

# Video Encyclopedia of Pool Shots

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## Disc I –Basic Shot Making and Position

### 1. cut shots

1. ghost ball aim
2. ghost ball template practice
3. cut-induced throw
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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
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25. **GEM:** stun-back shot
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28. 9-ball roll-through safety
29. one-pocket roll-through safety
30. stun-back to rail
31. stun-back and roll-through safeties
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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

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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

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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
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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
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65. **GEM:** quick draw to avoid a scratch
66. draw delay to avoid obstacle balls
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### 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
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- 85. trisect system with fuller hit
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- 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

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- 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

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- 128. small-gap carom
- 129. medium-gap 90-degree-rule carom
- 130. **GEM:** 30-degree-rule carom
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- 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 kiss) 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