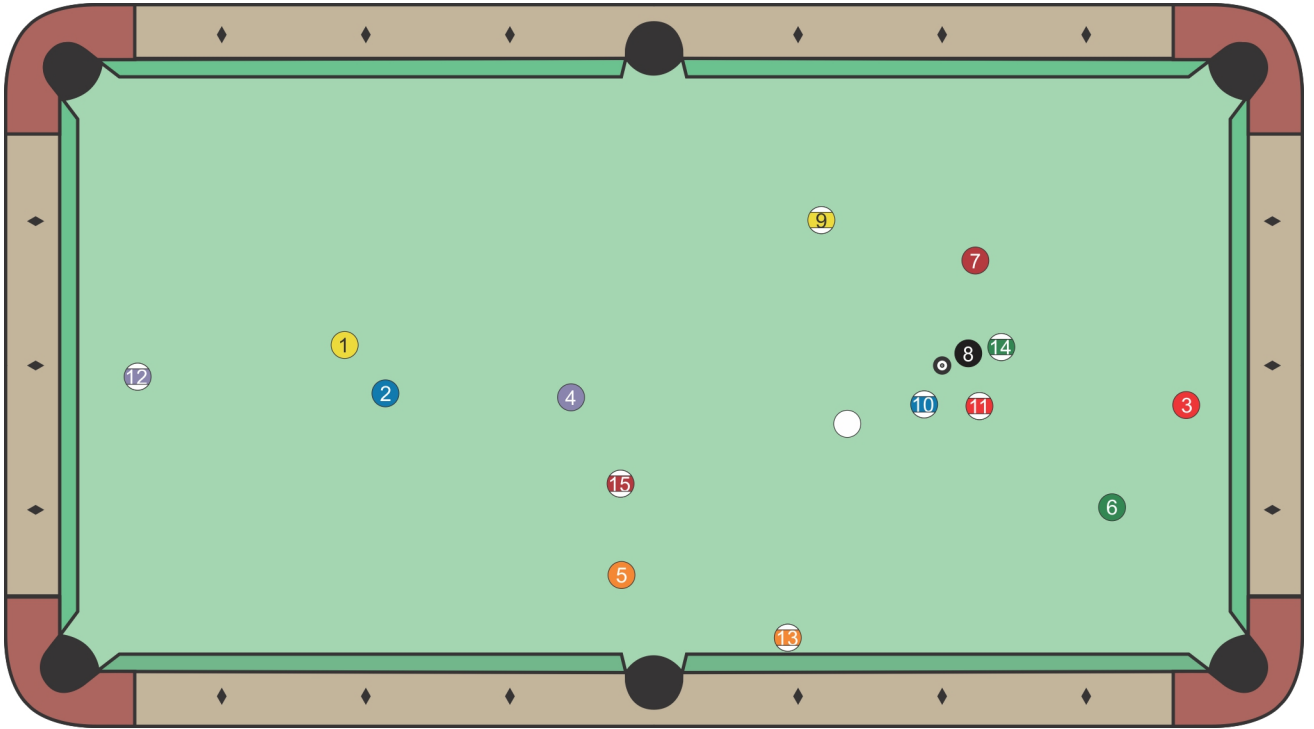

Supporting narrated video (NV) demonstrations, high-speed video (HSV) clips, technical proofs (TP), and all of my past articles can be accessed and viewed online at billiards.colostate.edu. The reference numbers used in the articles help you locate the resources on the website.

This is the ninth and final article in a series dealing with the “[Video Encyclopedia of Eight Ball \(VEEB\)](#),” a five-disc instructional-DVD set I recently created with fellow *Billiards Digest* columnist Bob Jewett. VEEB teaches all of the skills, knowledge and strategy one needs to excel at 8-ball. Topics include offensive and defensive strategy, position play, shot types, safety play, advanced shots, and run-out planning. An outline of the entire VEEB series along with video excerpts from each DVD can be viewed online at: dr-dave-billiards.com/8-ball. This month, we look at two run-out examples from Disc V.

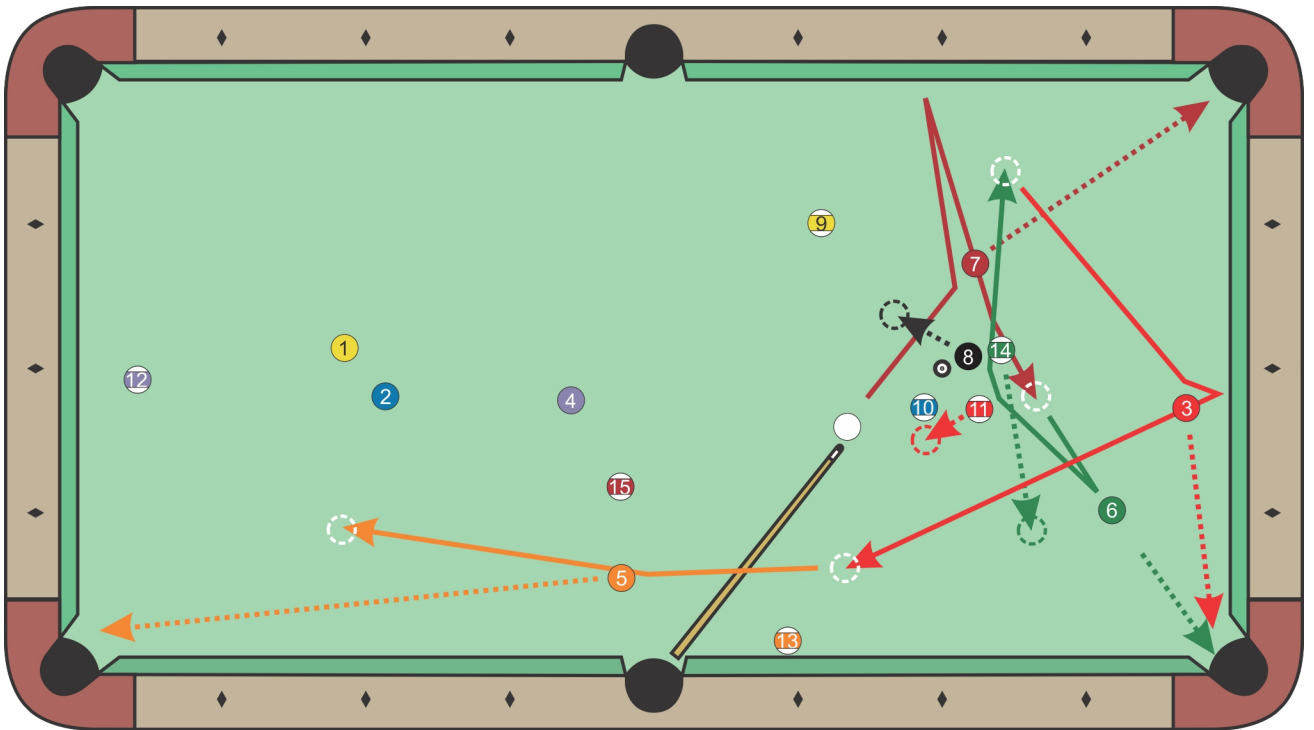
Diagram 1a shows the ball layout after the break for rack 8 of the 20 run-out examples on VEEB-V. Be sure to look at the ball layout first to see what decisions you would make, before reading on to see what Bob did. This rack highlights the importance of break-out shots, along with good position play. Stripes is not a good choice because you would need to break out the 14 with a shot at the 10 later, and this might cause additional problems with the number of balls that might move and with number of solids that could block pockets. Also, the 13 on the rail, with access limited by the 5, is a small problem. Solids is a much better choice since there are multiple options for opening up the 8.

As shown in **Diagram 1b**, one option is to free up the 8 with the first shot on the 7. The plan is to hit the 14 clean to open up the 8, using a rolling CB with right sidespin to get the desired angle off the cushion. Even if this doesn't work out perfectly, there are several solid “insurance” balls for possible follow-on shot. The diagram shows how the shot worked out on the DVD. Since the shot on the 6 ended up fairly straight, Bob decided to draw back into the 8 to get it even further out into the open. On the DVD, Bob kissed the 11 first, but the plan still worked out to shoot the 3 next. The 3 is a good transition ball to the 5 to finish off the group of solids up table.

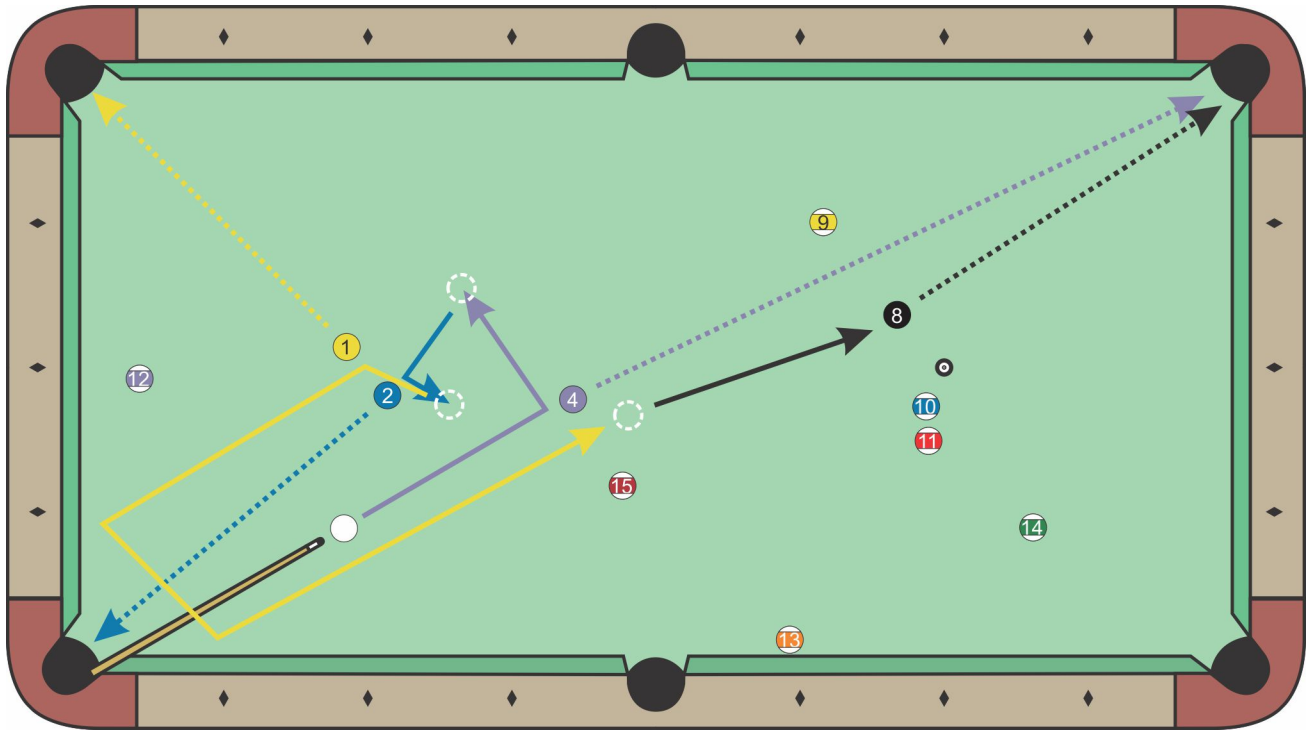
With the layout in **Diagram 1c**, no problems remain. Bob had originally planned to head farther up table after the 5 to shoot the 2 in the side next, but because he came up a little short, he decided to shoot the 4 next, which was fairly straight in with a natural angle to get shape on the 1 or 2 next. The diagram shows the rest of the run-out which was fairly straight-forward. On the 1-ball shot, Bob could have drawn off the side cushion or rolled forward off the end cushion to get a shot at the 8, but he decided to go forward off 2 rails instead to come more into the line of the 8-ball shot. That choice offered a larger margin for error with speed to get a decent look at the 8.



a.) post-break ball layout



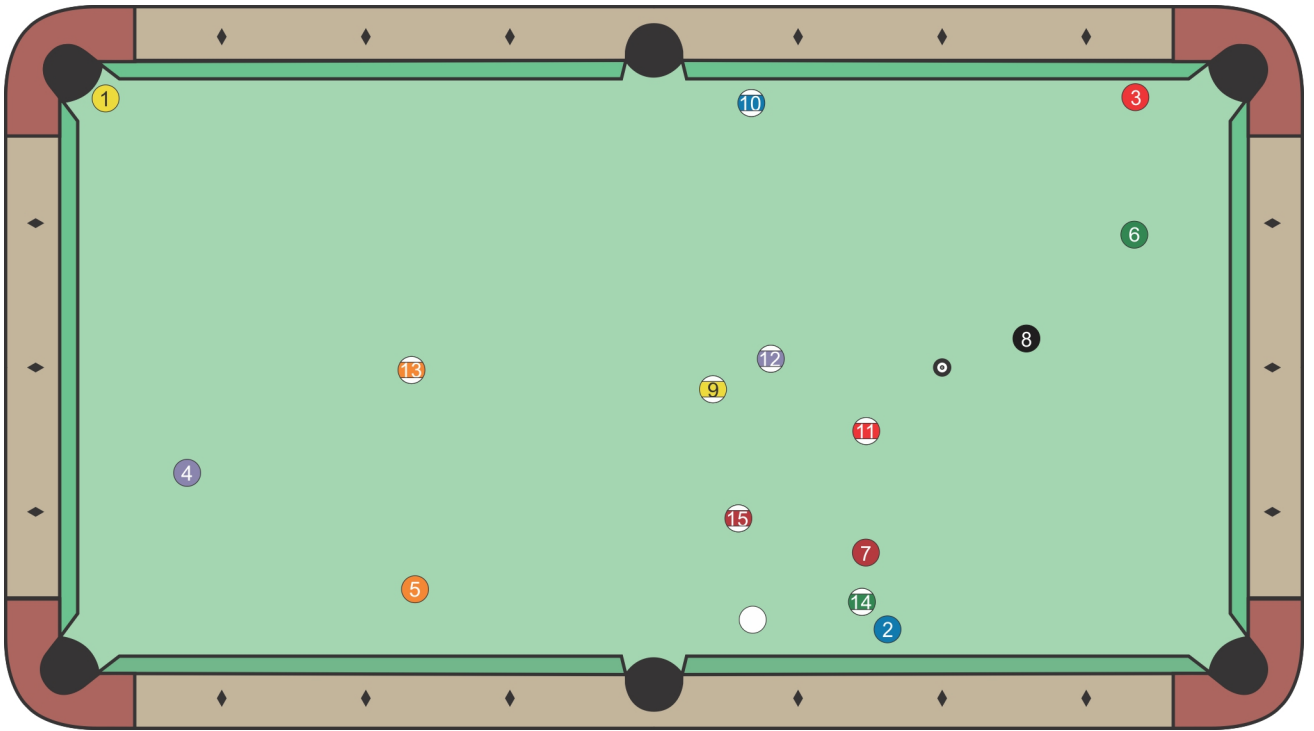
b.) beginning sequence



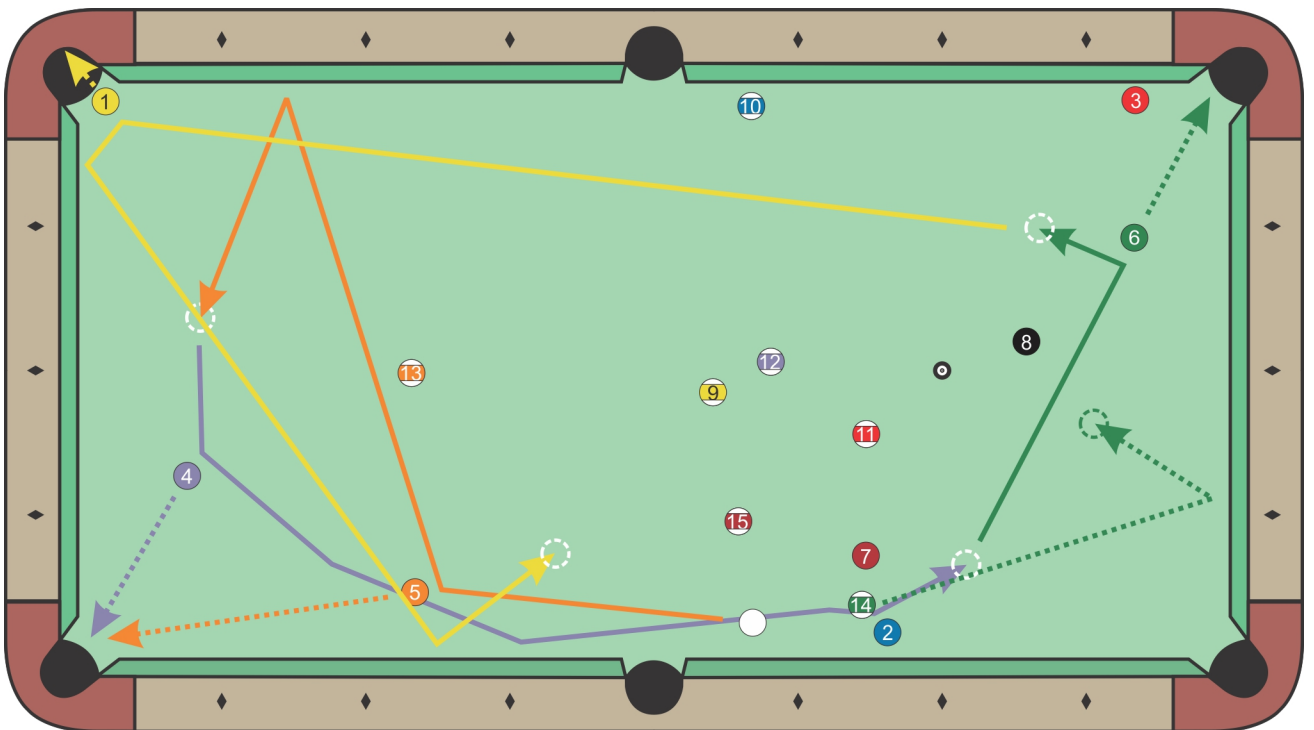
c.) end sequence

Diagram 1 Rack "8" run-out example

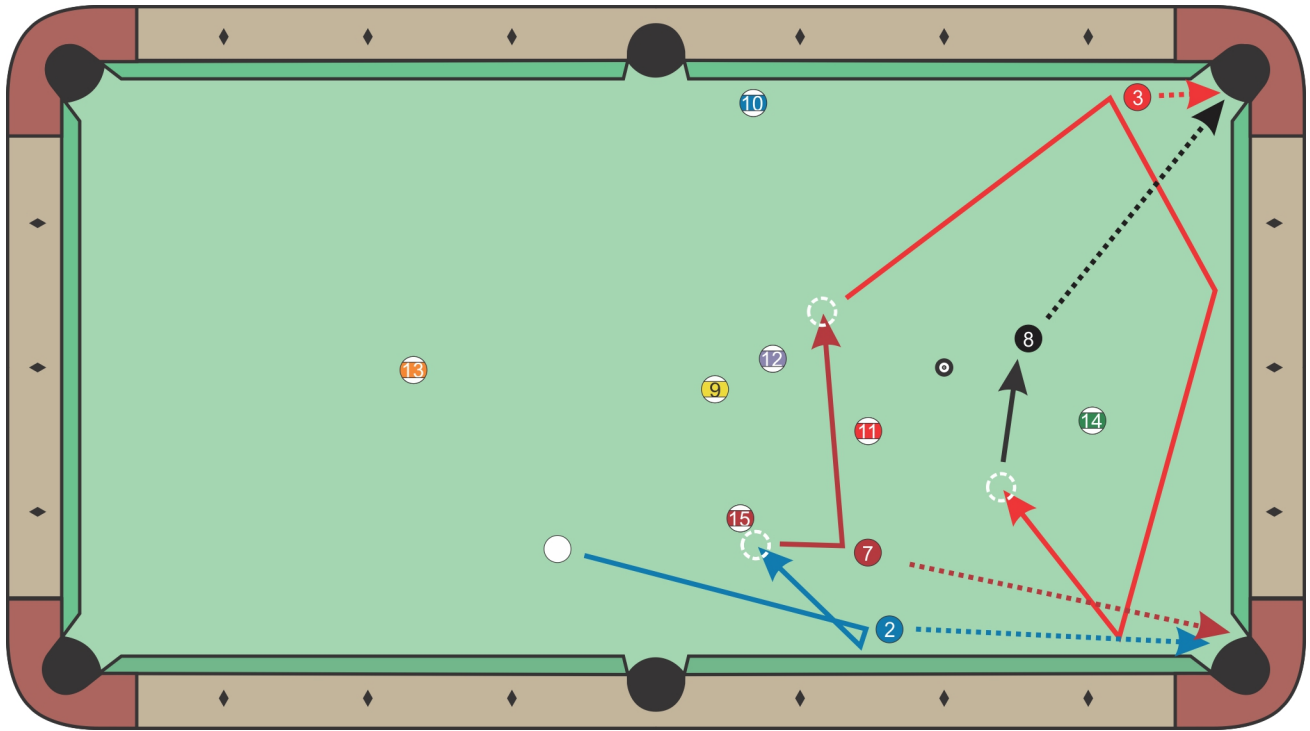
Diagram 2a shows the ball layout after the break for rack 9 from VEEB-V. Again, think through the layout first before continuing. This rack is a good example of planning an early break-out and choosing the best key ball. To begin, there is no easy opening shot at a stripe except the 15-9 combo. That's actually not a terrible shot, but the 10 and 14 are in tough places, so solids is a better choice. The only problem for solids is the 2-14 cluster; however, my plan was to break that out early in the rack. As shown in **Diagram 2b**, I decided to start with the 5 and get an angle on the 4 to allow a draw shot into the cluster. At the angle on the 4-ball shown, the margin for error for getting the break-out is quite large with the 2 and 14 being close to the rail, assuming the side pocket is avoided. The diagram shows how the shot worked out on the DVD. The break-out was a little risky, but even if I didn't hit the 14 so square, or even if I hit the 2 first, I was confident I would have a shot at the 2 or 6 next. I ended up with a shot at the 6 as shown. After the 6, I could have shot the 3 next to get position on the short side of the 2 and 7 to shoot those next. However, I didn't want to use the 1 as the key ball to get on the 8 which only has 1 reasonable pocket. Instead, I decided to use the 1 to get position on the 2 for a shot at the 7 next, using the 3 as a key ball for the 8. As shown in **Diagram 2c**, the 15 offers a good target and stopper to get a good angle on the 7 to draw out for the 3 next. I decided to go 3 rails off the 3 for natural shape on the 8.



a.) post-break ball layout



b.) beginning sequence



c.) end sequence

Diagram 2 Rack "9" run-out example

Online videos [NV G.10](#) and [NV G.11](#) show the complete run-outs described and illustrated above. Check them out the next time you're online. The VEEB-V DVD includes many more run-out examples along with game-situation examples dealing with the break, jump shots, end-game situations, rule calls, and foul detection and avoidance. As always, you should check out the videos and try the run-outs yourself the next time you're at a table. Reading is good, and watching is better, but trying is best.

I hope you have enjoyed my series of articles dealing with the "Video Encyclopedia of Eight Ball (VEEB)." If you want to view video excerpts from the entire DVD set, check out online videos [NV G.1](#) through [NV G.11](#).

Good luck with your game,
Dr. Dave



- [NV G.1](#) – Video Encyclopedia of Eight Ball (VEEB) Overview
- [NV G.2](#) – How to Deal With Pocket Blockers in 8-ball, from Disc I of VEEB
- [NV G.3](#) – How to Select Key Balls in 8-ball, from Disc I of VEEB
- [NV G.4](#) – How to Use Cue Ball Drag to Enhance Sidespin in 8-ball, from Disc II of VEEB
- [NV G.5](#) – How to Use Spin-Induced Throw to Hold the Cue Ball in 8-ball, from Disc II of VEEB
- [NV G.6](#) – How to Come Into the Line of Blockers When Playing Safeties, from Disc III of VEEB
- [NV G.7](#) – Various Straight-In Shot Options in 8-ball, from Disc III of VEEB
- [NV G.8](#) – How to Deal with an End-Game Ball Tied Up with the 8-ball, from Disc IV of VEEB
- [NV G.9](#) – 2nd-Ball 8-ball Break, from Disc IV of VEEB
- [NV G.10](#) – Rack 8 Run-Out Example from Disc V of VEEB
- [NV G.11](#) – Rack 9 Run-Out Example from Disc V of VEEB

PS:

- I am happy to announce that my entire collection of instructional DVDs (23 total to date) is now available for streaming via YouTube. For more info, see: dr-dave-billiards.com/stream.html.
- 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 Encyclopedias of "[Pool Shots \(VEPS\)](#)," "[Pool Practice \(VEPP\)](#)," and "[Eight Ball \(VEEB\)](#)," and the "[How to Aim Pool Shots \(HAPS\)](#)" and "[Billiard University \(BU\)](#)" instructional DVD series, all available at: dr-dave-billiards.com.