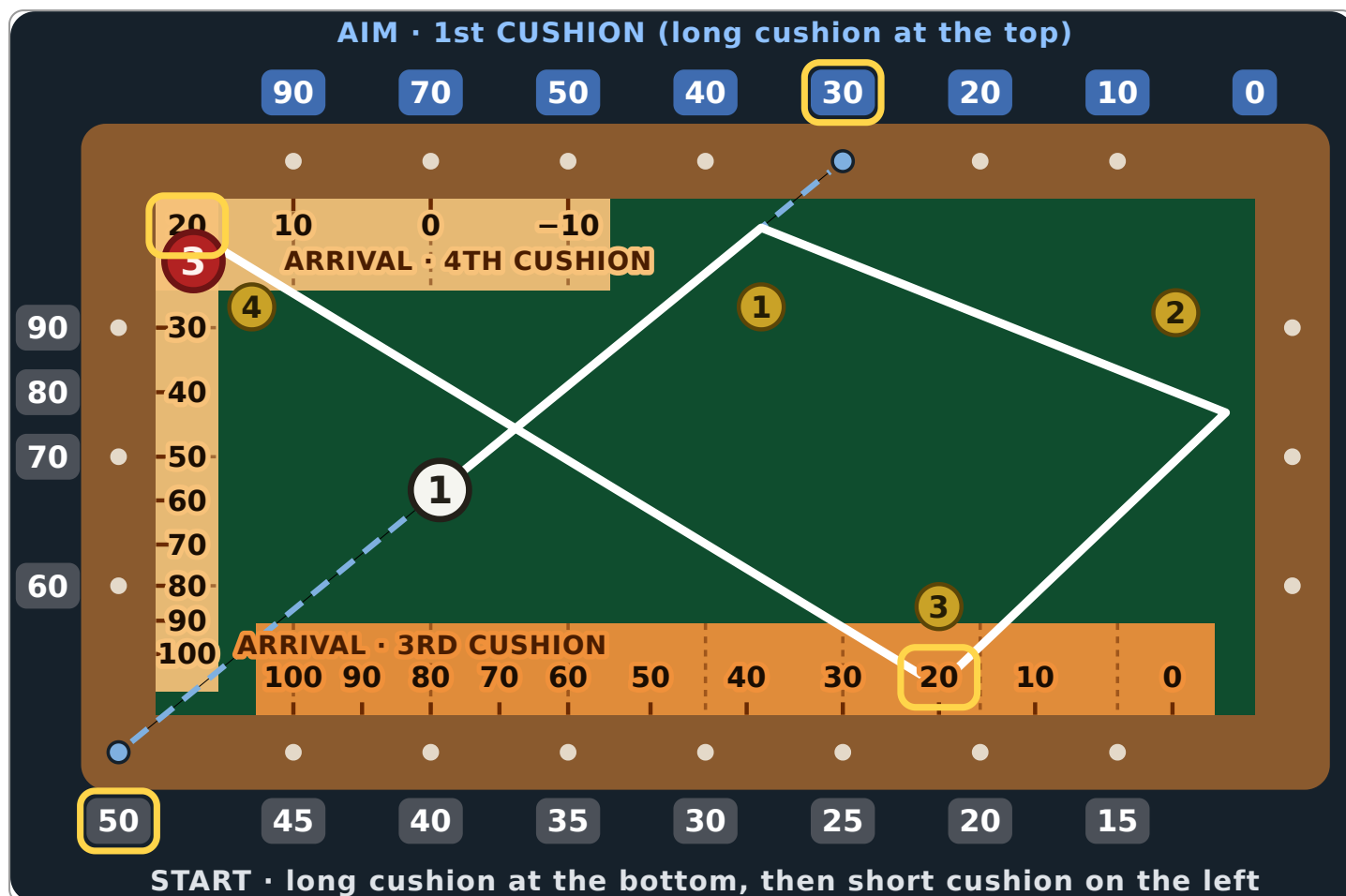


Conti system — start – arrival = aim

A subtraction to place **a cushion-first shot at three cushions**



Example: start 50 (bottom left), arrival 20 on the 3rd cushion, aim 30, arrival 20 on the 4th (ball 3 in the corner). Dotted line: the aim line, which passes through the center of ball 1. White dots: the diamonds. Rings: the cushion order. Boxed numbers: the ones from the example.

THE FORMULA

$$\text{start} - \text{arrival (3rd cushion)} = \text{aim (1st cushion)}$$

Diagram: $50 - 20 = 30$, aim at 30 on the 1st cushion.

IN FOUR MOVES

1. **Choose the arrival** on the 3rd cushion: where the ball must touch to go on toward ball 3.
2. **Choose a start**: the line that passes through the center of your ball 1 and reaches the starting cushion.
3. **Subtract**: start – arrival = aim.
4. **Check** that the start–aim line really crosses your ball 1. If not, change the start.

THE STROKE, ALWAYS THE SAME

Hit **high** (above the cue ball's center), **maximum "good" side spin**, ordinary speed: enough that the balls touched move at least **40 cm**.

UP TO THE 4TH CUSHION

4th arrival = 3rd arrival + **start correction**. Never a correction on the 3rd.

Start	30	40	50	70
Correction	–5	–1	0	+5

Start 70, aim 40: $70 - 40 = 30$ on the 3rd; $30 + 5 = 35$ on the 4th.

TEST SHOTS TO SET UP YOUR TABLE

Start	Aim	3rd arr.	4th arr.
50	30	20	20
40	20	20	19
30	10	20	15
70	30	40	45

If the first arrives at 22 instead of 20, your table adds 2: keep that +2 in your calculations.

Theoretical values: side spin, the cloth and the speed change the real trajectory. The presentation and the schema are specific to this site.

The complete course, free and offline: billard.baule.fr/en/conti/