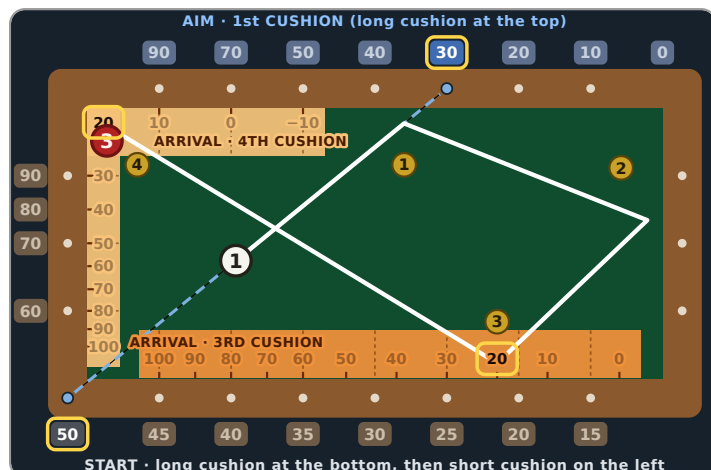
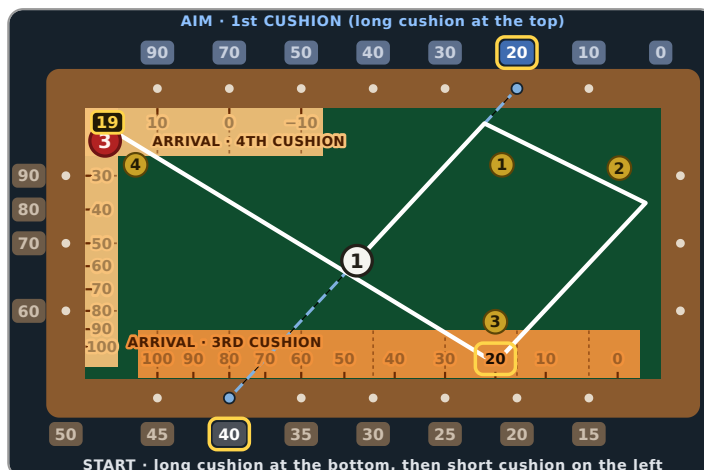


Testing my table — the four Conti test shots

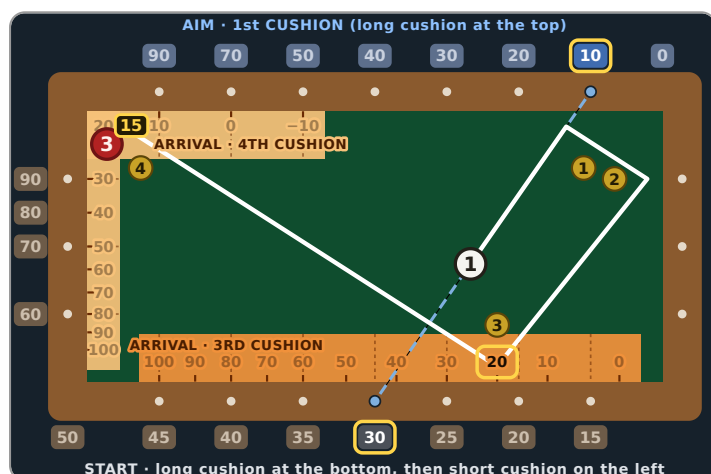
Table: _____ Room: _____ Date: ____ / ____ / ____



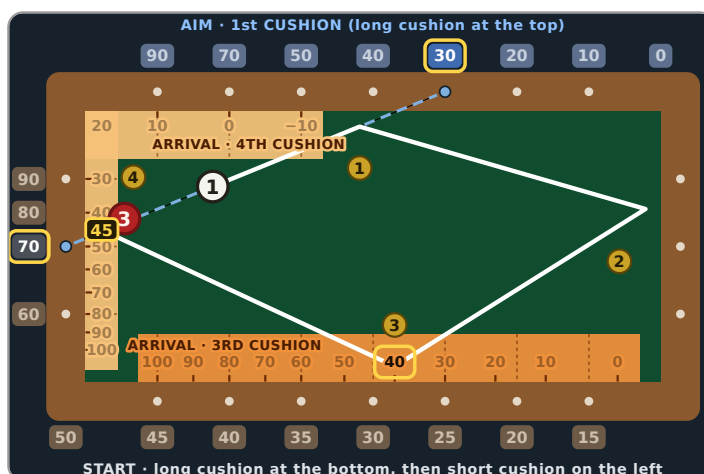
Test 1: start 50 → aim 30 → 3rd cushion 20 → 4th cushion 20



Test 2: start 40 → aim 20 → 3rd cushion 20 → 4th cushion 19



Test 3: start 30 → aim 10 → 3rd cushion 20 → 4th cushion 15



Test 4: start 70 → aim 30 → 3rd cushion 40 → 4th cushion 45

TO FILL IN: THE NUMBER WHERE THE BALL REALLY ARRIVES ON THE 4TH CUSHION

Test	Start	Aim	Expected	Try 1	Try 2	Try 3	Try 4	Try 5	Kept	Setting
1	50	30	20							
2	40	20	19							
3	30	10	15							
4	70	30	45							

Kept = the number that comes up most often. **Setting** = kept – expected (e.g. 22 instead of 20 → +2).

HOW TO PLAY THE TESTS

1. Ball 1 on the test's start, aim at the given number on the 1st cushion.
2. **Always the same stroke:** high hit, maximum "good" side spin, brisk speed (balls touched: at least 40 cm).
3. Note where the ball arrives on the 4th cushion, 3 to 5 times per test.
4. Keep the most frequent number, then work out the setting.

USING THE SETTING

- Add the setting to the calculated 4th cushion: 3rd arrival + start correction + **setting**.
- Untested start: estimate between its two tested neighbors (+2 at 50 and +4 at 70: about +3 at 60). Never beyond the tests.
- Redo the tests if the cloth or cushions change, in a different room, or from one season to the next.

Theoretical values: side spin, the cloth and the speed change the real trajectory. The diagrams are indicative.

The tool that calculates the setting: billard.baule.fr/en/tester/