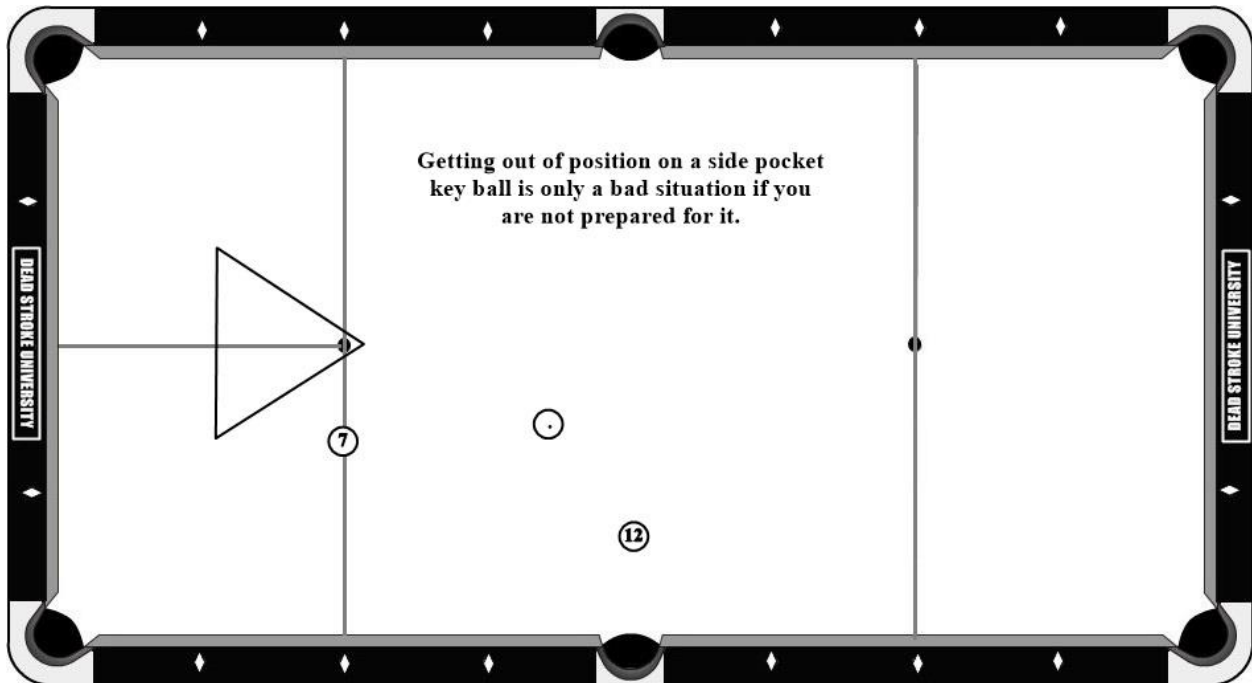


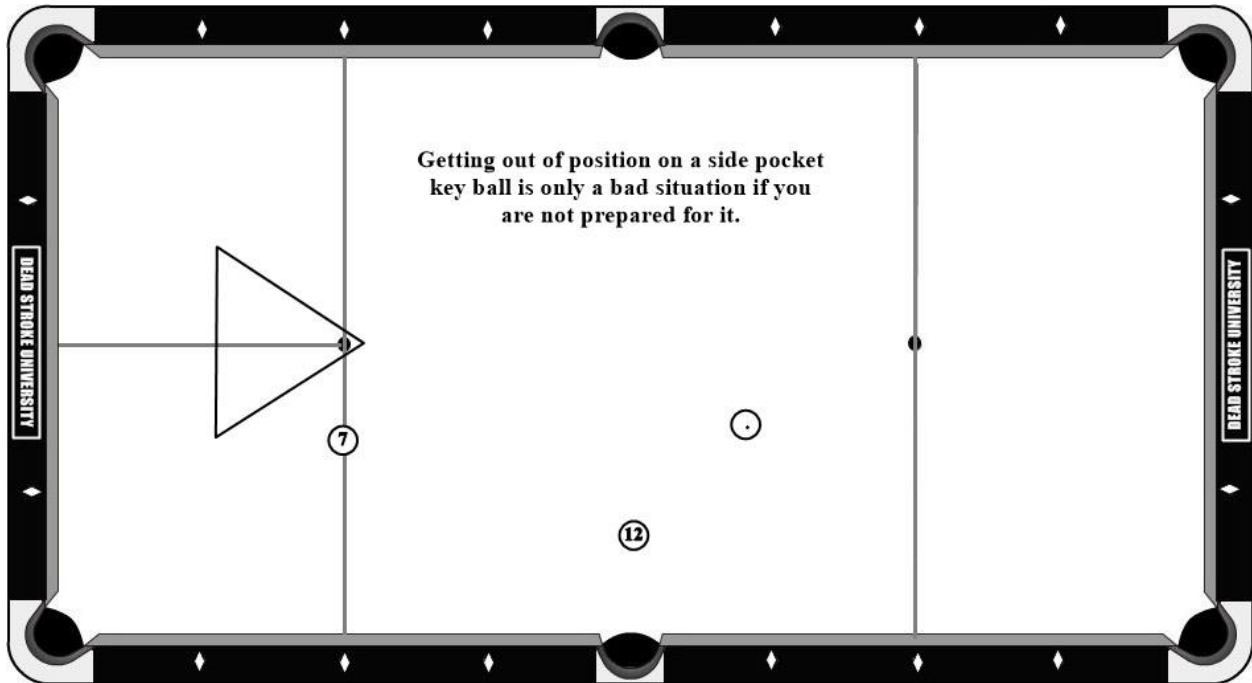
Recovering from Bad Position

It is one thing to get out of position, but something completely different when you are able to recover from it and move forward.

All of us get out of line, miss the mark, and get ourselves into trouble. In the next few pages, I will show you some common situations where the cue ball has drifted out of line on the key ball. These shots are designed to train your mind to find solutions – and the solution will get you perfectly on the break ball.



In the above diagram, there is a high angled shot on the 12 ball – which will force the cue ball to move towards the bottom rail. The cue ball needs to be moved and guided into position for the break ball.



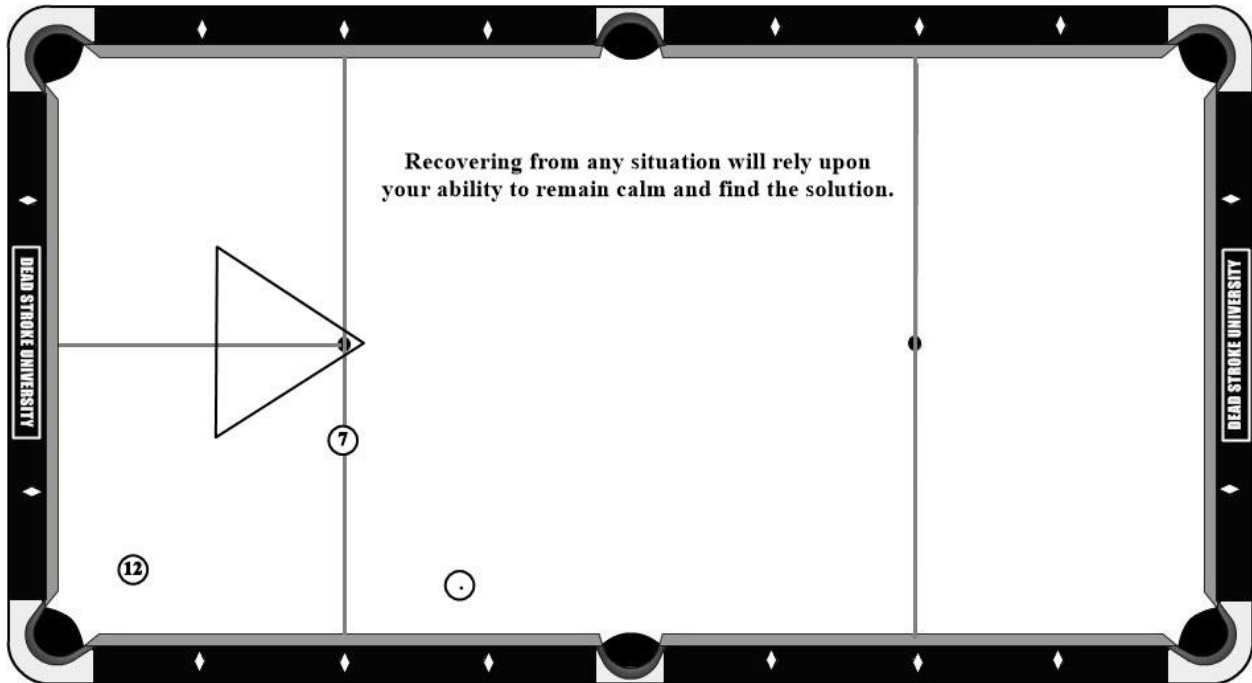
In the second diagram, we are on the opposite side of the 12 ball. We must move and guide the cue ball into position for a shot on the break ball.

The cue ball does nothing until you tell it to do something. Without your direction, it is powerless. It does not have the ability to make it's own choices. View the cue ball the same way you would view your car. The car does nothing until you start it, put it in gear, and hit the gas pedal. You steer the car – and you guide it to take you where you need to go.

It's the same exact thing with the cue ball.

Your job is to give the cue ball the signals that it needs to get where it needs to go. If it crashes into anything – if it fails its mission, then it's your fault.

The cue ball is incapable of independent thought. It fails when YOU fail.

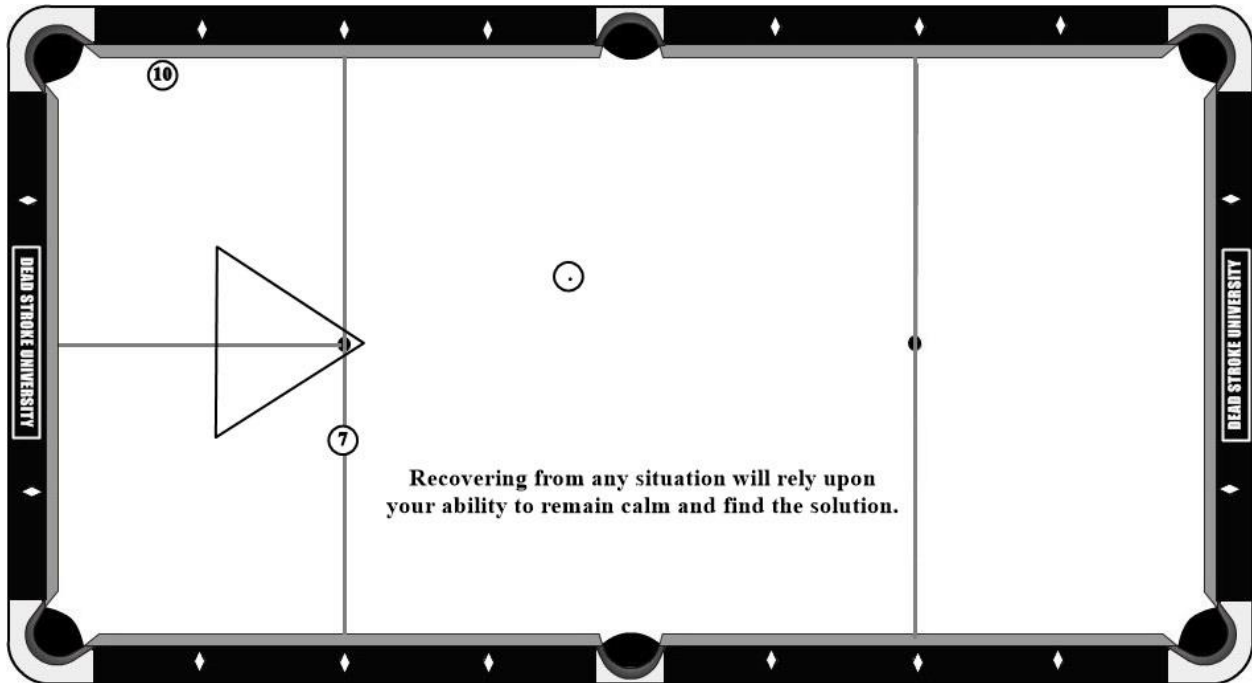


On the other hand, when it succeeds, YOU succeed. Many people will tell you that you and the cue ball need to work as team. I say that is a very painful error. The cue ball has no input – it has no ideas – it has no problem solving skills.

A better way of looking at it is to view the cue ball as an extension of your thoughts and intentions.

Plain and simple. Your cue ball is the representation of your intentions. If it is erratic – then so are you and your thoughts. Control mind and control the emotions – then you will control the cue ball.

No matter what happens, CONTROL is the name of the game. It doesn't matter what you are faced with – if you lose control of the cue ball – it is a representation that shows that you lost control in the mind.



The diagrams in this handout are common situation that we all face from time to time. As I said at the beginning – it is one thing to get out of position – but something entirely different when you possess the ability to recover. I will show you how to recover by showing you “Dividing Lines”.

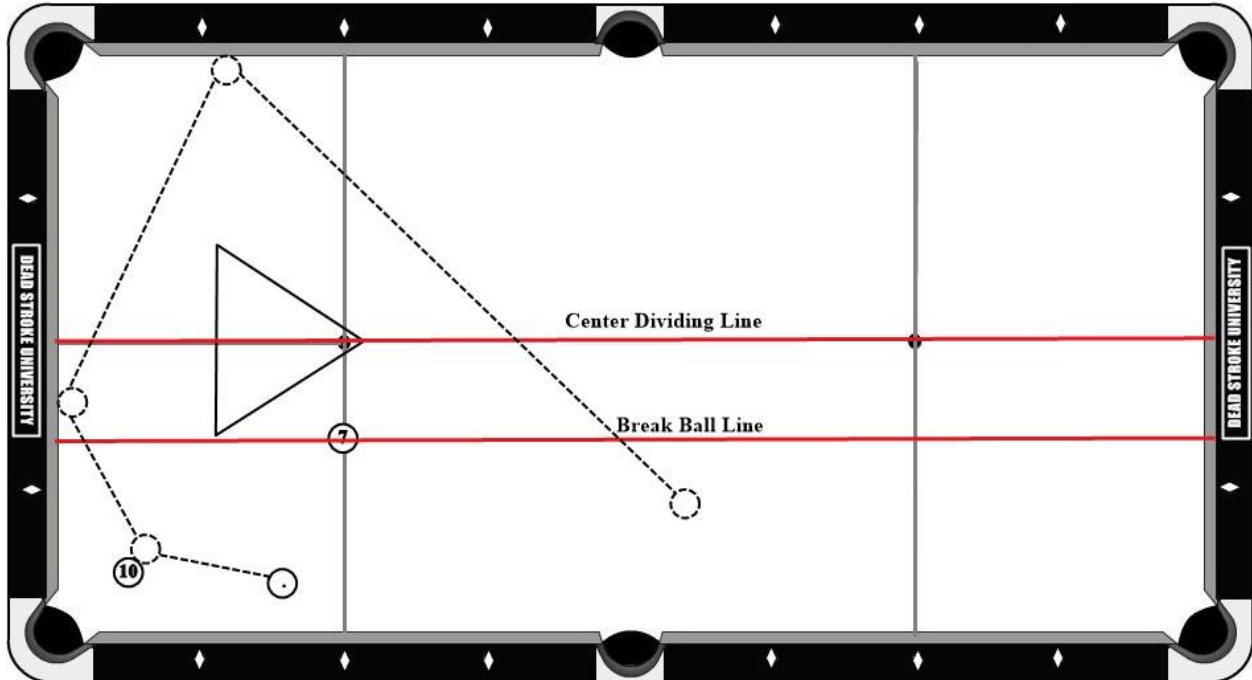
Dividing Lines are lines that separate different areas of the table. For the purpose of this lesson – we will be concentrating on lines that will assist us in getting on our break ball.

The first line will be the center of the table line. This line is a geographic point of reference that you can use to guide your cue ball. The distance from and to this line will dictate your cue ball speed. You will learn how to guide your cue ball into position by employing a system using this line.

The second line we will examine is the Break Ball Line.

This is the line that you will use in conjunction with the center of the table line.

Dividing Lines



In this diagram, you can clearly see these red lines – however – you will have to develop a way to visualize these lines on the table surface while you are playing.

In the diagrammed shot, you can see that we guide our cue ball to have it cross these lines. Varying speeds will send the cue ball to various destinations. If you hit it too short – too long – will not get a good shot on the break ball. This makes speed control essential.

Many players will spend all of their energy getting flustered when they get out of line or out of position. You can concentrate on the dividing lines that will assist you in getting back in line. You can do this with every shot.