

TROUBLE POZZYZ

Perfikt Pozzy Nurseryz uzually end when u get into bad troubl. Sometimez the pozzy iz perfiktish, but in one fell blow u turn it into krap. What happened.?? U seem to fall for the same trap time & again, & u karnt even see it kumming.

MissReadz Ok, u take that trappy pozzy, & play it to death. Try all sorts of contacts etc, to see what happens. Do u play the shot badly, or iz it a misread.??

Trappy Pozzyz U will probably find that the trappy pozzy layz between two possibilityz, & it's a fine line az to which u get, & az to which iz best. Chancez are that u have to play it in such a way that u **definitely get the one or the other**. U will learn to treat that trappy pozzy with more respect. Perhaps u should play it **az softly az u dare**, so that no matter which of the two rezults winz, u will still have a shot on.

Detour Or, perhaps u learn that this trappy pozzy marks the end of a road, & that u should take **a small tricky detour** while u still have the option, before u get stuck, so that u ken get backon track later.

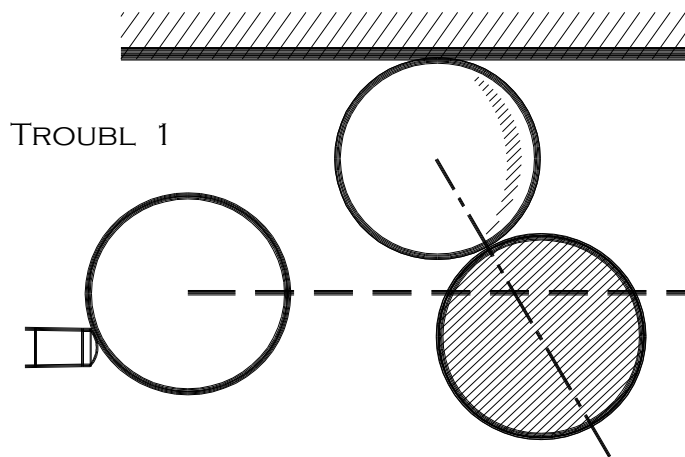
Praktis Praktis will help u to see troubl kumming. And praktis will help u to see troubl when it kumz. But if u karnt see it kumming, & if u karnt see it when it kumz, then that makes Troubl with a capital Tee, & that rhymez with Pee, & that standz for Pool (sorry, i couldn't help myself).

Here we revizit a few of the trouble pozzyz we mentioned elsewhere. We hav gathered then here to make it eezyr to find em. Do u recognize any of theze ????

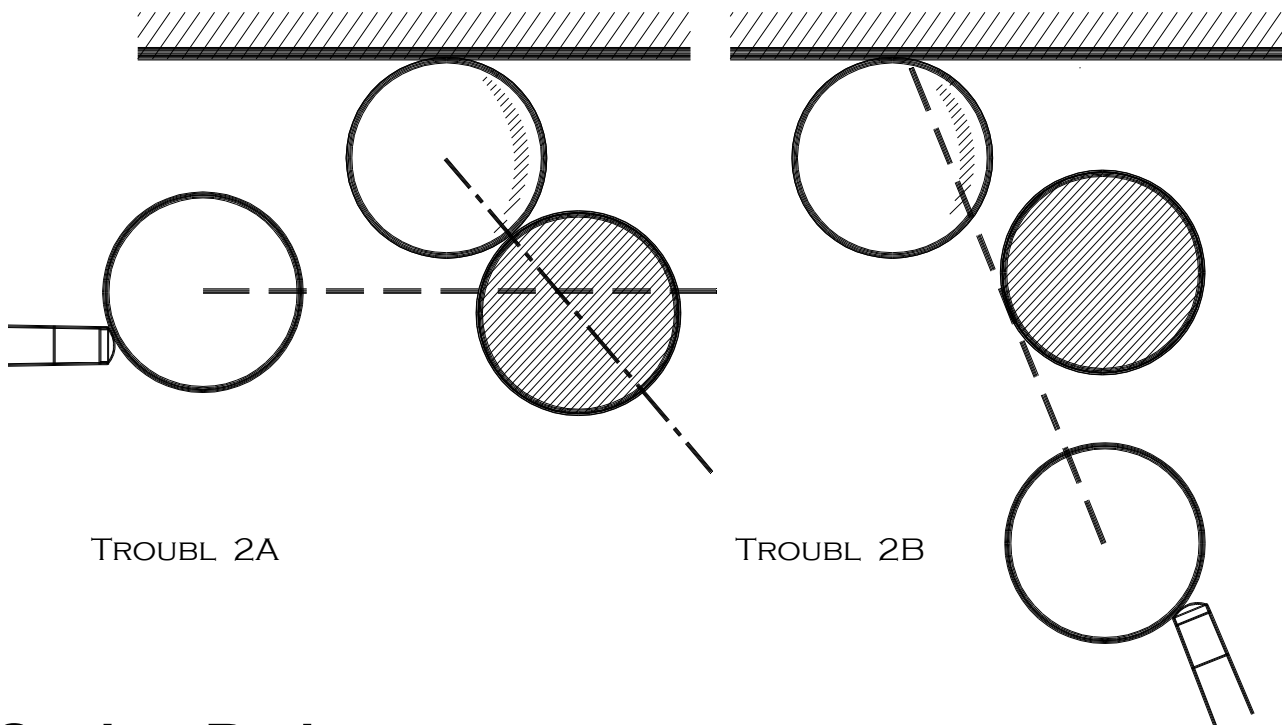
Poster We might make theze up into a large glossy poster that uken stick on the back of yor toilet door. Or perhaps on the wall of yor club.

The 7 Deadly Sinz We were going to call this chapter The 7 Deadly Sinz, but then we added a few. Then we were going to call it **The 10 Commandments**, but then we added a couple more. So we ended up just calling it Trouble Pozzyz.

MISSION IMPOSSIBLE



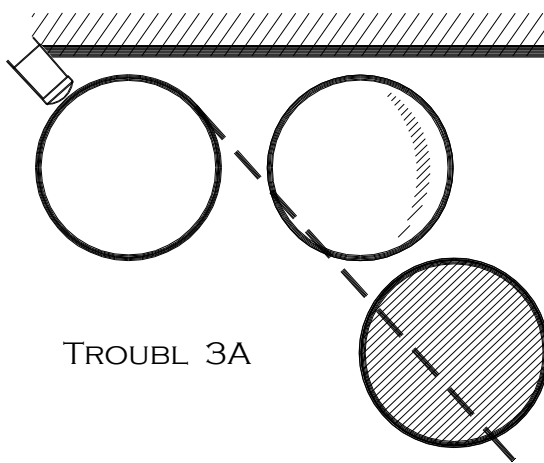
Troubl 1 Here, uken stuff-up if u play too thin on yellow & too hard. The red goze too far east (not shown). Best to play thickish & softish. But this obvious sort of stuff iznt really the troubl i wanted to show.



Saving Red This iz it. When the yellow-to-red angl gets closer to 45° , az shown in 2A, then the red karnt be saved in the uzual way. U should go directly to the seqence shown in the Anchor-Nurse & Dion'z Nurse. U havta bump the red well east to the pozzzy shown in Troubl 2B, where u then play a thick follow-throo to bring red nicely out (not shown). This leedz to an eezy gather (not shown), & away u go.

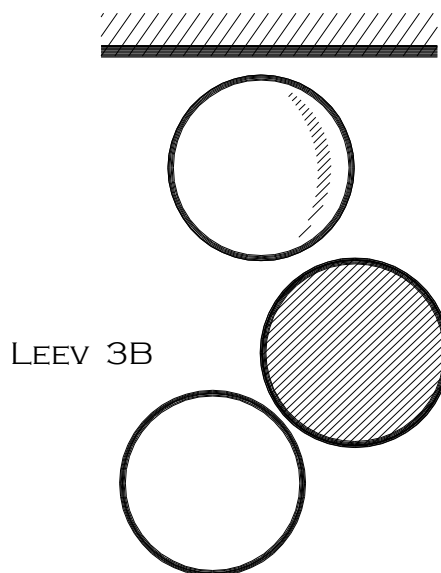
Entangled So, if u attack 2A the wrong way u might get entangled in a ticklish impossibl seqence, uzually asking for touching-ballz. Finally, when the penny drops, u might find that u need a difficult & ticklish pique, if u havnt fouled etc by then.

TOUCHING



TROUBL 3A

COVERZ



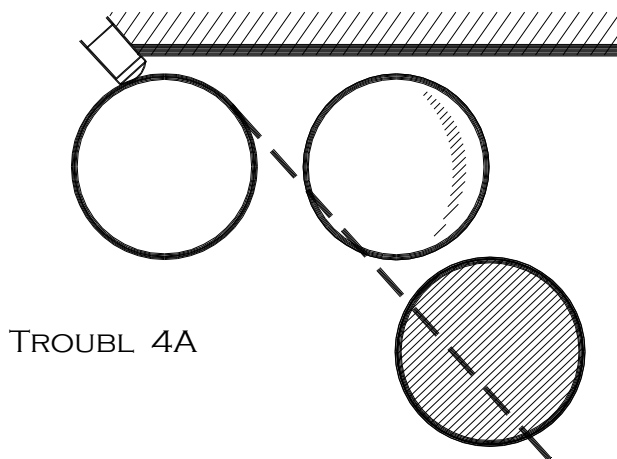
LEEV 3B

Nap

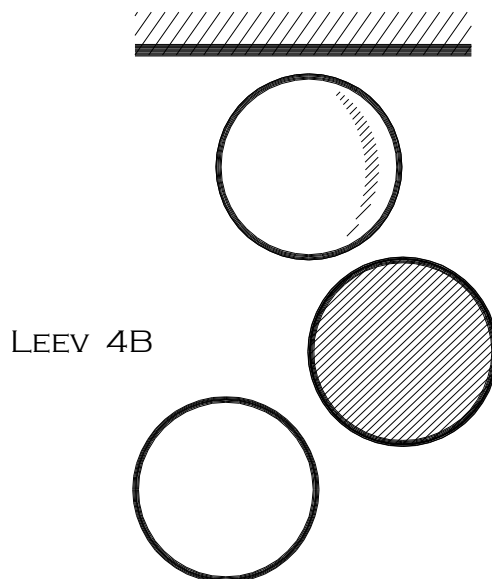
When we play back against the nap, az in 3A, we havta be careful not to land too thinly & too softly on red, koz we might get the cover shown in 3B. The red fallz bak into its own footprint. And the qball leenz east az it diez, due to kontakt-induced sidespin & the nap & the Janus-Cloth-Effect. So, u are left with a backhand-masse'. More probably a cannon off the side-cushion. With soft Krapamith ballz a cover or touching-ballz iz allmost guaranteed --- or both. The soft ballz seem to hav the hots for each other, especially at these very slow speedz.

Cover

This sort of cover iz possibly more of a problem when playing down the side-cushion --- koz the leen kenbe worse --- & uken allmost hear the red fall bak into its own footprint. More than that, on the side-cushion, the thinnish cannon kumming bak iz often impossibl. The qball seemz to be magnetically repelled by the yellow (not shown). This iz due to the nap-effects (see Chapter 67 on DriftKurv).



TROUBL 4A

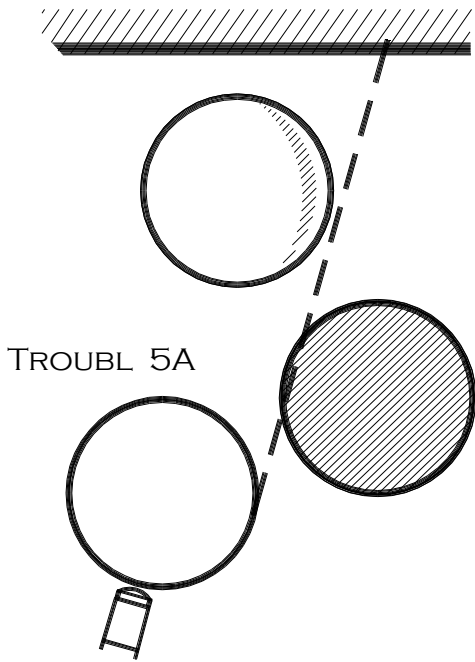


LEEV 4B

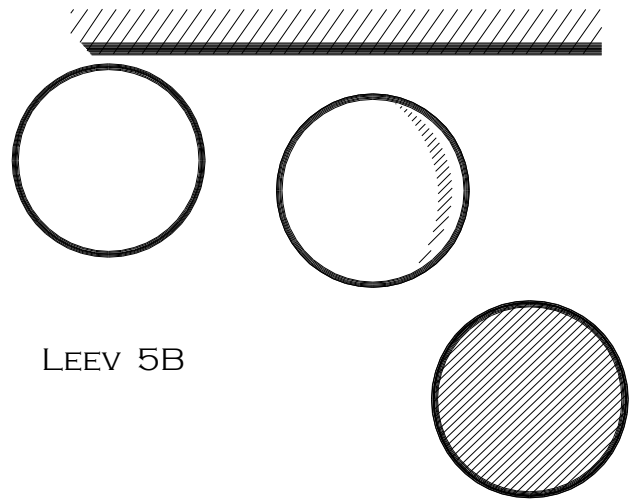
Check Side

The surest way of avoiding a cover iz to uze some check-side, az shown in 4A. A good leev like 4B iz then allmost automatic. If u suffer from too many ticklish pozzyz, then perhaps u should uze check-side for nearly every cannon. Hmmmmmmm.

MISSY KISSY



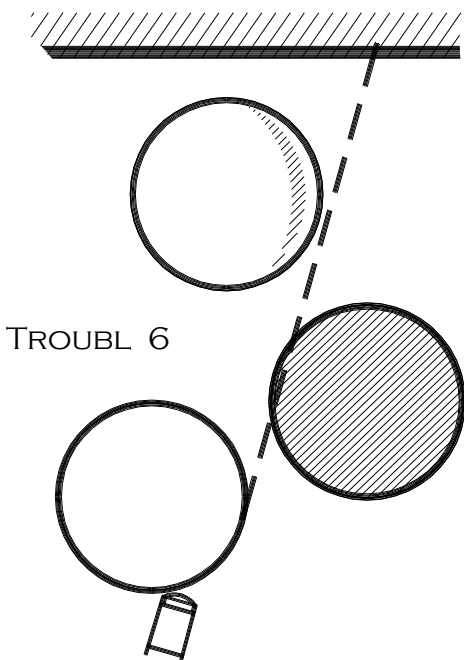
TROUBL 5A



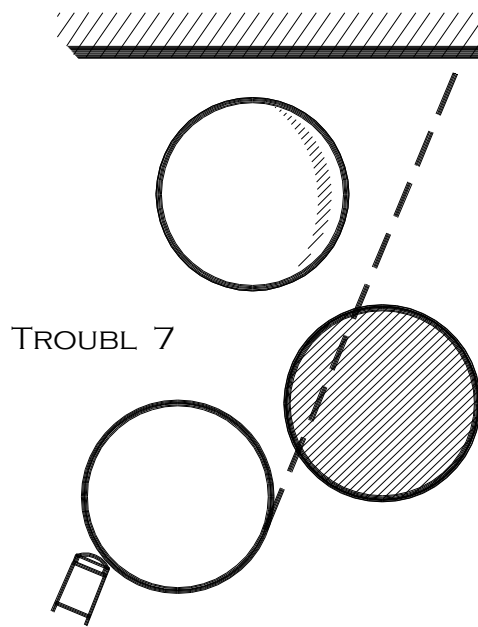
LEEVEV 5B

Double-Kiss

I really hate this one. It gets me all the time, & its usually the end of something big. In 5A the partial doubl-kiss on yellow iz a good play, but when the yellow iz off the cushion its amazing how eezy it iz to miss the kiss completely & get the cover shown in 5B.



TROUBL 6



TROUBL 7

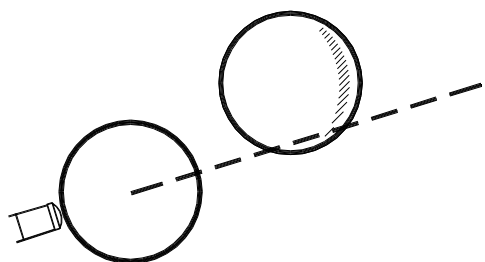
Check Side

So, play safe & uze some check-side, az shown in 6.

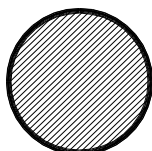
Running Side

If the yellow (& red & qball) iz further off the cushion than in 6, or if it iz more hidden (az iz shown in 7), then the safe play iz to forget about the doubl-kiss, play thick&soft on red, with some running-side, az shown in 7. Gee i hate 5A.

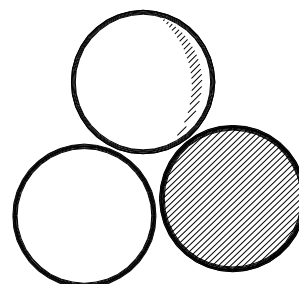
CLUSTER'Z LAST STAND



TROUBL 8A



LEEV 8B

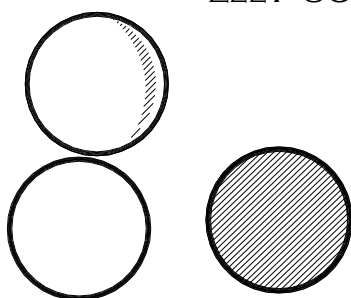


Cluster

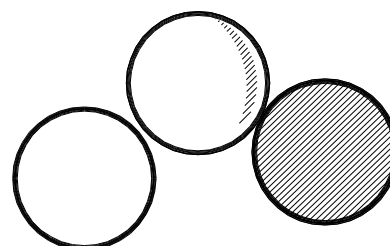
The long-range gather in 8A iz always difficult to judge --- i meen u don't know what iz going to happen --- will the yellow kiss the qball a second time or not --- will the yellow kiss the qball before the qball hits the red or after. Who carez --- it rarely makes much difference to the rezult. The real problem iz, if u get too cute, & play at dead pace, u are likely to get a cluster of some sort, perhaps az in 8B. U will be tempting a foul with ya next shot.



LEEV 8C



LEEV 8D

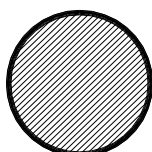


Half Cluster

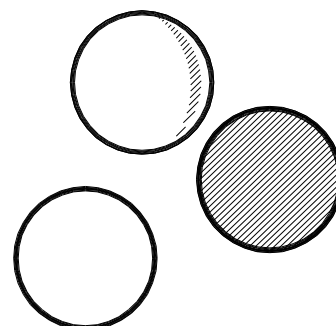
In 8C we show a possible half-cluster, which duznt stop the next cannon, but it eliminates half of ya optionz, & pretty soon u might hav no good optionz. And in 8D we show that we might hav got a cover.



TROUBL 9A



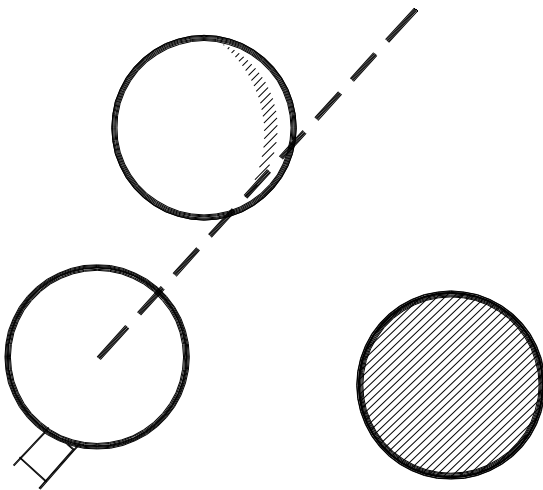
LEEV 9B



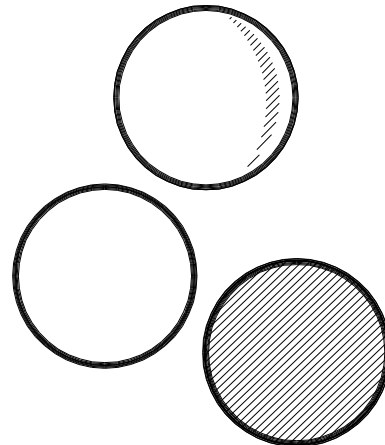
Check Side

Servz u right !! U should hav played 8A harder. It wouldnt hav guaranteed a good leev, but ya % would be much much better. Actually, if uze check-side in 8A, az shown in 9A, plus the xtra pace, yor leev iz uzually even better. Chalk-up.

A COWARD'Z DEATH



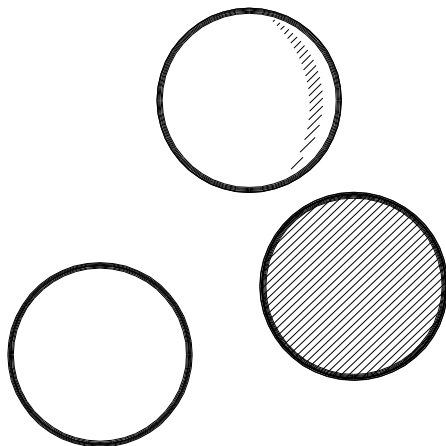
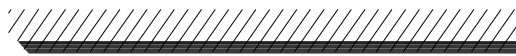
TROUBL 10A



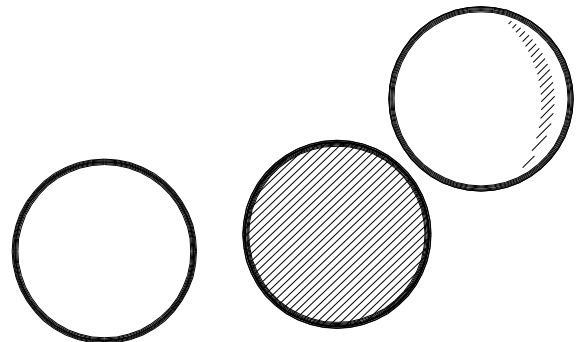
BAD LEEV 10B

Softly

When u play a doubl-kiss or a kiss-back it iz best that the qball finishez south of the red. But here in 10A we hav undercooked the stun & pace, & we get the bad leev shown in 10B. Tyroz are often too timid like this. Much of this sort of thing & u won't go far.



GOOD LEEV 10C

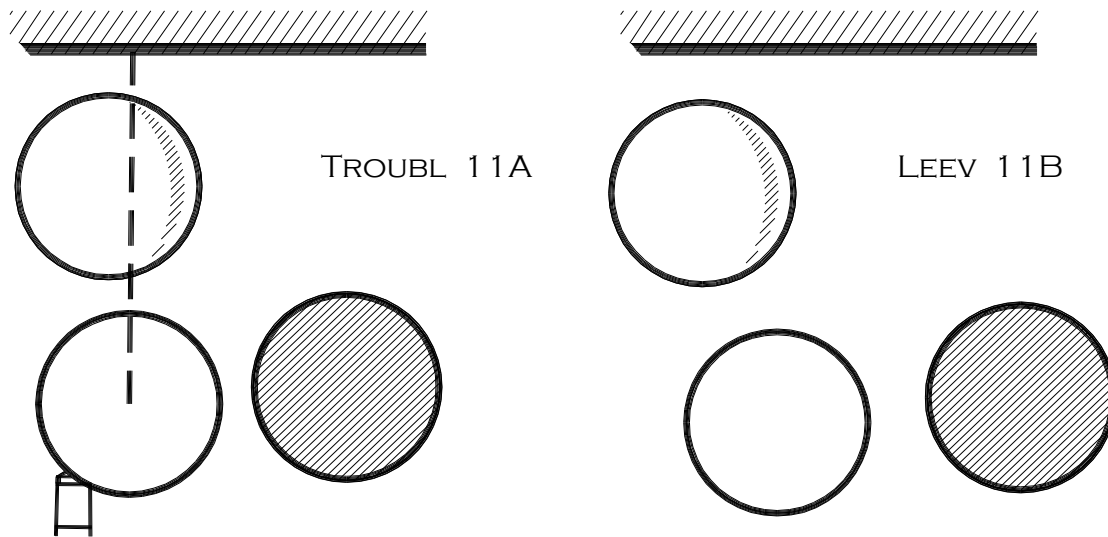


BAD LEEV 10D

Be Brave

If u hit hardish u will uzually get a good leev similar to 10A. It iz not eezy to judge skrewy or stunny kiss-backs --- eg u sometimez looz the yellow az shown in 10D --- but all iz not lost, at least u hav an eezy cushion cannon of some sort. In the long run, hitting harder will take u further.

MISSION IMPOSSIBLE

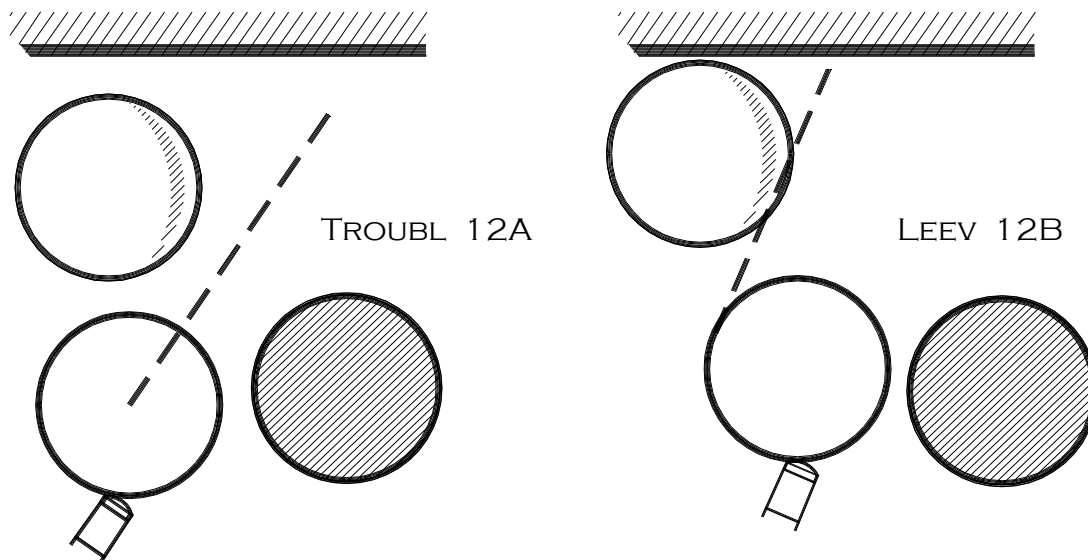


Stun KissBack

Here in 11A we hav lost the yellow --- it iz west of the qball. So, we try to play a stunny-kiss-back with check-side, to try to throw the yellow back to the east. It iz amazing how well these check-side savez work, when the pozzy looks impossible for continuing a run.

Off Cushion

But here in 11A this sort of save iz impossible. We are used to playing these sorts of savez when the yellow iz closer to the cushion --- but here in 11A with the yellow a $\frac{1}{4}$ ball off the cushion this sort of save iz not on. We will get the cannon, but we might get the poor leev shown in 11B --- not what we wanted. Now we havta go to a slip-throo to save the day.



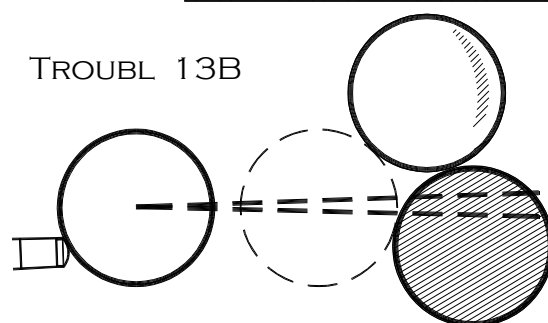
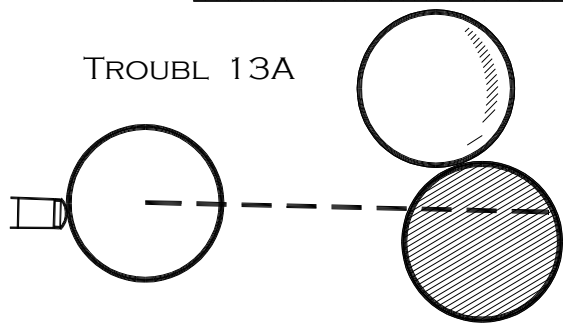
Slip-Throo&Back

Here in 12A we show the best strategy --- we simply go straight to the slip-throo&back. We play to leev 12B --- where we slip-throo & then we slip-back in 12C (not shown), & then gather in 12D. At least the slip-throo 12ABCD iz uuzually eezyr than the slip-throo that we might havta deal with in 11ABCD.

Suck It & See

Perhaps if u really think that check-side might work u might then make a very carefull attempt at 11A, knowing that a slip-throo will be there if needed.

THE WRONG BALL



Wrong Ball

In 13A we aimed a thick half-ball on yellow, then we decided that a thinner contact would be better, & we finally swung round to line-up for a thin 1/4-ball contact (as shown). Then, when we played the shot, we were shocked to see the red heading for a warmer climate. We hit red first, not our intended yellow. And we were left with no nursery, or worse, a cover.

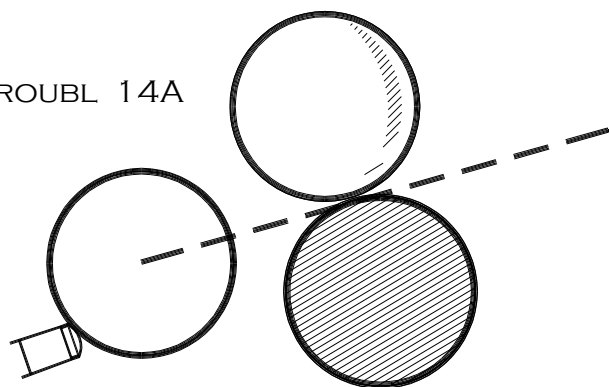
Safe Aim

13B shows our aim, which was a thinnish 1/4-ball on yellow, & it also shows the safe aim, which is a thickish 1/4-ball. We should have aimed left-of-center on the ghost ball, not right-of-center. We would then use maximum right-hand-side (as shown) to try to make up for the deficient contact. This sort of misjudgment comes from changing aim & rushing.

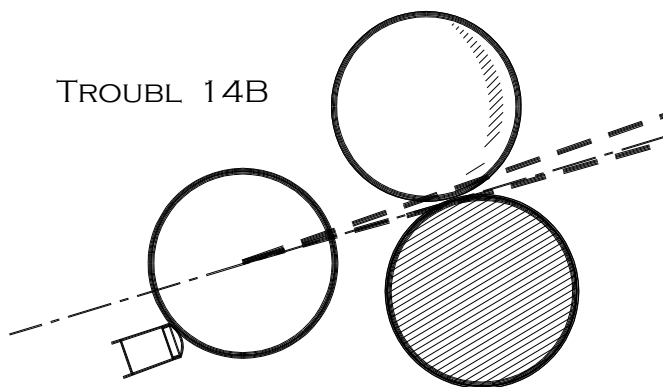
Non-Judgement

Anyhow, the trouble with 13A is not a judgment. I did call it a misjudgment, but it wasn't. Because you never used a judgment. See ?? Because you started with a no-brainer safe aim, but then swung bit by bit into danger without realizing it. It was a non-judgment. And it comes from (a) **rushing**, & (b) **changing aim**, & (c) **rushing**.

TROUBL 14A



TROUBL 14B



Dead Center

Here in 14A, the cue ball is dead-center in front of the red & yellow --- so this should be easy to judge --- yet this is probably the position where most mistakes are made --- in 14A we don't know it but we are going to hit the red first. 14B shows our aim, & also the safe aim (thickish half-ball on yellow). Anyone can see that anything right-of-center is bound to hit red first.

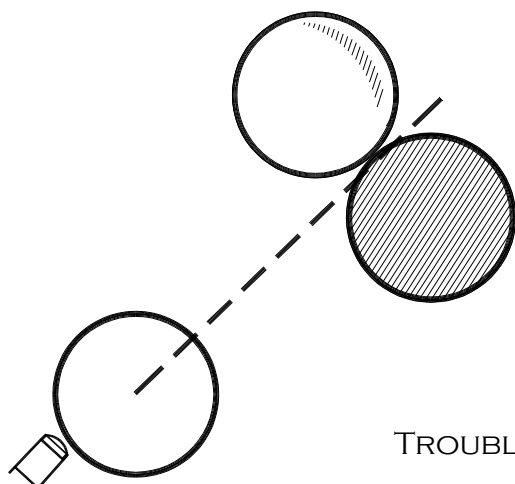
Look Down

If I want to check whether the cue ball is left or right of the common-tangent, I look straight down on the balls. I don't imagine a line, I simply check which ball is closer.

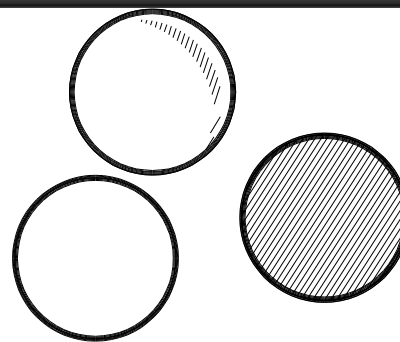
Softly

Actually, it doesn't matter which ball you hit first in many such positions, as long as you hit softly. So, when the yellow is close to the cushion, I aim to hit both balls **at the same time**, softly, & I don't give a hoot which ball is hit first. But hit softly. Allow for napdrift.

VEEERY TICKLISH



TROUBL 15A



LEEV 15B

Poizon 15A needz very careful handling. It iz terrifying to old cushion-crawlerz, but very pretty to aspiring cushion-crawlerz. Take a good look at it, koz it iz poizon & there iz no antidote. Death iz painfull & violent & quick. The only 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 iz the best thing to do ??

Common Tangent Line If the qball were leftish of the common-tangent-line (not shown), u would probably get away with a very soft yellow-first cannon, & take thingz from there. Good luk, uwill need it. On the first shot, & the second, u will hav a high risk of touching-ballz, or a foul, or a cover. But, with a lot of nervous tickling, & smart use of side, & perhaps a pique, u should acheev good pozzzy in say 4 shots. Ok. But in 15A the qball iz rightish of the common-tangent-line.

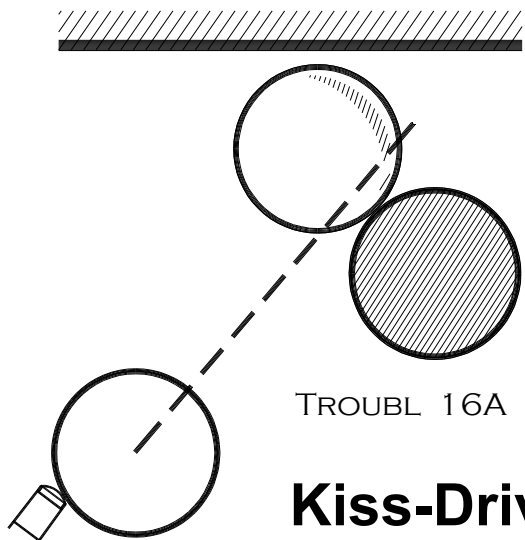
Tickle In 15A, with the qball rightish of the common-tangent-line, that yellow-first seqence iz very very difficult. The better way to start would be to hit red first, az shown, to leev 15B. But both wayz are very ticklish. Az uzual, all of this dependz on the exact angl, the exact gap to the cushion, & exactly who iz watching.

Slip-Throo 15B iz a dream leev --- in reality u would hav something sourer. In 15B a littl check-side doubl-kiss should improov thingz. But a nastyr leev ken leed to a slip-throo&back, or a pique-turnabout, or something else.

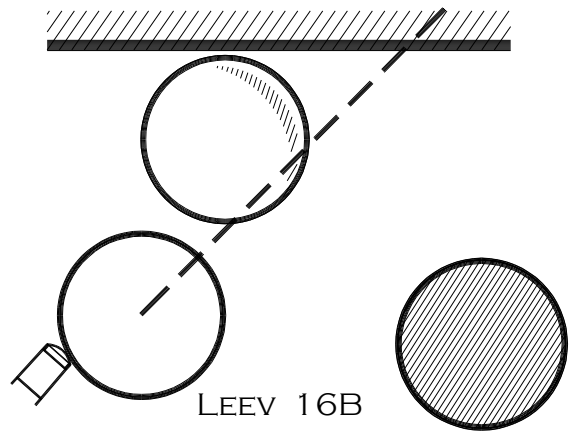
100 Timez If u played this sort of seqence from 15A **100** timez, i wonder what the report card would read. I reckon u would hav **25** touching-ballz, either on the first shot or later. Of the **75**, i reckon **25** would spiral into an award winning foul. Of the **50**, i reckon **10** would leed to a cover. Of the **40**, i reckon **20** would leed away from nurseryz. So this would add up to **20** successez, **45** neutralz, and **35** failurez. When the opponent takes to the tabl, she would hav the choice of playing from hand in the casez of the **25** foulz (plus **2** bonus points), & in the other **75** she would hav the pozzzy that woz left, of which **10** may be the rezult of a safety, stemming from the coverz. The **20** successez may reward u with a long run. A full run of **75** cannonz addz to **150** points, plus any otherz. The **45** neutralz may leed to nurseryz az well. Hmmm.

Top Of The Tabl I'll tell u what. In view of the **35** failurez, u would not be thrown out of the Society of Cushion-Crawlerz for shunning 15A, & simply bashing the ballz into good top-of-the-tabl pozzzy. After all, top-of-the-tabl iz simply a bridging shot or two for Fellowz.

NOT SO SILLY



TROUBL 16A

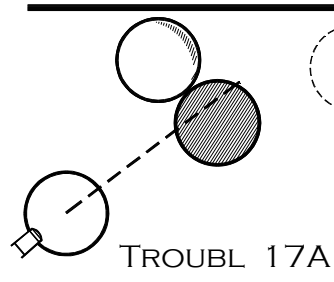


LEEV 16B

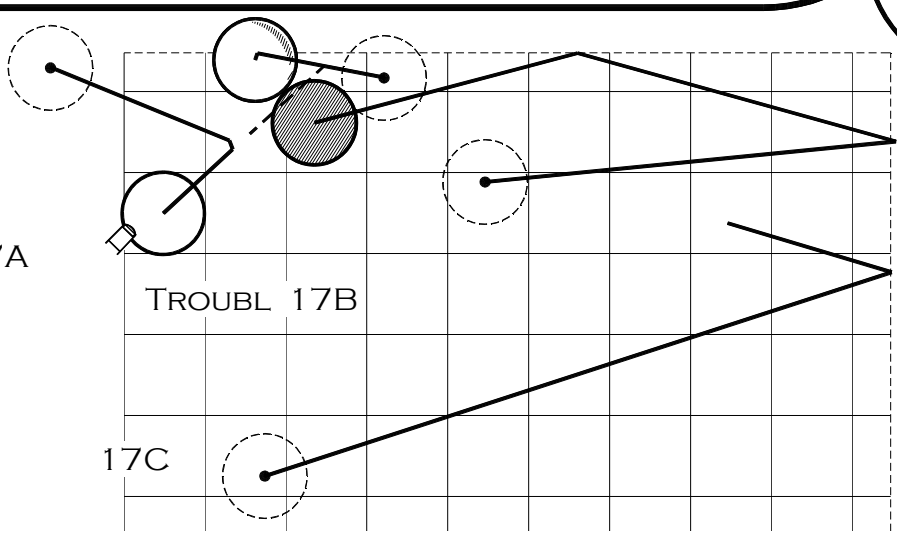
Kiss-Drive

In 15A, if tickling makes u too nervous, then here'z a better plan. 16A showz how uken aim fullish on yellow, with lots of left-hand-side if u are confident, & hit less softly, to leev 16B. There iz lots of kissing going on, don't know exactly how many or which, duzzenmadder. From 16B uken probably take thingz eezyr. But 16A iz the danger, chalk-up, & don't hit red first.

SMARTY PANTS

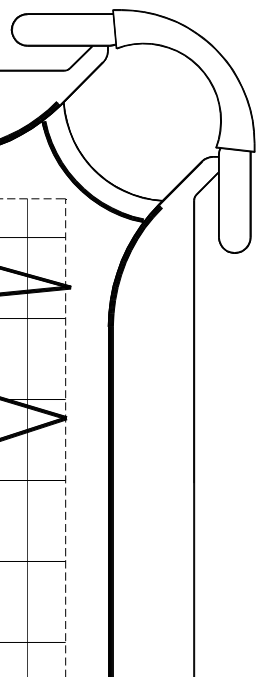


TROUBL 17A



TROUBL 17B

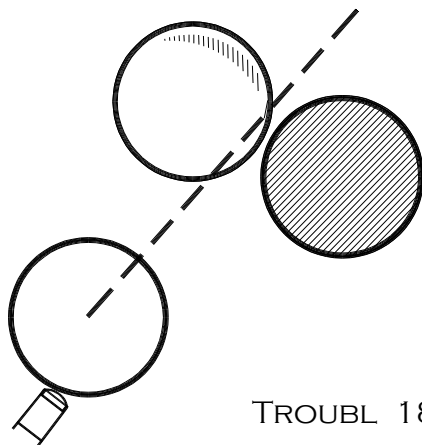
17C



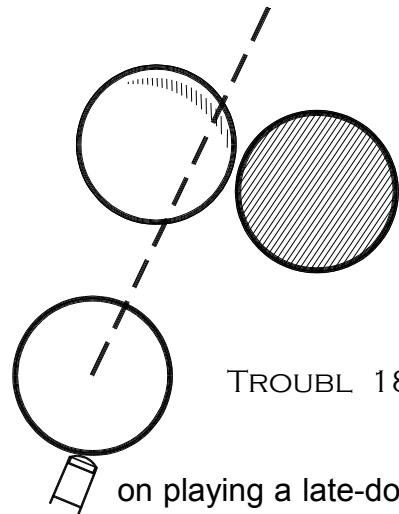
Jaw Gather

If u are allergic to 15A & 16A, & ken produce a medical certificate, then here'z 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 littl top & a littl left-hand-side, & we get a jaw-gather, az shown. Hit harder than u think. The worst that ken happen iz a cover, if u hit too softly. Chalk-up. If the ballz are sitting further from the corner, az in 17A, then uken play thickish on red, to leev a doubl-kiss-gather, or a screw-gather, for ya next shot (not shown). U could do the same thing from 17B, if u play fuller on red. If the yellow-to-red angl in 17B iz less than 45°, 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



TROUBL 18A



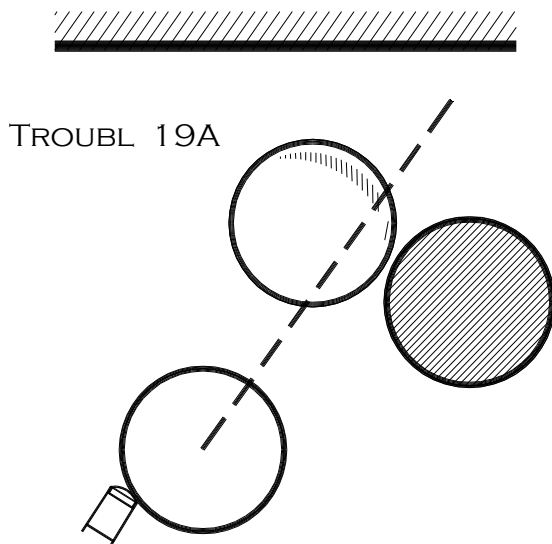
TROUBL 18B

Bad Kissez

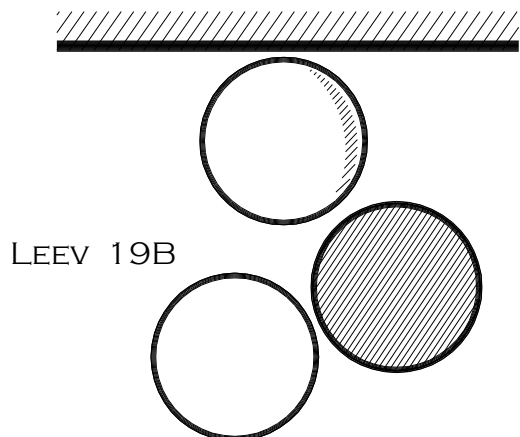
In 18A, we reckon on playing a late-doubl-kiss off yellow (Y-R-Y). But what happenz, iz that the yellow hits the red, & sendz it into orbit. Koz, we are too close to the cushion for this sort of shot. Its amazing how the yellow duz its best to stuff thingz up in this sort of pozzy.

Margin for Error

In 18B the angl (& the gap to the cushion) now allowz the late-doubl-kiss. But it iz a woeful sort of shot to play. The leev karnt possibly be much good, & lots of bad thingz ken & do happen. Try it. I shudder at the thort of all of the bad kissez etc that are almost inevitabl. The troubl iz that the red iz so close. This is one of thozе shots were the margin-for-error iz less than zero. Like i sed, try it.



TROUBL 19A



LEEV 19B

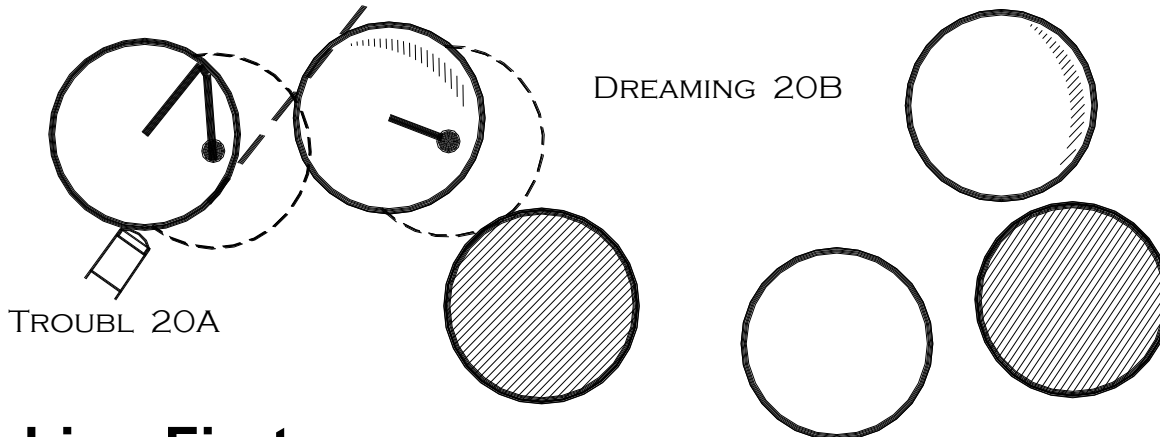
No Problem

In fact there never woz a problem. U simply play 18A (& 18B) az shown in 19A. A slow thick shot, with left-hand-side, leevz 19B. It's almost foolproof.

Phantom Troublz

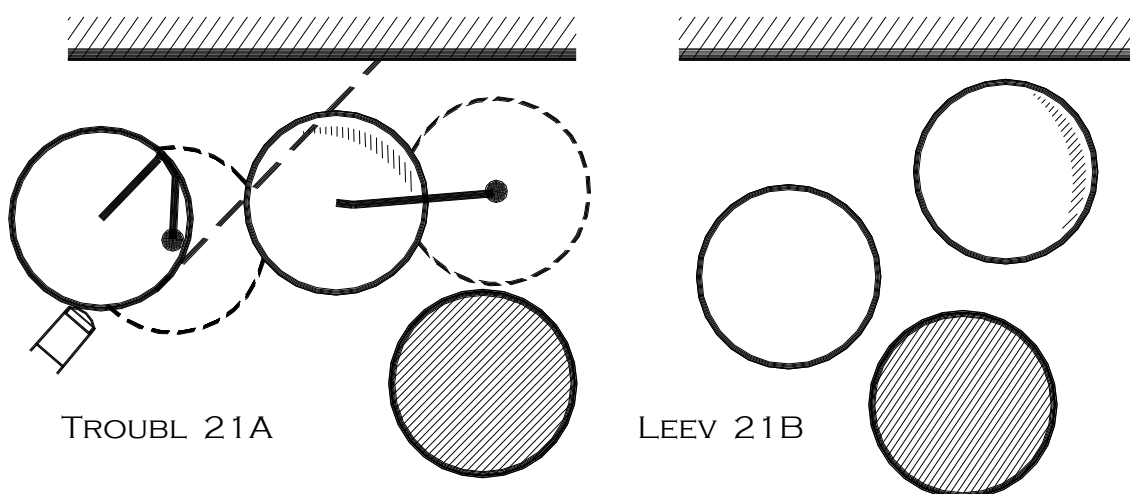
Sometimez the troubl iz that u see & allow for troubl that duznt really exist. Perhaps i should do a chapter on this sort of thing. I know that there were perhaps a duzzen common pozzyz that i had to kum to grips with. Hmmmmmm.

SURPRIZE SURPRIZE



Cushion First This sort of troubl iz mentioned elsewhere in the Bible. 20A iz in good pozzly for a ThinAlong. So, we play thin onto yellow with some right-hand-side, to get the cannon off the cushion, & to leev 20B. But, dizaster. We hit the cushion befor we hit the yellow instead of after, & the qbball stops dead. It duznt go anywhere near the red (az shown). We hav probably fallen for the danger of hitting the cushion first lots of timez in the past, but we didn't realize that this danger still existed when the yellow iz such a long way clear of the cushion.

Dreaming In 20A, we havta aim much thicker on yellow than we might think. And, the heavenly leev that we had in mind (shown in 20B) woz only a dream. It simply aint possible.



Dizaster 21A iz the same pozzly shown in 20A. Ok, this time we aim much thicker on the yellow. But, dizaster again. Whats going on here ????? We got the yellow first, but the qbball hit the yellow again befor the yellow got out of the way. Once again, the qbball didn't go anywhere near the red (az shown).

Optikal Illuzion It's the same optikal illuzion really. That cushion iz allwayz nearer the akzion then u think. In 21A the qbball almost hits the yellow & cushion at the same time, despite the fact that u hit the yellow thickish. The yellow hadnt mooved more than a few mm befor the qbball caught up to it again. The running side woz partly to blame too.

Aim Thicker So, its ok to uze right-hand-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 uken hope for iz shown in 21B.