

Video Encyclopedia of Pool Shots (VEPS)

Disc I –Basic Shot Making and Position

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1. cut shots

- ghost ball aim (5:35)
- ghost ball template practice (6:01)
- cut-induced throw (7:09)
- undercut (8:19)
- ghost-ball cue-pivot aim technique (8:52)
- back cut (9:21)
- thin cut (10:01)
- 1/2-ball hit (10:21)
- 1/4-ball hit (10:54)
- 3/4-ball hit (11:15)
- CTE 30-degree reference (11:37)
- GEM:** 1/2-ball-hit equal separation (12:27)
- “large” corner pocket with slow speed (12:48)
- GEM:** “small” corner pocket with fast speed (13:15)
- steep angle into side pocket (14:24)
- GEM:** partially-blocked pocket (15:00)
- detecting a double hit (15:38)
- avoiding a double hit (16:34)

2. stun shots

- stop shot example (17:26)
- short stop shot (17:40)
- medium-distance stop shot (17:56)
- GEM:** slow-drag stop shot (18:03)
- long stop shot (18:20)
- Tom Cruise stop-shot run-out (18:30)
- GEM:** stun-back shot (19:10)
- GEM:** roll-through shot (19:42)
- stun examples (20:08)
- 9-ball roll-through safety (20:23)
- one-pocket roll-through safety (21:10)
- stun-back to rail (21:42)
- stun-back and roll-through safeties (22:06)
- stun-over shot (22:27)
- stun-off rail to leave an angle (22:46)
- GEM:** visualizing the tangent line (23:22)
- avoiding a scratch on the tangent line (24:20)
- GEM:** stun arc (25:01)
- stun through gap for position (25:48)
- stun billiard shot (26:04)
- trust your stun shot (26:17)

3. follow shots

- GEM:** stripe width for miscue limit (26:50)
- GEM:** tip height for immediate roll (27:55)
- GEM:** speed controls follow distance (28:27)
- GEM:** drag follow shot (29:08)

- nip follow (30:17)
- force follow (30:33)
- follow off one rail for position (30:51)
- follow vs. dribble off rail (31:02)
- follow off two rails for position (31:36)
- GEM:** avoiding a scratch with quick follow (31:46)
- delayed-follow billiard (32:05)
- GEM:** rail-follow hook shot (32:30)

4. draw shots

- GEM:** draw shot technique (32:57)
- GEM:** short distance draw shot (34:00)
- GEM:** medium distance draw shot (34:42)
- long distance draw shot (35:05)
- controlling draw distance with speed (35:22)
- nip draw (36:00)
- elevated draw shots (36:14)
- draw back to rail for position (36:40)
- draw across table off one rail for position (36:51)
- draw off two rails for position (37:00)
- GEM:** controlled distance draw shot (37:09)
- GEM:** draw drag to limit roll-off (37:30)
- GEM:** elevated draw to limit OB motion (38:15)
- GEM:** quick draw to avoid a scratch (38:58)
- draw delay to avoid obstacle balls (39:40)
- GEM:** long power draw (40:04)

5. CB direction control (see NV B.43)

- limited control with straight-in shots (41:15)
- “cheating” the pocket for more control (41:30)
- wide range of control with small cut angle (41:46)
- position-through-traffic example (43:18)
- cluster-bust example (43:33)
- limited control with thin cuts (44:12)
- clear thin-cut tangent line (44:29)
- GEM:** 90 degree rule (44:55)
- rolling CB deflection angle (46:16)
- GEM:** 30 degree rule (47:10)
- GEM:** peace-sign calibration (48:37)
- 30-degree rule 1/2-ball hit (48:43)
- 30-degree rule 1/4-ball hit (49:00)
- 30-degree rule 3/4-ball hit (49:21)
- GEM:** 30-degree rule speed effects (49:40)
- GEM:** draw shot trisect system (50:17)
- GEM:** perpendicular 1/2-ball hit (51:46)

- 85. trisect system with fuller hit (52:00)
- 86. trisect system with thinner hit (52:27)
- 87. **GEM:** trisect system limit (52:51)
- 88. **GEM:** roll-stun tweener break-out shot (53:17)
- 89. **GEM:** draw-stun tweener break-out shot (54:04)
- 90. **GEM:** roll, stun, and draw reference lines (54:28)
- 91. wide range of roll-stun-draw tweeners (55:08)
- 92. **GEM:** full-hit rolling CB 2.5x rule (55:50)
- 93. **GEM:** thin-hit rolling CB 70% rule (56:25)

6. CB speed control

- 94. short bridge length for touch (57:07)
- 95. longer bridge for power (57:19)
- 96. quick acceleration with short bridge (57:45)
- 97. **GEM:** best speed-control height (57:55)
- 98. lag shot (58:11)
- 99. stun shot ball speeds (59:18)
- 100. rolling CB ball speeds (1:00:20)
- 101. **GEM:** 7x rule (1:01:12)
- 102. **GEM:** equal-distance stun (1:01:46)
- 103. **GEM:** equal-distance roll (1:01:57)
- 104. equal-distance stun safety (1:02:19)
- 105. equal-distance roll safety (1:02:32)
- 106. **GEM:** come off the rail for position (1:02:42)
- 107. draw to the rail for kill (1:03:22)
- 108. **GEM:** follow to a rail is easier (1:03:54)

7. avoiding a scratch

- 109. tangent line (TL) scratch (1:04:36)
- 110. trisect direction scratch (1:04:49)
- 111. using spin to avoid a TL scratch (1:05:06)
- 112. natural angle (NA) scratch (1:05:28)
- 113. using spin to avoid a NA scratch (1:05:48)
- 114. **GEM:** avoiding a scratch and getting position off the NA (1:06:00)
- 115. **GEM:** avoiding a scratch and getting position off the TL (1:06:20)

8. combination shots

- 116. easy combo (1:06:49)
- 117. **GEM:** combo ghost-ball aim (1:07:02)
- 118. define aim target for first ball (1:07:27)
- 119. draw combo for position (1:07:42)
- 120. **GEM:** hanger combo (1:08:07)
- 121. **GEM:** "cheating" combos for position (1:08:42)
- 122. using speed for combo position (1:09:32)
- 123. combos relative to line-of-centers (1:10:10)
- 124. combo with two-rail position (1:10:38)
- 125. frozen combo (1:11:02)
- 126. post-8-ball-break combo (1:11:35)

9. carom (OB kiss) shots

- 127. wired carom (1:12:15)
- 128. small-gap carom (1:12:33)
- 129. medium-gap 90-degree-rule carom (1:12:44)
- 130. **GEM:** 30-degree-rule carom (1:13:13)
- 131. **GEM:** tweener carom (1:13:45)
- 132. **GEM:** off-the-rail wired carom (1:14:06)
- 133. combo into wired combo (1:14:33)
- 134. combo into wired carom (1:15:06)
- 135. carom into nearby 9-ball (1:15:22)
- 136. double-frozen carom (1:15:36)
- 137. **GEM:** carom off problem ball (1:16:07)
- 138. carom off opponent ball (1:16:24)
- 139. 30-degree-rule carom off opponent ball (1:16:32)
- 140. combo/carom to break out cluster (1:16:53)
- 141. carom to tie up opponent balls (1:17:07)
- 142. using speed with rolling carom (1:17:25)

10. billiard (CB kiss) shots

- 143. tangent-line billiard (1:17:47)
- 144. **GEM:** natural-angle billiard (1:18:10)
- 145. close-range natural-angle billiard (1:18:41)
- 146. **GEM:** changing OB direction with a natural-angle billiard (1:18:58)
- 147. tangent-line gap billiard (1:19:39)
- 148. natural-angle billiard into wired carom (1:20:05)
- 149. straight-pool billiard break shot (1:20:22)
- 150. **GEM:** trisect draw billiard (1:20:49)
- 151. **GEM:** using speed to delay billiard draw (1:21:32)
- 152. billiard draw off ball for 9-ball win (1:21:54)
- 153. draw off 2nd ball for position (1:22:09)
- 154. follow off 2nd ball for position (1:22:22)
- 155. billiard follow clearance shot (1:22:33)
- 156. follow off 3rd ball for position (1:22:49)
- 157. draw off 2nd ball for position (1:23:09)
- 158. billiard off rail for position (1:23:40)
- 159. **GEM:** rail dribble billiard (1:24:14)
- 160. follow off 2nd ball on rail (1:24:41)