

Andreas Efler

DUCKING KISSES IN THREE CUSHION

Double-Around
Solutions



DUCKING KISSES IN THREE CUSHION

VOLUME 2

DOUBLE-AROUND SOLUTIONS

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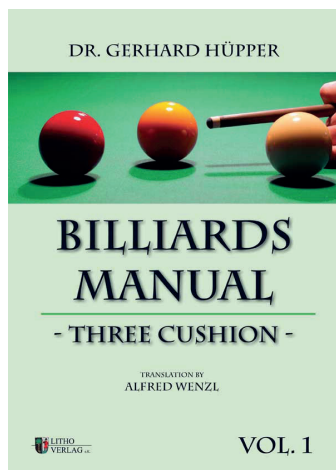
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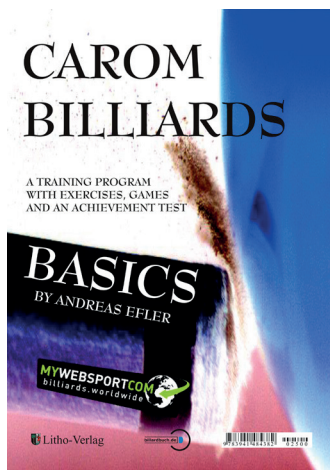
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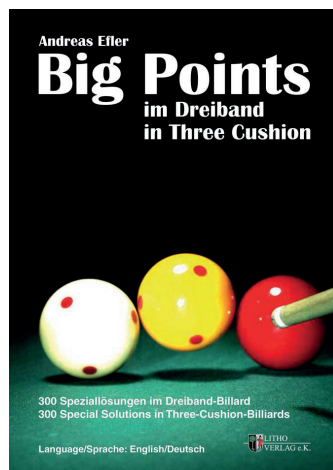
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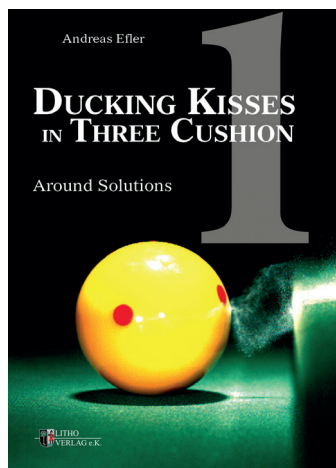
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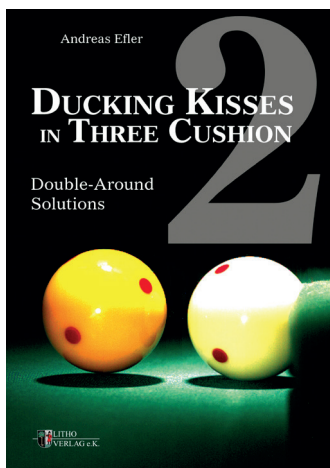
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PREFACE

This book is a collection of all the obvious as well as hidden dangers of kisses and how to solve them. I tried to combine the positions in groups in order to structure an almost endless topic.

Any strategy to avoid kisses is mostly about the decision of which of the two balls should pass the danger zone first when the paths of B 1 and B 2 cross. Only when you follow a plan consistently and also carry it out with the same consistency, will you gain a feeling over the years for correct "crossings", so that an automatic process develops which enables the player to find the correct strategy within fractions of seconds. If B 2 is in danger of kissing B 3 it is mainly about controlling B 2's path. If the ambitious player does not develop an awareness for the proportion of the velocities of B 1 and B 2 and their respective paths, avoiding kisses will always, like Russian roulette, be a gamble.

The main prerequisite in avoiding a kiss is a solid technique. Only due to the ability to delay or accelerate the cue ball compared to B 2, be it by changing the quantity of B 2 or by using an attacked or a calm stroke (or a combination of the two) is the player able to gain control over the balls.

Naturally there are many positions where the obvious solution cannot be used because kissing is more than likely to happen. Also here the player's persistency in finding an alternative solution and not to act out of hope - "maybe it will work somehow" - is the decisive factor.

It is only okay in a few positions to poker, because just any alternative solution is often much more difficult and thus also generates a lower success rate.

I want to wish the trainees a lot of fun with this book and also the patience and perseverance when practicing, especially the particularly "nasty" positions when a kiss occurs ten times in a row!



HOW TO USE THIS BOOK

I want to provide a few hints to trainees so that they receive the utmost advantage of their efforts.

One position is illustrated in two diagrams. The upper diagram describes the problem of the kiss. The coordinates and the level of the danger of the kiss is positioned next to the diagram (see the key on page 5). In the diagram itself the paths of B 1 and B 2 and the danger zones are depicted by a star symbol.

In the lower diagram the best solution strategy is depicted. The parameters of the technique, the level of difficulty and related positions are described using symbols. In the diagram itself the desired paths of B 1 and B 2 and the sequence of B 1 and B 2 in the problematic zones are depicted.

The positions in this book are categorized within groups of patterns which are again divided in chapters with related problems of kisses. At the end of every chapter the learned strategies can be practiced in various training positions. Additionally, at the end of every chapter there are supplemental exercises with examples.

Pages have also been provided with empty diagrams where your own problematic patterns can be drawn.

Regarding the training of the positions I also want to provide some suggestions. Initially, the positions should be marked according to the diagram with a white colored pencil. It is important that the positioning of the balls using the coordinates is as exact as possible. Often only a deviation of a few centimeters from the original pattern can make the suggested solution impossible.

As soon as the player understands which principle is behind a solution, he or she can start to modify the position in order to find out up to which point a pattern can be solved in this way. For some positions a variation of the three balls has already been provided.

In a last step the player can position the balls similarly to the original position without marking it with the pencil in order to get a feeling for the necessary adaption of the technical components of the stroke. Be aware that for every try the position should be changed slightly.



DIFFERENCES IN MATERIALS

Those who have been involved with our fascinating sport of three-cushion billiards for quite some time will have noticed the complexity, variety and the endless ocean of possibilities to influence the balls' paths caused by the geometric form of a sphere (I must however confess that it would not be easier at all with cubes or tetrahedrons!). Even the best in our sport "only" carom twice per inning and accomplish unbelievable achievements. Their precision and genius fascinate each and every three-cushion player, however it often remains hidden from the layman's eyes. The fine processes which occur during a stroke are too subtle. The age and condition of the cloth, the humidity in the room, the temperature and the rail rubber all influence the balls' paths.

Materials play a vital role in this book and I unfortunately cannot guarantee that the suggested strategies to avoid kisses work on every table in the world. The strategies are designed for "average-running" tables. I want to address the inquiring minds of the readers and inspire them to experiment and draw their own conclusions, e.g. to use the strategy of a similar position or to modify the position minimally and to not "throw in the towel". For many positions I provide hints pertaining to the differences in materials anyway.

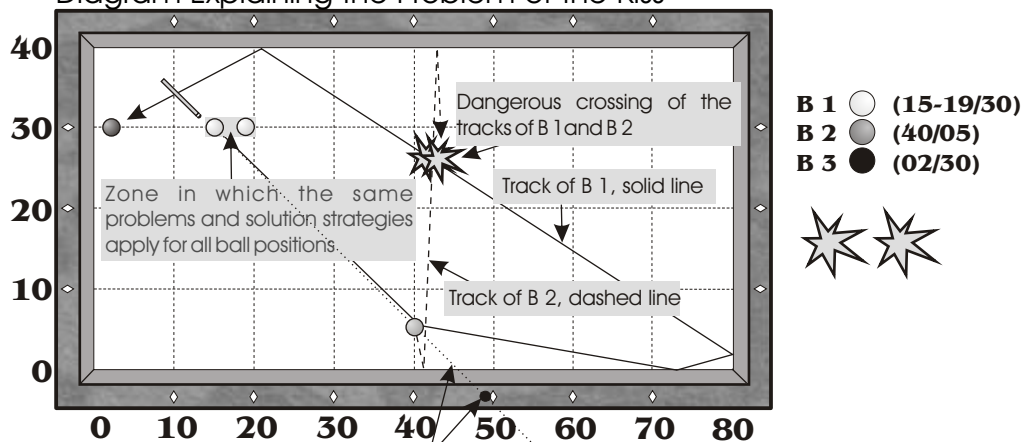
HINTS FOR USERS OF THE MYWEBSPORT-SYSTEM

All positions in this book are stored in the MYWEBSPORT-system. The three balls can easily be positioned using the laser. Following you can find a step-by-step description of how to work with the MYWEBSPORT-system.

Log in -> select "Reference Positions" at the top right -> folder "MYWEBSPORT" -> "Literature" -> "Efler - Ducking Kisses in Three Cushion" -> "Load Reference Positions" -> scroll down to the desired position (or alternatively use the filter before loading the reference positions).

KEY TO SYMBOLS

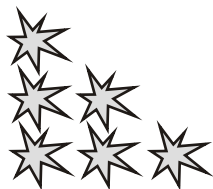
Diagram Explaining the Problem of the Kiss



As an aid to exactly position the balls it is marked for some positions to which point on the rail the continuation of the line passing through B 1 and B 2 points.

B 1 ○ (15-19/30)
B 2 ● (66/38)
B 3 ● (27/04)

Coordinates used to mark the positions of the balls exactly where the values on the long rail are mentioned first. B1 is the cue ball, B2 the first object ball and B3 the second object ball. The coordinates 15 - 19 for B1 define the zone in which the respective strategy to avoid the kiss works.



The number of stars stands for the level of danger of kiss occurrence. One star means low risk, two stars medium and three stars extremely high risk for kissing, unless you have an exact plan and a technical concept of the stroke.

ADDENDUM TO THE COORDINATE SYSTEM:

In the example on the right the three balls have the following¹⁰ coordinates:

White ball (01/01). Coordinate 00 is not possible, since it always refers to the center of the ball.

Yellow ball (02/09). A coordinate 02 is given when the ball is positioned half a ball diameter away from the rail (the same applies to the values 38 on the short rail and 78 on the long rail).

Red ball (10/1.5). In very rare cases the coordinates 1.5 and 38.5 (short rail), and 1.5 and 78.5 (long rail) are used. The respective ball should be positioned 1 to 2 cm away from the rail.

In some cases the distance to the rail is measured by the ball diameter. (1 B/10) means, that the ball has to be positioned one ball diameter from the long rail.

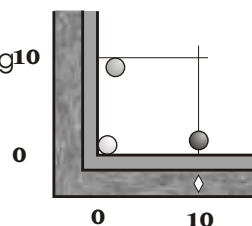
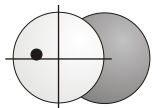
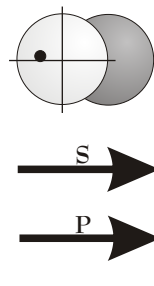
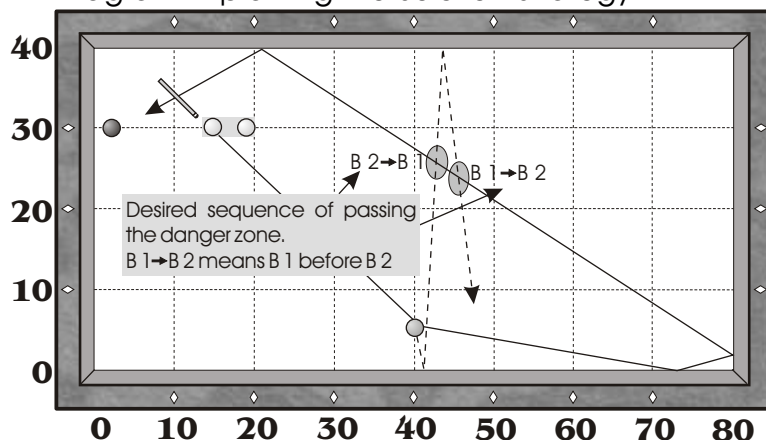
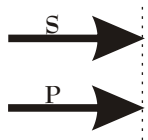




Diagram Explaining the Solution Strategy



Indication of the cueing point on the cue ball, regarding height and English (small black point), and of the quantity of B 2 (gray ball).



S = Speed. Impetus, speed. If the arrow for "speed" ends exactly at the right border line, the stroke is carried out with standard speed, so that the cue ball finally moves B 3 by 30-40 cm. If the arrow goes beyond the right border line, you play at higher speed. If the arrow does not reach the right border line, you must play at extremely low speed so that the cue ball just reaches B 3.

P = Penetration. Indication of how far the cue should penetrate the cue ball. The penetration of course also depends on the speed. The stronger the stroke is, the farther the cue penetrates the cue ball. Therefore, these two symbols must be considered at the same time. Whenever speed and penetration are at the same height, a standard stroke is used. When the penetration is below the speed, the stroke is rather short and crisp. When the penetration is higher than the speed, one must follow long through the ball.



Level of difficulty of the solution on a scale of 1-10. 1-3 means quite easy without technical difficulties. 4-7 means medium difficulty, no problem for players with a general average of 0.4 up to 0.8. Patterns with an indication of 8-10 are extremely difficult and can only be solved successfully by experienced players with an absolutely perfect technique.



Indication on which pages patterns can be found, where the same strategy to avoid the kiss can be applied.



DIFFERENT STRATEGIES IN THEORY TO AVOID KISSES

This chapter is dedicated to those players who also like to gather theoretical knowledge. The most important strategies to avoid kisses are explained in detail and can be found later on in the many problematic positions which follow, separately or in combination with other strategies.

Strategy 1: Changing the Paths by Adapting the Quantity of B 2 and the English

The simplest strategy to avoid a kiss is to change the combination of the quantity of B 2 and the English. This changes the paths and the speed of both balls. Here is a specific example: in the left diagram, B 2 is hit half full. In this case both balls have an equal speed. If the distances to the crossing (small rectangle) are the same, a kiss is the result.

In the right diagram, B 2 is hit thinner. In order to have it end up in the same place, some left English is applied, which mainly takes effect at the first rail. Hit thinner, B 2 is clearly slower than B 1 and also takes another direction, thus B 1 can easily pass the crossing before B 2. So, in this example there are many ways to combine the quantity of B 2 and the English in order to reach the same goal. Ideally, the player finds the combination which avoids the kiss, but does not make the solution prone to errors. It is also possible to hit B 2 extremely thin with maximum English. The kiss would be avoided and B 1 reaches its goal. Hitting B 2 thinly with lots of English however, is a very delicate matter and is hard to control.

