

The San Francisco Billiard Academy

Presents:

An Eight Ball Clinic

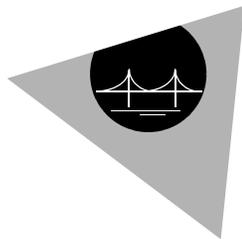
With Billiard Congress of America-Trained Instructors

Eric Harada

Bob Jewett

Joseph Mejia

Video and Technical Analysis
Shot Selection Strategies for the
Beginning, Middle and End Game
Eight Ball Drills



SFBA



B C A

*“What a feeling to shoot better and consistently.
We’ll show you the way.”*

Eight Ball Techniques

WELCOME

Welcome to the San Francisco Billiard Academy's Eight Ball Techniques Clinic. The clinic was created by the Billiard Academy to give its students the tools and knowledge to improve their game of eight ball and shoot consistently.

Each clinic is limited to 12 students (four students per instructor) to ensure that the SFBA can provide a quality session and to keep the student-to-instructor ratio low. Each student will be asked to complete an evaluation sheet to rate the quality and content of the course.

Thank you for your participation. We hope that your participation in our clinic will be a learning experience of a lifetime. Please feel free to call the instructors with any questions.

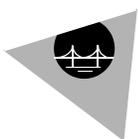
Instructors:

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Joseph Mejia mejia@sfbilliards.com

Instruction is available at billiard rooms throughout the Bay Area and in private facilities by arrangement.



Eight Ball Techniques

Clinic Outline

Introduction of Staff

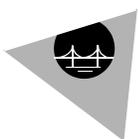
Introduction of students and review of questionnaire

The Clinic is divided into four parts or “stations” which each cover one aspect of eight ball. You will be in one group of up to four students who will go through the clinic together. Each station will take about 50 minutes.

Stations:

1. Video taping and analysis of fundamentals
2. Shot selection strategies, beginning game
3. Shot selection strategies, middle and end game
4. Set shots

Be sure to take notes on this handout, especially when things aren't clear and you may need to ask questions later. If you have trouble on a drill, write down the problem for future work.



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Station 1: Video Analysis of Fundamentals

Goal: To check for any flaws in fundamentals and to plan improvement.

Technique: Each student will shoot several shots which will isolate different aspects of form and stroke. After all students have been taped, we will review each shot, looking for both good points and those that could be better.

Shots: Long shot; follow shot to side; draw shot from side; frozen cue ball

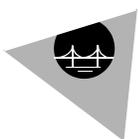
Good fundamentals to watch for:

- Forearm perpendicular at contact
- Anchored bridge hand
- Minimum elbow drop
- Body still

Follow through details:

- Straight
- Long enough
- Head over stick

Notes:



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Station 2: Shot Selection, Early Game

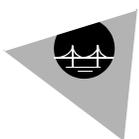
Goal: To learn tactics and strategies to use early in the rack.

- ❑ Break shot:
 - Check rack
 - ◆ Position of eight ball only requirement in APA
 - ◆ Head ball tight
 - ◆ Straight
 - ◆ Move rack up as needed and agreed to
 - Three basic breaks
 - ◆ Head on
 - ◆ Rail bridge
 - ◆ On-the-cloth bridge
 - ◆ Side rail to front ball
 - ◆ If head on isn't working
 - ◆ Closest to rack from the rail
 - ◆ Aiming with your thumb
 - ◆ Side rail to second ball
 - ◆ Movement on the eight ball (APA)
 - ◆ Counters a loose head ball
 - ◆ Hit as full as possible without nicking the head ball
 - ◆ Some draw is required
 - Skill levels
 - ◆ APA 2 vs. 7 may want to play a more defensive side break
 - ◆ Equal levels -- more open



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- Keeping the cue ball on the table
 - ◆ Level stick -- which bridge should you use?
 - ◆ Keep in the Center Zone (CZ) between the spots
 - ◆ The cue ball should hit no cushions unless kissed
 - ◆ Break within your limits -- do not lose control
- Selecting groups:
 - Rules differ
 - ◆ APA -- what you make, but some of both keeps the table open
 - ◆ BCA -- determined only by a called shot -- not on the break
 - ◆ Bars -- good luck!
 - Finding problem areas
 - ◆ Clusters
 - ◆ Pockets blocked -- really blocked?
 - Where's the eight? How does its neighborhood look?
 - Pocket ownership
 - ◆ Not all pockets are owned
 - ◆ Which group
- Example racks
 - Break
 - Group selection

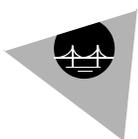


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Station 3: Shot Selection, Middle and End Game

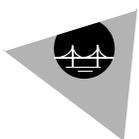
Goal: Learn winning strategies and tactics for the later parts of the game.

- ❑ Think of your balls as soldiers.
 - There are tasks they need to do.
 - Don't kill them without purpose.
- ❑ Working towards the eight -- is there a clear sequence?
- ❑ Blocked Pocket Strategies
 - Open it for your balls, but leave blocked for your opponent
 - Eight ball pocket
 - ◆ Does it fit? (all possible pockets)
 - ◆ Key balls
 - ◆ Clearing a path
 - Evicting your opponent
 - ◆ Pocket it by combo or carom
 - ◆ Knock away by carom, direct, or ticky
- ❑ When to run, when to safe
 - Identify problem areas
 - ◆ Clusters
 - ◆ Balls with no pockets or bad pockets
 - ◆ Isolated balls -- among strangers
 - ◆ Eight ball situation
 - Is there any easy sequence?
 - Does your opponent have an easy sequence?
 - ◆ Don't solve his problems



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- ◆ If he has no out, use more aggressive tactics
- ☐ Cluster strategies
 - Key ball -- getting the right angle for the carom
 - Safeties on a cluster
 - ◆ Improve your position
 - ◆ Degrade your opponent's position
 - ◆ Offensive vs. defensive
 - Playing position after a break-out
 - ◆ Loose balls
 - ◆ Balls in the cluster -- land right!
- ☐ Last few balls
 - Is the sequence possible?
 - Don't kill your soldiers if there is work for them still to do!
 - With tough shots, which does not sell out?
 - The easiest shot is not always the best.



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Station 4: Practice Situations - Set Shots

Goal: Learn to recognize patterns and develop sequence play.

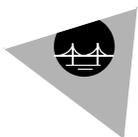
On each of the following diagrams, pocket the three stripes and then the eight ball. You have ball in hand for the start of each try. Chose wisely.

Scoring: One for each stripe, and two for the eight ball. Repeat each diagram five times. The maximum score for each page is 100.

For the clinic, move on to the next diagram after three tries or if you manage to clear the table, whichever comes first. The later diagrams are more difficult

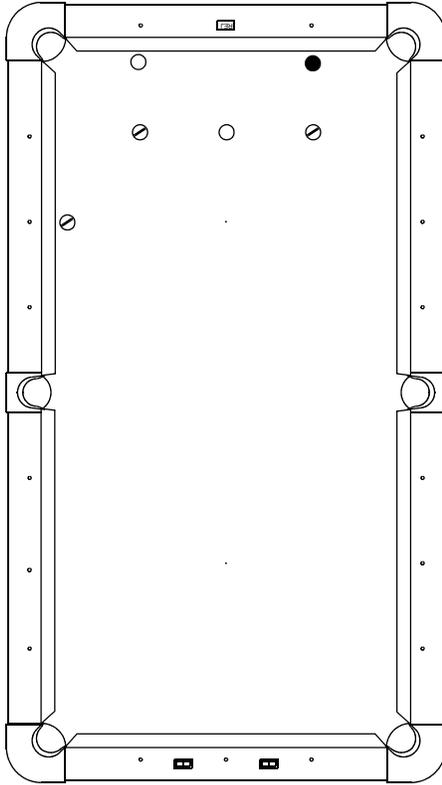
Technique: Try to find the easiest way for you to get through the pattern. Note any part of your game that prevents a run out, and make a plan to correct that weakness.

Notes:

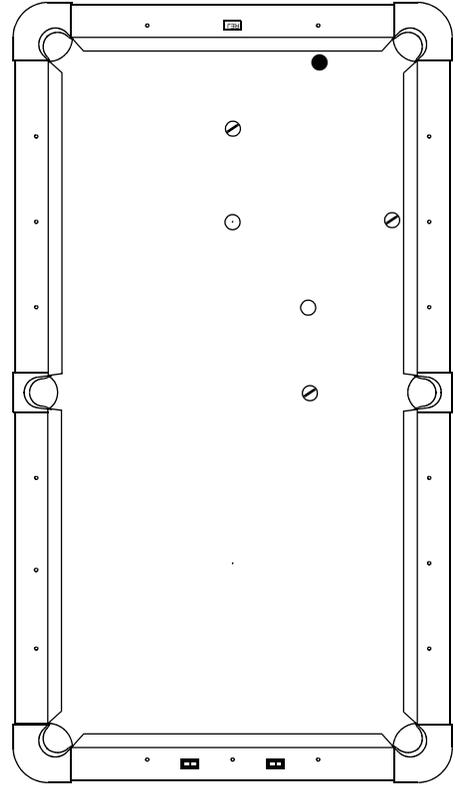


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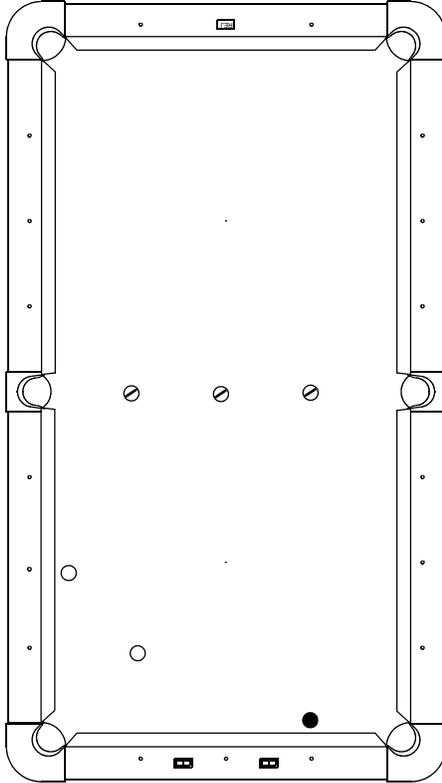
8-2A



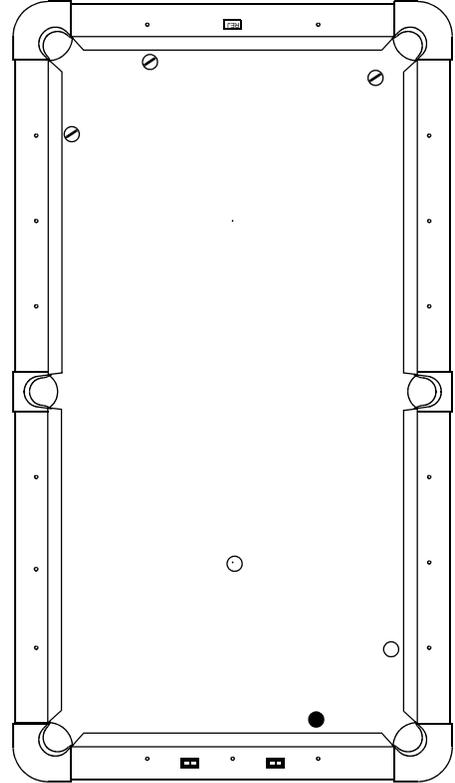
8-2B



8-2C

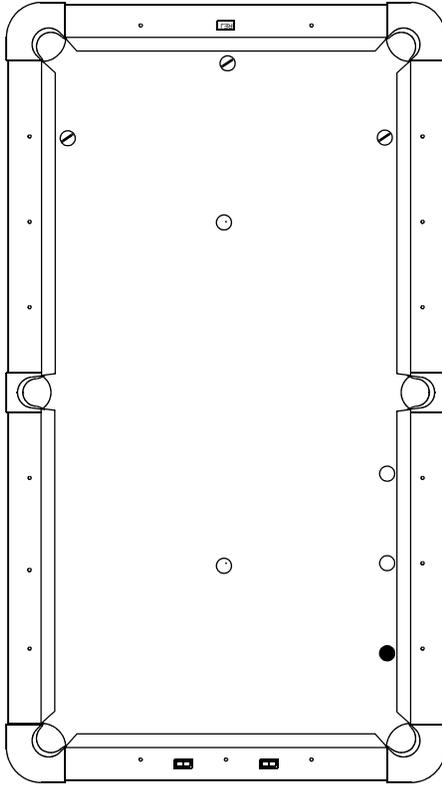


8-2D

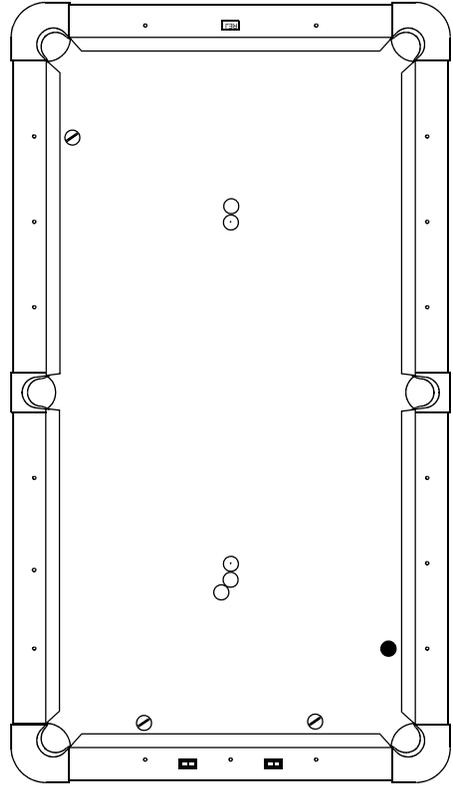


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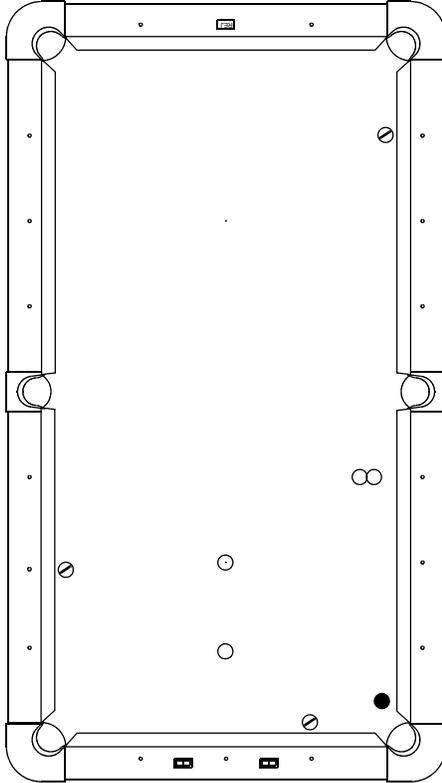
8-3A



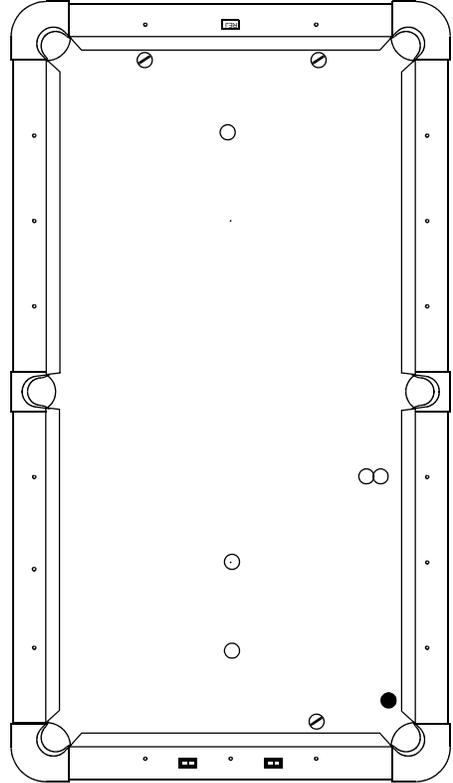
8-3B



8-3C



8-3D



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Custom Drill Score Sheet

One point for each stripe, and two for the eight ball. 100 is the max score per sheet.

Set	Try 1	Try 2	Try 3	Try 4	Try 5	Total
8-1A						
8-1B						
8-1C						
8-1D						
Grand Total						

Set	Try 1	Try 2	Try 3	Try 4	Try 5	Total
8-2A						
8-2B						
8-2C						
8-2D						
Grand Total						

Set	Try 1	Try 2	Try 3	Try 4	Try 5	Total
8-3A						
8-3B						
8-3C						
8-3D						
Grand Total						



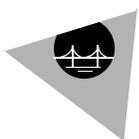
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Wrap Up

Do you know what you need to work on?

What are you going to do differently from what you did before this clinic?

Any final questions?



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Speed Drills for Soft Shots

Shot 1: Play the ball into the side and leave the cue ball successively in zone 1, 2, 3 ... after touching the far rail.

Shot 2: Take four strokes to pocket the ball straight into the side. You have to contact the object ball on each shot, but not drive it to the pocket until the fourth shot.

Shot 3: Use the same diagram as for Shot 1, but place the cue ball on the spot and lag it to 1, 2, 3 ... after touching the far rail. No object ball in this shot.

Shot 4: Place 10 balls or side-by-side on the head string. Shoot them with your cue stick very softly down the table with each ball going farther than the one before. Start over if you hit the end rail or fail to go beyond all the previously shot balls.

