The Shots of Artistic Billiards

Drawn and edited by
Robert Jewett

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INTRODUCTION

Each year the Commission Internationale de Billard Artistique (CIBA) organizes national, regional and world championships in artistic billiards. The competition consists of 76 set shots. The order of the shots changes from tournament to tournament, and occasionally new shots are added and old ones deleted. Generally the shots will be divided into groups of two to four similar shots. Each player tries all of the shots in a group during one turn at the table, taking up to three attempts at each shot. Between four and eleven points are awarded for a successful shot depending on the difficulty of the shot and regardless of the number of misses. The order of play rotates for each subsequent group of shots so that no player has an advantage. The contestant with the highest score at the completion of the 76 shots is the winner. The record score in the World Championship is 355 points out of a possible 500 (Raymond Steylaerts, 1984). A typical winning score might be 150 to 250 depending on the level of competition.

EQUIPMENT

The rules specify ivory balls between 60.8 and 61.2mm in diameter. The massé shots are more difficult with plastic balls due to the higher coefficient of friction between the ball and the cloth with plastic. The tables are usually heated and the cloth fast; some of the shots are extremely difficult on slow felt, or with old sticky rails.

Players sometimes use up to three cues during a tournament:

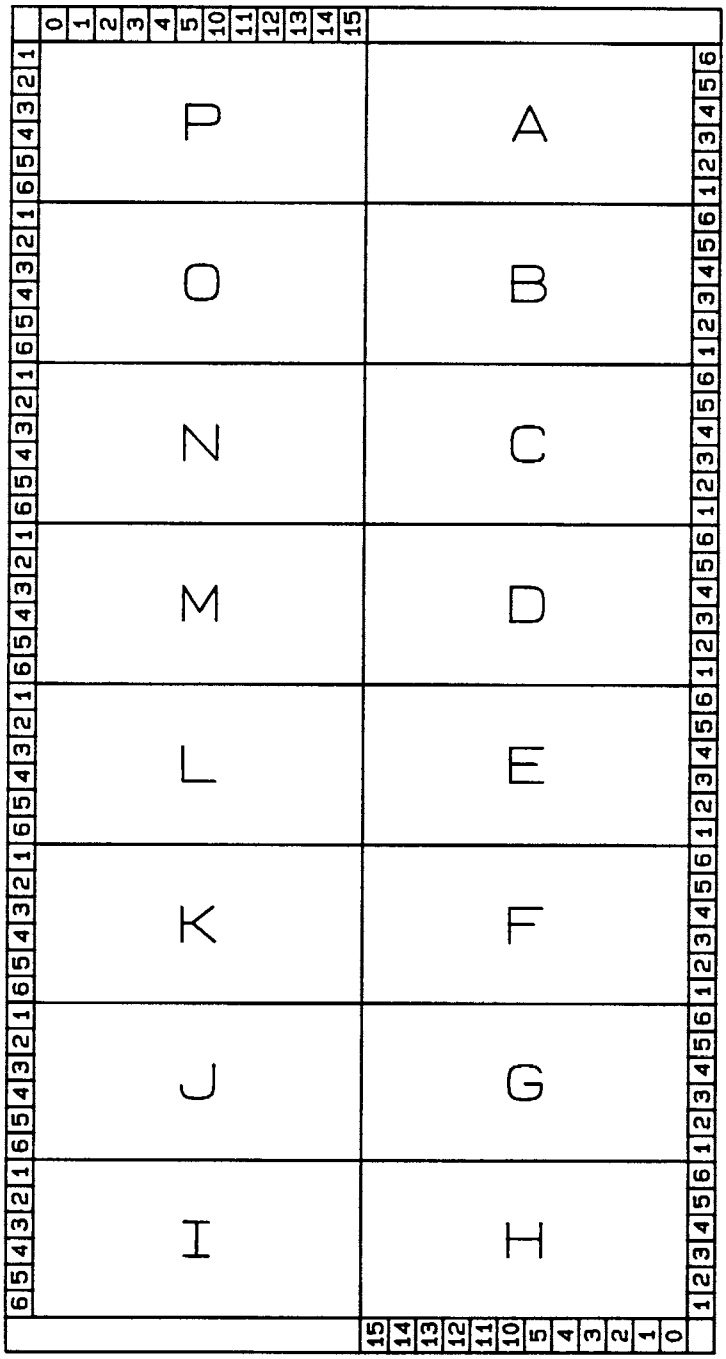
17 ounces	55" long	11mm tip	draw shots
20 ounces	55" long	11mm tip	follow shots
23 ounces	50" long	14mm tip	massé shots

For some shots a small obstacle is required. A wooden peg or chess rook is suitable.

SHOT ALIGNMENT SYSTEM

A system has been devised to ensure that each shot is set up precisely. The table is divided into 16 sectors, designated **A** through **P**. See Figure 1. The sectors measure one diamond by two diamonds (14 inches by 28 inches or 35.56cm by 71.12cm).

Figure 1. Sectors of the Table



Each sector is further divided into 72 small squares, each 7/3 inch (59.27mm) on a side. The squares are numbered from 1 to 156, but not all numbers are used. The last digit of the number indicates distance along the long rail and varies from one to six. The other digits indicate distance toward the center of the table. In Figure 2, square 103 in sector **G** is marked with an asterisk, and square 45 in sector **N** is marked with a circle. If a ball is specified at location G103, it would be placed exactly in the center of the indicated square.

Locations can also be specified at the corners of squares, or on the sides of squares. This is done by specifying a *satellite number* as follows:

satellite number	location
7	center of top side of square
8	upper right corner of square
9	center of right side of square

Top and right are determined by viewing the sector from the part of the long rail it touches. In Figure 2, if we wanted to move the ball at G103 half a square toward sector **J**, we would specify G103(7), indicating the top of the square. If we then wanted to move it half a square closer to the nearer short rail, we would specify G103(8).

A template is used to help set up the shots. See Figure 3. It is a thin flat sheet the size of one sector. It has a stepped section at one end that rests on the rail, while the major part rests on the bed of the table. There are holes at the center of each square and at each satellite position, and each hole is numbered. To mark a position, such as G102(8), the template would be placed over sector **G** with the step pressed against the nose of the cushion, and with each edge of the step aligned over the center of a diamond. The cloth would then be marked lightly through hole 102(8).

If a template is not available, it is useful to know that the side of a square is very nearly equal to the diameter of a ball. Thus if a ball has a location of E6(8) it should be placed even with the diamond between sectors **E** and **D**, and half of a ball off the rail.

Figure 2. Example Positions

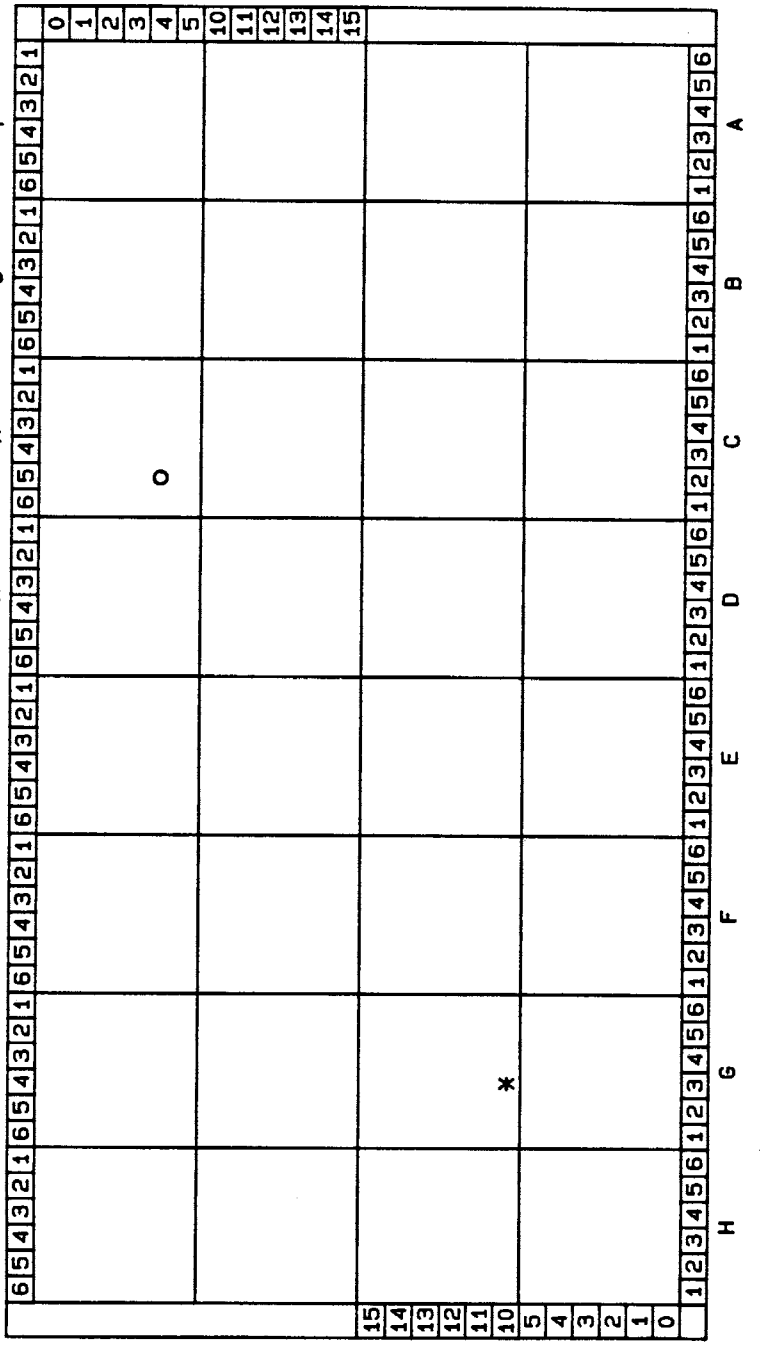
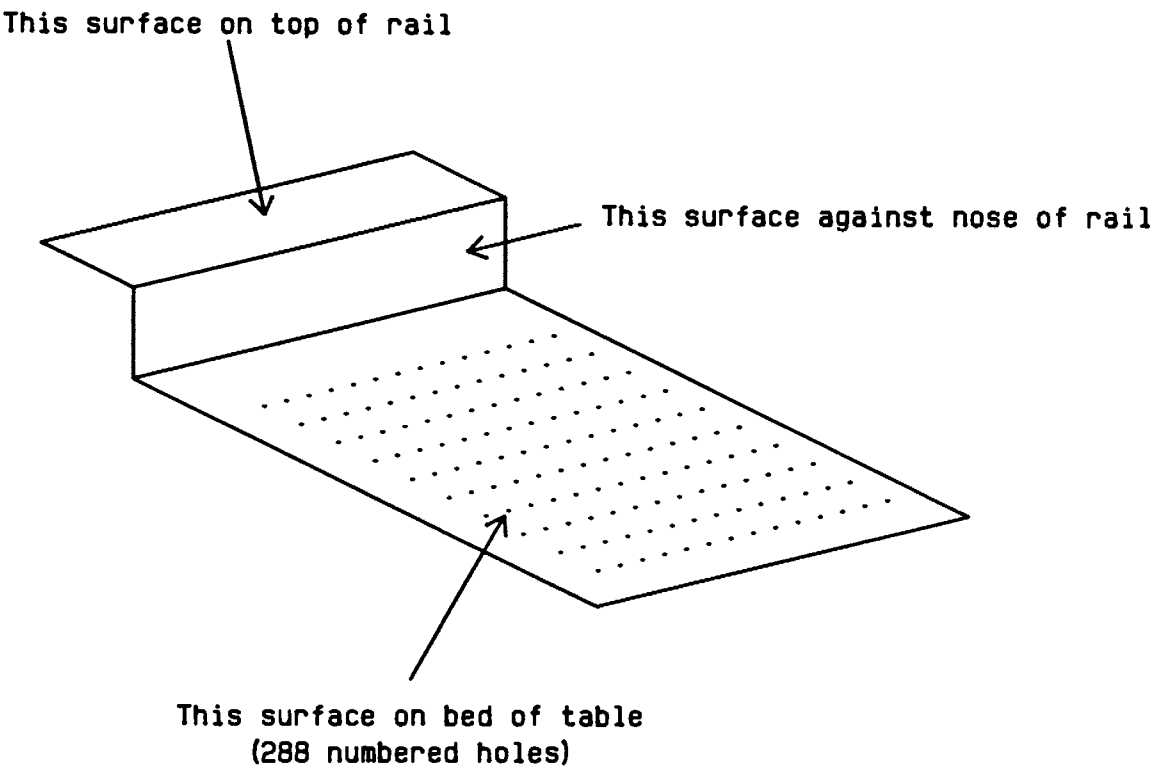


Figure 3. Position Template



SHOT DIAGRAMS

On the following pages 81 shots have been diagrammed. They have been organized into ten types. Within each type they are usually listed in increasing value or degree of difficulty. The types are:

A Standard shots
B Rail-first shots
C Follow shots
D Close follow shots
E Draw shots
F Close draw shots
G Jump shots
H Kiss-back shots
I Massé draw shots (piqué shots)
J Massé curve shots

The shots have been diagrammed for a right handed player. The locations of the shots for a left handed player are shown by small dots. These locations are always mirror images of the locations for a right handed player.

The player's cueball is indicated by an open circle, the first object ball by a half-filled circle, and the second object ball by a black circle. It is customary to use plain as the cue ball, spot as the first object ball, and red as the second object ball. Some shots must pass on a given side of the obstacle (wooden peg or chess rook), which is indicated by an asterisk.

The path of the cue ball is indicated by a solid line, except on jump shots where the aerial part of the trajectory is omitted. When the path of the first object ball is important, as in gather shots, it is indicated by a dashed line.

The close draw and follow shots require the cue ball to be placed within five millimetres of the first object ball. The basic system is slightly modified to accomplish this close positioning. Two of the usual points in the system are marked on the table, and a line is lightly drawn joining them. One of the two balls is placed on one end of the line, and the other is placed on the line and within 5mm (about 1/4 inch) of the first ball.

On some shots the balls must go to or remain in a given quadrant, which is shown by a dotted line.

Following the diagrams is a list of the 76 shots used in the current competition, along with the values and tabulated positions for each shot.

ACKNOWLEDGMENT

The author thanks Ron Jackson for providing the exact ball positions, and Bob Byrne for his suggestions and encouragement.

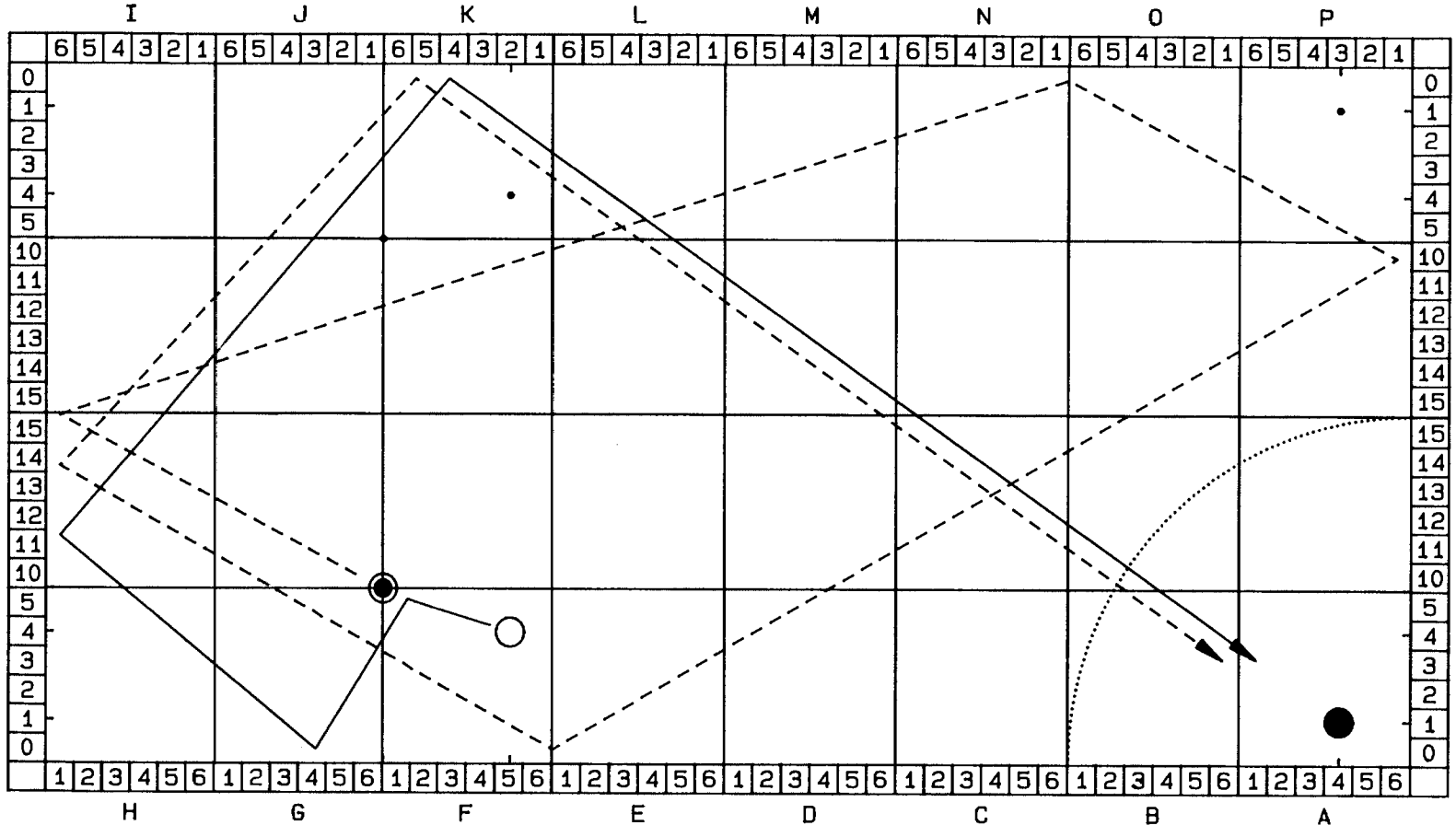
NOTES ON THE SECOND EDITION

The figures of the second edition have been completely redrawn using a computer-controlled plotter. The text has been set using a laser printer. The resulting pages have been reduced to half the original size, providing a more convenient and I feel more legible format.

Special thanks go to Lee Boyar for providing the impetus to complete this edition.

Palo Alto, California, 1987 Robert Jewett

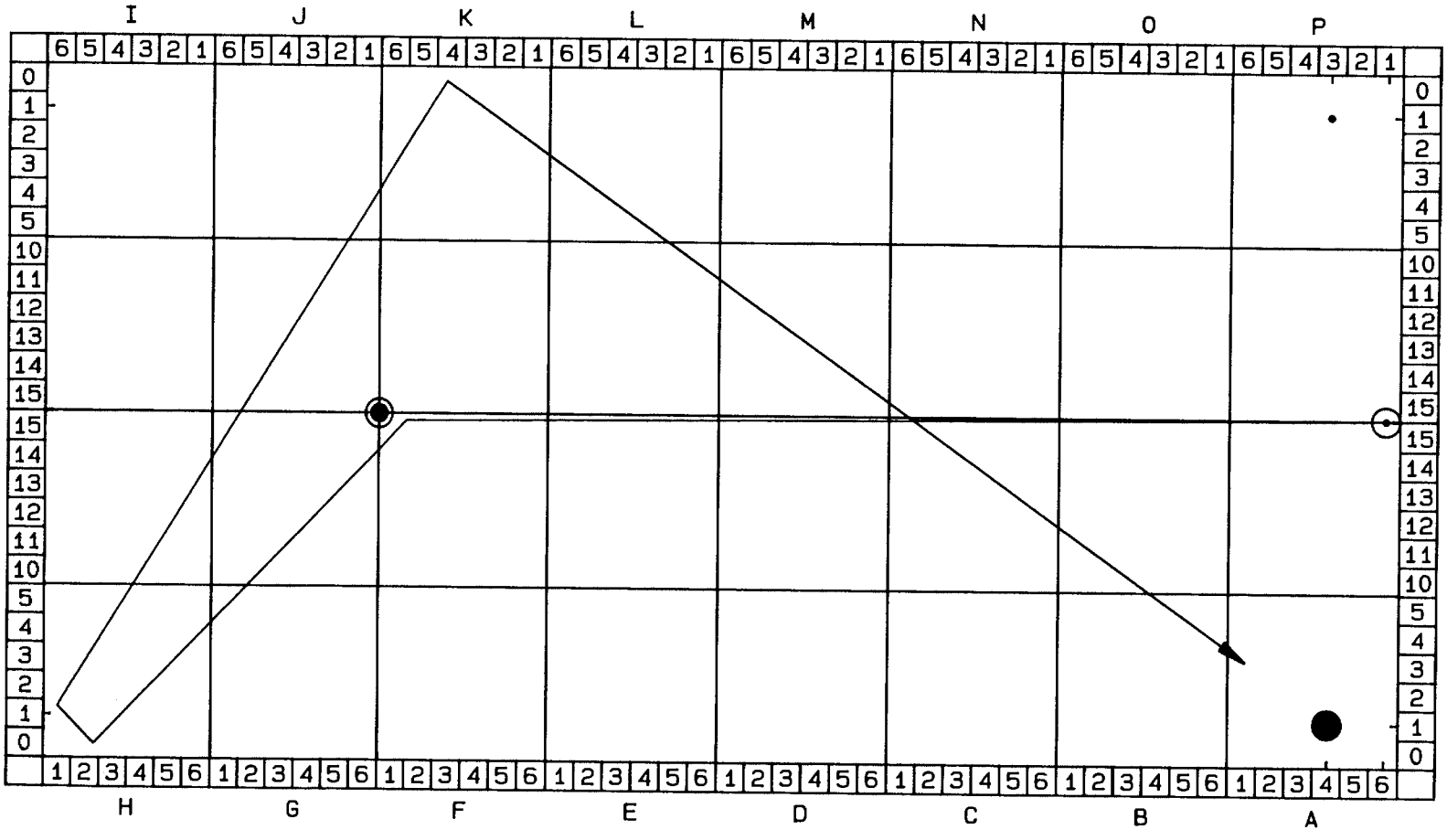
SHOT A-1 VALUE 4



Three cushion gather shot

SHOT A-2

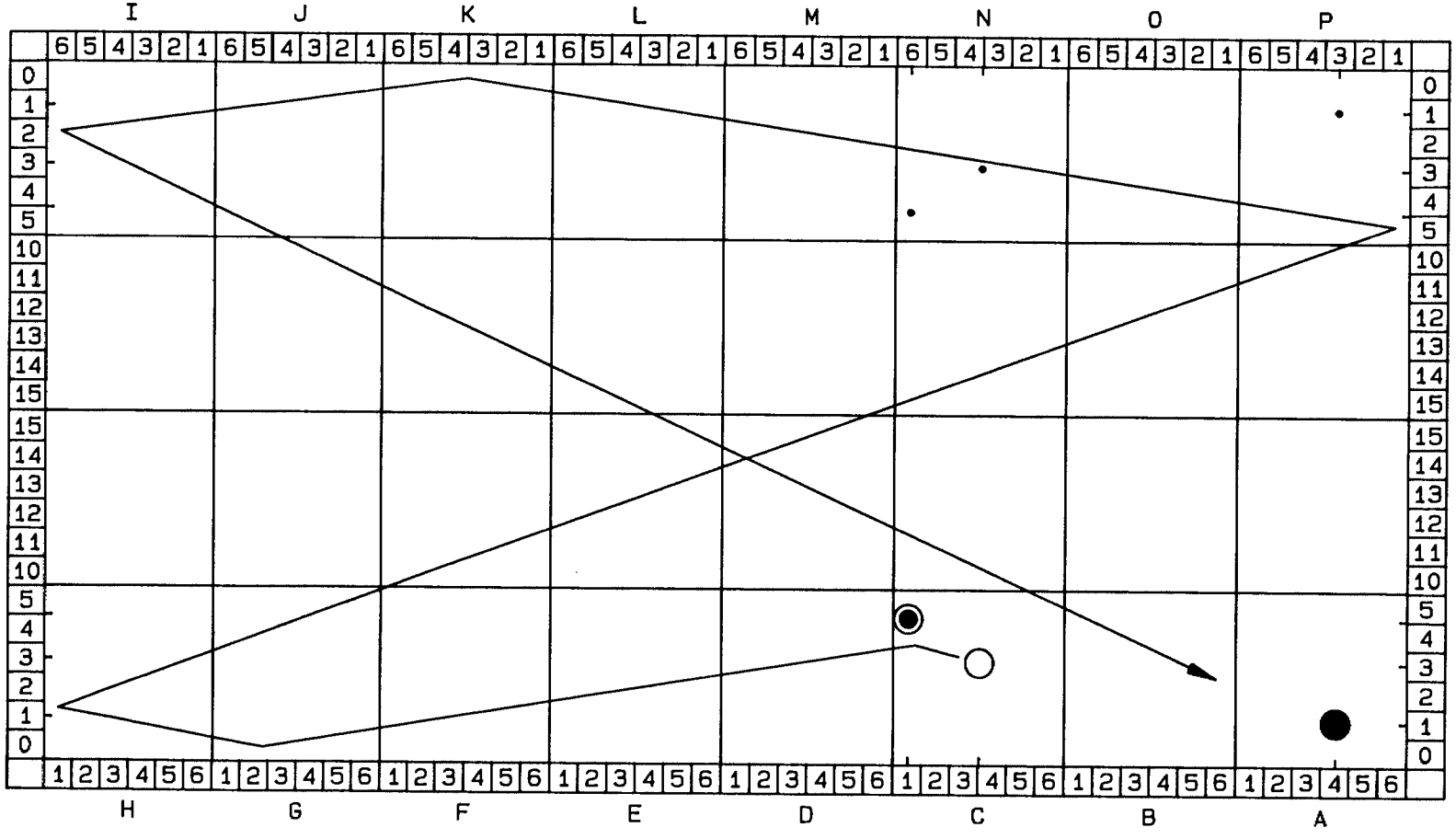
VALUE 5



Three cushion shot

SHOT A-3

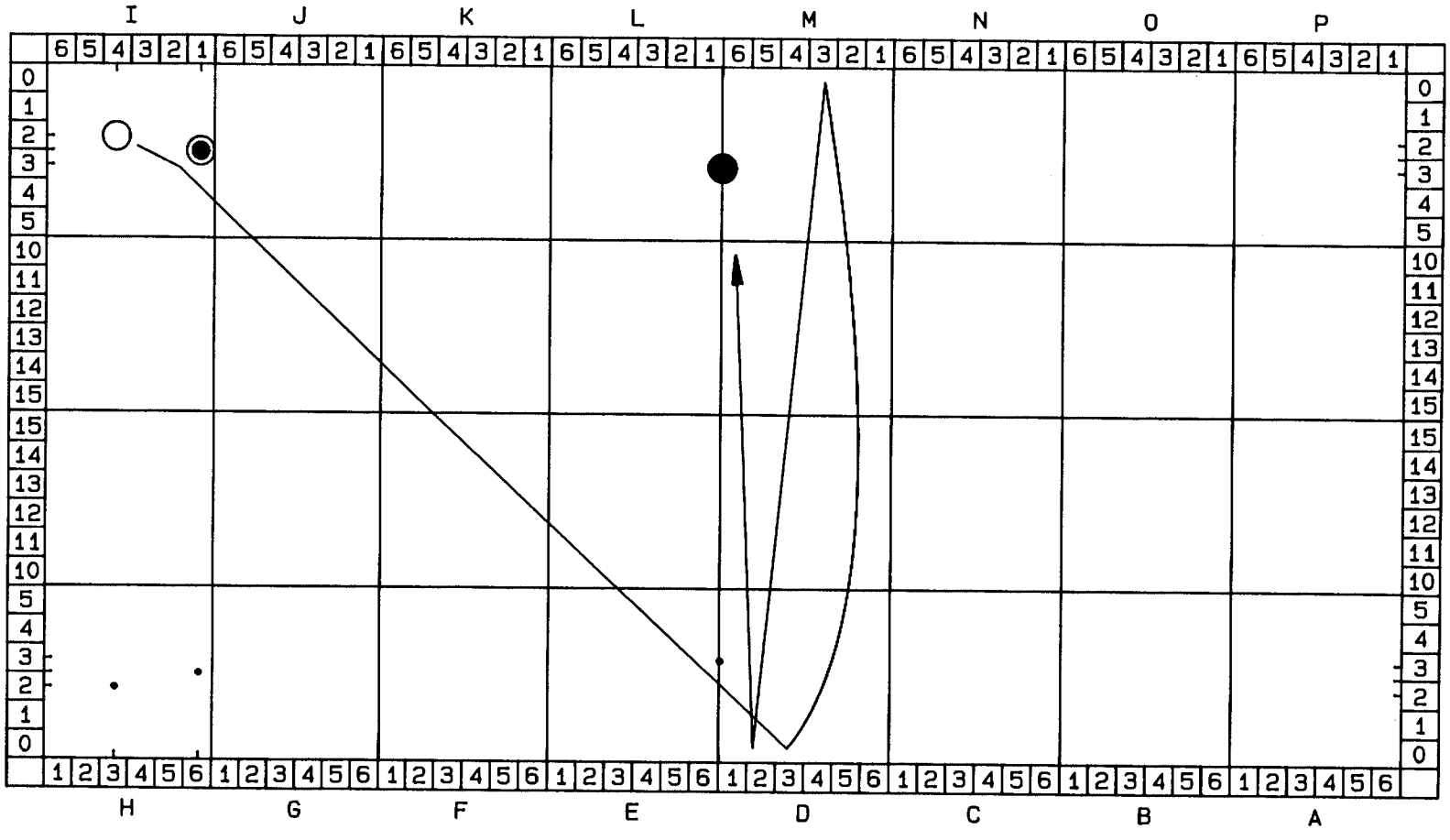
VALUE 5



Five cushion shot

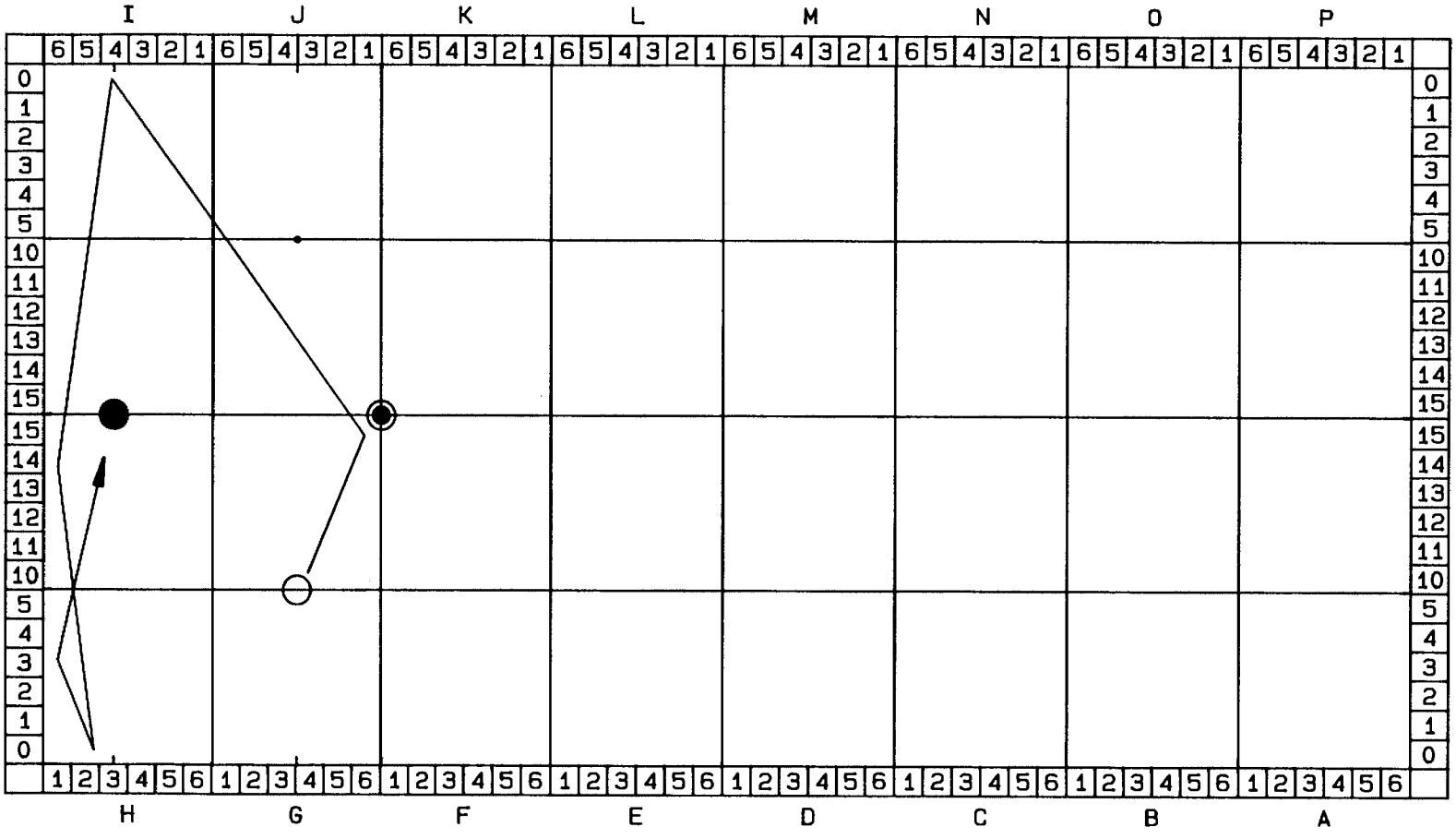
SHOT A-4

VALUE 6 (5)



Three cushion shot

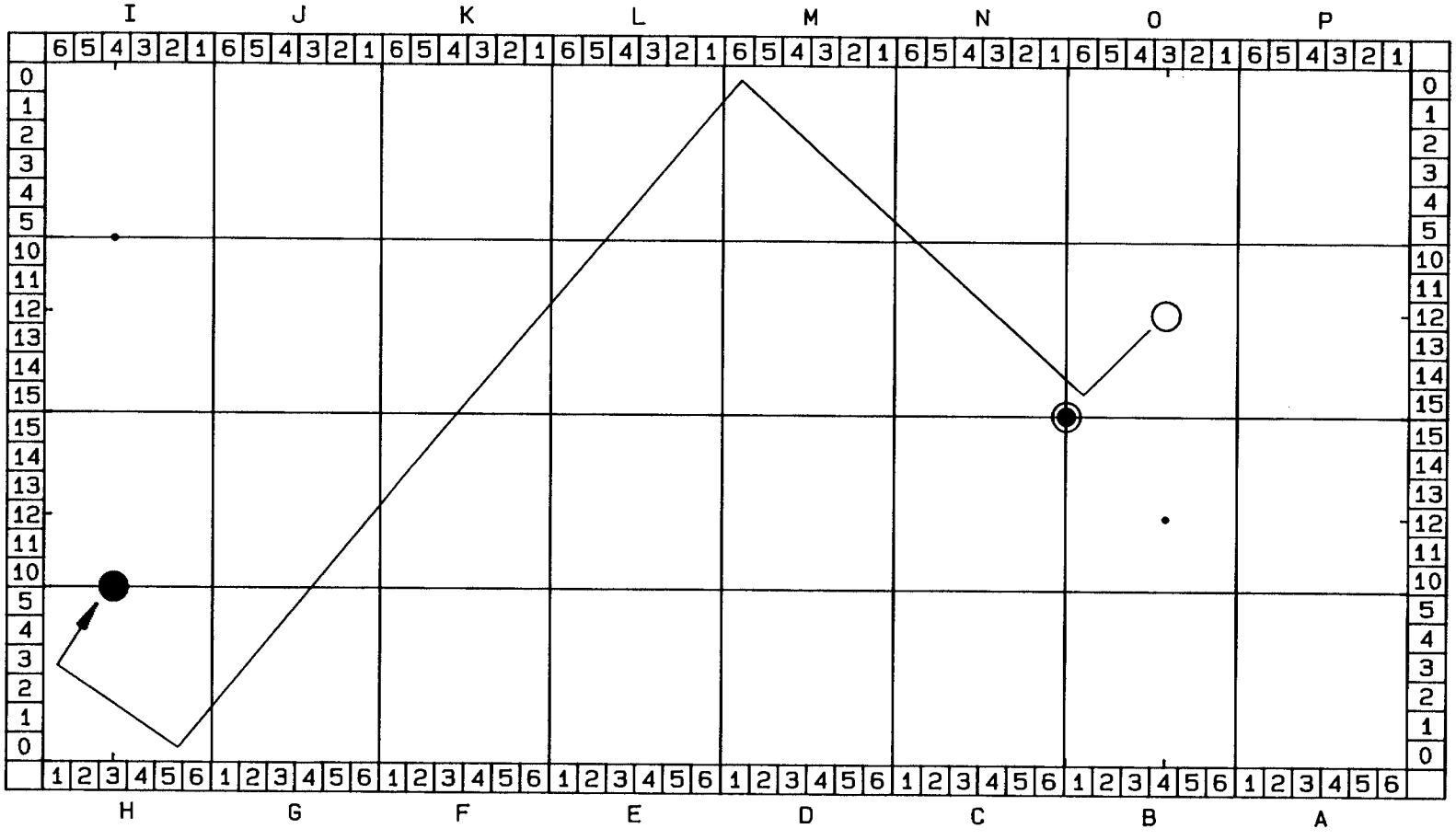
SHOT A-5 VALUE 6 (deleted)



Four cushion reverse shot

SHOT A-6

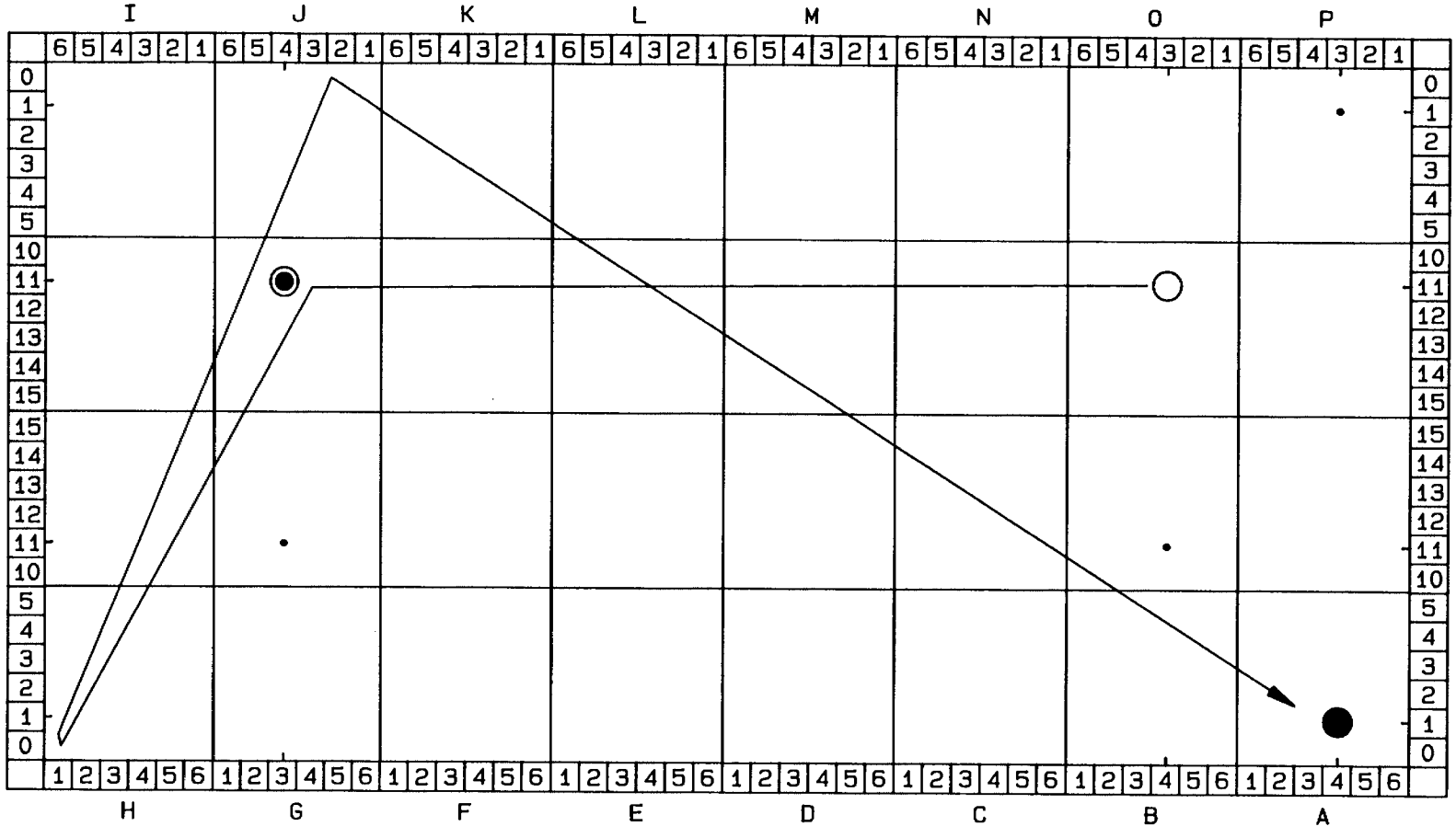
VALUE 8 (7)



Three cushion reverse shot

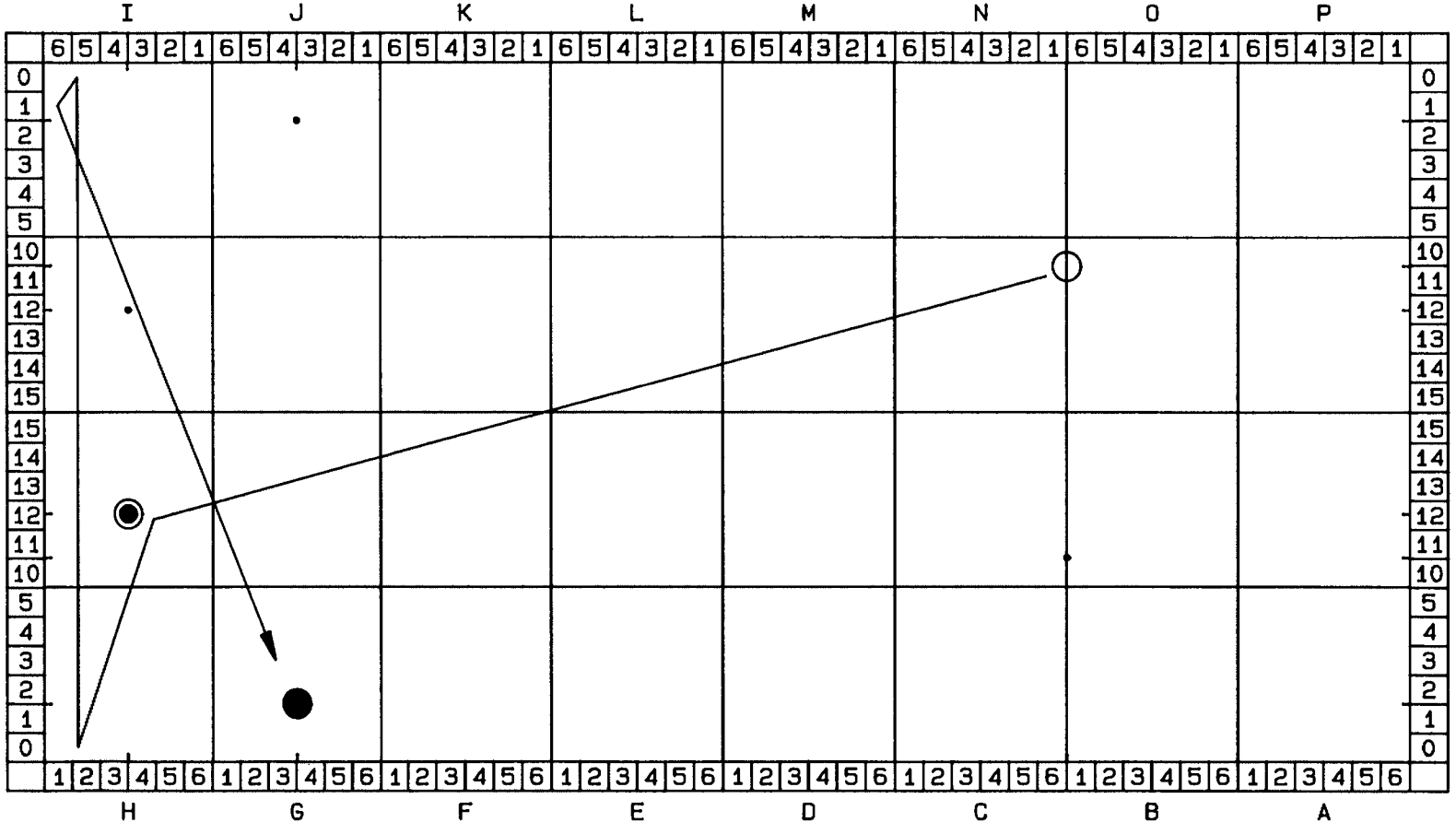
SHOT A-7

VALUE 7 (11)



Three cushion shot

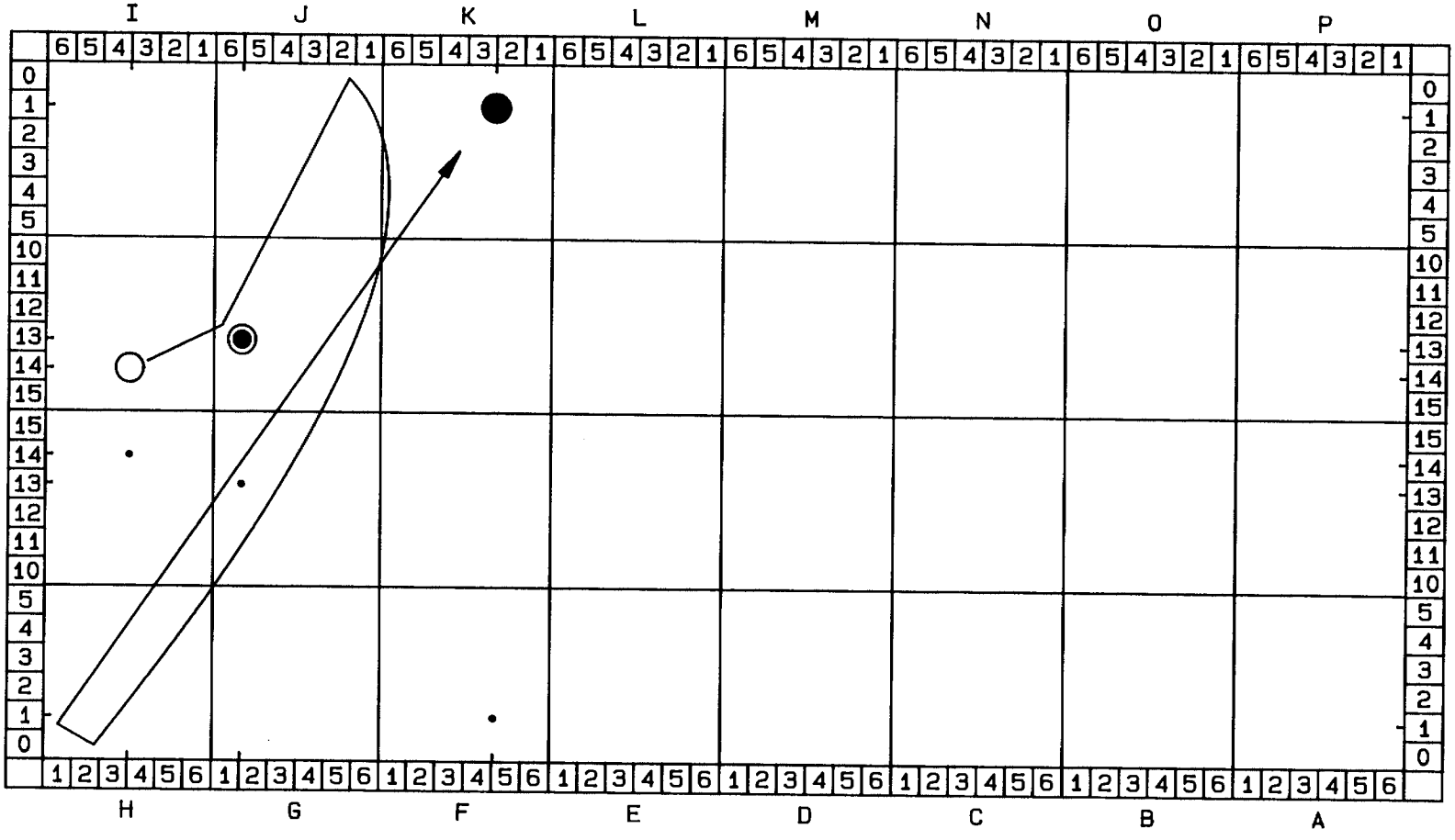
SHOT A-8 VALUE 8



Three or four cushion reverse shot

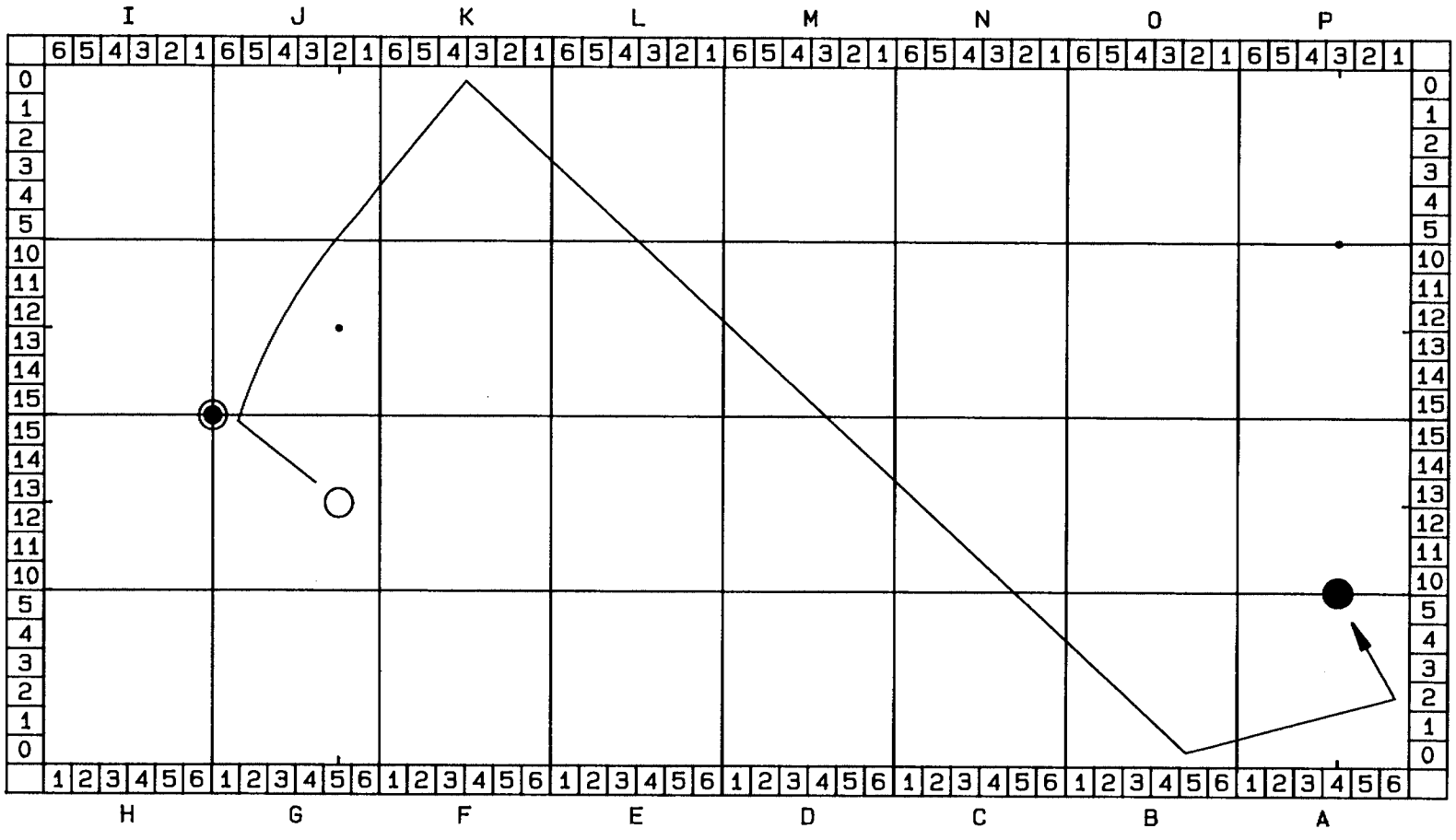
SHOT A-9

VALUE 8



Three cushion reverse shot

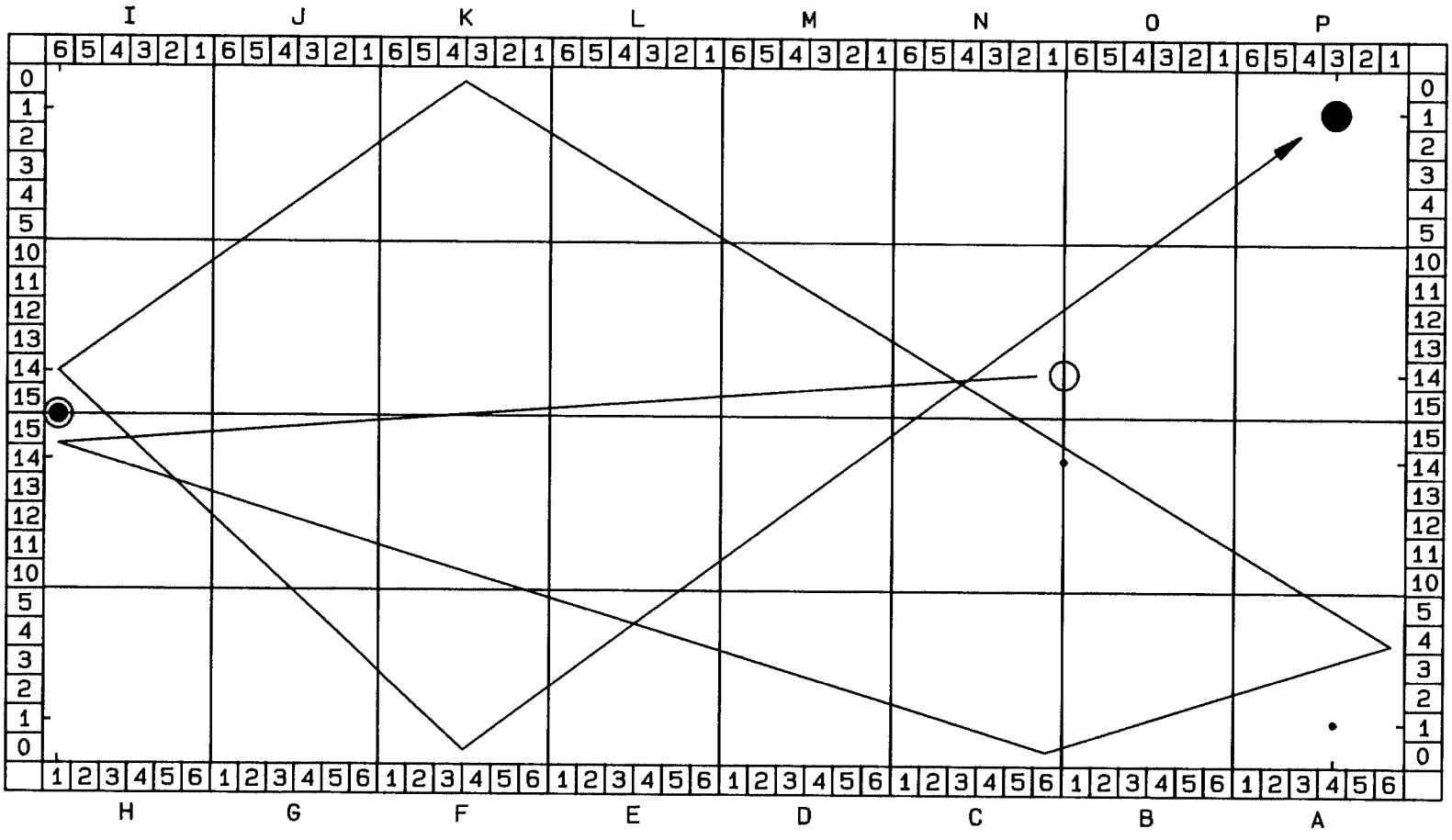
SHOT A-10 VALUE 8 (deleted)



Three cushion reverse shot

SHOT A-11

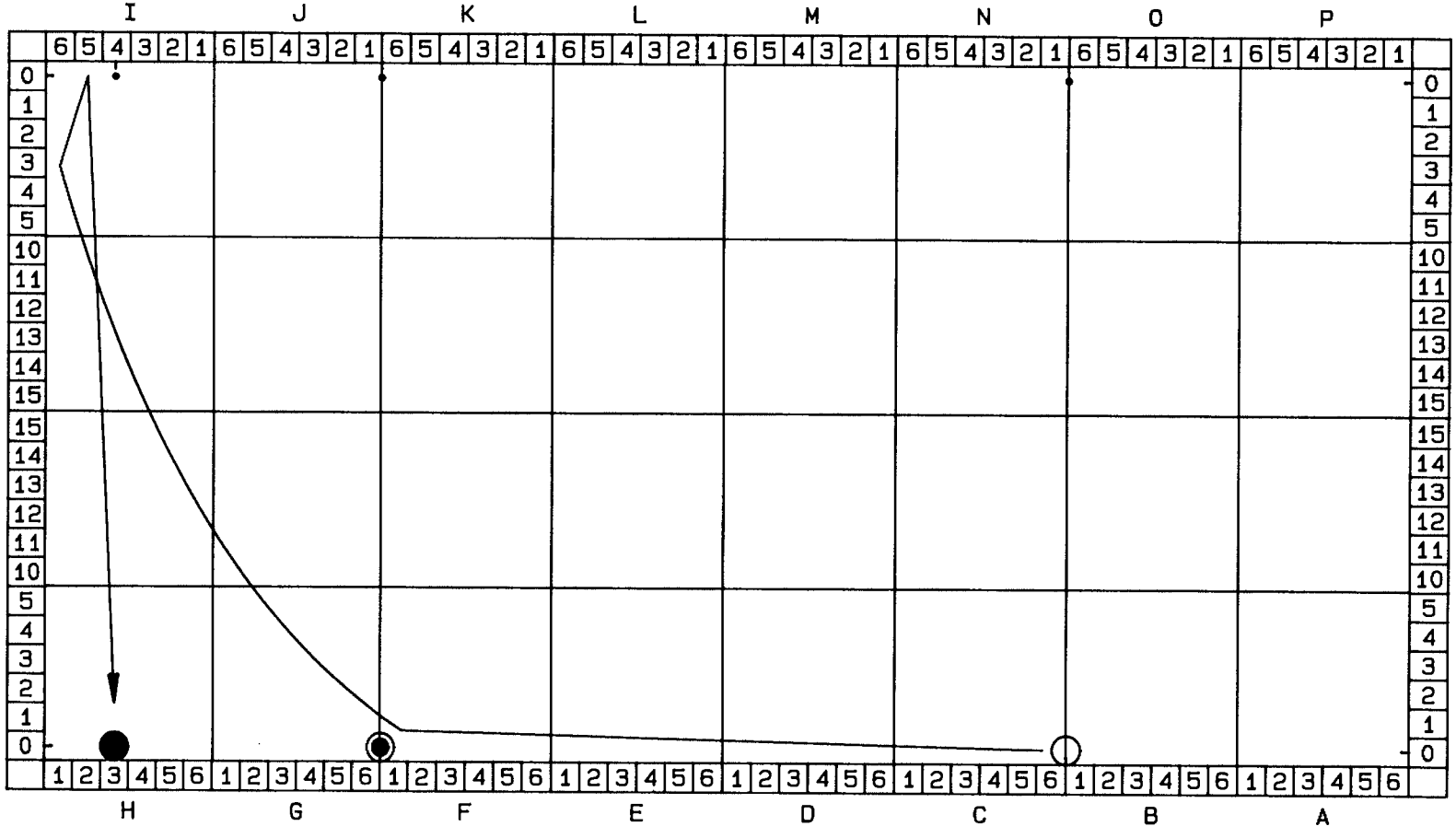
VALUE 8



Six cushion shot

SHOT A-12

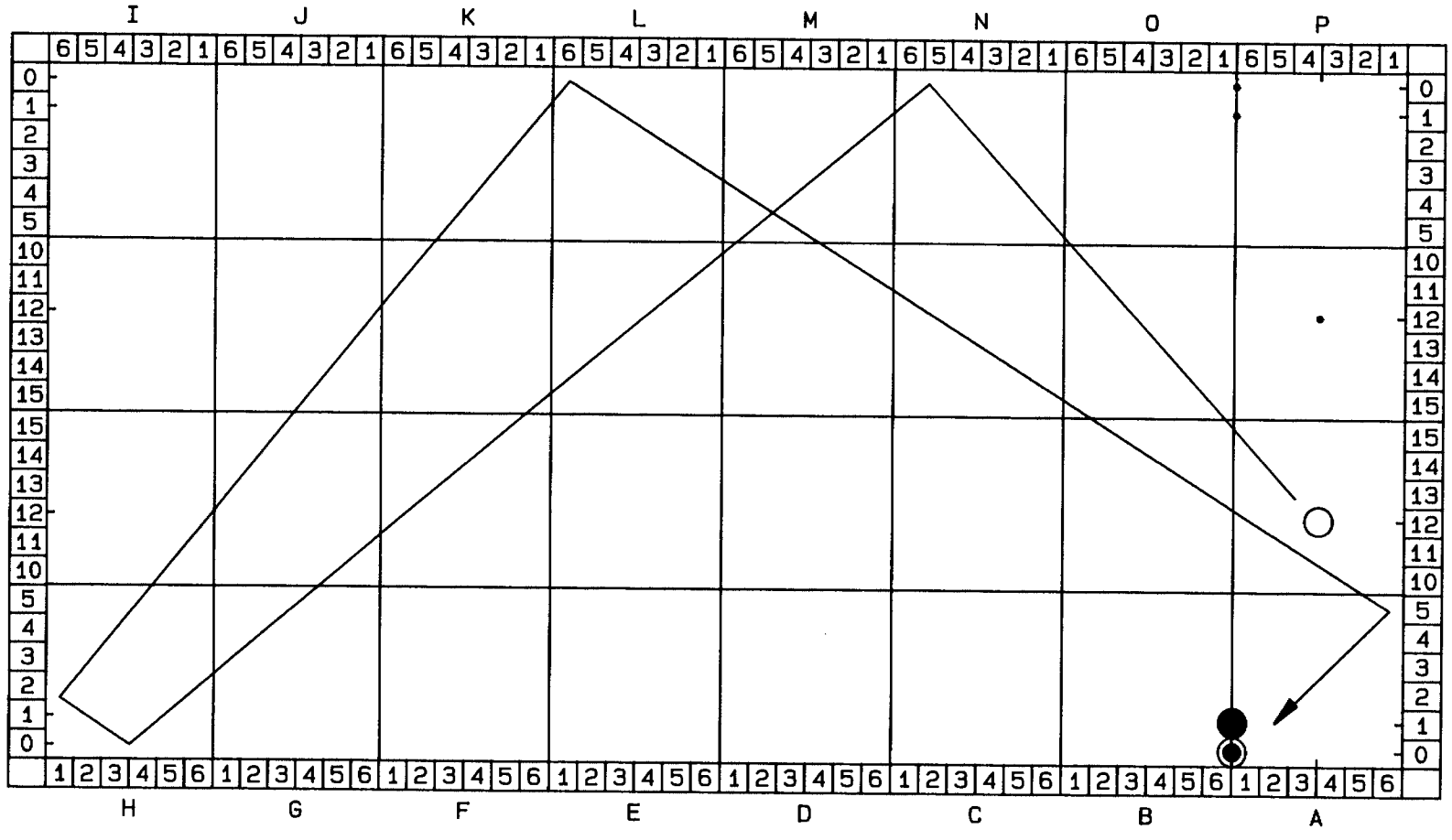
VALUE 10 (9)



Two or three cushion reverse shot (end rail first)

SHOT B-1

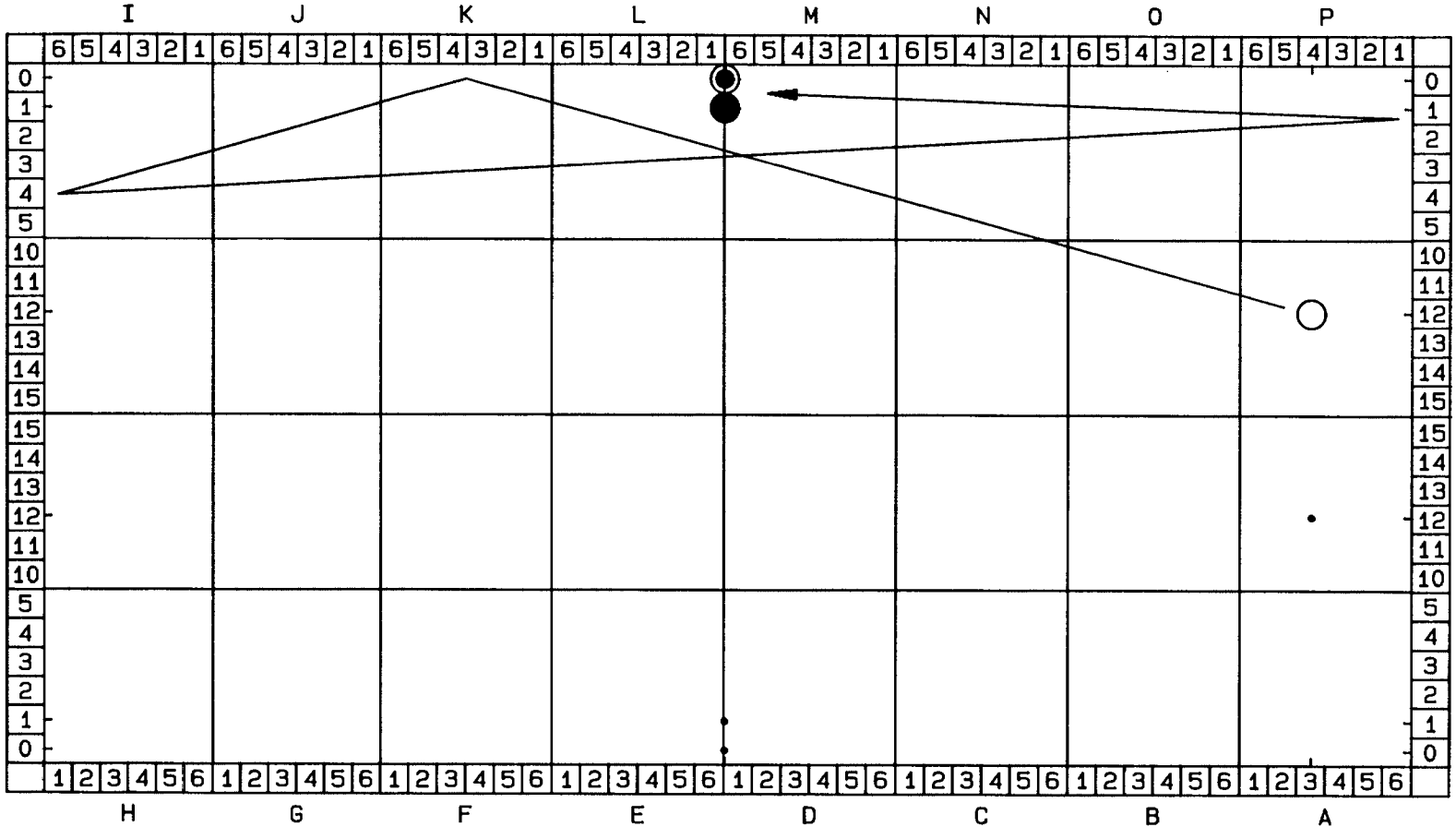
VALUE 4



Five cushion reverse shot

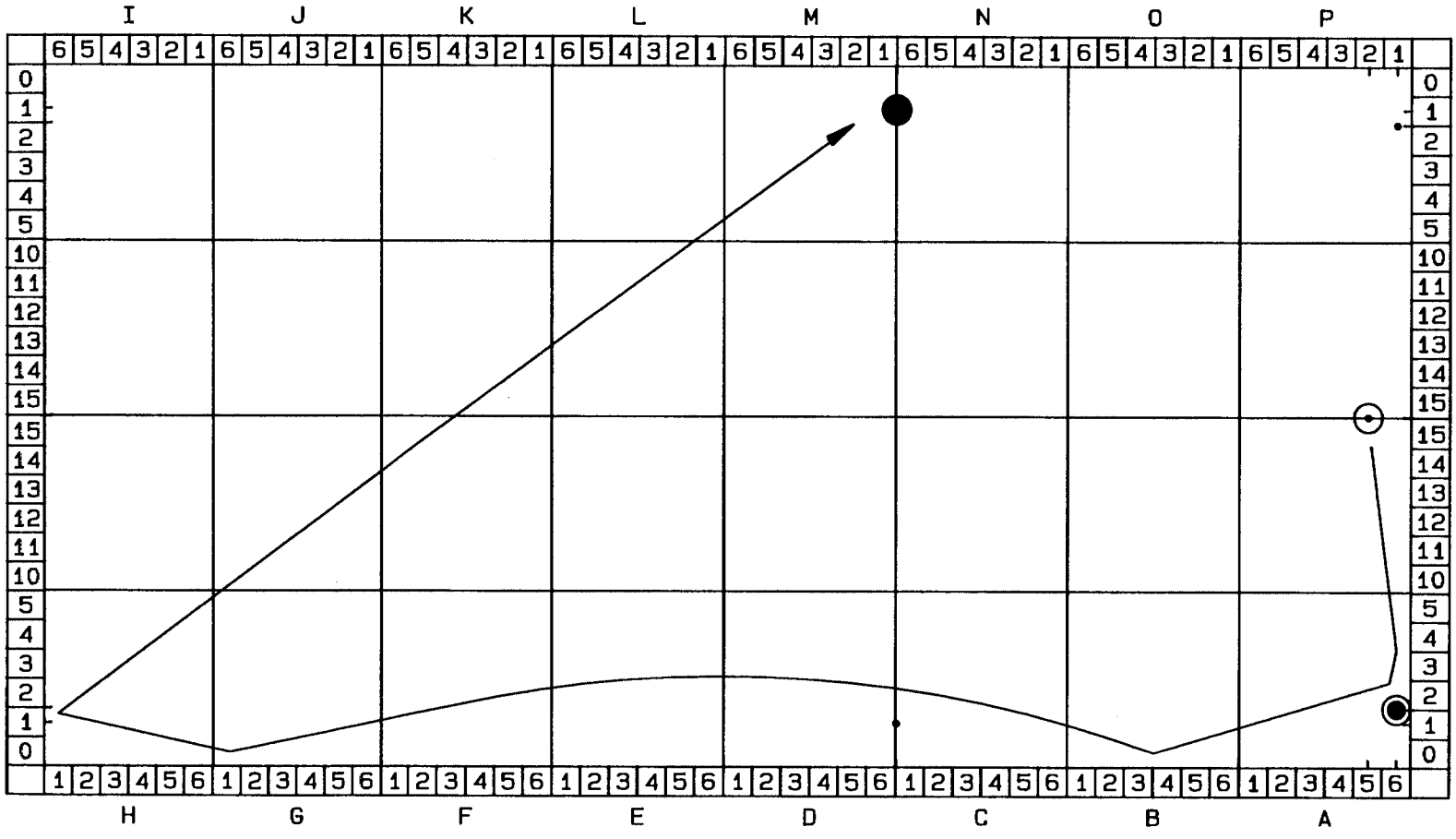
SHOT B-2

VALUE 4



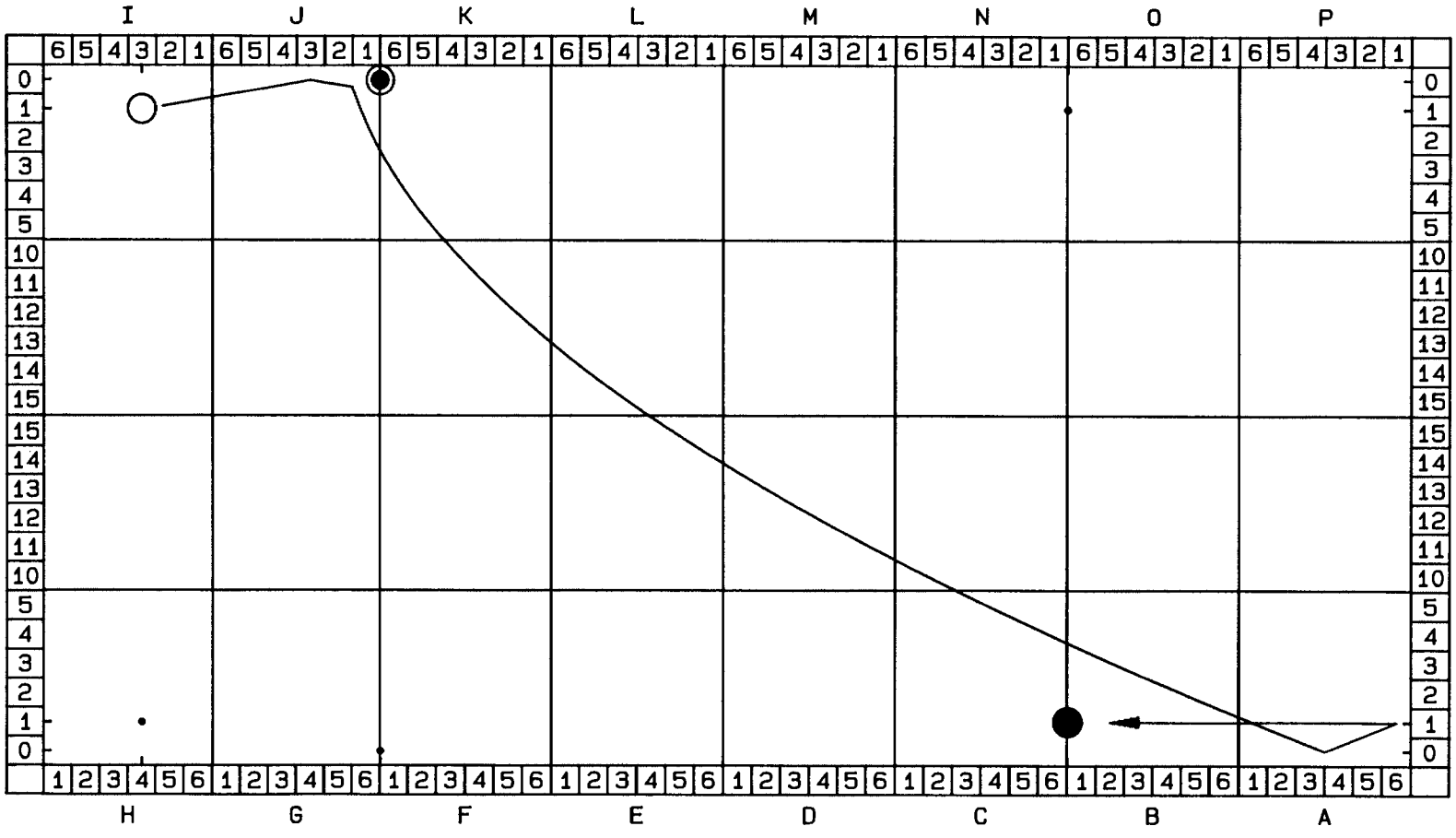
Three cushion reverse shot

SHOT B-3 VALUE 4



Four cushion shot

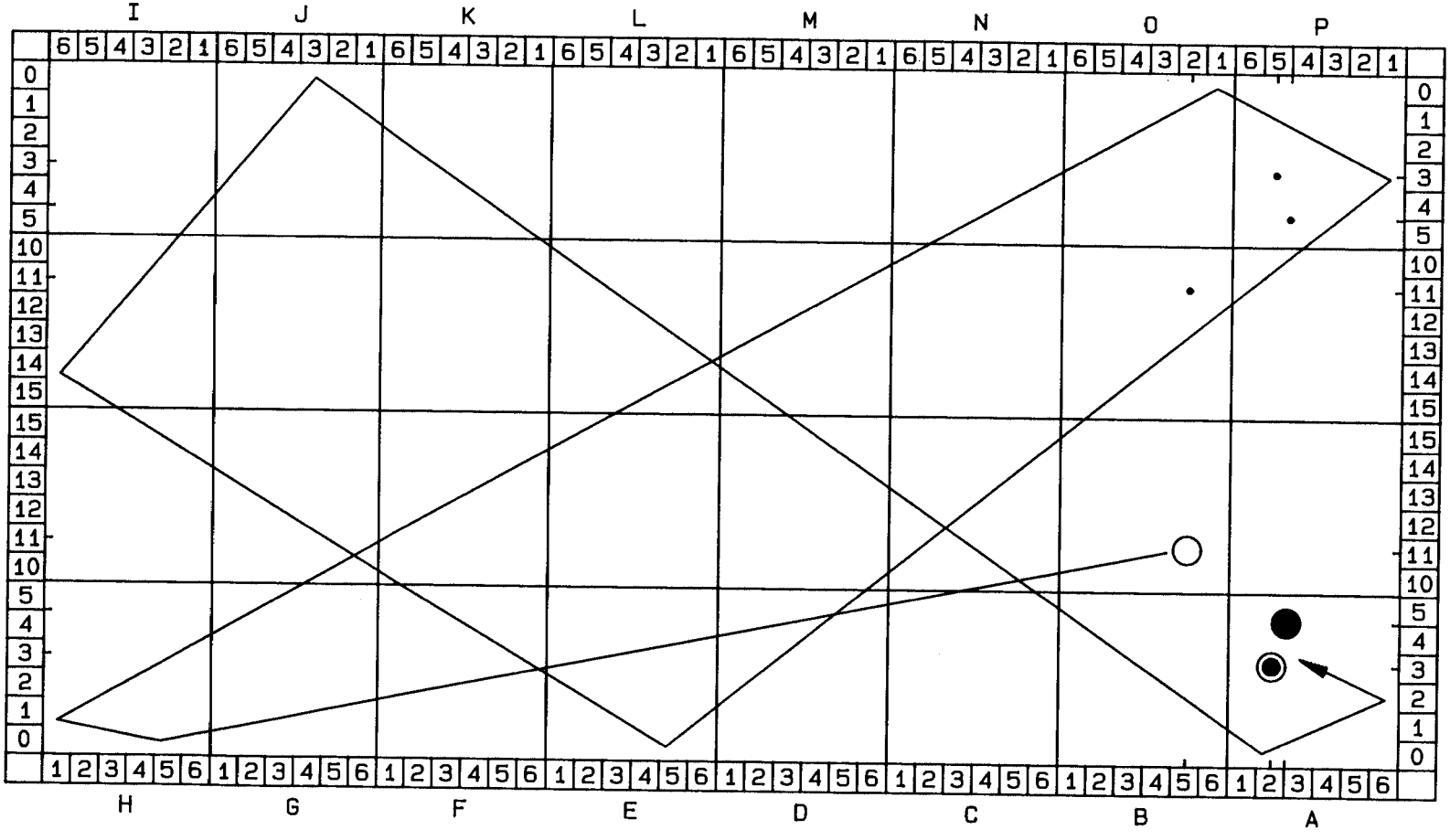
SHOT B-4 VALUE 5 (4)



Three cushion reverse shot

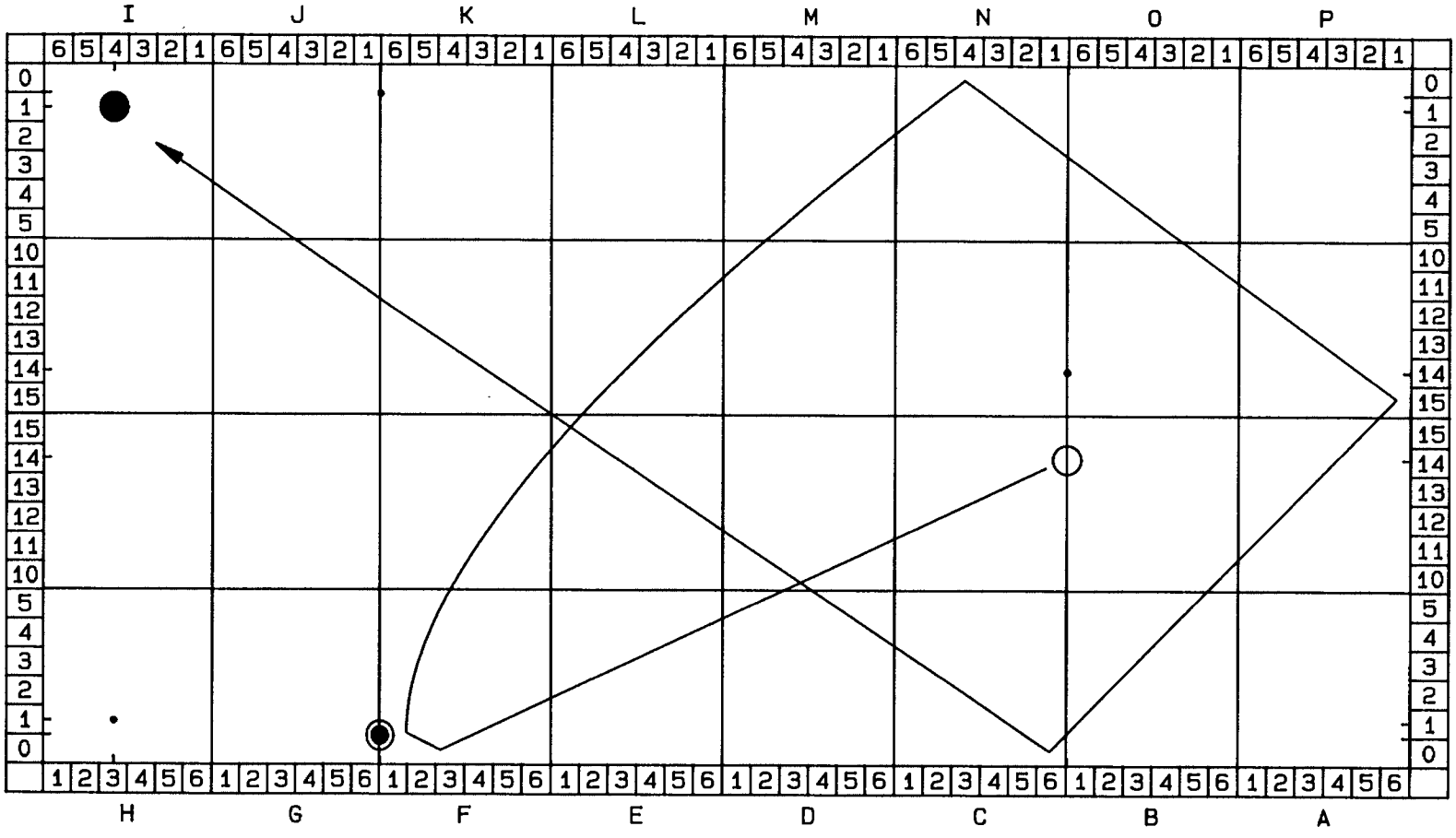
SHOT B-5

VALUE 6



Nine cushion shot

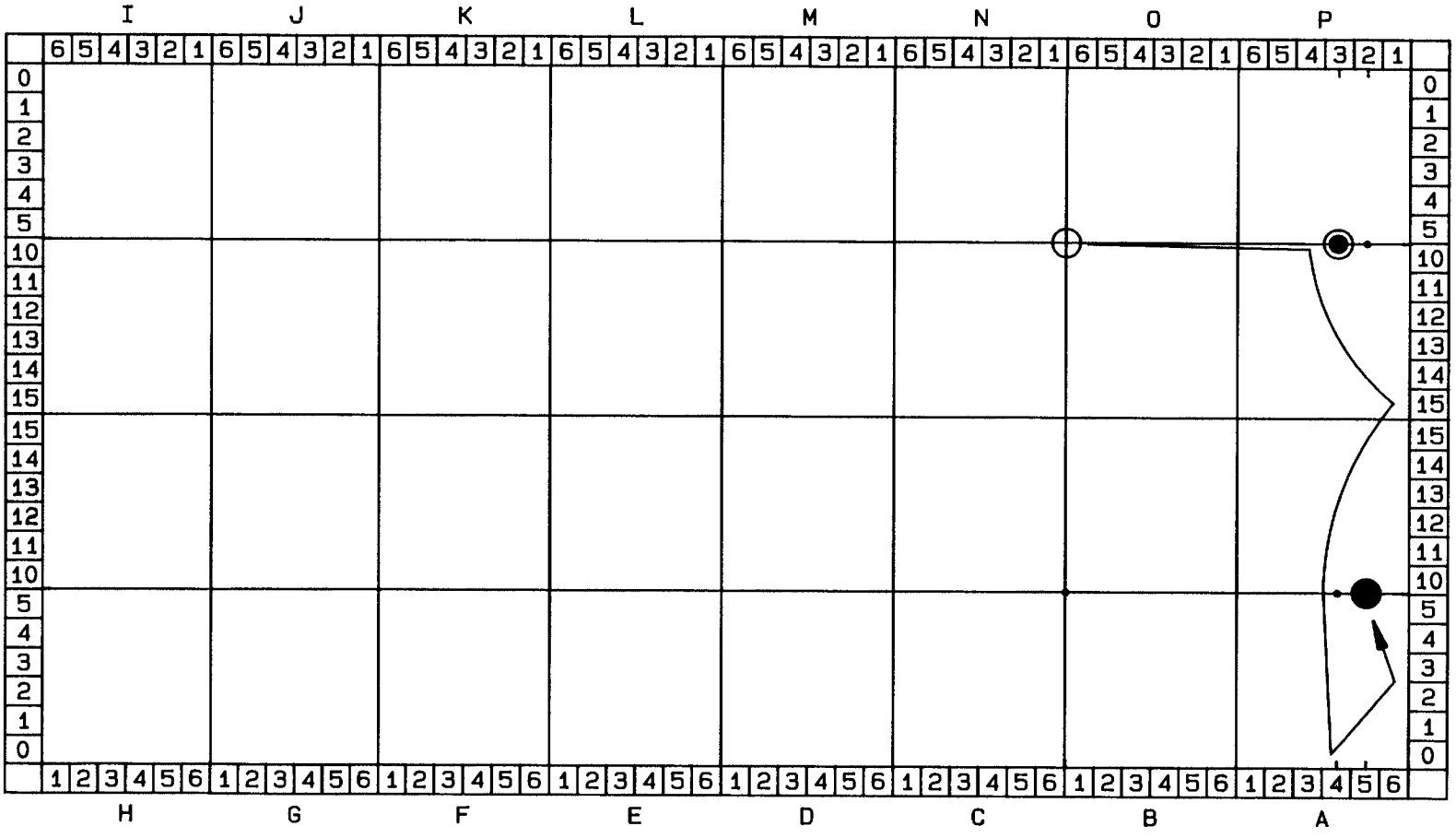
SHOT B-6 VALUE 9



Four cushion draw shot

SHOT C-1

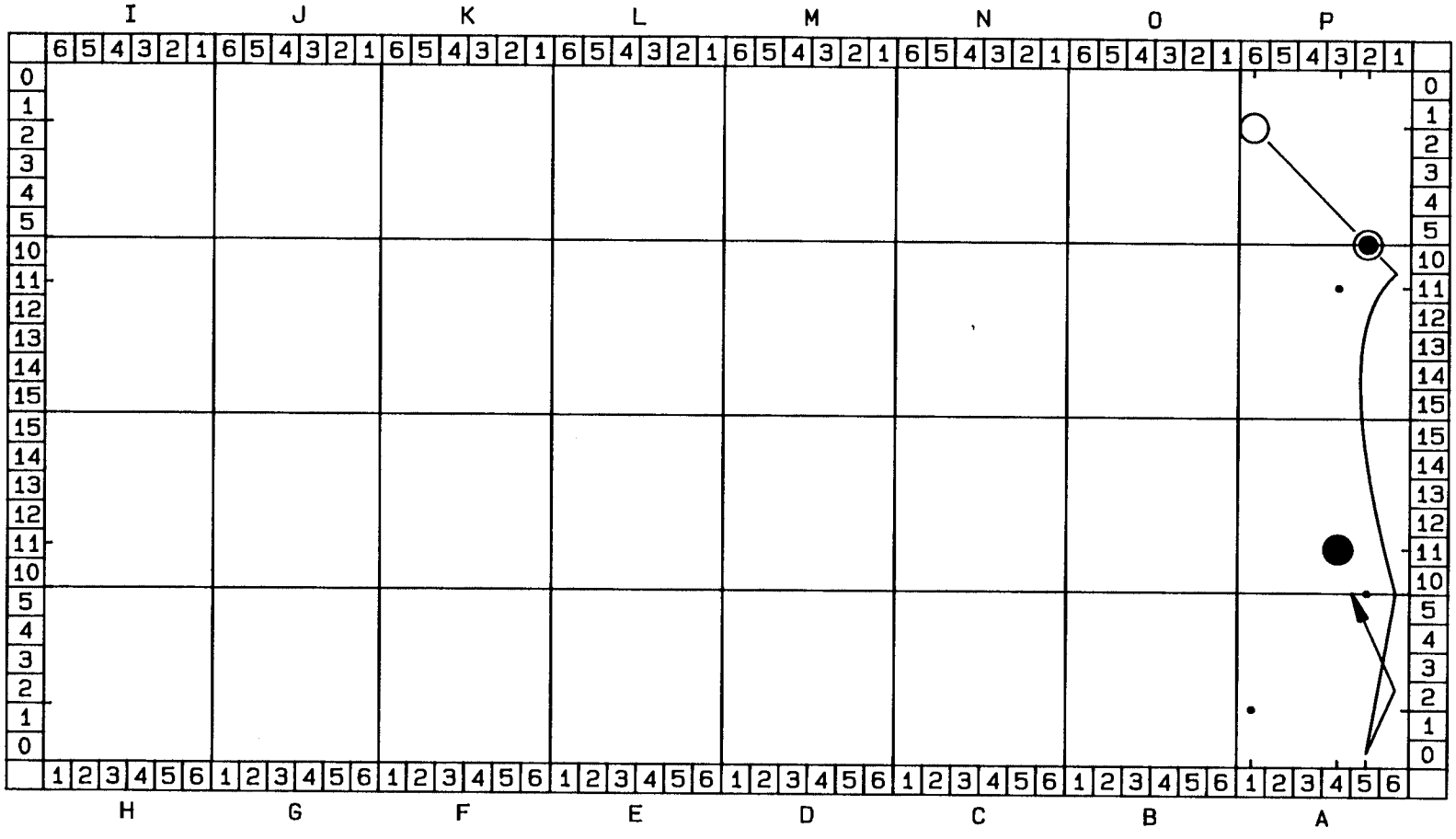
VALUE 4



Three cushion reverse shot

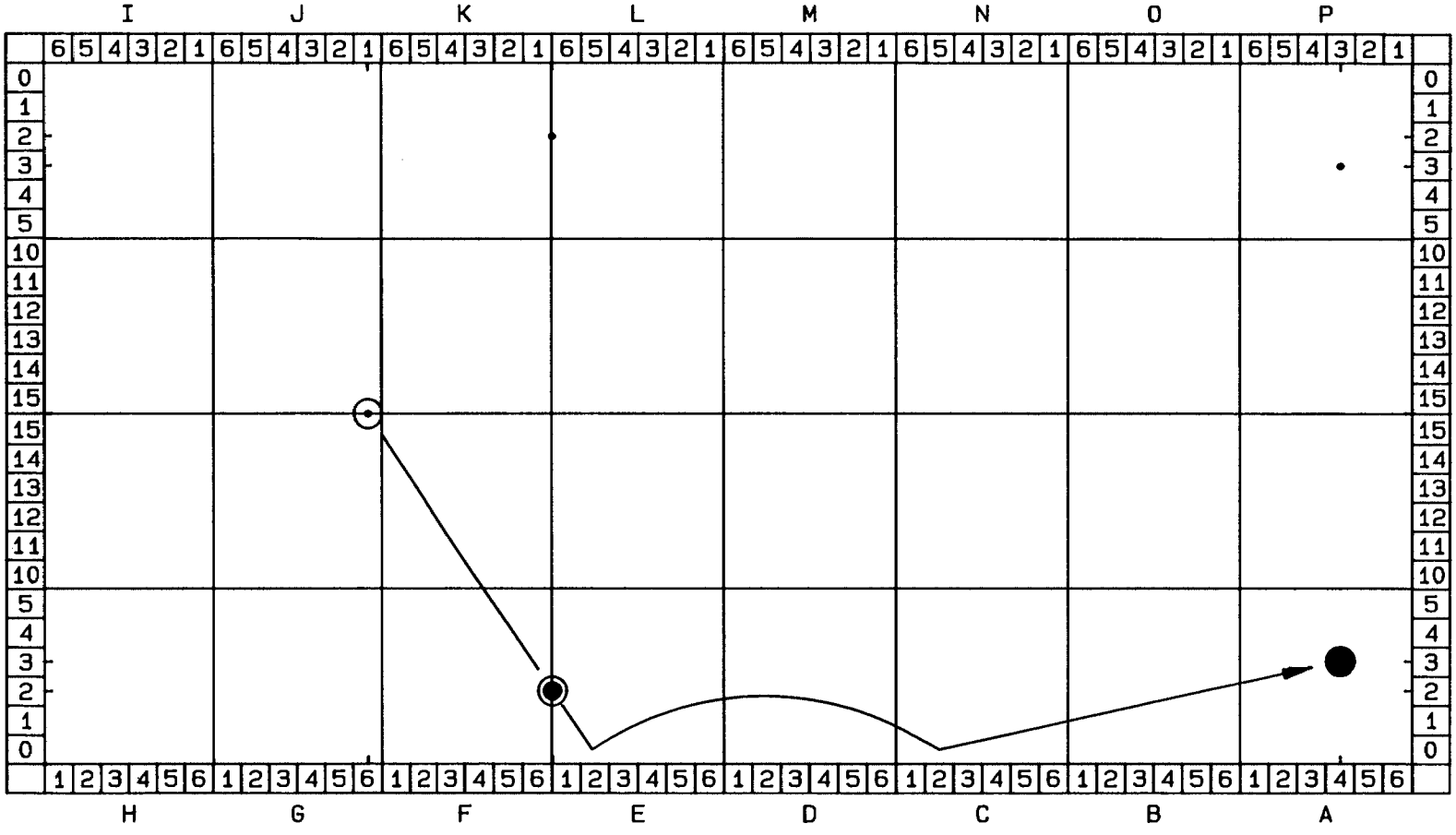
SHOT C-2

VALUE 4



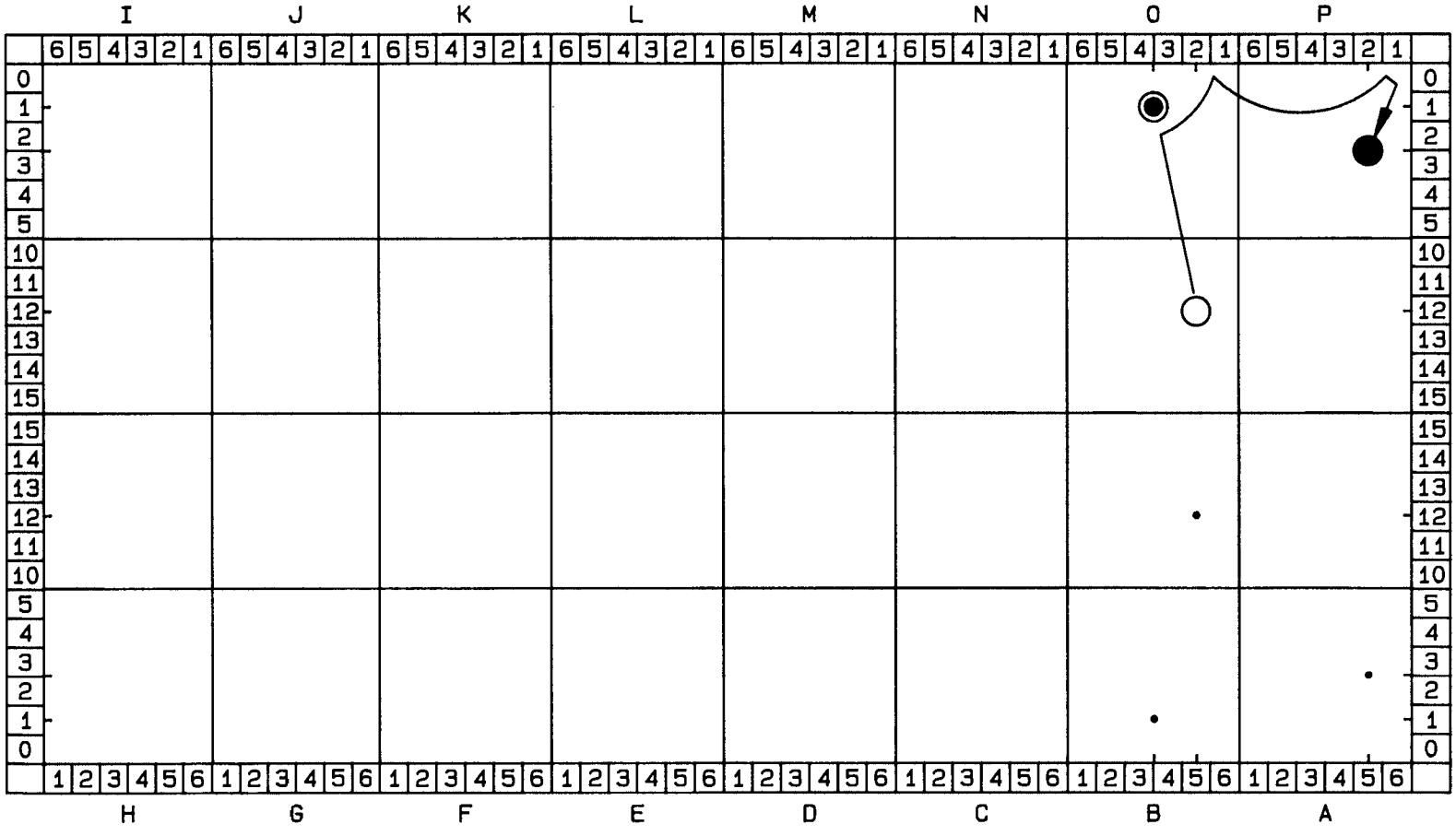
Four cushion reverse shot

SHOT C-3 VALUE 5 (4)



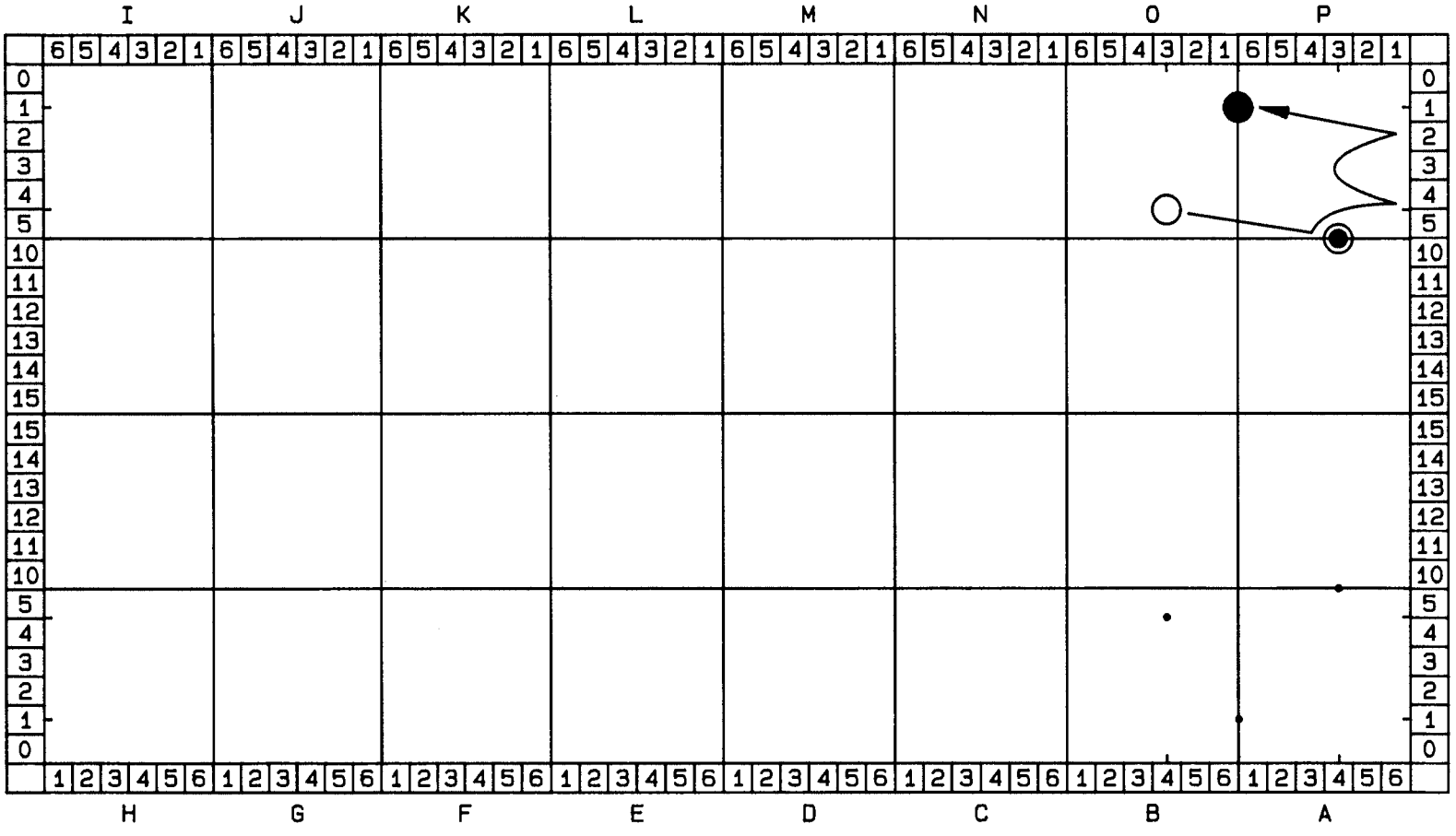
Two cushion shot (or 3, end last)

SHOT C-4 VALUE 4 (5)



Three cushion shot

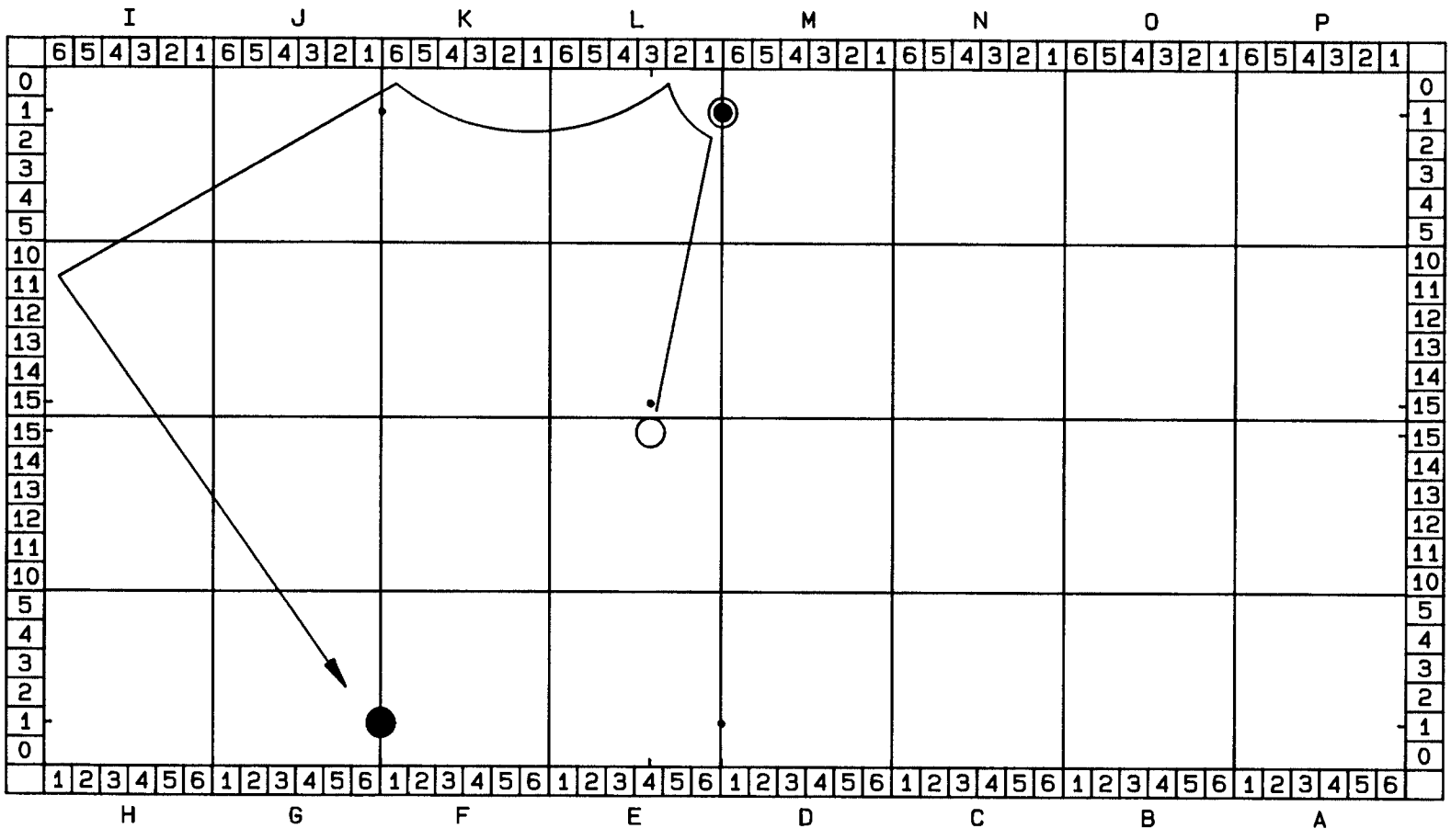
SHOT C-5 VALUE 7



Two or three cushion shot

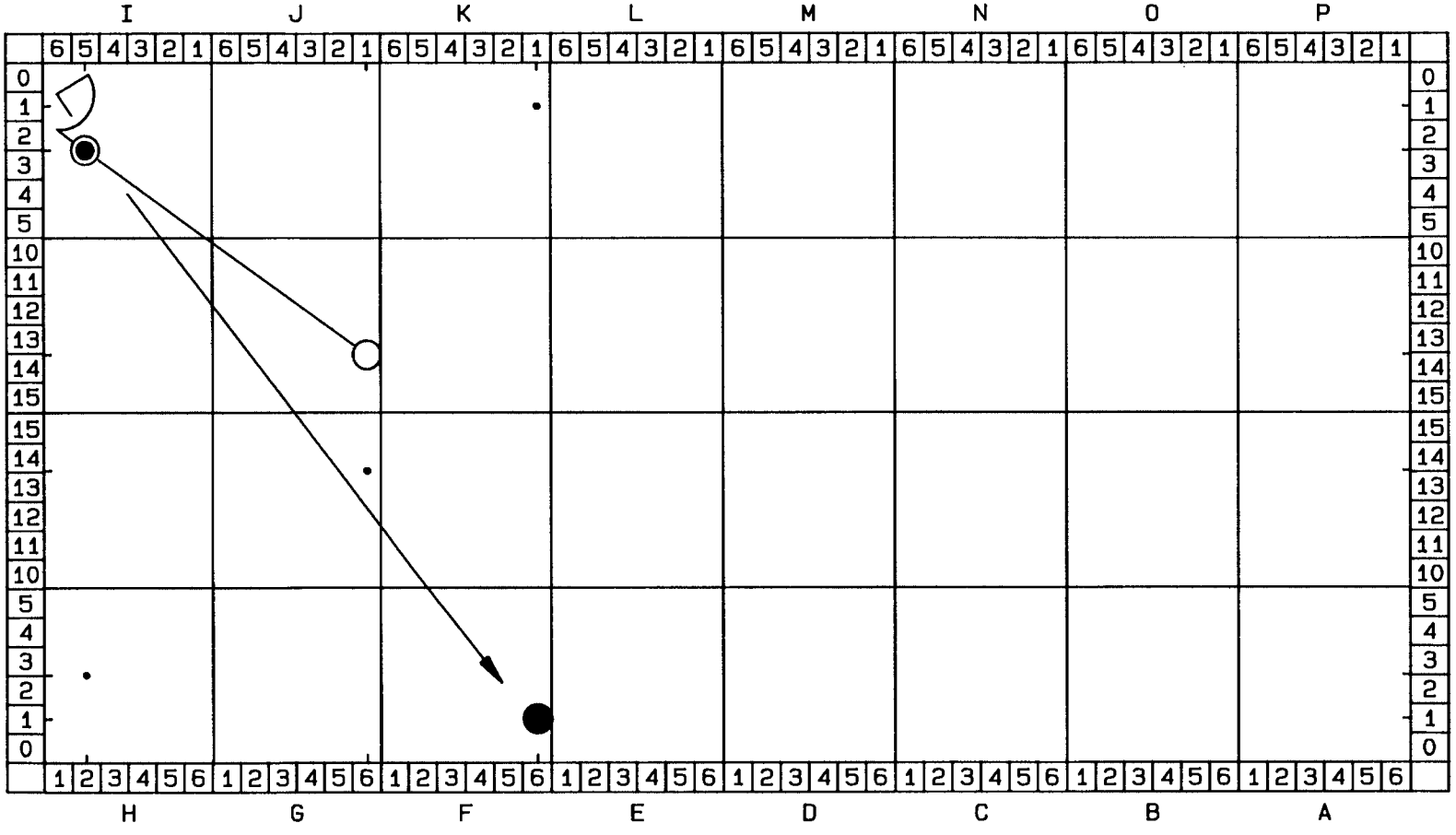
SHOT C-6

VALUE 7

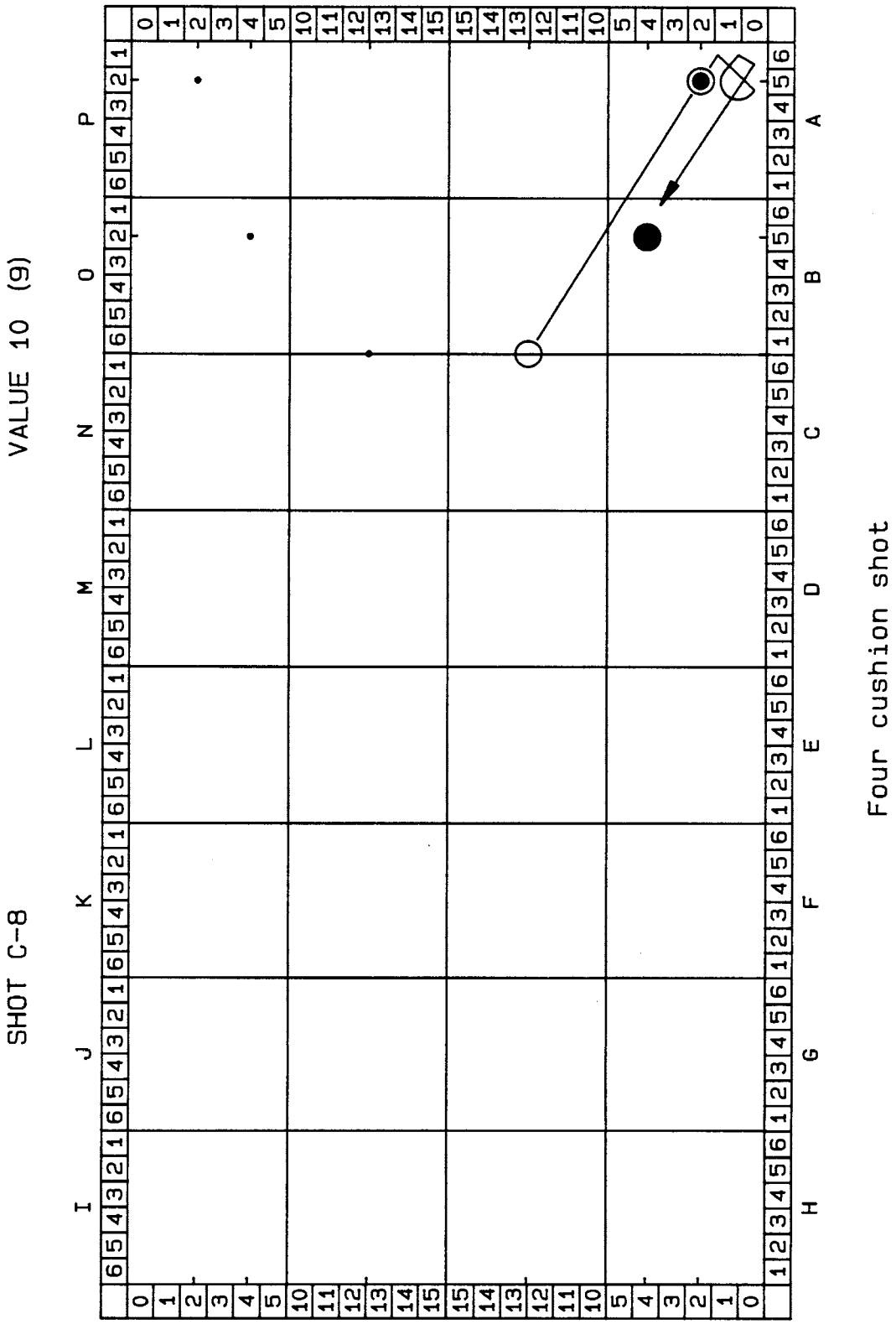


Three cushion shot

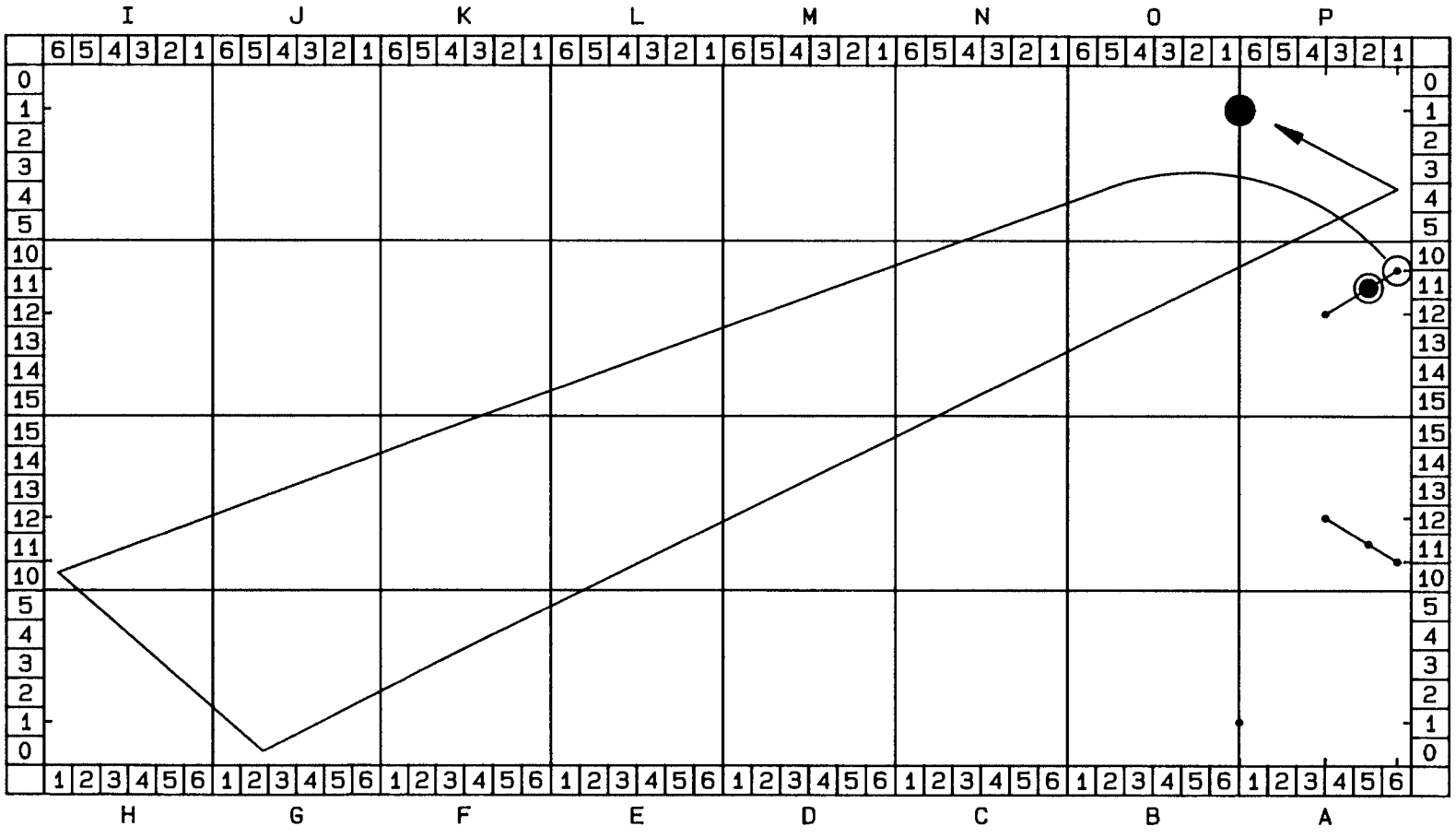
SHOT C-7 VALUE 9



Three cushion reverse shot

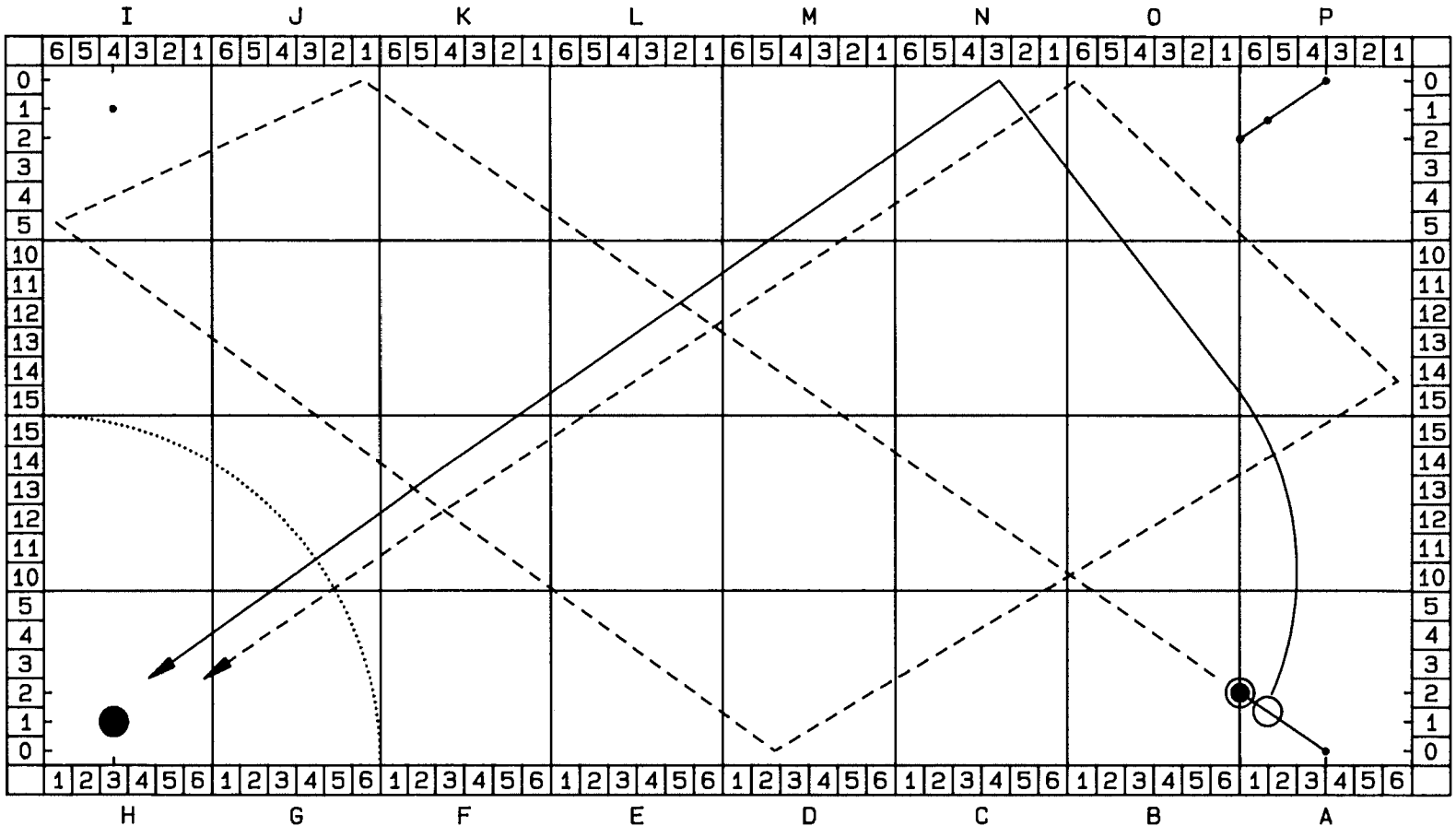

SHOT C-8
VALUE 10 (9)
Four cushion shot

SHOT D-1 VALUE 4



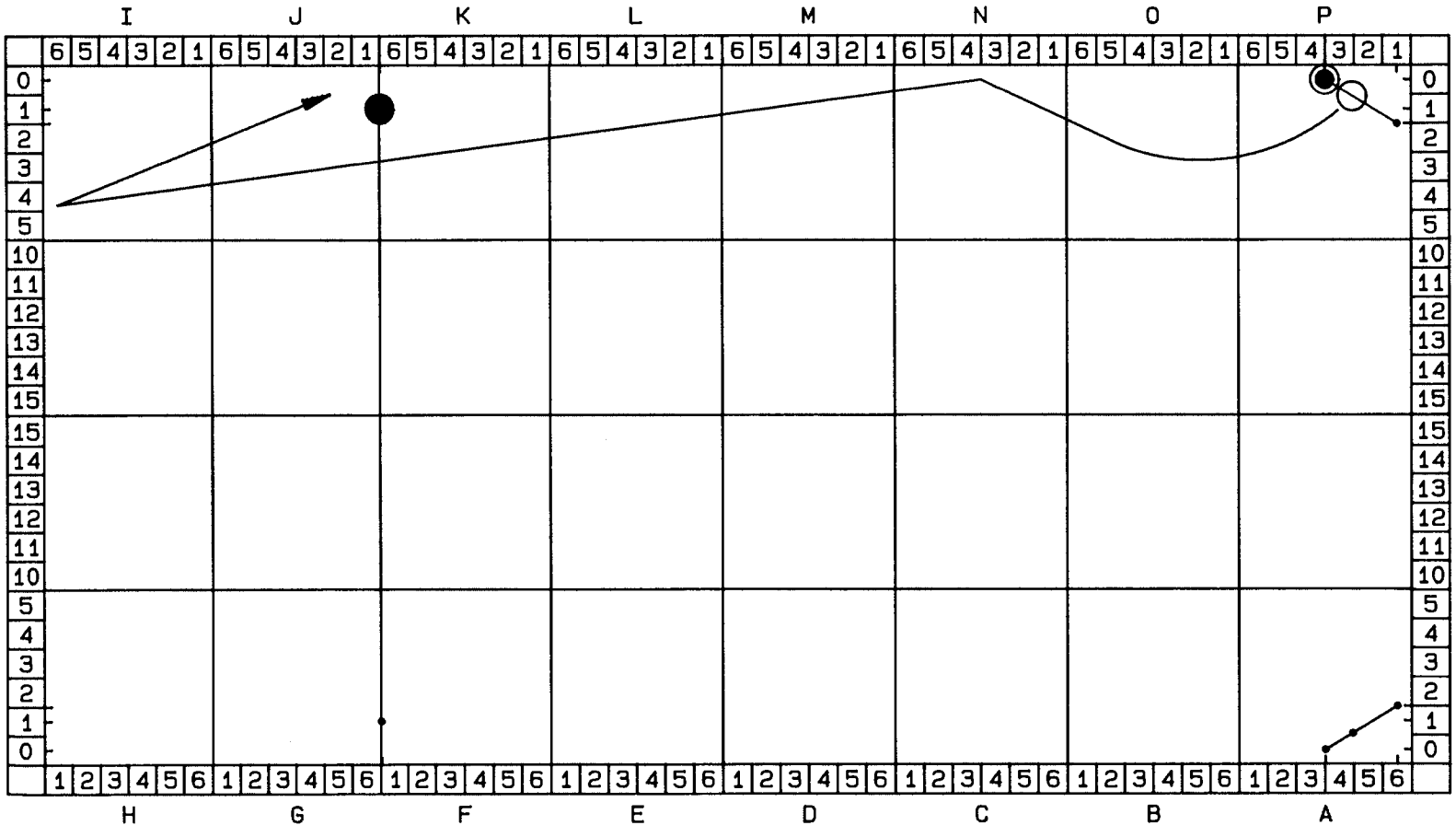
Three cushion shot

SHOT D-2 VALUE 4



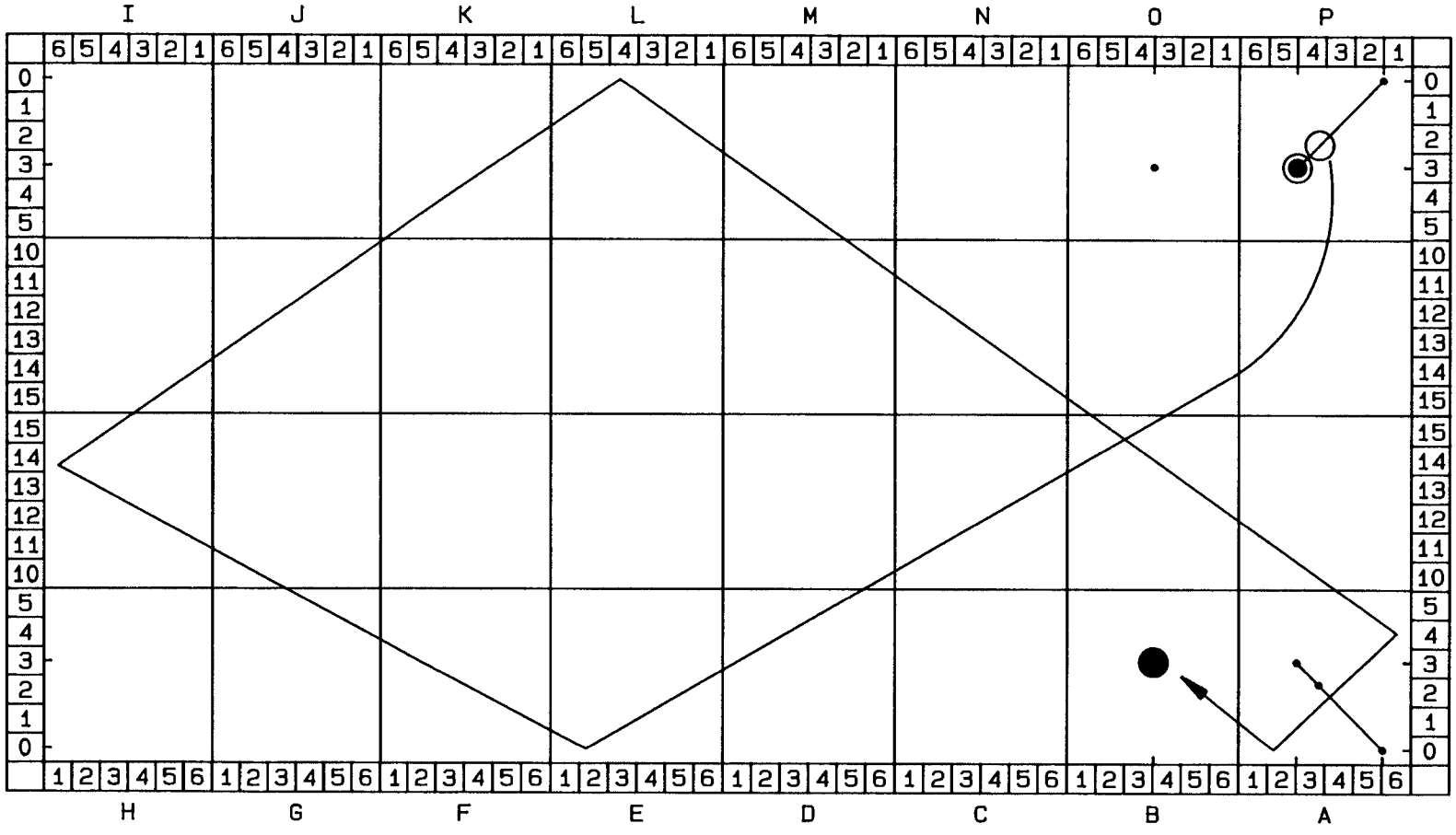
One cushion gather shot

SHOT D-3 VALUE 4



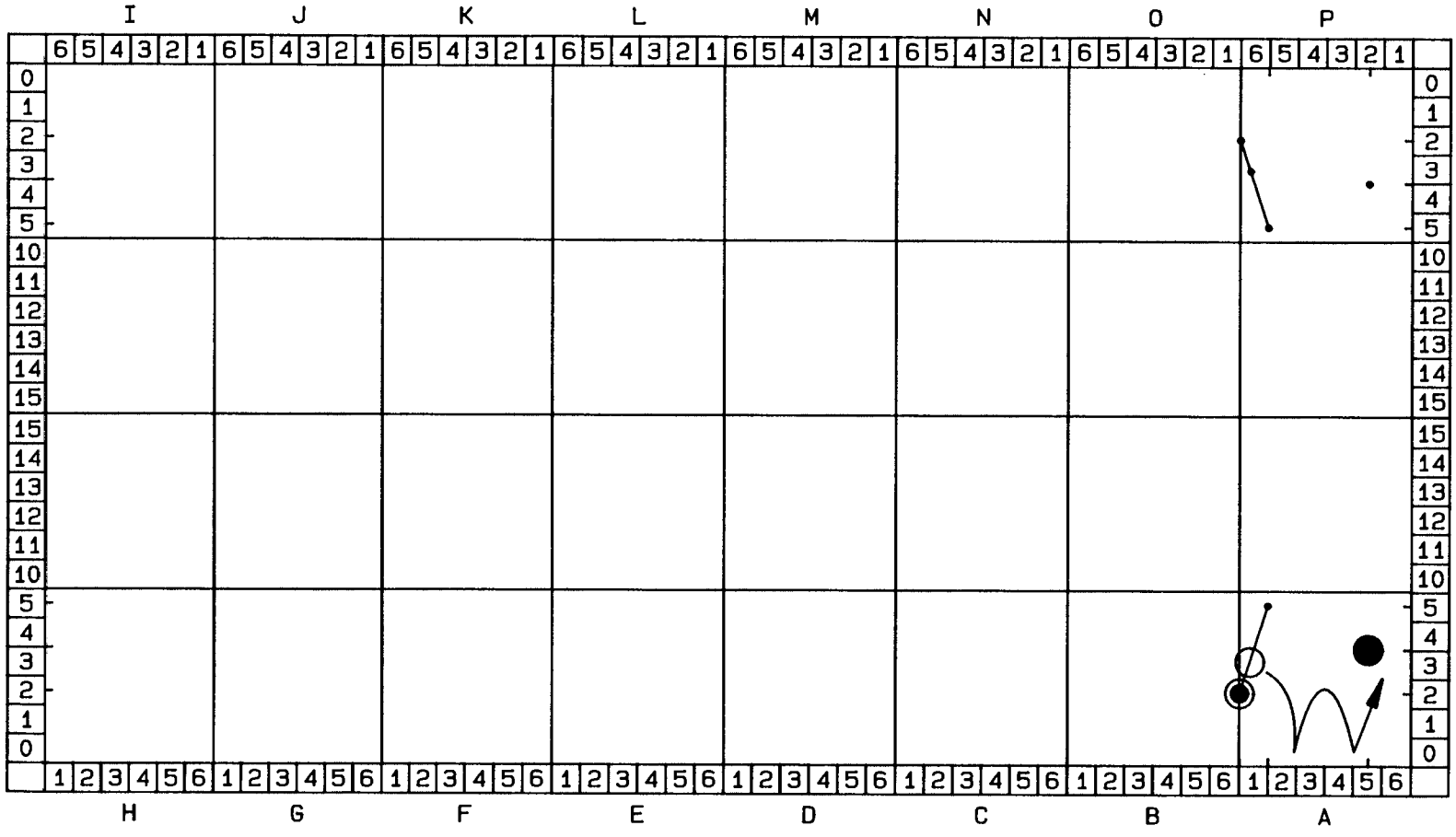
Two or three cushion reverse shot

SHOT D-4 VALUE 6



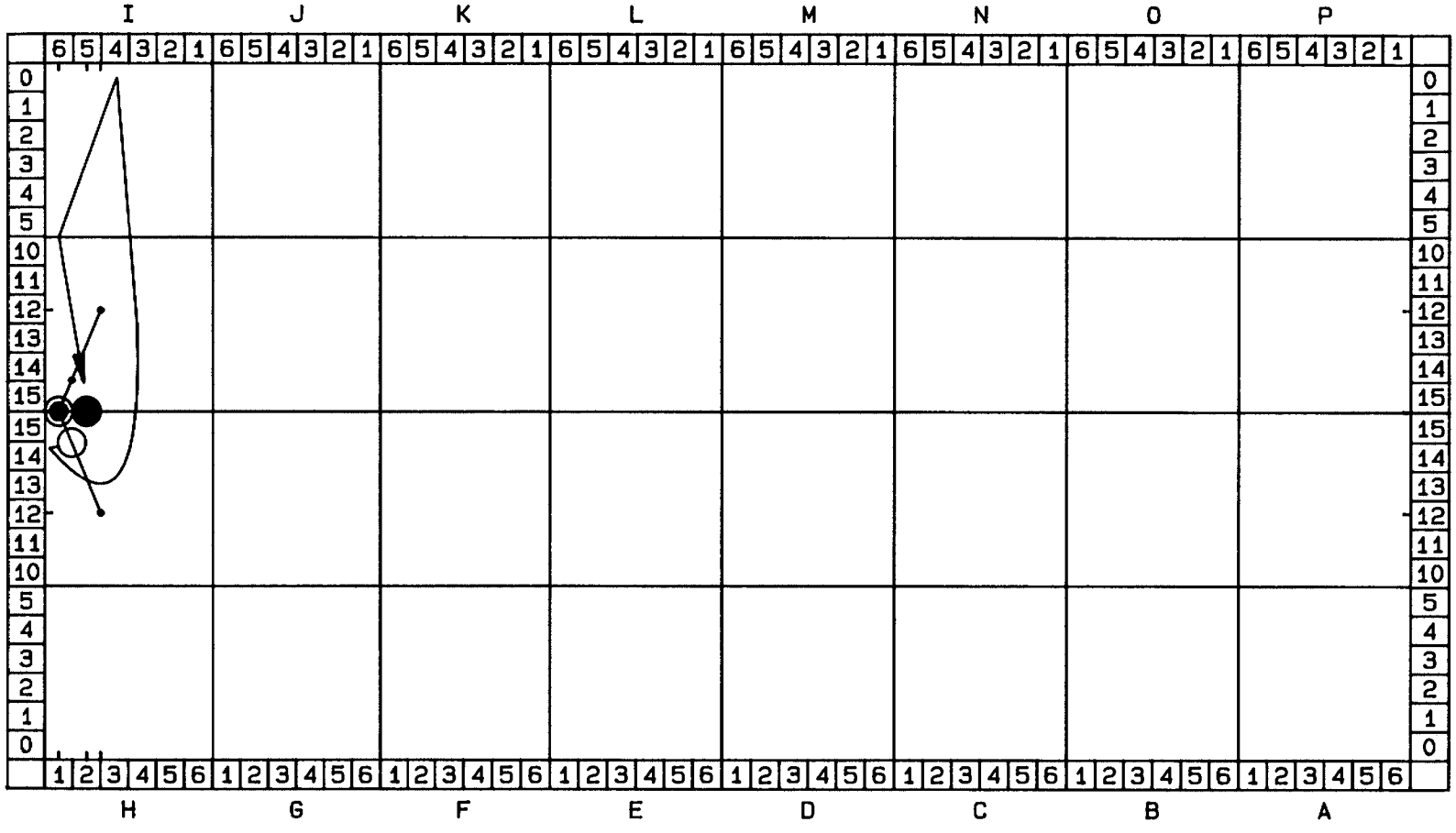
Five cushion shot

SHOT D-5 VALUE 7 (6)



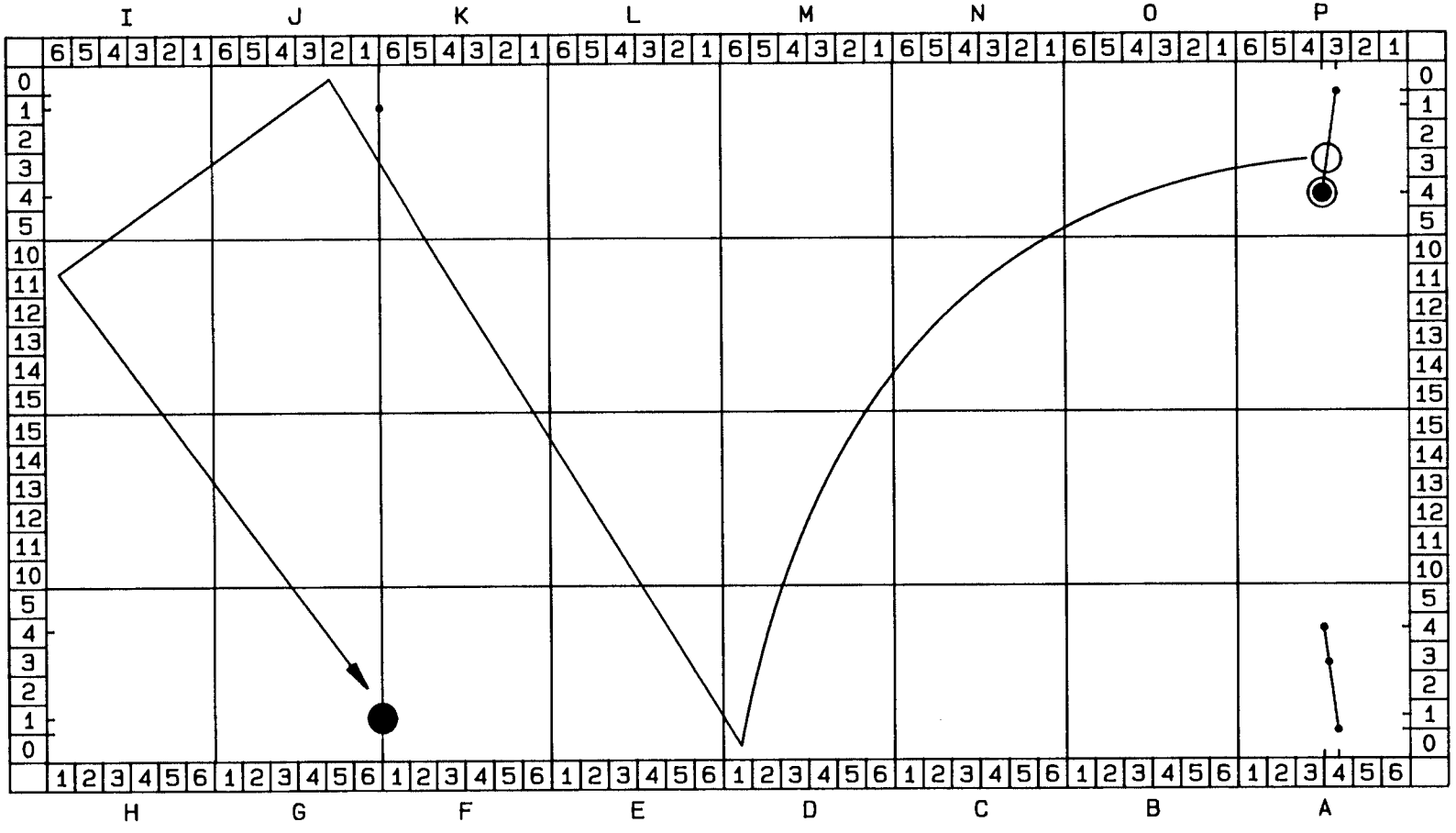
Two or three cushion shot

SHOT D-6 VALUE 6 (7)

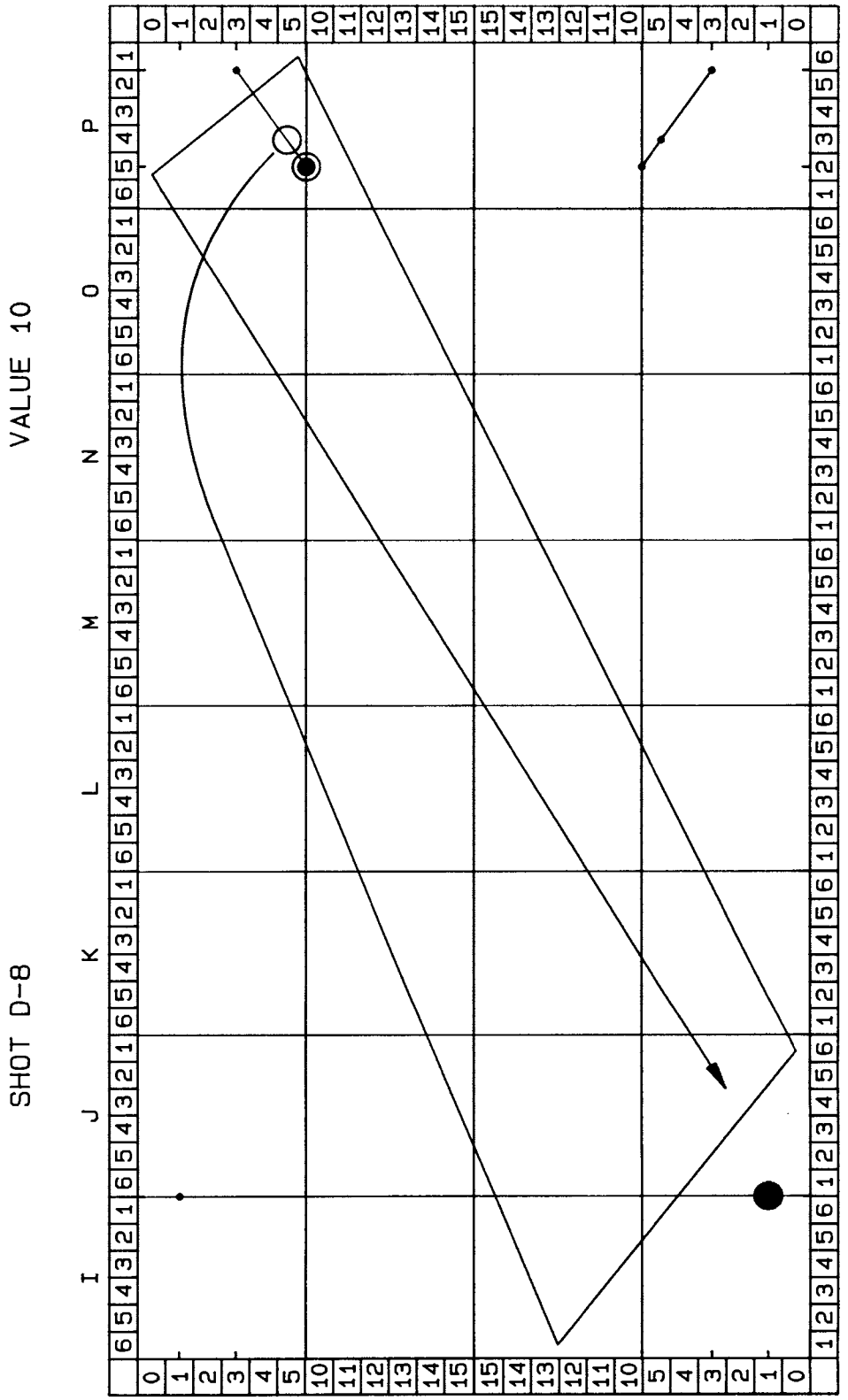


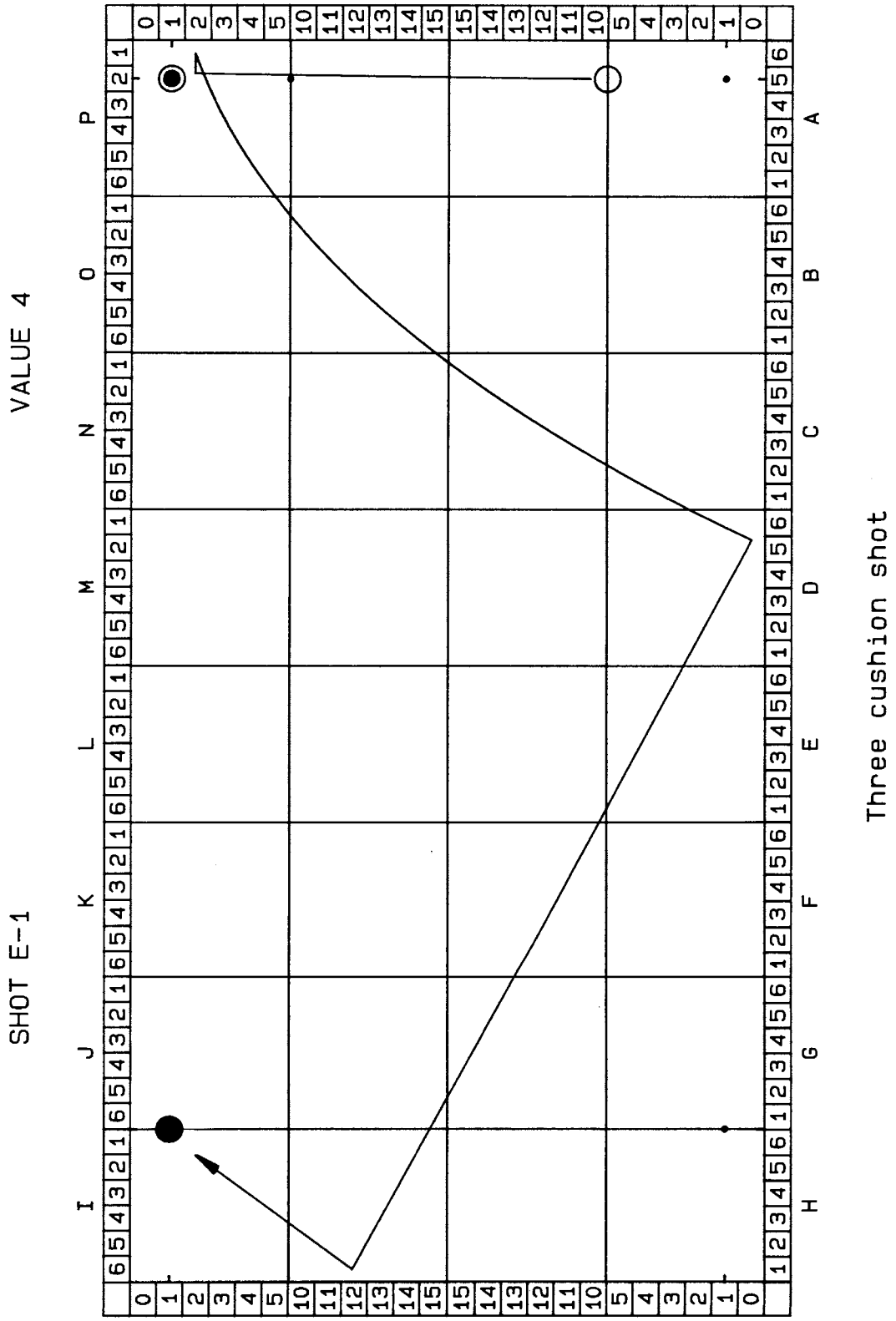
Two (end-side) or three cushion shot

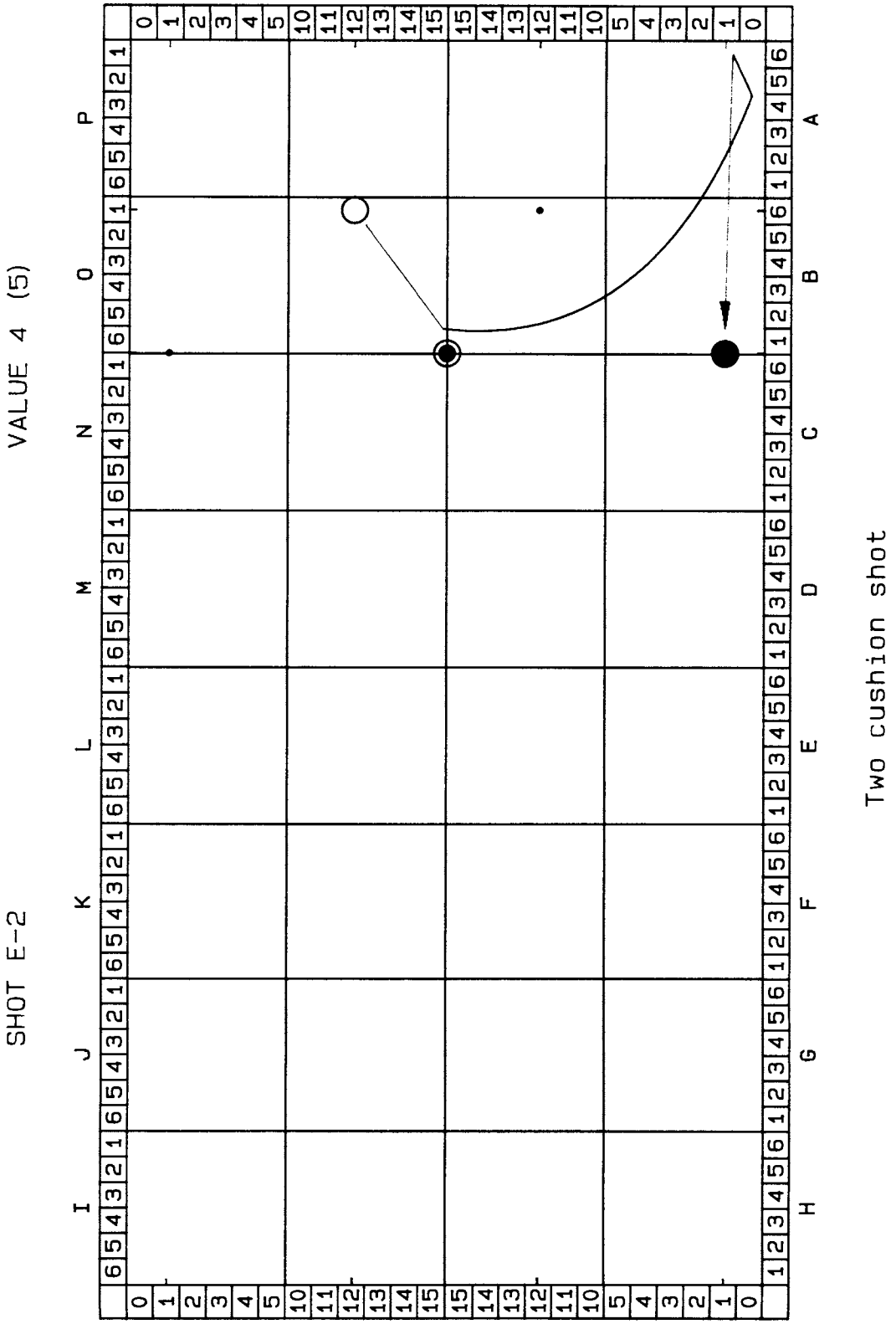
SHOT D-7 VALUE 8 (7)



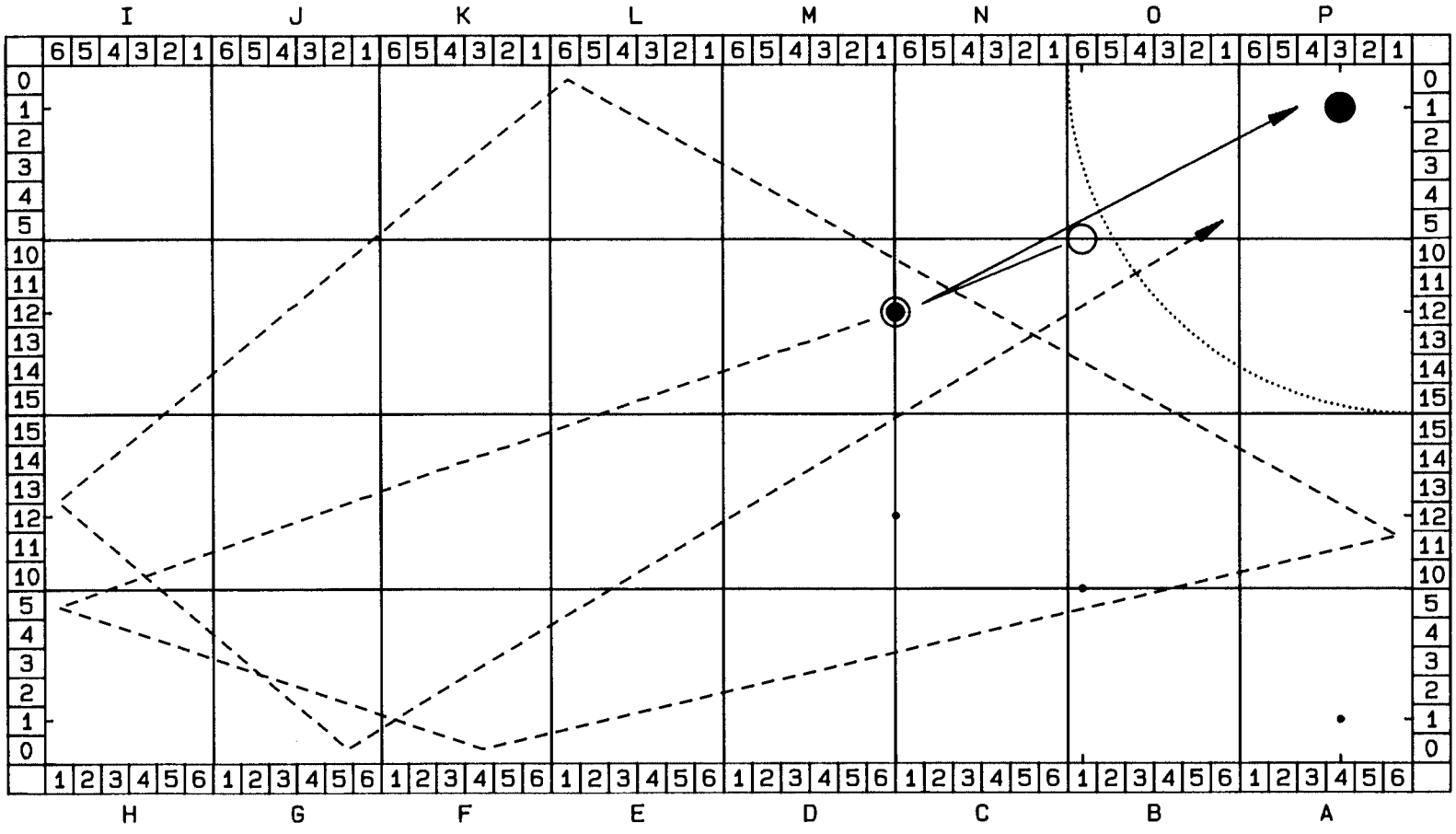
Three cushion reverse shot


SHOT D-8
VALUE 10
I J K L M N O P
H G F E D C B A
Four cushion shot


SHOT E-1
VALUE 4
Three cushion shot

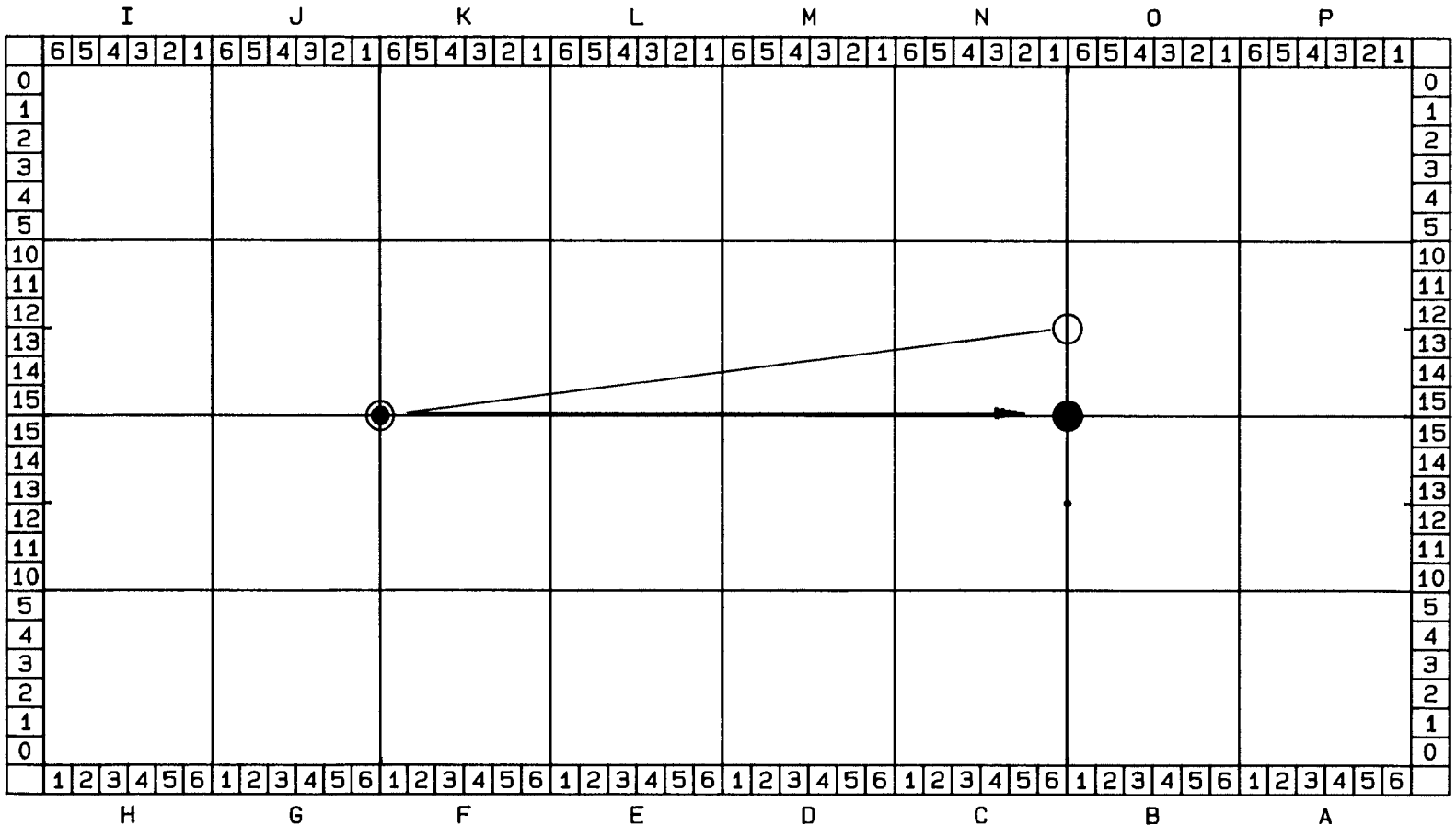

SHOT E-2
VALUE 4 (5)
Two cushion shot

SHOT E-3 VALUE 5



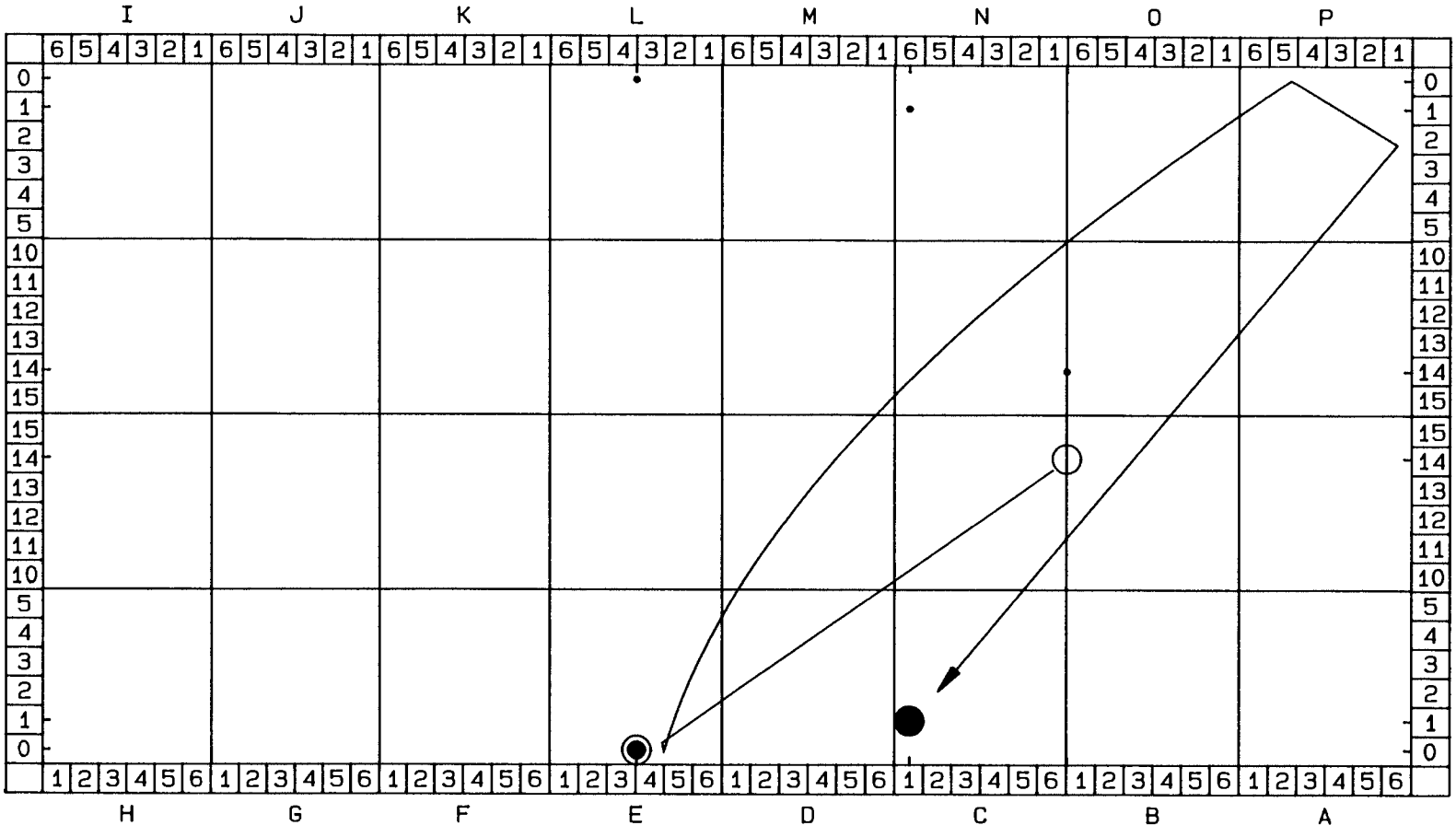
Gather shot

SHOT E-4 VALUE 7 (deleted)



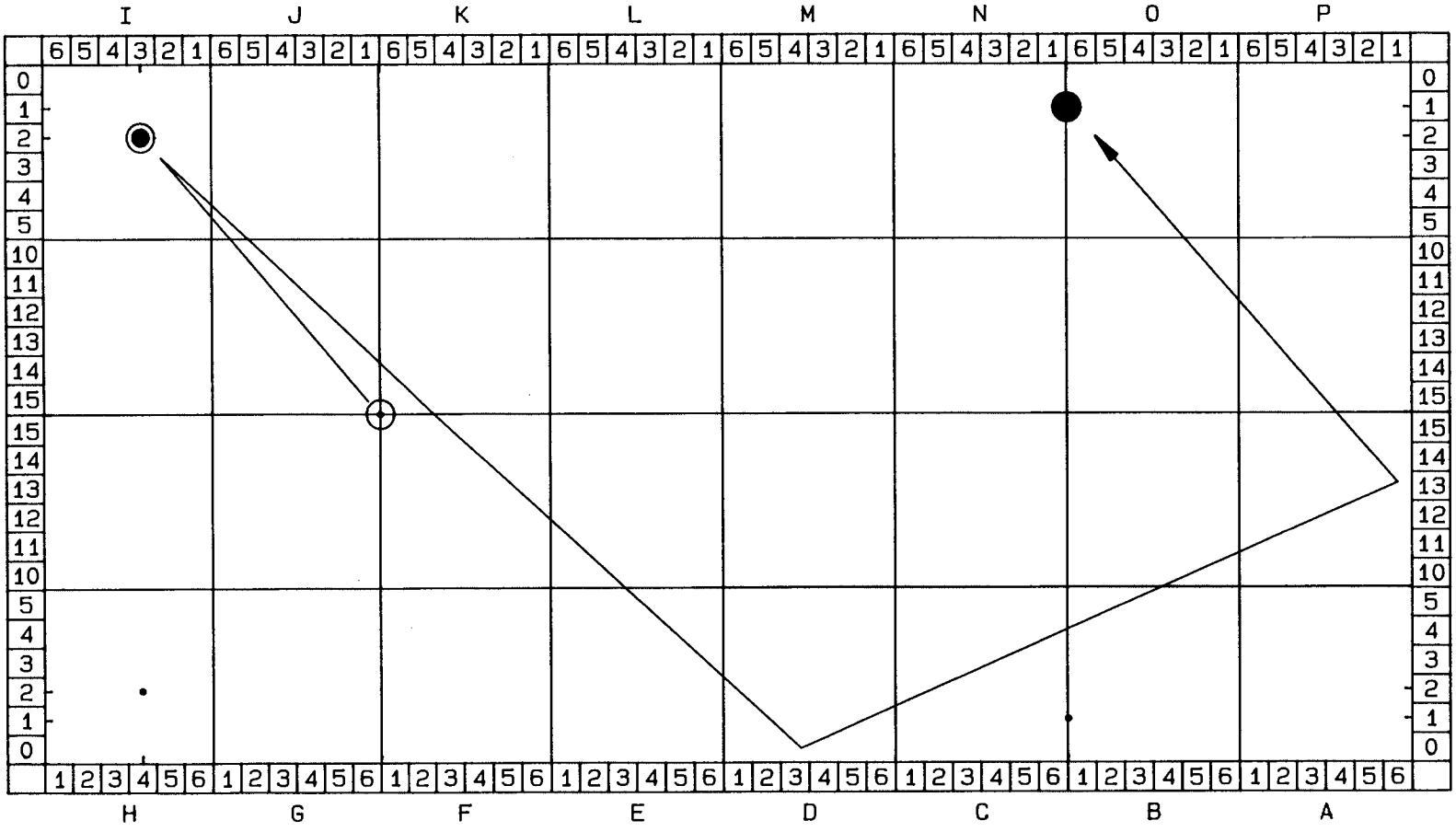
Direct draw shot

SHOT E-5 VALUE 7

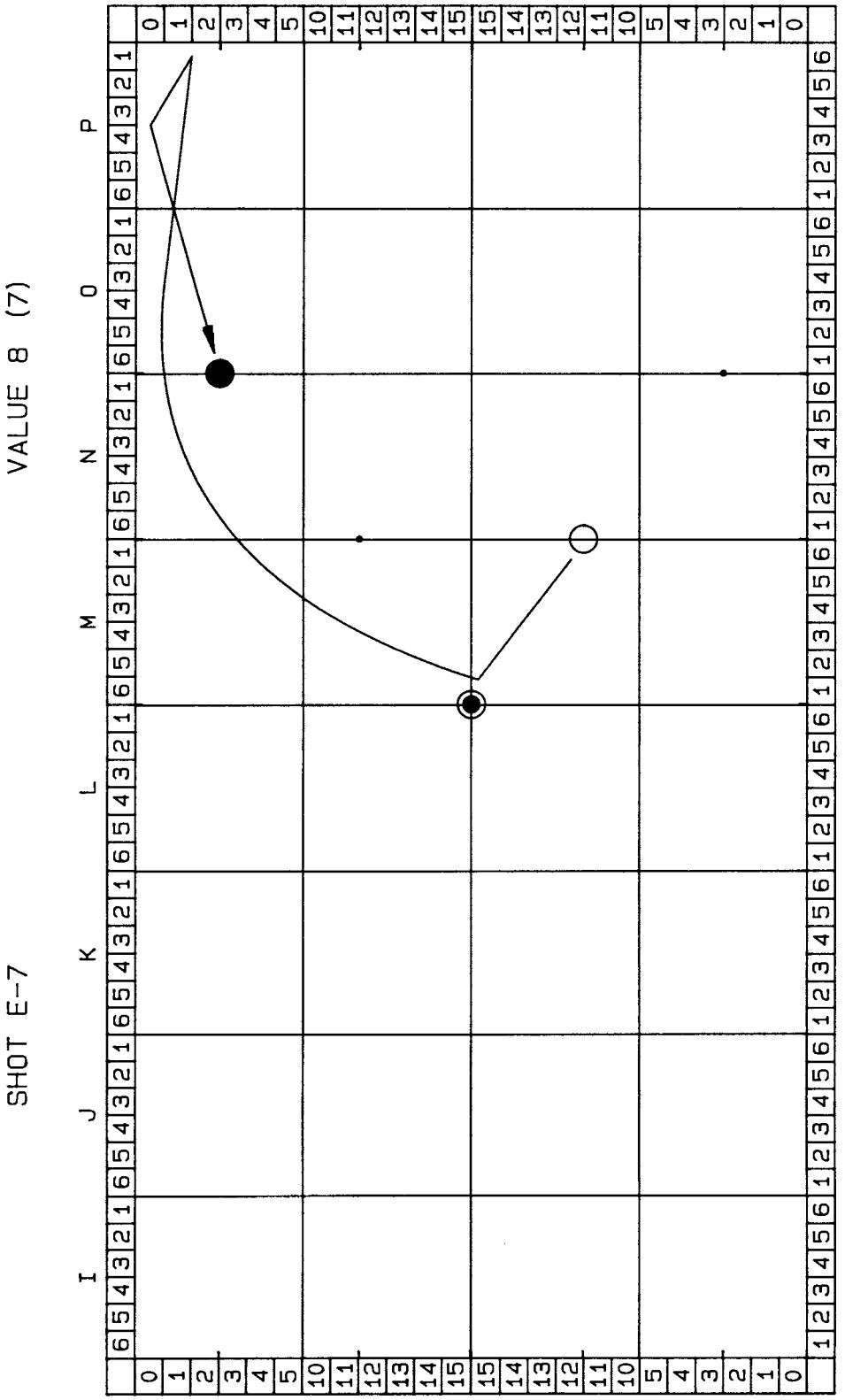


Three cushion reverse shot

SHOT E-6 VALUE 7 (8)

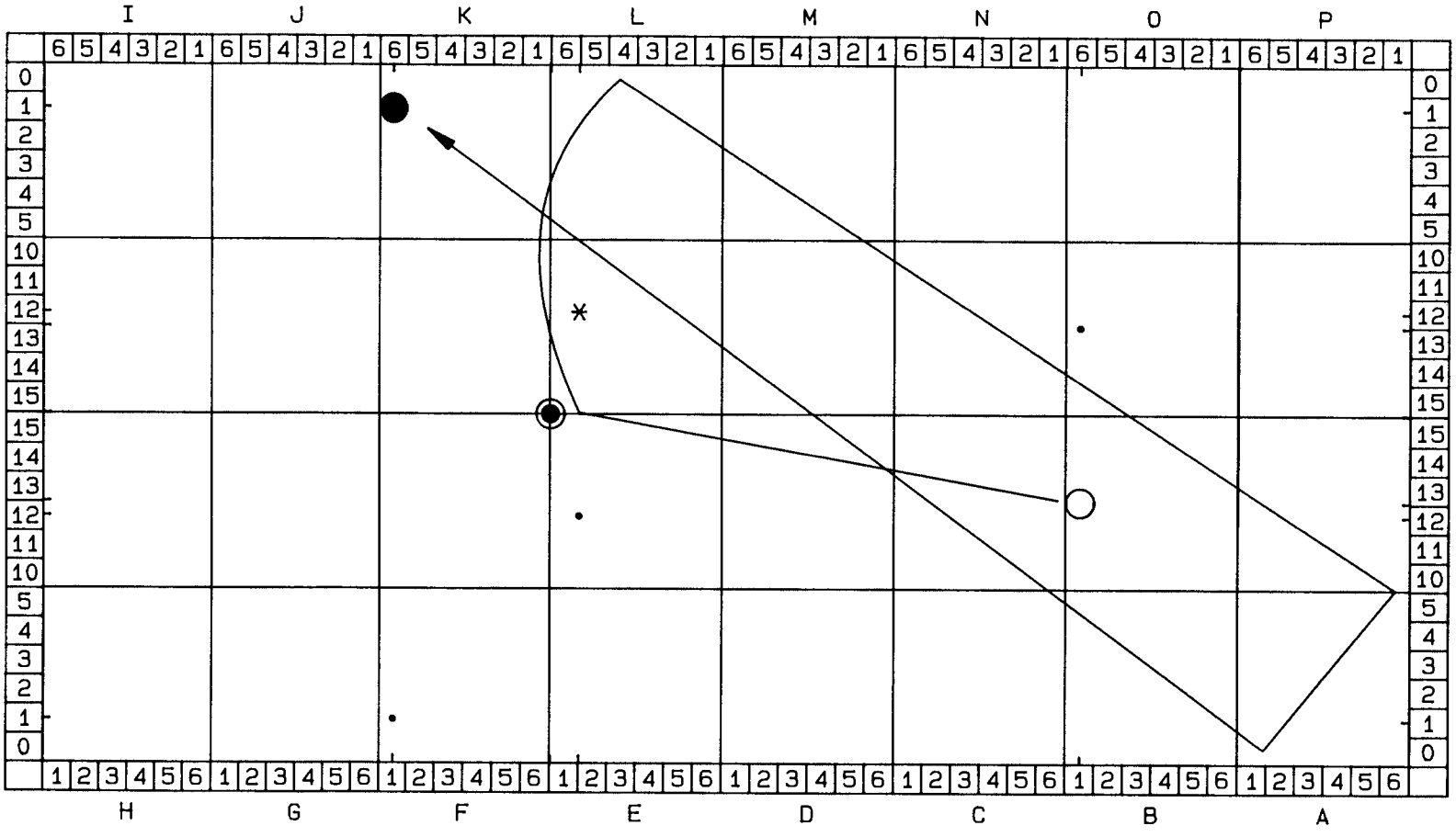


Two cushion shot



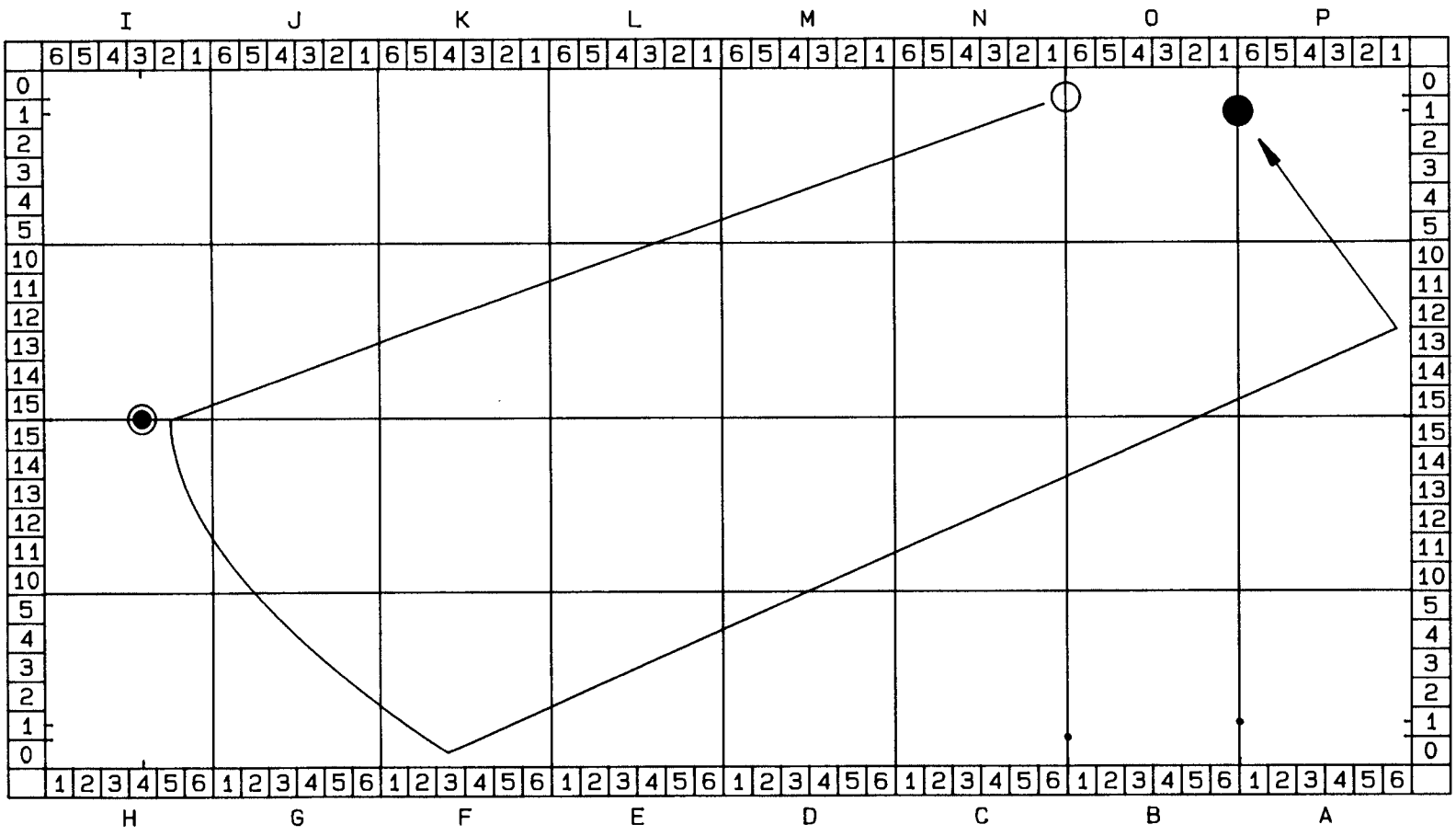
Two or three cushion shot, side rail last

SHOT E-8 VALUE 8



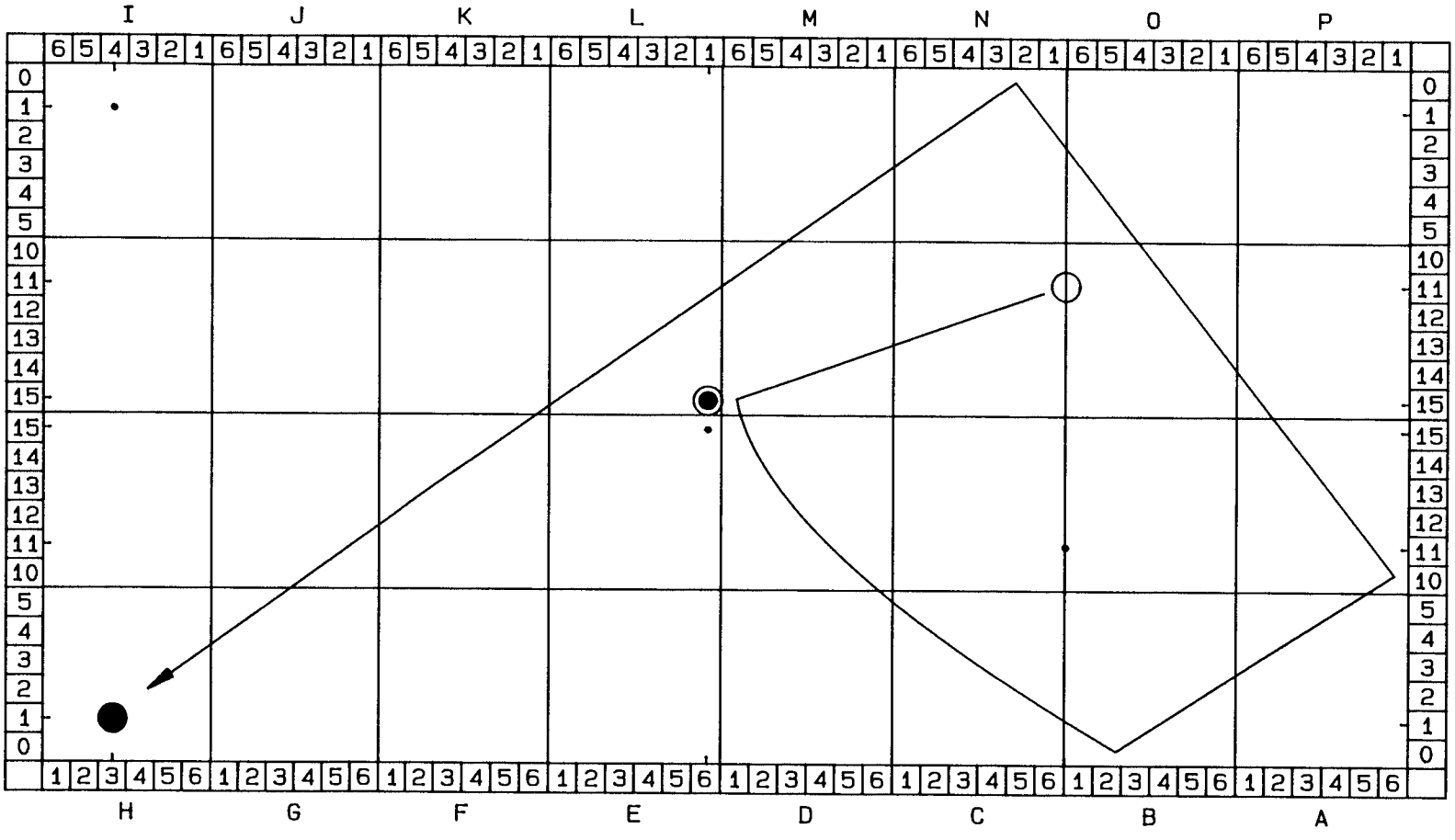
Three cushion shot with imposed limit

SHOT E-9 VALUE 8



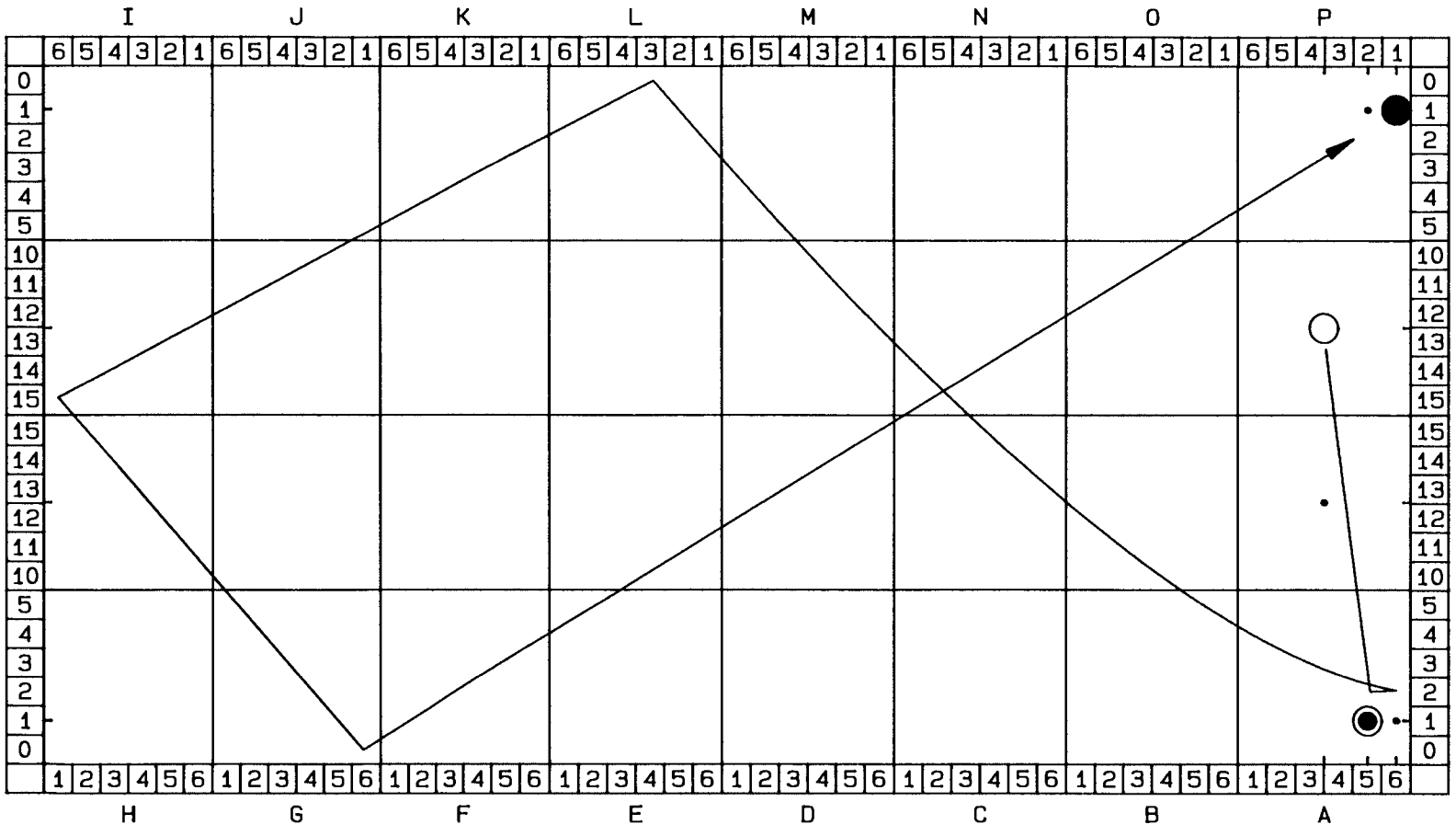
Two cushion shot

SHOT E-10 VALUE 9 (8)



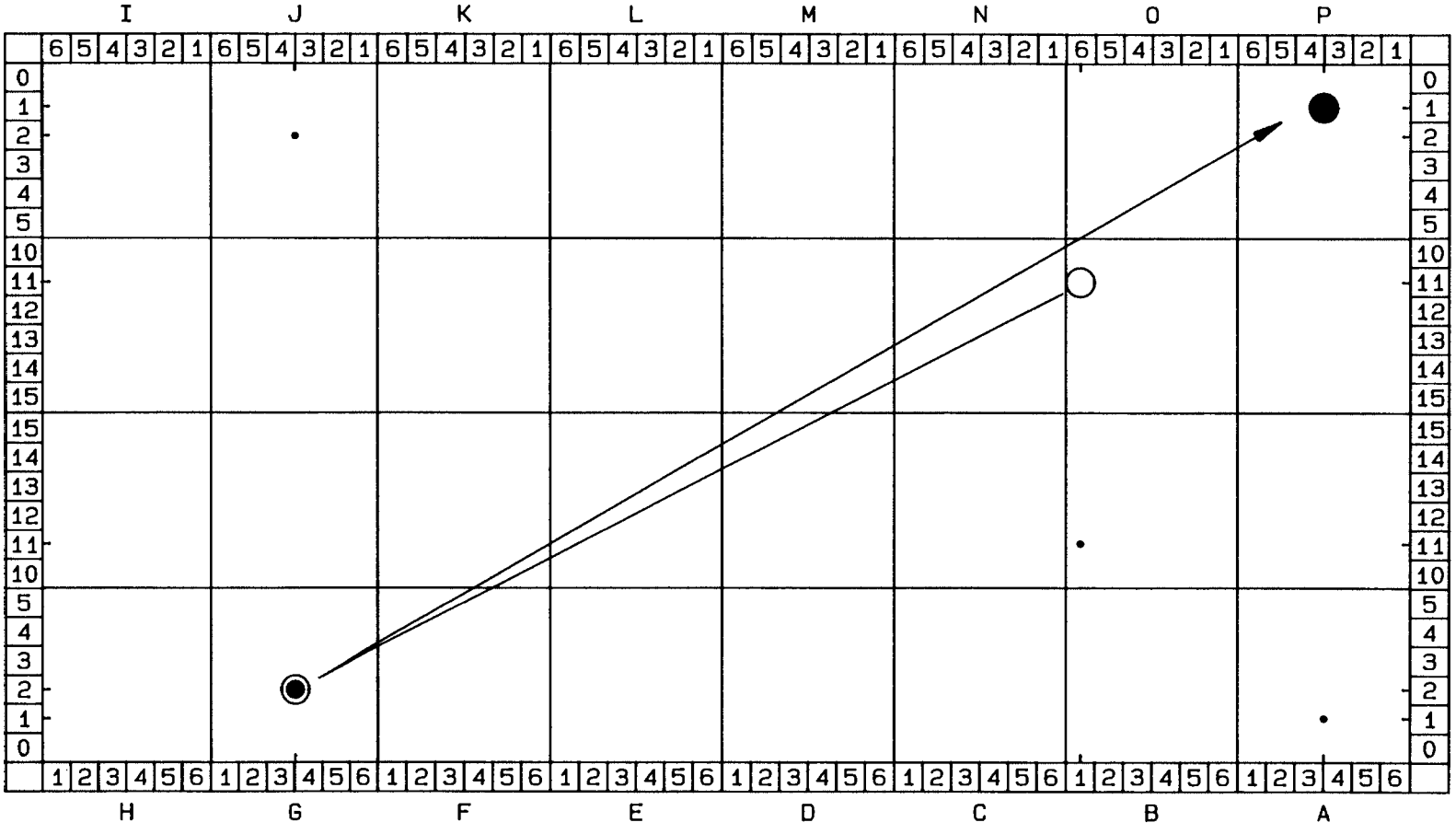
Three cushion shot

SHOT E-11 VALUE 8 (10)



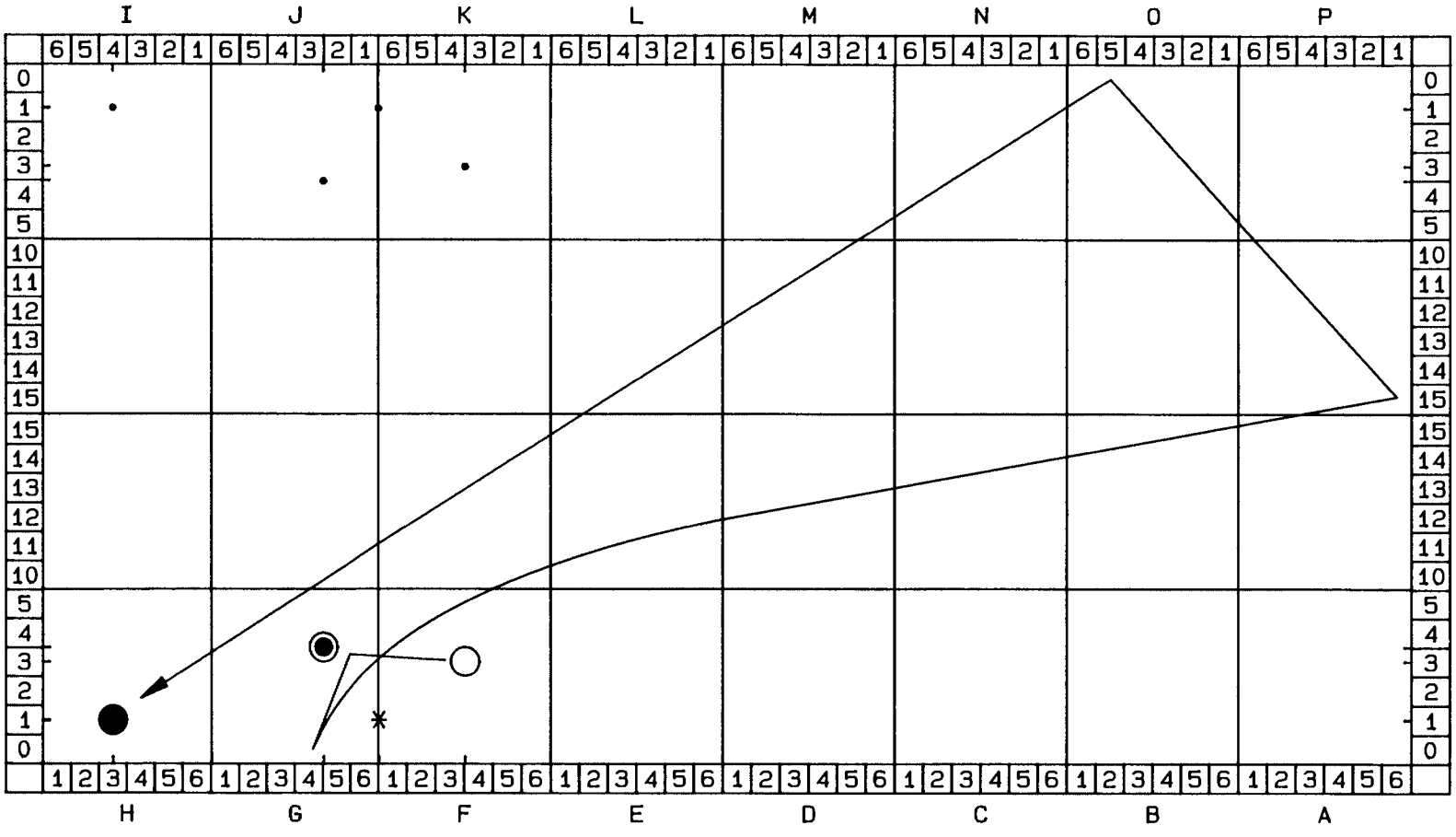
Four cushion shot

SHOT E-12 VALUE 9



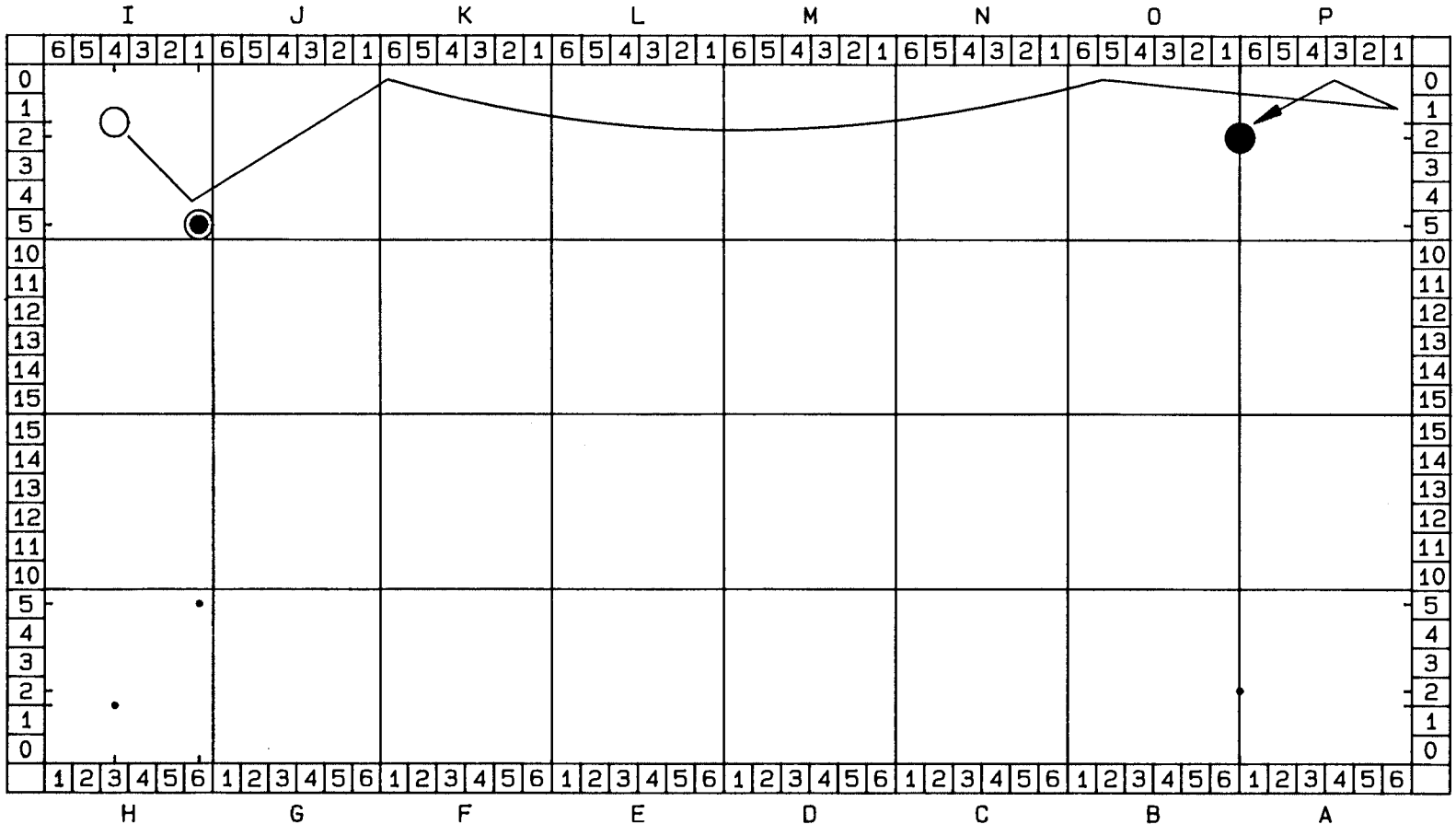
Diagonal draw shot

SHOT E-13 VALUE 10



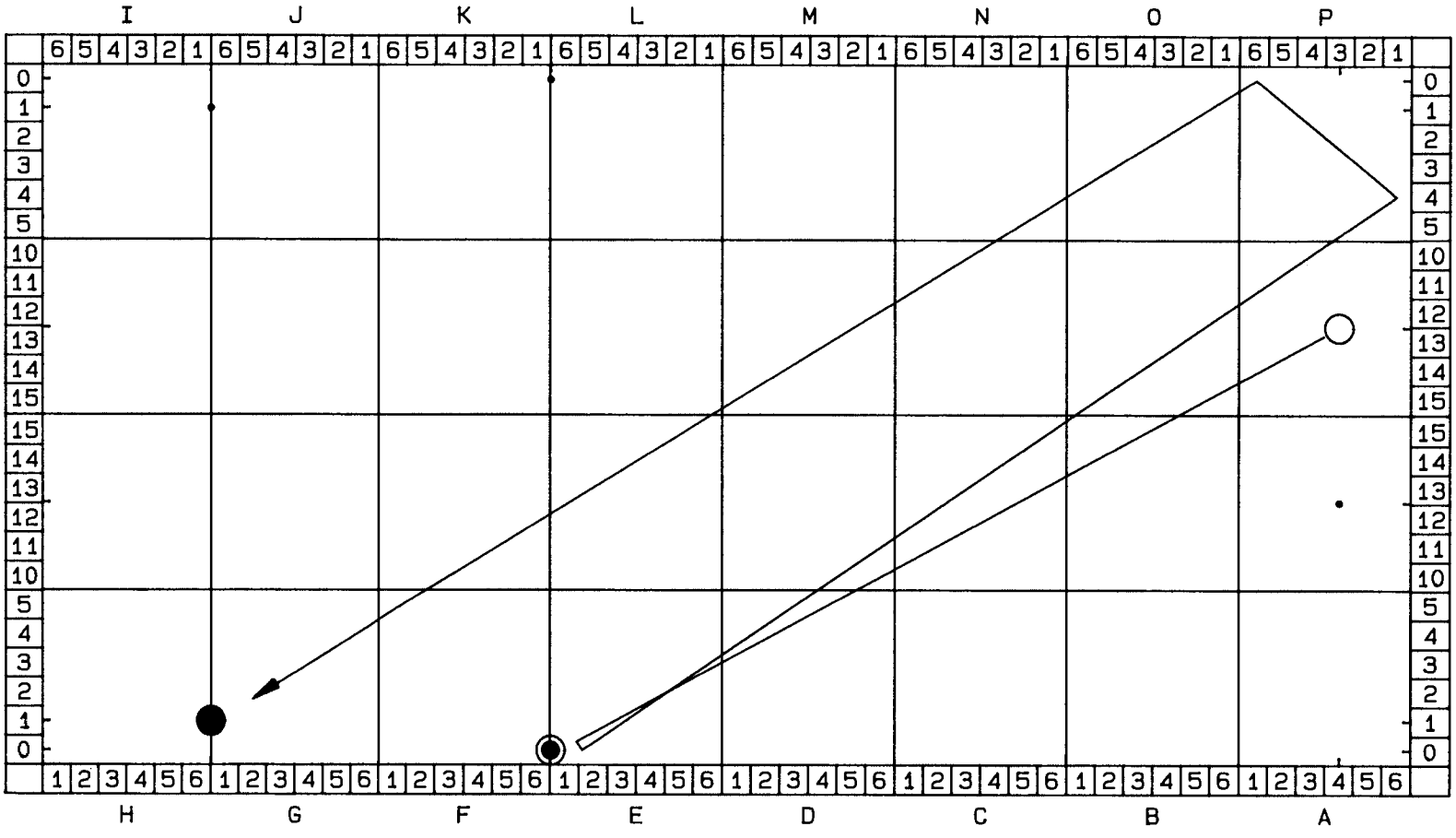
Three cushion shot with imposed limit

SHOT E-14 VALUE 11



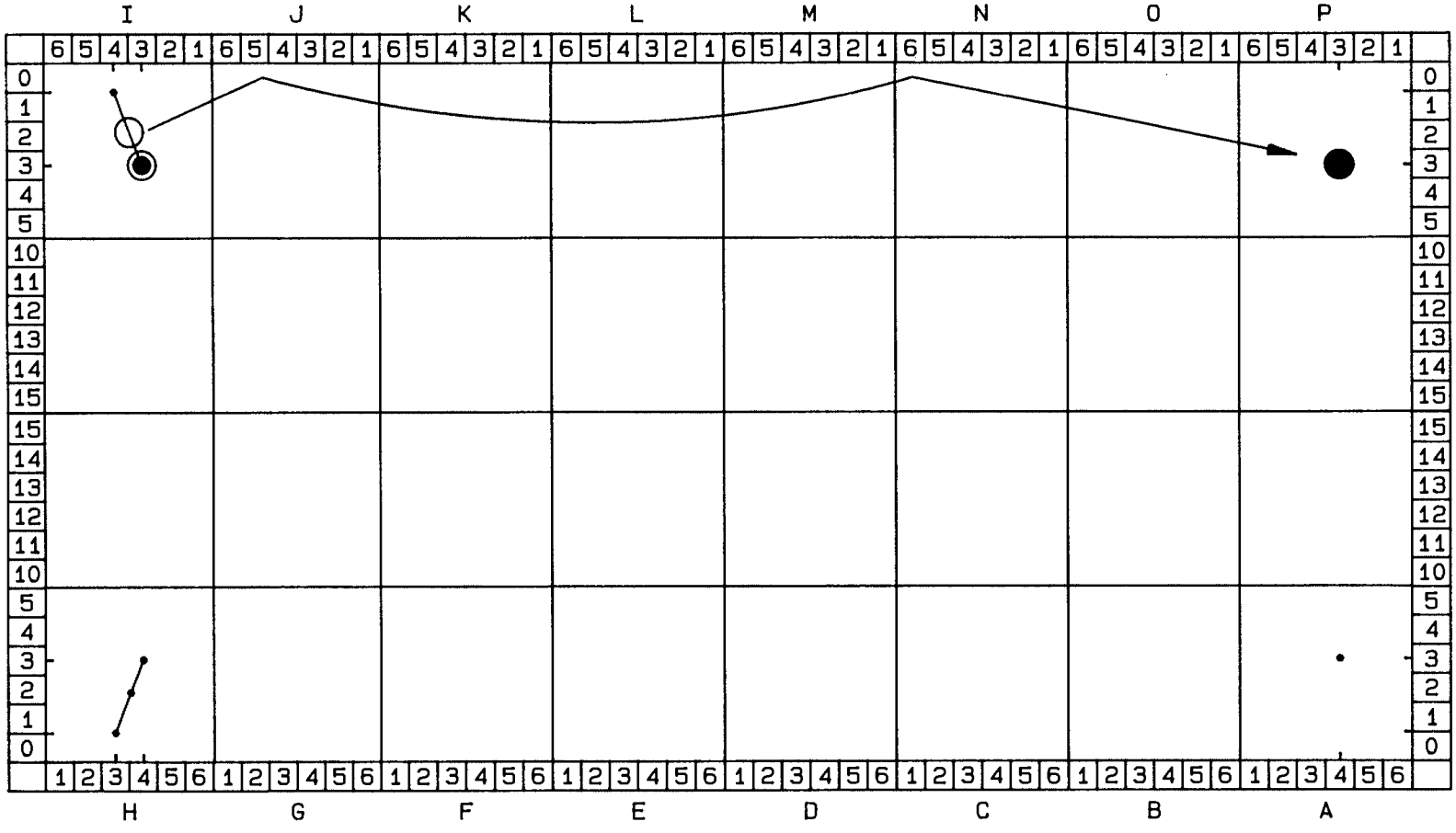
Four cushion shot

SHOT E-15 VALUE 11



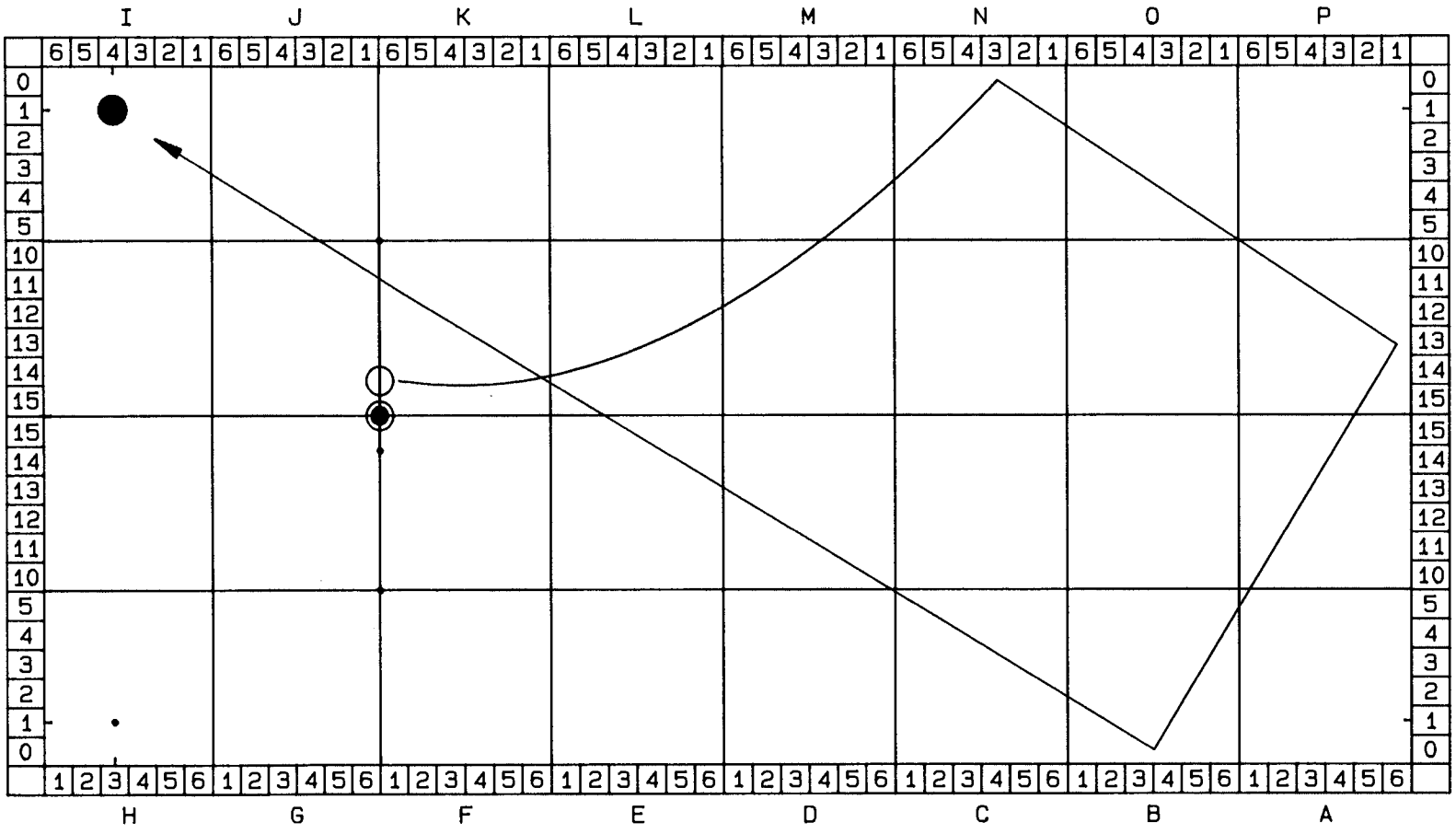
Three cushion shot

SHOT F-1 VALUE 4



Two cushion shot

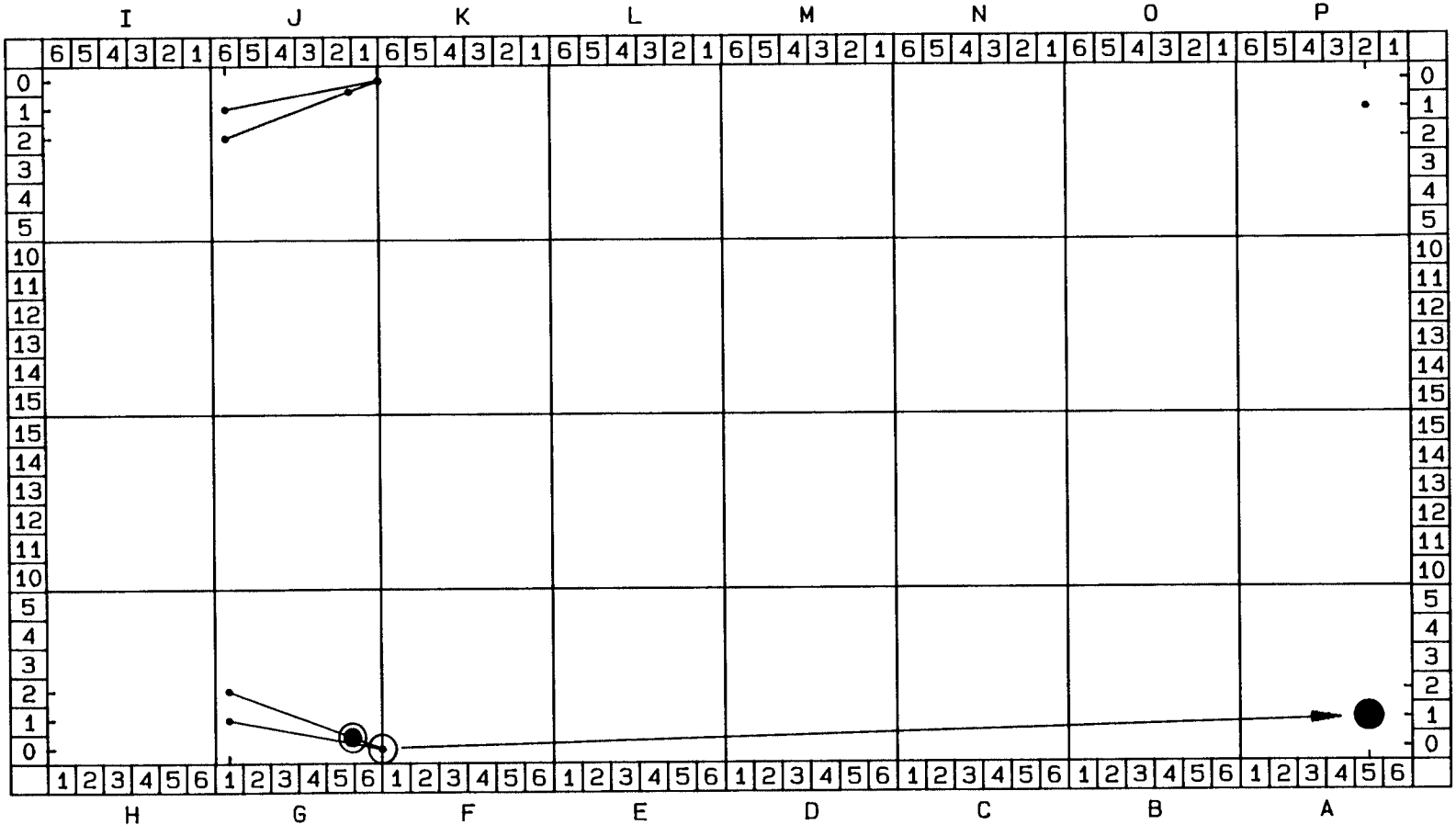
SHOT F-2 VALUE 6



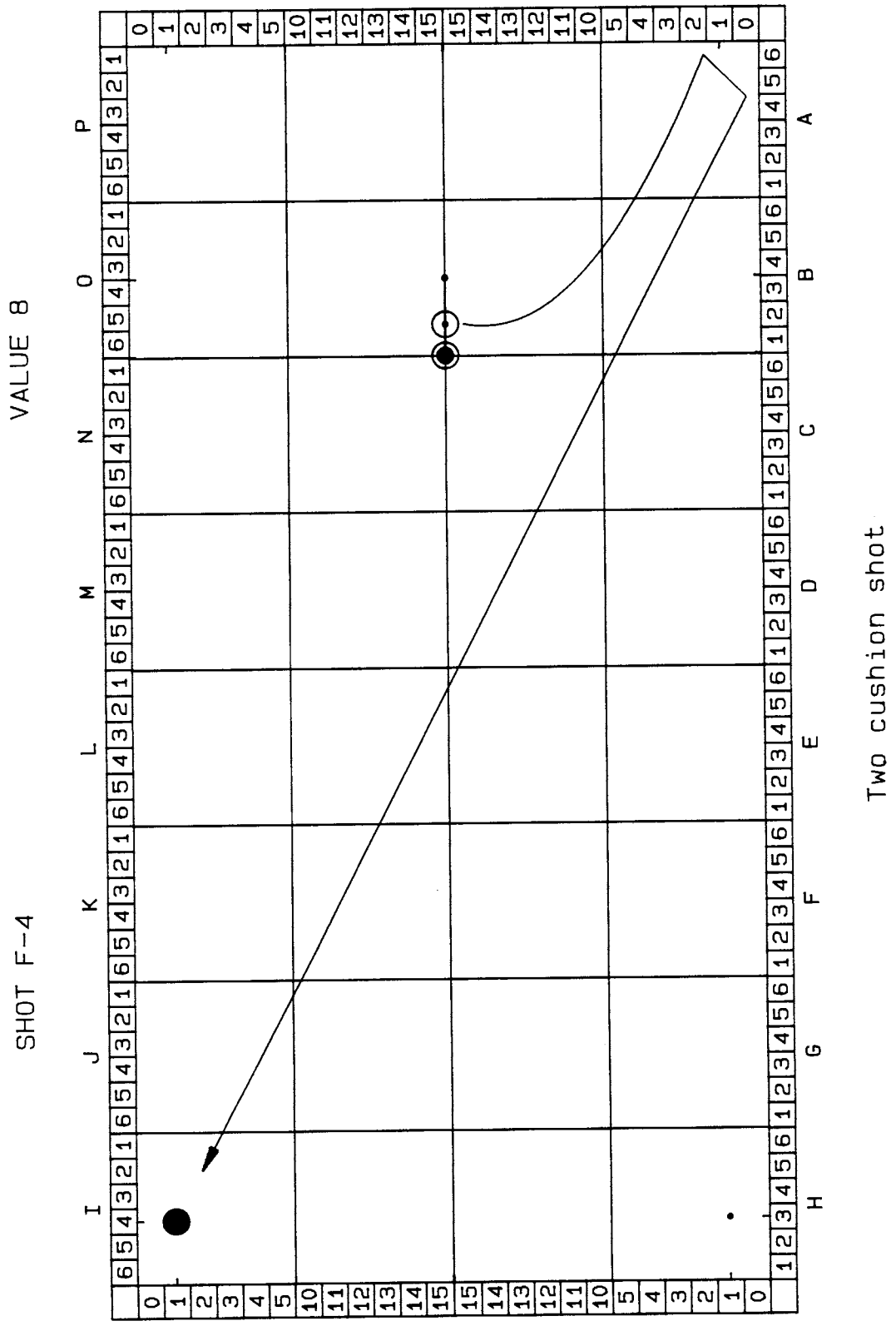
Three cushion shot

SHOT F-3

VALUE 7

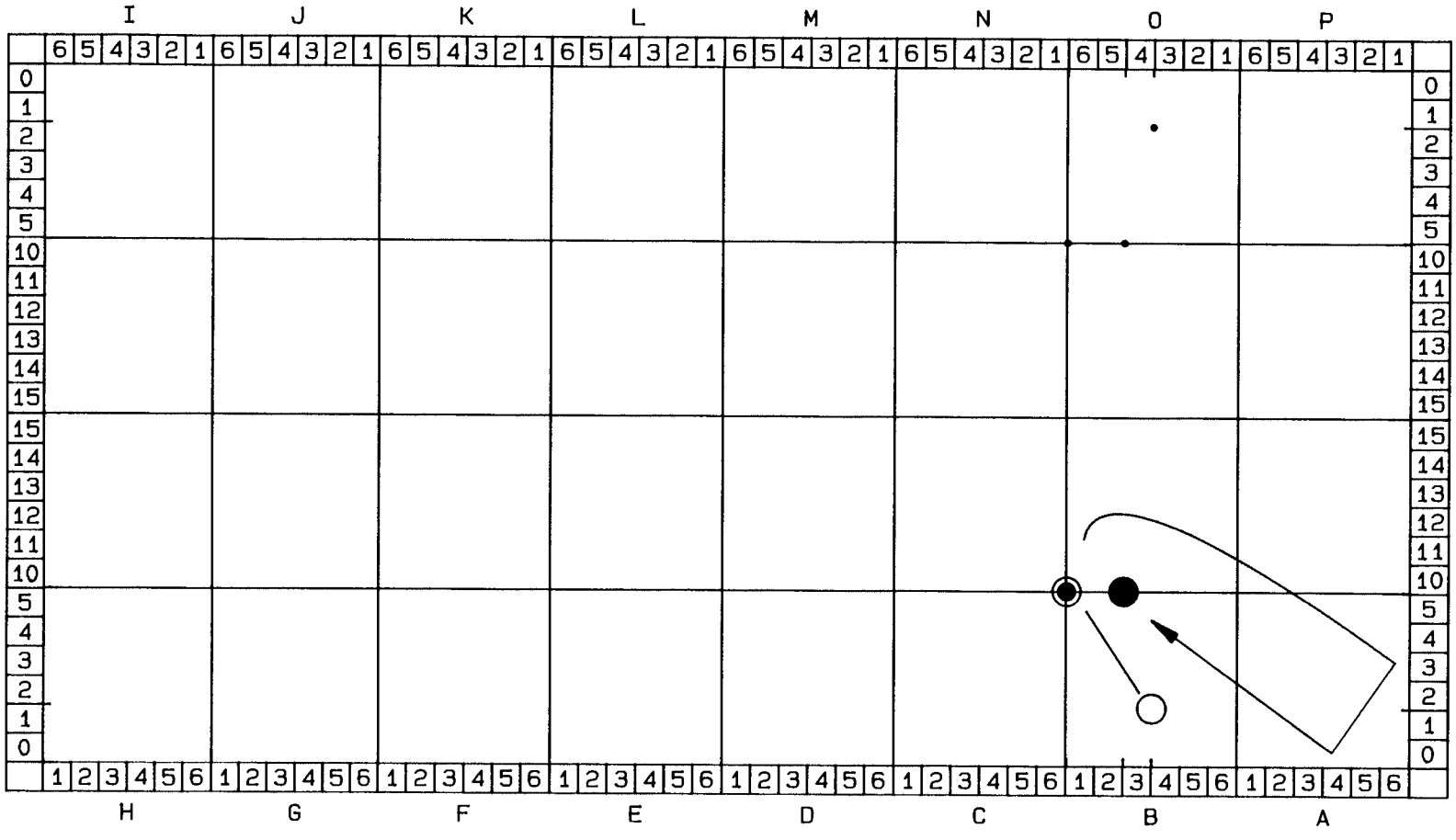


Direct draw, first object ball between the lines


SHOT F-4
VALUE 8
Two cushion shot

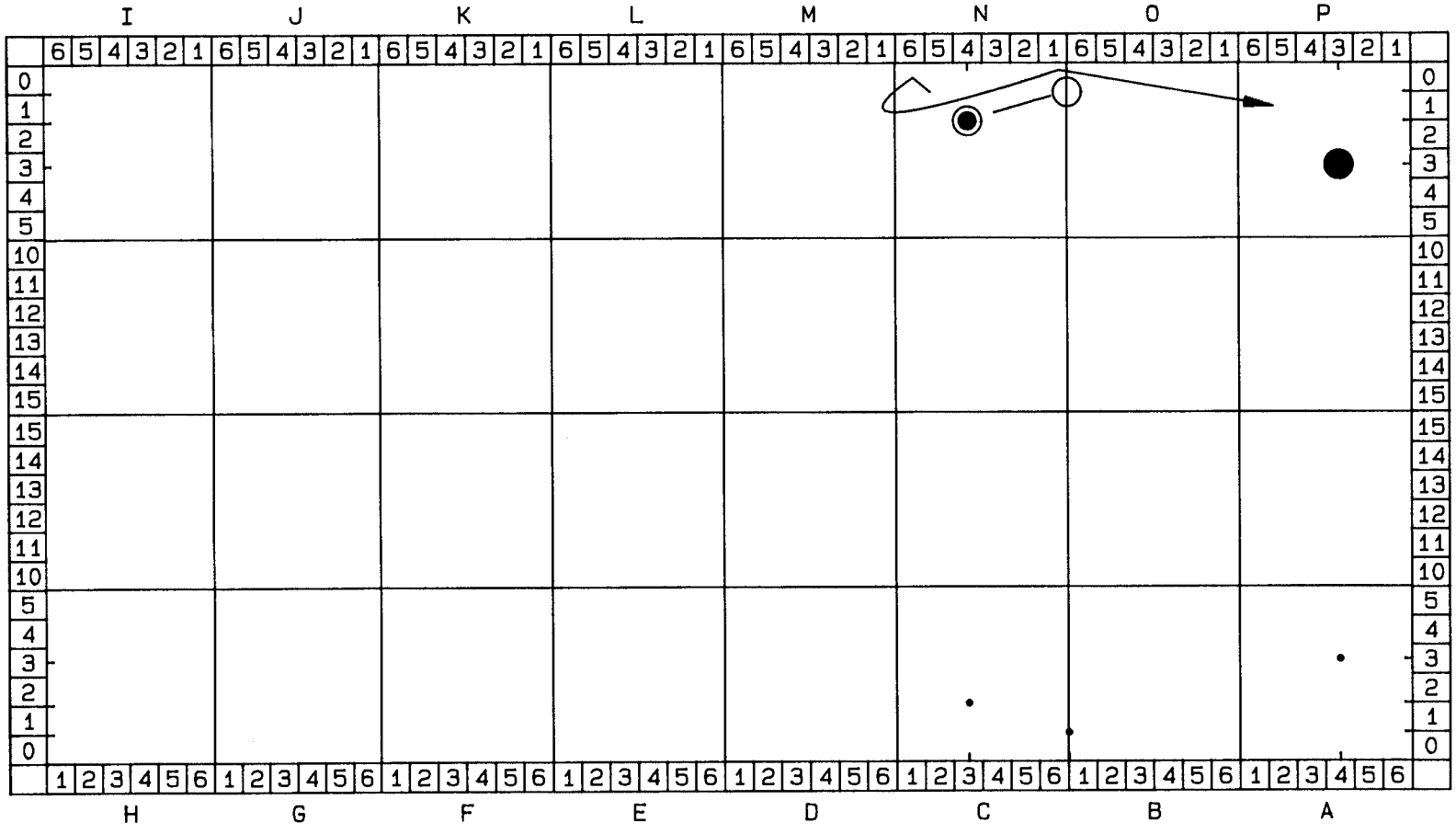
SHOT G-1

VALUE 4



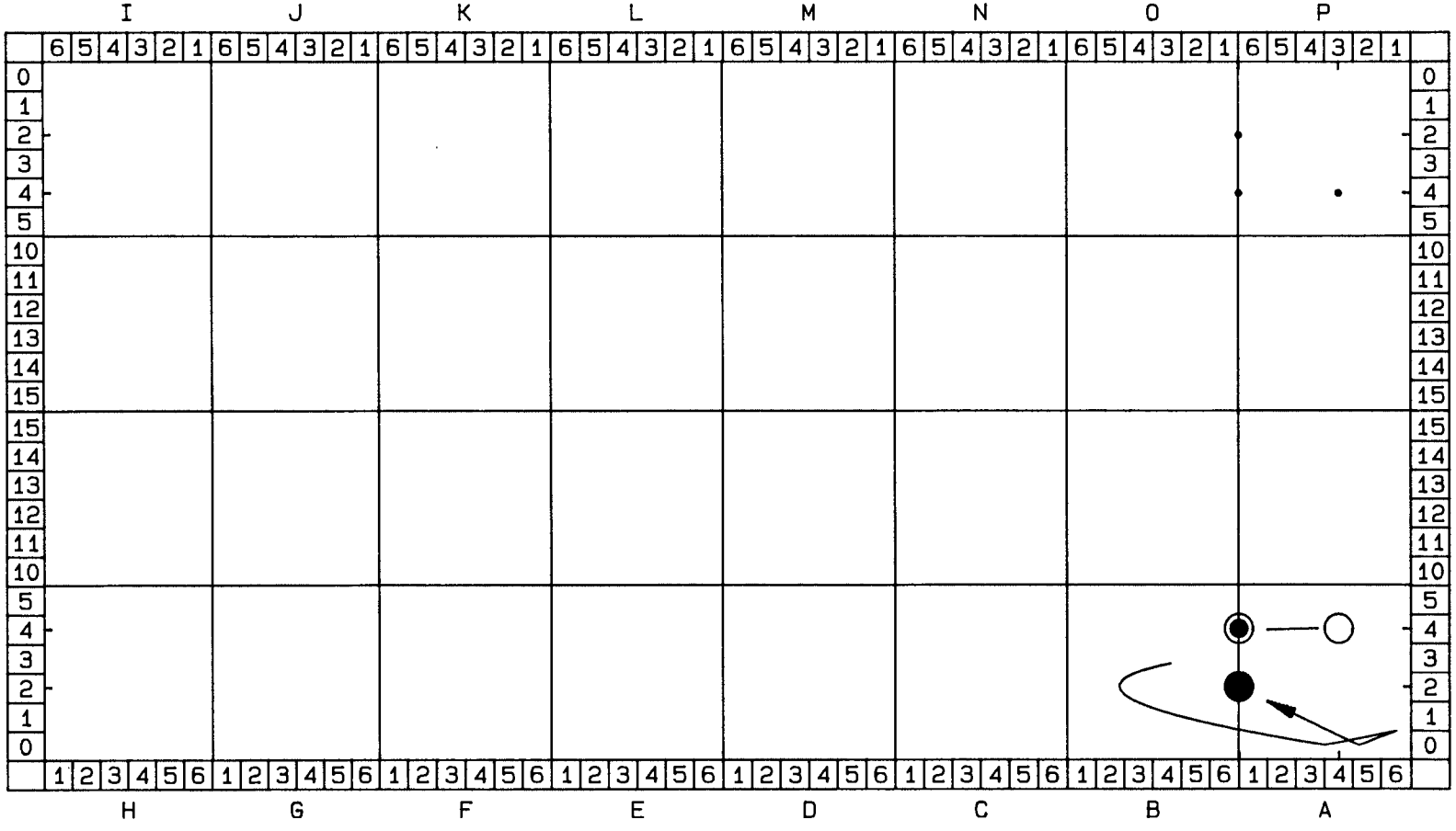
Two cushion shot

SHOT G-2 VALUE 4



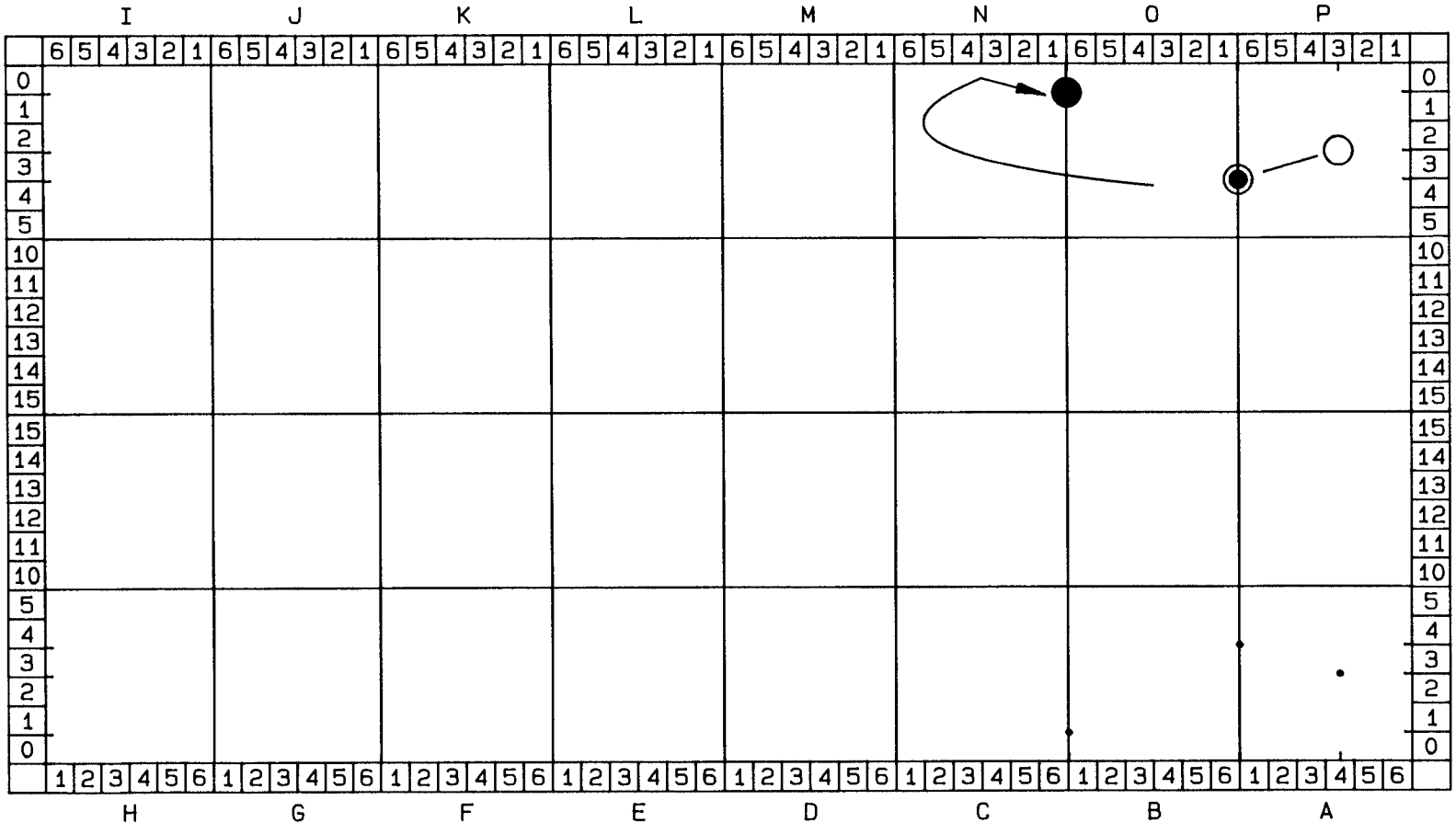
Two or three cushion shot

SHOT G-3 VALUE 5 (4)



Two or three cushion shot, long rail last

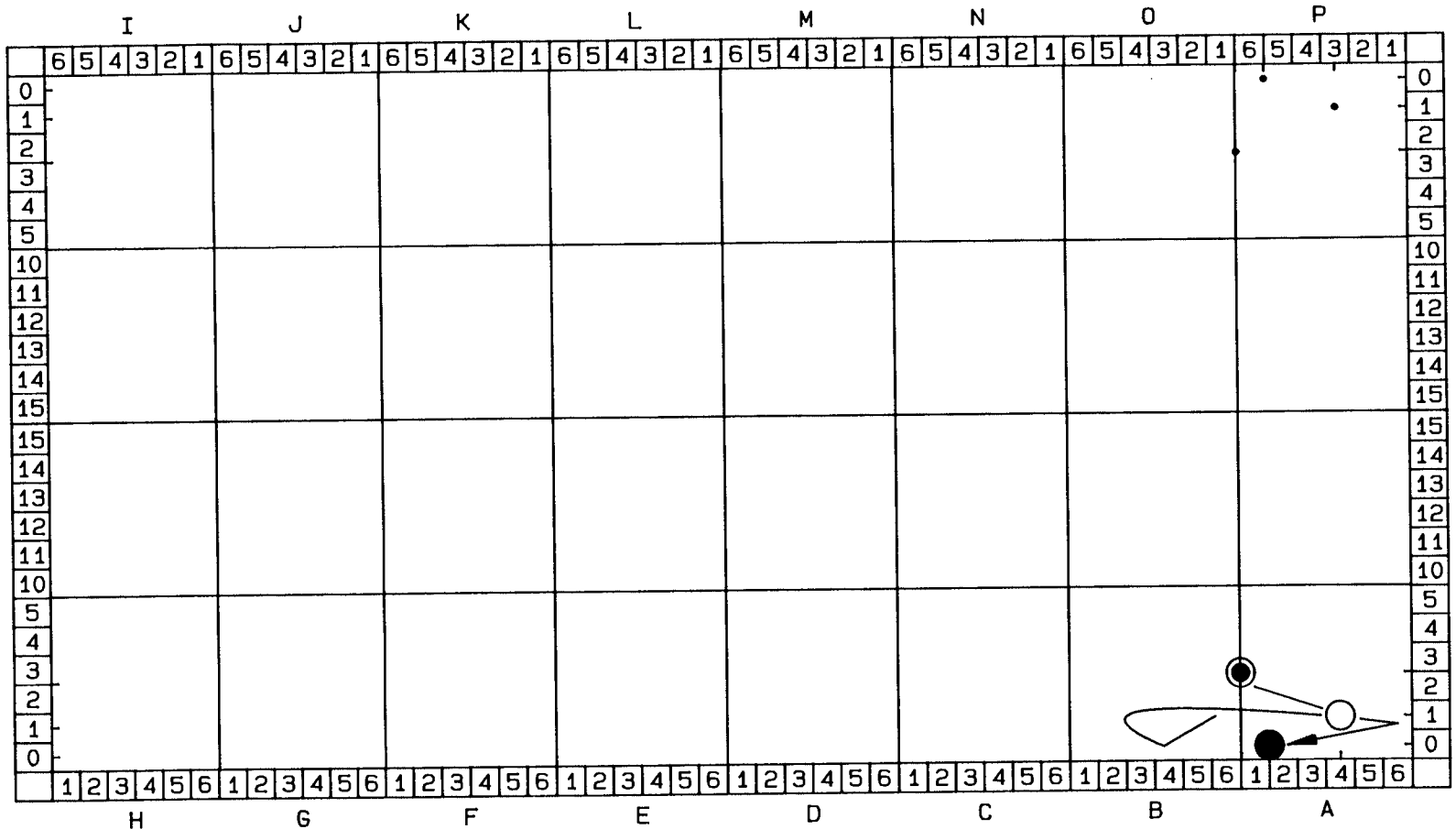
SHOT G-4 VALUE 4



One cushion shot

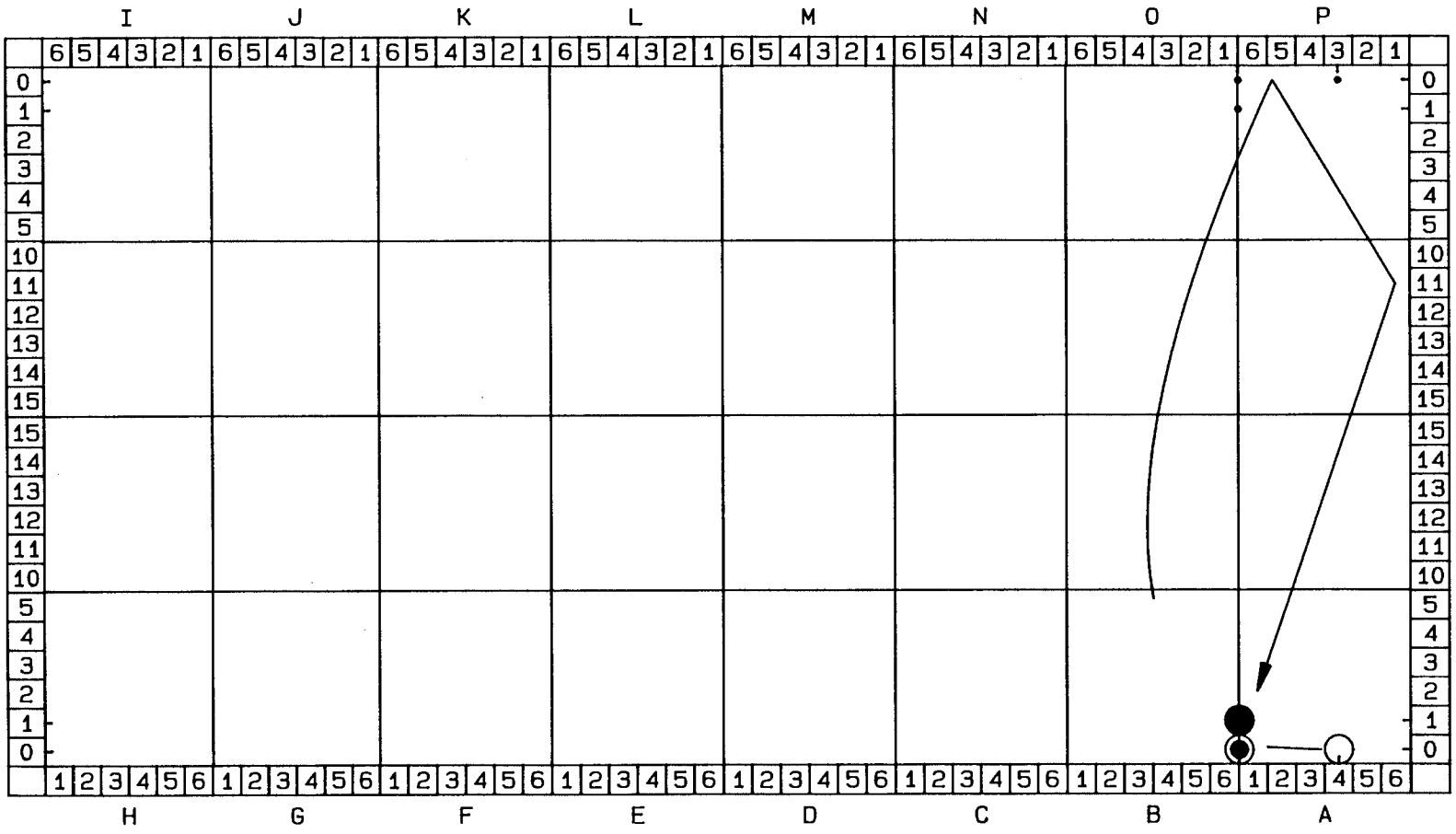
SHOT G-5

VALUE 5



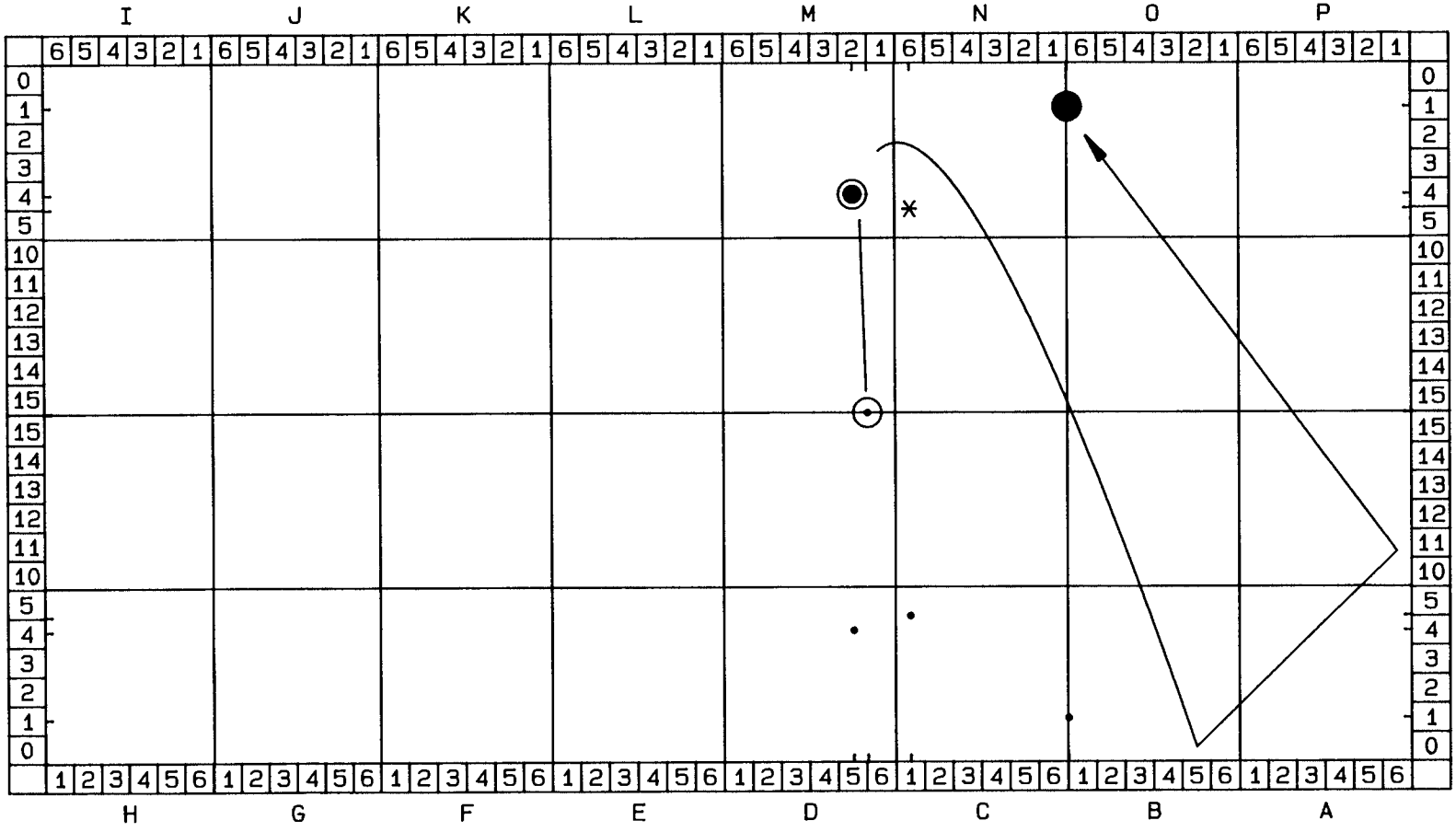
Two or three cushion shot

SHOT G-6 VALUE 5 (6)



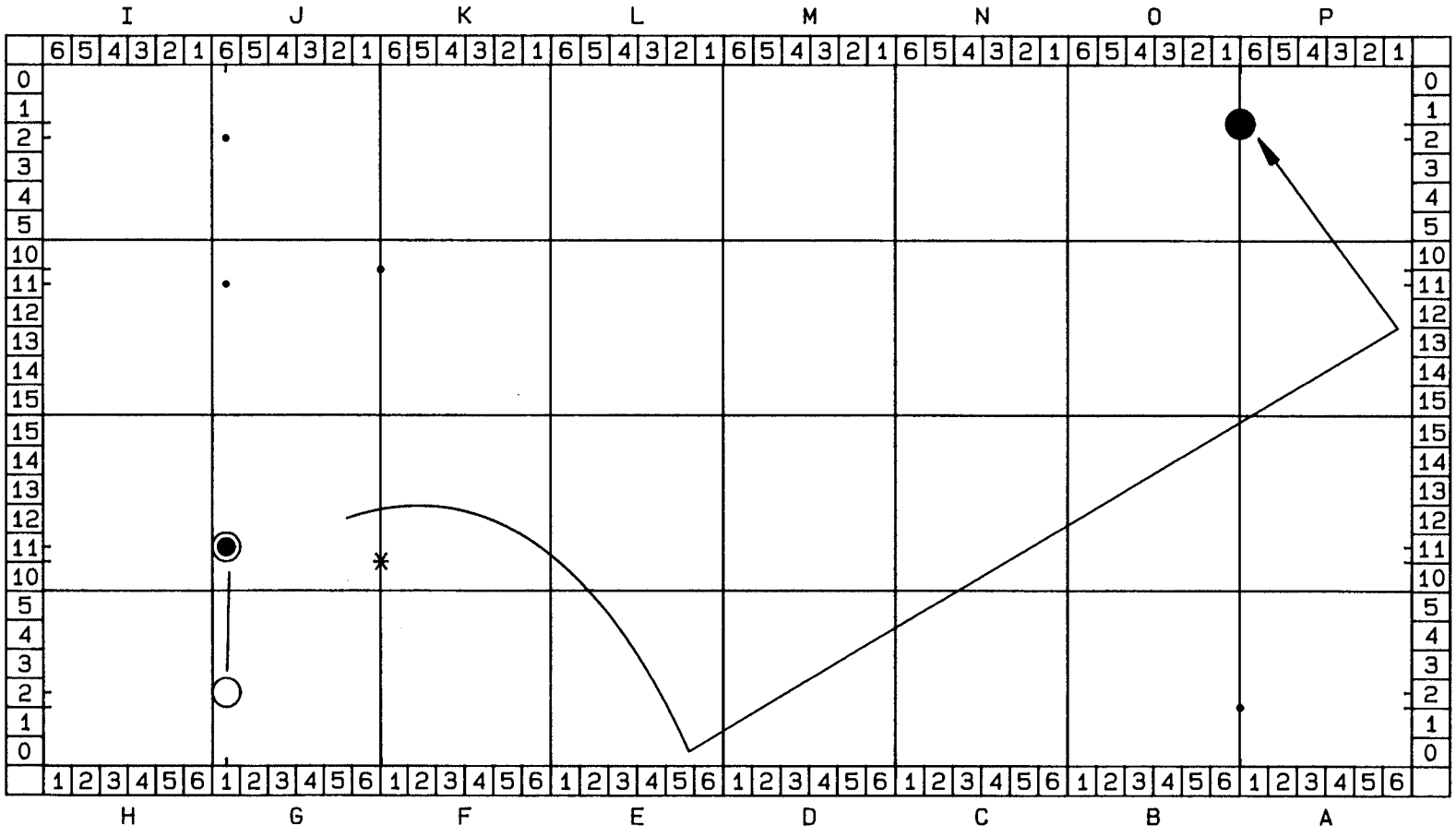
Two cushion shot

SHOT G-7 VALUE 6



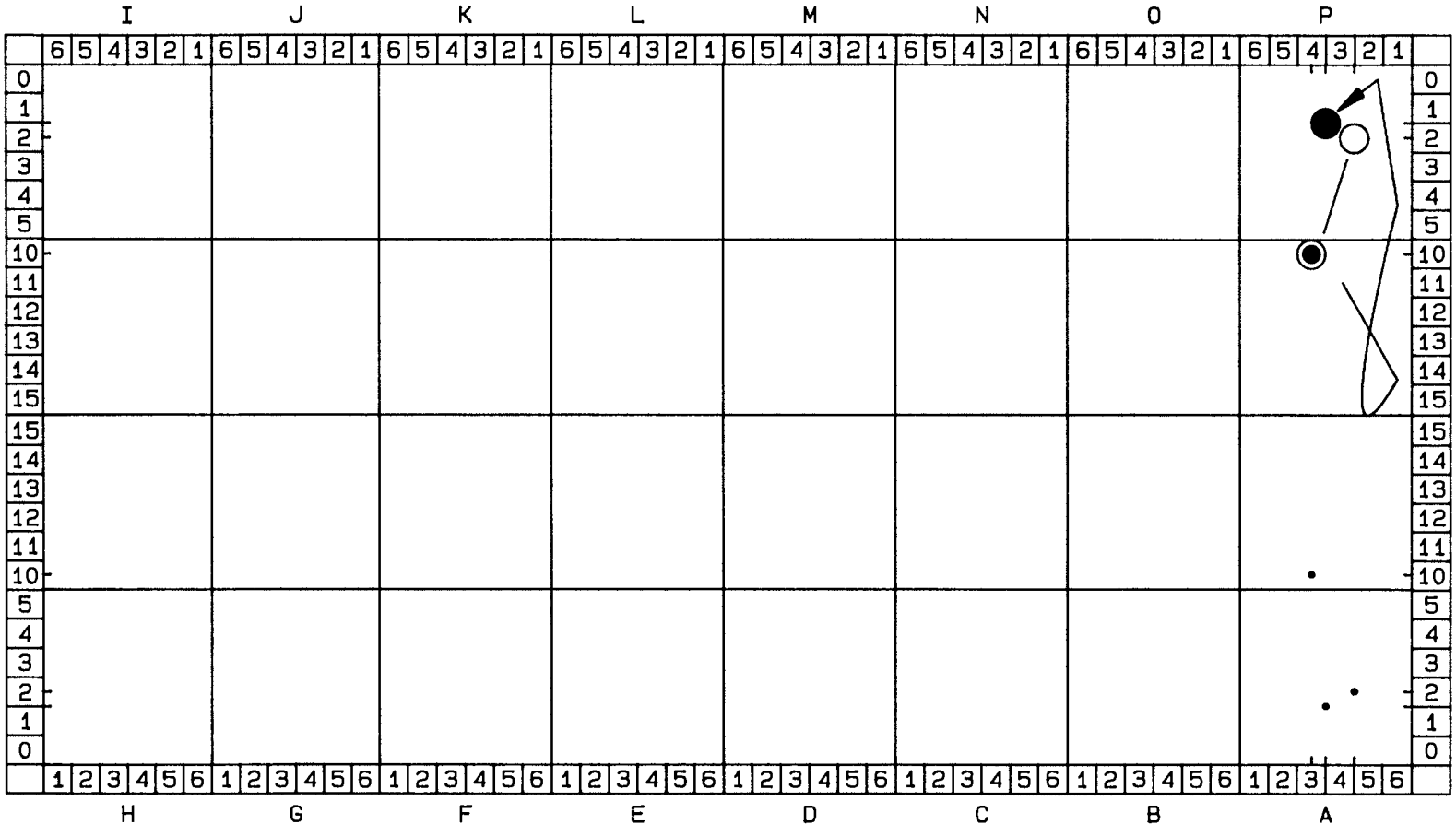
Two cushion shot with imposed limit

SHOT G-8 VALUE 7 (6)



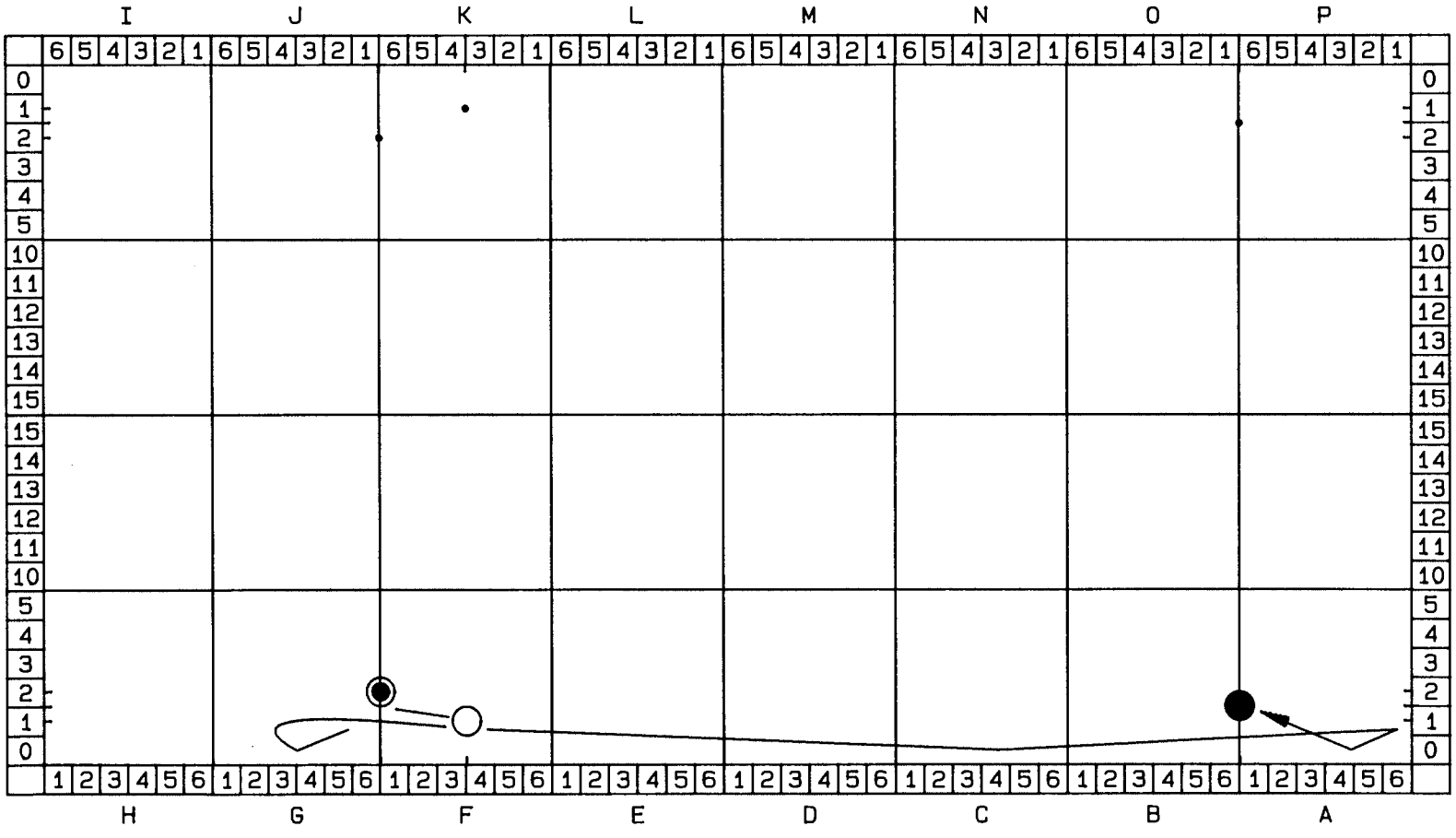
Two cushion shot with imposed limit

SHOT G-9 VALUE 7 (8)



Two or three cushion shot

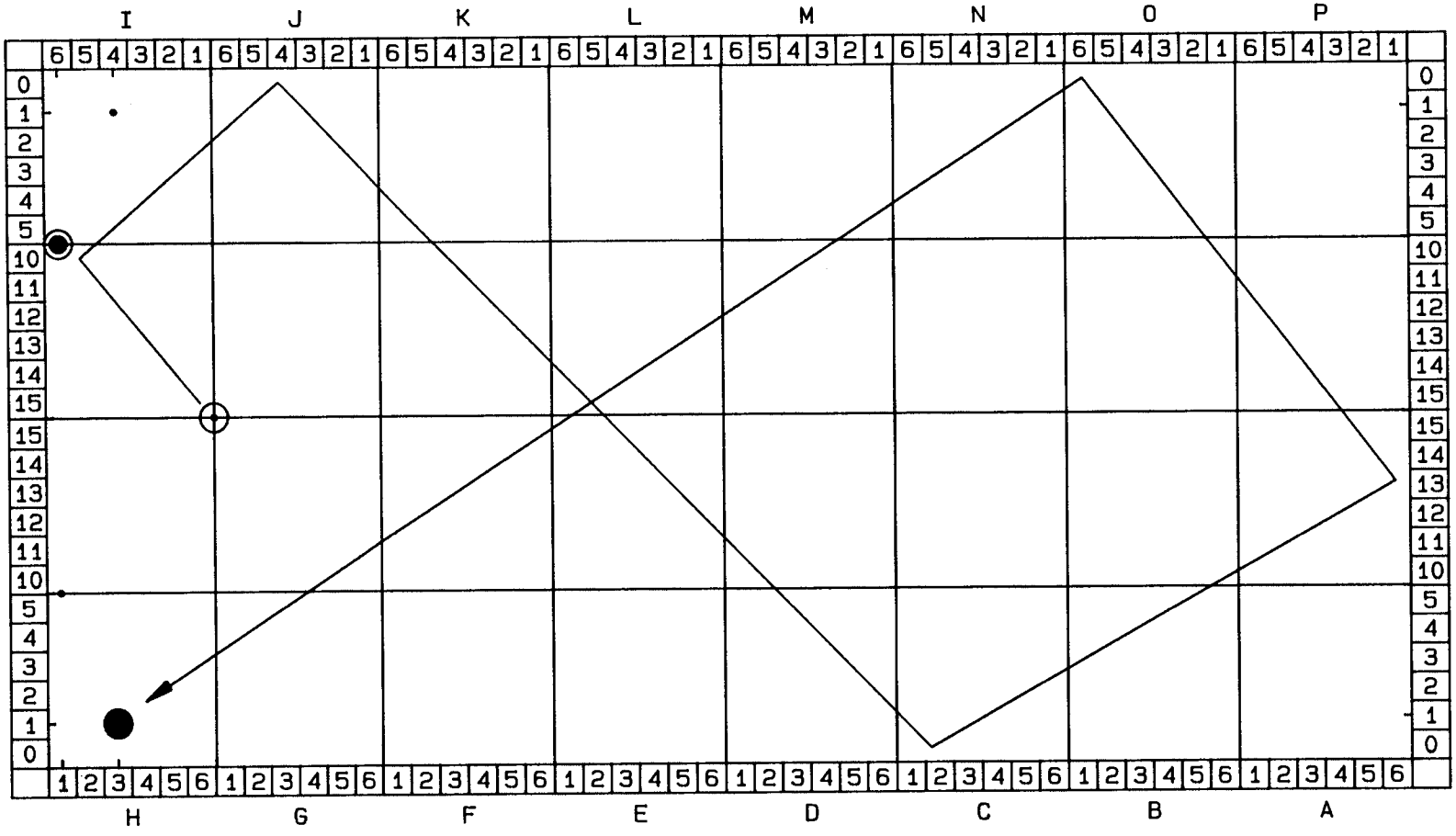
SHOT G-10 VALUE 10



Reverse draw four cushion shot

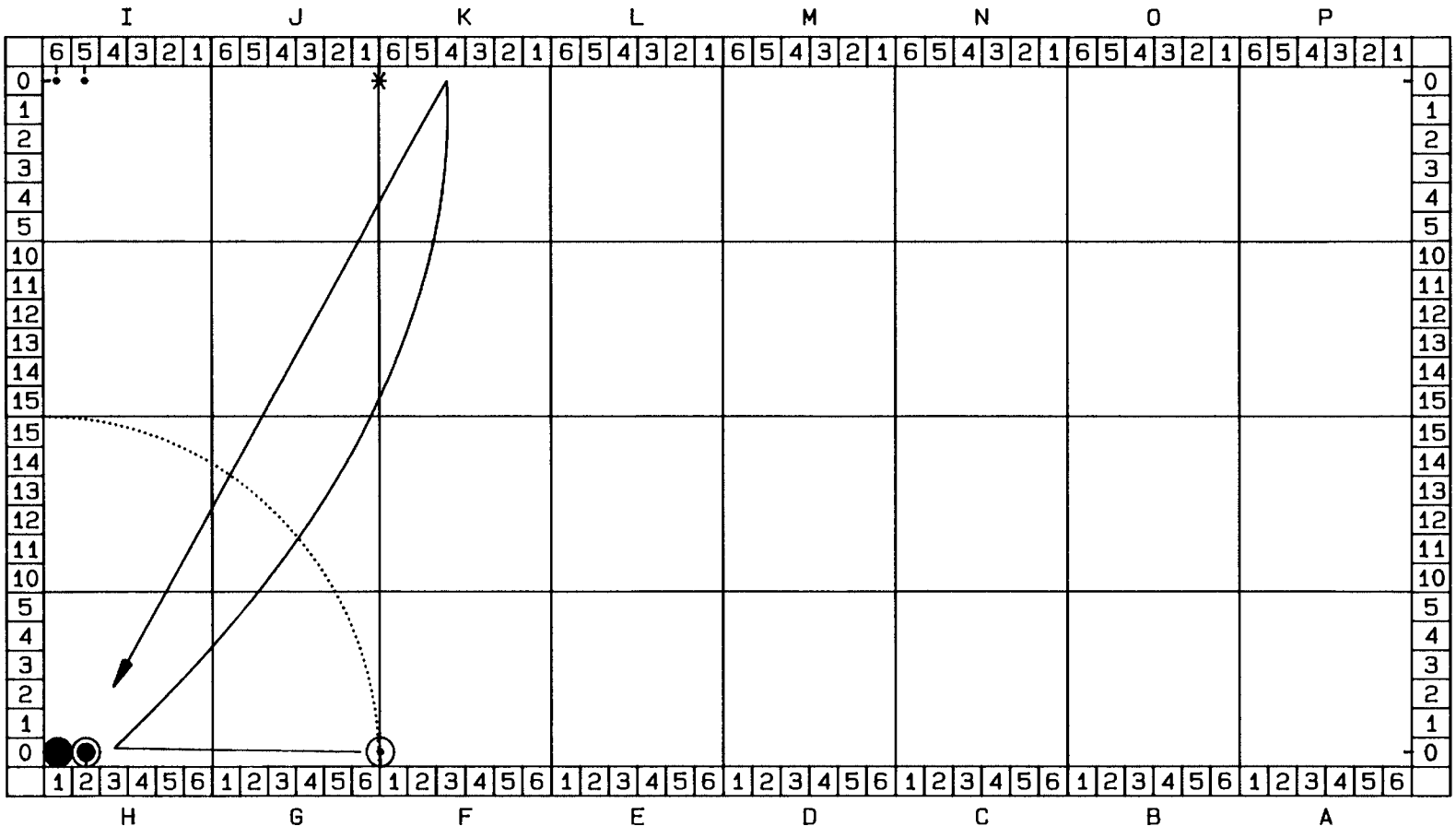
SHOT H-1

VALUE 4



Four cushion reverse shot

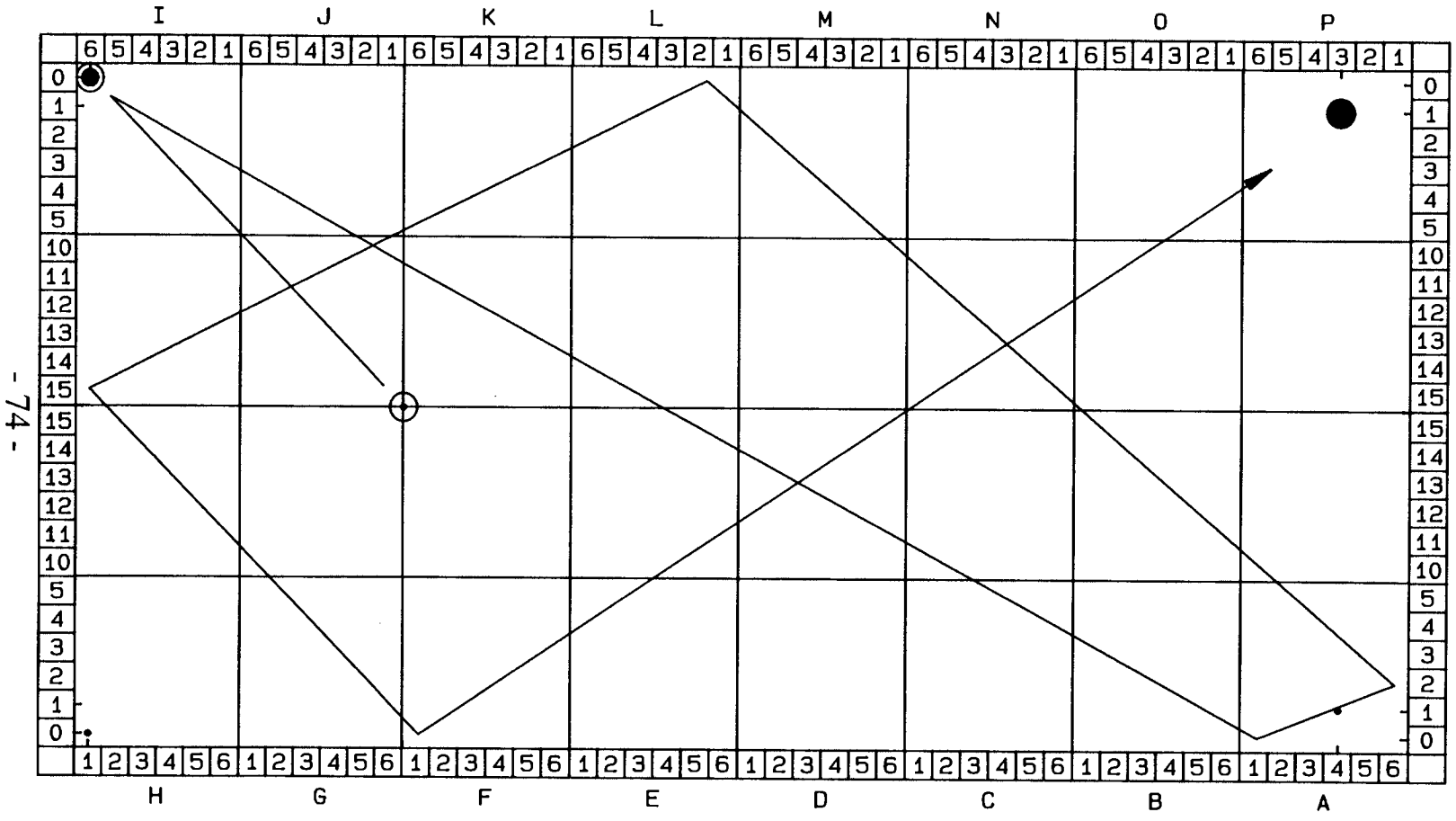
SHOT H-2 VALUE 5 (deleted)



One cushion shot, completed in quadrant, with imposed limit

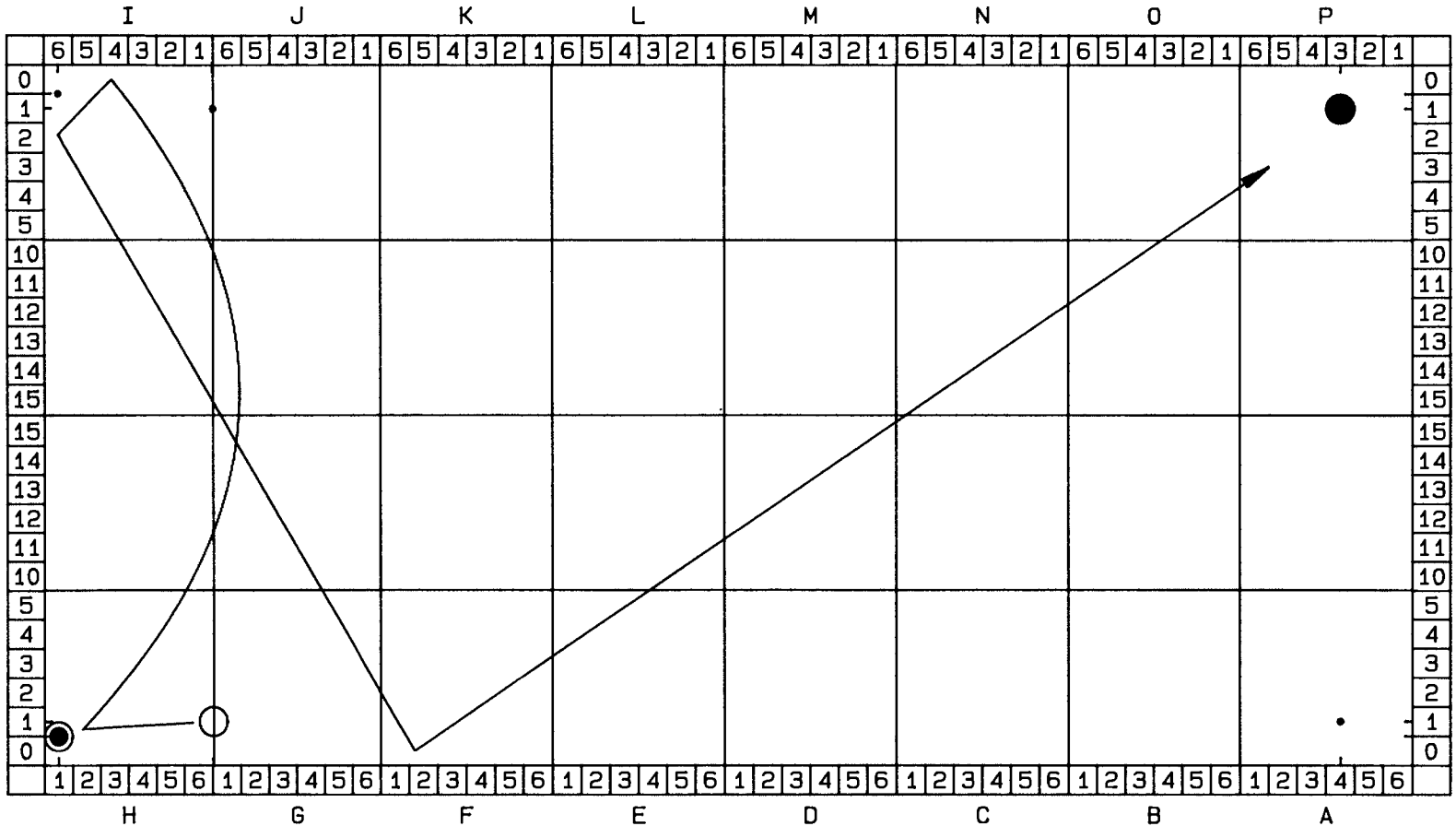
SHOT H-3

VALUE 6



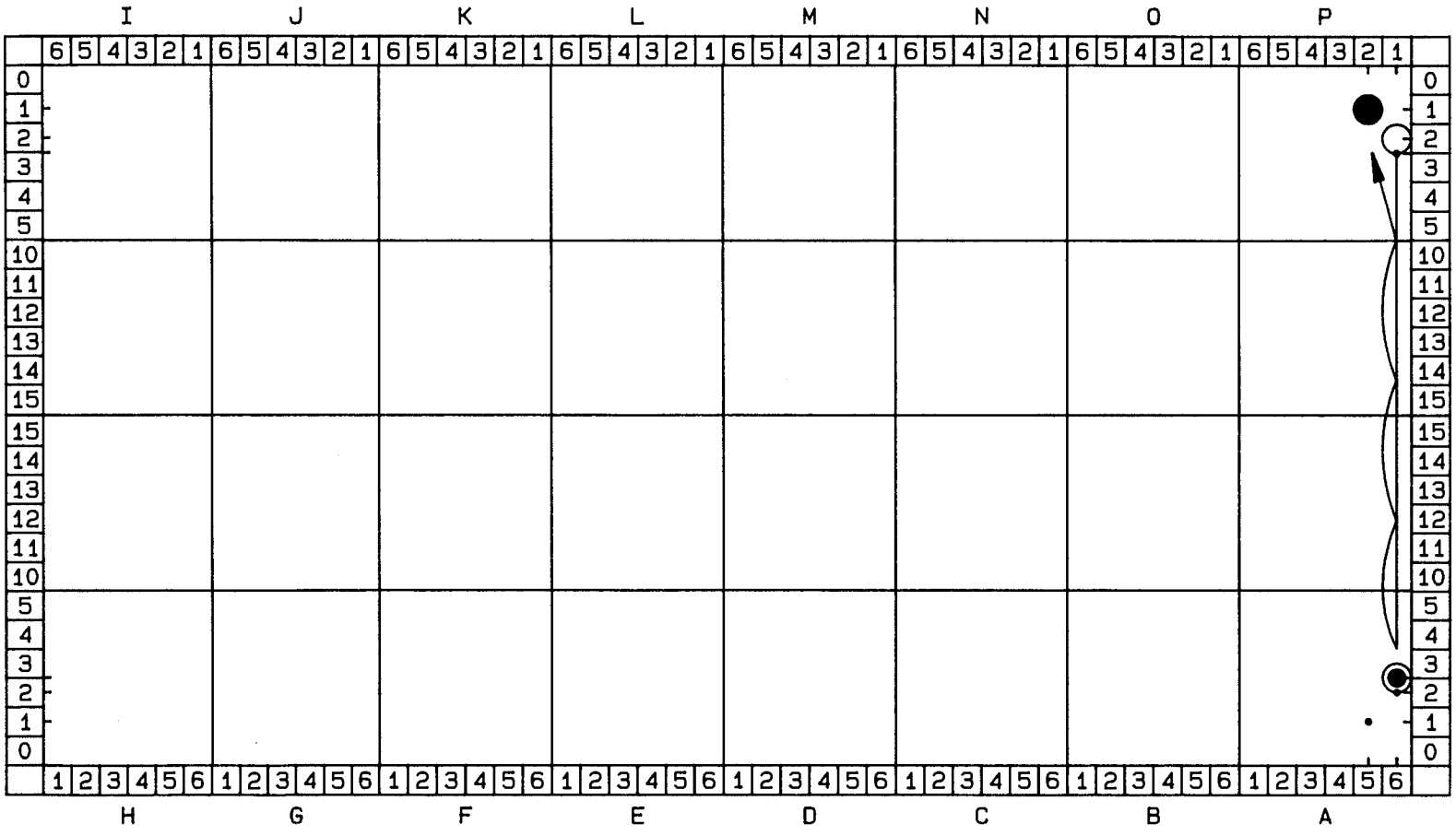
Five cushion shot

SHOT H-4 VALUE 8 (deleted)

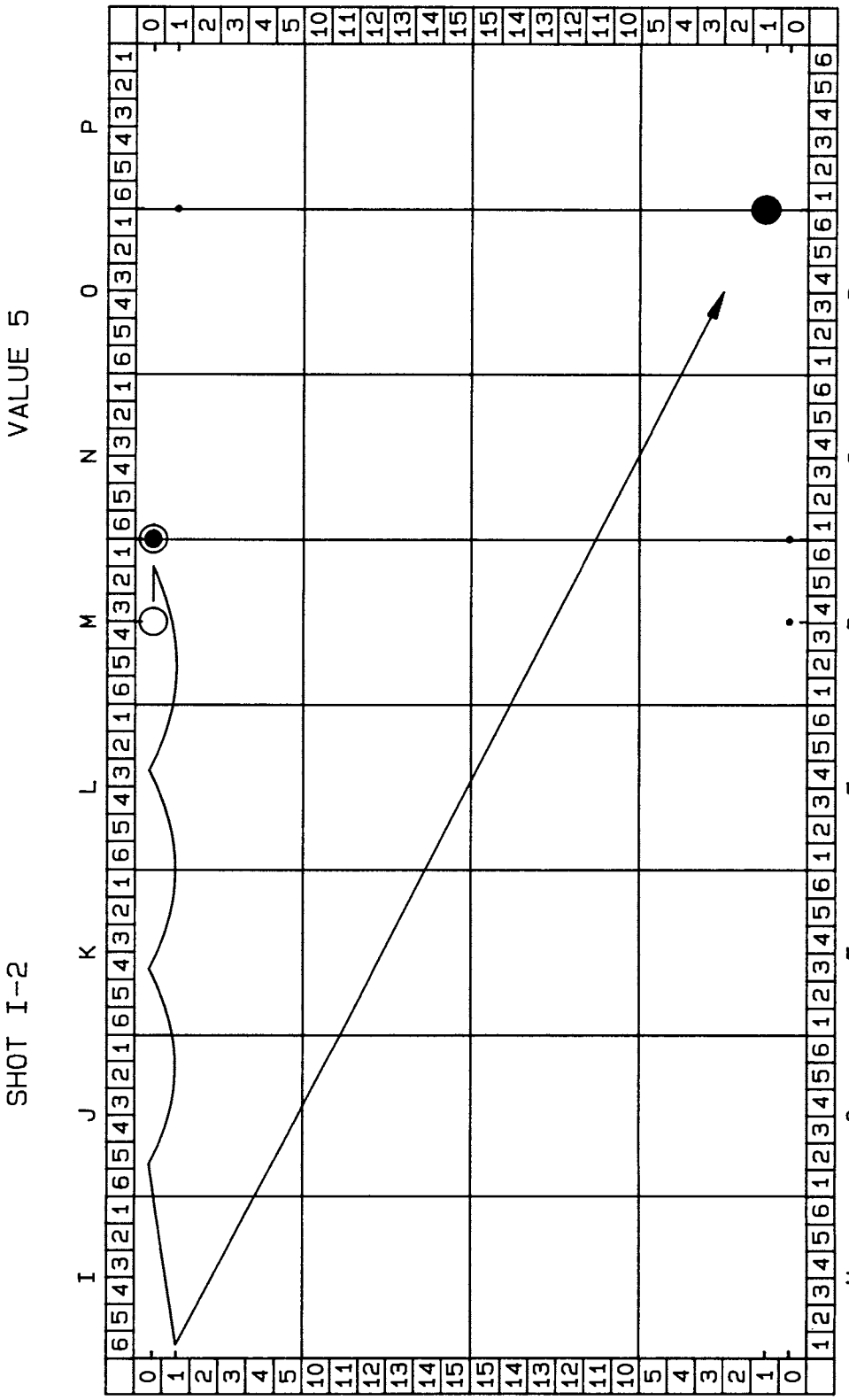


Three cushion shot

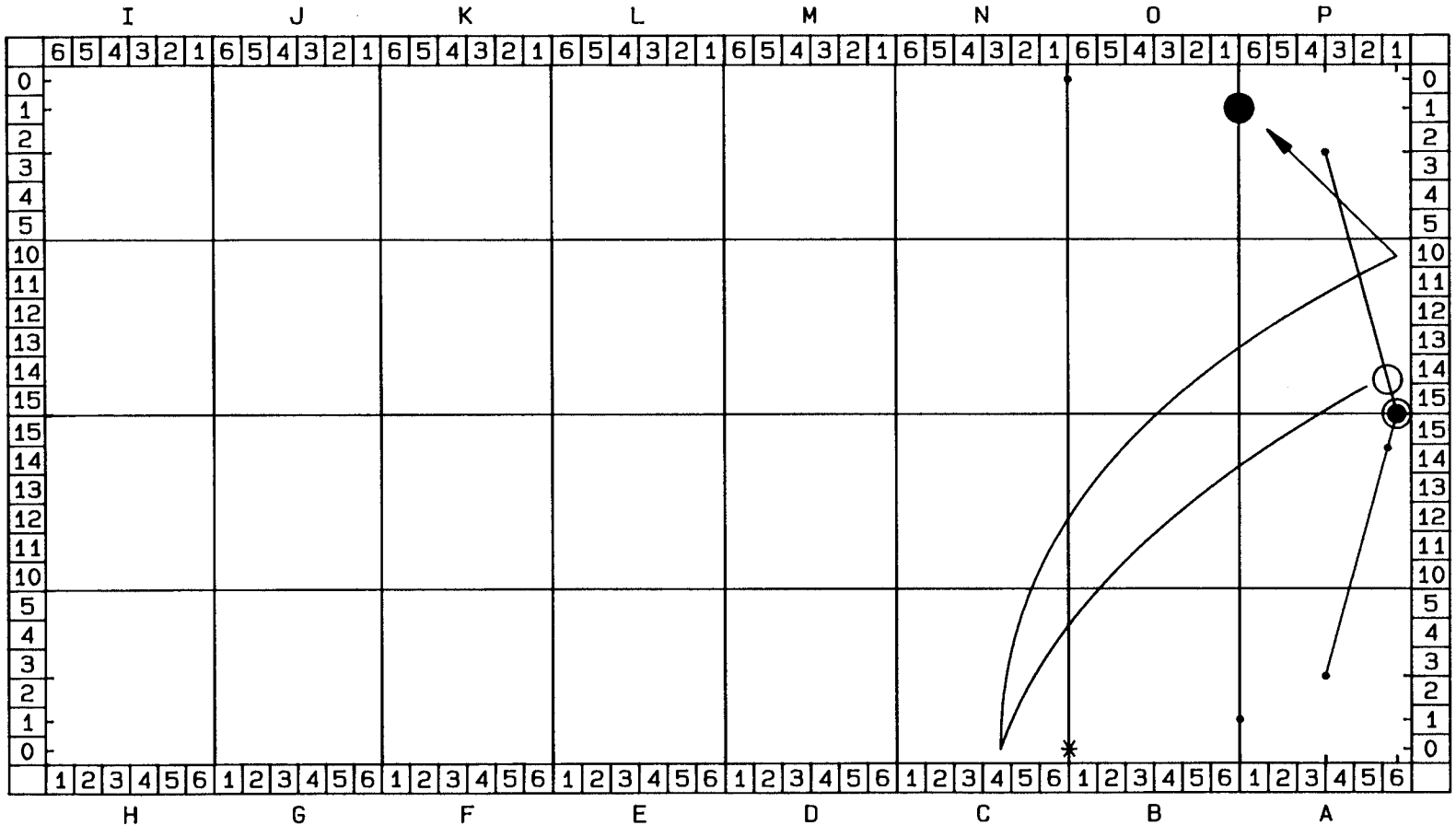
SHOT I-1 VALUE 4



Along the short rail

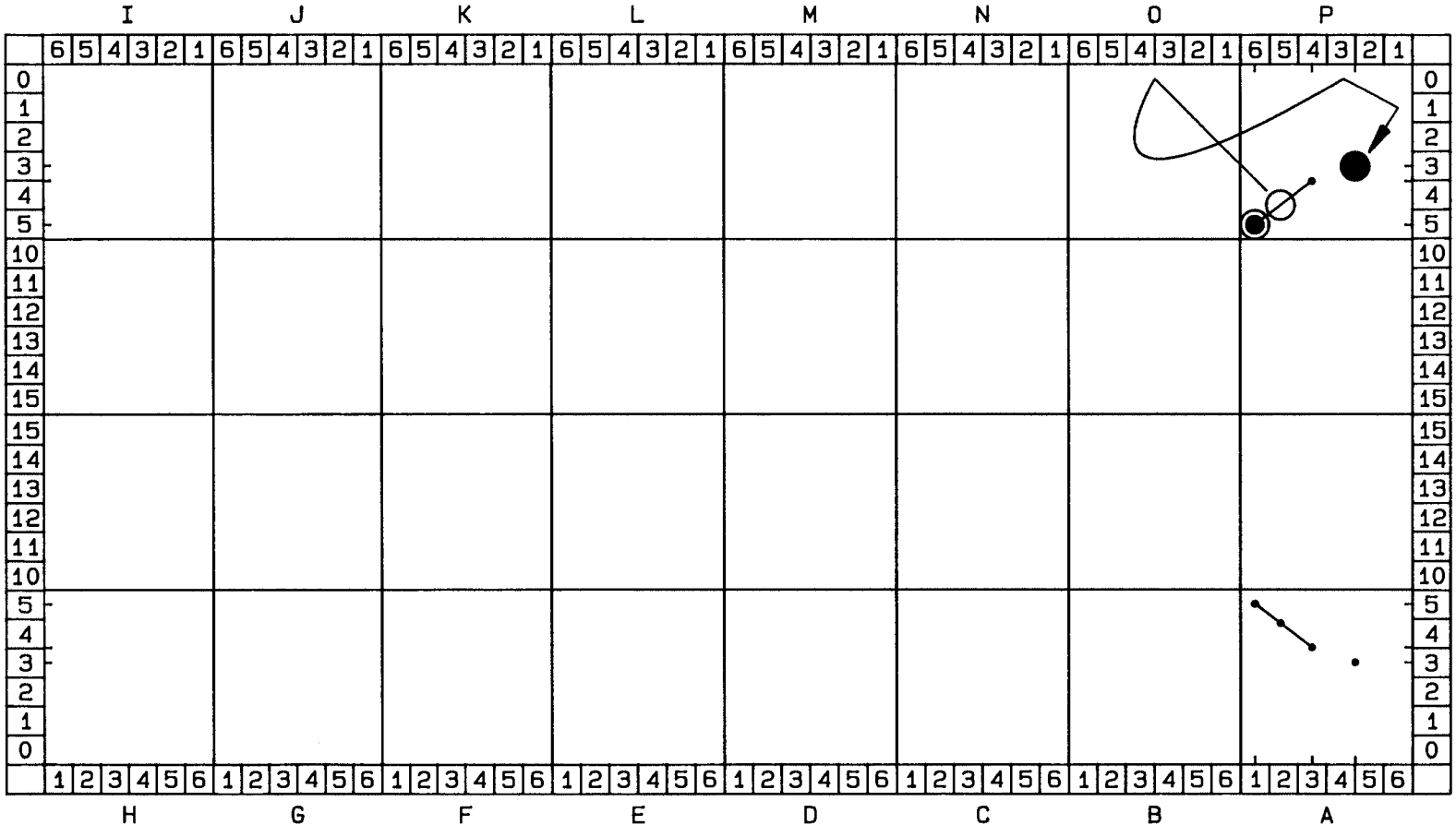

SHOT I-2
VALUE 5
I J K L M N O P
H G F E D C B A
Along the long rail, top balls are 2mm from the rail

SHOT I-3 VALUE 5 (6)



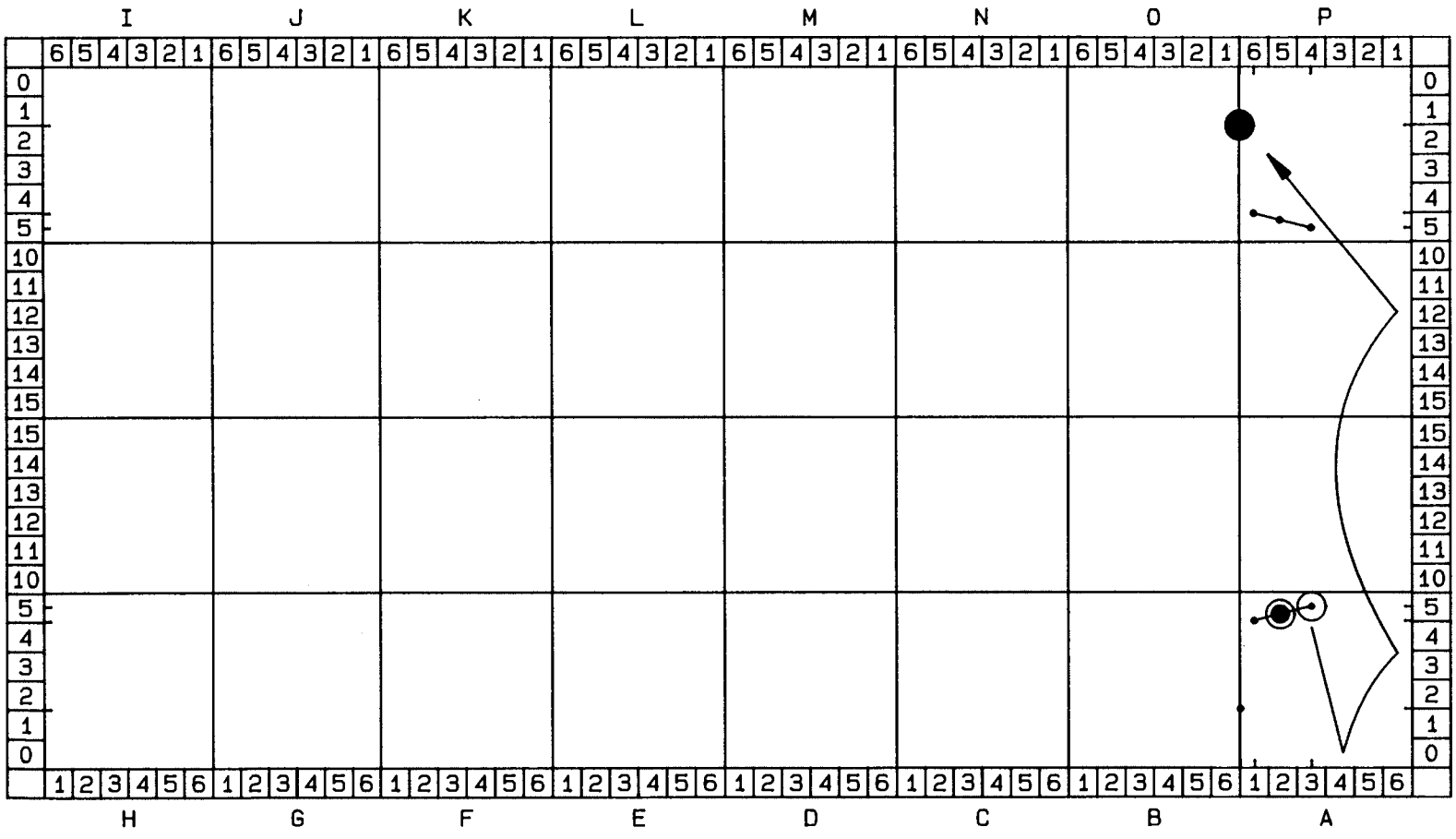
Two cushion shot with imposed limit

SHOT I-4 VALUE 6 (7)



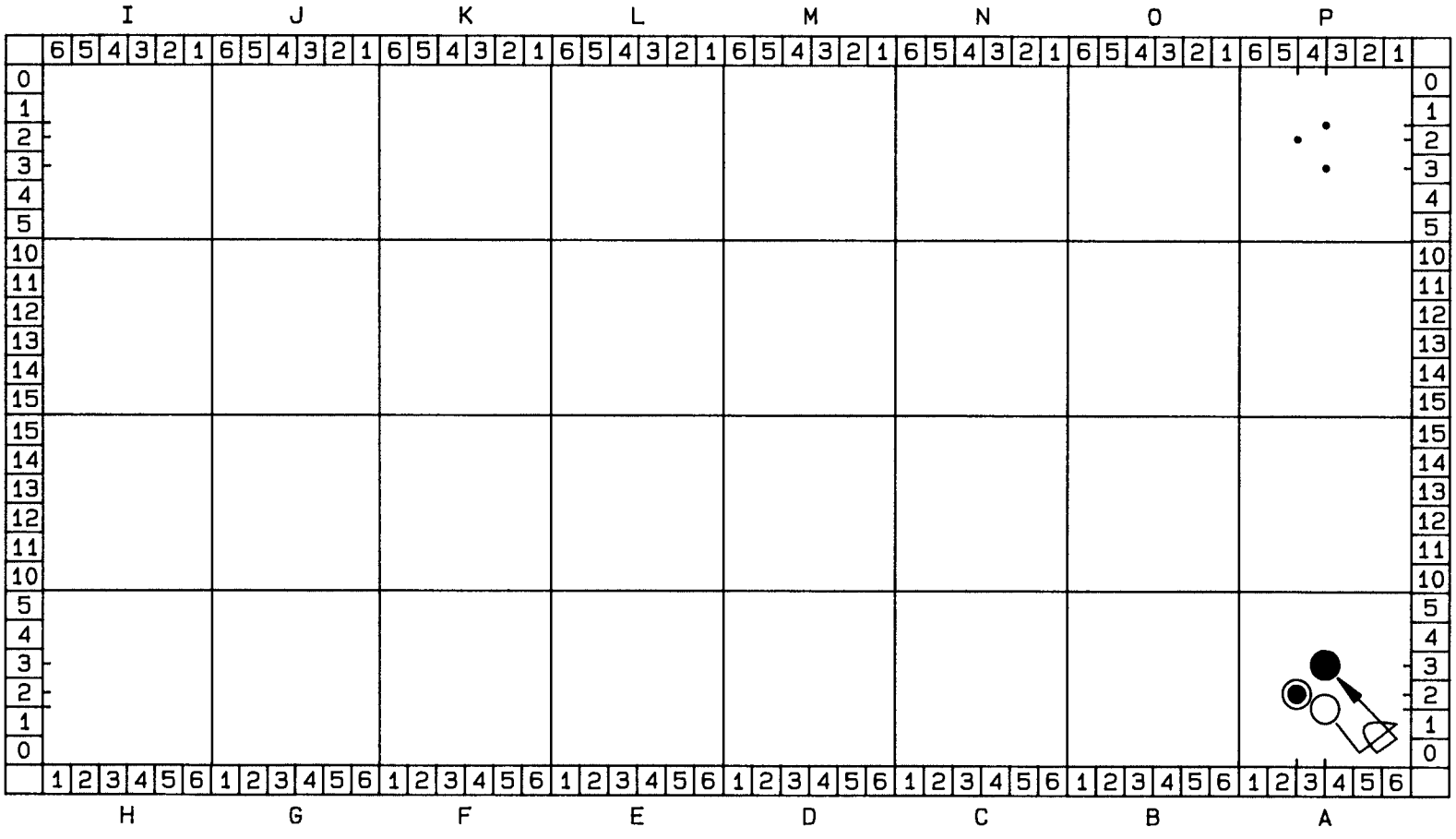
Three cushion shot

SHOT I-5 VALUE 7



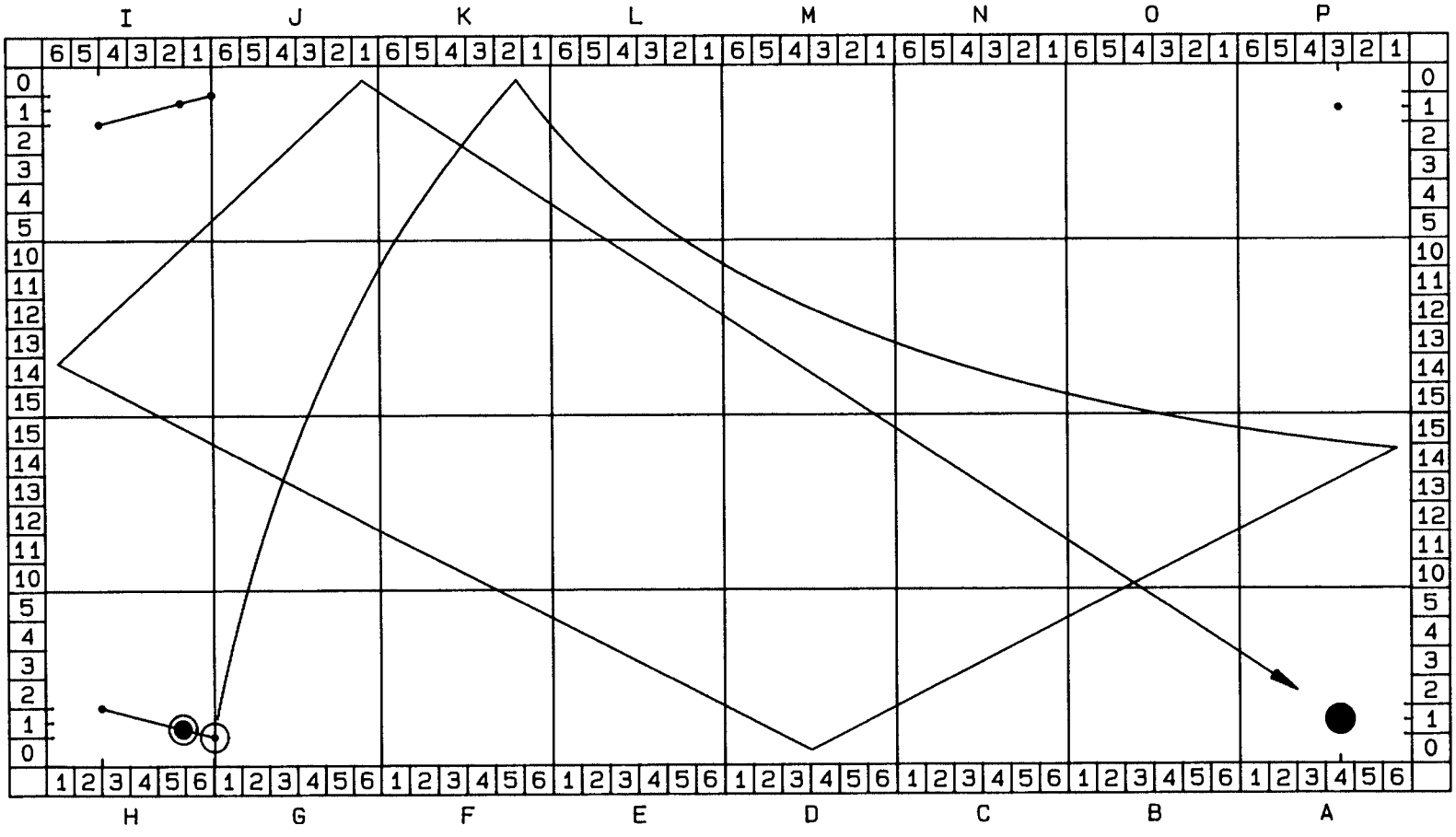
Three cushion shot

SHOT I-6 VALUE 9



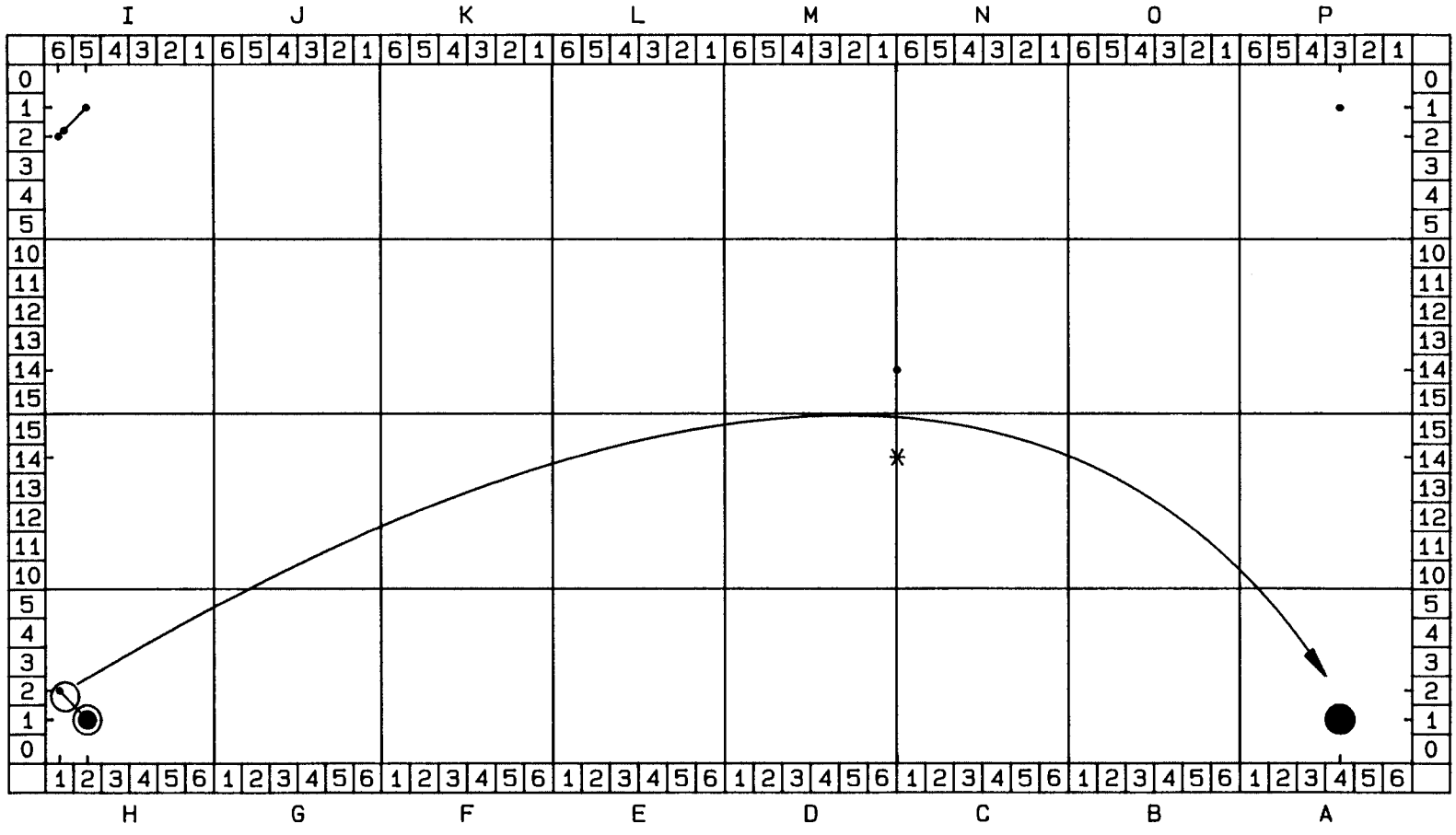
Four cushions (each cushion at least twice)

SHOT I-7 VALUE 11



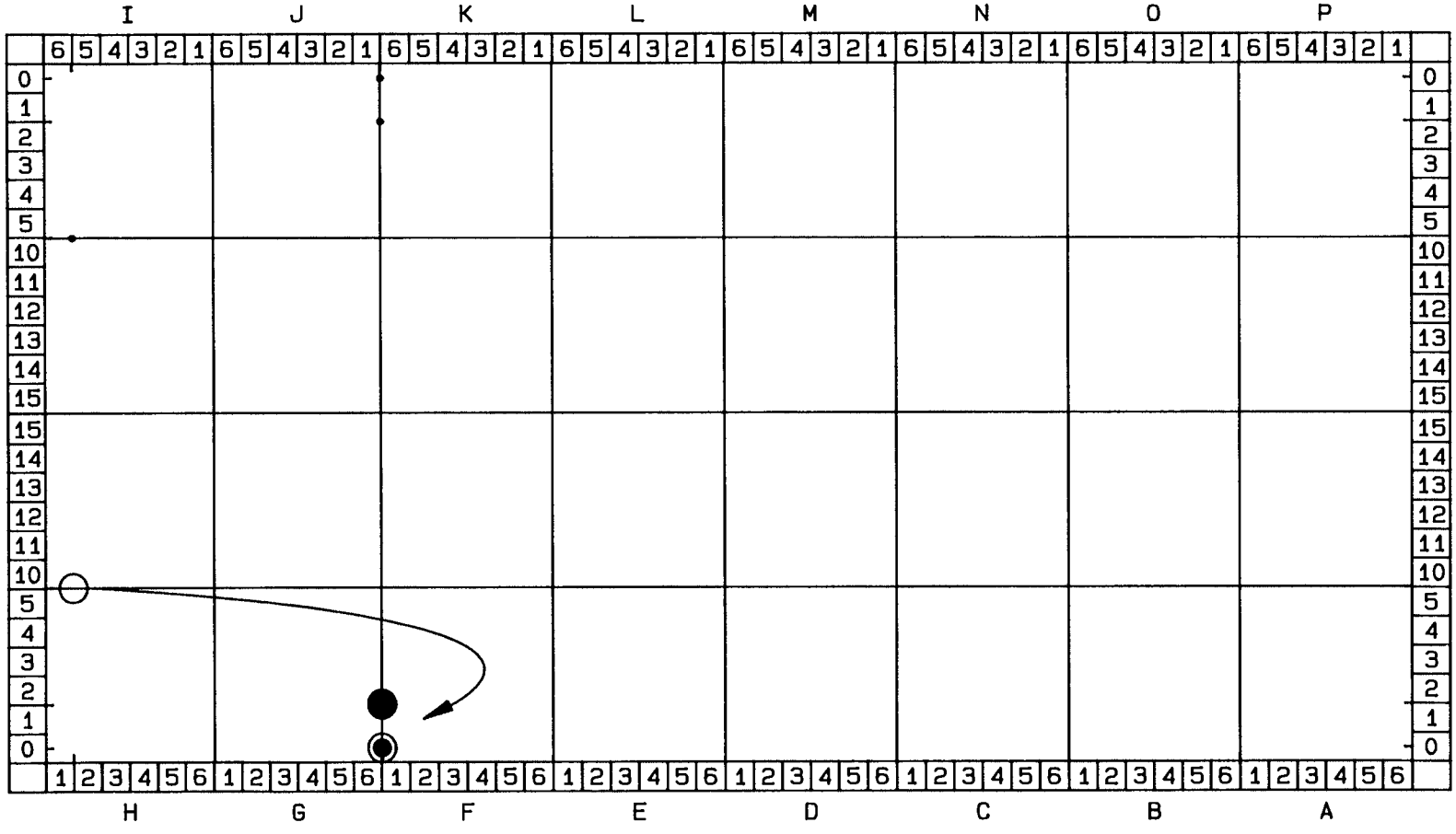
Five cushion shot

SHOT J-1 VALUE 6 (4)



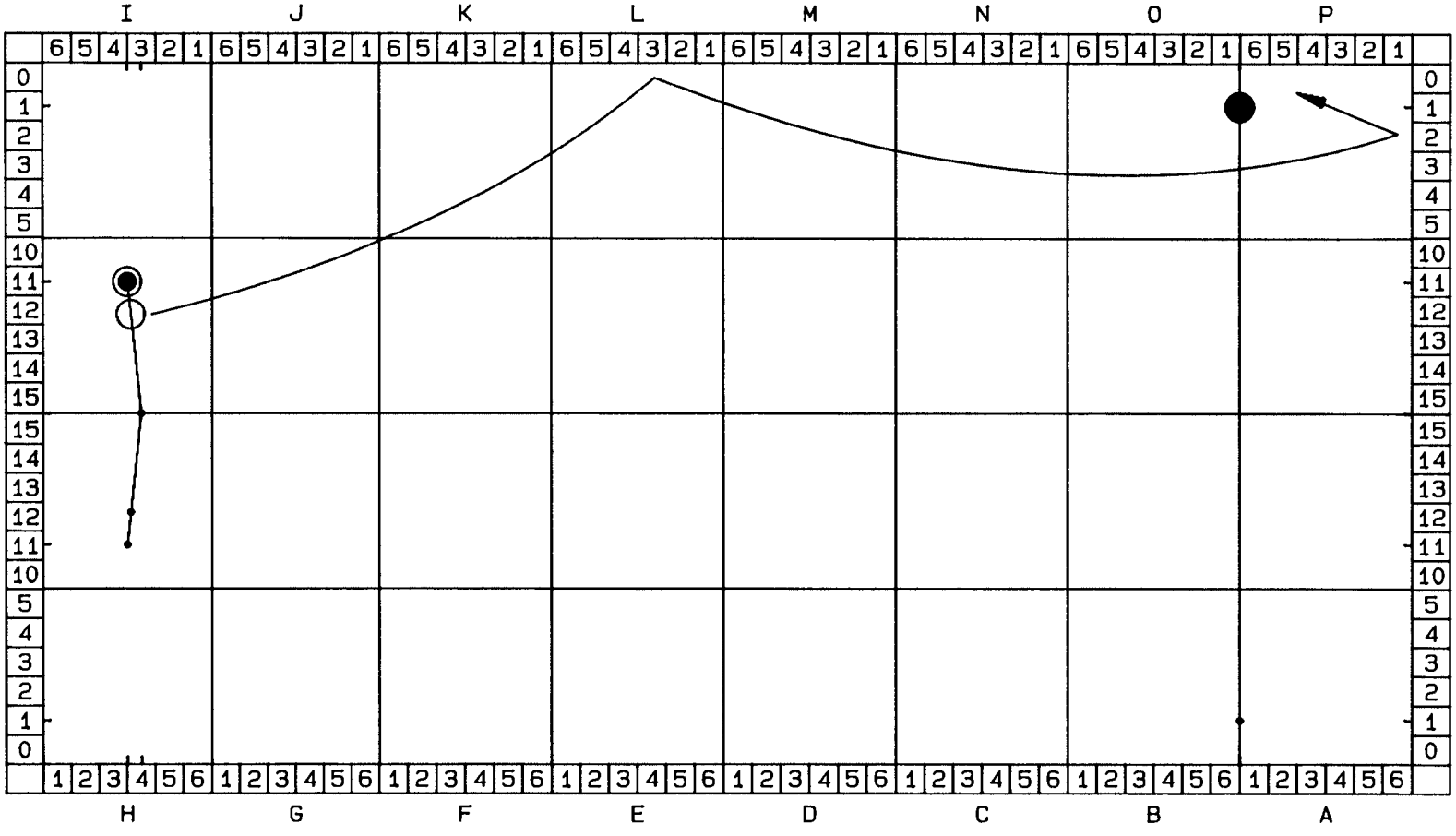
Direct carom with imposed limit

SHOT J-2 VALUE 5



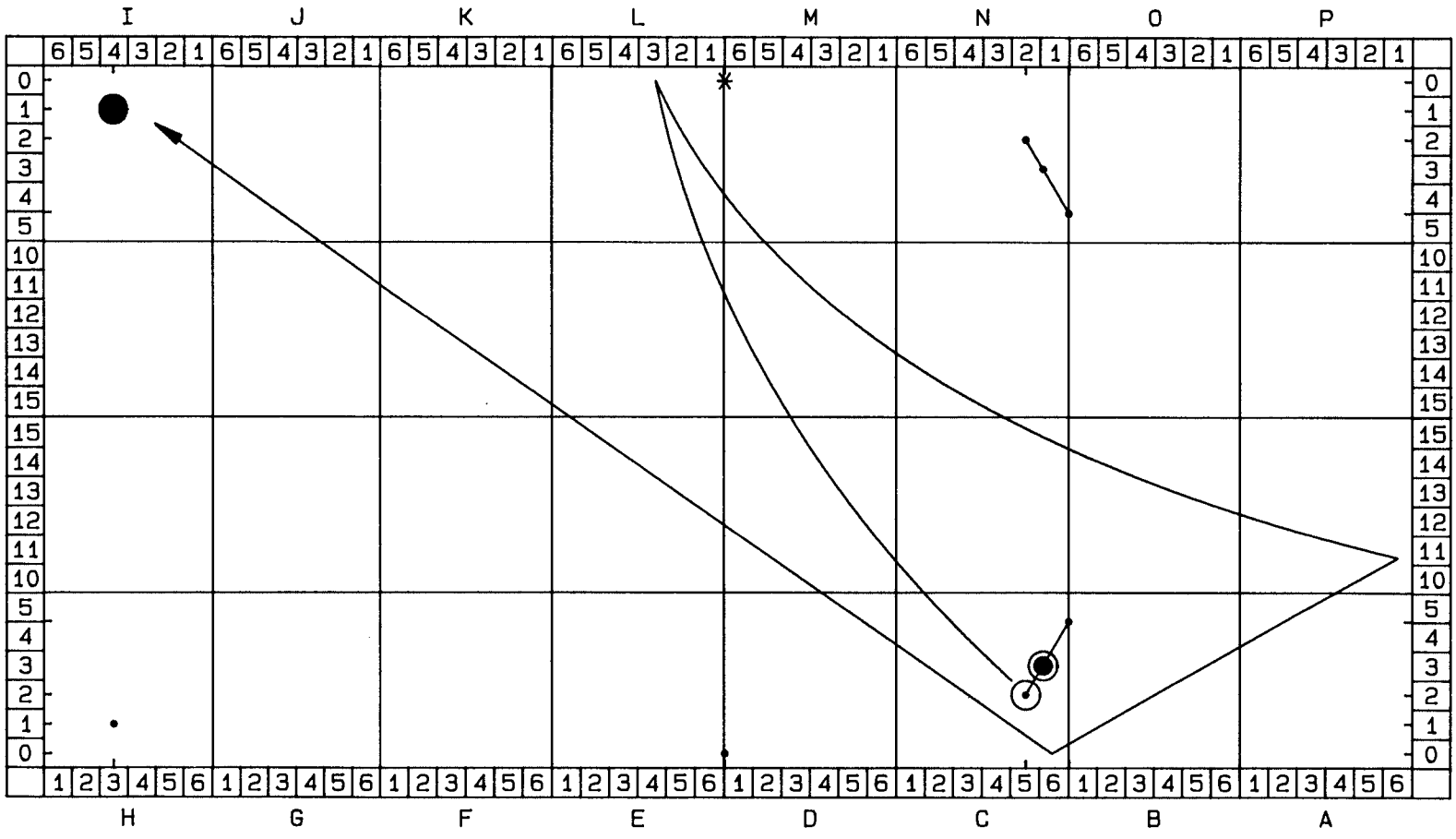
Carom from behind

SHOT J-3 VALUE 6 (7)



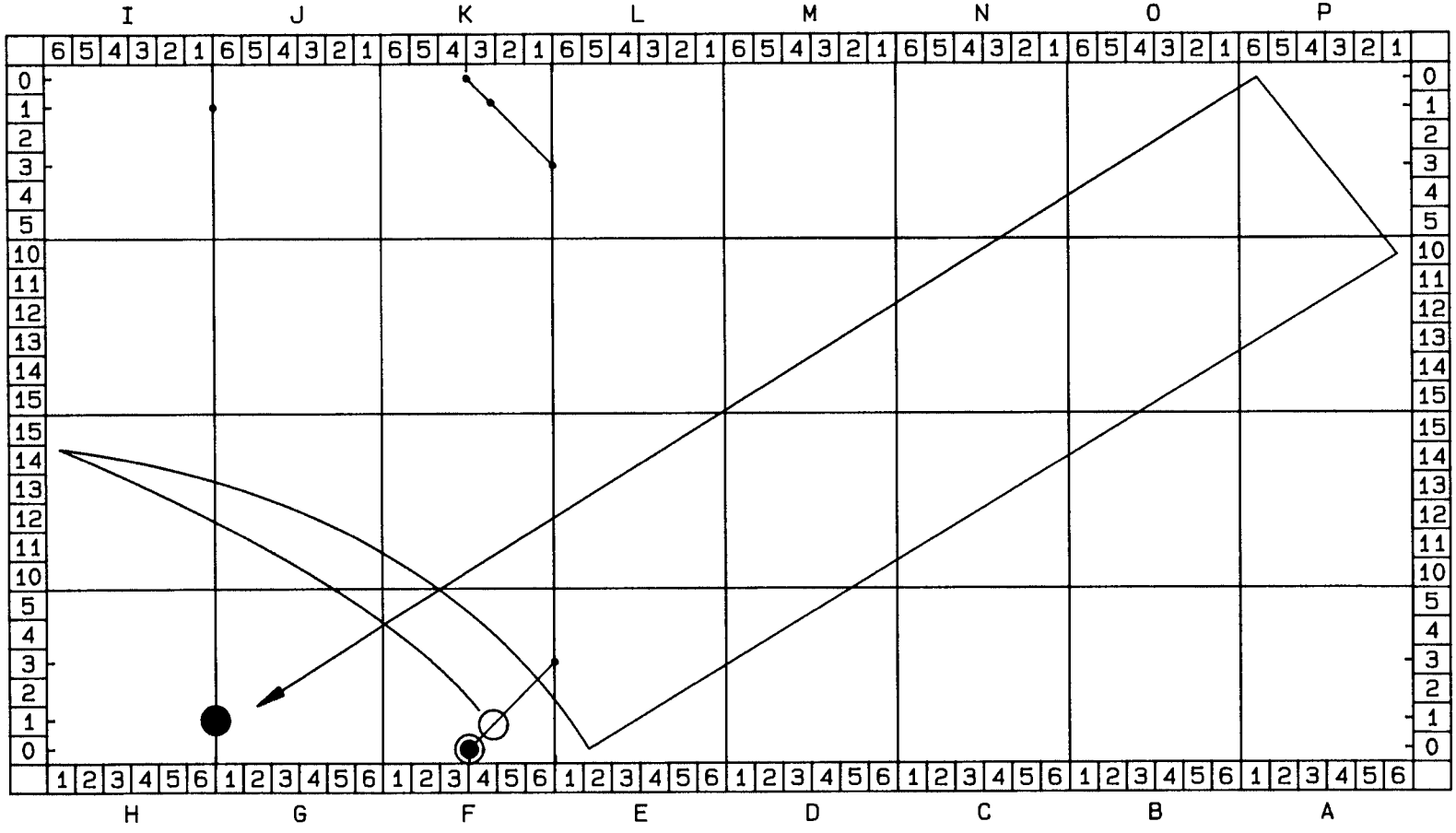
Two or three cushion shot

SHOT J-4 VALUE 7 (8)



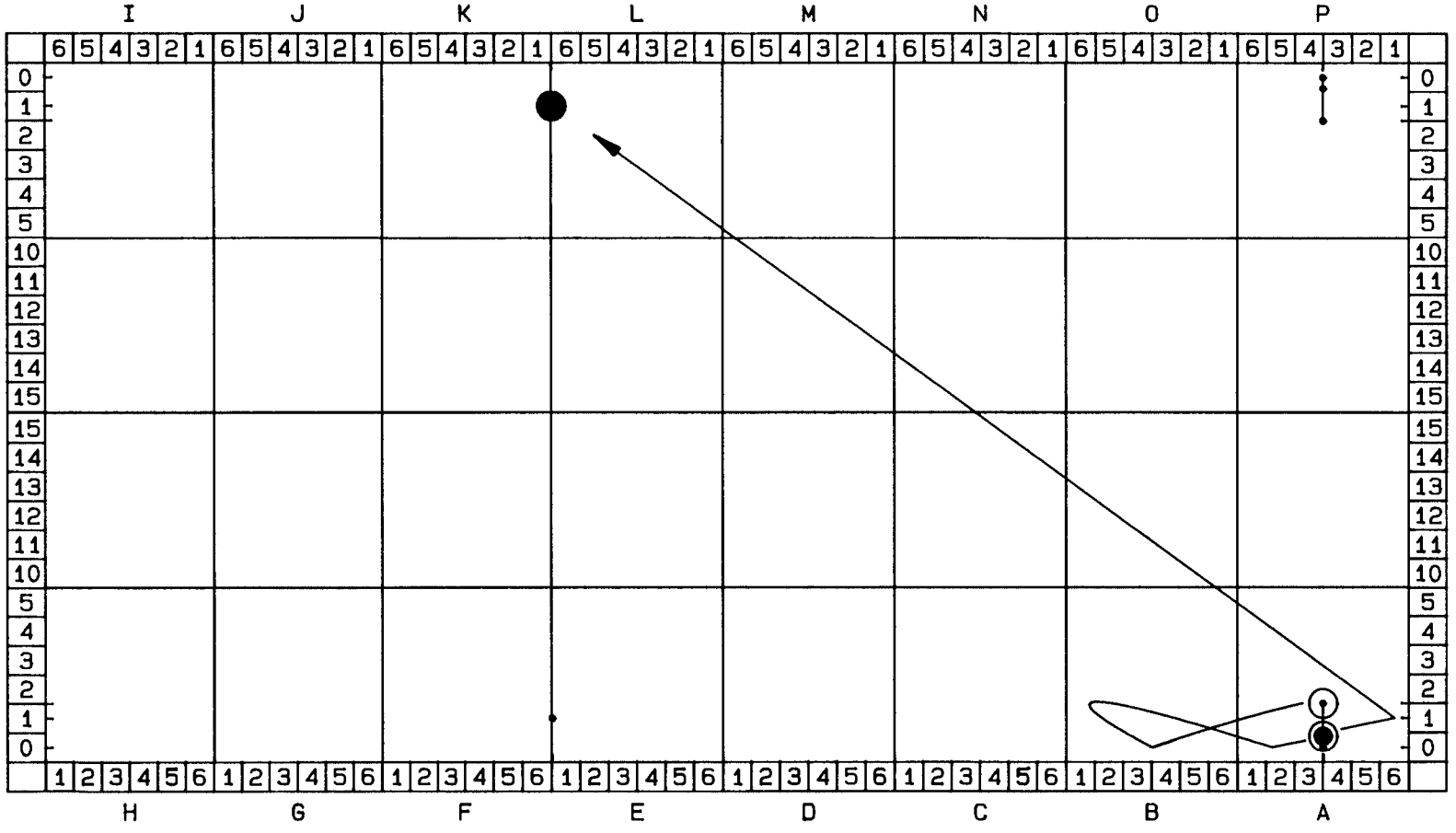
Three cushion shot with imposed limit

SHOT J-5 VALUE 8



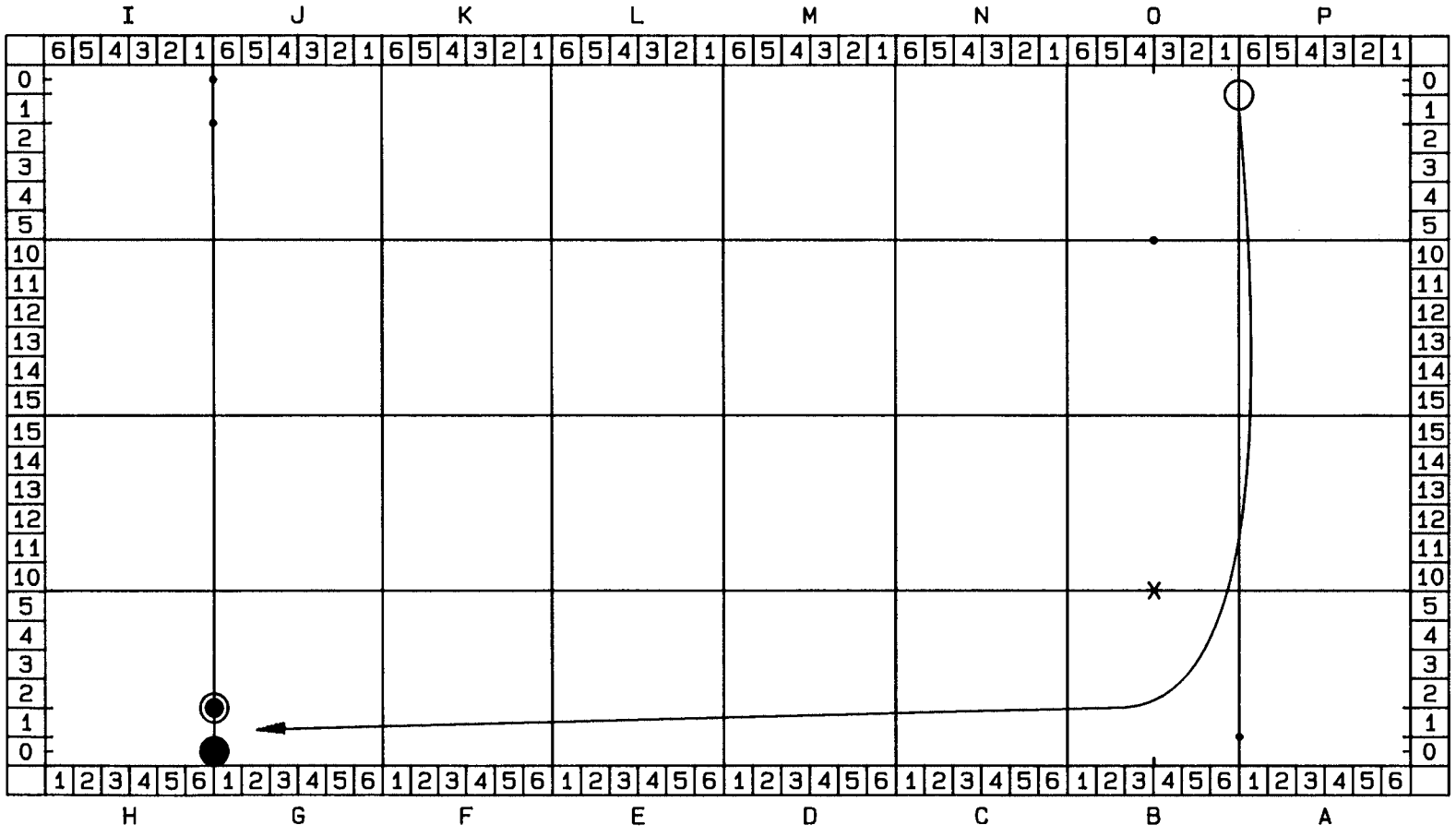
Four cushion shot

SHOT J-6 VALUE 9 (10)



Three cushion shot

SHOT J-7 VALUE 11



Direct carom with imposed limit

SHOT LISTING

Listed on the following pages are the positions for the 76 shots in the current competition. Not included are shots A-5, A-10, E-4, H-2, and H-4 which used to be in the competition, but are no longer. For each shot the left handed positions are given first. When a position indicates the end of a line rather than an actual ball position, it is enclosed in brackets [].

The first column is the usual order of the shot in the competition. The second column is the number of the shot in these diagrams. The value given in column 3 is the present value; former values are given in parentheses in the diagrams.

#	Cat. #	Value	Plain	Spot	Red	Obstacle
1	A-1	4	K42	K56(8)	P13	
			F45	G56(8)	A14	
2	A-4	6	H23	H26(7)	E36(9)	
			I24	I21(7)	M36(9)	
3	G-5	5	P13	P26(8)	P5(9)	
			A14	B26(8)	A1(9)	
4	G-8	7	J26	J116	B16(8)	K106(8)
			G21	G111	P16(8)	G106(8)
5	D-2	4	[P3(9)]	P26(9)	I14	
			[A3(9)]	B26(9)	H13	
6	D-4	6	[A5(9)]	A32(9)	O33(9)	
			[P1(9)]	P34(9)	B33(9)	
7	G-7	6	D155(8)	D45	C16(9)	C41(7)
			M151(8)	M42	O16(9)	N46(7)
8	E-9	8	C6(8)	H154(7)	B16(9)	
			O6(8)	I153(7)	P16(9)	
9	C-2	4	A11(7)	A55(7)	P113	
			P16(7)	P52(7)	A114	
10	C-5	7	B44(7)	A54(7)	B16(9)	
			O43(7)	P53(7)	P16(9)	
11	A-3	5	N33(9)	N46(7)	P13	
			C33(9)	C41(7)	A14	
12	A-8	8	C106(8)	I123(9)	J13(8)	
			O106(8)	H123(9)	G13(8)	
13	G-6	5	P3	P6(9)	P16(9)	
			A4	B6(9)	B16(9)	

#	Cat. #	Value	Plain	Spot	Red	Obstacle
14	G-9	7	A24(9)	A103	A13(8)	
			P22(9)	P104	P13(8)	
15	J-1	6	[I26]	I15	P13	N146(9)
			[H21]	H12	A14	D146(9)
16	I-5	7	P54	[P46(7)]	B16(8)	
			A53	[A41(7)]	P16(8)	
17	E-5	7	O146(9)	L3(9)	N16	
			C146(9)	E3(9)	C11	
18	E-11	8	A123(8)	P12	A16	
			P123(8)	A15	P11	
19	D-6	6	[I124(9)]	H151(7)	H152(7)	
			[H122(9)]	I156(7)	I155(7)	
20	D-5	7	[P55(9)]	P26(9)	P32(7)	
			[A51(9)]	B26(9)	A35(7)	
21	B-2	4	A123	E6(9)	E16(9)	
			P124	M6(9)	M16(9)	
22	B-5	6	O112	P35	P44(8)	
			B115	A32	A42(8)	
23	I-2	5	D3(9)	D6(9)	P16(9)	
			M3(9)	N6(9)	B16(9)	
24	J-5	8	[L36(9)]	K3(9)	J16(9)	
			[F36(9)]	F3(9)	H16(9)	
25	G-3	5	P43	P46(9)	P26(9)	
			A44	B46(9)	B26(9)	
26	A-9	8	H143(9)	G131(9)	F14(9)	
			I143(9)	J135(9)	K12(9)	
27	C-3	5	G156(7)	L26(9)	P33	
			J151(7)	F26(9)	A34	
28	C-6	7	L153	E16(9)	K16(9)	
			E154	M16(9)	G16(9)	
29	A-2	5	A156(7)	G156(8)	P13	
			P151(7)	K156(8)	A14	
30	A-11	8	C146(9)	I156(7)	A14	
			O146(9)	I156(7)	P13	
31	I-4	6	[A33(7)]	A51	A34(9)	
			[P34(7)]	P56	P32(9)	
32	J-4	7	N22	[O46(8)]	H13	E6(9)
			C25	[C46(8)]	I14	M6(9)
33	B-1	4	P123(9)	P6(9)	P16(9)	
			A123(9)	B6(9)	B16(9)	

#	Cat. #	Value	Plain	Spot	Red	Obstacle
34	A-12	10	O6(9)	K6(9)	I4	
			C6(9)	G6(9)	H3	
35	E-6	7	G156(8)	H24	C16(9)	
			K156(8)	I23	O16(9)	
36	E-12	9	B111	J23(9)	A13(9)	
			O116	G23(9)	P13(9)	
37	F-2	6	[G56(8)]	G156(8)	H13	
			[K56(8)]	K156(8)	I14	
38	F-3	7	K6(9)	[J16] & [J26]	P12	
			G6(9)	[G11] & [G21]	A15	
39	G-1	4	O13(8)	O56(8)	O54(8)	
			B13(8)	C56(8)	B52(8)	
40	E-8	8	O126(7)	L156(8)	F11	E121(9)
			B121(7)	F156(8)	K16	L125(9)
41	I-3	5	[A23(8)]	P151(7)	B16(9)	O6(9)
			[P23(8)]	A156(7)	P16(9)	C6(9)
42	I-6	9	P13(8)	P24(9)	P33(9)	
			A13(8)	A22(9)	A33(9)	
43	B-3	4	P152(7)	P11(7)	D16(9)	
			A155(7)	A16(7)	N16(9)	
44	E-13	10	K33(9)	J32(8)	I14	K16(9)
			F33(9)	G34(8)	H13	G16(9)
45	D-1	4	A106(7)	[A123(9)]	B16(9)	
			P101(7)	[P123(9)]	P16(9)	
46	D-7	8	[A4(7)]	A43(9)	K16(9)	
			[P3(7)]	P43(9)	G16(9)	
47	E-1	4	P52(7)	A15	H16(9)	
			A55(7)	P12	J16(9)	
48	E-14	11	H13(7)	H56	B26(9)	
			I14(7)	I51	P26(9)	
49	C-1	4	C56(8)	A54(7)	P52(7)	
			O56(8)	P53(7)	A55(7)	
50	C-7	9	G136(7)	H22(7)	K11	
			J131(7)	I25(7)	F16	
51	I-1	4	A26	P21(7)	A15	
			P21	A26(7)	P12	
52	I-7	11	J6(8)	[I14(8)]	P13	
			H6(8)	[H12(8)]	A14	

#	Cat. #	Value	Plain	Spot	Red	Obstacle
53	G-4	4	A24(7)	B36(8)	C6(8)	
			P23(7)	P36(8)	O6(8)	
54	E-7	8	N116(8)	M156(8)	C26(8)	
			D116(8)	E156(8)	O26(8)	
55	E-3	5	B51(7)	D126(9)	A14	
			O56(7)	N126(9)	P13	
56	E-10	9	C116(9)	E156	I14	
			O116(9)	L151	H13	
57	C-4	4	B125	B13(9)	A25(7)	
			O122	O13(9)	P22(7)	
58	C-8	10	O126(8)	P22	O42	
			C126(8)	A25	B45	
59	A-7	7	B114	G113	P13	
			O113	J114	A14	
60	A-6	8	B124	C156(8)	I54(7)	
			O123	O156(8)	H53(7)	
61	D-3	4	[A16(7)]	A3(9)	G16(9)	
			[P11(7)]	P3(9)	K16(9)	
62	D-8	10	[A35(9)]	A52(7)	J16(9)	
			[P31(9)]	P55(7)	H16(9)	
63	J-3	6	[H154(7)]	H113(9)	B16(9)	
			[I153(7)]	I113(9)	P16(9)	
64	J-6	9	P13(8)	[P3(9)]	F16(9)	
			A13(8)	[A3(9)]	L16(9)	
65	H-1	4	H156(8)	H51(7)	I14	
			J156(8)	I56(7)	H13	
66	H-3	6	G156(8)	H1	A14	
			K156(8)	I6	P13	
67	G-2	4	C6(8)	C13(7)	A34	
			O6(8)	N14(7)	P33	
68	G-10	10	K13(9)	K26(9)	P16(8)	
			F13(9)	G26(9)	B16(8)	
69	E-2	4	B126	C156(8)	O16(9)	
			O121	O156(8)	C16(9)	
70	E-15	11	A124(7)	L6(9)	J16(9)	
			P123(7)	F6(9)	H16(9)	
71	B-4	5	H14	G6(9)	O16(9)	
			I13	K6(9)	C16(9)	
72	B-6	9	O146(9)	K6(8)	H13	
			C146(9)	G6(8)	I14	

#	Cat. #	Value	Plain	Spot	Red	Obstacle
73	F-1	4	[H3(7)]	H34	A34	
			[I4(7)]	I33	P33	
74	F-4	8	[B153(8)]	C156(8)	H13	
			[O153(8)]	O156(8)	I14	
75	J-2	5	I55(8)	K6(9)	K16(8)	
			H51(8)	G6(9)	G16(8)	
76	J-7	11	B6(8)	J16(8)	J6(9)	O53(8)
			P6(8)	H16(8)	H6(9)	B53(8)