

Shot / Challenge General Setup Rules / Regulations

- 1) The table judge or event director has the final approval on all setups. The player may ask questions at any time on respective shot / challenge setup text and / or diagram details.
- 2) The table judge will help place all props or the various “obstacles” and/or “obstacle rows” required in some of the shots / challenges.
- 3) The player has control of placement and / or adjustment for all ball in hand placements of cue ball (s) and / or object ball(s) per diagram explanations.
- 4) The player has control of placement and / or adjustment for all setups of balls placed for allowance of throw effect between balls to respective designated pockets.
- 5) Legal cue ball in hand placement in a zone area or behind an “X” or designated line is determined by the vertical edge of cue ball. Any shot / challenge with a target zone or position of finish is judged in the same way.
- 6) Object ball(s) which are placed “at or near” pocket(s) may be placed anywhere “at or near” pocket(s) of designation, unless specified otherwise in diagram details.
- 7) Unless otherwise stated, cue ball scratch or miscue does not cancel a successful completion of the shot / challenge.
- 8) At no time may any balls (cue ball or object ball) fly off the table. Penalty: No score for that attempt.
- 9) Unless otherwise stated, the cue ball may always contact an extra cushion(s) near an object ball(s) positioned by a respective pocket
- 10) Players are free to shoot any shot / challenge from either side of the table, as well as shooting the “mirror image” of the shot / challenge. Please note that rotating a shot 90 degrees is not considered the “mirror image” and will not be allowed.
- 11) Accidental nudging of cue ball is not considered a stroke or attempt of shot – player is allowed to shoot attempt again.

Legend for Table Diagrams:

Cue ball(s) – Circle with “c” inside it
Object ball(s) – Circle with wide dark line in it
Wide Solid line(s) – Cue ball(s) travel
Narrow Solid line(s) – Object ball(s) travel

Object ball(s) letters (A, B, C, D, E, and F) – Designated pocket(s) of make
Object ball(s) letters (X, Y, and Z) – Auxiliary balls for specific shot purposes

Special Note: Travel lines are suggested paths only – Different table conditions may require adjustments on part of player!!