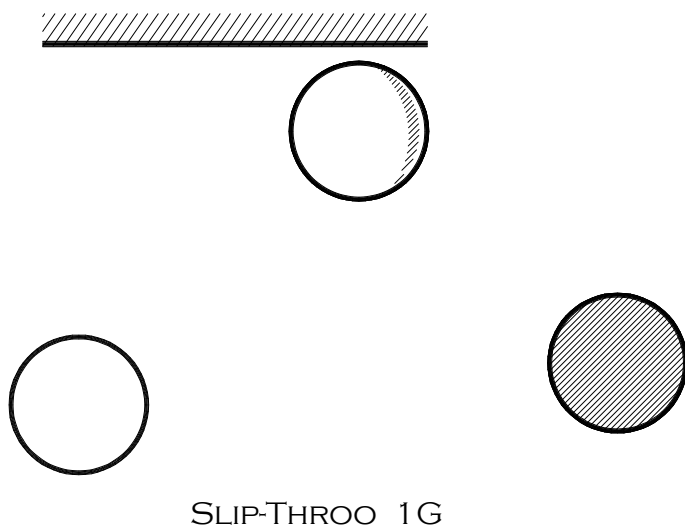
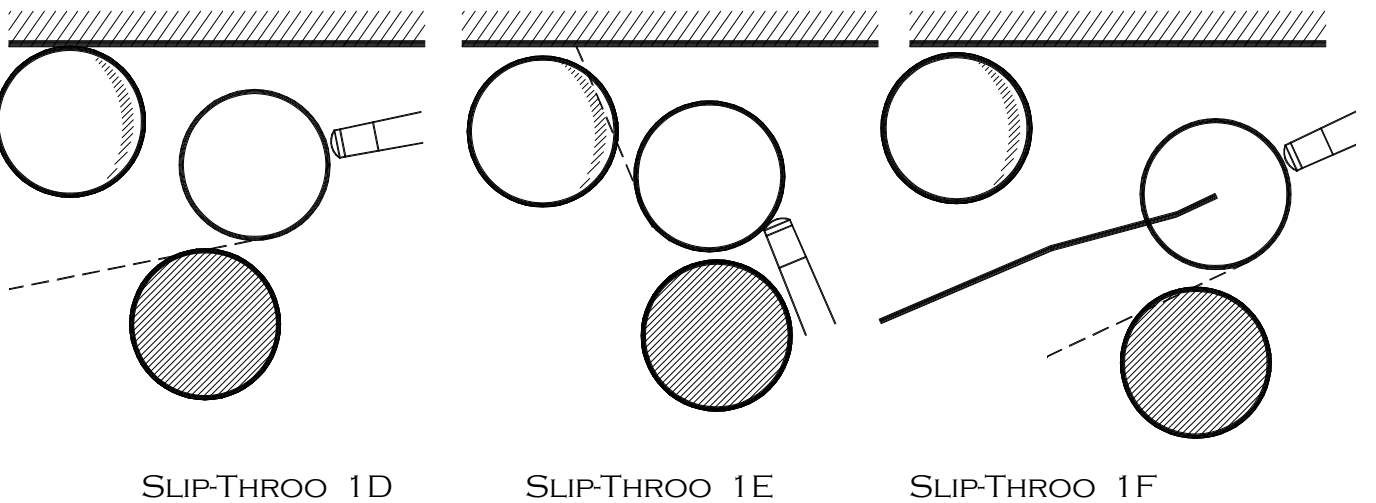
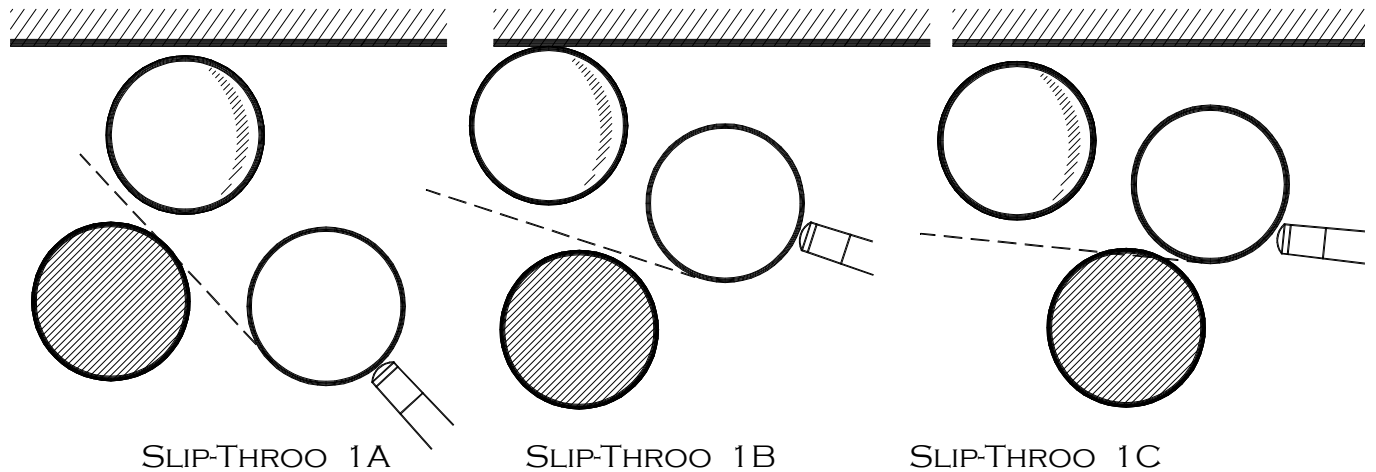


# SLIP-THROOZ

Slip-Throo'z are perhaps the cleverest sequencez around. They ken restore good nursery pozzzy when all looks lost. They aren't foolproof or eezy -- uzually they are our last hope.

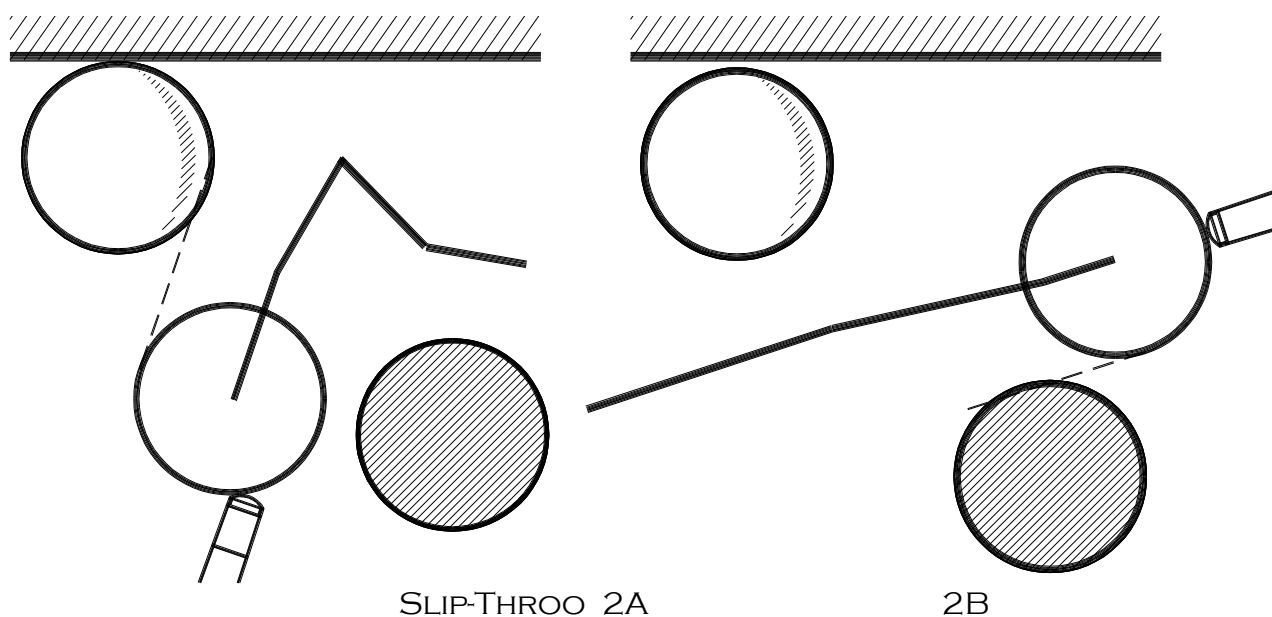
## TURNABOUT SLIP-THROO

The pozzzy iz perfikt, but we want to turnabout to go clockwize koz we iz hopeless left-handed. Or, we iz ambidextrous -- & want to go back & forth along the top cushion.



The sequence 1A to 1G iz self-explanatory. With luck we may not need the cushion-cannon shown in 1E -- however 1E iz uzually a friendly way of setting up the red-first type of Slip-Throo shown in 1F. In 1F the uzual stuff-up iz to hit too softly. U always havta go well throo to leev the good pozzzy for the kiss-gather shown in 1G. It neednt take 6 strokes to slip-throo, u should do it in 3 strokes if u don't like ticklish stuff.

# SLIP-THROO & BACK

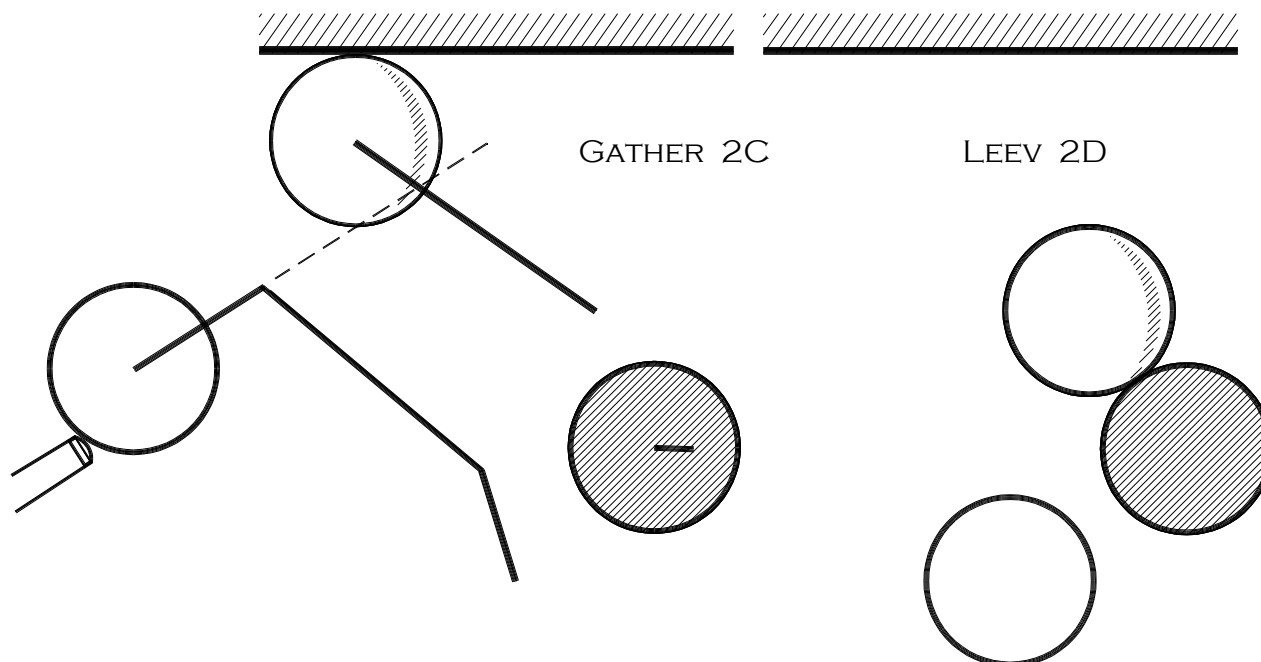


SLIP-THROO 2A

2B

**2A** This 4 shot sequence iz a classic. All looks lost, ucaint even do much with a masse. Slip-Throo to leev 2B (which iz 1F). In 2A uwill need to uze right-side (or left), so that the qball haz an eezy slip-back in 2B. And u may havta bump red south, so that 2B iz friendly. If u are getting into troubl in a run, u ken set up the 2A pozzy intentionally, etc.

**2B** Here u slip-back to leev 2C (uzing side&swerv if needed). The uzual stuff-up iz to leev the qball short. Here in 2B we havta go well throo (west). And uken bump the red south (if needed for 2C).



GATHER 2C

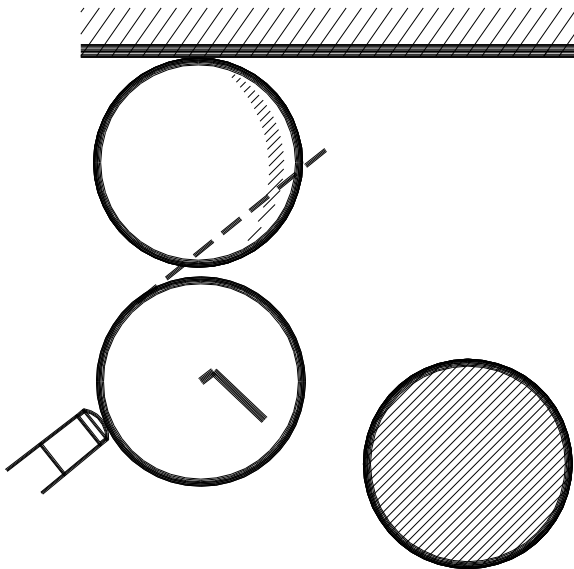
LEEV 2D

**2C** A kiss-gather with running side. On this qball-to-yellow angle, running-side duznt increase the kiss-off-angl. But it duz help the qball to finish south of the red, koz side tryz to throw the red north and the qball south. A thick half-ball contact on yellow takes it along nicely, not too short nor far.

**2D** Here we ken start a Line-Nurse sequence if we want, and gradually work the ballz along to the east, and gradually closer to the cushion (if we want). Or we ken hav a go at a bunch of edge-nursez, and herd the ballz slowly to the cushion.

# VARYATIONZ

## SLIP-THROO 3



When we find a pozzzy like 3 it iz eezy to overlook the friendly Slip-Throo-&-Back. If the yellow-to-qball gap were more than a quarter-ball we would hav some space to play a kiss-back with lots of check-side, to regain pozzzy (not shown). But a Slip-Throo-&-Back iz not difficult. Here in 3, the yellow-to-red gap iz a littl less than one ball.

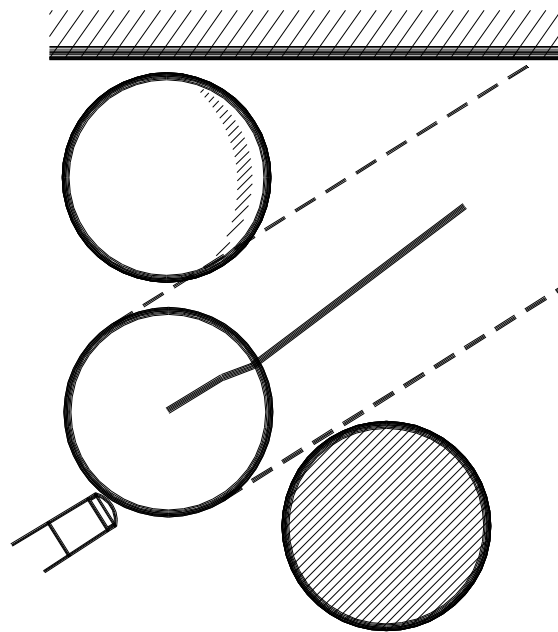
Play thickish on yellow with left-hand-side (az shown), softly, to open up the gap a little. And then play a Slip-Throo (not shown), & then a Slip-Back (not shown). Sometimez the gap iz near'nuff one ball, & we ken play a Slip-Throo-&-Back without a bridging shot.

## SLIP-THROO 4A

Here the yellow iz off the cushion, & the yellow-to-red gap iz less than one ball (it allwayz looks larger). Here we play thinnish on yellow, to Slip-Throo in one shot.

We aim az thick az we dare on yellow, koz.....

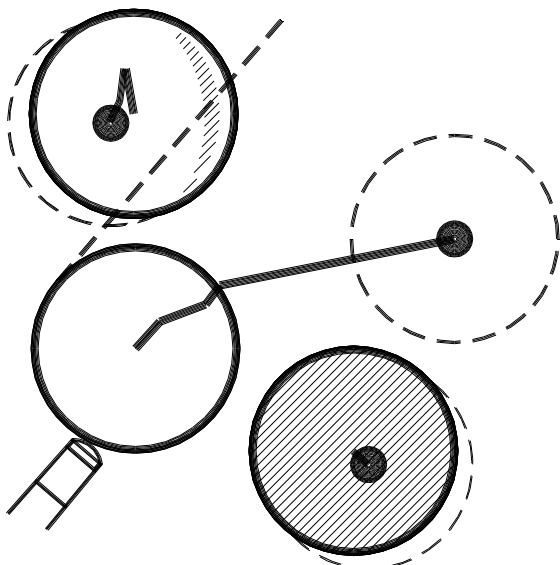
- (1) The thicker we aim, the thinner the contact on red (good).
- (2) The thicker we aim, the further out yellow reboundz (good).
- (3) The further out yellow reboundz, & the thinner the contact on red, the smaller the gap for the slip-back (good). Koz otherwise the gap will be bigger, perhaps too big.



The right-hand-side helps. But, if we aim too thick on yellow, the qball duznt get throo out of the yellow'z way, & hence we will get a second kiss on yellow, which kissez the yellow back to the cushion. This doubl-kiss rezults in a thicker contact on red -- this rezults in a very laarge gap -- no good.

## SLIP-THROO 5

Here the yellow-to-red gap iz under one ball, & the yellow iz further off the cushion. Here we ken aim quarter-ball on yellow, & we get a nice Slip-Throo az shown. The right-hand-side helps. A littl late-double-kiss on yellow iz almost inevitabl (az shown) & harmless. But we don't want a big kiss, so don't aim too thick.



Its amazing how this sort of pozzzy&shot ken handl a smallish gap. In fact it needz a smaller gap. If the gap were exactly one ball, a quarter-ball aim would miss the cannon. We would havta play thinnish, just to get the cannon. And, in this pozzzy, we ken play to leev a smaller gap for the Slip-Back, smaller than the gap that we hav here for the Slip-Throo. Funny that.

# RED-FIRST OR YELLOW-FIRST

**SLIP-THROO 4B** This iz the same pozzly az 4A (see earlyr), but out away from the cushion. Out in the open we would aim thin on the farthest ball, the red. But, if the yellow-to-red gap were a littl wider than one ball, we would aim on the nearest ball, the yellow.

## QBALL'Z STOPPING LINE

When the yellow-to-red gap iz nearuff one ball, it duznt matter which ball u hit first -- The qball allwayz tryz to stop on the centerline splitting the yellow&red. This applyz for any pozzly of the qball.

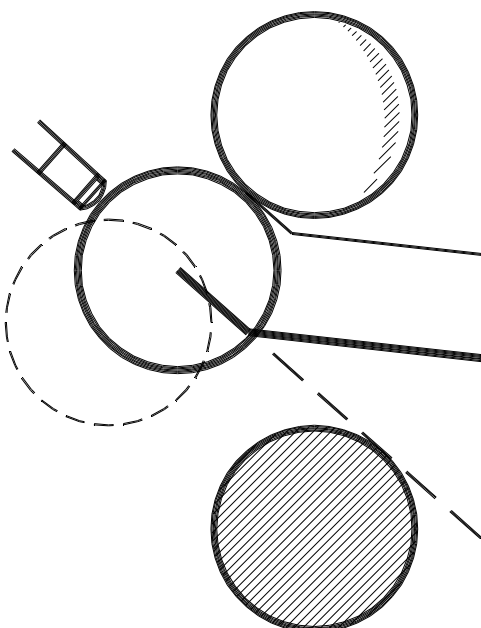
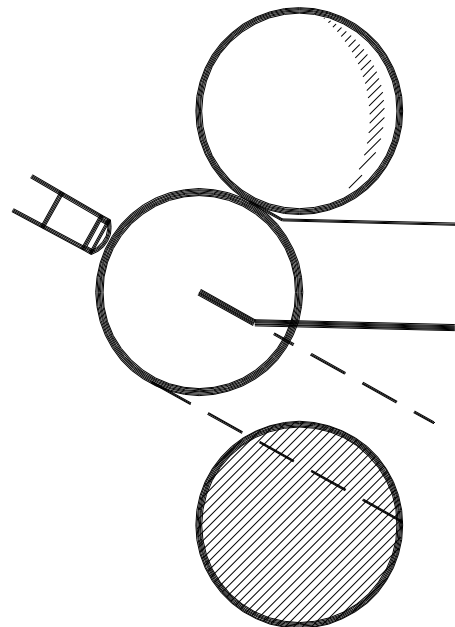
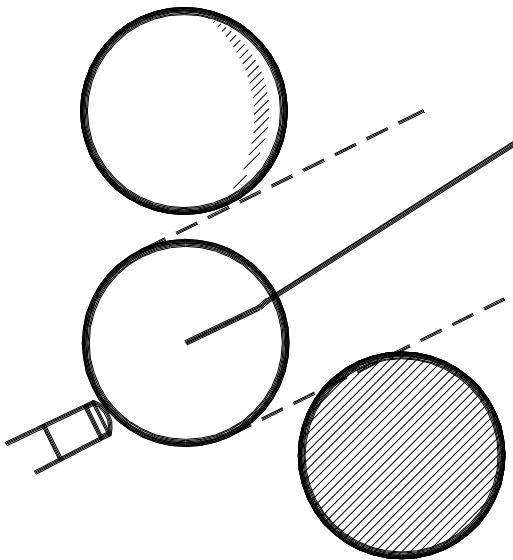
Putting this another way -- before the Slip-Throo the qball ken be anywhere, it duznt make any difference to the qball'z future stopping line.

Putting this another way -- there iz no gain hitting one ball first, or the other, it won't change this stopping line.

**SLIP-THROO 4C** Here we look more closely into the funny-stuff happening in 4B. In 4C the yellow-to-red gap iz exactly one ball. The drawing showz that if we aim a quarter-ball on red the qball missez the yellow by 1.5mm. In other wordz, we shouldn't aim a quarter-ball, unless the gap iz 2mm less than one ball (depending on the exact pozzly & line). Not that we ken meazure the gap, this iz illegal. U havta uze judgement. The rule of thumb iz,

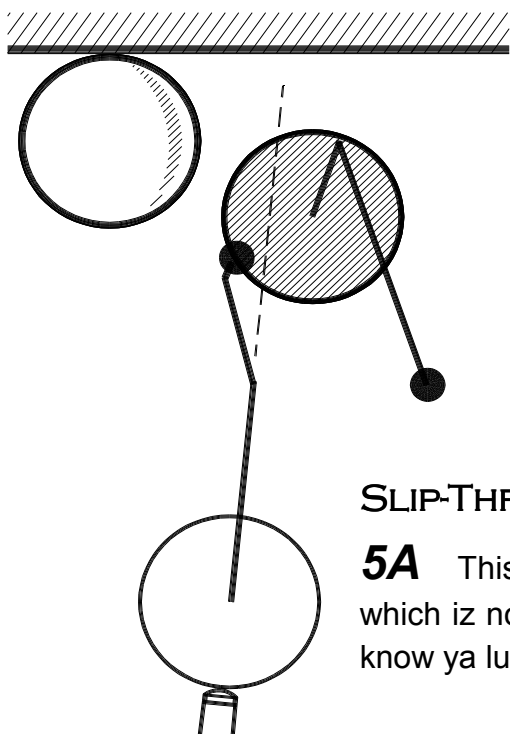
***If the gap looks exactly one ball then it iz a littl less than one ball.***

**SLIP-THROO 4D** Here iz the 4C pozzly again. If u aim half-ball on red the qball missez by 4mm. Not that u would ever try to aim half-ball for a Slip-Throo. Actually, u could, in Slip-Throo 5 pozzly. For a half-ball cannon, the qball needz to be near the center-line of the formation, shown by the broken-ball (the yellow-to-red gap iz exactly 1 ball). Yes, one day we find that something that looks impossibl iz eezy, next day something that looks eezy iz found impossible. Sometimez its an **optical illuzion**, but here its **ignorance**. Here we see that the gap iz one ball, & hav no troubl in making up our mind that any & all contacts carnt miss the cannon (ignorance). Then we get down on the shot (half-ball) & play it forthwith (**rushing**). But if we take a moment, once we are down on the shot, we ken all see&feel that we will miss. Anyhow, this confirmz the fact that if the gap iz a littl on the **small** side then think about hitting the far ball first.

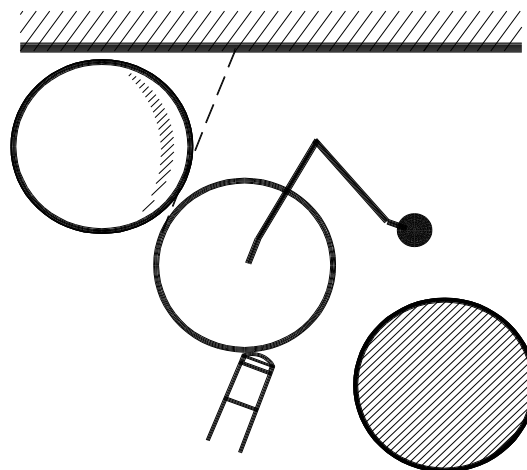


# CLEVER VARYATIONZ

Here we uze some sequencez based on 2A. It's a big ask, but we want to impress someone.

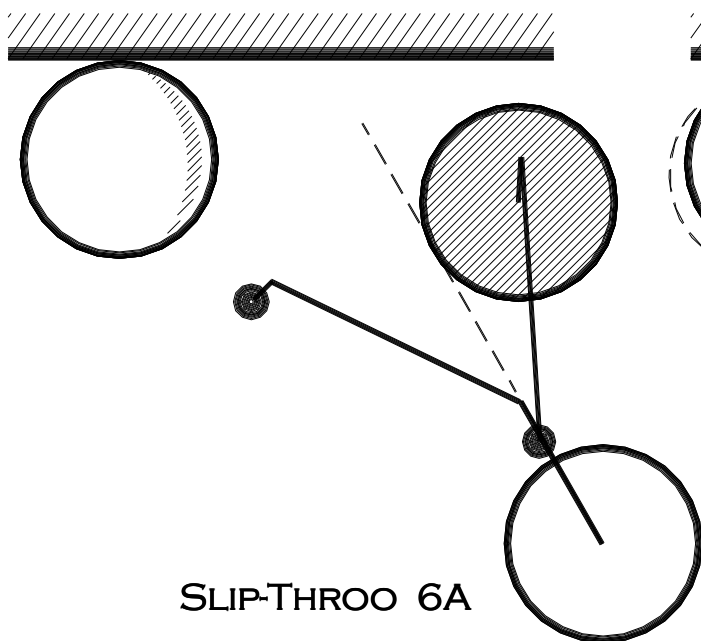


SLIP-THROO 5A

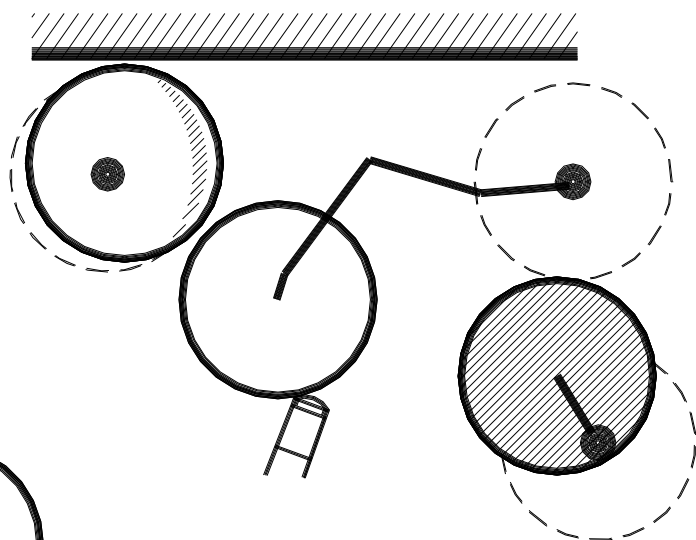


SLIP-THROO 5B

**5A** This looks nasty. But we ken bump red out to leev 5B, which iz not much different to 2B. It's a long-shot, but u never know ya luck.



SLIP-THROO 6A



SLIP-THROO 6B

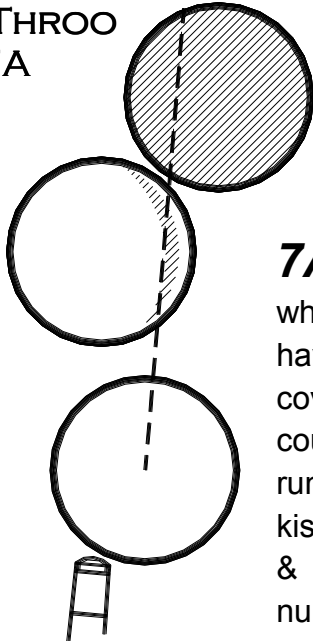
**6A** How often do we see this sort of leev. Thingz look bad, but we ken play az shown, half-ball on red with some left-hand-side, & some swerve if u ken, to set up a slip-throo-&-back. The trouble with 6A iz that u havta land softly on yellow, so, it iz natural to under-hit the red. But, the red hazta be hit out much further than u think, if u want to leev an eezy slip-throo-&-back in 6B.

**6B** More truble, the red iznt out far enuff, but we karnt see the danger. Its an optikal illuzion. We know that we need right-hand-side so that we only skim the red, to leev an eezy slip-back. But, skimming the red iz almost impossible here, koz the red iz too close to the cushion. We find that we get a thick kontakt on red, az shown, & hence we get a bad leev for the next shot (6C -- not shown) , az shown by the broken ballz. Dizaster. Perhaps we should hav uzed some pique plus the right-hand-side. But we went wrong in 6A, we should hav hit the red harder.

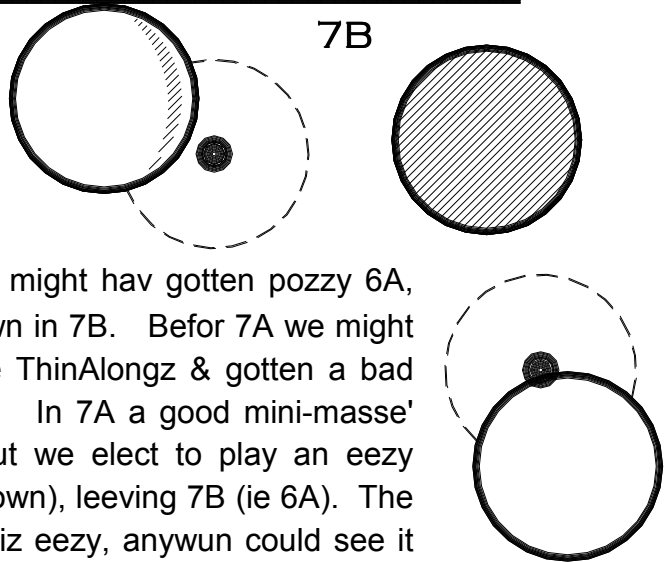
# COVERED



RUNTHROO  
7A



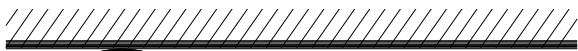
7B



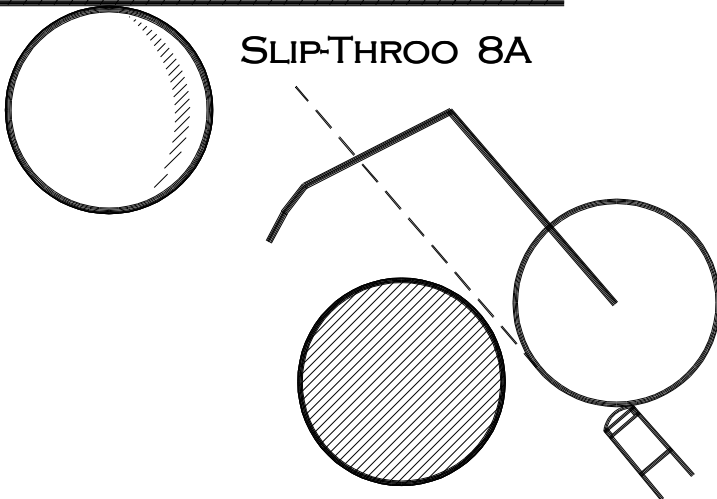
**7A** Here iz how we might hav gotten pozy 6A, which iz the pozy shown in 7B. Befor 7A we might hav been playing some ThinAlongz & gotten a bad cover, az shown in 7A. In 7A a good mini-masse' could save the day, but we elect to play an eezy runthroo cannon (az shown), leeving 7B (ie 6A). The kiss-time-cannon in 7A iz eezy, anywun could see it & play it. But playing it well enuff to leev a good nursery leev iz tricky. The aim & strength haztabe good. Ukenget leev 7B or something else.

**7B** In 7A, a cushion-crawler would see the chance of leeving a pozy like 7B, allowing a Slip-Throo-&-Back to regain nurseryz. So, she uzez some **check-side** (in 7A), to keep the yellow from leeking too far away. In fact, with **luck**, a well-played cannon in 7A ken sometimez leev the yellow az shown by the **broken ball** in 7B, & the *q*ball az shown by the other broken ball, in which case nurseryz could be regained directly (not shown), without needing a Slip-Throo-&-Back.

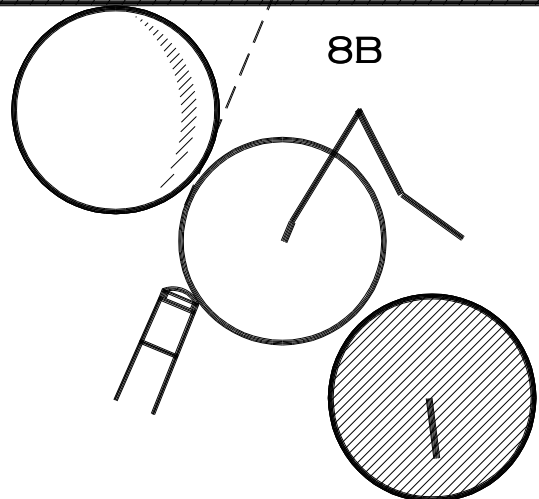
# CUSHION FIRST



SLIP-THROO 8A



8B



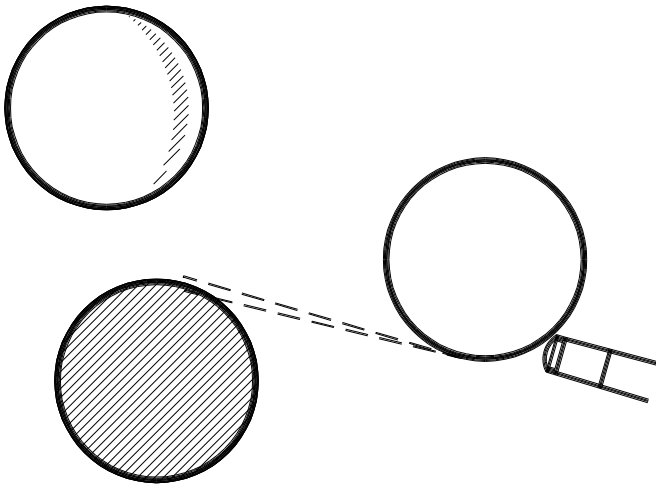
Another tricky pozy. But a knowing eye sees the chance of a Slip-Throo, if we want it, which we do, koz we are right-handed.

**8A** Here we aim to miss the red, and we uze left-hand-side, to get the cushion-first cannon, **either** red-first or yellow-first (it won't make much difference) to leev 8B. We play softish, and risk having **touching-ballz**, but that iz the risk u take.

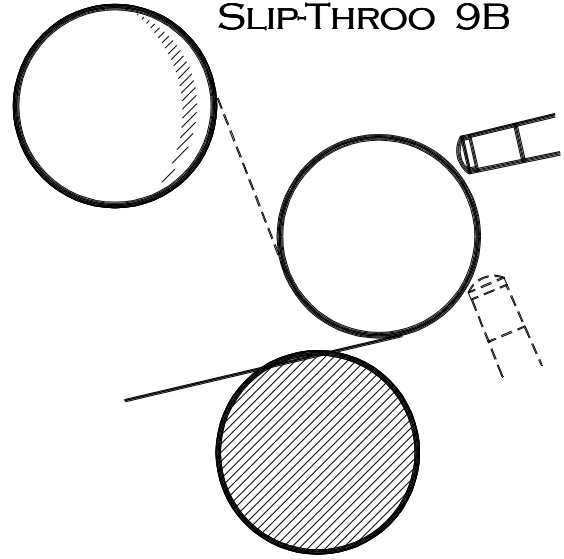
**8B** Here we need some check-side, koz here we needta keep close-in to leev a friendly angl for the Slip-Throo in 8C (not shown).

# MORE VARYATIONZ

SLIP-THROO 9A



SLIP-THROO 9B

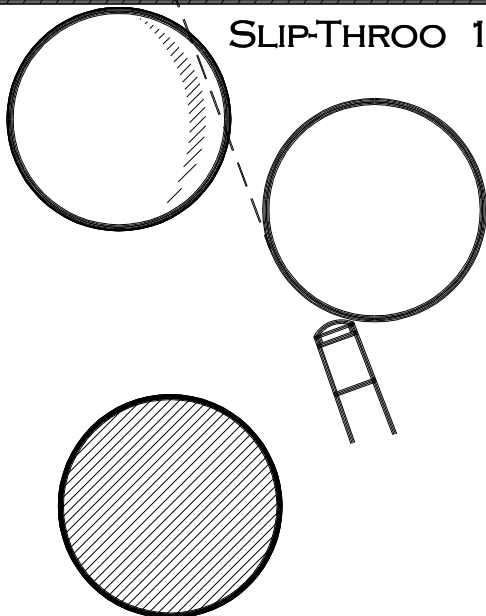


**9A** Here we play red-first (shown) or yellow-first (also shown), to nudge the yellow ahead to leev 9B.

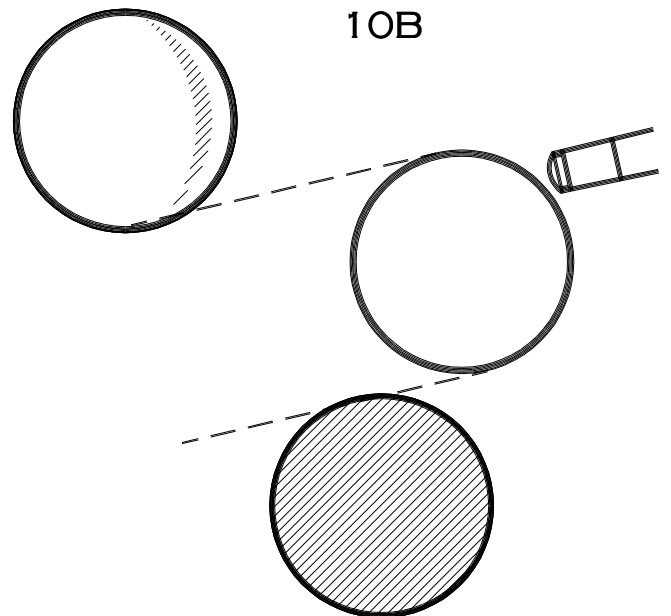
**9B** For the Slip-Throo, az the yellow iz not on the cushion, we hav more options for bumping it ahead and out a bit (with a thick contact and right-hand-side), if this helps our next shot (which will uzually be a kiss-gather of some sort).

Also, az shown (dotty cue), if we arn't happy with the 9B pozzy, we ken sneak in a cushion-cannon, to improov, before we slip throo.

SLIP-THROO 10A



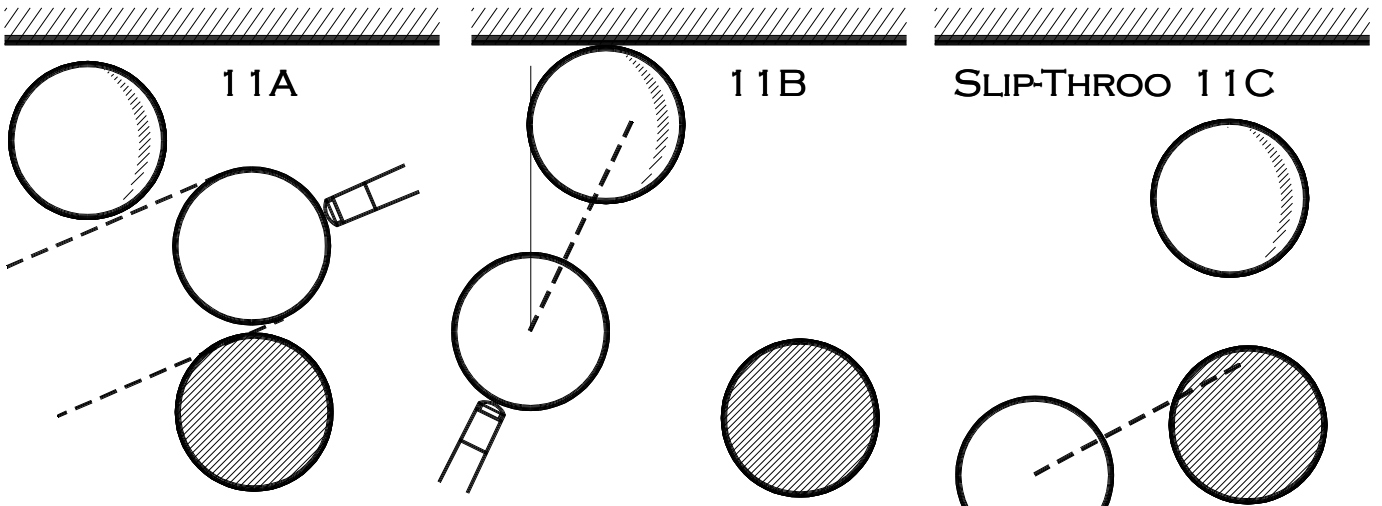
10B



**10A** Another Slip-Throo -- we play a cushion-cannon to leev 10B. Actually, we ken play a direct yellow to red cannon (not shown) instead of the cushion-cannon shown, izing pique.

**10B** Careful. Koz the yellow iz not on the cushion we won't get a kiss-off. This makes it eezyr to set up some sort of kiss-gather (not shown). But it also makes it possibl to leev a cover. Don't forget, we ken sneak in a cushion-cannon (not shown), to improov, before the Slip-Throo.

# KISS-BACK GATHERZ

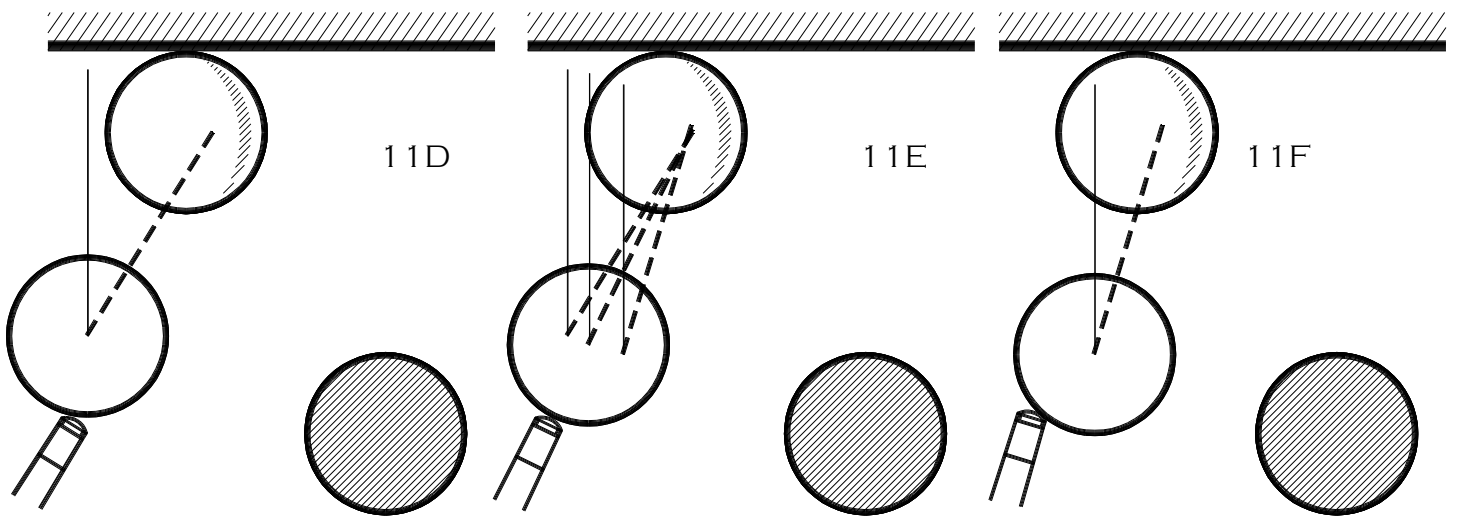


**11A** This iz like 10B. This Slip-Throo should be played to leev a kiss-back-gather for ya next shot, rather than a kiss-off-gather. 11B iz the one u want to leev. This iz dictated by the yellow-to-red angl.

If u don't like kiss-back-gatherz, u could hav snuk-in a cushion-cannon to bump the yellow ahead, but, in 11A, the range makes this difficult.

**11B** A kiss-back-gather. Aim just right-of-center, hit hardish, to leev 11C.

**11C** We bump the red well ahead to set up a simpl long-range cushion-gather. Apart from all the other problemz u are faced with in playing 11C, u havta hit very hard, to get south of red.



Instead of the eezy kiss-back-gather that we were left in 11B, we could hav got the less than perfikt leevz shown in 11D & 11E. 11E iz a repeat of B -- it also showz the aim linez for D & E.

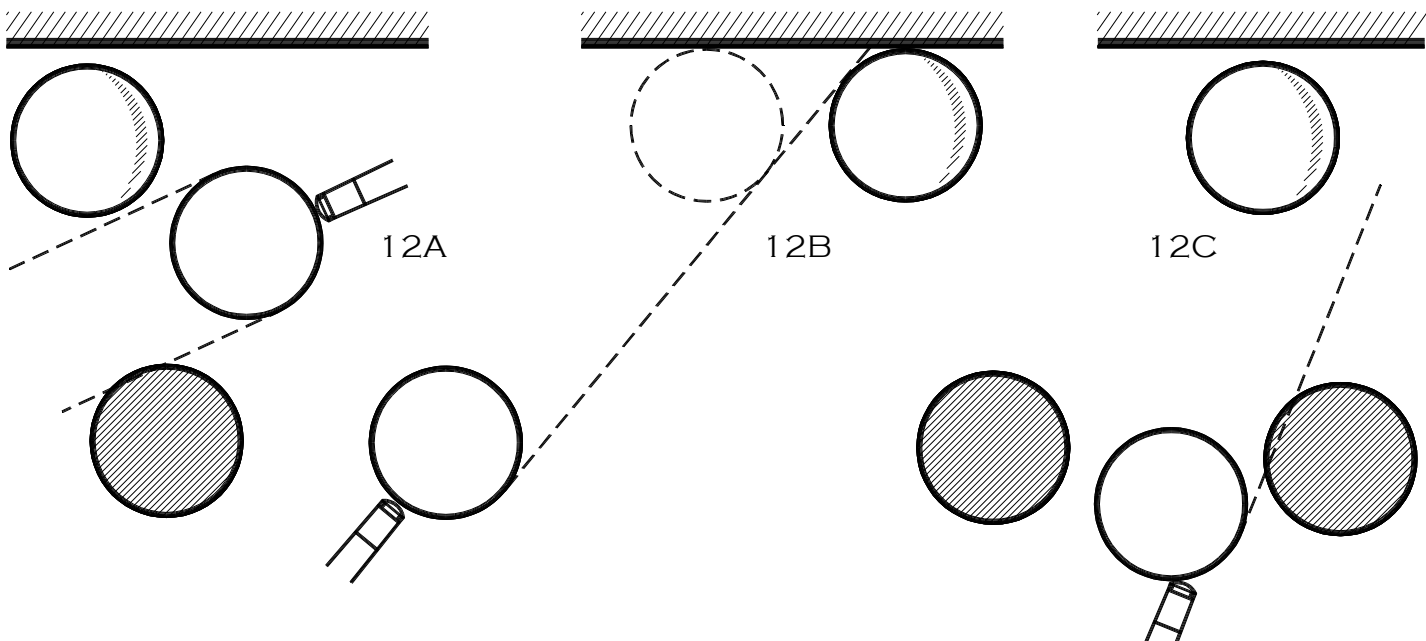
**11D** Here the qball iz too far west, so we need to uze right-hand-side, otherwize the yellow goze too far ahead, east.

**11E** Az shown, the aim linez uzually 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 qball iz too far east, so we need to uze some left-hand-side, otherwize the yellow staz too far behind, west..



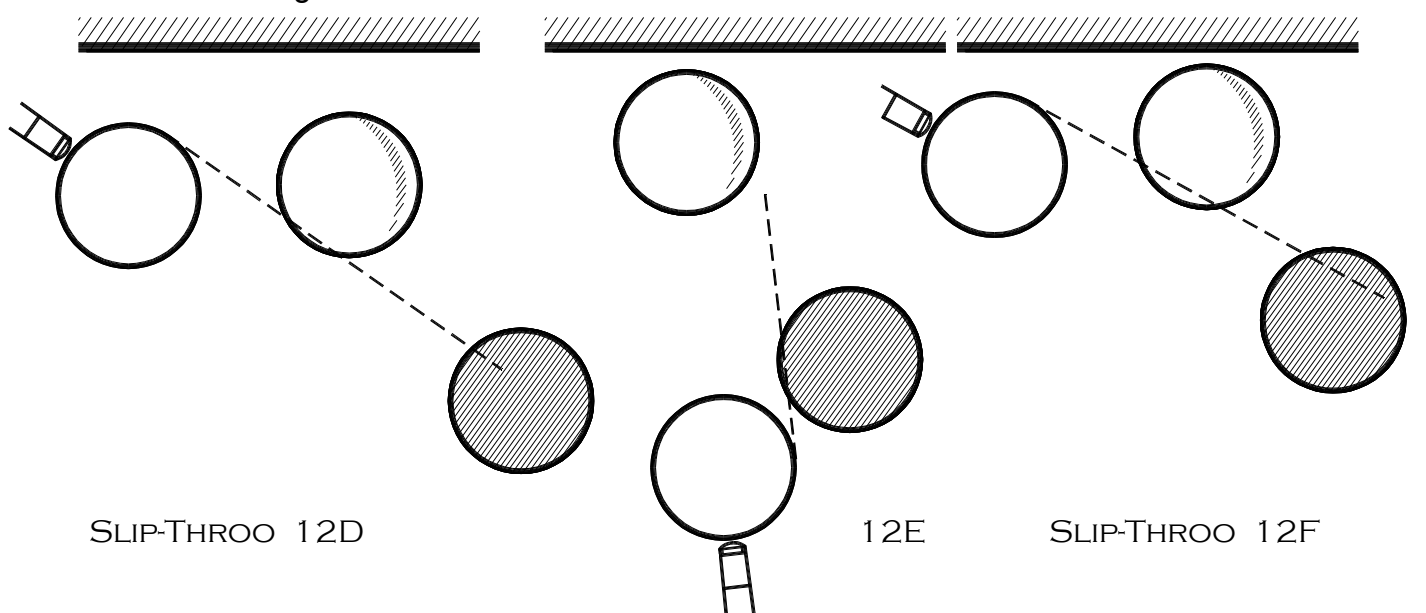
# CUSHION GATHERZ



**12A** Here, we ken set up any sort of Slip-Throo we like. But, az we ken Slip-Throo straight away, why not do that. But, koz of the pozzy, we might havta leev something like 12B. By the way, in 12A, if the qball were a littl north, we could play a yellow-first Slip-Throo, leeving similar pozzy.

**12B** This iz an eezy cushion-first-cannon. We aim for the edge of yellow, to get the cushion-first. And, this aim givz a thin contact on yellow, which iz what we need. We leev 12C.

**12C** This ken be played with checkside, hardish, judging the contact on red so that we double-kiss off yellow (thicker than half-ball), leeving 12D. If u think the double-kiss iz risky, uken play thick and slow on red (with left-hand-side) and get good pozzy without any double-kiss, but i reckon the leev would not be az good.



SLIP-THROO 12D

12E

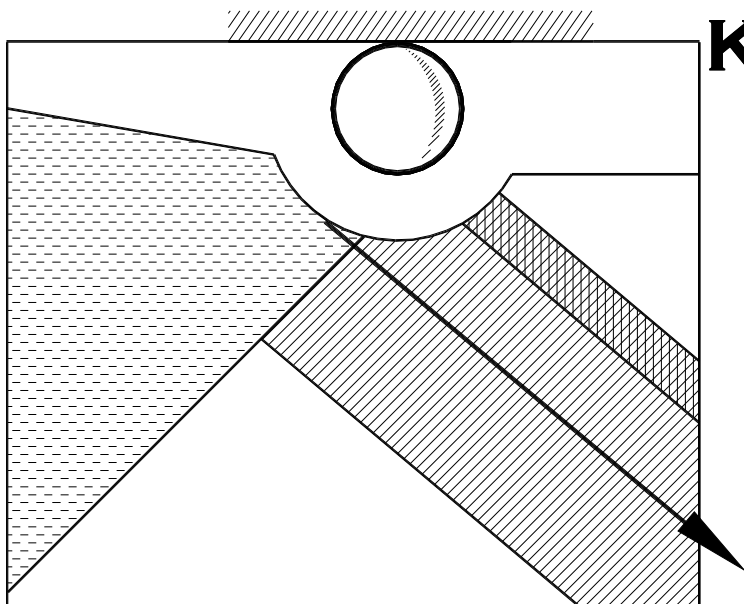
SLIP-THROO 12F

**12D** This pozzy iz tricky. The best play iz a thin cannon, landing softly on red, to leev 12E.

**12E** We begin to work the ballz closer to the cushion.

**12F** Now we are cooking.

# KISSOFF GATHERZ



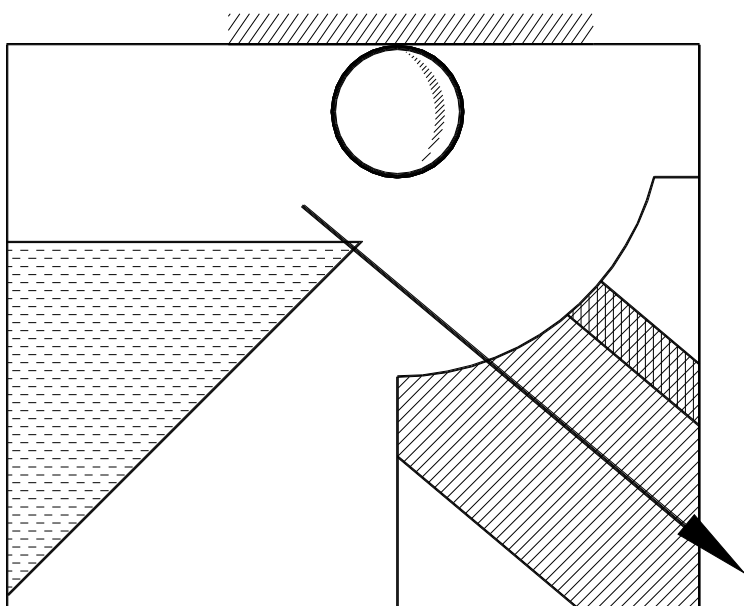
**SLIP-THROO 13A** If we look at our standard littl KissOff-Gatherz. We ken draw something like 13A.

The broken hatching iz the area for the qball, for a simpl kiss-off cannon next shot.

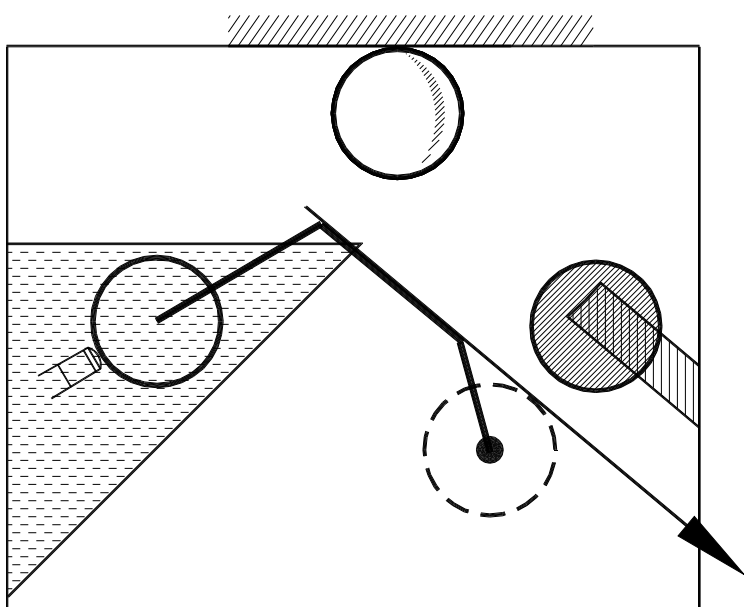
The 45° hatching iz the area where the red will yield a cannon, uzing our friendly kiss-off-angl (ie about 40°). But most of this area iz not very friendly az regardz the next leev.

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

So, if we want to set up a good KissOff-Gather, we ken leev the qball anywhere in the broken hatched area, but we havta leev the red in the smallish vertical hatched area.



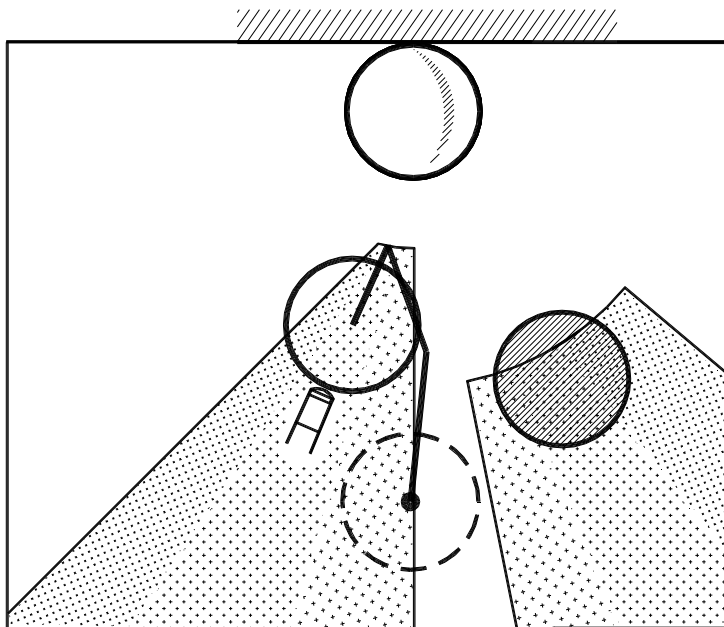
**SLIP-THROO 13B** 13A duznt really show the realistic areaz where u ken xpect to find the qball & red after a Slip-Throo. 13B iz more realistic. The broken hatching shows approximately the area where u ken expect to find the qball after a Slip-Throo. Similarly, the other hatchings show where u ken expect to find the red.



**SLIP-THROO 13C** Az i sed, the only good area for the red, for a good KissOff-Gather, iz the smallish area of vertical hatching. So, when we play the Slip-Throo, we must ensure that the red stops in that area, in which case we must ensure that the qball stops in the broken hatched area.

So, the qball pozzy iz not very critical, almost anywhere in the large broken area iz ok. But the red pozzy iz critical.

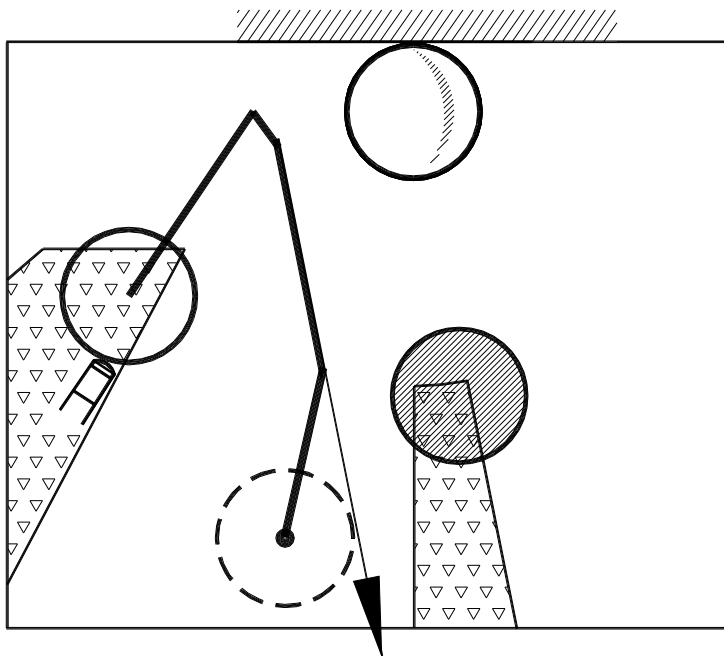
We show the yellow frozen on the cushion. But it ken be a littl off (up to say 5mm) without changing thingz much.



# KISSBACKS

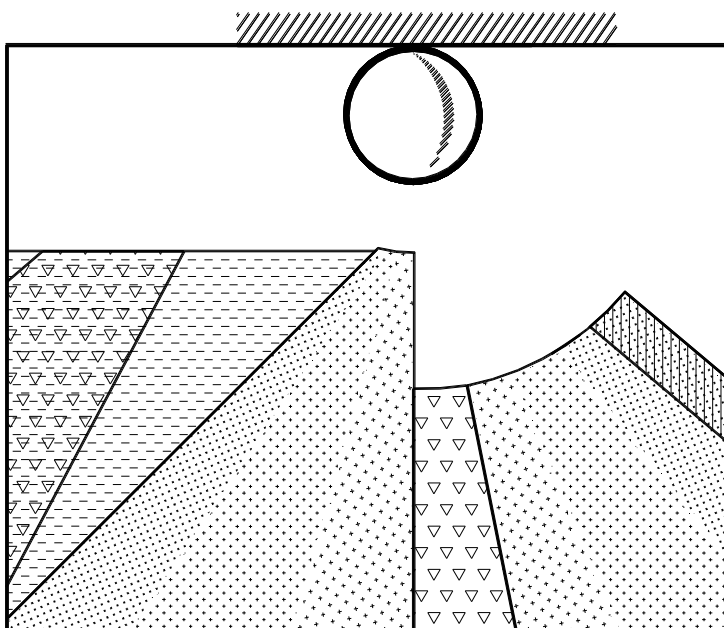
## SLIP-THROO 14

Here we look at our standard littl KissBack-Gatherz. We ken draw something like 14. Az i said earlyr, the kiss-back cannon iz not really always a gather, but it should leed to one. There iz no real definition of what iz a kiss-off & what iz a kiss-back. But i reckon that the dividing line iz where the qball to yellow angl iz such that, when the qball hits the yellow half-ball (on the right), the yellow duz not moov east. Not that we intend to hit the yellow half-ball. We will be hitting it fullish, and we will uzually be uzing check-side or running-side. For a KissBack-Gather the qball will need to be somewhere in the cross hatched areaz on the left, & the red somewhere in the cross hatched areaz on the right. For a good gather, if the qball iz in the sub-area on the very left, then the red will need to be in the sub-area on the very right, etc.



# CUSHION-FIRST

SLIP-THROO 15 The cushion-first-cannon iz not really allwayz a gather, but it should leed to one. We ken draw something like this. The qball's area, and the red's area, are shown. I could do another drawing for yellow-first cushion-second types of gatherz, but this sort of pozzzy would be too rare to mention.



# ALL GATHERZ

## SLIP-THROO 16

Here we hav amalgamated 13, 14 and 15. Az i sed, the whol of theze hatched areaz are not necessarily wholly ideal. The best areaz are uzually smaller sub-areas. But u ken work theze out for yaselvez. I'm not getting paid for any of this. Anyhow, obviously u should hav one of theze pairingz in mind when u are setting up the Slip-Throo, and certainly when u are actually playing the shot. Uzually the qball needz to be placed to suit the red. Rarely, the red may need to be placed to suit the qball.

# SCREW SLIP-THROO

## SLIP-THROO 17

Here the yellow-to-red gap iz  $1\frac{1}{2}$  ballz. It iz amazing how eezy it iz to play a Screw-Slip-Throo, az shown. It feelz impossibl to get without uzing pique. But if u put a ball where the qball iz to contact the yellow, & a ball where the qball iz to contact the red, then suddenly the required trajectory duznt look so difficult any more.

It woz all an optical illuzion. Close-range cannonz are a new dimension, & our eyez are still living in a long-range world. It will take months, perhaps never, to getcha eyez repatriated (look for this line when the film kumz out).

# PIQUE SLIP-THROO

## SLIP-THROO 18

Here the qball iz on a more difficult angl, so we havta play a pique-Slip-Throo. In fact thiz shot iz eezyr than the screw-Slip-Throo in 13A. A littl bit of running-side helps u to judge the recoil & also helps the action.

# STUNBACK

## SLIP-THROO 19

Here we uze the miraculous straight stun-back, no need for a slip-throo. The qball is dead on the yellow-to-red tangent line. This makes it eezy to judge. We ken aim a hair right-of dead-center on yellow, or dead-center with a touch of right-hand-side, to giv the dezired kiss-back line to graze the red. U don't havta uze much screw (stun) or much force. If the qball-to-yellow tangent line iz wide of the red, or inside the red, then aim right or left of center on yellow. Just uze feel to divide the angl. It won't let u down, not at thiz short range.