

# More Advanced Draw

Last month we looked at a draw shot that is often misplayed with too much speed to produce the required cue-ball action. Let's continue examining the same principle with a shot that lives on the flipside of the same coin. The adventurous spirits among you might have already begun exploring this month's shot after asking yourselves what might be possible if a draw shot were hit with added speed.

Look at the shot in the diagram and observe how the striped nine ball blocks the direct path from the five ball to the six. Any attempts to use the top rail with follow are also blocked. So, how do we pocket the five and get position for the six to continue the run?

Note that the shot on the five is not straight in but requires a slight cut to the left. So we know that the cue ball will rebound initially from the five along the dotted tangent line. You may want to hit the shot once or twice as a stop shot to find that line for yourself. Remember last month's shot and how it established that more speed moves the cue ball farther down the tangent line before any spin takes effect. Now is the time to use that knowledge to play a draw shot with enough speed to move the cue ball along the tangent line, past the obstructing nine ball and down the right side of the table. The cue ball will trace an arc like the one in the diagram.

Set up the shot at first without the obstructing ball and play it a few times until you feel comfortable with drawing the cue ball down table. Now, with the nine ball in place, hit the shot firmly enough to make your cue ball move past the obstruction before it draws back. The shot will require some practice to get a feel for the amount of speed needed to move the cue ball just far enough to the right before drawing it back down table. Keep in mind that enough speed does not mean all you can muster. Hit the shot firmly, not brutally hard. Also, there is a technique for executing this shot effectively. To make the cue ball move laterally along the tangent line and then backwards hit the shot with a long and complete follow through. Since the cue ball will move to the right after hitting the five ball, there is no danger of it snapping directly back to hit your tip again, so be sure to follow through completely without pulling your cue back. Finally, straight draw, with no right or left-hand english, works best for the intended outcome.

Although this shot may appear somewhat tricky and the thought of attempting it in competition a little daunting, there is no magic involved or special talent required for its execution. It's likely in fact that you already hit a lot of shots with an arcing cue ball but may not observe the phenomenon if you are not intentionally curving around obstructions. In this situation you are merely employing the physics of pool for a desired result. Here is a perfect opportunity for you to take something that appears amazing and make it look easy.

