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: stunt arc
   37. stunt through gap for position
   38. stun billiard shot

3. follow shots
   39. trust your stun shot
   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 ½-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: tweenner 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
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

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

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
18. straight-in position play shots

- from side pocket to center
- practicing center-of-table position
- using draw for position
- slight “cheat” with draw and running English
- inside follow through corner for position
- slight cut close to rail with draw
- rail first to create an angle
- hop onto cushion nose for position
- “cheating” the pocket
- slight “cheat” with draw and running English
- draw with running English vs. other options
- rail-cut shot with draw for 3-rail position
- reverse-English off first rail for 6-rail long-side shape

19. OB-hanger CB path control

- hanger position control examples
- hanger with reverse English
- ½-ball-hit long-rail benchmark
- ¼-ball-hit long-rail benchmark
- ½-ball-hit spot-shot benchmark
- ¼-ball-hit spot-shot benchmark
- ½-ball-hit corner-to-corner benchmark
- ¼-ball-hit corner-to-corner benchmark
- ½-ball-hit side-to-corner benchmark
- ¼-ball-hit side-to-corner benchmark
- ½-ball-hit short-rail benchmark
- ¼-ball-hit short-rail benchmark
- hitting hanger too full with follow
- avoiding pocket points
- avoiding hanger scratches
- difficult hanger draw
- leave hanger combo for position
- following hanger into pocket

20. multiple-rail position play shots

- multiple-rail position into the line of a shot
- accepting the natural multiple-rail position
- example side-pocket-shot multiple-rail position
- using draw to avoid obstacles with multiple-rail position

21. defensive safety shots

- stop shot hide
- stun over to hide
- hide CB behind blockers
- hide OB behind blockers
- try to hide both balls
- natural angle hide
- create distance
- kiss back for distance
- bank for distance
- stop on ball and create distance
- freeze CB on rail with distance
- stun over to freeze the CB
- stun into a ball to freeze the CB
- firm stop bank hide
- stun-forward bank safe
- stun-forward bank safe with rail freeze
- 1/2-ball-hit equal-separation safe
- safe relative to 1/2-ball-hit reference

Disc III – Safety Play and Strategy
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

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
GEM: through-diamond rolling-CB system for ball away from pocket
mirror-image kicks
shallow-angle 70% mirror kick rule
GEM: contact-point-to-cushion-nose shallow mirror kick
maximum English rebound angle
maximum English rebound straighten
adjusting mirror-image kick aim with distance
draw kick shortening benchmarks
using draw and reverse English to straighten a kick
large curve draw with shallow-angle kick
delaying kick lengthening to avoid an obstacle

32. multiple-rail kick shots
GEM: Plus System for two-rail kicks into short rail
Plus System speed and English effects
Plus System adjustments
using the Plus System to pocket a ball on the rail
using the Plus System to aim at a ball off the rail
using the Plus System to aim at a ball past the corner
using the Plus System to kick three rails at a ball
midpoint parallel-shift two-rail kick system
midpoint parallel-shift two-rail kick system away from the pocket centerline
GEM: Corner-5 System
Corner-5 two-rail kick at ball on rail
Corner-5 two-rail kick at ball off rail
GEM: finding the Corner-5 corner track
different Corner-5 tracks to the corner
hitting targets relative to the Corner-5 corner
finding the corner from different Corner-5 positions
finding a Corner-5 kick target
spot-on-the-wall kicking system
double-the-rail kick	
two-times cross-side kick with English
cross-side kick straighten
two-times cross-corner kick with English
GEM: using draw and reverse English to straighten a kick
kicking at a wired carom

33. bank shots
GEM: through-diamond rolling-ball bank system
bank speed effects
fast-speed across-diamond adjustment
GEM: detecting and avoiding a cross-corner double-kiss
double-kiss zone for a frozen bank
reverse bank maximum angle
kiss and kick cross-corner shot
9-ball two-way cross-side bank with speed
two-way double bank to hold the CB

34. frozen-ball shots
GEM: frozen wired combo
frozen CB follow
twice-as-full frozen-CB billiard
off-angle twice-as-full frozen-CB billiard
ten-times-as-full frozen-OB carom
kick into and throw a frozen OB
frozen cluster tangent-line caroms
frozen cluster combo

35. frozen-rail shots
rail-first vs. ball-first position control
GEM: position control with CB and OB frozen to rail
avoiding side pocket point with CB and OB frozen to rail
draw with CB frozen to rail
three-rail CB frozen to rail
two-way double bank of rail-frozen ball

36. ticky shots
mirror aim for ticky shots
CB ticky billiard
CB ticky safety
double ticky billiard	
ticky follow billiard
OB ticky carom
kick ticky billiard
tick set 
dual billiard	
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 spin 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
glancing jump kick off rail to clear obstacle balls
frozen jump bank to avoid double kiss
jump into cluster of balls to avoid third foul

43. masse shots
  - small curve around obstacle ball
  - curving into rail for larger margin
  - masse vs. kick
  - **GEM**: Coriolis masse aiming method
  - straightening cut angle with masse for position
  - cut masse for position
draw masse billiard
draw masse to rail for position
pike shot
after-kick masse
**GEM**: after-collision masse for position
after-collision masse hold for position
after-collision masse hold to avoid blockers
**GEM**: after-collision masse hold for a safety
after-collision masse with English for position
masse before kick
jump masse shot

44. break shots
  - **GEM**: 9-ball side break
  - 9-ball center break
  - **GEM**: 9-ball defensive racking strategy
  - **GEM**: 9-ball offensive racking strategy
  - 9-ball soft break
  - wing-ball 9-ball break
  - 9-ball cut break
  - **GEM**: 8-ball 2nd-ball break
  - standard straight-pool opening break
  - standard one-pocket break

45. cushion and point compression shots
  - drive CB out of rail freeze
  - drive CB out of rail freeze with straight back kick
  - drive CB through small rail gap
  - drive OB out from rail freeze
  - drive OB through pocket point
  - drive OB through pocket point to hold CB

46. pocket point and wall shots
  - corner-hook kick off corner pocket point cross corner
  - kick off side pocket point to ball close to pocket
  - bank OB off side pocket wall for carom into pocket
  - kick off side pocket point cross corner
  - kick off side pocket point cross side
  - kick off side pocket point twice cross corner
  - kick off both corner pocket points cross corner
  - one-pocket kick bank off corner pocket point
  - one-pocket bank off both corner pocket points
  - one-pocket cross-corner bank, avoiding double kiss off point
  - kicking off both corner pocket points for safety
  - cross-corner bank of ball off side pocket point
  - spin in ball frozen to side pocket wall
  - kick off side pocket point to avoid scratch
  - avoiding a scratch off back of pocket
  - corner-hook kick-jump off opposite point of corner pocket

47. game run-out examples discussing principles and strategies used
  - 8-ball rack-1: break and plan
  - 8-ball rack-1: play for early combo
  - 8-ball rack-1: use speed to keep ball out of trouble
  - 8-ball rack-1: use natural angle to get on critical balls
  - 8-ball rack-1: get good position for key ball
  - 8-ball rack-2: break and plan
  - 8-ball rack-2: get tough ball first
  - 8-ball rack-2: plan route to key ball
  - 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

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

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