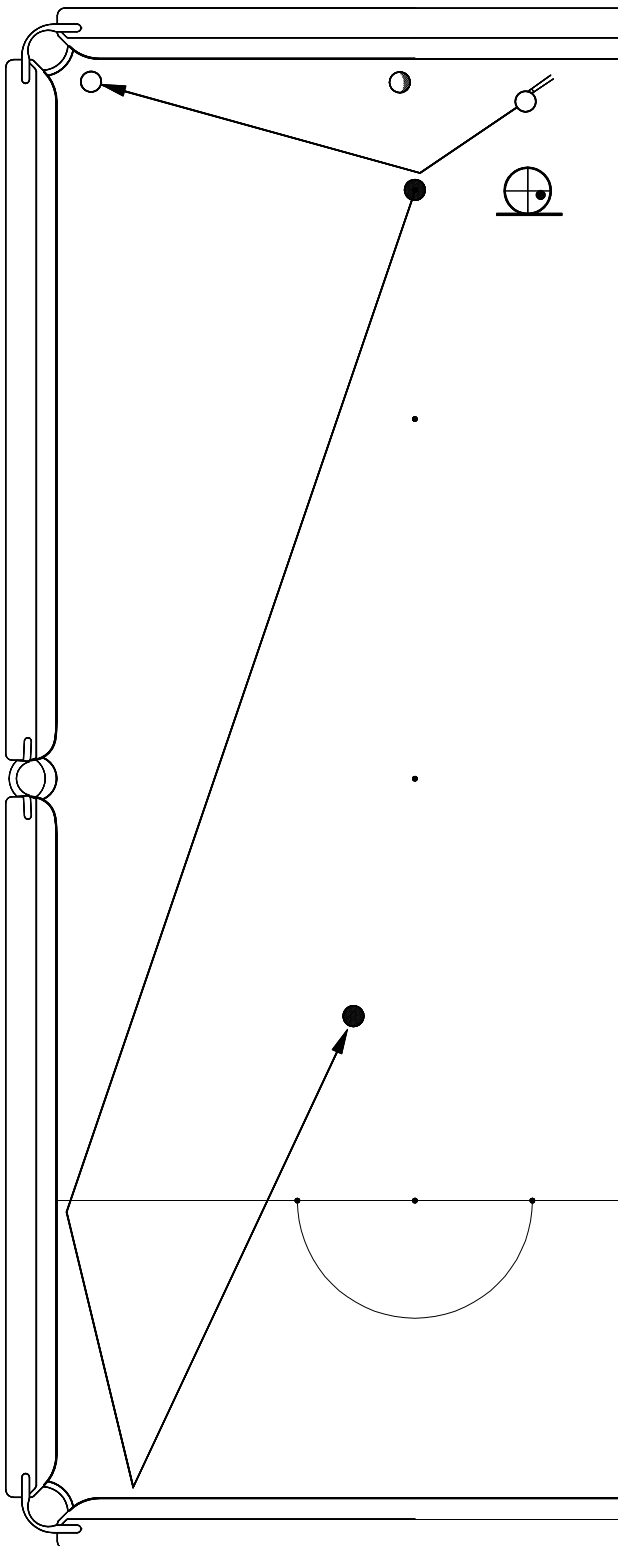


THE 90° RULE BEHIND THE SPOT

90° STUN LOOZER

Here we were playing floating-yellow or postman's-knock, & stuffed up --- the red fell in & we got an unintentional 5-shot. A 90° stun loozer iz now the eezyst option, if u are familiar with it, izing running side of course. The cannon iz not az eezy az it looks --- & yor next shot might be a worry.



BAULK POCKET

If u are not familiar with this shot & pozzy, u might walk around a little, to see where the 90° line should send the red. The qball hazta go to the pocket, in which kase 90° will send the red klose to the baulk pocket --- hmmm --- not good --- the red kood hit the jawz.

THICKER

Ok, we need to hit the red thicker, ie further from the jawz, on the line shown in the drawing.

LESS STUN

But now a stunned qball will miss the loozer by going too wide to the ryht --- hmmm --- no worryz, we will allow the qball to hav a bit of topspin when it reechez the red --- this will take a few degreez off the angle --- so we hit the qball only a little below the equator (see inset).

SWERV

Hitting downish on the qball, & at this range to the red, the qball iz going to swerv a bit by the time it hits the red --- so, we havta aim thicker on the red, otherwise the red will yet hit the jawz of the baulk pocket.

HARDISH

The natural tendency iz to leev the red in baulk --- u havta hit harder than u think, to bring the red nicely out az shown.

POCKET SIDE

The ryht-hand-side makes the pocket larger --- if u maximize the spin the pocket iz huge.

RED'Z LINE

If the qball iz a bit east or west, u still aim to hit the red on the line shown --- hence u hit the qball the same way & the red the same way, but thinner or thicker (u know what i meen). Hence u havta hit harder or softer allso.