

## Shot / Challenge General Setup Rules / Regulations

- 1) The table judge or event director has the final approval on all setups. The player may ask questions at any time on respective shot / challenge setup text and / or diagram details.
- 2) The table judge will help place all props or the various “obstacles” and/or “obstacle rows” required in some of the shots / challenges.
- 3) The player has control of placement and / or adjustment for all ball in hand placements of cue ball (s) and / or object ball(s) per diagram explanations.
- 4) The player has control of placement and / or adjustment for all setups of balls placed for allowance of throw effect between balls to respective designated pockets.
- 5) Legal cue ball in hand placement in a zone area or behind an “X” or designated line is determined by the vertical edge of cue ball. Any shot / challenge with a target zone or position of finish is judged in the same way.
- 6) Object ball(s) which are placed “at or near” pocket(s) may be placed anywhere “at or near” pocket(s) of designation, unless specified otherwise in diagram details.
- 7) Unless otherwise stated, cue ball scratch does not cancel a successful completion of the shot / challenge.
- 8) At no time may any balls (cue ball or object ball) fly off the table. Penalty: No score for that attempt.
- 9) Unless otherwise stated, the cue ball may always contact an extra cushion(s) near an object ball(s) positioned by a respective pocket
- 10) Players are free to shoot any shot / challenge from either side of the table, as well as shooting the “mirror image” of the shot / challenge. Please note that rotating a shot 90 degrees is not considered the “mirror image” and will not be allowed.
- 11) Accidental nudging of cue ball is not considered a stroke or attempt of shot – player is allowed to shoot attempt again.

### Legend for Table Diagrams:

Cue ball(s) – Circle with “c” inside it  
Object ball(s) – Circle with wide dark line in it  
Wide Solid line(s) – Cue ball(s) travel  
Narrow Solid line(s) – Object ball(s) travel

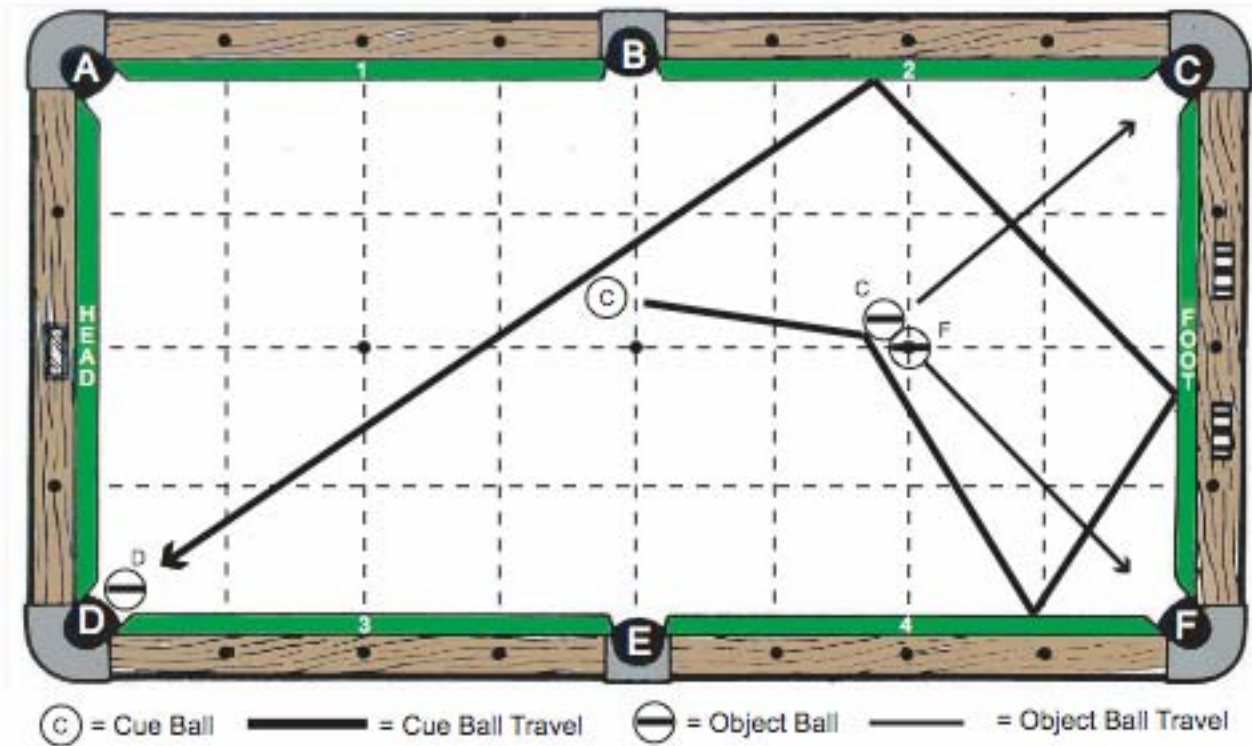
Object ball(s) letters (A, B, C, D, E, and F) – Designated pocket(s) of make  
Object ball(s) letters (X, Y, and Z) – Auxiliary balls for specific shot purposes

**Special Note:** Travel lines are suggested paths only – Different table conditions may require adjustments on part of player!!

# Shots / Challenges for 2007 Vegas Championship Events

## Shot / Challenge #1 – Discipline: Trick and Fancy Shots

Degree of Difficulty: 4.0



### Cue Ball(s) Placement:

In hand – anywhere behind line (B – E)

### Object Ball(s) Placement:

“F” ball on foot spot, “C” ball frozen to “F” ball, “D” ball at or near pocket “D”

### Objective:

Shoot cue ball to “C” ball. Then, cue ball travels 3 cushions around table to “D” ball. Make all 3 object balls as pocket letter designates.

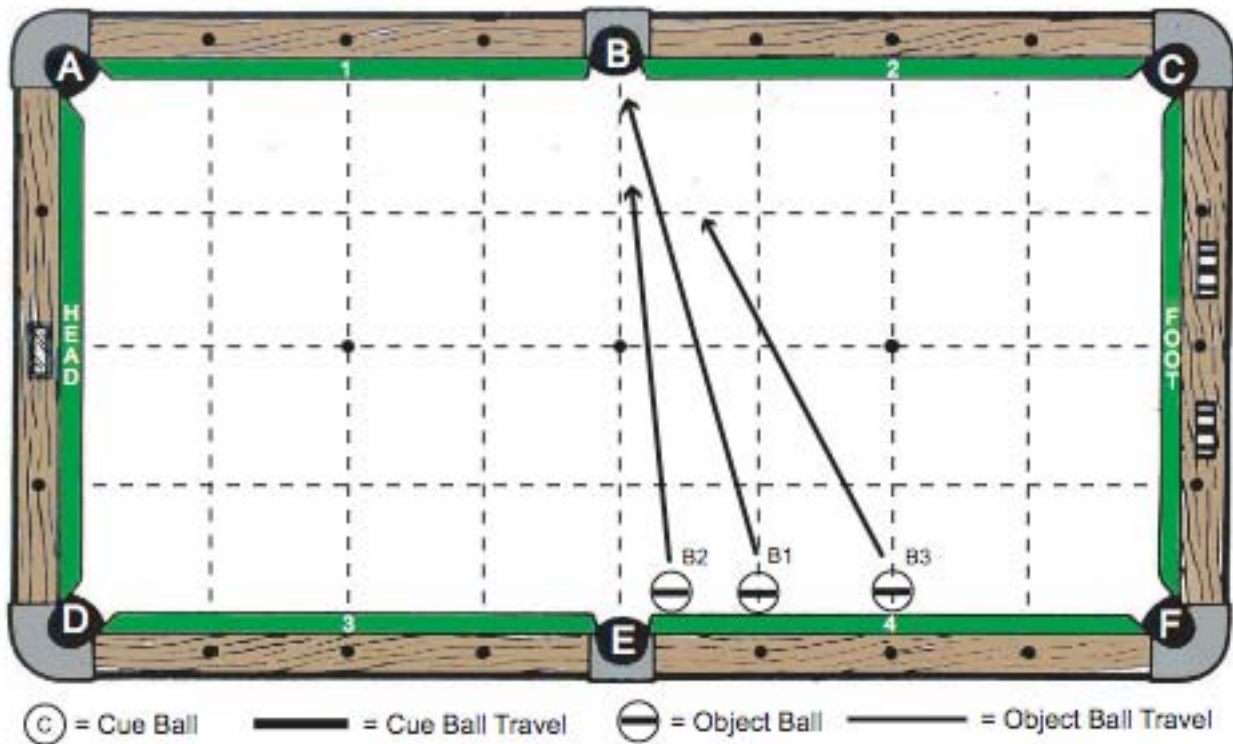
### Special Notes:

### Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

## Shot / Challenge #2 – Discipline: Prop / Novelty / Special Arts

Degree of Difficulty: 5.0



### Cue Ball(s) Placement:

None

### Object Ball(s) Placement:

B1, B2, and B3 all frozen to cushion #4, B1 at 1<sup>st</sup> diamond to right of pocket "E", B2 placed so that left edge of it is even with right edge of pocket "E", and B3 at center diamond

### Objective:

Shoot B3 first toward pocket "B". While it is moving, shift body position and shoot B1 next, followed by B2. All 3 balls must be made in pocket B with B1 going first, B2 second, and B3 last.

### Special Notes:

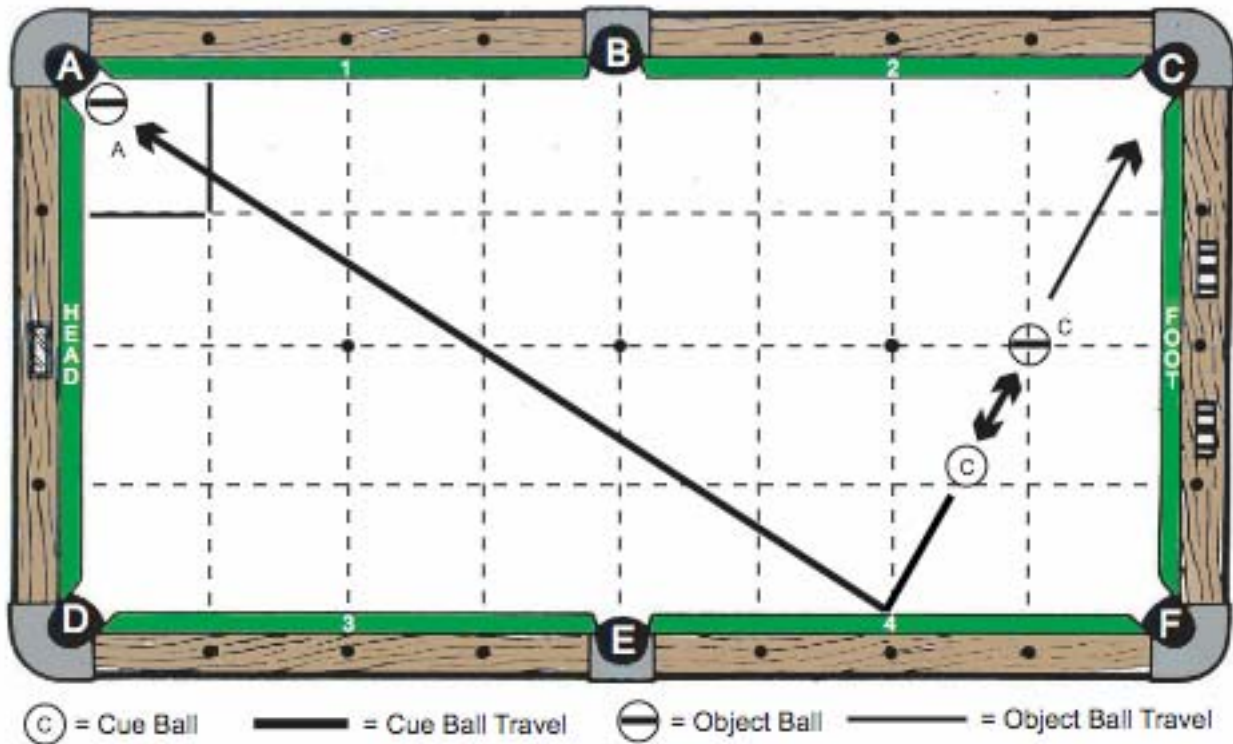
The balls may contact each other as they are rolling. It is recommended that balls in numerical sequence are used for this shot / challenge.

### Scoring:

- Attempt #1 – 5 points
- Attempt #2 – 4 points
- Attempt #3 – 3 points

## Shot / Challenge #3 – Discipline: Draw Shots

Degree of Difficulty: 6.0 + Bonus



### Cue Ball(s) Placement:

In hand

### Object Ball(s) Placement:

“C” ball on center line of table – 1 diamond segment from end cushion. “A” ball at or near pocket “A”

### Objective:

Shoot cue ball to “C” ball, making it in pocket “C”. Draw cue ball to cushion #4 and continue rolling to finish in the 1 – 1 diamond zone near pocket “A”, or it may scratch in pocket “A”. If “A” ball is made by cue ball on 1<sup>st</sup> attempt only, a bonus point is awarded and the shot is considered complete as done.

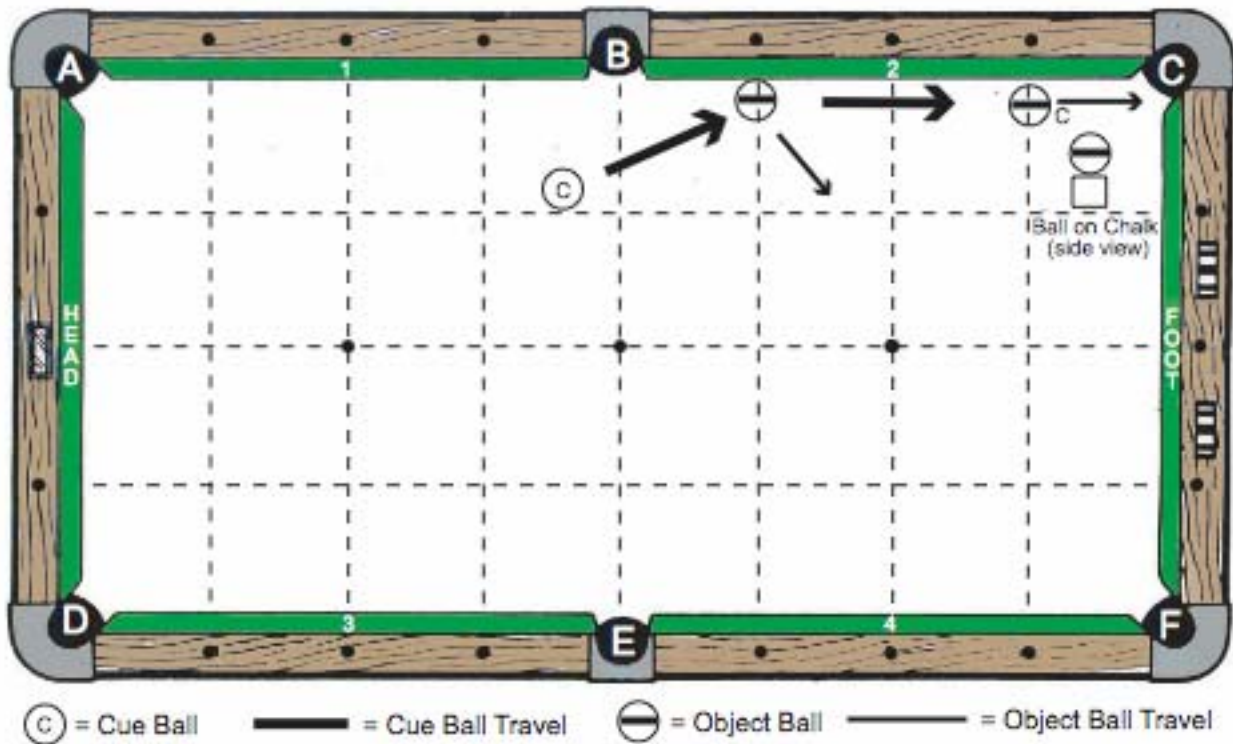
### Special Notes:

### Scoring:

- Attempt #1 – 6 points + 1 point bonus if “A” ball is made
- Attempt #2 – 5 points
- Attempt #3 – 4 points

## Shot / Challenge #4 – Discipline: Follow Shots

Degree of Difficulty: 7.0



### Cue Ball(s) Placement:

In hand – anywhere behind line (B – E)

### Object Ball(s) Placement:

Solo object ball frozen to cushion #2 and one diamond to right of pocket "B"; Ball "C" is placed on top of a chalk cube. This ball / chalk unit is in hand near cushion #2 and 1 diamond left of pocket "C".

### Objective:

Shoot cue ball into 1<sup>st</sup> object ball to make it bank off cushion #2. Cue ball will follow to ball "C" on top of chalk, causing it to fall off chalk and make in pocket "C". 1<sup>st</sup> object ball does not have to be made.

### Special Notes:

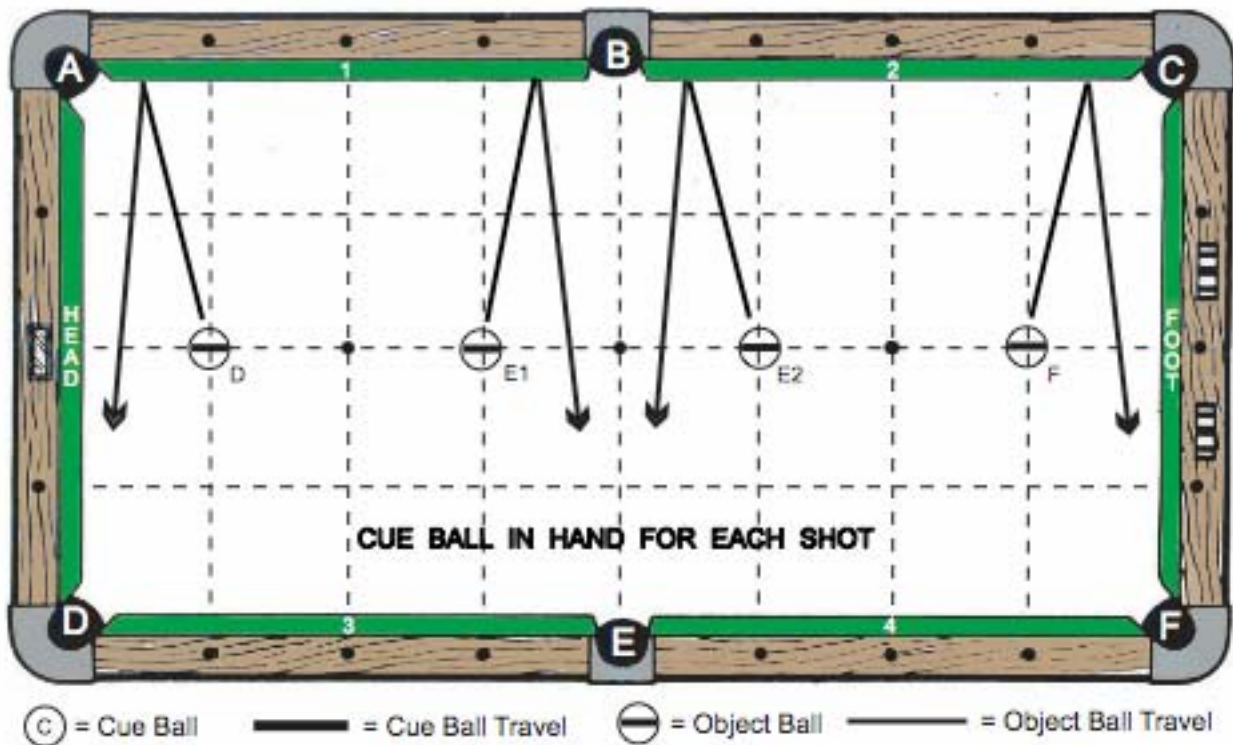
New piece of chalk must be used for this shot / challenge

### Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

## Shot / Challenge #5 – Discipline: Bank / Kick Shots

Special Scoring: 2 points per ball made (maximum 8 points total)



### Cue Ball(s) Placement:

In hand for each bank shot

### Object Ball(s) Placement:

4 object balls on “long line” of table from center of head cushion to center of foot cushion. “D” ball one diamond to right of head cushion; “E1” ball one diamond to left of line (B – E); “E2” ball one diamond to right of line (B – E); and “F” ball one diamond to left of foot cushion.

### Objective:

Bank each object ball 1 cushion to respective pockets – make “D” ball in pocket “D”, make “E1” ball and “E2” ball in pocket “E”, and make “F” ball in pocket “F”.

### Special Notes:

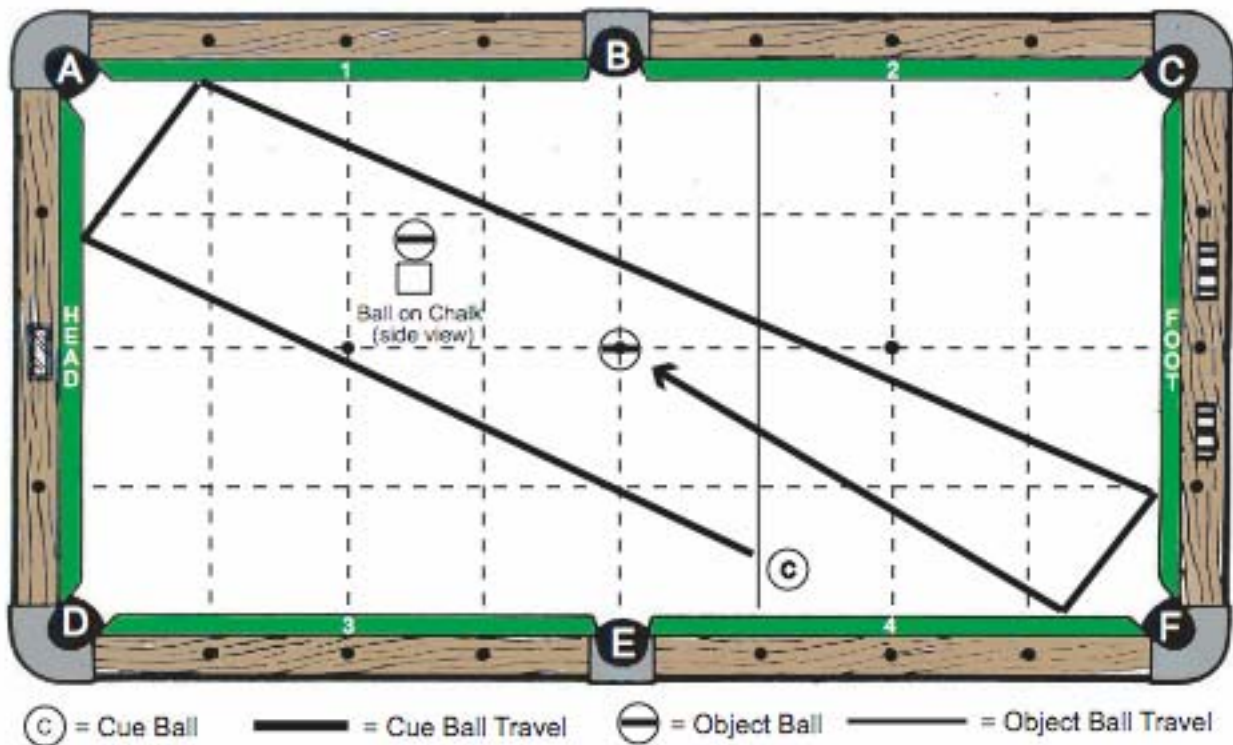
Shooter gets only one try per bank, plus shooter must stay on same side of table for all 4 banks. Balls must be banked in order from left to right or from right to left – cross corner, cross side, cross side, and cross corner. No time limit and continue shooting until all 4 banks are attempted.

### Scoring:

- 2 points per bank made times 4 total banks (8 total points possible)

## Shot / Challenge #6 – Discipline: Stroke Shots

Special Scoring: Best of 3 Rolls (5 / 7 / 9)



### Cue Ball(s) Placement:

In hand – anywhere behind a line formed by connecting one diamond right of pocket “B” to one diamond right of pocket “E”

### Object Ball(s) Placement:

Any object ball is placed on top of a chalk cube on center spot of table.

### Objective:

Shoot cue ball 4 cushions as diagram indicates. 5 points awarded if cue ball finishes within 1 ball’s width of object ball on chalk. 7 points awarded if cue ball hits object ball on chalk without freezing and ball stays on top of chalk. 9 points awarded if cue ball freezes to ball on top of chalk. 3 rolls are granted, and best roll counts for score.

### Special Notes:

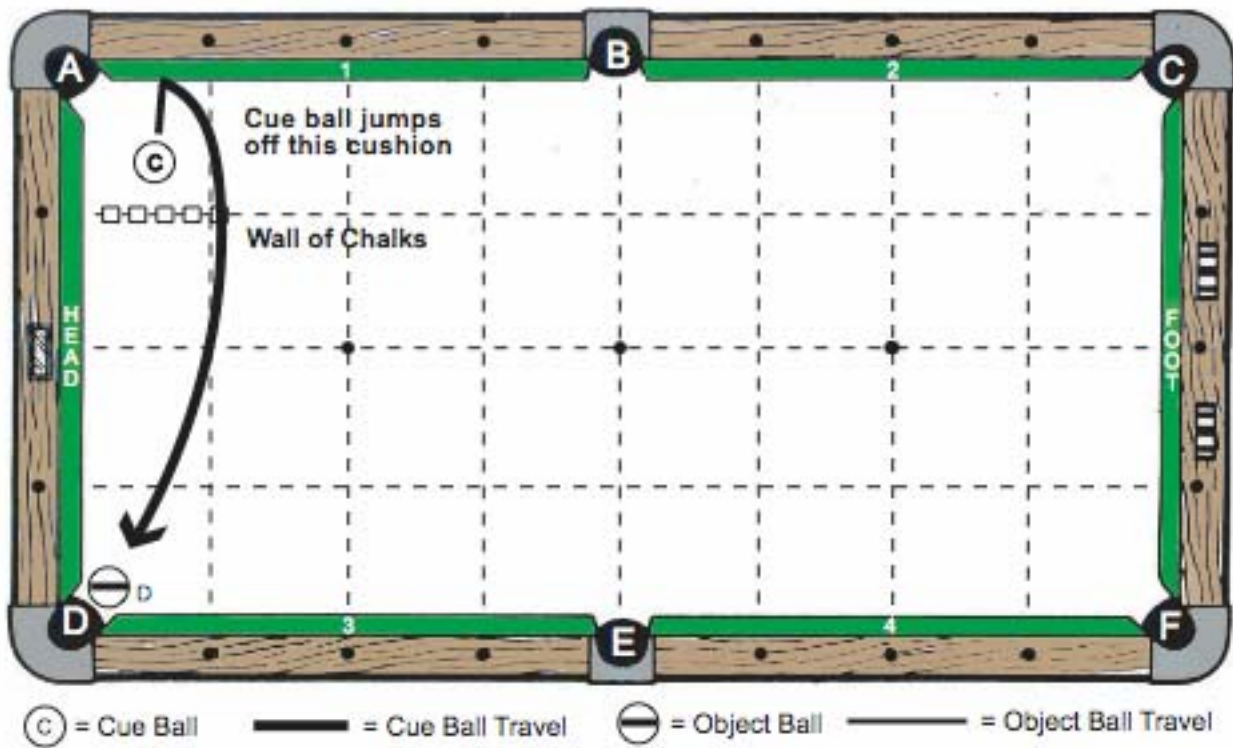
New piece of chalk must be used for this shot / challenge

### Scoring:

- 3 Attempts – Best “attempt” is scored (9 points maximum – See “objective” above)

## Shot / Challenge #7 – Discipline: Jump Shots

Degree of Difficulty: 6.0



### Cue Ball(s) Placement:

In hand – anywhere between “wall of chalks” and cushion #1

### Object Ball(s) Placement:

“D” ball is placed at or near pocket “D”. A “wall of chalks” (5 minimum – 1 inch apart) is placed in a straight line parallel to...and one diamond from...cushion #1.

### Objective:

Shoot cue ball into cushion #1 with a “jump” stroke, causing it to rebound over “wall of chalks” and making “D” ball in pocket “D”.

### Special Notes:

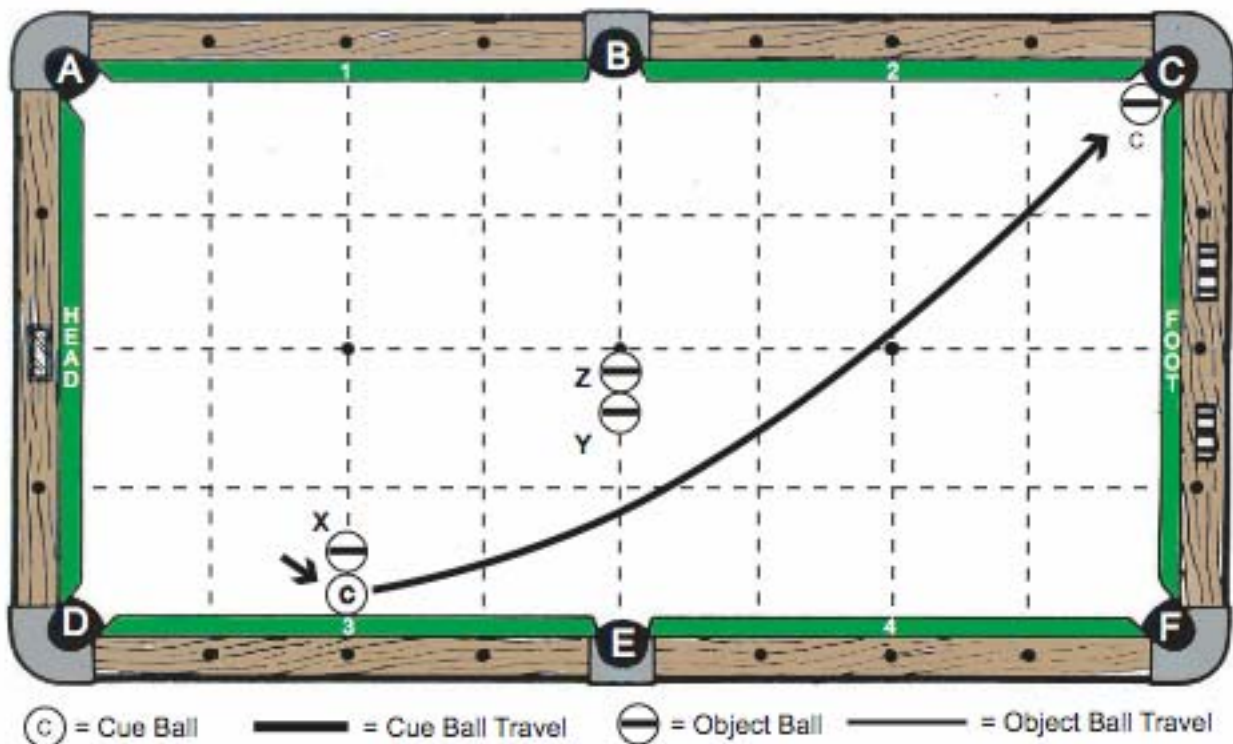
“Wall of chalks” may not move until after “D” ball is made

### Scoring:

- Attempt #1 – 6 points
- Attempt #2 – 5 points
- Attempt #3 – 4 points

## Shot / Challenge #8 – Discipline: Masse Shots

Degree of Difficulty: 7.0



### Cue Ball(s) Placement:

Frozen to cushion #3 and at center diamond between pockets “D” and “E”

### Object Ball(s) Placement:

“X” ball is frozen to cue ball and straight in line with it perpendicular to cushion #3; “Y” ball is on center line (B – E) and 1.5 diamonds from straight line created by cushions #3 and #4; “Z” ball is frozen to “Y” ball and straight in line with it on center line (B – E). “C” ball is centered in “C” pocket with back edge of ball flush to edge of slate.

### Objective:

Shoot cue ball into cushion #3, causing it to “escape” from behind “X” ball and “level stroke masse” or curve around “Y” and “Z” balls, finally making “C” ball in “C” pocket.

### Special Notes:

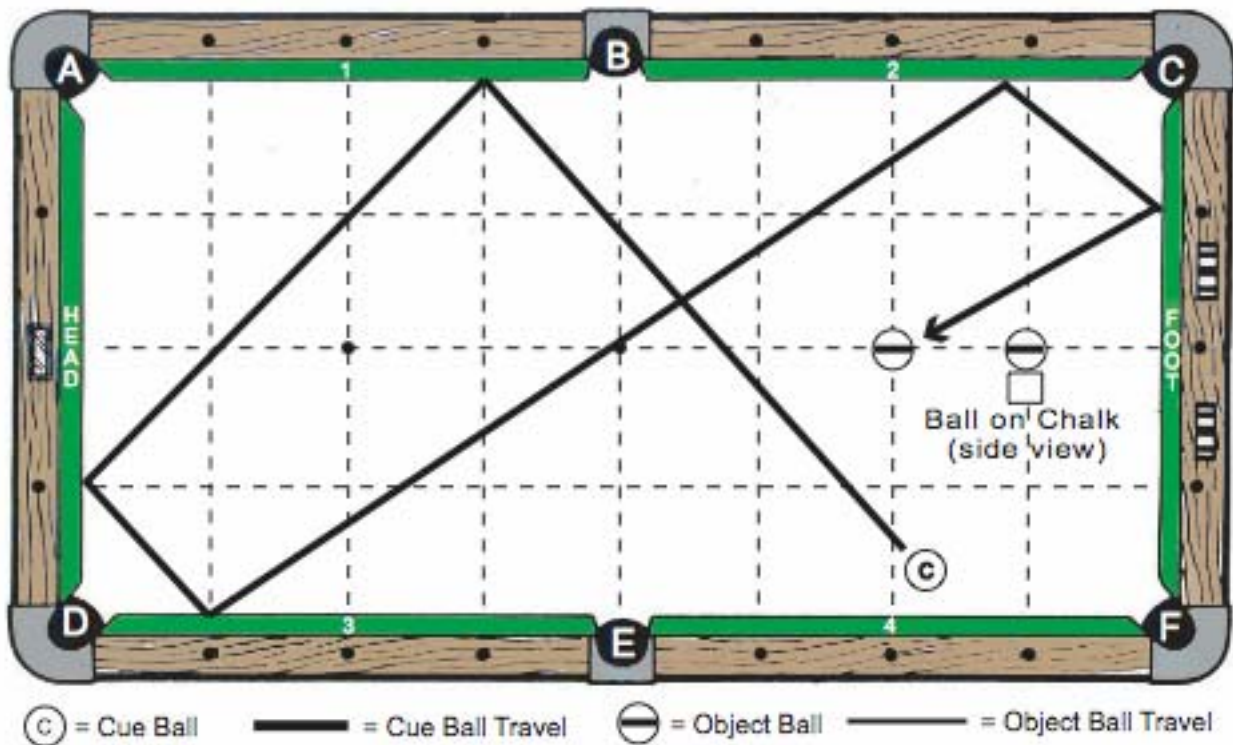
“X”, “Y”, and “Z” balls may not move from their original positions until “C” ball make is complete.

### Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

## Shot / Challenge (Tiebreaker) – Discipline: Stroke Shots

Special Scoring: Cumulative Total for 3 Rolls (6 / 8 / 10)



### Cue Ball(s) Placement:

In hand – anywhere behind line (B – E)

### Object Ball(s) Placement:

Any object ball is placed on top of a chalk cube on foot spot of table

### Objective:

Shoot cue ball 5 cushions as diagram indicates. 6 points awarded if cue ball finishes within 1 ball's width of object ball on chalk. 8 points awarded if cue ball hits object ball on chalk without freezing and ball stays on top of chalk. 10 points awarded if cue ball freezes to ball on top of chalk. 3 rolls are granted and cumulative total for all 3 counts for score.

### Special Notes:

New piece of chalk must be used for this shot / challenge

### Scoring:

- 3 Attempts – Cumulative total scored (30 points maximum – See “objective” above)