

Discipline: (7) Jump
Shot / Challenge #: 4
Degree of Difficulty: 9

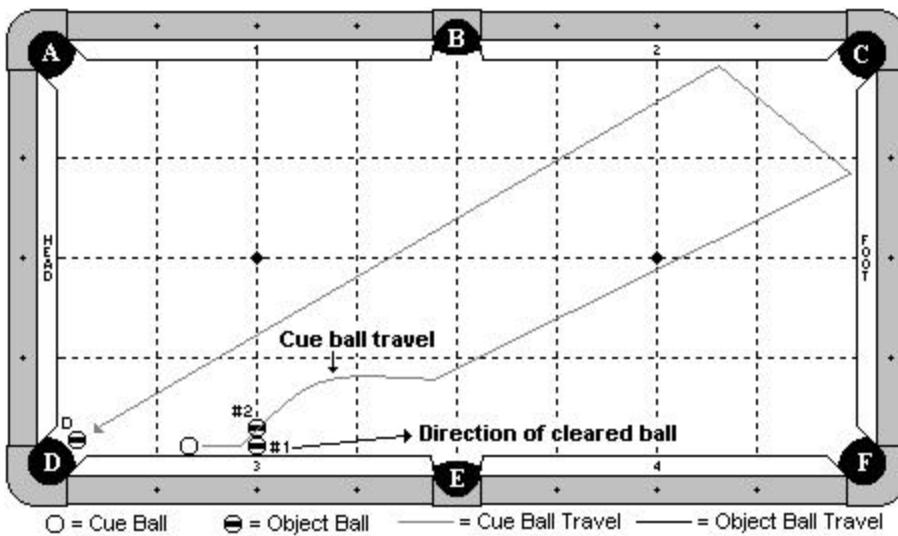
Cue Ball Placement: In hand, frozen to cushion # 3.

Object Ball(s) Placement: # 1 object ball frozen to cushion # 3 and on headstring line. # 2 object ball frozen to # 1 object ball and also on headstring line. 'D' ball centered between pocket points.

Objective: Shoot cue ball with jump stroke into # 1 object ball, which clears # 2 object ball. Cue ball jumps over # 2 object ball and travels 2 cushions to make 'D' ball as pocket letter designates.

Special Notes: Scratch is allowed (no penalty). # 2 object ball must not move by any means (penalty – no score for that attempt). Cue ball may contact extra cushion by 'D' ball.

Scoring Potential: 1st attempt – 9 points
 2nd attempt – 8 points
 3rd attempt – 7 points



Personal Notes: