This is the seventh article in a series dealing with the “Video Encyclopedia of Eight Ball (VEEB),” a five-disc instructional-DVD set I recently created with fellow Billiards Digest columnist Bob Jewett. VEEB teaches all of the skills, knowledge and strategy one needs to excel at 8-ball. Topics include offensive and defensive strategy, position play, shot types, safety play, advanced shots, and run-out planning. An outline of the entire VEEB series along with video excerpts from each DVD can be viewed online at: dr-dave-billiards.com/8-ball.

This month, we look at strategy for end-game situations where you have a ball tied up with the 8-ball. “Shot A” in Diagram 1 shows an example where you have ball in hand, shooting solids. What would you do in this situation? Think about it first before reading on. You don’t have a reasonable shot here, so a good choice is to play safe. Sometimes, if your opponent has no reasonable shot or safety on the 8, the best option might be to tie up your last ball with the 8. In fact, that could be why you have ball-in-hand in this situation, since your opponent may not have had a reasonable chance to hit the 8 on the previous shot. Here, you could just tap the 5 into the 8 and leave the balls in a similar position but closer together, but this really doesn’t accomplish anything. Alternatively, you could try to hit the 5 into the 8 a little harder to create separation so you would have a shot at the 5 if your opponent goes for a hit on the 8. However, in this situation, your opponent might just take an intentional foul and send the 5 back up against the 8. Online video NV G.8 shows an example sequence of shots demonstrating how this situation might pan out. You wouldn’t want to keep doing this because the 8 would eventually end up in front of the pocket where your opponent might have a fairly easy kick shot for the win.

Now, if the balls were at an angle and touching as shown in “Shot B,” you could separate them and leave no easy way for your opponent to tie them up again. The best plan is to separate the 5 and 8 and freeze the CB to the 5 at an angle. This is fairly easy to do since the 5 won’t move very much after it hits the 8. A touch of right
sidespin will help the CB stay closer to the cushion and snuggle under the 5. In the final ball positions, you have separation, your opponent has no reasonable shot to get a hit on the 8, and there is no reasonable way for your opponent to tie the 5 up with the 8 again (without giving you a shot). You will likely get ball in hand again and win the game.

**Diagram 2** shows another 8-ball end-game situation where the 8 ball is tied up with an opponent ball. Here, shooting solids, it would be very difficult to break out the 8-13 cluster from the straight position you have on the 5. And you wouldn't want to pocket the 5 with no shot at the 8. A good approach in situations like this is to play safe and position your last ball closer to the cluster where you can later get an easier break-out shot. The diagram shows a good way to play the shot. You’ve left your opponent with no look at the 13, and any attempt by your opponent to hit the 13 will likely leave us with a shot or a chance at another safety. And if you get ball in hand, a natural-angle break-out would be fairly easy (assuming your opponent isn’t smart enough to move or pocket the 5, taking an intentional foul), and you would likely get a decent look at the 8.

![Diagram 2 End-game break-out-plan safety example](image)

Demonstrations of the shots in this article can be viewed in online video **NV G.8**, and the VEEB-IV DVD includes many more game-situation examples dealing with jump shots, break shots, end-game situations, rule calls, and foul detection and avoidance. As always, you should check out the videos and try the shots yourself the next time you’re at a table. Reading is good, and watching is better, but trying is best.

I hope you are enjoying my series of articles dealing with the “Video Encyclopedia of Eight Ball (VEEB).” If you want to view video excerpts from the entire DVD set, check out online videos **NV G.1** through **NV G.11**.

Good luck with your game,
Dr. Dave
NV G.1 – Video Encyclopedia of Eight Ball (VEEB) Overview
NV G.2 – How to Deal With Pocket Blockers in 8-ball, from Disc I of VEEB
NV G.3 – How to Select Key Balls in 8-ball, from Disc I of VEEB
NV G.4 – How to Use Cue Ball Drag to Enhance Sidespin in 8-ball, from Disc II of VEEB
NV G.5 – How to Use Spin-Induced Throw to Hold the Cue Ball in 8-ball, from Disc II of VEEB
NV G.6 – How to Come Into the Line of Blockers When Playing Safeties, from Disc III of VEEB
NV G.7 – Various Straight-In Shot Options in 8-ball, from Disc III of VEEB
NV G.8 – How to Deal with an End-Game Ball Tied Up with the 8-ball, from Disc IV of VEEB
NV G.9 – 2nd-Ball 8-ball Break, from Disc IV of VEEB
NV G.10 – Rack 8 Run-Out Example from Disc V of VEEB
NV G.11 – Rack 9 Run-Out Example from Disc V of VEEB

PS:

• I am happy to announce that my entire collection of instructional DVDs (23 total to date) is now available for streaming via YouTube. For more info, see: dr-dave-billiards.com/stream.html.

• I know other authors and I tend to use lots of terminology, and I know not all readers are totally familiar with these terms. If you ever come across a word or phrase you don’t fully understand, please refer to the online glossary at billiards.colostate.edu.

Dr. Dave is author of “The Illustrated Principles of Pool and Billiards” book and DVD, and co-author of the Video Encyclopedias of “Pool Shots (VEPS),” “Pool Practice (VEPP),” and “Eight Ball (VEEB),” and the “How to Aim Pool Shots (HAPS)” and “Billiard University (BU)” instructional DVD series, all available at: dr-dave-billiards.com.