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).
- 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 all 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. In all 8-ball and straight pool racks, balls must be pocketed in called pockets (i.e., slop does not count).
- An alternative RDS format is a scored approach, 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. 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 BIHs – 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)
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.

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.

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.

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.

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.

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.
- 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.
- 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 1st.

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 1st.
## 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>.

## 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>. 