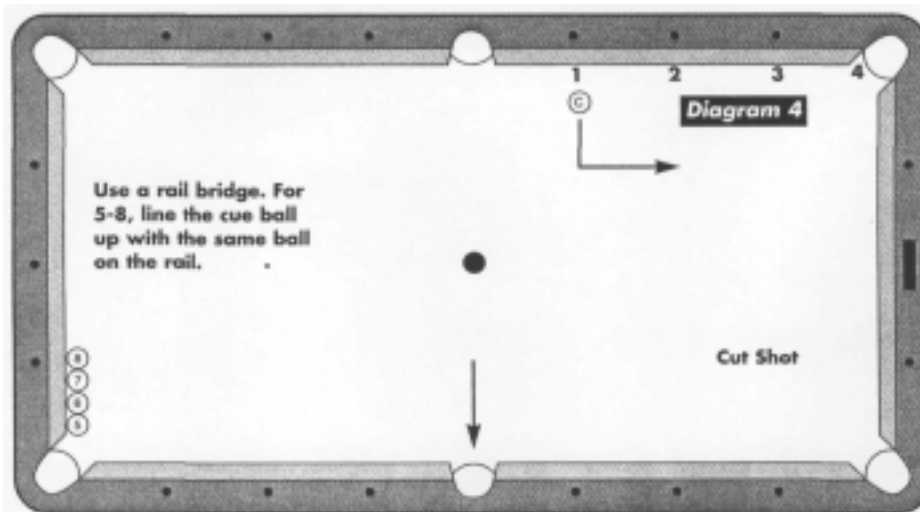


Bob Jewett



to the rail to need a rail bridge. (The exact position is up to you.) The goal is to make the object ball and leave the cue ball by the target. In this case, put the coin up on the rail or out from the rail far enough that it won't interfere with the object ball. Once again, the last positions include bouncing off the far cushion. See where the coin is after ten or 15 tries.

Most players find **Diagram 3** the most challenging of this set. The goal is to draw

the cue ball back to the one-diamond-square box. The object ball moves away from the cue ball to make the shot tougher. If you want to start with a somewhat easier drill, the Level 4 set has a target zone clear across the end rail (one by four diamonds in extent). The exact positions are not critical, but the object ball should be somewhat off the rail, and the cue ball is in-hand behind the line. Don't use the side rail with English; the shot is a straight-back draw

with just a little angle.

Diagram 4 is my least favorite in this set: cut the object ball into the side pocket. The object ball goes back to the center of the table, and the cue ball moves up the rail to make the cut harder. At the corner (position 5) there's a problem because if you went a full diamond around the corner, the difficulty would take too big a step up. For positions 5 through 8, note the four balls frozen on the other end rail. The cue ball should be near the opposite end rail, far enough off the rail to form a comfortable rail bridge, and with the corresponding ball making a straight line with the cue ball and object ball. The goal will still be to cut the object ball into the side pocket.

To make these shots a regular part of your practice routine, keep score. All you have to do is note where the coin is after ten or fifteen tries at each shot. As your basics improve, you can watch your score rise. You will probably find that you advance to a certain level (such as 3 for the draw shot) and then oscillate back and forth between two or three neighboring levels. That is your 50 percent point for that shot, which is good to know when facing it in a game situation.

Bob Jewett is a BCA—certified instructor.