Samples – Billiards Skills Competition Training Program

**To Get the PDF Book**
(best for all smart devices)

*These are some sample pages from the book by*

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Cue Sports Testing Curriculum and Competitive Shootout Challenges

These are sample pages from the book. These are Intermediate and Advanced level Test Groups.

Introduction

These Cue Sports Progressive Test Groups are designed to verify any player's shooting and playing abilities. The test groups quickly determine the player's exact skills in controlling two balls - the Object Ball (OB) and the Cue Ball (CB).

Each test in a test group has an Intermediate and Advanced level. Each test group is focused on evaluating specific playing skills. The progressive test sequences are designed to start with an easy test, followed by additional more difficult tests.

Use and Benefits

This book has four purposes:

- **Skills Measurement**
  
  The test groups identify current playing skills with actual results. The testing process uses multiple attempts that remove the luck factor and reveal reality.

- **Self-Knowledge**
  
  Because the test groups strip away fuzzy personal assumptions, the player can make more intelligent table decisions.

- **Personal Training Program**
  
  Test groups with low scores identify what areas must be improved. A personalized skill development program can be developed, based on results.

- **Competitive Skills Comparison**
  
  Using these test groups, players can compare their individual skills. Competitions can occur in person or (with referees), internationally. This can be done within in a casual competition or formal tournament environment.
Be Honest

When practicing, practice. When needed, concentrate on individual tests to dial in the necessary improvements. When testing, follow the rules for the test group. Score according to performance. Don’t start self-testing and then “decide” the past few attempts were only practice shots.

If self-testing when alone, the temptation to toss the last few shots away and go for the “do-over” can be very strong. It is strongly recommended that another person act as the referee. Otherwise, the truth of competence will be hidden.

Personal Testing Process

This is the recommended testing process, without a referee:

1. Select a test group.

2. Choose the skill level (Intermediate or Advanced). This cannot be changed mid-test.

3. To prepare the table, place donuts for all ball positions and define any zones.

4. Prepare the scoring materials (paper or digital).

5. As needed, perform any warm-up or practicing.

6. When ready, position CB & OB, shoot each test in the group, and record results.

7. On completing the test group, add up all scores and compare the results against the maximum possible score.

8. Analyze the results and make appropriate plans accordingly.

General Instructions

At the beginning of each Section are specific setup and scoring instructions. The Referee Handbook has more specific instructions. For practicing, the instructions here are sufficient.

Table Setup

Ball positions are marked with “donuts“ – self-adhesive binder reinforcement rings, available at any office supply store. For ball positions, place the donuts in the table location. For zone areas, place one for each corner of the zone.

When the donut is pressed down on the table cloth, the sticky adhesive holds it in place. To find the exact placement, use a cue stick laid on the long table length and a cue stick placed across the short table length. When a test group is complete, remove the donuts.
Scoring

Follow the scoring instructions for each section. Each individual test has entries to record multiple attempts.

Free PDF form downloads are available on the BilliardGods.com web site. These files can be opened on any compute device (smart phone, tablet, and computer).

Scores, dates, and table sizes can be entered onto the form, then saved and printed out as a history of your efforts. The pages can also be printed out.

Referee

It is recommended that a designated referee setup each test group, observe the attempt and record results (and make sure there are no “do-overs”).

For paper scoring, copy the last page of this book or printout pages from the PDF log books. For digital scoring, open a copy of the PDF log books onto the digital device. Enter the necessary details. The file with all entered results and be saved with a unique name. This provides history of your results.

The duties of the referee for personal and group competitions are:

- Controls the Billiards SCT Program book and log book.
- Assists in test group selection.
- Determines and records skill levels & any handicaps.
- Either personally sets up test groups or approves test group setups by others.
- Supervises attempts, declares success/failure of each shot, and records results.
- Announces all final scores and winners.
- Gets player signature acceptance for updates to the Standings web site

The Billiards SCT Program Referee Handbook provides specific responsibilities. Tournament directors may sometimes fill the referee role (see How to Run Local Pool Tournaments).

Additional Options & Variations

Individual tests can be modified to make them more complex or simplified.

There are several options to evaluate results:
• Averaging - shoot each test group multiple times in a single session. The scores can be averaged and tracked over time. Ten test results provide a good sample.

• Sudden Death – count any individual test score as zero (0) if unable to achieve a perfect test.

• Sudden Success – for a test group, shoot each test until successful. Record the number of strokes until a success. Like golf, the lowest score wins.

• Blocker Balls - Position additional OBs on the table to restrict pathways. Score as usual.

Test Changes & Updates

If you want to be notified about the latest updates, send an email to billiardgods@gmail.com with the subject: Updates to Billiards SCT Program.

All updates will also be announced on the www.billiardgods.com website and through other organizations, forums, and locations.

Tournaments/Competitions

The test groups can also be used in group competitions (personal matches, money games, and tournaments).

Handicapping

Optional handicapping between players:

• One player goes to 30 points to win, competitor to 50 points.

• One player shoots at the Intermediate level, and the other at the Advanced level.

• To count as a score, one player must succeed twice in three attempts (record as max score). Other player must succeed three of three attempts. Anything less is recorded as a “0”.

• One player gets double points on a perfect score. The other player scores normally.

Other handicap options can be configured to fit the particular circumstances.

Personal Competitions

Two individual players can compete head to head. A referee is recommended. The venue can be a single group of pre-selected test groups, or alternating player selection.

Multi-player Competitions

Three or more players can compete on a single table. Inning fees can be collected, with a portion set aside for perfect scores, and paid out
or accumulated for the final winners. Side bets between individuals are acceptable. Prizes can be paid based on individual tests, test groups, and overall top shooter.

**Tournaments**

In a tournament situation, entry fees become prize funds. Format can be single-elimination, double-elimination, or one or more group round-robin.

Based on table time availability, test group selection can be adjusted accordingly. The tournament director tracks all matches, scores, and winners – and makes appropriate payouts.
Section 1 – Pocket OB Skills

Pool Tables only
For the Pocketing Skills test groups, get the OB into the designated pocket for each test. It is immaterial where the CB goes after contact with the OB.

- (SIS) Straight In Shots - 3 tests (Max: 15 points)
- (ACS) Angled Corner Shots - 9 tests (Max: 45 points)
- (FRS) Frozen Rail Shots - 9 tests (Max: 45 points)
- (CPS) Corner Pocket Shots - 6 tests (Max: 30 points)
- (SPS) Side Pocket Shots - 6 tests (Max: 30 points)

Purpose
Pocket the OB. Some shots may require mechanical bridge.

Setup
Place donuts on the table according to the test group layouts.

Scoring
For each test, three attempts are allowed.

- 1 success = 1 points
- 2 successes = 2 points
- 3 successes = 5 points

Recommendation for Left Side / Right Side Testing
Layouts are configured to one side of the table. For training purposes, also practice layouts for the opposite side of the table.
(SIS) Straight In Shots - 3 tests

**SIS1-I Intermediate**

![Diagram of a billiard table with labeled corners A, B, C, D, E, F, and a line connecting A to F, indicating a straight-in shot.]

<table>
<thead>
<tr>
<th>Test Results</th>
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</table>

**SIS1-A Advanced**

![Diagram of a billiard table with labeled corners A, B, C, D, E, F, and a line connecting A to F, indicating a straight-in shot.]

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<thead>
<tr>
<th>Test Results</th>
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SIS2-I Intermediate

Test Results

SIS2-A Advanced

Test Results
SIS3-I Intermediate

SIS3-A Advanced

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<table>
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(ACS) Angled Corner Shots - 9 tests

ACS1-I Intermediate

Test Results

ACS1-A Advanced

Test Results
ACS2-I Intermediate

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AS2-A Advanced

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ACS3-I Intermediate

Test Results

ACS3-A Advanced

Test Results
## ACS4-I Intermediate

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## ACS4-A Advanced

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### ACS5-I Intermediate

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### ACS5-A Advanced

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ACS6-I Intermediate

ACS6-A Advanced

Test Results

Test Results
ACS7-I Intermediate

Test Results

ACS7-A Advanced

Test Results
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ACS8-I Intermediate

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ACS8-A Advanced

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ACS9-I Intermediate

ACS9-A Advanced
Translations of Other Books

These are links to descriptions for the books that have been translated to other languages:

- Advanced Cue Ball Control
- Cue Ball Control Cheat Sheets
- Drills & Exercises

All books are available on Amazon (printed) and ebook (PDF).

Afrikaans (Afrikaanse Taal)
Albanian (Gjuha shqipe)
Belarusian (Беларуская мова)
Bulgarian (български език)
Chinese (中国语言)
Croatian (Hrvatski jezik)
Czech (český jazyk)
Danish (Dansk sprog)
Dutch (Nederlandse taal)
Filipino (Tagalog wika)
Finnish (Suomen kielen)
French (Langue Française)

German (Deutsch Sprache)
Greek (ελληνική γλώσσα)

Hindi (हिन्दी भाषा)
Hungarian (Magyar Nyelv)
Indonesian (bahasa Indonesia)
Italian (Lingua Italiana)

Italiano da Carlo Volpicelli

Japanese (日本語)
Korean (한국어)
Lithuanian (Lietuvų Kalba)
Malay (Bahasa Melayu)

Norwegian (Norske Språk)
Polish (Język Polski)
Portuguese (Idioma Português)
Romanian (Limba Română)
Russian (Русский язык)
Serbian (Srpskom jeziku)
Spanish (Idioma Español)

Traducido por Íñaki Gulín
Swedish (Svenska Språket)
Turkish (Türk dili)
Ukrainian (Українська мова)
Vietnamese (Tiếng Việt)

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