Exam IX – All in One (AO)

"All in One" (AO) consists of a set of 15 break and run challenges of increasing levels of difficulty. In each Level, you start with a break shot with a rack of 6, 10, or 15 balls and attempt to pocket a given number of balls in rotation into a selected corner pocket (just like in the game of One-Pocket) with as few strokes as possible. No rail contact is required on any shot, and you can use multiple strokes to pocket a ball.

Instructions:

- If you **scratch during the break**, you take a 4-stroke penalty and get ball in hand anywhere on the table.
- Any **balls pocketed on the break** are spotted.
- If the number of balls you need to pocket (the Level #) is less than the number of balls in the rack, you **remove the excess number of balls** from the table **after the break** (and after any pocketed balls are spotted). You get to select which balls to remove.
- You are allowed **4 strokes per ball on average for a 6-ball rack, 3 strokes on average for a 10-ball rack, and 25 strokes total for a 15-ball rack**, with the total number of strokes allowed in Levels 1-10 being the average number allowed per ball times the Level #.
- **The break shot does not count as a stroke.**
- Not **hitting the lowest-numbered ball first** is 4-stroke penalty, but not a foul.
- Any **ball sunk in the target corner illegally** (on a foul shot) is **spotted**.
- Any **ball sunk in any other pocket** is **spotted**.
- A **run attempt ends** when you pocket the last ball on the table or if you scratch or foul (other than hitting the wrong ball first) or exceed the total number of strokes allowed for the rack.
- Standard WPA rotation rules apply, but using "**CB fouls only**" rules. Also, **cushion contact is not required** on any shot.
- **Combos and caroms** are allowed.
- If you run **2 of 3 racks** at one Level, where you pocket all the balls within the allowed number of strokes, you **advance** to the next higher Level.
- If you run only **1 of 3 racks**, you **stay** at the current Level.
- If you fail on 3 racks in a row (**0 of 3 racks**), go **down** to the next lower Level.
- If you are trying AO 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 AO session (an hour or more of run-out attempts), your **ending Level** and associated rating should be a good indicator of your **level of playing ability**.
- **AO 100** is an alternative **scored format**, where you start with 100 points and attempt to run one rack at each Level, deducting points for the number of balls left on the table after a scratch or after reaching the maximum number of strokes for the Level.

Below is a concise summary of all **15 Levels** with the corresponding **rating**. Each Level is described in more detail in the remainder of the document.

1. 1 ball in 4 strokes from 6-ball rack – **lower novice**
2. 2 balls in 8 strokes from 6-ball rack – **upper novice**
3. 3 balls in 12 strokes from 6-ball rack – **lower beginner (D-)**
4. 4 balls in 16 strokes from 6-ball rack – **mid beginner (D)**
5. 5 balls in 20 strokes from 6-ball rack – **upper beginner (D+)**
6. 6 balls in 24 strokes from 6-ball rack – **lower intermediate (C-)**
7. 7 balls in 21 strokes from 10-ball rack – **mid intermediate (C)**
8. 8 balls in 24 strokes from 10-ball rack – **upper intermediate (C+)**
9. 9 balls in 27 strokes from 10-ball rack – **lower advanced (B-)**
10. 10 balls in 30 strokes from 10-ball rack – **mid advanced (B)**
11. 11 balls in 25 strokes from 15-ball rack – **upper advanced (B+)**
12. 12 balls in 25 strokes from 15-ball rack – **lower shortstop (A-)**
13. 13 balls in 25 strokes from 15-ball rack – **upper shortstop (A)**
14. 14 balls in 25 strokes from 15-ball rack – **semipro / pro (A+/AA)**
15. 15 balls in 25 strokes from 15-ball rack – **world class pro (A++/AAA)**

Level 1 – 1 ball in 4 strokes

	• break a rack of 6 balls. • remove any 5 balls from the table. • pocket the 1 remaining ball with 4 strokes or less.

Level 2 – 2 balls in 8 strokes

	• break a rack of 6 balls. • remove any 4 balls from the table. • pocket the 2 remaining balls in rotation with 8 strokes or less.

Level 3 – 3 balls in 12 strokes

	• break a rack of 6 balls. • remove any 3 balls from the table. • pocket the 3 remaining balls in rotation with 12 strokes or less.

Level 4 – 4 balls in 16 strokes

	• break a rack of 6 balls. • remove any 2 balls from the table. • pocket the 4 remaining balls in rotation with 16 strokes or less.

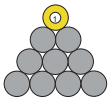
Level 5 – 5 balls in 20 strokes

	• break a rack of 6 balls. • remove any ball from the table. • pocket the 5 remaining balls in rotation with 20 strokes or less.

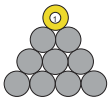
Level 6 – 6 balls in 24 strokes

	• break a rack of 6 balls. • pocket the balls in rotation with 24 strokes or less.

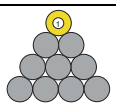
Level 7 – 7 balls in 21 strokes

	• break a rack of 10 balls. • remove any 3 balls from the table. • pocket the 7 remaining balls in rotation with 21 strokes or less.

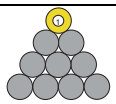
Level 8 – 8 balls in 24 strokes

	• break a rack of 10 balls. • remove any 2 balls from the table. • pocket the 8 remaining balls in rotation with 24 strokes or less.

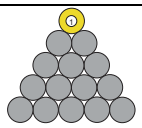
Level 9 – 9 balls in 27 strokes

	• break a rack of 10 balls. • remove any ball from the table. • pocket the 9 remaining balls in rotation with 27 strokes or less.

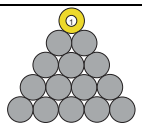
Level 10 – 10 balls in 30 strokes

	• break a rack of 10 balls. • pocket the balls in rotation with 30 strokes or less.

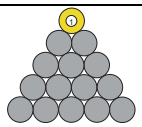
Level 11 – 11 balls in 25 strokes

	• break a rack of 15 balls. • remove any 4 balls from the table. • pocket the 11 remaining balls in rotation with 25 strokes or less.

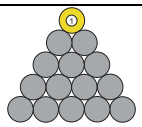
Level 12 – 12 balls in 25 strokes

	• break a rack of 15 balls. • remove any 3 balls from the table. • pocket the 12 remaining balls in rotation with 25 strokes or less.

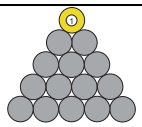
Level 13 – 13 balls in 25 strokes

	• break a rack of 15 balls. • remove any 2 balls from the table. • pocket the 13 remaining balls in rotation with 25 strokes or less.

Level 14 – 14 balls in 25 strokes

	• break a rack of 15 balls. • remove any ball from the table. • pocket the 14 remaining balls in rotation with 25 strokes or less.

Level 15 – 14 balls in 25 strokes

	• break a rack of 15 balls. • pocket the balls in rotation with 25 strokes or less.