Instructions:

- Attempt each of the 25 shots in this document (A1 – A25).
- You get 4 points for success on the 1st attempt, 2 points for 2nd attempt, or 1 point for the 3rd attempt.
- To get points, the attempt must be a legal shot with no scratch or foul.
- 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

Pocket the 1 and disturb the 2-3 cluster.

A3 – Spot Shot With Inside

Pocket the 1 with inside for shape on the 2 (above the 3), contacting the end cushion only.
A4 – Power Follow Shot

follow off end rail for shape on the 2

A5 – Banana Shot

deflect or double kiss off the 1 to curve around the 2 to pocket the 3
A6 – Straight Power Draw

draw straight back for shape on the 2

A7 – Power Draw off Side Rail

power draw off the side rail (w/ or w/o outside) for shape on the 2
A8 – Power Draw with Side

draw straight back with spin for shape on the 2

A9 – Inside Draw for Position

pocket the 1 and get shape on the 2 off the end rail
A10 – Ball-First Inside Follow

Pocket the 1 and disturb the 2-3 cluster

A11 – Ball-First Outside Draw

Pocket the 1 and disturb the 2-3 cluster
A12 – Steep Rail Cut

Pocket the 1 down the rail

A13 – Rail-First Spin across Table

Pocket the 1 and get shape on the 2
A14 – Inside across the Table

pocket the 1 and get shape on the 2 off the opposite rail

A15 – Three-Rail Kick

pocket the 1 off 3 rails
A16 – One-Pocket Frozen Spot Shot

send the 1 toward the pocket and disturb the 3-4 cluster

A17 – One-Pocket Foot Spot Bank off Head Rail

bank the 1 on either side of the 2 (your choice)
A18 – Hop on Cushion Nose for Shape

Pocket the 1 and hop off the cushion nose for shape on the 2.

A19 – Short, High Jump

Jump over the 2 to pocket the 1.
A20 – Jump Draw

jump over the 4 to pocket the 1, and draw back for shape on the 2

A21 – Jump over Obstacles with Draw

pocket the 1 and jump over the 4 and 5 with draw to get shape on the 2
A22 – Hop off Cushion Nose

hop off the cushion nose over obstacle balls 2 and 3 to pocket the 1

A23 – Massé Kick

massé kick around obstacle balls 2 and 3 to pocket the 1
A24 – Large Curve Massé

massé around the 2 to pocket the 1

A25 – After-Collision Massé

massé off the 1 for shape on the 2