

Balls 2 and 3 on the long rail facing the opponent's ball

Execution characteristics

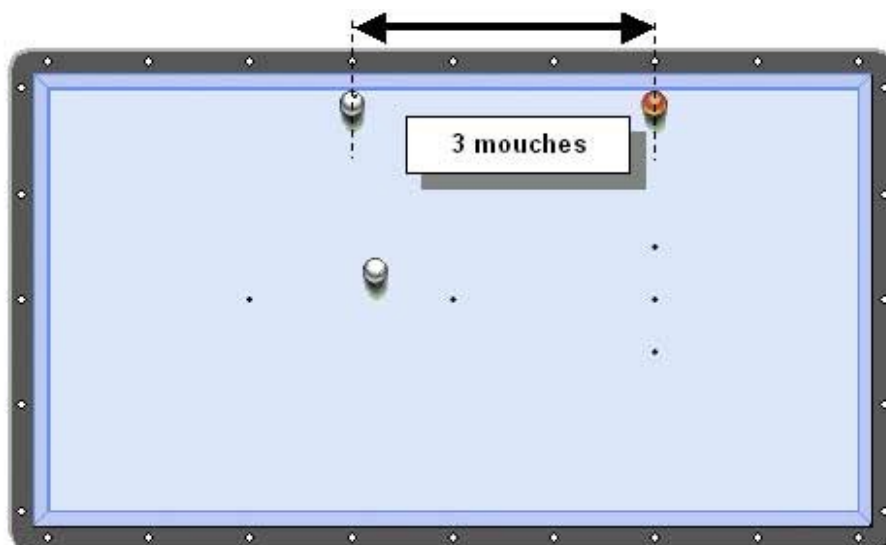
Cue ball hit :	According to the position
Height :	Below the equator not to allow ball 1 to make a curve
Spin :	According to the position

Efficiency limits

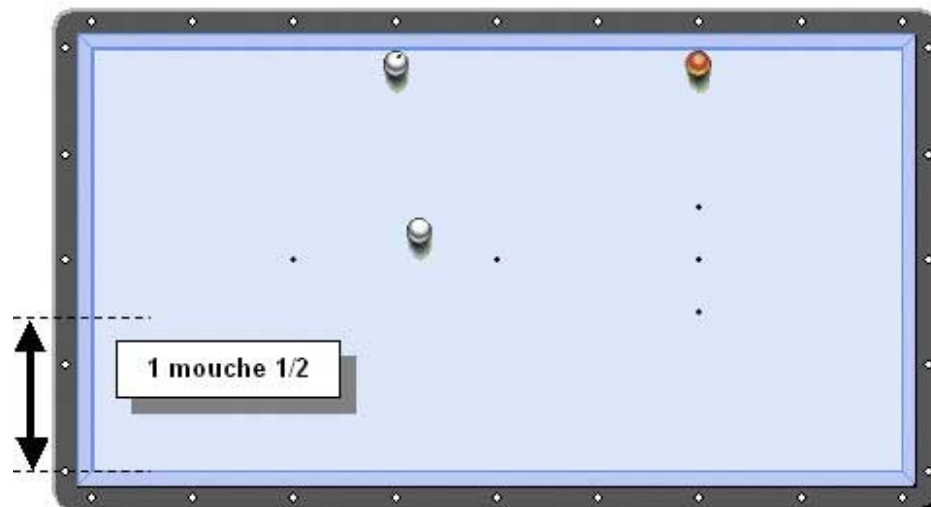
Can be used everywhere on the long rail. The limit comes from the possibility of spinning the opponent's ball.

The Method

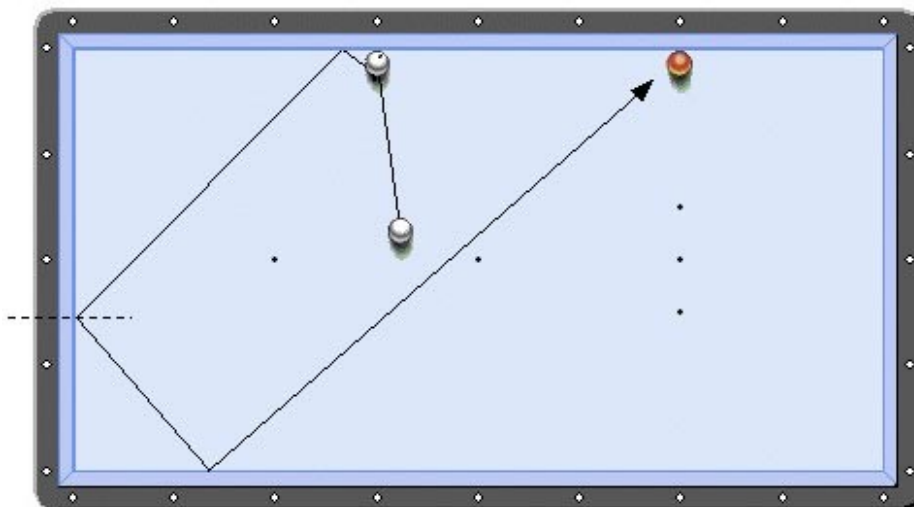
- 1) Count the number of diamonds separating the opponent's ball from the red ball (3 diamonds).
- 2) Divide the number by two (3 divided by two = 1.5).



3) Carry over this number on the short rail starting with the inferior corner.

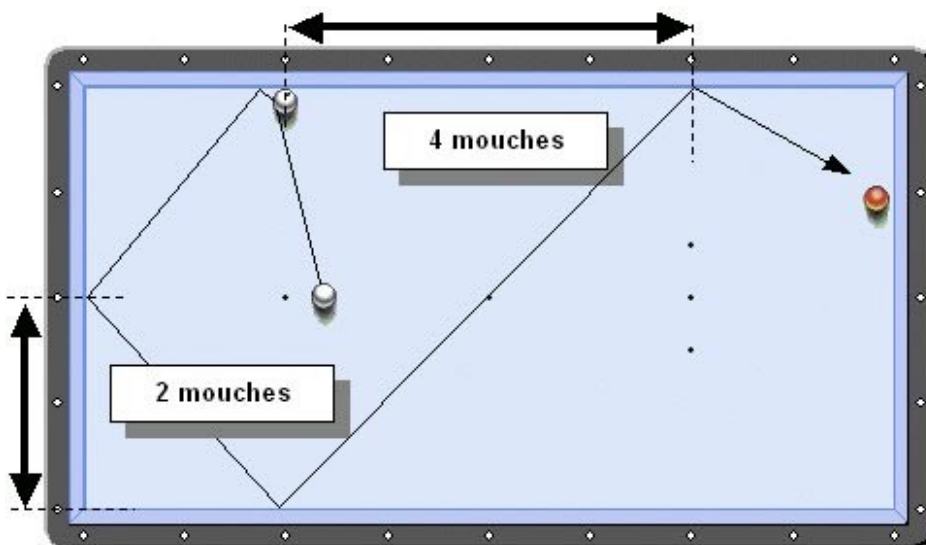
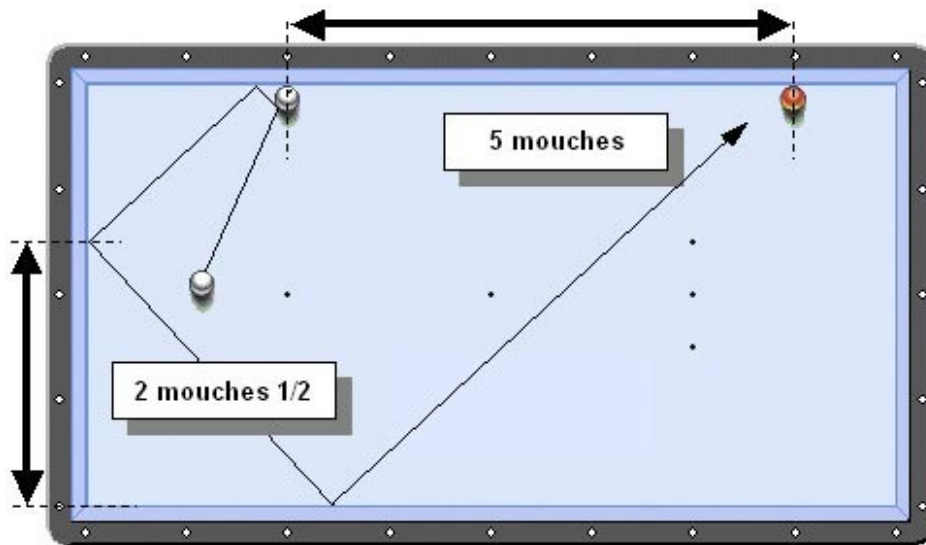


4) You will then obtain the point of contact on the short rail where you must send your ball in order to make the point.



Important : the size of the ball or the spin imparted to your ball is not significant as long as it hits the short rail at the right place.

Other examples of this method



These translation (French to English) is realised by Thierry LAYANI from "Layani Cues". Many thanks to him for this great contribution.

