

# How To Aim Pool Shots (HAPS)

## Instructional DVD Series Outline

[dr-dave-billiards.com/aiming](http://dr-dave-billiards.com/aiming)

### HAPS I – Aiming Systems, Aiming with Sidespin [50 min]

**Introduction** [0:00 – 1:49]

**1. Aiming Systems** [1:49 – 32:22]

- a) **basics, pre-shot routine** [1:49 – 10:21]
  - i. **“seeing the angle”** [5:51 – 6:28]
  - ii. **ghost-ball aiming** [6:28 – 10:21]
- b) **adjusting for cut-induced throw (CIT)** [10:21 – 18:10]
- c) **alternative aiming systems** [18:10 – 30:49]
  - i. **contact-point-to-contact-point or parallel-lines** [18:43 – 20:29]
  - ii. **double-the-distance or double-the-overlap** [20:29 – 21:59]
  - iii. **point of contact in center of ball overlap “lens”** [21:59 – 22:44]
  - iv. **fractional-ball** [22:44 – 29:22]
  - v. **bisect-pivot-and-shift** [29:22 – 30:49]
- d) **aiming system wrap-up** [30:49 – 32:22]

**2. Aiming With Sidespin** [32:22 – 48:36]

- a) **Back-Hand English (BHE)** [35:10 – 37:23]
- b) **Front-Hand English (FHE)** [37:23 – 38:58]
- c) **BHE/FHE combo** [38:58 – 41:50]
- d) **english shot examples** [41:50 – 48:36]

**Wrap-Up** [48:36 – 49:38]

### HAPS II – Aiming Specialty Shots [50 min]

**Introduction** [0:00 – 1:49]

**3. Carom Shots** [1:49 – 15:24]

- a) **30-degree-rule natural-angle carom** [3:46 – 6:06]
- b) **trisect-system draw-shot carom** [6:06 – 7:43]
- c) **ball-in-hand carom-shot aiming** [7:43 – 10:31]
- d) **fast-speed tangent-line shift of natural angle** [10:31 – 12:14]
- e) **two-times-fuller system** [12:14 – 15:24]

**4. Kiss Shots** [15:24 – 21:33]

- a) **small-gap kiss** [15:24 – 17:05]
- b) **wired kiss** [17:05 – 18:51]
- c) **fast-speed 90-degree-rule kiss** [18:51 – 19:45]
- d) **30-degree-rule kiss** [19:45 – 21:33]

**5. Combination Shots** [21:33 – 29:05]

- a) **apply ghost-ball aiming twice** [21:33 – 22:56]
- b) **adjusting for CIT** [22:56 – 24:15]
- c) **frozen combination throw** [24:15 – 26:54]
- d) **playing for CB and OB position** [26:54 – 29:05]

- 6. Rail Cut Shots** [29:05 – 35:32]
- a) cushion-first running english for steep-angles [30:09 – 31:47]
  - b) using english for position control [31:47 – 33:17]
  - c) cushion-first english reaction [33:17 – 33:46]
  - d) running vs. reverse english [33:46 – 35:00]
  - e) summary [35:00 – 35:32]

- 7. Elevated Cue Shots** [35:32 – 48:48]
- a) clearing over a ball [35:32 – 38:13]
  - b) CB close or frozen to cushion [38:13 – 38:54]
  - c) small-curve shots [38:54 – 39:49]
  - d) masse shot aiming [39:49 – 44:07]
  - e) jump shot [44:07 – 47:40]
  - f) “dart” stroke [47:40 – 48:48]

**Wrap-Up** [48:48 – 49:50]

## **HAPS III – Aiming Kick and Bank Shots** [48 min]

**Introduction** [0:00 – 1:49]

- 8. Kick Shot Aiming Systems** [1:49 – 29:40]
- a) visual equal-distance rolling-CB through-diamond kicks [2:54 – 7:50]
    - i. projecting the OB instead [5:12 – 6:38]
    - ii. guaranteeing roll when the CB is close to a cushion [6:38 – 7:50]
  - b) mirroring the CB or OB [7:50 – 10:25]
  - c) fast-speed rolling-CB rail-groove equal-distance [10:25 – 11:40]
  - d) rail-groove mirror alternative [11:40 – 13:22]
  - e) examples [13:22 – 20:37]
    - i. ghost-ball aim example [13:22 – 14:21]
    - ii. safety example [14:21 – 15:44]
    - iii. medium-speed cushion nose alternative [15:44 – 18:28]
    - iv. hit and stick safety [18:28 – 20:37]
  - f) equal-distance and mirror summary [20:37 – 21:06]
  - g) two-to-one kicking system [21:06 – 23:28]
  - h) benchmark 2-to-1 adjustment shot [23:28 – 27:17]
  - i) contact-point-to-nose mirror system [27:17 – 29:40]

- 9. Bank Shot Aiming Systems** [29:40 – 46:54]
- a) visual equal-distance rolling-OB through-diamond banks [29:40 – 33:32]
  - b) mirroring alternative [33:32 – 34:24]
  - c) 3-to-1 fast-speed reference bank [34:24 – 35:36]
  - d) fast-speed 1/3-more-than-twice system [35:36 – 41:34]
  - e) 75% rail groove mirror banking system [41:34 – 42:57]
  - f) cut-induced spin (CIS) effects [42:57 – 46:54]

**Wrap-Up** [46:54 – 47:57]