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

There are a lot of myths out there concerning sidespin. In a recent two-part online video series ([NV L.40](#)), I debunked all of them. Below, I summarize some of the highlights from the videos. Enjoy!

Myth 1 – Sidespin Changes CB Direction

Many people think sidespin changes the direction the cue ball (CB) heads off the object ball (OB). **Image 1** shows a good example shot to illustrate this. Do you think right sidespin will send the CB to my right, as shown by the white line? Well, you can certainly do this, but not for the reason you might think. As demonstrated in the video, I can just as easily send the CB to my left with right spin. I can even make the CB stop in place with right spin. It is pocket cheating, not sidespin, that determines which way the CB heads. When you send the OB into the heart of the pocket, the CB stops in place, even with a large amount of right sidespin. And if you send the OB into the right side of the pocket the CB will move to the left, with or without left or right sidespin. Again, sidespin is not used to change the direction the CB heads off the OB. It is instead primarily used to change rebound angles off cushions, as demonstrated by the collection of example game-situation shots shown in the video.

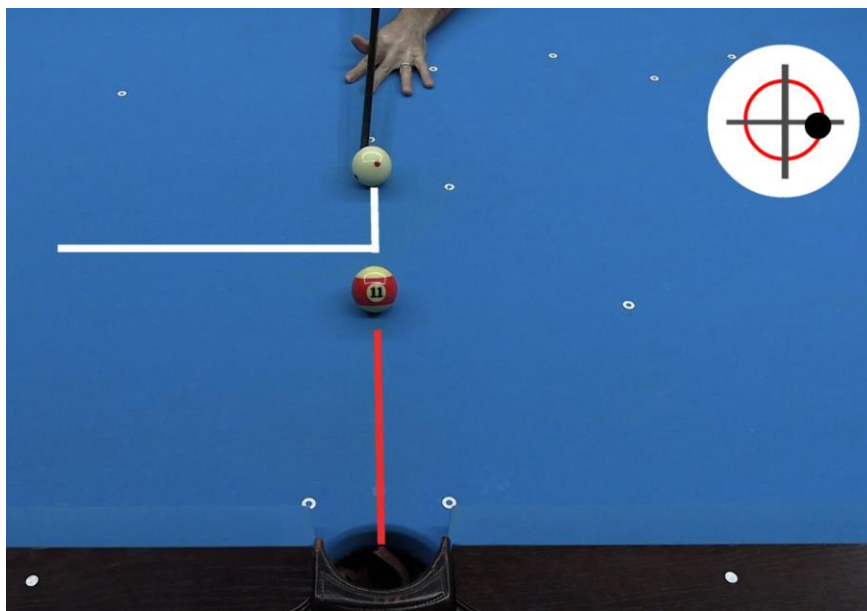


Image 1 CB direction change with sidespin?

Although, it is possible to manipulate CB and OB motion slightly with sidespin and throw. **Image 2** shows a good example from Volume II of the [Video Encyclopedia of Eight Ball \(VEEB\)](#). We need to pocket the 9 and hold the CB for a shot at the 14, to continue the runout. As demonstrated in the video, with stun and no sidespin, because we need to cut the 9 to the left, there will be throw to the right. Therefore, we need to overcut it slightly to compensate for this. As demonstrated, even at less than pocket speed, with as little angle to the pocket as possible, you still can't hold the CB for the 14. However, with about half of maximum right sidespin and stun at pocket speed, you can easily hold shape. Spin-induced throw (SIT) allows a fuller hit since the 9 will be thrown to the left. This will result in less CB motion, allowing you to hold for the 14. This technique works best when the CB is a few inches from the OB, and it is less effective (or not effective at all) at larger distances.



Image 2 Holding the CB with SIT

Myth 2 – Aiming With Sidespin Is Easy

Many people think it is quick and easy to intuitively learn how to adjust your aim when using sidespin, but this is simply wrong. As shown in **Image 3**, when you hit the CB off center it doesn't go straight. It squirts off to the side, and the amount of squirt depends on the amount of sidespin and the shaft properties. The CB also swerves back some, and the amount of swerve depends on shot speed and distance, the amount and type of spin, cue elevation, and ball/cloth conditions. The net effect of squirt and swerve is called CB deflection. You need to aim very differently for shots of different speeds and distances with different amounts and types of sidespin. And it can take many years of successful practice and experience to develop the feel necessary to make all these adjustments intuitively. That's why I developed [System for Aiming With Sidespin \(SAWS\)](#). SAWS makes it easy to adjust for CB deflection over a full range of shot speeds and distances for any amount and type of spin. For more information and examples, see the [SAWS link](#) in the online video description.

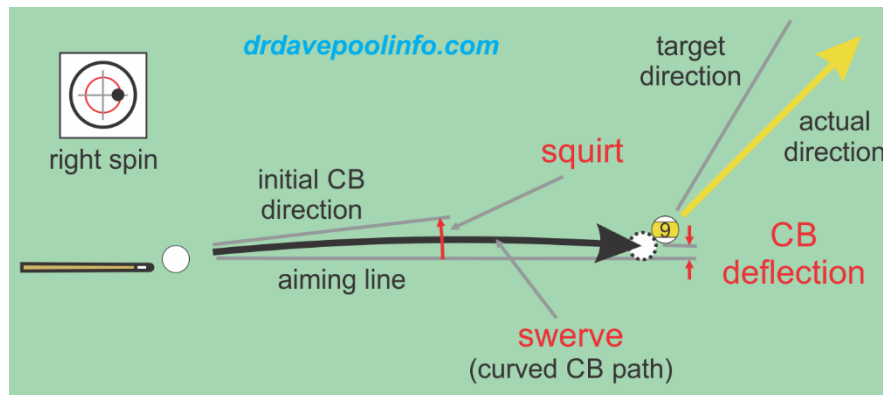


Image 3 CB deflection

Myth 3 – LD Shafts Eliminate the Need to Adjust for CB Deflection

Many people think that if you use a low-deflection (LD) shaft, you don't need to adjust your aim for CB deflection, but this is simply wrong. For proof, check out the videos and results on the [cue testing](#) and [carbon fiber shaft](#) resource pages linked in the online video description. LD shafts do produce less CB deflection than non-LD shafts; but if you don't adjust your aim when using sidespin with an LD shaft, you will miss many shots. And not all LD and carbon fiber shafts are the same. If you check out my carbon fiber LD shaft comparison videos, you will see that the amounts of CB deflection can be very different.

Myth 4 – Throwing Balls in With Outside Spin is Helpful

Many people think that it is helpful or necessary to use outside spin to throw balls in, but this is not the best advice for most people. Now, if you don't adjust your aim for cut-induced throw (CIT), the OB will not go exactly where you expect. But this can be easily corrected by overcutting the ball slightly. For example, with the shot in **Image 4**, since I know the 11 will throw to my right, I aim to cheat the pocket to the left so the ball gets thrown to the heart of the pocket. I also need to add a touch of backspin to create the desired CB motion back from the shifted tangent line to clear the obstacle balls (the 1 and 5).

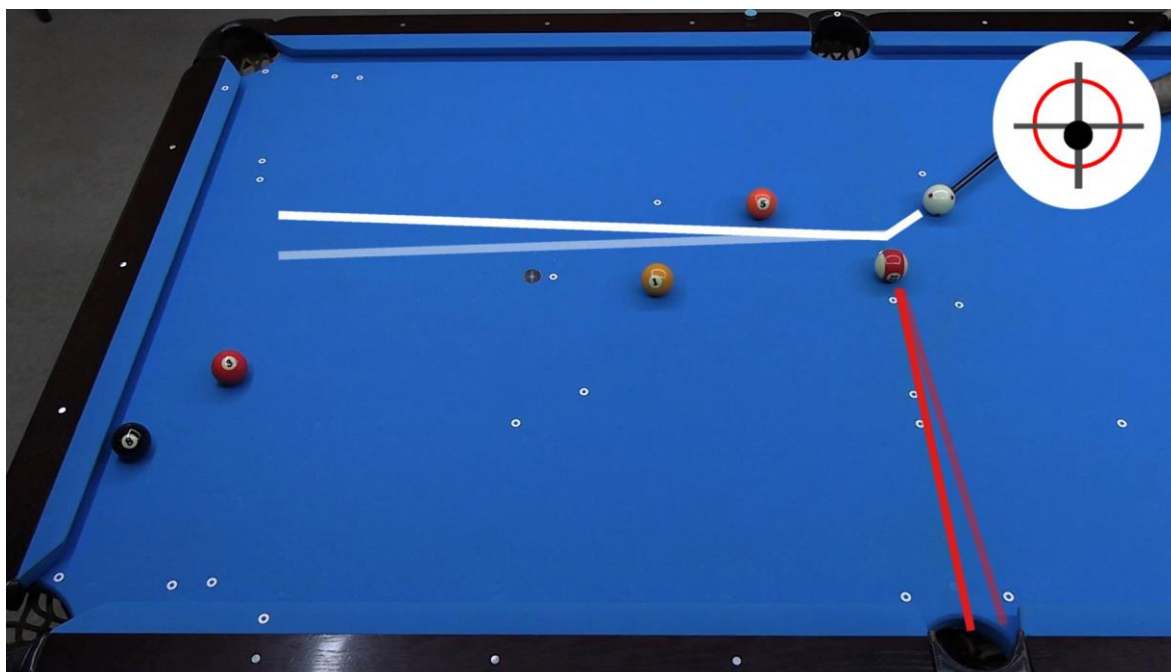


Image 4 Compensating for CIT

The problem with using outside spin instead is if you use too much spin, you will throw the OB in the SIT direction; and if you don't use enough spin, you will throw the OB in the cut-induced throw direction. And this can cause you to miss the shot, especially if the distance to the pocket is long and the pocket is small. Now, if you are good at adjusting your aim for CB deflection and you use the exact amount of spin required for the given cut angle, you can send the OB into the heart of the pocket with this approach. But this is much more difficult for most people as compared to simply overcutting the ball slightly to compensate for CIT.

Myth 5 – Pros Don't Use Sidespin Much

Some people think top players do not use sidespin much, but this is simply wrong. It is true that due to the complexities involved with aiming with sidespin, it should be used only when it is required or when it provides an advantage, but top players do use sidespin frequently (often in only small amounts) in their games. As demonstrated with many examples in the online video, they use sidespin to change the rebound angle off a

cushion, to come into the line of the next shot, to make it easier to get around the table, to help spin in large-angle rail cut shots, to change the rebound angle on a kick shot, to throw a ball in, or to swerve or massé around an obstacle ball. Many [examples of when and why sidespin is used](#) can be found in the videos and document at the link in the online video description.

Be sure to check out my sidespin mythbusting videos in online video series [NV L.40](#). Give all the shots a try to get the full benefit of the information and techniques. I hope the article and videos helped debunk some misconceptions you might have had concerning sidespin. If you want to learn about many more common pool myths and misconceptions, see the [Top 100 Pool Myths](#) page linked in the online video description. The page debunks them all, backed up by supporting resources and clear demonstrations.

Good luck with your game,
Dr. Dave



[NV L.40](#) – Common SIDESPIN MYTHS Debunked

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 [DrDavePoolInfo.com](#).

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](#).