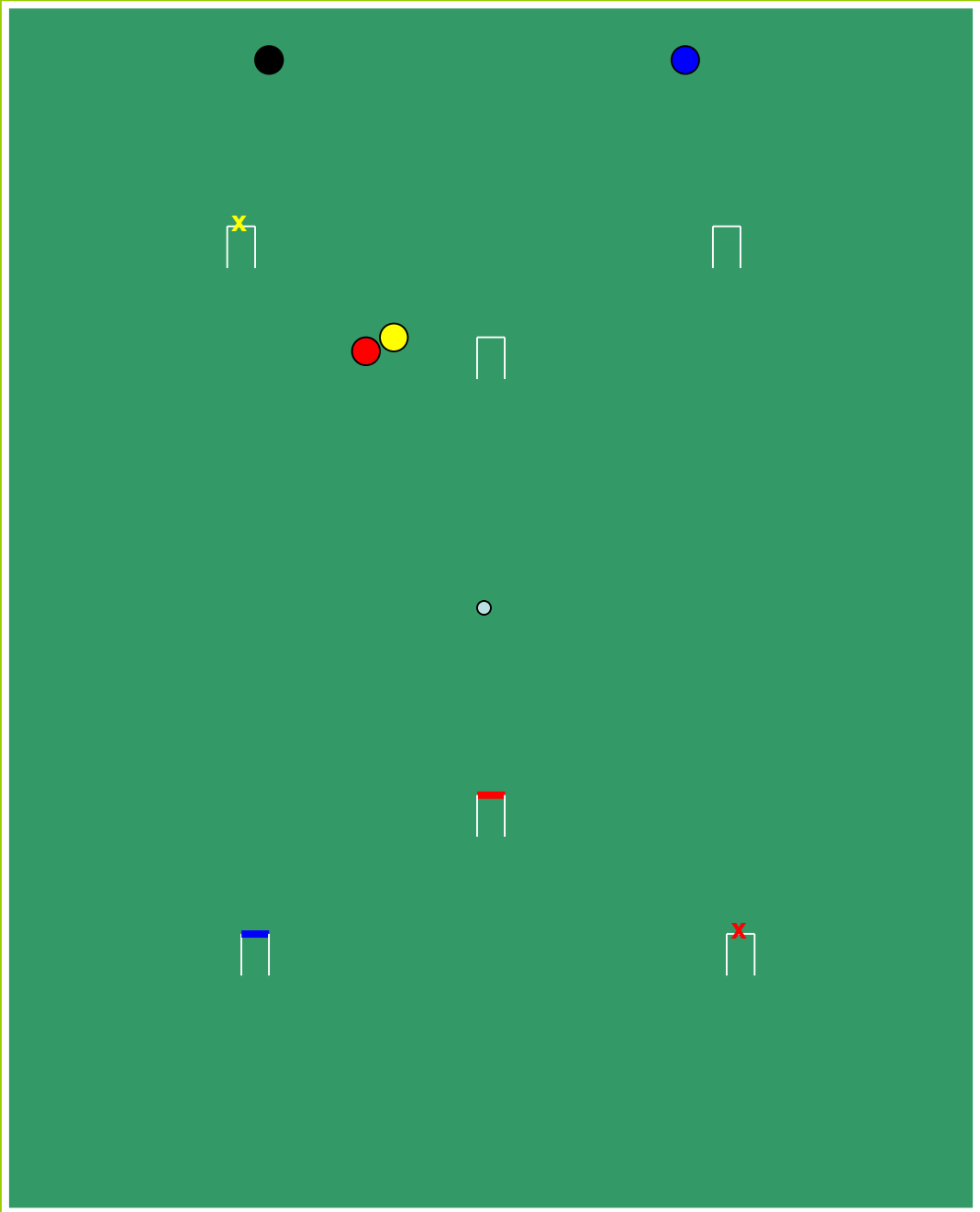
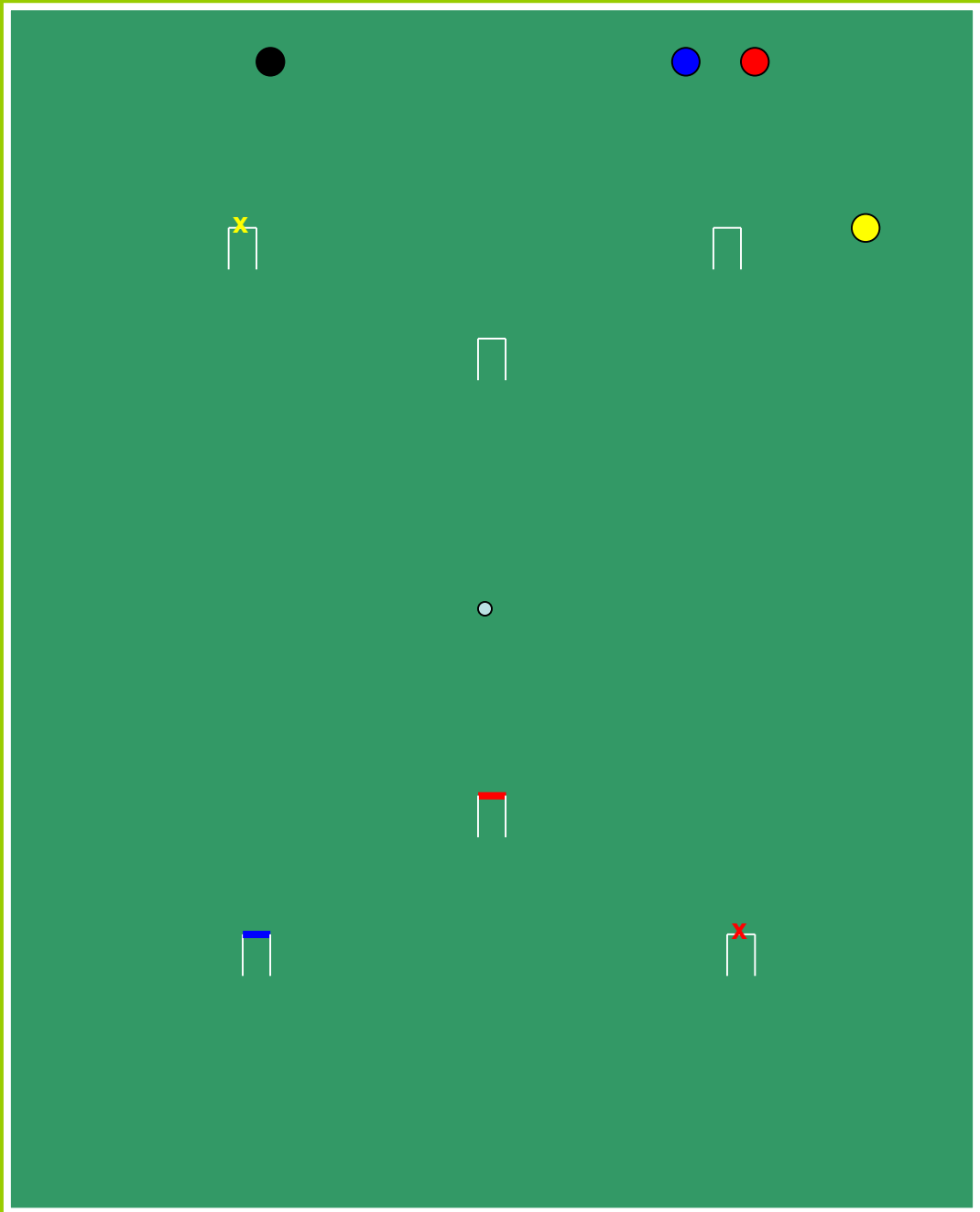


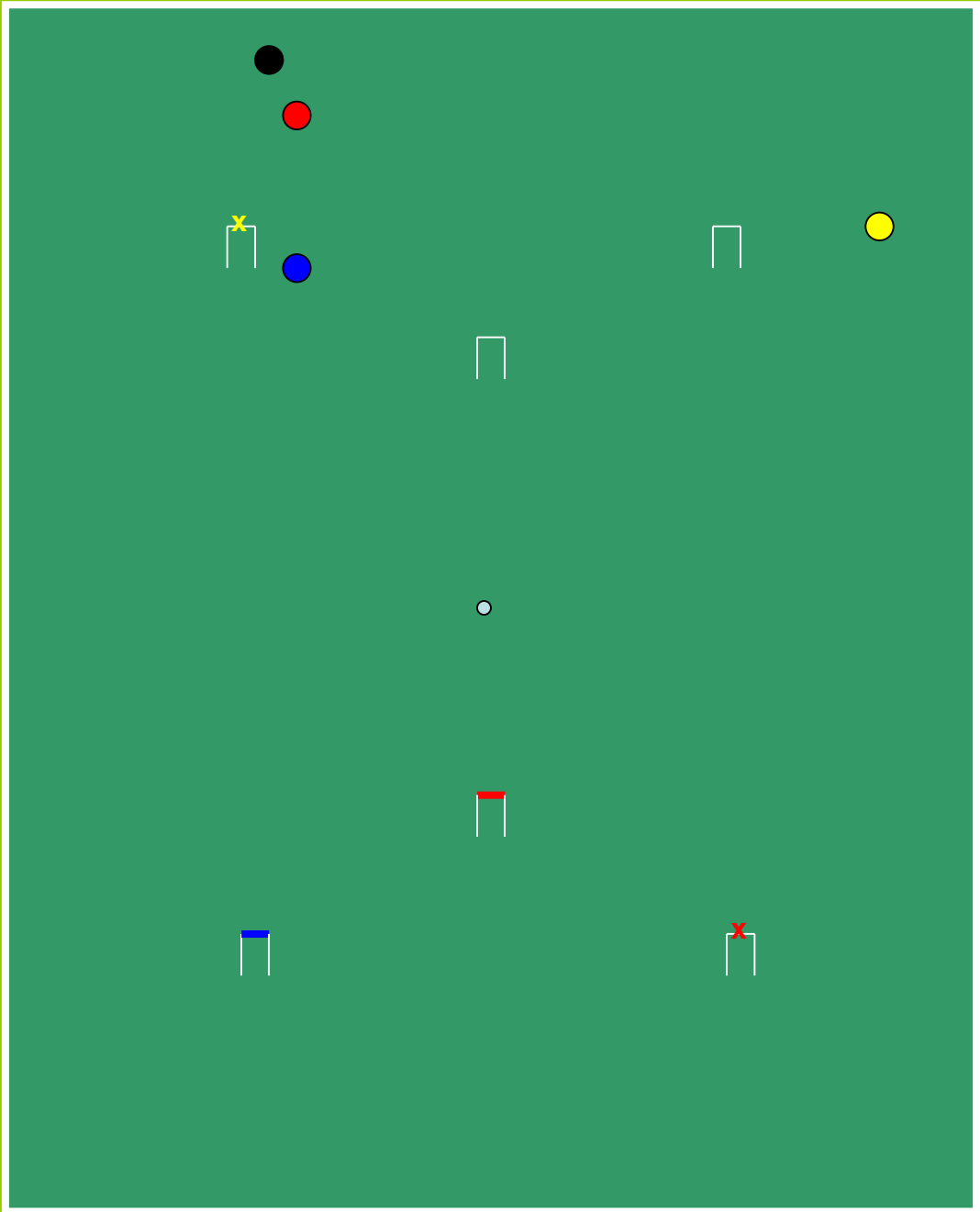
Red clip on hoop 4; yellow clip on hoop
2. Red/yellow to play



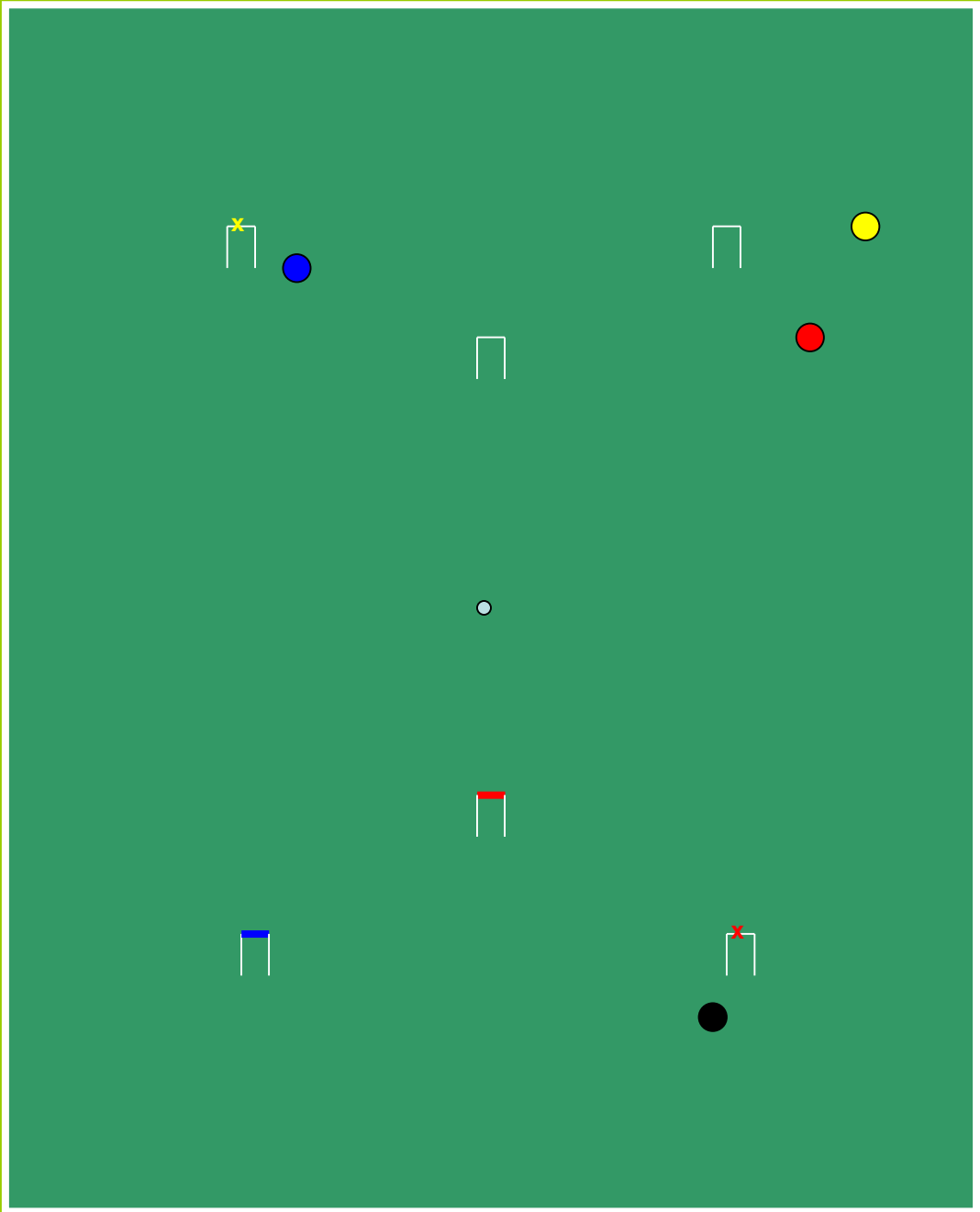
Rush yellow towards hoop 6.



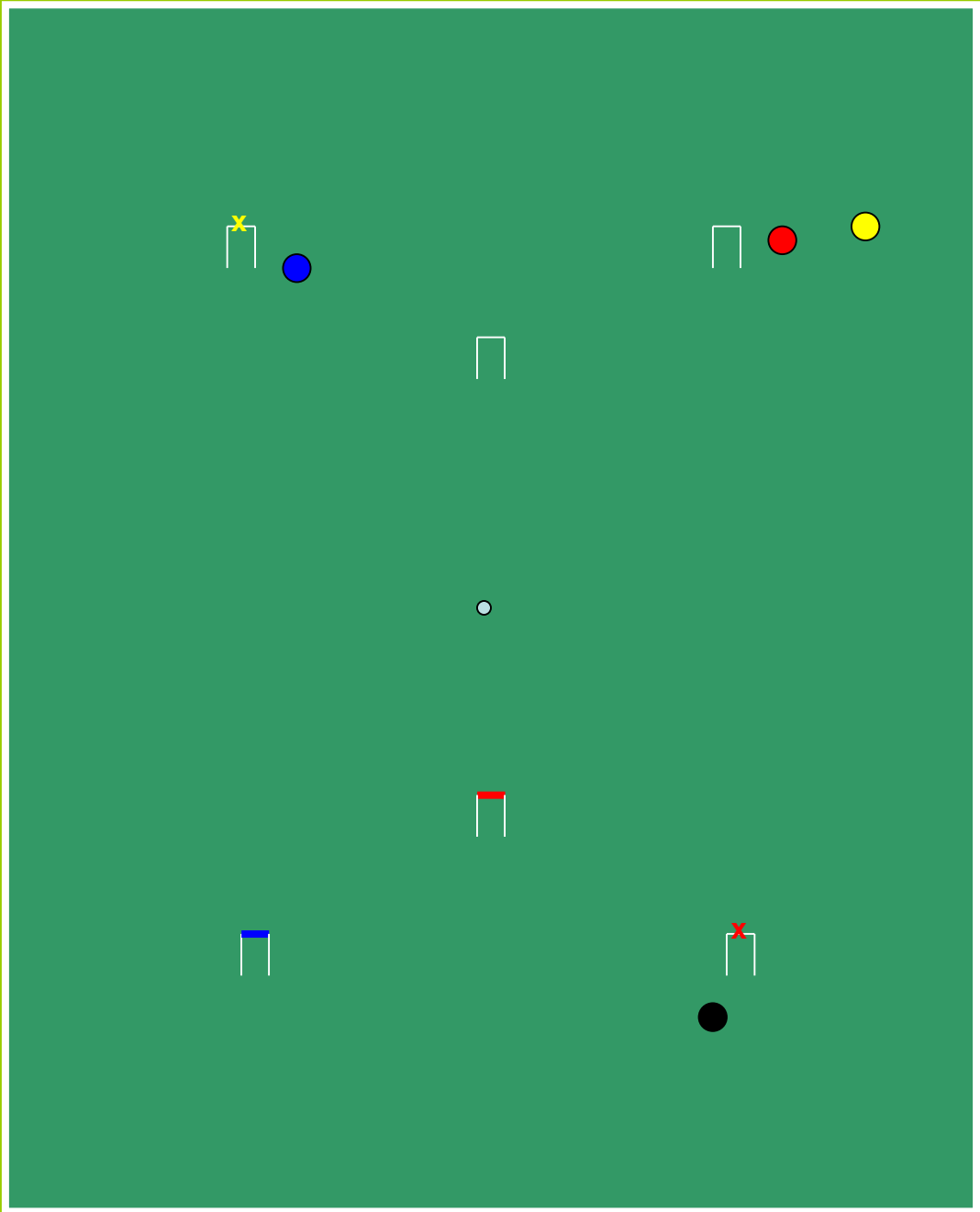
Split shot to get red upto/behind blue and put yellow at hoop 3



Roquet blue and send it to hoop 2, gaining position on black



Roquet black and send it to hoop 4, taking red across to hoop 3



Place red in a position wired from blue and leaving an easy roquet or rush for your next turn.

Commentary

- As with problem 1, the thing here is to think “break” not hoop.
- In slide 1 you could probably make hoop 4 with red fairly easily – but then what? You might get hoop 5, but it all gets increasingly difficult. And if you make an error, blue/black has a relatively easy, risk free roquet chance along the north boundary.
- Instead, play to put the opponent’s balls somewhere useful for you and make life difficult for him. At the end of the sequence he has a long roquet for blue on black(or vice-versa) and shooting at red/yellow with either of his balls – blue especially - is very dangerous. If he misses his roquet you can play either ball, depending on where his balls have ended up.
- But be aware of the wiring lift rules: if you’re not sure what they are, read Law 13.

Ian Harrison March 2018