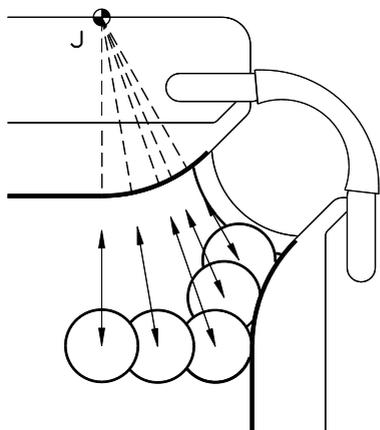
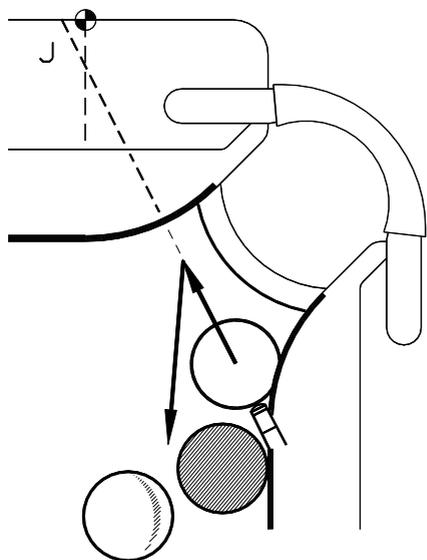


# CORNER J-SPOTS

The jaws are complicated & unreliable, but a closer look can reveal some secrets. Each corner-pocket has some fairly reliable aiming-points, that can help u to get a short-range gather, or help u to get out of a sticky pozzy, or to help a turn. I call these aiming-points J-Spots. There are seven J-Spots at each corner-pocket, 14 if u include mirror-images. U should check the J-Spots on yor table, for the right top-pocket, this iz the pocket that will get most of yor action, if u are right-handed.

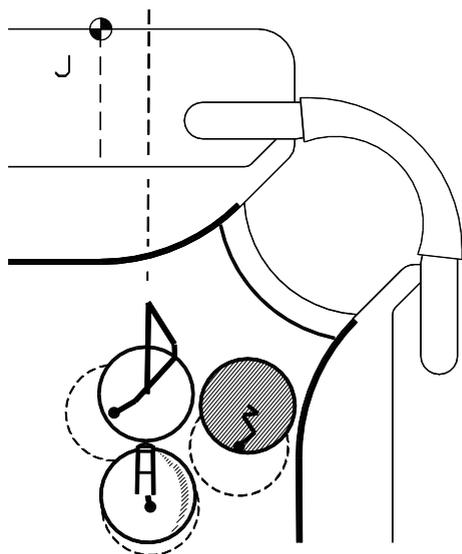
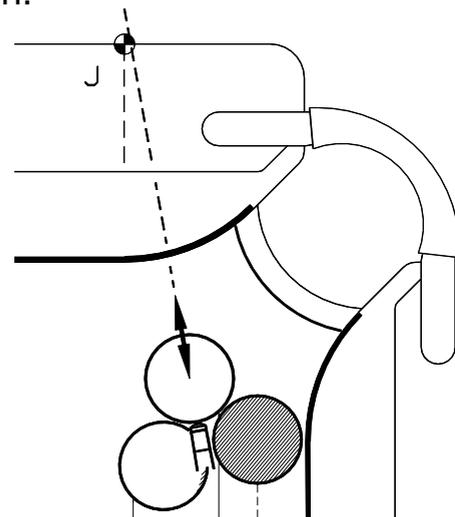


**J-SPOT 1** This can help yor aim when a ball iz in or near the pocket. This iz how u locate it. Stick a bit of blue-tack on the back edge of the rail, opposit the end of the jaw. Fire the qball at the blue-tack from a number of pozzys, az shown. If the ball kums straight back to the cue for each, then u know that the blue-tack iz in the correct place. U karnt uze blue-tack for a serious game, but there might be a dent or mark at just the right spot, u never know yor luck. The opposite jaw likewise.



**J-SPOT 2** In this pozzy u kan play a mini-massé, but a cannon iz not difficult if u uze the J-Spot. If u aim for the J-Spot the ball will return to where it started. So here u aim a bit left az shown.

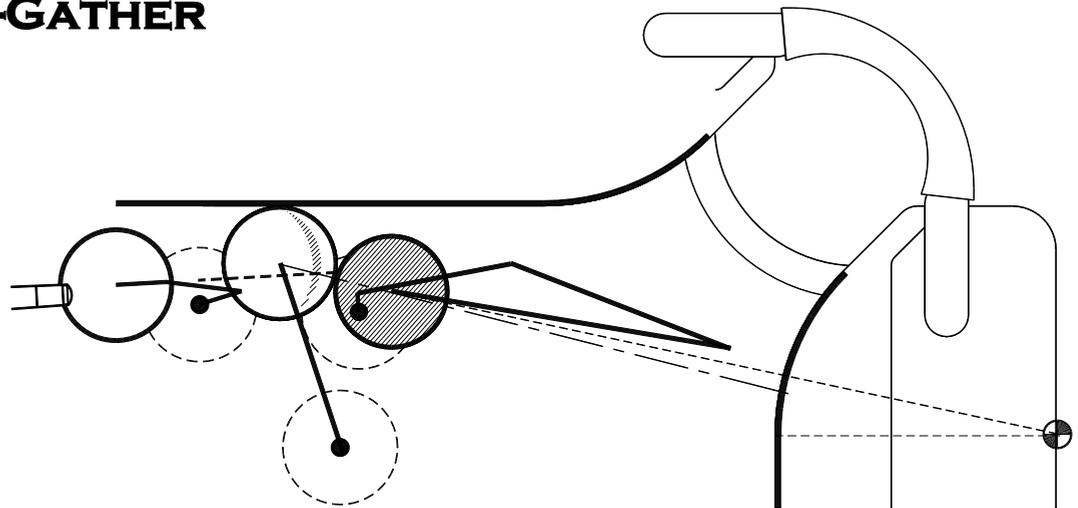
**J-SPOT 3** Here u hav a bad cluster, a direct cannon would risk a foul. So u uze the J-Spot to get a cushion cannon. Aim a bit right koz u want to hit the red first.



**J-SPOT 4** Here the red iz a bit behind, & it iz in the jaws. The best way of getting the red out of danger iz to hit parallel to the side-cushion az shown. Here we got the red out in one stroke, but sometimes u havta play the same away-shot twice befor u get good pozzy. The main problem iz getting at the qball, u either play left-handed or u reech out & around by leeing over the top-cushion.

## SET & PLANT JAW-GATHER

### J-SPOT 5



Here iz another use of the J-Spot. The yellow-to-red line iz right of the J-Spot, az shown by the center-line. Here the yellow iz **PLANTED**, & the red iz **SET**.

**THROW** But when the qball hits the yellow, the red will not follow the center-line, it will follow the solid line aiming left of the J-Spot, koz of throw (ie ball-to-ball friction). This throw can be up to 1 in 12 ( $5^\circ$ ), check this for yor own balls. Here u aim right of center on yellow, with top, & hitting hardish, & u get the nice cannon & nice leev shown. If u are uncertain of the reds return, u kan minimize yor risk of missing the returning red by ensuring that the qball waits exactly one ball off the cushion. Any further out & the red kan go clean throo the gap, any less & the red haz more room to go clean past on the outside.

**TOO FAR LEFT** If the yellow-to-red line passes throo the J-Spot (not shown) then u are probly in trouble. The returning red iz likely to catch too much of the jaws, koz of throw, & the cannon iz missed.

**TOO FAR RIGHT** If the yellow-to-red line iz at or to the right of the tangent point of the jaw (not shown), then u are in trouble, koz the red will kum back parallel to the cushion & u might miss the cannon. U kan aim on the yellow so that the qball kums out widish to meet the red, but the main problem iz then that the yellow will block the cannon.

**CLEARANCE** About the only way of reducing the risk of yellow blocking the red iz to uze left-side on the qball, plus stun instead of top. This seems to add to the yellow's pace & angle, & givs u about a quarter-ball more clearance, which makes all the difference in getting the cannon. But u kan forget about getting any kind of good controlled leev, u havta hit very hard, & the yellow goze into orbit.

**GAP** The yellow-to-red gap iz a problem. U kan uzually tolerate 2mm or 3mm, but 5mm almost always makes things impossible. What happens iz that the yellow begins to trap & just sit there, ie in the way. And the red begins to go further right rather than left, hence if the gap iz 5mm or more your best chance iz perhaps an outside cannon (not shown), ie meeting the red south of yellow, if u are lucky.

# THE JJ-SPOT

For some strokes near the pocket u use both jaws. In the classic case, the ball (qball usually) iz initially travelling parallel to one cushion & it ends up travelling parallel to the other cushion. Anyhow az this turn uses both jaws i call the aiming-point the JJ-Spot.

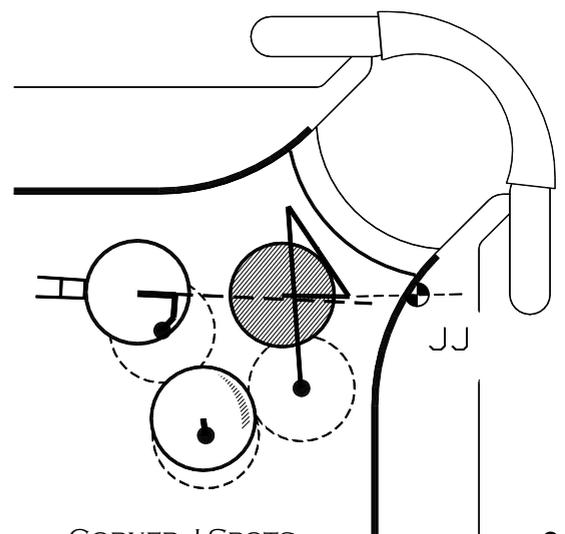
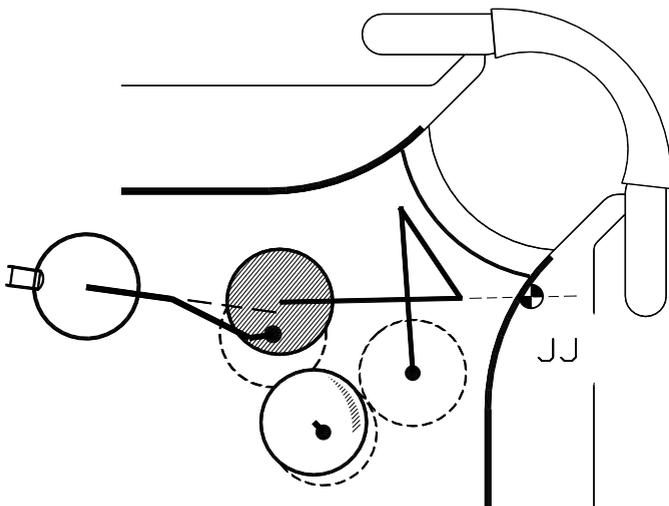
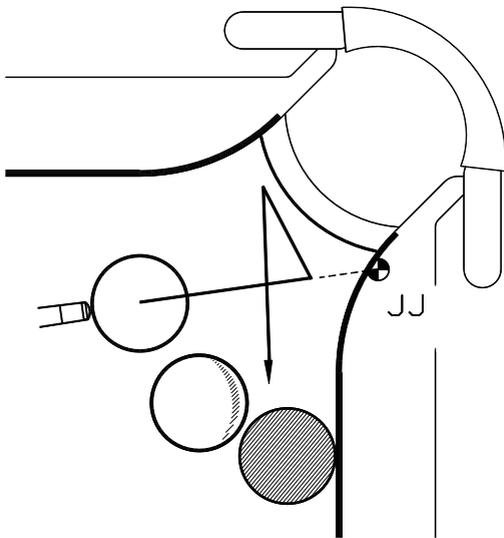
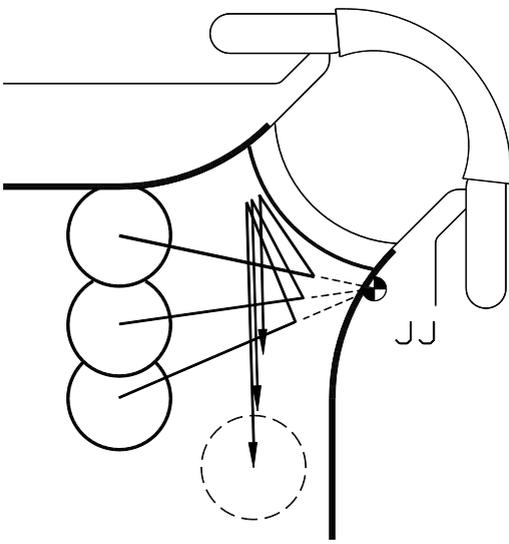
**JJ-SPOT 6** Stick the blue-tack az shown, it iz on a line praps one ball from the face-line of the top-cush, & praps 6mm behind the face of the jaw. Put the qball in three pozzys, az shown, hit

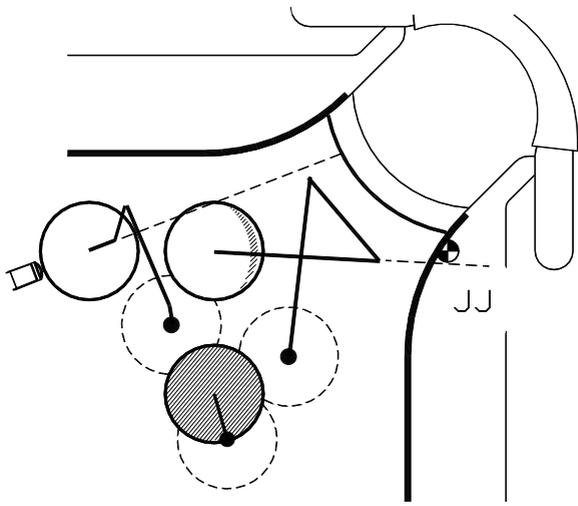
the qball at the aiming-point from each, it should hit both jaws & then take a path parallel to the side-cushion. Obviously u karnt use blue-tack during a serious game, but an old chalk-mark iz very hard to get rid of completely. There are two such JJ-Spots at each corner pocket, but u are really only interested in the right top-pocket (if u are right-handed). Each table iz different, & the JJ-Spots on yor table will change az the cushions age, especially if the cushions are re-covered.

**JJ-SPOT 7** Here u kan play a massé, or u kan cannon off the top-cushion. But we show a jaw-cannon, using the JJ-Spot. Here u don't havta adjust yor aim left or right, the exact aiming-point iz fine. Handy hint, anytime the qball iz a half-ball clear off the top-cushion, u simply aim parallel to the top-cushion. This sometimes kums in handy for long-range cannons, or when playing Snooker (spit).

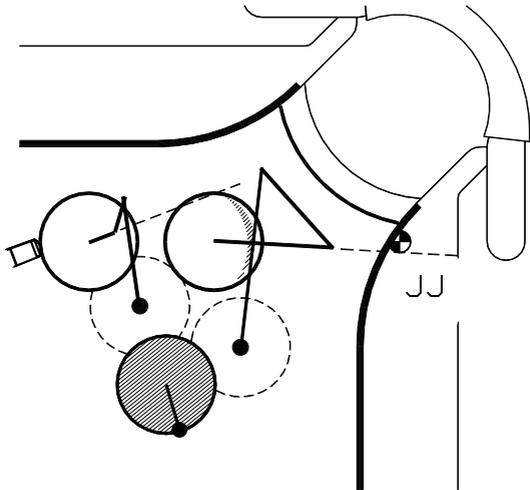
**JJ-SPOT 8** Here u hit the red at the aiming-point.

**JJ-SPOT 9** The same kind of shot az 8, but using screw.

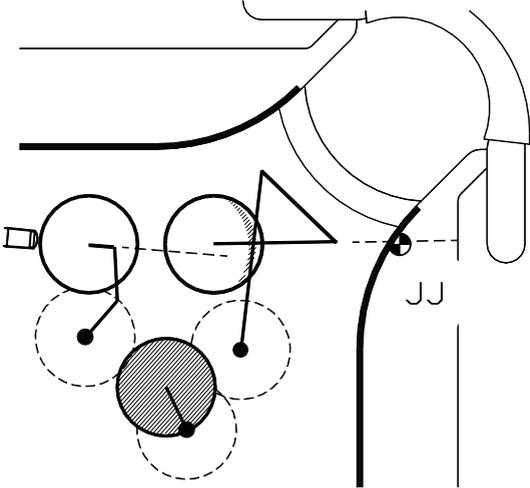




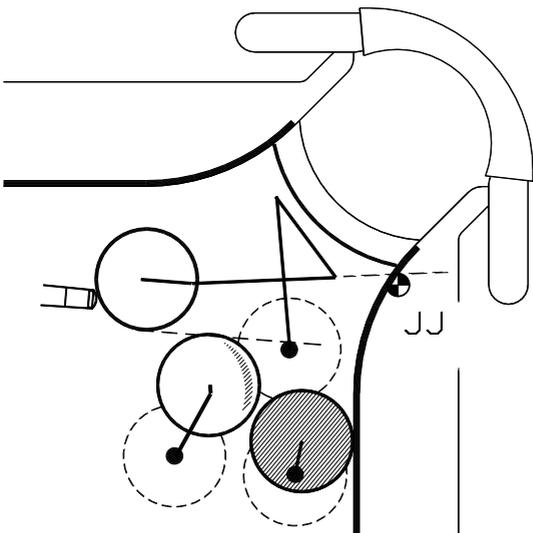
**JJ-SPOT 10** Here u cannon off the top-cushion izing stun to get a wider rebound-angle (to get the best contact on red), & to giv the yellow plenty of pace. U aim to hit the yellow well right of the JJ-Spot, to bring it out to the red, & koz ball-to-ball friction will throw the yellow to the left anyhow (unless we uze some left-side on the qball). The yellow might return too wide & hit the qball or red, but this won't spoil the leev. Be carefull of a double-hit foul.



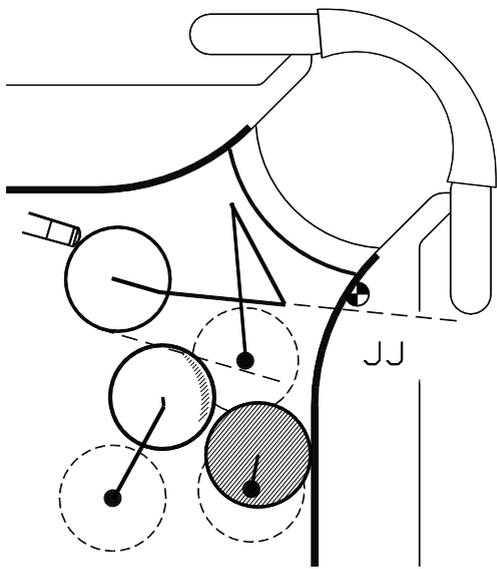
**JJ-SPOT 11** This iz the same pozzy az in 10, but the qball & yellow are closer to the right jaw. Here u kan play the same kind of shot az in 10, but with some left-side az shown. If the yellow were closer to the right jaw u would still be able to play the same kind of stroke, the qball hits the cushion well clear of the jaw.



**JJ-SPOT 12** This iz 11 again. Here in 12 we show that we hav the option of playing the direct cannon. But in this pozzy the direct cannon iz difficult. We havta play thick on yellow, hence we must take care not to double-hit foul. The cushion cannon (11) iz eezyer. If in doubt look at the chance of a cushion-first cannon (ie C-Y-R) (not shown).



**JJ-SPOT 13** This iz **WALLY'S** favourit, judging by how often he duz it on film. U graze the yellow, aiming for the deflexion to take the qball towards the JJ-Spot. Here in 13 the angle iz too narrow, the qball iz going to go a bit left of the JJ-Spot, so u hit yellow az thinly az possible, & u uze some check-side. Koz of the difficult pozzy the leev iz not great. The uzual stuff-up iz to hit the yellow too thick, koz u uzually hit thicker than u think. And u uzually panic & overdo the check-side, it duznt need az much az u think. And u uzually hit too softish, u havta hit harder than u think.

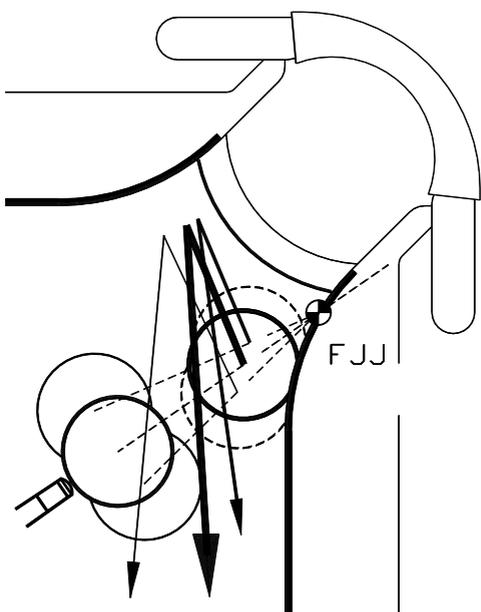
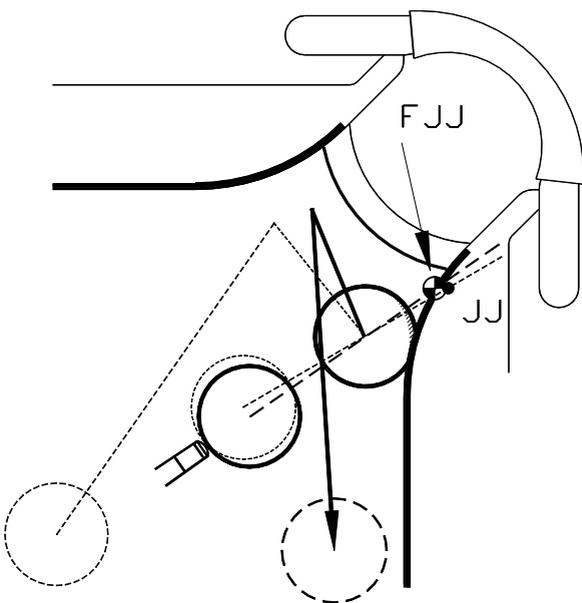


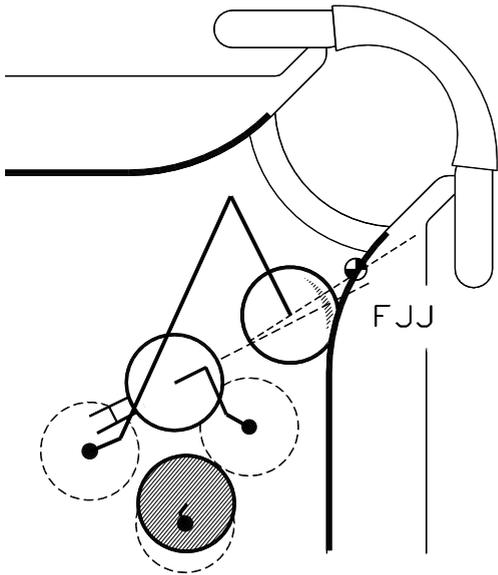
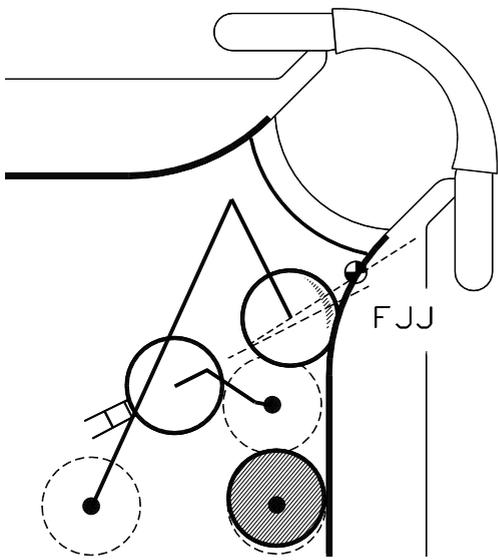
**JJ-SPOT 14** Here iz the same kind of shot az in 13, but the angle iz too wide, the *q*ball iz closer to the top-cushion. U hit yellow az thickly az u dare, u don't want to hit it too far. U use some left-side, koz the deflexion iz taking the *q*ball right of the JJ-Spot, the left-side will inkreec the jaw-effect. The uzual stuff-up iz to uze too much side & to hit too softish, u havta hit harder than u think. U could hav played directly onto the jaws in 13 & 14, without complicating things by hitting yellow-first, but the leev would not be az good.

## THE FJJ-SPOT

**FJJ-SPOT 15** When the yellow iz frozen to the jaw, hitting it at the JJ-Spot will giv it the dotted line shown. This iz much wider than the normal return path for the JJ-Spot, koz the JJ-Spot only works for a rolling ball. A frozen ball haz stun, hence the wider angle. To get a parallel kind of return when the ball iz frozen in the jaws, u need to uze an aiming-point on the face of the cushion, next to the JJ-Spot, az shown. I call this the FJJ-Spot, this iz our third J-Spot. The FJJ-Spot duznt apply to the *q*ball, it applys to the yellow (or red), when frozen. Alltho it would apply to the *q*ball if the *q*ball hit the jaw with zero topspin, ie with stun. In 15 & in 16 we show the *q*ball sitting on the exact line for the stroke, but this iz only for simplicity, the *q*ball could be in allmost any pozzys.

**FJJ-SPOT 16** Here we show three pozzys for a frozen ball, & the trajektorys taken when they are hit towards the FJJ-Spot. Az shown, the path for the central ball iz ok, but the others diverge from parallel. Hence, the drawn FJJ-Spot iznt perfikt, u might havta compensata to get the return path u want. Strength or topspin or screw don't make a great difference to the return path. We hav shown each *q*ball dead in line with each yellow for simplicity but the *q*ball kan be anywhere, az long az it hits the yellow towards the FJJ-Spot & az long az there iz no double-kiss to spoil the rezult. A double-kiss, even a part double-kiss, will uzually put the yellow into the pocket.

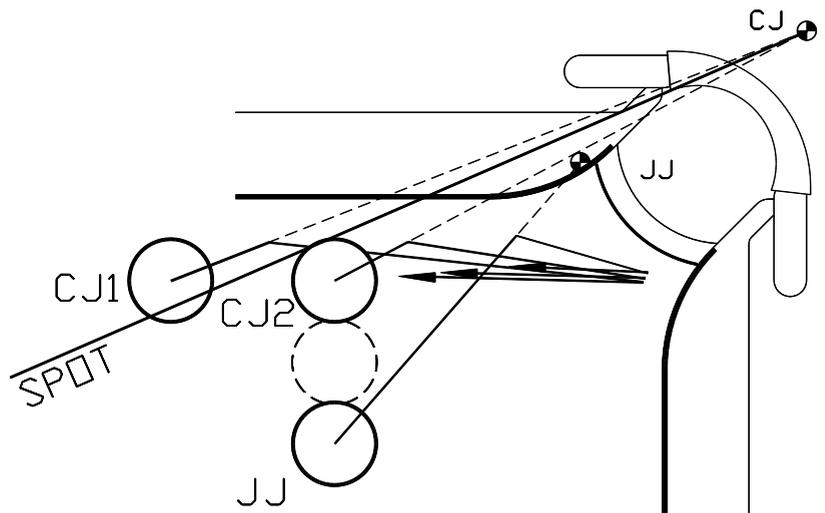




**FJJ-SPOT 17** Here the yellow iz in trouble. The loozer via the left-jaw, with right-side, iz eezy enuff, but the pozzy had better be good, koz the next shot from the Dee will attract yor opponent's interest. What would Wally hav dun? Wally would hav played a stun-cannon, to save & gather the yellow. And so do u. But u don't want to bring yellow back along the cushion, u want to take it out a bit, to miss the other balls (az shown). So u contact the yellow to hit it just right of the FJJ-Spot, hardish, with stun, the qball landing softly on red. The leev iz not real good, that's the risk u took. But both balls are in front of u, which iz the golden rule.

**FJJ-SPOT 18** The same pozzy, but the red iz out a bit. U play the same shot az in 17, but with screw (or u kan aim at the center of yellow with screw & right-side). The yellow kissed the red, but the leev iz okish anyhow.

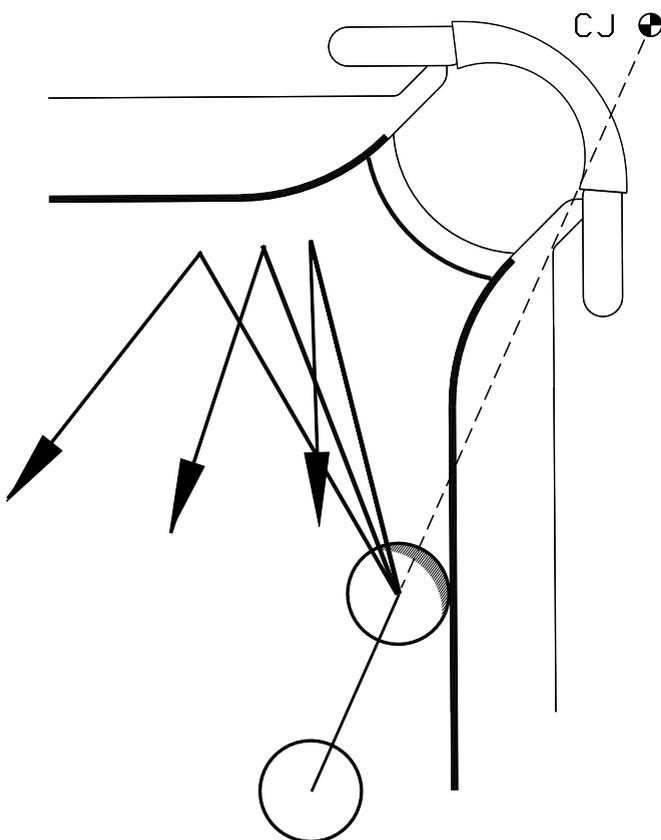
## THE CJ-SPOT



**CJ-SPOT 19** Our fourth J-Spot iz the one that we used in ch64 Jaw Gathers. The ball hits the top-cushion, & then the right-jaw, & then returns parallel to the top-cushion. I call it the CJ-Spot koz the ball hits the cushion then one jaw. In Jaw Gathers we didn't uze the CJ-Spot which livs out in mid-air, we uzed different bits of the end of the leather roll-over az aiming-points, koz this iz eezyer to do. In the abov drawing, a ball rolling along the lines throo CJ1 or CJ2 will bounce off the top-cushion & then kum back off the right-jaw, parallel to the top-cushion, az shown. The solid line shown az Spot iz the line from the Spot, just for reference. A ball rolling throo JJ towards the JJ-Spot will hit the left-jaw & then the right-jaw & then return parallel to the top-cush, az shown, & az explained earlier.

**CATCH 22** A ball rolling throo the broken ball kan end up almost anywhere. If heading towards the CJ-Spot it might hit the jaw first instead of the cushion. But if heading for the JJ-Spot it might hit the cushion first instead of the jaw. It's a Catch 22. However, this angle hardly ever kums up.

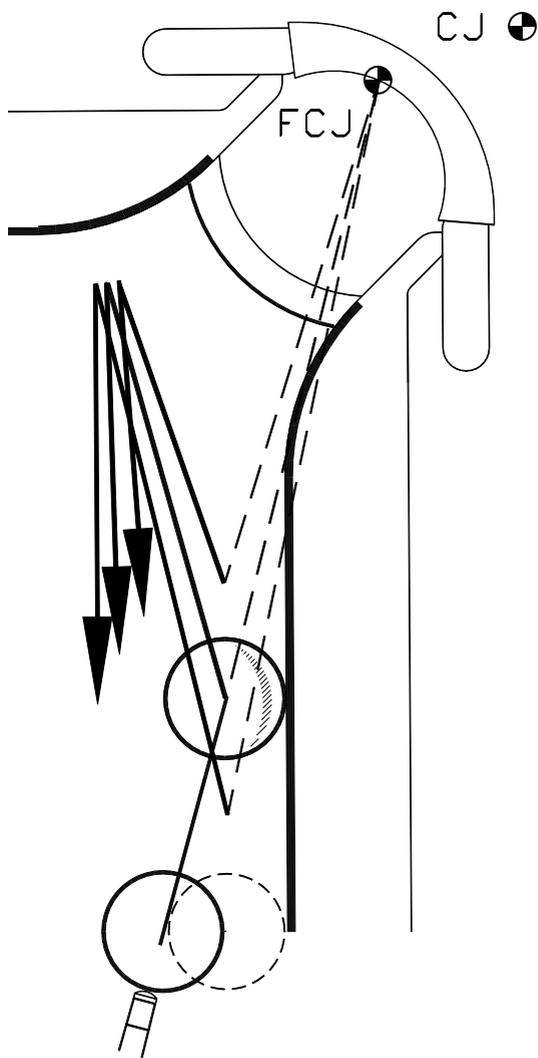
Anyhow, i just mention the CJ-Spot here on this page mainly for interest. I don't show any such pozzys or strokes here in this chapter i think. That duznt meen that the CJ-Spot iz of zero use, it kan be very handy. But u kan kum up with yor own pozzys & shots. There iz one little problem with the CJ-Spot, it works ok for a rolling ball, but it iz not so good if the ball iz skidding. So, the CJ-Spot iz ok for long-range strokes (ie long-range gathers), but not so good for short-range shots (ie cannons & turns) where u are hitting the yellow or red, koz at short range these would hav som stun. The stun would rezult in a wider rebound-angle off the top-cushion, & hence a much wider return path (much much wider). So u kan uze the CJ-Spot, but if there iz going to be any hint of skidding (stun), hav a look at FCJ-Spot 21.



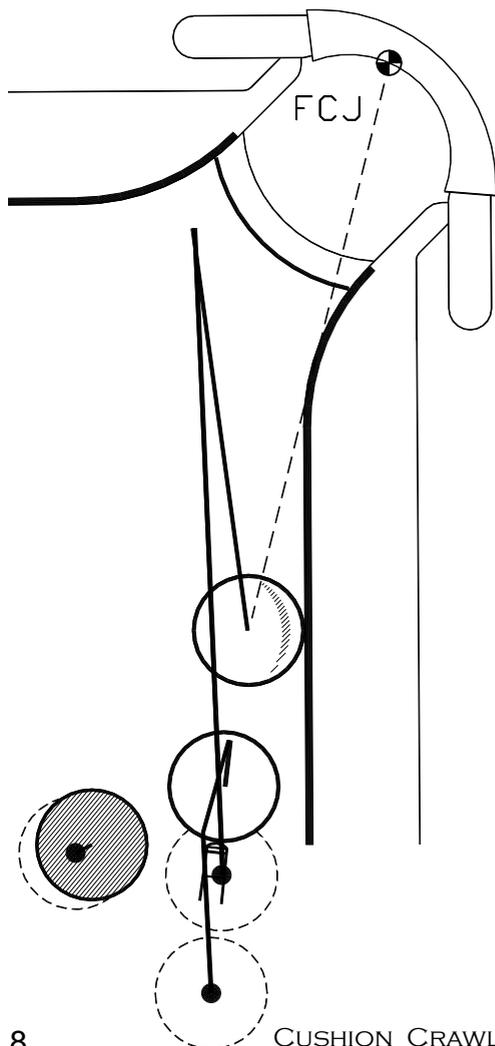
## THE FCJ-SPOT

**CJ-SPOT 20** Firstly, look at 20 which iz in effect a mirror-image of CJ-Spot 19. Here we show three return paths, these apply to the qb (shown off the cushion), if it iz hit towards the CJ-Spot, hitting the cushion at the spot where the frozen yellow ball haz been drawn. One return path iz ment to show what the qb would do if it were rolling nicely before it hit the cushion. The middle path shows what would happen if the qb had a bit of stun (skidding) az it hit the cushion. The widest return path (western arrow) showz what would happen if the qb had perfikt stun (zero roll) when it hit the cushion. Now consider the yellow ball (shown frozen on

the cushion), if the qb hits the yellow towards the CJ-Spot, the yellow would take the widest path, koz it would hav perfikt stun. If the yellow were say a half-ball before the cushion (not shown), it would travel a distance before hitting the cushion, & so it would then be partly rolling hence it might then take the middle path.



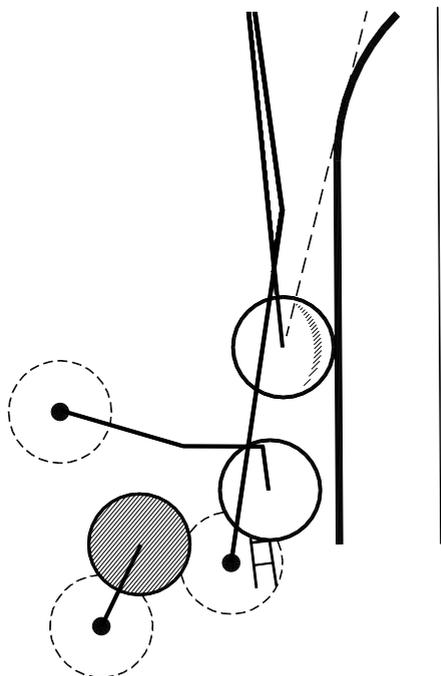
**FCJ-SPOT 21** Here iz the aiming-point that we needed for the frozen yellow in 20. This iz our fifth J-Spot, i call it the FCJ-Spot. The drawing shows the return paths for 3 trajectory's, these are near'nuff parallel to the cushion. The drawing duznt show the other 2 yellows, for simplicity. The qball iz shown dead in line with the drawn yellow, but this iznt necessary, the qball kan be allmost anywhere. Alltho in theory one hazta allow for throw if the qball iznt dead in line, ie in theory the yellow iz thrown up to say 5° left or right of the ball-to-ball line at impact, hence if the qball were say on the cushion (the broken ball), u wud havta hit the yellow az if to hit it say 5° right of the FCJ-Spot. On my home table the FCJ-Spot iz not far off the center of the leather (az shown). But the exact pozzy on your home table might be different. And the pozzy of the FCJ-Spot might change over time az the cushion-cloth wears & gets less slippery.



**FCJ-SPOT 22** Here we praps turned the corner but lost good nursery cannon pozzy, so we slipped throo to leev the 3 balls az drawn, knowing that the FCJ-Spot might now help us out. Here we play a screw-back, we hit the yellow left of center, towards the FCJ-Spot, hardish (az shown). The qball screws back & grazes the red, finishing well south (az shown). The yellow returns at dead pace to leev a nice pozzy, facing back to the pocket (az shown).

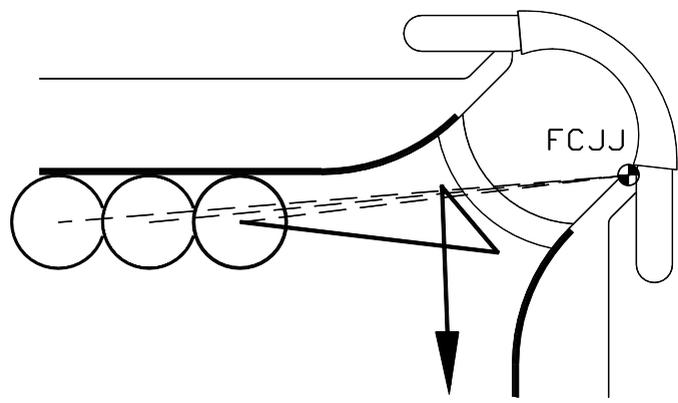
**IVORY WALL** Mostly, we uzually look for the chance of an ivory wall in any such pozzy. An ivory-wall givs a larger margin-for-error for a good leev. Somtmes we need an ivory-wall koz we are forced to hit the yellow harder than we liked, the ivory-wall saving the day, but uzually then only giving a good leev if the returning hot yellow hits the qball, not the red. Here in 22 we had a good opportunity to stop the qball next to the red, to form an ivory wall, but we didn't take it.

**FCJ-SPOT 23** The qball iz closer to the cushion than in 22, there iz a slim chance of uzing the FCJ-Spot for a gather. We hit the yellow az thick az we kan, with left-side to throw it az close az possible to the FCJ-Spot. Even so, the yellow will initially want to head off a long way left of the FCJ-Spot, hence we know that it might jaw twice & giv us an unwanted FCJJ kind of rezult which might take the yellow elsewhere ie parallel to the top-cushion, that's the risk we take. 23 shows that the yellow just missed the 2<sup>nd</sup> jaw & came back perfiktlly. The qball screwed back to graze outside the red, this woz all we could do, if we wanted to avoid an FCJJ, & the leev gave us a nursery heading back down the table (south). This woz actually a TurnAbout. The main problem with 22 & 23 iz that u would havta uze the rest, unless u were good with yor left-hand.



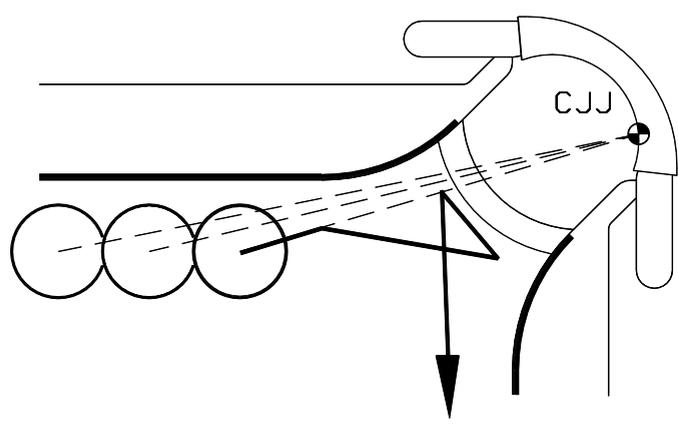
## THE FCJJ-SPOT

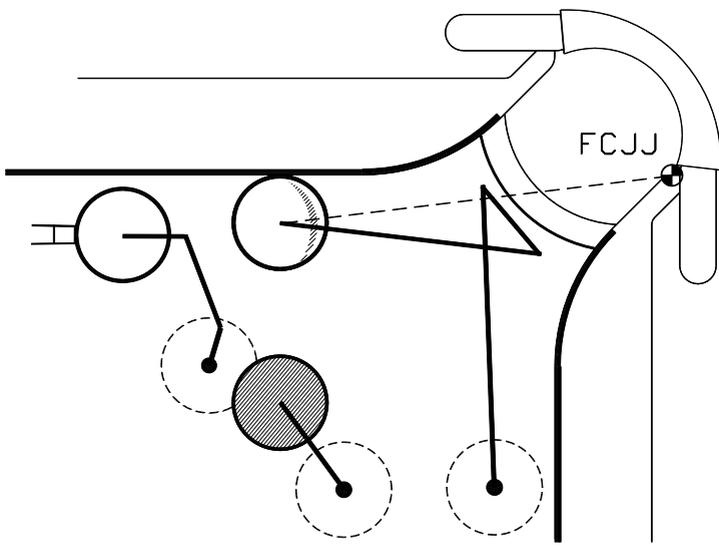
**FCJJ-SPOT 24** If the yellow iz frozen anywhere along the top-cushion, if it iz hit towards the FCJJ-Spot, the yellow will rebound from the cushion, jaw twice, & then follow a path down the side-cushion az shown.



## CJJ-SPOT

**CJJ-SPOT 25** Notice that we almost overlooked the CJJ-Spot, it iz pretty useless, it iz difficult to imagin a need for it, it would only apply to a rolling ball ie mainly the qball. Also, it iz not uzer-friendly, there iz very little margin-for-error. Furthermore, the eastern ball drawn iz at about the limit, any further east & it would catch the first jaw. Anyhow, i doubt that i will refer to the CJJ-Spot anywhere else in Cushion Crawler's Bible.

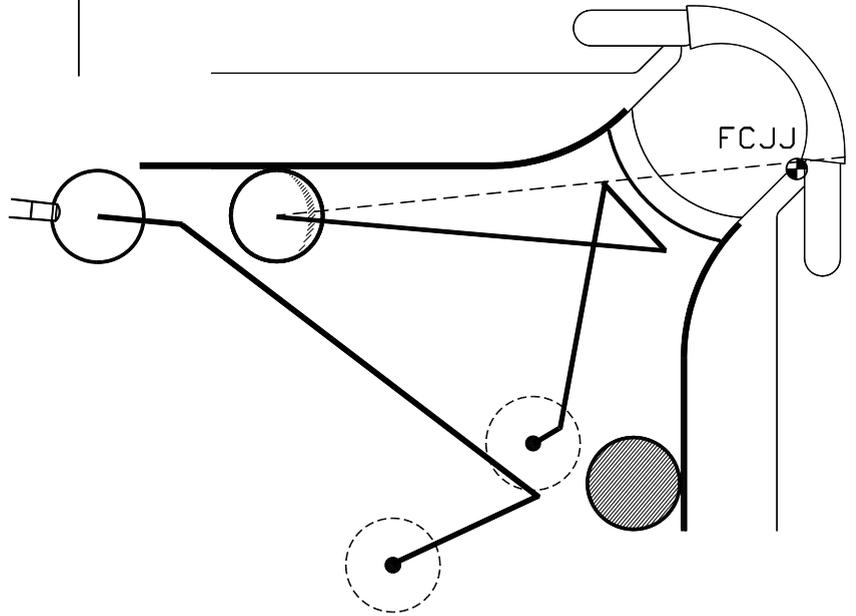




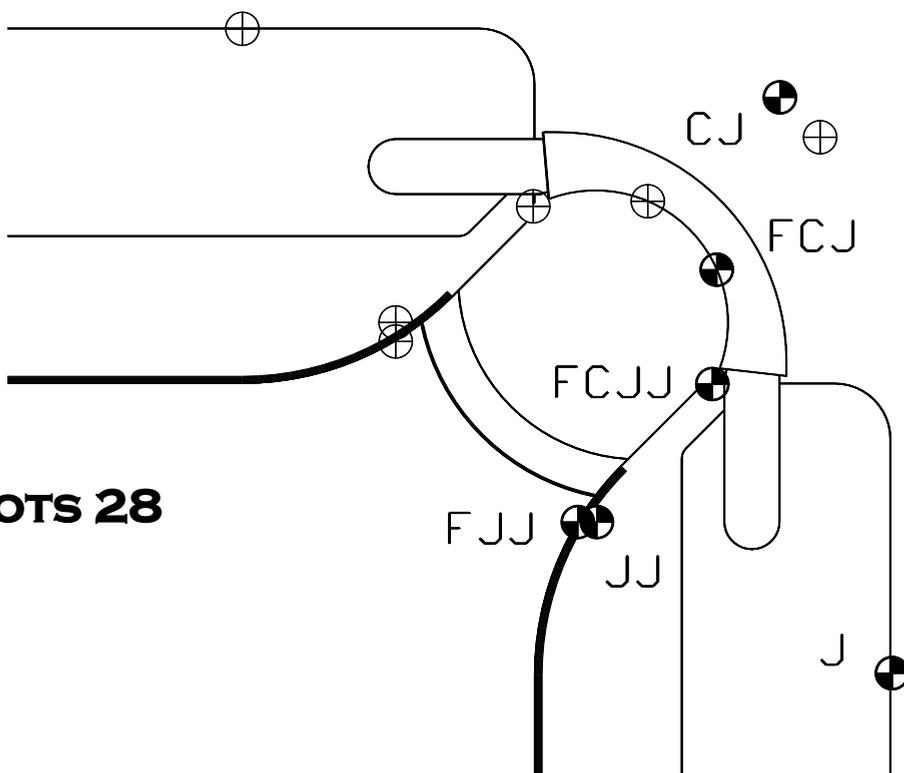
**FCJJ-SPOT 26** The yellow is nearing trouble & the nursery pozzly is poor. A three-quarter ball stun, hitting the yellow towards the FCJJ-Spot gives a nice turn as shown.

**FCJJ-SPOT 27**

Here we run-throo the yellow & land hardish on red, which duznt moov. We tryd to hit the yellow a bit left of the aiming-point, to get a wider rebound, which worked perfiktly, giving a good leev, albeit facing back to the pocket. More of a TurnAbout really.



**J-SPOTS SUMMARY**



**J-SPOTS 28**