

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) 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.
- 5) Unless otherwise stated, cue ball scratch or miscue does not cancel a successful completion of the shot / challenge.
- 6) At no time may any balls (cue ball or object ball) fly off the table. Penalty: No score for that attempt.
- 7) Unless otherwise stated, the cue ball may always contact an extra cushion(s) near an object ball(s) positioned by a respective pocket
- 8) Players are free to shoot any shot / challenge from either side / end of the table, as well as shooting the “mirror image” of the shot / challenge.
- 9) 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

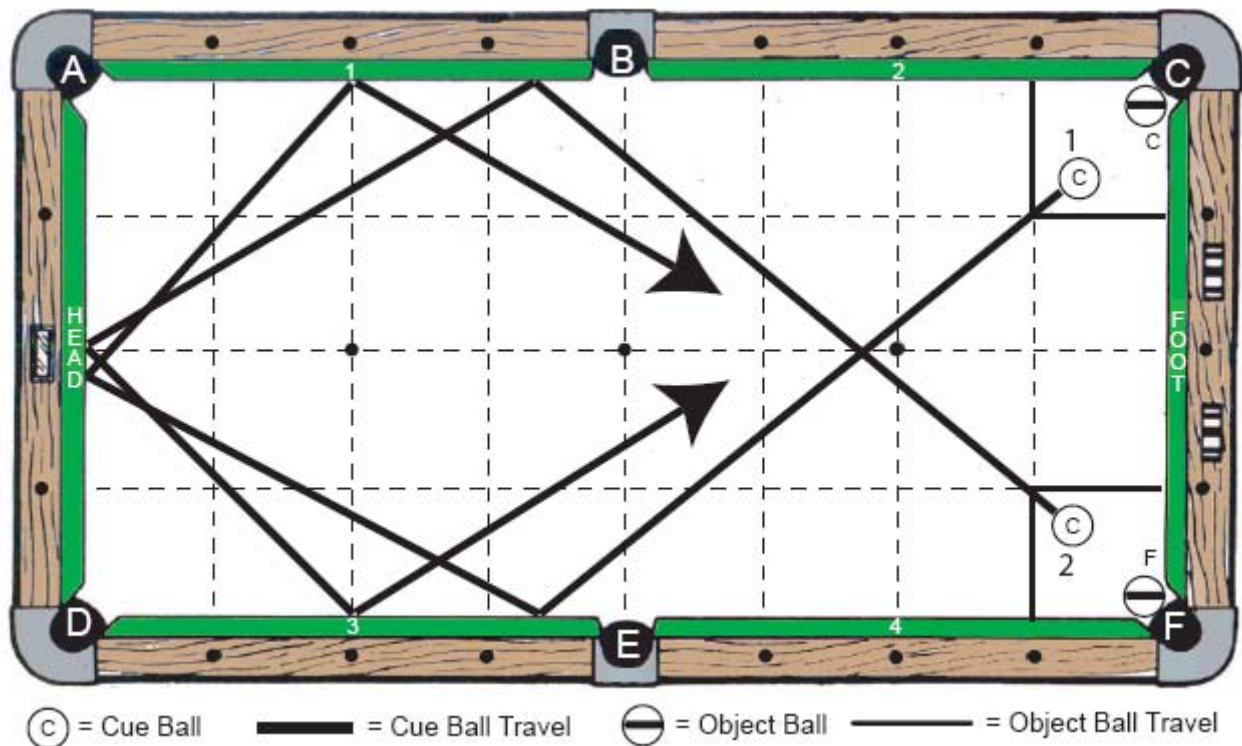
Object ball(s) letters (A, B, C, D, E, and F) – Designated pocket(s) of make

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!!

Challenge #1 – Kick Shots

Special Scoring: 4 points per kick made (maximum 8 points total)



Cue Ball(s) Placement: Anywhere in 1 – 1 “starting” diamond zone for each kick shot.

Object Ball(s) Placement:

2 object balls – each centered between pocket points and the back edge of each ball even with slate cut. Both are placed at the same end of the table.

Objective:

Shoot cue ball #1 around table 3 cushions to kick “F” ball into corner pocket. After 1st kick is done, place cue ball in other starting zone for 2nd kick. This cue ball #2 must kick “C” ball into corner pocket. Cue ball may contact extra cushion near object ball before hitting it.

Special Notes:

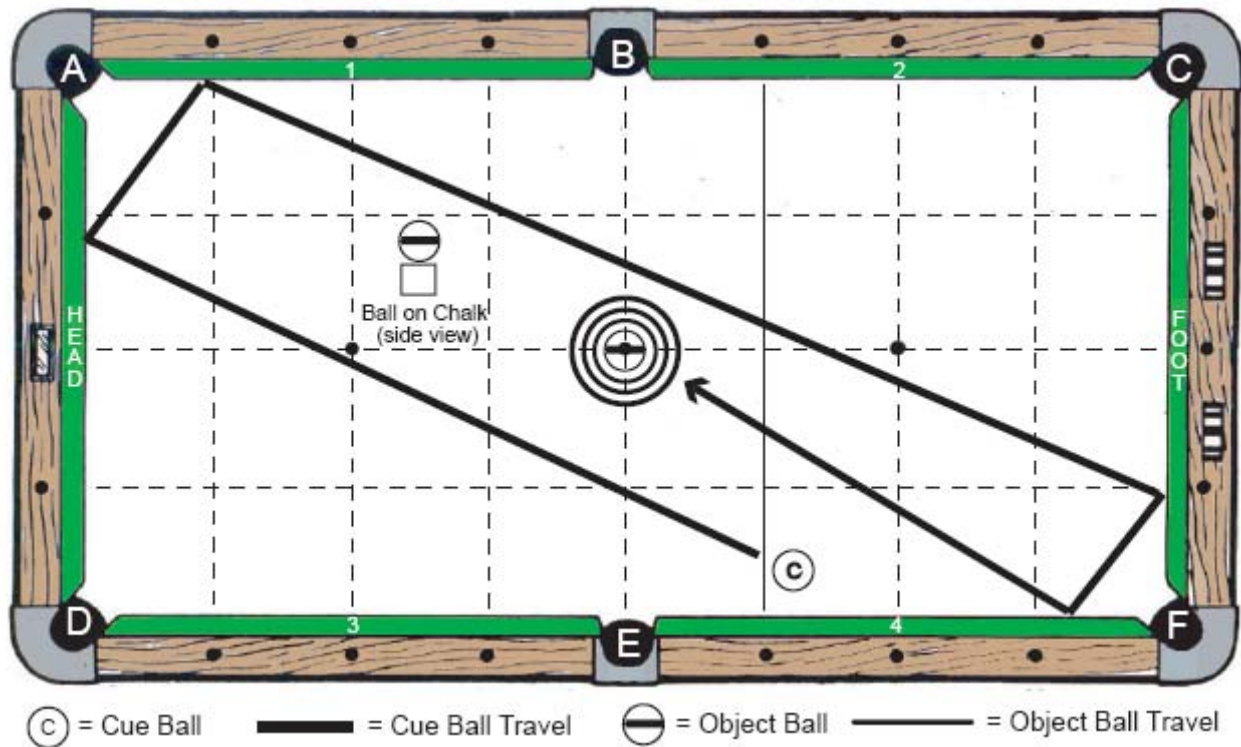
Shooter gets only one try per kick, plus shooter must stay on same end of table for both kicks. No time limit and continue shooting until both kicks are attempted.

Scoring:

- 4 points per kick made times 2 total kicks (8 total points possible)

Challenge #2 – Speed Control Shot

Special Scoring: Best of 3 Rolls – Point options: 2/4/6/8/10



Cue Ball(s) Placement: In hand behind the dark line 1 diamond segment right of pockets “B” and “E”

Object Ball(s) Placement:

An object ball is placed on top of a chalk cube on the center spot of table. 3 “circle zones” are each 1 inch wide with 1st zone starting from the vertical edge of the object ball on top of chalk.

Objective:

Shoot cue ball 4 cushions as diagram indicates. Points awarded based on “circle zone” finish of cue ball in relation to object ball on chalk – 2 points within 3 inches, 4 points within 2 inches, and 6 points within 1 inch. Another scoring option is 8 points if cue ball hits object ball on chalk without freezing and ball stays on top of chalk (Cue ball may finish anywhere on this scoring option). Final scoring option is 10 points if cue ball freezes to ball on top of chalk. 3 rolls are granted, and best roll counts for score.

Special Notes:

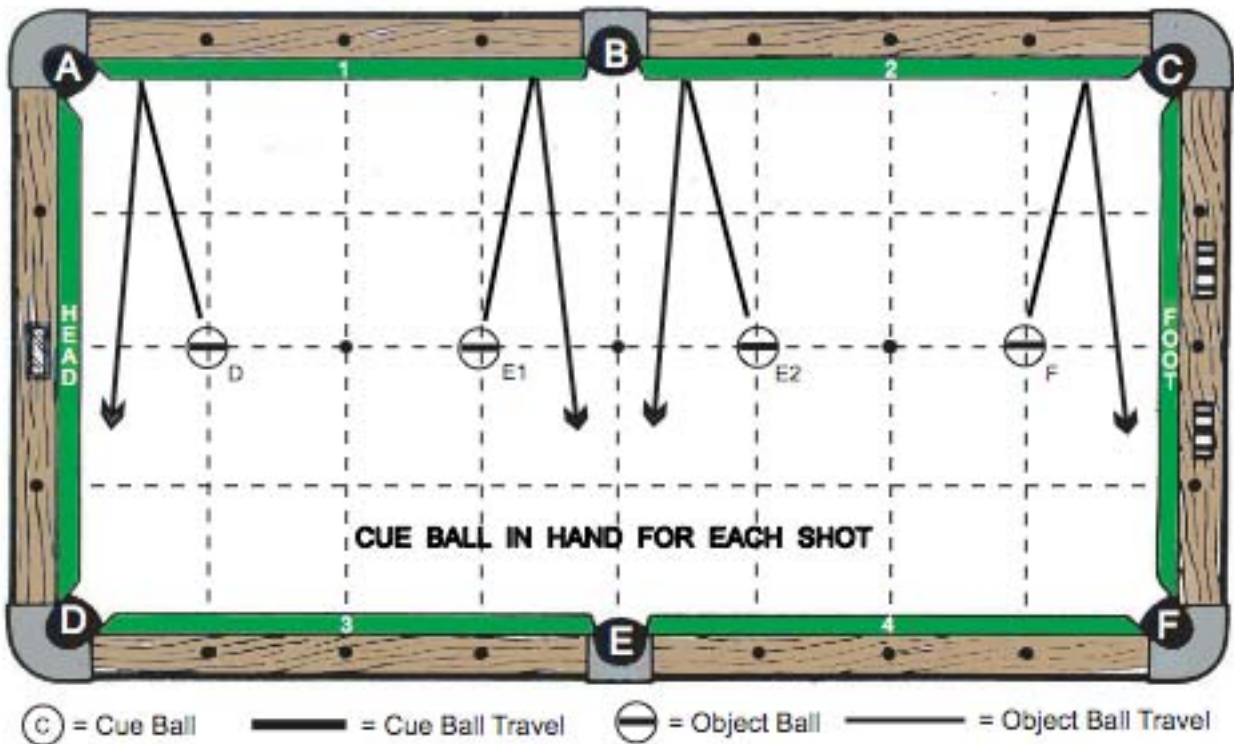
New piece of chalk must be used for this shot / challenge

Scoring:

- 3 Attempts – Best “attempt” is scored (10 points maximum – See “objective” above)

Challenge #3 – Bank Shots

Special Scoring: 3 points per bank made (maximum 12 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:

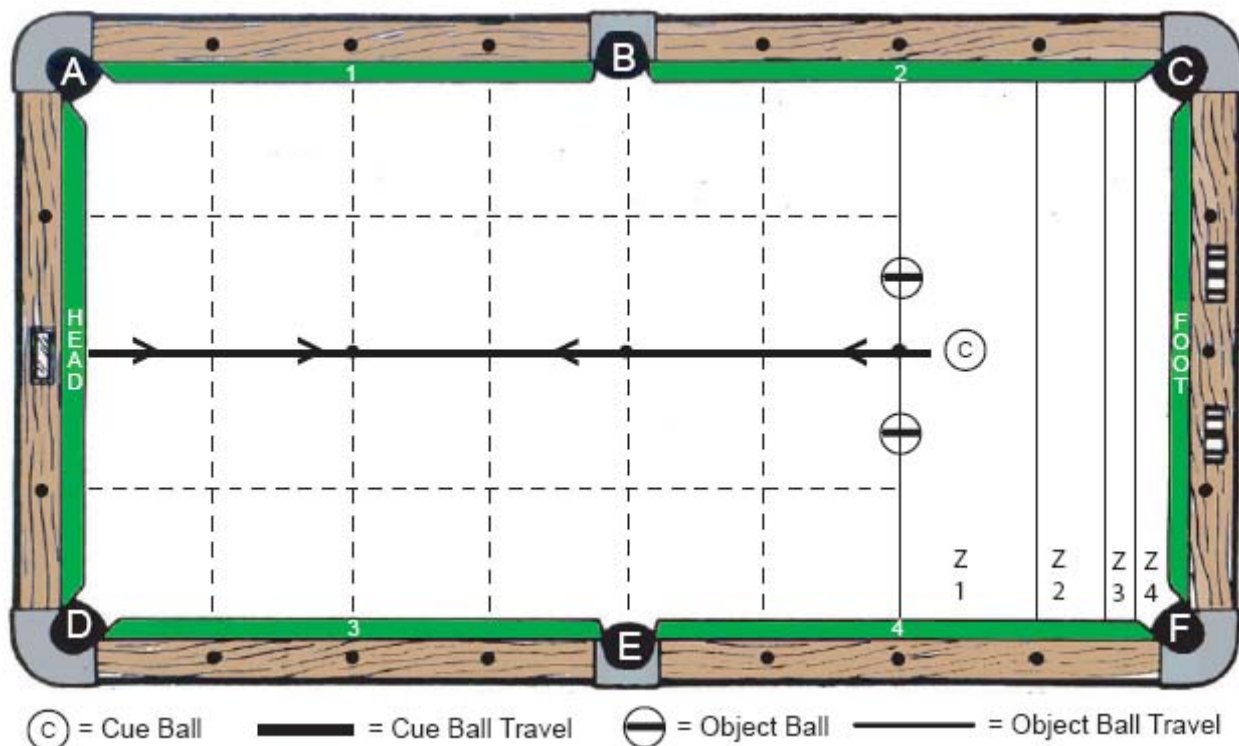
Shooter gets only one try per bank, plus shooter must stay on same side of table for all 4 banks. Balls must be banked in order from left to right or from right to left – cross corner, cross side, cross side, and cross corner. No time limit and continue shooting until all 4 banks are attempted.

Scoring:

- 3 points per bank made times 4 total banks (12 total points possible)

Challenge #4 – Artistic Lag Shot

Special Scoring: Best of 3 Rolls – Point options: 3/6/9/12/15



Cue Ball(s) Placement: In hand – anywhere in Zone 1 (Z1) behind 2nd diamond “short string line”

Object Ball(s) Placement:

2 balls are centered on short string line with 3 ball “spacing” between them. Four “finish zones” measured between short string line and end cushion. Zone 1 (Z1) is 1 diamond segment wide starting at short string line and ending at line created by 1st diamond from “C” and “F” pockets. Zone 2 (Z2) starts from this latter line to another line 2 ball’s width from end cushion. Zone 3 (Z3) starts from this latter line to another line 1 ball’s width from end cushion. Zone 4 (Z4) starts from this latter line to end cushion edge line.

Objective:

Shoot cue ball to end cushion and “lag” back to other end cushion. Cue ball must go between 2 balls on short string line without hitting them on both passes. Points awarded based on finish position of cue ball. Score options are 3 points for Zone 1 finish, 6 points for Zone 2 finish, 9 points for Zone 3 finish, 12 points for Zone 4 finish, and 15 points if cue ball freezes to end cushion. 3 rolls are granted, and best roll counts for score.

Special Notes:

Vertical edge of cue ball closest to end cushion determines final score awarded

Scoring:

- 3 Attempts – Best “attempt” is scored (15 points maximum – See “objective” above)