Video Encyclopedia of Pool Shots

DrDaveBilliards.com

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carom into nearby 9-ball
double-frozen carom
carom off problem ball
carom off opponent ball
carom to break out cluster
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carom off nearby 9-ball
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carom off nearby 9-ball
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carom off problem ball
carom off opponent ball
carom to break out cluster
carom to tie up opponent balls
using speed with rolling carom

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 walk around the table to plan
 play for exact position
 plan entire run-out
 play for "Tom Cruise" run-out when available
 plan three balls ahead
 use ball groupings and transitions
 use insurance ball for backup plan
 don't break out opponent clusters
 don't move balls in good position
 use two rails to avoid traffic
 bump opponent balls into clusters
 come off a rail for position
 choose the key ball wisely
 choose key ball with good key ball
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 choose easy safe over tough shot
 deal with tough ball early
 choose tough shot over tough safety
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451. try to pocket 9-ball hanger early
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453. push out to a jump or kick, per your strengths
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   - elevated dart-stroke quick jump
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   - jump cut to get around a ball for position
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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