On the other hand, after the Tampa guard has been placed, if the opponent Black hides a disk by shooting on his own side, the disk would have to be on the center line in order to be hidden, as at Z, where it could not score. It could, however, constitute preparation for a later double by the opponent (See Part 30). Also, there is a possibility of partially hiding a disk in the 10-area, as at U, a difficult shot.

But if the opponent were to try to place a scoring disk on his own side of the board, as at Y, it would be exposed to being spoiled by the shooter.

DISADVANTAGE. The great disadvantage of the Tampa guard is that the disk must be placed with much greater accuracy than the cross-guard If, for example (Figure 54), the disk is placed three to five inches to left of A, as at Q, on the point of the scoring triangle, it is badly placed, lies equally on both sides of the center line, and is equally advantageous to either player, while the opponent has the first chance to utilize its protection.

If the disk is placed four or five inches toward the outer side of the court, as at R, it then becomes a cross-guard favorable to the opponent and unfavorable to the shooter.

If the play over-shoots by two or three feet, as at S, it is within the scoring diagram and is not a guard, but is simply a target for the opponent's next shot to knock it away.

If, finally, the Tampa guard is two or three feet short, at T, at or near the deadline KK, then it leaves a covered space beyond it which is available to the opponent for hiding in scoring position at about the center of the 10-area.

TAMPA UNRECOGNIZED. An advantage of the Tampa guard is that many a player does not realize the value of it for hiding when it favors his opponent, and he therefore takes no steps to spoil it.

On the other hand, such a player even more frequently fails to recognize such a guard when it happens to be favorable to himself, especially if such a guard happens to be of the opponent's color as later discussed. The tendency is then to spoil the enemy disk rather than to hide beyond it.

A precaution against such errors is as follows. When a player is in doubt as to whether a disk anywhere is useful as a guard beyond which to hide one of his disks, he has only to go over to the opponent's side of the court and sight over the disk to the space beyond it to determine if he can hide a disk in that covered area.

In order to see if the opponent can hide, the player has merely to sight similarly from his own side of the court.

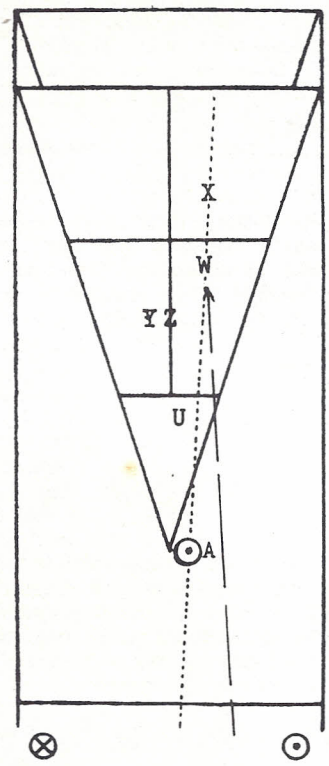

Figure 53

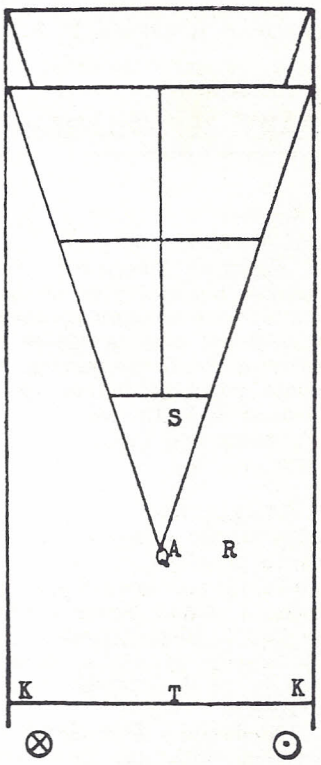

Figure 54

The Tampa guard, for reasons shown above, is far less used than the crossguard.

PART 34: GUARDING (M)

If the opponent Black has placed a suitable cross-guard E (Figure 55), the shooter Red replies to it; he acts to counteract it.

But if the guard is so placed as to be ineffective, the shooter will of course ignore it, and may then place a guard of his own or make some other shot applicable to the situation. See also Part 31.

Also, if the guard is defective and offers some advantage to the shooter Red, he normally will act to gain from the advantage.

REPLY TO CROSS-GUARD. If a cross-guard is so placed by the opponent Black as to be effective, the shooter Red should reply to it in such a way as to prevent the opponent from taking advantage of it and hiding a scoring disk beyond it. The preventive action may be taken in several ways, which have various degrees of desirability, depending upon the situation, the score, the style of play of the opponent the shooter's skill, and the shooter's preference.

Of the available choices, the most common are listed below.

EXPERTS' CHOICES. Among these choices, the more standard replies repeatedly seen on the courts of important tournaments are 1, 2, 3 and 4 (shown in box). A record was made of 112 shots, played in reply to effective cross-guards, in four large inter-district tournaments of 1955, played by 13 expert shufflers. Not more than 10 shots were taken for any one player, in order to avoid over-emphasizing the preference of any one player.

Among the various choices, the prevalence of their use is indicated by the various percentages. (See box).

However, it should be mentioned that in social or informal play the action to fill-in is at least as prevalent as that of clearing the board. Also, there are shufflers who have a prejudice against clearing the board.

DISCUSSIONS. Choice No. 1, to clear the board, has been discussed somewhat in Parts 20 and

Choice	Action	Reference To Fig. 55	Pct.
1—Clear the board			70%
2—Put the guarding disk into the kitchen			15%
3—Knock away the guard and place another	favorable to the shooter	As at X	12%
4—Fill-in between the guard disk and the center	line	As at Y	3%
5—Hide along the outer edge of the court		As at Z	0%

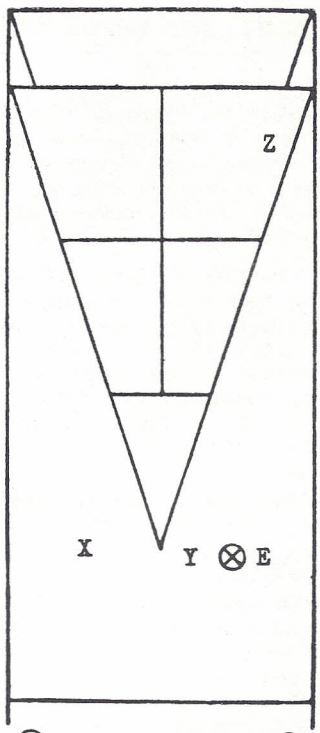

Figure 55

21, and has also been illustrated in Part 5. It will also be further discussed later in the series.

Choice No. 2, to put the guard disk in the kitchen, will be discussed later under "Kitchen."

Choice No. 5, to score along the outer edge, has been mentioned in Parts 31 and 32, and will also be discussed later under "Hiding."

Choices Nos. 3 and 4 will be treated in the next two articles also under the general heading "Guarding."

PART 35: GUARDING (N)

Suppose the opponent Black has placed a cross-guard, as at E, Figure 56. Among the various possible replies is that of shooting to knock away the opponent's cross-guard and to glance the shooting disk to the position of a guard favorable to the shooter Red, as at A. This continues the discussion from the preceding article.

SUBSTITUTION. This is an interesting shot. When successful it not only spoils the opponent's guard and prevents him from utilizing it, but it also substitutes a guard advantageous to the the shooter, seizes the initiative and forces the opponent to play to spoil it.

The shot is a glancing hit (see Part 19), with light force. It requires great accuracy in shooting, both as to angle and speed. If it could be accomplished reliably and regularly, hardly any other shot would ever be used in this situation.

UNCERTAINTIES. However, this shot is very uncertain, because it not only involves striking the enemy disk at the desired angle, but also, and more difficult, it necessitates stopping the shooting disk accurately after moving several feet after the hit. And stopping after moving a given distance is, as has been seen, subject to much inaccuracy.

There is no bad effect if the shooting disk goes farther than is contemplated, as it will then be too far out on the side of the court (to left of A in the diagram), and be merely ineffective as a guard beyond which to hide.

Of course it is well if the disk stops at the desired position of the cross-guard A, or of a suitable Tampa guard at X that is favorable to the shooter.

DISADVANTAGES. But stopping at almost any other position on the line EA will probably afford an advantage to the opponent Black, allowing him to hide beyond it (See also Parts 31 and 33).

In addition, because this shot uses light force, there is considerable chance, in case the shooting disk hits fairly close to center of the guard disk E, that it will stick, that is, backstop against E and stay there or closely nearby (see Part 16). This is serious.

If this happens, and the shooter's disk is thus left in the place of the guard disk knocked away, the opponent can utilize it just as well as if it were his own disk and hide beyond it. Thus the shooter's play to spoil E is not only wasteful, but is definitely harmful.

If there is an inaccuracy in striking speed or striking angle, it may cause one of these various bad effects. Because of the uncertainties, the experts use few such shots in tournament play.

NOT RECOMMENDED. Those who attempt this shot will find that they sometimes do it successfully and obtain advantage from it. But let them also count the number of times the shot goes wrong.

We once favored this type of shot and played it regularly for about nine months, but finally reached the conclusion that its use brought more disadvantages than advantages. The shot is not recommended for regular use.

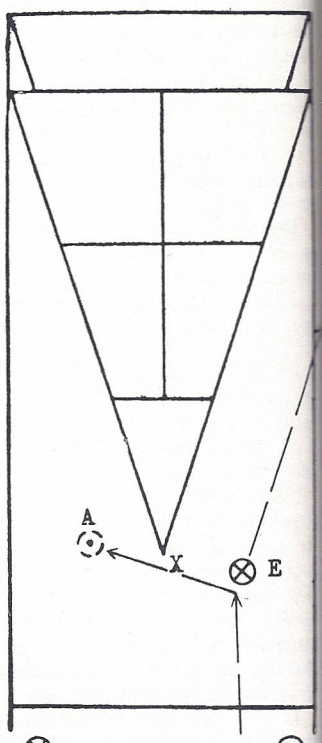

Figure 56

PART 36: GUARDING (O)

When the opponent Black has placed a cross-guard, as at E in Figure 57, he of course hopes he later may be able to shoot past E to hide in the area beyond E.

FILLING-IN. One of the standard replies to this situation to be made by the shooter Red is to fill-in, that is, to place a disk between the cross-guard E and the center line, and thus block the path of Black's later shot toward that hiding area (see also Part 4).

This type of shot is occasionally used by tournament players, and is the preference of many non-tournament players.

The shooter places a disk at point A, approximately in the position of the Tampa guard, but preferably a little deeper. The advantages of being farther forward than disk E are that the shooter Red will be able later to shoot freely past it toward the open side of the board, and especially that it will hamper the opponent in case he tries to bunt E into scoring position.

Although the shooter may aim for a particular spot A, yet as in other shots he is usually unable to control the length of the shot with complete accuracy, and such a shot may stop anywhere from V to Z, or may even overshoot or under-shoot these points.

It is important in most cases that care be taken to keep the filling-in disk just to right of the center line, as discussed below.

The filling-in disk is effective in blocking the opponent's way if it is placed anywhere from point W to point Y, on a line just off the center line and on the shooter's side of the court. Since this allows some variation in depth of the shot and still retains usefulness of the play, the play is rather easy to make, but it nevertheless has some weaknesses as discussed below. Still, it is far easier than clearing the board.

SHOOTING VARIATIONS. If, however, the disk happens to stop about as far forward as the center of the 8-area, as at Z, it may permit the opponent Black later to glance off it into scoring area beyond the guard E and perhaps hidden or partly hidden by E.

Again, if the shooting disk stops at a point away from the center line by several inches to the shooter's side of the board, as at T, the opponent may be able to sneak past it on the left to hide a scoring disk beyond it.

Also, if the shooting disk stops two or three feet short of point W as at V, the opponent can hide beyond it.

If the filling-in disk happens to stop in a scoring position, as a X, Y or Z, or to the left of U, or in such a position as to threaten a double, as at U, then the opponent is usually forced to knock it away, and the desired result of preventing the opponent from hiding is usually, though not always, accomplished.

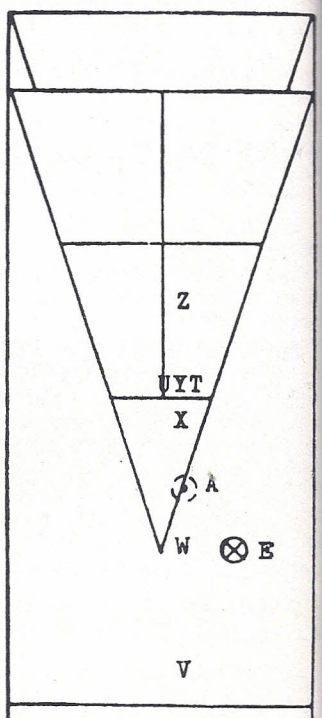

Figure 57

PART 37: GUARDING (P)

When the opponent Black has placed a cross-guard E (Figure 58), and the shooter has then filled-in, as with disk A, then the opponent is likely to knock away disk A in order to open again the way to the area beyond E so that he can hide there (see illustrative example in Part 40). If this is done, the shooter should put another disk in place of A.

This process of knocking away the filling-in disk and replacing it by another may be repeated. However, there is no point in the opponent's knocking it away for the third time (with the seventh shot), as he will have no use for hiding afterward.

FILLING-IN WEAKNESSES. In connection with a series of shots to place and maintain filling-in disks, some weaknesses may develop, of which the following is an example (Figure 59).

Black first plays a cross-guard at E. Red fills-in with disk A. It happens to stop about six inches beyond the 8-10 cross-line. Black knocks it away and sticks in place for an 8 at F.

Red must now spoil the scoring disk F by knocking it away. If he does so with a full hit which sticks in place and blocks off Black's path to the area beyond E, then the filling-in situation is maintained. But if he hits at an angle, then F is knocked away and the shooting disk does not take its place, so that the way is opened for Black to make a hidden score beyond E (unless some other shot is forced on him by the situation).

Some such way of reopening the way for Black to score after two or three shots occurs rather often. This constitutes a weakness in this method of play.

Another weakness is that this procedure has the tendency to accumulate a number of disks on the board, and tends to weaken the advantage of the player who is to have the last-shot.

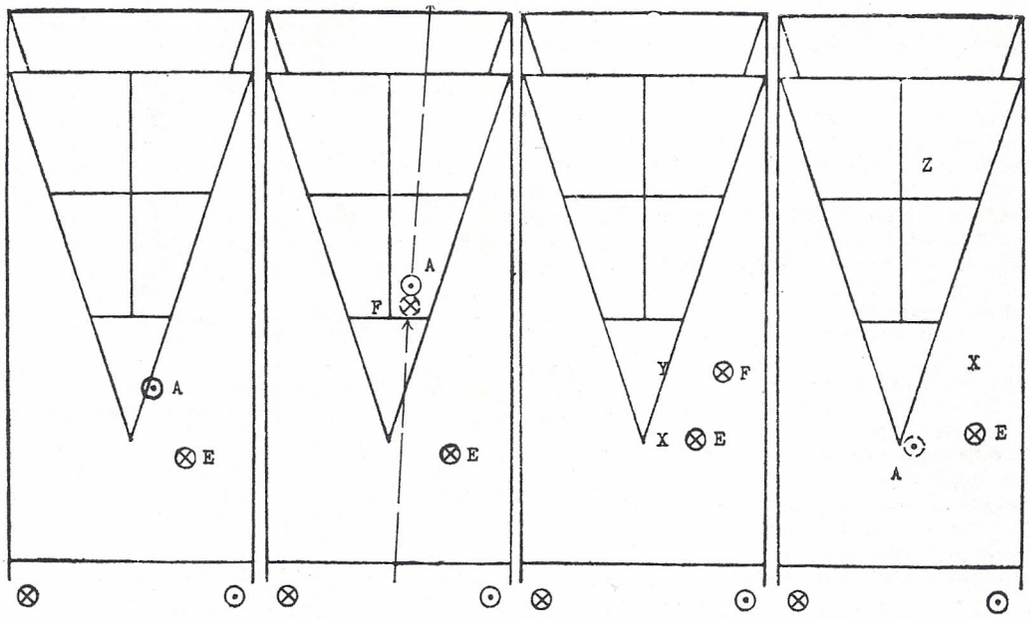

Figure 58 Figure 59 Figure 60 Figure 61

Still another weakness is that when the filling-in disk stops alongside the opponent's initial cross-guard E, as at X in Figure 60, the opponent can frequently bunt his guard disk E into scoring area, probably covered by a double guard, as will be discussed later in the series.

For these reasons, the filling-in process is little used in tournament play, when clearing the board is more generally used, as shown in Part 34.

Still, there are cases in which filling-in is particulaerly applicable in tournament play, as below.

GOOD FILL-IN. In Figure 60, two disks E and F lie on the board and constitute a strong double guard protecting the area beyond it and affording Black, on the left, a good opportunity to hide there.

For the play of the shooter Red, it would not be certain that he would clear away both disks E and F with one shot, while to knock away either one of them would leave the other to cover a spot beyond it for Black to hide in. In this case, the best solution for Red is to fill-in at about X or Y, between the double guard and the center line.

SPECIAL FILLING-IN. A special case of filling-in is occasionally used by Carl Spillman, six times National champion and topmost all-time shuffler. It occurred, for example, in the semi-finals of the Farnham Fox Tournament at Clearwater, Jan. 27, 1955.

When (Figure 61) his opponent's cross-guard is placed especially wide of the point of the triangle, as at E, he may fill-in partly by placing a disk A in the position of the Tampa guard. This hampers the opponent's possible later attempt to hide beyond E, although the disk A may not bar such attempt. If E were two or three feet farther forward, as at X, it would be still harder for the opponent to score by hiding beyond it.

The situation offers to Spillman, playing Red, a later possibility of hiding beyond A, as at Z, by shooting between A and E. Obviously the two disks A and E must leave room for him to play between them.

In general, it is concluded that filling-in is relatively easy, but is very liable to develop weaknesses.

PART 38: HIDING (A)

As we have seen in Parts 2 and 3, when one or more disks lie on the board and form a guard such that another disk can be hidden in a protected scoring position beyond (often called a "hide"), a shot to do this is highly advantageous. As mentioned before, protected scoring disks constitute one of the principal means of winning.

If such a guard does not exist, it is usual to try to establish one whenever opportunity occurs as seen in Parts 30 to 33.

PROTECTED AREAS. The various diagrams (Figures 62, 63, 64) show several oft-seen positions of guards, desirable or undesirable, together with the protected areas beyond them. These areas are shown as protected from an opponent shooting from the left side of the court.

On the court itself, in order to determine where these protected areas lie, the shooter should go to the middle of the opponent's starting area and sight over the guard. Often it is well also to sight from one or both edges of his area, especially if there is more than one guard disk.

This sighting from the opponent's area should not be neglected; it is surprising how much better it is thus to use the opponent's point of view.

A protected area rarely provides perfect protection (see also Parts 24 and 27). A part of the area beyond the guard cannot be reached by direct hit; in each

diagram this part is shown darkest. Outside of this is a fringe on each side where no more than half a disk can be seen, and where only angle hits can be made. These fringes are more lightly shaded.

The darkly - shaded protected area beyond any single - disk guard is not wide enough to contain the whole of a disk. Also, since the opponent can shoot at a slight angle from either the right or left side of his starting area, each protected area becomes narrower the farther away it extends.

A disk lying in the space immediately beyond a guard, even though not practically reachable by a direct shot, can be spoiled by knocking the guard disk against it with a combination-shot. In addition, nearness to the kitchen, at the far end of the protected area, adds a danger.

PLANNING, HIDING. While sighting from the opponent's starting area, the shooter should also select his aiming point within the protected area, such as one of the black spots indicated by X or Y in Figure 62, the point where he expects to put his own disk.

Having selected the aiming point, the shooter goes back to his own side of the court, usually placing his disk at the extreme outer edge of his own starting area. He aims and shoots for the aiming point. (Such a shot to hide is sometimes called a "sneak")

Shooting from the outer edge of the starting area enables the shooter to keep his shooting line, such as LX or MY in Figure 62, as far to the side as possible and hence as far as possible from the guard disk A or B so as not to clip such guard disk in passing and spoil the shot, a frequent error.

Another effect of this error is to displace the guard disk, A or B, and spoil the guard for later use. On the other hand, another frequent error is to shoot so wide of the guard disk that the shooting disk misses the protected area.

In order to avoid such errors, it aids in accuracy if the shooter will avoid keeping his eye on the guard disk while shooting. Instead, he should fix his eye on the aiming point beyond, and hold it there.

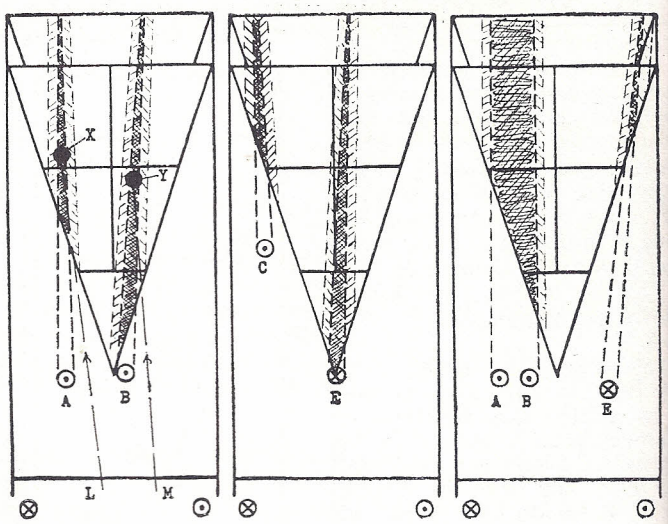

Figure 62 Figure 63 Figure 64

PART 39: HIDING (B)

The most usual areas where shots are played to hide are the areas beyond normal cross-guards and Tampa-guards (Parts 30, 33 and 38). However, a special case is the shot to hide in a corner beyond a guard C that is located near the edge of a court, as in Figure 65. Note the protected area beyond disk C in Figure 63 of Part 38. Only a small part of the 7-area is available and is of course near the kitchen.

HIDING IN 7-CORNER. However, the shot can often be played with reduced kitchen danger by using an aiming line LDM that passes through the short diagonal painted line NN at the edge of the kitchen, so that if the disk over-shoots and stops abreast of the kitchen it will be safely on a line. The shot must be made from the extreme outer edge of the starting area.

This shot is difficult, and is not commonly attempted in the middle of a half-round, but it is more likely to be used for the seventh shot, much as a last resort, when there is no really good shot to be played.

It is particularly interesting to note that in the match between Miriam McDavid, then 1955 National Open Champion, and Mary Scalise, twice National Open Champion, playing in the State Gold Medal Tournament at Mirror Lake Club March 10, 1955, each of these skillful players left her opponent few opportunities to hide except deeply in a 7-corner and each skillfully and successfully took advantage of several such opportunities by hiding in the corners.

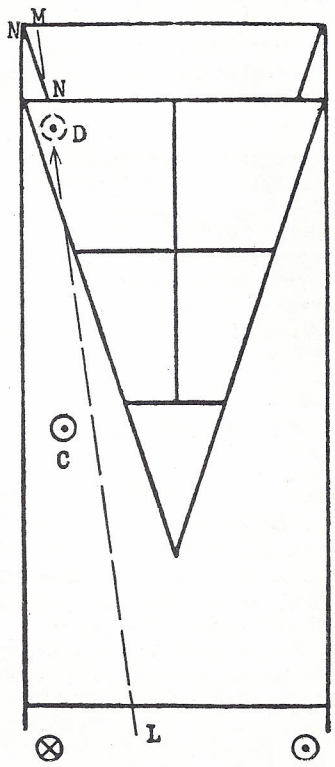

Figure 65

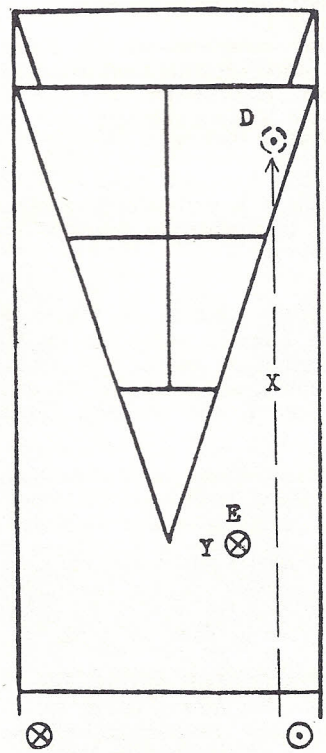

Figure 66

HIDING AT EDGE. When the opponent Black has placed a cross-guard on the shooter's side of the court, as at E, Figure 66, a play for a score along the edge of the court may be considered, especially if the cross-guard lies too close to the center line. (See also Parts 31, 32 and 34.)

If the guard is well-placed, as at E in Figure 66, this "suicide alley" shot is difficult; the shot is long, only a small part of the 7-area is available, and the kitchen danger is imminent.

Another disadvantage of this shot is that it leaves the well-placed cross-guard to be used thereafter by the opponent, unhampered, to hide his next disk beyond it. Thus, even if the shooter succeeds in hiding his disk in scoring area beyond E, the opponent can still utilize the same guard for hiding one of his own disks.

Furthermore, the sides of courts are often slower than along the center, so that a shot along the edge is liable to require special accuracy and adjustment of

speed to this slowness, and even then it may stop short at some point such as X, where it may add to the protected area afforded the opponent for hiding.

Therefore, except when the opponent's cross-guard is placed too close to the center line, as at Y, such a shot along the edge of the court is little used. It is most likely to be used for the seventh shot of a half-round, when the shooter has no further play to make and this seems to be the best he can attempt.

PART 40: HIDING (C)

One method of hiding a disk is by a glancing hit, as shown in Figure 67. Disks E, F and G are already in position. By shooting a disk C at G so as to hit it on the left side, the shooting disk C is caused to glance inward to a scoring position beyond E and F, where it is well protected

If there were only one disk F in the guard it would obviously be more difficult to cause disk C to move sideways from G to a point near C and covered by F (See Part 19).

GLANCING, HIDING. An example in which such a shot to hide was used as an additional element in a shot for another purpose is shown in the following case, Figure 68.

In the semifinals of the State Gold Medal Tournament, at St Petersburg, March 11, 1954, the shooter Red, Gerald Anderson, later rated ninth in our All-Time Roll of Champions, had a cross-guard at A and a disk on the 7-8 crossline at B, while his opponent had a disk in the 7-area at G.

Anderson knocked away the enemy disk G with a glancing hit on the left side, and his shooting disk glanced to the left beyond and in line with the two disks A and B, thus obtaining a well-protected scoring disk (This was a so-called "roll-over," although there is no rolling.)

DANGER. When the shooter Red has a good disk B, Figure 69, hidden beyond a good cross-guard A, with some extra room between, there is a temptation to try to hide another disk between A and B, as at C. With careful shooting, this can be done. However, the shooter should be especially careful not to hit the guard disk A, for to do so would not only spoil the shot to hide the additional disk C but would also knock away the existing guard and expose the already-hidden disk B.

Also, the shooter should carefully avoid stopping at some point such as X, where, as described in Part 28, the disk would facilitate spoiling B by "putting a handle on it" for use in a combination shot to knock the disk at X against the disk at B.

SEVENTH-SHOT HIDING. As will be discussed more fully later,

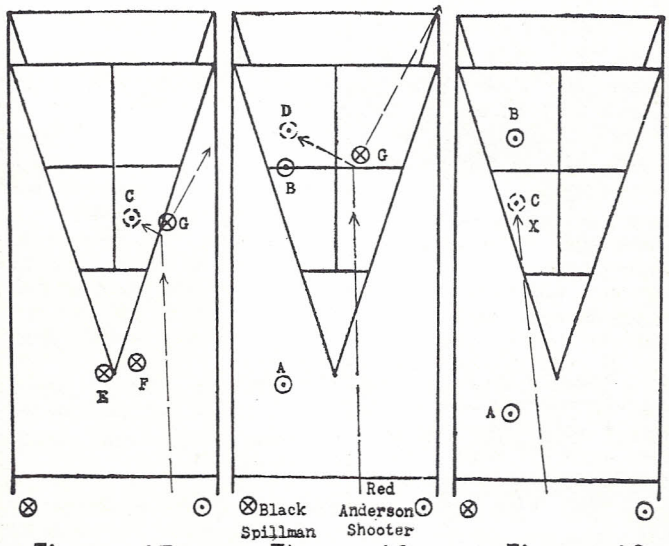

Figure 67 Figure 68 Figure 69

when the shooter is to play the seventh shot of the half-round, he frequently has little hope of accomplishing anything, and needs to grasp at almost anything. If he has any place to hide a scoring disk, such is usually the best shot. Even if the chance to hide is a poor one, it may be the best available shot and the time to take a chance.

Even though a disk cannot be hidden well, an opportunity to hide one partially may be advantageous. Such a shot probably will not be allowed to stay in place, but it can be expected to force the opponent to shoot at it, and is likely to prevent his scoring against it as a backstop, or may even lead to his not scoring at all if he shoots at it.

Various methods of hiding which are particularly applicable at such a time include hiding in the corner of the 7-area (Part 39), hiding along the edge of the court (Part 39), hiding by glancing hit (above), or partial hiding in the 10-area, as described in the next article.

PART 41: HIDING (D)

As mentioned in Part 33, a curious weakness of many shufflers is their frequent failure to recognize a Tampa guard when it is located so as to favor them, especially if it is of the opponent's color. Figure 70 shows a black disk F located in the position of a Tampa guard favorable to the shooter Red. The opponent may have put it there by mistake, or it may have been knocked there by a previous shot.

Many players would simply see a black disk, an enemy disk, and proceed to knock it off the board. Actually, it is just as good a guard beyond which to hide as if its color were red. And the shooter should shoot to hide a disk at about point X, in the protected area beyond F (compare with Figure 62 of Part 38).

HIDING IN 10 - AREA. An opponent's Tampa guard E (lying on his side of the board, Figure 71) does not ordinarily afford a good place for the shooter to hide. But for the seventh shot, when there is little chance of accomplishing anything, it may be advantageous. The shooter, playing from the extreme outer edge of his starting area, places his disk at D. He hardly hopes that his disk will stay there to score, for the disk can be hidden only partially, and the opponent will be able to hit it.

However, the disk affords the special advantage that the opponent is forced to shoot to spoil it. If it is partly hidden he cannot hit it full to use it as a backstop for scoring, and he has little or no chance of putting it in the kitchen. In addition, there is some possibility that the opponent

may happen to hit the wrong disk E and glance away, leaving the disk D to score a 10 for the shooter.

Of course, there is some possibility that the opponent may score with a combination to knock E against D, but there are chances that he may still leave Red with a scoring disk in the 10-area or 8-area.

PART 42: DOUBLE (A)

A double is a shot in which the shooting disk strikes a non-scoring disk lying on one of the lines of the scoring diagram, and leaves both disks in scoring positions.

There are several types of doubles, some fairly easy, and some very difficult. All require delicacy of touch, and most of them require considerable accuracy in direction.

Even though inaccuracy in shooting may cause failure to accomplish a double completely, that is, to score both disks, there is frequently a good chance that one or the other of the disks may score.

Accomplishing a double frequently leaves one or both of the friendly disks unprotected by guards, so that the opponent can probably knock away one of them by a simple hit, or perhaps both of them in one shot by means of a combination or a carom.

In order to make it more difficult for the opponent to accomplish a successful combination or carom, it is well when practicable to leave the two disks of the double well separated to front and rear, and also to right and left.

FRONT-AND-REAR DOUBLE. The simplest and easiest form of the double is the front-and-rear double. In Figure 72, disk A lies initially on a cross-line at A-1, it being the only disk on the board.

The shooting disk B is aimed directly at the center of A-1 and is shot gently, in order to tap the latter lightly onward to A-2, in scoring area beyond the cross-line but short of the kitchen. At the same time the shooting disk B backstops against disk A-1 and remains in scoring position short of the line.

Gain for the shot: 15 points. If the first disk A-1 were on the 8-10 cross-line, the gain should be 18 points.

TARGET DISK. It should be remembered that the striking disk may hit slightly off center and not stop instantly, but may move onward perhaps one-quarter inch to one inch, after this gentle hit (Part 9). Therefore, in order to accomplish this double, it is important that enough of the target disk extend across the line toward the shooter for an inch or more, so that the shooting disk will be backstopped clear of the line.

If the disk extends toward the shooter by only about ½ inch, the shot is still possible, but difficult, and the shooting disk must be very accurately centered on the target disk.

Since the shooter rarely can see well enough to determine how much of the disk lies over the line on the side toward him, he should ask a court official under Rule G-2 for information as to the location of the disk.

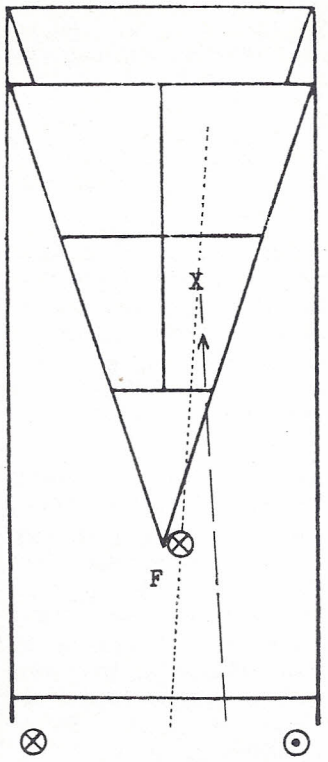

Figure 70

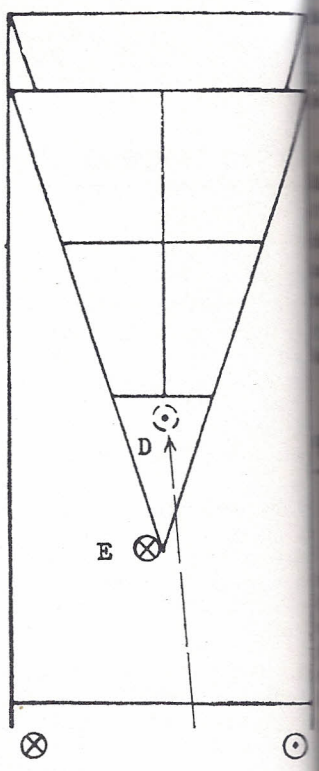

Figure 71

VULNERABLE. While the front-and-rear double is the easiest and most certain to make, it is usually also the most vulnerable after it has been made, since both disks can frequently be knocked away by a single shot, although there are occasions when the opponent succeeds in spoiling only one of them. It is usual to play for the double even though it will be in the open, and to hope that one of the disks may be safe.

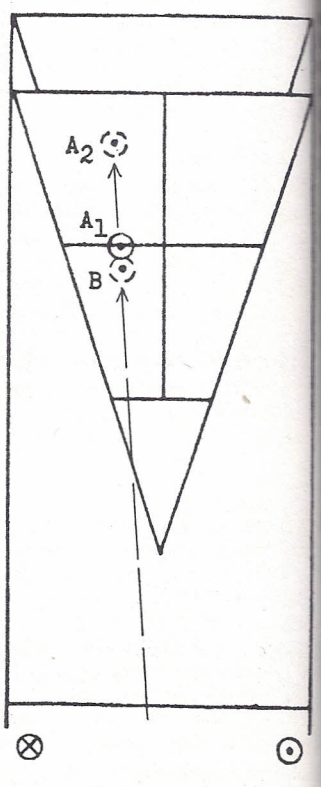

Figure 72

PART 43: DOUBLE (B)

A very favorable opportunity to accomplish a double develops occasionally in the situation of Figure 73. With a disk A in cross-guard position, Red has previously shot to hide disk B beyond A, but the disk has stopped on the 7-8 cross-line at B-1. Only A and B-1 are on the board.

Assuming that the shooter Red gets another chance to shoot in that area, he now attempts a front-and-rear double, shooting gently at B-1 to knock it onward to B-2, while the shooting disk is backstopped in scoring area at C.

PROTECTED DOUBLE. The great advantage in this play is that both disks B-2 and C are protected by A. Otherwise this is essentially the same as the double described in Part 42.

On the other hand, the opponent Black should have foreseen the possibility of this shot, and

should have prevented it. A suitable preventive would have been to put a guard disk at X, to fill-in, and to blockade the path that Red would want to follow.

SECOND ATTEMPT. Occasionally the situation shown in Figure 74 arises. The shooter has had a disk A-1 on the 7-8 cross-line, and has tried for a double, but his shooting disk has stopped short at B-1, failing to make the double.

The opponent should of course knock away these disks, but if he should fail to do so, Red may gain greatly from this situation.

With his shooting disk C he hits B-1 on center (Figure 75), and C stops in place as it hits, for an 8. B-1 is tapped onward to B-2, where it hits A-1 and stops as it hits, also for an 8. A-1 is pushed gently onward to A-2, for a 7. The result is thus two additional disks for a total of three scoring disks. Gain for the shot: 15 points. Score remaining on the board: 23 points.

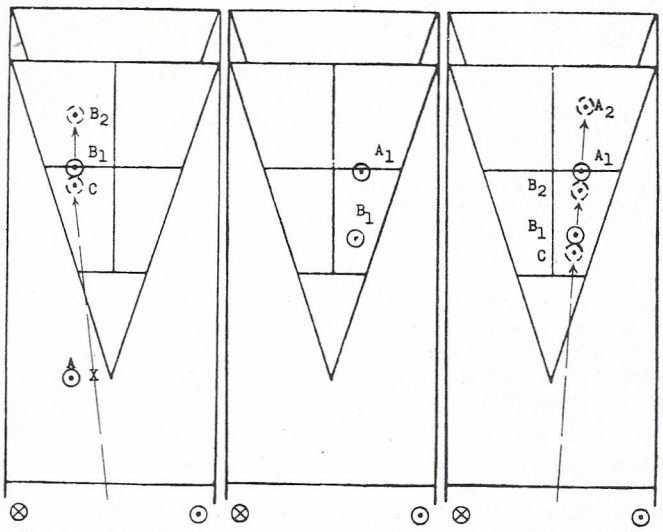

Figure 73 Figure 74 Figure 75

PART 44: DOUBLE (C)

When a disk lies on the center line, as at A-1, Figure 76, a right-and-left double from the center line can be accomplished by striking it at an angle so that one disk moves to the right and the other to the left, both going into scoring areas.

RIGHT-AND-LEFT DOUBLE. In this case, the disk A-1 is hit on the right side and knocked diagonally to the left to A-2. At the same time the shooting disk glances diagonally to the right to B. Gain for the shot: 16 points.

In making the above-described shot, the two disks have moved away about equally in angle and distance. The aiming point for such a shot has been, as will be seen when we return to the matter of angles in detail, about an inch to right of the right edge of the target disk.

After the above double has been made, the two disks A-2 and B can be knocked away often by a single carom shot, sometimes with ease, by hitting first one disk and glancing over to hit the other.

BETTER AIMING POINT. If a different aiming point is used, namely the right edge of the target disk C-1 in Figure 77, the result is to drive the struck disk farther forward, as to C-2, and to cause the striking disk to glance off more sharply to the side and for a shorter distance, as to D.

The two disks are thus separated more widely from front to rear, and this makes it harder for the opponent to spoil both disks with a single shot.

This is generally a surer shot than when using the thinner hit with aiming point an inch outside the edge of the target disk, as in the preceding case. However, if the shooting disk happens to hit too near the center, the result is liable to be that both disks will be left on the center line.

In general, an aiming point at the edge of the target disk, or perhaps a half-inch outside the edge, will probably give satisfactory results for most such cases.

In case the available space for the movement of one or both disks is limited, the shooter should consider the directions in which the disks will move and how to adjust the angle of hit so that the disks will move in suitable directions.

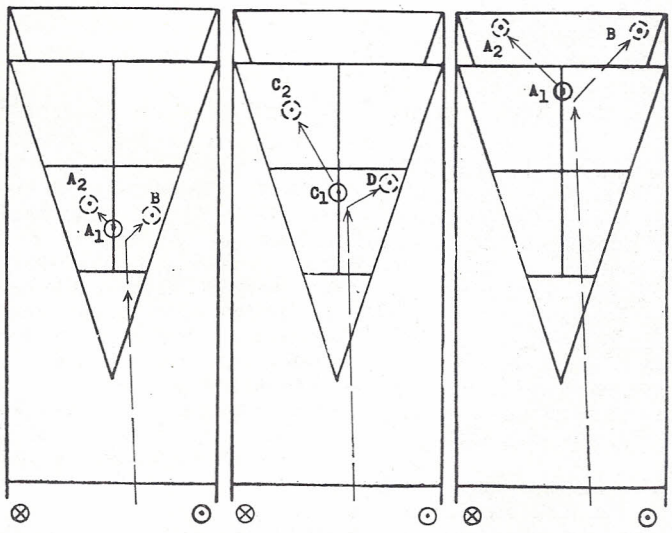

Figure 76 Figure 77 Figure 78

DOUBLE IN KITCHEN. When a disk A-1 lies on the center line between the two 7-areas (Figure 78), and not close to the 7-8 cross-line, then the play for a double is so close to the kitchen as to be dangerous. After the necessary hit at an angle, with both disks moving diagonally onward, one or both of them may go into the kitchen. Obviously, such a shot ordinarily should not be attempted.

PART 45: DOUBLE (D)

In Figure 79, the disk A-1 lies at the intersection of the center line and the 7-8 cross-line. No other disk is on the board. Depending upon how much of the disk lies in the right-hand 8-area, the shooter should be able to estimate whether he can hit the disk by aiming about two inches to the right of center of the target disk, glance slightly to the right, and still remain in the 8-area for a score. This hit will drive the target disk diagonally to the left, as to A-2.

The shot is gentle, so as not to risk knocking the target disk into the kitchen or off the board.

If there is insufficient part of the target disk A-1 in an 8-area for the shooting disk to hit it and still remain in the 8 - area, the shot should be treated as a right-and-left double on the cross-line, as will be described in Part 47.

DOUBLE FOR VICTORY. In the Gasparilla Tournament, at Tampa, Feb. 4, 1954, Henry Badum, the shooter Red, three times National Open Champion, was playing against Donald De-

wart, the opponent Black, the winner of that tournament the preceding year.

The score was 61-72, respectively. Facing Badum at his last-shot was the situation as shown in Figure 80. He had a disk A-1 lying on the center line, and he could see only a thin slice of it because it was largely blocked off by the disks G, F and E.

With Dewart's score at 72, the latter needed only one score to win the game, and would have the last-shot in the next half-round with good chances of then winning the game.

Badum could play the difficult thin shot for the right-and-left double on the center line, shooting along the line indicated by the arrow. If he made the double, for 15 or 16 points, it would bring the score in the game to 76 or 77 points and he would win. If he missed the shot for double, he might score a 7 on the open left side of the board, or perhaps stop in the kitchen or go off the board.

Alternately, he could play for a score on the open left side of the board, a type of shot in which he had been successful in about four attempts in five. If he shot for a score and made an 8, the score in the game would be 69 to 72, with the opponent, as mentioned above, having a good chance to win with his last-shot in the next frame.

Badum made his decision. He shot for the double, accomplished it, and won the game.

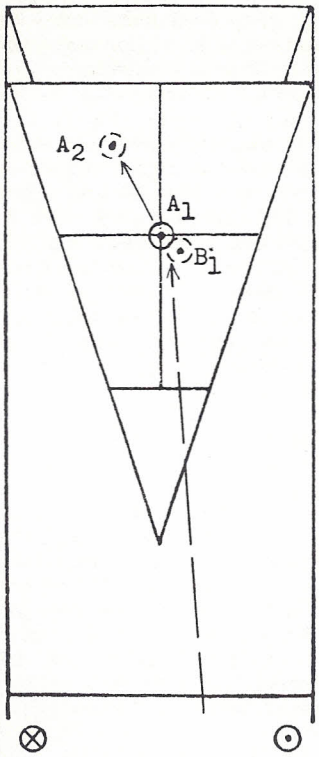

Figure 79

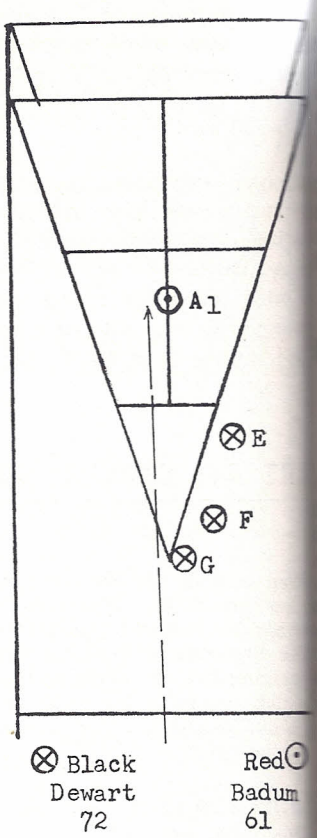

Figure 80

PART 46: DOUBLE (E)

A shot for a double from a diagonal line made by Blair Ilderton in the Gasparilla Tournament was described in our Notable Shots column in The Times Jan. 12, 1958. This type of shot is here covered in more detail.

In Figure 81 the shooter Red, playing on the right, has a disk at A-1 lying on one of the diagonal outer lines of the scoring triangle. It is the only disk on the board.

Red has an opportunity to double with this disk. He desires to knock disk A-1 into scoring area at about point A-2 and inside the diagonal line. Also he wants his shooting disk to glance off A-1 to the left and stop in the 10-area at B.

When played correctly the gain for the shot in this situation is 18 points.

AIMING POINT. In order for the shooting disk to glance to the left, the hit must be to left of center. But it must not be too far to the left.

Assume tentatively an aiming point at about two inches to left of center. Using a hit with this aim, the struck disk will slide along the side of the triangle without quitting the line, and will therefore not go into scoring area.

Accordingly, the correct aiming point is about one inch from the center of the target disk A-1, and on the side toward the center of the court, that is, in this particular situation, the aiming point is one inch to left of center of the target disk.

THREE CHANCES. From the foregoing, it is plain that great accuracy in shooting is necessary to accomplish the whole. Yet a variation of an inch to one side or the other should score one or the other of the disks, but not both, so the shot should still be profitable.

Hence there are three chances to score: With the target disk, with the shooting disk, or with both.

STARTING SPOT. If the shot is made from M, at the extreme right side of the starting area for this case in which the target disk lies initially on the right side of the triangle, it improves the chances for the shooting disk to glance to the side.

Similarly, if the target disk is on the left side of the triangle, as at Z, it is best to shoot from the extreme left edge L of the starting area. In the latter situation, the chances of general success are somewhat poorer.

TARGET DISK. The shot is easier and more certain if more of the target disk lies within the triangle, as at A-2 in Figure 82. If the target disk lies almost entirely outside the triangle, as at A-3, there is little likelihood of success.

SPEED, DISTANCE. The shot should be gentle. Its force should be proportioned to the amount

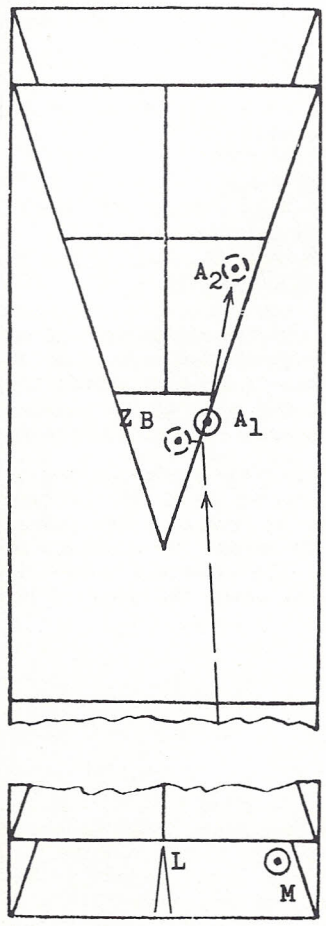

Figure 81

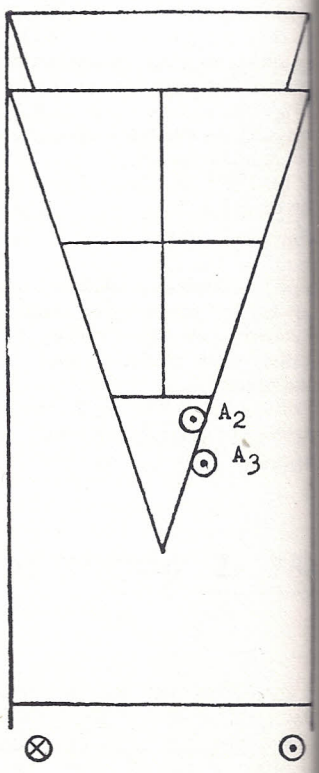

Figure 82

that the disk A-1 overlaps the line. If most of this disk lies inside the triangle, as at A-2, the struck disk should be driven about a foot.

If, on the other hand, the disk lies almost wholly outside the triangle, as at A-3, that disk must be driven about four or five feet to reach a scoring position clear of the diagonal line. Of course, care must be taken not to over-shoot, with accompanying kitchen danger.

AREAS. There must be room for the shooting disk to glance to the side into the scoring area and remain there, and some marginal space is needed for inaccuracies. This eliminates a case in which the target disk is very close to the point of the triangle.

The double can be accomplished against a disk located on the side of the 8-area, as in the above-mentioned shot played by Ilderton.

On the other hand, if the target disk lies on the side of the 7-area, there is too much kitchen danger to make such a shot ordinarily practicable.

Another shot of this type was described in our column of Notable Shuffle Shots Feb. 9, 1958, when the shooter attempted a double on the diagonal line, but scored only one of his disks for an8

PART 47: DOUBLE (F)

Sometimes a friendly disk A-1 (Figure 83) touches a cross-line but lies almost entirely beyond it, without enough of the disk showing in rear of the line so that a front-and-rear double (Part 42) can be made. Under these circumstances, it may be possible to make a **right-and-left double from the cross-line,** as shown in the diagram.

HOW MADE. The center of the shooting disk is aimed approximately one inch from the edge of the target disk, thus making a striking angle of about forty-five degrees (45 degrees). After the hit, the two disks move onward and diagonally outward into the 7-area. A-1 moves to A-2. The shooting disk glances off to the side to B.

This double demands space beyond the cross-line for the movement of the disks. If the disk A-1 is initially located so that the final location of B is liable to be on the center line, then the shot should probably be planned for B to cross the center line and stop on the other side of it. If there is not enough room for the disks, then probably some other shot should be selected.

This double is difficult to accomplish, and seldom used.

A shot of this type was made by Henry Badum against Farrell Bruner in the 1956 Full Moon Tournament, and was described in our column of Notable Shuffle Shots Jan. 21, 1958.

PREVENTING DOUBLE. In general, when one of the opponent's disks has stopped in such a position on a line as to threaten a later double, the shooter should ordinarily spoil it as soon as practicable, usually by knocking the disk away. If the enemy disk is in the open this should be easy to accomplish, generally by direct hit.

Instead of knocking away the threatening disk, the double perhaps may be prevented by placing a guard to blockade the way to hitting that disk. An example of this was shown in the seventh shot of Part 4.

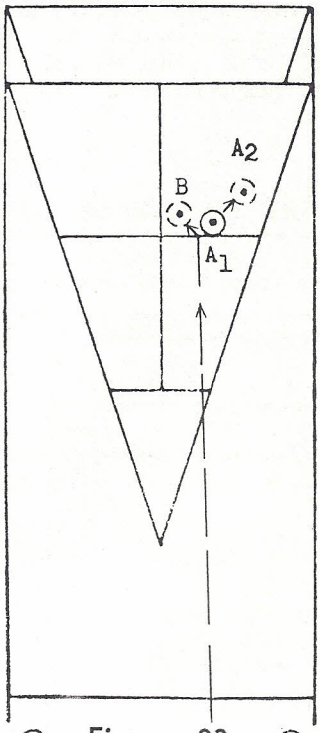

Figure 83

PART 48: DOUBLE (G)

Although the occurrence of a suitable situation for scoring a double is usually unintentional and develops through the unforeseen stopping of a disk on a line, yet there are some cases in which doubles can be prepared intentionally.

PREPARING A DOUBLE may be done by shooting to stop on the center line between the two 8-areas; it is an easy shot. On the other hand, to prepare a double on the diagonal line is hardly practicable, and to attempt to prepare a double on a cross-line would be foolish, due to the difficulty of stopping on such a line, except in the case when an enemy disk can be used as a backstop.

An advantage of a preparatory shot on a line is that an unwary and inexperienced opponent may tend to ignore it as not dangerous and therefore may not shoot to spoil it, whereas he would almost certainly be led to strike at a scoring disk.

However, these articles cannot cover many of the errors of judgment that players may make. To do so would enlarge these articles to several times their size.

EXAMPLE. A suitable situation for preparing a double is illustrated in Figure 84. Two guarding disks F and E, the only disks on the board, cover most of the opponent's side of the scoring diagram. Disk E also covers much of the space along the center line.

The covered area beyond the guard F-E does not include a practicable scoring area for use of the shooter. And on the right side of the board, the opponent would be able to hit any red disk placed in scoring area.

If a red disk is placed on the center line at B, it becomes a suitable basis for a later shot to make a double, and it lies in a partially protected area.

After the disk B has been placed on the line, the opponent may be led, in order to prevent a double, to spoil disk B if he can see part of it, as he can, or to put a guarding disk to block it, as at Y or Z. Or perhaps he may take some other shot.

If the opponent fails to prevent the double, or to take some other action demanding the attention of the shooter, then the latter is free to complete the double

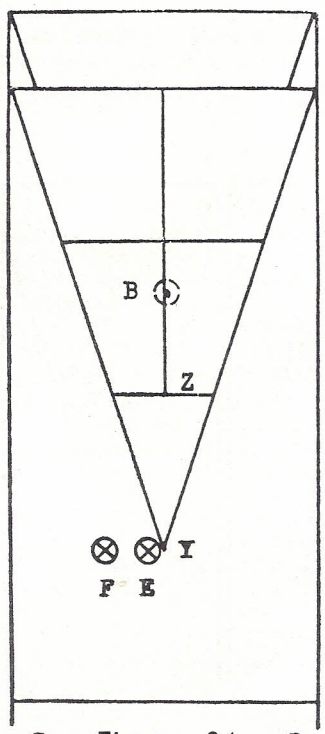

Figure 84

The preparation of a double, such as outlined above or perhaps played in some other manner, may not always be a valuable step toward making a double, as most opponents will probably shoot to prevent a double, but it does tend to take the initiative away from the opponent by pressing him to take just that action.

PART 49: TRIPLE (A)

The triple is related to the double, but with an additional disk scored.

The situation inviting a triple occurs inadvertently, that is, the disks lying on the board which can be used to accomplish a triple have reached their places in an unforeseen manner.

A TRIPLE. Figures 85 and 86 show an example of a triple.

In Figure 85, disks A-1 and B-1 lie on the board initially. The shooter Red plays to make his triple (Figure 86).

His shooting disk hits B-1 and stops immediately at C for a 10. B-1 is knocked onward and makes a right-and-left double with disk A-1. B-1 glances off A-1 diagonally to the right and stops for an 8 at B-2. Finally A-1 is pushed to the left to A-2, for another 8.

Gain for the shot: 26 points.

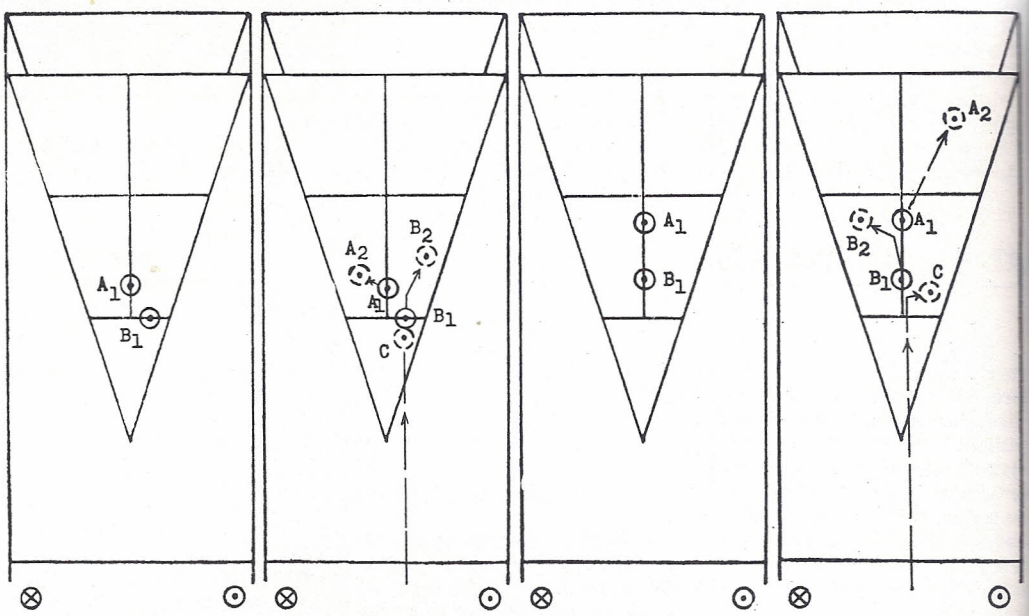

Figure 85 Figure 86 Figure 87 Figure 88

ANOTHER TRIPLE. In Figure 87 there are initially only two disks on the board, A-1 and B-1, both lying on the center line.

The shooter Red plays (Figure 88) to hit B-1 slightly to right of center, after which the shooting disk glances to the right to stop at C for an 8. B-1 is driven onward and slightly to the left to hit A-1 on the left side, and to glance off to the left for a score of 8 at B-2. A-1 is tapped di onally to the right to score a at A-2.

Gain for the shot: 23 poin

PART 50: TRIPLE (B)

In Figure 89 there are initially two disks on the board, A-1 and B-1. The shooter Red plays for a triple.

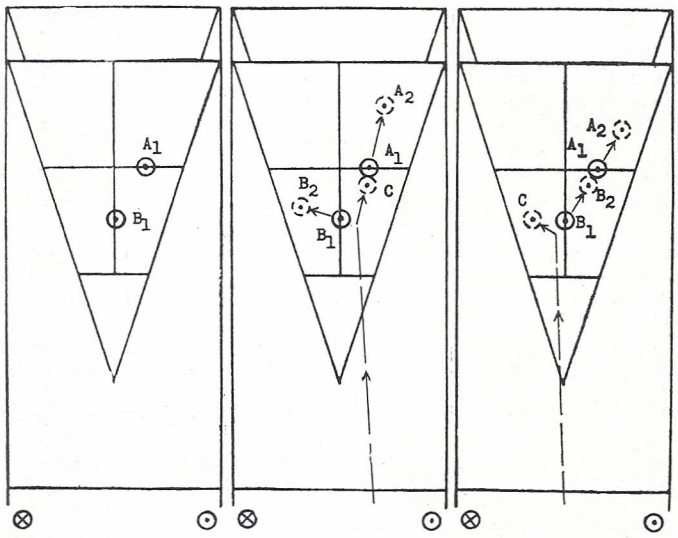

Figure 89 Figure 90 Figure 91

The shooting disk C hits B-1 with a thin hit (Figure 90), the aiming point being about 2½ inches to right of the right edge of disk B-1. Disk C then goes on to make a front-and-rear double with disk A-1.

As disk C hits B-1, the latter is pushed to the left to B-2. Then as C hits A-1 it stops against the latter to remain in the 8-area for a score. Finally, A-1 is tapped onward to A-2, for a 7.

Gain for the shot: 23 points.

VARIATION. The following is a variation of the triple shown above. Since the former was based on a thin hit against the first disk struck, and since thin hits are generally undesira the former case is not highly r ommended.

In this second example, on t other hand, neither the first nor the second hit involves a t hit, and this play is therefo more desirable and practicabl

The initial situation is the sa as in the foregoing case, as sho in Figure 89.

The shooting disk, aimed f the left edge of B-1 (Figure 9 strikes it and glances off to for an 8. B-1 is knocked agai A-1, and stops at B-2, also for a 8. Finally, A-1 is pushed onwa to A-2, where it scores a 7.

Gain for the shot: 23 points