

Compulsory and Freestyle in Freestyle Billiards

Billard Artistique is the top level of carom billiards. Only the best players bring the utmost in straight thrust, Ball I penetration, speed and explosive power to solve the prescribed figures. Very brilliant and educational in many ways. But something is inevitably completely missing. Because only the carom counts, positional play and speed have no home here. – It's completely different with this one, the

Compulsory Shot Program (a collection of gather shots).











The french carom legend Roger Conti dreamed about a help to learn gather shots in his book "Le Billard cet inconnu".

Heinrich Weingartner from Vienna made it for you.

- Each figure will only counted if the 3 balls land and remain in the gathering zone following a predetermined path.
- Powershots, Whip Shots and Massé Shots are not part of this program. You'll not strain the cloth.
- This program is made for those who wants to make progress. The best method you can imagine because there is a system to place the balls on its correct place for every figure. You can notice the effect of your way to shoot and repeat with some correction until you figure out to make it in the right way. You'll be better from figure to figure and the progress of your shot quality and the understanding of the way of the balls will increase the success of your game.

Abbreviations and Symbols

The lines between the opposite diamonds (DL) divide the table into 32 zones. The yellow zone of every figure marks the gather zone for all 3 balls (GZ). The diamonds are numbered starting from the corner.

BW	Ballwidth		always BIII		CR
BL	Balkline		always BII		
CR	Crossing		Ghostball		1 BW CR ri
BLC	Balkline Crossing		2BW from LC		0,5 BW CR le
LC	Long Cushion		0,5 BW from LC		CR top ri
SC	Short Cushion				
Free Corner diagonal	1BW to LC and SC 45° to cushion				
Ball Lines:					
BI	Straight				
BII	dashed				
BIII	dashed				
	(Fig. 57, 58, 60)				

The compulsory shot program is made of 76 figures ordered in 19 groups of 4 figures. Every figure gets points in dependence of its difficulty from 4 points (easy) up to 11 (difficult). Summation of all 76 figures = 500 points.

A figure is made when it's played like illustrated, the carom is made in the gather zone and alle 3 balls remain in the gather zone (GZ).

The player has 3 attempts to make the figure. Inside the GZ or short in front of fit it's allowed for BI or BII to touch the cushion right before the final carom. Often there is danger of contre. Notice: Contre is generally a foul and the attempt is missed. Exceptions are contre 1.) inside the GZ and 2.) in figure marked with a C

Some figures need different ball positions in dependence of the table size. The normal positions are for matchbilliards (284cm x 142cm / 10ft x 5ft) tables. For small billiard tables (210cm x 105cm / 6 1/2ft x 3 1/4ft) is the position in brackets.

In some figures the player is free to adjust a ball position. This is marked with some arrows in the illustration. It's also allowed to re adjust after every attempt. For left handed persons it's allowed to position the balls reversed.

Write down:

- No. of played figure (1 – 76)
- number of attempts (maximum 3)
- if not succeed (0 points)
- if succeed (4 – 11 points)

Tournament rules

First every player gets a random number. For example: 5 players, numbers 1, 2, 3, 4, 5. The Player with number 1 starts the program with Group I (Fig. 1-4). Player number 2 follows with the same figures. Then player number 3 and so on until player 5.

After that player number 2 starts to play group II, followed by player 3, 4, 5 und 1. Then player 3, 4, 5, 1, 2. subsequent 4, 5, 1, 2, 3, and so on until group XIX (Fig. 69 – 72) is played.

Now you temporary rank the players in this order:

- Highest score
- Equal score leads the less attempts
- Equal score and equal attempts leads the most successful figures
- Is there still equality then the player with the most high-point figures wins.

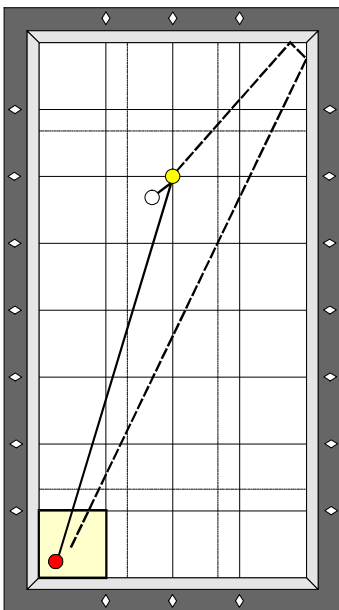
Now the last in this order starts to play the group XIX (Fig. 73-76) and the other players follow in ascending order.

At last you rank the final order and proclaim the winner.

Of course, you can establish your own tournament rules.

Group I Backspin Shots

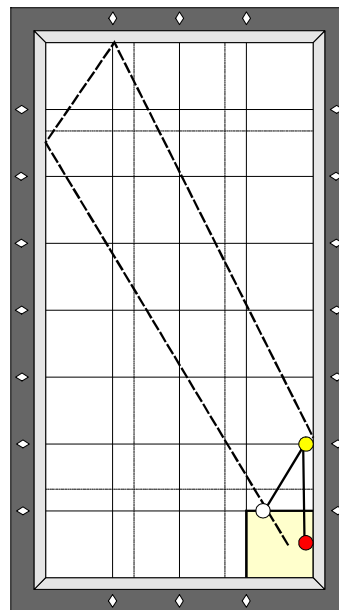
Figure 1
5 Points



- B I** 1 BW from B II diagonal
- B II** CP 2 -2
- B III** Free Corner



Figure 2
7 Points



- B I** 3 BW from 1
- B II** Touch at 2
- B III** Touch at 0,5
(B I closer to LC by choice)

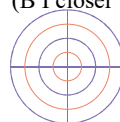
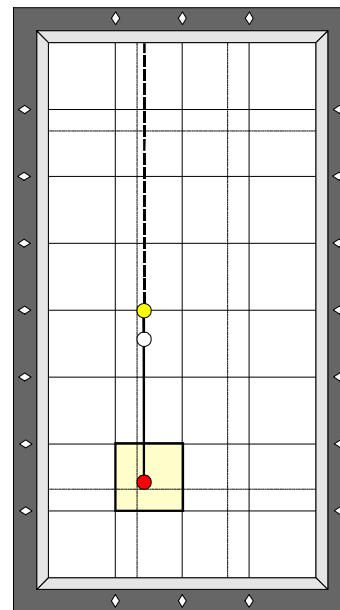


Figure 3
7 Points



- B I** 1 BW from B II at BL
- B II** DL 4 at BL
- B III** BLC up right

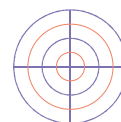
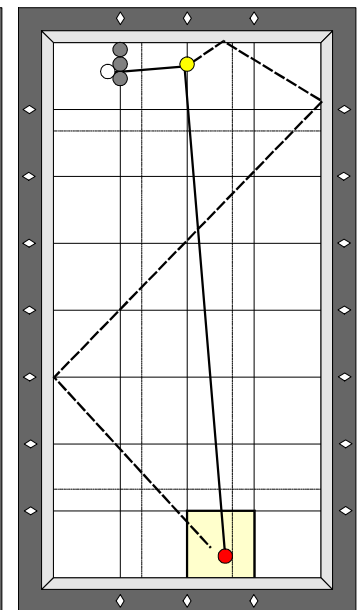
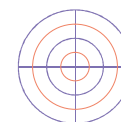


Figure 4
11 Points

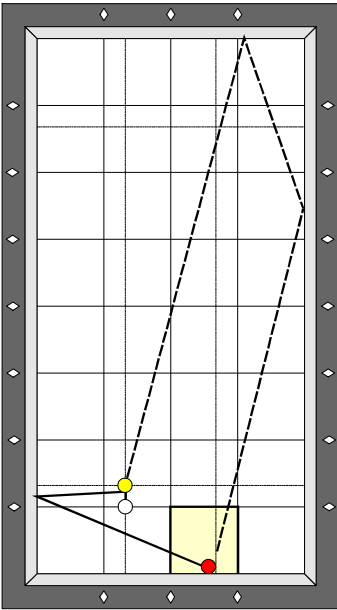


- B I** Look Illustration
- B II** 1 BW from 2
- B III** 1 BW from 1,5



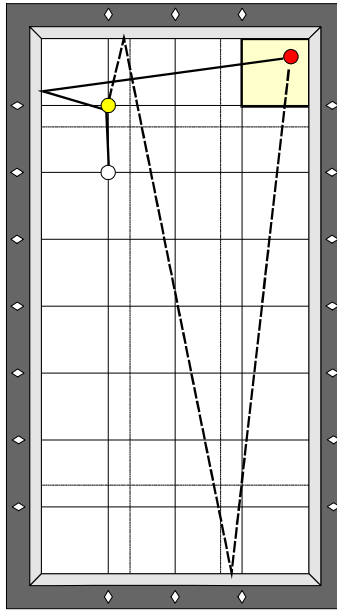
Group II One Cushion Backspin Shots

Figure 5
5 Points



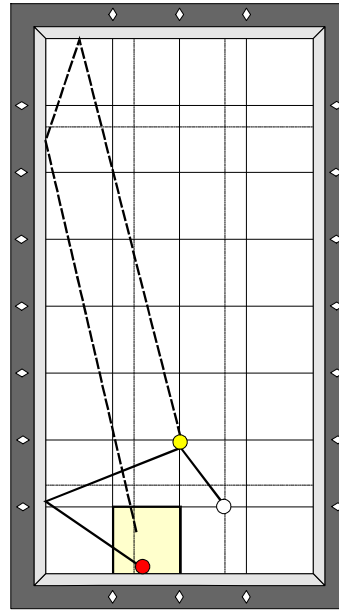
- B I** CR 1 - BL
- B II** BLC
- B III** Touch at 1,5
(BII 1 BW from B I on BL)

Figure 6
6 Points



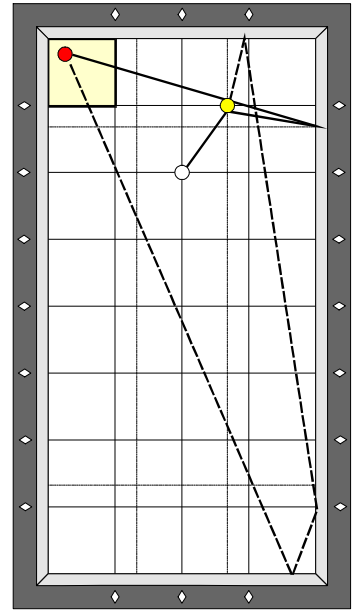
- B I** CR 2 - 1
- B II** CR 1 - 1
- B III** Free Corner

Figure 7
7 Points

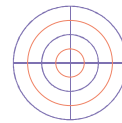
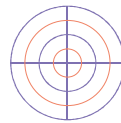
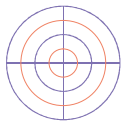
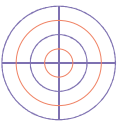


- B I** CR 1 - BL
- B II** CR 2 - 2
- B III** Touch at 1,5

Figure 8
7 Points

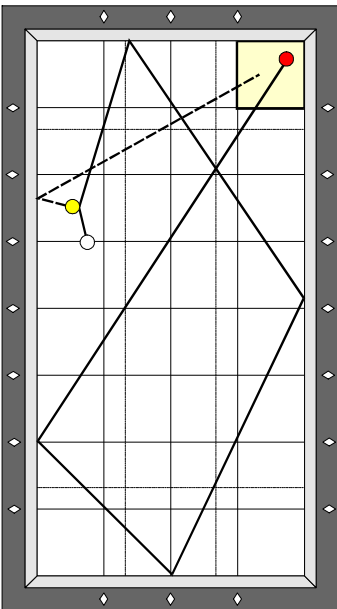


- B I** CR 2 - 2
- B II** CR 1 - BL
- B III** Free Corner



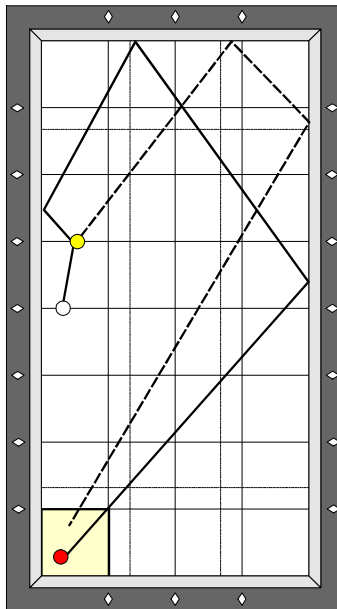
Group III Three Cushion Shots

Figure 4
4 Points



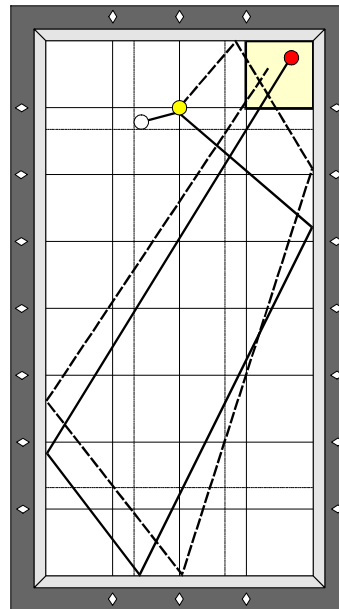
- B I** 3 BW from 3
- B II** 2 BW from 2,5
- B III** Free Corner

Figure 10
4 Points



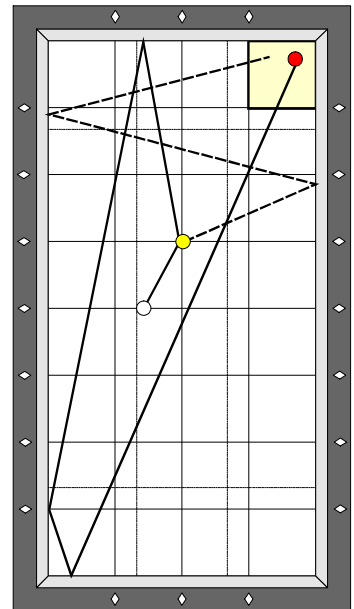
- B I** 1 BW from 4
- B II** 2 BW from 3
- B III** Free Corner

Figure 11
7 Points

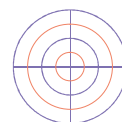
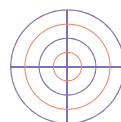
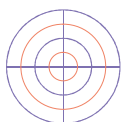
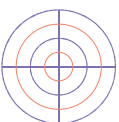


- B I** BLC top right
- B II** CR 1 - 2
- B III** Free Corner
(B I BLC)

Figure 12
9 Points

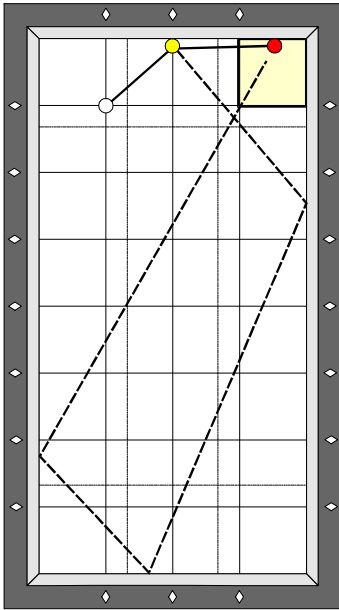


- B I** on DL 4, at BL
- B II** CR 3 - 2
- B III** Free Corner



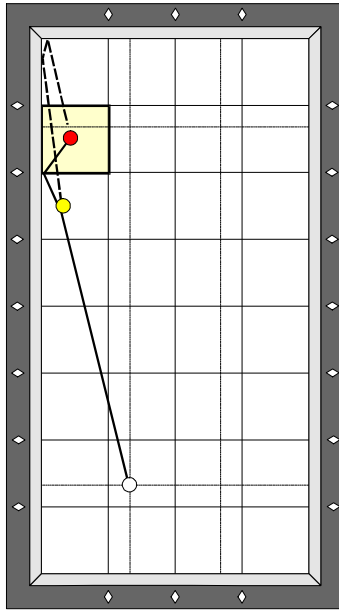
Group IV Follow Shots

Figure 13
5 Points



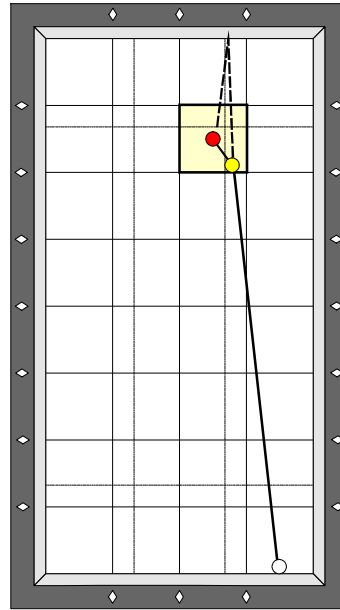
- B I** CR 1 - 1
- B II** Touch at 2
- B III** Touch at 0,5

Figure 14
6 Points



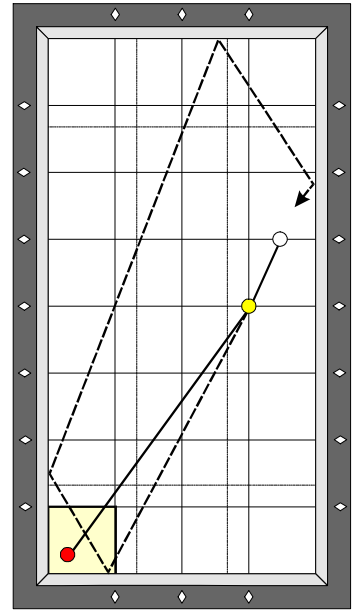
- B I** BLC
- B II** 1 BW from 2,5
- B III** 1,5 BW from 1,5
- (B I CR 1,5 - 1,5)

Figure 15
7 Points

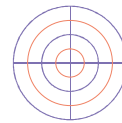
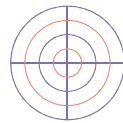
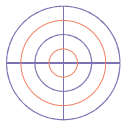
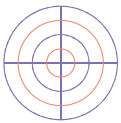


- B I** Touch at 0,5
- B II** at DL2 and at BL
- B III** CR 1,5 - 1,5

Figure 16
8 Points

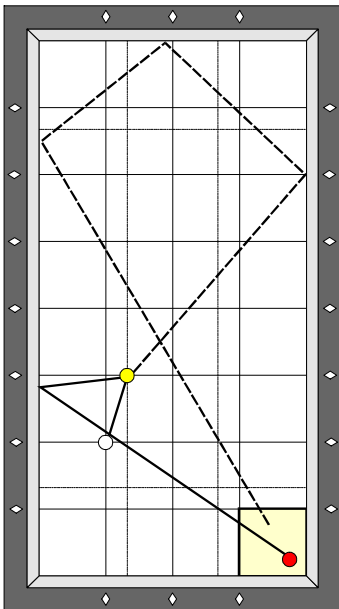


- B I** 2 BW from 3
- B II** CR 4 - 1
- B III** Free Corner
- (B I closer to LC by choice)



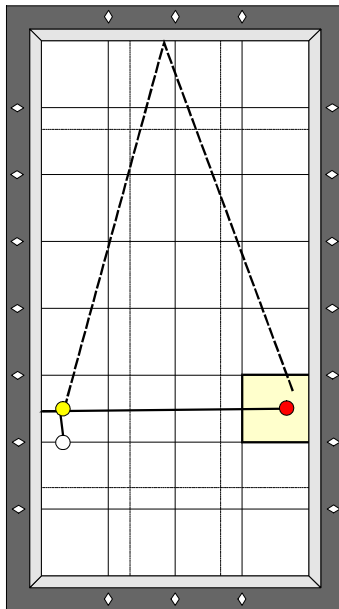
Group V One Cushion Backspin Shots

Figure 17
6 Points



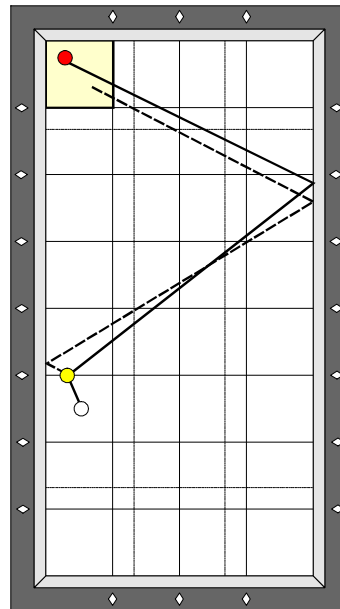
- B I** CR 2 - 1
- B II** CR 3 - BL
- B III** Free Corner

Figure 18
7 Points



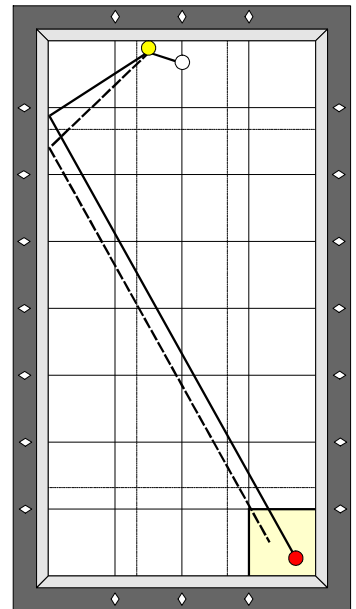
- B I** 1 BW from 2
- B II** 1 BW from 2,5
- B III** 1 BW from 2,5

Figure 19
7 Points

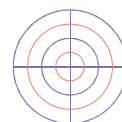
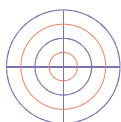
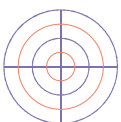


- B I** 2 BW from 2,5
- B II** 1 BW from 3
- B III** Free Corner

Figure 20
9 Points

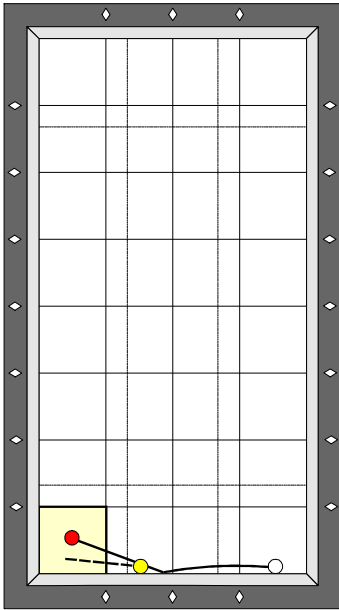


- B I** 1 BW from 2
- B II** Touch at 1,5
- B III** Free Corner
- B II** have to run forward



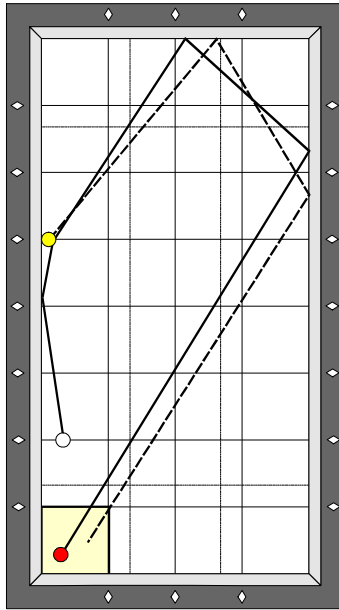
Group VI Cushion First Shots

Figure 21
6 Points



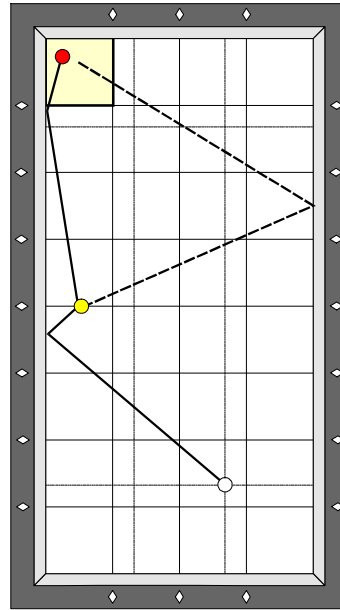
- B I** Touch at 0,5
B II Touch at 1,5
B III 2 BW from SC at 0,5
 (B III 1,5 BW from SC on 0,5) ©

Figure 22
6 Points



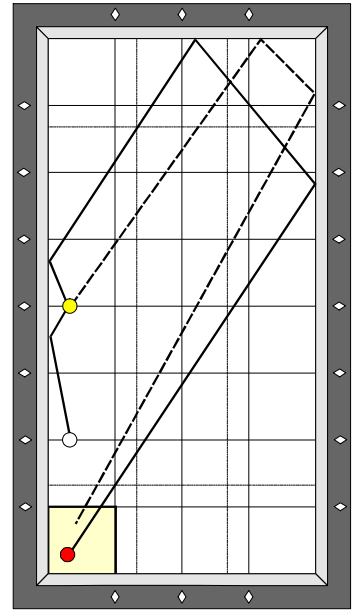
- B I** 1 BW from 2
B II Touch at 3
B III Free Corner ©

Figure 23
7 Points

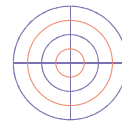
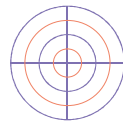
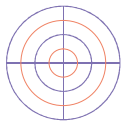
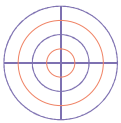


- B I** BLC
B II 2 BW from 4
B III Free Corner

Figure 24
7 Points

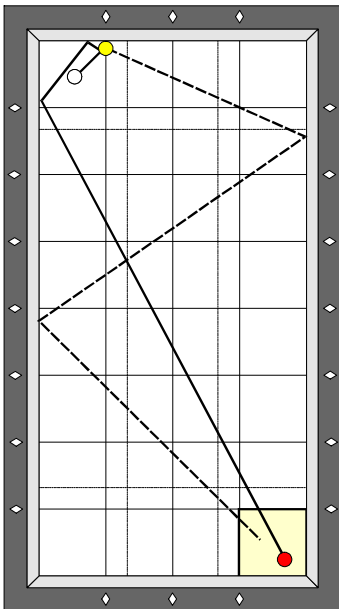


- B I** 1 BW from 2
B II 1 BW from 4
B III Free Corner ©



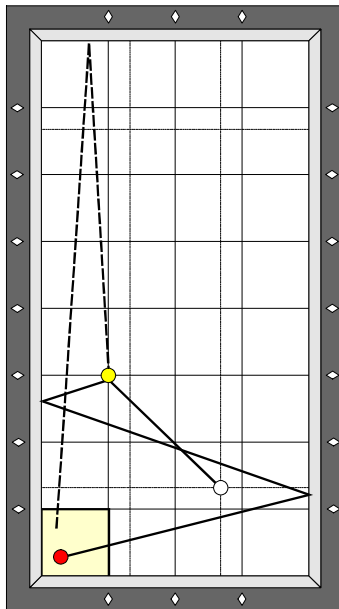
Group VII Multi Cushion Backspin Shots

Figure 25
7 Points



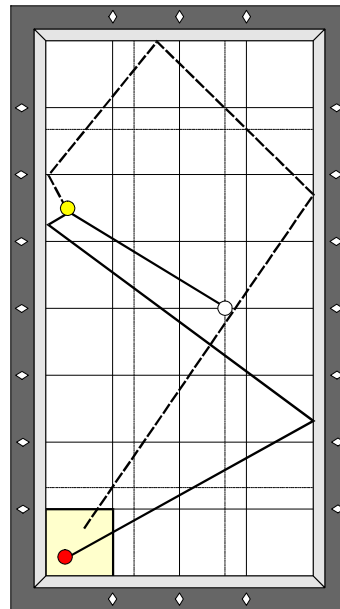
- B I** 2 BW from LC and SC
B II Touch at 1
B III Free Corner
 (B II Touch on BL)

Figure 26
8 Points



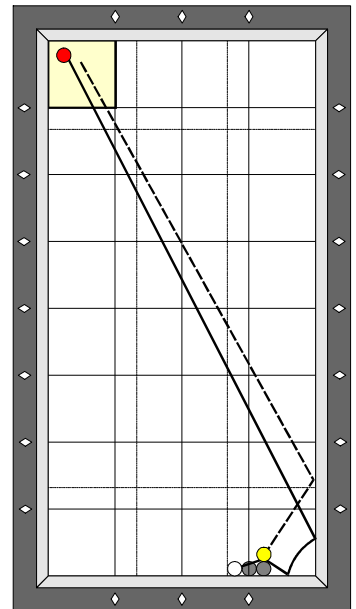
- B I** BLC
B II CR 3 - 1
B III Free Corner

Figure 27
9 Points

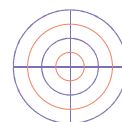
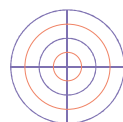
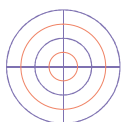
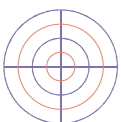


- B I** CR 4 - BL
B II 1 BW from 2,5
B III Free Corner

Figure 28
10 Points

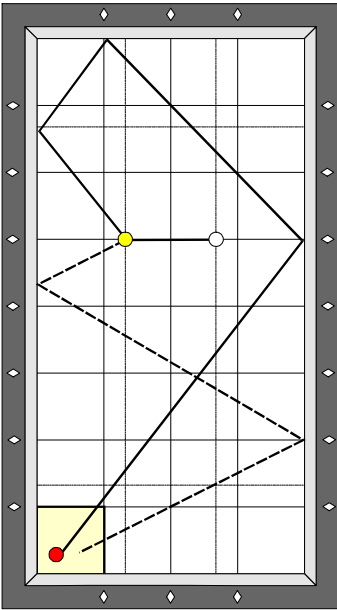


- B I** Touch at BL and SC
B II Look Illustration ©
B III Free Corner



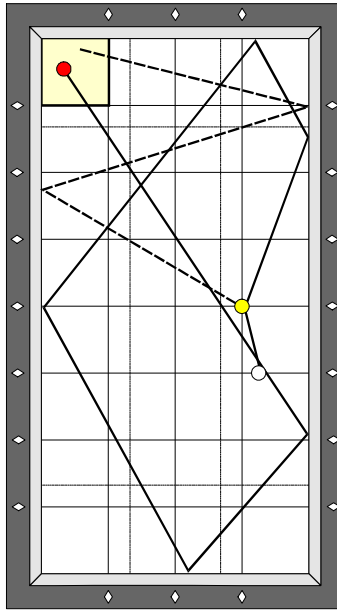
Group VIII Three Cushion Shots

Figure 29
5 Points



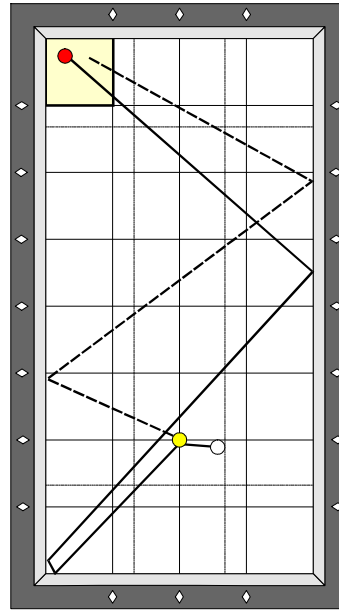
B I CR 3 - BL
B II CR 3 - BL
B III Free Corner

Figure 30
6 Points



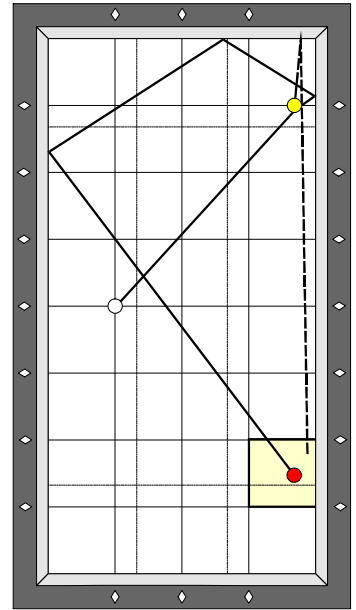
B I 3 BW from 3
B II CR 4 - 1
B III 1 BW from 0,5
(B I 2 BW from 3)

Figure 31
7 Points

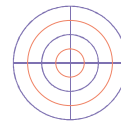
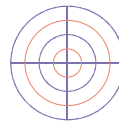
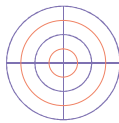
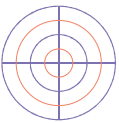


B I at DL 2 and at BL
B II CR 2 - 2
B III Free Corner

Figure 32
8 Points

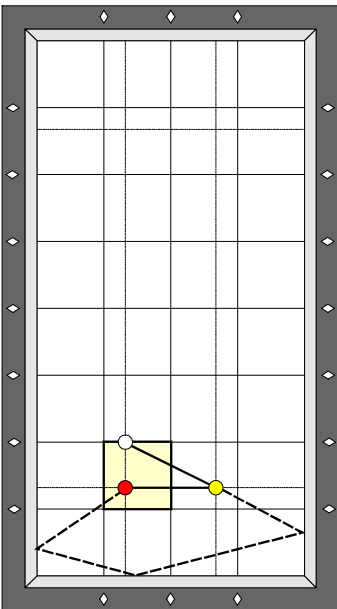


B I CR 4 - 1
B II 1 BW from 1
B III 1 BW from 1,5



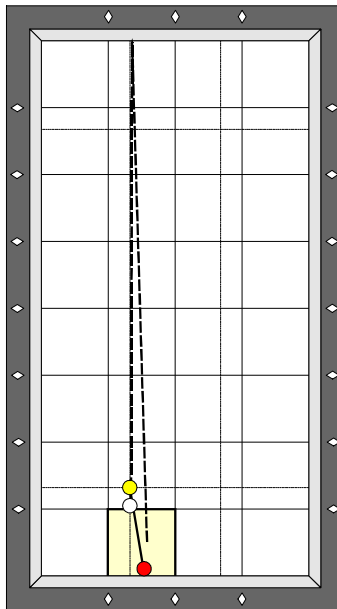
Group IX Backspin Shots

Figure 33
6 Points



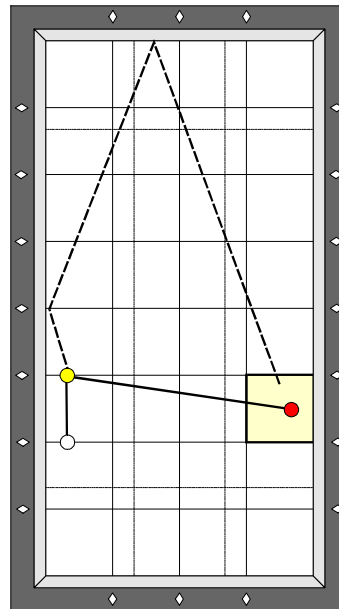
B I CR 2 - BL
B II BLC
B III BLC

Figure 34
6 Points



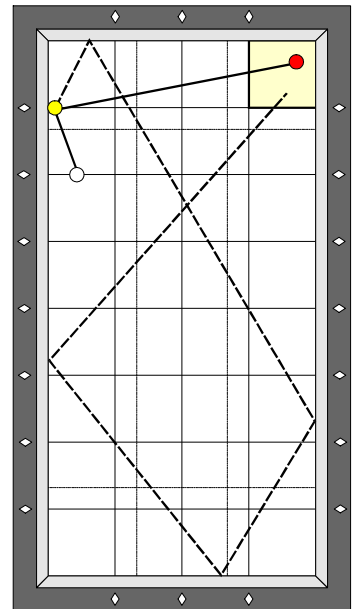
B I 1,5 cm from B II on BL
B II BLC
B III Touch at 1,5

Figure 35
7 Points

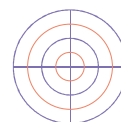
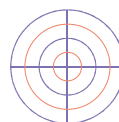
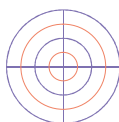


B I 1 BW from 2
B II 1 BW from 3
B III 1 BW from 2,5

Figure 36
7 Points

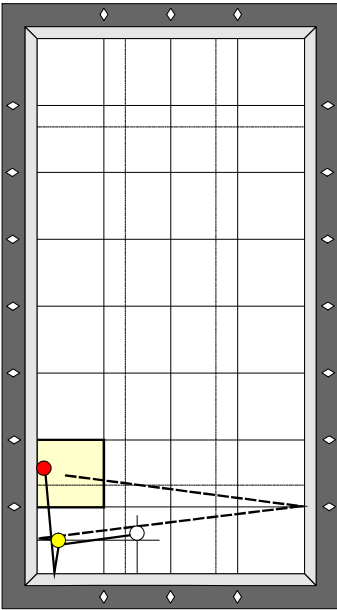


B I 1,5 BW from 2
B II Touch at 1
B III Free Corner
(B I 1 BW from 2)



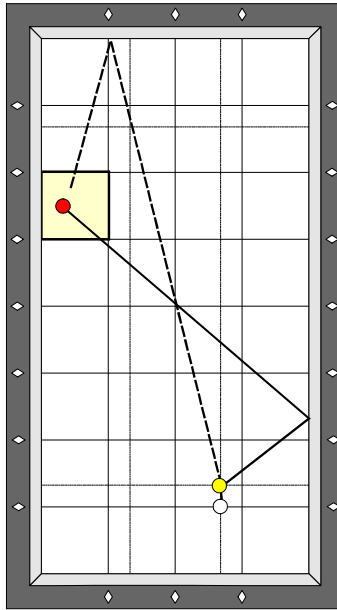
Group X One Cushion Shots

Figure 37
4 Points



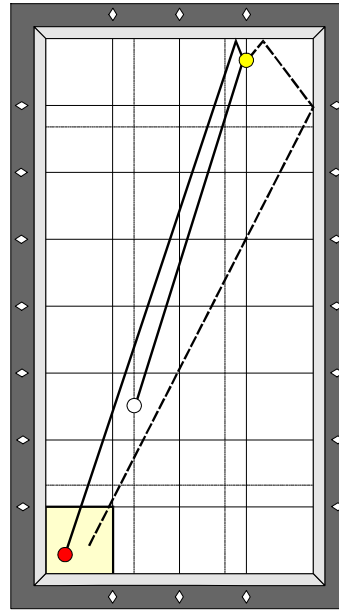
- B I** at 0,5 and on 1,5
- B II** 1 BW from LC on 0,5
- B III** Touch at 1,5

Figure 38
6 Points



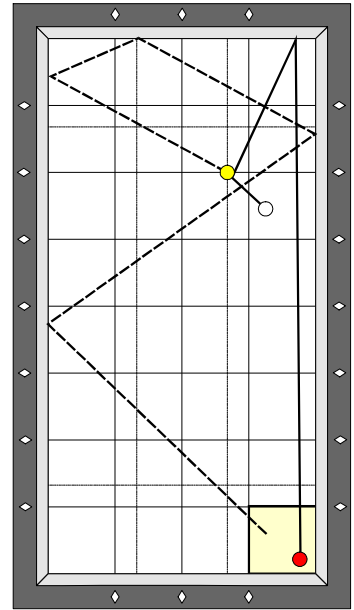
- B I** CR 1 - BL
- B II** BLC
- B III** 1 BW from 2,5
(B I 1 BW from B II on BL)

Figure 39
6 Points

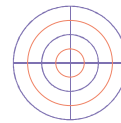
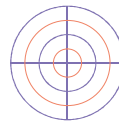
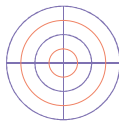
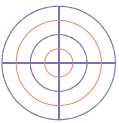


- B I** CR 2,5 - BL
- B II** 1 BW from 1
- B III** Free Corner

Figure 40
10 Points

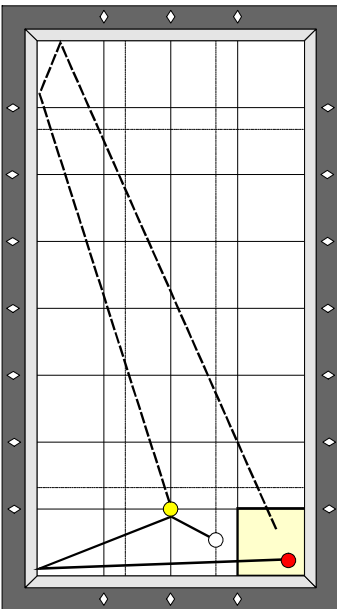


- B I** 4 BW from 2,5
- B II** CR 2 - BL
- B III** Free Corner
(B I 3 BW from 2,5)
(B II 0,5 BW to the left)



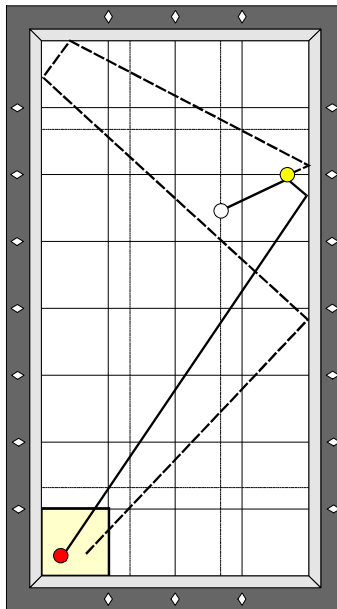
Group XI One Cushion - Backspin Shots

Figure 41
5 Points



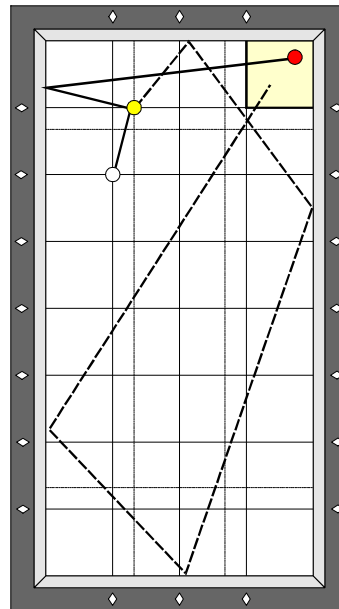
- B I** 2 BW from SC on BL
- B II** CR 1 - 2
- B III** Free Corner
(B I 1 BW from SC on BL)

Figure 42
6 Points



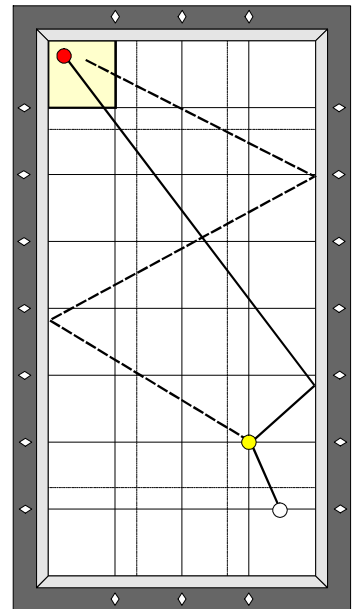
- B I** CR 2,5 - BL
- B II** 1 BW from 2
- B III** Free Corner

Figure 43
7 Points

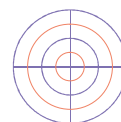
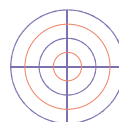
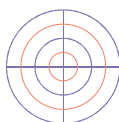
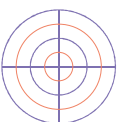


- B I** CR 2 - 1
- B II** CR 1 - BL
- B III** Free Corner

Figure 44
9 Points

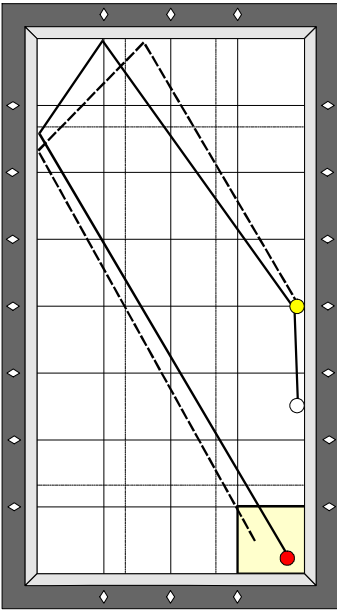


- B I** 2 BW from 1
- B II** CR 2 - 1
- B III** Free Corner



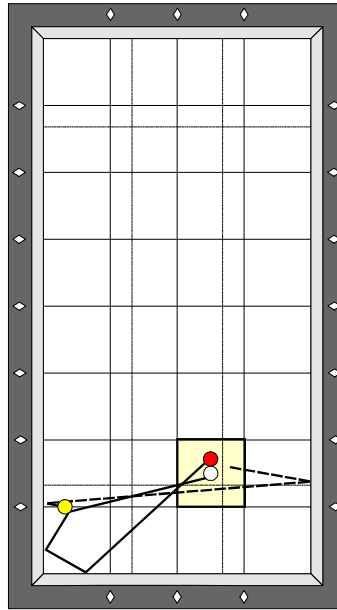
Group XII Multi Cushion Shots

Figure 45
5 Points



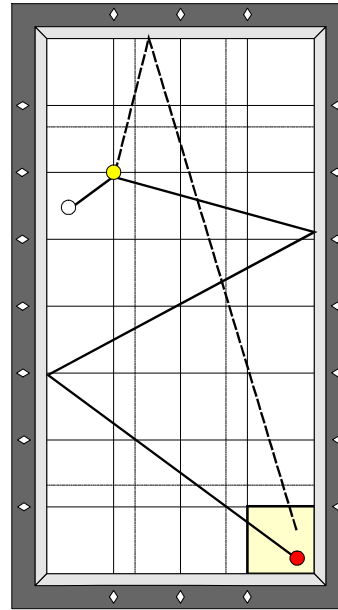
- B I** Touch at 2,5
- B II** Touch at 4
- B III** Free Corner

Figure 46
6 Points



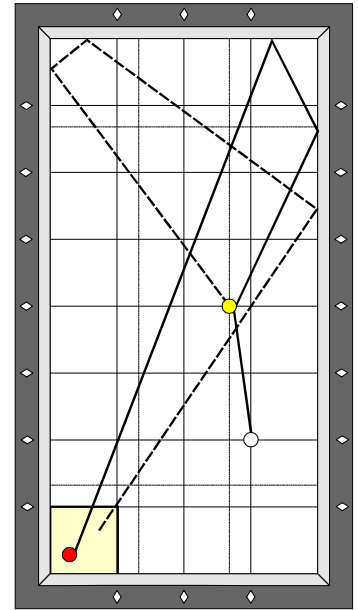
- B I** CR 1, 5 - 1,5
- B II** 1 BW from 1
- B III** Touch at B I, on 1,5
(B II 0,5 BW from 1)

Figure 47
6 Points

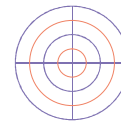
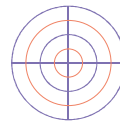
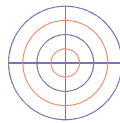
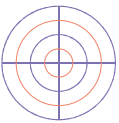


- B I** 1 BW from 2,5
- B II** CR 2 - 1
- B III** Free Corner

Figure 48
10 Points

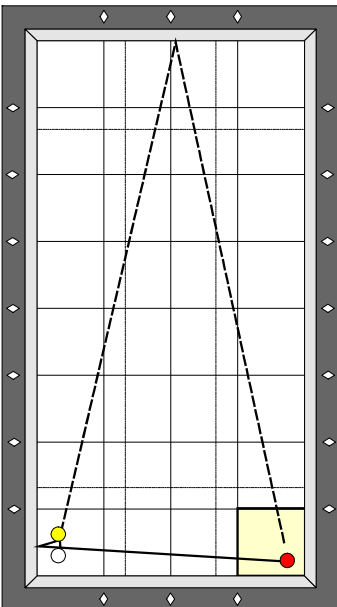


- B I** CR 2 - 1
- B II** CR 4 - BL
- B III** Free Corner



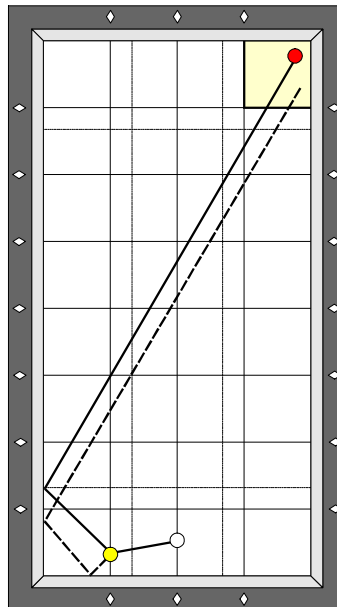
Group XIII One Cushion Shots

Figure 49
4 Points



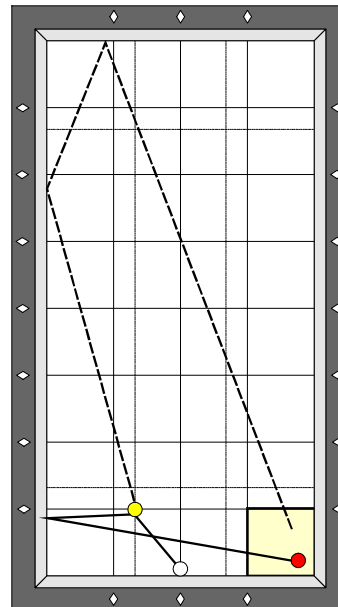
- B I** 1 BW from B II and LC
- B II** 1 BW from LC auf DL 0,5
- B III** Free Corner
(B II 1 BW from LC auf DL 0,75)

Figure 50
5 Points



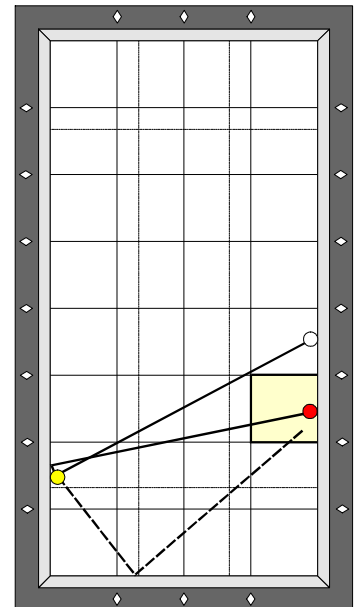
- B I** 2 BW from SC auf DL 2
- B II** 1 BW from SC auf DL 1
- B III** Free Corner

Figure 51
5 Points

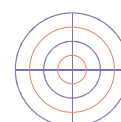
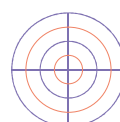
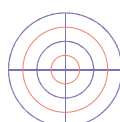
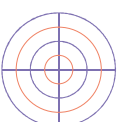


- B I** Touch at 2
- B II** CR 1 - BL
- B III** Free Corner

Figure 52
9 Points

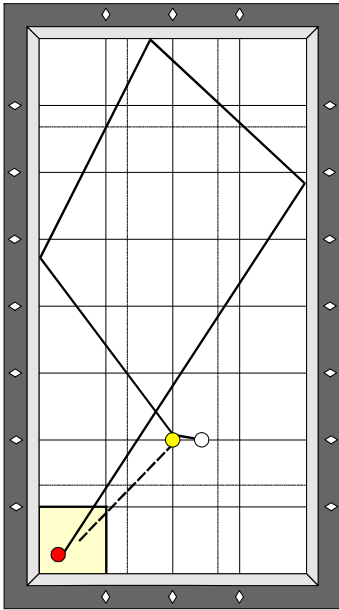


- B I** Touch at 3,5
- B II** Touch at 1,5
- B III** Touch at 2,5



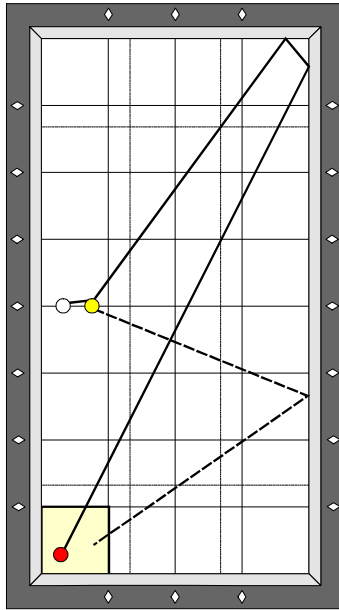
Group XIV Multi Cushion Shots

Figure 53
4 Points



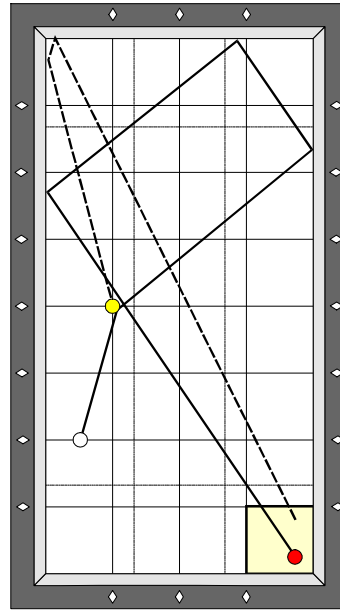
- B I** 1 BW from B II
- B II** CR 2 - 2
- B III** Free Corner

Figure 54
5 Points



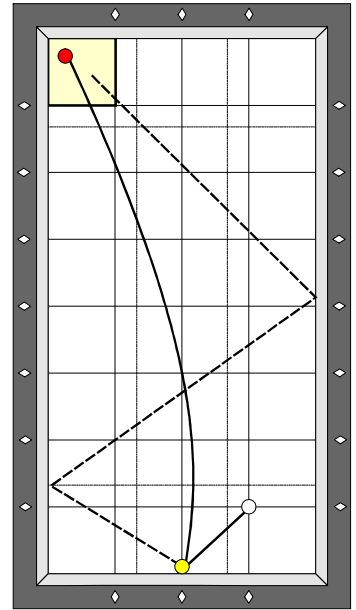
- B I** 1 BW from LC on DL 4
- B II** 1 BW from B I on DL 4
- B III** Free Corner

Figure 55
6 Points

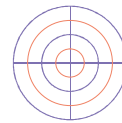
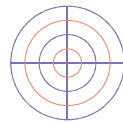
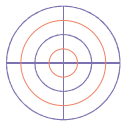
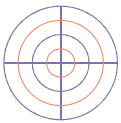


- B I** CR 2 - 0,5
- B II** CR 4 - 1
- B III** Free Corner

Figure 56
10 Points

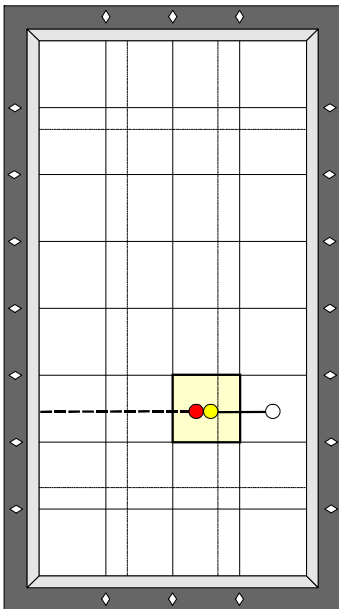


- B I** CR 1 - 1
- B II** Touch at 2
- B III** Free Corner



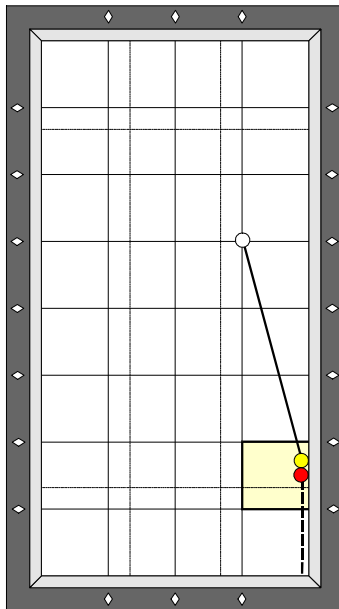
Group XV Time Shots

Figure 57
4 Points



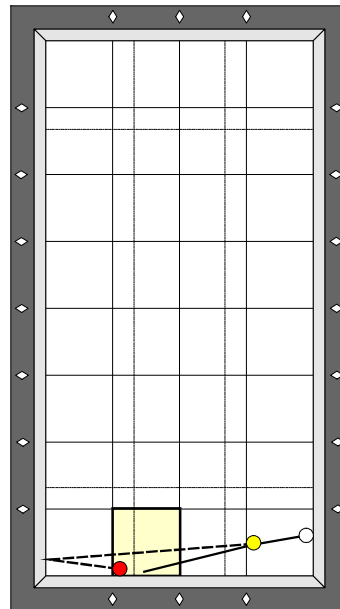
- B I** CR 2,5 - 0,5
- B II** At BL on DL 2,5
- B III** Touch at B II on DL 2,5

Figure 58
5 Points



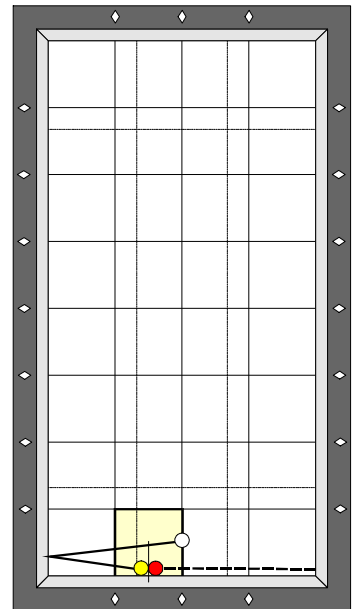
- B I** CR 3 - 1
- B II** Touch at B III and LC
- B III** Touch at 1,5

Figure 59
6 Points

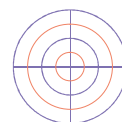
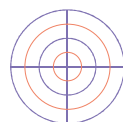
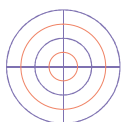
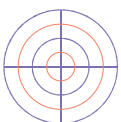


- B I** Touch at 0,5 top
- B II** CR 0,5 - 1 right
- B III** Touch at 1 right
(B II CR 0,5 - BL)
(B III Touch on BL)

Figure 60
11 Points

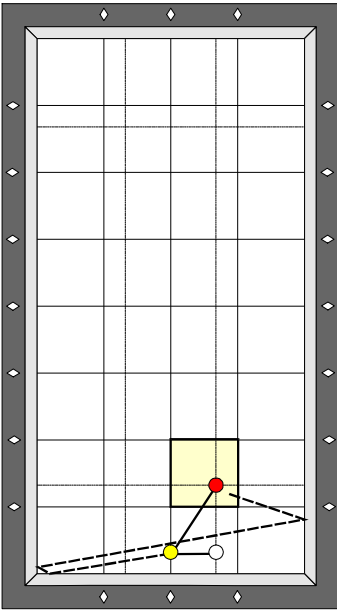


- B I** 2 BW from SC at DL 2
- B II** Touch at SC and at 1,5
- B III** Touch at SC and at 1,5
(B I CR 1 - 2)



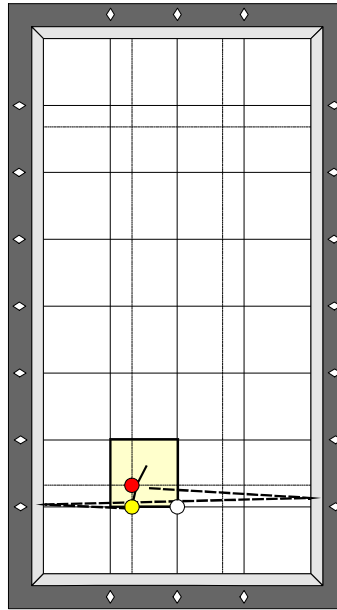
Group XVI Amorti - Backspin Shots

Figure 61
4 Points



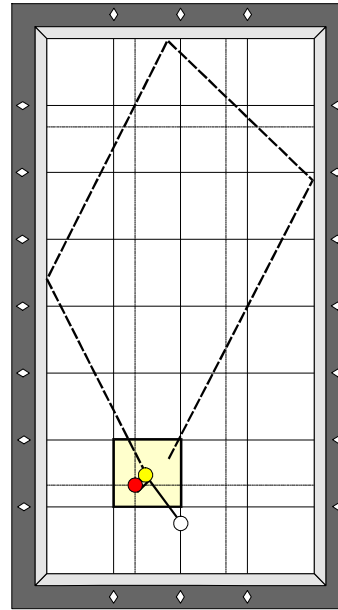
- B I** 1 BW from SC on BL
- B II** 1 BW from SC on DL 2
- B III** BLC

Figure 62
5 Points



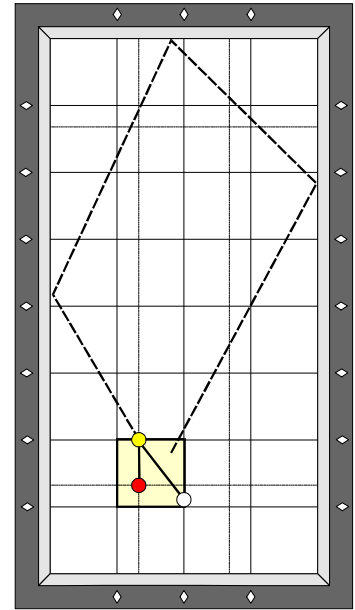
- B I** CR 1 - 2
 - B II** CR 1 - BL
 - B III** BLC
- Dominant Position after shot

Figure 63
6 Points

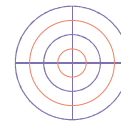
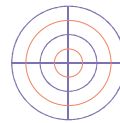
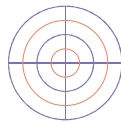
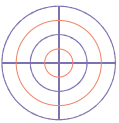


- B I** 3 BW from SC on DL 2
 - B II** diagonal touch at B III
 - B III** BLC
- B I Adjust on DL by choice

Figure 64
6 Points

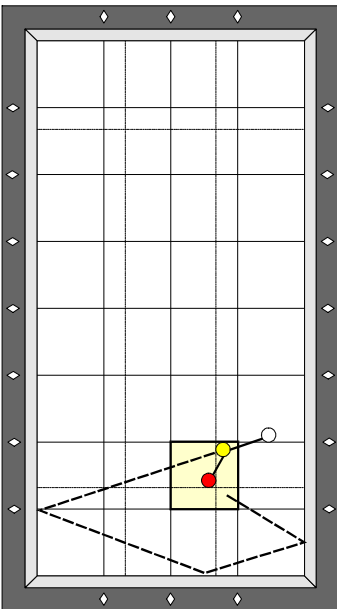


- B I** Touch CR 1 - 2
 - B II** CR 2 - BL
 - B III** BLC
- B I Adjust on DL 2 by choice



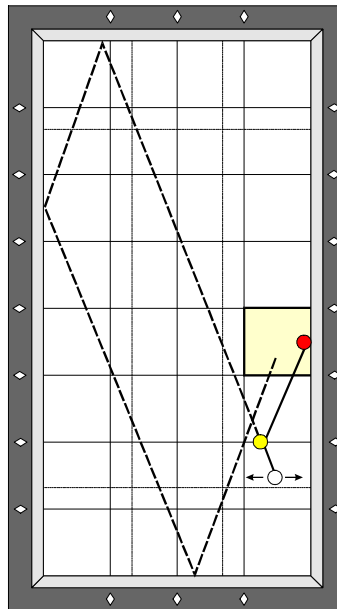
Group XVII Amorti - Follow Shots

Figure 65
4 Points



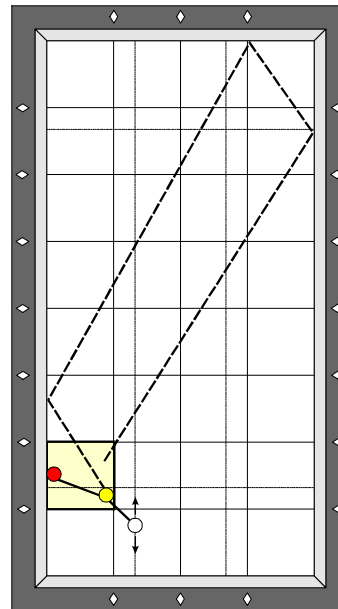
- B I** 4 BW from LC at DL2 top
 - B II** at BL and at DL 2
 - B III** BLC top left
- (B I 2 BW from LC at DL2 top)

Figure 66
6 Points



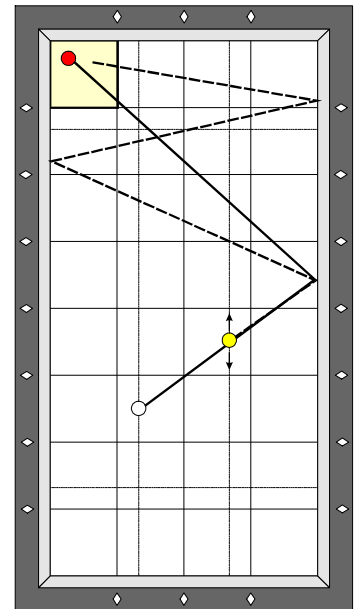
- B I** 2 BW from LC at 1,5
 - B II** 3 BW from LC at 2
 - B III** Touch LC at 3,5
- (B I 2 BW from LC auf BL)
B I Adjust parallel to SC by choice

Figure 67
6 Points

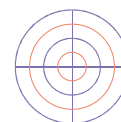
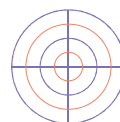
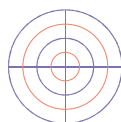
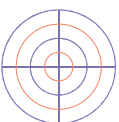


- B I** 3 BW from SC on BL
 - B II** CR BL - DL 1 left down
 - B III** Touch at 1,5
- B I Adjust on BL by choice

Figure 68
10 Points

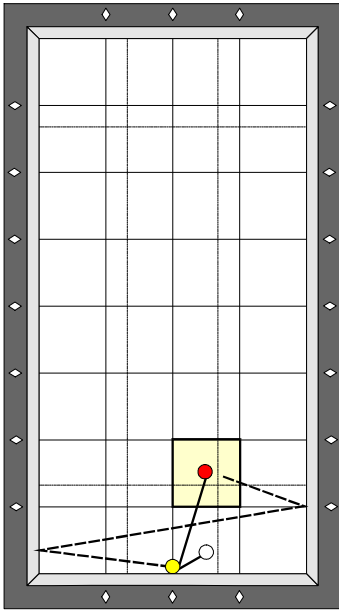


- B I** CR 2,5 - BL
 - B II** CR 3,5 - BL
 - B III** Free Corner
- B II Adjust on BL by choice



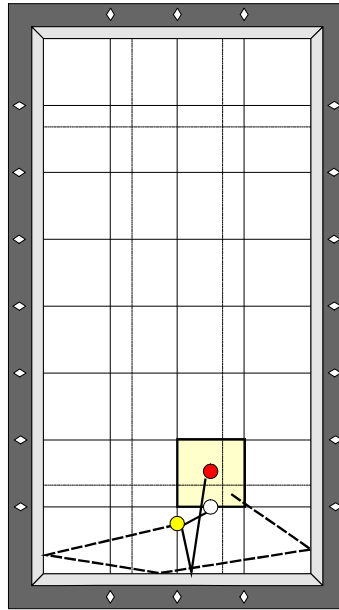
Group XVIII One Cushion Shots

Figure 69
4 Points



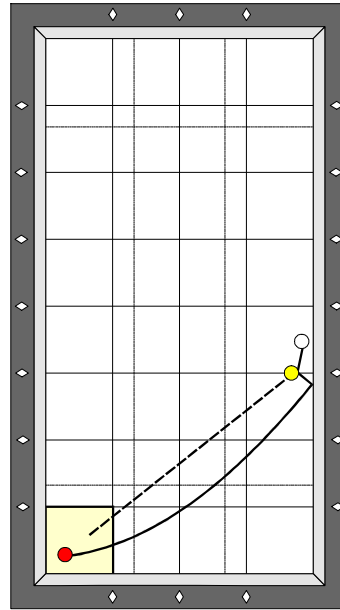
- B I** 1 BW from 1,5
- B II** Touch at 2
- B III** CR 1,5 - 1,5
(B II 1 BW to the left)

Figure 70
4 Points



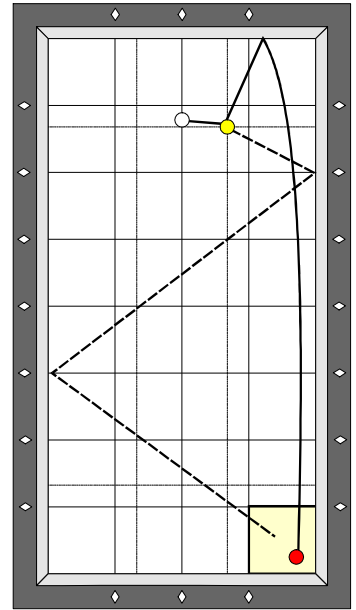
- B I** CR 1 - 1,5
- B II** 4 BW from 2
- B III** CR 1,5 - 1,5
(B I Touch at DL1 on top of BL)
(B II 3 BW from 2)

Figure 71
5 Points

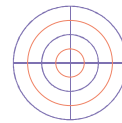
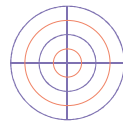
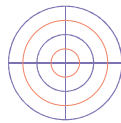
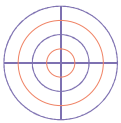


- B I** 1,5 cm from 3,5
- B II** 1 BW from 3
- B III** Free Corner

Figure 72
9 Points

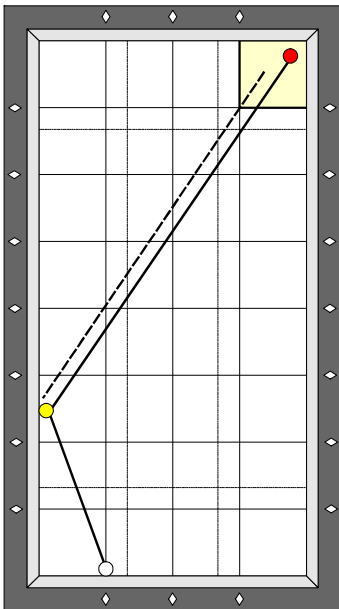


- B I** on 2 and on top of BL
- B II** BLC
- B III** Free Corner



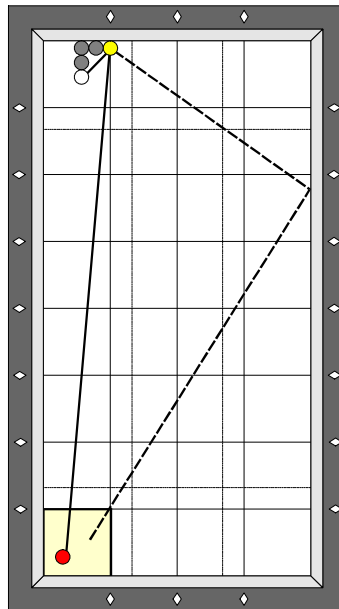
Group XIX Double Kiss Shots

Figure 73
4 Points



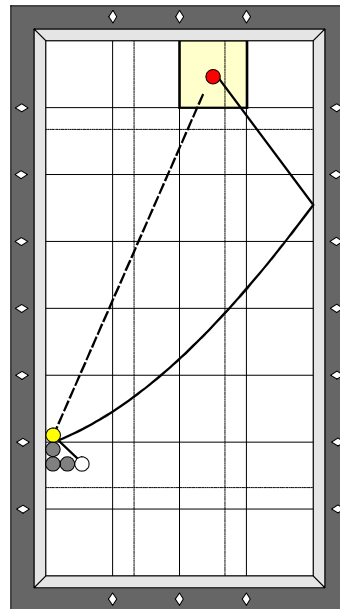
- B I** Touch at 1
- B II** Touch at 2,5
- B III** Free Corner

Figure 74
7 Points



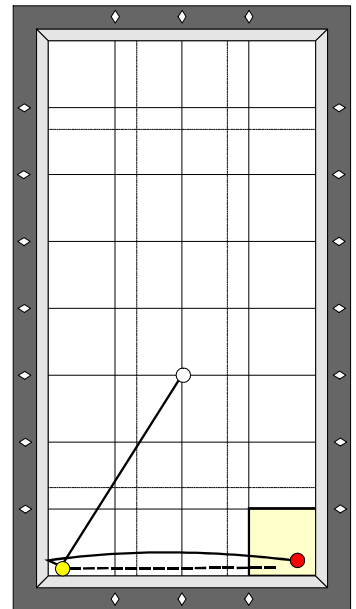
- B I** 2 BW from SC
- B II** Touch at 1
- B III** Free Corner

Figure 75
9 Points



- B I** 2 BW from LC
- B II** Touch at 2 top
- B III** 2 BW from 1,5

Figure 76
11 Points



- B I** CR 3 - 2
- B II** 0,5 BW from LC touch SC
- B III** Free Corner

