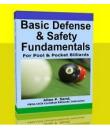## Samples – Cue Ball Control Cheat Sheets

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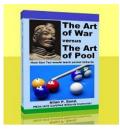
These are some sample pages from the book by

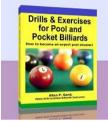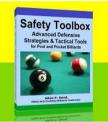*Allan P. Sand, Author*

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Table of Contents

Cue Ball Control Cheat Sheets

These are sample pages from the book. There is a hidden level of abilities you will gain from practicing these shots – the ability to focus in on hitting the cue ball with a predetermined and precise speed at a predetermined and exact location.

Getting Started

This skill development book presents an excellent variety of common shots that show up in game after game. The purpose of each table layout is to use the cue ball to make the 1 ball, and then get into position for the 2 ball. The second ball positions rotate through a series of locations known as "dead zones" plus a couple center table positions.

Almost everyone learns about position play through experience - tens of thousands of shots of ordinary games. The contents of these new-style cheat sheets provide shortcuts to the old-style learning process. It is still necessary to practice these shots. But compare the half dozen or so practice shots needed to learn to the thousands of attempts necessary using trial and error in competitions.

There is more than enough challenge in this layouts for anyone to get a significant skill workout. Many of these are have simple and obvious solutions. Others appear to be tough but with the speed and spin details, you will be successful. A few of these will make you appear to be a shooting genius.

Study this material in two steps. In the comfort of your easy chair, look at each table layout and consider the information provided for proper execution. Imagine yourself shooting the example, concentrating on the indicated speed and spin. Next, flag those table layouts you want to take to the practice table. (Use a pencil to mark the example and insert a bookmark for the page.)

At the practice table, you will need paper reinforcement rings (get them from any office supply store) to mark ball positions to be set up. The shoot the shot several times until you can easily get the expected results. As you gain greater mastery of the cue ball, you will become a tougher and more dangerous player.

The book is divided into two major sections:

- **Half table layouts** (six groups) – Each group contains 11 sets. These layouts are designed to help you learn how to maneuver the cue ball within a small playing area. Half table layouts require less

travel distance but more finesse in maneuvering. Studying and practicing these shots will improve your short table positioning skills.
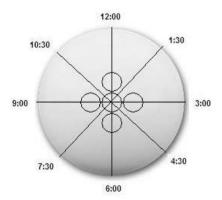
- **Full table layouts** (six groups) – Each group contains 12 sets of table layouts. These layouts are designed to show you how to maneuver the cue ball using the whole table. Full table layouts require moving the cue ball over much greater real estate. If there are random object balls, the shot you decide on may require a slight modification.

Each page contains two, three, or four setups. Empty spaces have been filled with a blank table layout. Use this to sketch out variations of the setups shown on that page. Invent some of your own layouts.

Clock System

When you look straight at the cue ball from the viewpoint of the cue tip, use the image of a clock to determine the different types of spin. In the example below, the lines show 1:30, 3:00, 4:30, 6:00, 7:30, 9:00, 10:30, and 12:00. For simplicity, only cue tip positions for 12:00, 3:00, 6:00, and 9:00 are shown.

As you gain greater finesse, fine-tune your tip contact control down to the half hour, for example: 12:30, 1:00, 1:30, 2:00, etc.

Throughout this book all clock callouts (i.e., 12:00) are made according to the above example – the cue tip is moved one width out from the center ball stun (zero) position. This is the standard used throughout this book. It cannot be emphasized enough - your success in pool depends on becoming precise in controlling where the cue tip contacts the cue ball. Do not experiment with variations of the cue tip placement. For example, 1/2 cue tip out from center ball will not get the spin to follow the shown pathway.

If you go out more than one cue tip width, cue ball action becomes exaggerated beyond routine control (too much spin off the rail, miscue, or the worst sin of all – missing the shot.

Shoot each layout as indicated with the designated speed and spin. Only after you have one constant and consistent control process should you experiment with other ways to accomplish the same purpose. Do NOT assume you know a shot in this book just by looking at the cheats. At the least, set up and verify as many shots as possible before you depend on them in a serious competition.

Speed settings

It is impossible to consistently play position until you have figured out how hard or soft to hit the cue ball. Speed control is one of the deep secrets to playing with intelligence. Putting a pre-selected and precise amount of energy into the cue ball is necessary for defensive and offensive shots. With it you can perform miracles. Without it you will not achieve the personal greatness to which you aspire.

This is a physical skill that takes some serious practice to master well. At first, it might seem impossible, but it does not take long before you get a handle on controlling the speed of the cue ball. Owning this skill has immediate benefits.
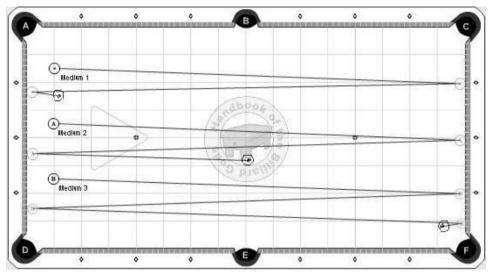
Work to achieve the rolls shown in the table layout. Line up a row of balls and go down the line shooting one after the other. Do not stop until you get results 9 out of 10 times. As your ability to control improves, you will select speed just by saying to yourself, "Soft 2 on this shot."
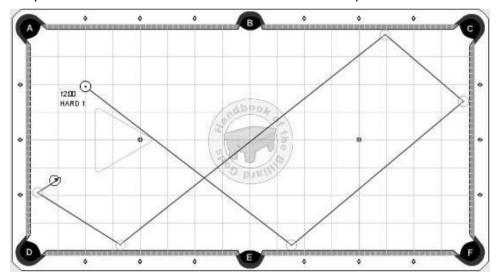
Soft 1, Soft 2, Soft 3

Medium 1, Medium 2, Medium 3

Owning the Medium 1 speed ensures you win the lag (every time).

Hard 1

Only Hard 1 is shown. Hard 2 scratches in the side pocket.

Shooting with spin

When you are shooting the cue ball along the vertical center line, aiming at the object ball is fairly straightforward. Generally, you can use one of the various aiming techniques, such as ghost ball, equal slices, line of sight, contact points, or even (after shooting enough

balls), instinct. These all work fine for stun, 12:00 and 6:00 cue ball hits.

But, what happens when you start contacting the cue ball to the left or right of the vertical center line? Suddenly, you have to take into account squirt, deviation, curve lines, all of which are affected by stick speed. With side spins, the old aiming standbys don't work anymore.

There is only one real and practical way to guarantee you can make a ball with various cue ball side spins and speeds. Set up an easy shot and shoot it using a graduated series of shots that rotate through the various cue ball spins at one speed. You are successful when you can constantly make the object ball without regard to spin. Then increase the speed of your series of shots to a faster level. Repeat until you are consistently successful regardless of side spin.

To expand your abilities, moved the cue ball a diamond further away and repeat. Do this until you can easily handle side spin on shots up to four diamonds away from the object ball.

This will take a lot of effort to make adjustments even for a separation of one diamond. It can require several hundreds (even thousands) of shots under these controlled circumstances to master and automatically adjust your aiming.

Nonetheless, if you want to advance your abilities on the table, there are times when you must be able to play a shot with carefully applied side spin. Do not be discouraged by misses in the beginning. Your mastery will take time and effort – but you will eventually have the control you must own.
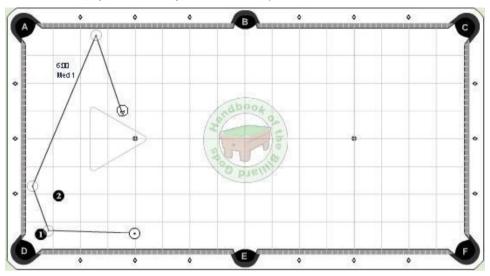
Group 1 setup

There are three cue ball starting positions for the 1 ball for this set. From each one of these, you will have to move the cue ball into position for the next ball.
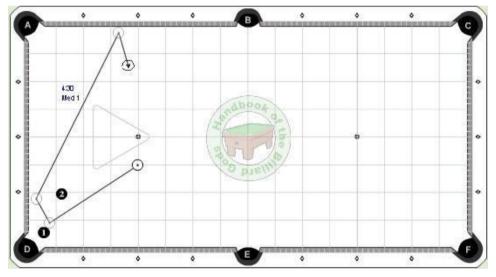

These are the 11 locations of the second object ball. You must pocket the 1 ball from the cue ball position indicated, and then get shape on the next ball, as shown.

Group 1, set 1
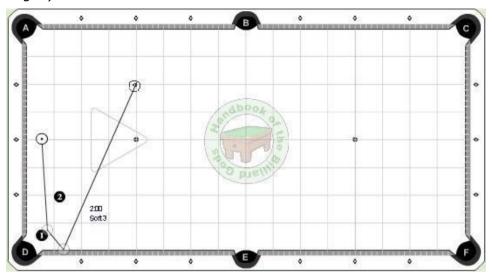
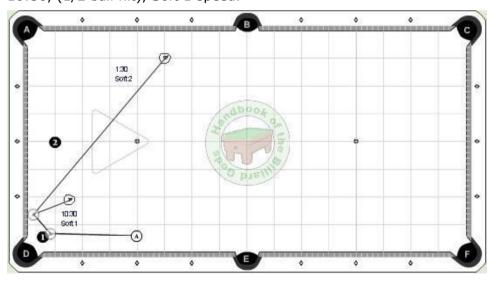Cheat: 6:00, (1/2 ball hit), Medium 1 speed.

Cheat: 4:30, (1/2 ball hit), Medium 1 speed.

Cheat: 2:00, (1/2 ball hit), Soft 3 speed.
(At a higher speed, the cue ball can not grab the rail to get the proper angle.)

Group 1, set 2

Cheat: 1:30, (1/2 ball hit), Soft 2 speed.
10:30, (1/2 ball hit), Soft 1 speed.

Cheat: 11:00, (1/2 ball hit), Soft 2 speed.

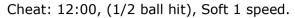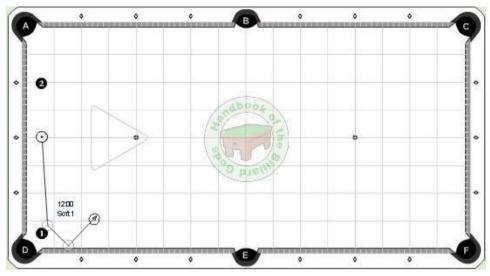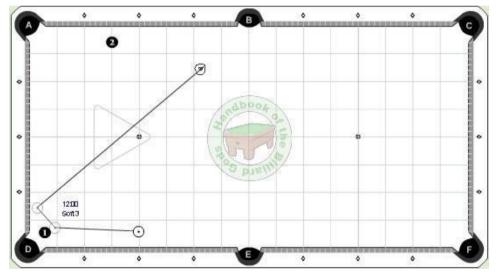Cheat: 12:00, (1/2 ball hit), Soft 1 speed.

Group 1, set 3

Cheat: 12:00 (1/2 ball hit), Soft 1 speed.

Cheat: 2:00, (1/2 ball hit), Soft 2 speed.
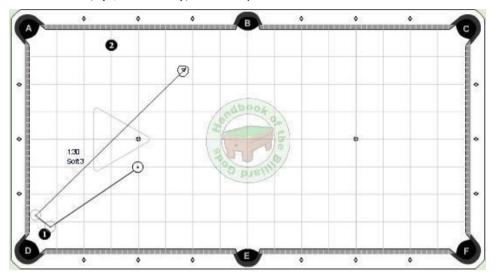
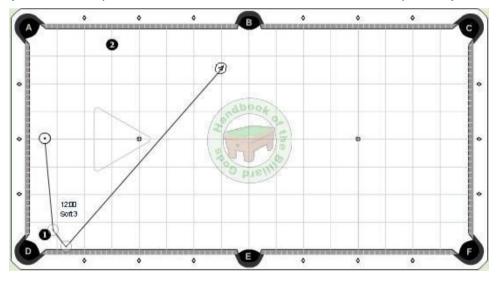Cheat: 12:00, (1/2 ball hit), Soft 1 speed.

Group 1, set 4

Cheat: 12:00 (1/2 ball hit), Soft 3 speed.
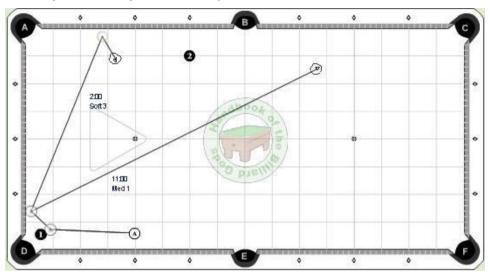(Control the speed or add a touch of left to avoid the side pocket.)

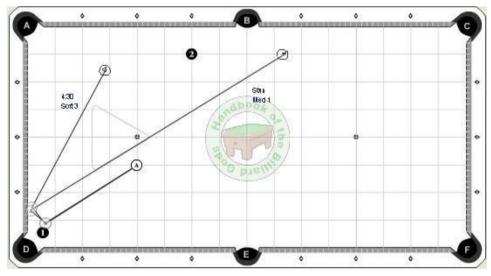Cheat: 1:30, (1/2 ball hit), Soft 3 speed.

Cheat: 12:00, (1/2 ball hit), Soft 3 speed.
(Control the speed or add a touch of left to avoid the side pocket.)
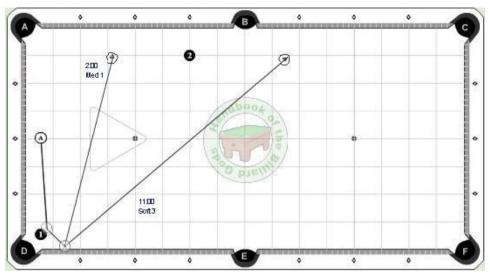
Group 1, set 5

Cheat: 2:00 (1/2 ball hit), Soft 3 speed.
11:00 (1/2 ball hit) Medium 1 speed.

Cheat: 4:30, (1/2 ball hit), Soft 3 speed.
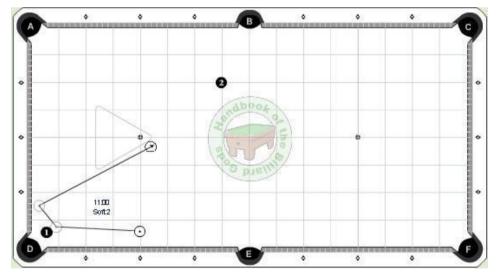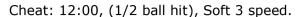Stun, (1/2 ball hit), Medium 1 speed.

Cheat: 2:00, (1/2 ball hit), Medium 1 speed.
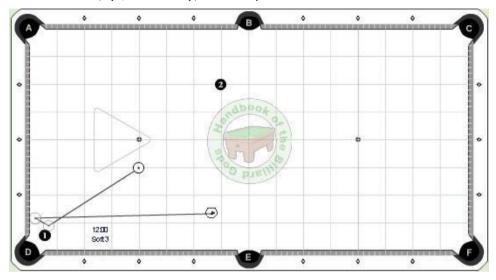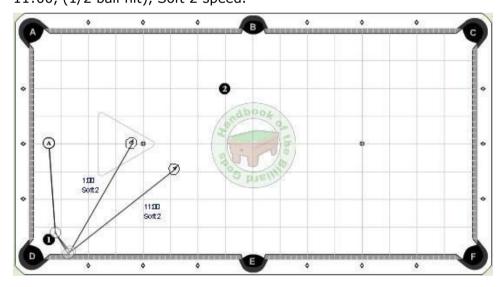11:00, (1/2 ball hit), Soft 3 speed.

Group 1, set 6

Cheat: 11:00, (1/2 ball hit), Soft 2 speed.

Cheat: 12:00, (1/2 ball hit), Soft 3 speed.

Cheat: 1:00, (1/2 ball hit), Soft 2 speed.
11:00, (1/2 ball hit), Soft 2 speed.

Translations of Other Books

These are links to descriptions for the books that have been translated to other languages:

- Advanced Cue Ball Control

- Cue Ball Control Cheat Sheets

- Drills & Exercises

All books are available on Amazon (printed) and ebook (PDF).

Afrikaans (Afrikaanse Taal)
Albanian (Gjuha shqipe)
Belarusian (Беларуская мова)
Bulgarian (български език)
Chinese (中国语言)
由 Gerry Chen 翻译
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Czech (český jazyk)
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German (Deutsch Sprache)
Greek (ελληνική γλώσσα)
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Tradotto da Carlo Volpicelli
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