

# SKREWY LOOZERS

## HATCHED ZONE

If the red is in the hatched zone u kan play a skrewy loozer into the midpkt (from the Dee), leeving the red near mid-table.

## YELLOW SPOT

Play from near the yellowspot, rarely from near the brownspt.

## FORCER

Azkanbeseen, the yellow is just inside the broken-line area for a side-kush forcer if u prefer.

## SWERV

Az karntbe seen u might hav the choice of a slow inoff yellow uzing swerv & rhs from the greenspot, to leev the yellow near the right toppkt (not shown).

## RED

The red shown here is a little north of the hatched zone, but a very skrewy loozer might be within your powers. Risky, but eezyr than a pot-red. Hmmm, a 6-shot is possible.

## RUNNING

Skrewy loozers are eezyr when u uze a little running & hit the red  $\frac{3}{4}$  ball.