Exam II – Skills
Bachelors Level

BILLIARD
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S1 – Line of Balls Drill

pocket the balls
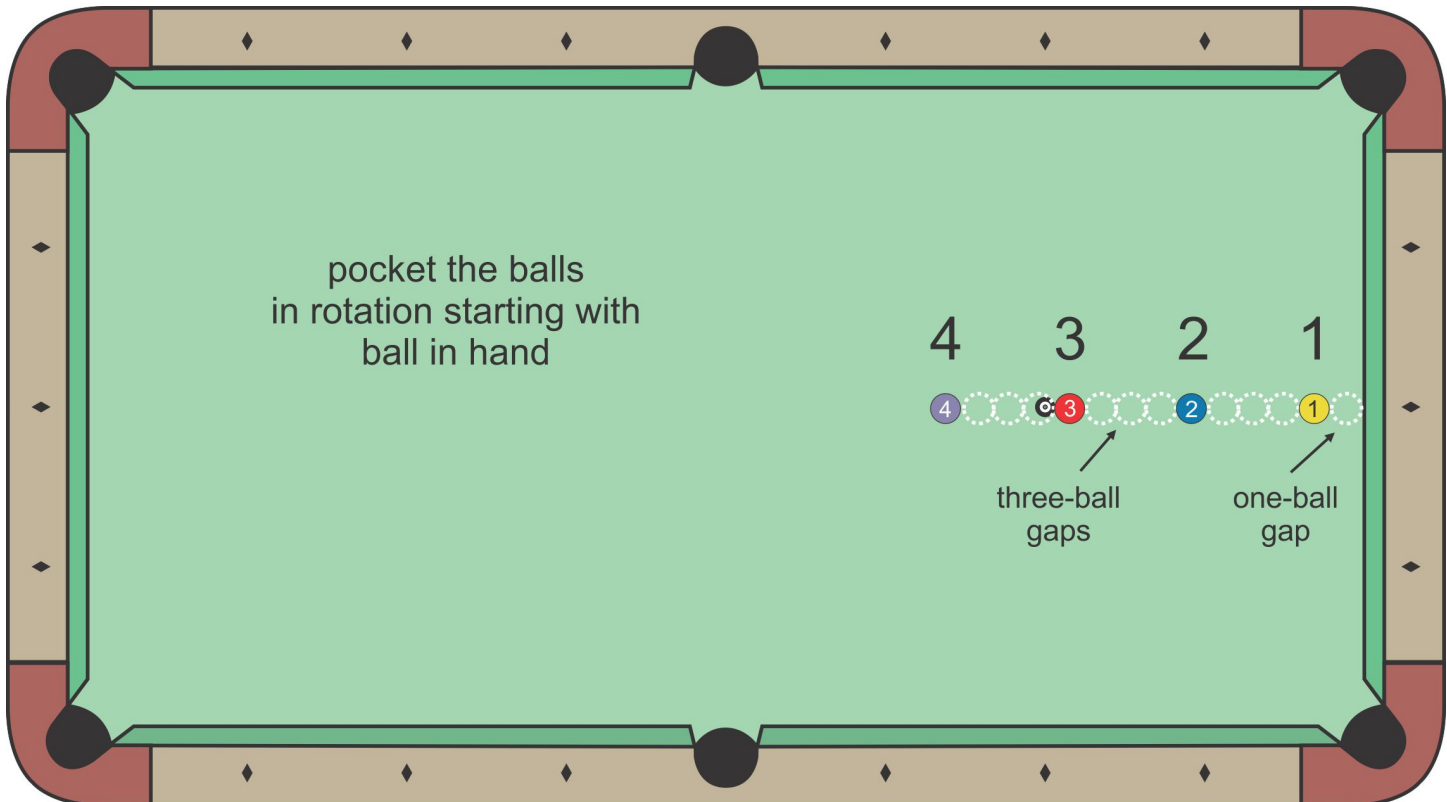in rotation starting with
ball in hand

4   3   2   1

three-ball
gaps

one-ball
gap

Instructions:

- Pocket the balls in rotation (i.e., in numerical order) in any pockets without scratching or contacting any of the remaining balls.
- If you disturb a ball while pocketing one, the one pocketed counts, but the run ends.
- Shoot the drill twice and use the higher score of the two attempts.

score = # of balls pocketed legally (without a scratch)
before a miss or ball contact (4 max)

S2 – Rail Cut Shot Drill

pocket the balls
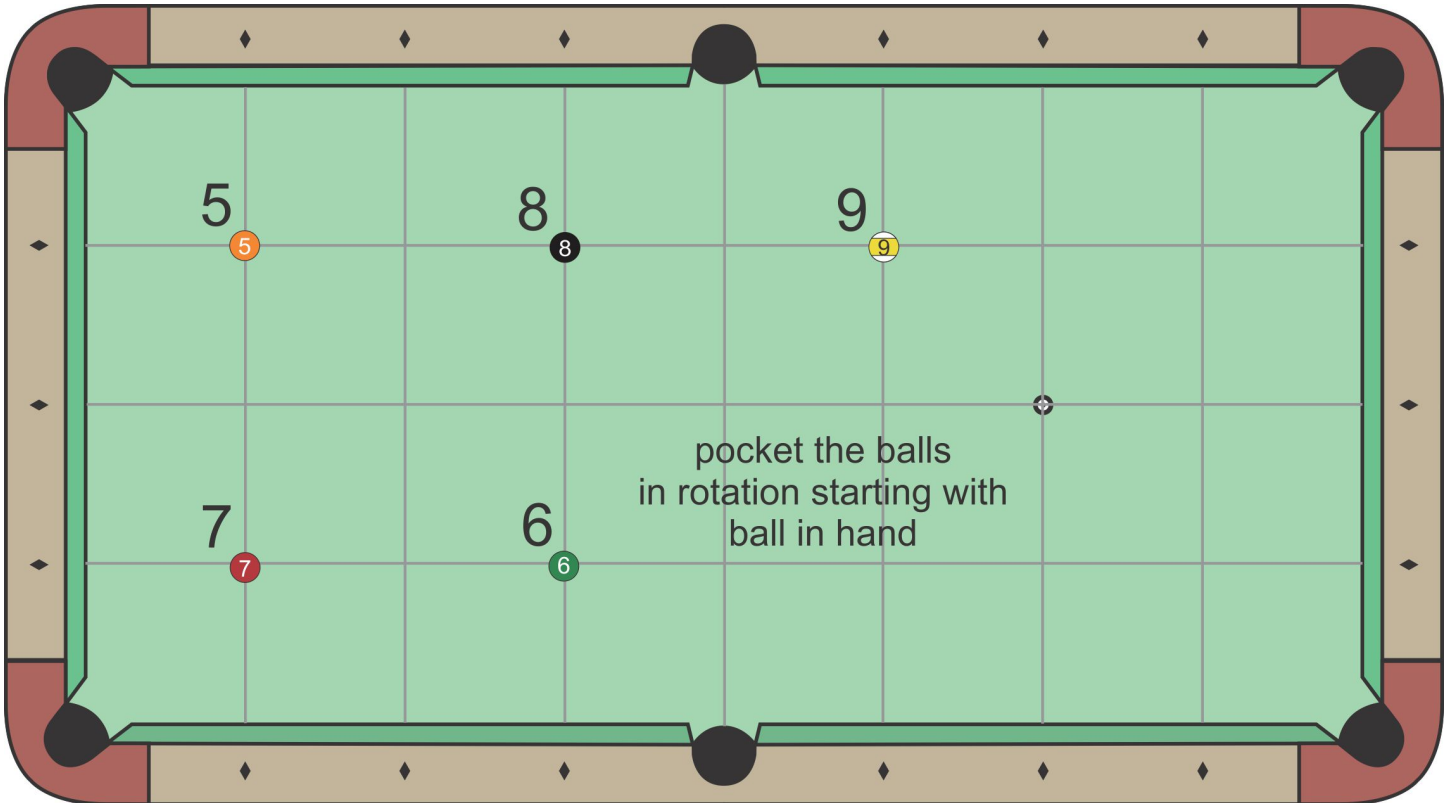in any order starting with
ball in hand
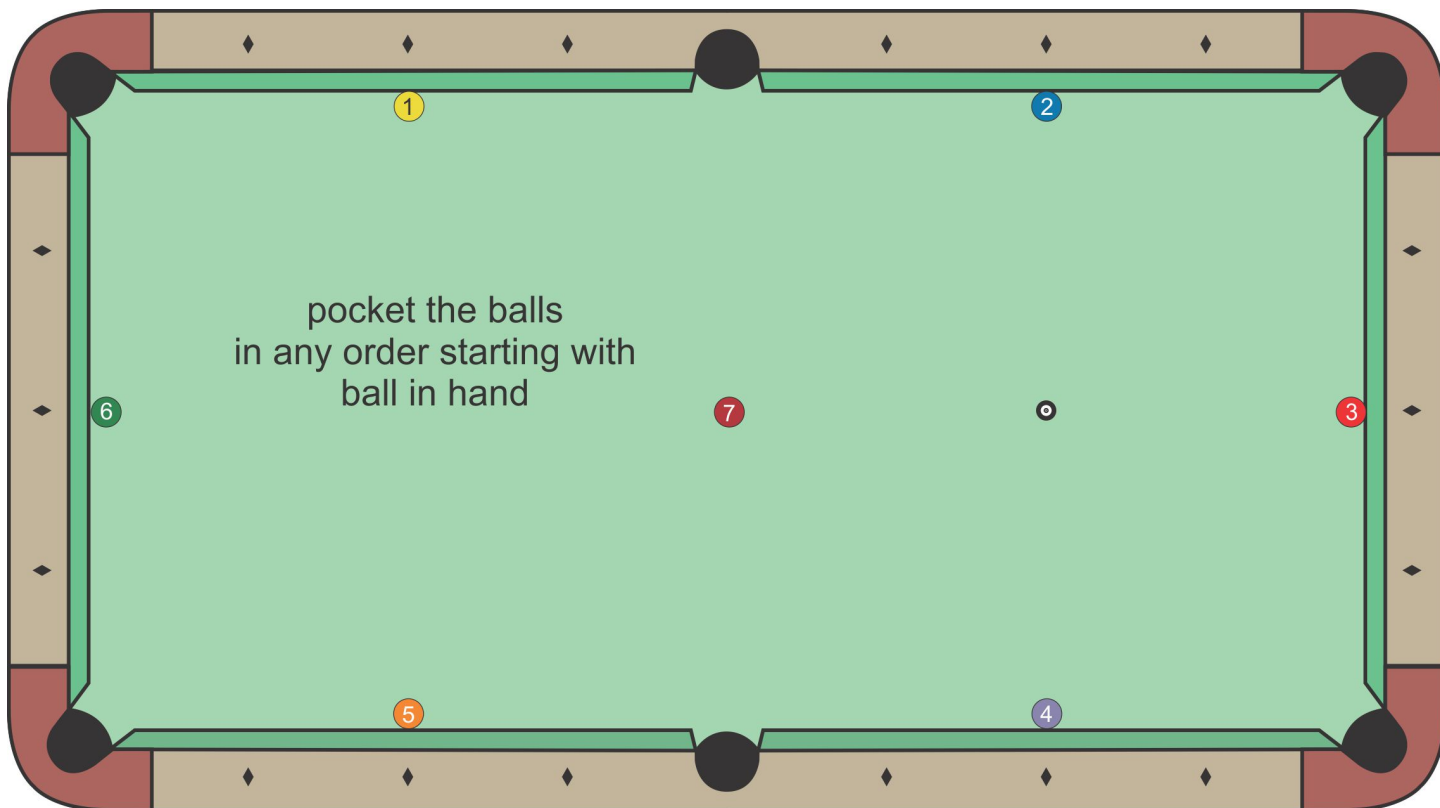
Instructions:

- Do the drill twice, shooting the balls in any order, and use the higher score of the two attempts.
- You are not allowed to scratch, shoot combinations, or disturb any of the remaining balls.

score = # of balls pocketed legally (without a scratch) before a miss or ball contact (7 max)

pocket the balls
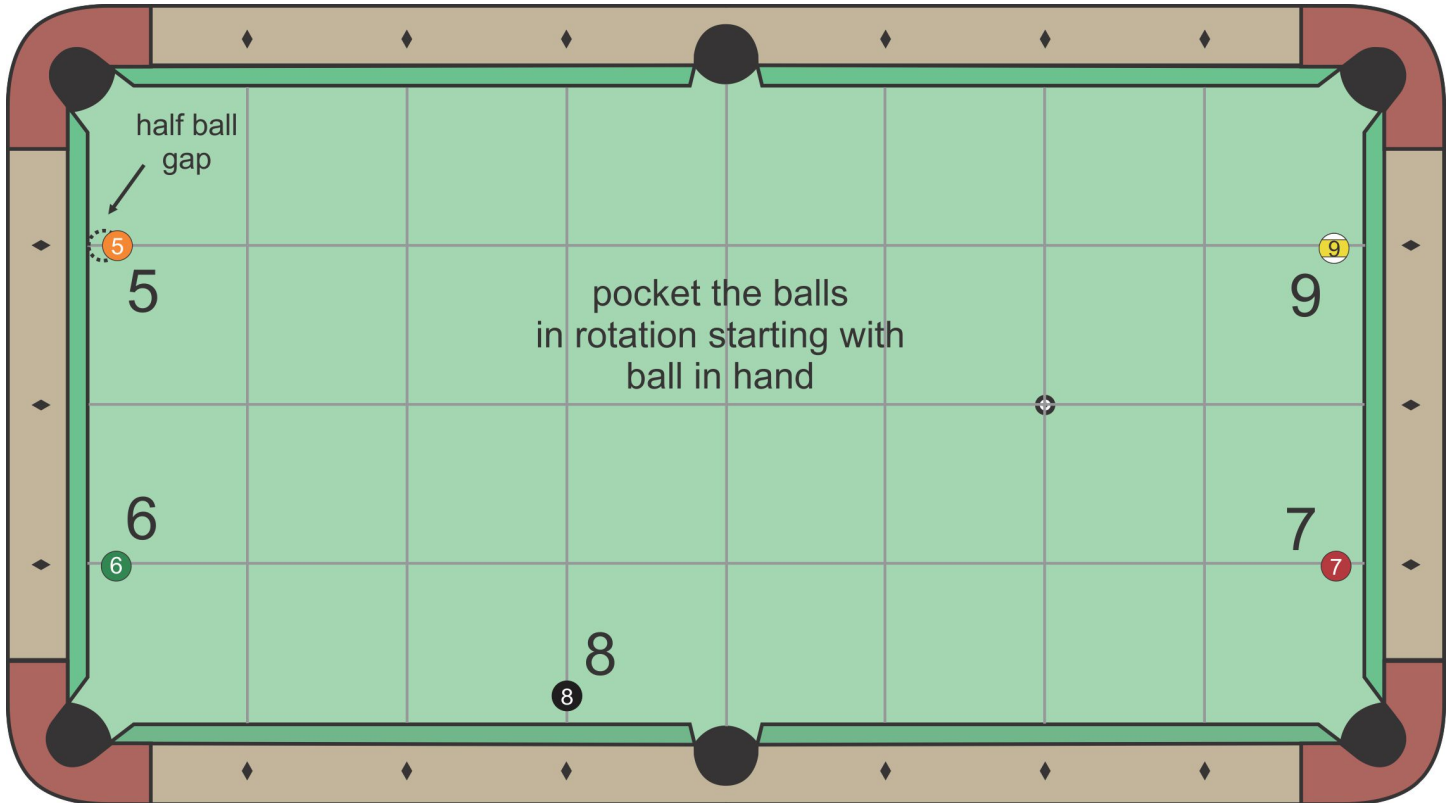in rotation starting with
ball in hand

Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball "rotation" rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

Layout 2

half ball
gap

5

pocket the balls
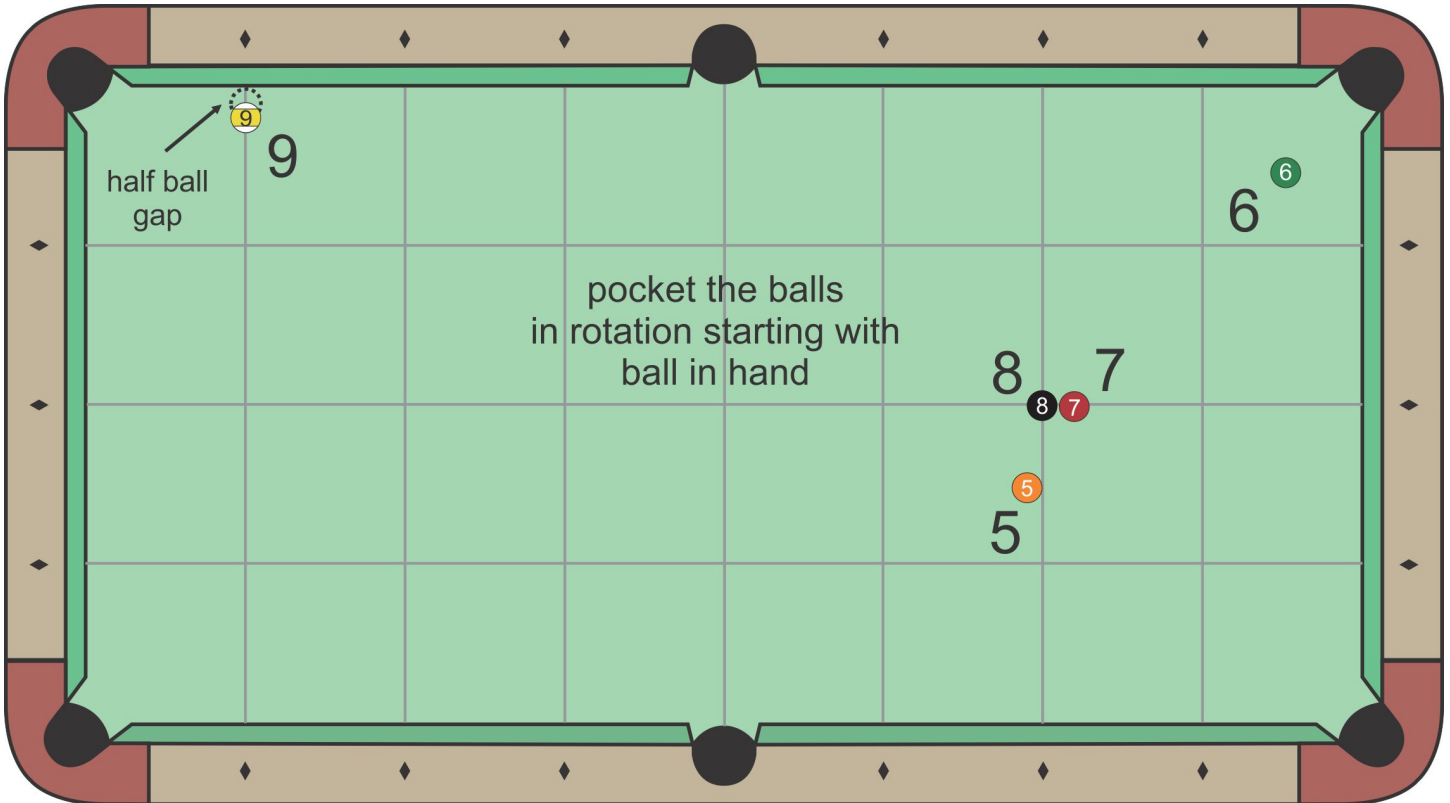in rotation starting with
ball in hand

9

6

7

8

Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball "rotation" rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

half ball gap

9

pocket the balls
in rotation starting with
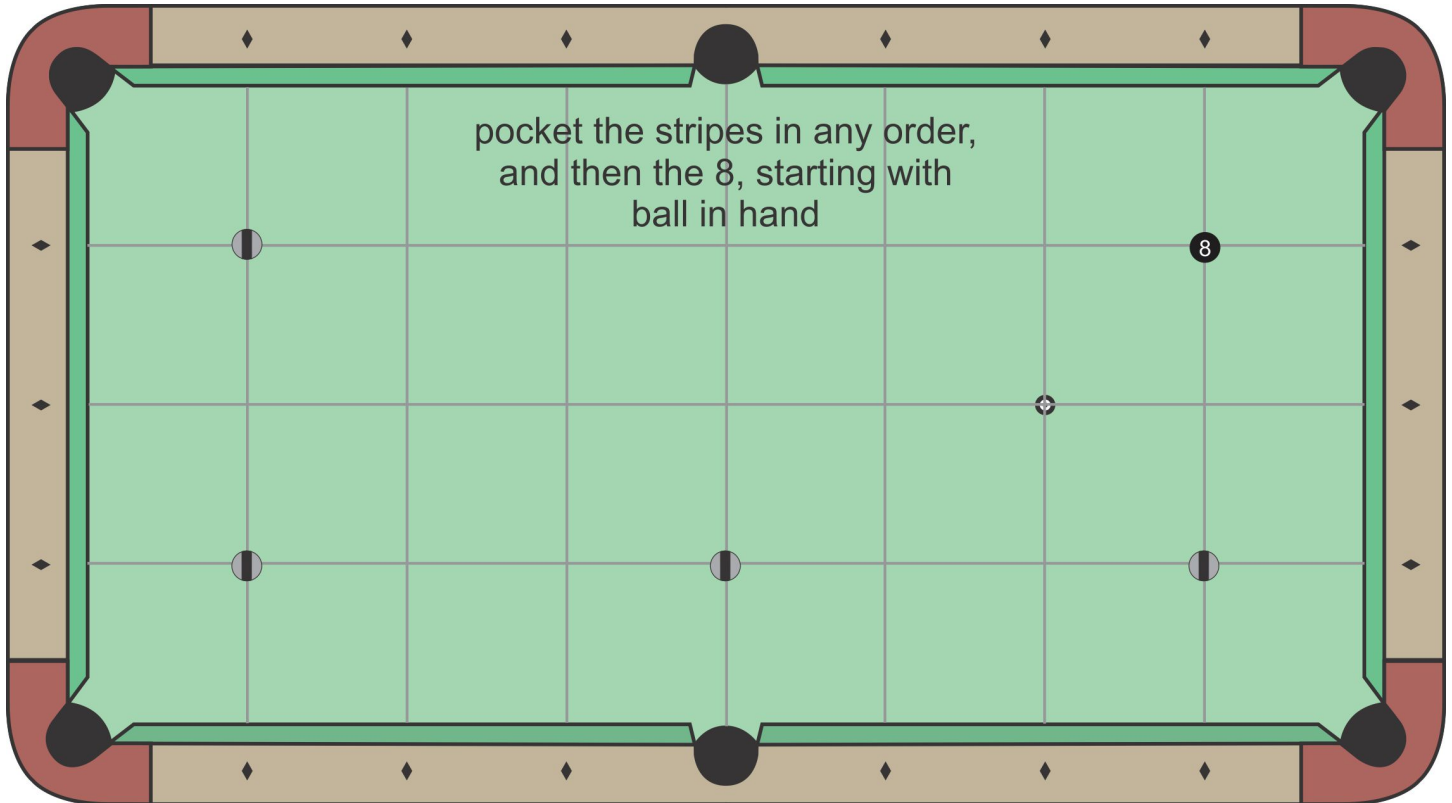ball in hand

6

8 7

5

Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) under 9-ball "rotation" rules, always hitting the lowest-numbered ball first.
- If the 9-ball is pocketed early (e.g., with a combo or carom shot), you must still pocket the remaining balls in rotation.

score = lowest score + 2nd lowest score (10 max)

S4 – 8-Ball Pattern Drills

Layout 1

pocket the stripes in any order,
and then the 8, starting with
ball in hand

Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

S4 – 8-Ball Pattern Drills

Layout 2

pocket the stripes in any order,
and then the 8, starting with
ball in hand

obstacle
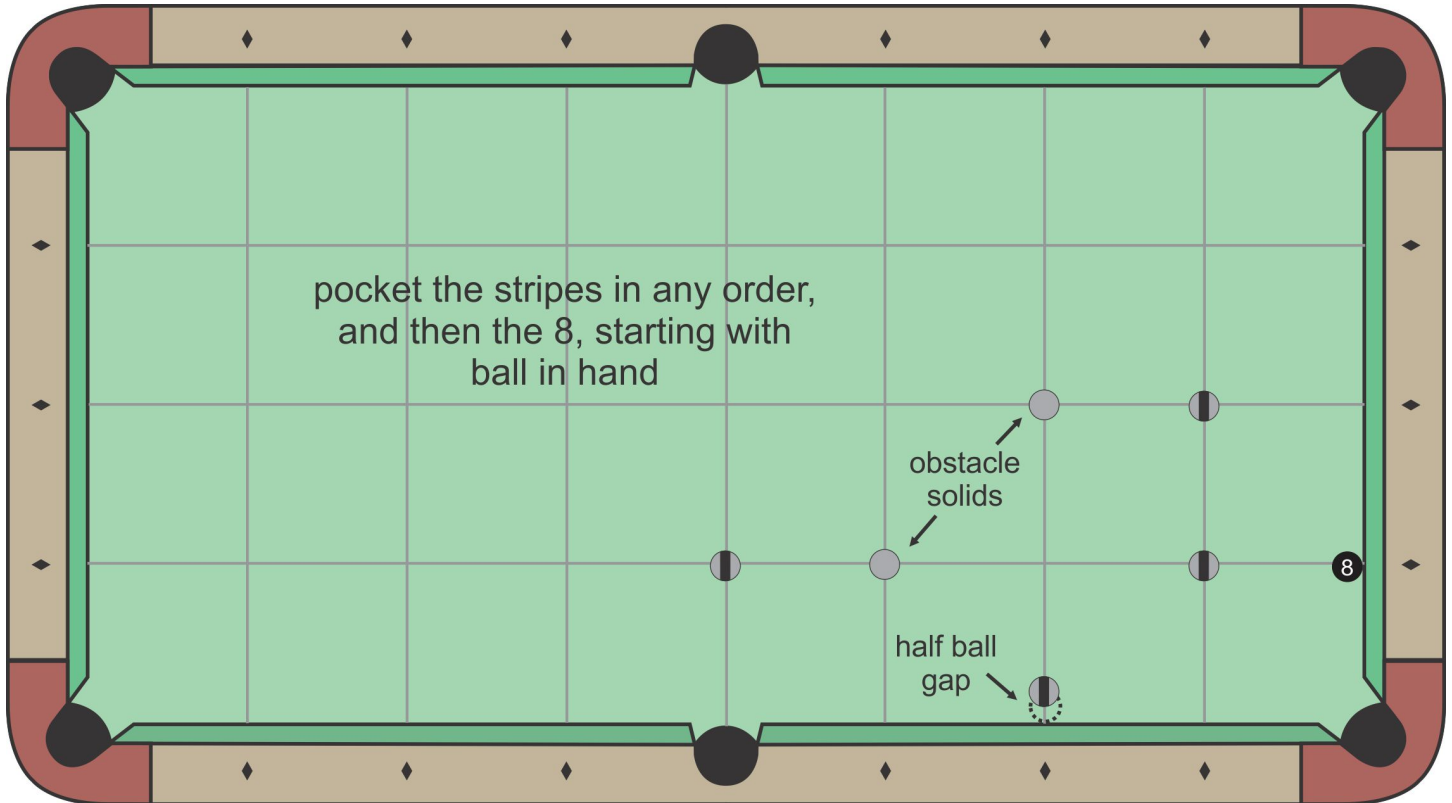solids

half ball
gap

8

Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

S4 – 8-Ball Pattern Drills

Layout 3

half ball gap

pocket the stripes in any order, and then the 8, starting with ball in hand
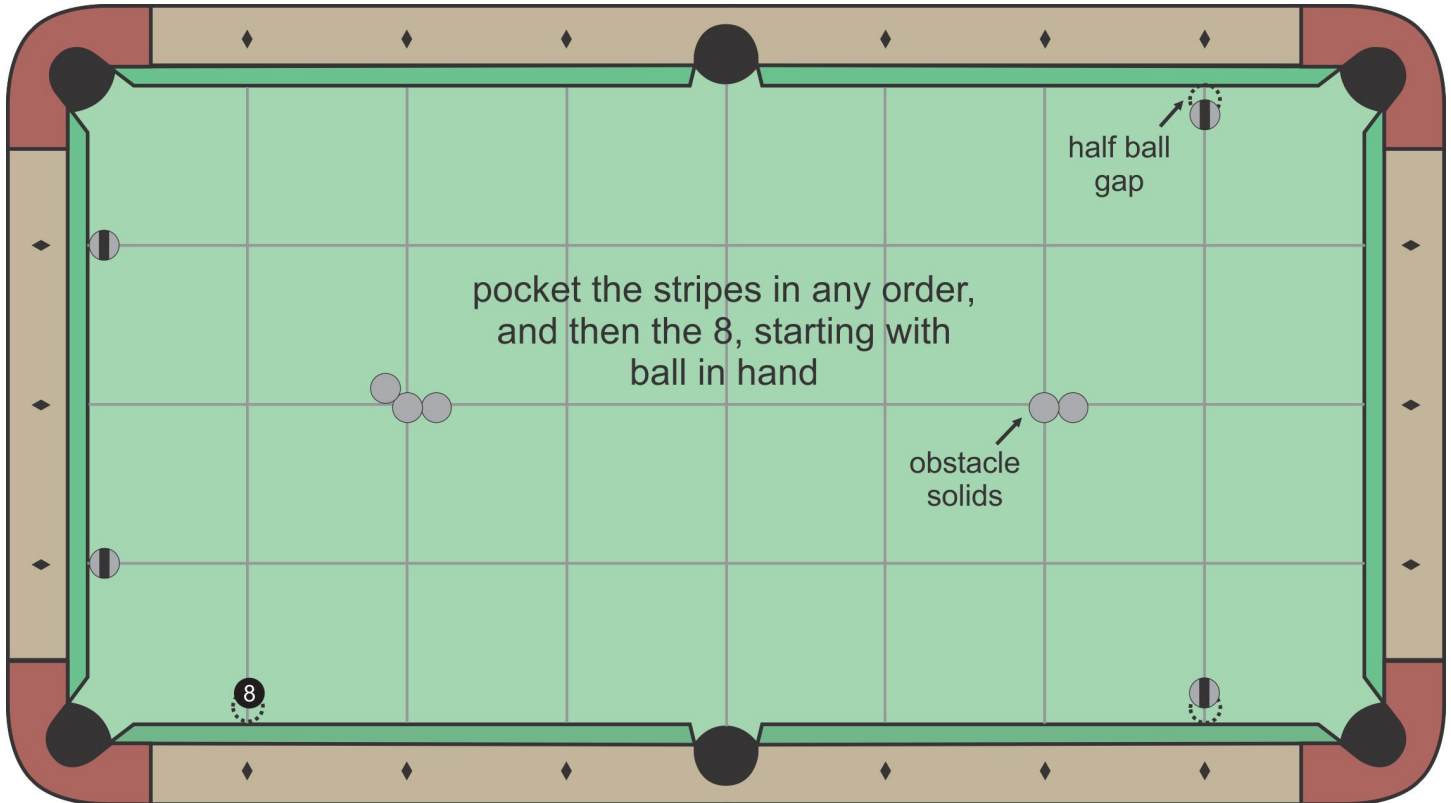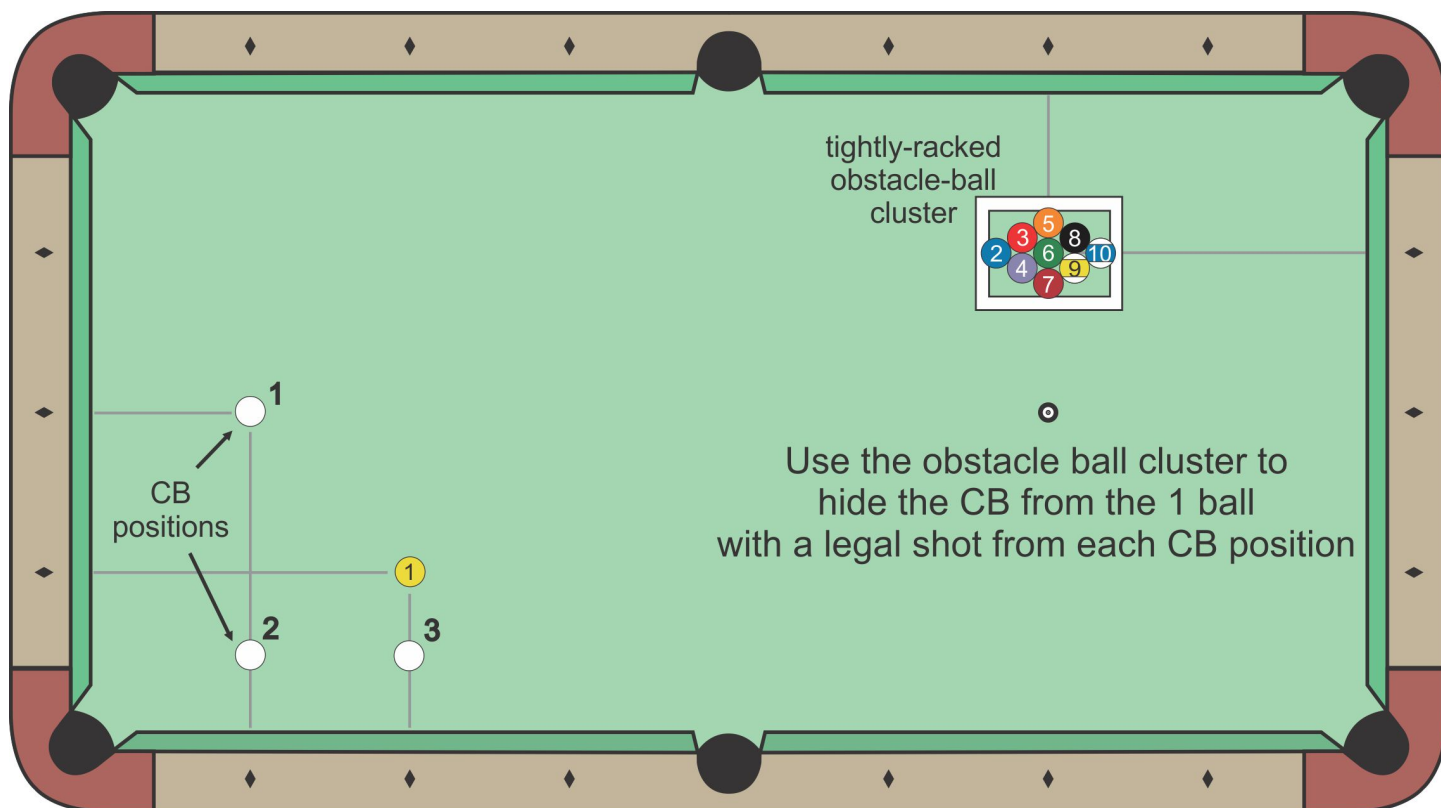
obstacle solids

8

Instructions:

- Attempt and score all three layouts. Then add the two lowest scores.
- You receive 1 point for each ball pocketed legally (w/o scratching) before a miss.
- You are allowed to contact the obstacle balls.

score = lowest score + 2nd lowest score (10 max)

S5 – Hide-Behind-Target Safety Drill

tightly-racked
obstacle-ball
cluster

Use the obstacle ball cluster to
hide the CB from the 1 ball
with a legal shot from each CB position

CB positions

Instructions:

- Take two attempts from each CB position, getting 1 point for each successful snooker, where the OB is hidden from the CB with no direct path of contact between the balls.

- The 1 ball may not be pocketed.

- You are allowed to contact the balls in the obstacle cluster, but all of them must remain within or overlapping the target.

- 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.

score = # of successful attempts (6 max)

S6 – Kick Shot Drill

kick at each OB from
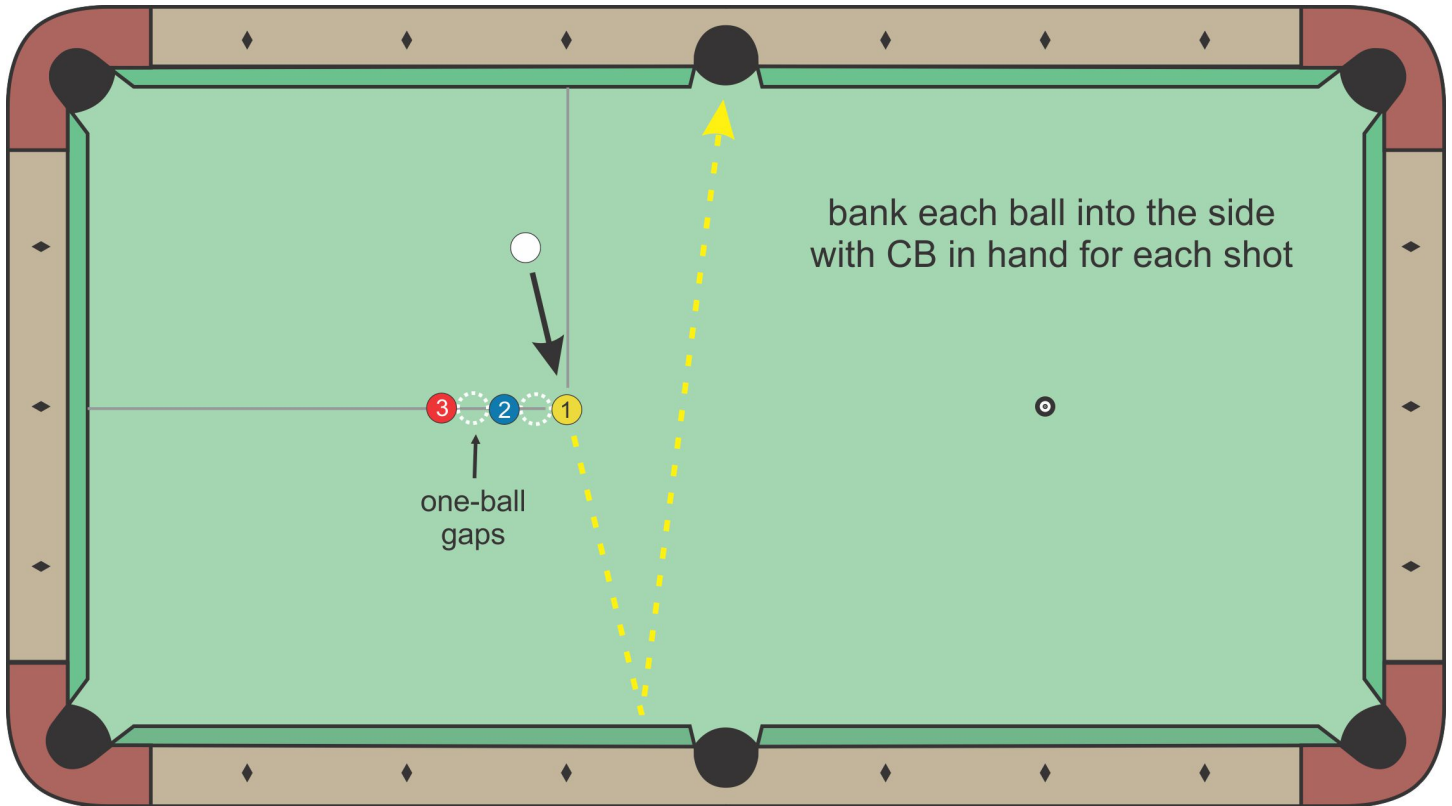the same CB position

1   2   3
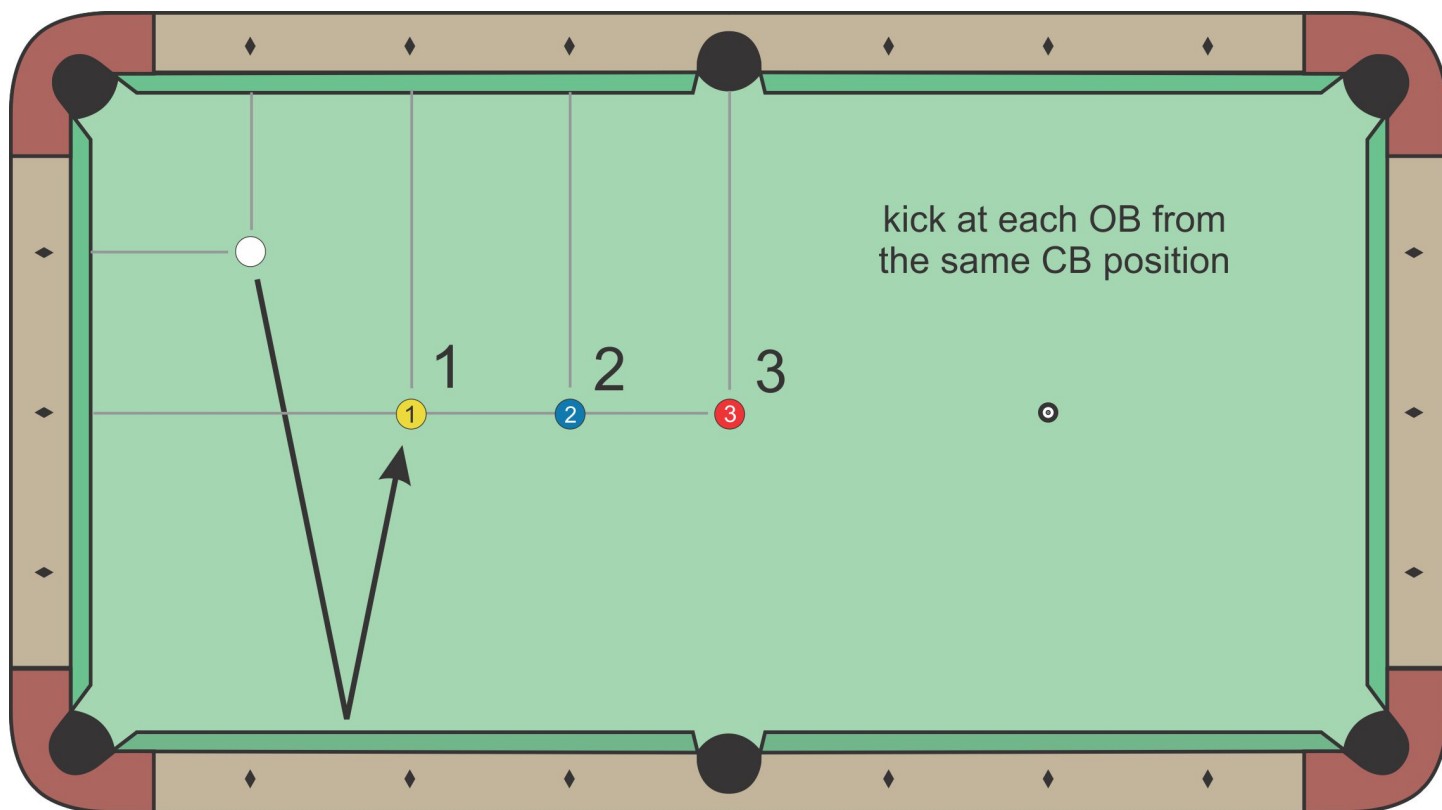
Instructions:

- Kick at each OB off the same long rail (as shown), with the CB in the same starting position for each kick, getting 1 point for each successful and legal shot (i.e., no scratch, ball to rail).

score = # of successful kicks (3 max)

S7 – Bank Shot Drill

bank each ball into the side
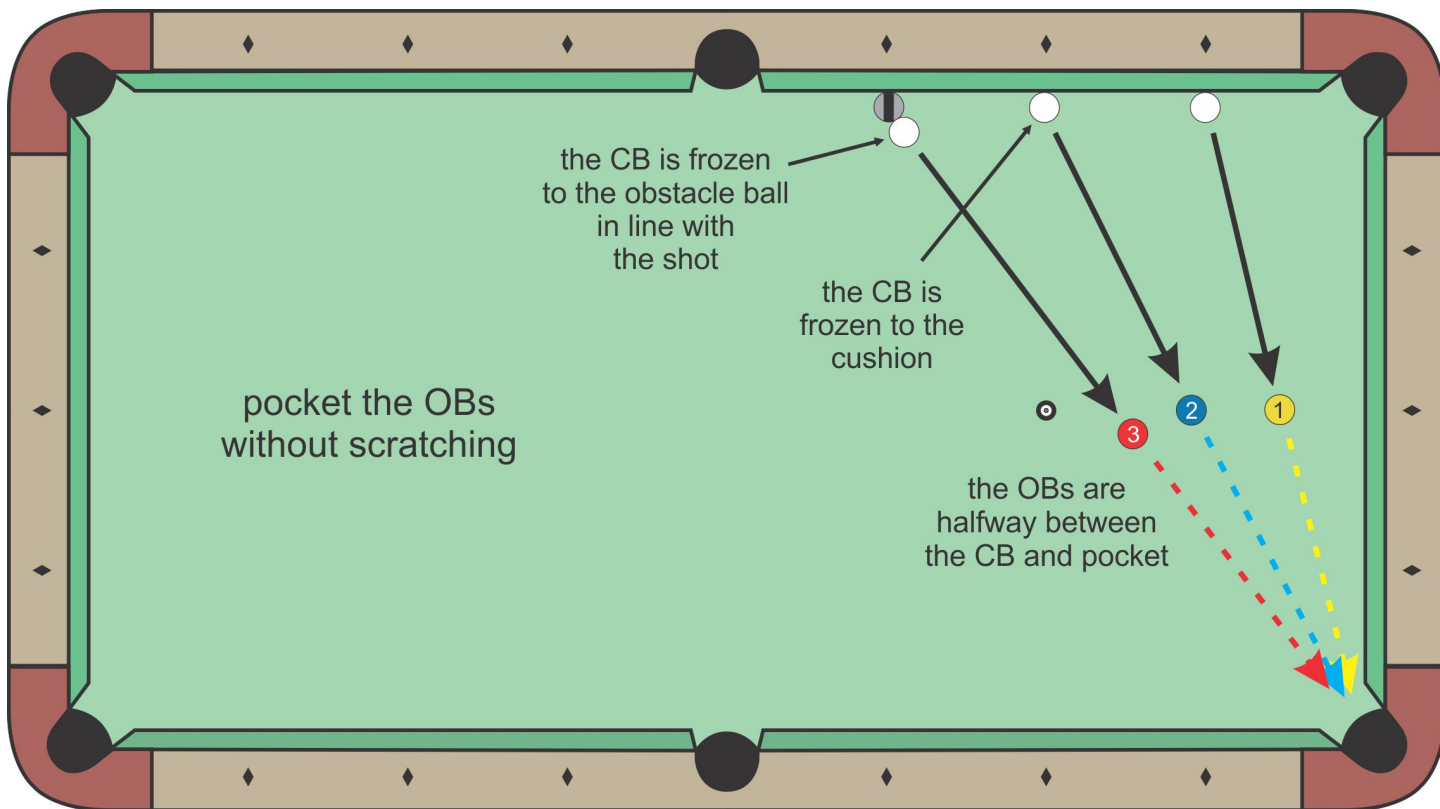with CB in hand for each shot

one-ball
gaps

Instructions:

- With CB in hand for each shot, bank each ball cross side.
- You receive 1 point for each bank pocketed legally (w/o scratching).

score = # of successful banks (3 max)

S8 – Elevated Cue Drill

the CB is frozen
to the obstacle ball
in line with
the shot

the CB is
frozen to the
cushion

pocket the OBs
without scratching

the OBs are
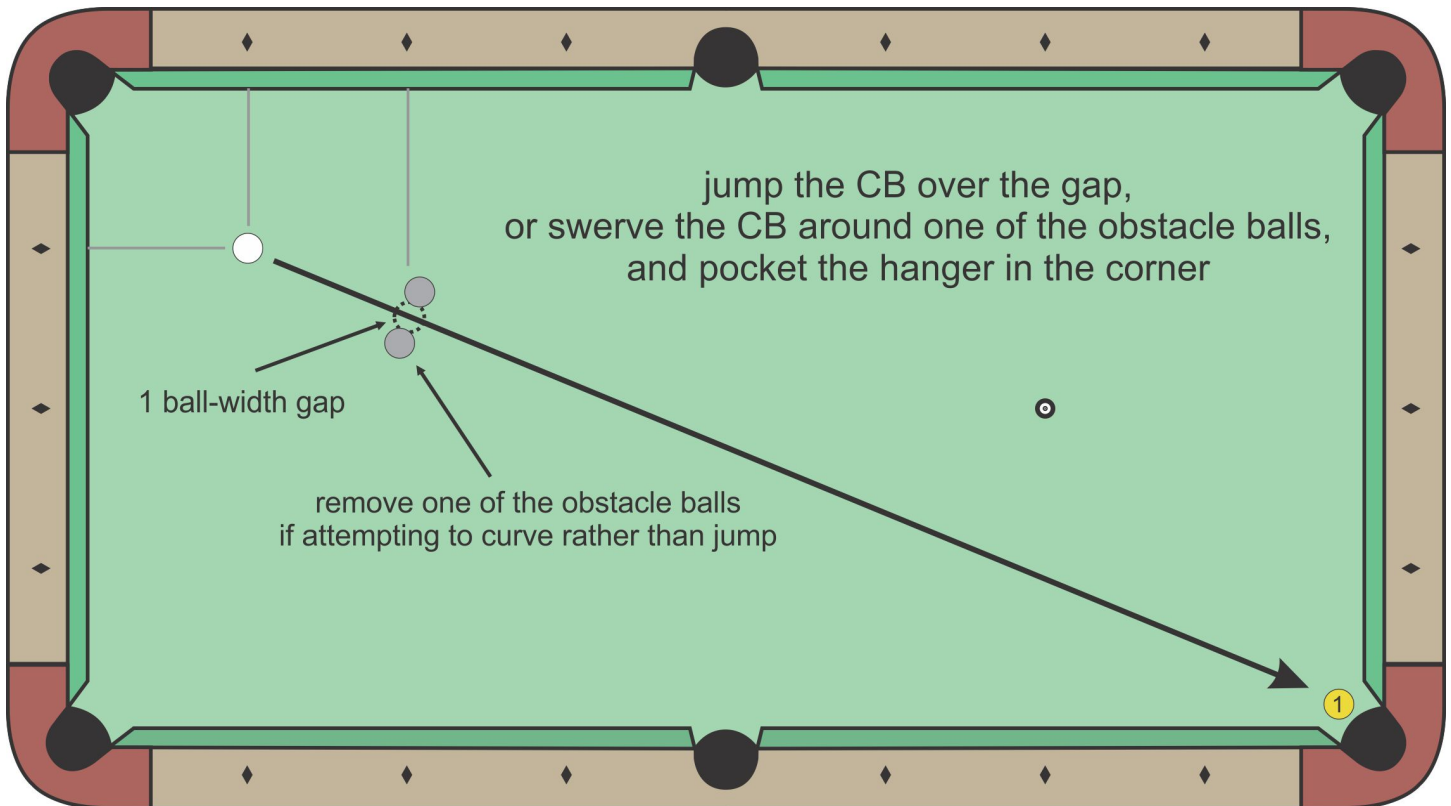halfway between
the CB and pocket

Instructions:

- Pocket each OB from the indicated CB position without scratching.

score = # of successful shots (3 max)

S9 – Jump or Massé Drill

jump the CB over the gap,
or swerve the CB around one of the obstacle balls,
and pocket the hanger in the corner

1 ball-width gap

remove one of the obstacle balls
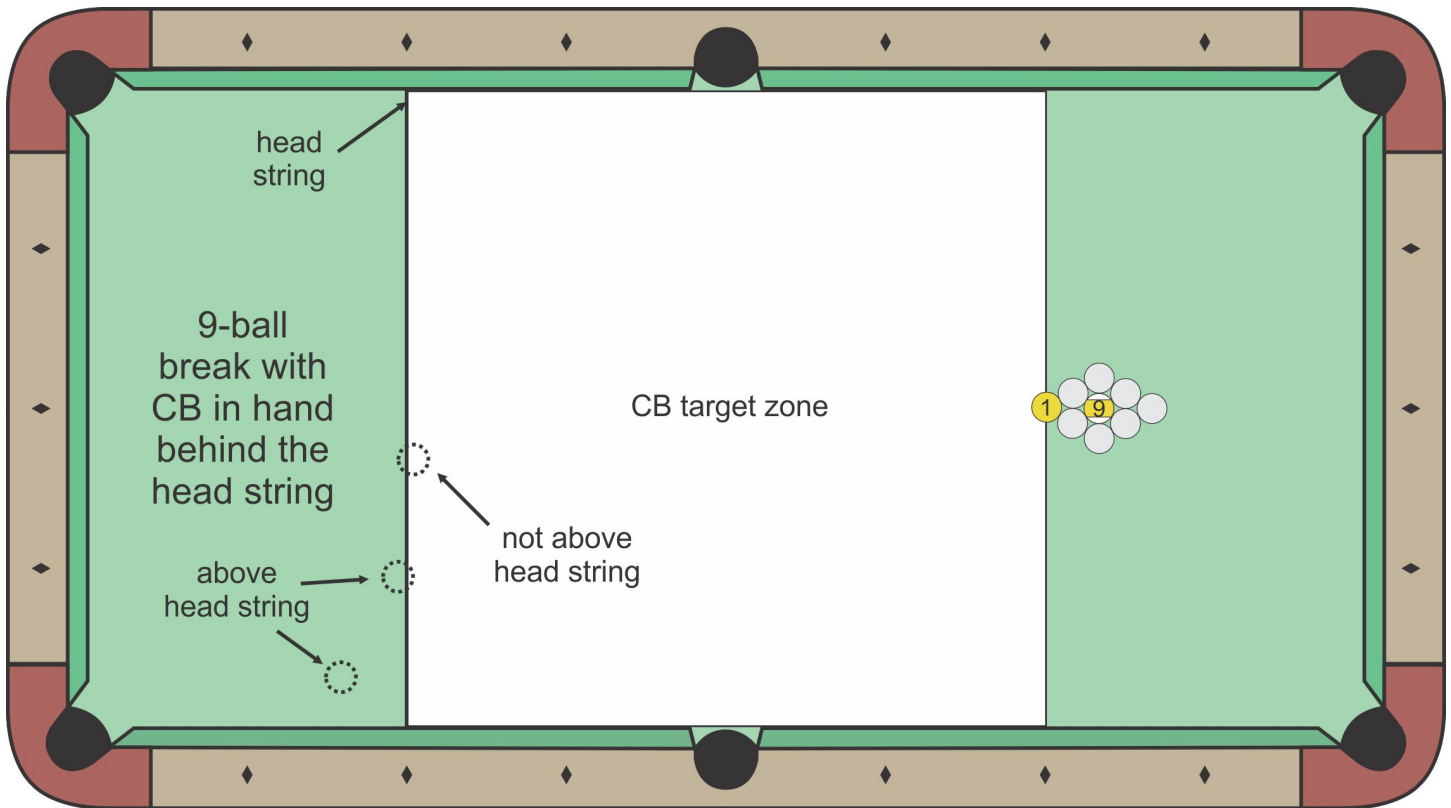if attempting to curve rather than jump

Instructions:

- You get 1 point for each successful shot (OB pocketed, no obstacle-ball contact) of 3 attempts.
- You are allowed to scratch.
- You should try both types of shots during practice, and use your most reliable skill during the exam.

score = # of successful attempts (3 max)

S10 – Break Drill

Instructions:

- Break three times and score each break, awarding 1 point for each of the following:
  - a.) no scratch.
  - b.) no scratch, and the CB not driven to a cushion.
  - c.) no scratch, and the center of the CB remains within the center 4-diamond target zone during the entire break.
  - d.) no scratch and 1 or more balls pocketed.
  - e.) no scratch and 3 or more OBs either pocketed and/or driven above the head string.
- Throw out the best and worst scores of the three breaks.

score = median # of points (middle value) of the three individual rack scores (5 max)