The 90° Rule Stun Loozerz

90° RULE The drawing showz the red being hit direktly down the *centerline* of the table, off the *Center Spot*. In standard *skoolkid theory*, if the *q*ball haz zero *topspin* & zero *bottomspin*, ie *stun*, then the *q*ball exits at 90° to the red'z trajektory --- in which kase the *q*ball exits az per the *white arrow*, ie the *q*ball hits the near jaw of the pocket. Here skoolkidz assume *(a)* zero ball-to-ball *energy* loss, ie that the coefficient of impakt (*e*) iz 1, & *(b)* zero ball-to-ball *friktion*. In skoolkid MathLand, if there woz ball-to-ball friktion, then the angle between the red'z & *q*ball'z trajektoryz kood be az much az say 95° (not shown), or az little az say 85° (not shown) --- this would depend on the sidespin on the *q*ball, & the value of friktion. Perhapz someone should tell skoolkidz about --- *(c)* flatspot s*q*eez.

RUNNING SIDE In reality, koz *e* iz about *0.90*, the *q*ball'z trajektory would be more like the angle shown by the *broken arrow,* if the *q*ball had lots of *running* side before impakt --- here the *q*ball findz the pocket. Don't forget that we are talking about a *q*ball with stun, ie zero topspin --- the small amount of skrew shown in the inset iz meant to evaporate just az the *q*ball reechez the red. U kood acheev a similar angle (ie the broken arrow) if u uzed zero sidespin, but more skrew (not shown).

CHECK SIDE And, if the *q*ball had check side (or zero side), the *q*ball'z trajektory would be more like the angle shown by the *full arrow* --- the *q*ball hits the far jaw. Once again, az allready mentioned, u kood get a loozer here if u uzed enuff skrew (not shown). Don't forget, in each of theze kasez the red takes off down the centerline az shown.



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