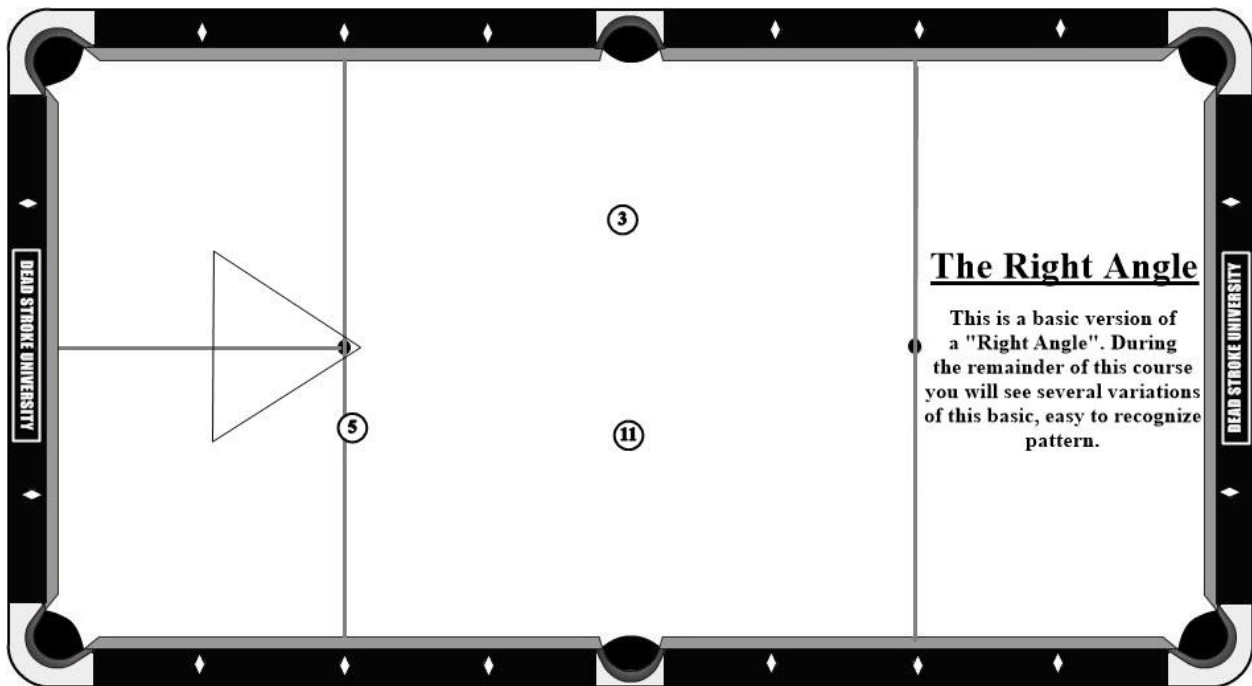


ball movement. We can avoid excessive movement of the cue ball by utilizing stop shot patterns.

During this course, we will be using some of the same basic patterns to set up for our break ball. You will see several different varieties of these same patterns over and over again. You will not only utilize these patterns to get on the break ball, you will also learn how to utilize these patterns throughout the entire rack. This will enable you to set up on secondary break balls – as well as assisting you to properly fall into the proper patterns.

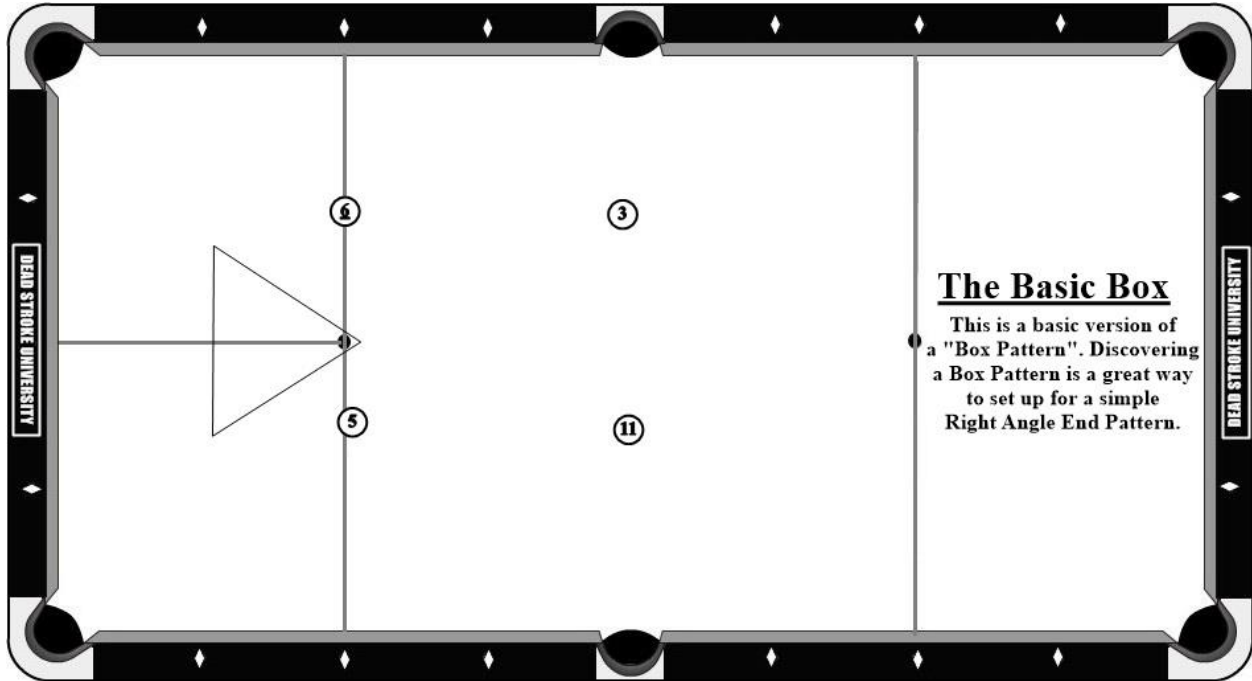
The Right Angle



The Right angle is the most basic type of end pattern that we will be using throughout this course. It is your basic stop-stop-pattern – however you must be able to properly fall on this pattern for it to be effective.

Our ability to move from pattern to pattern is vital. This is the type of pattern we want at the end of the rack, however ... if we cannot get there – we will not get there. By practicing and mastering the stop shot – and by adopting a method of using stop shot patterns, you can and will fall on this end pattern at will.

The Basic Box

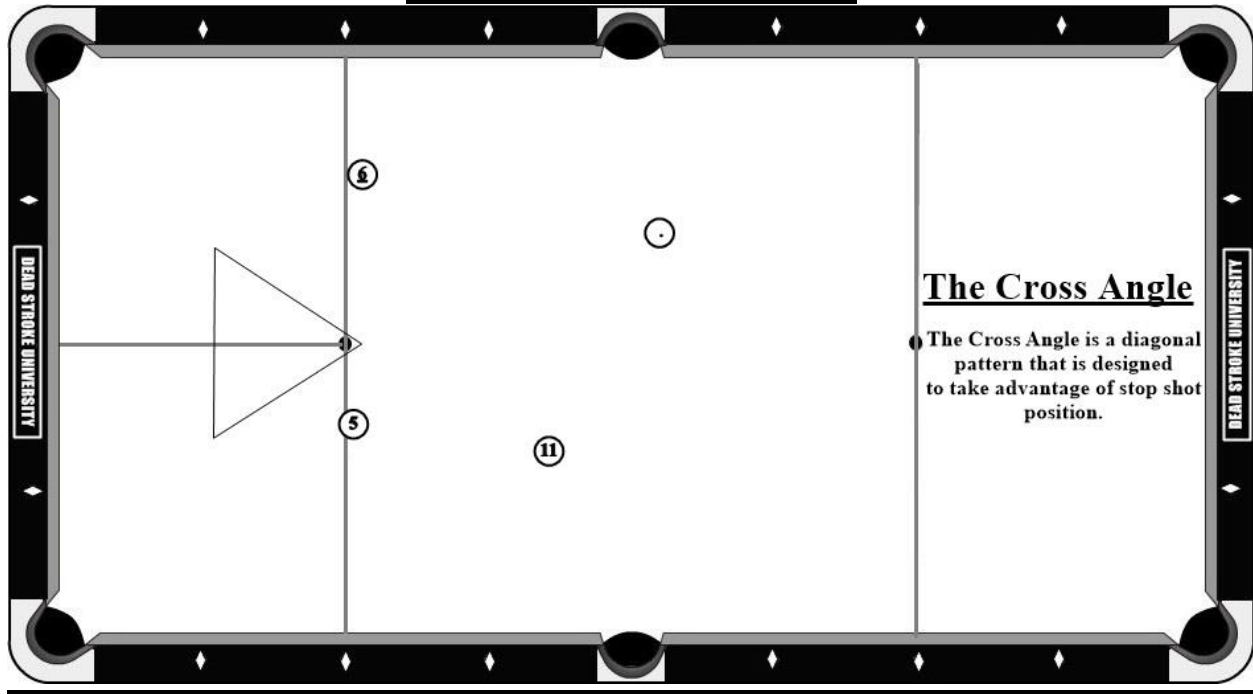


The game of 14.1 Continuous is a game of patterns. The patterns that you use will dictate your cue ball movement. In The Basic Box pattern – you see that we have merely added another ball to The Right Angle pattern. That 4th ball will be used to get a stop shot position end pattern.

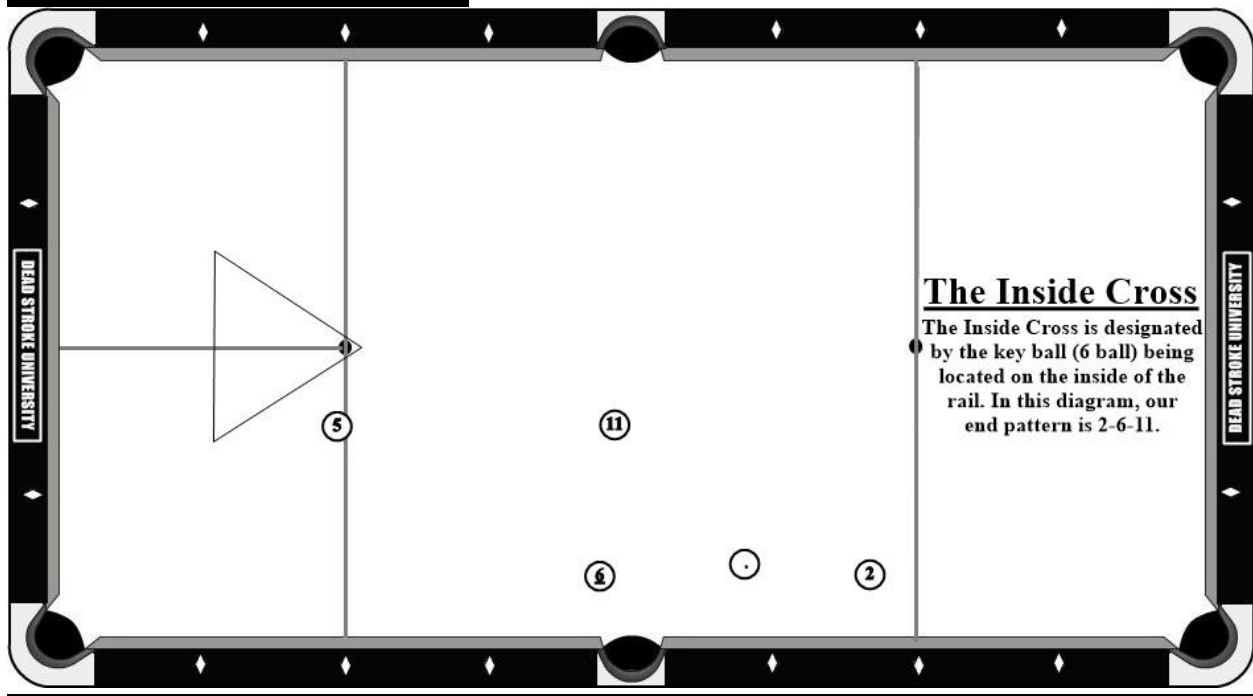
You will see these patterns within the rack, as well as at the end of the rack. We will learn how to get from pattern to pattern by attaining position on “Transitional Balls” within the rack. We get position Transitional Balls the same way that we get position on the break ball ... by using basic patterns.

The more you simplify your cue ball movement, the easier the game will be for you. If you have a tendency to have your cue ball move all around the table, you might have difficulty at first. If you practice these patterns diligently, then you will be amazed at how your game jumps to another level in a very short period of time.

The Cross Angle



The Inside Cross



Behind the Stack

