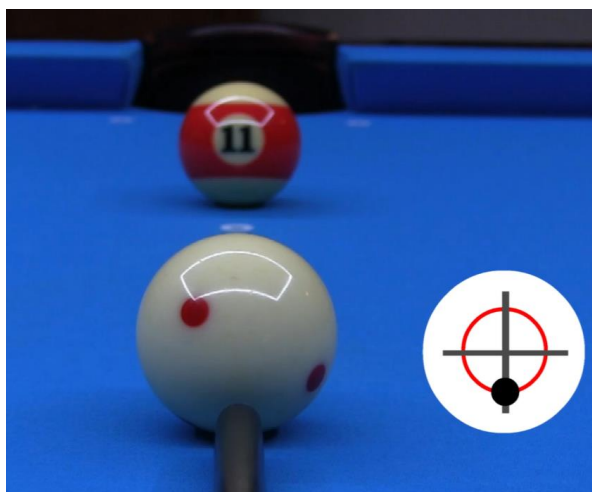

Supporting narrated video (NV) demonstrations, high-speed video (HSV) clips, technical proofs (TP), and all past articles are available online at billiards.colostate.edu. Reference numbers used in the articles help you locate the resources on the website.

Do you want to be able to draw the cue ball (CB) with accuracy and consistency? In a recent online video ([NV L.27](#)) I presented and demonstrated everything you need to be more effective and successful when using backspin. This column summarizes the important points from the video.

Obviously, if you do not have good draw stroke technique, you will not be accurate and consistent. If you need help with this, see online video [NV J.33](#), which covers the ten most important elements: chalk up, aim low on the CB, check cue alignment and tip placement with a purposeful eye pattern, keep the cue as level as possible, pull the cue back slowly, accelerate smoothly, keep your grip relaxed, be still, don't drop your elbow into the CB, finish the stroke without deceleration. For help and more info, see the [draw shot advice resource page](#) at billiards.colostate.edu. You need solid draw stroke fundamentals to take best advantage of the techniques and advice in the remainder of this column, so practice the fundamentals stuff first.

One important piece of advice for effective draw is to use a low tip to create backspin with the least effort and most control. This advice also applies to stop shots. As demonstrated in [NV L.27](#), one option for a short stop shot is to hit the CB in the center with fast speed. The problem with this is if the aim is off, even slightly, the CB will travel far from the ideal stop-shot position. The other problem with fast speed is if the tip is only a hair too high or a hair too low, the CB will follow forward or draw back quite a bit. If you instead use a very low tip (see [Image 1](#)), with much less speed, you will have much better stop shot accuracy, consistency, and control. The CB starts off with backspin, but the spin wears off on the way to the object ball (OB) to create stun, giving a stop shot. Unlike with the fast-speed stop shot, a small error in aim or tip position will have only a small effect at slow speed. Remember, **“Low and Slow is the Way to Go”** to go with stop shots. And this advice also applies to most draw shots.



[Image 1](#) Low tip position for controlled draw

If you use the same non-rushed and smoothly-accelerating stroke for every shot, you can control draw distance simply by varying your stroke length. In fact, this is a good approach for speed control in general. A good drill to develop and improve your draw distance control is shown in [Image 2](#). The shot is straight into the side with the OB close to the pocket. The goal is to draw the CB increasing and controlled distances. I mark each target draw distance with a golf tee. Use the same low tip position for every shot. If you start with a very short stroke, you won't generate much cue speed and all the backspin will wear off on the way to the OB. If you get within a ball or two of the target draw distance, call that good since it is difficult to do better; otherwise

keep trying before moving the target. Gradually increase the stroke length to create more speed to retain more backspin, with the eventual goal of scratching in the opposite side. It is difficult to aim and stroke perfectly, especially as you add more stroke length and shot speed. But if you aim carefully, check the tip position carefully, keep the grip relaxed, and accelerate smoothly, your accuracy and consistency will be much better. After scratching in the side, try to scratch with even more draw speed, lengthening your bridge if necessary and using your entire bridge length during the stroke.



Image 2 Vary stroke length for draw shot control

An alternative way to control draw distance is to use a consistent stroke length and speed and just vary the tip height (see **Image 3**). This approach works well only if the CB is fairly close to the OB. Everything is easier when the OB is close since you don't need as much stroke speed to retain backspin. Accurate aim is also easier with the OB close. For a stop shot, the tip can be close to center ball. To draw back about a diamond, the tip only needs to be a little below center. And lowering the tip more gives more draw distance. Try this as a drill also, gradually increasing the draw distance.



Image 3 Vary tip height for short-range draw control

Image 4 illustrates a technique that might help some people visualize desired draw distance. First, you need to be able to judge the tip position and cue speed required for stop shots at different distances. Remember, low and slow is the way to go for accurate and consistent stop shot control over a large distance range. Practice a stop shot a few times with the OB close to the pocket to make sure your tip height and speed judgement are correct. There is a rule of thumb that says if you stroke like you are trying to get a stop shot a certain distance past the OB, the draw amount will be roughly that distance (see **Image 4**). The farther the OB is from the stop shot position, the more draw you will get. Gradually move the OB closer to the CB, trying to hit all shots just like the original stop shot at full distance, and see how well the draw distance compares to the OB distance from the original-stop-shot position. The rule of thumb isn't perfect, and results will vary some with cloth slickness and speed, but the rule still might be useful for some people to help them visualize and control draw distance.



[Image 4](#) Draw distance rule of thumb

I hope the advice and techniques in this video help you become more accurate and consistent with draw shot control. Everything requires feel, and the only way to develop and improve that is with practice, so get to the table and start working on the shots and drills. Check out online video [NV L.27](#) first since everything is demonstrated in detail.

Good luck with your game,
Dr. Dave



[NV J.33](#) – Top 10 Secrets of a Good Draw/Backspin/Screw-Back Shot

[NV L.27](#) – DRAW SHOT CONTROL ... How to Be Accurate and Consistent Using Backspin

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 PBI 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.