

harder bounces due to the higher jump, the CB will tend to pick up extra topspin with each table impact, so we need to hit below center to get stun at the OB. To get draw, you need a good hit well below center, and you can't let the CB bounce too many times before reaching the OB; otherwise, the backspin will be lost and could eventually convert to topspin. For follow, a hit close to or slightly below center is appropriate. Remember, the CB picks up topspin on the first and any subsequent bounces. **NV F.3** demonstrates all of these shots, including the draw shot illustrated in **Diagram 2**.

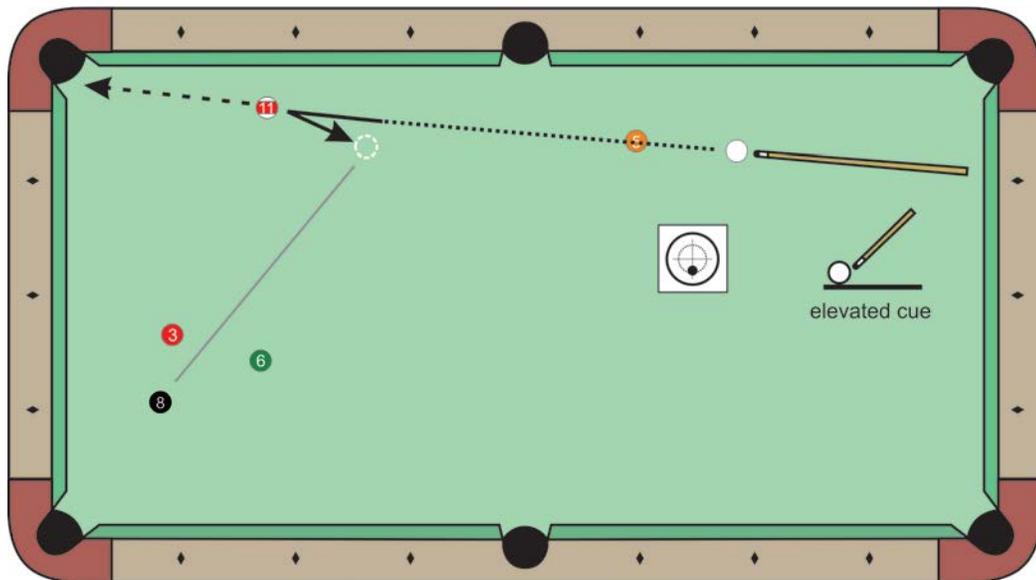


Diagram 2 Full-ball jump draw shot

Diagram 3 illustrates a jump shot requiring higher cue elevation, where you need to jump higher and sooner to get over an obstacle ball and land well before getting to the OB. At high cue elevations, it can be easier to use an overhand dart grip and stroke. See the "[jump shot technique](#)" resource page in the FAQ section at billiards.colostate.edu for more information and demonstrations concerning this technique. At higher cue elevations, the tip contact point must be farther below center than you might expect to get stun at the OB. Almost all of the backspin is lost during the first bounce into the table off the tip. With a draw shot, you need a below-center hit and you can't let the CB bounce more than once on the way to the OB, allowing the backspin to stay on the CB. To get the most draw, it is best to hit the OB on the fly with no bounces. For the shot in **Diagram 3**, slight follow is required to get a shot at the 8 next. To get follow on a short, high jump like this, you need high cue elevation to clear the ball and enable the CB to develop topspin on the 1st and subsequent bounces. If you attempt to hit the CB above center at such a high cue elevation, you will jam the CB into the table and it won't jump. A below-center hit is shown in the diagram; but remember, the CB will pick up topspin during the first and subsequent bounces and follow forward. Again, if you haven't seen this and the other shots in **NV F.3** yet, check them out next time you're online.

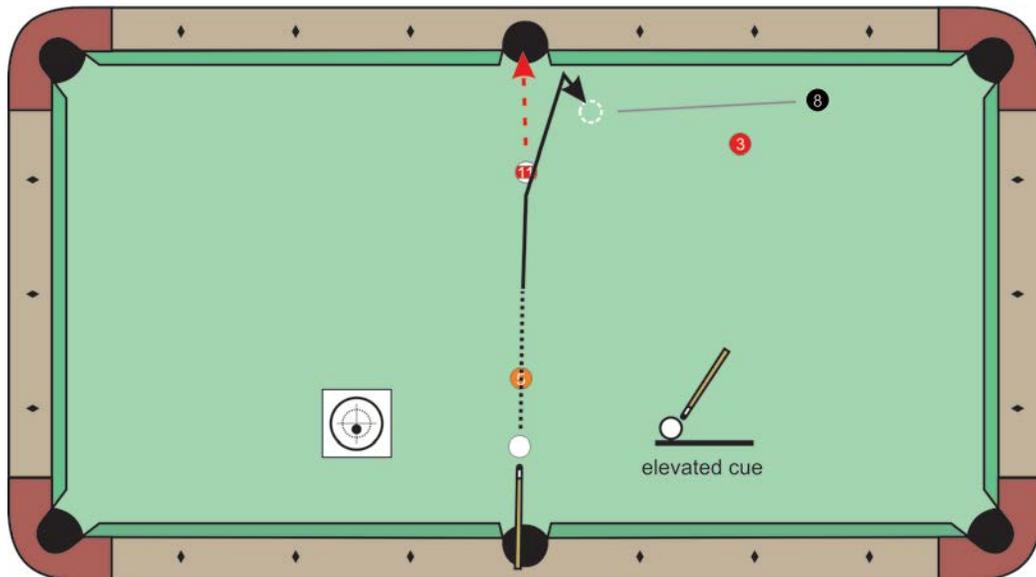


Diagram 3 Short, high jump with follow

Jeremiah and I hope you enjoy our video. For much more information and demonstrations related to jump shot technique and examples, see the “[jump shot](#)” resource page in the FAQ section at billiards.colostate.edu.

Good luck with your game,
Dr. Dave



NV F.3 – Pool stun/draw/follow jump shots at various cue elevations, with smartphone slo-mo

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 don't fully understand, please refer to the [online glossary](#) at billiards.colostate.edu.

Dr. Dave is author of “[The Illustrated Principles of Pool and Billiards](#)” book and DVD, and co-author of the “[Video Encyclopedia of Pool Shots \(VEPS\)](#),” “[Video Encyclopedia of Pool Practice \(VEPP\)](#),” “[How to Aim Pool Shots \(HAPS\)](#),” and “[Billiard University \(BU\)](#)” instructional DVD series.