## SOME FUNDAMENTAL PRINCIPLES

Aim at a point, 17 Play conservatively with the hammer shot, 24 Go for a 10 only when needed, 25 Look for a chance to hide beyond the opponent's discs, 26, 45 Do not take unnecessary chances with a partially hidden score, 29 Seldom ever kitchen a cross guard, 31 Avoid the gift score, 31 Clear the board rigorously with the kitchen player, 31 Watch for drift when making a kitchen shot in the low 7-area, 31, 32 Clear the board when ahead in acore, 33 Hit and run is the correct reply for kitchen bait, 35 Seldom cover a kitchen bait, 35 Protect a leading score, 35, 36, 69 (analysis problem No. 3) Beware the dangers of the deep kitchen, 36 Be aggressive in taking hides, 45 Play conservatively when ahead in score, 48 The principle of the snuggle shot, 95, 96, 51, 52 Waste an unneeded hammer, 52 Waste disc No. 6 when ahead in score and the board is clear, 65 Choice between a combination and a carom, 60

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