

The Draw Stroke.

There are four draw strokes in this game. We must master each of them. I talk about the four draw strokes in my book, *The Lesson* and I demonstrate them in my series of dvd's.

The draw stroke is a snap of the wrist so that the cue tip actually goes through the cue ball faster than the cue ball leaves the area. This causes the back spin on the cue ball.

The four draw strokes are;

- 1.The follow through draw. When you keep your cue tip on the cue ball as you force it towards the shot, your cue ball will slide away from the object ball and then begin to spin back towards you.
- 2.The snap back draw. Here you snap your wrist in a quick jabbing motion. The moment you make contact with the cue ball, you pull your cue back. Snap back your wrist. If you do this correctly, the cue ball will whip back towards you in a straight line. It will not slide away like follow through draw.
- 3.The snip draw. This is done with a snip of the wrist. It is like the snap back, only with this stroke we are trying to do two things;

- * we kill the cue ball,
- * we throw the object ball.

In the game of nine ball, or eight ball, we will use the snip draw over fifty per cent of the time. There are many times when we need to kill the cue ball and throw the object ball. We also increase our chances of making certain shots with this stroke.

- 4.The bounce back draw. There are some players who call the bounce back draw a stun backwards. I am okay with that description of this seldom used draw stroke. You are simply bouncing the cue ball off the object ball to bring it back just a few inches or slide it away from an object ball a few inches.

When you decide to spend a day at the practice table working on your draw stroke, make sure you cover each of the four strokes. Sharpen your skills so you will be able to call upon the one you need. Often times, we attempt to deliver a snap back draw and it turns into a follow through draw. Perfect your ability to use each one. You will win more games.

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