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Shallow Angle Rail-First Shot

After more than a year of work on the *Video Encyclopedia of Pool Shots* the recent release of Disc V completes the series to yield the most comprehensive collection of pool shots ever published with over 740 different shots and seven and a half hours of total video. In the Diagram we see two shots from Disc IV in the series.

In Shot A we're shooting stripes with no good shot on either one of our last two stripes. If the three balls we see were the only balls left on the table perhaps a good option would be a thin hit on the nearer stripe to send the cue ball to the opposite end of the table to leave our opponent with a difficult shot on the 8 ball. However, if our opponent still had some solids spread around the table the offensive shot on the other stripe would be a better option. Even though the 8 ball blocks a direct hit on that stripe we still have a good shot and one that we can play confidently after a little practice. To aim the shot we measure the distance from the desired contact point on the stripe to the cushion nose as shown with the solid line. Then we double that distance onto the rail as shown with the dashed line to give us the X on the rail. A good way to measure while playing is to span the distance from the contact point to the cushion with your index finger and thumb and then back your index finger from the contact point to the cushion while keeping the span intact so your thumbnail will land on the X. After determining that point we simply aim for the X with a slow, naturally rolling cue ball and no english. With good speed the cue ball should roll into natural position for the second stripe and an easy run out.

To see a video of this technique in action go to: http://www.dr-dave-billiards.com/veps/disc_IV.html and watch the clip labeled NV B.83.

In Shot B we see a shot that can arise in any game but is most common in bar-table 8-Ball because of tighter traffic. Here the 8 ball blocks the stripe's path to the corner pocket but its proximity to the cushion offers a good, rail-first kiss shot into the corner. Because shooting an object ball rail first into another object ball for a kiss is somewhat more complicated than Shot A, this type of shot will require considerable practice to get a good feel for pocketing the stripe with various setups. Also, variables such as speed, the stripe's angle into the cushion, and the 8 ball's distance from the cushion all come into play to add complexity. In the diagram the stripe is likely to be sliding as it hits the 8 ball, so we use the shaded ghost ball shown to measure for the aim point. For this shot I like measuring off the edge of the ghost ball and then doubling that span onto the rail. After that we aim the stripe at the X and play it with moderate speed. Sometimes the setup dictates measuring from the ghost ball's center and doubling the distance. Also, if the stripe were hitting the rail at a shallower angle it would be rolling as it hit the 8 ball so we would envision a ghost ball that hits the 8 ball slightly more full than the one pictured and then play the shot with slow to moderate speed. This shot is a must for anyone who plays on bar tables where crowded conditions and big pockets make it a necessary and deadly offensive weapon.

Although both shots are found on Disc IV of the VEPS series only Shot A can be seen in one of the preview clips. In any case here are two of the 742 shots now available to improve anyone's game.

