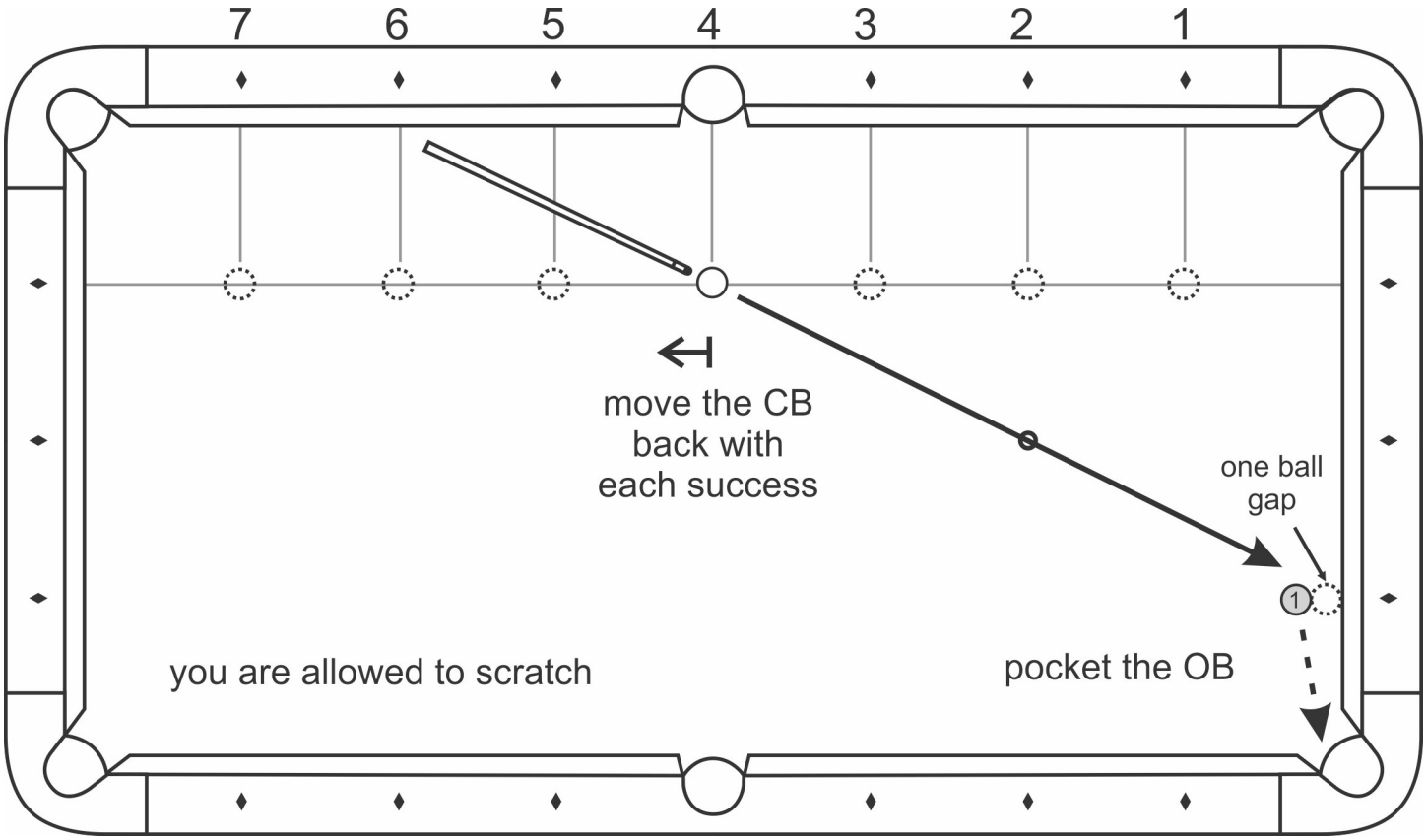
Exam I – Fundamentals Exam

F1 – Cut Shot Drill

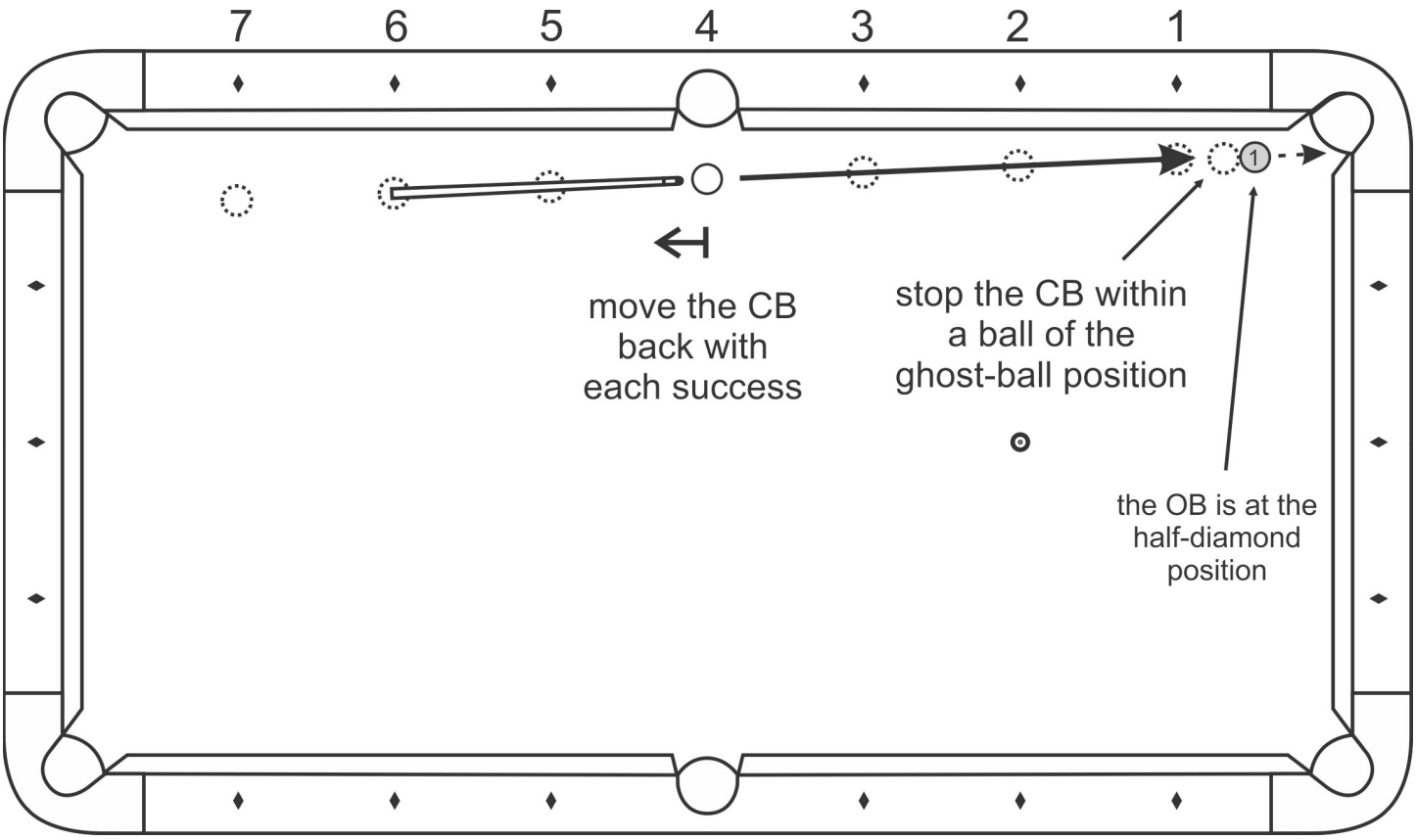


Instructions (for drills: F1-F4):

- 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., if you stop if you make the first eight shots).
- Adjust the CB position after the 10th shot based on the outcome, but not below 1 or above 7. For example if you make the 10th shot at 6, the final position is 7; and if you miss the 10th 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

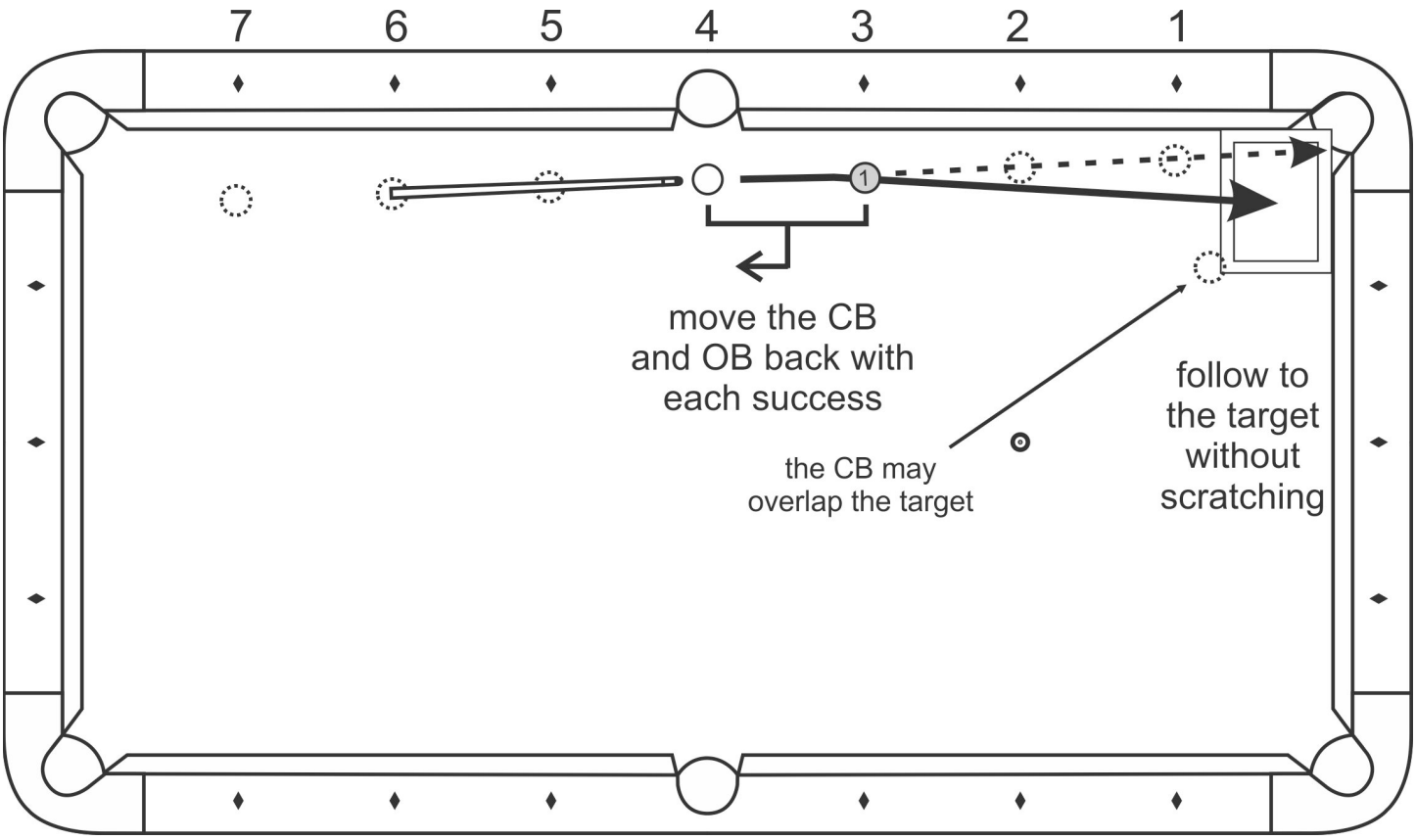


Instructions:

- **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

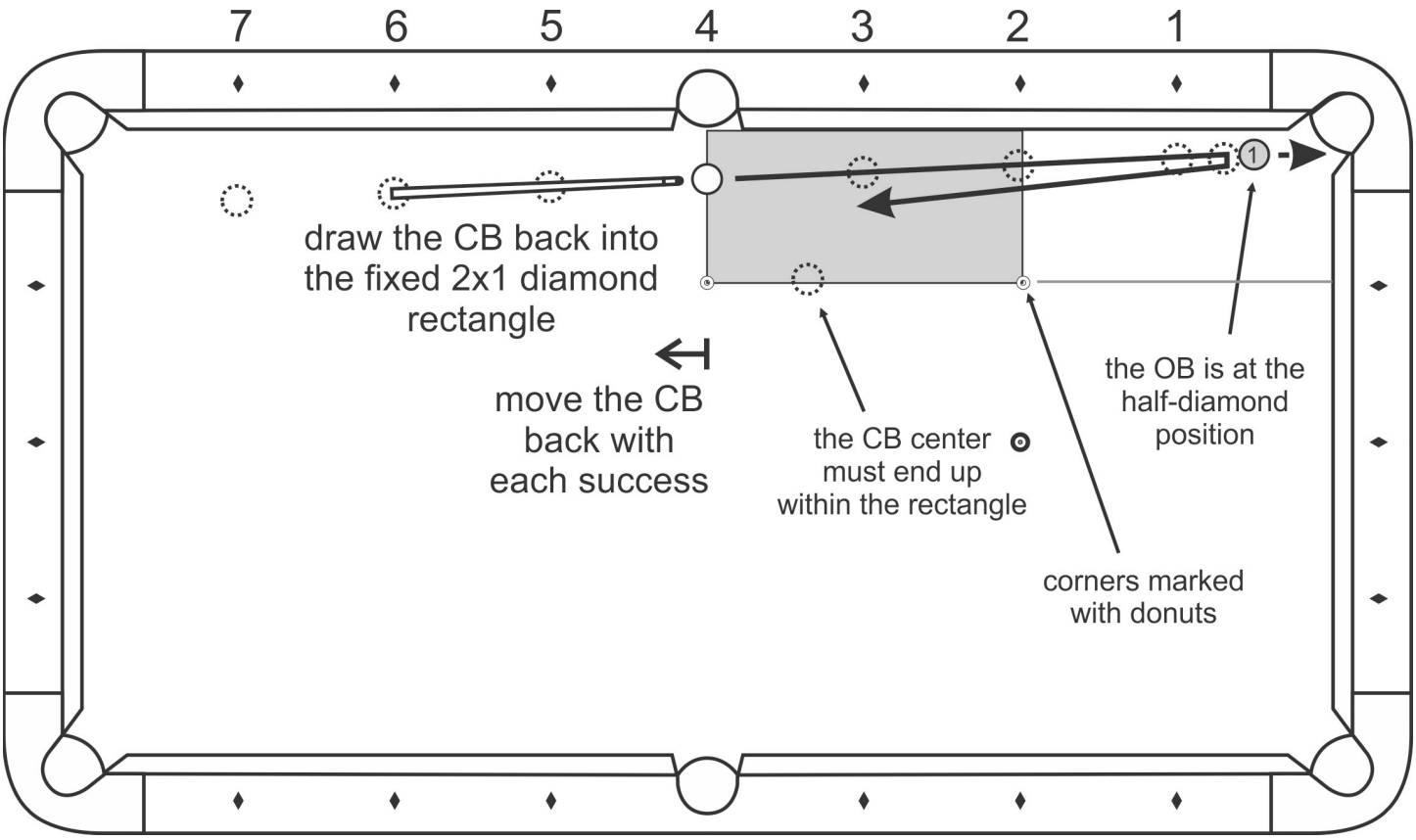


Instructions:

- **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

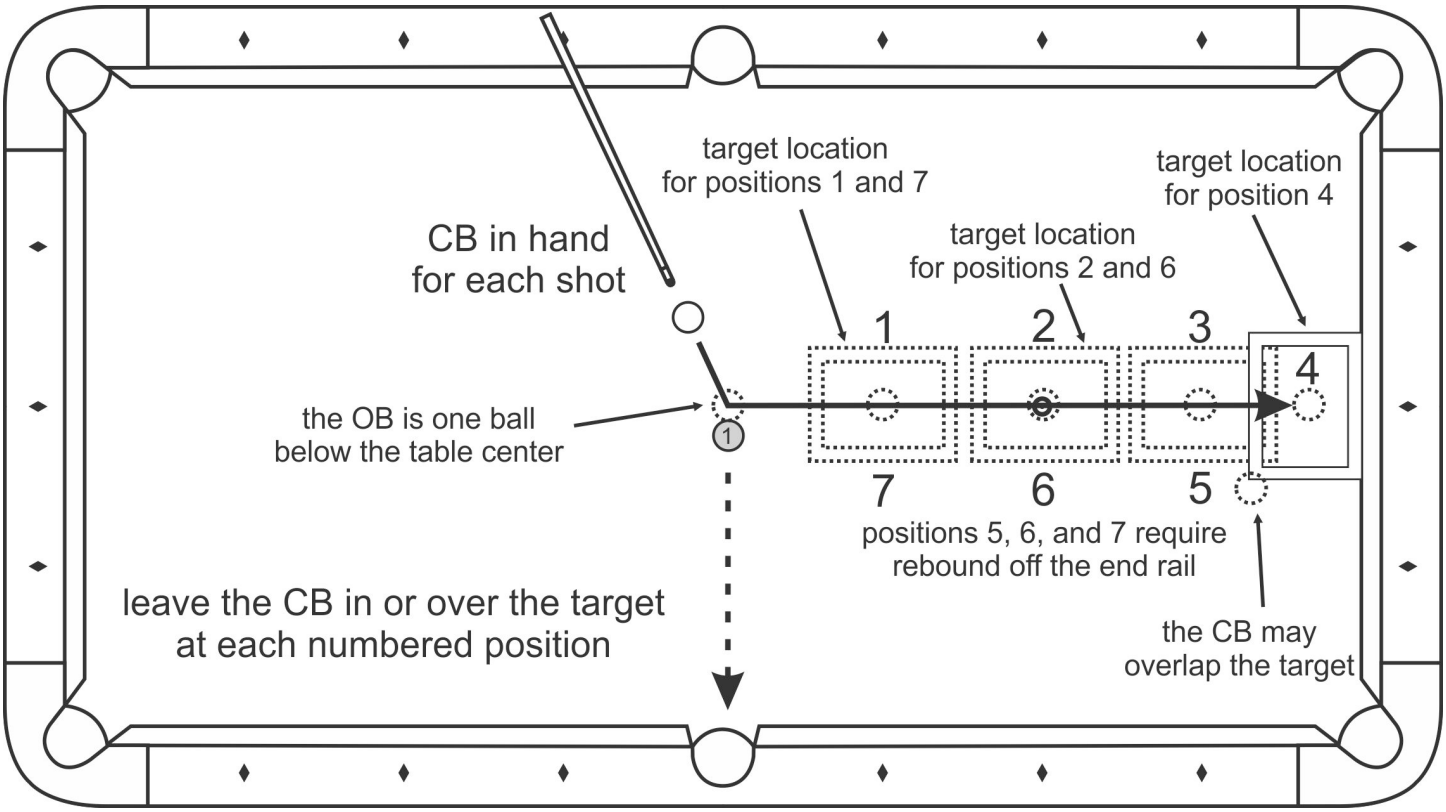


Instructions:

- **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

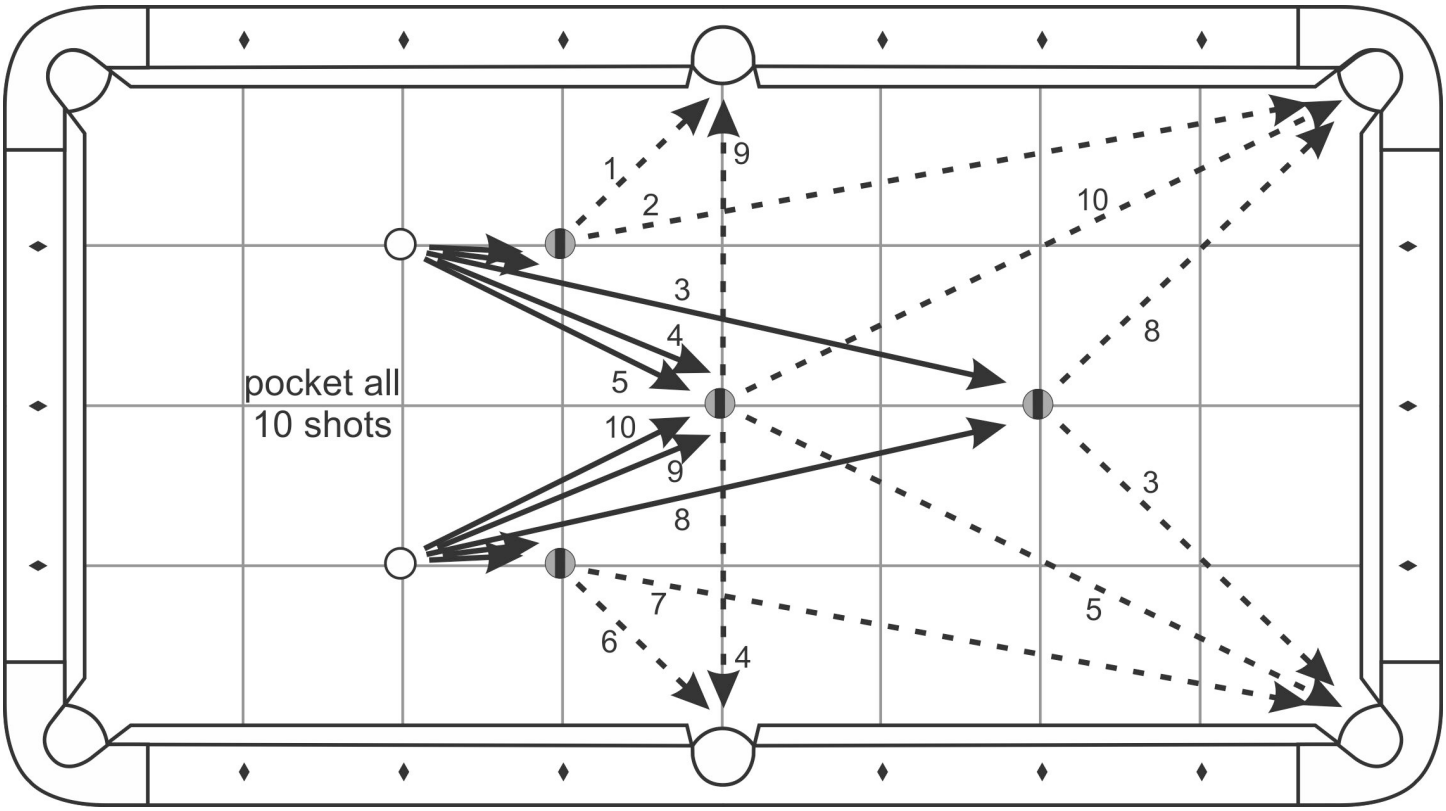


Instructions:

- 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 10th shot based on the outcome, but not below 1 or above 7. For example if you succeed on the 10th shot at 6, the final position is 7; and if you miss the 10th 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



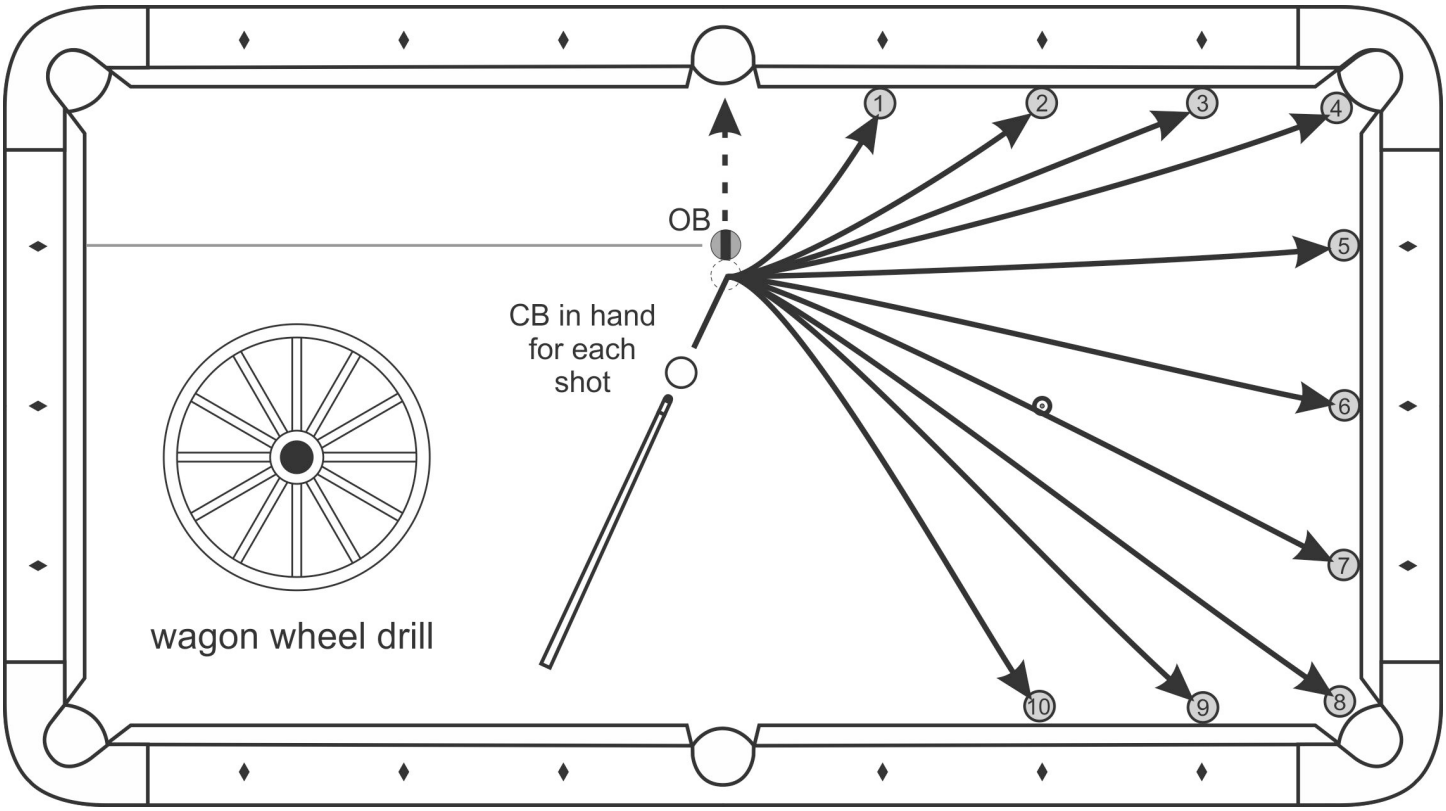
Drills F1-F5 above were "progressive practice" drills, where the CB, OB, and/or target moved as you progressed through the drill, taking 10 shots total. In the remaining drills, the CB and/or OB are fixed and you are simply shooting a set of shots, where you attempt each shot a specified number of times. 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

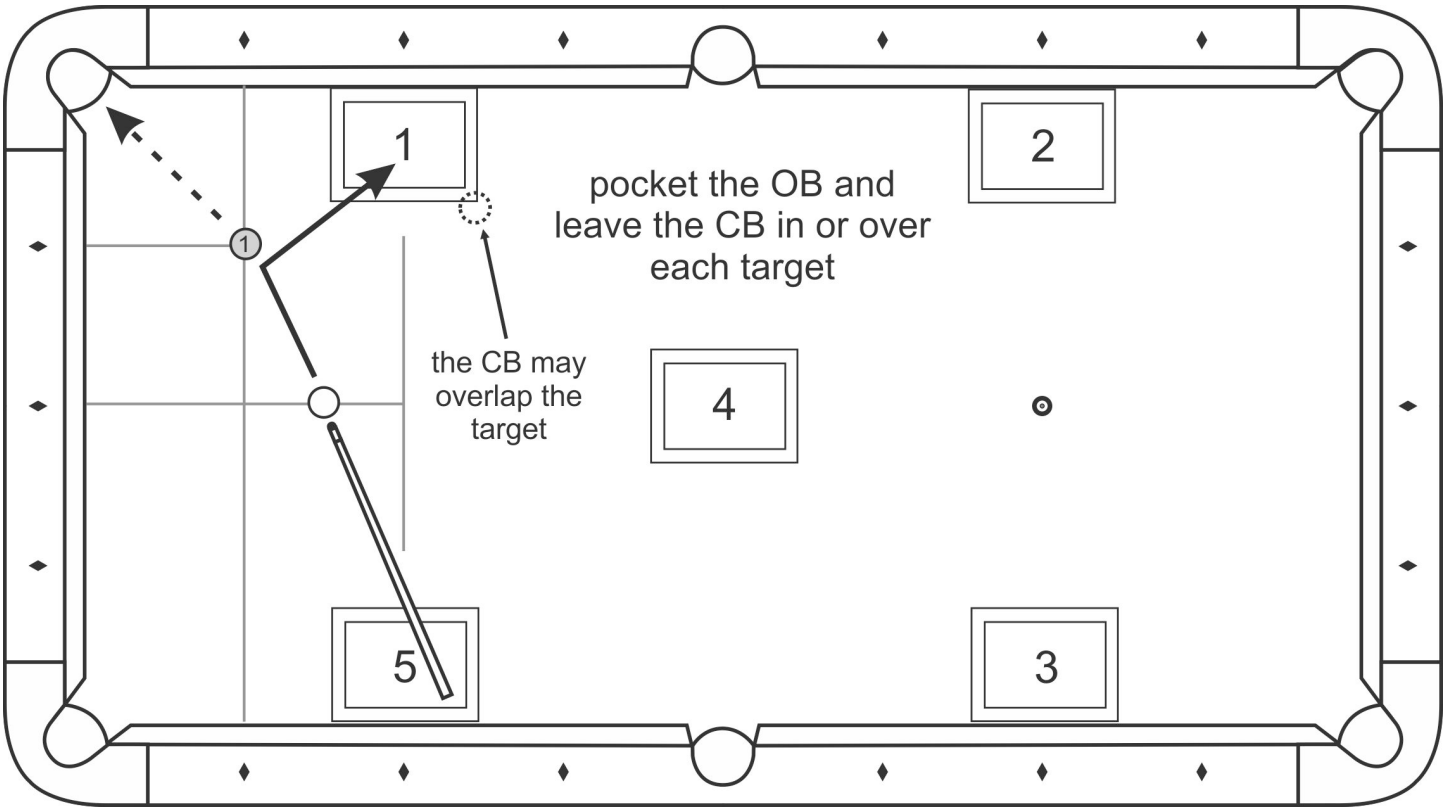


Instructions:

- 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)