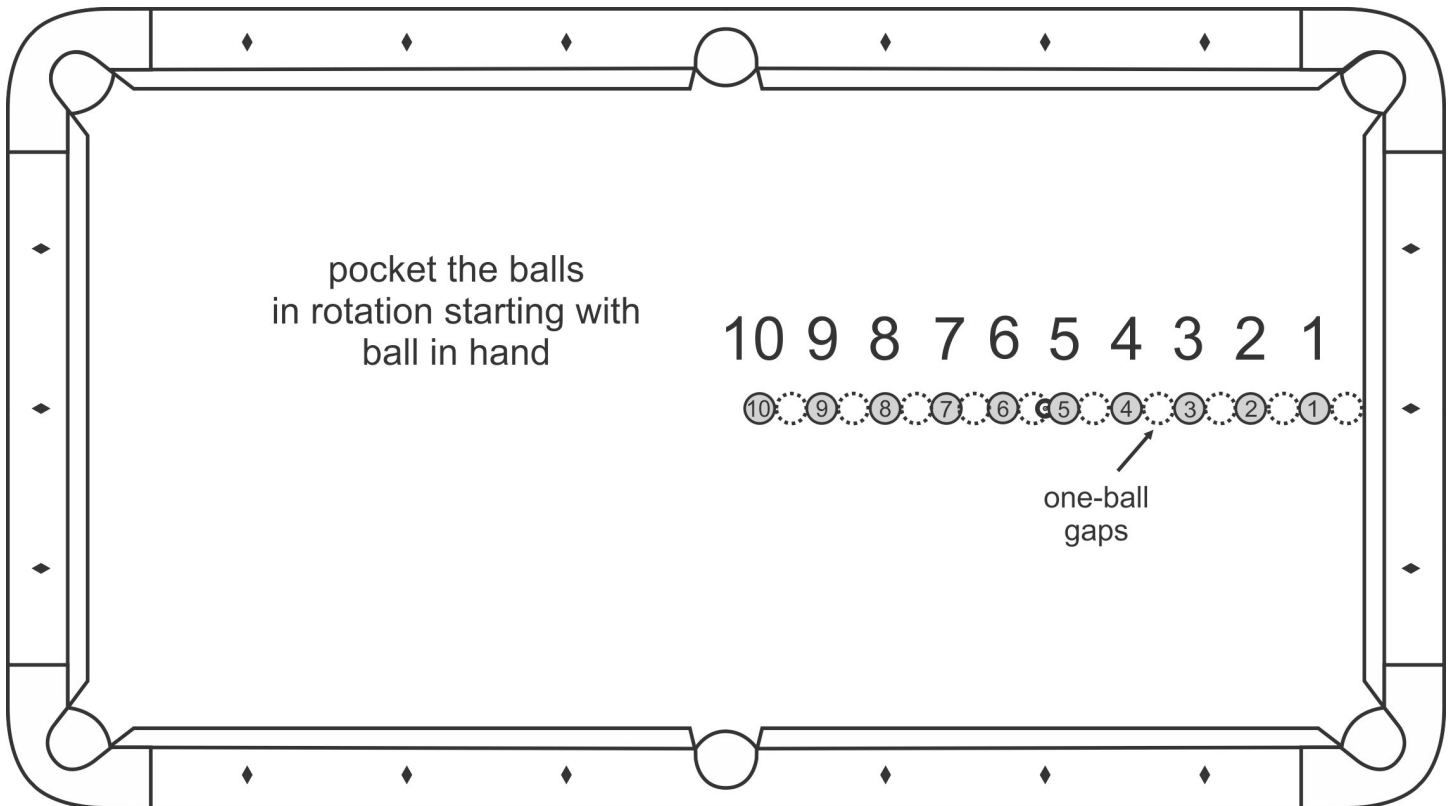


### **S1 – Line of Balls Drill**

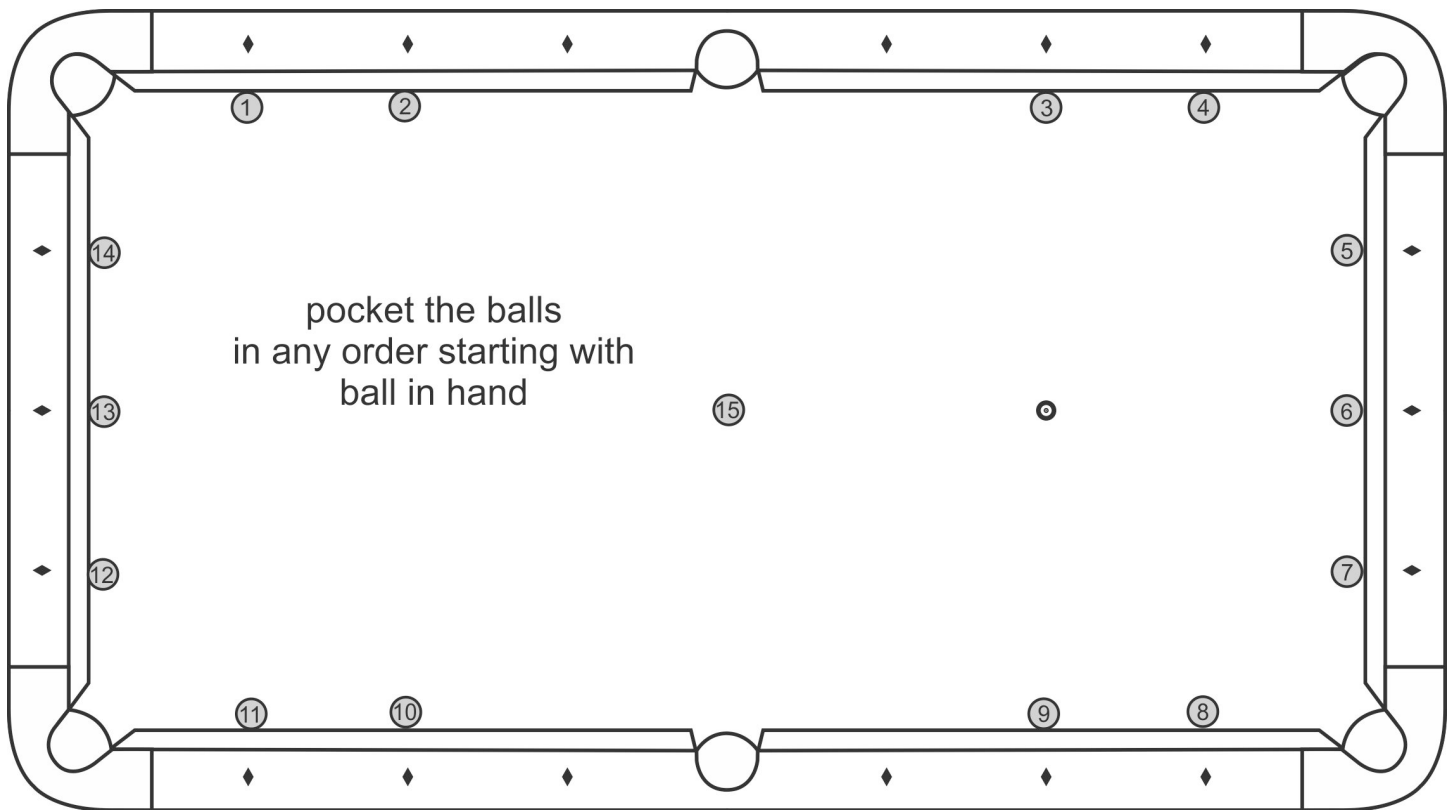


#### **Instructions:**

- 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 (10 max)**

## S2 – Rail Cut Shot Drill



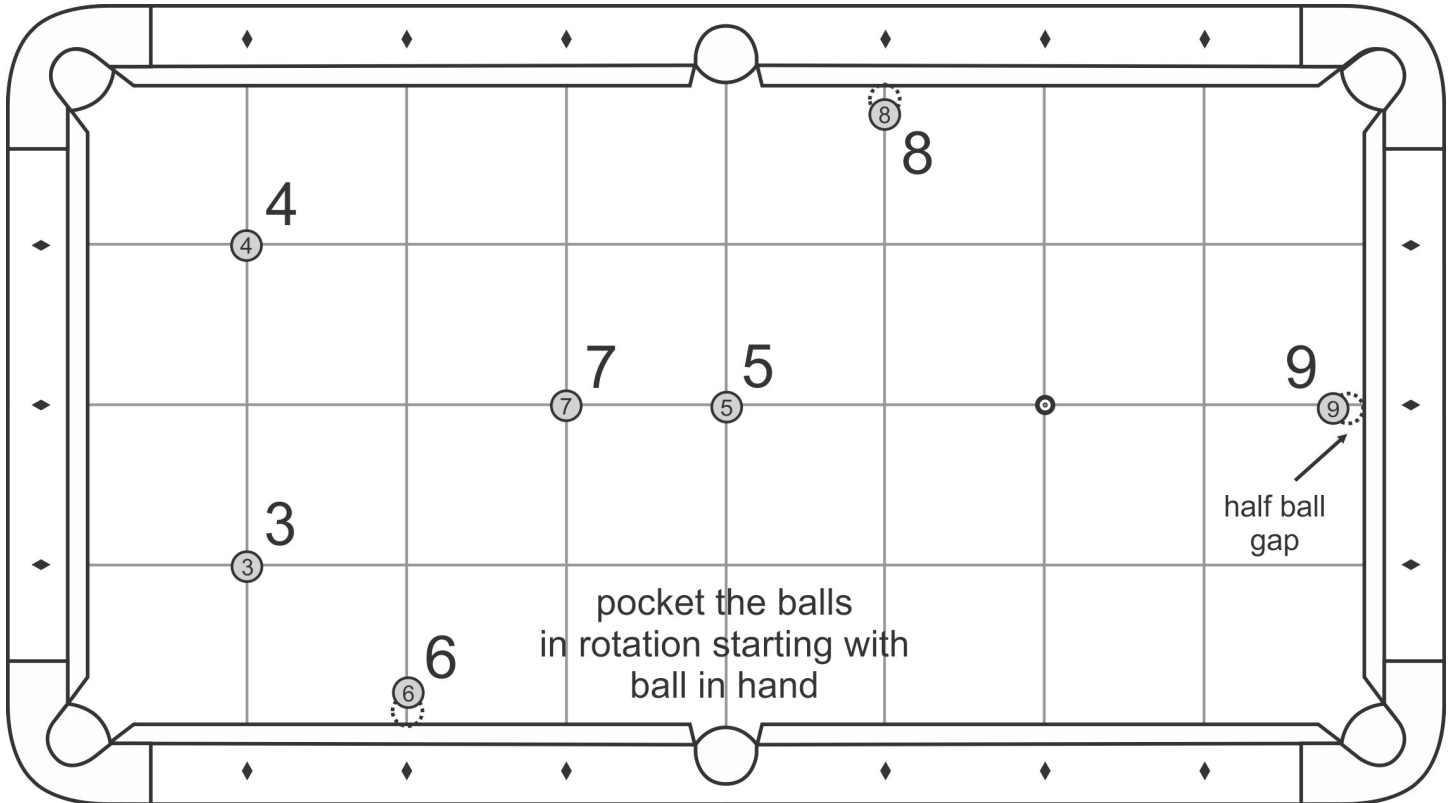
### Instructions:

- 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 (15 max)**

## S3 – 9-Ball Pattern Drills

### Layout 1

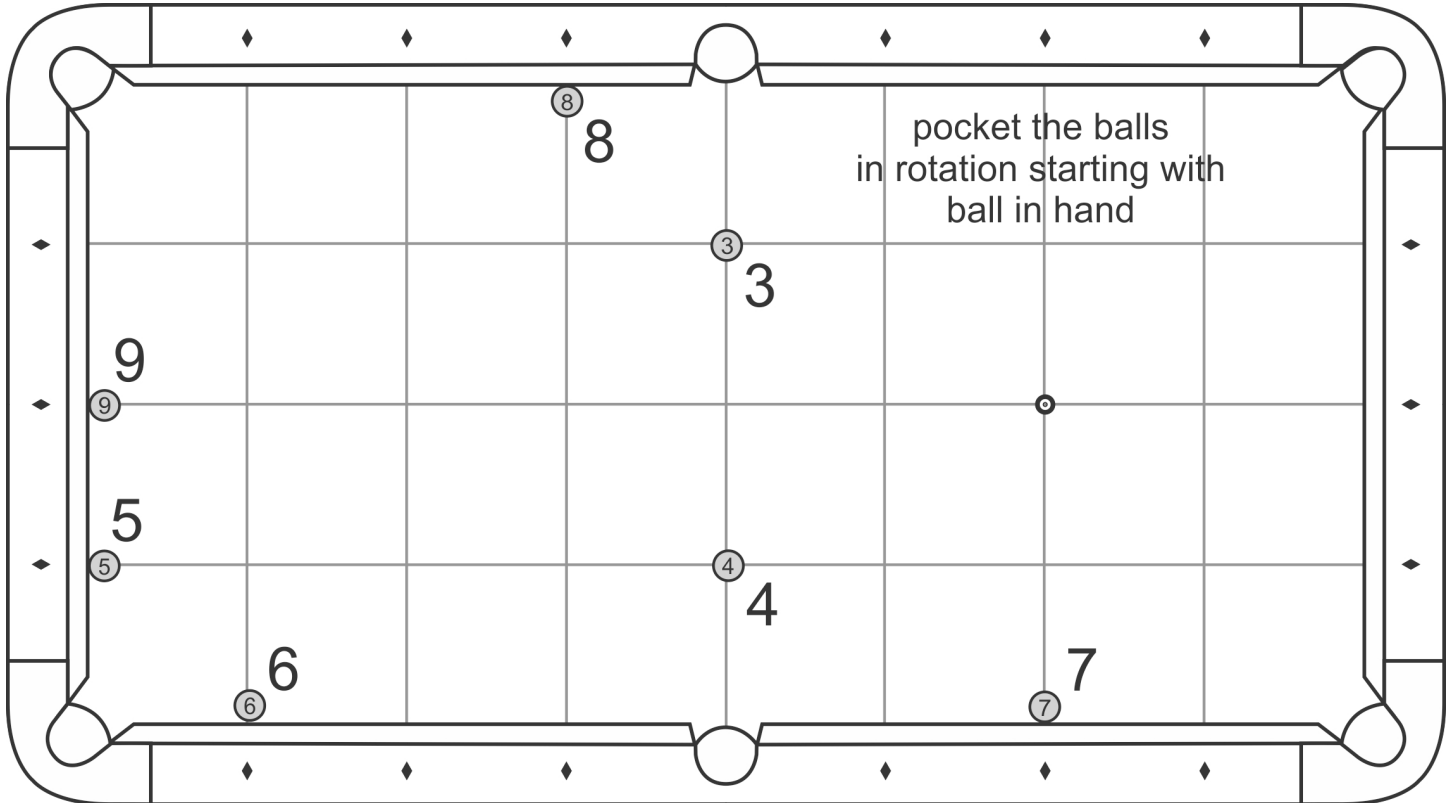


### Instructions:

- 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.

## S3 – 9-Ball Pattern Drills

### Layout 2

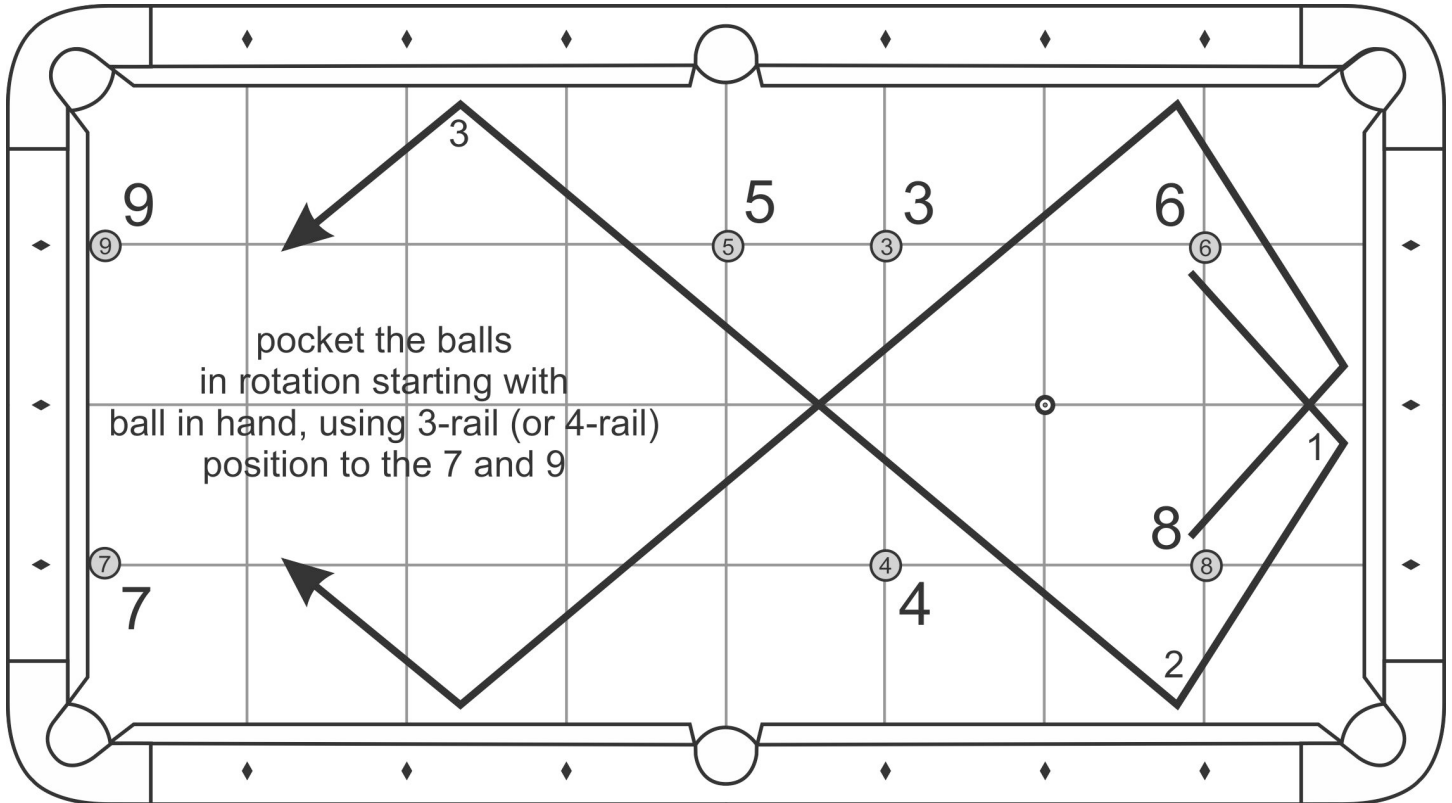


#### Instructions:

- 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.

## S3 – 9-Ball Pattern Drills

### Layout 3



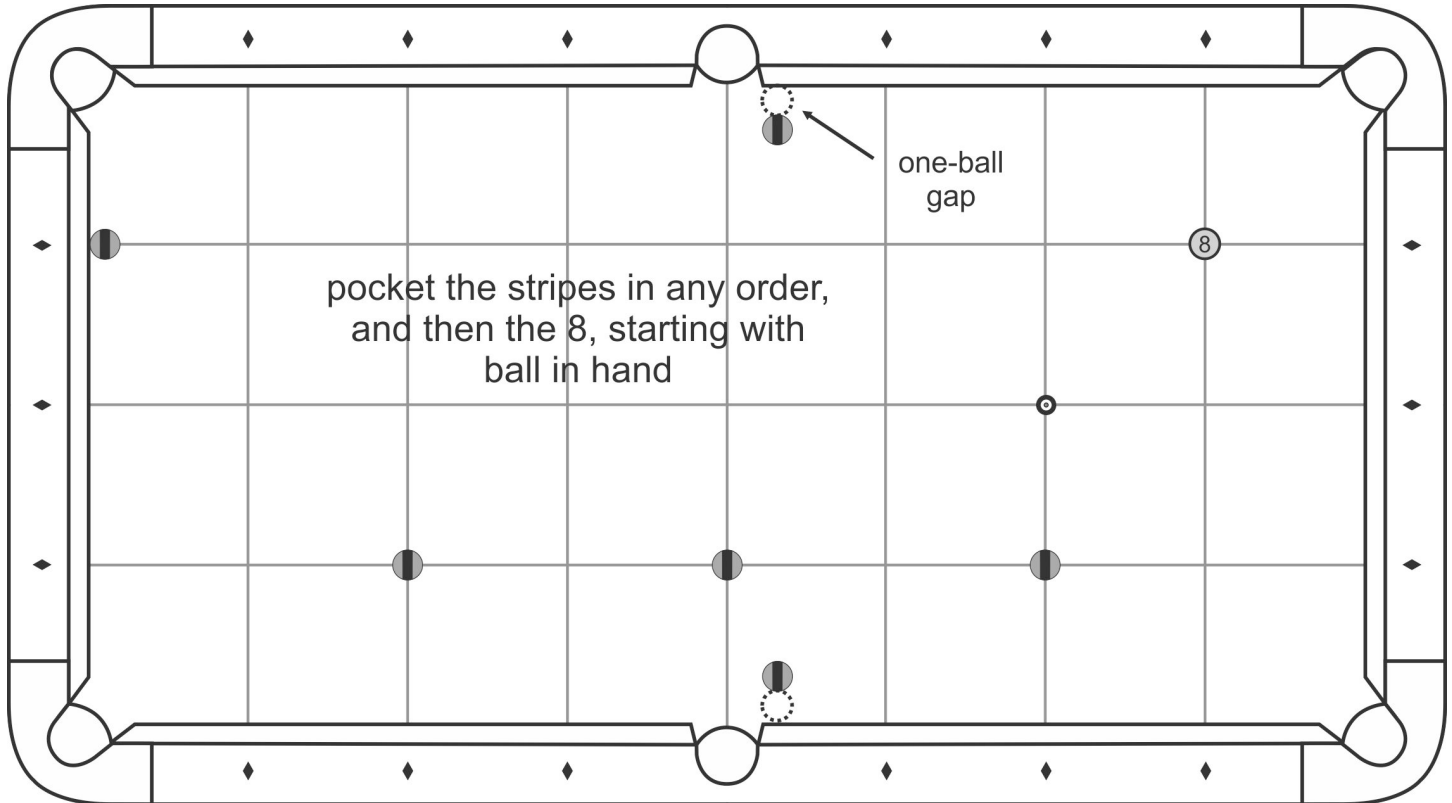
#### Instructions:

- 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
- You must get shape on the 7 and 9 by going off three or four rails from the 6 and 8. If you don’t go off three or four rails, the run stops but you get credit if the 6 or 8 is pocketed.

**score = lowest score + 2<sup>nd</sup> lowest score (14 max)**

## S4 – 8-Ball Pattern Drills

### Layout 1

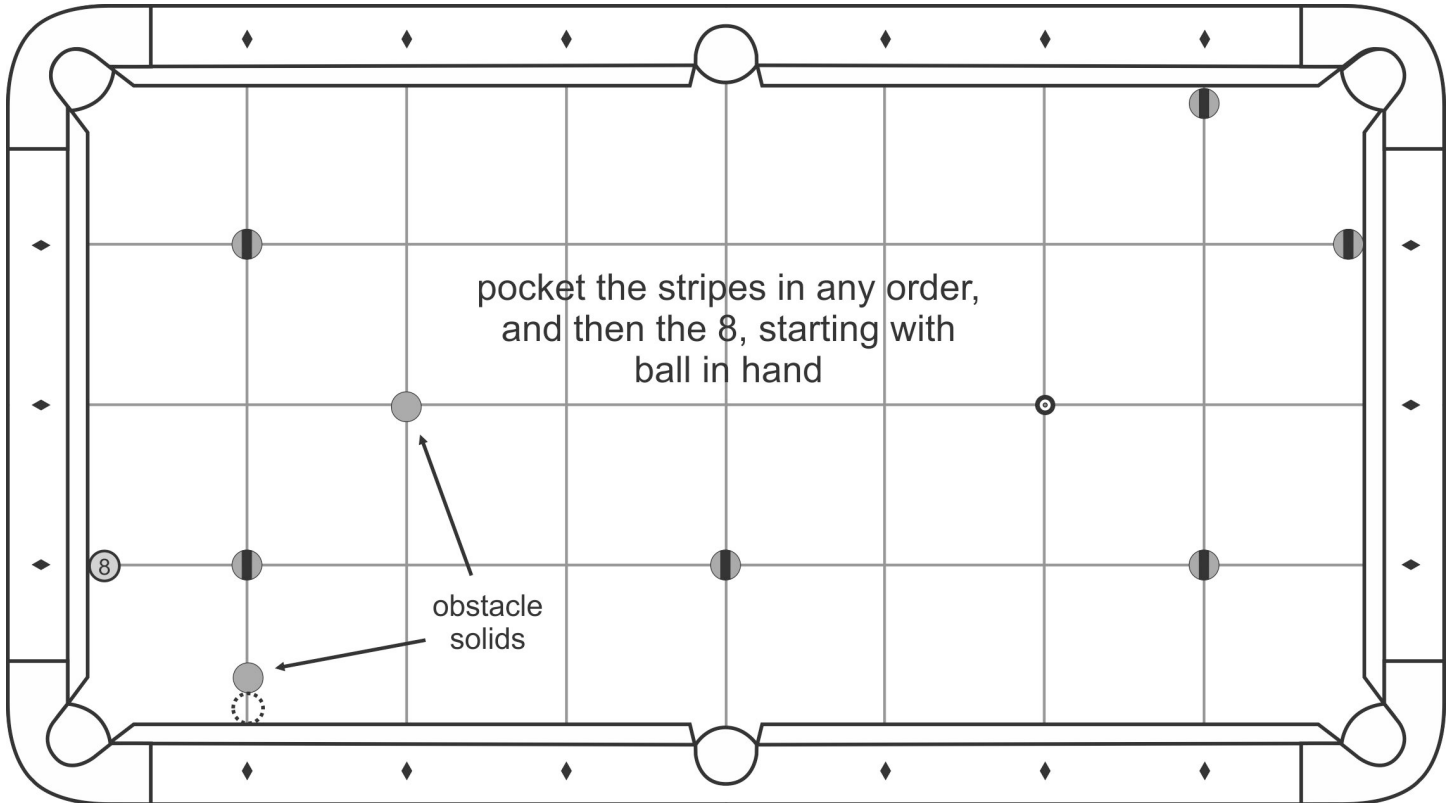


#### Instructions:

- 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

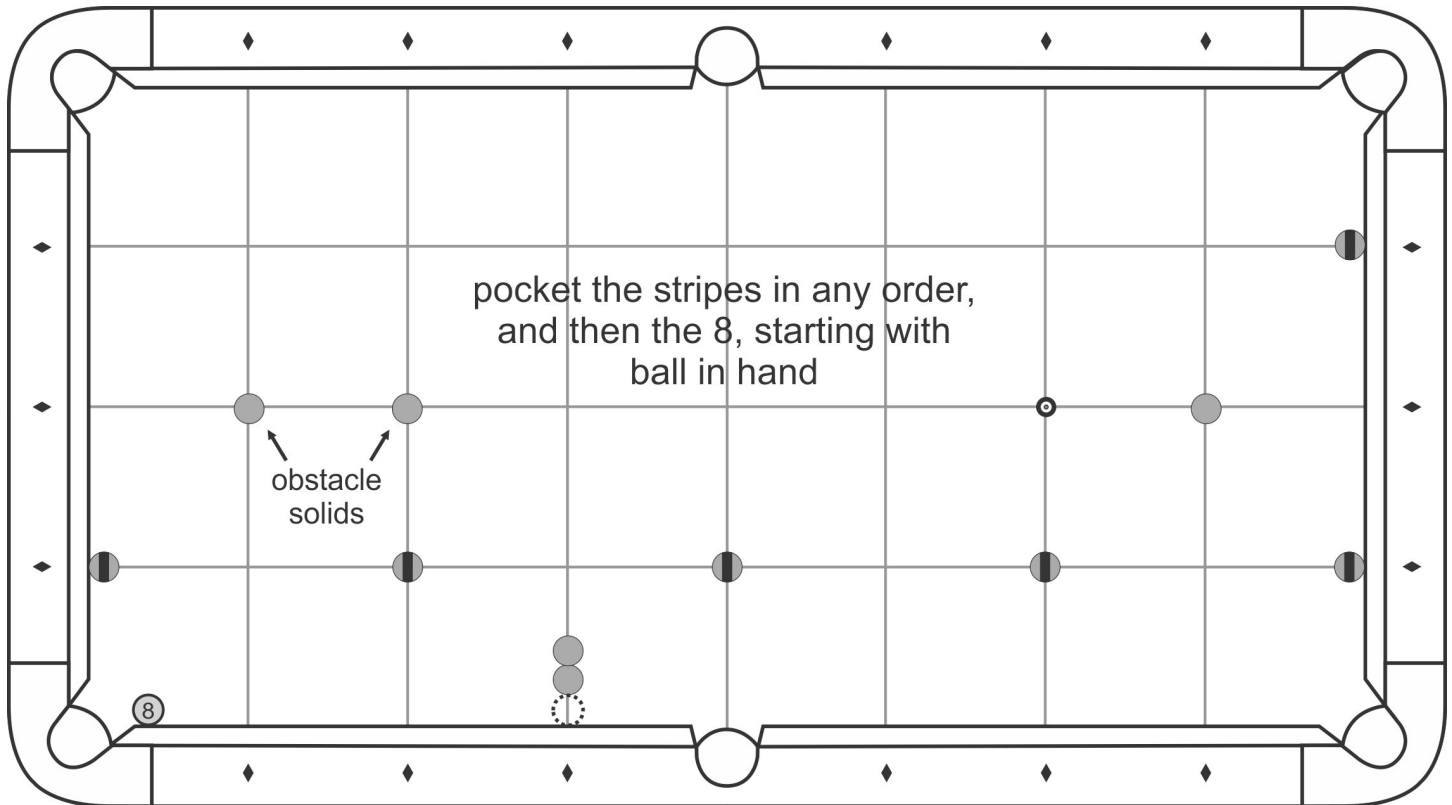


#### Instructions:

- 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



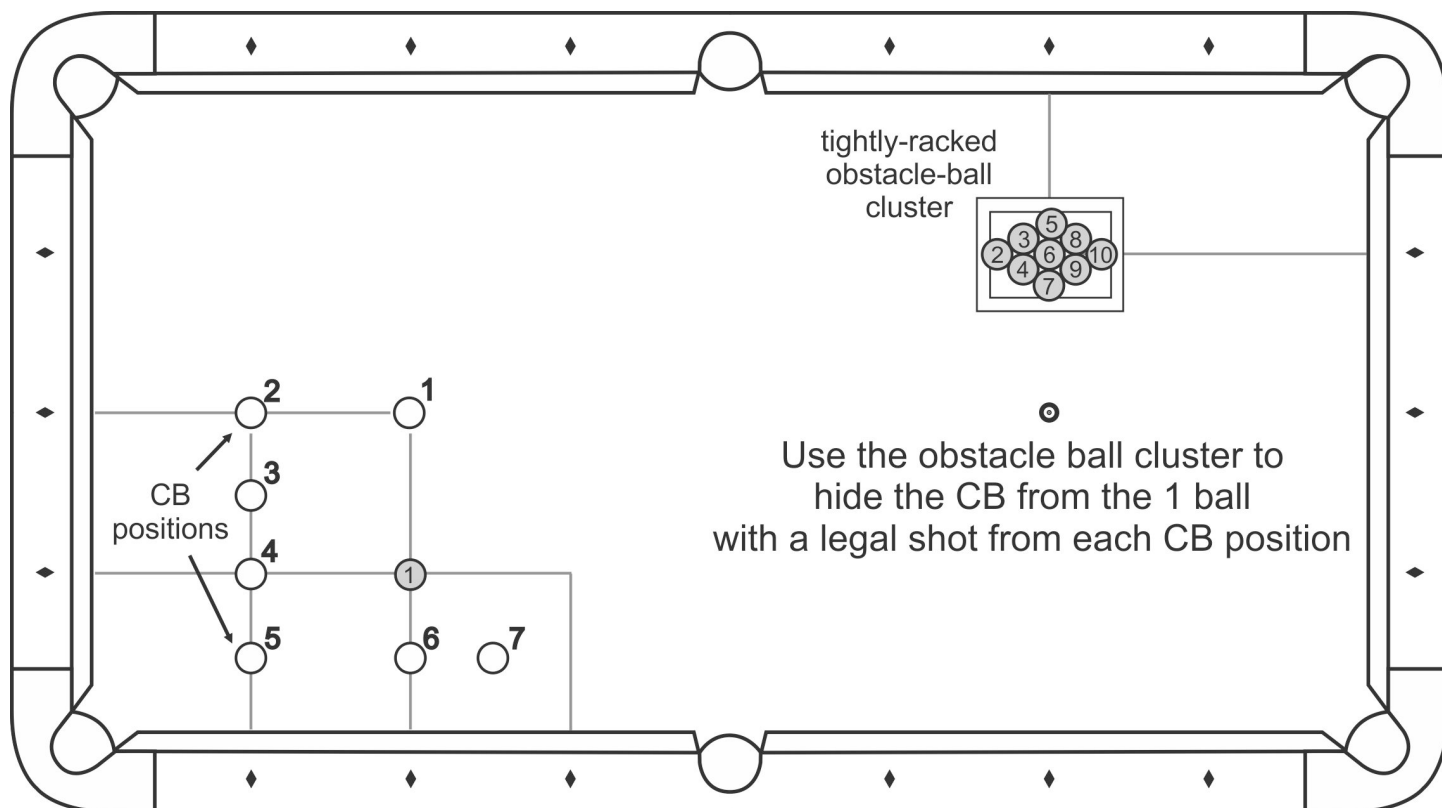
#### Instructions:

- 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 + 2<sup>nd</sup> lowest score (14 max)**



## S5 – Hide-Behind-Target Safety Drill

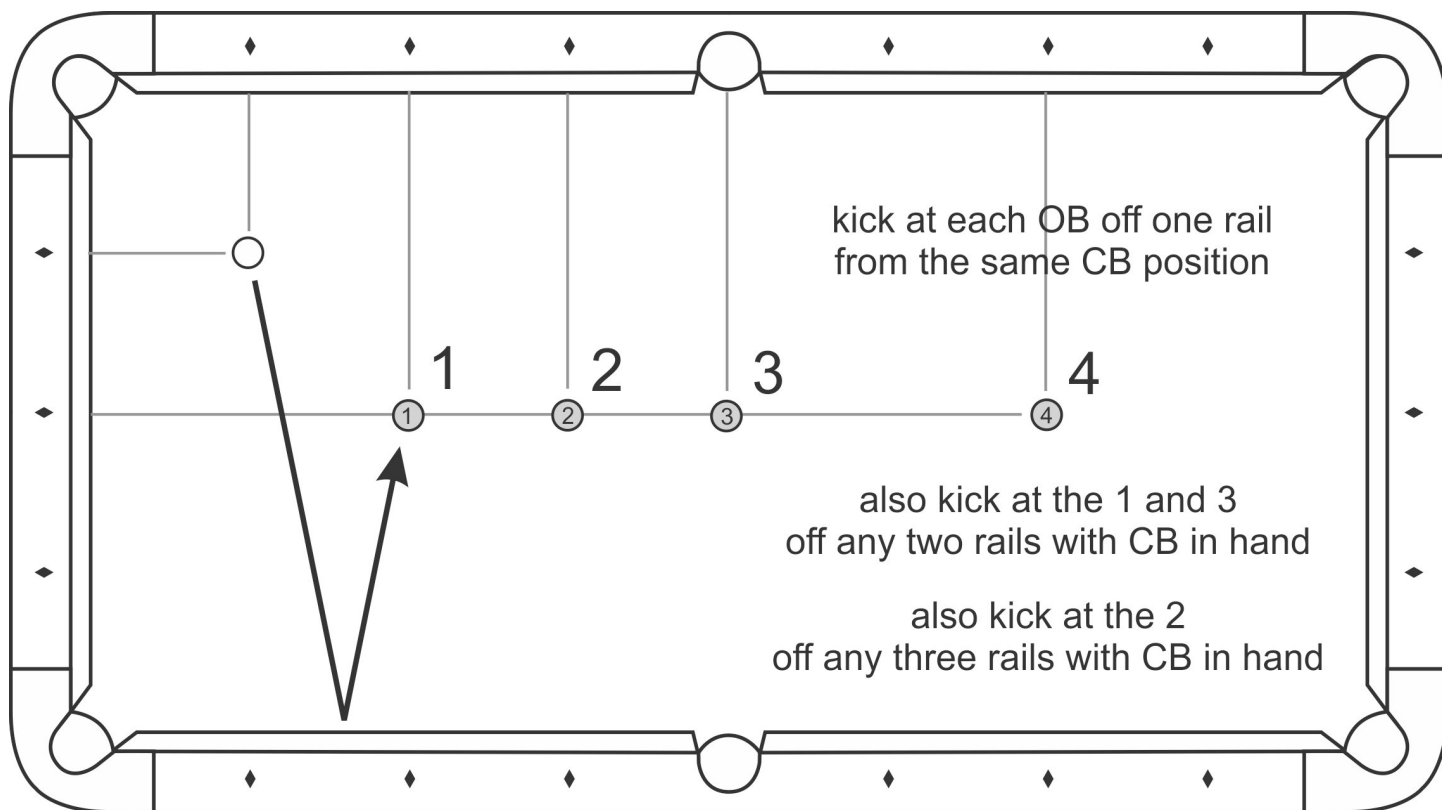


### Instructions:

- 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 (14 max)**

## S6 – Kick Shot Drill

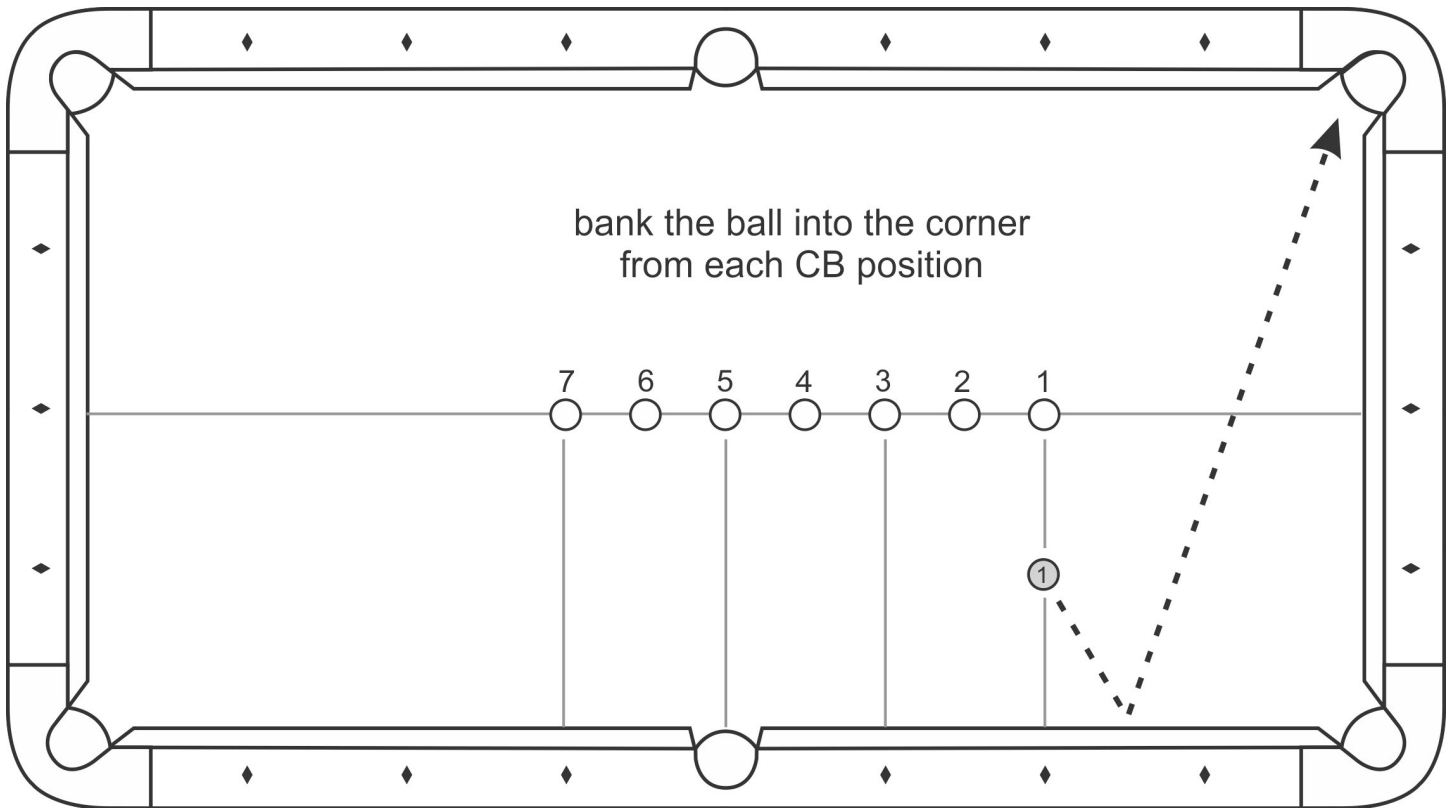


### Instructions:

- **Shots 1-4:** 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).
- **Shots 5,6:** With CB in hand on each shot, kick off any two rails at the 1 ball and the 3 ball.
- **Shot 7:** With CB in hand, kick off any three rails at the 2 ball.

**score = # of successful kicks (7 max)**

## S7 – Bank Shot Drill

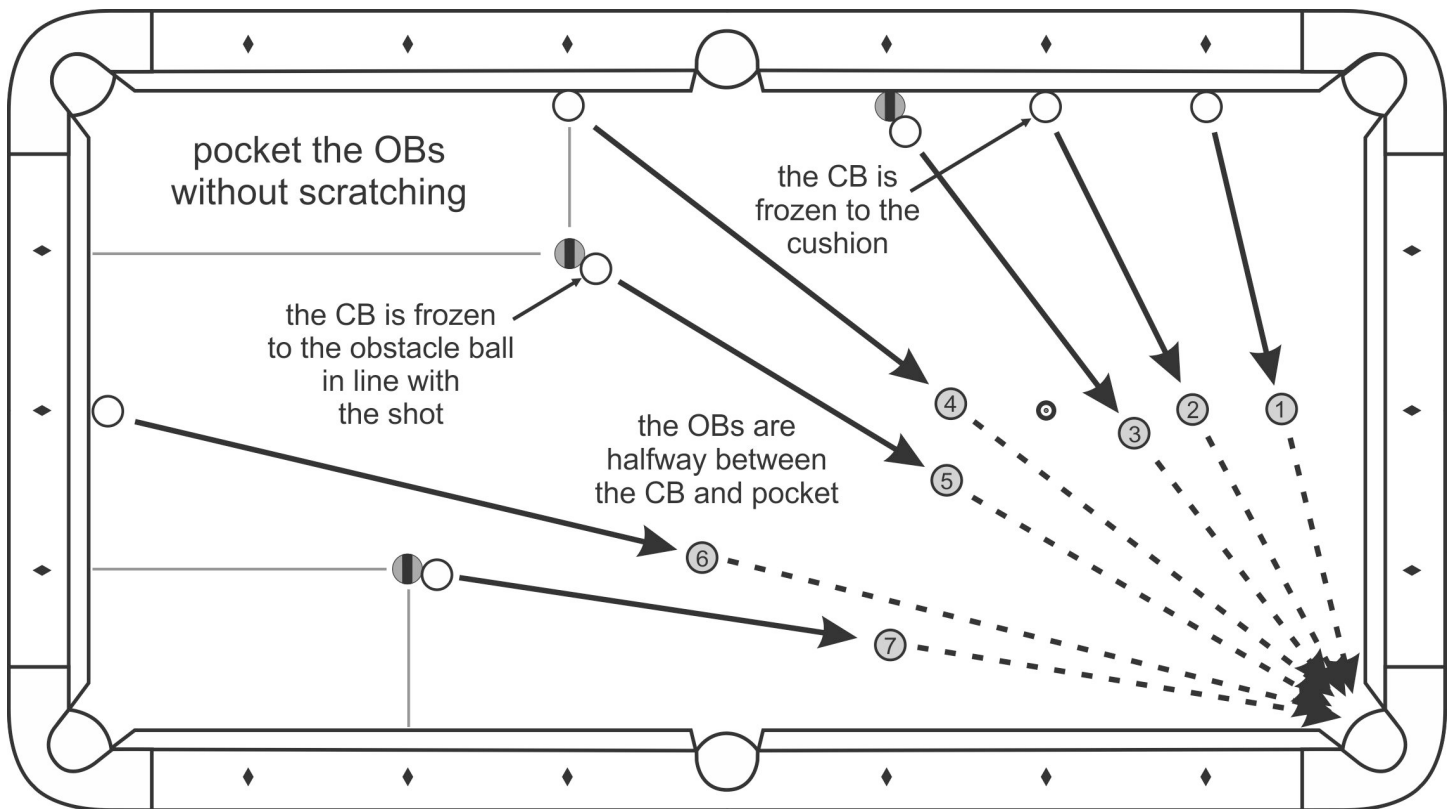


### Instructions:

- Bank the OB cross corner from each of the 7 CB positions.
- You receive 1 point for each bank pocketed legally (w/o scratching).

**score = # of successful banks (7 max)**

## S8 – Elevated Cue Drill

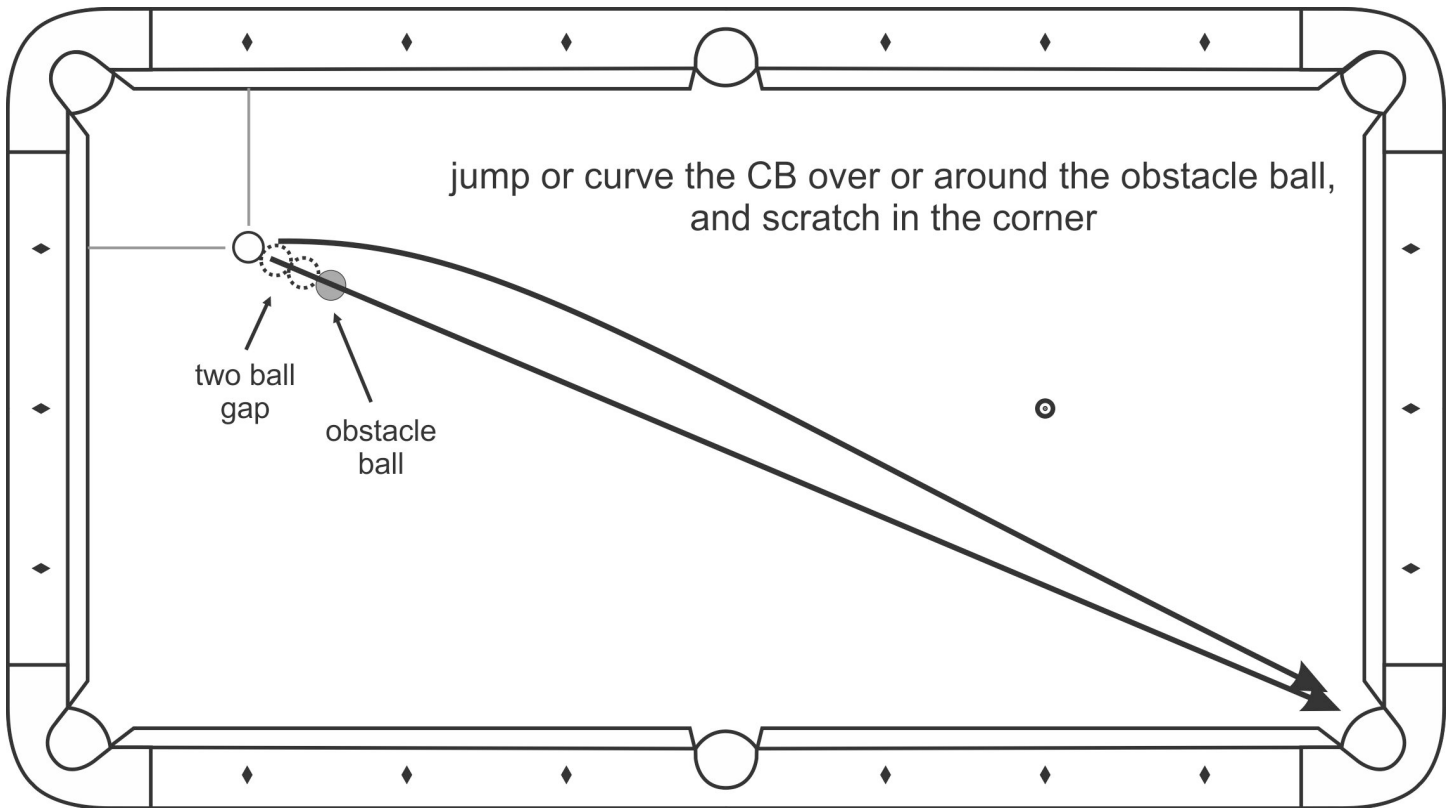


### Instructions:

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

**score = # of successful shots (7 max)**

## S9 – Jump or Massé Drill

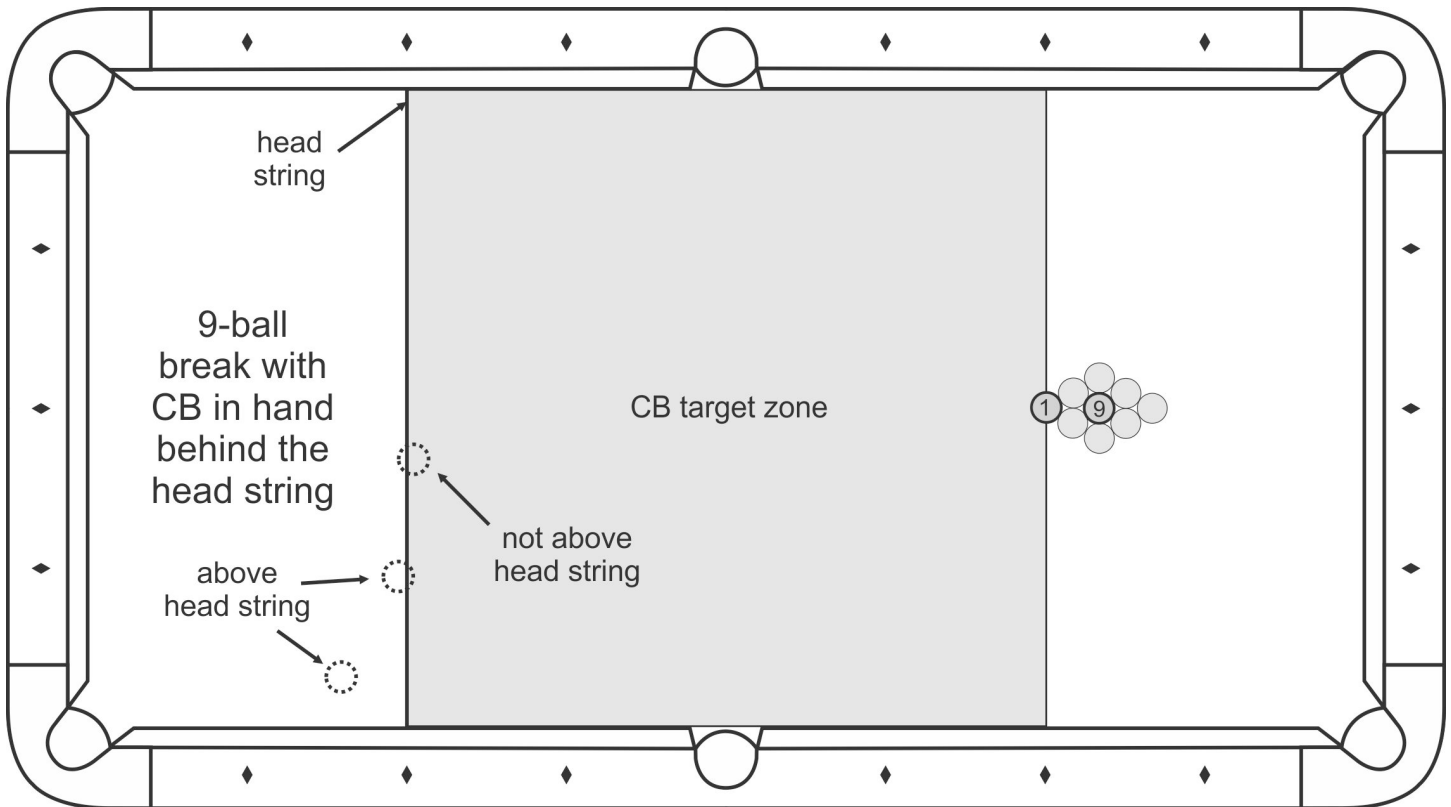


### Instructions:

- You get 1 point for each successful shot (CB pocketed, no obstacle-ball contact) of 7 attempts.
- You should try both types of shots during practice, and use your most reliable skill during the exam.

**score = # of successful attempts (7 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 individual break scores.

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