# The one rail forward return,

## also called the « Schaeffer shot »

#### **Execution characteristics**

Cue ball hit: Height : Spin : Half a ball On the equator 1 or 2 tips of reverse english



## **Efficiency limits**

This method depends on the opponent's ball position. From a half diamond to one and a half diamond on the short rail starting at the bottom of the table on should use the mirror method. From one and a half to 3 diamonds one should use the calculation method.

For position of the 2, the efficiency area is located between half and one and a half diamond.

### First method: the mirror

- 1) Find the distance between the long rail et ball 2.
- 2) Carry over this distance on an imaginary points on the rail towards the exterior of the table (just like a mirror placed on the rail).
- 3) With the help of your cue, find the point of aim going through your ball and the imaginary point. In the example shown above, you'll have to aim 2 diamonds and a half through the rail (point of contact with the rail between the 3rd and 4th diamond).



### Second method : calculation

- 1) Find the value X given by the tangent of ball 2 going through the short rail.
- 2) Find the value Y given by the axis of ball 2 going through the long rail.
- 3) Evaluate roughly point of aim A on the long rail.
- 4) Find the point C on the starting short rail given by the extension of a straight line going through the opponent's ball and the point A.



The value V (point of aim on the diamond's line and not the point of contact with the railnose) is given by the formula:

$$V=(C \times A) + B$$

In this exemple :

$$V=(2 \times 8) + 4 = 20$$

*Note*: This shot is still very difficult and need some adjustment. For certain player, the value of A will correspond to the axis and not the tangent of the ball... it's for you to see.

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

