



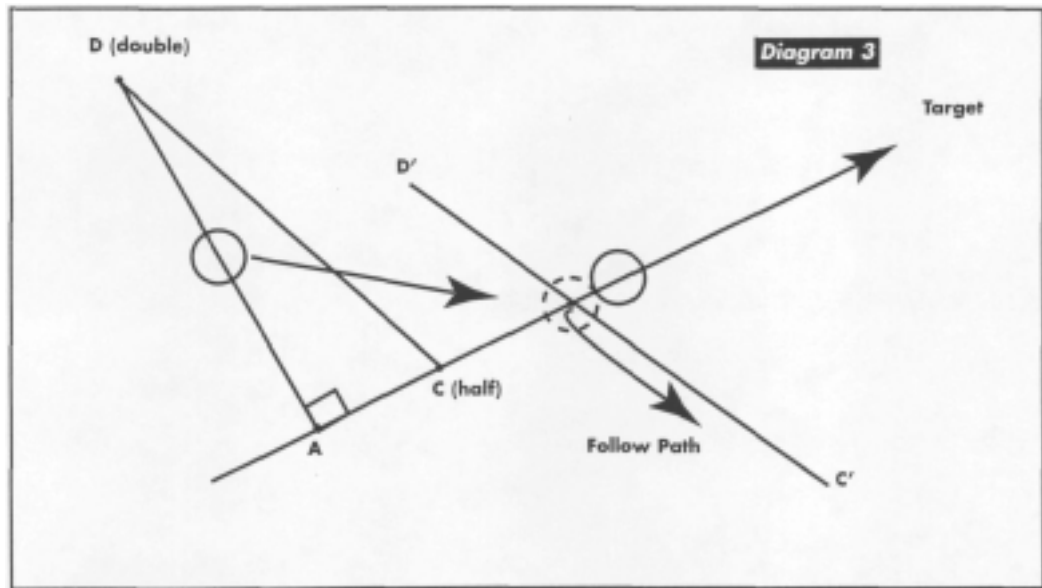
# Bob Jewett

In theory, left and right English on the cue ball should have little effect on the follow path. Do the experiment to see how large the effect is.

For shots that are quite thin, point B ends up being off the table or maybe in the next county. **Diagram 3** shows an alternate method to arrive at the same line that works better for thin cuts. Starting from the target line as before, go to point D (double the distance from A to the cue ball) and then find the point C which is half way between the ghost ball and A. The line DC is parallel to the follow path. If your cue stick is along DC,

move it parallel to itself until it is along D'C'. For very thin cuts, it is useful to note that the line from the cue ball to a point half way between A and C is also parallel to the follow path.

A final caution: The physics underlying this system actually gives a factor of 2.5 rather than the 3 used in Diagram 2. In



practice, 3 seems to work better because it compensates to some degree for the follow that the cue ball loses when it hits the object ball, and for the offset to the side due to the curved path. Also, the 3 is easier to estimate. If you find the cue ball's path is consistently ahead of the line calculated, try 2.5 instead of 3.

This system can take much of the guesswork out of planning follow shots. It is fairly simple to use, and applies over the full range of cut angles. With a little practice, it can be an important addition to your game.

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