

# Exam IV – Runout Drill System (RDS)



## Instructions:

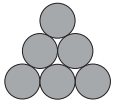
- RDS consists of a set of **16 break and run challenges** of increasing levels of difficulty.
- In each level, you **start with a break shot** and then **take ball in hand (BIH)**, meaning you can place the CB anywhere on the table.
- There is **no penalty for a scratch on the break**, and **balls pocketed** on the break **remain down** (except for the 8 in 8-ball-rules racks, where you spot it or re-rack).
- A **miss or a scratch** after the break **ends a run**.
- If you run **2 of 3 racks** at one level, where you make all the required balls without a miss or foul, you **advance** to the next higher level.
- If you run only **1 of 3 racks**, you **stay** at the current level.
- If you miss on 3 racks in a row (**0 of 3 racks**), go **down** to the next lower level.
- If you are trying RDS for the first time, **pick a level** at which you are confident to run 2 out of 3 racks and **start** there; otherwise start where you left off in your previous session.
- After an RDS session (30 minutes to an hour of running racks), your **ending level** and associated rating should be a good indicator of your **level of playing ability**.
- Use standard WPA **rules** with “CB fouls only” and no “3-point 9-ball break rule.” In **rotation** racks, combos are fine and slop counts; but if you pocket the highest numbered ball early, you must still run the remaining balls in rotation (except Level 14). In all **8-ball** and **straight pool** racks, balls must be pocketed in called pockets (i.e., slop does not count).
- **RDS 100** is an alternative **scored format**, where you start with 100 points and attempt to run one rack at each level, deducting points left on the table after a miss or foul.

Below is a concise summary of all **16 levels** with the corresponding **rating**. Each is described in more detail in the remainder of the document.

1. optional: 6 balls, pocket OBs directly with no CB – **lower novice**
2. 6 balls, any order, BIH on every shot – **mid novice**
3. 6 balls, any order, 3 extra BIHs – **upper novice**
4. 6 balls, any order, 2 extra BIHs – **lower beginner (D-)**
5. 6 balls, any order, 1 extra BIH – **mid beginner (D)**
6. 7 balls (3 solids, 3 stripes, 8), 8-ball rules, 1 extra BIH – **upper beginner (D+)**
7. 9 balls, any order, 1 extra BIH – **lower intermediate (C-)**
8. 9 balls (4 solids, 4 stripes, 8), 8-ball rules, 1 extra BIH – **mid intermediate (C)**
9. 15 balls, any order, 2 extra BIHs – **upper intermediate (C+)**
10. 6 balls, in order – **lower advanced (B-)**
11. 15 balls, any order – **mid advanced (B)**
12. 15 balls, 8-ball rules – **upper advanced (B+)**
13. 9 balls (4 solids, 4 stripes, 8), 8-ball rules, remaining balls in order – **lower shortstop (A-)**
14. 9 balls, 9-ball rules – **upper shortstop (A)**
15. 15 balls, 8-ball rules, remaining balls in order – **semipro / pro (A+/AA)**
16. 15 balls, in order – **world class pro (A++/AAA)**

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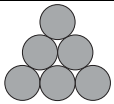
## Optional Level 1 – 6 balls, pocket OBs directly with no CB



- break a rack of 6 balls.
- remove the cue ball.
- pocket each object ball directly, in any order.
- wipe chalk marks off the balls when done.

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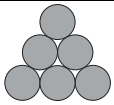
## Level 2 – 6 balls, any order, BIH on every shot



- break a rack of 6 balls.
- take cue ball in hand for each shot.
- pocket each ball in any order.

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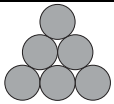
## Level 3 – 6 balls, any order, 3 extra BIHs



- break a rack of 6 balls.
- take cue ball in hand after the break and any 3 other times during the run.
- pocket each ball in any order.

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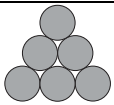
## Level 4 – 6 balls, any order, 2 extra BIHs



- break a rack of 6 balls.
- take cue ball in hand after the break and any 2 other times during the run.
- pocket each ball in any order.

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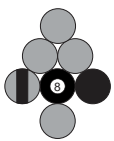
## Level 5 – 6 balls, any order, 1 extra BIH



- break a rack of 6 balls.
- take cue ball in hand after the break and once any time during the run.
- pocket each ball in any order.

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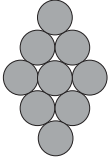
## Level 6 – 7 balls (3 solids, 3 stripes, 8), 8-ball rules, 1 extra BIH



- break a rack of 6 balls (3 solids, 3 stripes) with the 8 ball added (in the center or back).
- play standard 8-ball rules, except take cue ball in hand after the break and once any time during the run.
- pocket all the stripes or all the solids, and then the 8.



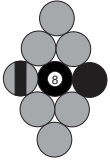
## Level 7 – 9 balls, any order, 1 extra BIH



- break a rack of 9 balls.
- take cue ball in hand after the break and once any time during the run.
- pocket each ball in any order.



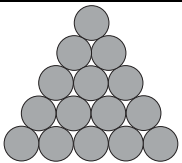
## Level 8 – 9 balls (4 solids, 4 stripes, 8), 8-ball rules, 1 extra BIH



- break a rack of 9 balls (4 solids, 4 stripes, with the 8 ball in the center).
- play standard 8-ball rules, except take cue ball in hand after the break and once any time during the run.
- pocket all the stripes or all the solids, and then the 8.



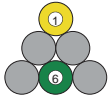
## Level 9 – 15 balls, any order, 2 extra BIHs



- break a rack of 15 balls.
- take cue ball in hand after the break and any 2 other times during the run.
- pocket each ball in any order.



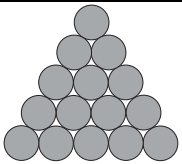
## Level 10 – 6 balls, in order



- break a rack of 6 balls.
- take cue ball in hand after the break.
- shoot the balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.



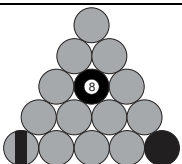
## Level 11 – 15 balls, any order



- break a rack of 15 balls.
- take cue ball in hand after the break.
- pocket each ball in any order.



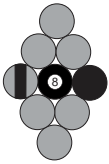
## Level 12 – 8-ball rules



- break a rack of 15 balls.
- play standard 8-ball rules, except take cue ball in hand after the break.
- pocket all the stripes or all the solids, and then the 8.



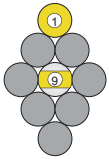
## Level 13 – 9 balls (4 solids, 4 stripes, 8), 8-ball rules, remaining balls in order



- break a rack of 9 balls (4 solids, 4 stripes, with the 8 ball in the center).
- play standard 8-ball rules, except take cue ball in hand after the break.
- pocket all the stripes or all the solids, and then the 8.
- then pocket the remaining balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.



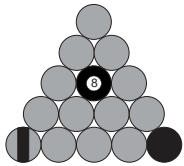
## Level 14 – 9 balls, 9-ball rules



- break a rack of 9 balls.
- play standard 9-ball rules, except take cue ball in hand after the break.
- shoot the balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.
- pocketing the 9 at any time (even on the break) with a legal shot is a win and you get credit for all balls.



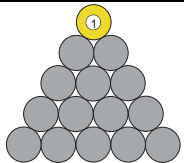
## Level 15 – 15 balls, 8-ball rules, remaining balls in order



- break a rack of 15 balls.
- play standard 8-ball rules, except take cue ball in hand after the break.
- pocket all the stripes or all the solids, and then the 8.
- then pocket the remaining balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.



## Level 16 – 15 balls, in order



- break a rack of 15 balls.
- take cue ball in hand after the break.
- shoot the balls in rotation, always hitting the lowest-numbered ball 1<sup>st</sup>.