

System for Aiming With Sidespin (SAWS)

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1. **Introduction** [0:00 – 0:44]
2. **Terminology and Effects** [0:44 – 9:26]
 - a. running vs. reverse, inside vs. outside
 - b. squirt, swerve, CB deflection
 - c. CB deflection effects
3. **Back-Hand, Front-Hand, and Parallel English** [9:26 – 16:57]
 - a. BHE, FHE, PE pivot drill
 - b. bridge length effects
 - c. cue elevation effects
 - d. when they work and when they don't
4. **Natural Pivot Length** [16:57 – 23:11]
 - a. drill to find natural pivot length
 - b. automatic stroke error correction
5. **SAWS BHE-FHE Calibration** [23:11 – 34:12]
 - a. BHE-FHE calibration drill
 - b. stroke length for speed control
6. **Adjusting for Various Effects** [34:12 – 43:52]
 - a. bridge length effects
 - b. draw/follow effects
 - c. cloth condition effects
7. **Adjusting for Throw** [43:52 – 1:00:04]
 - a. CIT vs. SIT
 - b. throw drill
 - c. gearing outside spin
 - d. 40% rule
 - e. aim compensation for throw
 - f. shot examples
 - g. summary of important effects
8. **Game Situation Examples** [1:00:04 – 1:17:06]
 - a. 18 interesting and important sidespin shot examples
9. **Alternative Systems** [1:17:06 – 1:21:14]
 - a. pure BHE
 - b. BHE for short/fast, FHE for long/slow
 - c. intuition and shot memory
10. **Wrap-Up** [1:21:14 – 1:22:24]