
Supporting narrated video (NV) demonstrations, high-speed video (HSV) clips, technical proofs (TP), and all past articles are available online at 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. The series is about one pocket (1P), but many of the shots, techniques, and principles also apply to many other pool games. In this article, I look at one of the “spot on the wall” systems presented in Volume IV of VEOP.

“Spot on the wall” systems are based on finding the point where various lines of aim for different kicks or banks intersect. If that point is close to a wall, a piece of furniture, another pool table, or some other easy-to-remember landmark, to aim any kick or bank shot to that pocket, you just need to aim at the corresponding “spot on the wall.” In my 2011 February article, I showed how the “spot on the wall” system can be used to aim 1-rail, 2-rail and 3-rail kick shots. Video demonstrations can be found in online video [NV B.35](#). In this article, I cover a system from VEOP-IV for aiming sliding banks, which is demonstrated in online video [NV K.2](#).

Sliding banks are where the object ball (OB) hits the cushion with stun (no topspin). Therefore, they occur only at fast speed or when the OB is close to the banking rail, where it doesn’t have time or distance to develop any forward roll. A good system for aiming sliding banks is the [1/3-more-than-twice system](#) covered in detail on the resource page at billiards.colostate.edu. **Diagram 1** shows the system along with the theoretical “spot on the wall” point at which all sliding 1-rail banks can be aimed to pocket the ball. The spot is located a little less than a table width from the long rail close to a line through the short-rail diamonds.

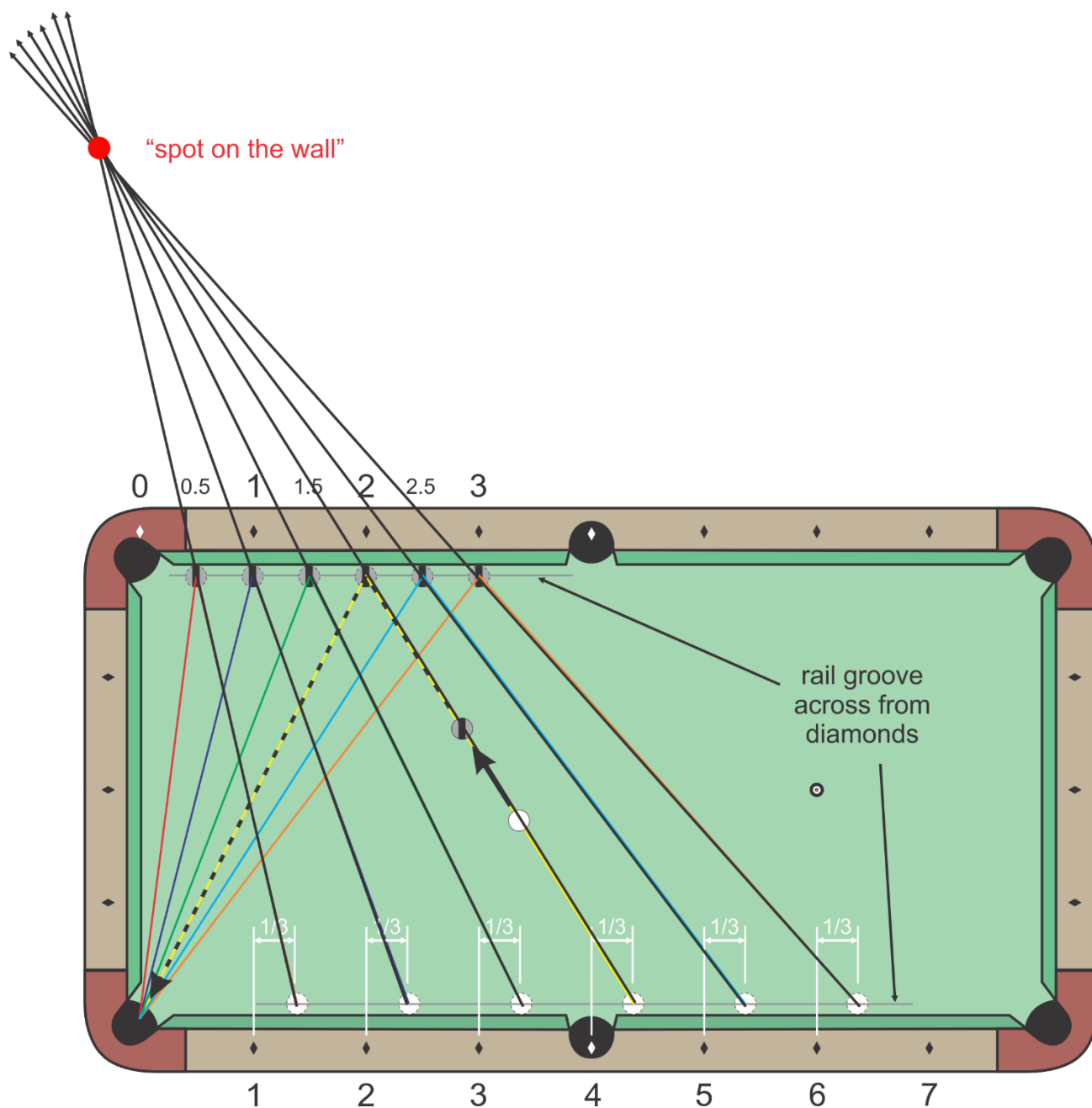


Diagram 1 Theoretical “spot on the wall” for sliding banks

“Spot on the wall” systems are especially helpful in 1P since we often play on the same table with the same two corner pockets, so we need to remember only a handful of spots for aiming various types of kick and banks. You can find the “spot on the wall” at a table by laying out 2 or more standard shot tracks or by finding the lines of aim that let you pocket balls. **Image 1** shows the bank lines for 1/3-more-than-2-to-1, 1/3-more-than-3-to-1.5, and 1/3-more-than-4-to-2 track lines. Hopefully, there will be a landmark in the room close to this spot. Here, I’ve placed a bar stool with a paper weight on top to show the exact location of the spot on “the wall.” Luckily, that large flowery chair never moves, so I can just remember that the spot is just on this side of the front edge of the arm of the chair. As shown in the video, by aiming at that single spot, I can make banks to the corner from a wide range of positions. If the room where you play has lots of open space around the table with no nearby landmarks, the “spot on the wall” system is not as useful, but you can still use it by measuring off with your cue where the spot should be, then look back to where the OB is, and then find a point on the rail at which to aim.

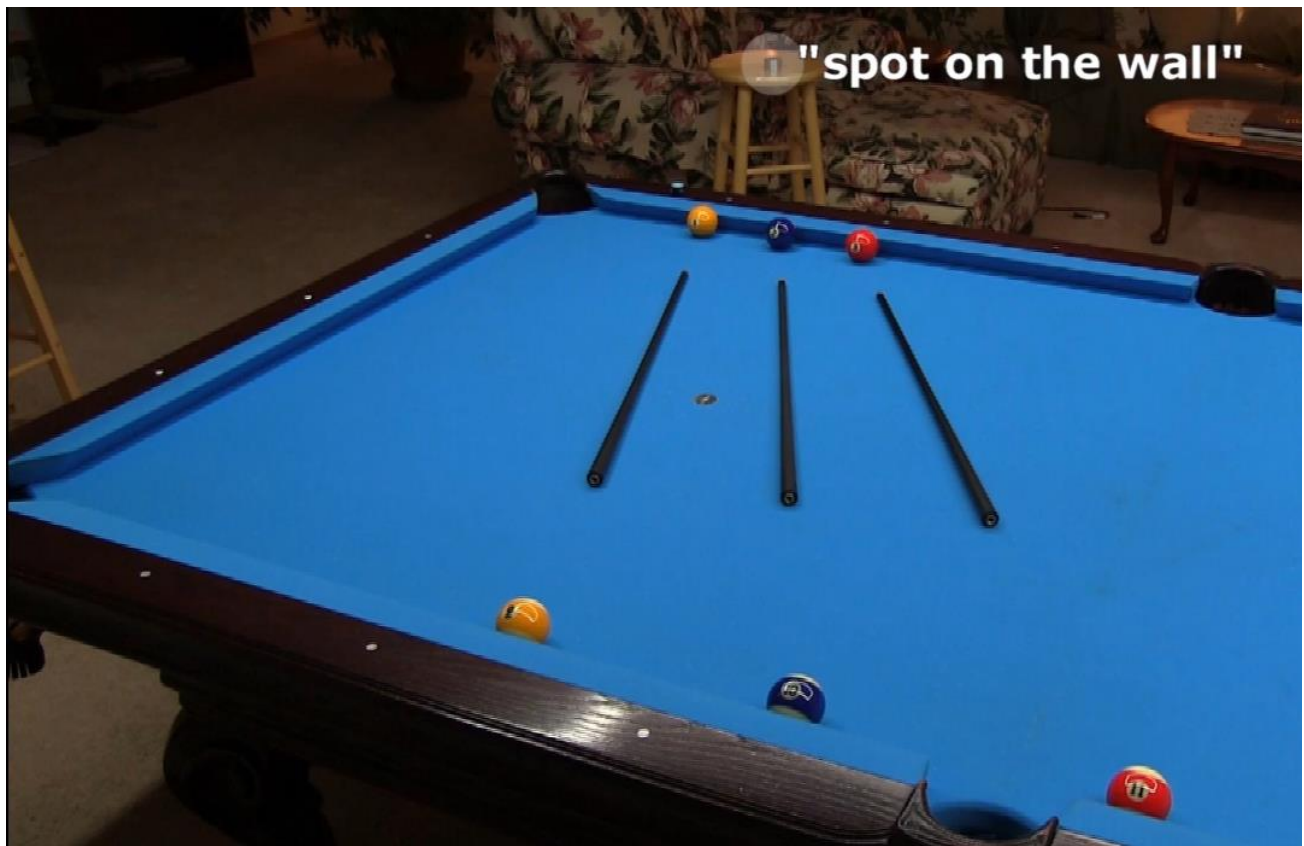


Image 1 Spot on the stool

In a game, if you have random cue ball (CB) and OB positions, and you know the “spot on the wall,” first find the required bank line for the OB by aiming it at the spot. Then pivot the cue to the CB with the cue tip at the ghost ball target to find the required line of aim. Several examples are shown in [NV K.2](#). When there is a cut angle on the bank, you need to adjust your aim or add gearing outside spin to deal with cut-induced spin-transfer effects. This is the case with any bank shot aiming system. If you want to learn about that, see the [bank aim adjustment effects](#) resource page at [billiards.colostate.edu](#).

Check out online video [NV K.2](#) to see a complete demonstration of the topics in this article. Better yet, try out the system on your table to find the “spot on the wall” in your pool room for each corner pocket. That way, the next time you have a bank shot, you won’t need to count diamonds, do calculations, or try to visualize the correct angle of the shot. You just need to aim at the “spot on the wall” and fire away. If you want to learn more about various useful “[spot on the wall](#)” aiming systems, see the resource page at [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) at [DrDaveBilliards.com](#).

Good luck with your game,
Dr. Dave



[NV B.35](#) – Corner-5, Plus-2, and one-rail kicks, and “spot on the wall” aiming
[NV K.2](#) – Spot on The Wall Aiming System for Sliding Banks, 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.

Dr. Dave is a PBIA 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.