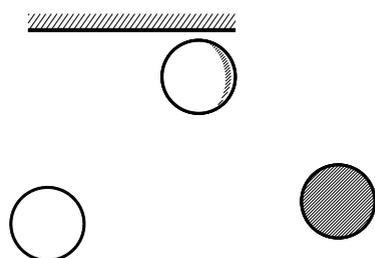
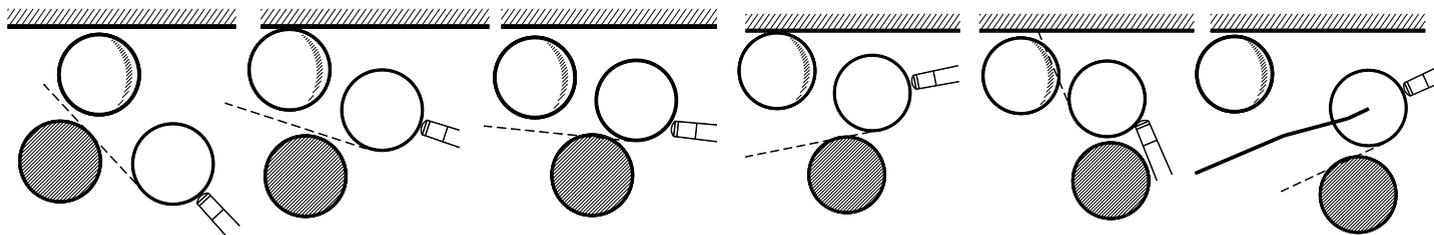


SLIPTHROOS

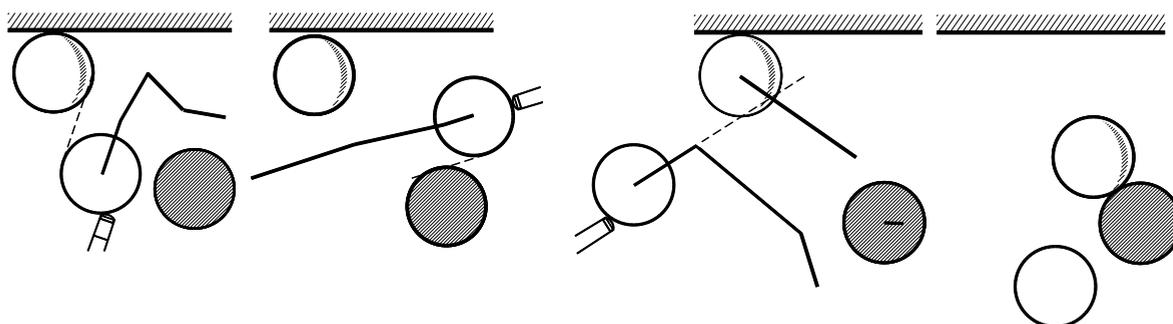
TURNABOUT SLIPTHROOS

U want to turnabout koz u are right-handed. Or u want to turnabout az a part of going back & forth along the top cush.



SLIPTHROO 1 ABCDEFG This sequence iz self-explanatory. U might not need the cush-cannon in 1E, however 1E iz a good way of setting up the red-first SlipThroo shown in 1F. In 1F u havta slip well throo to leev the kiss-gather shown in 1G. It neednt take 7 strokes to slipthroo, u could do it in 4.

RESCUE SLIPTHROO

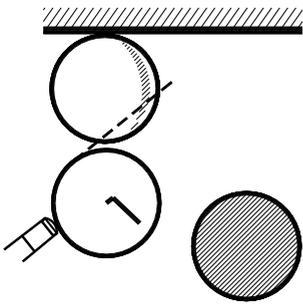


2A U might suffer an accidental 2A pozzly when u blunder, or u might blunder then set up 2A intentionally. Slipthroo in 2A to leev 2B (which iz 1F again). In 2A uze right-side (or left) so that the qbball haz an eezy slipback in 2B. And u might havta bump red south, to better set up the 2B slipback.

2B Here u slipback to leev 2C (uze side & swerv if needed). The uzual stuff-up iz to leev the qbball short, u havta slipback well throo. And in 2B u graze the red to better set up the gather in 2C. But sometimes u need to giv the red a big bump.

2C A kiss-gather with running side. On this qbball-to-yellow angle, running-side duznt increase the kiss-off angle, but it duz help the qbball to finish south of the red, koz side throws the red north & the qbball south.

2D Here u kan start a Line-Nurse seqence if u want, or whatever.

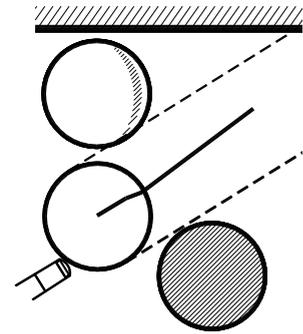


VARYATIONS

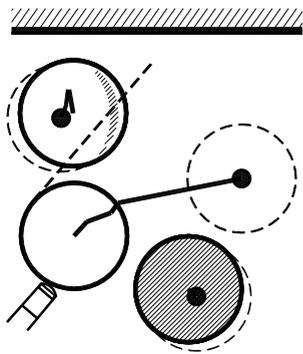
SLIP-THROO 3A Play thickish on yellow with left-side (az shown), softly, to open up the gap a little. And then in 3B play a sliphthroo (not shown), & then in 3C a slipback (not shown). If the gap is bigger u might not need that 3A bridging shot.

4A The yellow iz off the cush, & the yellow-to-red gap iz less than one ball (the gap always looks larger). Play thin on yellow to sliphthroo in one shot. Aim az thick az u dare koz...

- (i) The thicker u aim the thinner the contact on red (good).
- (ii) The thicker u aim the further out yellow rebounds (good).
- (iii) The further out yellow rebounds & the thinner the contact on red the smaller the gap for the slipback (good)(otherwise the gap might be too big).



The right-side helps. But if u aim too thick on yellow the qball gets a second kiss on yellow, which kisses the yellow back to the cush. This double-kiss allso rezults in a thicker contact on red, & a very large gap (no good).



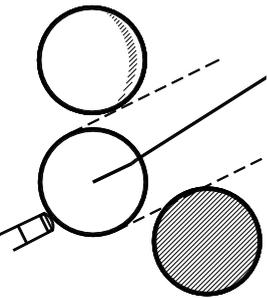
5 Here the yellow-to-red gap iz under one ball, & the yellow iz further off the cush. Aim ¼ ball on yellow, & u get a nice sliphthroo az shown. The right-side helps. A little late double-kiss on yellow iz almost inevitable (az shown) & harmless. But u don't want a big kiss, so don't aim too thick. Its amazing how this shot kan handle a smallish gap, in fact it needs a smaller gap. If the gap were exactly one ball a ¼ ball aim would miss the cannon. U would havta play thinnish just

to get the cannon. And in this pozzy u kan play to leev a smaller gap for the slipback, smaller than the gap that we hav here for the sliphthroo (funny that).

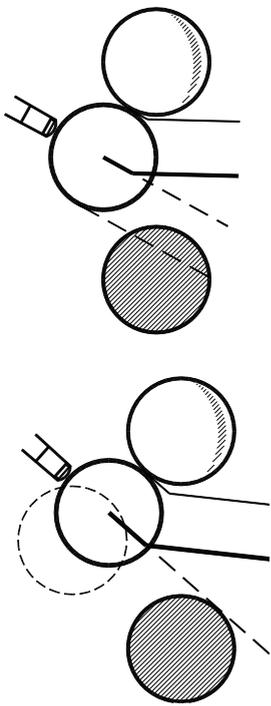
RED-FIRST OR YELLOW-FIRST

SLIP-THROO 4B (4A AGAIN)(but out away from the cush). Out in the open u should aim thin on the farthest ball, the red. But if the yellow-to-red gap were a little wider than one ball u should aim on the nearest ball, the yellow.

QBALL'S STOPPING LINE When the yellow-to-red gap iz nearnuff one ball, it duznt matter which ball u hit first, the qball always trys to stop on the centreline splitting the yellow & red. This aplys for any pozzy of the qball.



Putting this another way, before the sliphthroo the qball kan be anywhere, it duznt make any difference to the qball's future stopping line. Putting this another way, there iz no gain hitting one ball first, or the other, it won't change this stopping line.



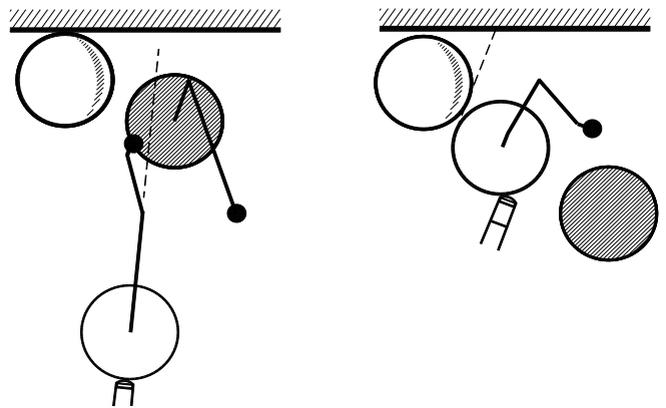
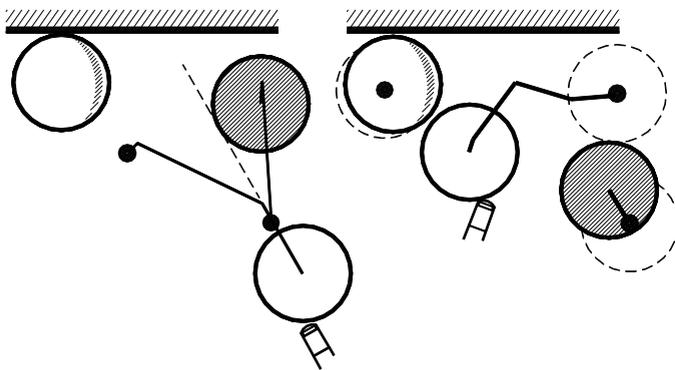
SLIPTHROO 4C In 4C the yellow-to-red gap iz exactly one ball. If u aim a ¼ ball on red the qball misses the yellow by 1.5mm. So, u shouldn't aim a ¼ ball unless the gap iz 2mm less than one ball. But it iz illegal to meazure the gap, u need to uze judgement. If the gap looks exactly one ball then it iz a little less than one ball.

SLIP-THROO 4D (4C AGAIN) If u aim halfball on red the qball misses by 4mm. Not that u would ever try to aim halfball for a sliphthoo. Actually u could in SlipThroo 5. For a halfball cannon the qball needs to be near the center-line of the formation, shown by the broken-ball (the yellow-to-red gap iz exactly 1 ball). One day u find that something that looks impossible iz eezy, next u find that something that looks eezy iz impossible. Sometimes its an optical illuzion, but here its ignorance. Here u see that the gap iz one ball, & hav no trouble in making up our mind that any & all contacts karnt miss the cannon (ignorance). Then u get down on the shot (half-

ball) & play it forthwith (rushing). But if u take a moment u can see that u will miss. Anyhow, this confirms that if the gap iz a little on the small side then think about hitting the far ball first.

KLEVER VARYATIONS

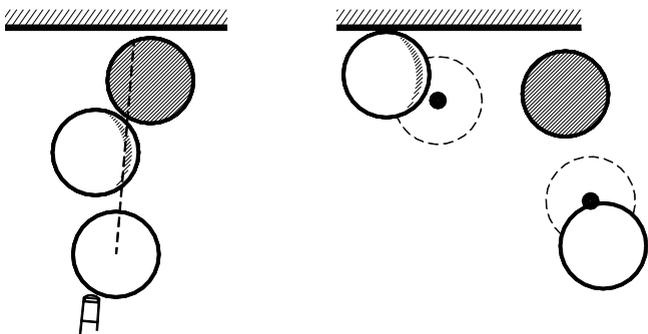
SLIPTHROO 5A Bump red out to leev **5B**, which iz similar to **2A**.



6A Play halfball on red with some left-side & swerve, to set up a sliphthoo & back in 6B. U havta land softly on yellow so it iz natural to under-hit the red. But the red hazta be hit out much further than u think, if u want to leev an eezy sliphthoo & back in 6B.

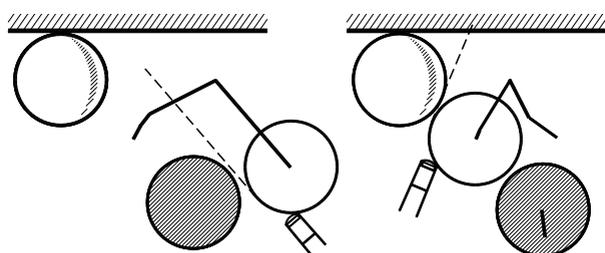
6B More trouble, the red iznt out far enuff, but u karnt see the danger. Its an

optical illuzion. U know that u need right-side so that u graze the red, to leev an eezy slipback. But grazing the red iz almost impossible here, koz the red iz too close to the cush. U find that u get a thick kontakt on red, az shown, & hence u get a bad leev for the next shot (**6C**)(shown by the broken balls). Dizaster. Praps u should hav uzed some pique plus the right-side. But u went wrong in 6A, u should hav hit the red harder.



u elect to play an eezy runthroo cannon (az shown), leeving **7B** (ie 6A). The kiss time-cannon in 7A iz eezy, anyone could see it & play it. But playing it well enuff to leev a good nursery leev iz tricky. The aim & strength haztabe good. U kan get leev 7B or something else.

7B In 7A a cushion-crawler would see the chance of leeving a pozzy like 7B, allowing a sliphthroo & back to regain nurserys. So she uzes some check-side (in 7A) to keep the yellow from leaking too far away. In fact, with luck, a well-played cannon in 7A kan sometimes leev the yellow az shown by the broken ball in 7B, & the qball az shown by the other broken ball, in which case nurserys could be regained direktly (not shown), without needing a sliphthroo & back.



first (it won't make much difference) to leev 8B. U play softish, & are happy to risk having touching-balls.

8B Here u need some check-side koz u need to keep close-in to leev a friendly angle for the sliphthroo in 8C (not shown).

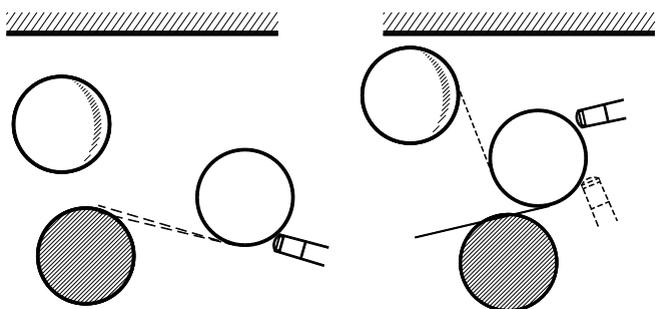
COVERED

SLIPTHROO 7A Here iz how u might hav gotten pozzy 6A, which iz the pozzy shown in 7B. Before 7A u might hav been playing some ThinAlongs & gotten a bad cover, az shown in 7A. In 7A a mini masse could save the day, but

CUSHION FIRST

8A Another tricky pozzy, but a knowing eye sees the chance of a sliphthroo, which u want koz u are right-handed. U aim to miss the red, & uze left-side, to get the cush-first cannon, either red-first or yellow

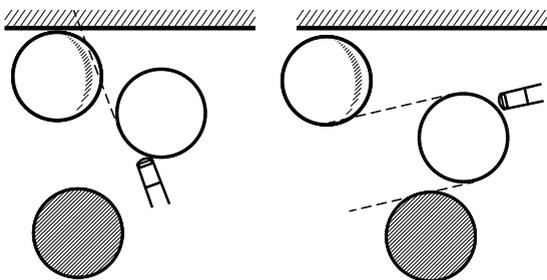
MORE VARYATIONS



9A Here u play red-first (shown) or yellow-first (also shown), to bump the yellow ahead to leev 9B.

9B For the sliphthroo, az the yellow iz not on the cush, u hav more options for bumping it ahead & out a bit (with a thick contact & right-side), if this helps our next shot (which will uzually be a kiss-gather of some sort).

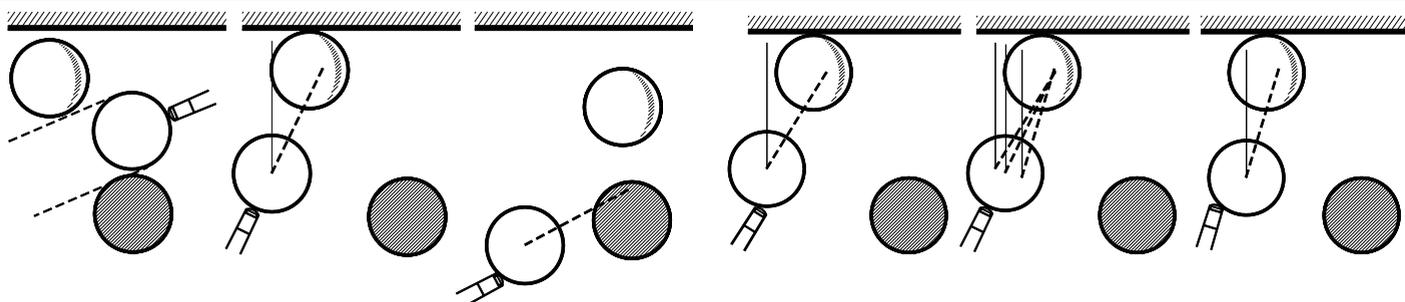
Also, az shown (dotty cue), if u arn't happy with the 9B pozzy, u kan sneak in a cush-cannon, to improov, before u sliphthroo.



SLIPTHROO 10A Play a cush-cannon to leev 10B. Actually, u kan play a direct yellow to red cannon (not shown) instead of the cush-cannon uzing pique. **10B** Beware, the yellow iz not on the cush & u won't get a kiss-off. This makes it eezyr to set up some sort of kiss-gather

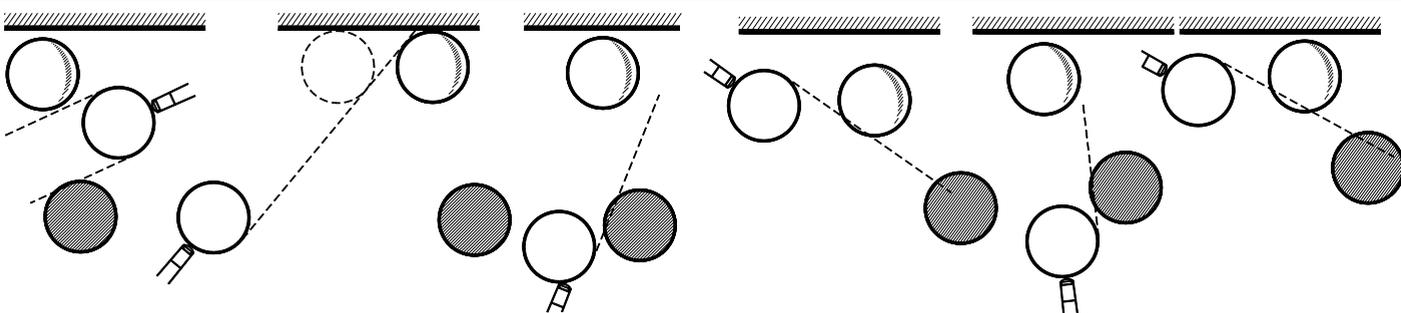
(not shown) but it also risks a cover. Don't forget, u kan sneak in a cush-cannon (not shown) to improov before the sliphthroo.

KISSBACK GATHERS



11A This iz like 10B. This sliphthroo iz played to leev 11B which iz a kiss-back-gather, rather than leeving a kiss-off-gather. If u don't like kiss-back gathers, u could hav in 11A snuck in a cush-cannon to bump the yellow ahead (not shown). **11B** A kiss-back gather. Aim just right-of-center, hit hardish, to leev 11C. **11C** Bump the red well ahead to set up a simple long-range cush-gather in 11D. Hit hard to get south of red. **11D** The qbball iz too far west so uze right-side otherwize the yellow goze too far ahead east. **11E** Az shown, the aim lines uzuually need to hav the same aiming-point on the yellow. This iznt going to help u play the shot, but it iz interesting. **11F** Here the qbball iz too far east, so we need to uze some left-side, otherwize the yellow stays too far behind, west.

CUSHION GATHERS



12A Here u kan set up any sort of sliphthroo u like. But az u kan sliphthroo straight away, do that. But u might havta leev something like 12B. In 12A, if the qbball were a little north, u could play a yellow-first sliphthroo, leeving similar pozzy.

12B An eezy cush-first cannon. Aim for the edge of yellow, to get the cush-first. And this aim givs a thin contact on yellow, which iz what u need. U leev 12C.

12C Play with check, hardish, judging the contact on red so that u double-kiss off yellow (thicker than half-ball), leeving 12D. Or u kan play thick & slow on red with left-side without a double-kiss (not shown), but the leev might not be az good.

12D Tricky. Play a thin cannon, landing softly on red, to leev 12E.

12E U begin to work the balls closer to the cush. **12F** Now u are cooking.

KISSOFF GATHERS

SLIPTHROO 13A

The broken hatching iz the zone for the qball for a simple kiss-off cannon.

The 45° hatching iz the zone where the red will yield a cannon, uzing our friendly kiss-off angle (ie about 40°). But most of this zone iz not very friendly az regards the next leev.

The cross hatching iz the smallish sub-zone for the red which will yield a friendly leev. When the red iz in this sub-zone the qball will land on red fine enuff to ensure that the qball stops south of the red, leeving another friendly cannon.

So, if u want to set up a good kissoff gather, u kan leev the qball anywhere in the broken hatched zone, but u havta leev the red in the smallish cross hatched zone.

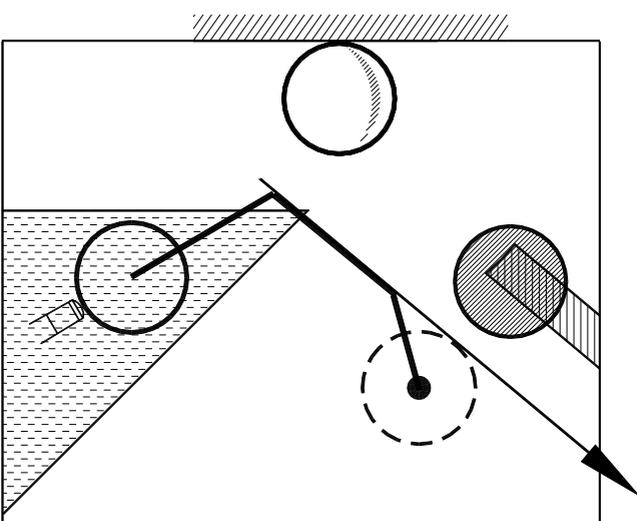
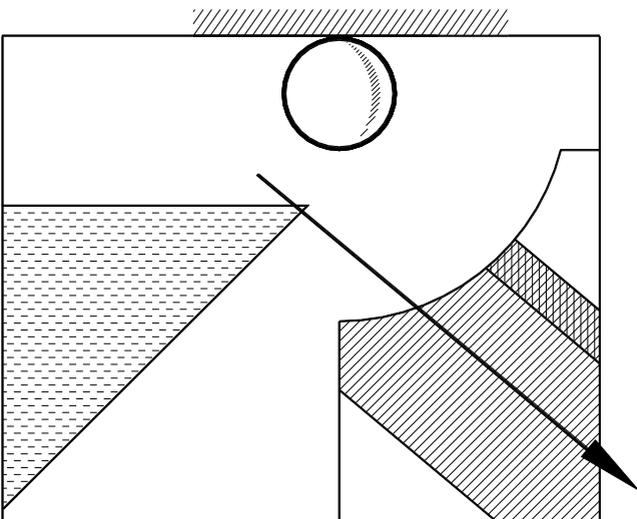
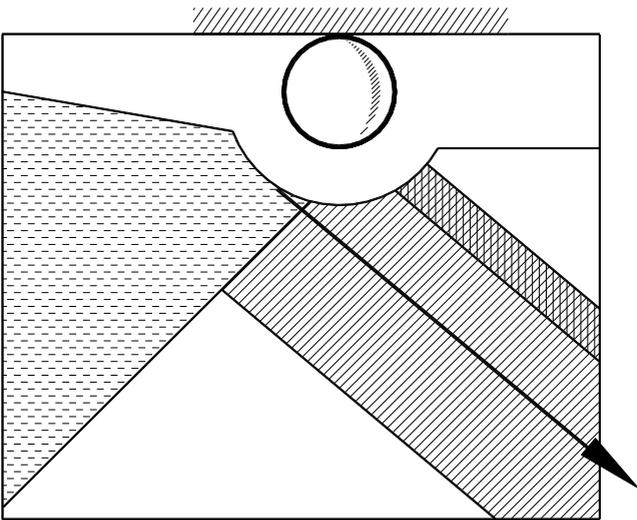
SLIP-THROO 13B

13A duznt really show the realistic zones where u kan expect to find the qball & red after a sliphthroo. 13B iz more realistic. The broken hatching shows approximately the zone where u kan expect to find the qball after a sliphthroo. Similarly, the other hatchings show where u kan expect to find the red.

SLIP-THROO 13C

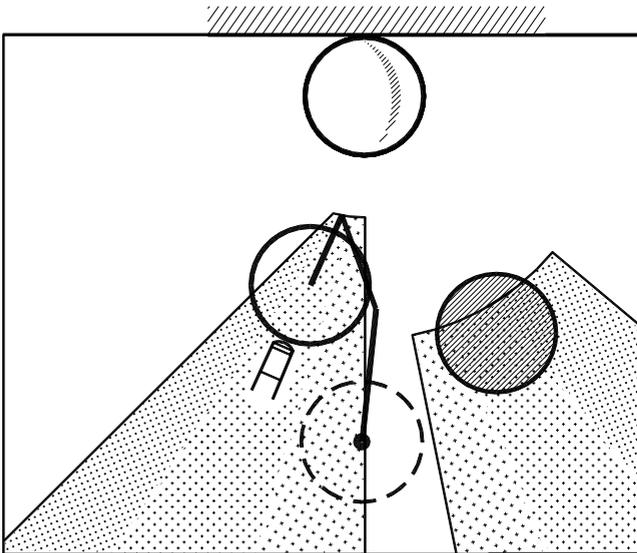
Az i sed, the only good zone for the red, for a good kissoff gather, iz the smallish zone of cross hatching. So when u play the sliphthroo, u must ensure that the red stops in that zone, in which case u must ensure that the qball stops in the broken hatched zone. So, the qball pozzy iz not very critical, almost anywhere in the large broken zone iz ok. But the red pozzy iz critical.

We show the yellow frozen on the cush. But it kan be a little off (up to say 5mm) without changing things much.



KISSBACKS

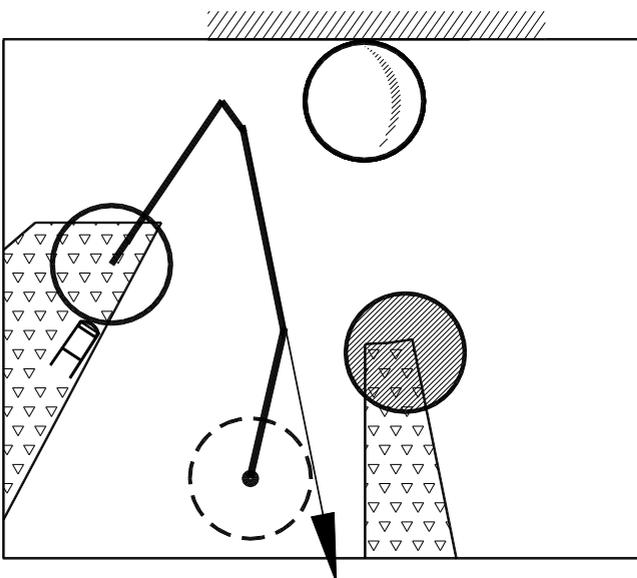
SLIP-THROO 14



Az i sed earlyer, the kissback cannon iz not really always a gather, but it should leed to one. There iz no real definition of a kissoff or kissback. But i reckon that the dividing line iz where the qball to yellow angle iz such that when the qball hits the yellow half-ball (on the right) the yellow duz not moov east. Not that i intend to hit the yellow half-ball. I will be hitting it fullish, uzually uzing check or running. For a kissback gather the qball will need to be somewhere in the cross hatched zones on the left, & the red somewhere in the cross hatched zones on the right. For a good gather, if the qball iz in the sub-zone on the very left, then the red will need to be in the sub-zone on the very right, etc.

CUSHION-FIRST

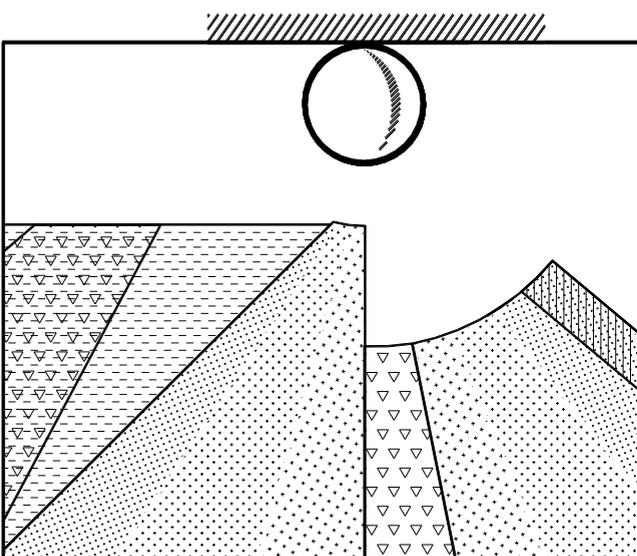
SLIP-THROO 15



The cush-first cannon iz not really always a gather, but it should leed to one. The qball's zone, & the red's zone, are shown. I could do another drawing for yellow-first cush-second types of gathers, but this sort of pozzy would be too rare to mention.

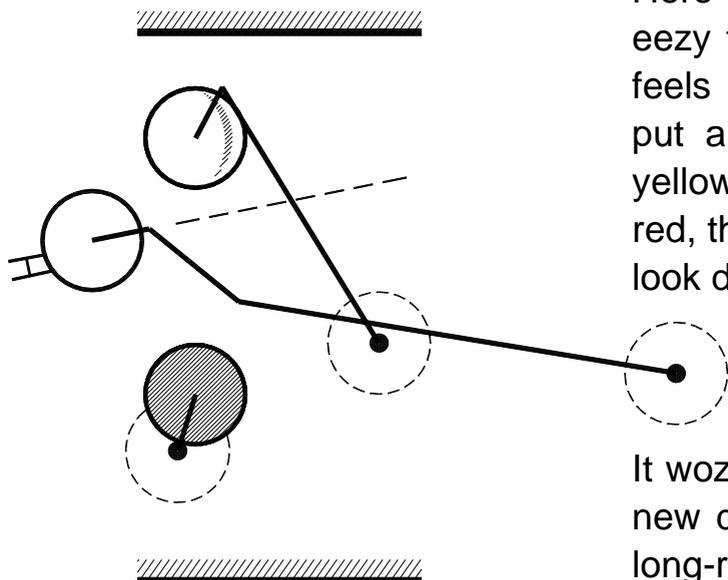
ALL GATHERS

SLIP-THROO 16



Here i hav amalgamated 13, 14 & 15. Az i sed, the whole of theze hatched zones are not necessarily ideal. The best areas are uzually smaller sub-zones. But u kan work theze out for yorselves. Anyhow, obviously u should hav one of theze pairings in mind when u are setting up the slipthroo, & certainly when u are actually playing the shot. Uzually the qball needs to be placed to suit the red. Rarely, the red may need to be placed to suit the qball.

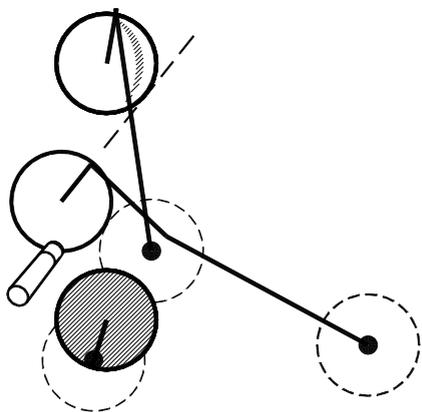
SCREW SLIPTHROO SLIP-THROO 17



Here the yellow-to-red gap is $1\frac{1}{2}$ balls. It is easy to play a Screw SlipThroo, as shown. It feels impossible without using pique. But if you put a ball where the cue ball is to contact the yellow, & a ball where the cue ball is to contact the red, then suddenly the required trajectory doesn't look difficult.

It was an optical illusion. Close cannons are a new dimension, & our eyes are still living in a long-range world.

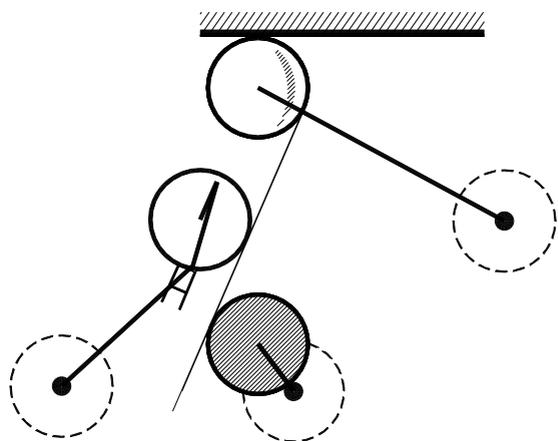
PIQUÉ SLIPTHROO SLIP-THROO 18



Here the cue ball is on a more difficult angle, so you have to play a Piqué SlipThroo. In fact this shot is easier than the Screw SlipThroo in 13A. A little bit of running helps you to judge the recoil & also helps the action.

STUNBACK

SLIP-THROO 19



Use the miraculous straight stun-back, no need for a slipthroo. The cue ball is on the yellow-to-red tangent line. This makes it easy to judge. We can aim a hair right-of dead-center on yellow, or dead-center with a touch of right-side, to give the desired kiss-back line to graze the red. You don't have to use much screw (stun) or much force. If the cue ball-to-yellow tangent line is wide of the red, or inside the red, then aim right or left of center on yellow. Just use feel to divide the angle. It won't let you down, not at this short range.