
Note: Supporting narrated video (NV) demonstrations, high-speed video (HSV) clips, and technical proofs (TP), and all of my past articles, can be accessed and viewed online at billiards.colostate.edu. The reference numbers used in the article help you locate the resources on the website. If you have a slow or inconvenient Internet connection, you might want to view the resources from a CD-ROM or DVD. Details can be found online at: dr-dave-billiards.com.

This is my fifteenth article based on the “[The Video Encyclopedia of Pool Shots \(VEPS\)](#),” an instructional DVD series I recently created with past BD columnist and good friend Tom Ross. VEPS contains 750 shot types and principles within 50 main categories and 5 major areas. An outline of the entire VEPS series and video excerpts from each DVD can be viewed online at: dr-dave-billiards.com/veps. In recent months, we’ve looked at various systems for aiming one-rail, two-rail, and three-rail kick shots, all from the fourth DVD: “[VEPS IV - Banks, Kicks, and Advanced Shots](#).” Over the next few months, we’ll look at selected shots and techniques from the last DVD: “[VEPS V – Skill and Specialty Shots](#).”

This month, let’s look at the jump shot, a very important tool/weapon in the arsenal of a competitive pool player. A jump shot is sometimes required when you leave yourself hooked or when your opponent accomplishes the same with a safety. With some cue ball (CB) positions, a kick or masse shot might also be possible or desirable, but sometimes a jump shot will be the best option ... provided you know how to execute it.

The following videos on my website offer many examples and advice concerning jump technique: **HSV B.3, B.5, B.8, B.19, and B.37**, and **NV B.87**. To get the most benefit from this article, I advise you to view these videos before proceeding, especially if you are not very experienced with jump shots.



- [HSV B.3](#) - various jump shot techniques
- [HSV B.5](#) - jump and break shot strokes and grips
- [HSV B.8](#) - jump shot off the rail
- [HSV B.19](#) - highly elevated cue jump shots
- [HSV B.37](#) - jump shot over-cut effect and examples
- [NV B.87](#) - Jump shot technique, from VEPS V

In general, the most basic advice to jump the CB well includes: use a short and light jump cue with a hard tip, use a relaxed grip, align the cue tip with the CB vertical centerline, and follow the suggestions in my [stroke best stroke practices](#) document (available in the “Instructor and Student Resources” section of my website under “summaries and handouts”). Also, as described and demonstrated in **NV B.87**, you should be aware of the following elements of good technique:

1. Make sure your bridge is as high and stable as possible, while remaining comfortable. The goal here is to have your stroke length be as long as possible within the limits of the elevated bridge. A longer bridge allows you to accelerate gradually and smoothly in producing the cue speed required for good jump action.
2. Bend your bridge arm elbow to get your upper body down and your grip arm up (with a standard stroke jump shot).

3. To jump the CB more vertically and have it land sooner, elevate the cue more, as illustrated in **Diagram 1**. However, be aware that the shot becomes more difficult as the elevation increases.
4. To jump the CB longer and higher, with a given cue elevation, use more speed (see **Diagram 2**).
5. As illustrated in **Diagram 3**, for the best jumping action, aim between center-ball (from the perspective of looking down the cue) and the resting point of the CB on the cloth. Aim lower when draw is needed or when the cue is elevated more (to reduce the risk of jamming the ball between the tip and slate).

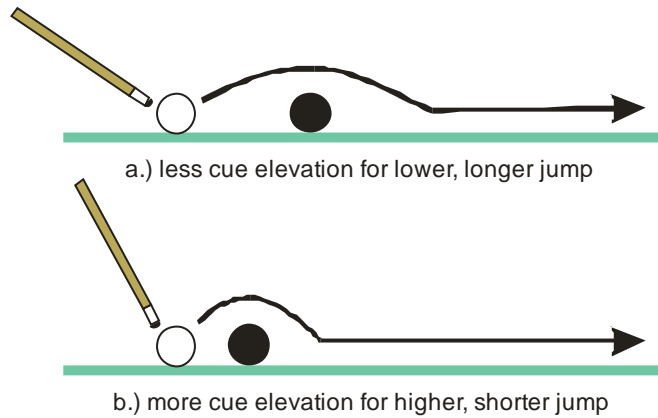


Diagram 1 Jump shot cue elevation effects

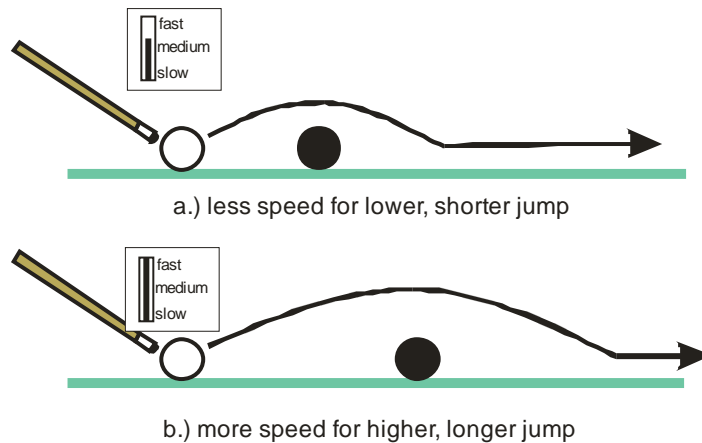


Diagram 2 Jump shot speed effects

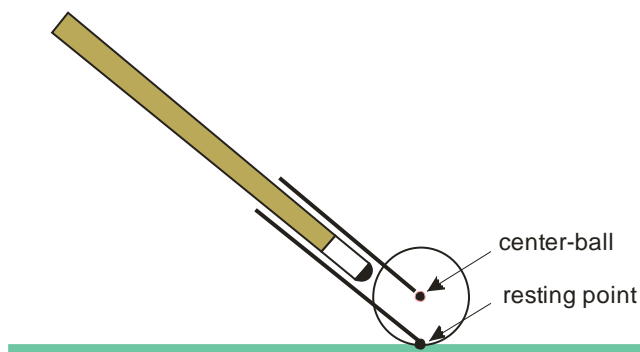


Diagram 3 Recommended tip position range for jump shots

Some people, for some or even all jump shots, prefer a dart stroke, which uses an overhand grip and a “dart-throwing” motion instead of the standard underhand-grip and pendulum-like stroking motion. The dart stroke is especially useful if you need to reach directly in front of you or when using high cue elevation for a close-range or short-landing jump. Both stroke types are demonstrated in **NV B.87**.

Probably the most critical aspect of jump technique is to keep the grip as light as possible during the entire stroke. The jump stroke should be more of a throwing motion rather than a pushing one. This allows the cue to rebound and not trap the CB. However, don't be afraid to accelerate into the ball. Many people have a tendency to jab at the CB because they are worried about driving the cue into the table and possibly damaging the cloth. With a light grip, and particularly with a light jump cue, the impact with the CB will slow the cue significantly, and no damage will occur, even at fast cue speeds. Strive for a light, smooth, and accelerating motion; and as with all shots, keep your body, head, and bridge hand as still and stable as possible during the entire stroke. **NV B.87** has some additional advice on how to aim and stroke different types of jump shots. Also, Shot #'s 616-630 on [Disc V](#) of [VEPS](#) provide many examples showing when and how jump shots are used in different game situations.

It also helps some players to focus on the CB instead of the object ball during the final stroke. This is because the tip contact point is so critical with a jump shot, both to enable jumping action and to prevent or limit CB swerve. When you are first learning, you will probably have more success by focusing on the CB contact point. Whichever method you choose, make sure you have intense and still focus during the final stroke. This, of course, is good advice for any shot.

For more information, advice, and demonstrations concerning the jump shot, see the [“jump shot” FAQ page](#) on my website.

I hope you are enjoying and benefiting from my series of articles featuring shots and gems from the [“Video Encyclopedia of Pool Shots \(VEPS\)”](#). Example shots from the fifth VEPS DVD can be viewed on the [VEPS website](#) or at [billiards.colostate.edu](#) under **NV B.87** through **NV B.93**. Next month, we'll look at masse shot technique and examples.



- [NV B.87](#) - Jump shot technique, from VEPS V
- [NV B.88](#) - Masse shot technique, from VEPS V
- [NV B.89](#) - 9-ball racking strategy, from VEPS V
- [NV B.90](#) - 8-ball and 9-ball run-out examples, from VEPS V
- [NV B.91](#) - Frozen-throw-down-rail proposition shot, from VEPS V
- [NV B.92](#) - "Impossible" cut shots, from VEPS V
- [NV B.93](#) - Famous trick (artistic pool) shots, from VEPS V

Good luck with your game,
Dr. Dave

PS:

- I know other authors and I tend to use lots of terminology (e.g., squirt, throw, stun, ball-hit fraction, etc.), and I know not all readers are totally familiar with these terms. If you ever come across a word or phrase you don't fully understand, please refer to the [online glossary](#) on my website.
- I want to thank Jim Valasina. He graciously proof-reads my articles every month to help find errors and make suggestions. My article quality is better as a result of his efforts. Thanks again Jim!

Dr. Dave is author of the book, DVD, and CD-ROM: “[The Illustrated Principles of Pool and Billiards](#),” the DVD Series: “[The Video Encyclopedia of Pool Shots](#),” and the DVD: “[High-speed Video Magic](#).”