

LUCKY SIDE CUSHION

CANNON U are inhand & attempting a yellow to red lucky all-round cannon off 2 or 3 cushions. A cannon off the side-cushion iz one of 7 ways of cannoning.

ZONES The drawing shows likely zones for a cannon off the right-hand side-cushion.

CENTRAL ZONE In the central zone the red enjoys its maximum target width of tween 2.37 balls & 2.06 balls. Near the right-hand corner the target width in the central zone reeches its maximum of 2.37. Elsewhere in the central zone it gradually falls to 2.06.

INDIREKT TARGET WIDTH The red kan never prezent a direkt target width of more than 2.00 balls. But it kan prezent an indirekt target width of over 2.00 balls if the reflexion-angle off the side-cushion iz less than the attack-angle. This iz koz i define the target width az being the available target width before the *q*ball hits the side-cushion. I explain later. Likewise the indirekt target-width will be less than 2.00 if the reflexion-angle iz more than the attack-angle — but i don't think that this happens in any of the cases i look at in my articles on Lucky Cannons.

MIDPKT SUBZONE The diagonal cross-hatched subzone shows the limit when the right mid-pkt gets in the way. When sitting in this subzone the red prezents a target width of tween 0.00 & 2.06.

JAW SUBZONE The cross-hatched subzone near the corner iz where the jaw gets in the way. This article & the drawing only deals with zones & cannons where the *q*ball firstly hits the flat of the right-hand side-cushion. Lucky Jaw Cannons deals with cannons from a jaw.

BAULK CUSHION SUBZONE When the red iz tight-on the baulk-cushion its target width for a side-cushion-first direkt cannon iz 2.26 near the right-hand corner — & it falls to 1.75 az the red iz mooved to near the left corner.

SIDE CUSHION SUBZONE When the red iz tight-on the side-cushion near the right-hand corner its target width for a cushion-first cannon iz only 0.76, koz the cushion shields the red. This falls to 0.30 az the red iz mooved along up to near the mid-pkt. The maximum target widths of 2.37 & 2.06 are acheeved when the red iz well kleeer of the cushion — ie where the *q*ball kan get behind the red & then kontakt the red on its far edge az it leeves the cushion.

CUSHION CUSHION The *q*ball might cannon after kumming off the side-cushion & then off the baulk-cushion — a separate article covers this sort of cannon.

ZONE WIDTH I show the full zone, but the areas out of baulk are virtually irrelevant koz here the red would be out of baulk & u kood hit it direktly. Really, u are only interested in the areas in baulk — partikularly the area nearer to the right-hand corner.

