

THE 90° RULE SPOT LOOZERZ

90° STUN LOOZER

Here we were playing floating yellow, & stuffed up --- the *q*ball ran too klose to the centerline. A 90° stun loozer iz now the eezyst option (not shown), uzing running side, kontakting the red perhaps a very thin halfball --- but the red might hit the yellow --- in any kase, the red would run too wide, towardz the side-kushion (not shown).

1/4 BALL SKREW LOOZER

This iz uzually my choice, az shown. This loozer iz more diffikult than the standard running side stun loozer, but the reward iz irrezistable. U havta judge the amount of skrew --- praktis seemz to help --- u need more than u think. The 1/4 ball kontakt helps the red to avoid the yellow, if this iz a worry, which it often iz.

NO BRAINER

But, even if a kollizion with the yellow iznt a worry, i play the 1/4 ball skrew anyhow. I allwayz play a 1/4 ball skrew --- this way it iz a no-brainer --- life iz too short to try to perfekt every shot in the book. I hav now bekum very familiar with the 1/4 ball skrew in this part of the table, ie with the stupid feeble lighting kumming over my ryht shoulder, & with the stupid nap running upawayz, & reeching out to get my eyez behind the shot etc etc. Every part of the table iz a little different.

TRANZMITTED SIDE

on the red straightenz it up off the kushion, & keeps it away from the side kushion.

THICKER

If the *q*ball iz kloser to the centerline, i hit the red thicker (not shown) --- uzing the same amount of skrew, why komplikate thingz.

RANGE

U havta make a choice --- if the *q*ball iz klose to the red, ukan play slowish to leev a kannon from in-hand for yor next shot --- if the *q*ball iz further from the red, u should play hardish, to leev a pot into the middle pocket (not shown) --- in fakt, i prefer to play hardish every time, why komplikate thingz. But, at long range, u need more skrew.

