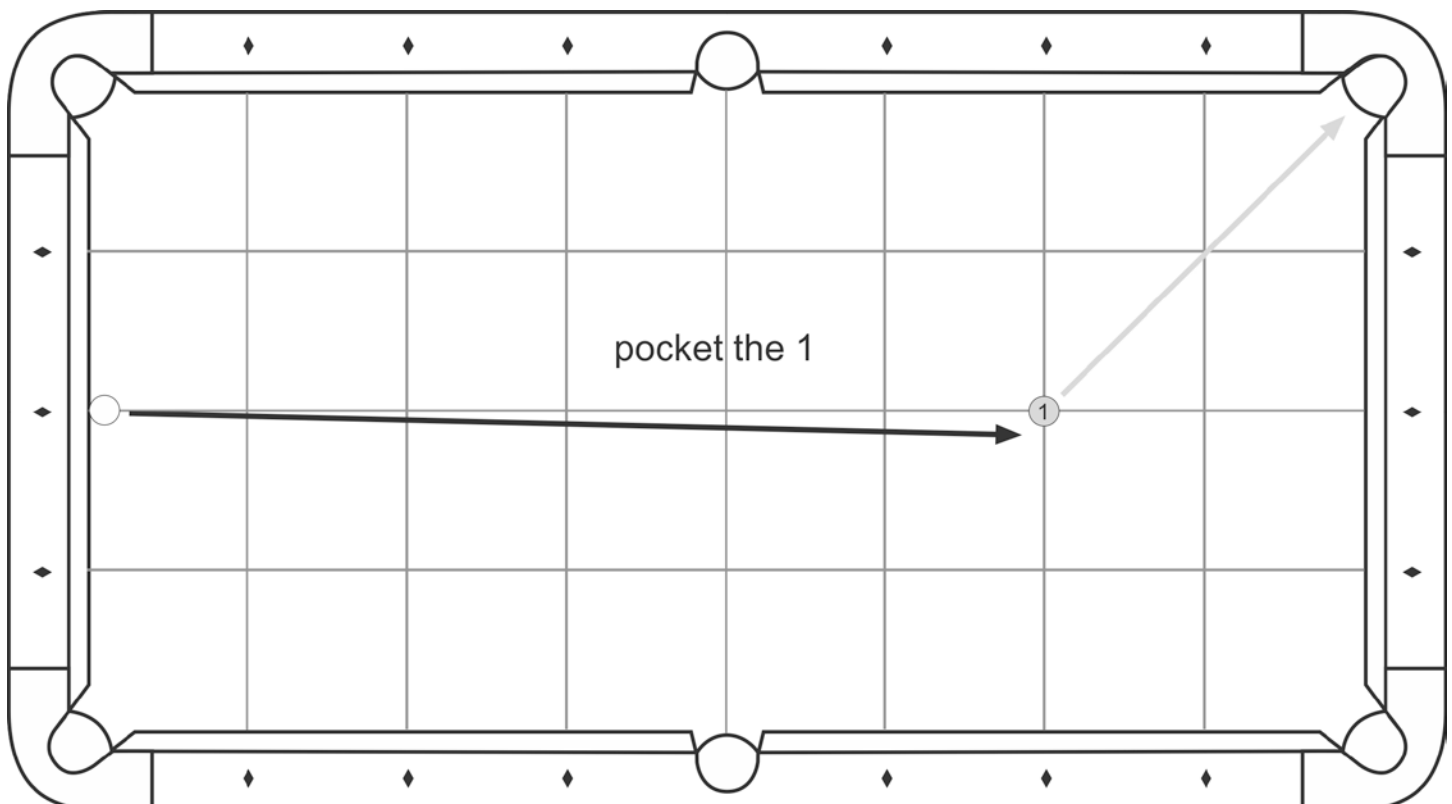


## Exam III – Advanced Shots

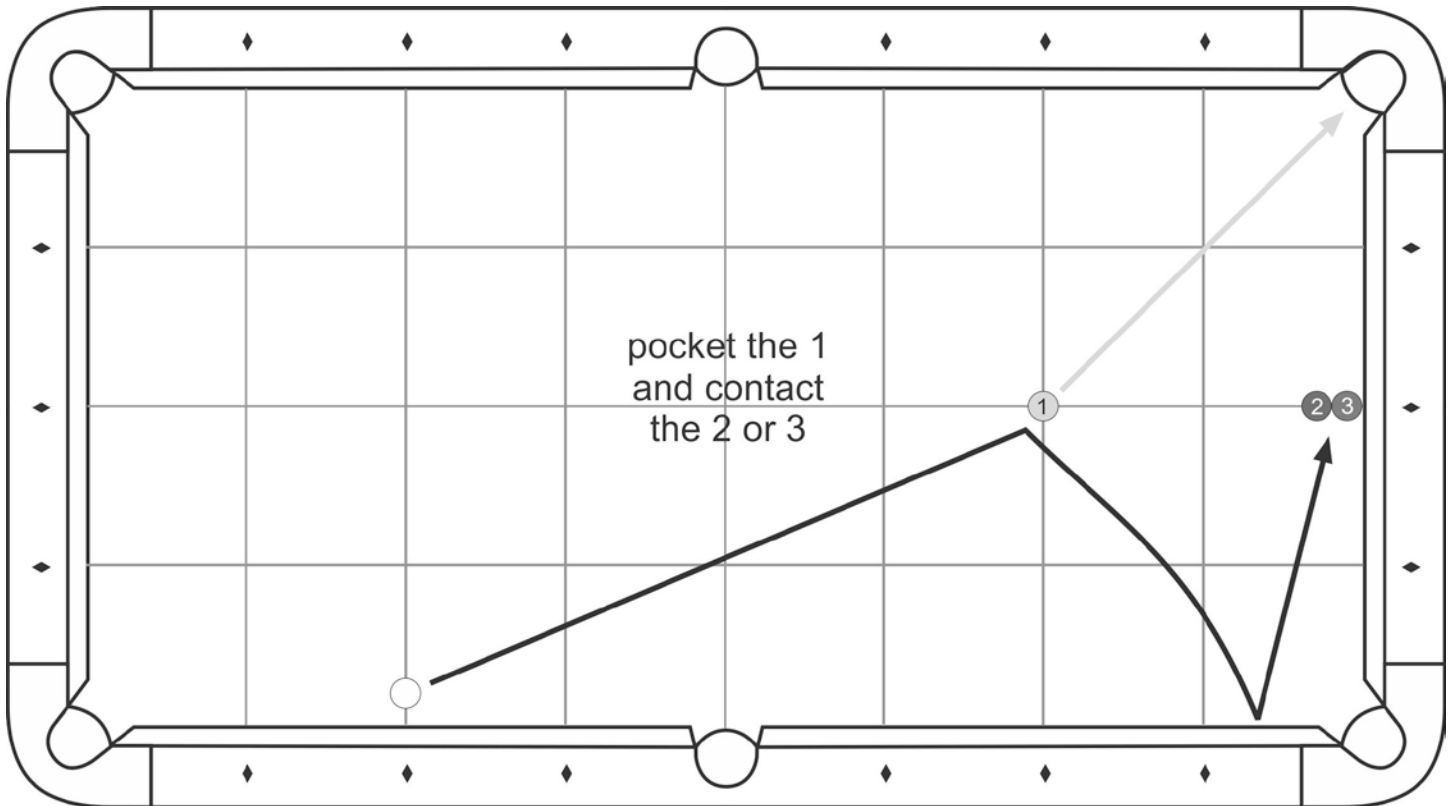
### Instructions:

- Attempt each of the 25 shots in this document (A1 – A25).
- You get 4 points for success on the 1<sup>st</sup> attempt, 2 points for 2<sup>nd</sup> attempt, or 1 point for the 3<sup>rd</sup> 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.

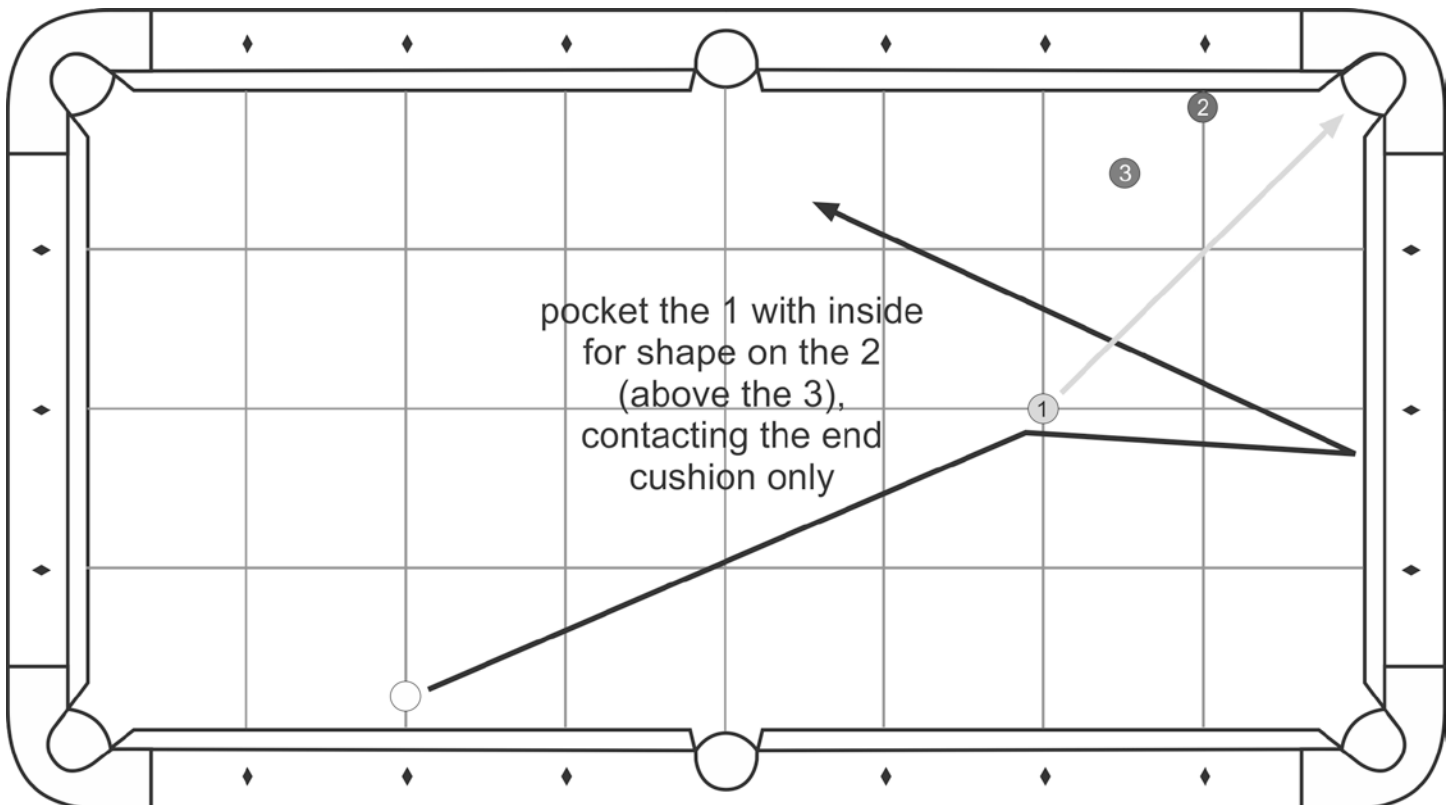
### A1 – Spot Shot From Head Rail



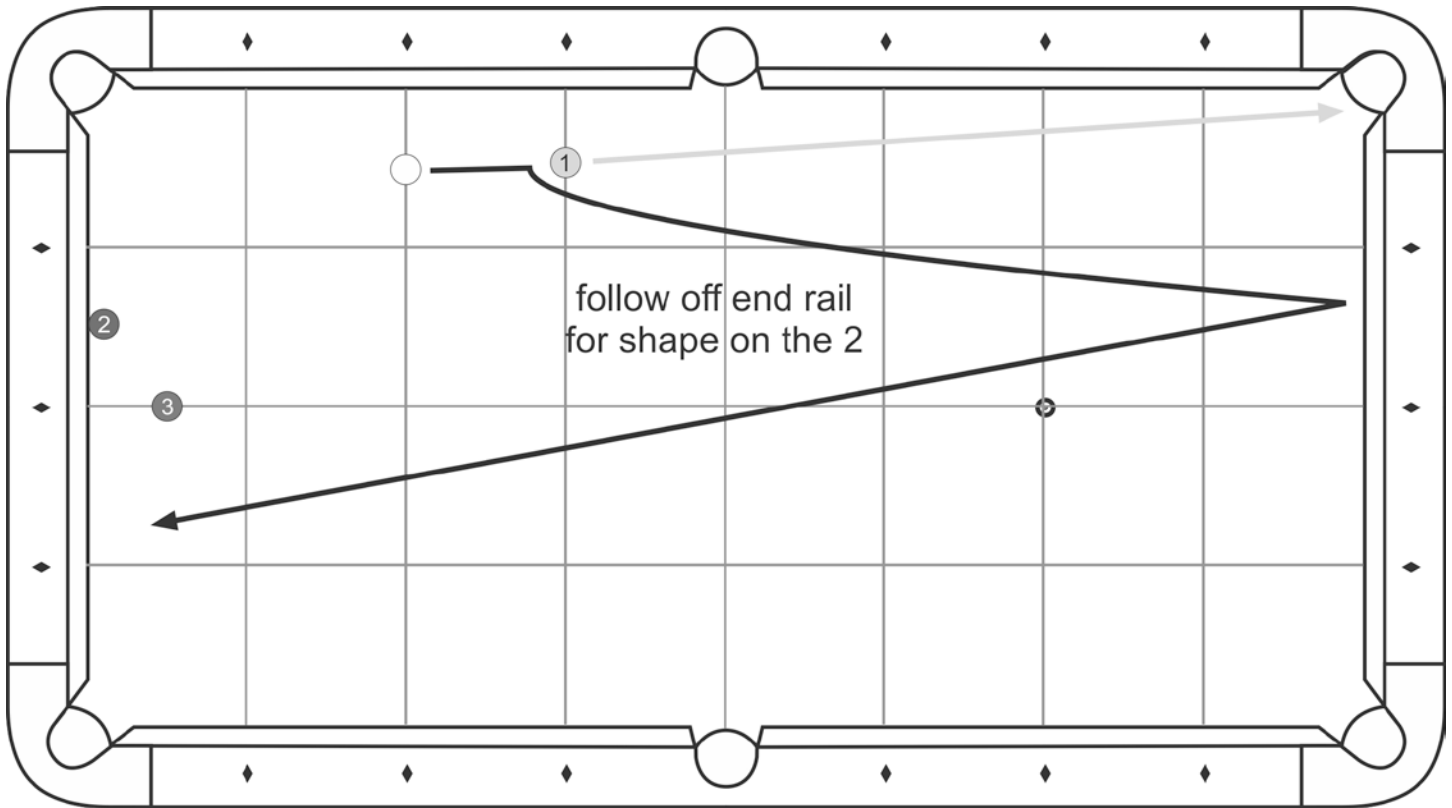
## A2 – Spot Shot With Break Out



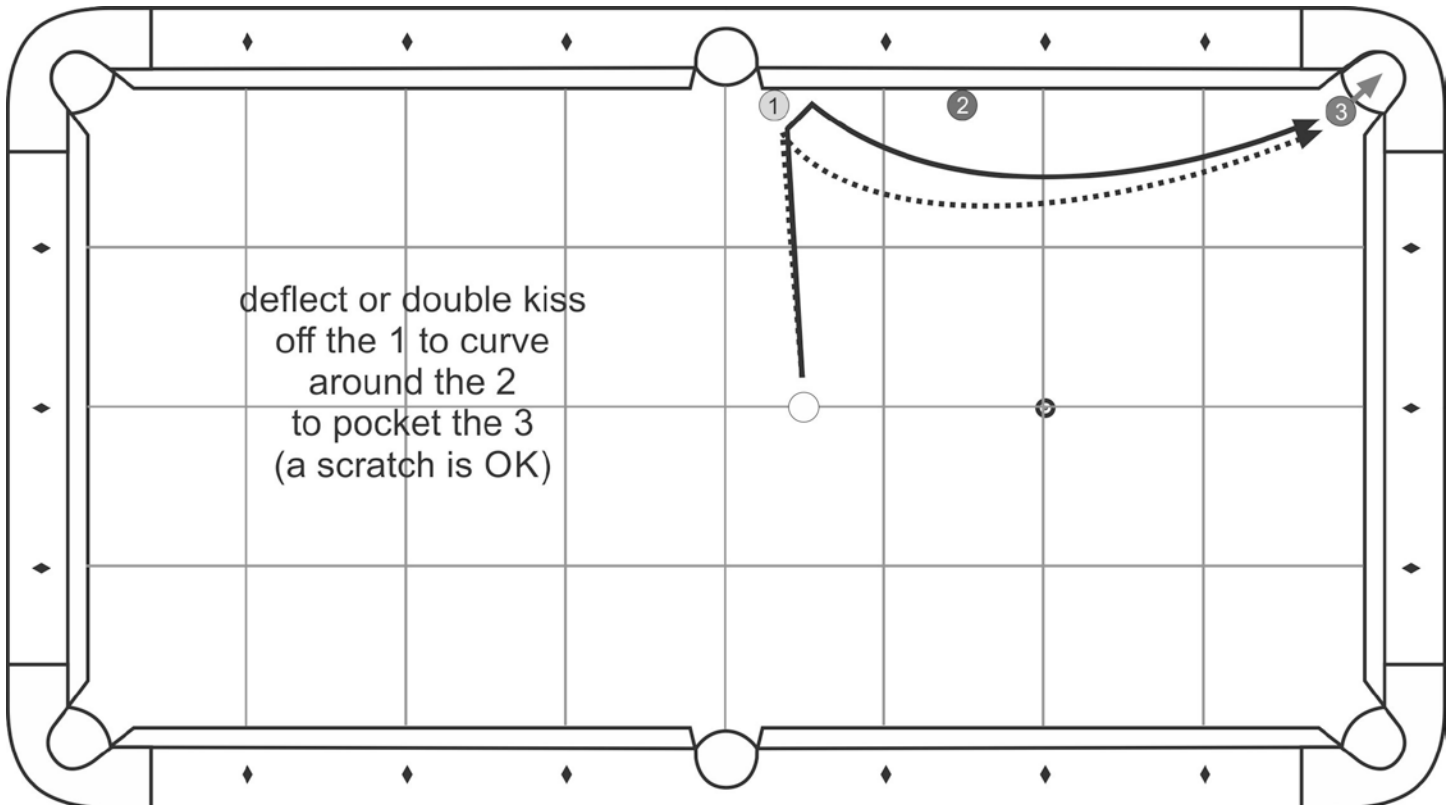
## A3 – Spot Shot With Inside



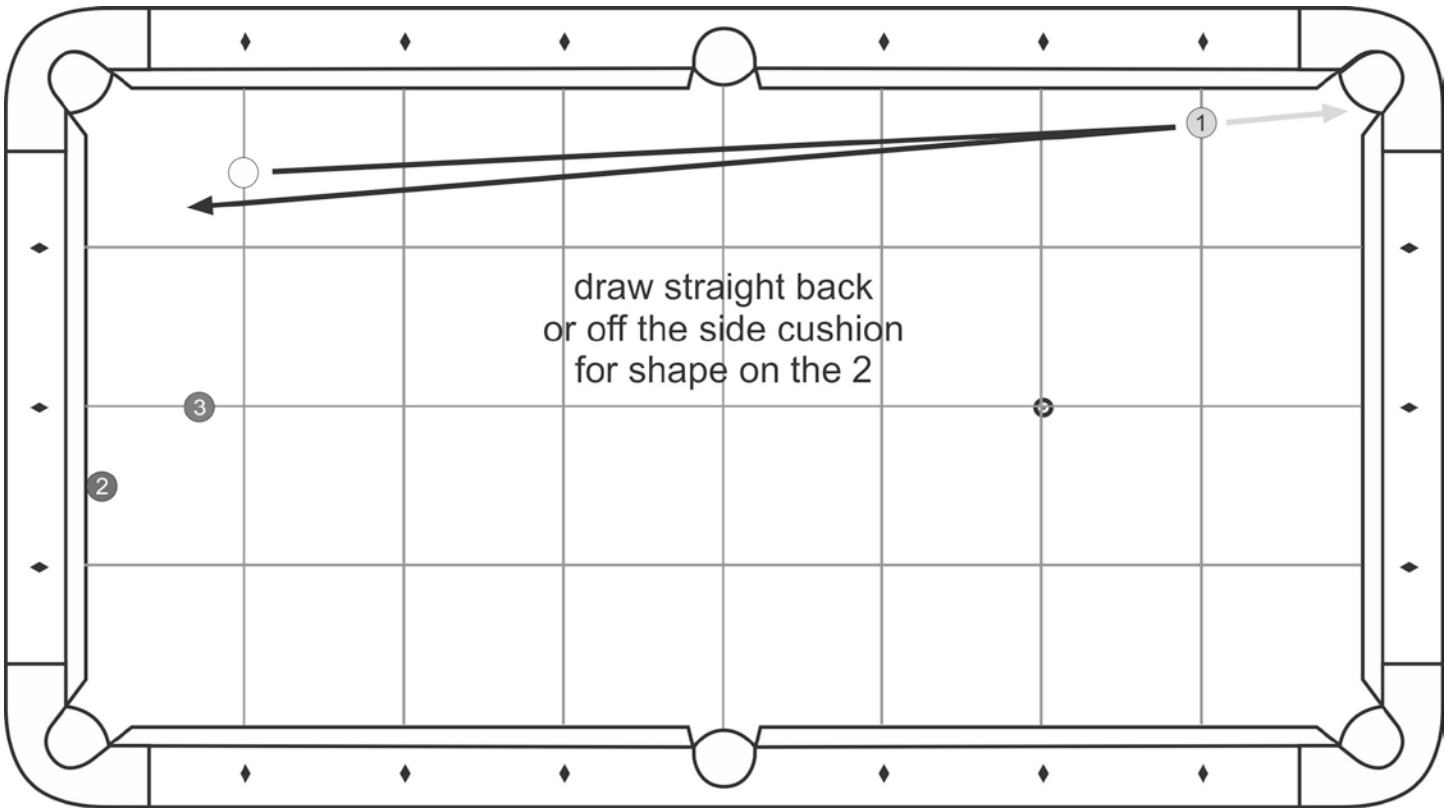
## A4 – Power Follow Shot



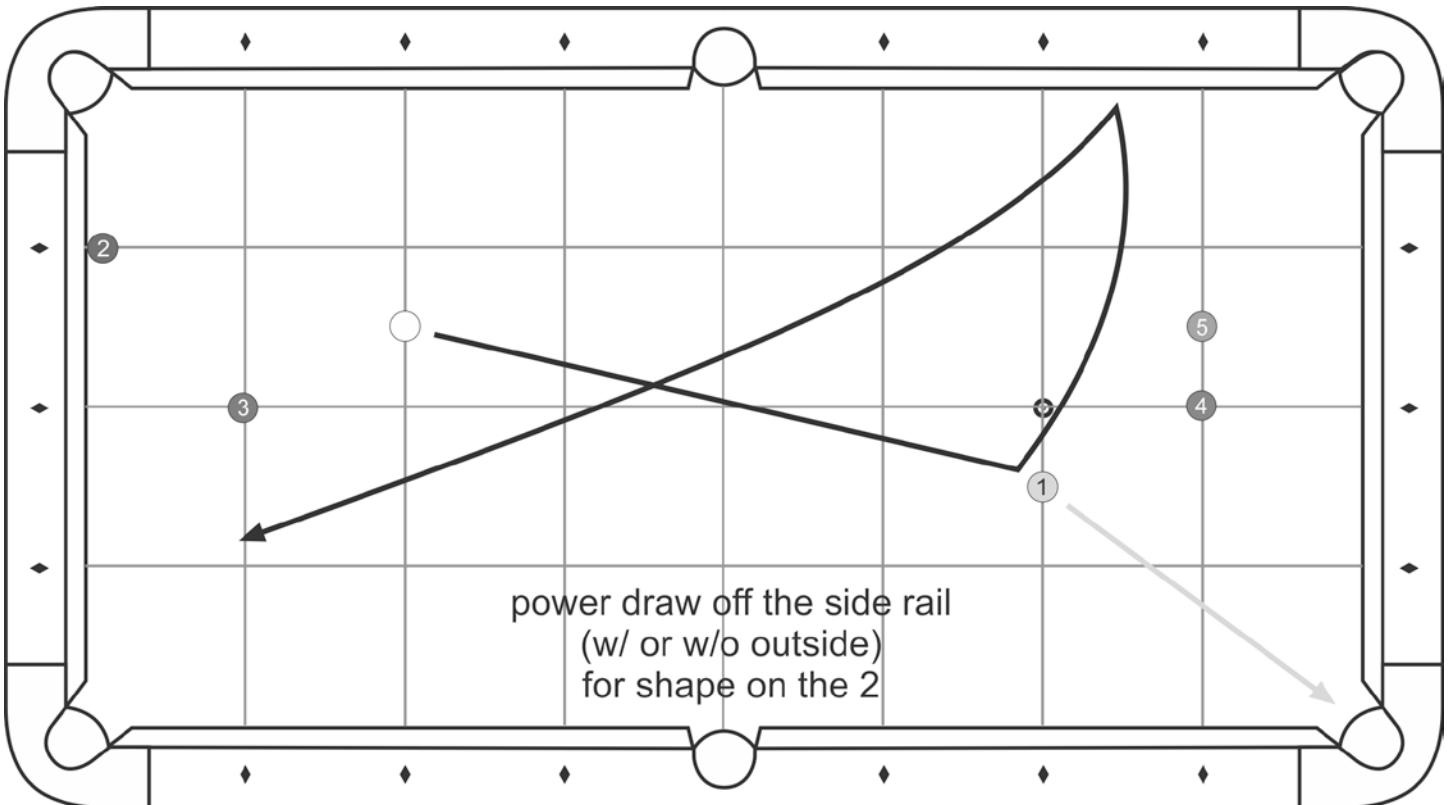
## A5 – Banana Shot



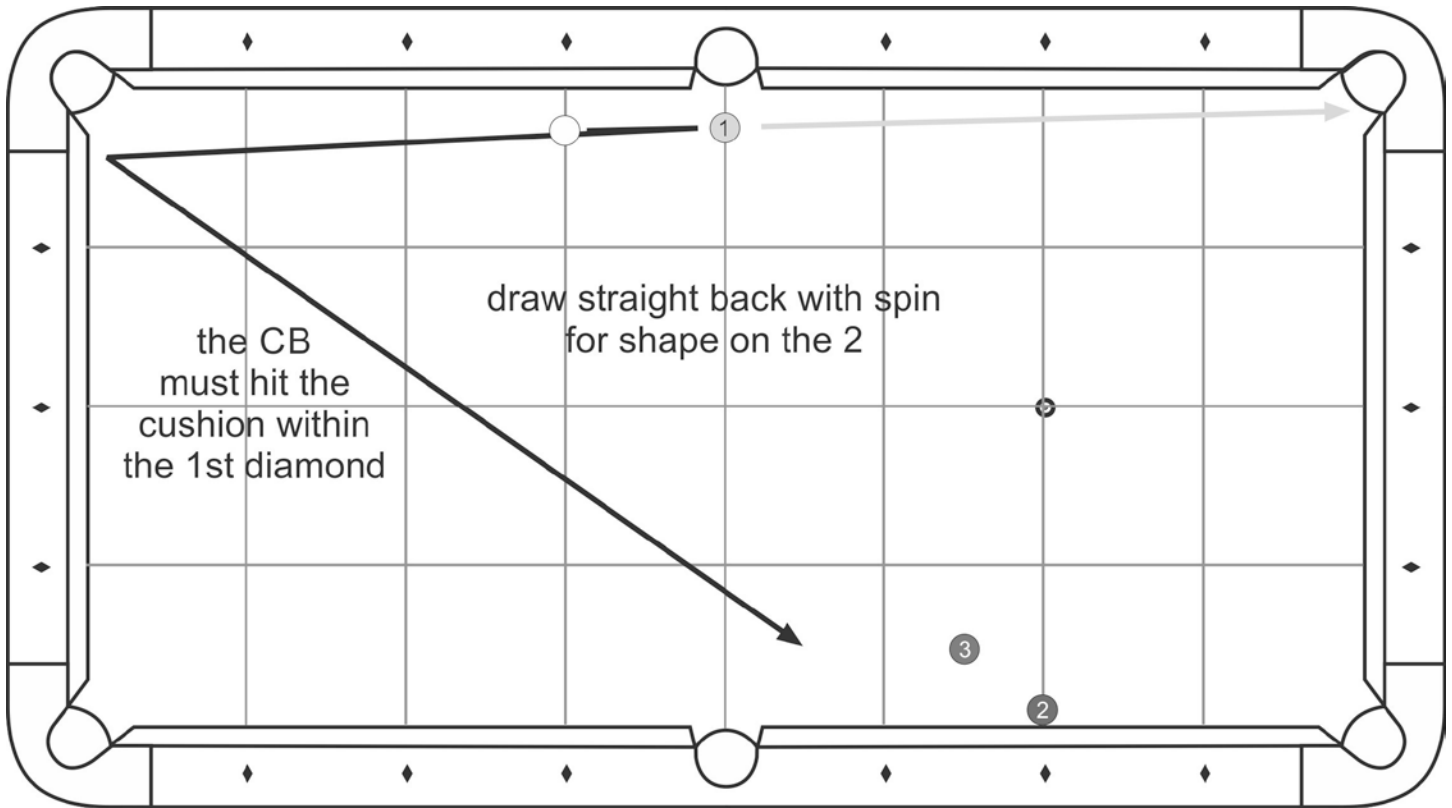
## A6 – Straight Power Draw



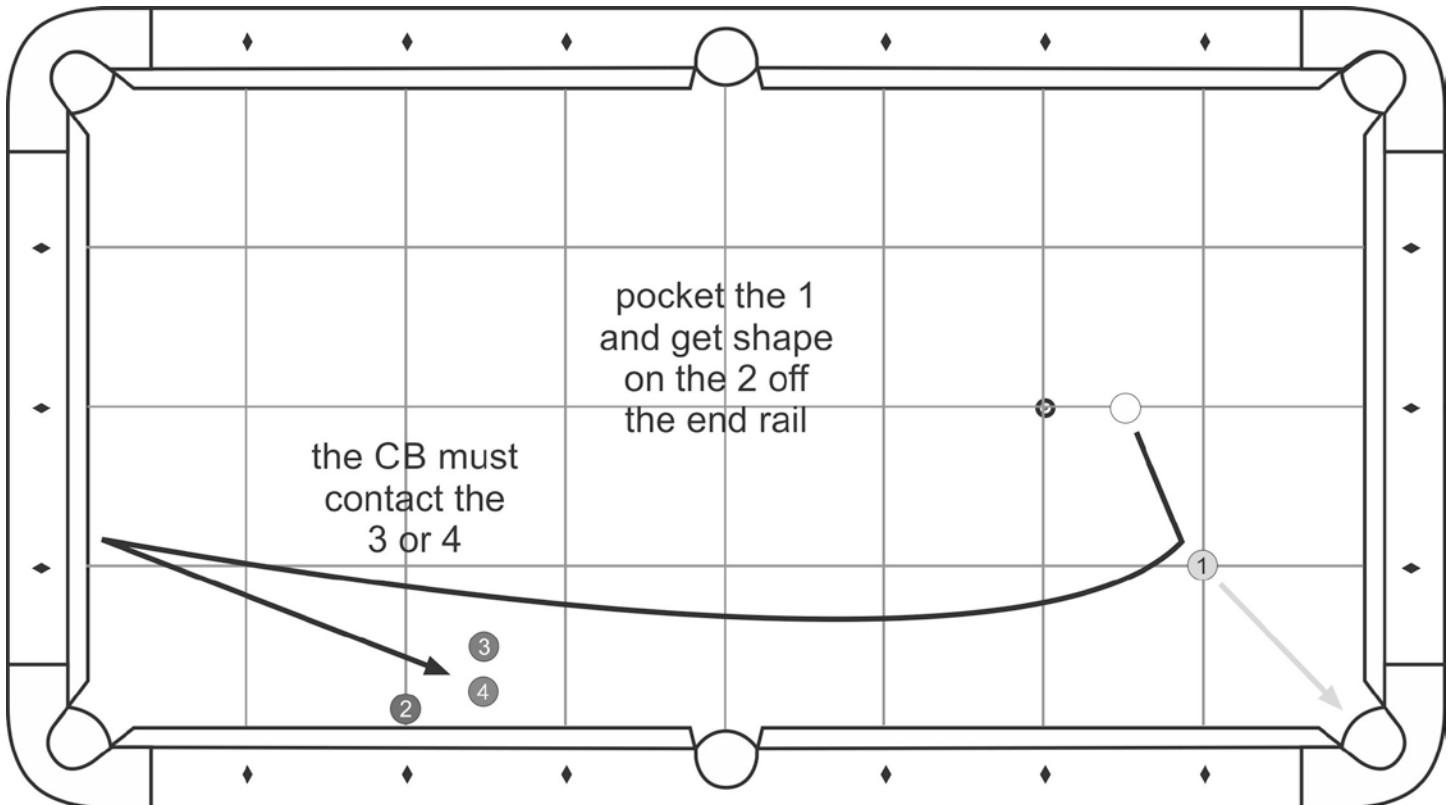
## A7 – Power Draw off Side Rail



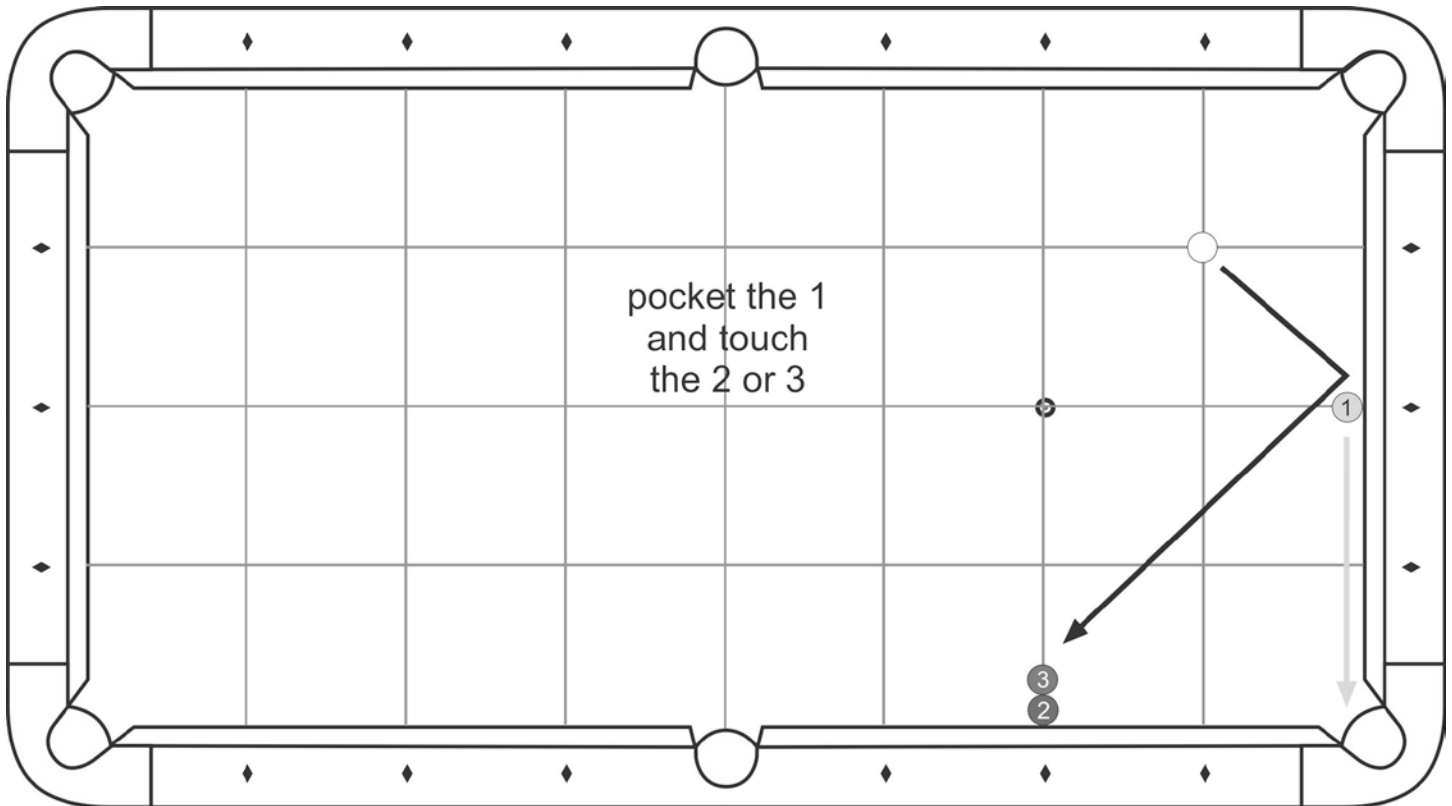
## A8 – Power Draw with Side



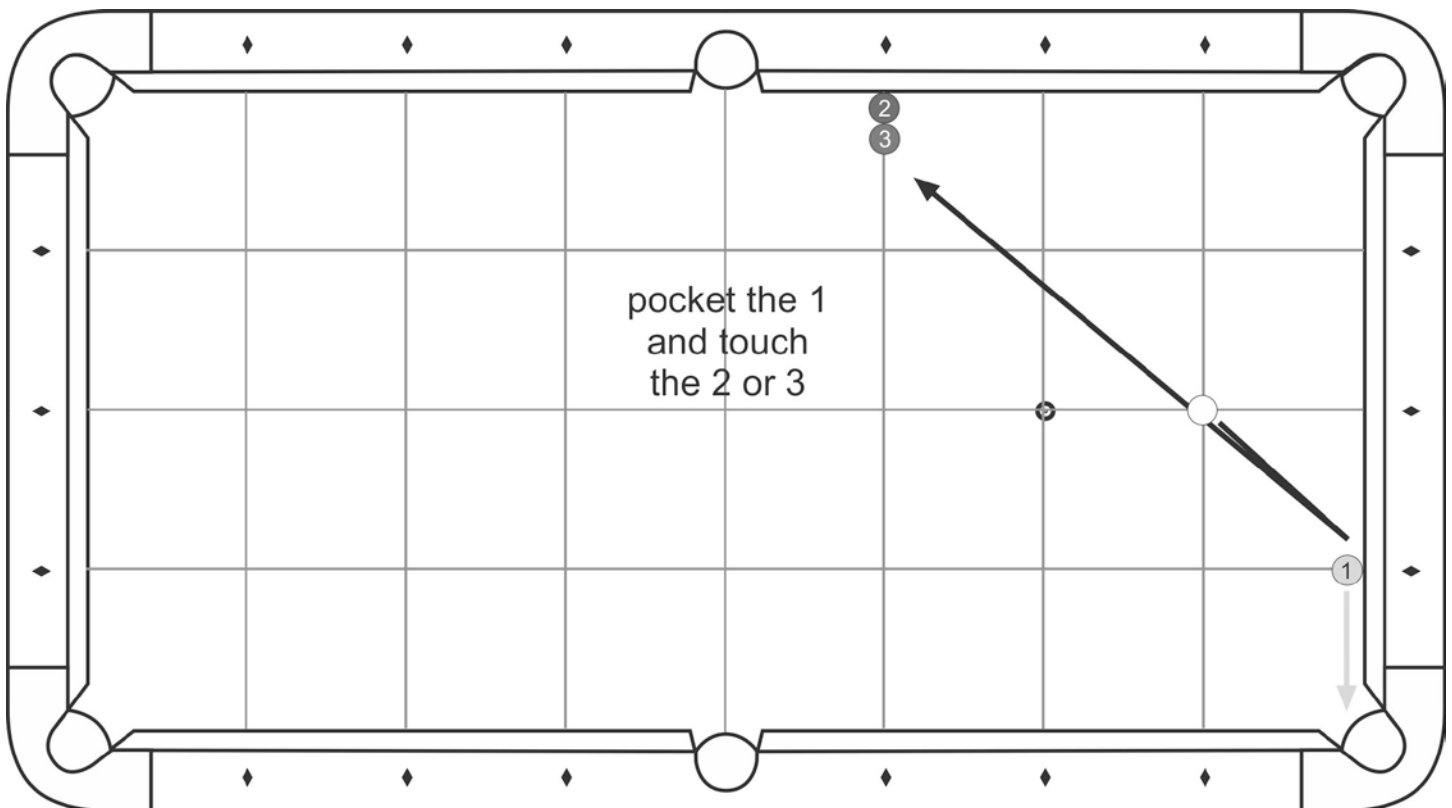
## A9 – Inside Draw for Position



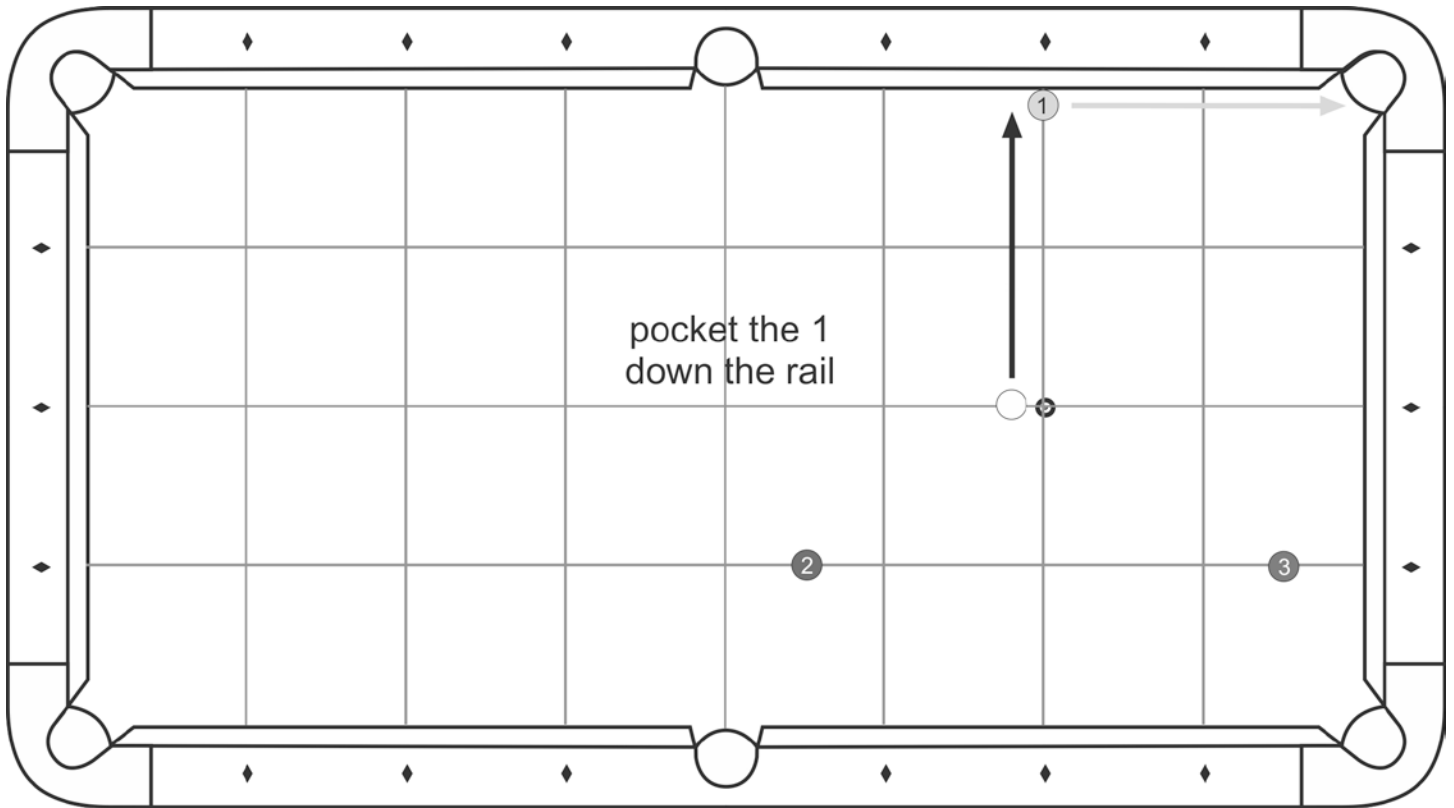
## A10 – Ball-First Inside Follow



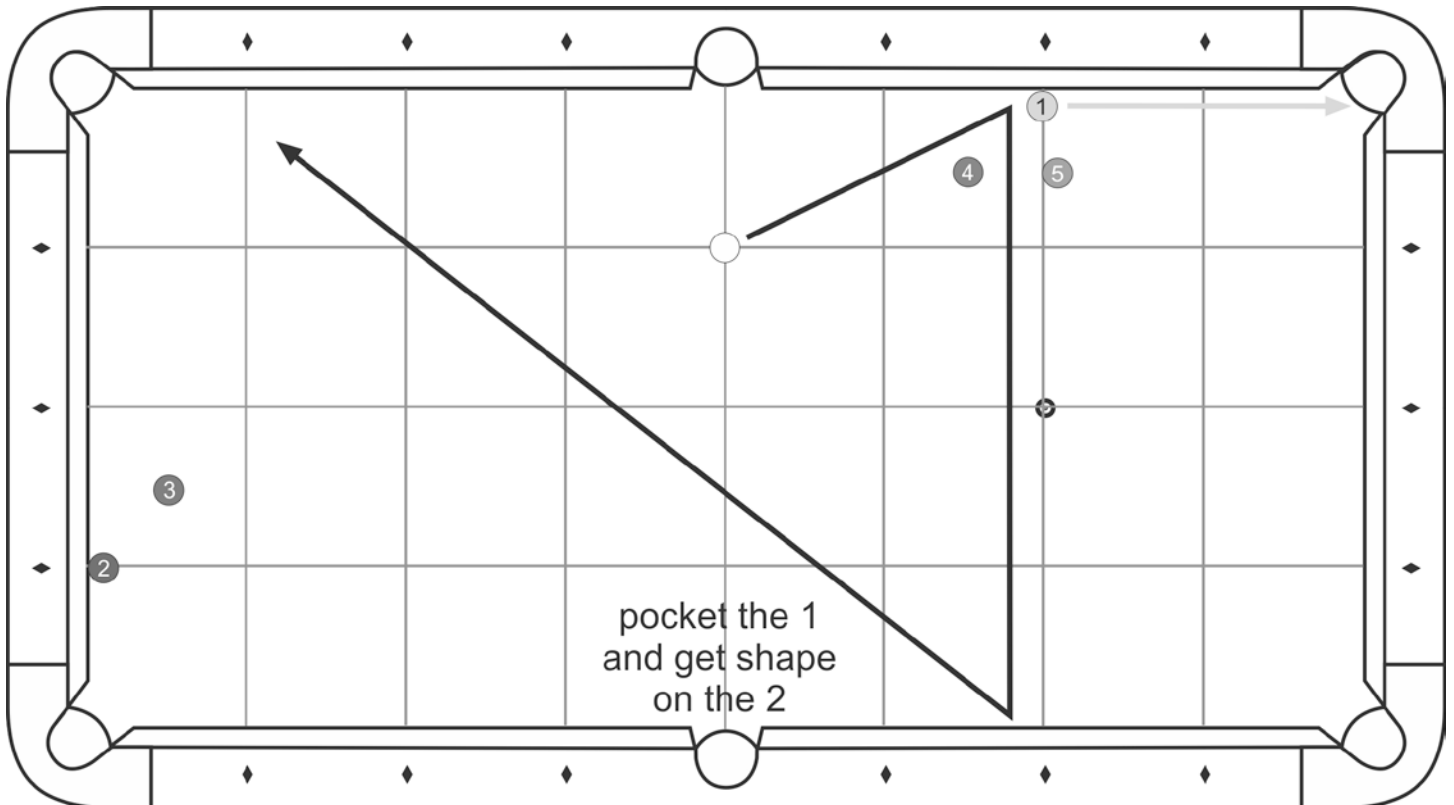
## A11 – Ball-First Outside Draw



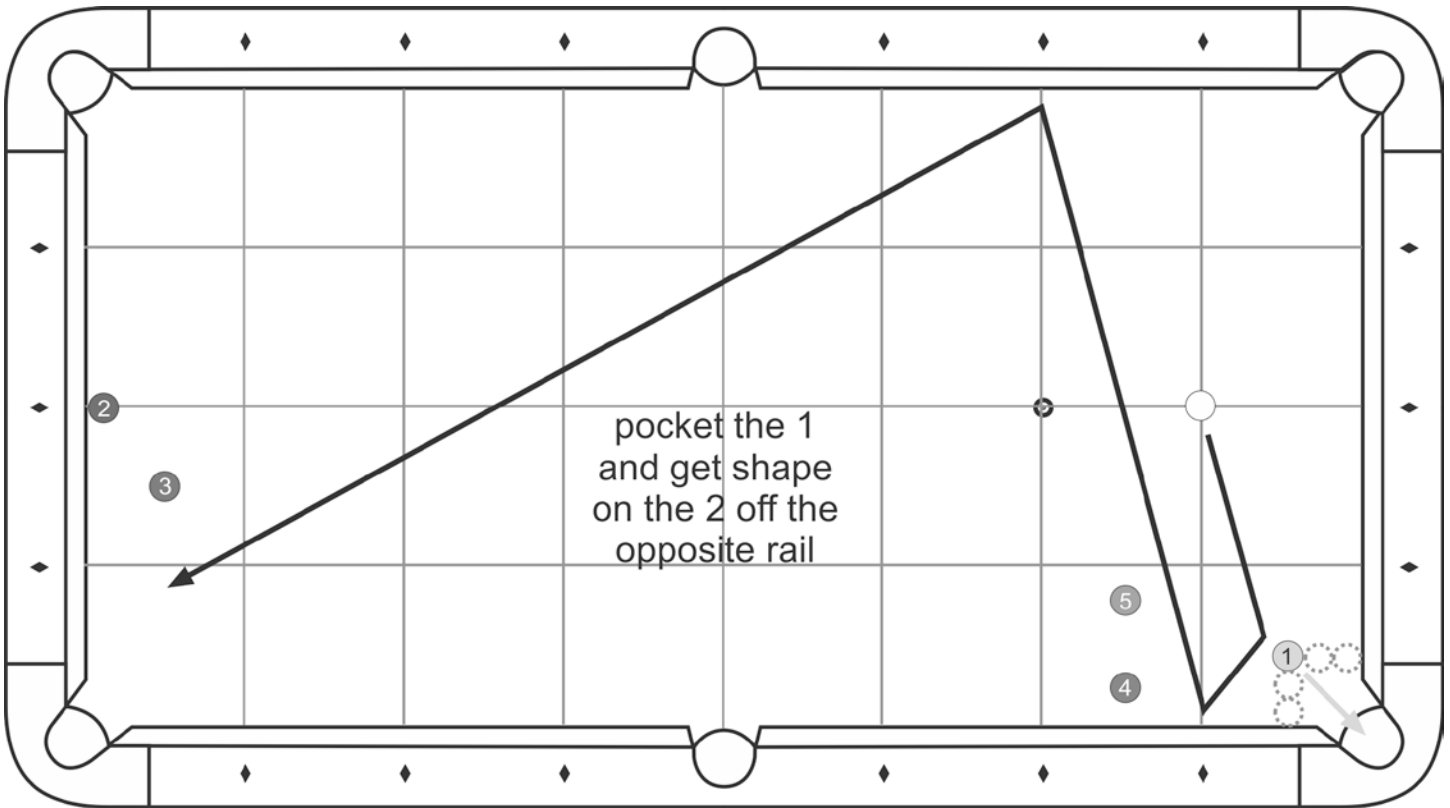
## A12 – Steep Rail Cut



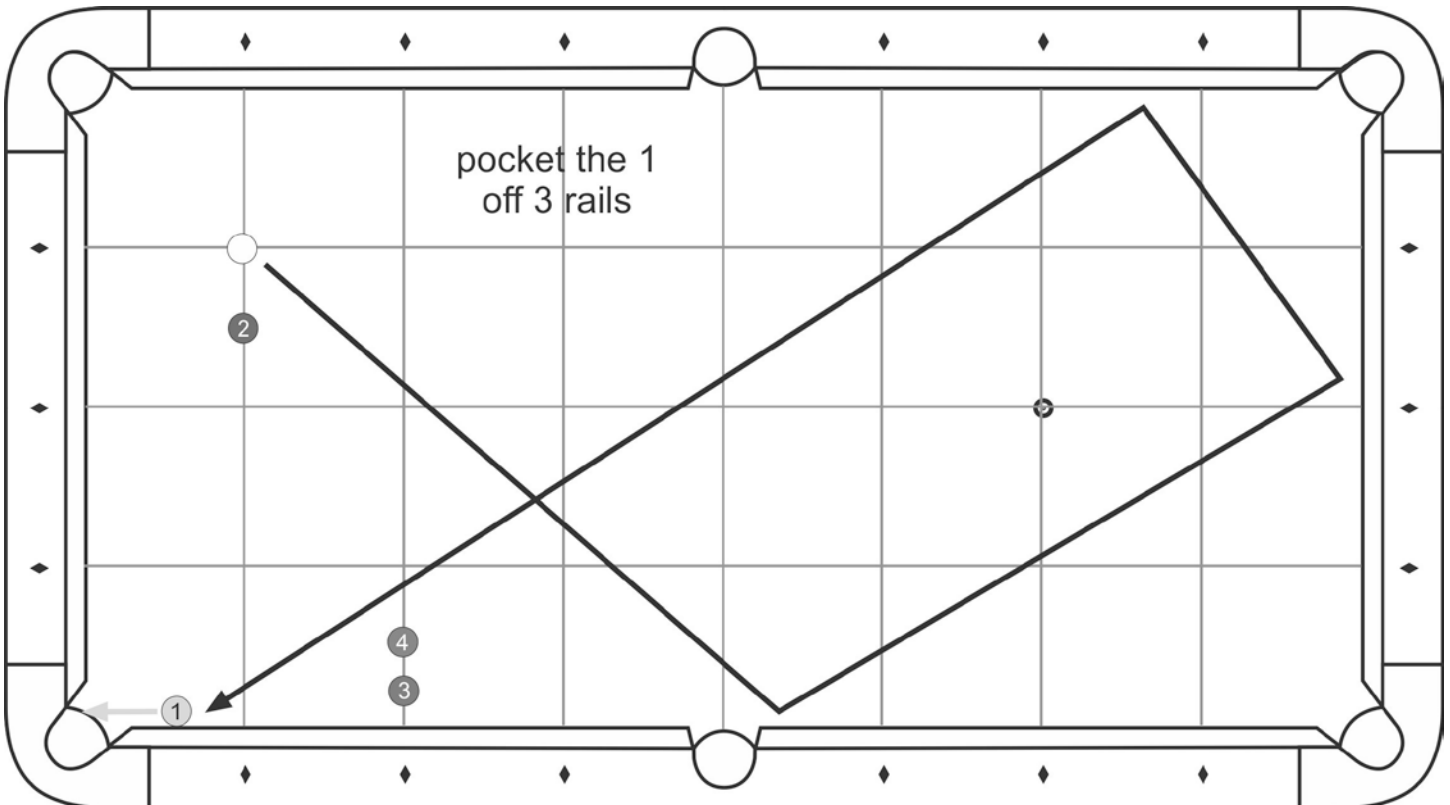
## A13 – Rail-First Spin across Table



## A14 – Inside across the Table

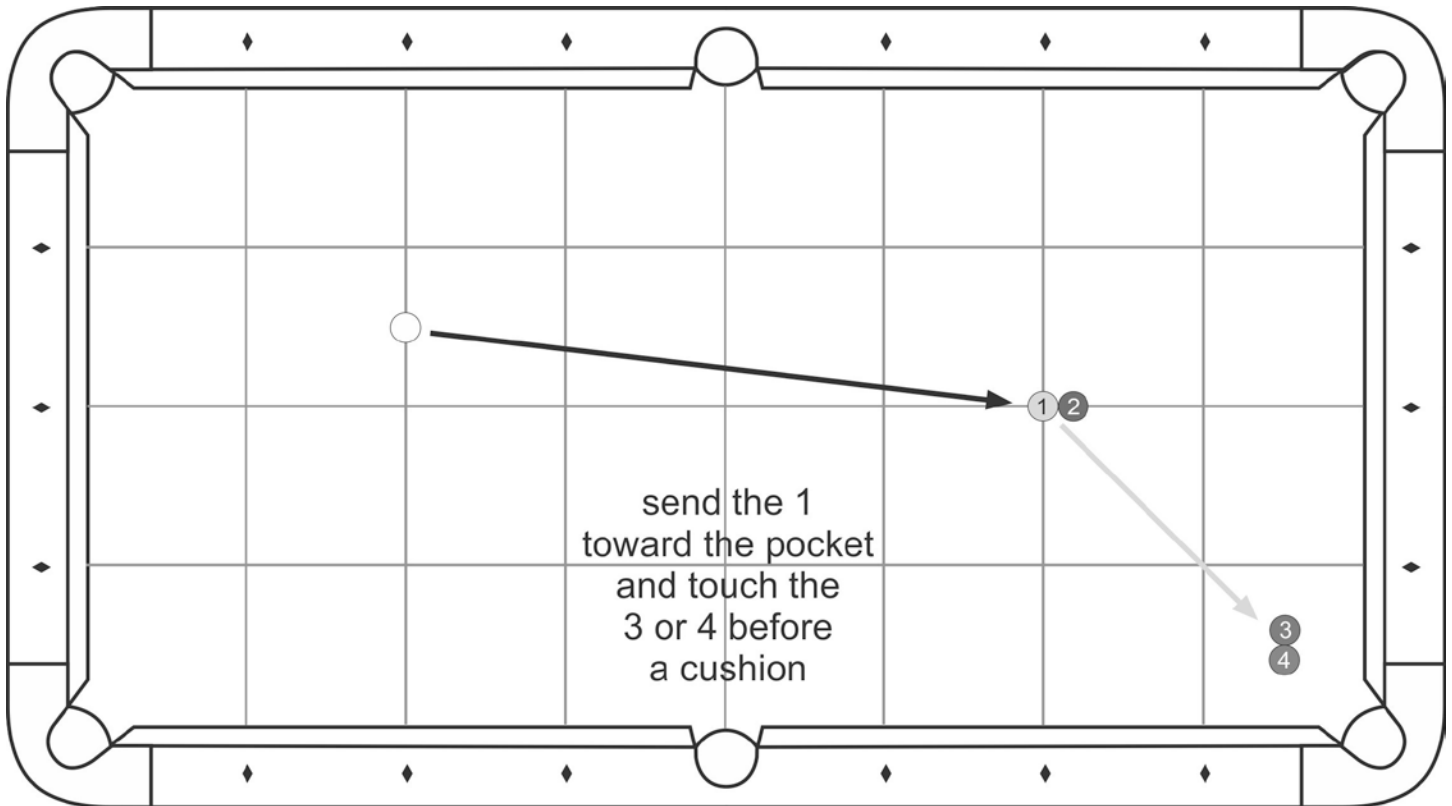


## A15 – Three-Rail Kick

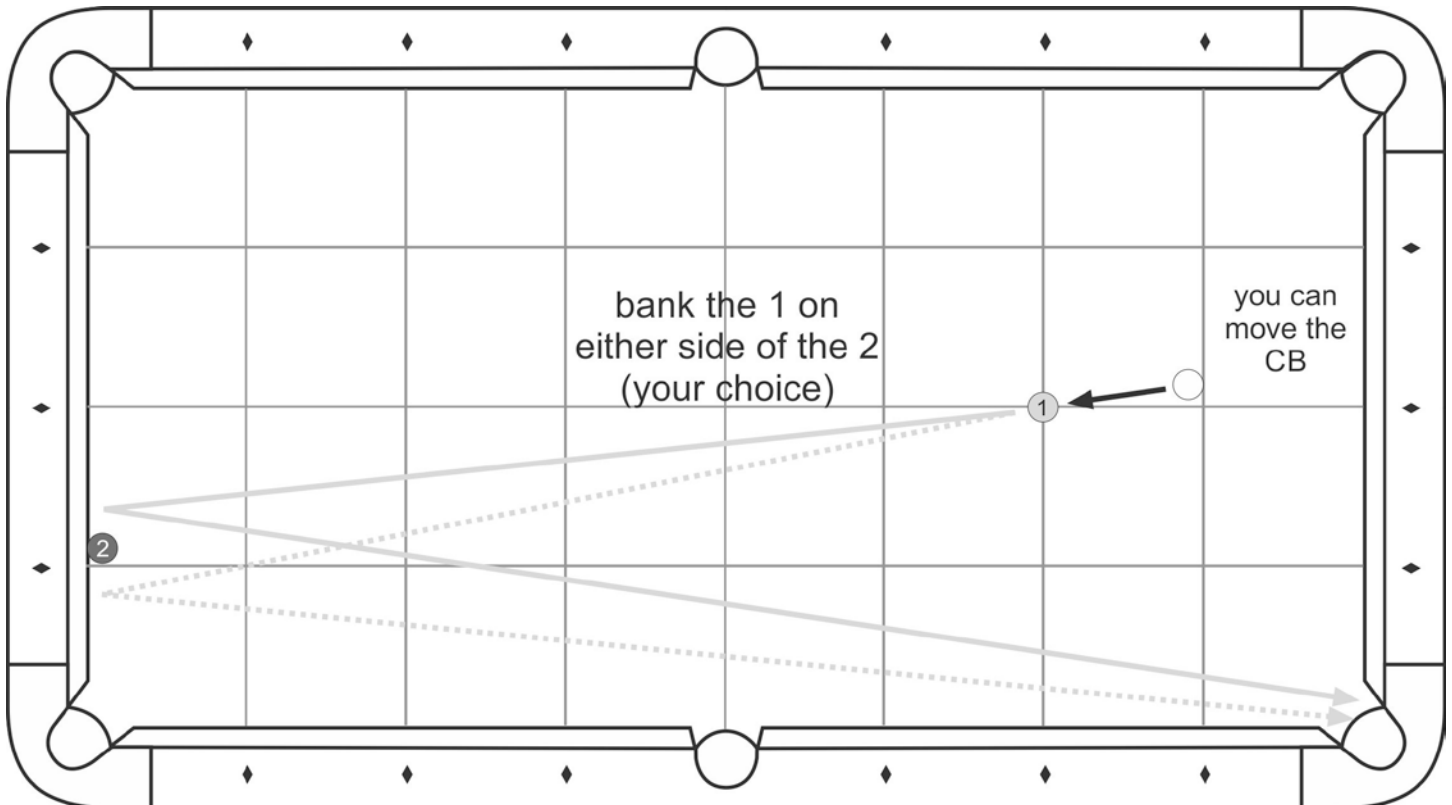




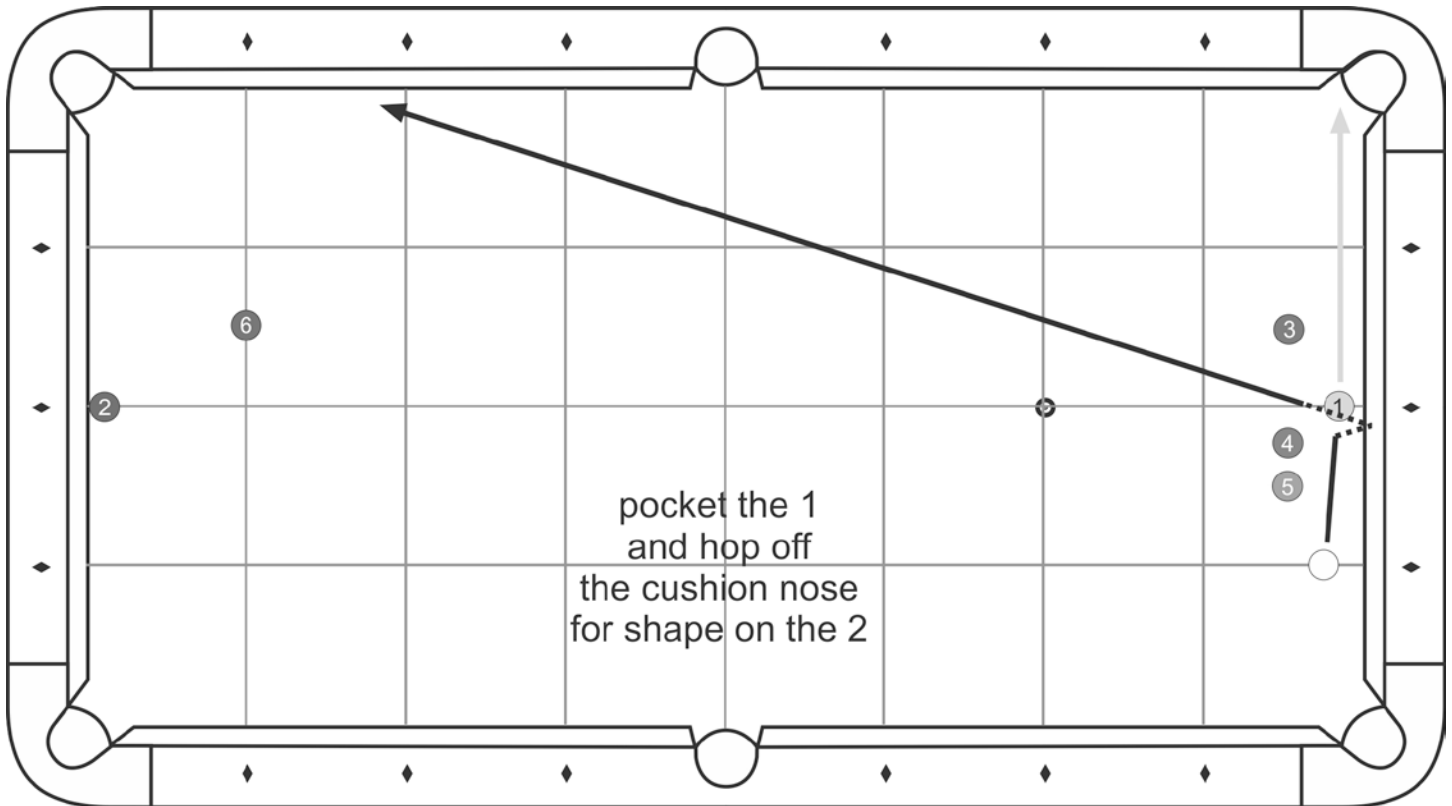
## A16 – One-Pocket Frozen Spot Shot



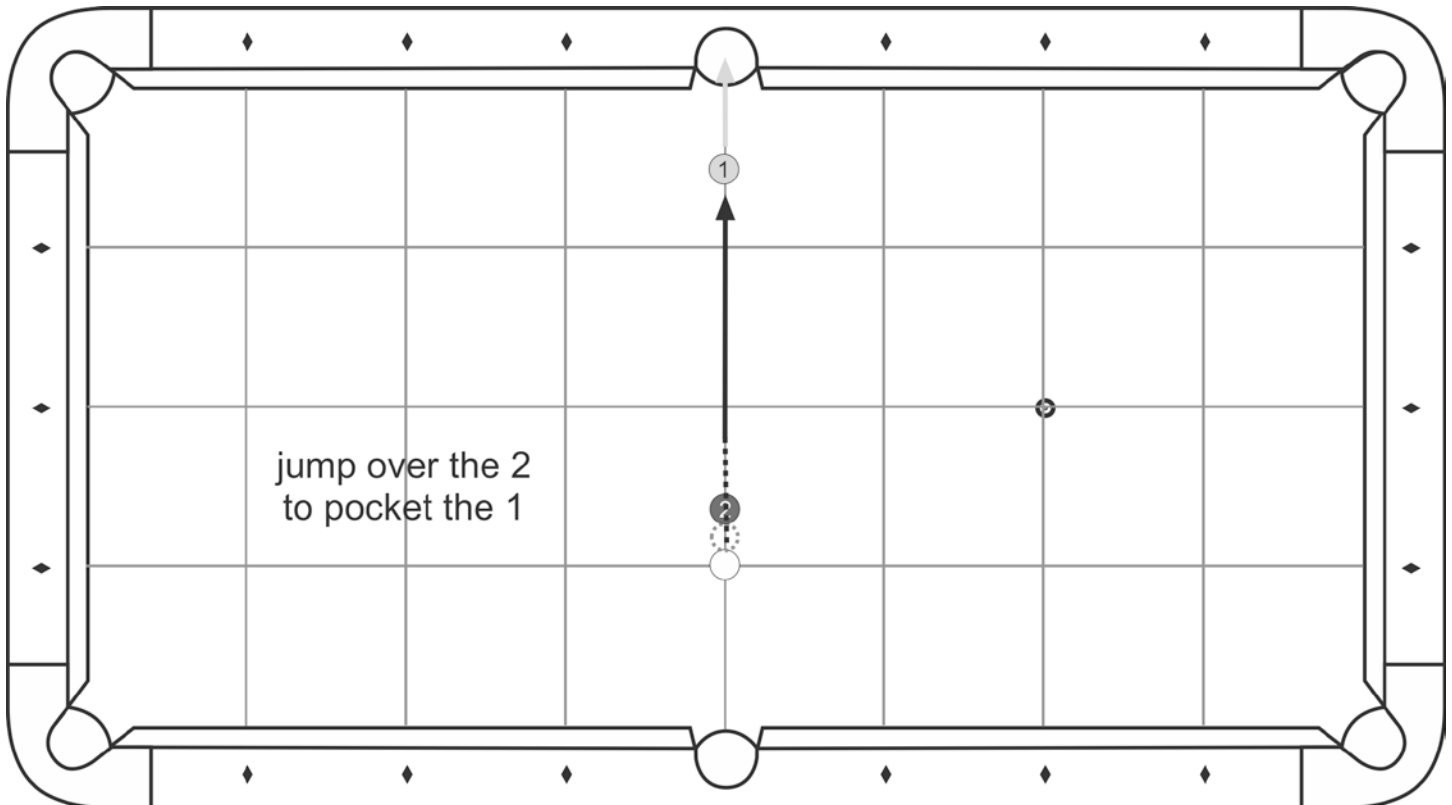
## A17 – One-Pocket Foot Spot Bank off Head Rail



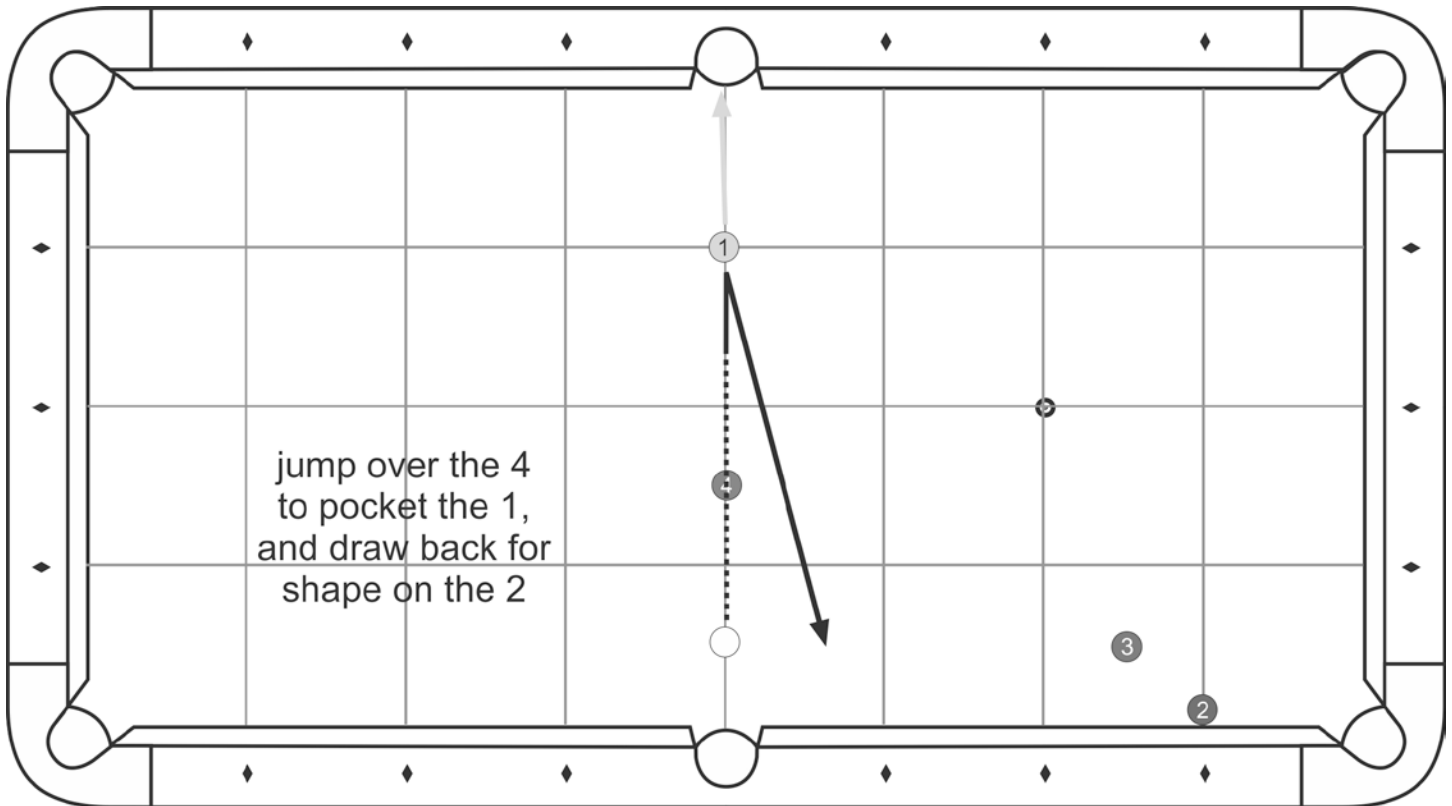
## A18 – Hop on Cushion Nose for Shape



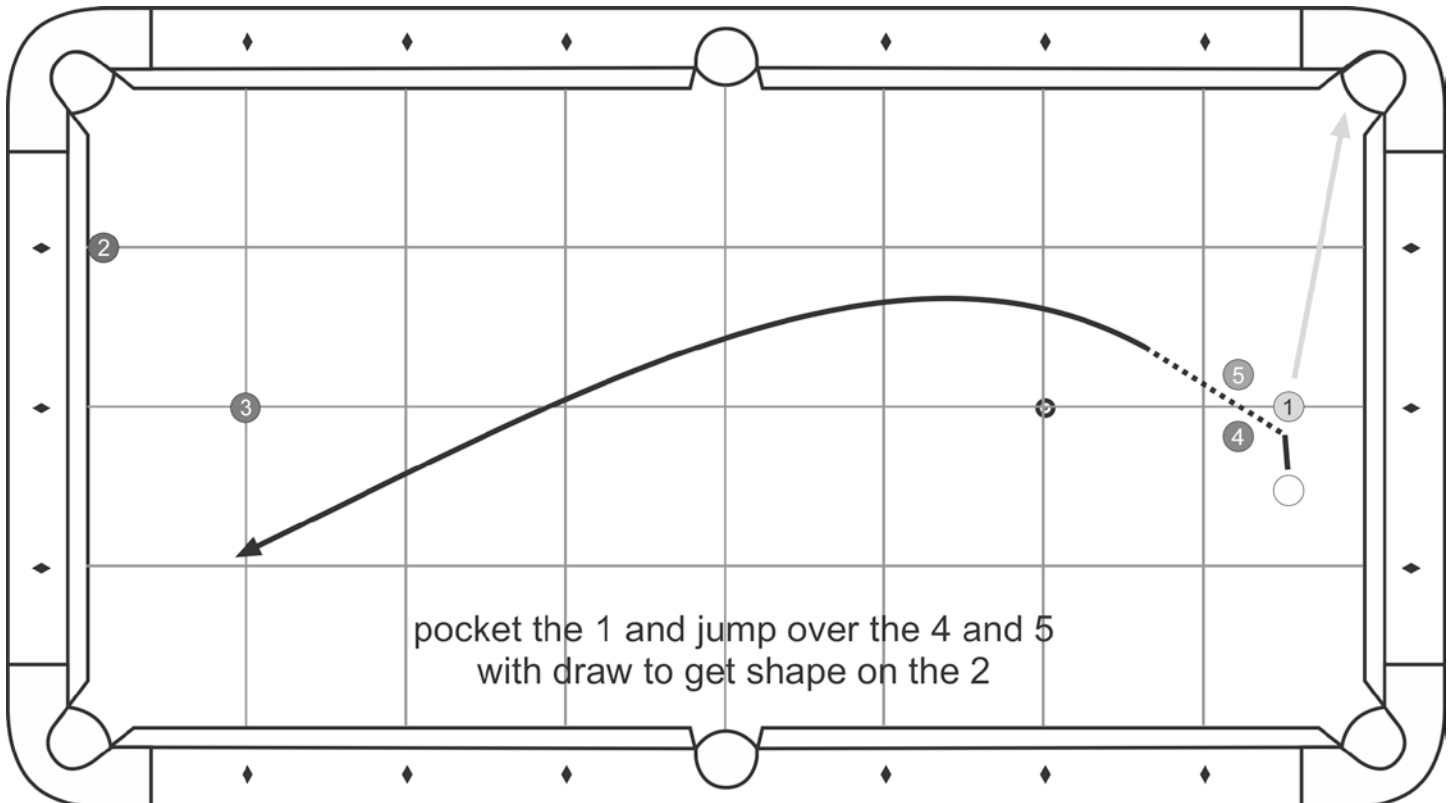
## A19 – Short, High Jump



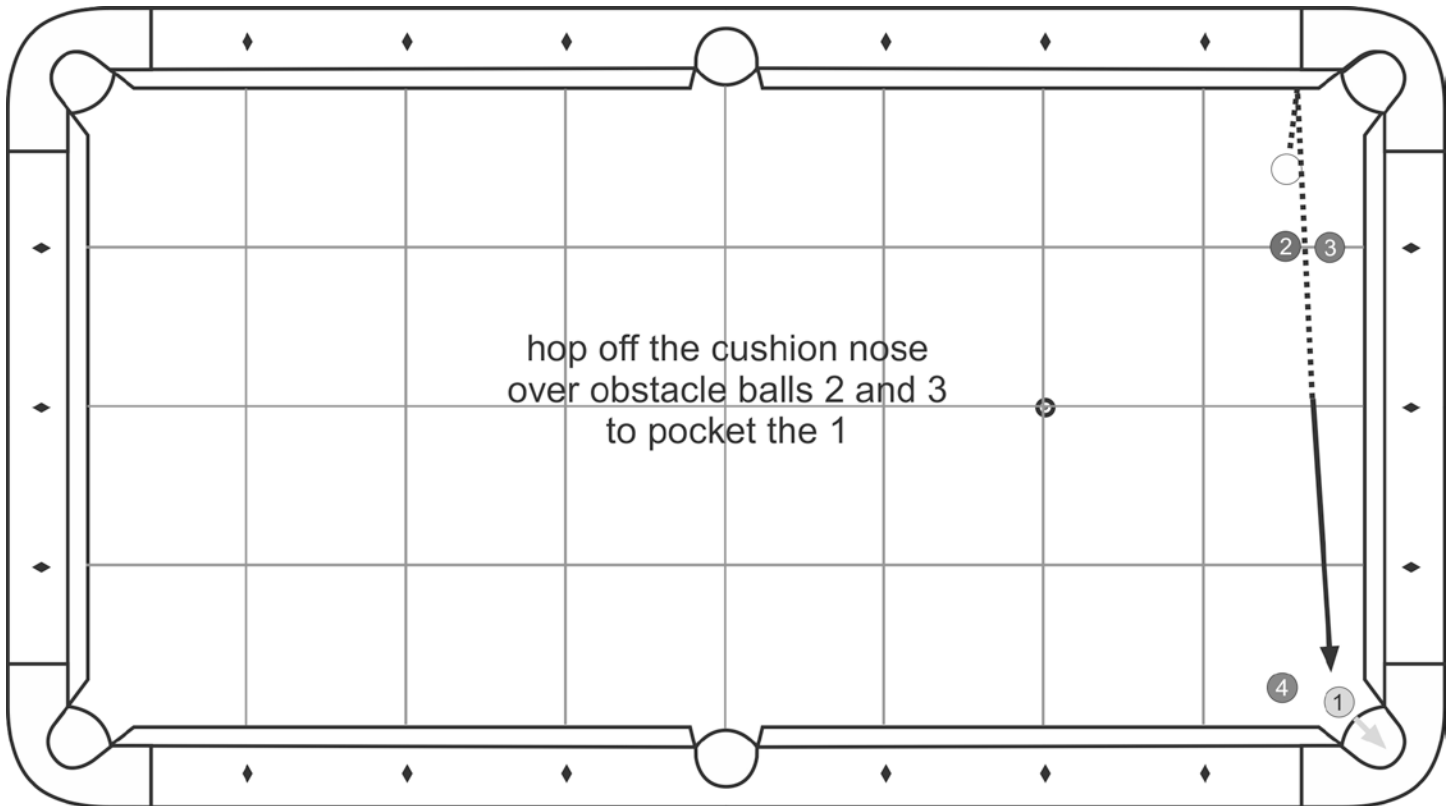
## A20 – Jump Draw



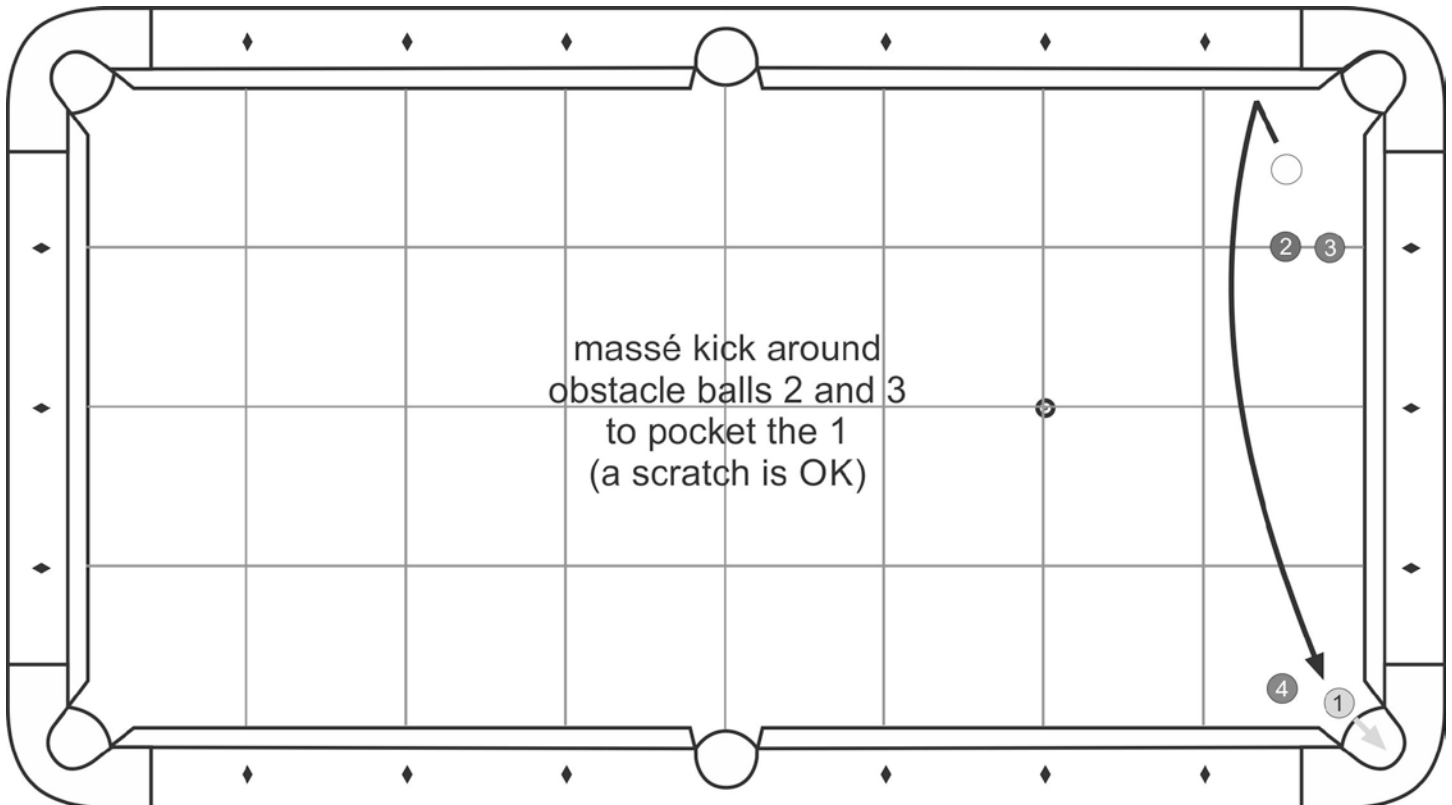
## A21 – Jump over Obstacles with Draw



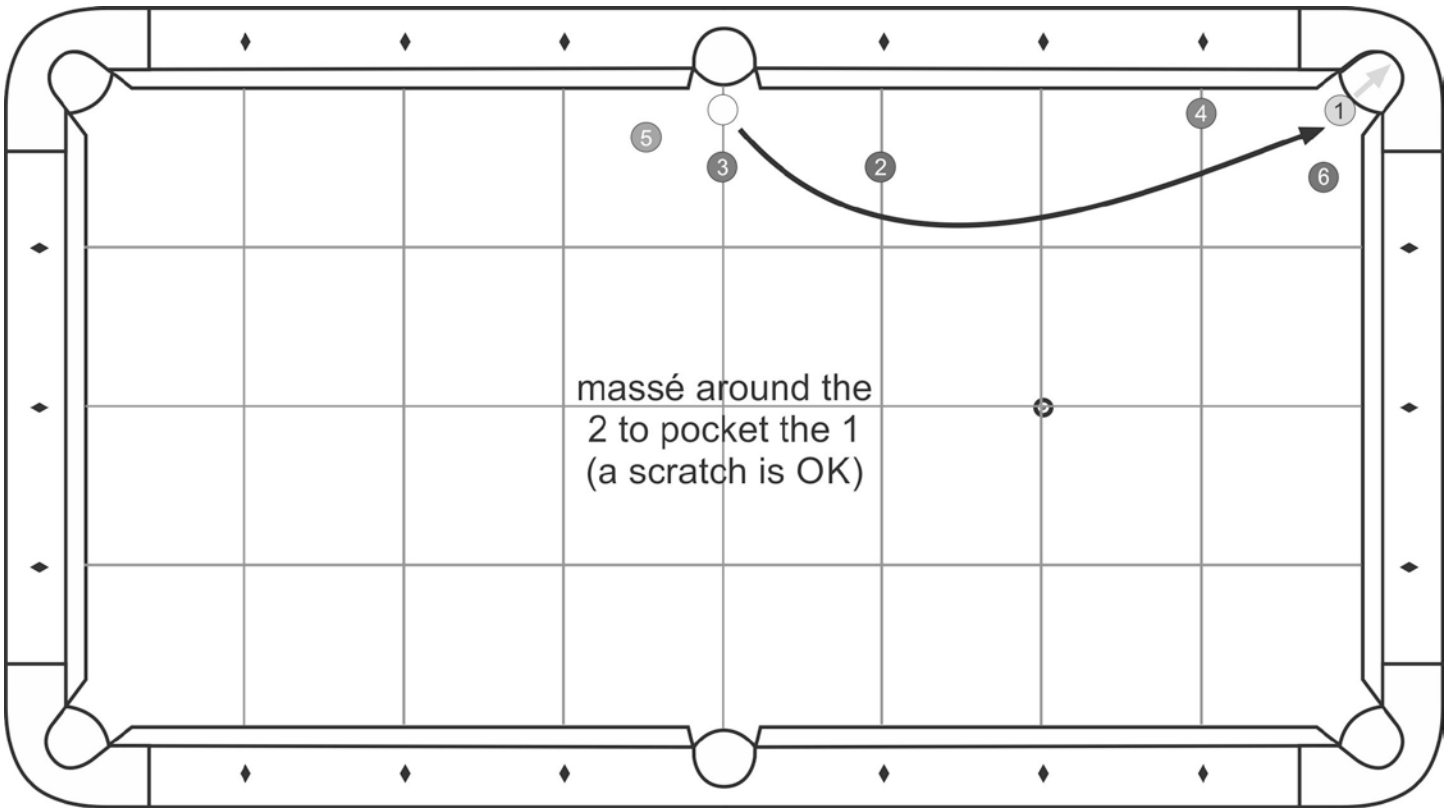
## A22 – Hop off Cushion Nose



## A23 – Massé Kick



## A24 – Large Curve Massé



## A25 – After-Collision Massé

