

pairs with ball in hand for each pair. The 8 ball can be played at any time with a pair.

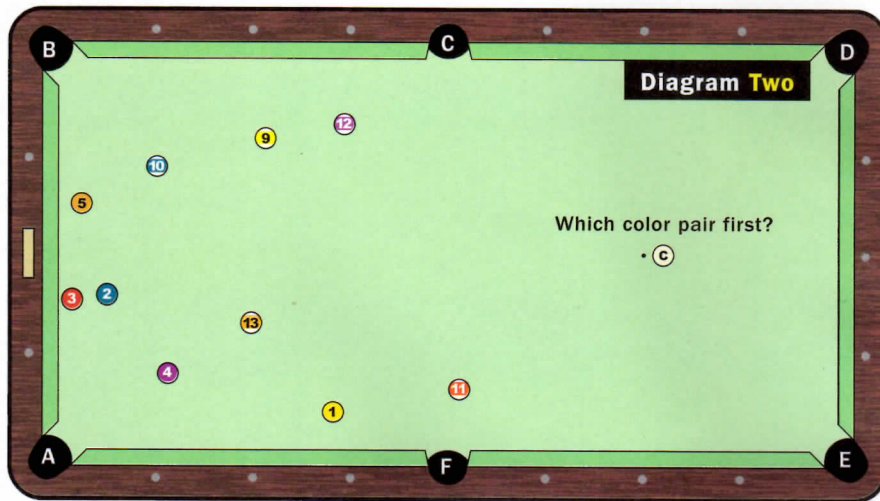
DRILL 16 — Numeric order in groups of 3.

DRILL 17 — Numeric order in groups of 5.

DRILL 18 — Numeric order for all 15 balls.

Do you think you can do any of the above drills — 30 good shots in a row — 90% of the time? To do that you have to be so accurate that you miss only about one shot in 300. To be 50% on a drill, the individual shots have to be about 98%. To be 5% on a drill, which I think is about the right level of success to make the drill really rewarding, you need 90% single-shot accuracy.

Of course, when you have ball in hand for the shot, your percentage should be pretty high, and with a little ability at position play, the shot after a ball in hand should be high. When you get to the third and later shots in a run, your shot making and cue ball control both need to click.

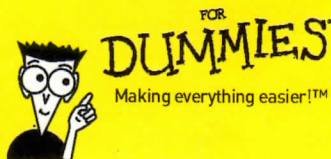
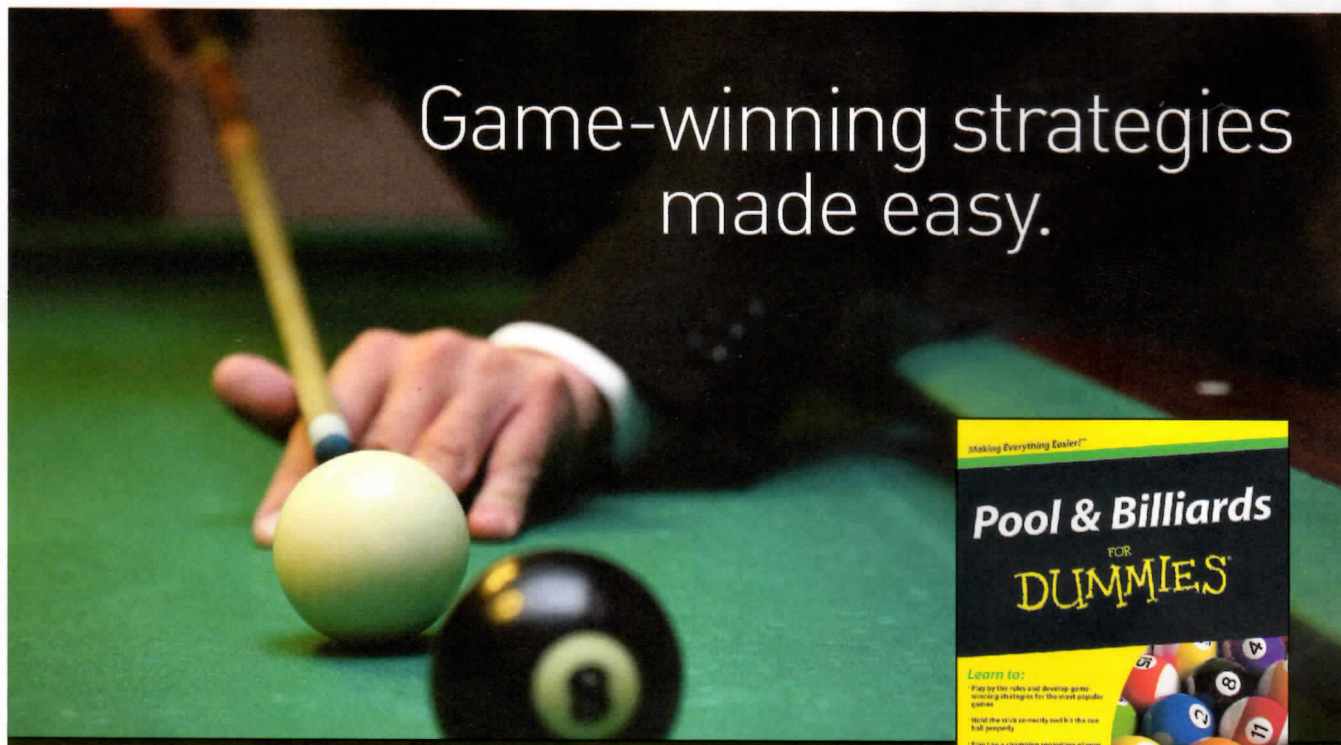


You may have noticed that there is a lot of ball in hand. That's intended to give the player a lot of practice at thinking about the best place to have the cue ball to continue the run. A very common problem I see among intermediate league players — up to players who occasionally run out the rack — is that they never maximize the benefit of ball

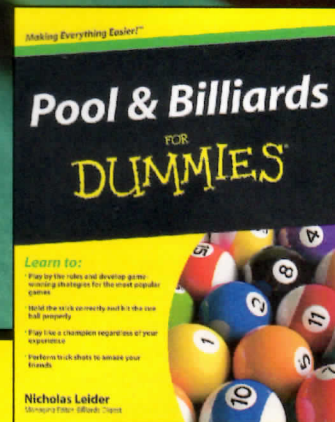
in hand. Squeeze the last drop of goodness out of each placement.

I'm not sure all of the drills are in order of difficulty, although I'd bet the first and last are placed right. If you try them, please let me know if you feel you have a different order. And let me know if you think of another drill that fits with these and seems to fill a gap.

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