

System 4 — the gap method

Where the ball arrives after a cushion: **gap + carry-over = 4**



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/en/systeme4/

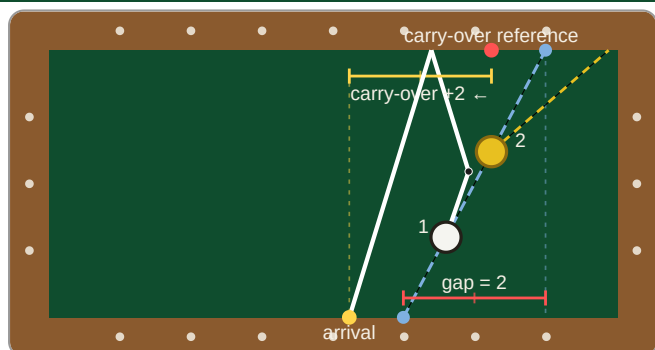
THE FOUR MOVES

1. **Pass the cue between the balls.** The line joining the center of your ball to the center of ball 2, extended to *both* long cushions.
2. **Count the gap.** The number of diamonds between the two points where this line touches the cushions.
3. **Calculate the carry-over: $4 - \text{gap}$.** It's the only calculation in the method.
4. **Carry over from the right reference point.** Under 0.5: from your ball's actual impact point. From 0.5 up (the usual case): from the diamond above ball 2. Positive: left. Negative: right.

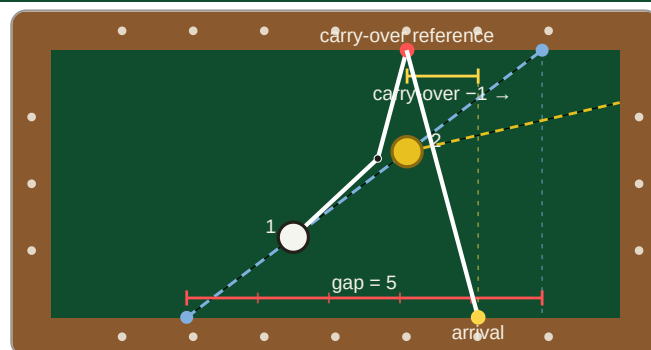
THE TABLE, AT A GLANCE

Gap measured	Carry-over ($4 - \text{gap}$)	Counting direction
1 diamond	+3	3 diamonds to the left
2 diamonds	+2	2 diamonds to the left
3 diamonds	+1	1 diamond to the left
4 diamonds	0	the arrival is the impact point itself
5 diamonds	-1	1 diamond to the right
6 diamonds	-2	2 diamonds to the right
7 diamonds and beyond	-3 and beyond	the arrival falls off the cushion: no usable reference left

TWO EXAMPLES



Gap 2 → carry-over +2: two diamonds to the left from the reference point, the diamond above ball 2.



Gap 5 → carry-over -1: the carry-over turns negative, the count changes direction — one diamond to the *right*.

CORRECTING WITH SIDE SPIN

Count the diamonds between the announced arrival and ball 3, on the side that catches up. **1 tip of side spin $\approx$ 1 diamond if the carry-over was positive, $\frac{1}{2}$ diamond if it was negative** (twice as much side spin). If ball 3 falls short, use the opposite spin.

MY TABLE

Measure once the gap between the announced arrival and the real arrival on *your* table, note it here, and correct by that much from then on.

ROOM / TABLE

OBSERVED CORRECTION

DATE

Club method, passed down by word of mouth, checked at the table. A reliable reference, not a law: every table behaves differently. The complete course, free and offline: billard.baule.fr/en/