

# Video Encyclopedia of Pool Shots

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

## Disc I –Basic Shot Making and Position

### 1. cut shots

1. ghost ball aim
2. ghost ball template practice
3. cut-induced throw
4. undercut
5. ghost-ball cue-pivot aim technique
6. back cut
7. thin cut
8. 1/2-ball hit
9. 1/4-ball hit
10. 3/4-ball hit
11. CTE 30-degree reference
12. **GEM:** 1/2-ball-hit equal separation
13. “large” corner pocket with slow speed
14. **GEM:** “small” corner pocket with fast speed
15. steep angle into side pocket
16. **GEM:** partially-blocked pocket
17. detecting a double hit
18. avoiding a double hit

### 2. stun shots

19. stop shot example
20. short stop shot
21. medium-distance stop shot
22. **GEM:** slow-drag stop shot
23. long stop shot
24. Tom Cruise stop-shot run-out
25. **GEM:** stun-back shot
26. **GEM:** roll-through shot
27. stun examples
28. 9-ball roll-through safety
29. one-pocket roll-through safety
30. stun-back to rail
31. stun-back and roll-through safeties
32. stun-over shot
33. stun-off rail to leave an angle
34. **GEM:** visualizing the tangent line
35. avoiding a scratch on the tangent line
36. **GEM:** stun arc
37. stun through gap for position
38. stun billiard shot

39. trust your stun shot

### 3. follow shots

40. **GEM:** stripe width for miscue limit
41. **GEM:** tip height for immediate roll
42. **GEM:** speed controls follow distance
43. **GEM:** drag follow shot
44. nip follow
45. force follow
46. follow off one rail for position
47. follow vs. dribble off rail
48. follow off two rails for position
49. **GEM:** avoiding a scratch with quick follow
50. delayed-follow billiard
51. **GEM:** rail-follow hook shot

### 4. draw shots

52. **GEM:** draw shot technique
53. **GEM:** short distance draw shot
54. **GEM:** medium distance draw shot
55. long distance draw shot
56. controlling draw distance with speed
57. nip draw
58. elevated draw shots
59. draw back to rail for position
60. draw across table off one rail for position
61. draw off two rails for position
62. **GEM:** controlled distance draw shot
63. **GEM:** draw drag to limit roll-off
64. **GEM:** elevated draw to limit OB motion
65. **GEM:** quick draw to avoid a scratch
66. draw delay to avoid obstacle balls
67. **GEM:** long power draw

### 5. CB direction control

68. limited control with straight-in shots
69. “cheating” the pocket for more control
70. wide range of control with small cut angle
71. position-through-traffic example
72. cluster-bust example
73. limited control with thin cuts
74. clear thin-cut tangent line
75. **GEM:** 90 degree rule
76. rolling CB deflection angle

- 77. **GEM:** 30 degree rule
- 78. **GEM:** peace-sign calibration
- 79. 30-degree rule 1/2-ball hit
- 80. 30-degree rule 1/4-ball hit
- 81. 30-degree rule 3/4-ball hit
- 82. **GEM:** 30-degree rule speed effects
- 83. **GEM:** draw shot trisect system
- 84. **GEM:** perpendicular 1/2-ball hit
- 85. trisect system with fuller hit
- 86. trisect system with thinner hit
- 87. **GEM:** trisect system limit
- 88. **GEM:** roll-stun tweener break-out shot
- 89. **GEM:** draw-stun tweener break-out shot
- 90. **GEM:** roll, stun, and draw reference lines
- 91. wide range of roll-stun-draw tweeners
- 92. **GEM:** full-hit rolling CB 2.5x rule
- 93. **GEM:** thin-hit rolling CB 70% rule

#### 6. CB speed control

- 94. short bridge length for touch
- 95. longer bridge for power
- 96. quick acceleration with short bridge
- 97. **GEM:** best speed-control height
- 98. lag shot
- 99. stun shot ball speeds
- 100. rolling CB ball speeds
- 101. **GEM:** 7x rule
- 102. **GEM:** equal-distance stun
- 103. **GEM:** equal-distance roll
- 104. equal-distance stun safety
- 105. equal-distance roll safety
- 106. **GEM:** come off the rail for position
- 107. draw to the rail for kill
- 108. **GEM:** follow to a rail is easier

#### 7. avoiding a scratch

- 109. tangent line (TL) scratch
- 110. trisect direction scratch
- 111. using spin to avoid a TL scratch
- 112. natural angle (NA) scratch
- 113. using spin to avoid a NA scratch
- 114. **GEM:** avoiding a scratch and getting position off the NA
- 115. **GEM:** avoiding a scratch and getting position off the TL

#### 8. combination shots

- 116. easy combo

- 117. **GEM:** combo ghost-ball aim
- 118. define aim target for first ball
- 119. draw combo for position
- 120. **GEM:** hanger combo
- 121. **GEM:** "cheating" combos for position
- 122. using speed for combo position
- 123. combos relative to line-of-centers
- 124. combo with two-rail position
- 125. frozen combo
- 126. post-8-ball-break combo

#### 9. carom (OB kiss) shots

- 127. wired carom
- 128. small-gap carom
- 129. medium-gap 90-degree-rule carom
- 130. **GEM:** 30-degree-rule carom
- 131. **GEM:** tweener carom
- 132. **GEM:** off-the-rail wired carom
- 133. combo into wired combo
- 134. combo into wired carom
- 135. carom into nearby 9-ball
- 136. double-frozen carom
- 137. **GEM:** carom off problem ball
- 138. carom off opponent ball
- 139. 30-degree-rule carom off opponent ball
- 140. combo/carom to break out cluster
- 141. carom to tie up opponent balls
- 142. using speed with rolling carom

#### 10. billiard (CB carom) shots

- 143. tangent-line billiard
- 144. **GEM:** natural-angle billiard
- 145. close-range natural-angle billiard
- 146. **GEM:** changing OB direction with a natural-angle billiard
- 147. tangent-line gap billiard
- 148. natural-angle billiard into wired carom
- 149. straight-pool billiard break shot
- 150. **GEM:** trisect draw billiard
- 151. **GEM:** using speed to delay billiard draw
- 152. billiard draw off ball for 9-ball win
- 153. draw off 2nd ball for position
- 154. follow off 2nd ball for position
- 155. billiard follow clearance shot
- 156. follow off 3rd ball for position
- 157. draw off 2nd ball for position
- 158. billiard off rail for position

- 159. **GEM:** rail dribble billiard
- 160. follow off 2nd ball on rail

## Disc II – English and Position Control

### 11. English (sidespin) basics

- 161. right and left English
- 162. miscue limit
- 163. "tips" of English
- 164. English with small cut angle
- 165. English with medium cut angle
- 166. English with large cut angle
- 167. running vs. reverse English with small cut angle
- 168. running vs. reverse English with large cut angle
- 169. running English range of control
- 170. reverse English range of control
- 171. reverse English position shot
- 172. running English position shot
- 173. backwards position with reverse English
- 174. reverse English hold shot
- 175. reverse English kill shot
- 176. **GEM:** draw to rail with English
- 177. English position examples
- 178. **GEM:** large English effect with full hit
- 179. **GEM:** drag English for greater effect

### 12. English effects and aim correction

- 180. **GEM:** squirt, swerve, and throw
- 181. firm squirt
- 182. slow squerve
- 183. cue elevation squerve effects
- 184. squerve cancellation with cue elevation
- 185. parallel English
- 186. back-hand English (BHE)
- 187. front-hand English (FHE)
- 188. combination of BHE and FHE
- 189. **GEM:** BHE bridge length effects
- 190. **GEM:** BHE speed effects
- 191. **GEM:** BHE distance effects
- 192. **GEM:** BHE draw/follow effects
- 193. **GEM:** BHE cue elevation effects
- 194. example shot with parallel English
- 195. example shot with BHE

- 196. example shot with combo of BHE and FHE
- 197. **GEM:** BHE for firm rail-cut shots
- 198. **GEM:** ideal break-cue pivot length
- 199. **GEM:** swerve shot
- 200. **GEM:** spin-induced throw shot
- 201. **GEM:** determining a cue's natural pivot length
- 202. limit use of English on long, slow, thin cuts
- 203. limit use of English with close balls and distant pocket

### 13. rail cut shots

- 204. **GEM:** stun for clear direction off rail
- 205. draw and follow position examples
- 206. small-angle stun, follow, and draw differences
- 207. small-angle inside and outside stun differences
- 208. small-angle inside and outside follow differences
- 209. small-angle inside and outside draw differences
- 210. medium-angle stun, follow, and draw differences
- 211. medium-angle inside and outside stun differences
- 212. medium-angle inside follow
- 213. medium-angle outside draw
- 214. large-angle stun, follow, and draw differences
- 215. large-angle inside and outside stun differences
- 216. large-angle inside follow
- 217. large-angle outside draw
- 218. **GEM:** maximum CB follow with inside drag
- 219. partial roll follow for position
- 220. firm inside follow for position
- 221. outside draw for position
- 222. stun across for position
- 223. rail cut shot
- 224. **GEM:** running English rail cut shot
- 225. **GEM:** running English rail back-cut shot
- 226. **GEM:** rail-first running English for position
- 227. **GEM:** ball-first inside follow for position
- 228. **GEM:** ball-first outside draw for position

- 229. **GEM:** soft outside draw for position
- 230. **GEM:** outside draw to bring the CB straight back
- 231. **GEM:** more outside draw for position
- 232. **GEM:** less outside draw for position

#### 14. CB path control

- 233. effect of English on stunned CB path
- 234. effect of speed on follow shot CB path
- 235. effect of speed on draw shot CB path
- 236. stun position control examples
- 237. delayed-follow billiard example
- 238. delayed-draw billiard example
- 239. **GEM:** side pocket shot CB path and position control options
- 240. **GEM:** corner pocket shot CB path and position control options
- 241. target practice

#### 15. basic position play shots

- 242. **GEM:** play for slow-roll natural-angle follow position when possible
- 243. **GEM:** play for position on the correct side
- 244. **GEM:** leave an angle for the next shot
- 245. **GEM:** leave an angle to come into the line of the shot
- 246. limited position options with a straight-in shot
- 247. difficult position options with the wrong angle
- 248. easy position with a natural angle
- 249. creating position with a small angle
- 250. difficult position with too much angle
- 251. difficult position too close to a rail
- 252. come off second rail for easier position
- 253. come off a rail to leave an angle
- 254. a slight position change can make a big difference
- 255. good position close to a short rail
- 256. position trouble when close to a short rail
- 257. **GEM:** try to avoid having to cross the line of a shot
- 258. **GEM:** coming into the line of a shot
- 259. **GEM:** using two rails to come into the line of a shot
- 260. **GEM:** play for a larger margin for error
- 261. **GEM:** don't get too close to your work

- 262. **GEM:** cheat the pocket for position
- 263. side pocket "cheat" position examples
- 264. corner pocket "cheat" position examples
- 265. **GEM:** going rail first instead of cheating the pocket
- 266. rail first with follow and draw
- 267. **GEM:** keep the next shot within reach
- 268. play for natural long-side shape
- 269. **GEM:** play for easy short-side shape
- 270. **GEM:** come off the rail to increase the margin of error for position
- 271. **GEM:** bump into a nearby ball for position
- 272. slow roll vs. firm stun
- 273. English vs. draw
- 274. stun vs. follow vs. draw

#### 16. advanced position play shots

- 275. **GEM:** draw across the table twice
- 276. **GEM:** delayed follow off a rail with speed
- 277. **GEM:** delayed draw with speed to avoid an obstacle ball
- 278. **GEM:** draw with English for two-rail position into the line of a shot
- 279. **GEM:** carom off a secondary ball with English for position
- 280. **GEM:** draw to a rail into the line of a shot
- 281. **GEM:** draw to a rail with running English for position
- 282. **GEM:** draw to a rail with reverse English for position
- 283. **GEM:** thin, inside draw off rail for position
- 284. **GEM:** bump into the correct side of a ball for position
- 285. **GEM:** rail dribble for position

#### 17. center-of-table position shots

- 286. no scratch through the center of the table
- 287. the center of the table often offers the most options
- 288. squat the CB in the center of the table after the break
- 289. center-of-table position for a side pocket shot
- 290. tracks through the center of the table
- 291. cut on track to center
- 292. follow and draw on track to center
- 293. from corner pocket to center

- 294. from side pocket to center
- 295. practicing center-of-table position

### 18. straight-in position play shots

- 296. **GEM:** “cheating” the pocket
- 297. using draw for position
- 298. **GEM:** slight “cheat” with draw and running English
- 299. “cheat” with draw
- 300. **GEM:** inside follow through corner for position
- 301. outside follow out of corner for position
- 302. **GEM:** draw with running English vs. other options
- 303. **GEM:** slight cut close to rail with draw
- 304. **GEM:** rail first to create an angle
- 305. **GEM:** hop onto cushion nose for position

### 19. OB-hanger CB path control

- 306. hanger position control examples
- 307. hanger with reverse English
- 308. ½-ball-hit long-rail benchmark
- 309. ¼-ball-hit long-rail benchmark
- 310. ½-ball-hit spot-shot benchmark
- 311. ¼-ball-hit spot-shot benchmark
- 312. ½-ball-hit corner-to-corner benchmark
- 313. ¼-ball-hit corner-to-corner benchmark
- 314. ½-ball-hit side-to-corner benchmark
- 315. ¼-ball-hit side-to-corner benchmark
- 316. ½-ball-hit short-rail benchmark
- 317. ¼-ball-hit short-rail benchmark
- 318. hitting hanger too full with follow
- 319. **GEM:** avoiding pocket points
- 320. **GEM:** avoiding hanger scratches
- 321. **GEM:** difficult hanger draw
- 322. **GEM:** leave hanger combo for position
- 323. **GEM:** following hanger into pocket
- 324. replace hanger for position

### 20. multiple-rail position play shots

- 325. **GEM:** multiple-rail position into the line of a shot
- 326. **GEM:** accepting the natural multiple-rail position
- 327. example side-pocket-shot multiple-rail position
- 328. using draw to avoid obstacles with multiple-rail position

- 329. **GEM:** double the rail to avoid obstacles
- 330. natural 4-rail position
- 331. rail cut shot with follow for 3-rail position
- 332. rail cut shot with draw for 3-rail position
- 333. cheating the pocket to set up for 3-rail position
- 334. **GEM:** accepting 2-rail position through the center of the table to the short side
- 335. **GEM:** rail-cut follow towards the long-rail side pocket for up-table position
- 336. **GEM:** shallow reverse-English off long rail for near-rail position
- 337. hitting different spots on the 2<sup>nd</sup> rail
- 338. using draw with multiple-rail position
- 339. reverse-English off first rail for 6-rail long-side shape
- 340. 7-rail thin cut for position
- 341. **GEM:** position routes through the center of the table
- 342. adjusting a route relative to the center
- 343. hanger routes through the center of the table
- 344. have faith in the center track, even through obstacles

## Disc III –Safety Play and Strategy

### 21. defensive safety shots

- 345. stop shot hide
- 346. stun over to hide
- 347. hide CB behind blockers
- 348. hide OB behind blockers
- 349. try to hide both balls
- 350. **GEM:** natural angle hide
- 351. create distance
- 352. kiss back for distance
- 353. bank for distance
- 354. stop on ball and create distance
- 355. freeze CB on rail with distance
- 356. stun over to freeze the CB
- 357. stun into a ball to freeze the CB
- 358. firm stop bank hide
- 359. stun-forward bank safe
- 360. stun-forward bank safe with rail freeze
- 361. **GEM:** 1/2-ball-hit equal-separation safe
- 362. safe relative to 1/2-ball-hit reference

- 363. natural-angle safe into blockers
- 364. combo line-of-centers stop safe
- 365. long bank hide and distance
- 366. long bank with reverse English hide off 2nd rail
- 367. long bank with reverse English kill and hide off 2nd rail
- 368. hiding to prevent an easy 1-rail kick escape
- 369. hiding to prevent a return safety
- 370. **GEM:** don't leave a "big" ball for your opponent
- 371. going rail first to hide
- 372. bank and stay close to rail to hide
- 373. **GEM:** using two rails to come into the line of blockers
- 374. multiple-rail bank to create distance and hide
- 375. thin a ball to create distance
- 376. rail-first thin hit to create distance and/or hide
- 377. corner hook your opponent

## 22. offensive safety shots

- 378. **GEM:** two-way bank shot with distance
- 379. two-way kick stop toward side pocket
- 380. two-way long shot with bad leave for opponent
- 381. two-way bank with hide behind ball
- 382. two-way cross-corner bank with pocket block
- 383. **GEM:** two-way billiard shot with distance
- 384. **GEM:** cluster breakout safety
- 385. kick cross-side two-way safety
- 386. clear, block, and hide safety
- 387. two-way pocket block shot
- 388. **GEM:** pocket hanger replace safety
- 389. billiard into pocket hanger for safety
- 390. multiple-rail two-way bank shot
- 391. **GEM:** miss cross-corner bank on short side for two-way shot
- 392. miss cross-corner bank on long side for two-way shot

## 23. safety replies

- 393. kick escape
- 394. swerve escape

- 395. jump options
- 396. easy jump escape
- 397. kick vs. jump
- 398. **GEM:** wrong-ball foul safe
- 399. rail-first stick and hide
- 400. rail-first draw to hide
- 401. foul 9-ball hanger in if no good options
- 402. kicking behind ball close to pocket
- 403. **GEM:** kick two rails for separation
- 404. break-up balls to prevent three consecutive fouls
- 405. corner-hook escape

## 24. ball-in-hand options

- 406. short stick and hide
- 407. solve problem ball
- 408. **GEM:** natural-angle billiard
- 409. **GEM:** natural-angle cluster break-out safe
- 410. **GEM:** close-range tangent-line cluster break-out
- 411. **GEM:** cluster break-out safety
- 412. play for third consecutive foul
- 413. **GEM:** play for ball-in-hand combo win
- 414. **GEM:** two-way combo win safe

## 25. general strategy

- 415. walk around the table to plan
- 416. play for exact position
- 417. plan entire run-out
- 418. play for "Tom Cruise" run-out when available
- 419. plan three balls ahead
- 420. use ball groupings and transitions
- 421. use insurance ball for backup plan
- 422. don't break out opponent clusters
- 423. don't move balls in good position
- 424. use two rails to avoid traffic
- 425. bump opponent balls into clusters
- 426. come off a rail for position
- 427. choose the key ball wisely
- 428. choose key ball with good key ball
- 429. avoid key ball requiring a tight line
- 430. choose easy safe over tough shot
- 431. deal with tough ball early
- 432. choose tough shot over tough safety
- 433. choose good safety over tough position

## 26. 8-ball strategy

- 434. choosing solids vs. stripes
- 435. **GEM:** opposite-ball combo or billiard for better choice
- 436. **GEM:** opposite-ball combo or billiard to clear a problem ball
- 437. play for an area with many options
- 438. **GEM:** play safe early to break out problem ball
- 439. play safe to get a better chance at a run-out
- 440. **GEM:** break out cluster early and with insurance
- 441. clear obstacle ball early
- 442. **GEM:** replace or drive through opponent hanger early
- 443. clear path to pocket early
- 444. clear opponent blocker with safety
- 445. let opponent break up a ball frozen to the 8-ball
- 446. **GEM:** choose key ball above the 8-ball
- 447. in and safe

## 27. 9-ball strategy

- 448. break out cluster at the right time
- 449. play for safety when run-out too difficult
- 450. **GEM:** use a safety to break out a cluster
- 451. try to pocket 9-ball hanger early
- 452. try to pocket 9-ball hanger with two-way shot
- 453. push out to a jump or kick, per your strengths
- 454. push-out into 9-ball hanger to prevent easy win
- 455. push-out to tie up balls, making a run-out difficult

## 28. rail-first shots

- 456. rail-first to create an angle for position
- 457. **GEM:** aiming rail-first cut shots
- 458. rail-first stun, draw, and follow for position
- 459. rail-first kick-and-stick safety
- 460. ball vs. rail first off hanger for position
- 461. **GEM:** rail-first with English for position

## 29. clearance and cluster break-out shots

- 462. select cluster break-out shot with insurance ball

- 463. billiard safe to remove an opponent blocker
- 464. replace an opponent hanger with a safety
- 465. clear opponent hanger to continue run
- 466. carom off an obstacle ball to open a pocket
- 467. precision ball extraction from cluster
- 468. straight vs. rail-first cluster break
- 469. bump into obstacle ball to open a pocket
- 470. **GEM:** break up cluster with controlled speed
- 471. **GEM:** billiard follow clearance shot

## Disc IV – Banks, Kicks, and Advanced Shots

### 30. bank and kick shot fundamentals

- 472. bank shot terminology
- 473. bank speed effects
- 474. bank distance effects
- 475. kick speed effects
- 476. kick distance effects
- 477. kick follow/draw effects
- 478. kick English effects
- 479. bank inside and outside cut effects
- 480. larger-angle bank speed effects
- 481. spin-induced-spin bank effects
- 482. equal-rail-distance bank system
- 483. crossing-lines bank system
- 484. midpoint parallel-shift bank system
- 485. equal-separation-distance kick system
- 486. midpoint parallel-shift kick system
- 487. mirror-image kick system

### 31. one-rail kick shots

- 488. **GEM:** through-diamond rolling-CB system
- 489. failure of through-diamond rolling-CB system at larger angles
- 490. correcting the through-diamond rolling-CB system at larger angles
- 491. through-diamond rolling-CB system off short rail
- 492. kick speed effects
- 493. kick stun and draw effects
- 494. kick English effects

- 495. **GEM:** through-diamond rolling-CB system for ball away from pocket
- 496. mirror-image kicks
- 497. shallow-angle 70% mirror kick rule
- 498. **GEM:** contact-point-to-cushion-nose shallow mirror kick
- 499. maximum English rebound angle
- 500. maximum English rebound straighten
- 501. maximum English effect
- 502. adjusting mirror-image kick aim with distance
- 503. draw kick shortening benchmarks
- 504. using draw and reverse English to straighten a kick
- 505. large curve draw with shallow-angle kick
- 506. delaying kick lengthening to avoid an obstacle

### 32. multiple-rail kick shots

- 507. **GEM:** Plus System for two-rail kicks into short rail
- 508. Plus System speed and English effects
- 509. Plus System adjustments
- 510. using the Plus System to pocket a ball on the rail
- 511. using the Plus System to aim at a ball off the rail
- 512. using the Plus System to aim at a ball past the corner
- 513. using the Plus System to kick three rails at a ball
- 514. midpoint parallel-shift two-rail kick system
- 515. midpoint parallel-shift two-rail kick system away from the pocket centerline
- 516. **GEM:** Corner-5 System
- 517. Corner-5 two-rail kick at ball on rail
- 518. Corner-5 two-rail kick at ball off rail
- 519. **GEM:** finding the Corner-5 corner track
- 520. different Corner-5 tracks to the corner
- 521. hitting targets relative to the Corner-5 corner
- 522. finding the corner from different Corner-5 positions
- 523. finding a Corner-5 kick target
- 524. spot-on-the-wall kicking system
- 525. double-the-rail kick
- 526. two-times cross-side kick with English

- 527. cross-side kick straighten
- 528. two-times cross-corner kick with English
- 529. **GEM:** using draw and reverse English to straighten a kick
- 530. kicking at a wired carom

### 33. bank shots

- 531. **GEM:** through-diamond rolling-ball bank system
- 532. bank speed effects
- 533. fast-speed across-diamond adjustment
- 534. **GEM:** detecting and avoiding a cross-corner double-kiss
- 535. double-kiss zone for a frozen bank
- 536. reverse bank maximum angle
- 537. kiss and kick cross-corner shot
- 538. 9-ball two-way cross-side bank with speed
- 539. two-way double bank to hold the CB

### 34. frozen-ball shots

- 540. **GEM:** frozen wired combo
- 541. frozen CB follow
- 542. **GEM:** twice-as-full frozen-CB billiard
- 543. off-angle twice-as-full frozen-CB billiard
- 544. ten-times-as-full frozen-OB carom
- 545. kick into and throw a frozen OB
- 546. frozen cluster tangent-line caroms
- 547. frozen cluster combo

### 35. frozen-rail shots

- 548. rail-first vs. ball-first position control
- 549. **GEM:** position control with CB and OB frozen to rail
- 550. avoiding side pocket point with CB and OB frozen to rail
- 551. draw with CB frozen to rail
- 552. three-rail two-way bank of rail-frozen ball

### 36. ticky shots

- 553. mirror aim for ticky shots
- 554. CB ticky billiard
- 555. CB ticky safety
- 556. double ticky billiard
- 557. ticky follow billiard
- 558. OB ticky carom
- 559. kick ticky billiard
- 560. one-pocket triple ticky
- 561. ticky draw cross-corner billiard



### 37. double-kiss shots

- 562. double-kiss bank safety
- 563. one-pocket double-kiss bank shot
- 564. double-kiss nurse-into-pocket shot
- 565. double-kiss bank to avoid scratch

### 38. kiss-back shots

- 566. kiss-back safety
- 567. rail dribble billiard
- 568. kiss-back follow billiard
- 569. kiss-back draw for position
- 570. kiss-back draw billiard
- 571. kiss-back English safety
- 572. kiss-back double-billiard
- 573. kiss-back double-billiard follow

### 39. throw shots

- 574. cut-induced throw (CIT)
- 575. throw English and spin effects
- 576. outside English throw effects
- 577. spin-induced throw (SIT)
- 578. SIT speed effects
- 579. **GEM:** using SIT to create an angle
- 580. using CIT and SIT to create an angle
- 581. SIT billiard shot
- 582. using CIT and SIT with a frozen CB
- 583. using CIT to create an angle with a frozen combo
- 584. **GEM:** avoiding CIT with a frozen combo
- 585. using speed to limit frozen-combo CIT
- 586. effects of cling and spit on throw
- 587. effects of outside English on throw
- 588. effects of inside English on throw
- 589. outside English throw with very thin hit
- 590. using SIT to get position
- 591. **GEM:** using CIT to change the angle of a frozen combo
- 592. kicking at a frozen combo to change the angle
- 593. using SIT to hold the CB
- 594. **GEM:** effect of speed on CIT

### 40. spin-transfer shots

- 595. bank shot requiring spin-induced spin (SIS)
- 596. **GEM:** bank shot using cut-induced spin (CIS)

- 597. **GEM:** following an obstacle ball into a pocket
- 598. clear and follow past a frozen obstacle ball
- 599. using CIS to bank a frozen OB
- 600. **GEM:** one-pocket frozen spot shot
- 601. **GEM:** using SIS to change angle of frozen carom
- 602. using SIS to change angle of frozen combo
- 603. using SIS to change angle of carom bank
- 604. CIS cross-side bank
- 605. **GEM:** two-times and three-times cross-side banks
- 606. one-pocket three-times cross-corner bank
- 607. **GEM:** using SIS to avoid cross-side-bank double kiss

## Disc V – Skill and Specialty Shots

### 41. power shots

- 608. power draw
- 609. force follow
- 610. **GEM:** follow out of corner when straight-in
- 611. stun off rail with straight shot
- 612. fouette (“whip”) shot

### 42. jump shots

- 613. small jump with playing cue
- 614. **GEM:** standard-stroke jump shot
- 615. **GEM:** dart-stroke jump shot
- 616. dart-jump with mechanical bridge
- 617. **GEM:** partial OB jump
- 618. illegal scoop shot
- 619. elevated dart-stroke quick jump
- 620. jump kick shot
- 621. bank jump shot
- 622. jump into an OB to create a cut angle
- 623. jump into an OB to change the CB direction
- 624. jump draw
- 625. jump cut to get around a ball for position
- 626. jump cut to clear obstacle balls
- 627. **GEM:** jump cut off rail to clear obstacle balls

- 628. glancing jump kick off rail to clear obstacle balls
- 629. frozen jump bank to avoid double kiss
- 630. jump into cluster of balls to avoid third foul

#### 43. masse shots

- 631. small curve around obstacle ball
- 632. curving into rail for larger margin
- 633. masse vs. kick
- 634. **GEM:** Coriolis masse aiming method
- 635. straightening cut angle with masse for position
- 636. cut masse for position
- 637. draw masse billiard
- 638. draw masse to rail for position
- 639. pique shot
- 640. after-kick masse
- 641. **GEM:** after-collision masse for position
- 642. after-collision masse hold for position
- 643. after-collision masse hold to avoid blockers
- 644. **GEM:** after-collision masse hold for a safety
- 645. after-collision masse with English for position
- 646. masse before kick
- 647. jump masse shot

#### 44. break shots

- 648. **GEM:** 9-ball side break
- 649. 9-ball center break
- 650. **GEM:** 9-ball defensive racking strategy
- 651. **GEM:** 9-ball offensive racking strategy
- 652. 9-ball soft break
- 653. wing-ball 9-ball break
- 654. 9-ball cut break
- 655. **GEM:** 8-ball 2nd-ball break
- 656. standard straight-pool opening break
- 657. standard one-pocket break

#### 45. cushion and point compression shots

- 658. drive CB out of rail freeze
- 659. drive CB out of rail freeze with straight back kick
- 660. drive CB through small rail gap
- 661. drive OB out from rail freeze
- 662. drive OB through pocket point
- 663. drive OB through pocket point to hold CB

- 664. drive OB through pocket point for position
- 665. kick into frozen rail for frozen bank

#### 46. pocket point and wall shots

- 666. corner-hook kick off corner pocket point cross corner
- 667. kick off side pocket point to ball close to pocket
- 668. bank OB off side pocket wall for carom into pocket
- 669. kick off side pocket point cross corner
- 670. kick off side pocket point cross side
- 671. kick off side pocket point twice cross corner
- 672. kick off both corner pocket points cross corner
- 673. one-pocket kick bank off corner pocket point
- 674. one-pocket bank off both corner pocket points
- 675. one-pocket bank off corner pocket point cross corner
- 676. one-pocket cross-corner bank, avoiding double kiss off point
- 677. kicking off both corner pocket points for safety
- 678. cross-corner bank of ball off side pocket point
- 679. spin in ball frozen to side pocket wall
- 680. kick off side pocket point to avoid scratch
- 681. avoiding a scratch off back of pocket
- 682. corner-hook kick-jump off opposite point of corner pocket

#### 47. game run-out examples discussing principles and strategies used

- 683. 8-ball rack-1: break and plan
- 684. 8-ball rack-1: play for early combo
- 685. 8-ball rack-1: use speed to keep ball out of trouble
- 686. 8-ball rack-1: use natural angle to get on critical balls
- 687. 8-ball rack-1: get good position for key ball
- 688. 8-ball rack-2: break and plan
- 689. 8-ball rack-2: get tough ball first
- 690. 8-ball rack-2: plan route to key ball
- 691. 8-ball rack-2: change plan

- 692. 8-ball rack-2: deal with result of skid
- 693. 8-ball rack-2: make it work or lose
- 694. 9-ball rack-1: break and plan
- 695. 9-ball rack-1: play for easy-roll position away from rail
- 696. 9-ball rack-1: roll into easy 3-ball run
- 697. 9-ball rack-2: break and plan
- 698. 9-ball rack-2: play two-way clearance shot
- 699. 9-ball rack-3: break and plan
- 700. 9-ball rack-3: rolling combo
- 701. 9-ball rack-3: confirm plan to run out
- 702. 9-ball rack-3: come into line of shot
- 703. 9-ball rack-3: easy final sequence

#### 48. fouls

- 704. detecting double hit with straight shot
- 705. **GEM:** detecting double hit with cut shot
- 706. avoiding double hit with nip stroke
- 707. avoiding double hit with cue elevation
- 708. avoiding double hit with inside-draw whip shot
- 709. avoiding double hit with knuckles on rail
- 710. avoiding double hit with reverse finger stroke
- 711. no-rail-contact foul: ball hung in pocket
- 712. no-rail-contact foul: kiss-back shot
- 713. no-rail-contact foul: multiple-rail kick
- 714. no-rail-contact foul: rail cut shot
- 715. no-rail-contact foul: shot along rail
- 716. **GEM:** detecting wrong-ball-first foul
- 717. push foul: herding a ball into a pocket
- 718. push foul: spinning a ball down the rail
- 719. miscue double-hit foul
- 720. illegal jump "scoop shot" foul
- 721. illegal contact foul: hitting OB with side of shaft
- 722. illegal contact foul: driving tip into another ball
- 723. illegal stroke foul: cue lift

#### 49. proposition and "cute" shots

- 724. spot shot carom challenge
- 725. spot shot carom explanation
- 726. frozen throw off rail proposition shot
- 727. frozen throw off rail proposition shot explanation
- 728. "impossible" rail back cut

- 729. follow down rail off two rail-frozen OBs
- 730. OB jump over full ball
- 731. "impossible" back-cut cross-side bank
- 732. "impossible" 90-degree cut shot

#### 50. famous trick shots ("Top Ten")

- 733. Ten – "The Hustler" frozen bank
- 734. Nine – "The Hustler" billiard masse
- 735. Eight – "Pool Hall Junkies" carom-kick timing shot
- 736. Seven – "over and under the bridge" shot
- 737. Six – "passing lane" shot
- 738. Five – "line of four balls" shot
- 739. Four – "butterfly" shot
- 740. Three – "jump ball out of the rack" shot
- 741. Two – "parting the Red Sea" shot
- 742. **GEM:** One – "machine gun" shot