The San Francisco Billiard Academy

Presents:

A Nine Ball Clinic

Taught by Billiard Congress of America-Trained Instructors

Eric Harada

Bob Jewett

Joseph Mejia

Video and Technical Analysis

Tips and Insights

The Break Shot

Nine Ball Drills



SFBA



BCA

"What a feeling to shoot better and consistently.

We'll show you the way."

WELCOME

Welcome to the San Francisco Billiard Academy's Nine Ball Clinic. The clinic was created by the Billiard Academy to give its students the tools and knowledge to improve their game of nine ball and shoot consistently.

Each clinic is limited to four students per instructor to ensure that the SFBA can provide a quality session and to keep the student-to-instructor ratio low. Each student will be asked to complete an instructor evaluation sheet at the end of the course.

Thank you for your participation. We hope that your participation in our clinic will be a learning experience of a lifetime. Please feel free to call the instructors with any questions.

Instructors:

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Instruction is available at billiard rooms throughout the Bay Area and in private facilities by arrangement.



Clinic Outline

Introduction of Staff

Introduction of students and review of questionnaire

The Clinic is divided into four parts or "stations" which each cover one aspect of nine ball. You will be in one group of up to four students who will go through the clinic together. Each station takes about an hour including a short break between stations.

Stations:

- 1. Video taping and analysis of fundamentals
- 2. Tips and insights
- 3. The break shot
- 4. Customized drills

Be sure to take notes on this handout, especially when things aren't clear and you may need to ask questions later. If you have trouble on a drill, write down the problem for future work.



Station 1: Video Analysis of Fundamentals

Goal: To check for any flaws in fundamentals and to plan improvement.

Technique: Each student will shoot several shots which will isolate different aspects of form and stroke. After all students have been taped, we will review each shot, looking for both good points and those that could be better.

Shots: Long shot; follow shot to side; draw shot from side; frozen cue ball

Good fundamentals to watch for:

- O Forearm perpendicular at contact
- Anchored bridge hand
- O Minimum elbow drop
- O Body still

Follow through details:

- O Straight
- O Long enough
- O Head over stick

See the rating checklist in Appendix 1.



Station 2: Tips and Insights

Goal: To learn some tactics and strategies for use in nine ball.

Rollouts

- Plan ahead with moves and counter moves.
- O Rollout to your strength (i.e., carom), and your opponent's weaknesses.
- O Include plans to rollout to a kick, jump or mass?.

Safeties

- O Ideally, strive to leave your opponent both snookered and leave the object ball in a difficult position.
- O Do not rush your safety options -- many games are lost to weak safety attempts.
- As in chess, strategy options should be mapped out in the mind.
- O Strive to execute aggresive safeties to your advantage.
- O If your probability of executing a safety is lower than shooting a difficult shot,go for the shot!
- What to do when you cannot hit the ball.
- O Maximum viciousness safety.
- O Strive to play position to improve safety execution.

To Run or Not to Run

- What is your chance of running out?
- O Is there a safe way to ride the nine ball?
- O If there is no chance of a run out, what is the best safety?



Station 2: Tips and Insights (continued)

Three Ball Positioning

- O Plan three ball sequences before shooting your first object ball.
- O Look for angles to help you link your three ball sequence. Often this will mean working for a half-ball angle (30-degree cut) when moving the cue ball a lot.
- Allow for flexibility in planning your three ball positioning sequence.
- Each shot provides a new three ball sequence, until your last three balls (i.e., 7, 8 and 9 ball).



Station 3: The Break Shot

Goal: Improve your chances of making a ball on the break and/or controlling the start of the game..

Strategies

- O Run out -- pocket a ball and keep the cue ball centered
- O Nine ball -- read the rack and place cue ball accordingly
- O Safety -- firm break and take the cue ball to foot rail

Objectives

- O Pocketing balls -- the best way to keep control of the table. If nothing is dropping, change something:
- O Is the rack right?
- Location of cue ball
- O Speed of break
- O Scattering balls -- try to ensure a good chance at the run
- O Maximum power into the rack?
- Cue ball location
- O Cue ball position
- O Cue ball to the center of the table increases the chance of a shot on the one ball -- try to leave the cue ball between the two spots in the middle four dismonds of the length of the table.
- O Centering the CB also decreases the chance of a scratch
- A full hit on the one ball and a near stop shot is required to get the cue ball to the center of the table. This also gets maximum power into the rack.



Station 3: The Break Shot (continued)

Now we will practice the break shot keeping in mind the above principles. This is set up as a scored exercise so you will be keeping track of how well you meet the objectives. This drill will be done in pairs, with one student racking and the other breaking in sets of five breaks. Help each other to note any mistakes and record scores for each break on the following score sheet.

Each student will break the rack 10 times, with each break scored for the following items with a maximum score of 6 points on each break:

CR = Checked the rack before breaking	1 point
CZ = Center zone	1 point
BP = Ball(s) pocketed	1 point
AS = Available shot on the lowest ball	1 point
SP = Not much side spin on cue ball	1 point
NR = The cue ball hits no rail	1 point
9B = 9 ball pocketed on the break	6 points

Notes:

- For "CZ", the center zone is between the two spots.
- A foul results in a zero score.
- "AS" is a point if you can directly hit either side of the lowest ball.
- O For "NR" check with your practice partner for what the cue ball did.
- O Pocketing the nine ball gives the maximum score for the rack (6 points) regardless of the other items, unless you scratch.

Check on your log sheet for your weak areas, and develop a plan with the instructor to work on those weaknesses.



Break Shot Log Sheet

Name	Date
Marrio	Date

Inn	CR	CZ	BP	AS	SP	NR	9B=6	Score	Comment
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
							Total		(max of 60)

CR = check rack; CZ = center zone; BP = ball pocketed; AS = available shot; SP = no side on cue ball; NR = no rail for cue ball; 9B = made 9 ball

Areas for improvement:

Ways to improve:



Station 4: Custom Drills

For each of the following diagrams, place five balls on the table as shown. Begin with cue ball in hand. The balls must be shot in order.

Try each diagram five times in a session. Add the total number of balls pocketed for each diagram, one point for each ball. That is your score for that diagram - A, B, C, D. When you have finished all four diagrams on a sheet, add the total and enter it on the score sheet. A maximum score is 100.

Try to do this drill with a practice partner. If you're having trouble getting from one ball to another, discuss other possible ways of playing the sequence.

You may find that you need practice on a particular kind of shot, such as a stop shot. Make a note of the problem, then find one of the progressive practice drills in the Appendix that will exercise that part of your game.

Hints and Strategy

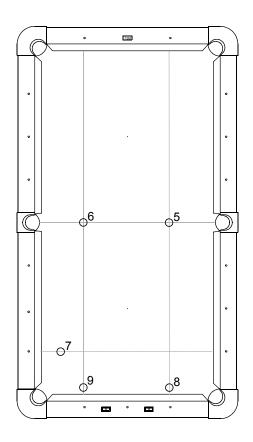
Often you need to leave the cue ball on one "side" of the following shot. That is if you leave a cut to the right, position play will be easy, while a cut to the left will make it difficult to get position on the next shot.

With ball in hand, there is often a choice between a draw and follow shot, for example in diagram 101C and 101D. In these cases follow shots will probably give more consistent results.

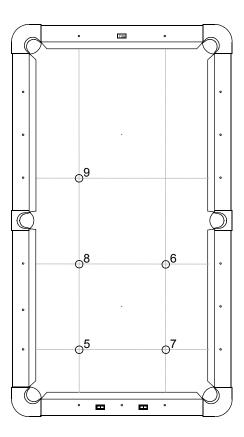
Some shots in a run require pin-point positioning. Learn to recognize these critical shots so you can be extra careful with the cueball. Use a "position dot" or any small piece of paper to mark the pin-point requirement (legal in practice sessions).



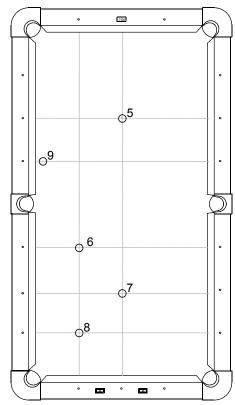
101A



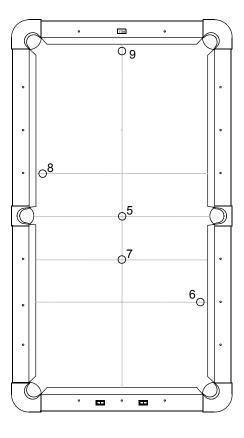
101B



101C

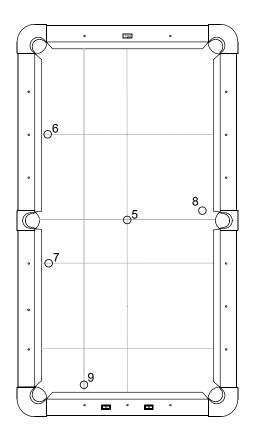


101D

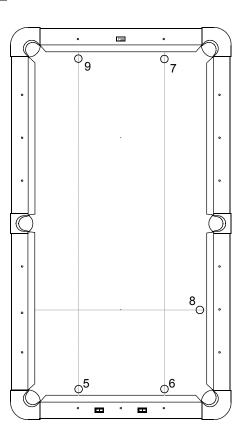




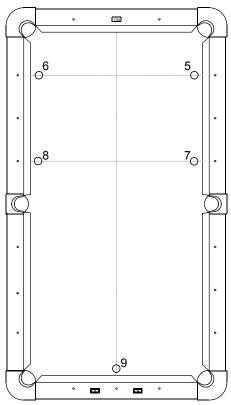
102A



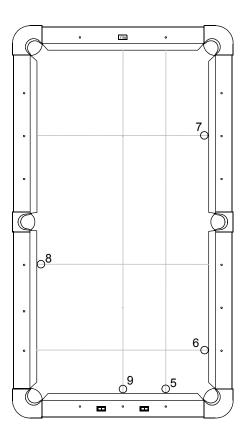
102B



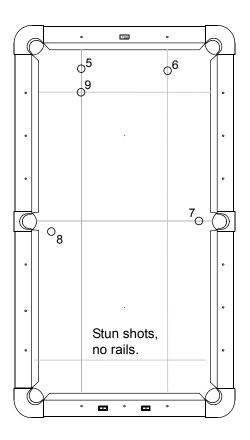
102C



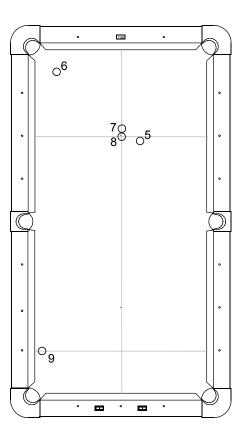
102D



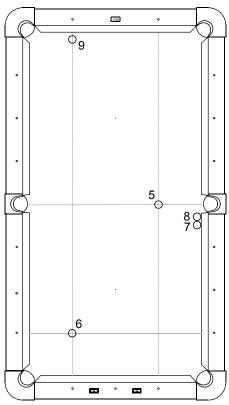
103A



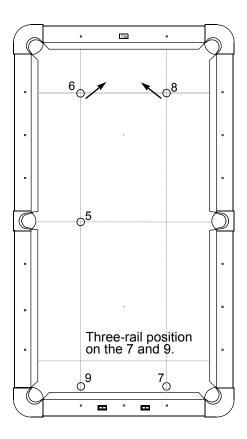
103B



103C



103D





Custom Drill Score Sheet

Set	Try 1	Try 2	Try 3	Try 4	Try 5	Total
101A						
101B						
101C						
101D						
Grand Total						

Set	Try 1	Try 2	Try 3	Try 4	Try 5	Total
102A						
102B						
102C						
102D						
	Grand Total					

Set	Try 1	Try 2	Try 3	Try 4	Try 5	Total
103A						
103B						
103C						
103D						
	Grand Total					



Wrap Up

Do you know what you need to work on?

What are you going to do differently from what you did before this clinic?

Any final questions?

Instructor/course evaluations.



Appendix 1: Billiard Fundamentals Rating Sheet

Name: _	Date: _	

Area	Item	Comments
Grip	 Cue cradled by back hand Hand relaxed Wrist aligned with forearm Forearm perpendicular at contact 	
Bridge	 Anchored bridge hand Firm guidance for cue Proper bridge length Solid rail bridge Over ball bridge Open and closed bridges tight Mechanical bridge technique 	
Stroke	Elbow pendulum swing Close approach Complete practice strokes Slow backswing, smooth acceleration Correct extension Straight follow through Minimum body movement	
Stance	 Feet placed consistently Weight and balance even Rear leg is straight Major parts in a vertical plane Appropriate head elevation 	
Aim	Head directly over cue Aiming with correct eye Looks at object ball last	
Other	Chalks frequently and correctly Consistent tempo Realigns when unsure	

