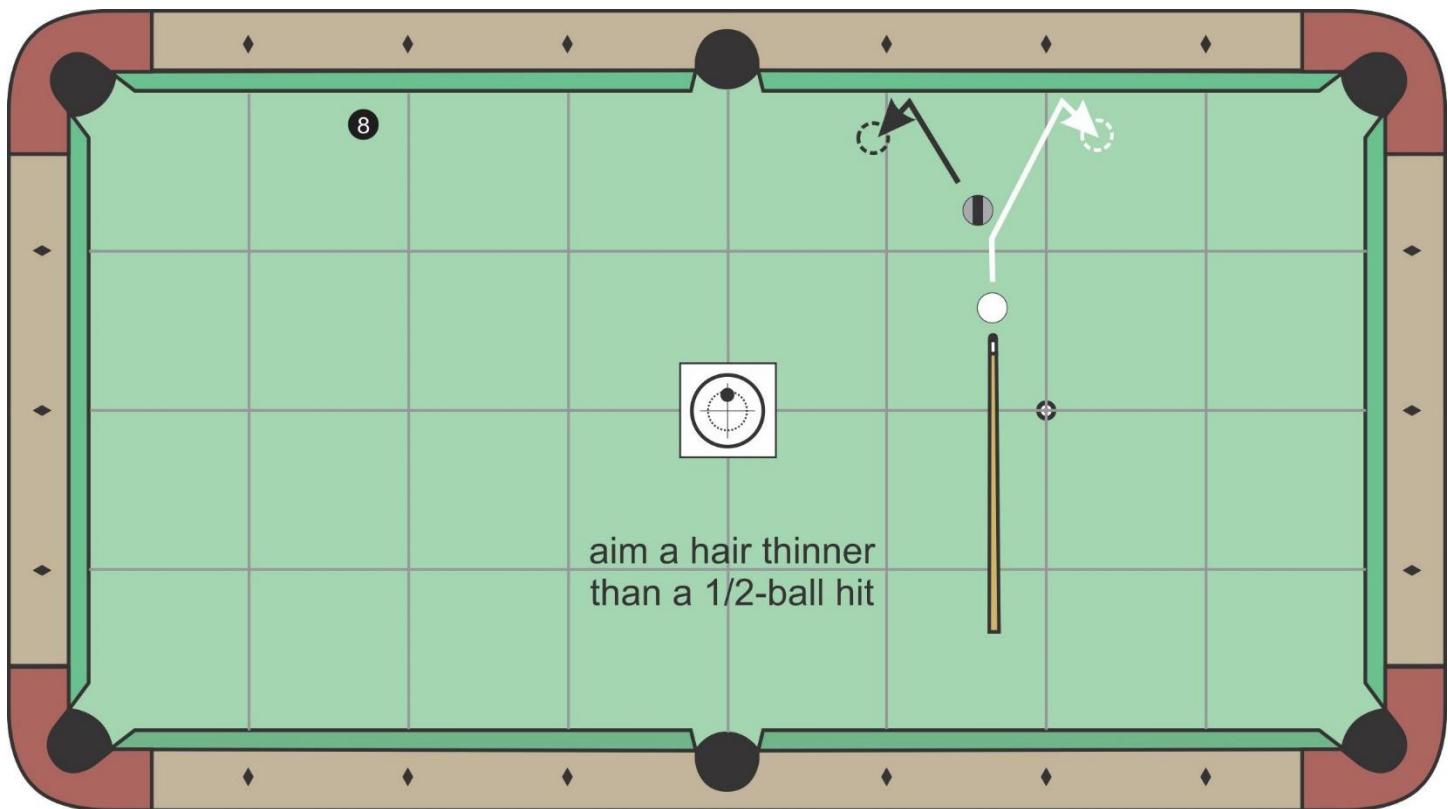
**5 – Equal-separation to opposite rails (9-ball):**



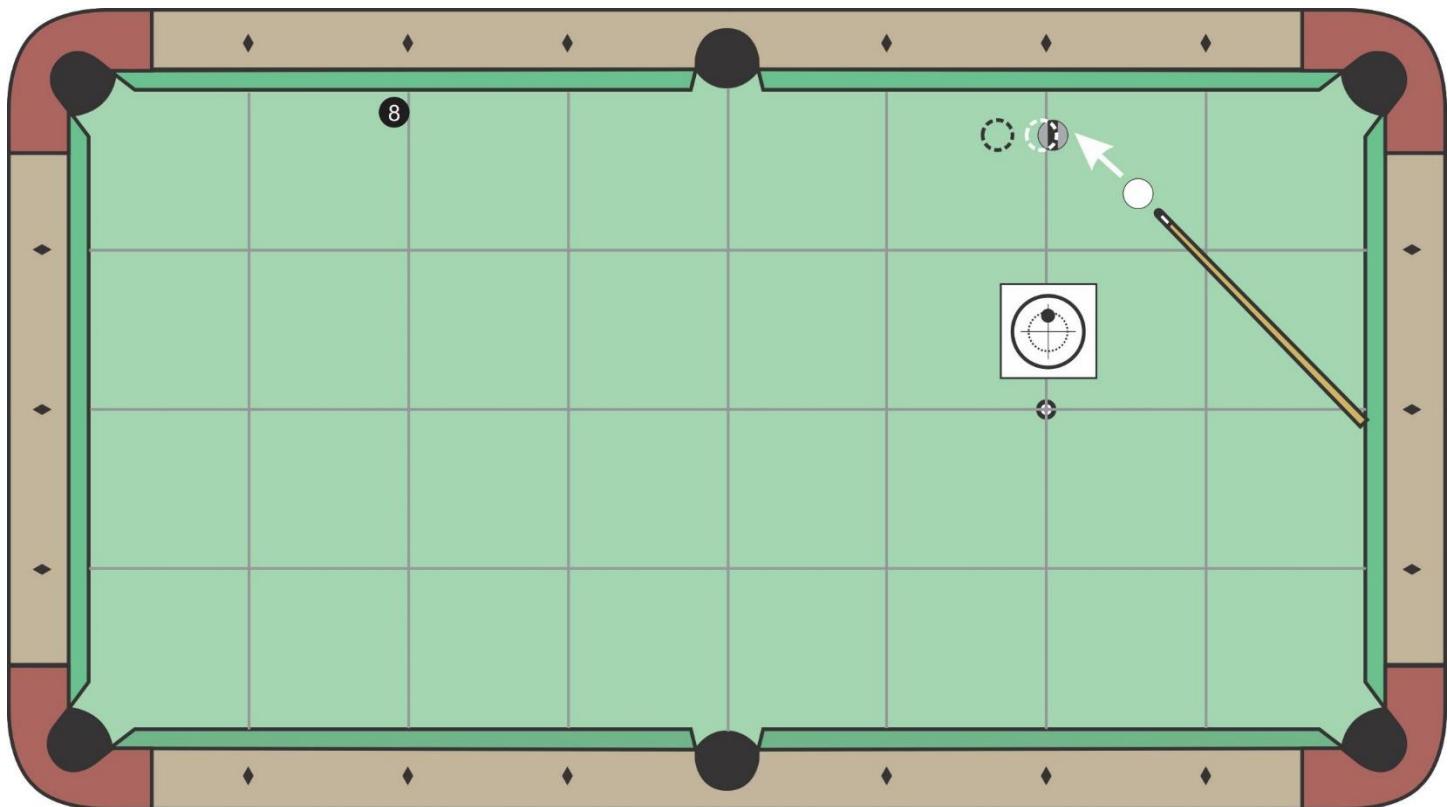
**6 – Equal-separation straddle hide (9-ball):**



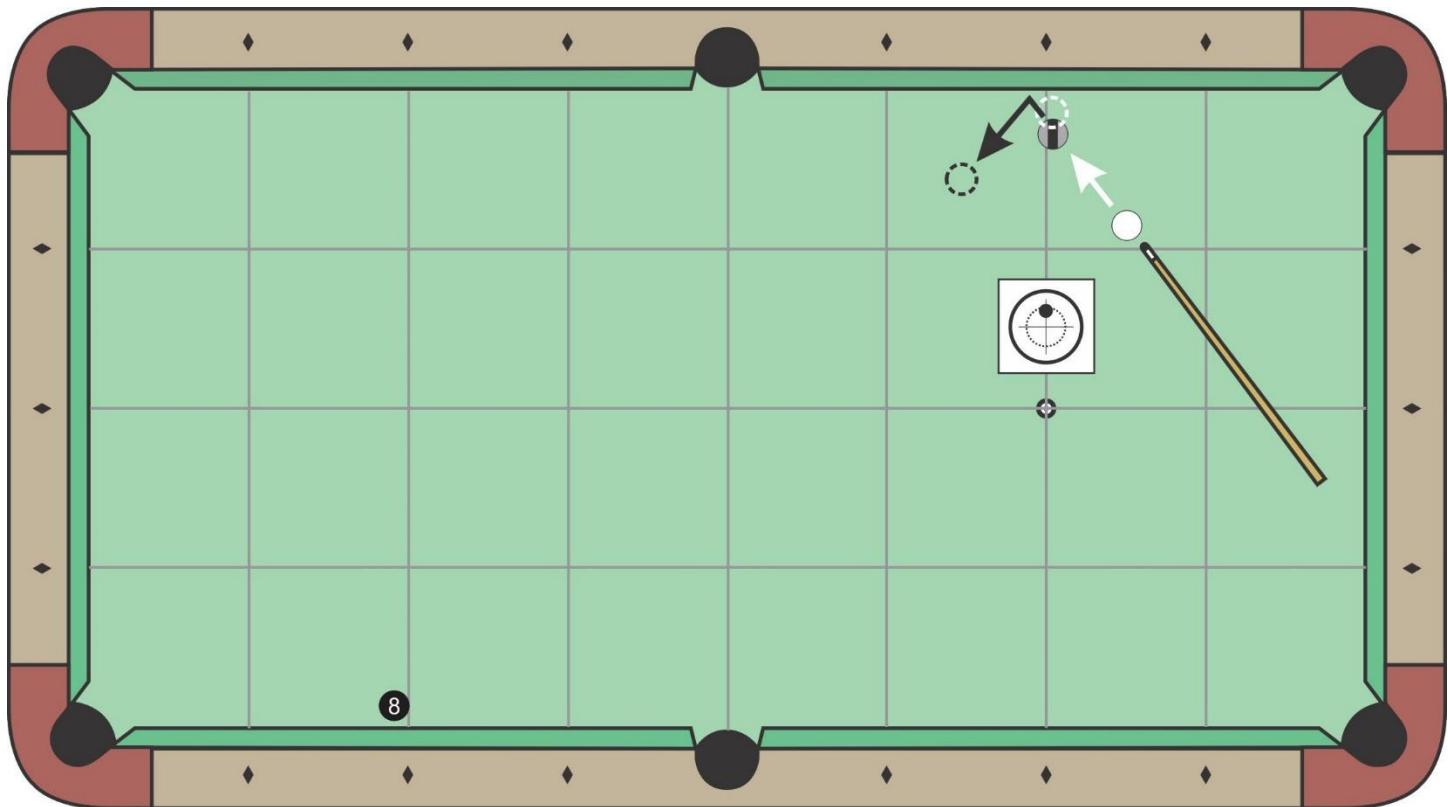
**7 – Equal-separation self-hide (8-ball):**



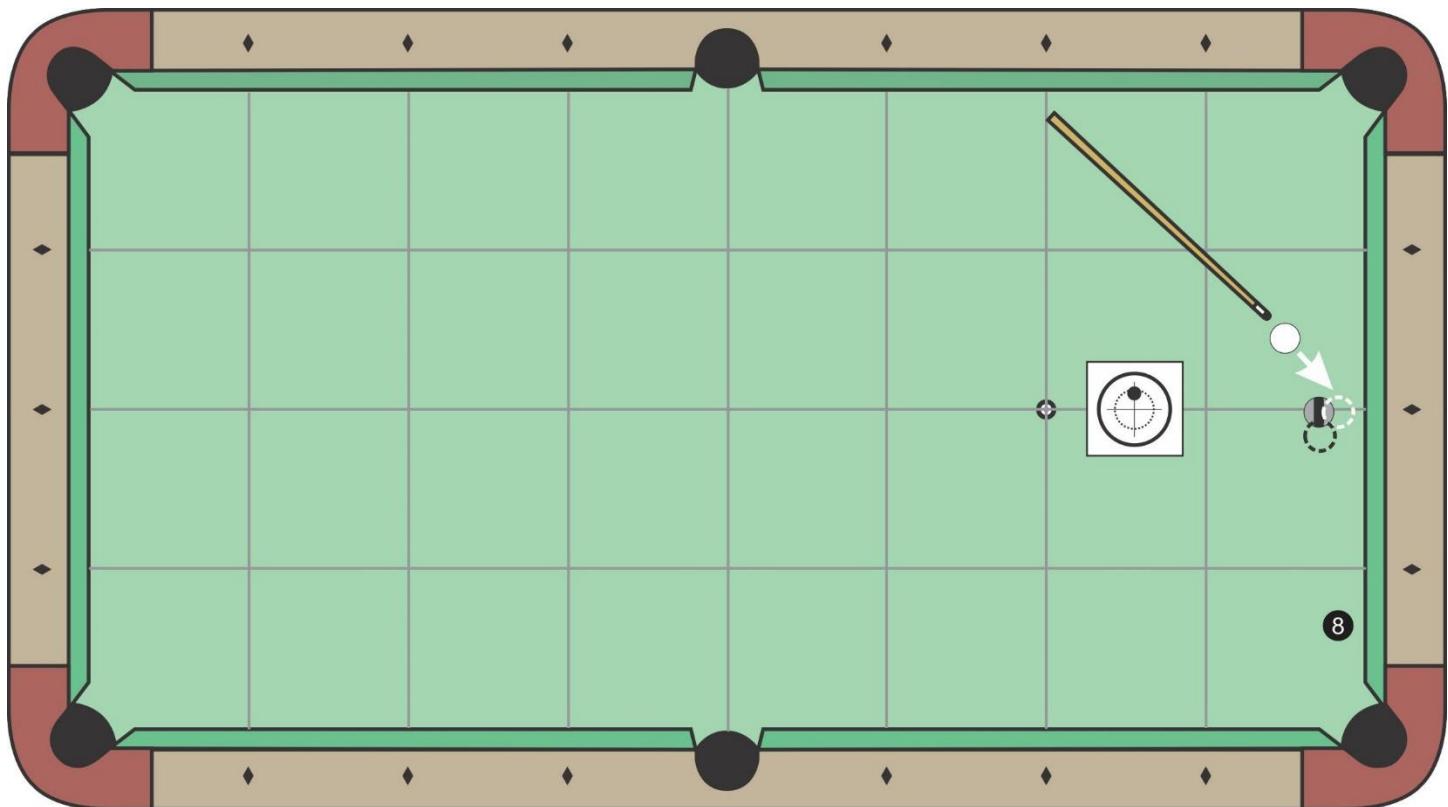
**8 – Short-bridge half-ball-hit hide (8-ball):**



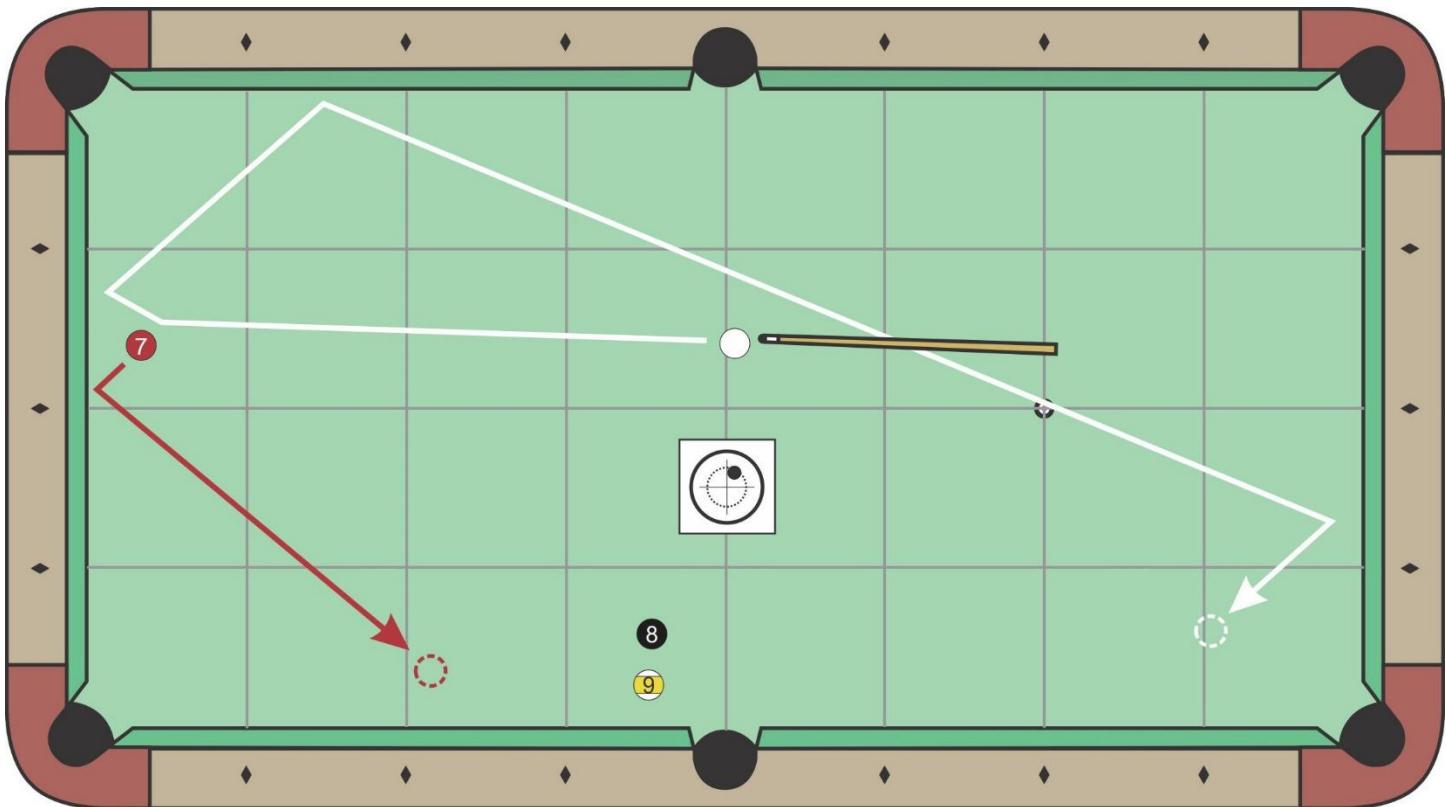
**9 – Short-bridge full-ball-hit hide (8-ball):**



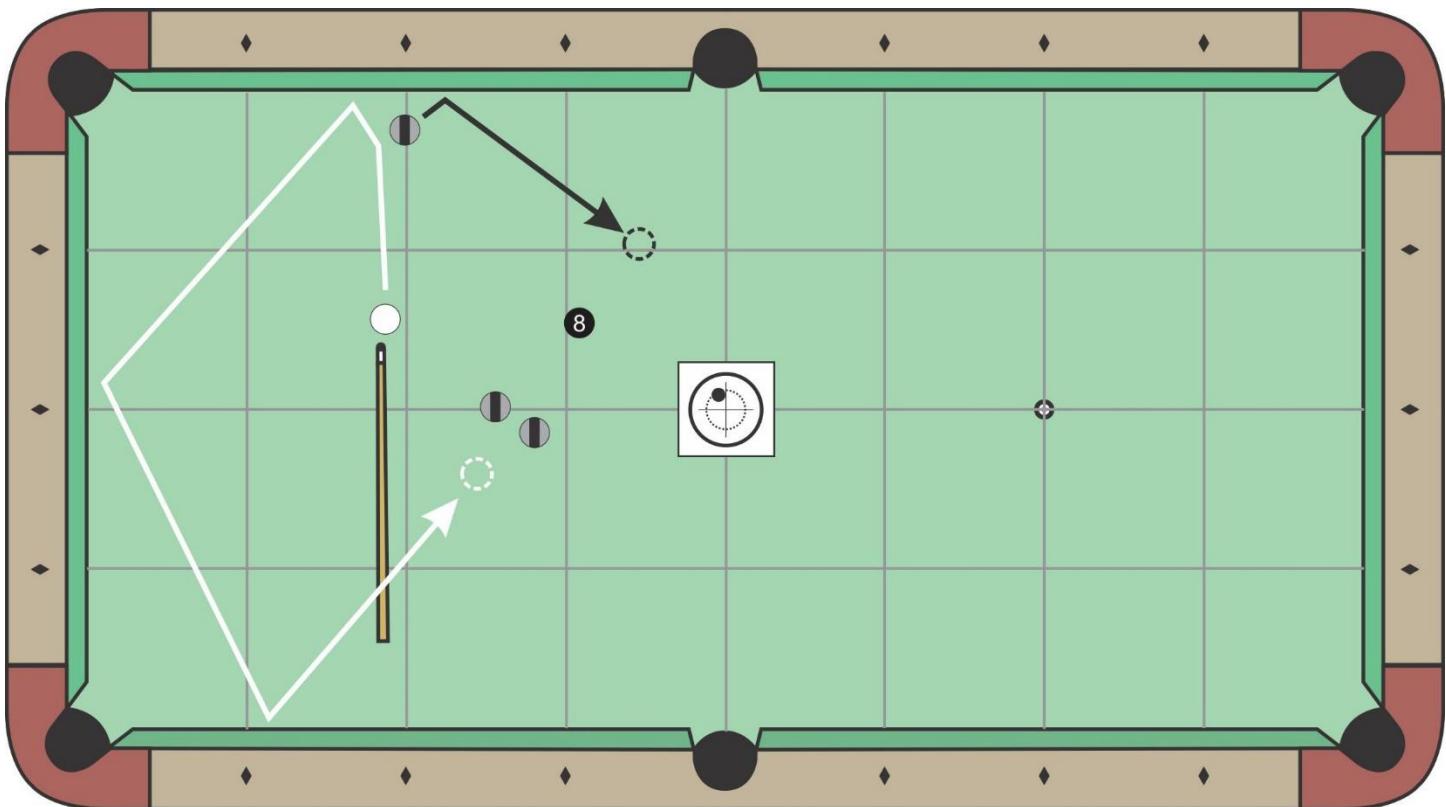
**10 – Short-bridge thin-hit lock-up hide (8-ball):**



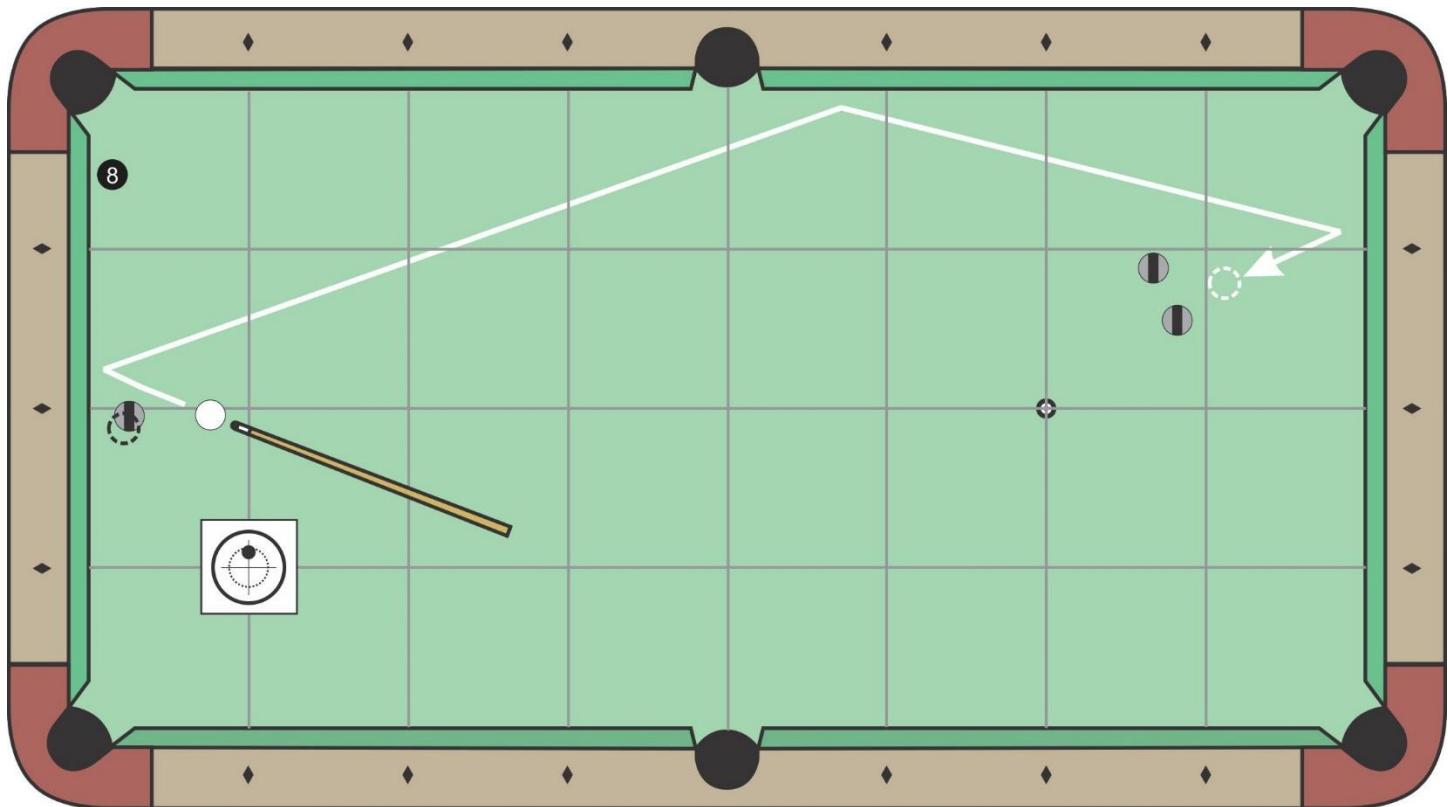
**11 – Separate and hide close to long rail (9-ball):**



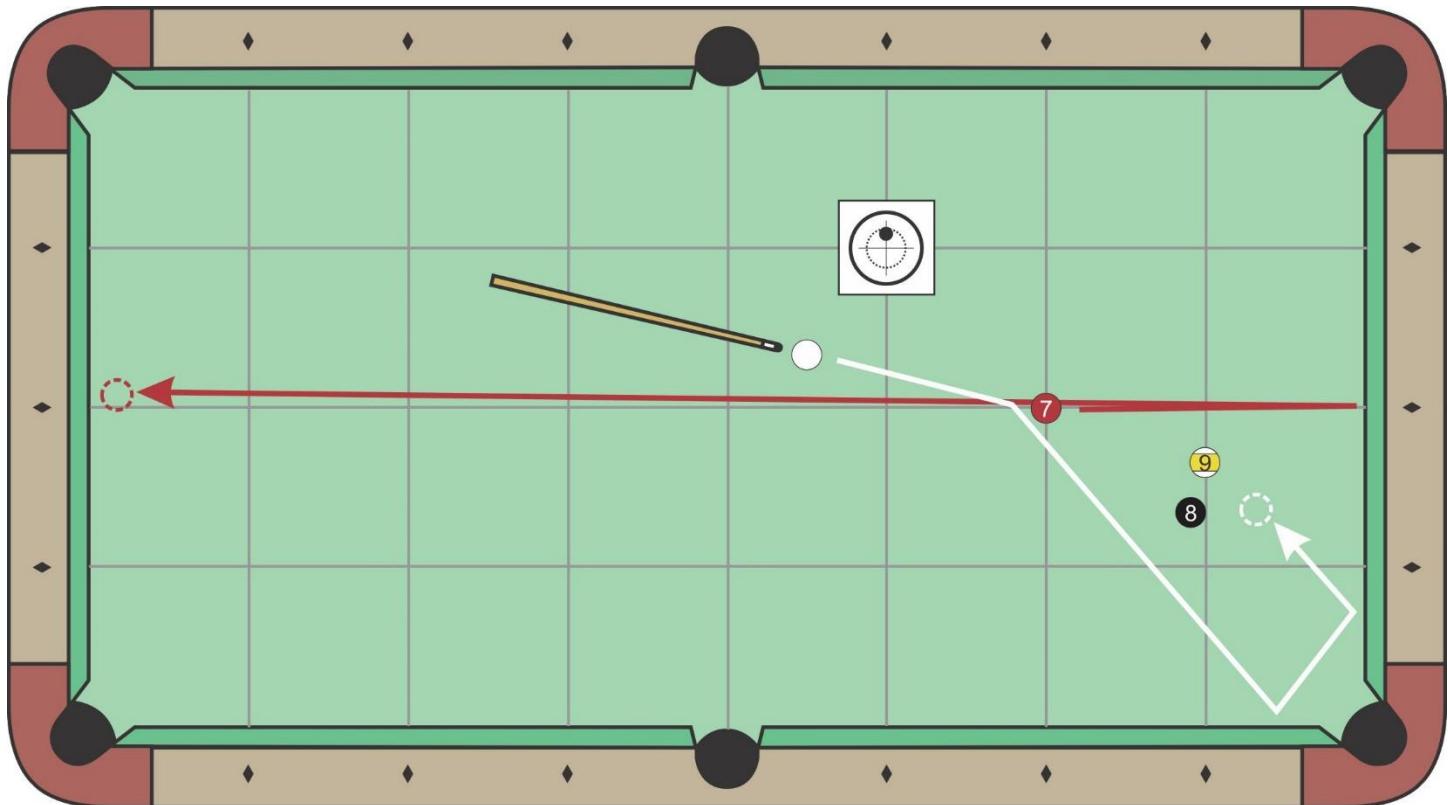
**12 – Come into the line of blockers (8-ball):**



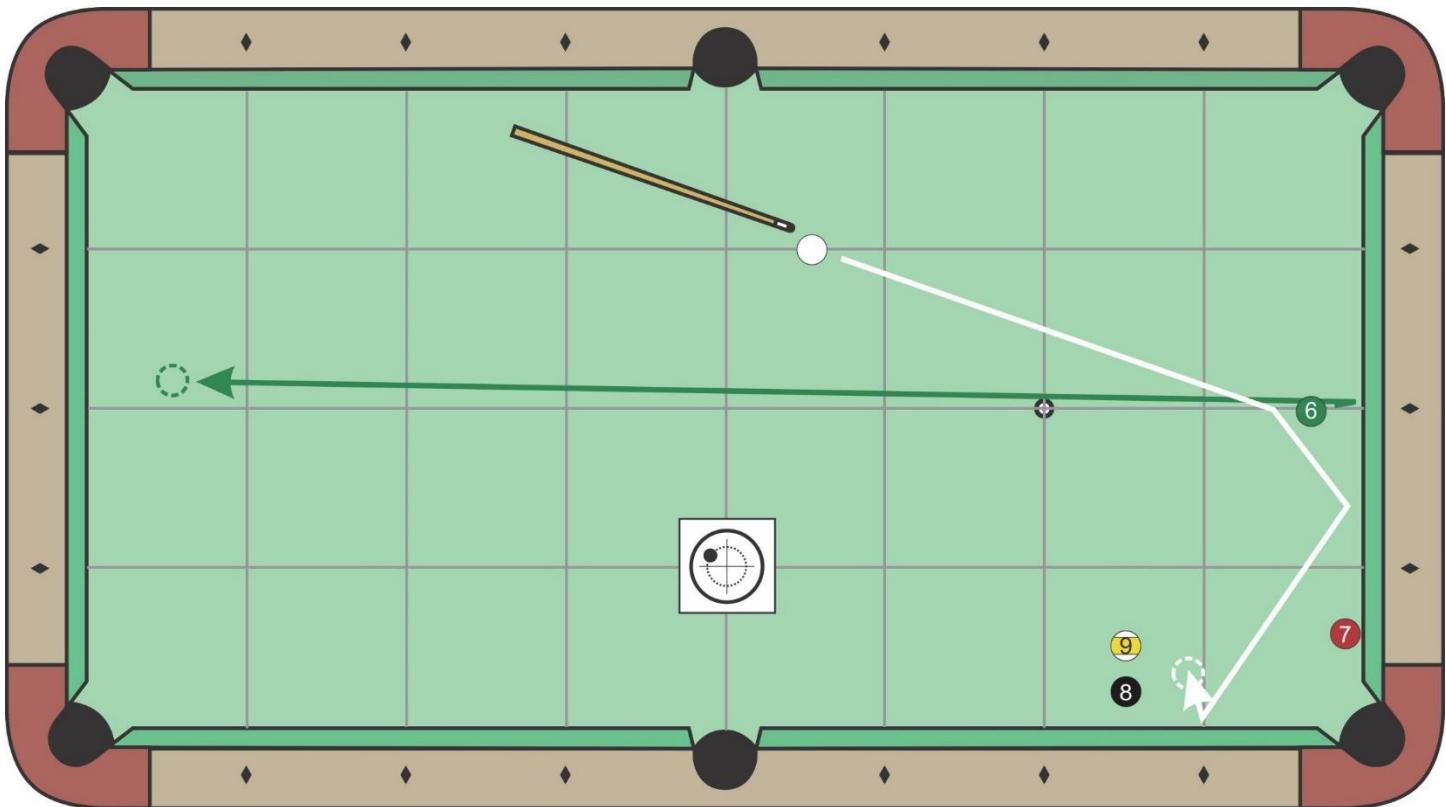
**13 – Thin-hit hide (8-ball):**



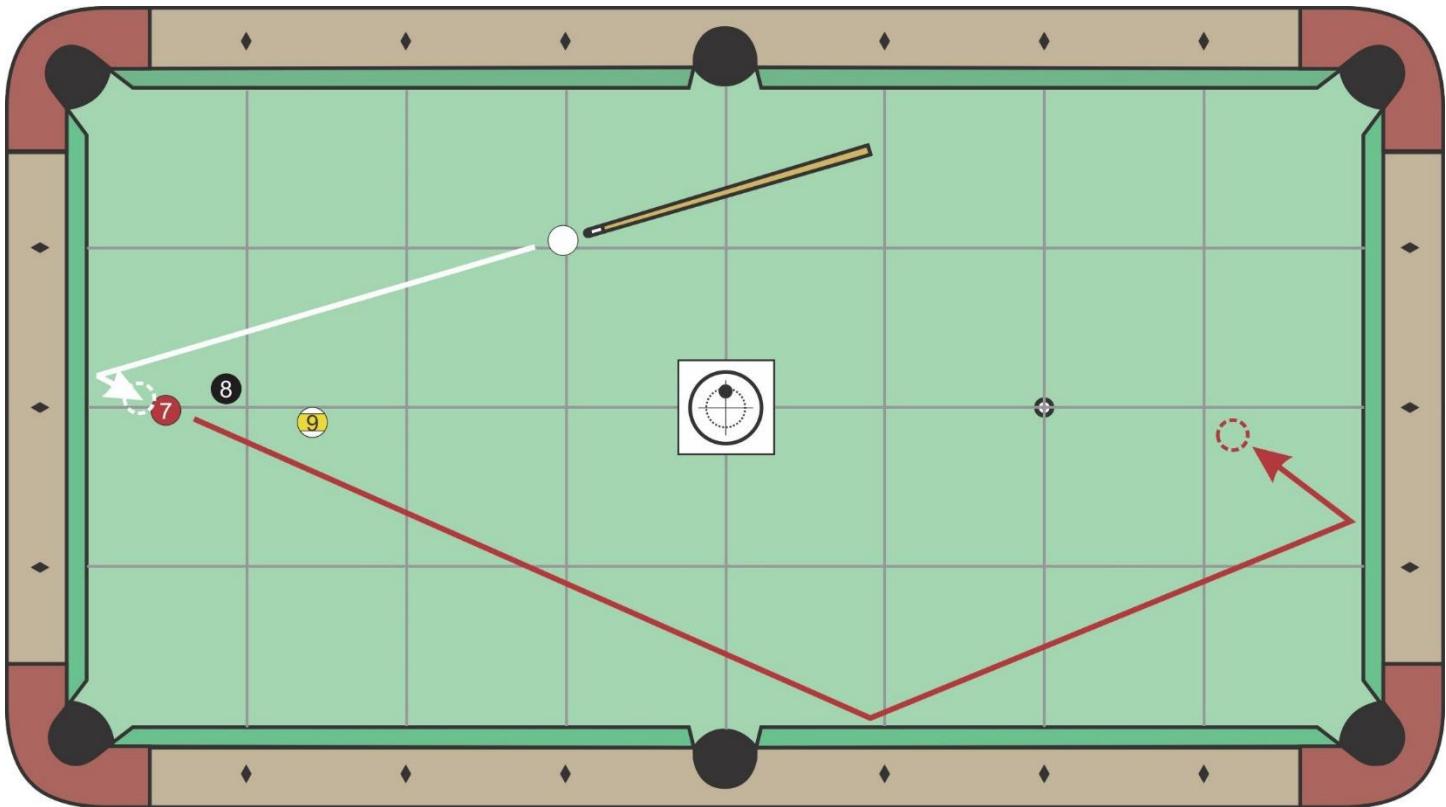
**14 – Send ball straight down table with natural-angle hide (9-ball):**



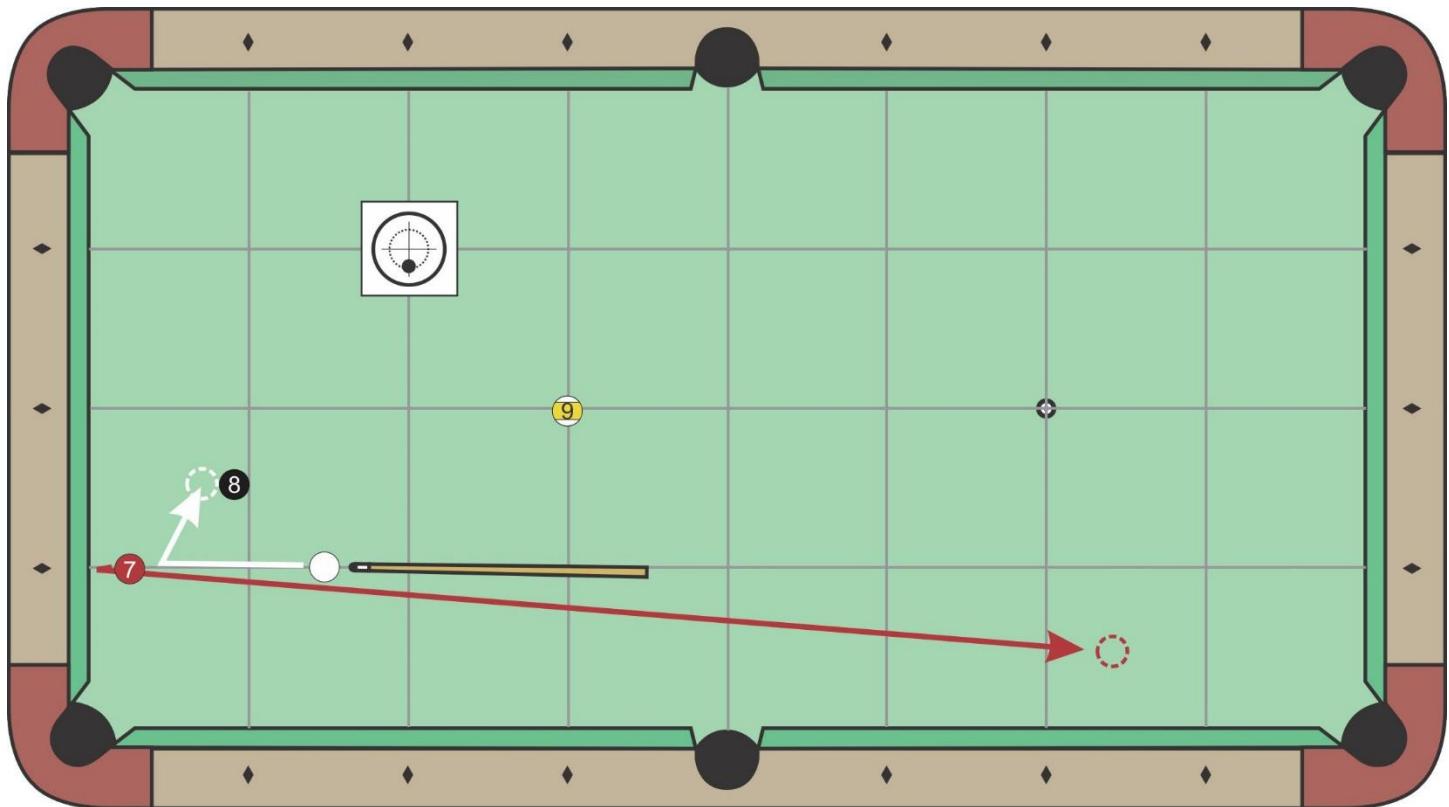
**15 – Send ball straight down table with inside-spin hold and hide (9-ball):**



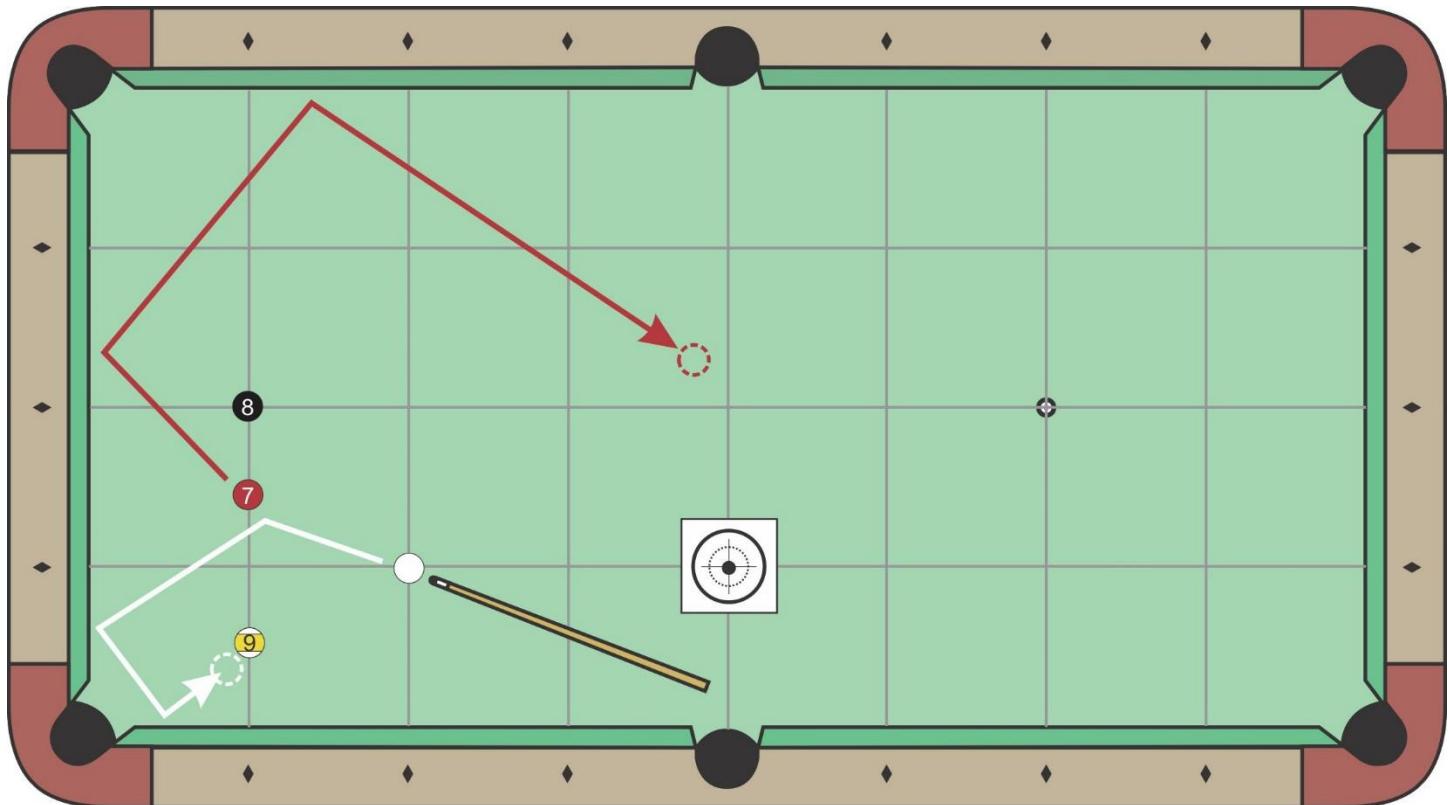
**16 – Kick-and-stick hide (9-ball):**



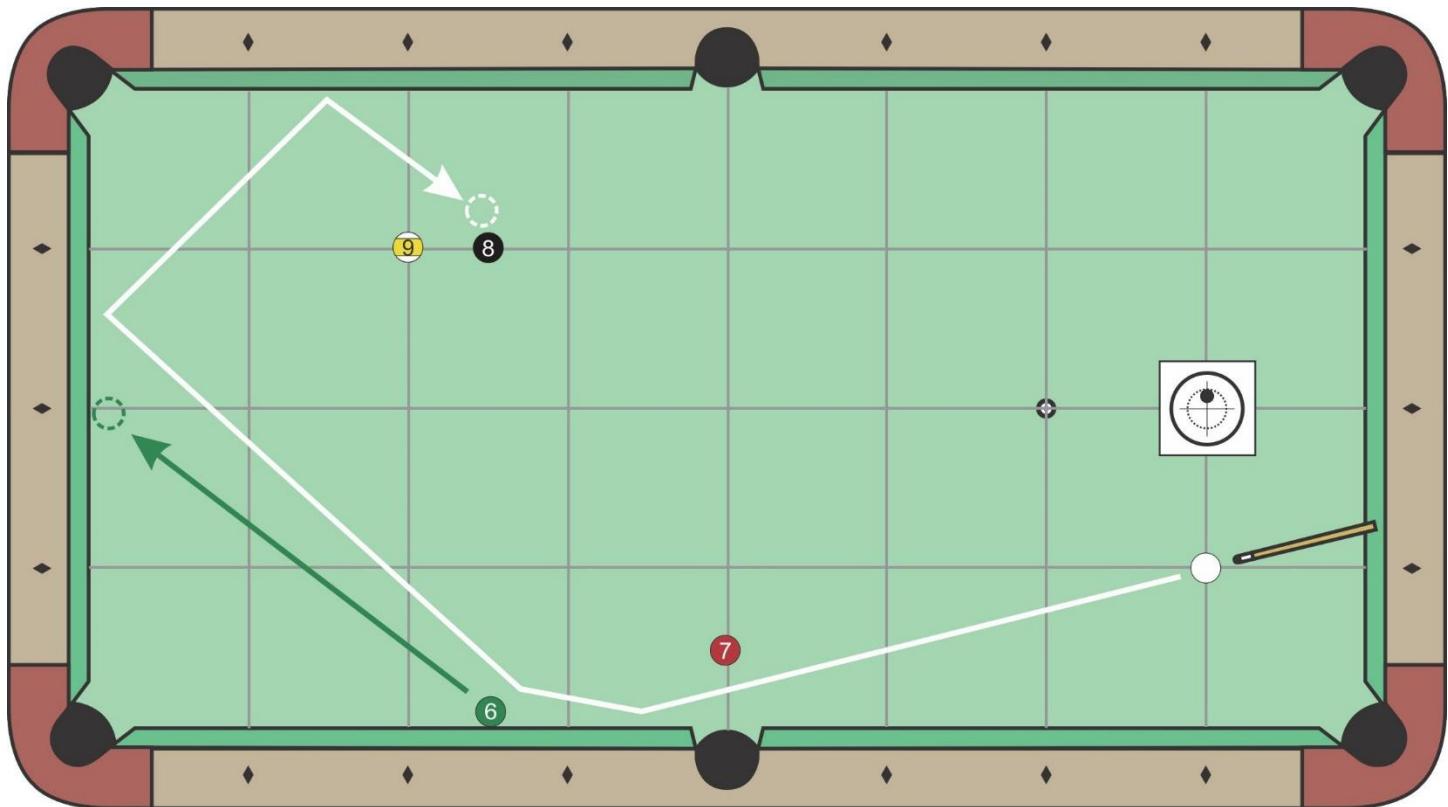
**17 – Draw to hide (9-ball):**



**18 – Stun hide off two rails (9-ball):**



**19 – Rail-first thin hide (9-ball):**



**20 – Tickie hide (9-ball):**

