

Pool Terminology Quiz – Answer Key

from billiards.colostate.edu

1. What is another name for “pool?”
 - a. snooker
 - b. pocket billiards
 - c. 3-cushion billiards
 - d. black ball
 - e. rotation
2. What is under the playing-surface cloth of a good-quality pool table?
 - a. slate
 - b. marble
 - c. hard wood
 - d. phenolic
 - e. ceramic
3. The standard regulation pro tournament pool table size is:
 - a. 6 ft
 - b. 7 ft
 - c. 8 ft
 - d. 9 ft
 - e. 10 ft
4. The spot on the table where the top ball of an 8-ball rack is placed is called the:
 - a. blind spot
 - b. ghost ball spot
 - c. tangent line spot
 - d. head spot
 - e. foot spot
5. The part of the playing surface above head string is called the:
 - a. foot area
 - b. diamond zone
 - c. kitchen
 - d. living area
 - e. den
6. The fat part of a 2-piece cue, where you place your grip hand, is called the:
 - a. butt
 - b. shaft
 - c. bottom arm
 - d. forearm
 - e. leg
7. The formal name for the “rake” or “crutch” is:
 - a. mechanical grip
 - b. mechanical bridge
 - c. reach tool
 - d. table grip
 - e. table bridge

8. The white plastic portion of the cue to which a tip is often attached is called the:
- tip
 - joint
 - grip
 - bridge
 - ferrule
9. The abrasive substance applied to a tip to increase friction between the tip and cue ball is called:
- chalk
 - glue
 - stick-um
 - goo
 - talc
10. On a lag shot, the goal is to leave the cue ball as close as possible to the:
- kitchen
 - foot cushion
 - foot string
 - head cushion
 - head string
11. Table "roll off" is caused by:
- the table not being level
 - the table cloth being fast
 - the table cloth being slow
 - the cue not being straight
 - a crooked stroke
12. A thin piece of plastic or paper with holes used to help ensure a tight rack is called a:
- racking template
 - racking triangle
 - mechanical rack
 - mechanical bridge
 - mechanical grip
13. Illegally racking with selected balls purposely placed in certain positions in the rack (other than what is required by the game rules) is called:
- rack scoop
 - rack cheating
 - rack templating
 - a tight rack
 - pattern racking
14. For a legal 8-ball rack, what requirements are there other than the 8 ball being in the center of the rack?
- there are no other requirements.
 - the balls must alternate solid and stripe around the perimeter.
 - the 1 ball must be the head ball.
 - the 15 ball must be in the back middle.
 - there must be a stripe and solid on opposite back corners.
15. When the 9-ball 3-point breaking rule is indicated, what must be true for a break to be legal?
- 3 balls must be pocketed.
 - 3 balls must cross the head string.
 - 3 balls must touch the end cushion.
 - at least 3 object balls must either be pocketed, or touch the head string, or a combination of both.
 - the top 3 balls in the rack must all be touching.

16. When two balls are said to be "frozen," what is true?
- a. they don't move during the shot.
 - b. they are wedged in a pocket opening and cannot move.
 - c. they are both touching the same cushion.
 - d. there is a small gap between them.
 - e. they are touching with no gap between them.
17. In 8-ball, if the table is "open," you are allowed to:
- a. play a "push out" shot.
 - b. pocket the 8-ball and have it spot up.
 - c. pocket either a stripe or solid.
 - d. scratch with no penalty.
 - e. re-rack the balls and break again.
18. The formal name for a cue being "jacked up" is:
- a. elevated
 - b. tilted
 - c. level
 - d. bridged
 - e. spanned
19. When the index finger of the bridge hand wraps around the cue, the bridge is called:
- a. open
 - b. closed
 - c. fingered
 - d. mechanical
 - e. captured
20. Which of the following is true about a "pendulum stroke?"
- a. the cue stays perfectly level during the entire stroke.
 - b. the cue is held near vertical during the shot.
 - c. the elbow moves back and forth and up and down during the shot.
 - d. the shoulder and elbow remain still during the shot with only forearm motion.
 - e. your feet move during the shot.
21. The "ghost ball" refers to the:
- a. cue ball
 - b. 8 ball
 - c. a ball that has already been pocketed
 - d. previous position of the cue ball
 - e. the position the cue ball must arrive at next to the object ball to pocket the ball
22. The angle between the aiming direction of the cue ball and object ball line to the pocket is called the:
- a. cut angle
 - b. natural angle
 - c. positive angle
 - d. negative angle
 - e. zero angle
23. When you don't hit a shot with enough angle, the shot is said to be hit:
- a. too thin
 - b. too full
 - c. too shallow
 - d. too frozen
 - e. not frozen enough

24. With a ½-ball hit, the center of the cue ball is aimed exactly at:
- the top of the object ball
 - the bottom of the object ball
 - the outer edge of the object ball
 - the inner edge of the object ball
 - halfway between the object ball center and edge
25. When an object ball is sitting right in front of a pocket, it is called:
- frozen
 - a hanger
 - full
 - thin
 - natural
26. A straight shot where the cue ball stops dead in place is called a:
- stop shot
 - draw shot
 - follow shot
 - frozen shot
 - cut shot
27. With a stun shot at an angle, after hitting the object ball, the cue ball heads:
- in the natural angle direction
 - along the line of centers
 - along the aiming line
 - along the tangent line
 - along the secant line
28. With a draw shot, the cue ball must:
- have stun when it reaches the object ball
 - have topspin when it reaches the object ball
 - have bottom spin when it reaches the object ball
 - have bottom spin only when it leaves the tip
 - have topspin only when it leaves the tip
29. With a slow follow shot at a medium cut angle, the cue ball (after hitting the object ball and curving forward) heads along the:
- tangent line
 - natural angle
 - stun line
 - 3-times the angle line
 - cut angle line
30. With a break-out shot, the cue ball heads toward:
- the full rack of balls
 - a pocket hanger
 - a ball frozen to a cushion
 - a cluster of balls
 - the stun line
31. When attempting a break-out shot, a non-break-out ball that is easy to pocket after the shot is called:
- an insurance ball
 - a carom ball
 - a kiss ball
 - a stunned ball
 - a frozen ball

32. A shot where the cue ball is deflected off one object ball to pocket another is called a:
- a. carom shot
 - b. kiss shot
 - c. combination shot
 - d. stun shot
 - e. follow shot
33. A shot where an object ball gets pocketed by first deflecting off another object ball is called a:
- a. carom shot
 - b. kiss shot
 - c. combination shot
 - d. stun shot
 - e. follow shot
34. A shot where an object ball is hit into a second object ball to pocket the second object ball is called a:
- a. carom shot
 - b. kiss shot
 - c. combination shot
 - d. stun shot
 - e. follow shot
35. A "double hit" foul is where you hit:
- a. a cue ball frozen to another ball
 - b. the cue ball when it is frozen to a cushion
 - c. two object ball at the exact same time with the cue ball
 - d. the cue ball more than once with the cue tip during a shot
 - e. a combination shot into the wrong (uncalled) pocket
36. After an opponent fouls, when you are allowed to place the cue ball anywhere you want on the table, you are said to have:
- a. unlimited power
 - b. a natural ball
 - c. ball in hand
 - d. ball in the kitchen
 - e. ball in your pocket
37. When you miscue on a shot, it is a foul:
- a. always
 - b. only if you pocket a ball
 - c. if you scoop the cue into the air
 - d. only if the cue ball hits an object ball
 - e. if it is intentional, to achieve some desirable outcome
38. When sidespin is used to easily send the cue ball around the table off multiple cushions, it is called:
- a. running spin
 - b. reverse spin
 - c. outside spin
 - d. inside spin
 - e. gearing spin
39. When sidespin is used to help hold up or slow down the cue ball off a cushion, it is called:
- a. running spin
 - b. reverse spin
 - c. outside spin
 - d. inside spin
 - e. gearing spin

40. Another name for cue ball deflection is:
- a. squirt
 - b. swerve
 - c. throw
 - d. kick
 - e. skid
41. The terms cling, skid, and kick are used to refer to a shot where:
- a. the cue tip is still in contact with the cue ball when the cue ball hits the object ball
 - b. the cue ball reverses direction off a cushion
 - c. the object ball reverses direction off a cushion
 - d. there is an excessive amount of throw
 - e. there is an excessive amount of cue ball deflection
42. An LD shaft produces less:
- a. squirt
 - b. swerve
 - c. throw
 - d. kick
 - e. skid
43. When an object ball gets pushed off the line-of-centers direction due to cue ball friction, the effect is called:
- a. squirt
 - b. swerve
 - c. throw
 - d. kick
 - e. skid
44. The type of sidespin that results in absolutely no throw is called:
- a. inside spin
 - b. running spin
 - c. reverse spin
 - d. gearing inside spin
 - e. gearing outside spin
45. When the cue ball hits a cushion before pocketing an object ball, the shot is called a:
- a. kick
 - b. bank
 - c. carom
 - d. kiss
 - e. combo
46. When the object ball rebounds off a cushion before being pocketed, the shot is called a:
- a. kick
 - b. bank
 - c. carom
 - d. kiss
 - e. combo
47. In a 9-ball break, the "wing ball" is:
- a. the object ball that moves with the most speed, as if it were flying
 - b. the cue ball if it is airborne on the way to the rack
 - c. the 1 ball, which tends to get pocketed with a side break
 - d. the ball in the back of the rack that tends to get pocketed with a side break
 - e. either of the side or corner balls in the rack, one of which often gets pocketed with a side break

48. With a common type of “two-way” shot, you typically:

- a. leave the cue ball safe if you don't pocket the ball.
- b. pocket two balls on the same shot.
- c. pocket a combination.
- d. pocket a carom shot.
- e. pocket a kiss shot.

49. A shot where you elevate the back of the cue a lot to make the cue ball's path curve is called a:

- a. squirt shot
- b. throw shot
- c. kick shot
- d. knuckle ball
- e. massé shot

50. For a jump shot to be legal, you must:

- a. scoop underneath the ball with the cue tip
- b. strike down on the cue ball from above
- c. use backspin
- d. use topspin
- e. use sidespin