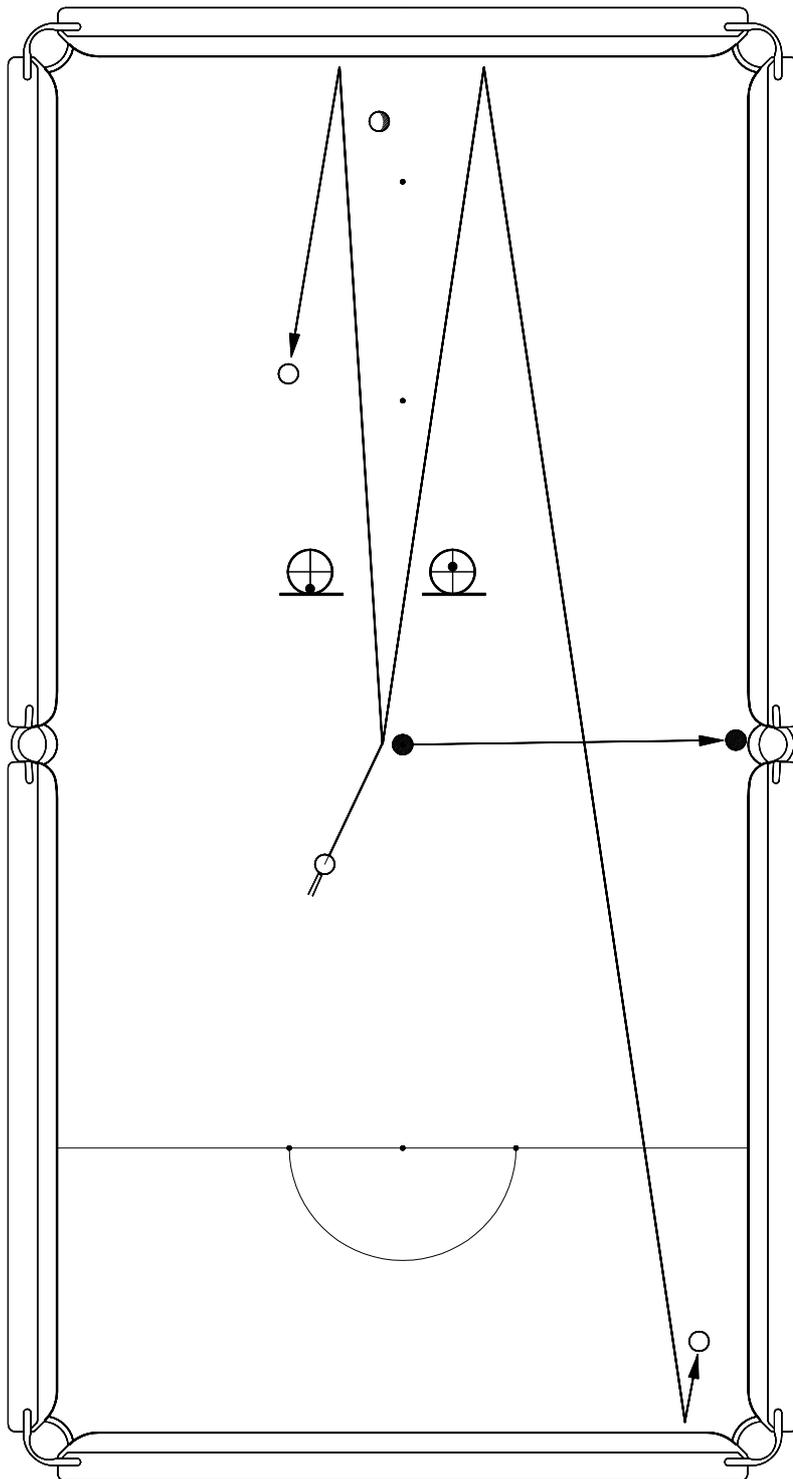


# THE 90° RULE SKREW KUTS

**POT RED** Here we hav a few optionz. We kan pot the red into the top ryht pocket (not shown) --- in which kase we kan run throo for good pozzy (not shown).

**STUN LOOZER** The eezyst shot might be the standard Running Side 90° Stun Loozer into the ryht middle pocket (not shown) --- here we would havta make sure that the red didn't klash with the yellow.



**ROLLING KUT** But i want to look at thin pots. If we kut the red with a rolling *q*ball (az shown), we will need lots of pace --- & we will not be able to stop the *q*ball from going into baulk --- in fakt the *q*ball might need to hit the baulk kushion, az shown. Here we would hit even harder, so that the *q*ball returned to the top (not shown). Notice that a rolling-kut results in a red-*q*ball angle of klose to 80° (az drawn) rather than the 85° that we would expekt for a stun-kut (not shown), & the 90° that we would expekt with a running-stun-kut (not shown).

**SKREW KUT** Az shown, ukan play a skrew-kut. Here u would play with the same pace az the rolling-kut, to get the red to the pocket --- but here the *q*ball stops abov the pyramid spot, az shown --- good shot.

**JIMMY WHITE** The deep skrew braked the *q*ball after it hit the red, & held the *q*ball at the top of the table --- Jimmy White mentionz this effekt in hiz book.

**THIN SKREWZ** Notice that the red-*q*ball angle for a thin-skrew iz not much over 90°. This helps whenever u hav a thin skrew-loozer --- ukan put on lots of skrew, without getting much extra angle --- very forgiving.