

Video Encyclopedia of Pool Shots

DrDaveBilliards.com

Disc I – Basic Shot Making and Position

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- 330. natural 4-rail position
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- 349. try to hide both balls
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- 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
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- 367. long bank with reverse English kill and hide off 2nd rail
- 368. hiding to prevent an easy 1-rail kick escape
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- 370. **GEM:** don't leave a "big" ball for your opponent
- 371. going rail first to hide
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- 387. two-way pocket block shot
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- 410. **GEM:** close-range tangent-line cluster break-out
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- 412. play for third consecutive foul
- 413. **GEM:** play for ball-in-hand combo win
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- 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
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- 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
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- 443. clear path to pocket early
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- 446. **GEM:** choose key ball above the 8-ball
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- 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

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- 457. **GEM:** aiming rail-first cut shots
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- 463. billiard safe to remove an opponent blocker
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- 469. bump into obstacle ball to open a pocket
- 470. **GEM:** break up cluster with controlled speed
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- 498. **GEM:** contact-point-to-cushion-nose shallow mirror kick
- 499. maximum English rebound angle
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- 502. adjusting mirror-image kick aim with distance
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- 531. **GEM:** through-diamond rolling-ball bank system
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- 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

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- 556. double ticky billiard
- 557. ticky follow billiard
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- 574. cut-induced throw (CIT)
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- 593. using SIT to hold the CB
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- 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