

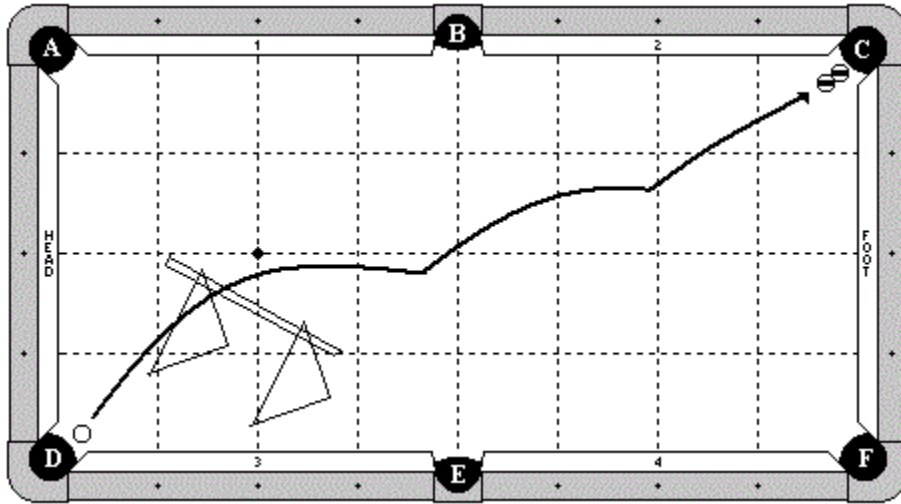
**World Cup of
Trick Shots
2011**

USA Shots

1-3			
4-6			
7-9			
10-12			
13-15			
16-18			
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USA - Shot 1



Category

Jump

Difficulty: 10

Cue Ball

In hand within 2 ball's width of slate cut of pocket D.

Object Ball

Two object balls are hanging near pocket C.

Props

Two Delta-13 racks are standing upright, with an object (shaft or block of wood) through their upper holes. The center of the shaft intersects the headstring.

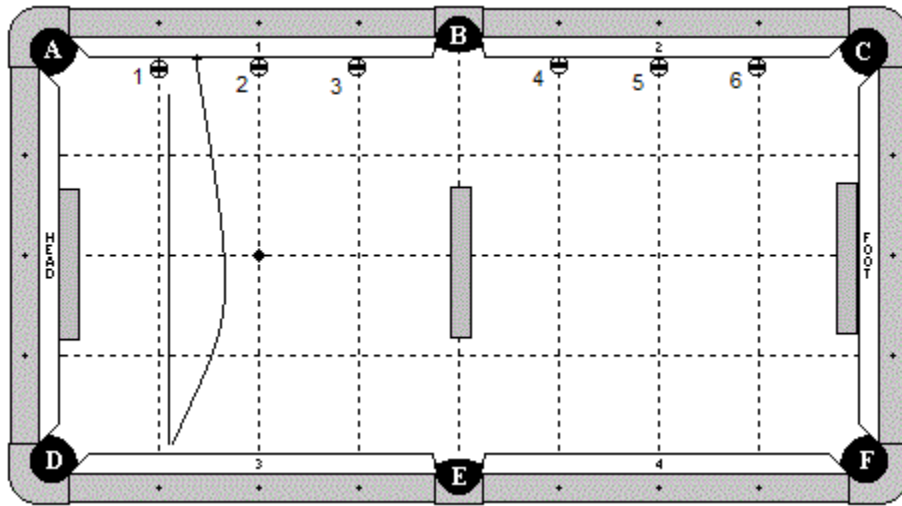
Objective

Jump the cue ball over the shaft and make the combination.

Special Notes

Racks and shaft may not be touched by any means until after the combination is made. It is okay for any ball to fly off the table, provided the combination ball is made in pocket C.

USA - Shot 2



Category

Miscellaneous

Difficulty: 10

Cue Ball

None

Object Ball

Six object balls are frozen to the cushion, each at the diamond marker as diagrammed.

Props

Three racks are standing upright. One is along the center line and the other two are frozen to the short cushions.

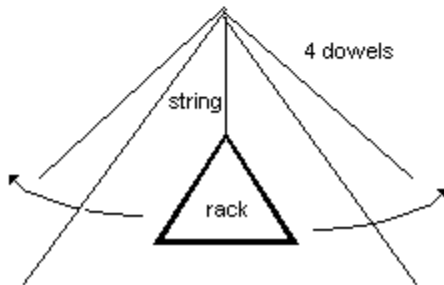
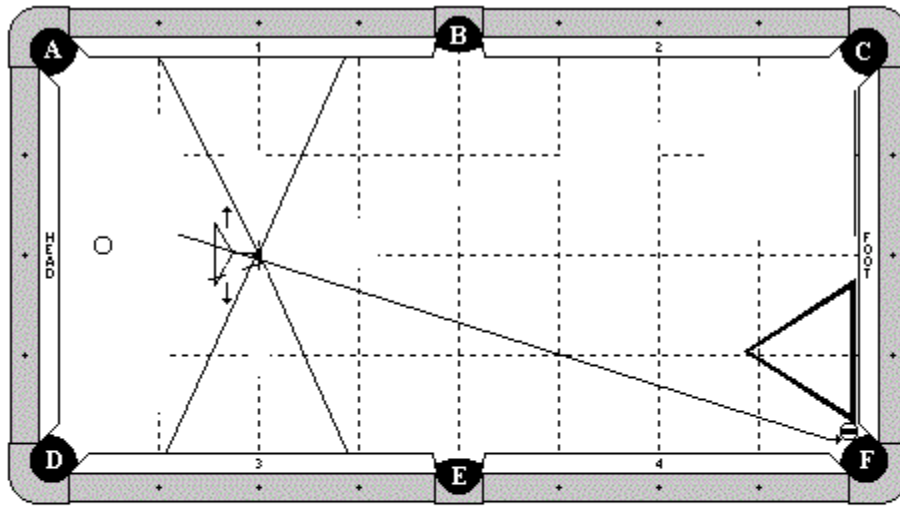
Objective

Shoot the 1 ball across the table, into the opposite cushion and have it jump back towards you. Catch the ball (no trapping) and put it in any pocket. Repeat for the 2-6 balls.

Special Notes

The player must alternate hands between shots, shooting righty and then lefty, etc. After each ball is clearly caught, that ball will be considered complete and the player may choose to put the ball into a pocket on the table, into their pocket, or toss it to a teammate.

USA - Shot 3



Category

Multiple Player

Difficulty: 10

Cue Ball

In hand

Object Ball

Hanging near pocket F.

Props

Swing in position. Bottom of rack on swing is minimum 10 inches off table. Rack near pocket F.

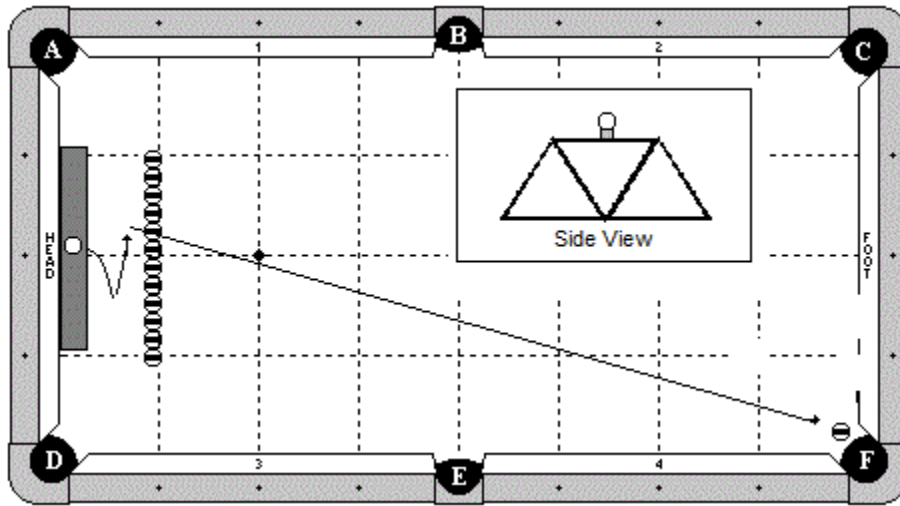
Objective

Player 1 will hold rack with cord even with side of pyramid. Player 1 will let go allowing rack to swing. Player 2 will then jump object ball through swinging rack into pocket F. Player 2 must jump before 7th pass (left to right is one pass, right to left is 2nd pass, etc).

Special Notes

After rack starts swinging, the swing prop may not be touched by any means. Once player lets go of rack, the shot has started. Player has the option of positioning the rack in any way. It may be placed as diagrammed, or it may be placed in front of the object ball. The cue ball may make the object ball as diagrammed, or it may hit the rack and have the rack make the object ball. Either way is good.

USA - Shot 4



Category

Miscellaneous

Difficulty: 10

Cue Ball

On top of a piece of chalk.

Object Ball

One object ball is hanging near pocket F. A wall of blocking balls is placed so it is approximately centered over the path of the cue ball to the object ball. The spacing of the blocking balls to the racks is up to the player.

Props

Three racks are standing upright as can be seen in the side view. A chalk cube is on top of the center rack.

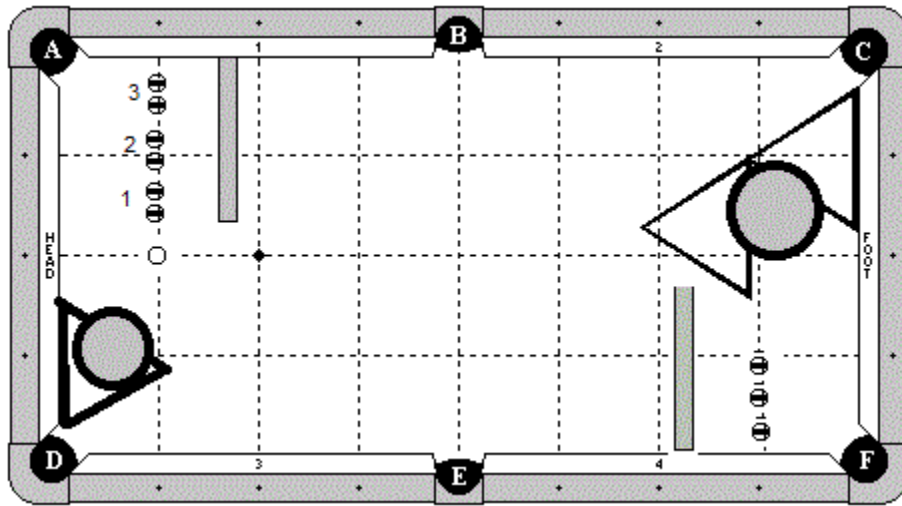
Objective

The player will shoot the cue ball off the chalk. It will hit the table and bounce up. The player will then re-hit the cue ball over the blocking balls, making the hanger in pocket F.

Special Notes

The cue ball must be re-hit after the first bounce. The upright racks may not be hit or fall over by any means until after the hanger is made. The blocker balls may not be hit by any means until after the hanger is made. All hits on the cue ball must be one-handed and jacked up. The second hit must be made through the center rack.

USA - Shot 5



Category

Multiple Player

Difficulty: 10

Cue Ball

On the diagrammed intersection line (1,2).

Object Ball

Three groups of 2 object balls are along the 1st diamond line. Each group may be slightly twisted, but one ball from each group must remain on the diamond line. Three additional object balls are along the 1st diamond line on the opposite side of the table.

Props

A $\frac{3}{4}$ inch barrier is in hand, provided that it completely blocks the path of the jumping object balls. Multiple objects may be used if necessary. Two racks and an optional weight enlarge pocket 'C'. An additional barrier ($\frac{3}{4}$ inch) is in hand in front of the three object balls near pocket F. One rack (with optional weight) is in front of pocket D.

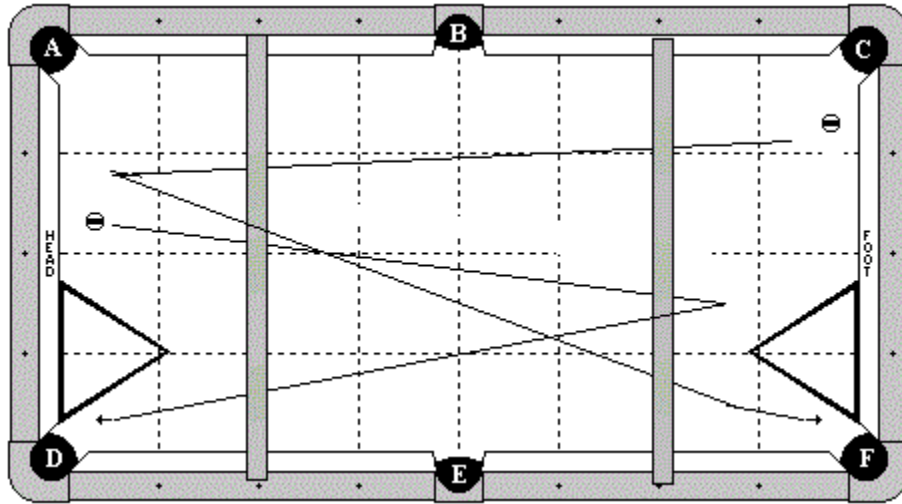
Objective

Player 1 will hold 2 cues, player 2 will hold 1 cue. Player 1 will shoot the cue ball towards pocket C. Before the cue ball goes in, perform three double jumps, causing all 6 balls to go into pocket C before the cue ball. After the cue ball is hit, player 2 will also jump all three balls into pocket D (one at a time) before the cue ball goes in.

Special Notes

The barriers may not be touched by any means. Jumps must be legal (no miscues). Object balls may not touch the cue ball. When jumping both balls in group 1, it must be simultaneous and in one forward motion (same for the balls in groups 2 & 3).

USA - Shot 6



Category

Multiple Player

Difficulty: 10

Cue Ball

None

Object Ball

Two object balls are in hand behind the bridges.

Props

Two bridges are across the table at the 2nd diamond lines, optionally propped up by chalk. Two racks are frozen to the cushions as diagrammed. Both players will hold a cone and rubber ball as in prior shots.

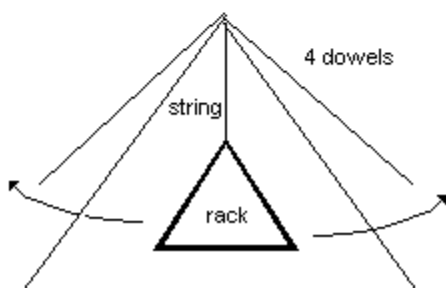
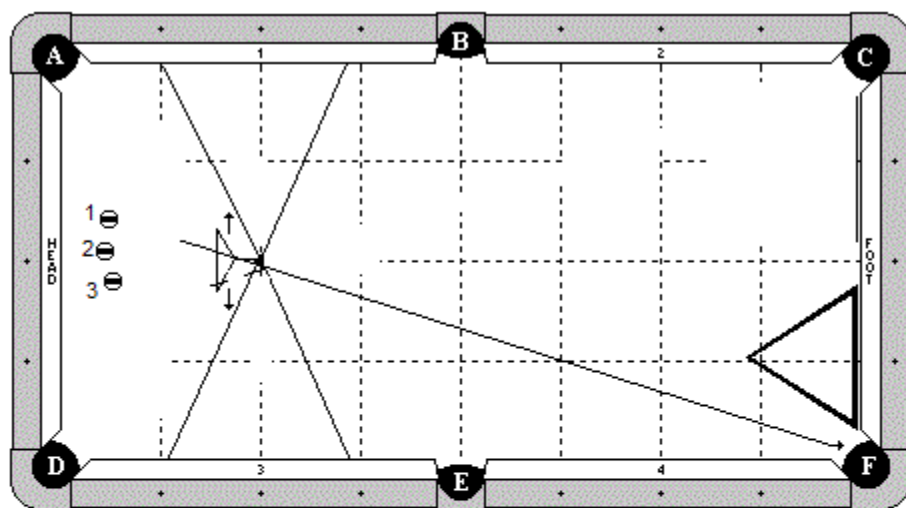
Objective

Both players will turn the cone upside down and drop the rubber ball out of the cone. It will bounce once, the players will hit their object ball towards the other player, and then they will catch the rubber ball (bounce, hit, catch). The players will then turn the cone upside down, bounce the rubber ball, jump the oncoming object ball over their bridge, under the other bridge, and into the pocket, and catch the rubber ball after they jump it (bounce, jump, catch).

Special Notes

All hits are one-handed and jacked up. The player may graze the table while stroking as long as the shot is attempted jacked up. The bridges may not be contacted by any means. The object balls may not hit any rails until they are jumped. The player must clearly follow the order as described (bounce, hit or jump, catch). If it is too close to call, the shot is no good. Both player must have hit their object balls before either player may jump. The object balls may not stop.

USA - Shot 7



Category

Multiple Player

Difficulty: 10

Cue Ball

None

Object Ball

Three object balls are in hand as diagrammed, minimum 2 balls off the short cushion.

Props

A swing is in position as diagrammed. There is no height requirement on the rack, provided that it swings freely. Another rack is frozen to the foot cushion and may be weighted down in any way. A cone and rubber ball is held by the player.

Objective

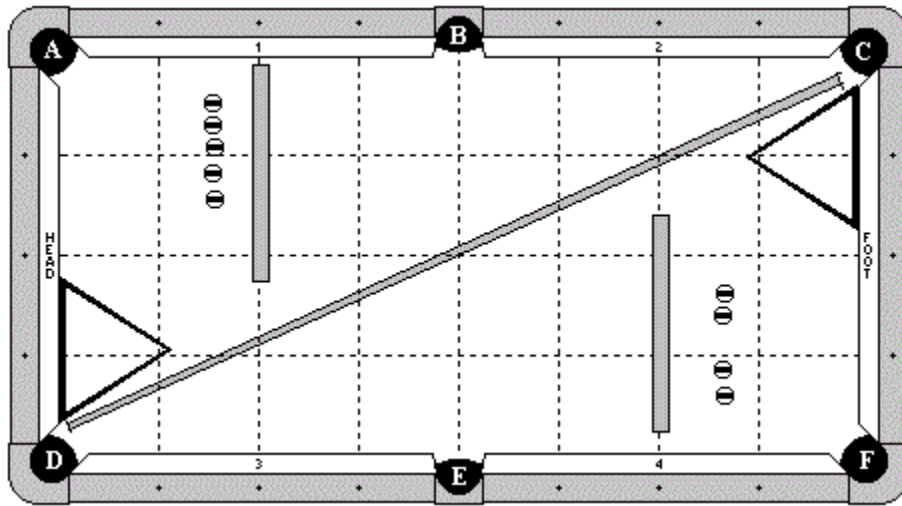
Player 1 will hold the rack so the cord is even with the edge of the supports. They will let go and the rack will swing left to right (1st pass), right to left (2nd pass), and left to right (3rd pass). Player 2 will turn the cone upside-down, bounce the ball once, and jump one handed jacked up through the swinging rack, and make the object ball in pocket F.

Repeat with the other two balls, using two bounces and three bounces on the rubber ball.

Special Notes

Once player 1 releases the rack, that part of the shot has started. All jumps must be on the 3rd pass of the rack. Player 1 will catch the rack after each jump and start the swinging process over again. The jumps must be after all required bounces (1, 2 or 3), and before catching the ball in the cone. The rack may not be touched by the jumping ball. Jumps must be legal (no miscues).

USA - Shot 8



Category

Multiple Player

Difficulty: 10

Cue Ball

None

Object Ball

9 object balls are in hand as diagrammed (one group of 5 and one group of 4). All balls must be a minimum of 2 ball's width off the short cushion.

Props

Two barriers (3/4 inch) are in hand in front of the object balls. Two cue sticks extend diagonally across the table. Two racks are in position as diagrammed. Additional weights may be added to racks/sticks provided they do not interfere with the shot.

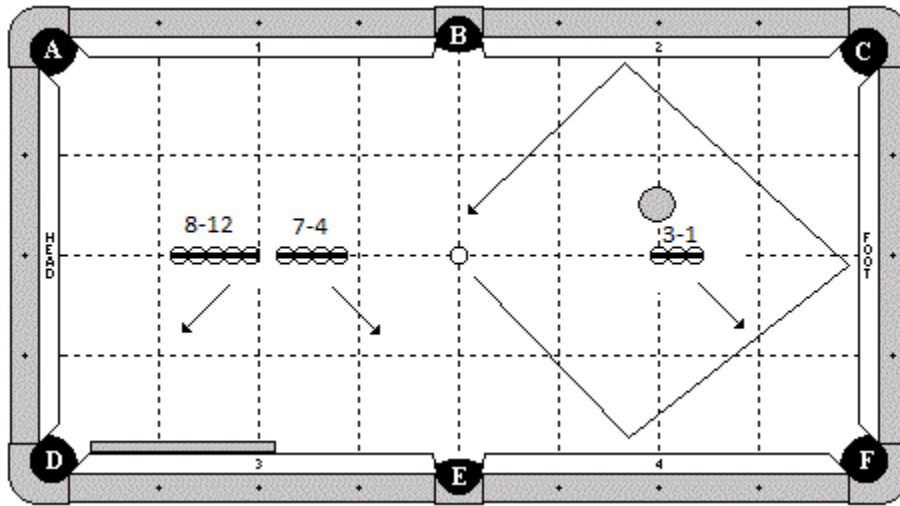
Objective

Player 1 will hold 5 cues and simultaneously jump all 5 balls from his group over the barrier and into pocket C. Player 2 will wait until player 1 has hit his jump shot, and then perform two double jumps into pocket D. Player 2 must start his jump after player 1 has hit his jump. Player 2 must finish his second jump before the last ball of 5 goes into pocket C.

Special Notes

The barrier may not be touched by any means. Players may hold the cues any way they choose, but the cues may not be held in place by anything other than the player's hands or arms. All jumps must be legal (no miscues). The 5-jump and both double jumps must be done simultaneously and in one forward motion.

USA - Shot 9



Category

Juggle / Speed

Difficulty: 10

Cue Ball

On the center spot.

Object Ball

Three groups of balls are frozen along the center line. The 3 ball is on the spot. The 7 and 12 balls may have at most a 1 ball gap, and must approximately split the spot.

Props

A Staples Easy Button on even with the 3-ball, approximately 1 ball's width away. A butt is on cushion 3.

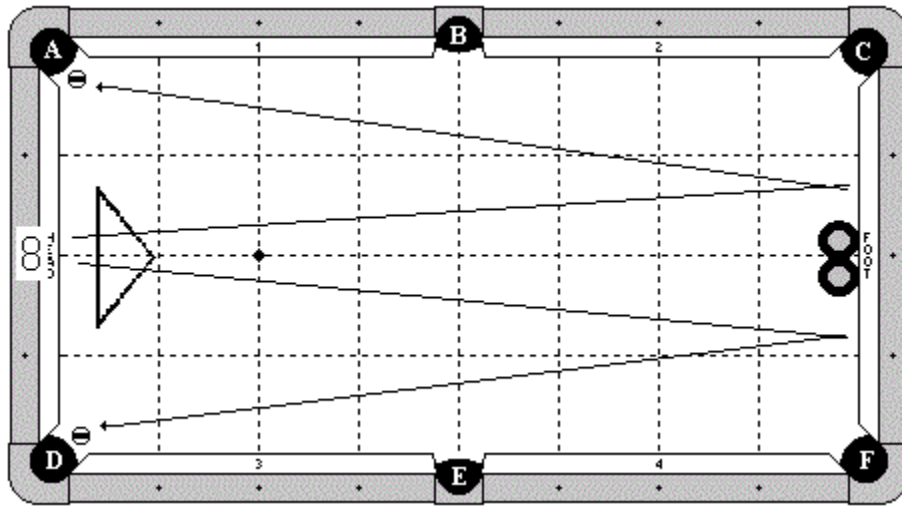
Objective

Shoot the cue ball 3 rails. Shoot the 1-3 in order into pocket F. Re-hit the cue ball 3 rails. Shoot the 4-7 into pocket E. Re-hit the cue ball 3 rails. Shoot the 8-12 into pocket D. The cue ball will then go into pocket D last.

Special Notes

All 3 rail shots on the cue ball must go around the Easy Button. All re-hits on the cue ball must be while it is clearly in motion. All hits on the cue ball will be righty. When shooting each group, players must start with their right hand and alternate hands. Balls 1-3 (RLR). Balls 4-7 (RLRL). Balls 8-12 (RLRLR). The cue ball may not contact the Easy Button. The player may not disturb any object ball except the one being shot. No object ball may contact the butt. Each time the cue ball is hit, the first rail must always be cushion 4 (not 3).

USA - Shot 10



Category

Miscellaneous

Difficulty: 10

Cue Ball

Two cue balls are each on top of a piece of chalk on the rail. They are frozen to each other and contact at the 2nd diamond.

Object Ball

Two hangers near pockets A & C.

Props

Two pieces of chalk under the cue balls. A rack is in hand, standing upright and on top of an object (or objects) that are 3 ½ inches tall. Two large pool balls (11cm diameter) are frozen to each other and to the cushion, contacting each other at the 2nd diamond.

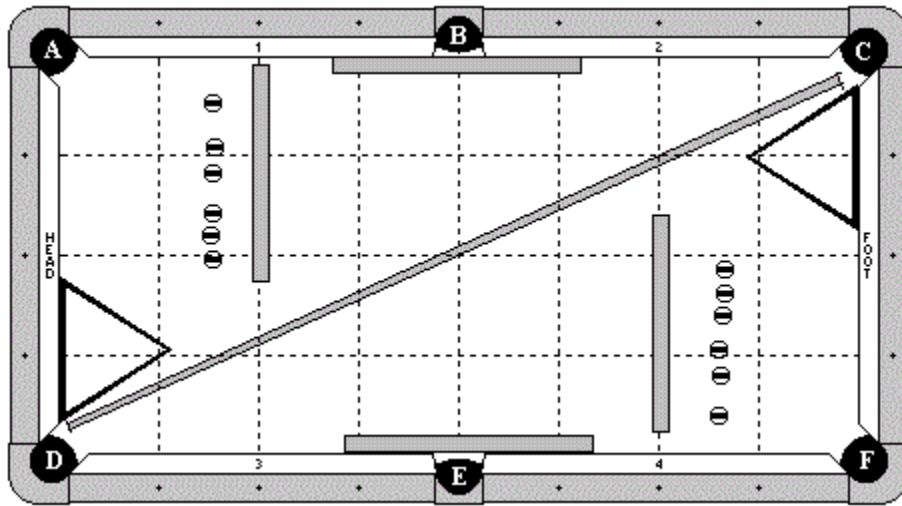
Objective

Holding 2 cues, in one forward motion, hit both cue balls through the supported rack. Each cue ball will hit the head cushion and pocket one of the hanging balls.

Special Notes

The rack may not be contacted by any means until after the hangers have been made. The cue ball that starts closer to pocket A must make the hanger in pocket A (and vice versa).

USA - Shot 11



Category

Multiple Player

Difficulty: 10

Cue Ball

None

Object Ball

12 balls are in hand behind the barriers (6 on each side). All balls are a minimum of 2 balls off the short cushion. Only the end balls may be close to the long cushion. All others must be a minimum of 1 ball off. The balls may be grouped in any way (group of 3 may be close to the long cushion or the single may be close to the long cushion).

Props

Two barriers $\frac{3}{4}$ inch tall is in hand across the table. It may be one or multiple objects provided that it completely blocks the object balls. Two butts are blocking the side pockets. Two cues extend diagonally across the table, and two racks are in position as diagrammed.

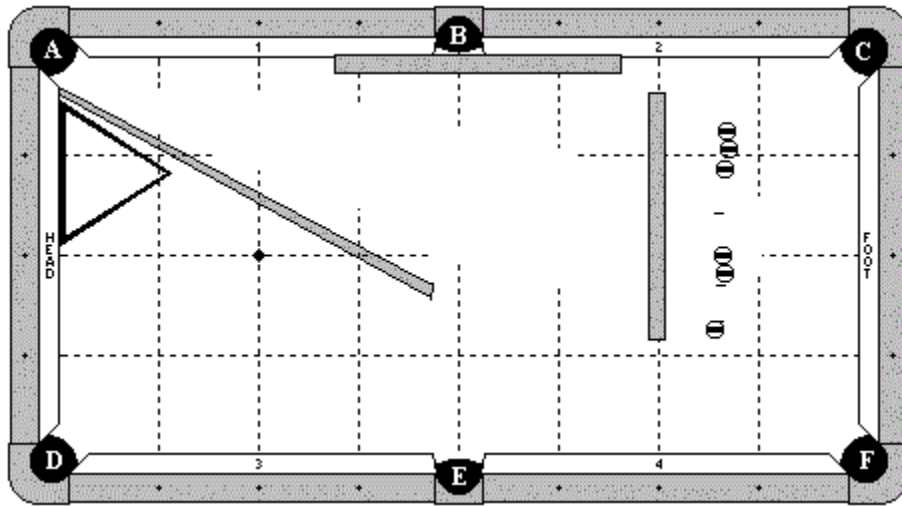
Objective

Player 1 will perform a single jump, player 2 will repeat. Player 1 will pick up a second cue and perform a double jump, player 2 will repeat. Player 1 will pick up a third cue and perform a triple jump, player 2 will repeat.

Special Notes

All jumps are one handed, jacked up. The barriers may not be touched by any object ball. No object ball may be disturbed except the one(s) being jumped. When jumping with multiple cues, all cues must be held and used simultaneously, in one continuous forward motion stroke. All jumps must legal (no miscues). Extra cues may be anywhere out of the way. There is no time requirement on this shot, just that the players take turns jumping as described.

USA - Shot 12



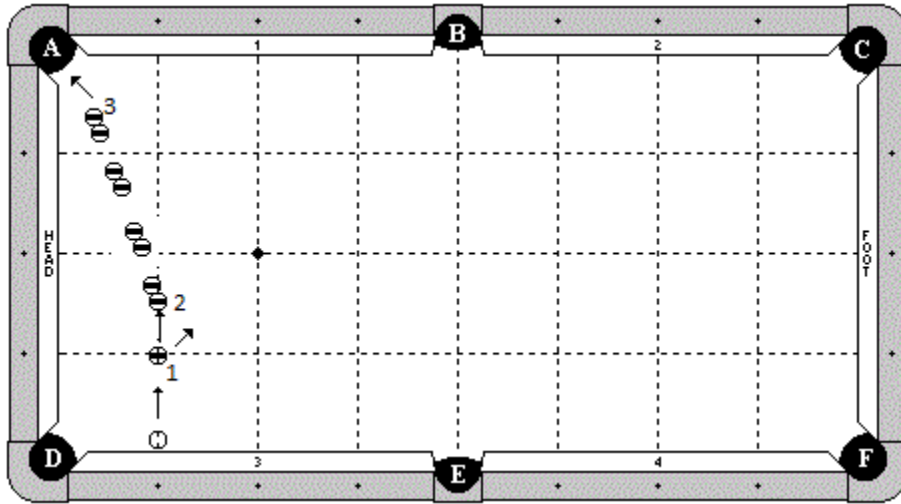
Category

1-Handed Jump

Difficulty: 10

- Cue Ball
 - None
- Object Ball
 - 6 object balls are in hand behind the barrier(s). Minimum 2 balls off short cushion. Only the end ball of the set of three may be close to the long cushion. The others must be a minimum of 1 ball off.
- Props
 - One or more barriers (3/4 inch tall) are in hand. Butt frozen to rail near pocket B. Stick enlarges pocket A, with rack holding it in place. Cone and ball used. Players have the option of using a second rack to weigh down the cue stick.
- Objective
 - Hold cone in left hand and cue in right hand. Bounce the ball once, jump one ball, catch the ball. Pick up a second cue and repeat, this time bouncing twice and jumping two balls simultaneously. Pick up a third cue and repeat with three bounces, and jumping three balls simultaneously. All balls go into pocket A.
- Special Notes
 - All jumps are one handed and jacked up. All jumps are legal (no miscues). All jumps are after required bounces and before catching the ball. At no time may the player put down the cone. At no time may the cone touch the player's cue sticks or the table. The extra cues may be on the table during the first and second jumps provided they are out of the way (they can be resting on or over the barrier). Object balls may not touch barrier.

USA - Shot 13



Category

Miscellaneous

Difficulty: 10

Cue Ball

In hand on 1st diamond.

Object Ball

1 ball is on 1st diamond, 5 ball's width off the long cushion. 2 ball is on 1st diamond, 2 ball's width from 1 ball. 4 sets of balls form a chain reaction, with 2nd ball in each set on chalk.

Props

Chalks under second ball in each set.

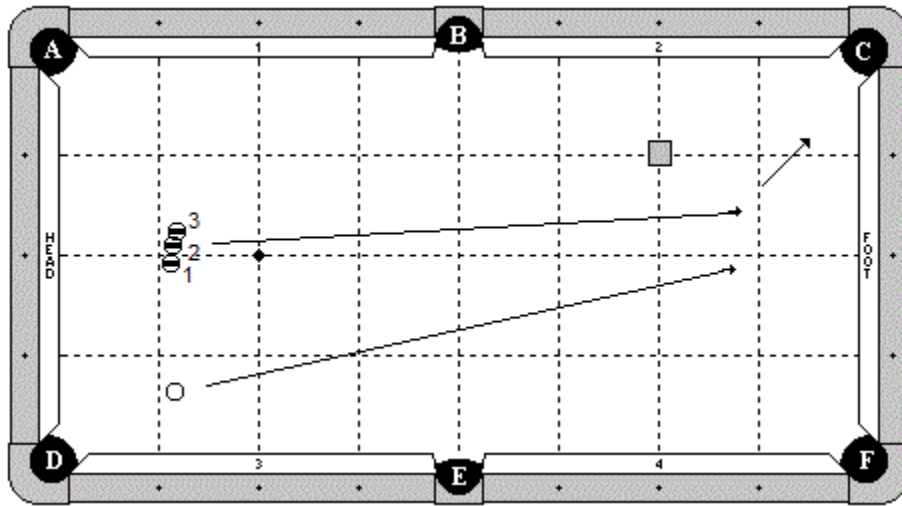
Objective

This must be a 2 handed shot, with the player's bridge hand touching the table on or near cushion 3. Shoot the cue ball into the 1 ball. After the cue ball hits the 1 ball, the player will take their bridge hand and remove the 1 ball (swiping, hitting, or grabbing). The cue ball will follow, hit the 2 ball, starting the chain reaction, eventually making the 3 ball in pocket A.

Special Notes

The cue ball must hit the 1 ball before removing it. The 1 ball and the player may not touch the 2 ball by any means. The referee will need to watch closely to make sure these requirements are met.

USA - Shot 14



Category

Wing

Difficulty: 10

Cue Ball

Starts in the player's hand as in a normal wing shot.

Object Ball

Three object balls start on the table or in the shooter's hand as in a normal wing shot.

They can be any object balls, but in the diagram they are ordered 1,2,3 from the shooter's right to left. All balls must start at least 1 diamond off the long cushion (3).

Props

Chalk cube at the 2,1 diamond intersection line.

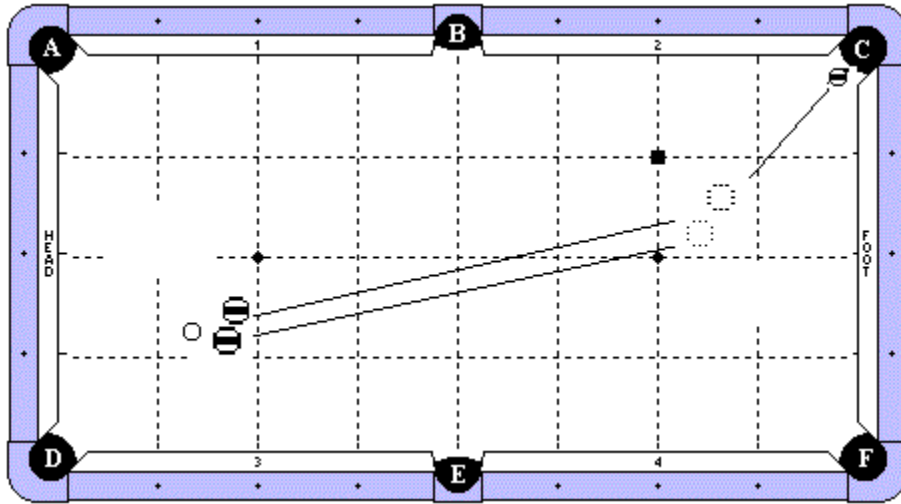
Objective

Roll all three balls down the table with your hand. Position the cue ball behind the headstring. Shoot the cue ball into the rolling 1-ball, making the 1,2,3 combination, with the 3 ball going into pocket C.

Special Notes

No guide may be used when rolling. All three balls must be rolling when the combination is made. The cue ball must contact the 1 ball before any ball hits the short cushion. The combination must be in the order in which the balls start in the player's hand. In the diagram, the combination must be 1,2,3. It must be a 3-ball combination, not a carom. After the cue ball hits the first ball, it is okay for another ball to contact the short cushion.

USA - Shot 15



Category

Wing

Difficulty: 10

Cue Ball

Starts in the player's hand as in a normal wing shot.

Object Ball

Hanger near pocket C, with the back edge no further out than the intersection lines between the pocket points.

Props

Chalk cube at the 2,1 diamond intersection line. Two large pool balls (approx 11 cm in diameter) start in the shooter's hand or on the table as in a normal wing shot. Both must be a minimum of 1 diamond off the long cushion (3)

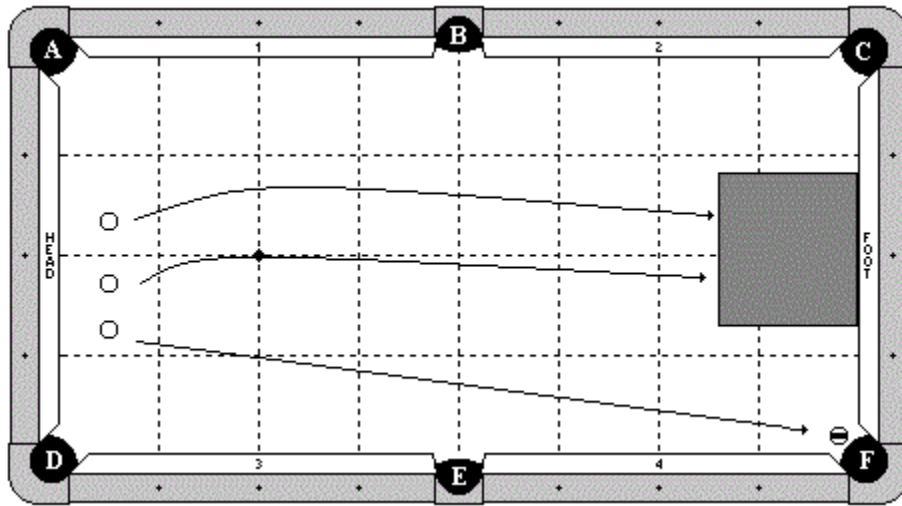
Objective

Roll the two balls down the table with your hand. Position the cue ball behind the headstring. Shoot the cue ball into the rolling 1-ball, making the 1,2 combination, with the 2 ball going into pocket C.

Special Notes

No guide may be used when rolling. Both balls must be rolling when the combination is made. The cue ball must contact the 1 ball before any ball hits the short cushion. The combination must be in the order in which the balls start in the player's hand. In the diagram, the combination must be 1,2,3. It must be a 3-ball combination, not a carom. After the cue ball hits the first ball, it is okay for another ball to contact the short cushion.

USA - Shot 17



Category

Jump / Speed

Difficulty: 10

Cue Ball

Three cue balls are in hand, no more than $\frac{1}{2}$ diamond from the short cushion.

Object Ball

Hanger near pocket F.

Props

A box will be wedged up against the foot rail. It will be about 18 inches deep. If the box happens to be smaller, any object may be placed behind the box to make the front edge of the box about 18 inches from the foot rail. Players are free to adjust the position of the box, left-right or front-back, provided that the front edge is not more than 18 inches from the foot cushion. Any objects may be placed around or in the box to give it support.

Two holes, 6 inch in diameter, will be cut in the front of the box. The bottom of the holes will be 6 inches high. They will be about 6 inches apart from each other.

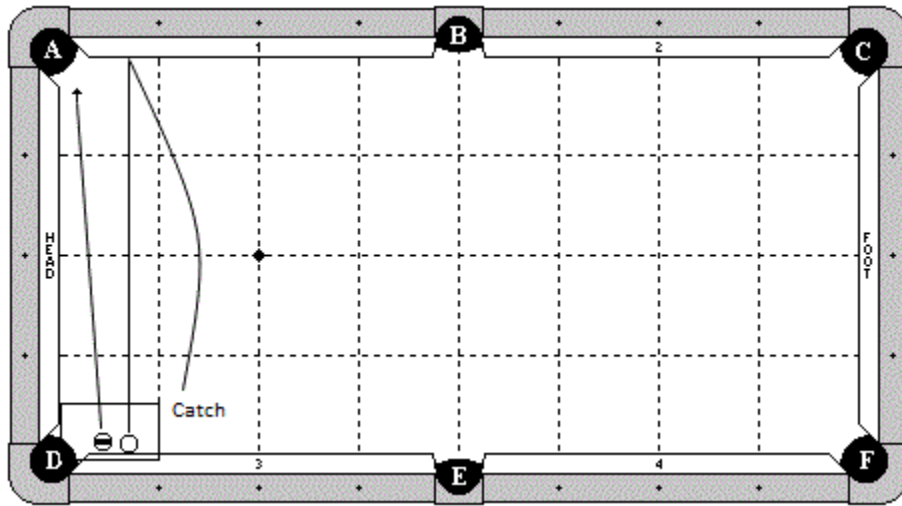
Objective

Shoot one of the cue balls towards pocket F and make the hanger. Before the hanger is made, jump both of the other cue balls, one at a time, into the holes in the box.

Special Notes

Players may use object balls instead of cue balls. Both jumps must be hit before the hanger in pocket F is made. Both jumps may not go into the same hole. A jumped ball may bounce out of the top of the box, or the other hole. A jumped ball may bounce out of the hole it went into provided it clearly goes all the way in and hits the back of the box. Something may be placed over the top of the box to cover it. Any objects may be placed inside the box to soften the impact.

USA - Shot 18



Category

Miscellaneous

Difficulty: 10

Cue Ball

In zone.

Object Ball

In zone

Props

None

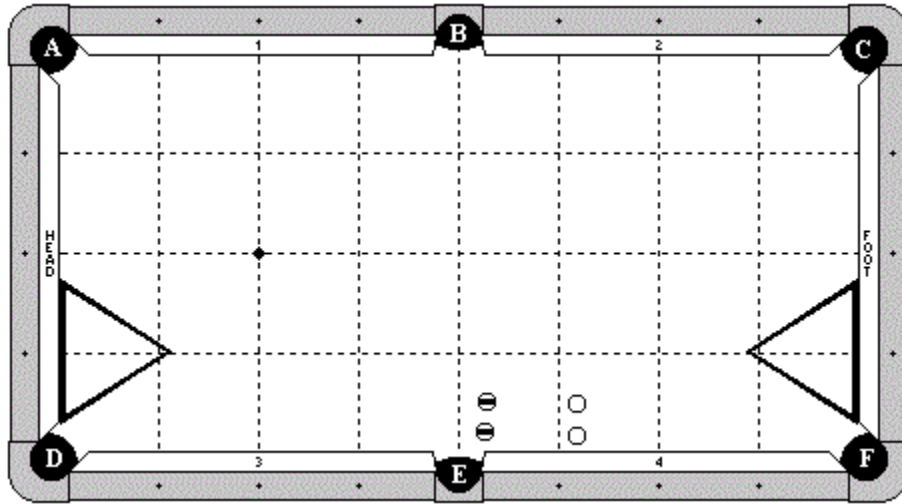
Objective

Shoot cue ball into cushion, causing it to jump back. Shoot object ball towards pocket A. Catch cue ball and drop into pocket A before object ball falls.

Special Notes

Player may catch however they want, but they must clearly catch the ball and have control of it before dropping it in pocket A.

USA - Shot 19



Category

Miscellaneous

Difficulty: 10

Cue Ball

Two cue balls are in hand behind the 3rd diamond line.

Object Ball

Two object balls are in hand, with their centers even with the pocket point.

Props

Two racks, each frozen to the short cushion.

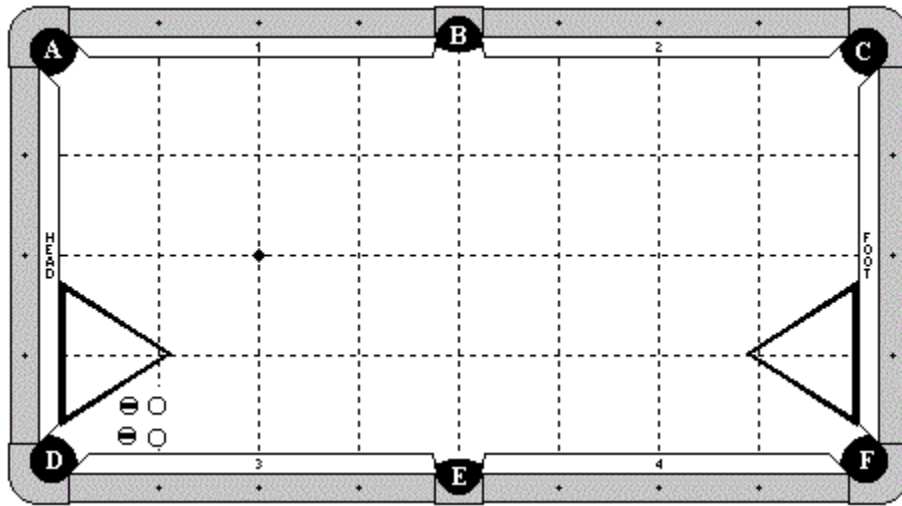
Objective

Holding two cues, shoot both cue balls simultaneously and with one forward motion stroke. The cue balls will hit the object balls, making them both in pocket D. The cue balls will draw back and both go into pocket F.

Special Notes

This is not a masse shot. It must be done with a level (approx) stroke.

USA - Shot 20



Category

Masse

Difficulty: 10

Cue Ball

Two cue balls are in hand along the 1st diamond line.

Object Ball

Two object balls are in hand, a minimum of $\frac{1}{4}$ inch from the cue balls.

Props

Two racks, each frozen to the short cushion.

Objective

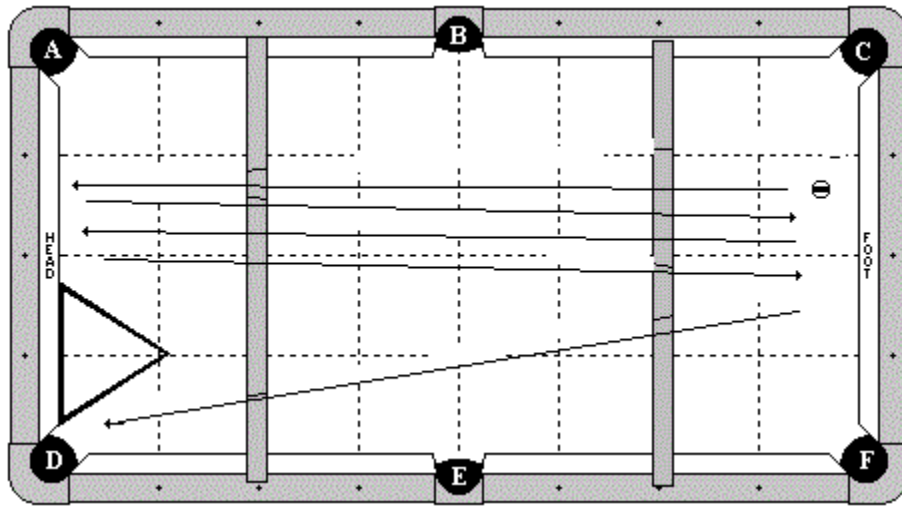
Holding two cues, masse both cue balls simultaneously and with one forward (down) motion stroke. The cue balls will hit the object balls, making them both in pocket D.

The cue balls will masse back and both go into pocket F.

Special Notes

This is not a draw shot. It must be done with an elevated masse stroke.

USA - Shot 21



Category

Multiple Player

Difficulty: 10

Cue Ball

None

Object Ball

Object ball in hand between bridge and short cushion.

Props

Two bridges (or cues) are across the table at the 2nd diamond lines. They may be propped up with anything. A rack is against the short cushion as diagrammed. Each player will hold a cone and rubber ball.

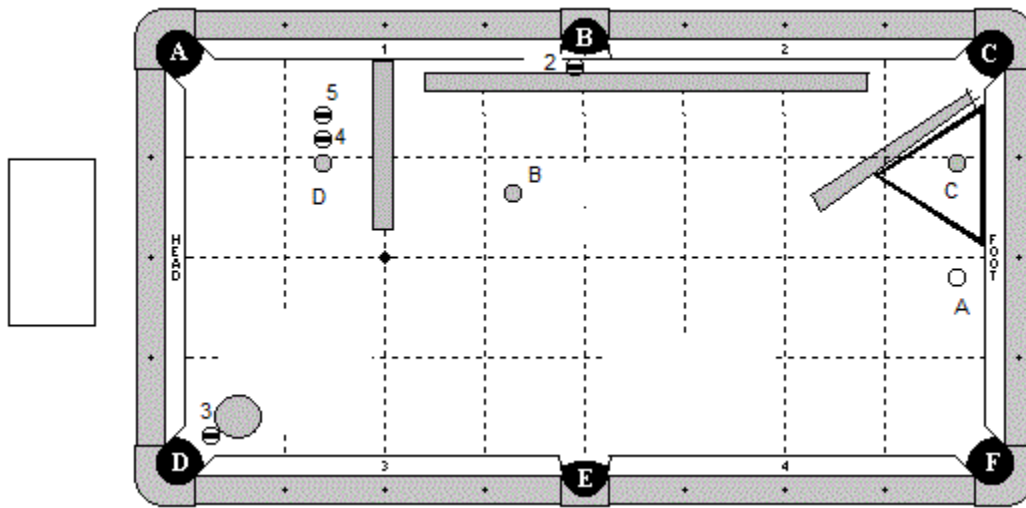
Objective

Player 1 will drop the ball out of the cone, it will bounce, the player will hit the object ball towards player 2, and then he will catch the ball in the cone. As the ball is rolling, player 2 will repeat, bouncing the rubber ball, hitting the object ball back towards player 3, and catching the ball in the cone. Player 3 will repeat, hitting the ball towards player 4. Player 4 will repeat, hitting the ball towards player 1. Player 1 will repeat, hitting the ball into pocket D.

Special Notes

The players are hitting the object ball to each other as follows: player 1 to player 2, then to player 3, then to player 4, then back to player 1, and finally into the pocket. Each player must bounce the rubber ball, then hit the rolling object ball, then catch the rubber ball in the cone. At no time may the object ball hit any rail except after the last hit when it is on the way to pocket D. The bridges may not be hit by any means. The cue sticks may not pass over the bridge when hitting the object ball. All shots must be one-handed and jacked up without the cue touching the table. The cue may graze the rail or table when hitting the object ball, provided that the shot was lined up as jacked up.

USA - Shot 22



Category

Multiple Player

Difficulty: 10

Cue Ball

In hand at most $\frac{1}{2}$ diamond from the foot cushion (position A). Cue balls will eventually be in positions 'B', 'C' & 'D', but they are not there at the start of the shot.

Object Ball

2 ball hanging near pocket B. 3 ball hanging near pocket D. 4 & 5 balls in hand behind barrier, minimum 2 balls off the short cushion.

Props

A prop is used to simulate a strike zone in baseball. The plywood base is in the shape of home plate. The "strike zone" is made out of PVC tubing. The front edge of the strike zone is $12\frac{1}{2}$ feet from nose of the foot cushion. The bottom edge of "strike zone" is 19" from floor, top is 50" from floor, and it is 13" wide. Players may use any prop provided that it is no bigger than the dimensions given. A large pool ball (about 11 cm diameter) is against the 3 ball. A $\frac{3}{4}$ inch barrier is in hand, blocking the 4 & 5 balls (and the eventual cue ball). A cue stick is in position as diagrammed. A rack is frozen to the foot cushion (may be adjusted slightly off if necessary). Three balls are on top of the points of the rack, and a second rack is placed on top of that. A butt is against the rack as diagrammed. A cone and a rubber ball and a baseball glove will also be used.

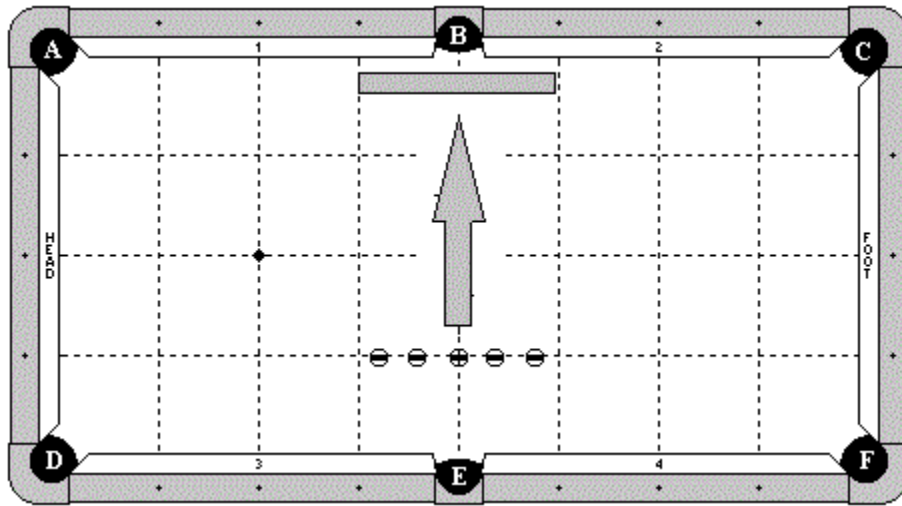
Objective

This is a 4 player shot. Player 1 will jump the cue ball through the strike zone. Player 2 will catch the cue ball using the baseball glove. Player 2 will then put the cue ball on the table at position B (adjustable). Using a cone and rubber ball, player 2 will drop the ball out of the cone, it will bounce once, he will hit the cue ball one-handed, and then catch the rubber ball. The object ball will bounce off the long cushion and come back. Player 2 will repeat the process with the rubber ball (bounce, hit, catch). This time the object ball will rebound off the long cushion and hit the cue stick, making the 2 ball in pocket B. Player 3 will take the cue ball and put it inside the racks at position C (adjustable). Player 3 will jump the cue ball out of the racks, into the big ball, making the 3 ball in pocket D. Player 4 will pickup the cue ball and place it in position D (adjustable). Player 4 will then hold three cues in one hand and simultaneously jump all three balls over the barrier and into pocket C.

Special Notes

Player 1's jump may not contact the table, but it may contact the sides of the strike zone, provided it goes through. Player 2 does not need to catch the cue ball. Any player may catch the cue ball and give it to player 2. Catching the cue ball is not required (it may be dropped). Each time player 2 hits the object ball, it must be done after the bounce and before catching the rubber ball. The cue ball must be moving when player 2 makes his second hit, and it may not contact the stick on the table after the first hit and before the second hit. When player 3 is jumping the cue ball out of the racks, the cue ball nor the players stick may contact the racks. Player 4 may not touch the 4 or 5 balls once the shot has started. All three jumps must be done simultaneously and in one forward motion stroke. All three cues are held by one hand. The jumps must be legal (no miscues). The barrier may not be touched when jumping the three object balls over it. If the cue ball bounces off the large pool ball and either the cue ball or the large ball interferes with a prop, that prop may be reset and the large ball may be moved if necessary. If they contact the 4 or 5 balls, the shot is no good.

USA - Shot 23



Category

Speed

Difficulty: 10

Cue Ball

None

Object Ball

5 object balls are lined up on the 1st diamond line. The center ball is on the B-E center line. The other balls are at 1 ball gaps from each other. The player must use ball numbers 1-5 and may position them in any order.

Props

A rack is standing upright and balanced on an object (or objects) that raises it up so the balls can pass freely underneath. The rack is in hand and may be placed anywhere.

Objective

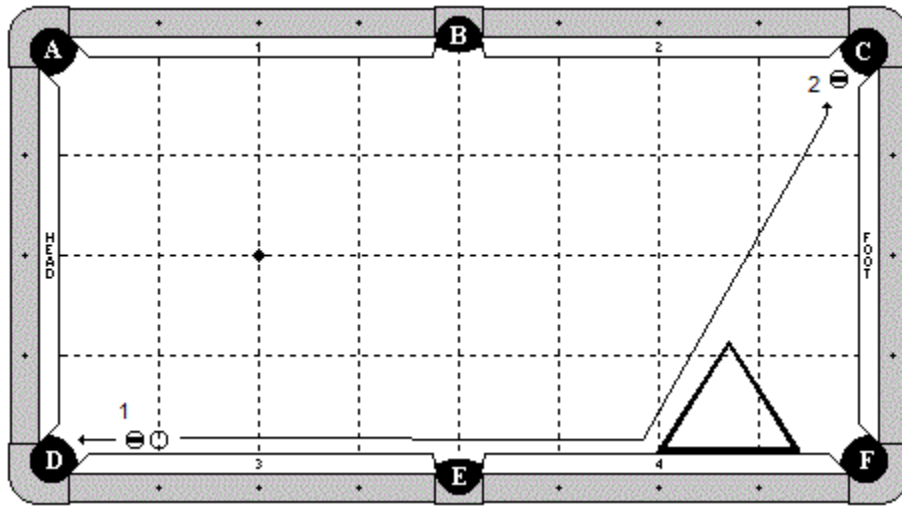
Shoot all 5 balls under the rack and make them in pocket B. The following criteria must be met:

1. The balls must be struck in the following order: 2, 1, 4, 3, 5.
2. The balls must go into pocket B in numerical order.
3. The 2nd and 4th ball struck (1-ball & 3-ball) must be hit behind the back. The others must be hit normally (not behind the back).
4. The 3rd ball struck (4-ball) must be hit before the 1st ball (2-ball) goes in.
5. The 5th ball struck (5-ball) must be hit before the 3rd ball (4-ball) goes in.

Special Notes

The balls may not contact each other and may not contact the rack or supports. The balls may be placed in any order but they must be made numerically. This is why the player must use ball numbers 1-5. Once the player starts the shot, if the balls are not made numerically, the shot is no good.

USA - Shot 25



Category

Masse

Difficulty: 10

Cue Ball

In hand along the 1st diamond line

Object Ball

1 ball in hand, minimum of $\frac{1}{4}$ inch from cue ball. 2 ball hanging near pocket C.

Props

Rack frozen to cushion 4, adjustable.

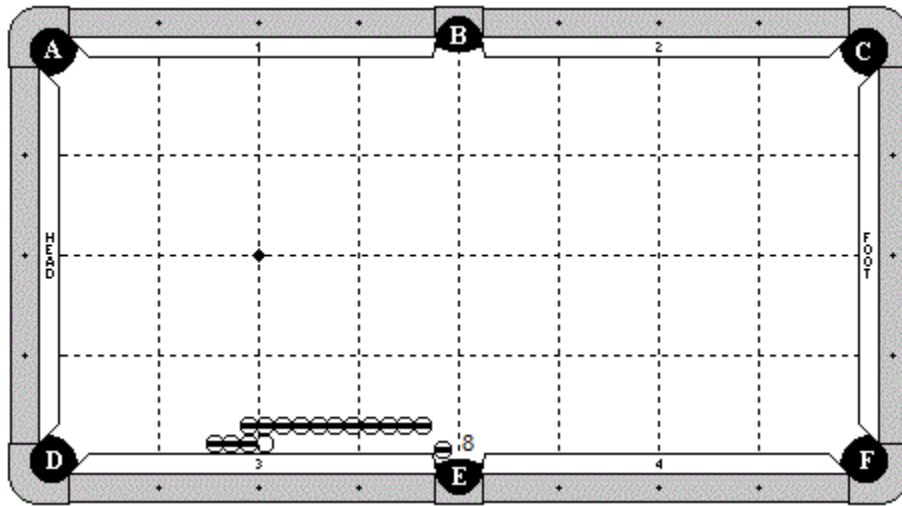
Objective

Masse the cue ball one handed & jacked up. The 1 ball will go in pocket D. The cue ball will travel down table, hit the rack, and make the 2 ball.

Special Notes

The stick may not touch any part of the player's body except the hand holding it.

USA - Shot 26



Category

Masse

Difficulty: 10

Cue Ball

Frozen to cushion and to both balls around it (standard machine gun masse setup)

Object Ball

11 balls are 1 ball's width from cushion and 3 balls are frozen to cushion next to cue ball. The 8 ball is hanging near pocket E. This is the standard machine gun masse setup.

Props

None

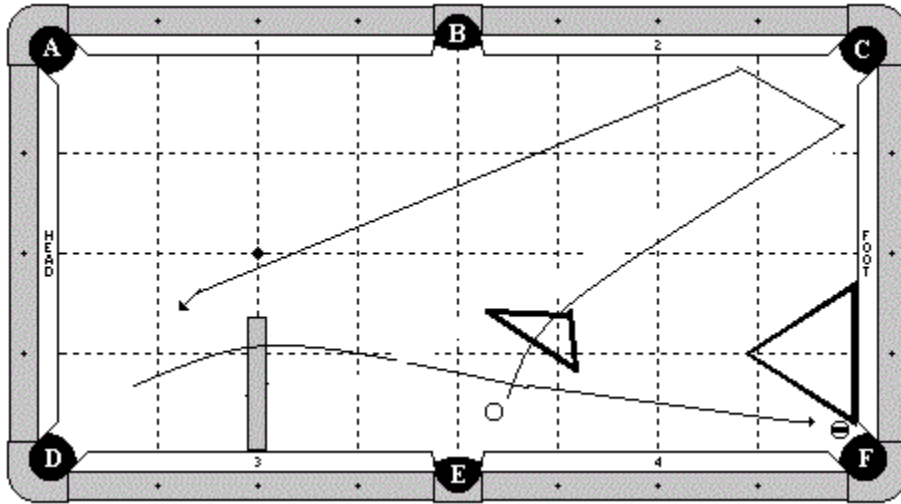
Objective

Perform the standard machine gun masse shot, but it must be done 1 handed and jacked up.

Special Notes

The stick may not touch any part of the player's body except the hand holding it. There is no requirement on how many balls must move.

USA - Shot 27



Category

Multiple Player

Difficulty: 10

Cue Ball

In hand within the 1x1 zone immediately to the right of the side pocket.

Object Ball

Object ball hanging near pocket F.

Props

Rack frozen to foot cushion. A second rack is standing upright along the second diamond, and is propped up by two chalks (one on each side). A third rack is standing upright near the cue ball.

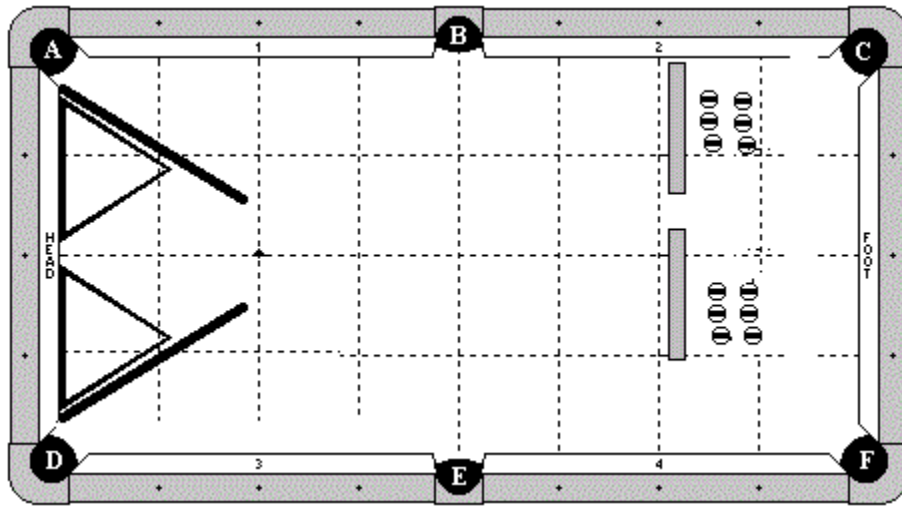
Objective

Player 1 will jump the cue ball through the rack. This jump must be performed 1 handed, behind the back and jacked up. The cue may not touch any part of the players body except the hand holding it. The cue ball will travel 2 cushions as diagrammed. Player 2 will then jump behind the back (any style), through the rack, and make the hanger.

Special Notes

All jumps must be legal (no miscues). The cue ball may contact the head cushion before being jumped a second time. The upright racks may not be contacted by any means.

USA - Shot 28



Category

Jump / Speed

Difficulty: 10

Cue Ball

None

Object Ball

12 object balls in hand behind the blocks. All balls must be at least 1 diamond off the foot cushion (entire ball must be past the 1st diamond).

Props

2 blocks $\frac{3}{4}$ inch tall must completely block the path of the object balls. Two racks frozen to the head cushion, with to cue butts frozen to them.

Objective

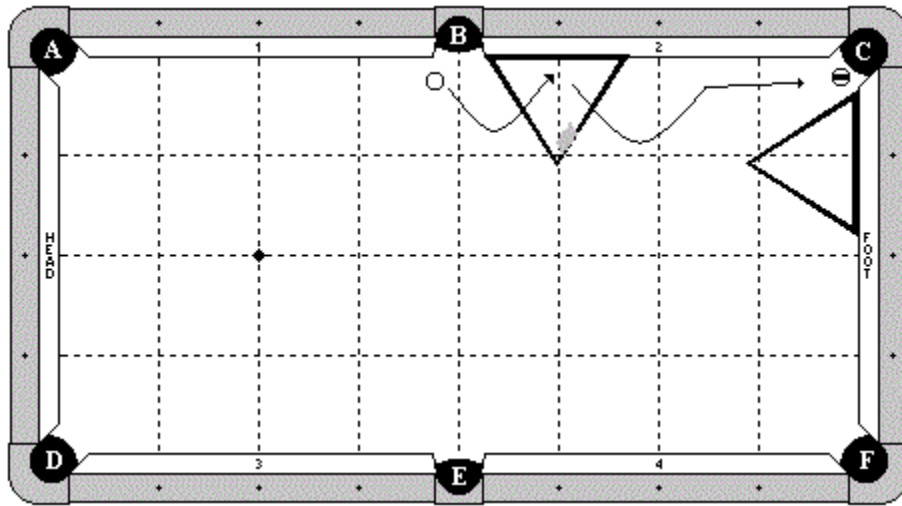
Holding three cues at the same time, the player will perform four triple jumps. Each set of 3 balls must be jumped in one forward motion and simultaneously. Each set must be jumped before any ball from the previous set goes in. In other words:

- Set 1 may be jumped at any time.
- Set 2 must be jumped before any ball from set 1 goes in.
- Set 3 must be jumped before any ball from set 2 goes in.
- Set 4 must be jumped before any ball from set 3 goes in.

Special Notes

The player may jump the balls in any order. The blocks may not be touched by any means. The player may not disturb any other balls when jumping. All jumps must be legal (no miscues).

USA - Shot 29



Category

Jump / Speed

Difficulty: 10

Cue Ball

In hand

Object Ball

Object ball hanging near pocket C.

Props

Rack frozen to cushion 2, with edge even with side pocket point. This rack has a domino standing upright on the edge of the rack. The edge of the domino is about 1 inch from the apex of the rack (a Delta-13 rack will be used and the edge of the domino will be even with the edge between the silver and colored sections). A second rack is frozen to the foot cushion, with the edge even with the corner pocket point.

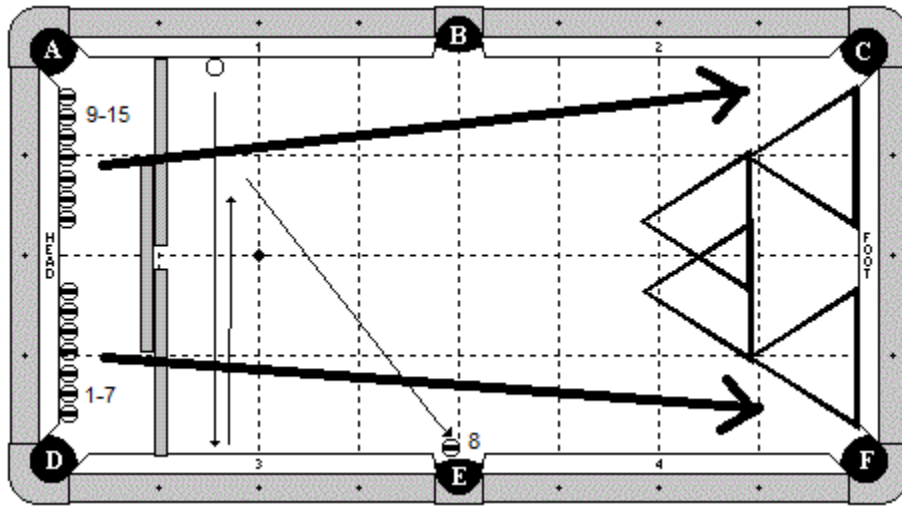
Objective

Jump the cue ball into the first rack. Re-jump the cue ball out of the rack, making the hanger.

Special Notes

The player must perform two separate jumps. The cue ball may not bounce out of the rack on its own. Two legitimate, downward strokes must be taken on the cue ball. When jumping into the rack, the cue ball may not contact the rack. Once within the rack, it will be too hard to determine if the cue ball hits the rack when jumping out of it. Therefore, a domino will be used. If the domino falls, the shot is no good. If the domino stays up, the shot is good. The cue ball must be moving when re-jumped out of the rack.

USA - Shot 30



Category

Multiple Player

Difficulty: 10

Cue Ball

In hand, frozen to the cushion. The cue ball must be between the blocks and the 2nd diamond.

Object Ball

14 object balls are frozen to the cushion as diagrammed. They are adjustable along this cushion. The 8 ball is hanging near pocket E.

Props

2 racks enlarge each corner pocket. The racks may be weighted down by any object(s). 1 or more blocks are placed on the 1st diamond, completely blocking the object balls. These are $\frac{3}{4}$ inch tall.

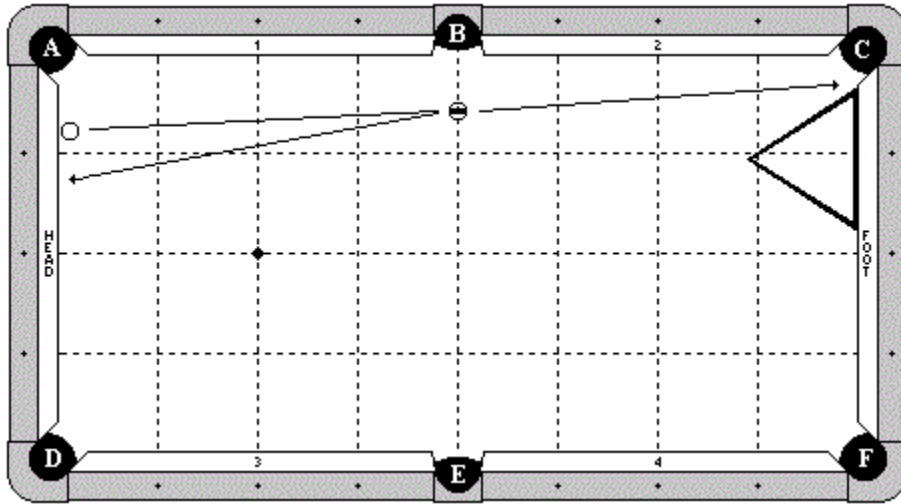
Objective

Player 1 will shoot the cue ball across the table as diagrammed. Player 2 will wait until player 1 has hit the cue ball, and then he will jump his 7 balls into pocket F. Player 1 will wait until player 2 is finished jumping, and then he will jump his 7 balls into pocket C. Player 2 will then re-hit the cue ball and make the 8 ball.

Special Notes

The cue ball must be shot straight across the table. It may not be deliberately shot at an angle (a slight accidental angle is okay). The blocks may not be touched by any means until after the 8-ball is made. Players may not disturb another ball when jumping. The cue ball must be re-hit while moving, and it must be re-hit before contacting cushion 1. The jumping object balls may not contact the cue ball.

USA - Shot 31



Category

Stroke

Difficulty: 10

Cue Ball

In hand, frozen to the cushion.

Object Ball

In hand on the B-E center line. The cue ball and object ball must be lined up straight for pocket C.

Props

A rack is frozen to the foot cushion, with the edge even with the pocket point.

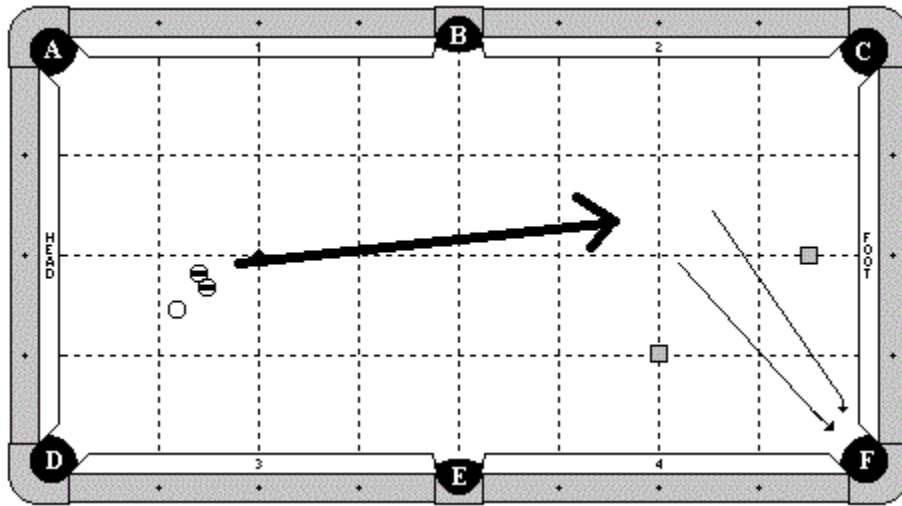
Objective

Shoot the cue ball into the object ball, making it in pocket C. The cue ball will draw back and either hit the head cushion, or scratch in pocket A or D.

Special Notes

The cue ball may contact cushions 1 and/or 3, but no other until the head cushion is contacted. This is a stroke shot, not a masse shot. Both feet must be on the floor when shooting this shot. The player may jack up as high as they want, but it may not be performed as a masse shot.

USA - Shot 32



Category

Wing / Speed

Difficulty: 10

Cue Ball

In the player's hand (as in a standard wing shot)

Object Ball

2 object balls in the player's hand (as in a standard wing shot).

Props

A piece of chalk is at the 1x2 diamond line. Another is on the long center line, $\frac{1}{2}$ diamond from the foot cushion.

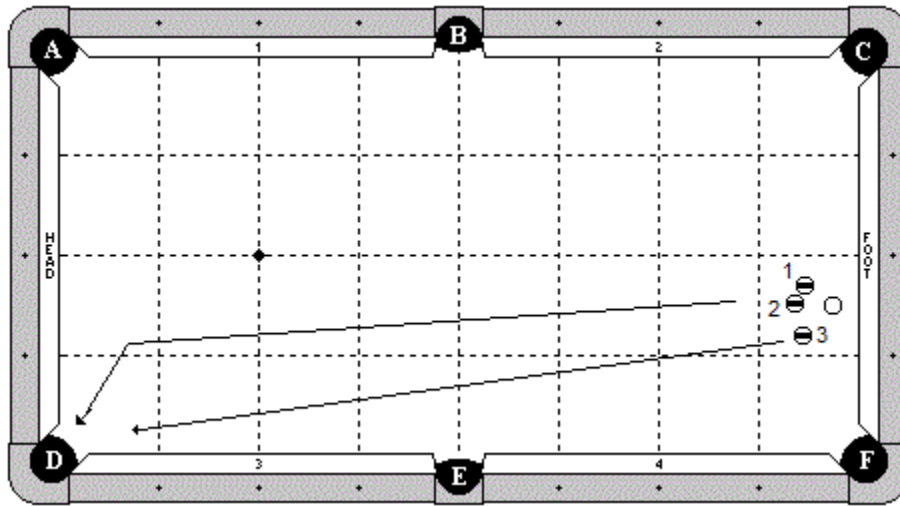
Objective

Player will stand behind the head cushion and roll both object balls down table (as in a standard wing shot). The player will then move over to the side of the table (A-B-C side), put the cue ball down, and shoot one of the moving object balls into pocket F. The player will then pick up the cue ball, reposition it again, and shoot the other moving object ball into pocket F.

Special Notes

Both object balls must be moving when shot. Both object balls must go between the two chalks (chalks may not be hit by the object balls. Both object balls must be hit before contacting the foot cushion).

USA - Shot 33



Category

Wing

Difficulty: 10

Cue Ball

In the player's hand (as in a standard wing shot)

Object Ball

3 object balls in the player's hand (as in a standard wing shot).

Props

None

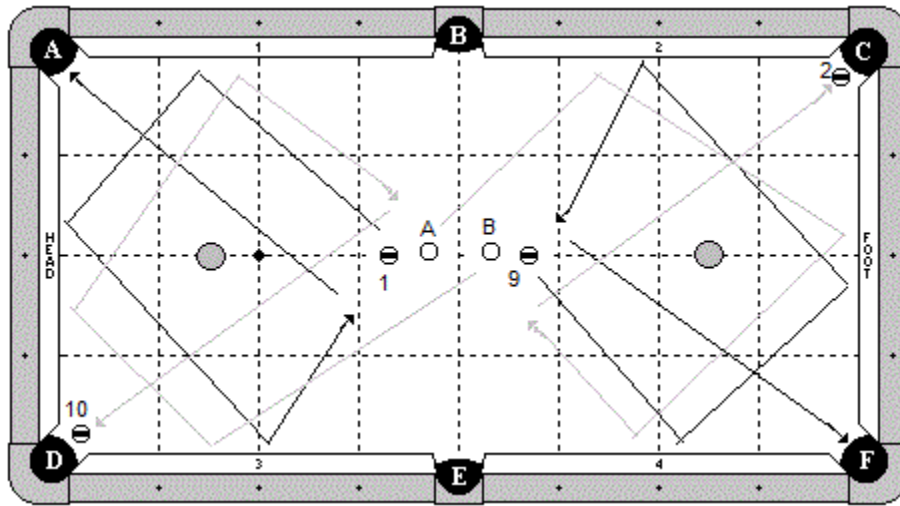
Objective

Roll all three balls down the table. The 3 ball will be rolled straight in and the 1 & 2 will be rolled as a combo. Position the cue ball behind the 2nd diamond line and hit the wing shot, making the 1-2 combo before the 3 goes in.

Special Notes

All 3 balls (with the cue ball in the player's hand) must be rolled simultaneously. The 2 ball must be made before the 3 ball goes in. Extra contact is allowed provided the balls go in the specified order. All standard wing shot rules apply (1-2 combo must be hit before hitting the short rail, cue ball placed behind the 2nd diamond line, balls may be held by the player or resting on the table, provided they are within the boundaries of the player's hand/fingers).

USA - Shot 34



Category

Multiple Player

Difficulty: 10

Cue Ball

Two cue balls in hand on the long center line (between both object balls).

Object Ball

1 & 9 are in hand on the long center line, between the 3rd diamond lines. 2 & 10 hanging.

Props

Two props are on the long center line at 1 ½ diamonds. We will probably use a bottle or cup, but we may replace it with a fancier prop (like an American Flag or something like that). Team Europe may use any prop they want.

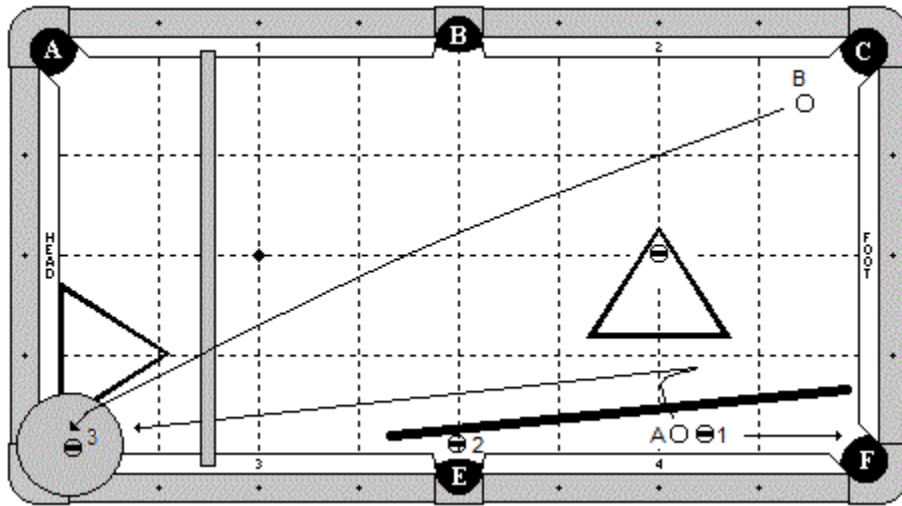
Objective

- Player 1 will hit the 1 ball 3 cushions (1-head-3), righty.
- Player 2 will hit the 9 ball 3 cushions (4-foot-2), righty.
- Player 1 will hit cue ball 'A' 3 cushions (2-foot-4), lefty.
- Player 2 will hit cue ball 'B' 3 cushions (3-head-1), lefty.
- Player 1 will hit the moving 1 ball into pocket A, righty.
- Player 2 will hit the moving 9 ball into pocket F, righty.
- Player 1 will hit the moving cue ball 'A' and make the 2 ball, lefty.
- Player 2 will hit the moving cue ball 'B' and make the 10 ball, lefty.

Special Notes

All shots must alternate players. Neither player may shoot two shots in a row. All shots by each player must alternate hands (object balls always shot righty and cue balls always shot lefty). All balls must always go around the blocker object before being re-hit. All balls must be moving when re-hit. All balls must be re-hit before contacting any extra rails. The blocker objects may not be hit by either object ball. The blocker objects may not be hit by either cue ball, until that cue ball has made its hanger.

USA - Shot 35



Category

Multiple Player

Difficulty: 10

Cue Ball

Cue ball 'A' is in hand, at least one chalk from 1-ball. Cue ball 'B' is in hand within the 1x1 diamond zone near pocket 'C'.

Object Ball

1-ball is on the 1 1/2 diamond line, at least one chalk from cushion 4. 2-ball hanging near pocket E. 3-ball overhanging the pocket, held in place by a pillow (standard 8-ball pillow used in prior years).

Props

Rack frozen to the head cushion as diagrammed. A second rack is in position around a spacer ball on the foot spot. The rack has the back edge parallel to cushion 4 and is as diagrammed. A bridge is across the table at 1 1/2 diamonds, optionally propped up by chalk. A cue stick is as diagrammed with butt end near foot cushion and tip end not past 1st diamond left of pocket 'E'. This cue may not be closer than 1 chalk from 1-ball.

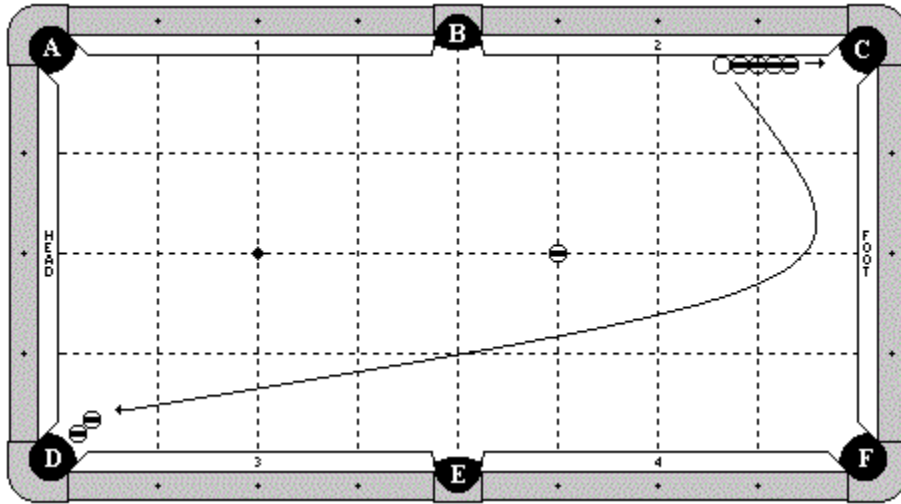
Objective

Player 1 will perform a jump masse, pocketing the 1-ball in pocket 'F', masse back into the cue, pocketing the 2-ball, and rolling down the cue and scratching in pocket D. After player 1 hits the cue ball, player 2 will then jump cue ball 'B' over the bridge (without touching it), hitting the pillow, pocketing the 3-ball and clearing the pocket for the cue ball to scratch.

Special Notes

The cue ball may not contact the rack near the foot spot and it may not contact any cushion except cushion 3. The cue ball may not contact the cue stick when jumping over it. The second cue ball may not contact the bridge when jumping over it. The pillow must fly off the table and the 3-ball must be made by the jumping cue ball or pillow. It may not stay on the table and be made by the jump/masse cue ball.

USA - Shot 36



Category

Stroke

Difficulty: 10

Cue Ball

Cue ball is frozen to the cushion and to the end ball in the line.

Object Ball

4 object balls are frozen in line and frozen to the cushion. The second object ball from the cue ball (middle ball in the line of 5) is on the 1st diamond. A combination is hanging near pocket D, with the hanging ball centered between the pocket points or deeper.

Props

A prop no bigger than an object ball is at the intersection of the long center line and the 3rd diamond. It may be a cup, bottle or any object for visual appeal.

Objective

Shoot the cue ball into the line of balls, making the first ball in pocket C. The cue ball will curve around the blocker object and make the combo in pocket D.

Special Notes

The cue ball may not contact the foot cushion and it may not contact the blocker object until the hanger is made. This is a stroke shot, not a masse shot. The player may not elevate and shoot a masse shot.