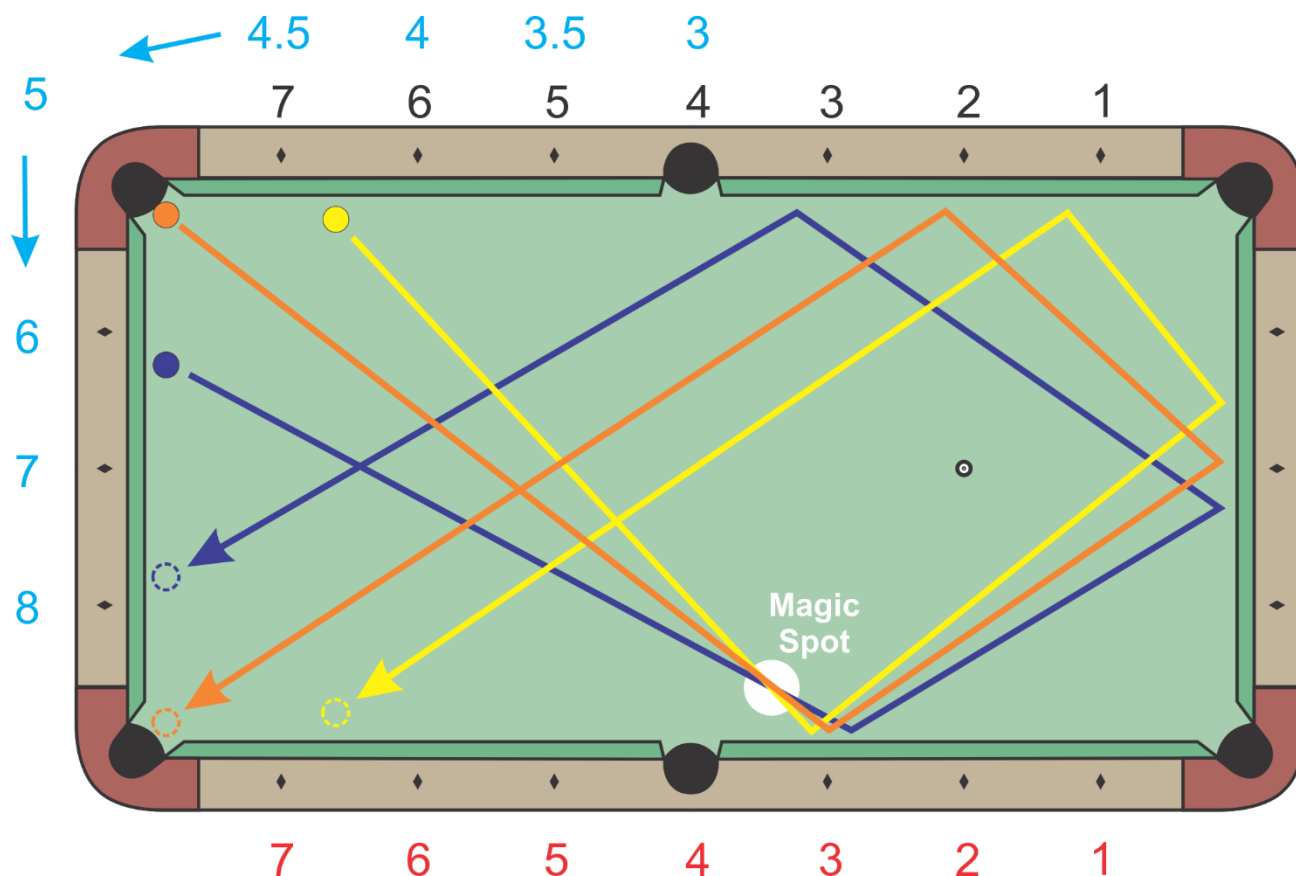


Supporting narrated video (NV) demonstrations, high-speed video (HSV) clips, technical proofs (TP), and all past articles are available online at [billiards.colostate.edu](http://billiards.colostate.edu). Reference numbers used in the articles help you locate the resources on the website.

Recently, Bob Jewett and I created the [Video Encyclopedia of One Pocket \(VEOP\)](#), a 5-volume full-length instructional video series that covers all the skills, knowledge, strategy, and moves you need to master this great game. Complete information, including free online video excerpts, can be found at [DrDaveBilliards.com/VEOP](http://DrDaveBilliards.com/VEOP). The series is about one pocket (1P), but many of the shots, techniques, and principles also apply to other pool games. In this article, I look at a useful 3-rail kicking system presented in Volume IV of VEOP called the “Magic Spot” symmetric system.

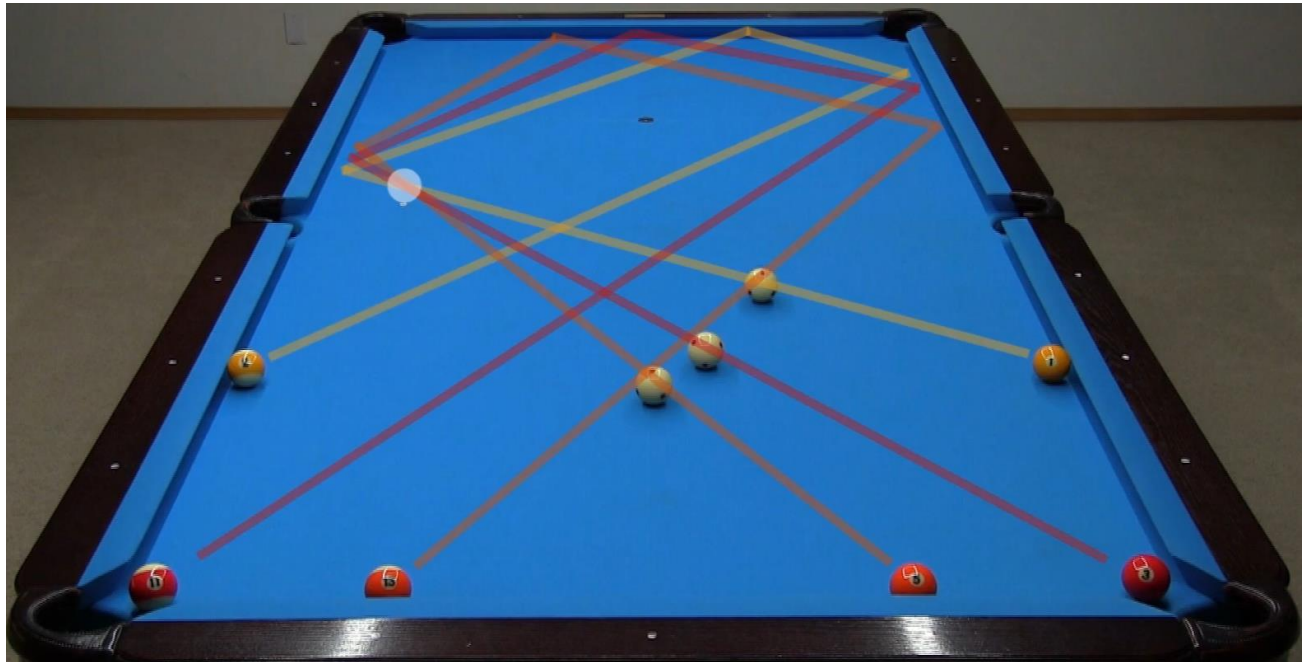
As shown in **Diagram 1**, on most pool tables, if you kick with running spin through a certain spot close to the side pocket, the CB will go 3 rails through a symmetric target on the other side of the table. The diagram shows three typical 3-cushion tracks based on the Corner-5 System (hence all the diamond numbers). For more information, see the [Corner-5 System](#) resource page at [billiards.colostate.edu](http://billiards.colostate.edu). Notice how all three tracks intersect at the “Magic Spot.” Also notice with each track that where the ball ends up after going if 3 rails (see the dashed circles) is symmetrically across the table from the starting ball position (the solid circles).



**Diagram 1** Symmetric Corner-5 System tracks

**Image 1** and online video [NV K.4](#) show a good way to test out the Magic Spot system on an unfamiliar table. First place initial CB direction balls (1, 3, 5) along the rails as shown. Also place symmetric targets (9, 11, 13) on the other side of the table. Then find the shot direction required along a line from each starting ball position (1, 3, 5) to head off 3 rails to the symmetric target on the other side of the table (9, 11, 13), using

rolling/running spin (top-right here). You then just need to see where the 3 lines intersect and you will know the “magic spot” for the table. The location in Diagram 1 or Image 1 is a good starting point if you want to try it out, but you will need to experiment on a particular table to find the exact spot. The beauty of knowing the “magic spot” for a particular table is: If you aim through the “magic spot” from almost any direction with running spin, the CB will go off 3 rails to the symmetric spot across the table.



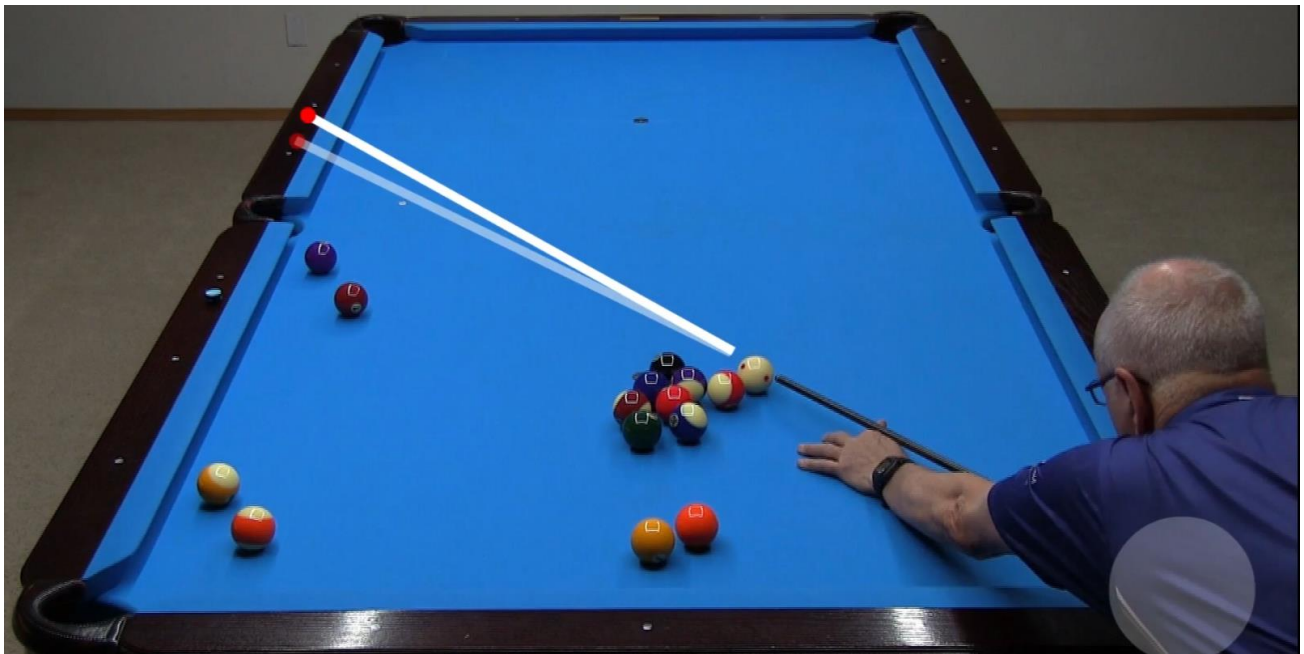
**Image 1 Magic Spot Symmetric kicks**

**Image 2** shows a good game-situation example where we can use the magic spot to our benefit. As shown in online video [NV K.4](#), one option is to attempt to use reverse draw off the right-side rail for a finesse ticky off the bottom of the 13; but as demonstrated, this type of shot is very difficult to control. The angle, speed, bottom-spin, and sidespin all need to be just right. A better option here is a 3-rail kick. As shown by the symmetric target in Image 2, I would like to come into the side rail along above the 9 to try to skim the 9 on the rail side. My target point is right across from the 1st diamond. Luckily, when I aim the CB through the magic spot, my cue is over the same spot on the opposite rail. Therefore, I just need to aim through the magic spot to get the hit I want.



**Image 2** Simple Magic Spot example

**Image 3** shows another example where things aren't lined up quite as perfectly as the previous example. Here, aiming through the magic spot has the line of the cue over Bob's corner; so if he shot along this line, he would likely pocket the 13. Instead, he wants to go about  $\frac{1}{2}$  diamond longer than that. As with the Corner-5 System, he just needs to shift his aim point about  $\frac{1}{2}$  diamond farther down the rail to get a good safety with the CB going off the end rail into the 13 or 9 to settle behind the balls.



**Image 3** Another Magic Spot example

Check out online video [NV K.4](#) to see complete demonstrations of all concepts and examples in this article. Better yet, try out the system to find your table's "magic spot." That way, the next time you need to kick 3 rails to a symmetric (or close-to-symmetric) target, you won't need to count diamonds, do calculations, or try to

visualize or “feel” the correct angle of the shot. You just need to aim at the “magic spot” and fire away. If you want to learn more about the [Magic Spot system](#), see the resource page at [billiards.colostate.edu](http://billiards.colostate.edu). And if you want to learn more about the great game of one-pocket, check out the Video Encyclopedia of One Pocket (VEOP) in online video [NV K.1](#) and at [DrDaveBilliards.com](http://DrDaveBilliards.com).

Good luck with your game,  
Dr. Dave



[NV K.1](#) – Video Encyclopedia of One Pocket (VEOP) Trailer

[NV K.4](#) – “Magic Spot” System for Aiming Symmetric 3-Rail Kicks, from VEOP-IV

PS:

- I know other authors and I tend to use lots of terminology, and I know not all readers are totally familiar with these terms. If you ever come across a word or phrase you do not fully understand, please refer to the [online glossary](#) at [billiards.colostate.edu](http://billiards.colostate.edu).

*Dr. Dave is a PBI Master Instructor, Dean of the Billiard University, and author of the book: [The Illustrated Principles of Pool and Billiards](#) and numerous instructional DVD series, all available at: [DrDaveBilliards.com](http://DrDaveBilliards.com).*