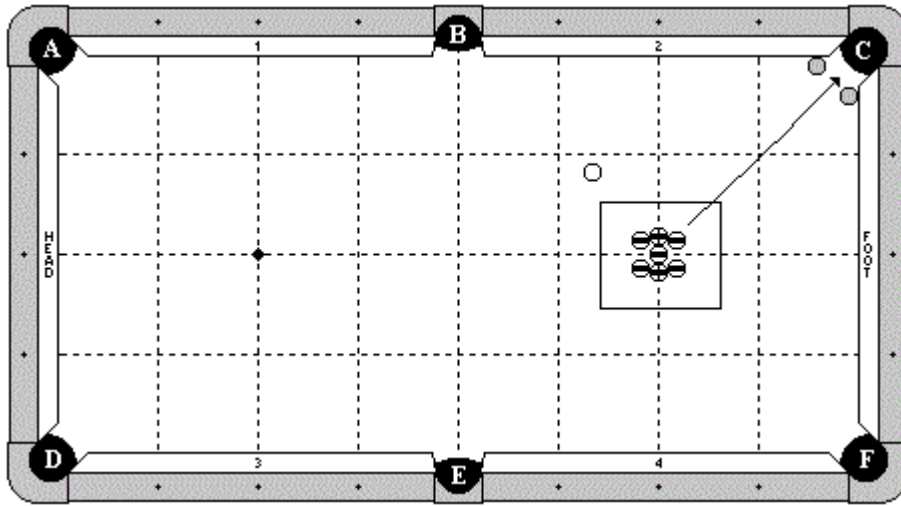


# Tom Rossman - Shot 1



## Category

Miscellaneous

## Difficulty: 10

## Cue Ball

In hand

## Object Ball

8-ball on the foot spot. Other 6 balls in hand surrounding 8-ball as diagrammed.

## Props

Handkerchief (opaque) is no smaller than 21 inches on any side. It is centered over the 7 balls as closely as possible. 2 plastic champagne glasses are against the cushions near pocket C. There is a ball inside each glass. Both glasses have their vertical top edge flush with the pocket point.

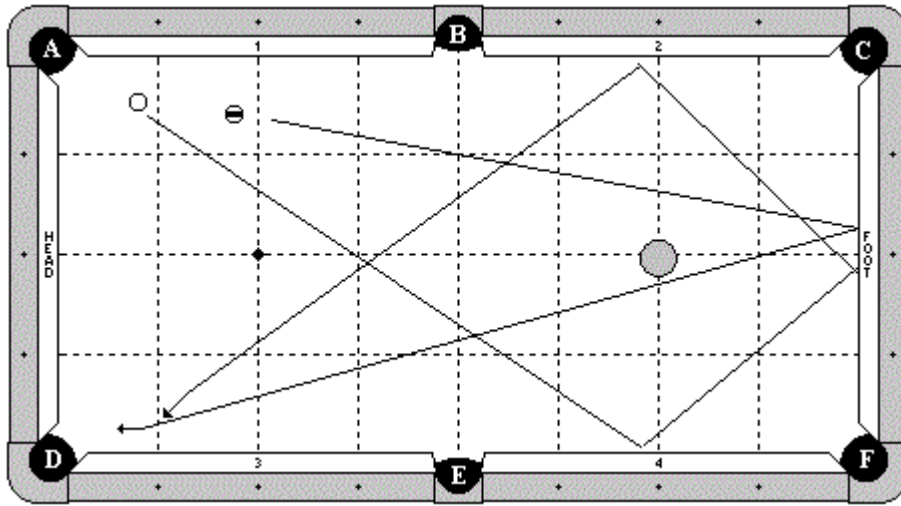
## Objective

Shoot the cue ball into the handkerchief and make the 8-ball in pocket C without hitting the glasses.

## Special Notes

The 8-ball may not hit anything else after leaving the handkerchief. No aiming devices may be placed on the rail to line up the shot when shooting.

# Tom Rossman - Shot 2



## Category

Wing

## Difficulty: 10

## Cue Ball

In hand behind head string line.

## Object Ball

The object ball is in hand behind the head string line.

## Props

A small bowling style pin or plastic bottle is placed on the foot spot.

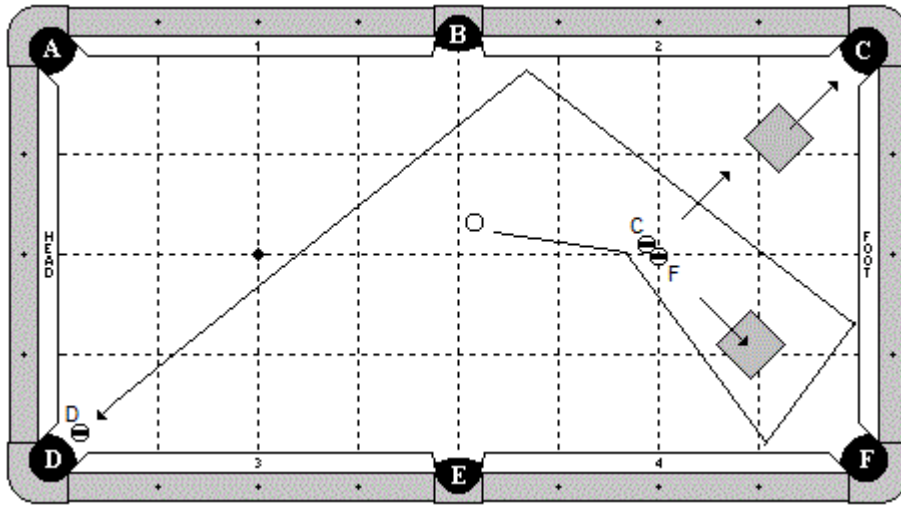
## Objective

Shoot the cue ball into the object ball, causing it to bank off the foot cushion and come back down table as diagrammed. Re-hit the cue ball three cushions around the prop as diagrammed. The cue ball will make a time shot on the object ball, knocking it into pocket D.

## Special Notes

The cue ball must contact the object ball for a 2nd time before it drops into the pocket. Referee decision is final. Extra cushions are allowed near D pocket by either ball. The prop may not be hit by any means during the shot.

# Tom Rossman - Shot 3



## Category

Miscellaneous

## Difficulty: 10

## Cue Ball

In hand at least 1 diamond segment from the 'C' ball.

## Object Ball

Object ball F on foot spot. C object ball frozen to F ball. Hanging object ball near pocket D.

## Props

2 paper bags in hand. The openings may not be more than 4 inches wide, and each bag may be no longer than 6 inches.

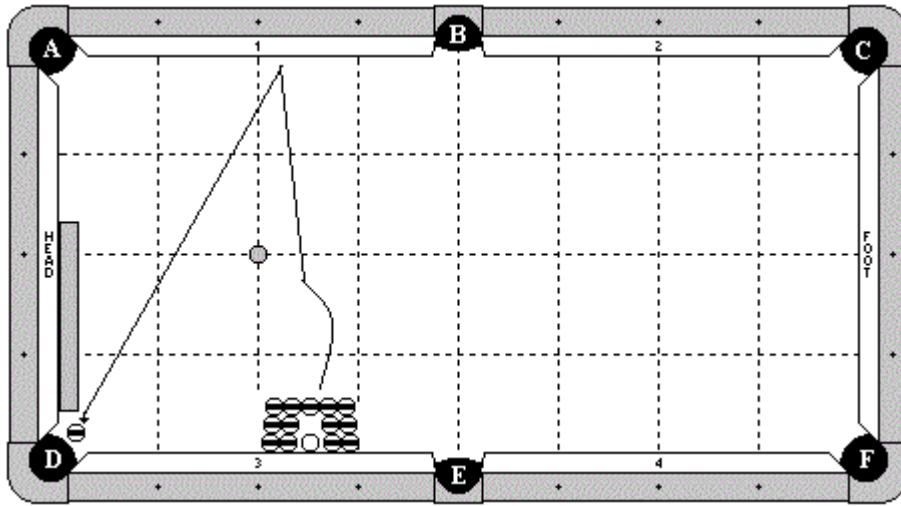
## Objective

Shoot the cue ball to C ball, making it go in the bag, and come out to go into pocket C. F ball goes into the other bag but does not come out. The cue ball travels three cushions (extra cushions near pocket D allowed) to make D ball.

## Special Notes

The cue ball must travel between the bags as shown without hitting either bag. Bag near pocket C may overhang the pocket but must still be flat on the table. F bag may or may not flip over but the ball must remain in the bag as determined by the base of the ball. In other words, no part of F ball may be touching the cloth after the shot is finished.

# Tom Rossman - Shot 4



## Category

Jump

**Difficulty: 10**

## Cue Ball

Frozen to cushion 3 at 2 ½ diamond mark.

## Object Ball

A ball is hanging near pocket D. 2 balls to the left of the cue ball are frozen to each other with mirror image on the right of the cue ball. Maximum ¼ inch gap on each side of the cue ball allowed. All other object balls (each 2 ¼ inch diameter) are frozen to each other as shown. The center ball in the 3<sup>rd</sup> row of 5 balls should be straight in line with cue ball with all 5 balls in the row frozen to each other.

## Props

Cue stick butt on head cushion in hand. Champagne glass with ball inside on head spot.

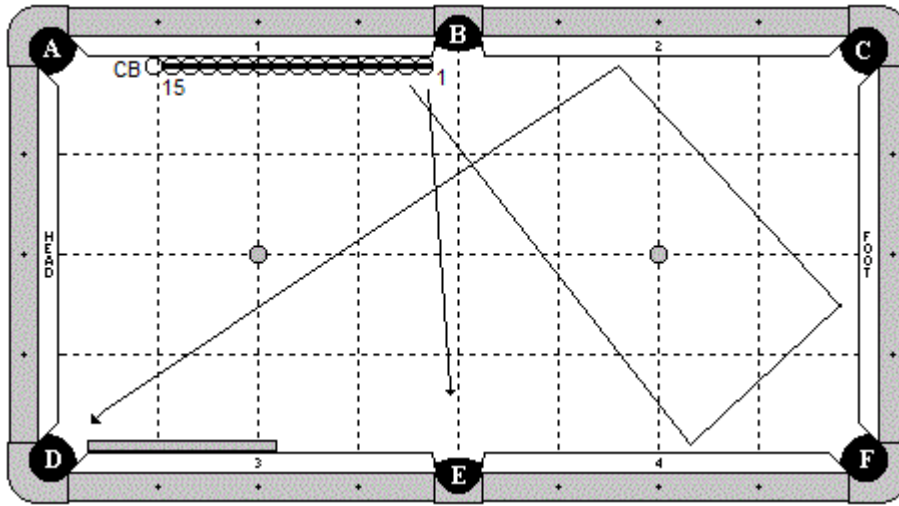
## Objective

Jump the cue ball over the center 2 ¼ inch ball in the outer row of 5 balls, miss the glass to the right, and rebound off cushion 1 to make ball in D pocket. Cue ball may hit cue stick butt.

## Special Notes

Glass may not be hit by cue ball, and none of the 13 object balls near the cue ball may move at any time.

# Tom Rossman - Shot 5



## Category

Juggling

## Difficulty: 10

## Cue Ball

At the end of the row of 15 balls, frozen to the cushion and to the 15 ball.

## Object Ball

Object balls 1 through 15 are frozen to the cushion and frozen in line in numerical order as diagrammed.

## Props

Champagne glasses with ball inside on each spot, and a cue stick butt in hand along the cushion.

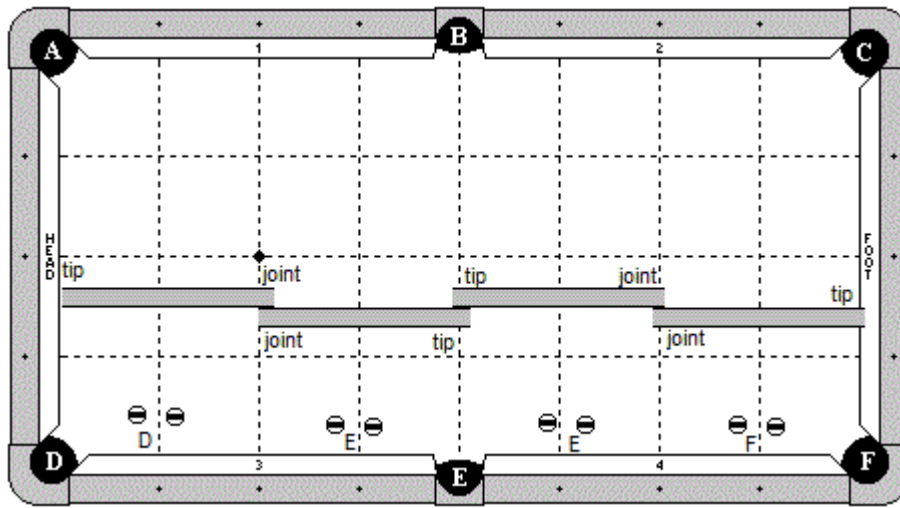
## Objective

Shoot 1 ball towards pocket E. Before 1 ball is made, shoot the 2 ball three cushions towards pocket D. Before the 2 ball is made, shoot the 3 ball towards pocket E. Before the 3 ball is made, shoot the 4 ball three cushions towards pocket D. Continue this pattern until the cue ball is hit 3 cushions towards pocket D. After the cue ball travels three cushions, re-hit the cue ball three more cushions, and then it will finally go into pocket D. The cue ball will hit a total of 6 cushions, three with the first hit and three with the second hit.

## Special Notes

The cue ball must be moving when hit for the second time. The glasses may not be hit by any means. All of the odd balls will be made in pocket E and all of the even balls, and the cue ball, will be made in pocket D. The cue stick butt may be optionally hit by any of the object balls and the cue ball before going into pocket D.

# Tom Rossman - Shot 6



## Category

Speed

## Difficulty: 10

## Cue Ball

None

## Object Ball

4 sets of 2 balls each are positioned at the diamond lines as shown. They are adjustable but each set of balls may not have a gap between them of more than 3 chalks. All of the balls may be no more than 3 ball's width off the cushion.

## Props

4 shafts overlap as diagrammed. They are stretched from one end to the other and may be positioned on either side of each other (not necessarily configured as diagrammed). The tips are against both short cushions, and the tips meet at the center. The joints meet near the head and foot string.

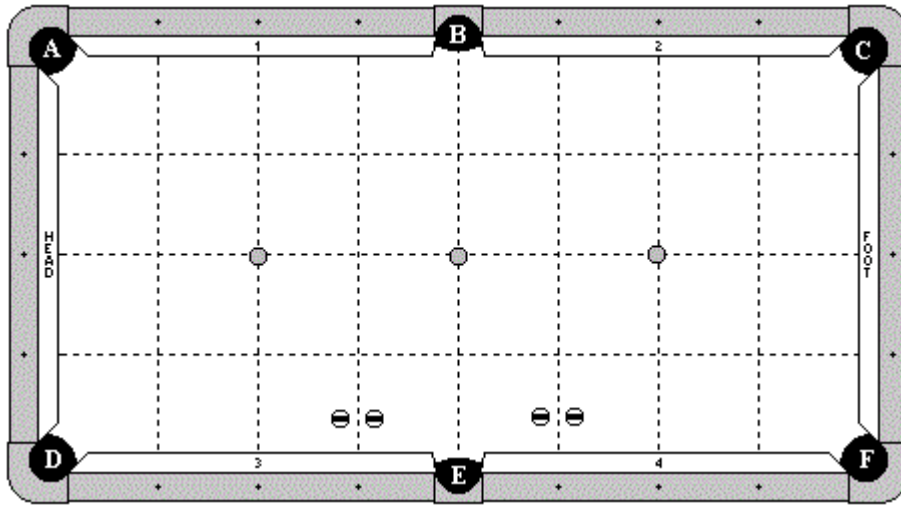
## Objective

Jump object balls from left to right or right to left in order over shafts without hitting them. The balls will hit the opposite long cushion, jump into the air, and the player will catch each one. Place the 'D' balls into pocket D, the 'E' balls into pocket E, and 'F' balls into pocket F. The player will have 30 seconds to perform this shot, starting at the first hit, and ending with the placing of the last ball into the pocket.

## Special Notes

When catching the object balls, no trapping or dropping. A good clean catch is required. The shafts may not be contacted by any means.

# Tom Rossman - Shot 7



## Category

Juggling

## Difficulty: 10

## Cue Ball

None

## Object Ball

2 sets of balls, each one diamond from E pocket as shown. Balls may not be more than 3 chalks apart and no more than 3 ball's width from the cushion.

## Props

Three chalks with a ball balanced on each are at the head spot, center spot, and foot spot.

## Objective

Shoot the first ball in the set of 2 to cushion 1. As it rebounds from cushion 1, hit the 2nd ball in the set of 2 to cushion 1. Re-hit the 1st ball while it is rolling back towards the shooter with a jump stroke, causing it to jump rebound off cushion 1 again. Catch 1st ball and put into pocket E. Re-hit moving 2nd ball with same technique, catch, and place in pocket E. Go to the other set of 2 balls and repeat.

## Special Notes

When catching, the player may not trap or drop the ball. A good clean catch is required. Second hit on each ball must be while the ball is moving, and must be done after the ball passes the center line (2nd hit is between line of props and cushions 3 & 4). Balls on chalks may not be touched by any means.