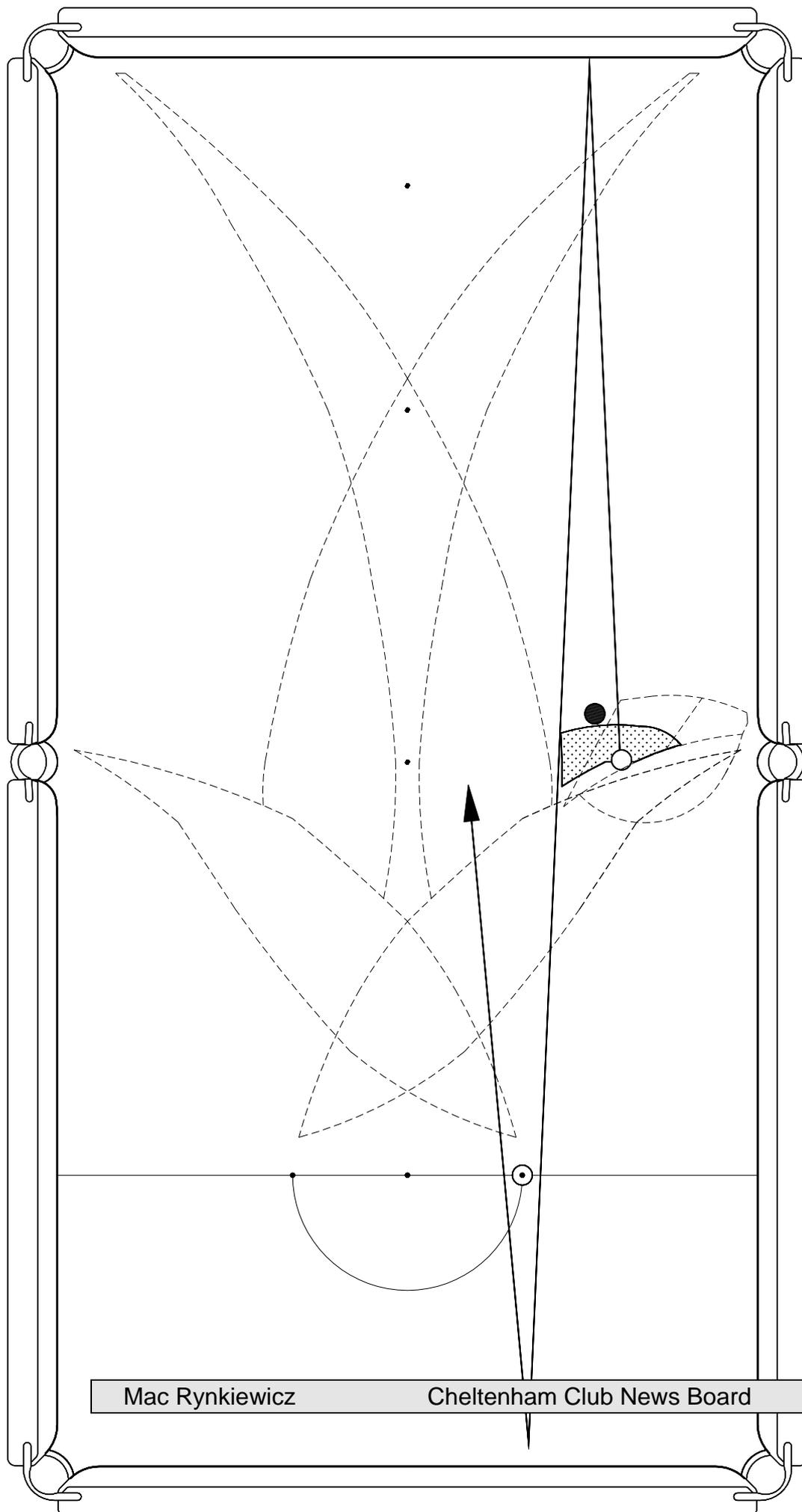


# SKREWY LOOZERS



## HATCHED ZONE

If the red is in the hatched zone you can play a skrewy loozer into the midpkt (from the Dee), leaving the red near mid-table.

## YELLOW SPOT

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

## FORCER

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

## SWERV

As can be seen you might have the choice of a slow inoff yellow using swerv & rhs from the greenspot, to leave 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 easier than a pot-red. Hmmm, a 6-shot is possible.

## RUNNING

Skrewy loozers are easier when you use a little running & hit the red  $\frac{3}{4}$  ball.