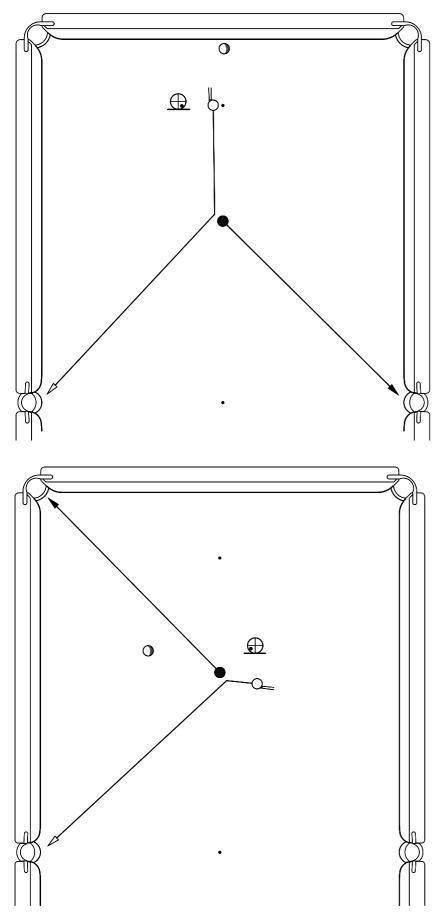
THE 90° RULE THE PYRAMID SPOT



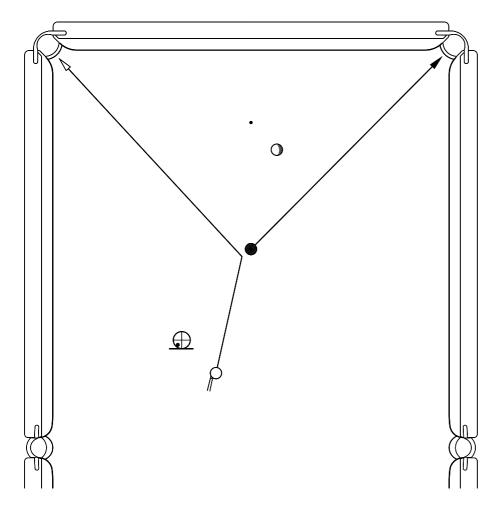
POT RED Here we kan stun-pot the red into a baulk pocket (not shown). Alternativly, a slow swerv loozer iz just possible into the ryht middle pocket (not shown) --- u would try to uze swerv with minimal side, koz side iz kounterproduktiv against the nap (not shown). Pleez yorself.

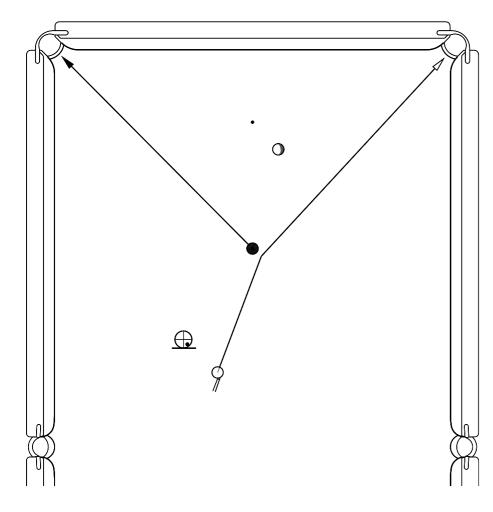
6 SHOT But the 6-shot shown here might be yor best bet. U will need a small surplus of skrew here --- softish iz best. U try for the 6-shot, but here u will be happy if u get the loozer only, or the pot only --- it dependz on where the yellow iz hiding.

6 SHOT Another possible 6-shot --- u need a small surplus of skrew. U try for the 6-shot, but u will be happy if u get the loozer only, or the winner only.

90° RULE The point of the 90° rule iz that it duznt matter exaktly where the *q*ball iz --- ie if the red iz on the pyramid spot, yor kontakt on the red (& yor skrew etc) kan be the same every shot.

GOOD POZZY Even if the loozer duznt interest u, the 90° rule kan allwayz help u to promote the *q*ball to good pozzy in theze sorts of situationz (not shown). Allso, u might not want 90°, but u kan allwayz uze it to help judge what skrew or top iz needed.





6 SHOT Another possible 6-shot --- u need a small surplus of skrew.

POT RED A snooker player would simply pot the red with zero side --- but she kood uze the 90° rule to help her to place the *q*ball.

Thin Loozer

Here iz the abov pozzy again. Aktually, here i would allwayz play a slow plain-ball thin-loozer into the top ryht pocket (not shown) --- a slow short range ¹/₄ ball loozer iz just about the eezyst shot on the table for an old red-ball player.

6 SHOT But the thin loozer remindz me that here again u hav the chance of a 6-shot (az shown) --- if u uze a small surplus of skrew & running side. Of course, none of theze 6-shots would interest good playerz.