

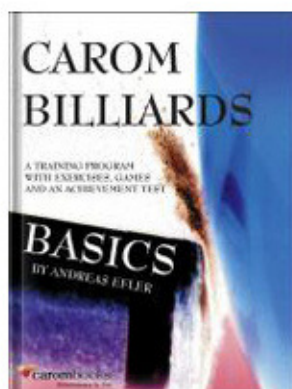
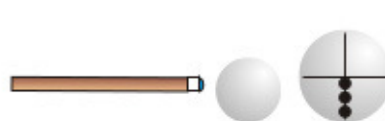
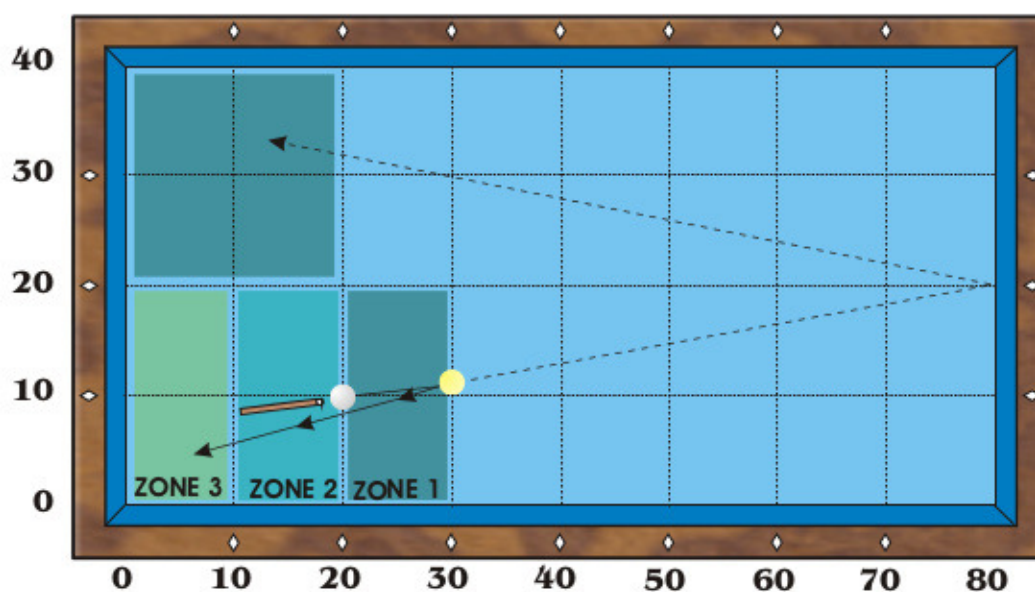
## DRAW SHOT 1

**Exercise:** B 1 (20/10) touches B 2 (30/11) maximally full, so that it runs via the short rail into the marked zone. B 1 should be played with draw and should stop in the designated zone. This is zone 1 for the first three attempts, then for the next three attempts it is zone 2 and then zone 3. It applies for both balls that at least half of the diameter of the ball must be within the zone. If the cueball hits the lower long rail after hitting B 2 because B 2 was not hit exactly full, the point where the ball hits the rail is important for the score.

**Rounds:** 3, for each of the three different end zones for B 1.

**Score:** Each valid attempt counts 5 points.

**Object of the Exercise:** The trainee learns to dose the effect of the draw by varying the cueing height, when the speed stays the same.



New:

“Basics”

The training program for beginners and advanced players.

The reason behind the Basic Training Program and Achievement Test is to make it easier to enter the high art of carom billiards and to structure the different topics like the feeling for speed, side English, draw and follow, the quantity of ball 2 and the combinations of all of them. The immediate recording of the results makes it possible to control the performance and work on the weaknesses of the trainee. The differentiation between levels 1 - 4 is supposed to be an additional motivation to continuously improve your performance and reach the next level.

For advanced players “Basics” offers the ideal opportunity to check the already learned technical skills, find out your weaknesses and overcome them with targeted training.

Price 25€ + shipping expenses

Orders per mail: [andreas\\_efler@yahoo.com](mailto:andreas_efler@yahoo.com)

ATTENTION! ALSO AVAILABLE AS INTERACTIVE iBOOK FOR APPLE, INFO: [www.carombooks.com](http://www.carombooks.com)