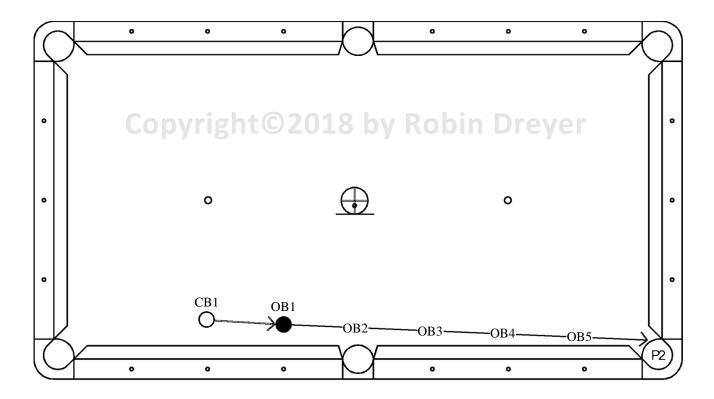
## Stop Shot Variable Diamond Distance and Variable Speed



This exercise will teach you how to get a stop shot with variable stroke speed at variable distances. This exercise is very important because all shots are shot at different speeds and at different distances. You need to know where the stop shot aiming point is to figure out position for the next shot. Look at the 90-degree deflection line that a stop shot stroke gives the cue ball. Decide whether you need a stop shot, draw, or follow (and how much of it you will need) to get good position for the next object ball. Once you master this exercise the hard part of your shots will be under control. Then all you will need to do on any shot is decide how much speed you will need to get to your next position.

Follow the steps below to set up and practice this exercise.

Step one: Place the cue ball at position CB1.

Step two: Place the object ball at position OB1.

Step three: Stroke the cue ball softly with a stop shot and drive the object ball to the corner pocket

P2. The enlarged cue ball will give you the approximate aiming point to achieve a stop

shot at the desired target area.

Step four: Repeat steps 1-3 except place the object ball as straight as possible to pocket P2 at

diamond positions OB2 through OB5 still keeping the stroke speed as soft as possible. The cue ball aiming point to achieve a stop shot will be slightly lower the farther the

object ball is from the cue ball. The stroke speed will need to slightly increase also.

NOTE: For steps five and six the cue ball aiming point to achieve a stop shot at the desired target

areas will be slightly higher as you increase the stroke speed.

Step five: Repeat steps 1-4 except stroke the cue ball with medium speed.

Step six: Repeat steps 1-4 except stroke the cue ball with firm speed.

The key to this exercise is good concentration on the cue ball aiming point at all the different distances and speeds. Keep a consistent speed at all distances whatever speed you are practicing.