**BILLIARD
UNIVERSITY.ORG**

S1 – Line of Balls Drill

pocket the balls
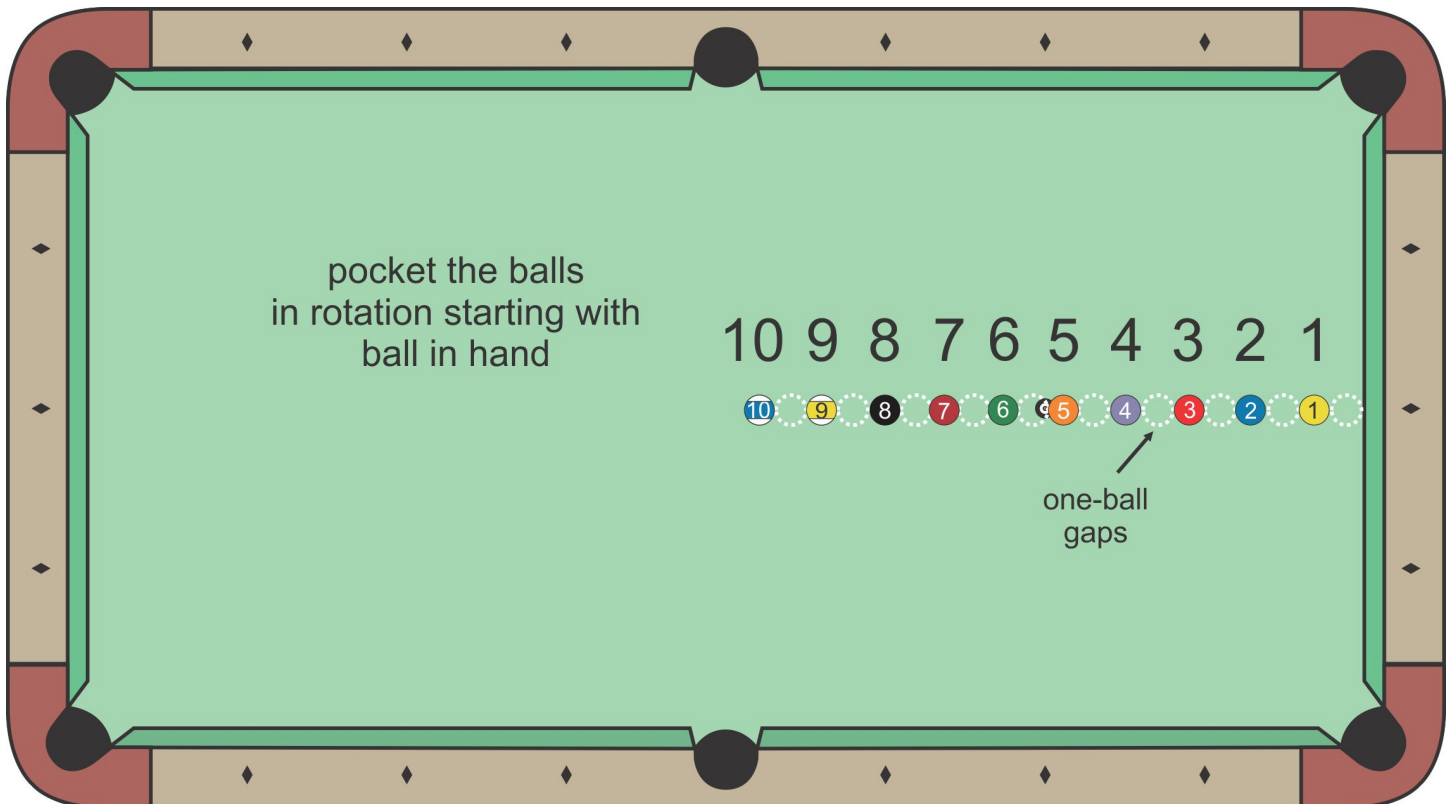in rotation starting with
ball in hand

10 9 8 7 6 5 4 3 2 1

10 9 8 7 6 5 4 3 2 1

one-ball
gaps

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

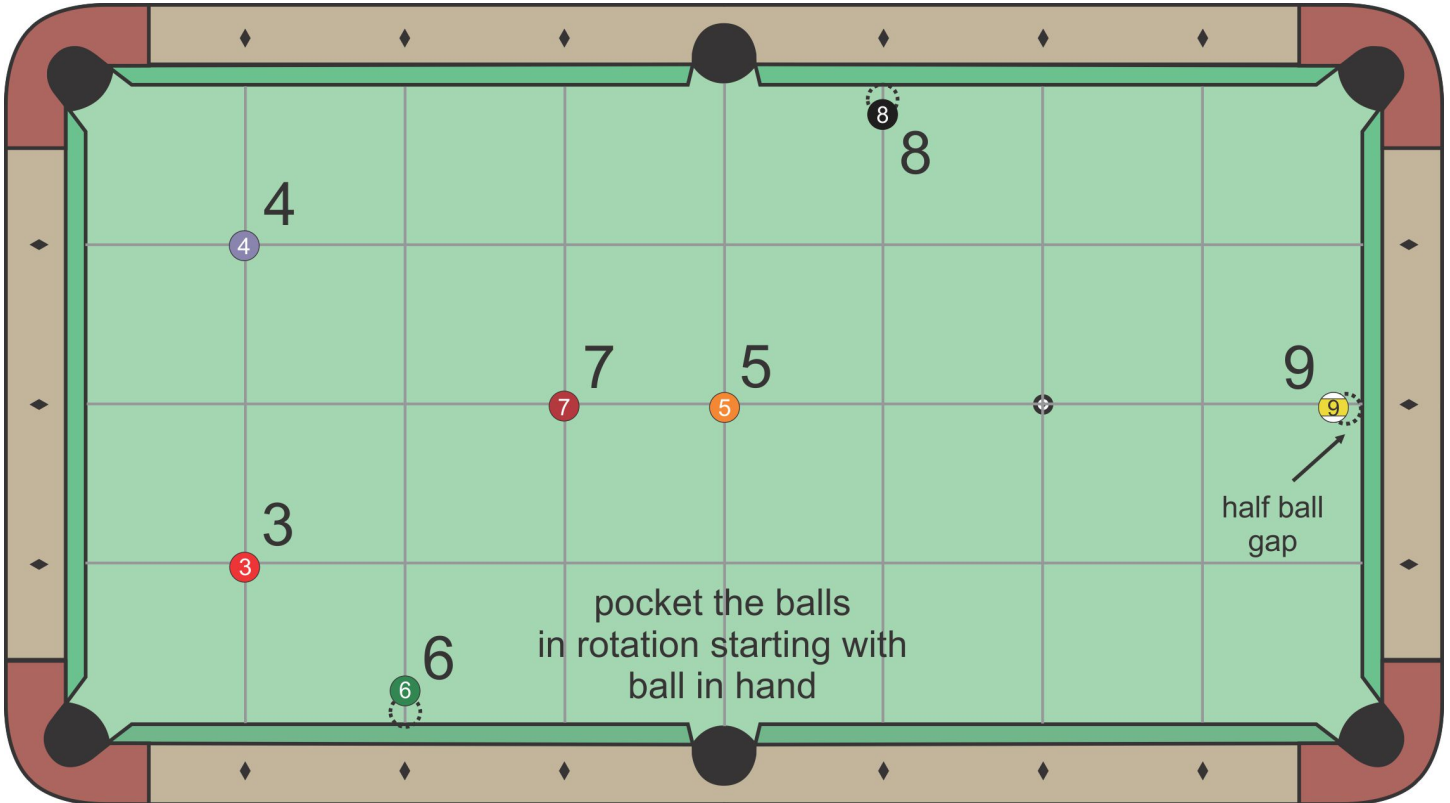
pocket the balls
in any order starting with
ball in hand
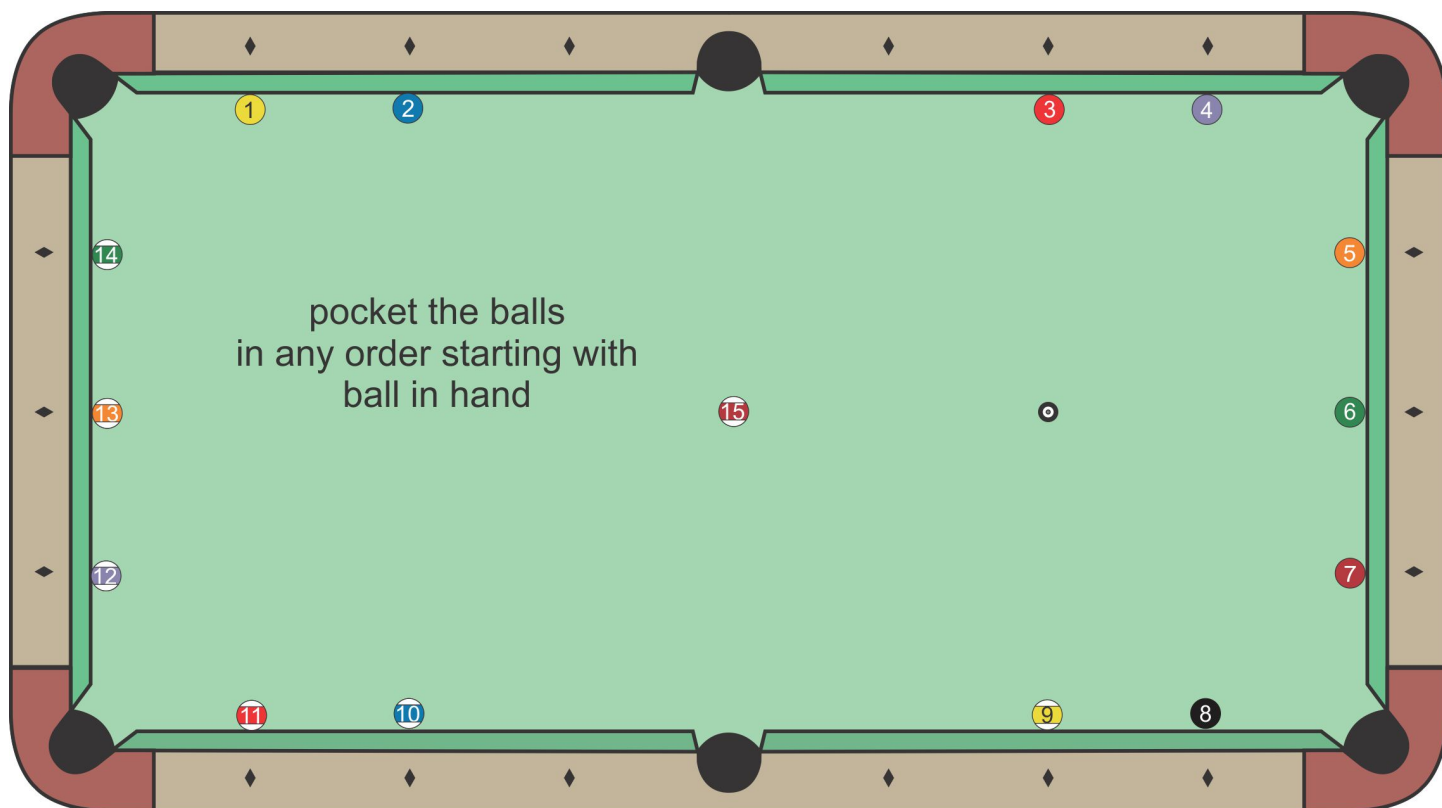
Instructions:

- 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)**

4

8

7   **5**   **9**

half ball
gap

3

6
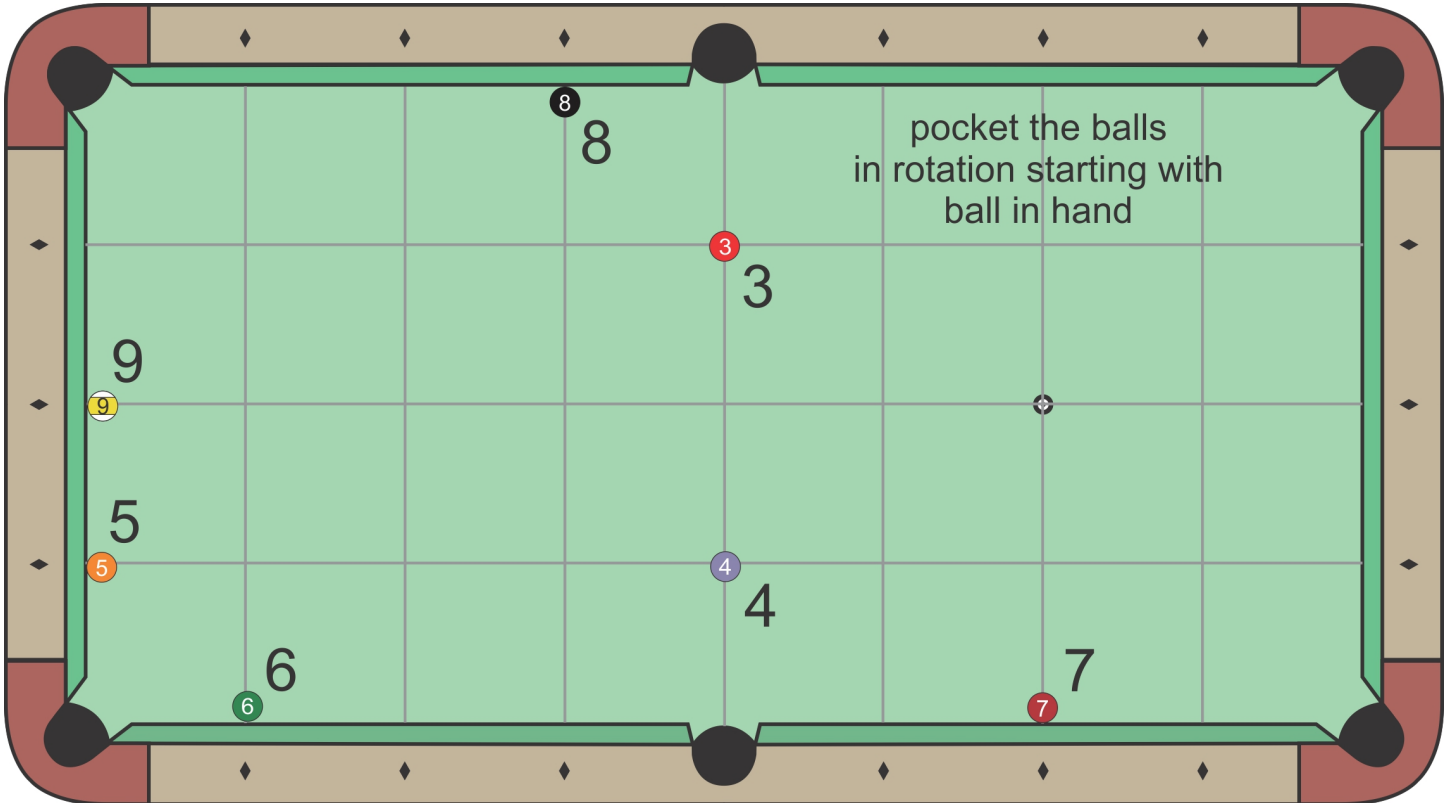
pocket the balls
in rotation starting with
ball in hand

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.
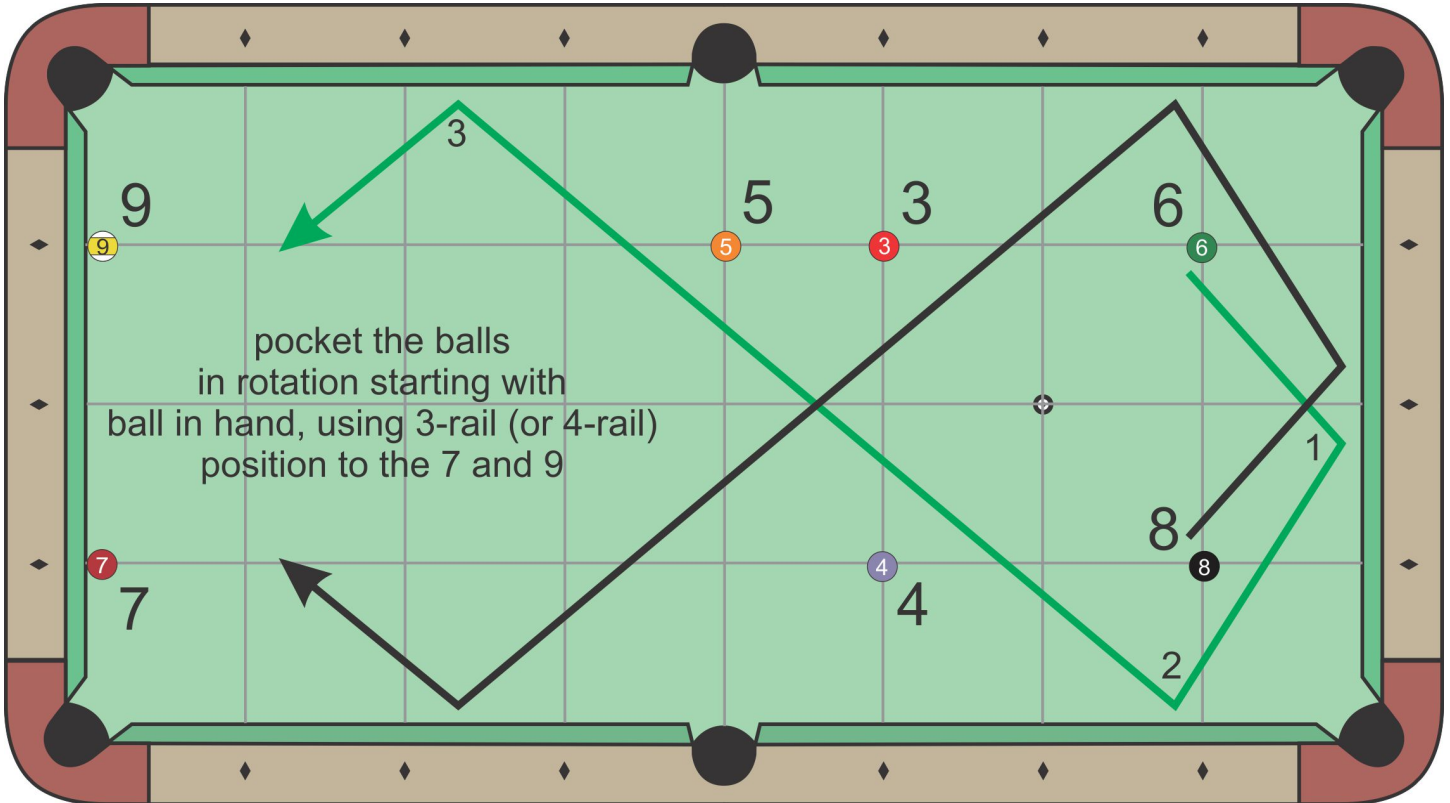
pocket the balls
in rotation starting with
ball in hand

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.
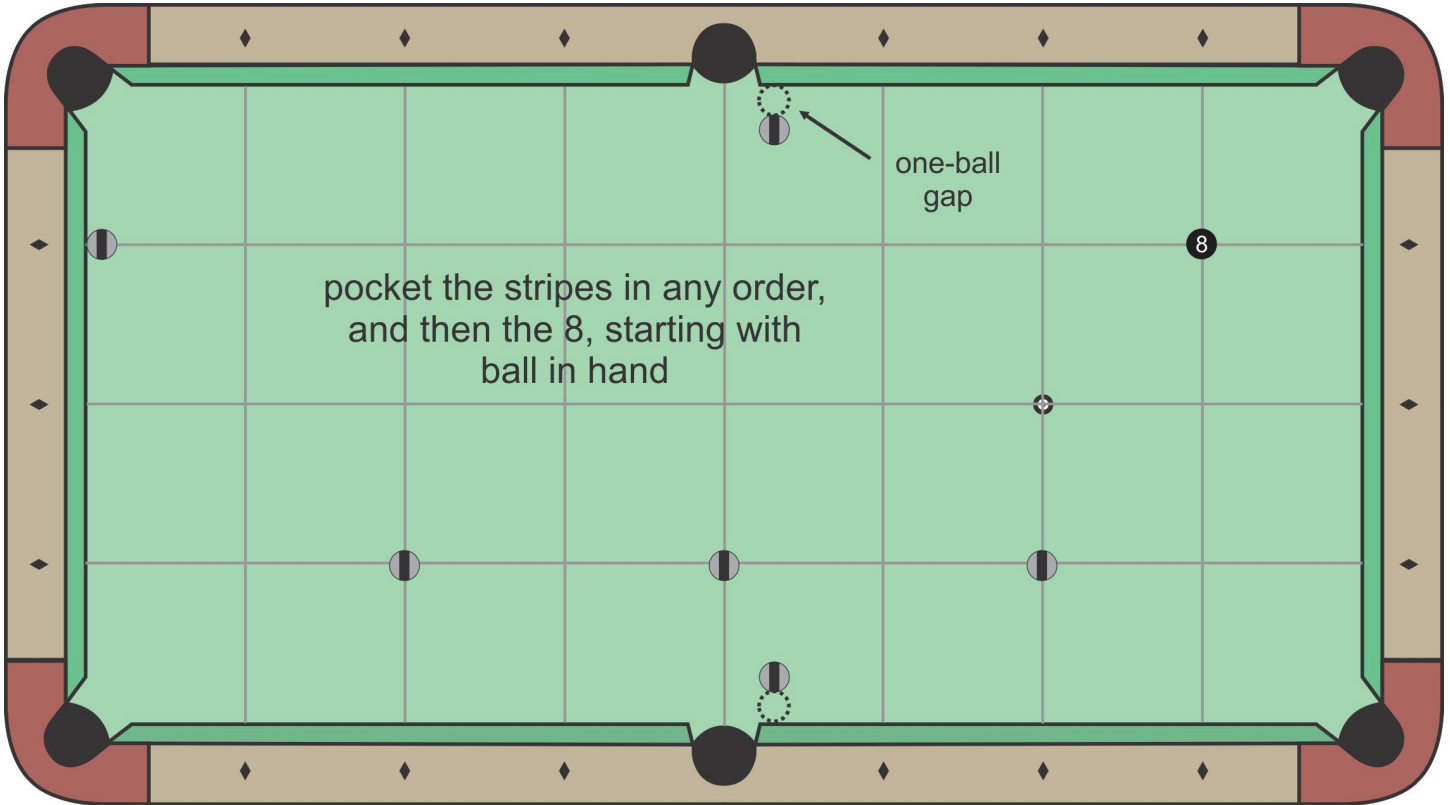
Instructions:

- 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 + 2nd lowest score (14 max)

S4 – 8-Ball Pattern Drills

Layout 1

pocket the stripes in any order, and then the 8, starting with ball in hand

one-ball gap

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

pocket the stripes in any order,
and then the 8, starting with
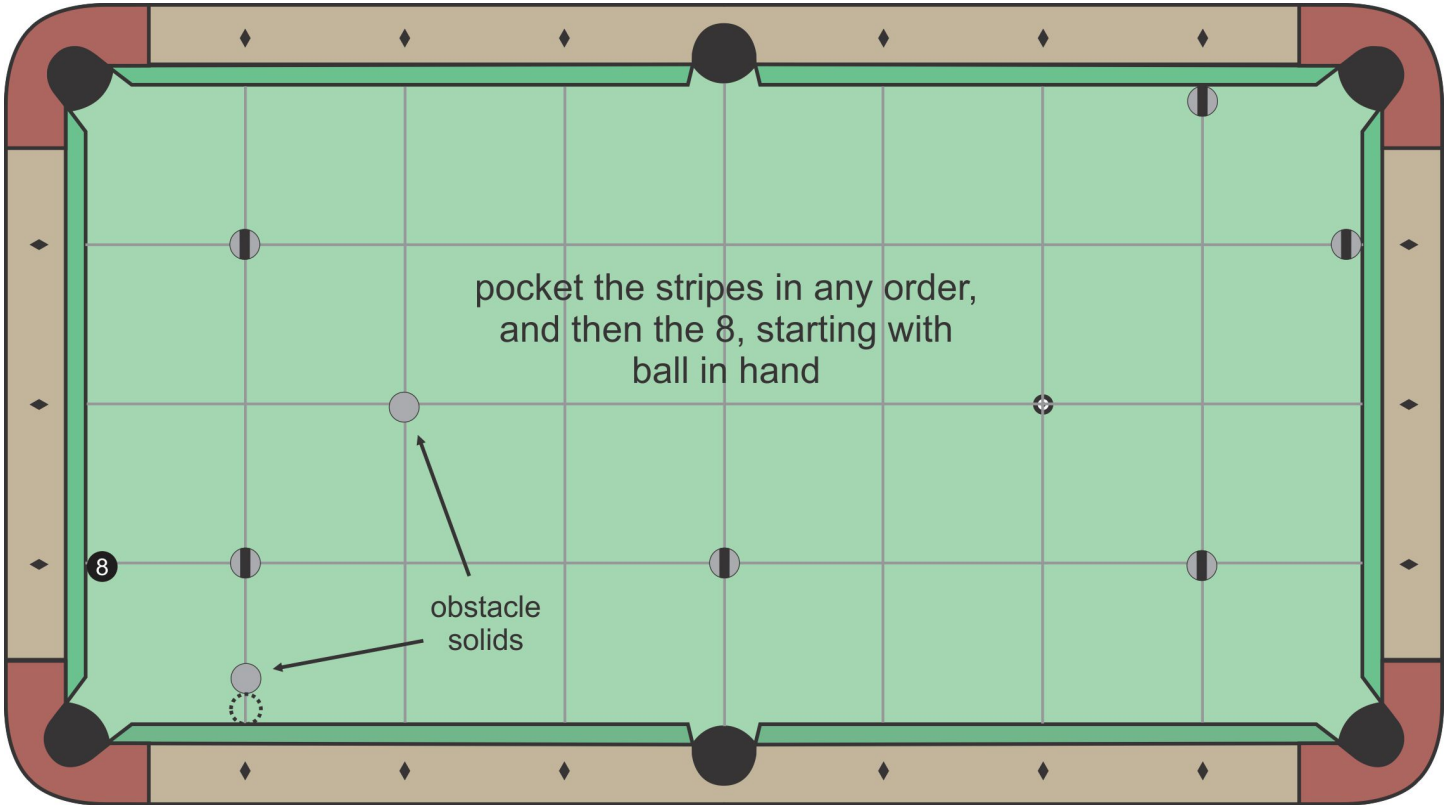ball in hand

obstacle
solids

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

pocket the stripes in any order, and then the 8, starting with ball in hand
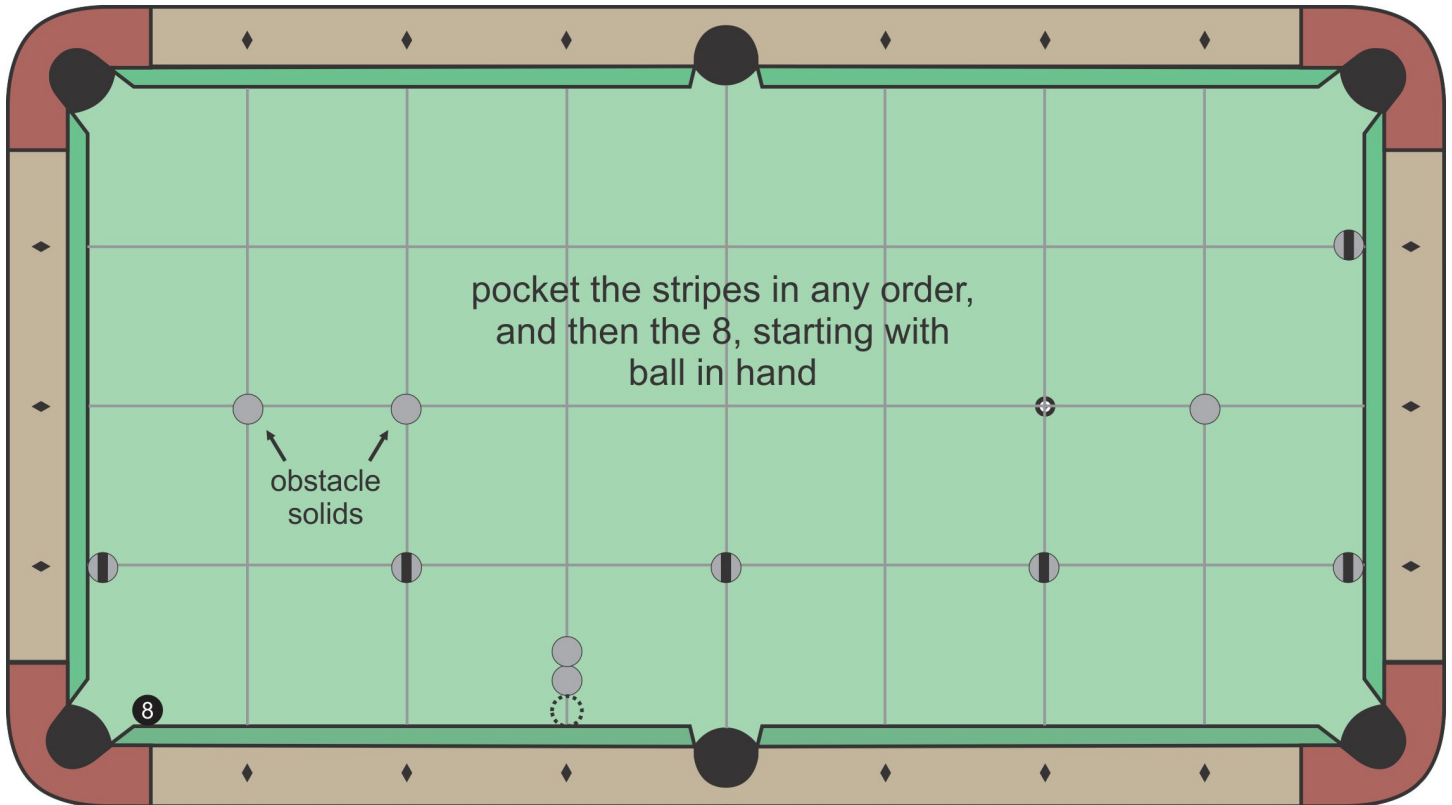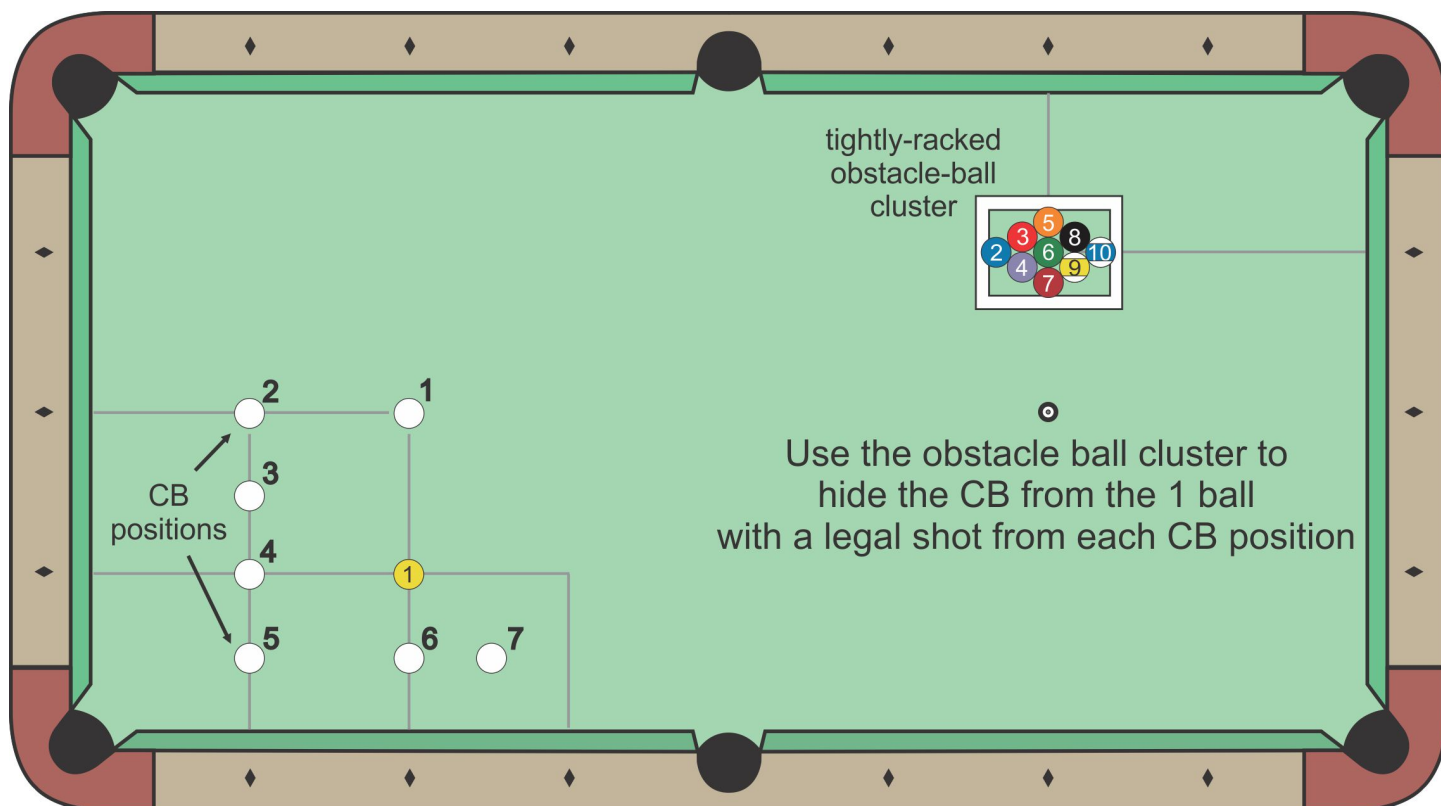
obstacle solids

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 + 2nd lowest score (14 max)

S5 – Hide-Behind-Target Safety Drill

tightly-racked
obstacle-ball
cluster

CB
positions

Use the obstacle ball cluster to
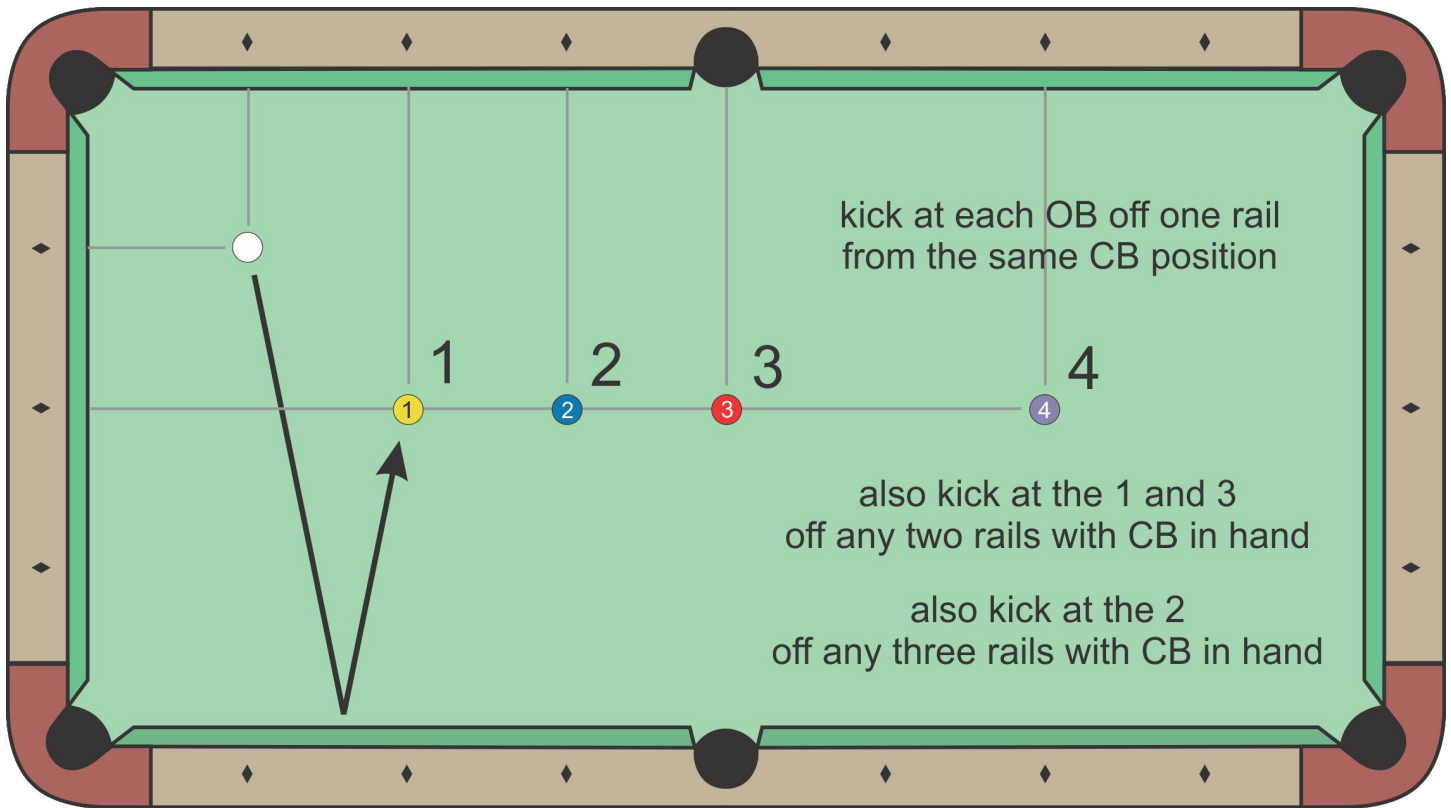hide the CB from the 1 ball
with a legal shot from each CB position

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

kick at each OB off one rail
from the same CB position

1   2   3   4

also kick at the 1 and 3
off any two rails with CB in hand

also kick at the 2
off any three rails with CB in hand

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.

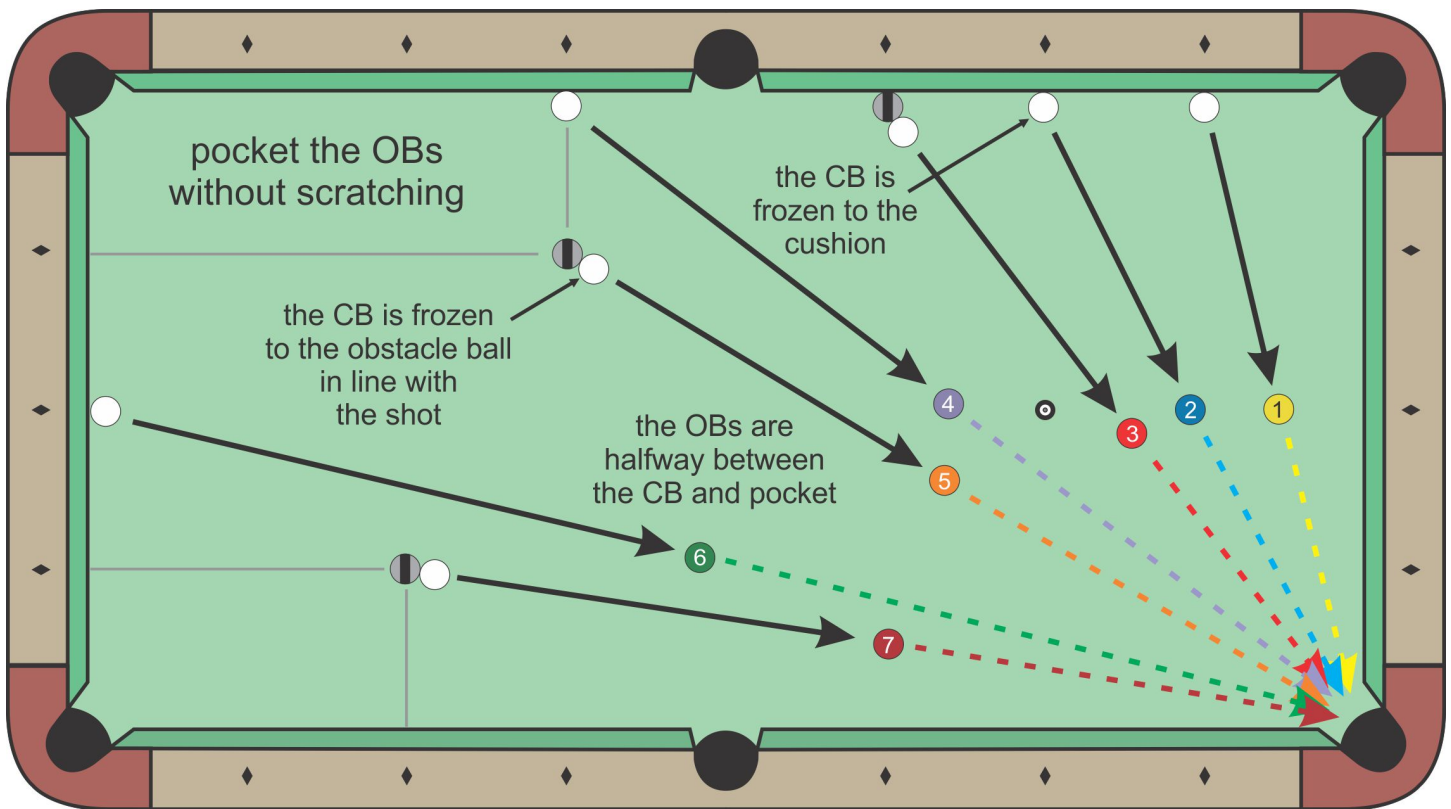**score = # of successful kicks (7 max)**

S7 – Bank Shot Drill

bank the ball into the corner
from each CB position

7   6   5   4   3   2   1
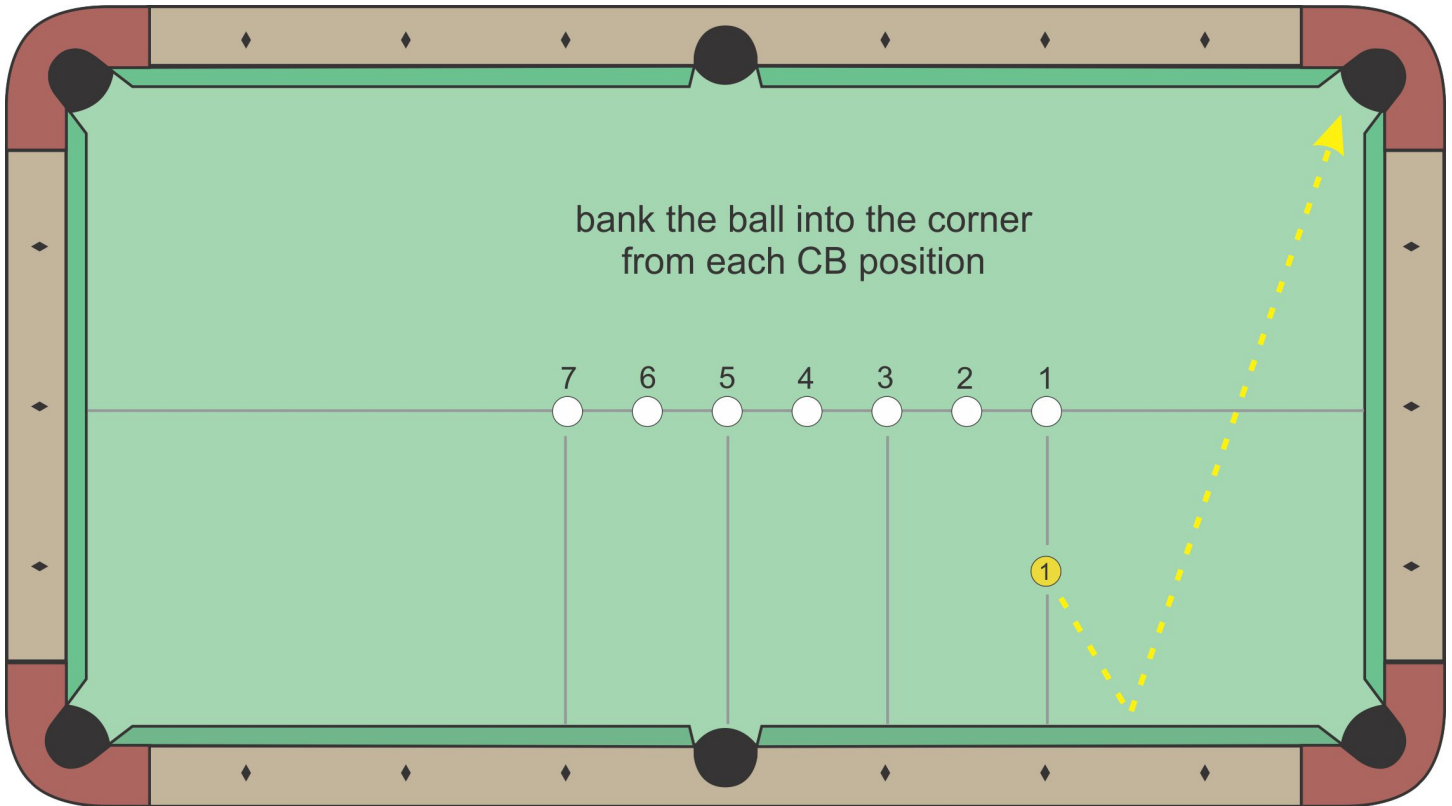
Instructions:

- Bank the OB cross corner from each of the 7 CB positions.

score = # of successful banks (7 max)

S8 – Elevated Cue Drill

pocket the OBs without scratching

the CB is frozen to the cushion

the CB is frozen to the obstacle ball in line with the shot
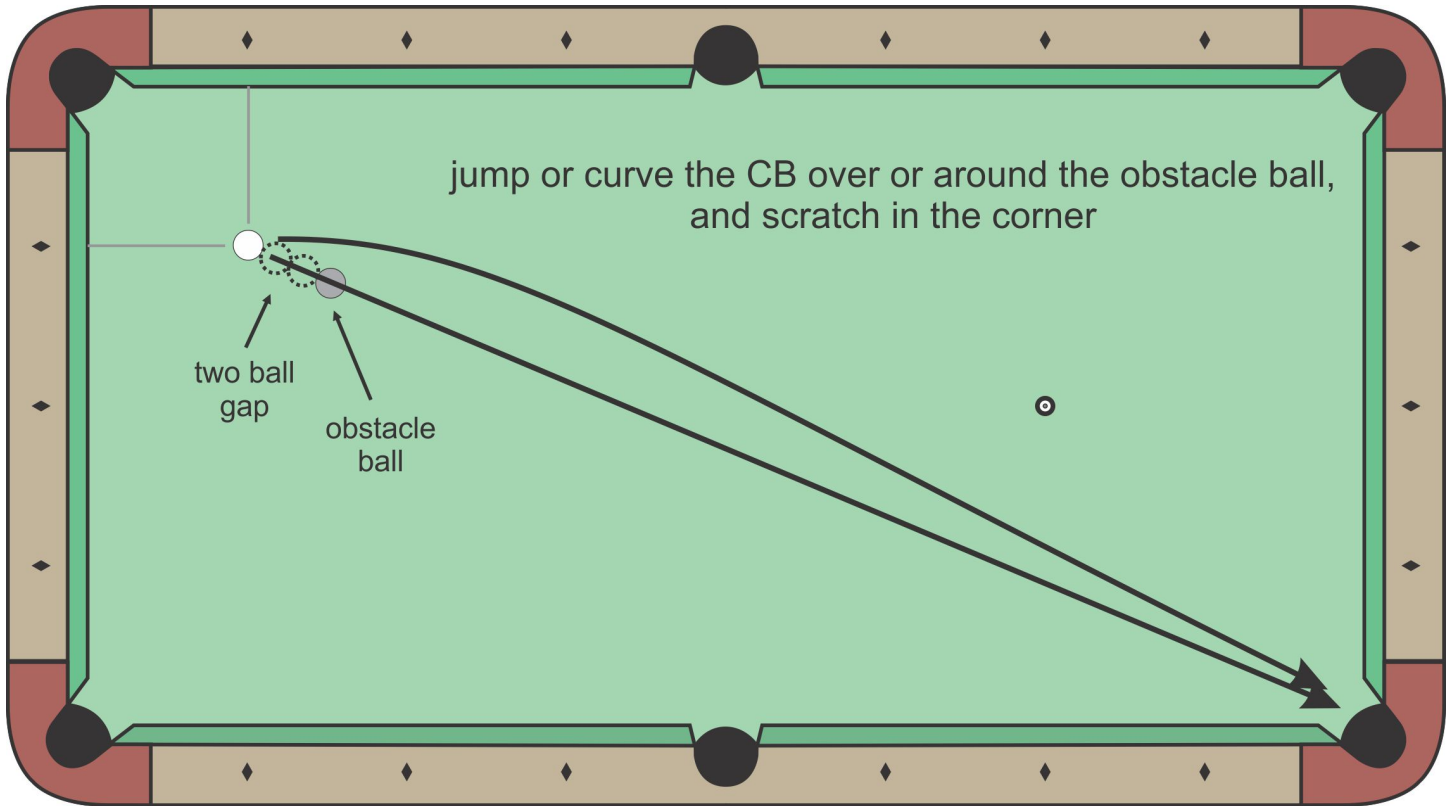
the OBs are halfway between the CB and pocket

Instructions:

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

score = # of successful shots (7 max)

S9 – Jump or Massé Drill

jump or curve the CB over or around the obstacle ball, and scratch in the corner

two ball gap

obstacle ball

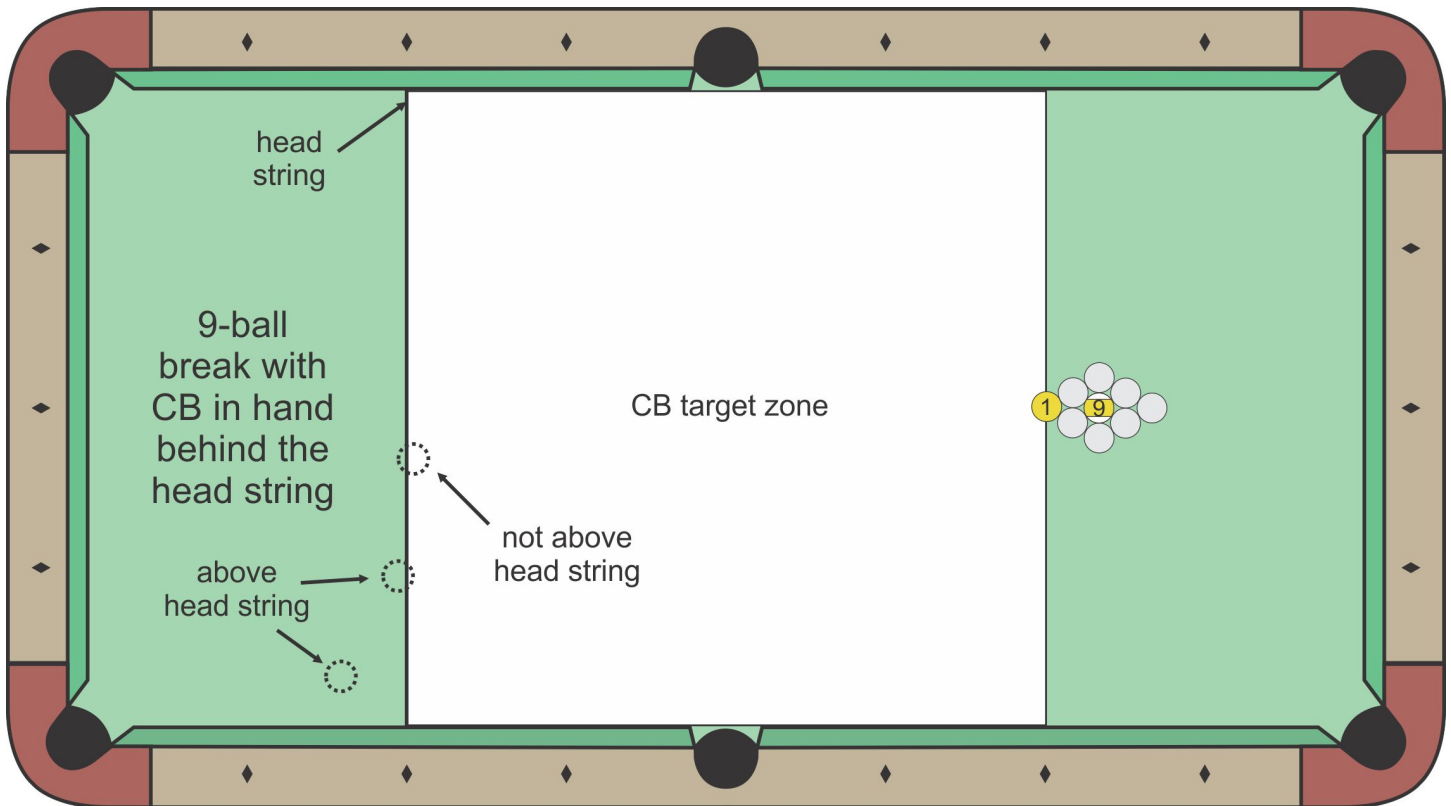## Instructions:

- 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)