

The 13 typical shots

Each shot is described by **the attack** , **the ball fullness** and **the cushions touched**

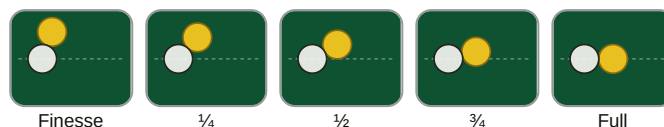


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The balls

1: the cue ball, the player's own. 2: touched first. 3: touched second, it completes the carom.

Ball fullness, from finesse to full



Shot	How it's played	What it gives, and what to remember
BY ATTACK AND BALL FULLNESS		
Natural shot	High hit; ball fullness from $\frac{1}{4}$ to $\frac{3}{4}$ (often called "half-ball" for simplicity). Never a full hit.	Ball 2 leaves on its line, ball 1 is sent off with the natural deflection (about 45°) toward ball 3.
Draw (retro)	Low hit, below center. Simple setup: low and with no side spin.	Ball 1 comes back after contact: it brakes and repositions without "running up" with the other balls. Risky if balls 1 and 2 are too far apart (needs a hard hit) or too close (push shot): in that case, go through one or two cushions and attack the other ball instead.
Follow (coulé)	High hit; ball fullness from $\frac{3}{4}$ to full — the opposite of the natural shot.	The closer to full, the more ball 1 keeps going straight after contact. The border zone around $\frac{3}{4}$ is called the half-follow.
Side spin	Hit to the left or right of center.	Changes the exit angle after a cushion: the tool for correcting or exploiting the paths of cushion systems, such as System 4.
Finesse	Very small fullness: less than a quarter-ball.	Ball 2 barely deflects, ball 1 keeps most of its path. Useful when the target is almost straight ahead, with very little angle; often a waiting shot, and trickier the finer you play it. At high power, hit a touch higher to keep some forward roll.
Stun (amorti)	Ball 2 is hit full enough that it leaves with almost all the speed.	Ball 1 stops dead on contact; ball 2 goes on to reach ball 3.
Piqué (elevated cue)	Near-vertical cue, though not as steep as for a massé.	Brings the ball back strongly: useful at short range when a classic draw lacks the power to pull back.
Massé	Cue very steeply angled, close to vertical.	Curves the path sharply, usually to go around a ball in the way. For experienced players only: risk of tearing the cloth.
WITH CUSHIONS		
Cushion-first shot (bricole)	Ball 1 touches a cushion before touching ball 2.	The angle of reflection depends on the angle of incidence and any side spin: the territory of the calculation systems.
Double (2 cushions)	Two different cushions before the first contact.	More technical than the cushion-first shot: two angles of reflection to work out instead of one.
Triple (3 cushions)	Three different cushions before the first contact (the same cushion counted twice doesn't count).	The principle behind three-cushion billiards; the most common pattern: long rail – short rail – long rail. Calculating these paths isn't on this site yet.
Reversed (retourné)	One cushion, then the adjacent cushion (the one at the corner), then back toward the first cushion before continuing.	A shot with reverse side spin, which takes a good feel for how the side spin carries through contact with both cushions.
GROUPED BALLS		
Combination (rencontre)	Balls 2 and 3 are touching or very close together.	Ball 1 pushes ball 2, which transmits the impact to ball 3: it's this second push that completes the carom.

Each shot's diagram and the simulator are on the course page. The facts are common to every carom billiards teaching; the presentation and diagrams are specific to this site.

The complete course, free and offline: billard.baule.fr/en/coups/