Video Encyclopedia of Pool Shots (VEPS)

Disc II – English and Position Control

DrDaveBilliards.com

11. English (sidespin) basics

- 161. right and left English (4:55)
- 162. miscue limit (5:37)
- 163. "tips" of English (6:06)
- 164. English with small cut angle (6:44)
- 165. English with medium cut angle (8:12)
- English with large cut angle (8:40) 166.
- 167. running vs. reverse English with small cut angle (9:04)
- running vs. reverse English with large cut angle (9:24) 168.
- running English range of control (9:48) 169.
- 170. reverse English range of control (10:07)
- 171. reverse English position shot (10:28)
- 172. running English position shot (11:03)
- 173. backwards position with reverse English (11:40)
- 174. reverse English hold shot (12:20)
- 175. reverse English kill shot (12:37)
- 176. GEM: draw to rail with English (13:06)
- 177. English position examples (14:05)
- 178. GEM: large English effect with full hit (14:25)
- 179. **GEM**: drag English for greater effect (15:02)

12. English effects and aim correction

- 180. GEM: squirt, swerve, and throw (15:57)
- 181. firm squirt (17:20)
- 182. slow squerve (17:45)
- 183. cue elevation squerve effects (18:12)
- 184. squerve cancellation with cue elevation (19:00)
- 185. parallel English (19:35)
- 186. back-hand English (BHE) (20:20)
- 187. front-hand English (FHE) (21:44)
- 188. combination of BHE and FHE (22:44)
- 189. GEM: BHE bridge length effects (23:46)
- 190. GEM: BHE speed effects (24:20)
- 191. GEM: BHE distance effects (24:48)
- 192. GEM: BHE draw/follow effects (25:29)
- 193. **GEM**: BHE cue elevation effects (25:47)
- 194. example shot with parallel English (26:56)
- 195. example shot with BHE (27:45)
- 196. example shot with combo of BHE and FHE (28:08)
- 197. GEM: BHE for firm rail-cut shots (29:04)
- 198. GEM: ideal break-cue pivot length (29:29)
- 199. GEM: swerve shot (30:30)
- 200. **GEM**: spin-induced throw shot (31:01)
- 201. GEM: determining a cue's natural pivot length (31:27)
- 202. limit use of English on long, slow, thin cuts (33:04)
- 203. limit use of English with close balls and distant pocket (34:02)

13. rail cut shots

- 204. GEM: stun for clear direction off rail (34:53)
- 205. draw and follow position examples (35:32)
- 206. small-angle stun, follow, and draw differences (35:51)
- 207. small-angle inside and outside stun differences (36:30)
- 208. small-angle inside and outside follow differences (36:45)
- 209. small-angle inside and outside draw differences (37:10)

- 210. medium-angle stun, follow, and draw differences (37:32)
- 211. medium-angle inside and outside stun differences (38:04)
- 212. medium-angle inside follow (38:18)
- 213. medium-angle outside draw (38:18)
- large-angle stun, follow, and draw differences (38:31) 214.
- 215. large-angle inside and outside stun differences (38:55)
- 216. large-angle inside follow (39:07)
- 217. large-angle outside draw (39:07)
- 218. GEM: maximum CB follow with inside drag (39:22)
- 219. partial roll follow for position (39:46)
- 220. firm inside follow for position (40:12)
- 221. outside draw for position (40:27)
- 222. stun across for position (40:49)
- 223. rail cut shot (41:04)
- 224. GEM: running English rail cut shot (41:46)
- 225. GEM: running English rail back-cut shot (42:10)
- 226. **GEM**: rail-first running English for position (42:24)
- 227. GEM: ball-first inside follow for position (43:04)
- 228. GEM: ball-first outside draw for position (43:46)
- 229. GEM: soft outside draw for position (44:05)
- 230. GEM: outside draw to bring the CB straight back (44:48)
- 231. GEM: more outside draw for position (45:32)
- 232. GEM: less outside draw for position (45:58)

14. CB path control

- 233. effect of English on stunned CB path (46:25)
- 234. effect of speed on follow shot CB path (46:52)
- 235. effect of speed on draw shot CB path (47:10)
- 236. stun position control examples (47:25)
- 237. delayed-follow billiard example (47:45)
- 238. delayed-draw billiard example (48:00)
- 239. GEM: side pocket shot CB path and position control options (48:08)
- 240. GEM: corner pocket shot CB path and position control options (49:42)
- 241. target practice (50:56)

253.

254.

255.

(57:30)

15. basic position play shots

- 242. GEM: play for slow-roll natural-angle follow position when possible (52:07)
- 243. GEM: play for position on the correct side (52:25)
- 244. GEM: leave an angle for the next shot (52:54)
- 245. GEM: leave an angle to come into the line of the shot (53:41)
- 246. limited position options with a straight-in shot (54:34)
- 247. difficult position options with the wrong angle (54:53)

a slight position change can make a big difference

- 248. easy position with a natural angle (55:23)
- 249. creating position with a small angle (55:32)
- 250. difficult position with too much angle (56:03)
- 251. difficult position too close to a rail (56:19)
- 252. come off second rail for easier position (56:45) come off a rail to leave an angle (57:03)

good position close to a short rail (58:01)

- 256. position trouble when close to a short rail (58:14)
- 257. **GEM:** try to avoid having to cross the line of a shot (58:57)
- 258. GEM: coming into the line of a shot (59:25)
- 259. **GEM:** using two rails to come into the line of a shot (59:58)
- 260. **GEM:** play for a larger margin for error (1:00:31)
- 261. **GEM:** don't get too close to your work (1:01:12)
- 262. **GEM:** cheat the pocket for position (1:01:50)
- 263. side pocket "cheat" position examples (1:02:31)
- 264. corner pocket "cheat" position examples (1:02:59)
- 265. **GEM:** going rail first instead of cheating the pocket (1:03:20)
- 266. rail first with follow and draw (1:03:46)
- 267. GEM: keep the next shot within reach (1:04:10)
- 268. play for natural long-side shape (1:04:58)
- 269. GEM: play for easy short-side shape (1:05:24)
- 270. **GEM**: come off the rail to increase the margin of error for position (1:05:56)
- 271. GEM: bump into a nearby ball for position (1:06:22)
- 272. slow roll vs. firm stun (1:06:47)
- 273. English vs. draw (1:07:13)
- 274. stun vs. follow vs. draw (1:07:40)

16. advanced position play shots

- 275. GEM: draw across the table twice (1:08:09)
- 276. GEM: delayed follow off a rail with speed (1:08:48)
- 277. **GEM**: delayed draw with speed to avoid an obstacle ball (1:09:12)
- 278. **GEM**: draw with English for two-rail position into the line of a shot (1:09:28)
- 279. **GEM**: carom off a secondary ball with English for position (1:10:06)
- 280. GEM: draw to a rail into the line of a shot (1:10:32)
- 281. **GEM**: draw to a rail with running English for position (1:10:44)
- 282. **GEM**: draw to a rail with reverse English for position (1:10:57)
- 283. GEM: thin, inside draw off rail for position (1:11:12)
- 284. **GEM**: bump into the correct side of a ball for position (1:11:46)
- 285. GEM: rail dribble for position (1:12:12)

17. center-of-table position shots

- 286. no scratch through the center of the table (1:12:30)
- 287. the center of the table often offers the most options (1:13:03)
- 288. squat the CB in the center of the table after the break (1:13:22)
- 289. center-of-table position for a side pocket shot (1:14:33)
- 290. tracks through the center of the table (1:14:44)
- 291. cut on track to center (1:15:12)
- 292. follow and draw on track to center (1:12:30)
- 293. from corner pocket to center (1:15:53)
- 294. from side pocket to center (1:16:15)
- 295. practicing center-of-table position (1:16:55)

18. straight-in position play shots

- 296. GEM: "cheating" the pocket (1:17:49)
- 297. using draw for position (1:18:08)
- 298. **GEM**: slight "cheat" with draw and running English (1:18:34)

- 299. "cheat" with draw (1:18:49)
- 300. GEM: inside follow through corner for position (1:19:09)
- 301. outside follow out of corner for position (1:19:22)
- 302. GEM: draw with running English vs. other options (1:19:30)
- 303. **GEM**: slight cut close to rail with draw (1:20:05)
- 304. **GEM**: rail first to create an angle (1:20:33)
- 305. GEM: hop onto cushion nose for position (1:21:05)

19. OB-hanger CB path control

- 306. hanger position control examples (1:21:47)
- 307. hanger with reverse English (1:23:03)
- 308. ¹/₂-ball-hit long-rail benchmark (1:23:12)
- 309. ¼-ball-hit long-rail benchmark (1:23:41)
- 310. ¹/₂-ball-hit spot-shot benchmark (1:23:58)
- 311. ¼-ball-hit spot-shot benchmark (1:24:10)
- 312. ¹/₂-ball-hit corner-to-corner benchmark (1:24:20)
- 313. ¼-ball-hit corner-to-corner benchmark (1:24:33)
- 314. ¹/₂-ball-hit side-to-corner benchmark (1:24:43)
- 315. ¹/₄-ball-hit side-to-corner benchmark (1:24:55)
- 316. ¹/₂-ball-hit short-rail benchmark (1:25:03)
- 317. ¼-ball-hit short-rail benchmark (1:25:17)
- 318. hitting hanger too full with follow (1:25:25)
- 319. GEM: avoiding pocket points (1:25:50)
- 320. **GEM**: avoiding hanger scratches (1:26:15)
- 321. GEM: difficult hanger draw (1:26:45)
- 322. **GEM**: leave hanger combo for position (1:27:17)
- 323. **GEM**: following hanger into pocket (1:27:42)
- 324. replace hanger for position (1:28:05)

20. multiple-rail position play shots

- 325. **GEM**: multiple-rail position into the line of a shot (1:28:30)
- 326. **GEM**: accepting the natural multiple-rail position (1:29:02)
- 327. example side-pocket-shot multiple-rail position (1:29:23)
- 328. using draw to avoid obstacles with multiple-rail position (1:29:34)
- 329. **GEM**: double the rail to avoid obstacles (1:29:51)
- 330. natural 4-rail position (1:30:20)
- 331. rail cut shot with follow for 3-rail position (1:30:53)
- 332. rail cut shot with draw for 3-rail position (1:31:04)
- 333. cheating the pocket to set up for 3-rail position (1:31:16)
- 334. **GEM**: accepting 2-rail position through the center of the table to the short side (1:31:38)
- 335. **GEM**: rail-cut follow towards the long-rail side pocket for up-table position (1:32:03)
- 336. **GEM**: shallow reverse-English off long rail for near-rail position (1:32:43)
- 337. hitting different spots on the 2nd rail (1:33:15)
- 338. using draw with multiple-rail position (1:32:40)
- reverse-English off first rail for 6-rail long-side shape (1:34:13)
- 340. 7-rail thin cut for position (1:35:05)
- GEM: position routes through the center of the table (1:35:27)
- 342. adjusting a route relative to the center (1:36:15)
- 343. hanger routes through the center of the table (1:36:47)
- 344. have faith in the center track, even through obstacles (1:37:28)