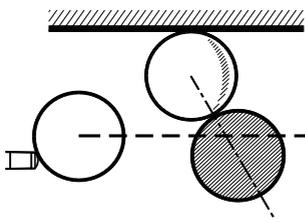
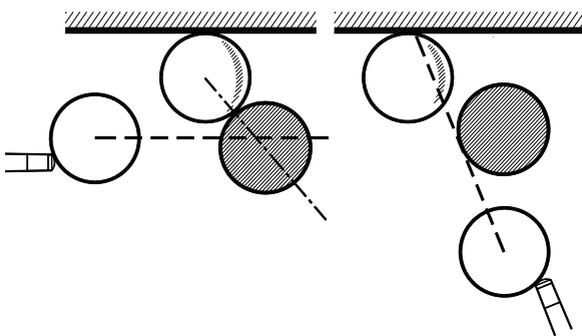


# TROUBLE POZZYS

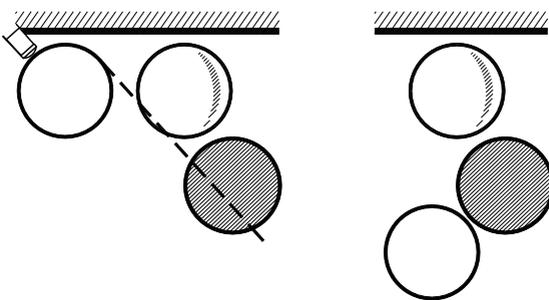
Nurserys uzually end when u get into trouble, the pozzys iz perfiktish, but in one fel blow u turn it into krap. What happened? Did u play the shot badly, or woz it a misread. Here we revizit a few of the trouble pozzys we mentioned elsewhere.



**TROUBLE 1** Here, u kan stuff-up if u play too thin on yellow & too hard. The red goze too far east (not shown). Best to play thickish & softish. But this obvious sort of stuff-up iznt really the trouble i wanted to show.

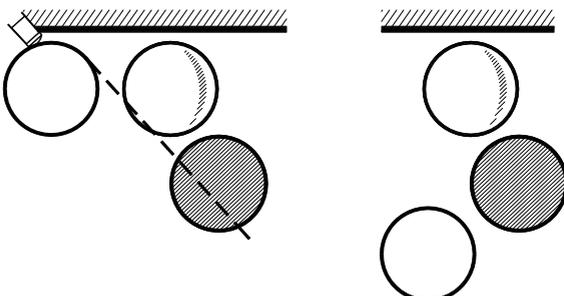


**TROUBLE 2A SAVING RED** This iz it. When the yellow-to-red angle degrades to  $45^\circ$  then u need to save the red. Go to the seqences shown in the Anchor-Nurse & Dion's Nurse in ch46. In 2A play  $\frac{1}{4}$  ball on yellow with running, to bump the red well east to the pozzys shown in **TROUBLE 2B**, then in 2B play a thick follow-throo (RYY) cannon to bring red well out off the cush (not shown). This leads to a gather (not shown), & away u go.



**3A TOUCHING COVERS** When u play against the nap az in 3A don't land too thinly & too softly on red, koz u might get the cover shown in **3B**. The red falls back west into its own old footprint. And the qbball leens east az it dies, due to the driftkurv of the nap plus the spinkurv of the

collizion-induced sidespin (don't forget that all of my runalongs are on the topcush unless stated otherwise). So, u now need a massé. Or u play a cannon off the side-cush. With Krappamyth balls a cover or touching-balls iz allmost guaranteed, the soft balls hav the hots. A **COVER** iz a big problem when playing down the side-cush, ie when running against the bednap, koz the red falls back into its old footprint more readily. More than that, on the side-cush, the thin (RY) cannon kumming back iz often impossible, koz the qbball seems to be repelled by the yellow, due to nap-effects.



**4A** Use **CHECK** to help to avoid covers az shown in 4A. **4B** iz better than 3B.

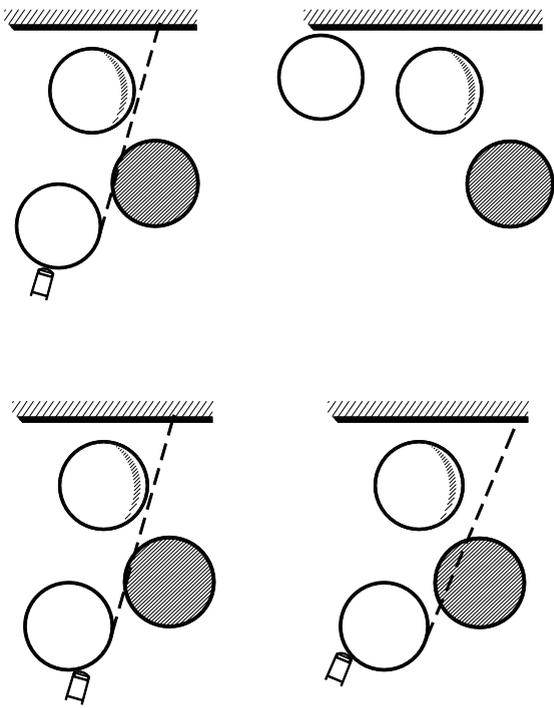
## MISSY KISSY

### TROUBLE 5A DOUBLE-KISS

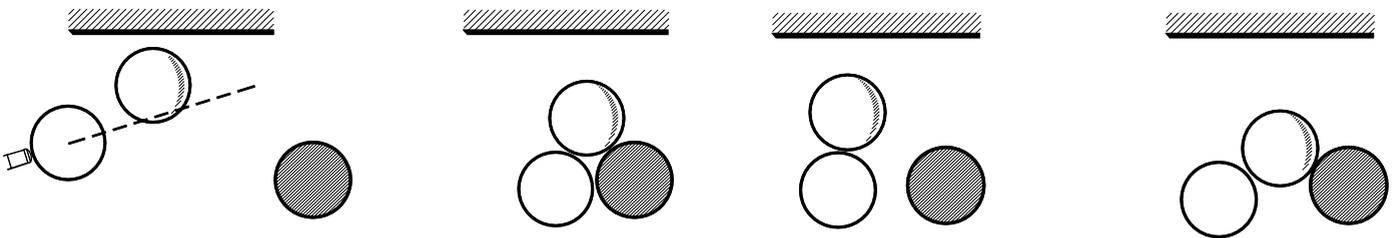
This bites me too often, & its usually the end of something big. The double-kiss (RYY) on yellow iz a good play, but when the yellow iz off the cush it iz eezy to miss the 2<sup>nd</sup> kiss. So, u get the cannon, but u get the cover shown in **5B**.

**6 CHECK SIDE** So in 5A play safe & uze some check, az shown in 6.

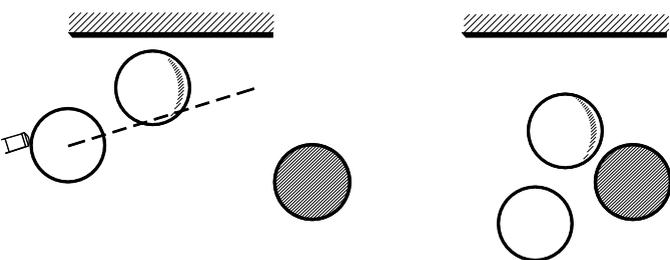
**7 RUNNING SIDE** If the balls are further off the cush than in 6, or if yellow iz more hidden (az iz shown in 7), then the safe play iz to avoid the double-kiss, play thick & soft on red (RY) with some running az shown in 7. Gee i hate 5A.



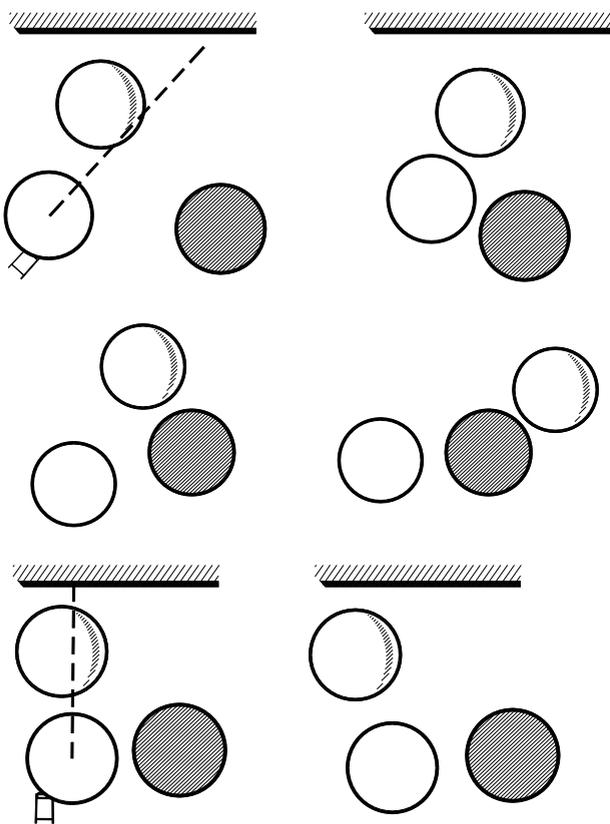
### CLUSTER'S LAST STAND



**8A CLUSTER** The long-range gather in 8A iz difficult to judge, will the yellow kiss the qball a second time or not, will the yellow kiss the qball before the qball hits the red or after. Who cares, it rarely makes much difference to the rezult. The real problem iz that if u get too cute & play at dead pace u are likely to get a cluster like **8B**, & then u will foul. So play 8A hardish. In **8C** we show a possible **HALF-CLUSTER** rezulting from 8A. This duznt stop the next cannon, but it robs a half of yor options, & soon u might hav no good options. And **8D** shows a possible **COVER** rezulting from 8A.



**9A** Uze **CHECK SIDE** in 8A, plus extra pace, & inkreec yor chances of the leev shown in **9B**. Chalk-up.



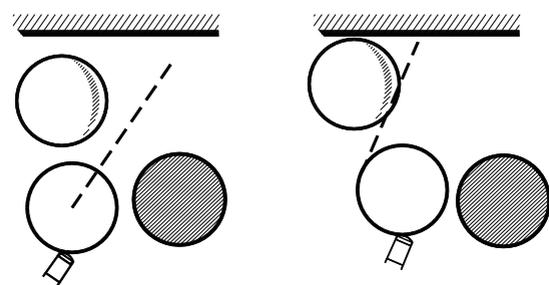
## A COWARD'S DEATH

**TROUBLE 10A** When u play this double-kiss or kiss-back it iz best that the qball finishes south of the red. But here in 10A u hav undercooked the stun & pace & u get a bad leev like **10B**. Tyros are too timid. If u hit hardish u should get a good leev like **10C**. It iz not eezy to judge skrewy or stunny kiss-backs & u sometimes looz the yellow az shown in **10D**, but at least here u hav an eezy cush-cannon.

## MISSION IMPROBABLE

**11A STUN KISSBACK** Here in 11A u hav lost the yellow, ie it iz a little west of the qball. So u try to play a stun kiss-back with check, to try to throw the yellow back to the

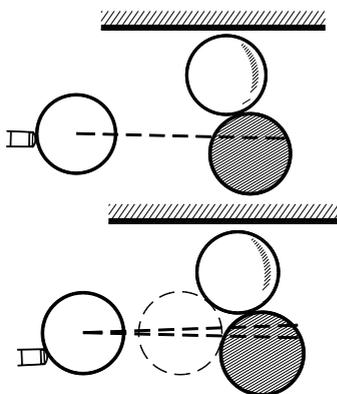
east. These check-side saves work well when the yellow iz close to the cush. But here in 11A the yellow is a ¼ ball off the cushion. U will get the cannon, but u might get the poor leev shown in **11B**. Now u might need a slip-throo & back.



**12A (11A AGAIN)** Here in 12A i show a strategy for 11A, i **SLIP-THROO & BACK**. I play to leev **12B** (shown), where i slip-throo, & then i slip-back in **12C** (not shown), & then gather in **12D** (not shown). At least the slip-throo **12ABCD** iz uzuually

eezyer than the slip-throo that we might havta deal with in **11ABCD**. Praps u might make a carefull attempt at a stun kissback with check in 11A, knowing that a slip-throo will be there if needed.

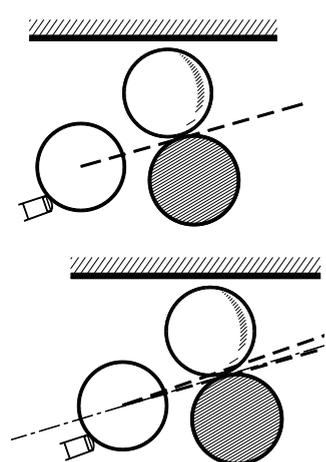
## THE WRONG BALL



**TROUBLE 13A** U aimed a thick half-ball on yellow, then u decided that a thinner contact would be better, & u finally swung to a thin ¼ ball contact (shown). Then when u shot u were shocked to see the red heading for a warmer clime. U hit red first, not yor intended yellow. And the leev (not shown) probly aint good. **13B** shows a **BROKEN BALL** touching the yellow & red. To hit both balls at the same time yor aim would need to be the center of the broken ball. To hit yellow

first yor aim would need to be left of center. To hit red-first yor aim would need to be right of center. Yor aim woz a thinnish ¼ ball on yellow (shown by one of the broken lines)(which givs a red-first contact). And the other broken line shows a safe thick ¼ ball aim. In 13B u would need to uze maximum right-side (az shown) to try to make

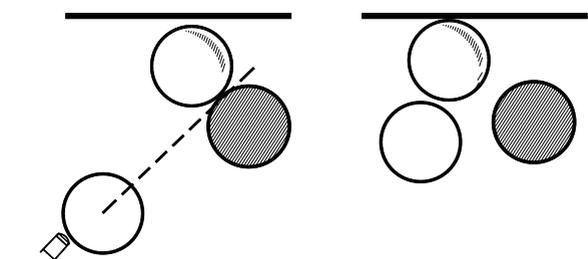
up for the deficient contact. Anyhow, the trouble with 13A iz not yor judgment, koz u never uzed yor judgment. U started with a no-brainer safe aim, but then swung bit by bit into danger without thinking. It woz a non-judgment. And it kums from (a) rushing, & (b) changing aim, & (c) rushing.



**14A** Here in 14A the qball iz dead-center in front of the red & yellow (so here i do not need to draw a broken ball). To hit both balls at the same time yor aim would need to be the **COMMON TANGENT**. Simple. Yet in 14A the broken line shows that yor aim iz thin halfball on yellow. This will hit red first, but u wanted to hit yellow first. The 2 broken lines in **14B** show yor aim, & show the safe aim (thickish half-ball on yellow). If i want to check whether the qball iz left or right of the common-tangent, i look straight down on the balls. But i don't imagin a common tangent line, no, i simply check which ball iz

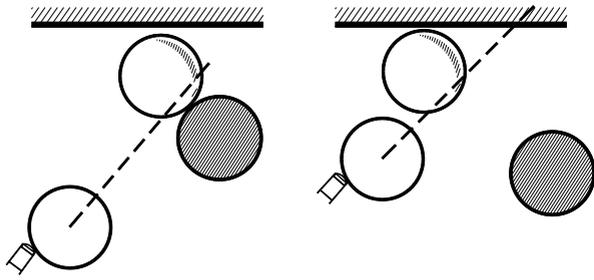
closer. Actually, it duznt matter much which ball u hit first in many such pozzys, az long az u hit softly. So, i might aim to hit both balls at the same time, softly, & i don't care much which ball iz hit first. I allow for napdrift.

## VERY TICKLISH



**15A POIZON** 15A iz terrifying to old cushion crawlers, but pretty to tyros. Take a good look at it, koz it iz poison & there iz no antidote. The good thing about 15A iz that at least u know when it iz going to pop up, it pops

up when everybody iz looking. So what to do? If the qball were left of the common-tangent-line (not shown) u would probly get away with a soft yellow-first cannon, & take things from there. Good luk, u will need it. On the first shot, & the second, u will hav a high risk of touching-balls, or a foul, or a cover. But with a lot of nervous tickling & smart use of side & perhaps a pique u should acheev good pozzy in say 4 shots. Ok. But in 15A the qball iz right of the common-tangent-line. In 15A with the qball right of the common-tangent-line, that yellow-first sequece iz very difficult. The better way to start would be to hit red first, az shown, to leev **15B**. But both ways are very ticklish. Az uzual all of this depends on the exact angle, the exact gap to the cush, & exactly who iz watching. 15B iz a dream leev, in reality u would hav something sourer. In 15B a little check double-kiss should improov things. But a nastyer leev kan leed to a slip-throo & back, or a pique-turnabout, or something else. U would not be thrown out of the Society of Cushion Crawlers for shunning 15A, & simply bashing the balls into good top-of-the-table pozzy. After all, top-of-the-table iz simply a bridging shot or two for Fellows.



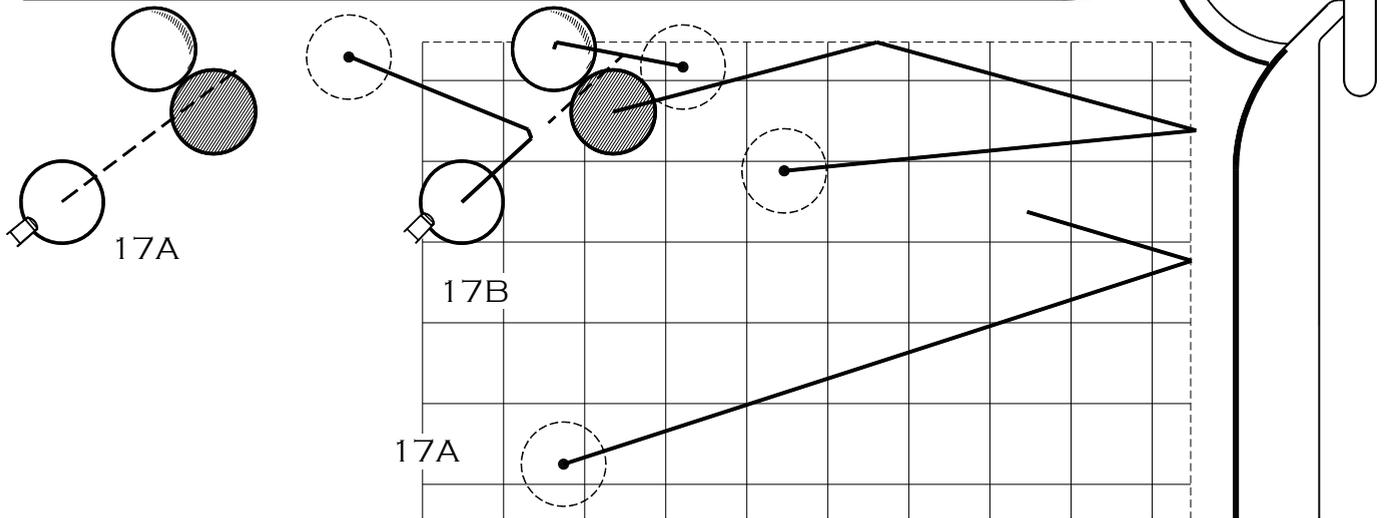
# NOT SO SILLY

## TROUBLE 16A (15A AGAIN)

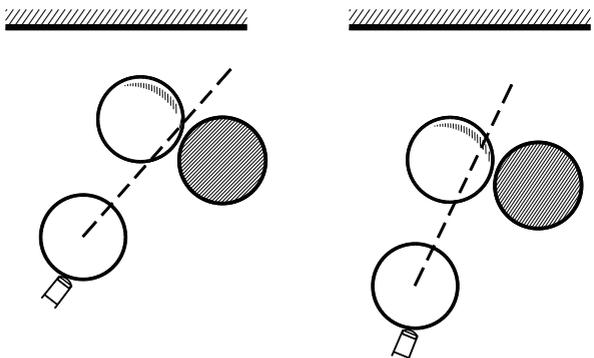
**KISS-DRIVE** In 15A if tickling makes u nervous then here iz a plan. 16A shows how u kan aim fullish on yellow with lots of left-side,

softy, to leev **16B**. There iz lots of kissing going on, i don't know exactly, duzzenmadder. From 16B u kan with luck take things eezyer. But 16A iz the danger, chalk-up, & don't hit red first.

# SMARTY PANTS



**JAW GATHER** If u are allergic to 15A & 16A, & kan produce a medical certificate then here iz a sequece that iz allowed by the Society. In **17B** the corner iz not far away. We hit red az thinnly az we dare, hard, with a little top & a little left-side, & we get a jaw-gather, az shown. Hit harder than u think. The worst that kan happen iz a cover, if u hit too softly. Chalk-up. If the balls are sitting further from the corner, az in **17A**, then u kan play thickish on red, to leev a double-kiss-gather, or a screw-gather, for yor next shot (not shown). U could do the same thing from 17B, if u play fuller on red. If the yellow-to-red angle in 17B iz less than  $45^\circ$ , then u would not hav much option. If close to the corner, the next shot would actually be a turn, if u wish to go down the side-cushion.



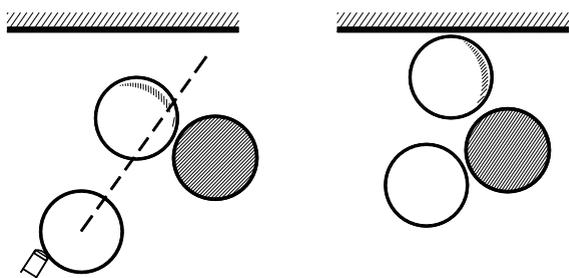
## SILLY SAUSAGE

### TROUBLE 18A BAD KISSES

In 18A u reckon on playing a late-double-kiss off yellow (YRY). But what happens iz that the yellow hits the red, & sends it into orbit. Koz, we are too close to the cush for this sort of shot. Its amazing how the yellow duz it's

best to stuff things up in this sort of pozzly. In **18B** the angle (& the gap to the cush) now allows the late-double-kiss. But it iz a woeful sort of shot to play. The leev karnt

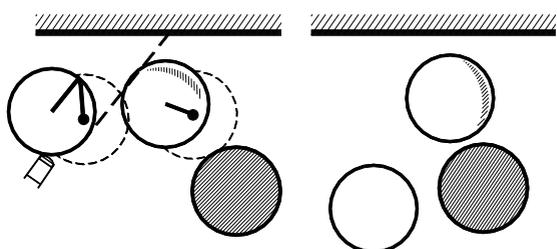
possibly be much good, & lots of bad things happen. Bad kisses etc are inevitable. The trouble iz that the red iz so close. The **MARGIN-FOR-ERROR** iz less than zero. Try it.



### 19B (18A AGAIN) No Problem

In fact there never woz a problem in 18A. Simply play 18A (& 18B) az shown in 19A. A slow thick shot with left-side leevs **19B**. It's almost foolproof.

**PHANTOM TROUBLES** Sometimes u allow for trouble that duznt really exist. There were a dozen pozzys that i had to kum to grips with.

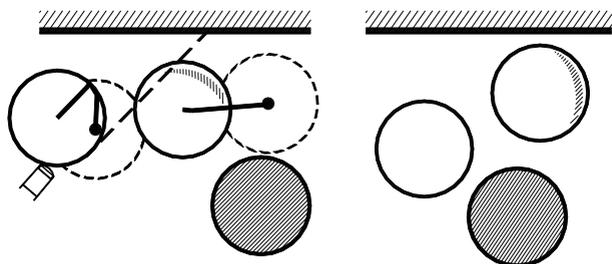


### SURPRIZE SURPRIZE

**20A CUSHION FIRST** This sort of trouble iz mentioned elsewhere in the Bible. 20A iz in good pozzy for a ThinAlong. So u play thin onto yellow with some right-side, to get the cannon off the cush, & to leev **20B**.

But dizaster. U hit the cush befor u hit the yellow instead of after, & the qball stops dead. It duznt go anywhere near the red (az shown). U hav probly fallen for the danger of hitting the cush-first lots of times in the past, but u didn't realize that this danger still existed when the yellow iz such a long way clear of the cush.

**DREAMING** In 20A u havta aim much thicker on yellow than u might think. And, the heavenly leev that u had in mind (shown in 20B) aint possible.



### 21A (20A AGAIN) DIZASTER

Ok, this time u aim much thicker on the yellow. But, dizaster again. Whats going on here? U got the yellow first, but the qball hit the yellow again befor the yellow got out of the way. Once again the qball didn't go anywhere near the red (az shown).

**OPTIKAL ILLUZION** It's the same optikal illuzion really. That cush iz allways nearer the akzion then u think. In 21A the qball almost hits the yellow & cush at the same time, despite the fact that u hit the yellow thickish. The yellow hadnt mooved more than a few mm befor the qball caught up to it again. The running side woz partly to blame too. **AIM THICKER** So its ok to uze right-side, but u havta aim much thicker than u think (not shown) to eliminate the double hit. In fakt a slight double hit iz common, & it often duznt hurt the cannon. But the best leev that u kan hope for iz shown in **21B**.