

ATTENTION POOL & BILLIARD PLAYERS:

\$ 10,000.00*

USBA Shot Contest:

Only \$ 10.00 to enter

ANYONE Can Win!!!

Just practice the 8 shots below

Estimated Prize payouts*:

1st Place: \$ 5,000.00

2nd Place: \$ 2,500.00

3rd Place: \$ 1,250.00

4th Place: \$ 625.00

5th Place: \$ 300.00

6th Place: \$ 150.00

7th Place: \$ 75.00

8th Place: \$ 50.00

9th Place: \$ 25.00

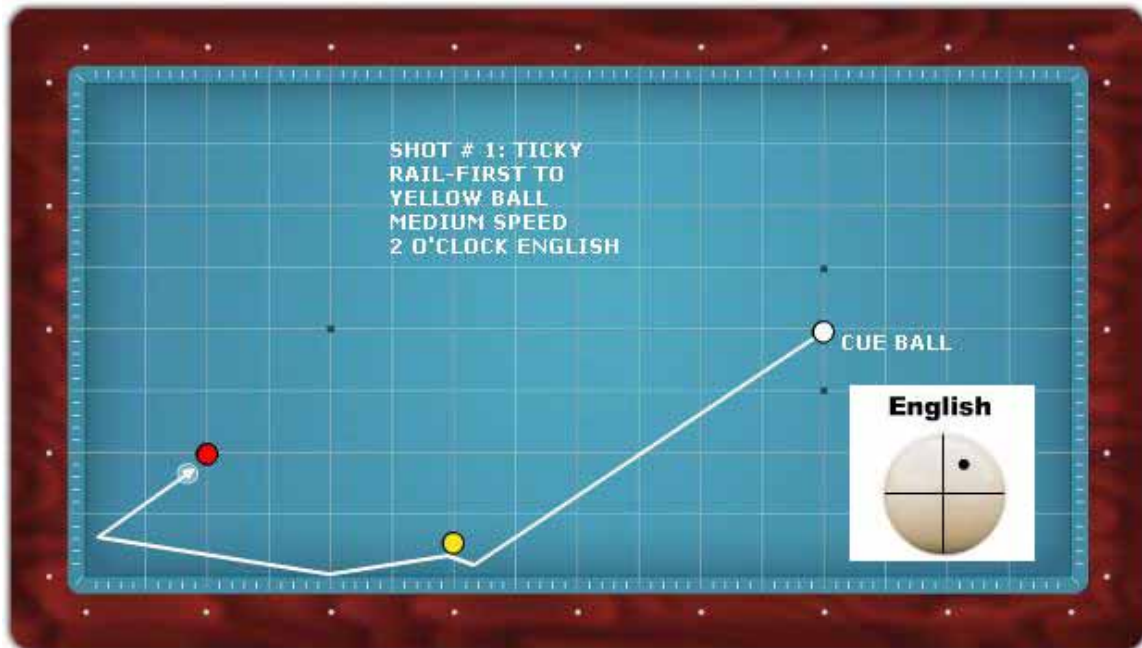
10th Place: \$ 25.00

* Actual total prize fund may be less than \$ 10,000.00. The actual prize fund and payouts will be based on the actual amounts received through contest entry fees. A projected total prize fund of \$ 10,000.00 is based on the assumption that Shot Contests will be held during the Preliminary Period (explained in the Official Rules below) in at least 10 different locations, with each location holding at least 10 different Shot Contests, plus enough additional Shot Contests to cover USBA expenses of holding all Shot Contests. Expenses incurred by the USBA in holding these Shot Contests will be deducted from total entry fees received. Assuming that all USBA expenses and \$ 10,000.00 for prize fund are received, any additional amounts received will be retained by the USBA.

Every **Thursday** night at **8:00pm** sharp, we will hold a shot contest using 4 of the 8 shots diagrammed below, as determined by the tournament director. The contest will consist of 5-15 players. Each player will make 3 attempts for each shot. Every time a shot is scored, the player will receive 1 point. With 4 shots and 3 attempts per shot, the maximum possible score is 12 points. The player with the highest score will qualify into the Semi-Final Rounds. If there is a tie in points, then the winner will be decided by an opening lag.

The preliminary rounds will take place from **November 1, 2009 through March 1, 2010**. The qualifying players will then compete in the Semi-Final Events to be held **the 1st week of April, 2010**. The winner of each Semi-Final Event will then compete against 9 other Semi-Final Event winners for 1st through 10th place overall.

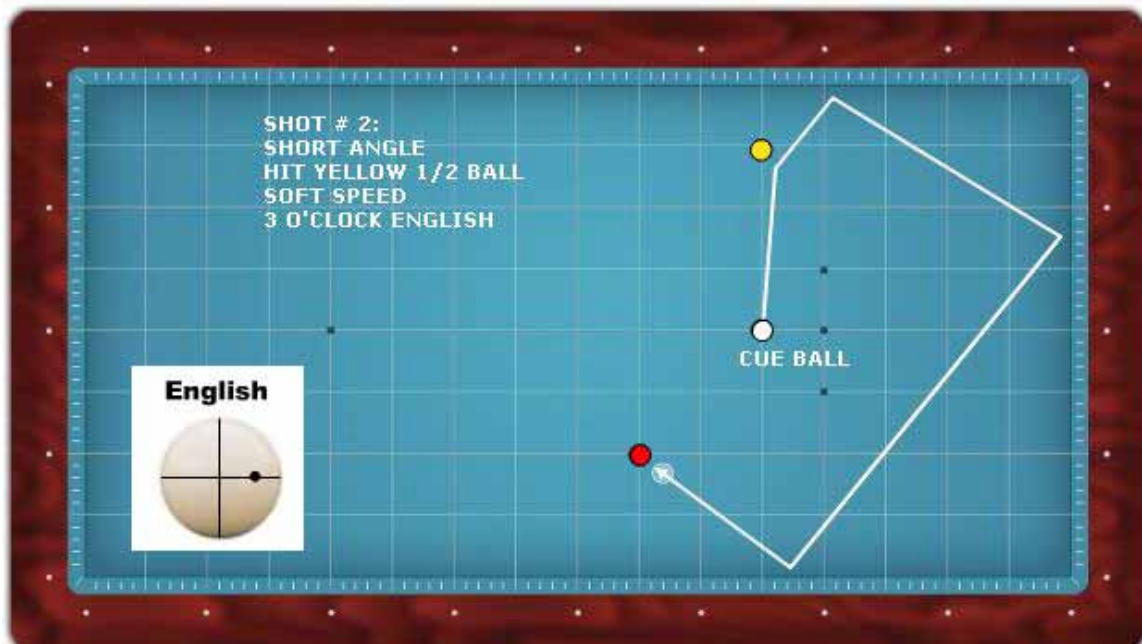
3-CUSHION CHALLENGE SHOT CONTEST # 1 & 2



SHOT # 1: TICKY
RAIL – FIRST TO YELLOW BALL
MEDIUM SPEED 2 O'CLOCK
ENGLISH



www.professorqball.com

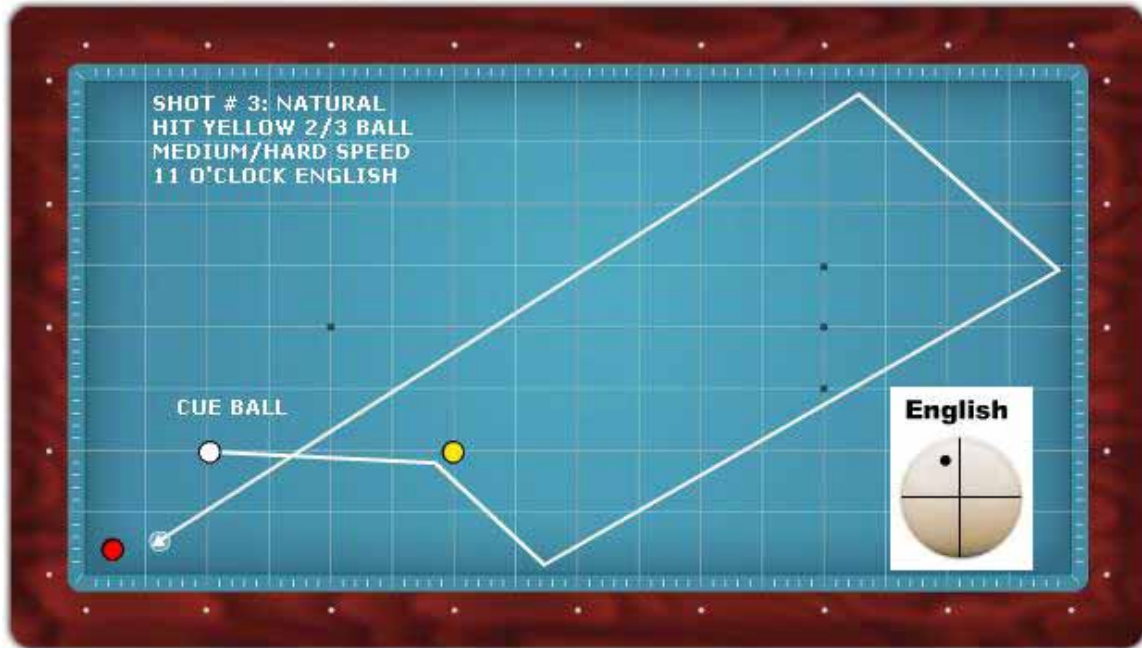


SHOT # 2: SHORT ANGLE
HIT YELLOW 1/2 BALL
SOFT SPEED
3 O'CLOCK ENGLISH

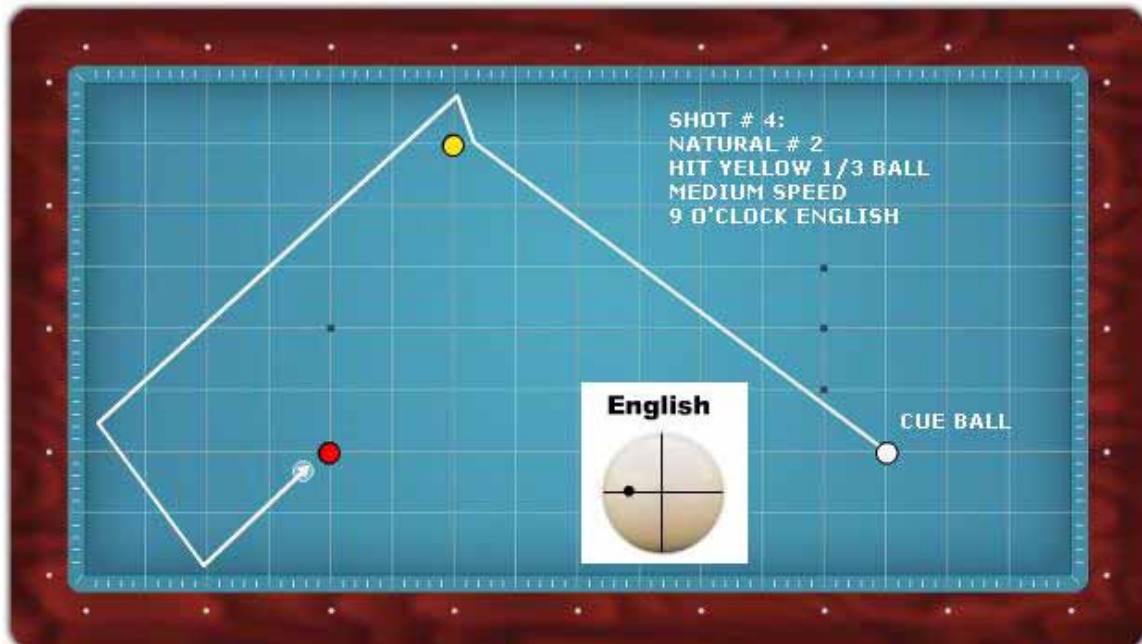


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3-CUSHION CHALLENGE SHOT CONTEST # 3 & 4



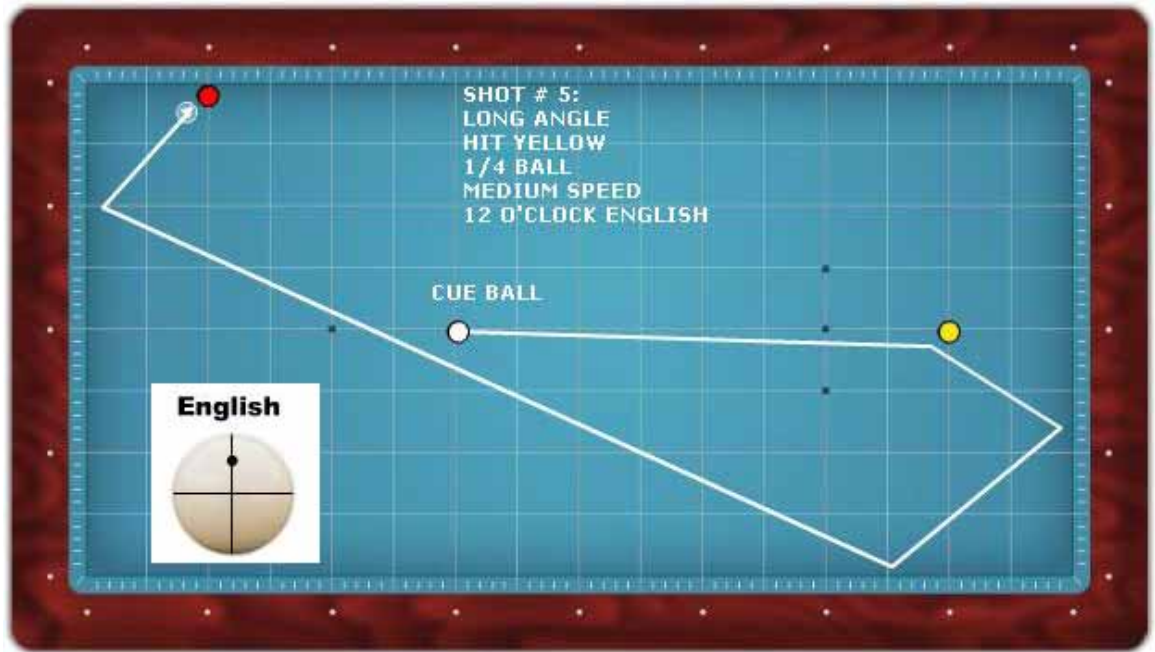
SHOT # 3: NATURAL
HIT YELLOW 2/3 BALL
MEDIUM / HARD SPEED
11 O'CLOCK ENGLISH



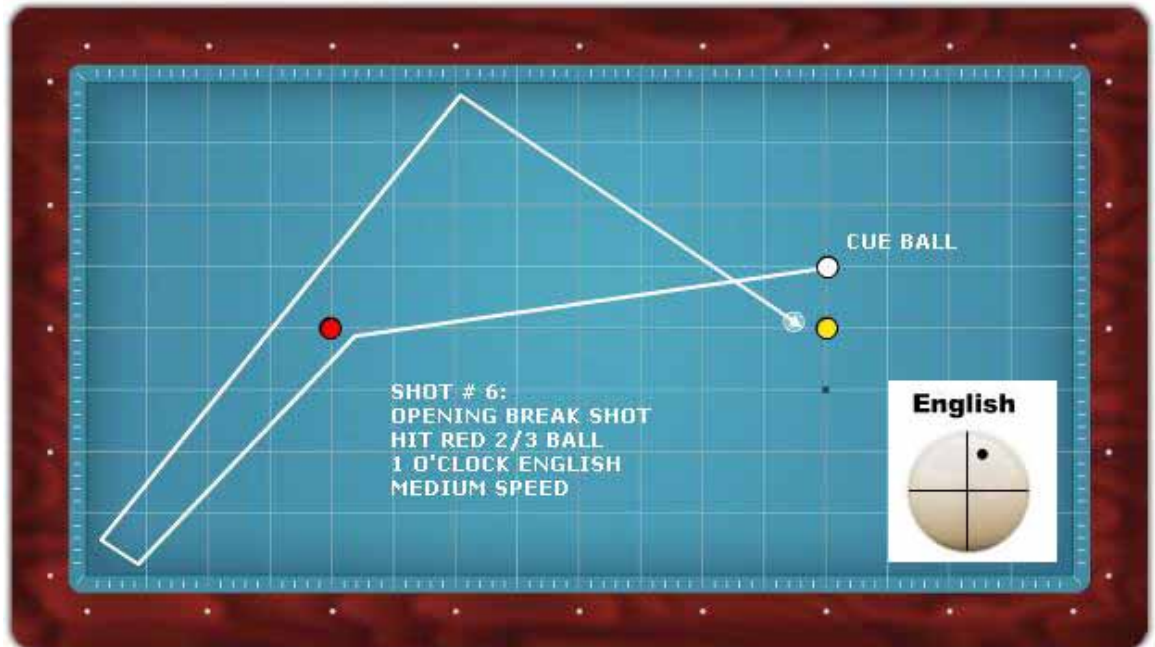
SHOT # 4: NATURAL # 2
HIT YELLOW 1/3 BALL
9 O'CLOCK ENGLISH



3-CUSHION CHALLENGE SHOT CONTEST # 5 & 6



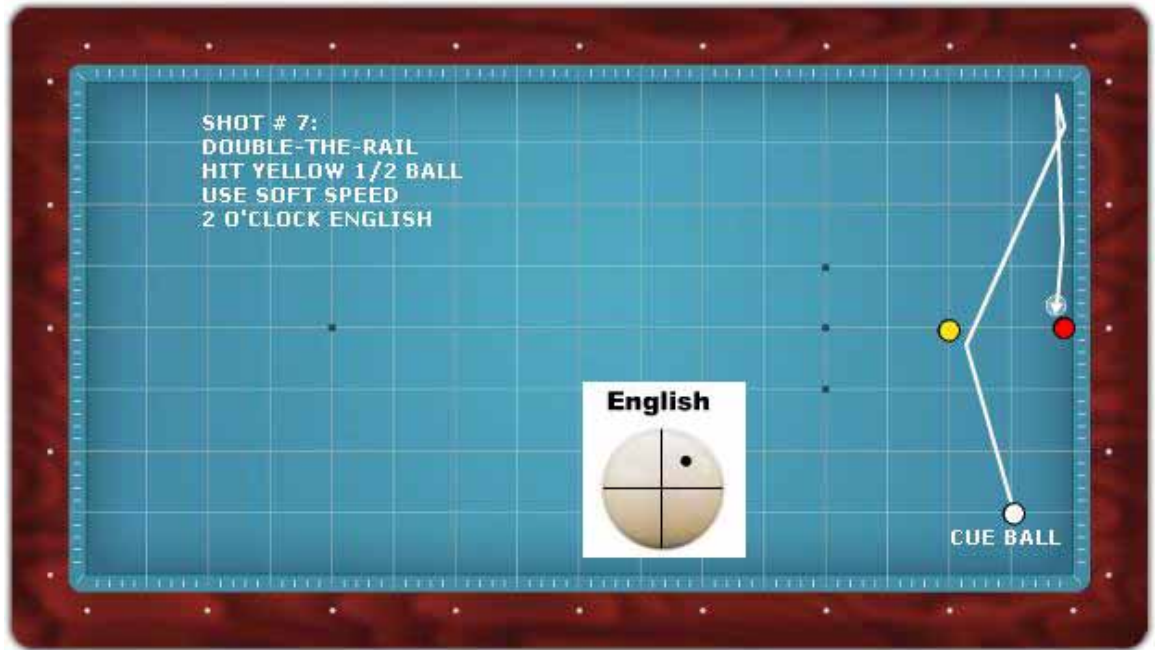
SHOT # 5: LONG ANGLE
HIT YELLOW 1/4 BALL
MEDIUM SPEED
12 O'CLOCK ENGLISH



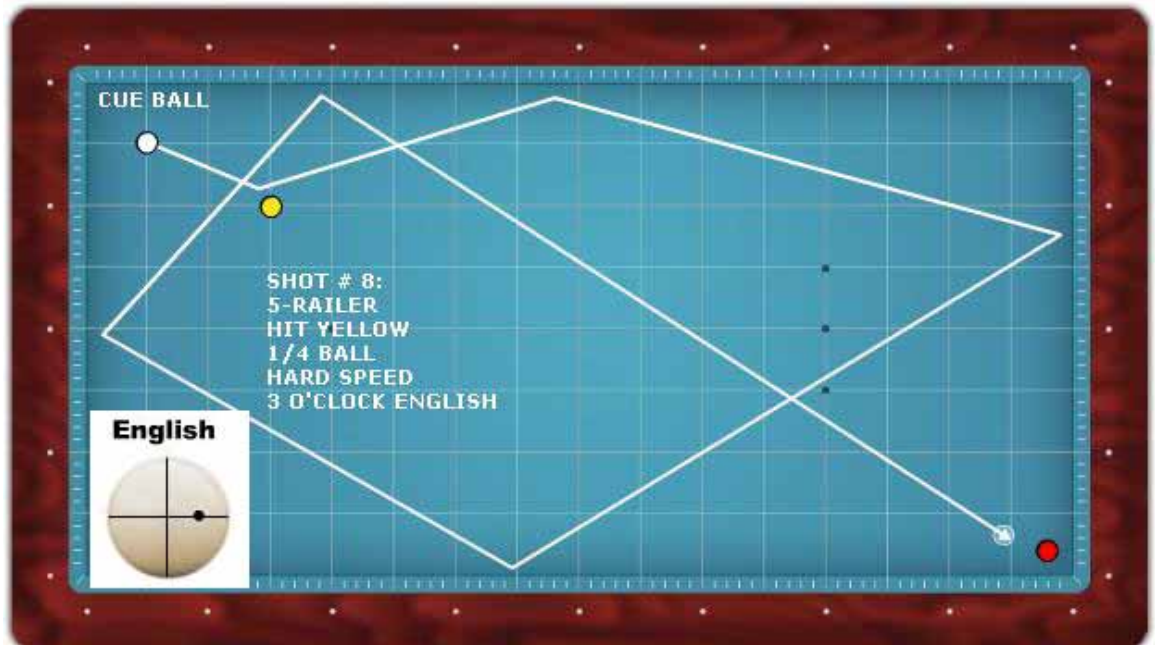
SHOT # 6:
OPENING BREAK SHOT
HIT RED 2/3 BALL
MEDIUM SPEED
1 O'CLOCK ENGLISH



3-CUSHION CHALLENGE SHOT CONTEST # 7 & 8



SHOT # 7:
DOUBLE THE RAIL
HIT YELLOW 1/2 BALL
USE SOFT SPEED
2 O'CLOCK ENGLISH



SHOT # 8:
5-RAILER
HIT YELLOW 1/4 BALL
HARD SPEED
3 O'CLOCK ENGLISH



Official Rules:

Preliminary Period:

Shot contests (weekly or otherwise) may be held at any time at any authorized location between **November 1, 2009 and March 1, 2010** (the "Preliminary Period") provided there is a USBA authorized Tournament Director ("TD") running the event. There is no limit to the number of shot contests that may be held during the preliminary period. For each player who "qualifies" during the Preliminary Period, the USBA must receive \$ 100.00. The ideal number of entrants for a shot contest is 10. Each player pays an entry fee of \$ 10.00 totaling \$ 100.00. Only 1 player will qualify from each individual shot contest.

If other than 10 players show up for a shot contest (minimum 5 players), then the schedules below are to be used. Since a shot contest with less than 10 players will cost each player more than \$ 10.00, players will not be obligated to play the shot contest, but may wish to do so since their odds of qualifying will be greater. With the exception of a single shot contest where only 5 players have showed up to play, there will be no shot contest allowed with less than 6 players. The TD will divide the players into groups of 10 whenever possible and hold a separate shot contest for each group. Players are not to be evenly divided into groups of any other number except 10. Also, no group shall consist of more than 15 players. Only one table is to be used for each group. Each group (shot contest) will last approximately 1-2 hours.

5 players = \$ 20.00 entry fee per player

6 players = \$ 17.00 entry fee per player (room owner keeps extra \$ 2.00)

7 players = \$ 15.00 entry fee per player (room owner keeps extra \$ 5.00)

8 players = \$ 13.00 entry fee per player (room owner keeps extra \$ 4.00)

9 players = \$ 12.00 entry fee per player (room owner keeps extra \$ 8.00)

11-15 players = 1 shot contest - \$ 10.00 entry fee per player (all monies go to the USBA)

16 players: 1 shot contest will be held with 10 players and a 2nd shot contest will be held either on a different table or after the completion of the 1st shot contest. The 2nd shot contest will have only 6 players (see 6 player format above). The TD will perform a Blind Draw** (see below) to determine which 6 players will play in the 2nd shot contest.

17 players: 1 shot contest will be held with 10 players and a 2nd shot contest will be held with 7 players (see 7 players above).

18 players: 1 shot contest will be held with 10 players and a 2nd shot contest will be held with 8 players (see 8 players above).

19 players: 1 shot contest will be held with 10 players and a 2nd shot contest will be held with 9 players (see 9 players above).

20 players: 2 separate shot contests are to be held with 10 players each.

21-25 players: 1 shot contest with 10 players and the rest will play in a 2nd shot contest.

26-29 players: 2 shot contests with 10 players each and the rest will play in a 3rd shot contest.

30 players: 3 shot contests with 10 players each.

31-35 players: 2 shot contests with 10 players each and the rest will play in a 3rd shot contest.

36-39 players: 3 shot contests with 10 players each and the rest will play in a 4th shot contest.

40 players: 4 shot contests with 10 players each.

More than 40: The same pattern will continue. If unsure, call for help: Jim Shovak: 516-238-6193

****THE BLIND DRAW** (16 player example): Number each player from 1-16. Then use a deck of cards using one suit from ace to king (1-13) and a 4, 5 and 6 of a different suit for players 14-16. Have the players pick out cards that are facedown. The ones that choose the Jack, Queen, King and the 4, 5 and 6 of the different suit are the 6 chosen winners. If there are less than 6 players out of 16 who wish to pay more and compete in the smaller shot contest, then only 1 shot contest will be held with 15 players and the 16th player cannot play, to be determined also by Blind Draw** unless the 16th player is determined by the TD to be the very last to arrive and also the last to indicate that he/she wished to participate. For 17 players, the TD will add a 7 from the different suit to determine the 7 chosen winners. For 18 players, the TD will also add an 8. For 19 players, the TD will also add a 9. For 20 players, the TD will use Ace through 10 from 2 different suits to determine the 10 players in each of 2 separate shot contests. If the TD has a better item to use to perform a blind draw rather than regular playing cards, he/she is encouraged to use it. The TD will perform a Blind Draw** every time there are more than 15 players who wish to play.

The TD is also the referee. The TD can also assign another person to be a referee or to run an adjacent or subsequent shot contest. Official USBA 3-Cushion Rules will apply (see www.USBA.net – Rules of the Game). Points do not count if the shooting player commits a foul before the shot has been completed. Points scored "luckily" will count.

The TD decides which 4 of the previously diagrammed 8 shots that will be used for the shot contest. All shots will be set up by the TD using 3 "paper reinforcements" (round stick-ons) so that everyone will play the exact same shots. The first shot will be set up (Round 1) and then each player will attempt the shot 3 times, receiving 1 point for each successful 3-cushion billiard. The maximum amount of points per player is 3 points per round, therefore with 4 rounds, the maximum number of points that a player can receive is 12 points.

During the first 2 rounds, a player who misses an attempt can "buy back" one time. By paying an additional \$ 10.00, the player will have one more attempt at a shot which has just been missed. A player cannot "buy back" on a previous attempt other than the just-missed shot. Players will also be able to "buy-back" one time during the last 2 rounds in the same manner. A player cannot "buy back" twice within either the first 2 rounds or the last 2 rounds. Only 1 "buy back" can be used during the first 2 rounds and 1 "buy back" can be used during the last 2 rounds (two altogether). All monies received from "buy backs" will go to the room owner or TD.

After all 4 rounds are completed, the player with the highest total points will be the winner. If there is a tie, then the tie-breaker will be the winner of an opening lag. All USBA Rules for the opening lag in 3-cushion billiards shall apply. The TD will determine the winner of the lag. If there is a tie between more than 2 players, then the players shall play the opening lag in the following manner:

3 players: 1 player will receive a “bye” through lottery. The other 2 players will lag. The winner of the lag will then lag against the player who received a “bye”.

4 players: Through lottery, 2 players will lag against each other and the other 2 players will lag against each other. The 2 lag winners will then lag against each other.

5 players: Through lottery, 2 players will lag against each other and another 2 players will lag against each other while one player receives a “bye”. After the first round of lagging is completed, leaving just 3 players, use the “3-player” method above.

6 players: Through lottery, 2 players will lag against each other, another 2 players will lag against each other and the final 2 players will lag against each other, leaving 3 players. Then use the “3-player” method above.

7 players: Through lottery, 2 players will lag against each other, another 2 players will lag against each other and another 2 players will lag against each other while one player receives a “bye”, leaving 4 players. Then use the “4-player” method above.

8 players: Use the same previous methods, giving you 4 separate lag contests. Then use the “4-player” method above.

9 players: Use the same previous methods, giving you 4 separate lag contests and 1 “bye”. Then use the “5-player” method above.

10 players: Use the same previous methods, giving you 5 separate lag contests. Then use the “5-player” method above.

11 players: Use the same previous methods, giving you 5 separate lag contests and 1 “bye”. Then use the “6-player” method above.

12 players: Use the same previous methods, giving you 6 separate lag contests. Then use the “6-player” method above.

13 players: Use the same previous methods, giving you 6 separate lag contests and 1 “bye”. Then use the “7-player” method above.

14 players: Use the same previous methods, giving you 7 separate lag contests. Then use the “7-player” method above.

15 players: Use the same previous methods, giving you 7 separate lag contests and 1 “bye”. Then use the “8-player” method above.

Semi-Final Event:

The winner of each individual shot contest will “qualify” to compete in **early April, 2010** in a Semi-Final Event. The formula to be used in determining the number of qualifying players who will be eligible to participate in each of the 10 Semi-Final Events is as follows: After the Preliminary Period has ended, the USBA will announce the total number of players who have “qualified” into the Semi-Final Events. This number will then be divided by 10 with the result rounded up to the next whole number. The resulting number will be the number of qualifying players who will be eligible to participate in each Semi-Final Event. The USBA will then determine the locations for each Semi-Final Event based on the approximate proportion of the number of qualified players within each geographical area compared to the total number of qualified players throughout the country. It is possible that more than one Semi-Final Event will be held in the same state, city or even the same location. Example: After the Preliminary Period has ended, the USBA announces that there are 137 players who have “qualified”. This number is divided by 10 and rounded up to the nearest whole number (14). Ten Semi-Final Events would then be announced with each event having 14 players. Each Semi-Final Event would then consist of a Shot-Contest with 14 players each. The number of players per Semi-Final Event should be as equal as possible. Only 1 player from each Semi-Final Event will advance to the Finals (total of 10 players). Players competing in the Semi-Final Events or the Finals will not need to pay another entry fee and there are also no “buy-backs”.

Finals:

The 10 winners of each Semi-Final Event shall then play one last shot-contest, by himself/herself, on the same night of the Semi-Final Event. This will be the player’s match that counts towards the Finals. Two USBA-authorized representatives will be present to witness the player’s Final shot contest. In this final match, the player will attempt each shot according to these Official Rules, but the player will attempt all 8 diagrammed shots. Each successful shot will earn the player 2 points. After each successful shot, the player will then attempt a straight-rail carom from wherever the balls have landed. If successful, the player will receive 1 additional point. With 3 attempts each and 8 shots (48 possible points), along with 3 possible attempts for a straight-rail carom and 8 shots (24 points), the maximum possible score would be 72 points. Results will be submitted to the USBA by the two USBA-authorized representatives. The players’ final positions (1-10) will be determined by the players’ total points. If there are any ties, then all players who are tied will evenly split the sum of the appropriate placement prize money. Example: 2 players who are tied for 3rd place will evenly split the sum of the prize money for 3rd and 4th place. Three players who are tied for 7th place will evenly split the sum of the prize money for 7th, 8th and 9th places.