Supporting narrated video (NV) demonstrations, high-speed video (HSV) clips, technical proofs (TP), and all of my past articles are available at <u>billiards.colostate.edu</u>. Reference numbers used in the articles help you locate the resources on the website.

This is the tenth and final article in a series dealing with the "Video Encyclopedia of Nine-ball and Ten-ball (VENT)," a five-disc instructional DVD set I recently created with fellow Billiards Digest columnist Bob Jewett. VENT teaches all of the skills, knowledge and strategy one needs to excel at 9-ball and 10-ball. Topics include racking and breaking strategy and effects, game planning, position play and english, safety play, and advanced principles, shots, and strategies. An outline of the entire VENT series along with video excerpts from each DVD are available online at DrDaveBilliards.com/vent.

The topic for this month is ball herding and rail compression shots, featuring shots demonstrated in online video NV l.11 (an excerpt from Disc V of VENT). **Diagram 1** shows two examples of ball herding shots, where expected ball directions are changed by fast secondary contacts. The shot at the 5 on the left side of the diagram is a good example where it would not be possible to pocket the 6 without secondary contact by the cue ball (CB). The CB is aimed to carom off the 5 and then the cushion to hit the 6 which is moved slightly by the 5. The action of the shot, which is shown in slow motion in online video NV l.11, allows the CB to "herd" the 6-ball into the pocket.

The shot on the right side of Diagram 1 is a similar example, where a direct carom off the 7 with a thin hit into the 8 would send the 8 short of the pocket. However, the 7 is frozen to both the cushion and the 8, so if you hit a little more of the 7, it will push the 8 out a little so the carom will pocket the ball. These herd shots are not as difficult as you might think, but they do take a little practice. Try them out the next time you're at a table so you will be prepared to pocket shots like these if and when they come up in actual games.

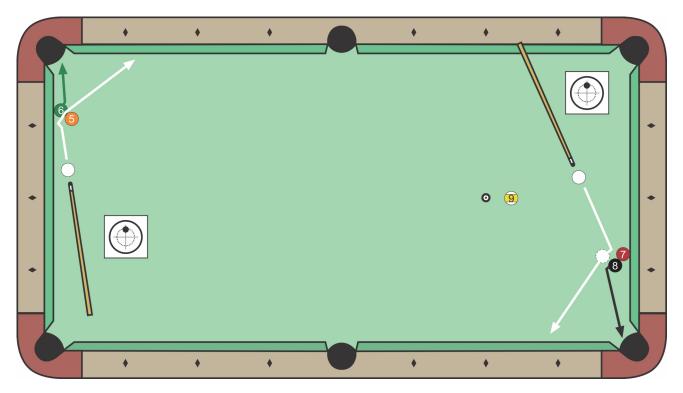


Diagram 1 Ball herding shots

Now let's look at some shots where a ball must compress a cushion to get the necessary action. **Diagram 2** shows a classic example where the 7 is frozen to both the 8 and the cushion, so one might think it is impossible to hit to the 7 without the 7 bumping into the 8 after rebounding off the cushion. However, with enough speed, the 7 compresses the cushion enough to allow it to clear, in this case to bank the 7 in the corner.

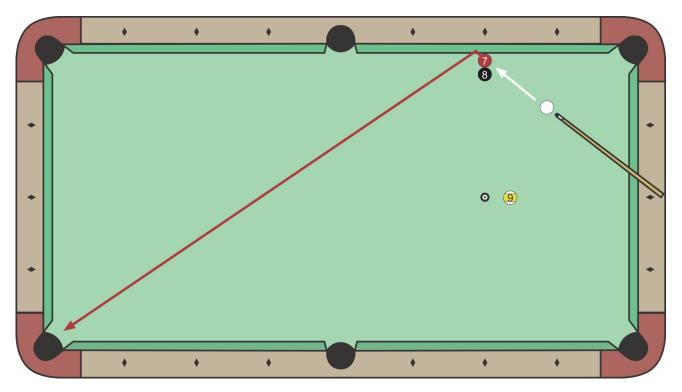


Diagram 2 Classic cushion compression shot

Diagram 3 shows another shot not possible without compressing the cushion. The 6 is frozen to both the cushion and the 8, so it looks like there is no way to combo the 8 into the corner because the line of centers through the 6 and 8 does not head toward the pocket. However, with enough speed, the 6 will compress the cushion enough before hitting the 8 to change the angle of the hit. If you view the shot in online video **NV 1.11**, you will notice that the 6 follows the 8 with about the same speed as the 8. Does this seem unusual to you? And can you explain why it happens?

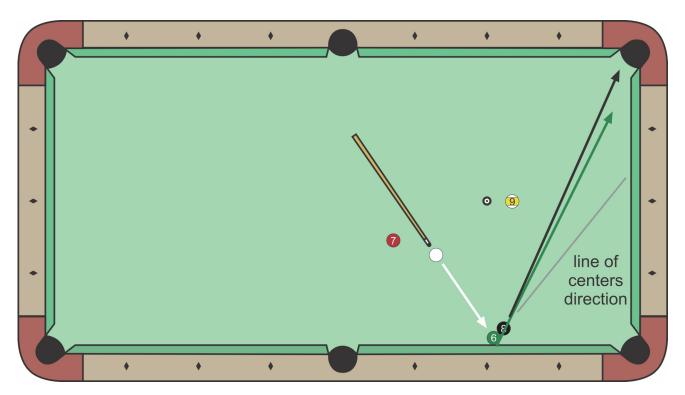


Diagram 3 Interesting cushion-compression shot

Diagram 4 shows some video stills from slow motion footage to answer the questions above. In frame "a," the CB is just about to hit the 6. In frame "b," the 6 is compressing the cushion. In frame "c," the 6 is hitting the 8 along a shifted line while the cushion is still compressed. And in frame "d," the 8 is gone with the cushion continuing to push the 6 toward the 8. This push is why the 6 follows the 8.



a.) CB about to hit the 6



b.) the 6 compressing the cushion



c.) the 6 hitting the 8



d.) the cushion pushing the 6

<u>Diagram 4</u> Slow motion video frames of cushion compression shot

The shots illustrated in this article are demonstrated in online video NV I.11. Try them out the next time you practice. Reading is good, and watching is better, but doing is best. VENT-V ("Advanced Principles, Shots, Strategies") includes many more examples of ball herding and cushion compression shots along with other shot types in a wide range of categories including: combos, kisses, caroms, rail cut shots, bank shots, advanced shots, and run-out examples.

I hope you enjoyed and learned from my series of articles dealing with the "Video Encyclopedia of Nineball and Ten-ball (VENT)." If you want to view video excerpts from the entire DVD set, check out online videos NV I.1 through NV I.1. Enjoy!

Good luck with your game, Dr. Dave

NV I.1 – Video Encyclopedia of Nine-ball and Ten-ball (VENT) Instructional DVD Trailer
NV I.2 – 9-ball Side Soft Break, and Corey Deuel Pattern Racking, an excerpt from VENT-I
NV I.3 – How to Train a Pool Table for Accurate and Consistent Ball Racking, an excerpt from VENT-I

NV I.4 – How to be Creative and Consider Various Options in 9-ball and 10-ball, an excerpt from VENT-II



NV I.5 – Defensive Strategy in 9-ball and 10-ball, an excerpt from VENT-II

NV I.6 - Common Two-Rail Position Plays in 9-ball and 10-ball, an excerpt from VENT-III

NV I.7 - Common End-Game Patterns in 9-ball and 10-ball, an excerpt from VENT-III

NV I.8 – 9-ball/10-ball Object Ball Hide Safety Examples, an excerpt from VENT-IV

NV I.9 – 9-ball/10-ball Ball-In-Hand Shot Option Examples, an excerpt from VENT-IV

NV I.10 – 9-ball/10-ball Rail Cut Shot Principles and Examples, an excerpt from VENT-V

NV I.11 – 9-ball/10-ball Advanced Herd and Cushion-Compression Shots, an excerpt from VENT-V

<u>PS</u>:

 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 do not fully understand, please refer to the <u>online glossary</u> at <u>billiards.colostate.edu</u>.

Dr. Dave is a PBIA Advanced Instructor, Dean of the Billiard University, and author of the book: <u>The Illustrated Principles of Pool and Billiards</u> and numerous instructional DVD series, all available at: <u>DrDaveBilliards.com</u>.