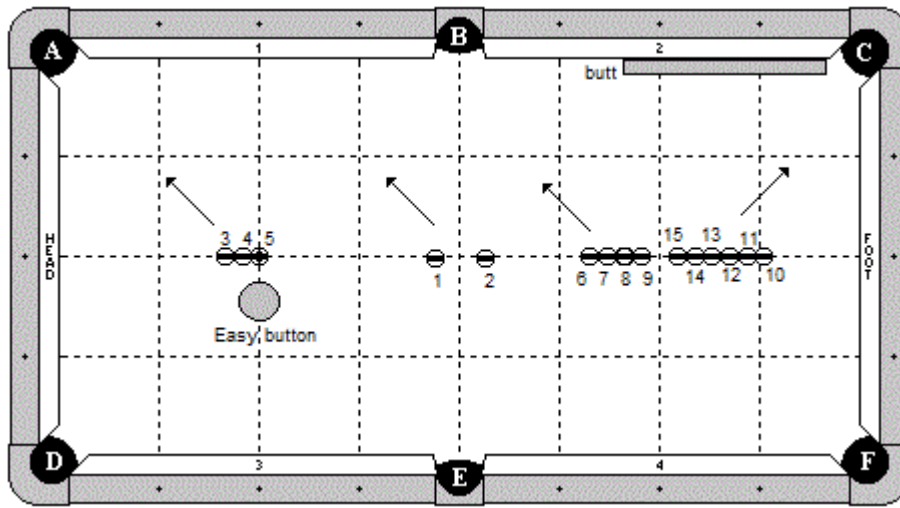


# Andy Segal - Shot 1



## Category

Juggling / Speed

## Difficulty: 10

## Cue Ball

None

## Object Ball

All balls are on the long center line of the table. The 3-5 are frozen with the 5 ball on the spot. The 6-9 are frozen. The 10-15 are frozen. The gap between the 9 & 15 balls may not be more than 1 ball's width and the spot must be centered in that gap. The 1 & 2 balls are adjustable but arranged as diagrammed.

## Props

A circular object (Staples Easy button) is about 3 ½ inch diameter and about 1 ¾ inch tall. It is placed on the head string, 1 ball's width from the 5 ball. A cue stick butt is frozen to the cushion near pocket C.

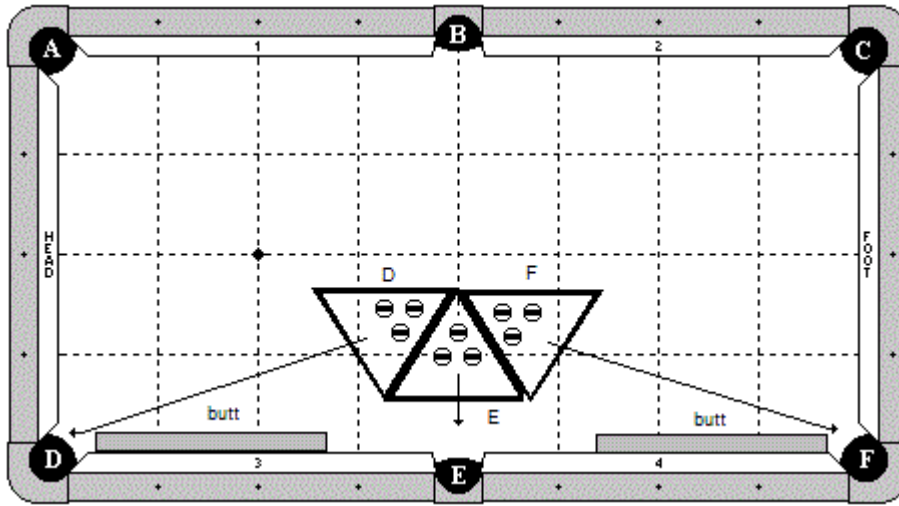
## Objective

Shoot the 1 & 2 balls in order three cushions around the Easy button. Shoot the 3-5 in order into pocket A with a free-handed air bridge. Re-hit the 1 & 2 balls in order around the Easy button. Shoot the 6-9 in order into pocket B with the bridge hand on the table. Re-hit the 1 & 2 balls in order around the Easy button. Shoot the 10-15 balls in order into pocket C using an opposite hand free handed air bridge. The 1 & 2 will then go into pocket C. The balls will go in the following order: 3-15, 1, 2.

## Special Notes

The 1 & 2 balls must be clearly moving when re-hit. The circular object may not be contacted by any ball. When shooting an object ball, no other object ball may be disturbed by any means. The 1 & 2 balls may not contact each other until they have each been hit for the third time and on their way to pocket C. Only the 1 & 2 balls may contact the butt (optional). In the opinion of the person selecting this shot along with confirmation by the referee, if the corner pocket cannot hold 8 balls, the selector may choose to move the 10 ball over to the prior group and shoot the 6-10 into the side pocket, leaving only 5 balls (plus the 1 & 2) to be made in pocket C.

## Andy Segal - Shot 2



### Category

Jump

### Difficulty: 10

### Cue Ball

None

### Object Ball

The 1,4,7 balls are placed in rack D. The 2,5,8 balls are placed in rack E. The 3,6,9 balls are placed in rack F. All balls are in hand within their rack, but the correct ball numbers must be used.

### Props

Rack E is centered and is three ball's width off the cushion. Racks D & F are frozen and aligned with rack E. Two cue stick butts are against the cushions near pockets D & F.

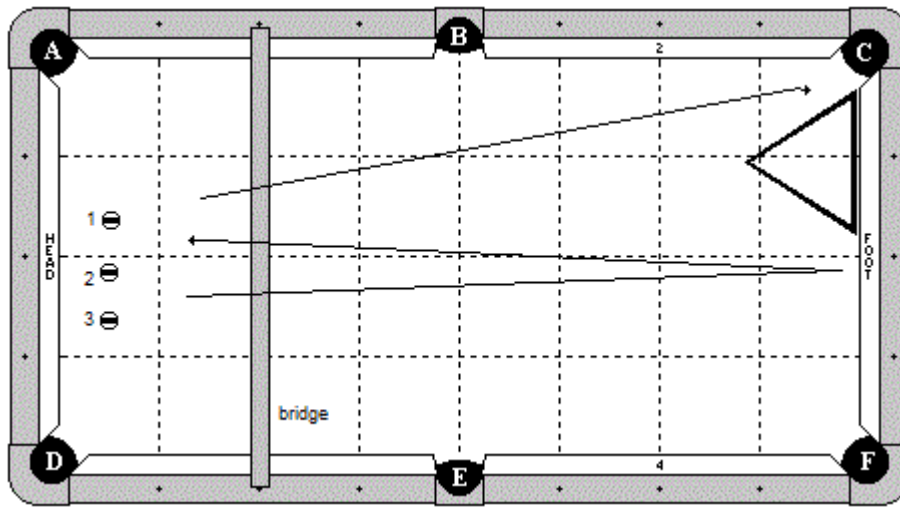
### Objective

Jump the balls in numerical order into the pockets as rack letter designates.

### Special Notes

The player must shoot all jump shots two handed and they must use the same hand for all jumps (if they start righty, they must shoot all shots righty). The racks may be contacted, but the balls may not be disturbed by any means with the exception of the ball being jumped. The player is free to arrange the balls within their respective racks, but once the shot is started, the player must jump the balls in numerical order. The player's feet must be within 1 diamond on either side of pocket E, and must remain planted the entire shot. The player may lean in any direction but their feet must remain in the same spot for the entire shot. All jumps must be legal jumps.

# Andy Segal - Shot 3



## Category

Miscellaneous

## Difficulty: 10

## Cue Ball

None

## Object Ball

The 1,2,3 balls are in hand behind the bridge.

## Props

The bridge is across the rail tops at the 2nd diamond and may optionally be propped up by a piece of chalk. A rack is frozen to the cushion near pocket C and may be weighted down by any object(s) provided that the object(s) doesn't interfere with the shot. A plastic cone is held by the player in one hand. Inside the cone is a rubber ball. Players are free to use their own cone and ball.

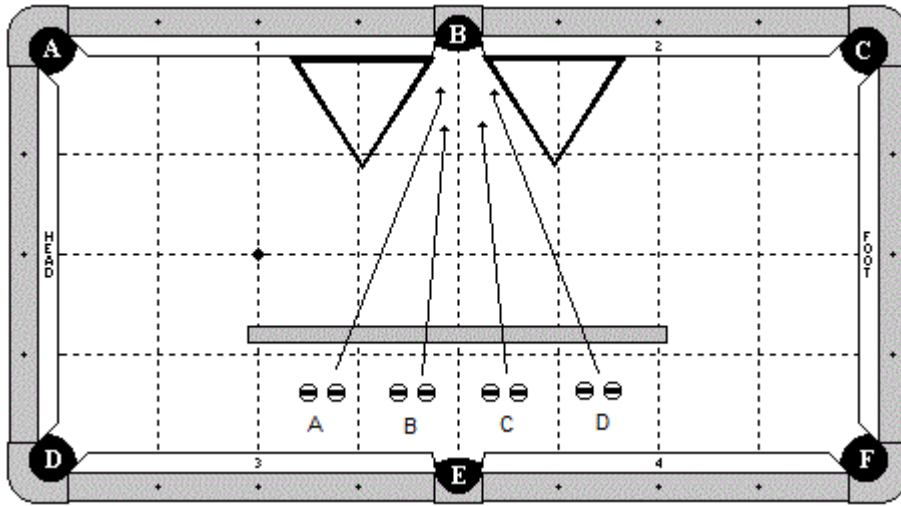
## Objective

Turn the cone upside and let the rubber ball fall. After it bounces, the player must hit the 1 ball 1-handed under the bridge. Then the player must catch the ball in the cone. The 1 ball will bank off the foot cushion and come back under the bridge. The player will then repeat the process of bouncing the ball out of the cone, hitting the 1-ball again, and then catching the ball. This time, the 1-ball must be hit before it hits the head cushion and it will go into pocket C. Repeat the same process with the 2 ball but this time the rubber ball must bounce twice each time. Repeat the same process with the 3 ball but this time the rubber ball must bounce three times each.

## Special Notes

All hits on the object balls must be 1-handed and jacked up. It is okay to graze the rail during the forward motion of the cue stick, but the shot must be lined up as a jacked up shot. On the first hit of each object ball, the only rail it may contact is the foot cushion. Except for the object ball being hit, the other balls may not be disturbed by any means. In all cases, the player must hit the object ball after the rubber ball has completed all required bounces and before the rubber ball is caught. The player may tap the cone with the cue stick in order to avoid the rubber ball getting stuck. The cue stick may not pass over the bridge in order to re-hit an object ball. The bridge may not be contacted by any means. When re-hitting the object balls, they must be clearly in motion. The shot will be considered started once the rubber ball falls from the cone.

# Andy Segal - Shot 4



## Category

1-Handed Jump

## Difficulty: 10

## Cue Ball

None

## Object Ball

Four sets of two object balls are in hand behind the barriers. The object balls must be positioned in such a way that they must completely jump over the barriers.

## Props

One or more barriers are in hand as diagrammed. The barriers are about  $\frac{3}{4}$  inches tall.

Two racks are frozen to the cushions as diagrammed. They may be weighted down with any object(s), provided they don't interfere with the shot.

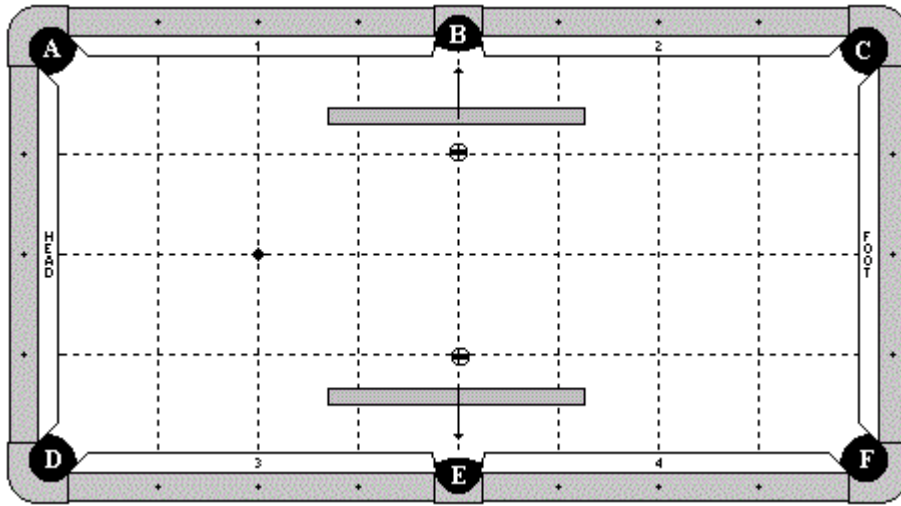
## Objective

Holding two cues in one hand, jump both balls in set A over the barrier and into pocket B. Repeat for group B. Holding two cues in the other hand, jump both balls in set C over the barrier and into pocket B. Repeat for group D.

## Special Notes

When jumping a set of balls, both must be jumped approximately at the same time and in one forward motion stroke. The barrier(s) may not be touched by any means. When jumping a set of balls, no other balls may be disturbed. The player may empty the pocket during the shot if necessary. The player may shoot set B before A and/or set D before C. All jumps must be legal jumps.

# Andy Segal - Shot 5



## Category

1-Handed Jump

## Difficulty: 10

## Cue Ball

None

## Object Ball

Two object balls are in hand as diagrammed. They must be positioned so that they completely jump over the barriers.

## Props

Two wooden barriers are in position as diagrammed. They are exactly three ball's width from the cushion, and they are about  $\frac{3}{4}$  inches tall. Two items are placed on the floor in line with the 1st diamond to the left and right of pocket E. Two other items are similarly placed on the floor near pocket B.

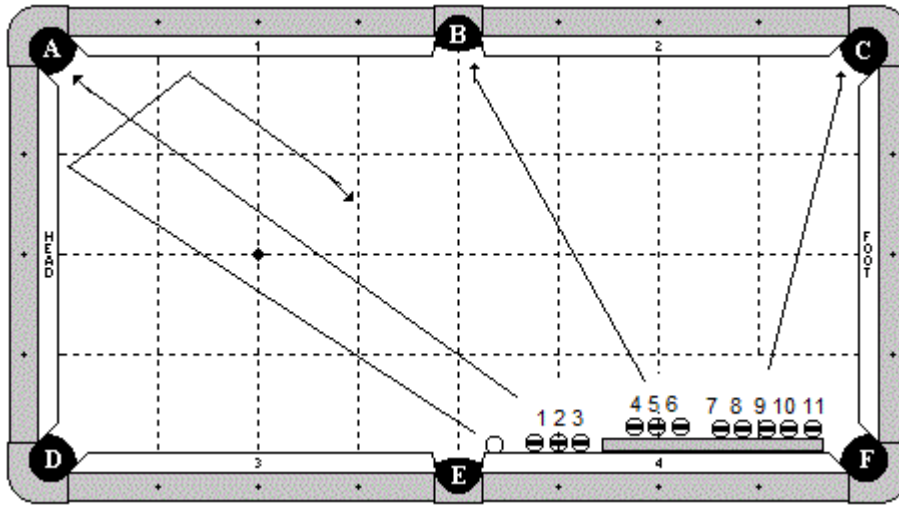
## Objective

Standing behind pocket E, jump the object ball one handed, over the barrier and into pocket E. Both player's feet must be on the floor and between the two barriers on the floor (1st diamond left and right of pocket E). Walk around to the other side of the table and repeat for the object ball into pocket B.

## Special Notes

The barriers may not be contacted by any means. The object balls may not contact any part of the player's body. All jumps must be legal jumps.

# Andy Segal - Shot 6



## Category

Speed

## Difficulty: 10

## Cue Ball

Frozen to cushion 4.

## Object Ball

Object balls 1-11 are in position as diagrammed. They are all frozen to the cushion or stick. In order to avoid excessive tapping, the balls may be very slightly off the cushion/stick provided the player makes an attempt to freeze them.

## Props

A cue stick butt is against the cushion.

## Objective

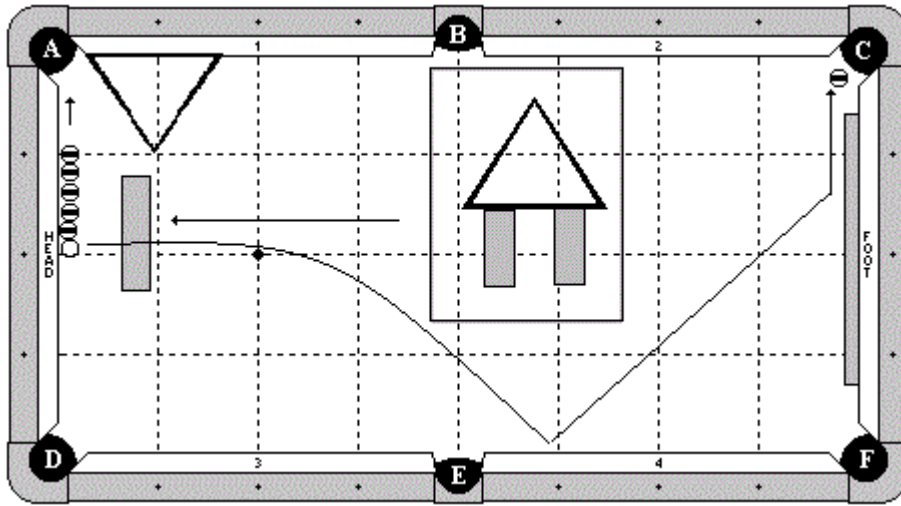
Shoot the cue ball two cushions. It will optionally hit the stick and go into pocket F.

While the cue ball is rolling, shoot the 1-3 in order into pocket A, then the 4-6 in order into pocket B, then the 7-11 in order into pocket C.

## Special Notes

The player may strike the 1-3 balls at any time after the first hit on the cue ball, but the cue ball must cross their path in front of them. The 4-11 balls must pass in front of the cue ball, before it crosses their path. The cue ball doesn't need to be the last ball made.

## Andy Segal - Shot 7



### Category

Stroke

### Difficulty: 10

### Cue Ball

Frozen to object ball and frozen to cushion in line with other balls.

### Object Ball

5 object balls are frozen in line to each other, the cue ball, and to the cushion. The first ball is aligned with the 1st diamond. A ball is hanging near pocket C.

### Props

A rack is frozen to cushion 1 and adjustable. A cue stick butt is frozen to the foot of the rack and adjustable. Two plastic cups are exactly two ball's width away from the line of balls and adjustable. A rack is standing upright on top of the cups. The cups are about 5 ¼ inches tall and have a diameter of about 2 ¾ - 3 inches at the base.

### Objective

Shoot the cue ball, making all 5 balls into pocket A. The cue ball will jump through the rack, draw back hitting cushion 3 or 4, contact the cue stick butt (optional), and make the hanger in pocket C.

### Special Notes

The balanced rack and cups may not be touched by any means. The cue ball may not contact either rack. The cue ball may contact an extra rail near pocket C. After jumping through the rack, the first rail the cue ball may touch is cushion 3 or 4. The rack may not fall off the cups by any means. In order to avoid ripping or damaging the cloth, players have the option of bringing and using a break cloth under the cue ball (not required by either player).