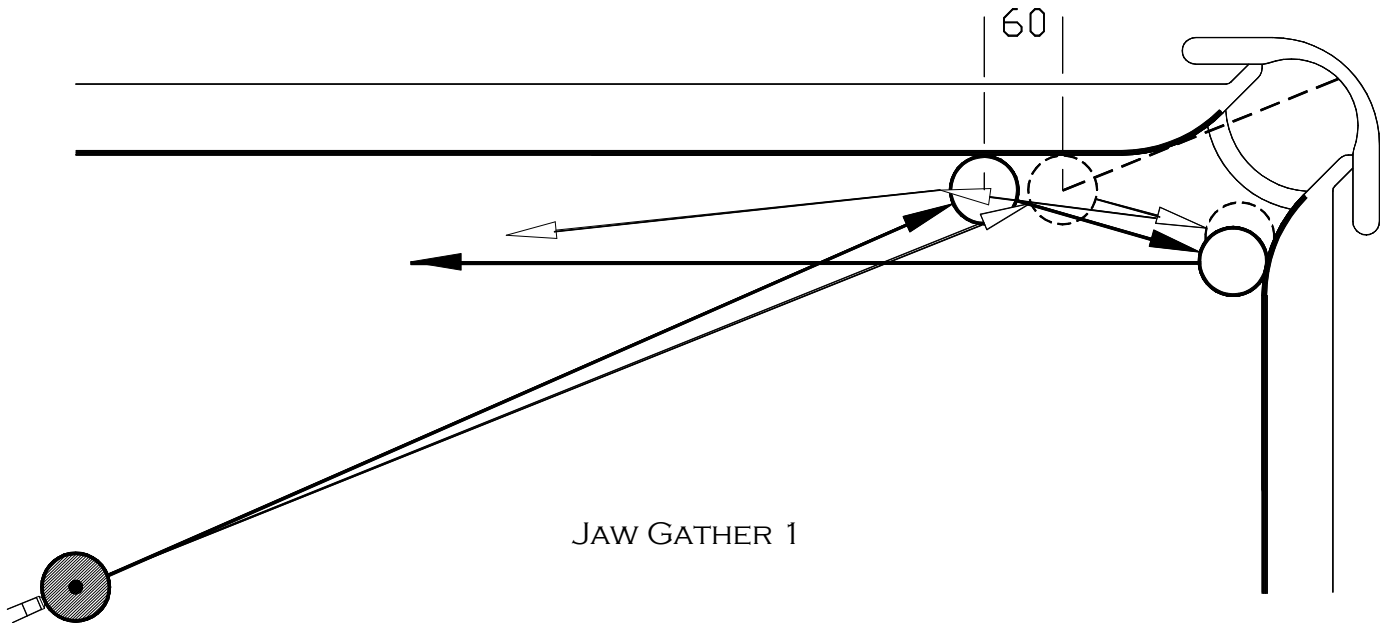


JAW-GATHERZ

The jawz of the top pockets often get in ya way, but they ken also help u to gather the ballz. Here we look at a few jaw-gatherz.



RED SPOT

Firstly, u havta do some testing on your home-table. U will find that when u hit the red (from the red spot) at the vizable edge of the left jaw, it will rebound onto the right-hand jaw, & then hit the top-cushion say 150mm to 200mm from the pocket, & then take a path away from the cushion, az shown by the **white arrowz**. The angle of the path iz not much affected by strength, but it iz drastically affected by any side-spin. Anyhow, we ken see that aiming for the edge of the jaw gets too much jaw-effect. We uusually want the ball to travel near'nuff parallel to the cushion. So the aim (from the spot) should be a little wider than the vizable edge of the jaw, to get a little less jaw-effect.

JAW EFFECT

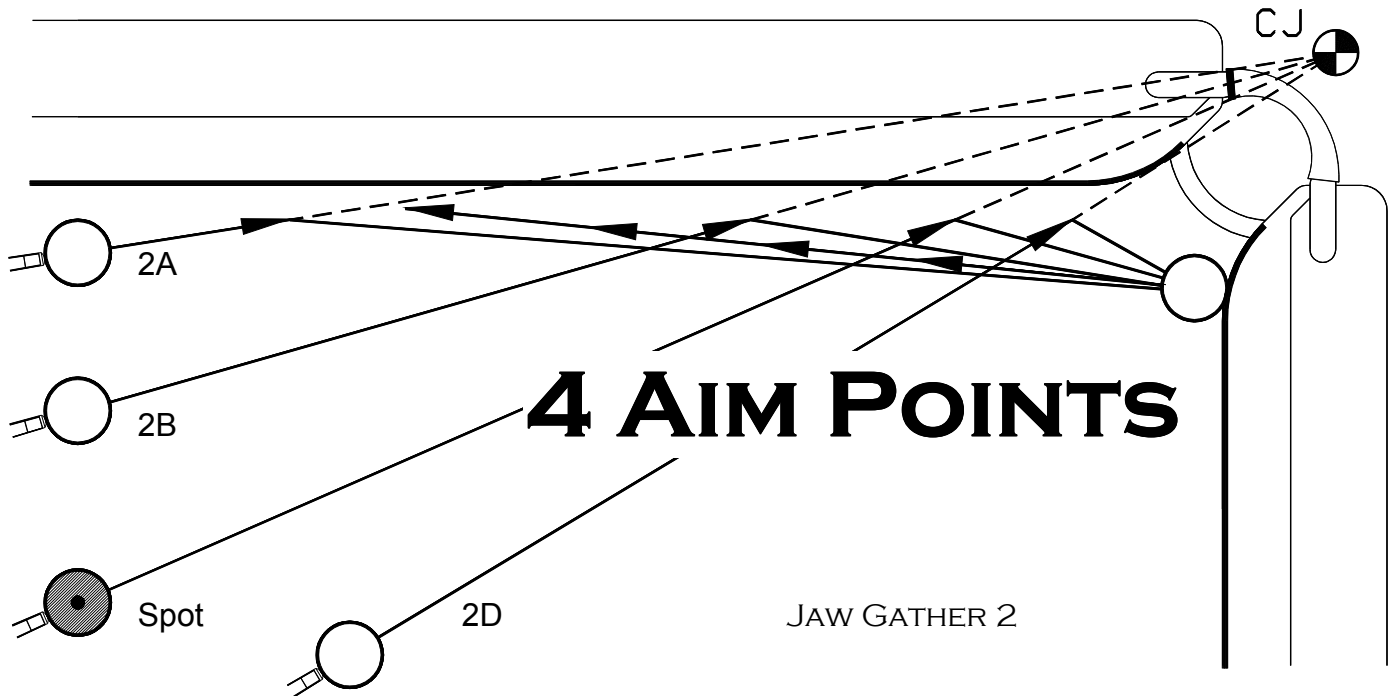
If u hit the red a half-ball left of the vizable edge of the left jaw, it will rebound onto the right-hand jaw, & then follow a path parallel to the top-cushion, about one-ball clear, az shown by the **black arrowz**. Once again, the path iz not much affected by strength, but it iz drastically affected by any side-spin.

MARGIN FOR ERROR

So, there iz almost a half-ball margin-for-error (between theze two aim-linez), that will allow u to jaw the red & bring it back parallel to (or nearly parallel to) the cushion. For the red off its spot, this margin-for-error equates to say 60mm of cushion (az shown). For the qball, if u put side on it, the aim linez might havta be left or right of the above to get the same jaw-effect. Not that this iz never needed in actual play.

OTHER LINEZ

Of course, all of this only applyz from the spot, or on that line. On other linez (anglz) the contacts would need to be different -- which iz what we look at next.



Nextly, shoot the ball from four pozzyz, az shown above.

- | | |
|-------------|--|
| 2A | Aim for the vizable left-edge of the roll-over of the pocket-leather. |
| 2B | Aim for the middle of the leather roll-over. |
| Spot | Aim for the right-hand edge of the leather roll-over. |
| 2D | Aim for the vizable edge of the jaw . |

Chancez are that all four reboundz will be a little inside parallel (ie towardz the top-cushion, az shown). If so, then these aiming-points will be a good guide when u need a jaw-gather.

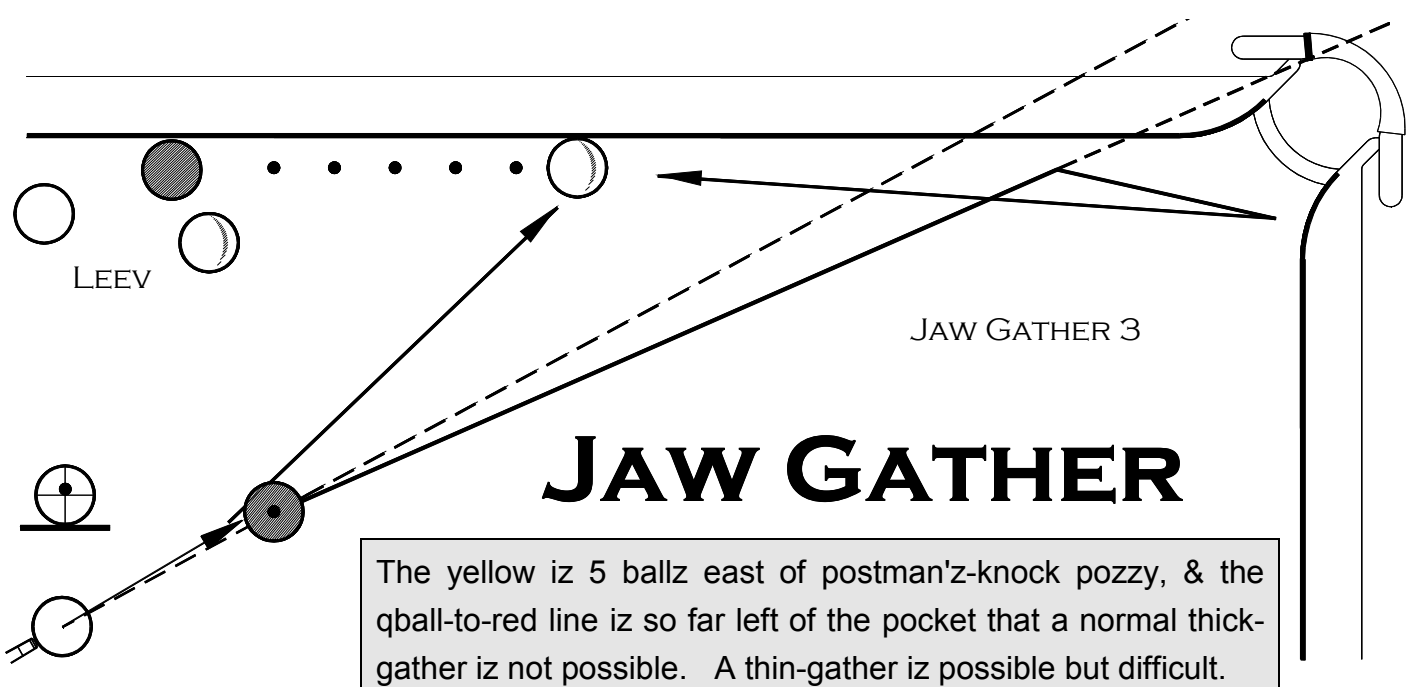
CJ-SPOT

These linez all pass near'nuff throo what we ken call the **Cushion Jaw Aiming Point** or what i call the **CJ-Spot**. This seemz to work for all anglz & rangez.

But the four aiming-points are probably eezyr to vizualize. For most gatherz u will enjoy a margin-for-error of perhaps a quarter-ball each side of thoz aiming-points. This iz more uzer-friendly than u might think, koz u are not relying on the rebound to get yor cannon -- just for the return of the red for a good gather -- See ???!

POCKETS I think that pockets & jawz ken vary a bit, eg the width of the opening, & the undercut & height of the cushion face. But it duznt take much time to check these aiming-points on a strange table. After all, u only really need to check the CJ-Spot for the right-top-pocket. U don't need to check all 4 pockets, koz u are unlikely to uze the otherz. And u are unlikely to need the mirror-image, for going the other way. If u think about it, there are 8 of these CJ-Spots on every table, & we are mainly interested in only 1 of the 8.

CUSHION REBOUND Changing the subject for a moment. It's always difficult to calculate or judge rebound-anglez from a cushion. For starterz, the rebound-angle on your table iz probably 7° less than the attack-angle, for the sorts of anglz we are looking at here. And, if u hav newish cushion-cloths, the cushionz slide, & the reboundz are even lesserer.



JAW GATHER

The yellow iz 5 ballz east of postman'z-knock pozy, & the qball-to-red line iz so far left of the pocket that a normal thick-gather iz not possible. A thin-gather iz possible but difficult.

AIM For a jaw-gather we havta play the red at the right-hand edge of the leather roll-over.

RED CONTACT We havta contact the red $7/8^{\text{th}}$ ball if uzing zero side.

YELLOW CONTACT The qball goze to the center of the yellow.

HARD ENUFF If we are happy with this shot, we ken now shoot, hitting the red hard'nuff to jaw & join the other ballz.

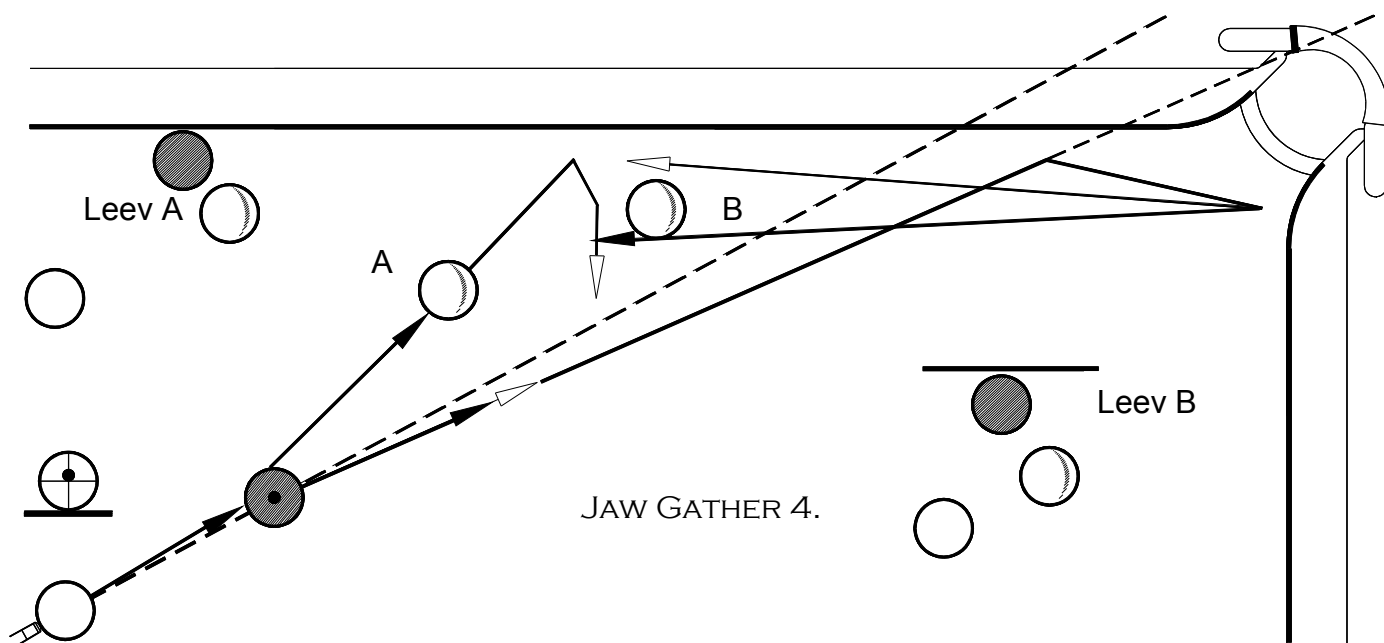
XTRA PACE We might want the red to join the otherz at dead-pace, or perhaps with xtra pace if some kissing might help the leev. In reality we always try for xtra pace, at least we do at this long range -- at long range xtra pace uzually helps u more than it hurts u. If u hav a similar shot, but with all of the ballz much nearer the pocket, u might try for dead-pace.

THINNER OR THICKER Getting back to the above shot, if we wish, we might go for a thinner (or thicker) contact on red, to give a thinner (or thicker) contact on yellow, to improov our chancez of a good leev for the qball & yellow. But, koz u havta hit the red so hard, u are doing a good job just to hit the yellow. Hitting thinner or thicker on red would meen that the red would get more (or less) of the jaw, & the red'z path would possibly take it into the top-cushion (or away), & so it would worsen (or improov) our chancez of a good leev for the red.

CANNON Anyhow, the red leev iz no big deal. I meen, u must not miss the cannon. The leev of the qball or yellow or red iz of much less importance. It always iz, unless u hav the game on ice, & unless u want to go for a big break or a big average. Anyhow, unless u play much too softly, & leev a cover, u will uzually hav some sort of leev to go on with -- if u are stuck, uken always play safe. So, on second thorts, why not play the gather to try to maximize ya chancez of nurseryz.

LEEVE The actual leev we get might be perfiktish, az shown. This will be due, partly to luck, but mainly koz we could see that we would sit behind the yellow, so we played harder to bump the yellow out&ahead, giving the red some room to slot in next to the cushion, which it did.

YELLOW OFF THE CUSHION



Here the qbball & red pozzyz are the same az in Jaw-Gather 3, but the yellow iz off the cushion.

JAW-GATHER 4A

Here the yellow iz directly on the line taken by the qbball in Jaw-Gather 3. So we play the same sort of shot, & simply bump yellow into & off the cushion. Hopefully, the red takes a friendly inside line to give Leev A.

JAW-GATHER 4B

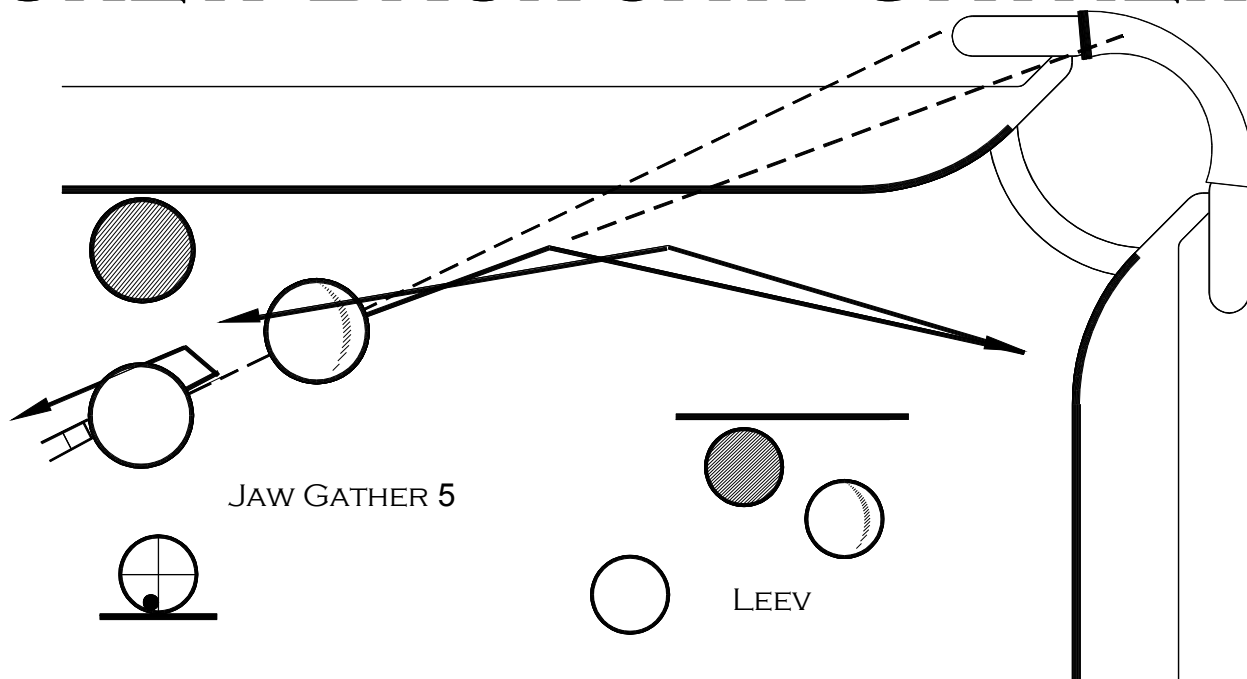
Here the yellow iz just next to the line taken by the qbball in Jaw Gather 3 (and 4A), az the qbball reboundz from the cushion. So we play the same sort of shot, & the qbball hits the yellow half-ballish (az shown). Hopefully, the red takes a friendly line to give Leev B.

JAW-GATHER 4C (NOT SHOWN)

If, instead of 4B, we were able to play the qbball softly so that it stopped between the yellow & the cushion, we would hav an IVORY WALL (not shown). In that case we would hope that the red kissez the qbball back a little (not the yellow), to leev good pozzzy (not shown).

There iz little to be gained by showing duzzenz of varyazionz of the pozzzy shown in Jaw-Gather 3 & 4. The principlz are the same.

SCREW BACK JAW GATHER



Most of us would be wondering about a slip-throo -- & we might overlook the fat&juicy screw-back gather (shown) which ken regain good pozzzy more eezyly than the slip-throo.

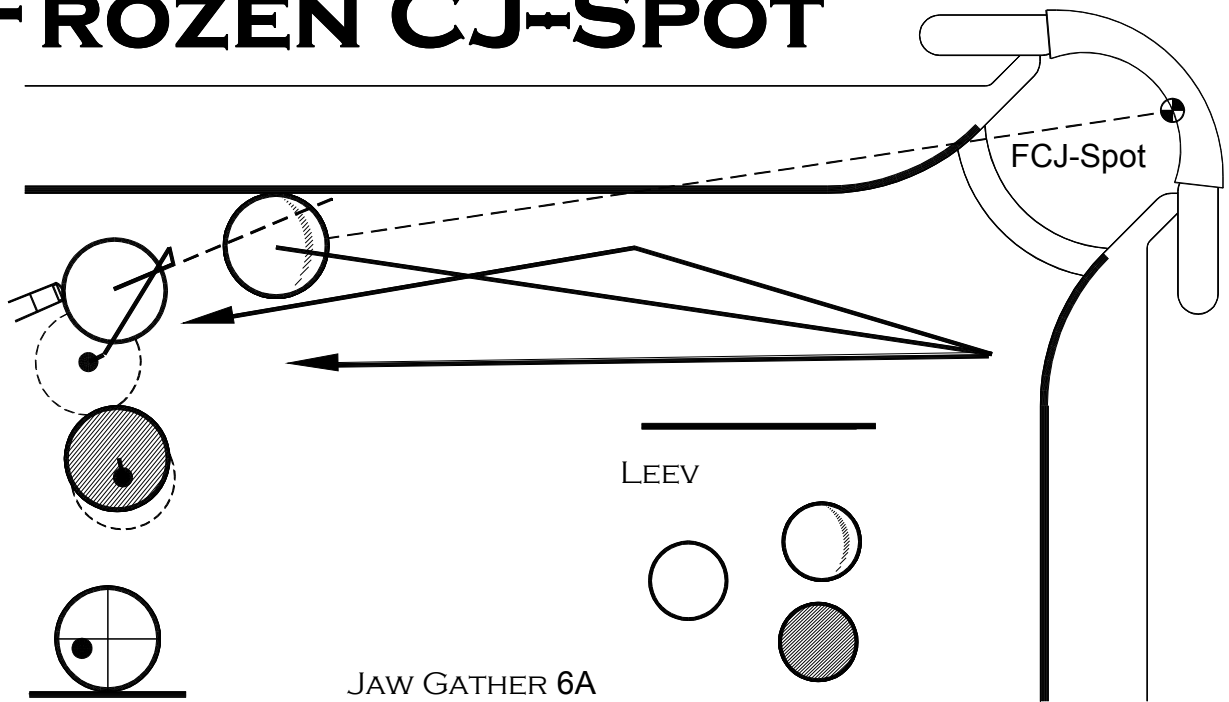
OPTIONZ If u look, there aren't many optionz. If u set up an in-off the yellow, u will sooner or later havta deal with a drop-cannon onto the red which iz allmost frozen on the cushion -- which your opponnet will follow with much interest while chalking her cue.

THINKING Here'z how we might go about it.

- We want to screw back to get a thinnish kiss off red, & we want to make sure we get well west of red to improov our chancez for our next shot.
- We reckon that we need to hit the soft-screw hardish at this range, which iz not far but not close either. Anyhow, hardish iz better for accuracy.
- Koz we are going to hit hardish, we aim to hit the yellow a little further right (on the leather roll-over) than we normally would. Koz we want a bigger jaw-effect, to kill the yellow'z speed.
- The bigger jaw-effect will take the yellow onto the top-cushion before it rejoins the other ballz, but at this range this will be ok.
- We want a little running-side, to help accuracy (for both the travel of the qball & the yellow), so we hit the qball at 7 o'clock (az shown).
- We judge that we havta hit the yellow at about 7/8th ball, to give the yellow the line needed for the jaw-gather.
- Koz we havta hit the yellow more thinly than we would hav liked, we are forced to hit with maximum screw (az shown), but taking care not to miscue. Chalk-up.
- To get an accurate line on the aim & shot, we play by leening over the left-hand cushion. The streeetching payz off by giving better accuracy.

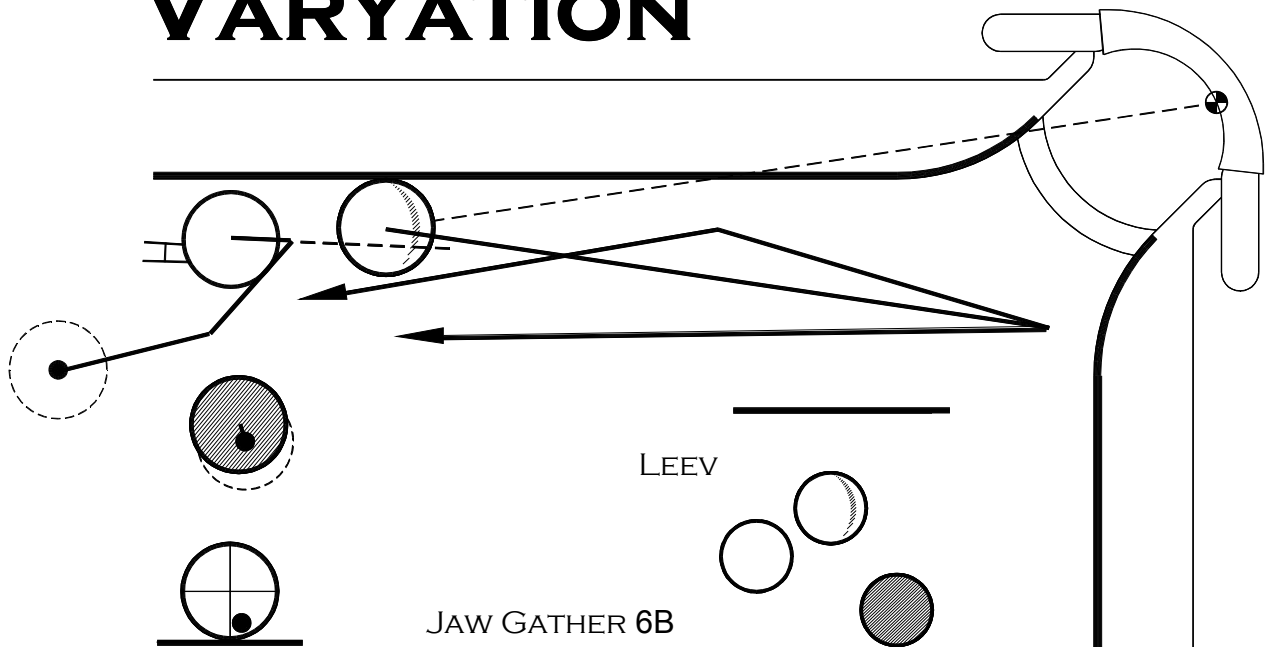
So we play the shot & get the good leev shown. Boy, aren't we lucky ?!

FROZEN CJ-SPOT



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

VARYATION



A similar shot, this time we screw back off the right-hand-side of the yellow.

IVORY WALL

Here for som reezon we havnt bothered to form an ivory-wall, we screwed back further west , az shown. But thiz woz perhaps silly -- the thin contact on red iz difficult -- so uze the ivory-wall if u ken.

Once he gets a good gather, Eric never takes hiz eyez off hiz opponent.

