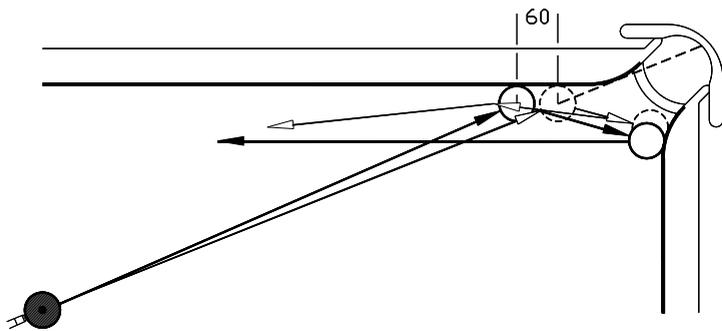
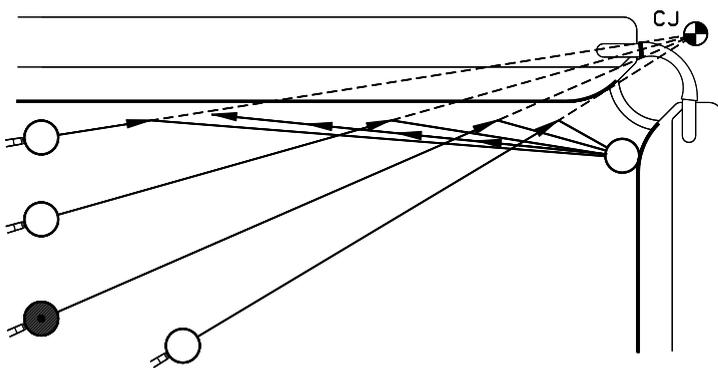


JAW-GATHERS



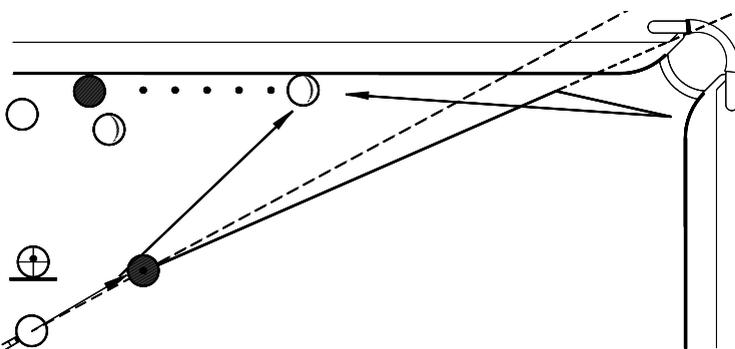
JAW GATHER 1 When u hit the red from the Spot at the visible edge of the left jaw, it will hit the top-cush then the right jaw & then the top-cushion 150mm to 200mm from the pocket, & then take a path away from the cushion (az shown by the white arrows)(ie cjc).

The angle of the path iz not much affected by strength but it iz affected by side-spin. Anyhow, aiming for the edge of the jaw gets too much jaw-effect. If we want the red to roll near'nuff parallel to the cushion we should aim a halfball wider to get less jaw-effect (az shown by the black arrows).



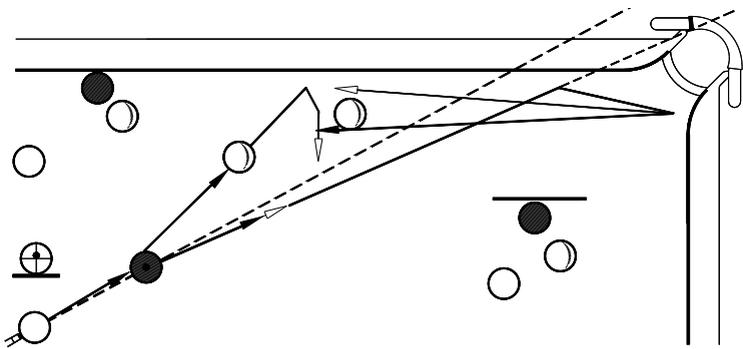
JAW GATHER 2 Shooting the ball from four pozzys az shown. (i) Aim for the visible left-edge of the roll-over of the pocket-leather. (ii) Aim for the middle of the leather roll-over. (iii) The Spot. Aim for the right-hand edge of the leather roll-over. (iv) Aim for the visible edge of the jaw. These lines all

pass near'nuff throo the CJ-Spot. For gathers u will enjoy a margin-for-error of praps a quarter-ball each side of thoz aiming-points. This iz more uzer-friendly than u might think, koz u are not relying on the rebound to get yor cannon, the rebound iz just for the return of the red for a good gather, see.



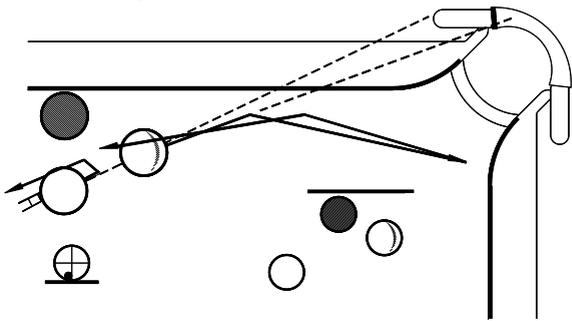
JAW GATHER 3 The yellow iz 5 balls east of postmans, & the qball-to-red line iz so far left of the pocket that a normal thick-gather iz not possible. A thin-gather iz possible but difficult. For a jaw-gather we havta play the red at the right-hand edge of the leather roll-over. We havta contact the red 7/8th ball if

uzing zero side. The qball lands fullball on the yellow. We hit the red hard'nuff to jaw & return to join the other balls. Play to maximize yor chances of nurserys. The actual leev we get might be perfiktish, az shown. This will be due, partly to luck, but mainly koz we could see that we would sit behind the yellow, so we played harder to bump the yellow out & ahead, giving the red some room to slot in next to the cushion, which it did.



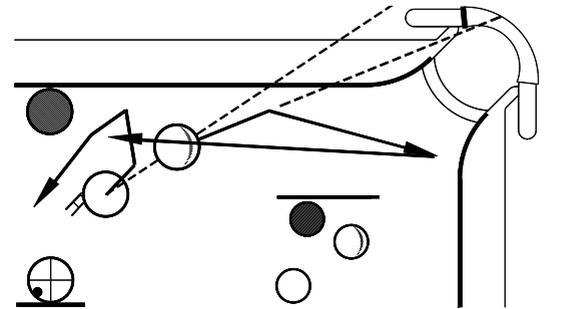
JAW GATHER 4ABC Here the qball & red pozzys are the same az in Jaw-Gather 3. **4A** Here the yellow iz over 2 balls off the cush & iz directly on the line taken by the qball in Jaw-Gather 3. So we play the same shot, & bump yellow into & off the cushion. **4B** Here

the yellow iz one ball off the cush, & iz next to the line taken by the qball (in Jaw Gather 3) when the qball rebounds from the cushion. So we play the same shot & the qball hits the yellow half-ballish (az shown)(RcY). **4C** (not shown) If instead of 4B we played the qball softly so that it stopped between the yellow & the cushion, we would hav an ivory wall (not shown), & we would hope that the red kisses the qball (not the yellow).



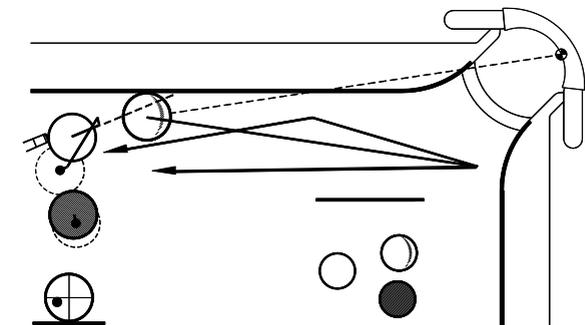
JAW GATHER 5 We hav a possible slip-throo. But we play a screw-back gather which can regain good pozzys more eezyly than a slip-throo. Optionally if u prefer to set up an in-off the yellow u will havta deal with a (diffikult) drop-cannon onto the red which iz allmost frozen.

WALLY SPECIAL



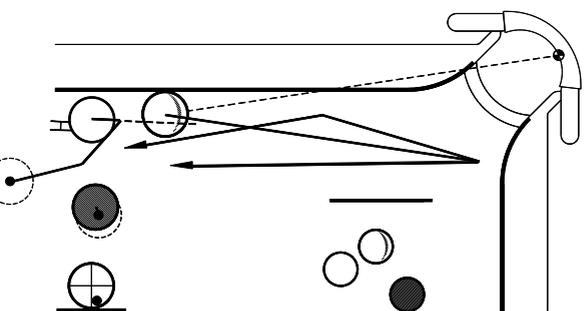
JAW GATHER 6 A side-cushion gather with twist iz a Wally Special (from hiz film), the qball grazing the red after hitting the top-cushion. Here we show the same sort of twisty grazy gather, but here our yellow hits the top-cushion & then jaws back, in Wally's film the yellow jaws back without having firstly hit the top-cushion.

FROZEN CJ-SPOT



JAW GATHER 7 Praps we got here when we stuffed-up a slip-throo. We play a jaw-gather uzing the FCJ-Spot. The qball & red form an ivory-wall, so we hit hardish, hoping that the yellow hits the qball not the red. Az shown, the yellow can get a partial-jaw (giving a direct return) or a full-jaw (ie kumming back off the top-cushion).

VARIATION



JAW GATHER 6B A similar shot, this time we screw back off the rhs of the yellow. Here we havnt formed an ivory-wall (but praps we should hav).