

Video Encyclopedia of Pool Shots (VEPS)

Disc V – Skill and Specialty Shots

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41. power shots

- 608. power draw (4:28)
- 609. force follow (5:29)
- 610. **GEM:** follow out of corner when straight-in (5:58)
- 611. stun off rail with straight shot (7:11)
- 612. fouette (“whip”) shot (7:34)

42. jump shots

- 613. small jump with playing cue (8:28)
- 614. **GEM:** standard-stroke jump shot (8:49)
- 615. **GEM:** dart-stroke jump shot (10:43)
- 616. dart-jump with mechanical bridge (11:12)
- 617. **GEM:** partial OB jump (11:22)
- 618. illegal scoop shot (12:05)
- 619. elevated dart-stroke quick jump (12:18)
- 620. jump kick shot (12:43)
- 621. bank jump shot (13:12)
- 622. jump into an OB to create a cut angle (14:14)
- 623. jump into an OB to change the CB direction (14:59)
- 624. jump draw (15:33)
- 625. jump cut to get around a ball for position (16:08)
- 626. jump cut to clear obstacle balls (17:12)
- 627. **GEM:** jump cut off rail to clear obstacle balls (17:30)
- 628. glancing jump kick off rail to clear obstacle balls (18:05)
- 629. frozen jump bank to avoid double kiss (18:39)
- 630. jump into cluster of balls to avoid third foul (19:06)

43. masse shots

- 631. small curve around obstacle ball (19:48)
- 632. curving into rail for larger margin (20:17)
- 633. masse vs. kick (20:56)
- 634. **GEM:** Coriolis masse aiming method (21:40)
- 635. straightening cut angle with masse for position (25:17)
- 636. cut masse for position (25:51)
- 637. draw masse billiard (26:04)
- 638. draw masse to rail for position (26:16)
- 639. pique shot (26:35)
- 640. after-kick masse (27:57)
- 641. **GEM:** after-collision masse for position (28:06)
- 642. after-collision masse hold for position (28:37)
- 643. after-collision masse hold to avoid blockers (29:21)
- 644. **GEM:** after-collision masse hold for a safety (29:46)

- 645. after-collision masse with English for position (30:23)
- 646. masse before kick (30:44)
- 647. jump masse shot (31:08)

44. break shots

- 648. **GEM:** 9-ball side break (31:37)
- 649. 9-ball center break (33:54)
- 650. **GEM:** 9-ball defensive racking strategy (34:18)
- 651. **GEM:** 9-ball offensive racking strategy (35:42)
- 652. 9-ball soft break (37:18)
- 653. wing-ball 9-ball break (38:30)
- 654. 9-ball cut break (39:37)
- 655. **GEM:** 8-ball 2nd-ball break (39:52)
- 656. standard straight-pool opening break (41:22)
- 657. standard one-pocket break (42:19)

45. cushion and point compression shots

- 658. drive CB out of rail freeze (43:54)
- 659. drive CB out of rail freeze with straight back kick (44:20)
- 660. drive CB through small rail gap (44:30)
- 661. drive OB out from rail freeze (44:49)
- 662. drive OB through pocket point (45:00)
- 663. drive OB through pocket point to hold CB (45:23)
- 664. drive OB through pocket point for position (45:46)
- 665. kick into frozen rail for frozen bank (46:06)

46. pocket point and wall shots

- 666. corner-hook kick off corner pocket point cross corner (46:45)
- 667. kick off side pocket point to ball close to pocket (47:26)
- 668. bank OB off side pocket wall for carom into pocket (47:49)
- 669. kick off side pocket point cross corner (48:08)
- 670. kick off side pocket point cross side (48:20)
- 671. kick off side pocket point twice cross corner (48:28)
- 672. kick off both corner pocket points cross corner (48:42)
- 673. one-pocket kick bank off corner pocket point (48:50)
- 674. one-pocket bank off both corner pocket points (49:30)
- 675. one-pocket bank off corner pocket point cross corner (49:56)
- 676. one-pocket cross-corner bank, avoiding double kiss off point (50:07)

- 677. kicking off both corner pocket points for safety (50:36)
- 678. cross-corner bank of ball off side pocket point (51:00)
- 679. spin in ball frozen to side pocket wall (51:14)
- 680. kick off side pocket point to avoid scratch (51:36)
- 681. avoiding a scratch off back of pocket (51:55)
- 682. corner-hook kick-jump off opposite point of corner pocket (52:28)

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

- 683. 8-ball rack-1: break and plan (52:49)
- 684. 8-ball rack-1: play for early combo (53:36)
- 685. 8-ball rack-1: use speed to keep ball out of trouble (53:56)
- 686. 8-ball rack-1: use natural angle to get on critical balls (54:28)
- 687. 8-ball rack-1: get good position for key ball (54:55)
- 688. 8-ball rack-2: break and plan (55:20)
- 689. 8-ball rack-2: get tough ball first (56:00)
- 690. 8-ball rack-2: plan route to key ball (56:22)
- 691. 8-ball rack-2: change plan (56:52)
- 692. 8-ball rack-2: deal with result of skid (57:25)
- 693. 8-ball rack-2: make it work or lose (57:53)
- 694. 9-ball rack-1: break and plan (58:20)
- 695. 9-ball rack-1: play for easy-roll position away from rail (58:47)
- 696. 9-ball rack-1: roll into easy 3-ball run (59:13)
- 697. 9-ball rack-2: break and plan (59:28)
- 698. 9-ball rack-2: play two-way clearance shot (1:00:09)
- 699. 9-ball rack-3: break and plan (1:00:47)
- 700. 9-ball rack-3: rolling combo (1:01:19)
- 701. 9-ball rack-3: confirm plan to run out (1:01:39)
- 702. 9-ball rack-3: come into line of shot (1:01:59)
- 703. 9-ball rack-3: easy final sequence (1:02:14)

48. fouls

- 704. detecting double hit with straight shot (1:02:37)
- 705. **GEM:** detecting double hit with cut shot (1:03:33)
- 706. avoiding double hit with nip stroke (1:04:55)
- 707. avoiding double hit with cue elevation (1:05:08)
- 708. avoiding double hit with inside-draw whip shot (1:05:31)
- 709. avoiding double hit with knuckles on rail (1:06:05)

- 710. avoiding double hit with reverse finger stroke (1:06:30)
- 711. no-rail-contact foul: ball hung in pocket (1:06:50)
- 712. no-rail-contact foul: kiss-back shot (1:07:16)
- 713. no-rail-contact foul: multiple-rail kick (1:07:36)
- 714. no-rail-contact foul: rail cut shot (1:07:54)
- 715. no-rail-contact foul: shot along rail (1:08:14)
- 716. **GEM:** detecting wrong-ball-first foul (1:08:47)
- 717. push foul: herding a ball into a pocket (1:09:42)
- 718. push foul: spinning a ball down the rail (1:10:03)
- 719. miscue double-hit foul (1:10:13)
- 720. illegal jump "scoop shot" foul (1:11:05)
- 721. illegal contact foul: hitting OB with side of shaft (1:11:24)
- 722. illegal contact foul: driving tip into another ball (1:11:55)
- 723. illegal stroke foul: cue lift (1:12:13)

49. proposition and "cute" shots

- 724. spot shot carom challenge (1:12:45)
- 725. spot shot carom explanation (1:14:05)
- 726. frozen throw off rail proposition shot (1:14:47)
- 727. frozen throw off rail proposition shot explanation (1:18:26)
- 728. "impossible" rail back cut (1:19:40)
- 729. follow down rail off two rail-frozen OBs (1:20:34)
- 730. OB jump over full ball (1:21:55)
- 731. "impossible" back-cut cross-side bank (1:22:29)
- 732. "impossible" 90-degree cut shot (1:22:52)

50. famous trick shots ("Top Ten")

- 733. Ten – "The Hustler" frozen bank (1:23:48)
- 734. Nine – "The Hustler" billiard masse (1:24:07)
- 735. Eight – "Pool Hall Junkies" carom-kick timing shot (1:24:31)
- 736. Seven – "over and under the bridge" shot (1:24:56)
- 737. Six – "passing lane" shot (1:25:28)
- 738. Five – "line of four balls" shot (1:25:46)
- 739. Four – "butterfly" shot (1:26:22)
- 740. Three – "jump ball out of the rack" shot (1:27:18)
- 741. Two – "parting the Red Sea" shot (1:27:46)
- 742. **GEM:** One – "machine gun" shot (1:28:13)