A STRUCTURED START

46 drills | Seven skill areas | One progressive practice plan

START HERE Work through the drills in order. Revisit earlier skills whenever consistency slips.

Location: Drills > ICA > Starter Module, unless a different folder path is listed in bold.

01 FUNDAMENTALS

Repeat these drills until you can perform each one reliably. Return to them often; these skills underpin every part of your game. The Speed Control exercises calibrate the Aiming Ball speed guidance.

- ☐ **1.** **Drills/ICA/Speed Control**
- ☐ **2.** Mighty X
- ☐ **3.** Straight stroke FSD
- ☐ **4.** Follow control
- ☐ **5.** Draw control
- ☐ **6.** Basic cue ball angle control
- ☐ **7.** Follow and draw angle control
- ☐ **8.** Angle control follow stop draw

02 AIMING

Newer players: concentrate on pocketing balls. Advanced players: repeat shots with soft and firm speeds and with inside/outside and follow/draw spin.

- ☐ **9.** Basic aiming
- ☐ **10.** Side cuts
- ☐ **11.** Corner cuts
- ☐ **12.** **Drills/ICA/Progressive Aiming by Degrees**

03 TRANSITIONS

Make the object ball and land the cue ball in the target area. Repeat until you can do both consistently.

- ☐ **13.** Transition 1 ML
- ☐ **14.** Transition 2 ML
- ☐ **15.** Transition L1 #19
- ☐ **16.** Transition L2 #11
- ☐ **17.** Pocket Billiard Workout Side to Side transition_L1
- ☐ **18.** **Drills/ICA/Transitional Studies**
- ☐ **19.** **Drills/ICA/Around the Clock Position**
- ☐ **20.** 2-ball position challenge

04 BANKS & KICKS

Banks: vary shot speed and observe the rail angle (faster = tighter; slower = wider). Kicks: strike the cue ball precisely; spin strongly affects its path.

- ☐ **21.** Corner Short Banks 1_ML
- ☐ **22.** 1-Rail Kicks Off the Side Rail_L1

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CONTINUE THE SEQUENCE

Defensive play, problem-solving shots, and full-table planning.

05 SAFETIES

Experiment with speed, spin, and cut angle. Small changes can determine whether the opponent has a shot.

- [ ] **23.** Side rail to end rail
- [ ] **24.** End rail to side rail
- [ ] **25.** Seek and hide #35
- [ ] **26.** Seek and hide #3
- [ ] **27.** **Drills/ICA/Safety Challenges**

06 COMBOS & CAROMS

Not every layout is open. Use combinations to keep a run going and caroms to break out problem balls.

- [ ] **28.** Tangent line #1
- [ ] **29.** Tangent line #2
- [ ] **30.** Tangent line #3
- [ ] **31.** Angled Caroms Follow 1a
- [ ] **32.** Angled Caroms Stun 1a
- [ ] **33.** Angled Caroms Draw 1a
- [ ] **34.** Angled combinations 1a

07 PATTERN PLAY

Start with ball-in-hand. Newer players: begin with fewer balls; advanced players: use more. Study the layout first, plan each leave, and choose a good position for the opening shot. Try more than one pattern.

- [ ] **35.** 3 ball challenge 1
- [ ] **36.** 4 ball challenge 1
- [ ] **37.** 5 ball challenge 1
- [ ] **38.** 6 ball challenge 1
- [ ] **39.** 7 ball challenge 1
- [ ] **40.** 8 ball challenge 1
- [ ] **41.** 9 ball challenge 1
- [ ] **42.** 10 ball challenge 1
- [ ] **43.** 8-ball game challenge 1
- [ ] **44.** 8-ball game challenge 2
- [ ] **45.** Pattern shape challenge 6-ball diamond
- [ ] **46.** Pattern shape challenge 5-Ball S