Pool Magic Spot

Three railing the cue ball using the magic spot with the accuracy of the corner 5 system.

![Figure 1](image)

*(White is cue ball and origination point. White / red is mirror image or destination point)*

The “Magic spot” is an imaginary spot about 1.5 - 2 ball widths from the diamond next to a pocket (marked "X")

**Rule: The cue ball moving over the magic spot (generally with running English) will cross over the point that is it’s own mirror image on the table.**

To find the magic spot for your table, place the cue ball and an object ball on mirror image spot. Start hitting the cue ball and see whether you can go over one spot in front the next to side pocket diamond and hit your object ball. The magic spot is not at the exact same spot for various tables, although always close.

Adjustments are always necessary, just like for the corner 5 or plus 2 diamond systems. Not to mention rail inefficiencies, speed effects and the amount of English used.
It does not matter where the cue ball is placed on the table. When going through the magic spot, the cue ball will head for its own mirror image.

Figure 2

Figure 3
The cue ball does not have to be exactly on the mirror image spot. It has to be on the line that will go through its own mirror image spot.

In figure 4, line up your cue stick behind the cue ball aiming through the magic spot. In this case we see that the butt end of the cue goes through the mirror image spot which states the cue ball is on the magic line.

Figure 5 shows a situation where the cue ball is not aligned with the mirror image ball.
And how to adjust:

1. determine where to hit the Object ball (Ghost ball white / red)
2. determine the mirror image for the Ghost ball (faded white / red)
3. align mirror image ghost ball through the magic spot
4. And parallel shift your cue.

In essence, the magic spot system with parallel shift is the corner 5 system. This is not a surprise. Regardless of the method determining the path of the cue ball, the path remains the same.

The corner 5 system shows that the path of the cue ball moves through it’s own mirror image and hence, through the magic spot. Using the corner 5 diamond system is one method to find the magic spot on a table.
The corner 5 system predicts that shooting from 4 ½ diamond to 1 ½ diamond will get to the 3 diamond and drops ball in corner.

Figure 10

And if you use the magic spot with parallel shift, you come to the exact same conclusion. Compare Figure 8 and 11. Note the striking similarities.

Figure 11
The Magic Spot system is versatile.

Assume you want to park the cueball behind two balls as a practice shot.

1. Determine ghost ball (white / red)
2. Determine mirror image (white / red faded)
3. Align mirror image of ghost ball with magic spot
4. Parallel shift cuestick and there you have it

*Figure 12*

*Figure 13*