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 (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

Pocket the 1 and contact the 2 or 3.

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 (a scratch is OK)
A6 – Straight Power Draw

draw straight back or off the side cushion 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

The CB must hit the cushion within the 1st diamond. Draw straight back with spin for shape on the 2.

A9 – Inside Draw for Position

The CB must contact the 3 or 4. Pocket the 1 and get shape on the 2 off the end rail.
A10 – Ball-First Inside Follow

pocket the 1 and touch the 2 or 3

A11 – Ball-First Outside Draw

pocket the 1 and touch the 2 or 3
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 touch the 3 or 4 before a cushion

A17 – One-Pocket Foot Spot Bank off Head Rail

bank the 1 on either side of the 2 (your choice)
you can move the CB
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 (a scratch is OK)
A24 – Large Curve Massé

massé around the 2 to pocket the 1 (a scratch is OK)

A25 – After-Collision Massé

massé off the 1 for shape on the 2