

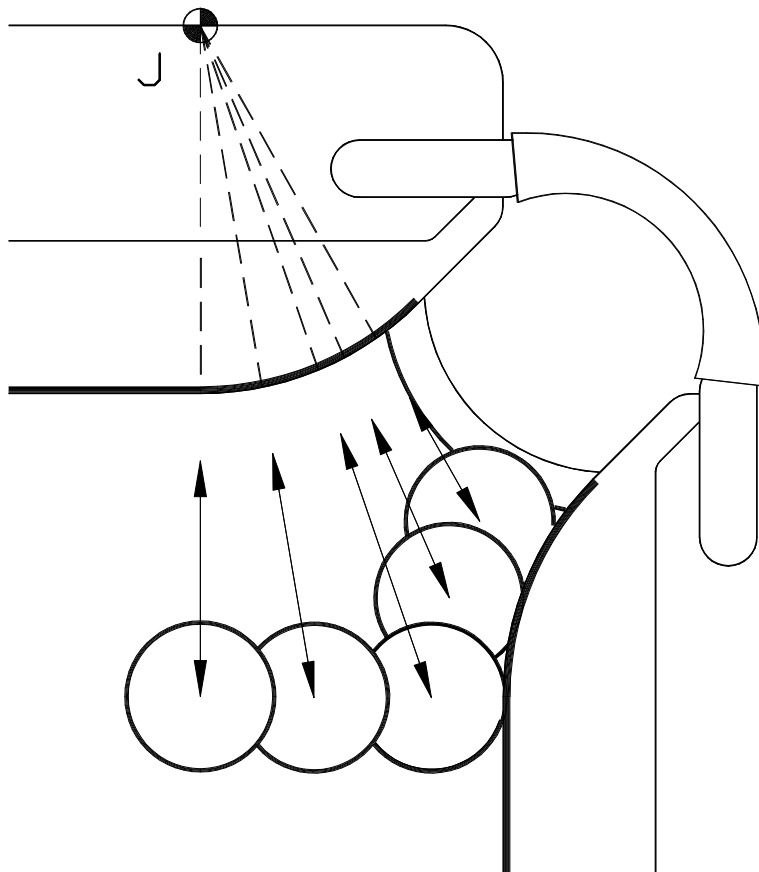
CORNER J-SPOTS

The pocket jawz are a worry -- they ken do strange thingz that somtimez help our stroke -- & somtimez they ken be unfriendly. For most of us, the jawz are complicated & unreliaibl -- but a closer look ken reveal som secrets.

Each corner-pocket haz som fairly reliabl aiming-points, that ken help u to get a short-range **gather** -- or help u to get out of a sticky pozzzy -- or to help a turn. I call these aiming-points **J-SPOTS**.

In theory there are 7 usefull J-Spots at each corner-pocket -- or 14 if u include the mirror-imagez, ie for going the other way. It soundz complicated, but knowing them, & knowing what ken & karnt be dun, ken kum in handy. They ken help u with the needed aim -- u either aim directly at the J-Spot, or u uze the J-Spot to help yor aim (ie u aim a bit left of right of it). But if u praktis u will eventually gain a good feel for these jaw-strokes & the needed trajektoryz, in which case the theoretical J-Spots should preferably bekum redundant.

U should check the J-Spots on yor home table -- but u don't havta mezure all 4 corner pockets (ie 48 J-Spots) -- u really only need to check the right-top-pocket. The right-top-pocket iz the pocket that will get most of yor action -- if u are right-handed.



J-SPOT 1A

Here we look at the first J-Spot -- which i call the J-Spot. This J-Spot ken help yor aim when u hav a cover or a cluster when the *q*ball iz in the jawz of the pocket.

This iz how u find the J-Spot. Stick a bit of blue-tack on the back edge of the rail, opposit the end of the jaw. Fire the *q*ball at the blue-tack from a number of pozzyz, az shown. If the ball kumz straight back to the cue for each, then u know that the blue-tack iz in the correct place (for u).

Obviously u karnt uze blue-tack for a serious game, but there might be a dent or mark at just the right spot, u never know yor luck.

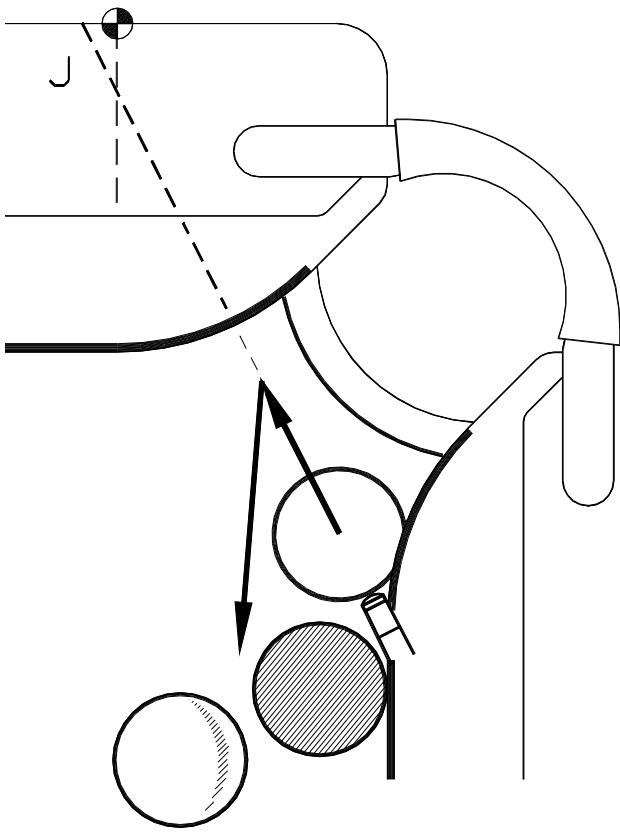
The other jaw likewise (not shown).

J-SPOT 1B

In this pozy we ken play a mini-masse', but a cannon iz not difficult if u ze the J-Spot.

If we aim for the J-Spot the ball will return to where it started. But we know that we havta aim a bit left of the J-Spot az shown -- but not too far left -- koz we don't want to hit the red thinnish, koz we will leev it behind.

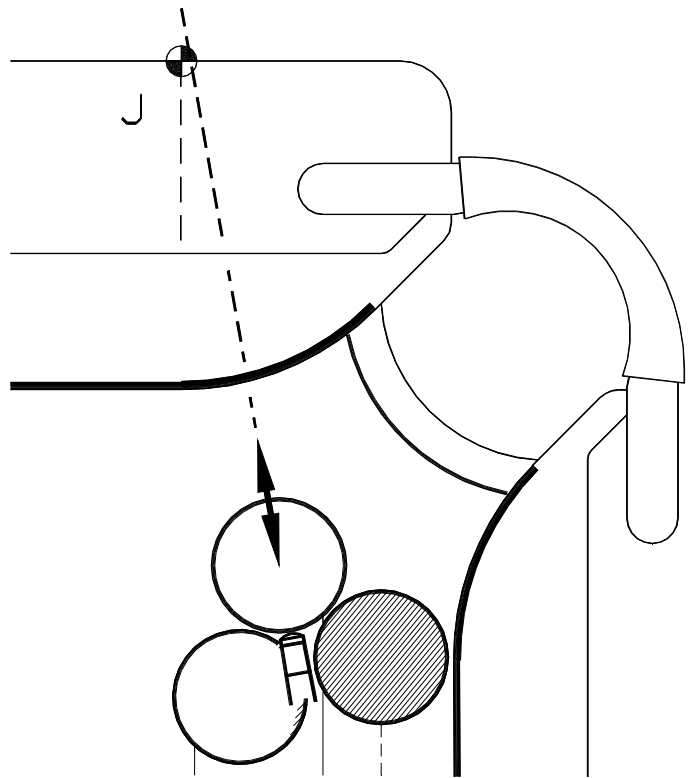
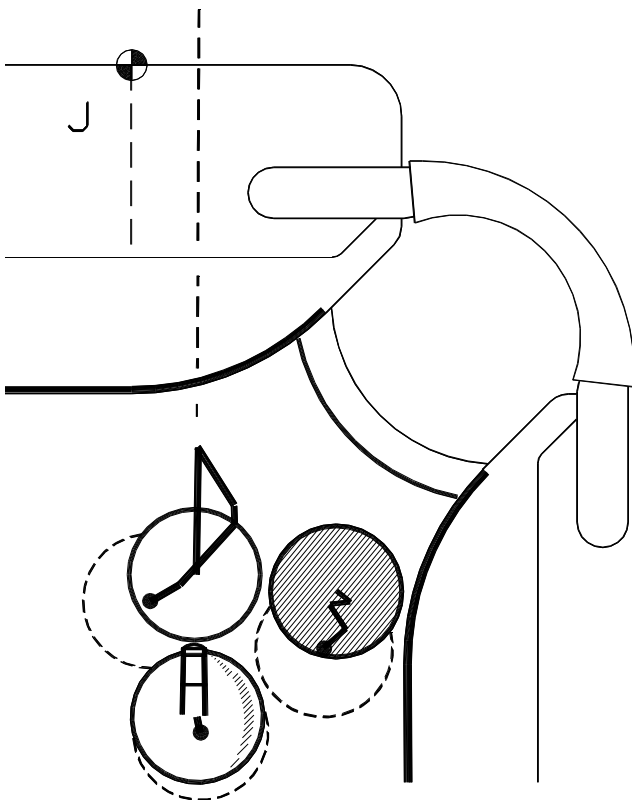
Az i sed -- if u praktis these shots enuff, u won't need the J-Spot, u will play well'nuff by feel.



J-SPOT 1C

Here u hav a bad cluster -- a direct cannon would risk a foul.

So we ze the J-Spot to get a cushion cannon. We aim a bit right koz we want to hit the red first.

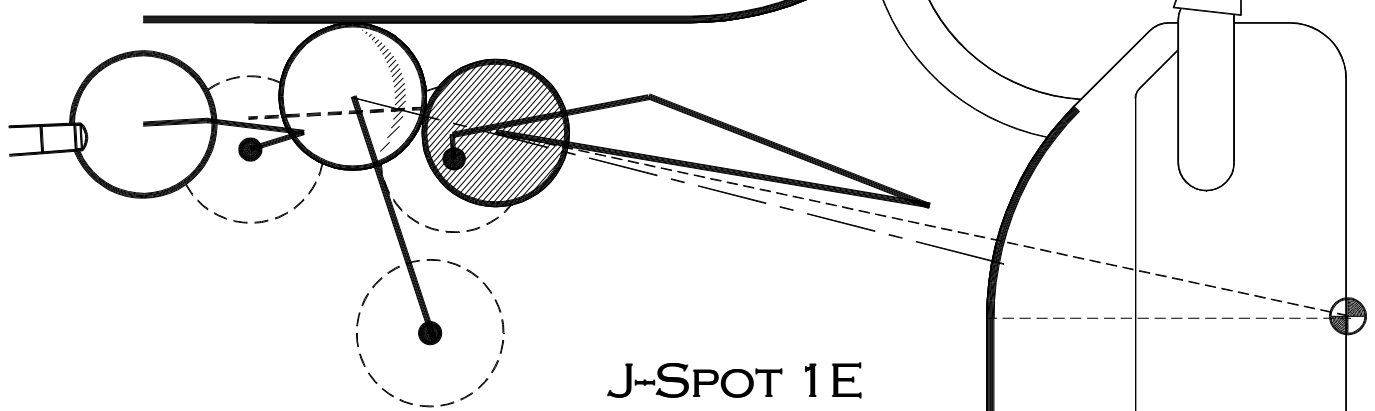


J-SPOT 1D Here the red iz a bit behind, & it iz in the jawz. A direct cannon iznt difficult -- but the best way of getting the red out of danger iz to hit parallel to the side-cushion az shown.

Here we got the red out in one stroke -- but somtimez u havta play the same sort of away-shot twice befor u get good pozy.

The main problem iz getting at the qball, u either play left-handed or u reech out & around by leeing over the top-cushion.

SET JAW-GATHER



This stroke iznt exactly part of a turn -- but it illustrates another use of the J-Spot. The red happenz to be **Set** such that the yellow-to-red line iz right of the J-Spot, az shown by the center-line. Most playerz call this a **Plant** -- it iz the yellow that iz Planted -- i call this a **Set** koz the red iz the major player here -- if the yellow were the major player it would be a **Plant**.

THROW

But take care -- when the qball hits the yellow, the red will not follow the broken line -- it will actually take the solid line towardz the left of the J-Spot, koz of throw, koz of ball-to-ball friction. This throw ken be up to 1 in 12 (5°) -- check this for yor own ballz. Here we aim just right of center on yellow, with az much top az possibl, & hitting hardish, & we get the nice cannon & nice leev shown. If we are uncertain of the redz return, we ken minimize our risk of missing the returning red by trying to ensure that the qball waits exactly one ball off the cushion. Any further out & the red ken go clean throo the gap -- any less & the red haz more room to go clean past on the outside.

TOO FAR LEFT

If the yellow-to-red line passez throo the J-Spot then u are probably in troubl. The returning red iz likely to catch too much of the jawz -- koz of throw -- & the cannon iz missed.

TOO FAR RIGHT

If the yellow-to-red line iz at or to the right of the tangent point of the jaw, then u are in troubl, koz the red will kum back parallel to the cushion & u might miss the cannon. Uken aim on the yellow so that the qball kumz out widish to meet the red, but the real problem iz then the yellow, which will be dead keen on blocking intercourse.

CLEARANCE

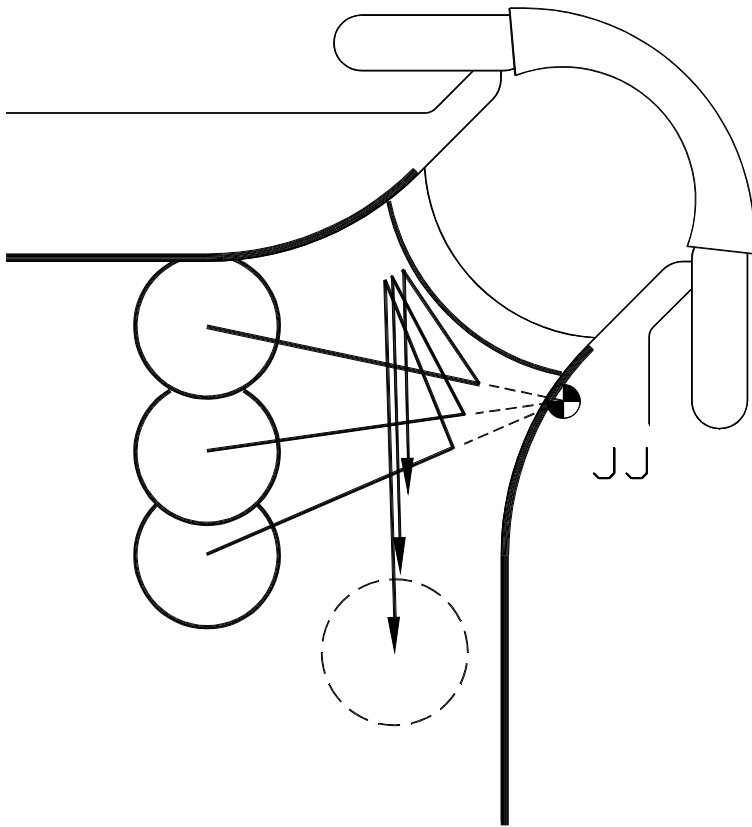
About the only way of reducing the risk of yellow blocking the red iz to uze left-hand-side on the qball, plus stun instead of top. This seemz to add to the yellowz pace & angl, & givz u about a quarter-ball more clearance, which makes all the difference in getting the cannon. But uken forget about getting any sort of good controlled leev, u havta hit very hard, & the yellow goze into orbit.

GAP

The yellow-to-red gap iz a problem. Uken uzually tolerate 2mm or 3mm, but 5mm almost alwayz makes thingz impossibl. What happenz iz that the yellow beginz to trap & just sit there, ie in the way. And the red beginz to go further right rather than left -- hence if the gap iz 5mm or more your best chance iz perhaps an outside cannon (not shown), ie meeting the red south of yellow, if u are lucky.

THE JJ-SPOT

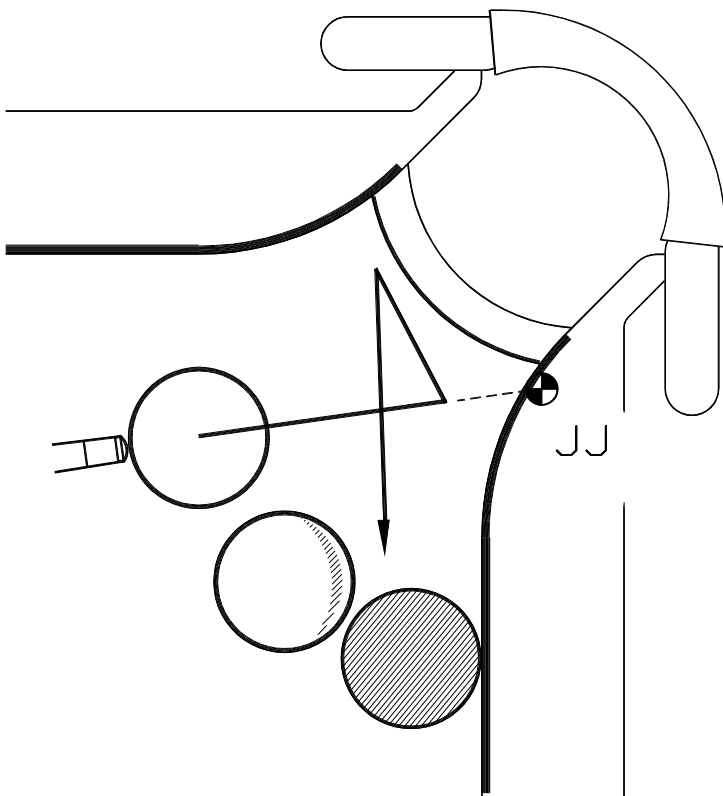
Here we look at the second J-Spot. For some strokes near the pocket you can use both jaws. In the classic case, the ball (qball usually) is initially travelling parallel to one cushion & it ends up travelling parallel to the other cushion. Anyhow, as this turn uses both jaws -- I will call the aiming-point the JJ-Spot.



JJ-SPOT 2A

Stick the blue-tack as shown -- it is on a line perhaps one ball from the face-line of the top-cushion -- & perhaps 6mm behind the face of the jaw. Put the qball in three positions, as shown -- hit the qball at the aiming-point from each, it should hit both jaws & then take a path parallel to the side-cushion. Obviously you can't use blue-tack during a serious game -- but an old chalk-mark is very hard to get rid of completely. Hmmmmm.

Once again, there are two such JJ-Spots for each of the corner pockets, but you are really only interested in the right-top-pocket (if you are right-handed). Each table is different, & the JJ-Spots on your home table will change with time, as the cushions age, especially if the cushions are re-covered.



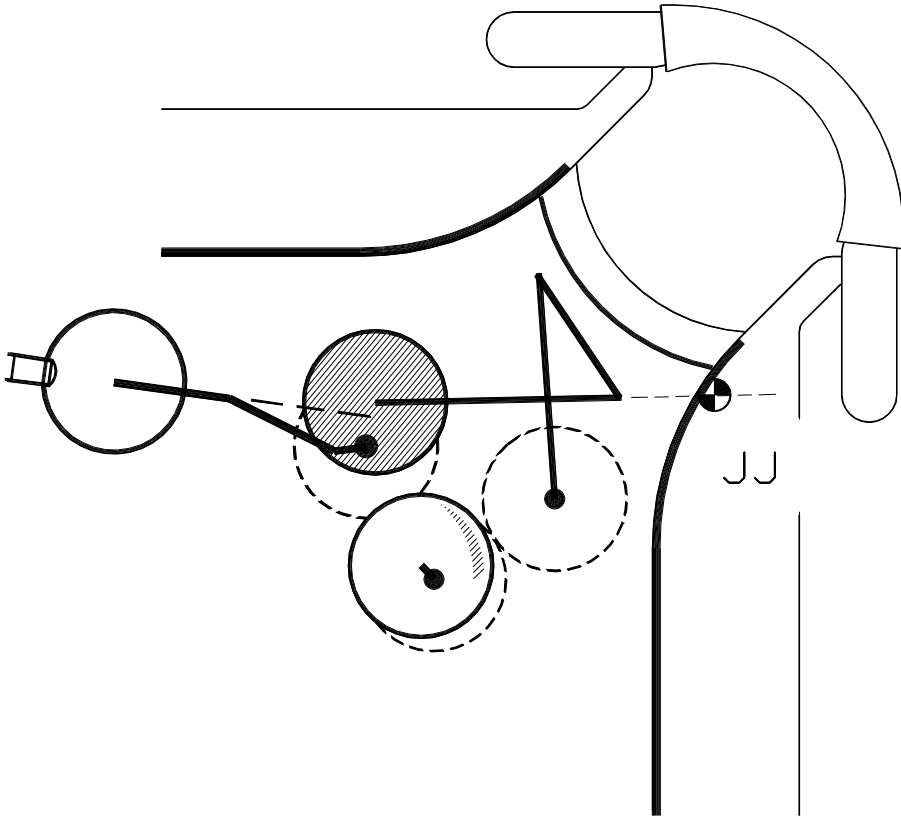
JJ-SPOT 2B

In this position we can cannon by playing a mini-masse', or we can cannon off the top-cushion. But here we show a jaw-cannon, using the JJ-Spot.

Here we don't have to adjust our aim left or right a bit -- the exact aiming-point is fine.

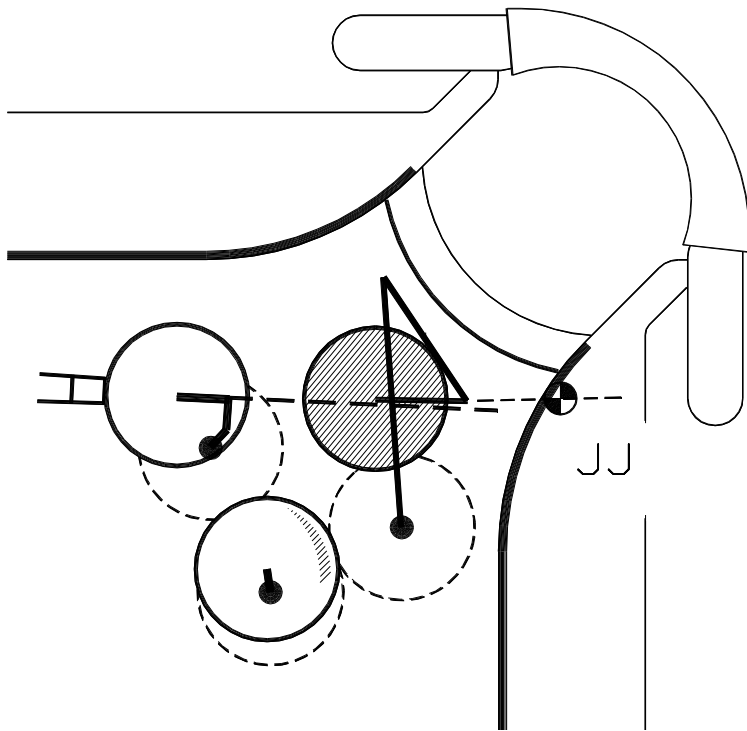
Handy hint -- anytime the qball is a half-ball clear off the top-cushion, you simply aim parallel to the top-cushion. This is sometimes handy for long-range cannons -- or when playing Snooker (spit).

JJ VARYATIONZ



JJ-SPOT 2C

Here we hit the red at the aiming-point.



JJ-SPOT 2D

The same sort of shot as 2C, but we use screw.

JJ-SPOT 2E

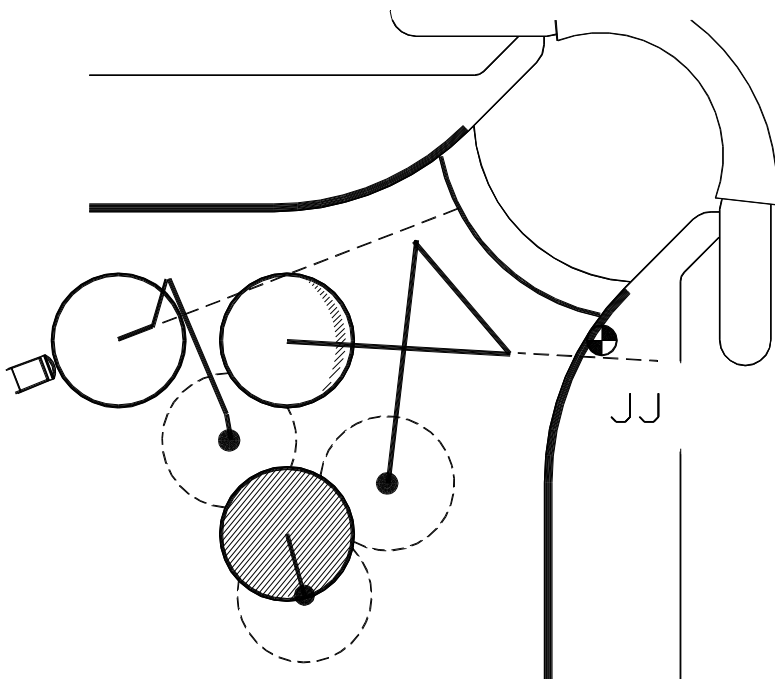
Here we cannon off the top-cushion.

We uze stun -- to get a wider rebound-angl (to get the best contact on red) -- & to giv the yellow plenty of pace.

We aim to hit the yellow well right of the JJ-Spot -- to bring it out to the red -- & koz ball-to-ball friction will throw the yellow to the left anyhow (unless we uze som left-hand-side on the qball).

The yellow might return too wide & hit the qball or red, but this won't spoil the leev.

Be carefull of a double-hit foul.

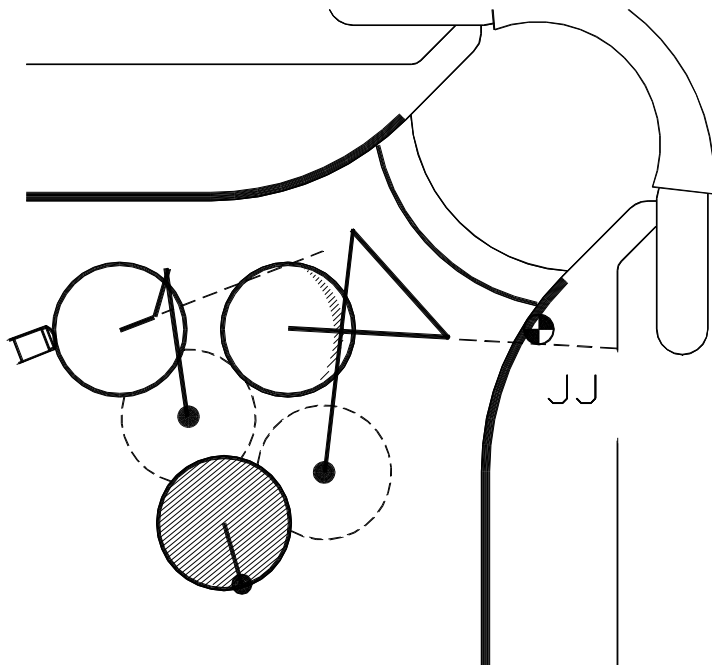


JJ-SPOT 2F

This iz the same pozzy az in 2E, but the qball & yellow are closer to the right jaw.

Here we ken play the same sort of shot az in 2E -- but with som left-hand-side az shown.

If the yellow were closer to the right jaw we would still be abl to play the same sort of stroke -- the qball hits the cushion well clear of the jaw.

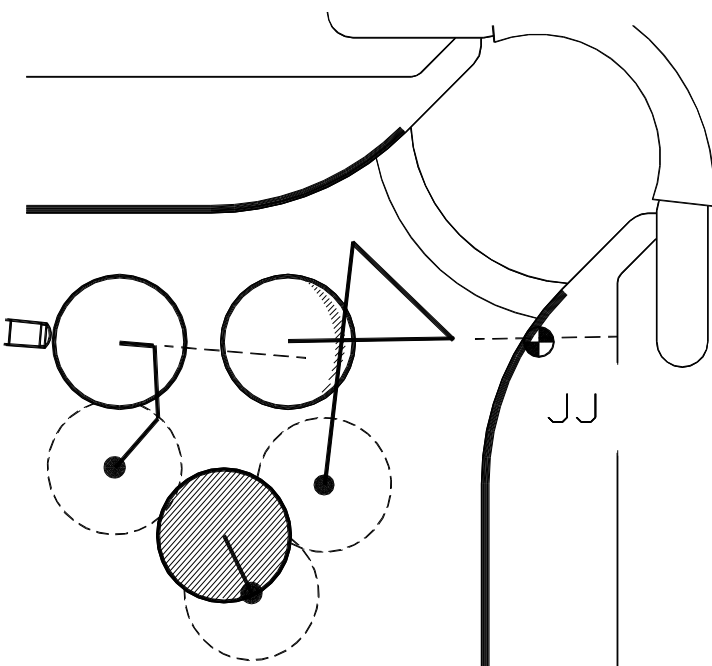


JJ-SPOT 2G

This iz 2F again. Here in 2G we show that we hav the option of playing the direct cannon.

But in this exact pozzy the direct cannon iz very difficult. We havta play thick on yellow -- hence we must take care not to doubl-hit foul.

The cushion cannon (2F) iz eezyr. If in doubt, look at the chance of a cushion-first-cannon ie C--Y--R (not shown).



WALLY'Z FAVORIT

JJ-SPOT 2H

This iz Wally'z favourit, judging from how often he duz it in the moovyz. We graze the yellow, aiming for the deflexion to take the qball towardz the JJ-Spot.

Here in 2H the angl iz too narrow -- the qball iz going to go a bit left of the JJ-Spot -- so we hit yellow az thinly az possibl, & we uze som check-side. Koz of the difficult pozy, the leev iz not great.

The uzual stuff-up iz to hit the yellow too thick -- koz we uzually hit thicker than we think. And we uzually panic & overdo the check-side -- it duznt need az much az we think. And we uzually hit too softish -- u havta hit harder than u think.

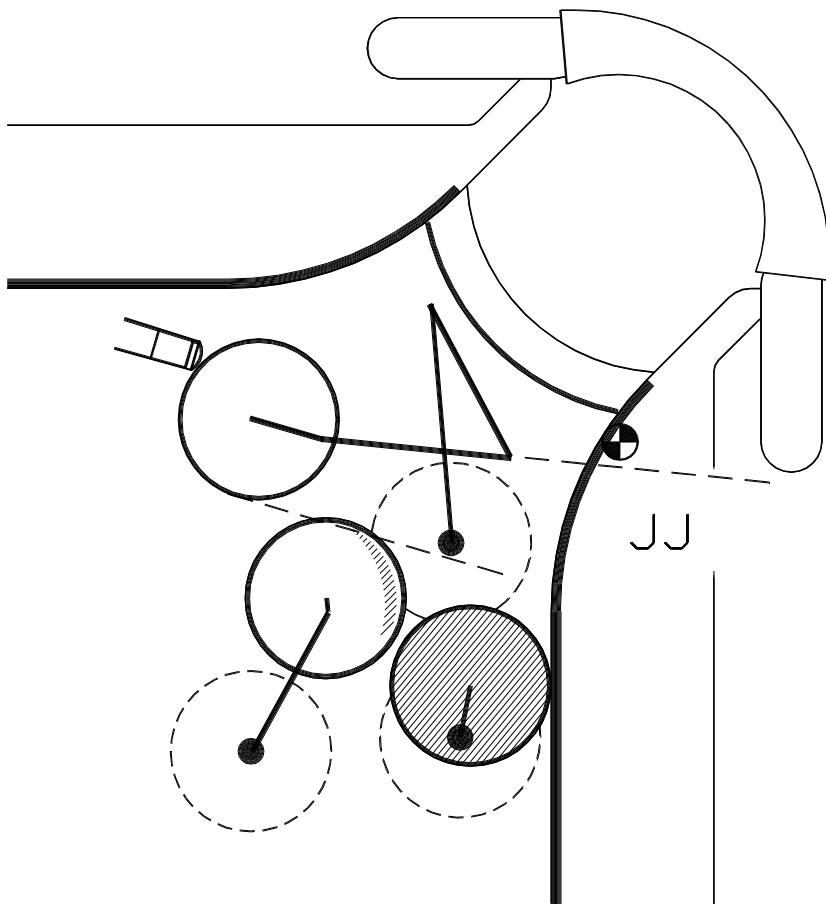
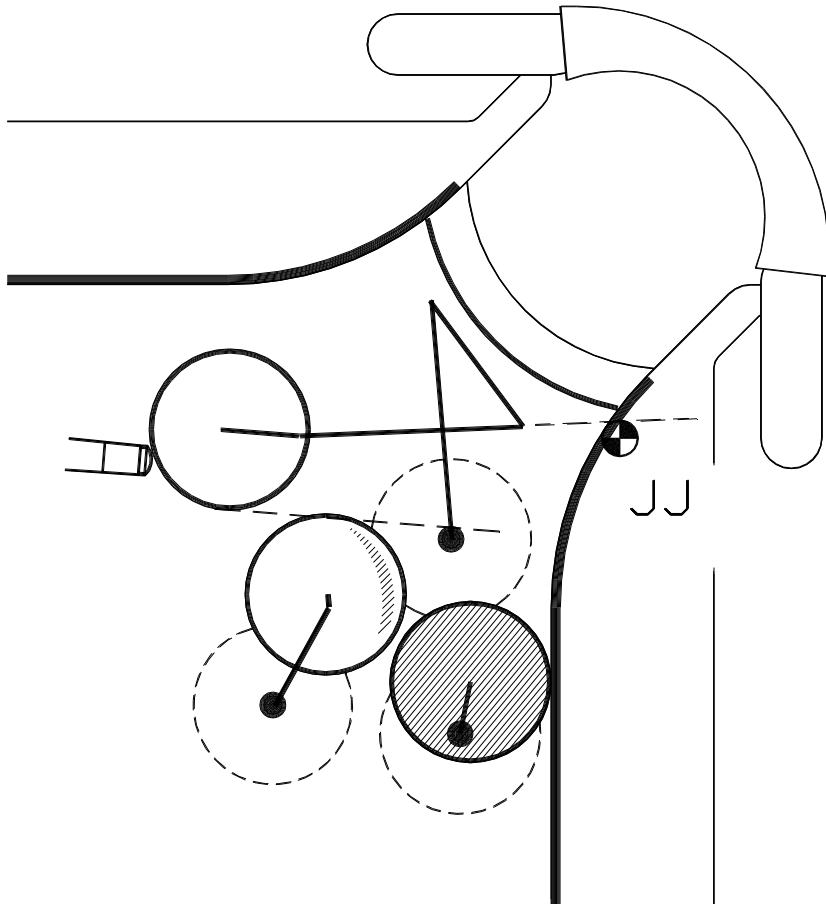
JJ-SPOT 2I

Here iz the same sort of shot az in 2H, but the angl iz too wide -- the qball iz closer to the top-cushion.

We hit yellow az thickly az we dare -- we don't want to hit it too far. We uze som left-hand-side - - koz the deflexion iz taking the qball right of the JJ-Spot -- the left-hand-side will inkreec the jaw-effect.

The uzual stuff-up iz to uze too much side -- & to hit too softish, u havta hit harder than u think.

I suppoze that u could hav played directly onto the jawz in 2H & 2I, without complicating thingz by hitting yellow-first -- but the leev would not be az good. See for yorself.



THE FJJ-SPOT

FJJ-SPOT 3A

When the yellow is frozen to the jaw, hitting it at the JJ-Spot will give it the dotted line shown. This is much wider than the normal return path for the JJ-Spot -- coz the JJ-Spot only works for a rolling ball. A frozen ball has stun -- hence the wider angle.

To get a parallel sort of return when the ball is frozen in the jaw, you need to use an aiming-point on the face of the cushion, next to the JJ-Spot, as shown. I call this the FJJ-Spot -- this is our third J-Spot.

The FJJ-Spot doesn't apply to the *q*ball, it applies to the yellow (or red), when frozen. Although it would apply to the *q*ball if the *q*ball hit the jaw with zero topspin, i.e. with stun.

In 3A & in 3B we show the *q*ball sitting on the exact line for the stroke, but this is only for simplicity -- the *q*ball could be in almost any pozz.

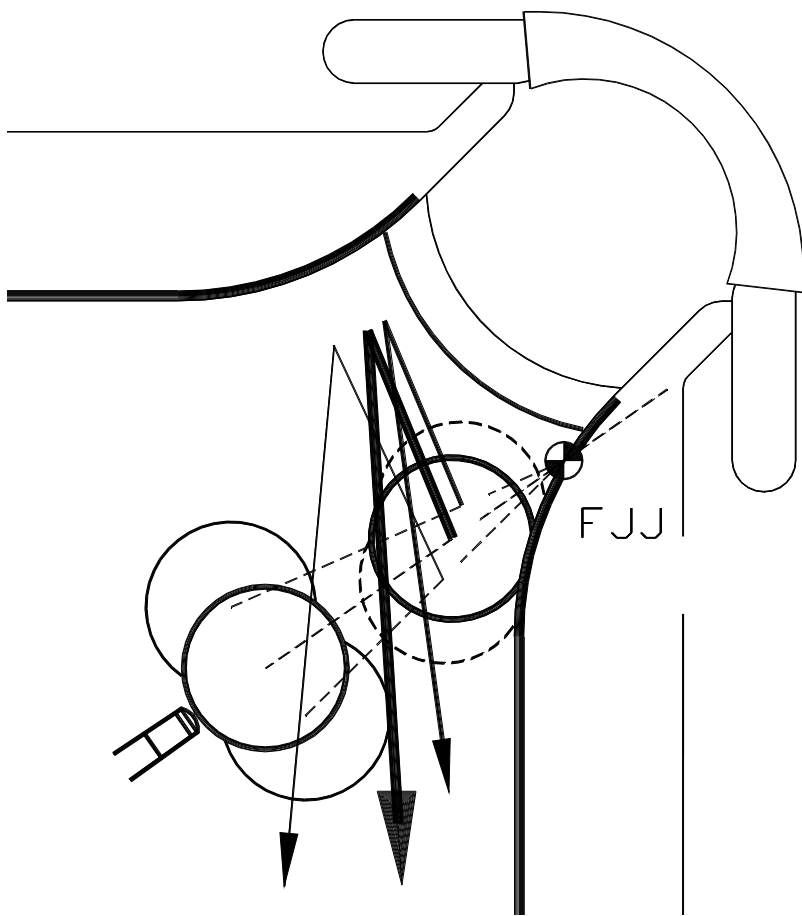
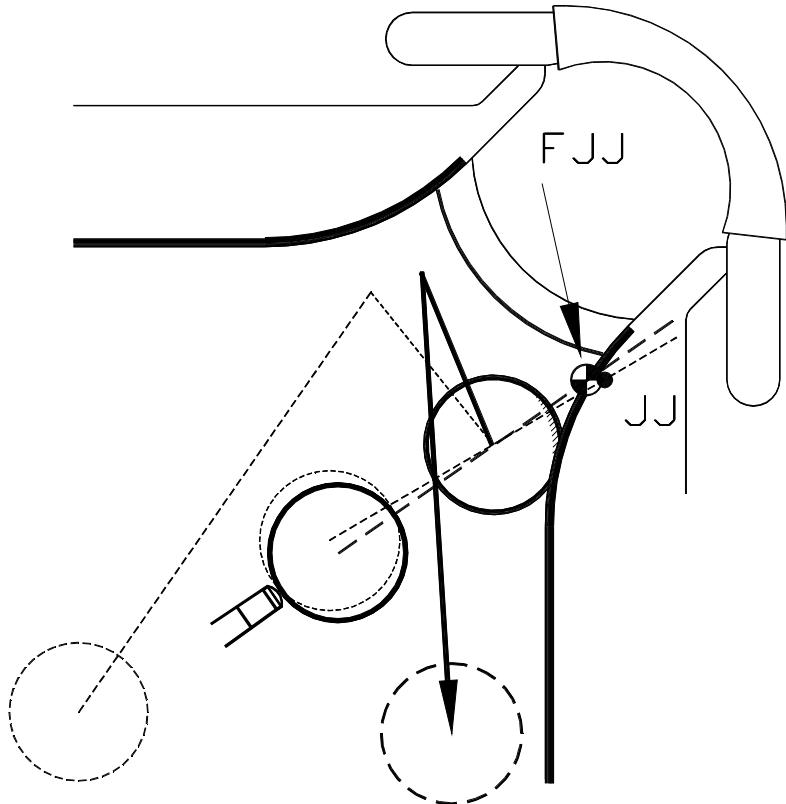
FJJ-SPOT 3B

Here we show three pozzes for a frozen ball, & the trajectories taken when they are hit towards the FJJ-Spot.

As shown, the path for the central ball is ok, but the others diverge from parallel. Hence, the drawn FJJ-Spot isn't perfect -- you might have to compensate to get the return path you want.

Strength or topspin or screw don't make a great difference to the return path.

We have shown each *q*ball dead in line with each yellow for simplicity -- but the *q*ball can be anywhere, as long as it hits the yellow towards the FJJ-Spot & as long as there is no double-kiss to spoil the result. A double-kiss, even a part double-kiss, will usually put the yellow into the pocket.



FJJ VARYATIONZ

FJJ-SPOT 3C

Here the yellow iz in troubl. The loozer via the left-jaw, with right-hand-side, iz eezy enuff -- but the pozzzy had better be good -- koz the next shot from the Dee will attract yor opponent's interest.

But we ask ourselvz....

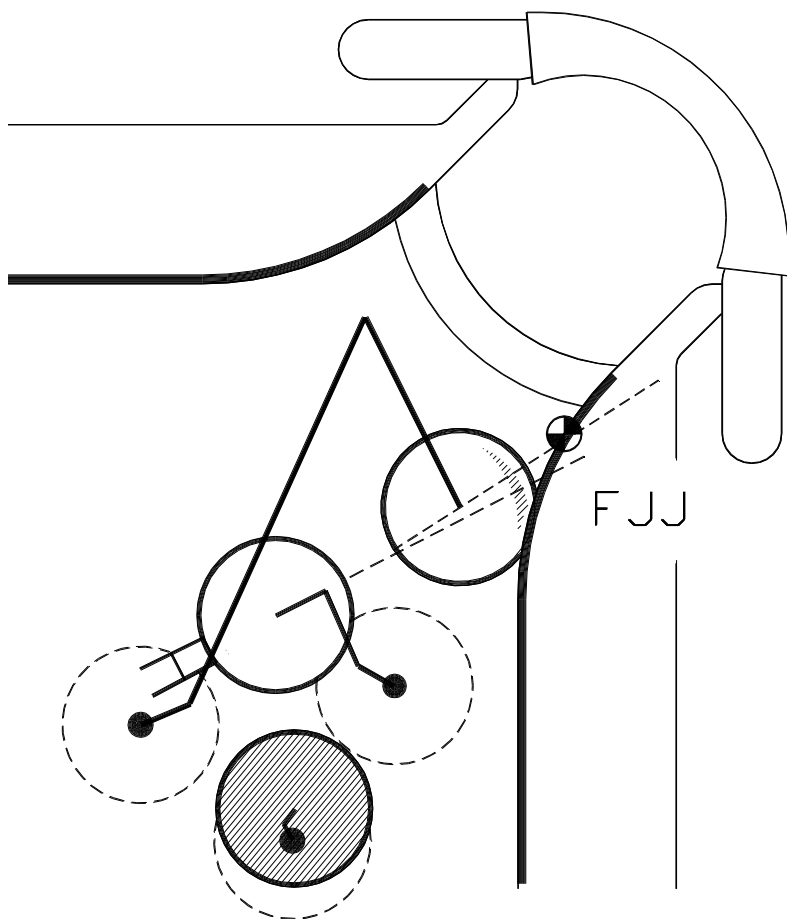
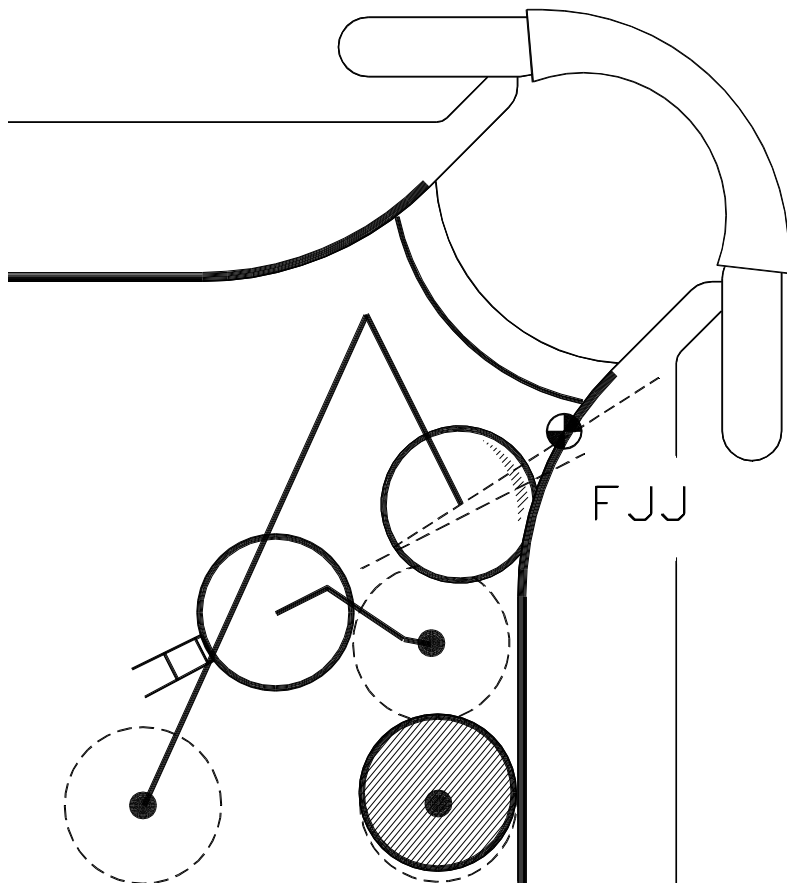
What would Wally hav dun??

Wally would hav played a stun-cannon, to save&gather the yellow. And so do we.

But we don't want to bring yellow back along the cushion, we want to take it out a bit, to miss the other ballz (az shown).

So we contact the yellow to hit it just right of the FJJ-Spot, hardish, with stun -- the qball landing softly on red.

The leev iz not real good, that's the risk we took. But both ballz are in front of us, which iz the golden rule.

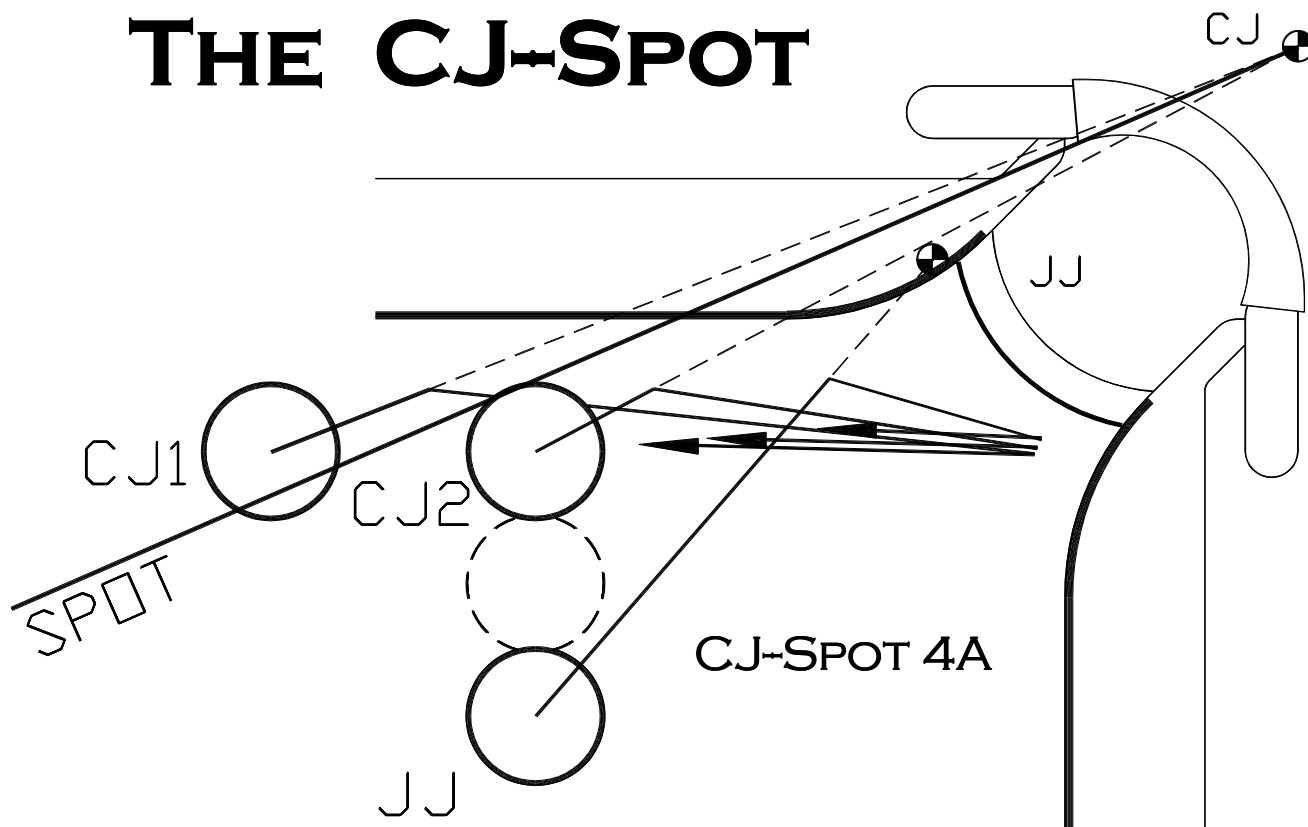


FJJ-SPOT 3D

The same pozzzy, but the red iz out a bit. We play the same shot az in 3C, but with screw (or we ken aim at the center of yellow with screw & right-hand-side).

The yellow kissed the red, but the leev iz okish anyhow.

THE CJ-SPOT



Our fourth J-Spot iz the one that we uzed in the chapter on **Jaw Gatherz**. The ball hits the top-cushion, & then the right-hand jaw, & then returnz parallel to the top-cushion. I call it the CJ-Spot -- koz the ball hits the cushion then one jaw.

In **Jaw Gatherz**, we didn't uze the CJ-Spot which livz out in mid-air, we uzed different bits of the end of the **leather roll-over** az aiming-points, koz this iz eezyr to do.

In the abov drawing, a ball rolling along the linez throo **CJ1** or **CJ2** will bounce off the top-cushion & then kum back off the right-jaw, parallel to the top-cushion, az shown. The solid line shown az Spot iz the line from The Spot -- just for reference.

A ball rolling throo **JJ** towardz the **JJ-Spot** will hit the left-jaw & then the right-jaw & then return parallel to the top-cushion, az shown, & az xplained earlyr.

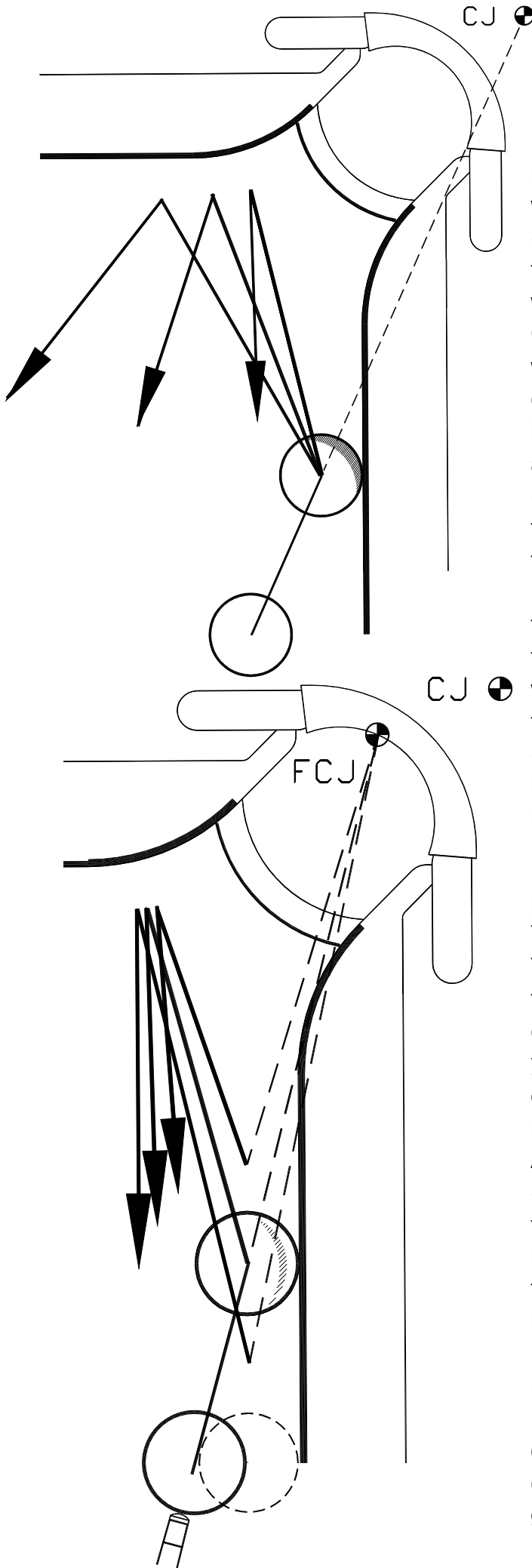
CATCH 22

A ball rolling throo the **broken ball** ken end up almost anywhere. If heading towardz the **CJ-Spot** it might hit the jaw first instead of the cushion. But if heading for the **JJ-Spot** it might hit the cushion first instead of the jaw. It's a Catch 22. However, this angl hardly ever kumz up.

Anyhow, i just mention the CJ-Spot here on this page mainly for interest. I don't show any such pozzyz or strokes here in this chapter i think. That duznt meen that the CJ-Spot iz of zero use, it ken be very handy. But u ken kum up with yor own pozzyz & shots.

There iz one littl problem with the CJ-Spot -- it works ok for a **rolling ball** -- but it iz not so good if the ball iz **skidding**. So, the CJ-Spot iz **ok** for **long-range** strokes (ie **long-range gatherz**), but **not** so good for **short-range** shots (ie **cannonz & turnz**) where u are hitting the yellow or red, koz at short range theze would hav som **stun**. The stun would rezult in a wider rebound-angl off the top-cushion, and hence a much wider return path (much much wider). So uken uze the CJ-Spot, but if there iz going to be any hint of skidding (stun), hav a look at FCJ-Spot 5A.

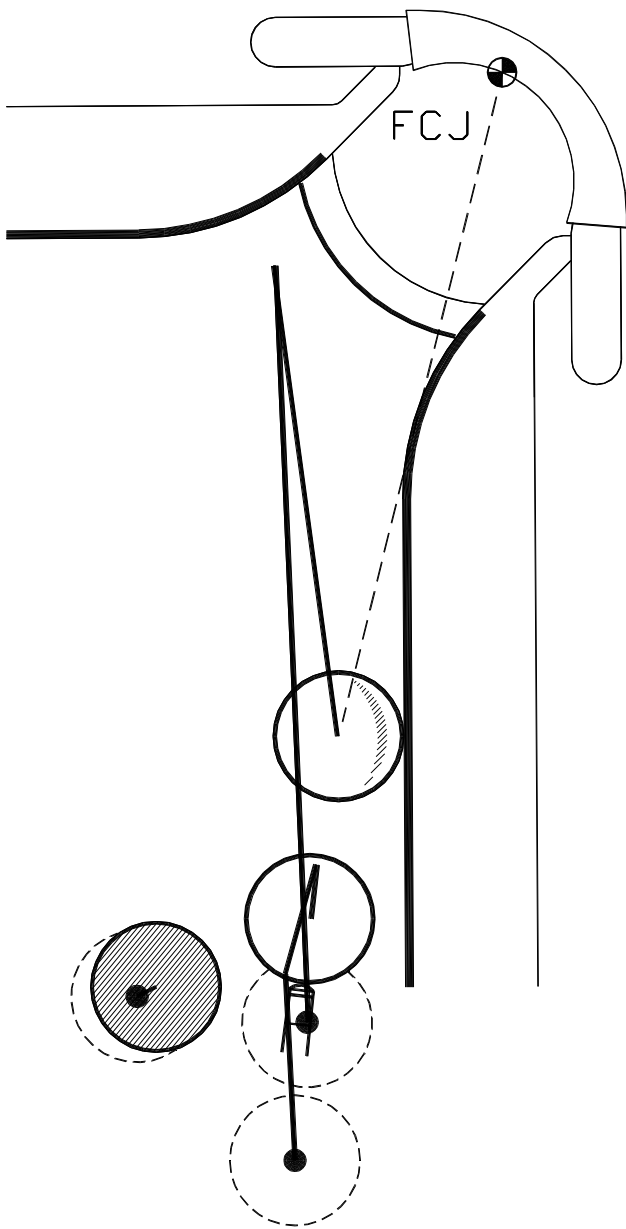
THE FCJ-SPOT



CJ-SPOT 4B Firstly, look at 4B which is in effect a mirror-image of drawing 4A. Here we show three return pathz -- these apply to the *q*ball (shown off the cushion), if it is hit towardz the CJ-Spot, hitting the cushion at the spot where the frozen yellow ball has been drawn. One return path is ment to show what the *q*ball would do if it were rolling nicely before it hit the cushion. The middle path showz what would happen if the *q*ball had a bit of stun (skidding) as it hit the cushion. The widest return path (western arrow) showz what would happen if the *q*ball had perfect stun (zero roll) when it hit the cushion.

Now consider the yellow ball (shown frozen on the cushion) -- if the *q*ball hits the yellow towardz the CJ-Spot, the yellow would take the widest path -- coz it would have perfect stun. If the yellow were say a half-ball before the cushion (not shown), it would travel a distance before hitting the cushion, & so it would then be partly rolling -- hence it might then take the middle path.

FCJ-SPOT 5A Here is the aiming-point that we needed for the frozen yellow in 4B. This is our fifth J-Spot -- I call it the FCJ-Spot. The drawing showz the return pathz for 3 trajectoryz -- these are near'nuff parallel to the cushion. The drawing doesn't show the other 2 yellowz -- for simplicity. The *q*ball is shown dead in line with the drawn yellow -- but this isn't necessary -- the *q*ball can be almost anywhere. Altho in theory one has to allow for throw if the *q*ball isn't dead in line, ie in theory the yellow is thrown up to say 5° left or right of the ball-to-ball line at impact -- hence if the *q*ball were say on the cushion (the **broken ball**), you would have to hit the yellow as if to hit it say 5° right of the FCJ-Spot. On my home table the FCJ-Spot is not far off the center of the leather (as shown). But the exact pozz on your home table might be different. And the pozz of the FCJ-Spot might change over time as the cushion-cloth wears & gets less slippery.



FCJ-SPOT 5B

Here we perhaps turned the corner but lost good nursery cannon pozzz -- so we slipped throo to leev the 3 ballz az drawn -- knowing that the FCJ-Spot might now help us out.

Here we play a screw-back -- we hit the yellow left of center, towardz the FCJ-Spot, hardish (az shown).

The qball screwz back & grazez the red, finishing well south (az shown). The yellow returnz at dead pace to leev a nice pozzz, facing back to the pocket (az shown).

IVORY WALL

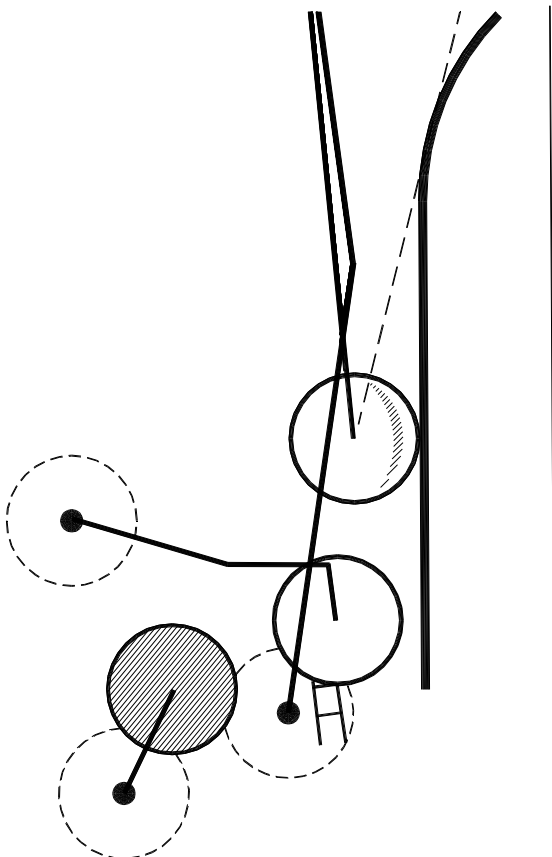
Mostly,

we uzually look for the chance of an ivory wall in any such pozzz. An ivory-wall givz a larger margin-for-error for a good leev. Somtimizez we need an ivory-wall koz we are forced to hit the yellow harder than we liked -- the ivory-wall saving the day -- but uzually then only giving a good leev if the returning hot yellow hits the qball, not the red. Here in 5B we had a good opportunity to stop the qball next to the red, to form an ivory wall, but we didn't take it.

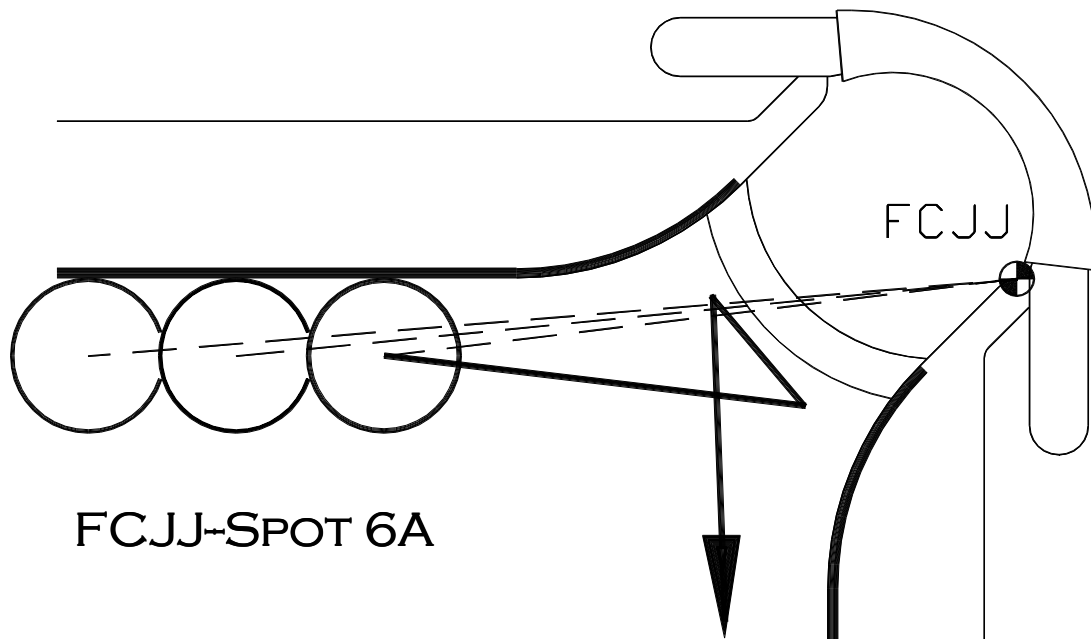
FCJ-SPOT 5C

The qball iz closer to the cushion than in 5B - - there iz a slim chance of uzuing the FCJ-Spot for a gather. We hit the yellow az thick az we ken, with left-hand-side to throw it az close az possibl to the FCJ-Spot. Even so, the yellow will initially want to head off a long way left of the FCJ-Spot -- hence we know that it might jaw twice & giv us an unwanted FCJJ sort of rezult which might take the yellow elsewhere ie parallel to the top-cushion -- that's the risk we take. 5C showz that the yellow just missed the 2nd jaw & came back perfektlly. The qball screwed back to graze outside the red -- this woz all we could do, if we wanted to avoid an FCJJ -- & the leev gave us a nursery heading back down the tabl (south). This woz actually a TurnAbout.

The main problem with 5B & 5C iz that u would havta uze the rest, unless u were good with yor left-hand.

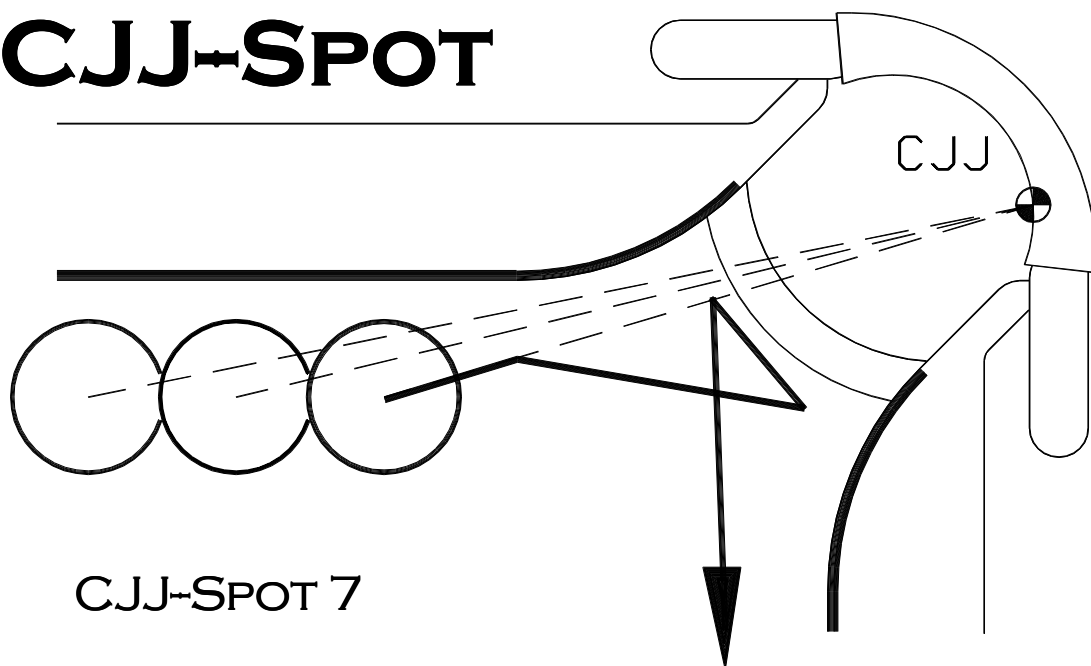


THE FCJJ-SPOT

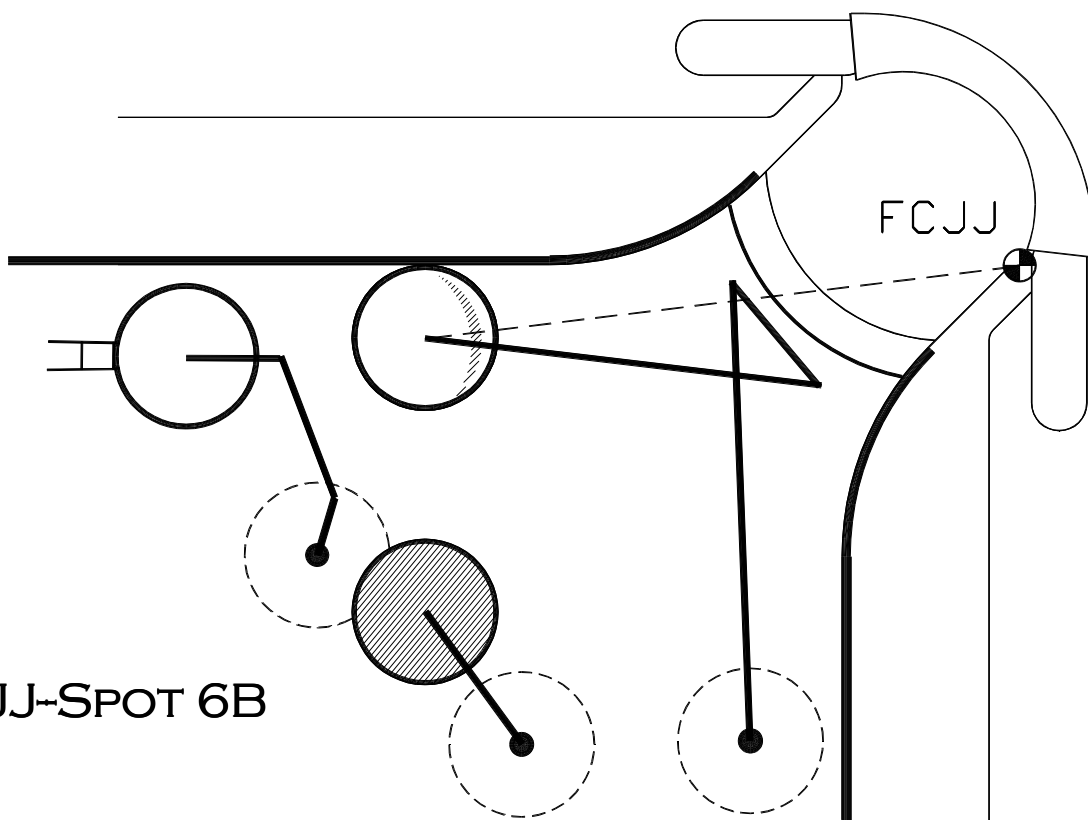


If the yellow is frozen anywhere along the top-cushion -- if it is hit towardz the FCJJ-Spot -- the yellow will rebound from the cushion, jaw twice, & then follow a path down the side-cushion as shown.

CJJ-SPOT

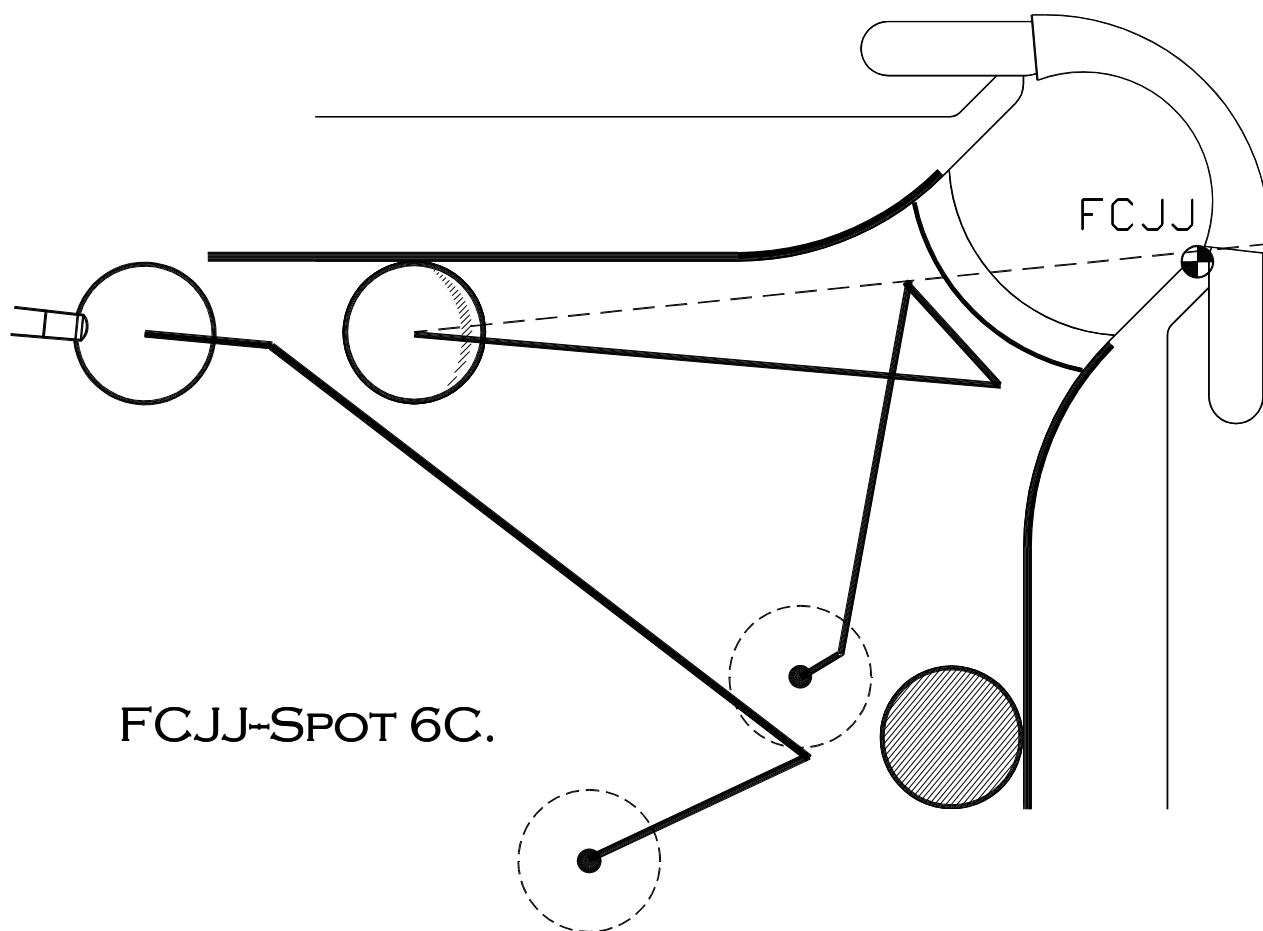


Notice that we almost overlooked the CJJ-Spot -- it is pretty useless -- it is difficult to imagine a need for it -- it would only apply to a rolling ball ie mainly the *q*ball. Also, it is not user-friendly -- there is very little margin-for-error. Furthermore, the eastern ball drawn is at about the limit -- any further east & it would catch the first jaw. Anyhow, I doubt that I will refer to the CJJ-Spot anywhere else in Cushion Crawler's Bible.



FCJJ-SPOT 6B

The yellow iz nearing troubl & the nursery pozzy iz poor. A three-quarter ball stun, hitting the yellow towardz the FCJJ-Spot givz a nice turn az shown.



FCJJ-SPOT 6C.

Here we run-throo the yellow & land hardish on red, which duznt moov. We tryd to hit the yellow a bit left of the aiming-point, to get a wider rebound, which worked perfiktlly, giving a good leev, albeit facing back to the pocket. Mor of a TurnAbout really.

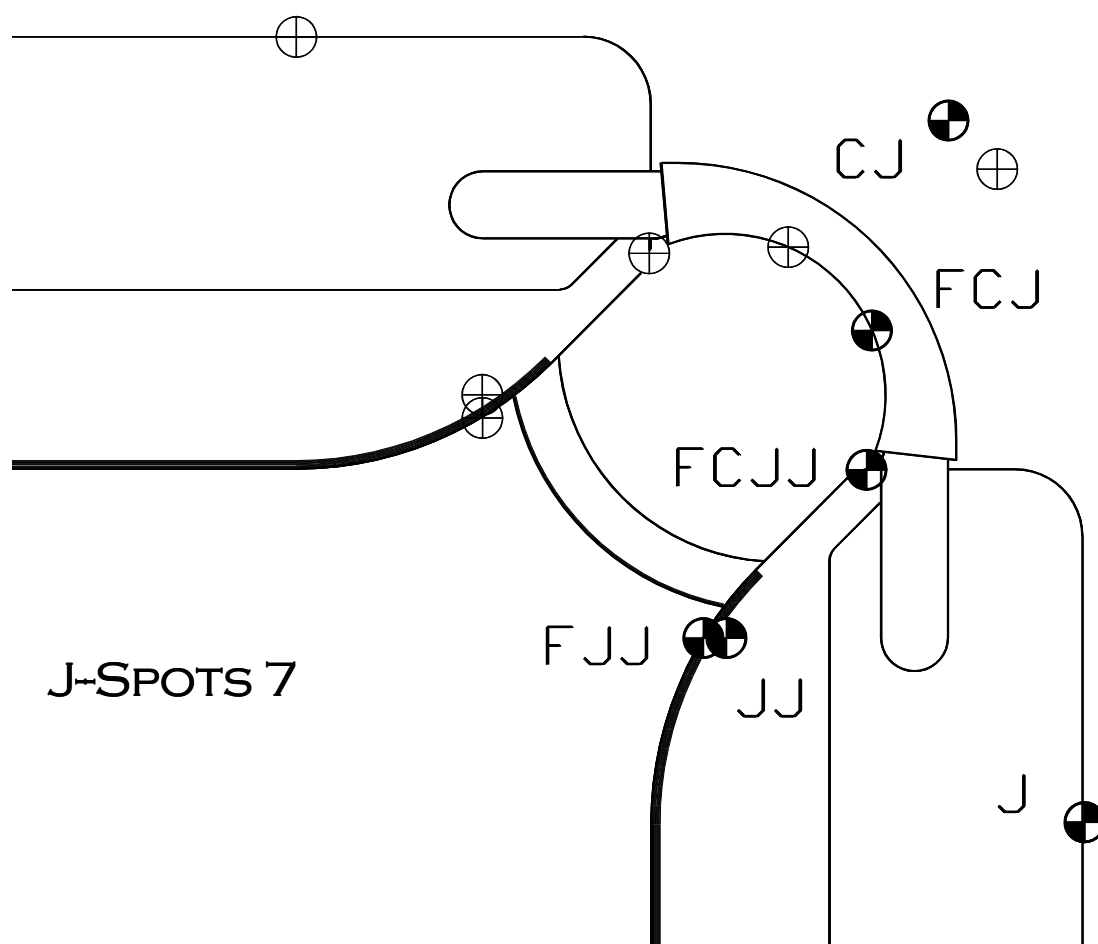
J-SPOTS SUMMARY

A ball, without falling, ken hit 1 jaw, or 2 or 3 or 4 jawz -- befor kumming back along the cushion -- or befor turning down the other cushion. In som casez the first jaw hit ken be replaced by the cushion instead. In probably all casez there is a frozen twin. Hmmmmmm.

I reckon that we ken hav the following 15 varietyz of Aiming Spots --- **J**, **JJ**, JJJ, JJJJ --- **CJ**, **CJJ**, CJJJ, CJJJJ --- **FJJ**, FJJJ, FJJJJ --- **FCJ**, **FCJJ**, FCJJJ, FCJJJJ. But only the bolded 7 were deemed worthy of being drawn & mentioned in this chapter -- & one of these, CJJ, woz marginal -- which leevz 6 more or less usefull Spots. This tranzlates to 12 Spots per corner pocket, if u include the mirror-imagez.

Az i sed at the start -- if u praktis u will eventually gain a feel for theze jaw strokes & the needed aimz -- in which case the theoretical J-Spots themselvz should preferably bekum redundant.

Az i sed -- u should check the J-Spots on yor home table. But u don't havta mezure all 4 corner pockets (ie 48 J-Spots) -- u really only need to check the right-top-pocket -- the right-top-pocket iz the pocket that will get most of yor action -- if u are right-handed.



Theze 6 worthy J-Spots shown here (& their 6 ghostly mirror-imagez) were mezured on one of my home tablez -- yorz could be a bit different. It might all seem a bit complicated, but u soon won't remember which one u need once u are lining up the shot.

