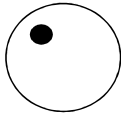
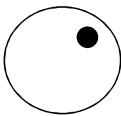
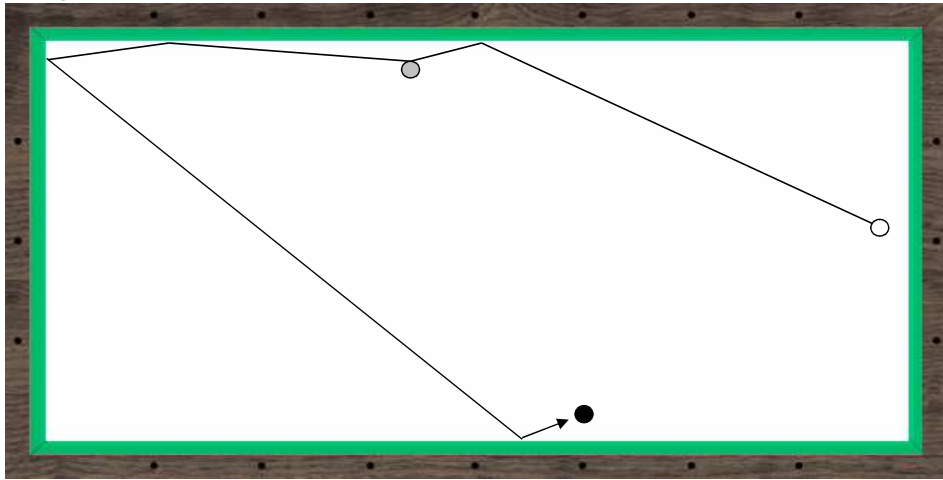


BANDE-AVANT



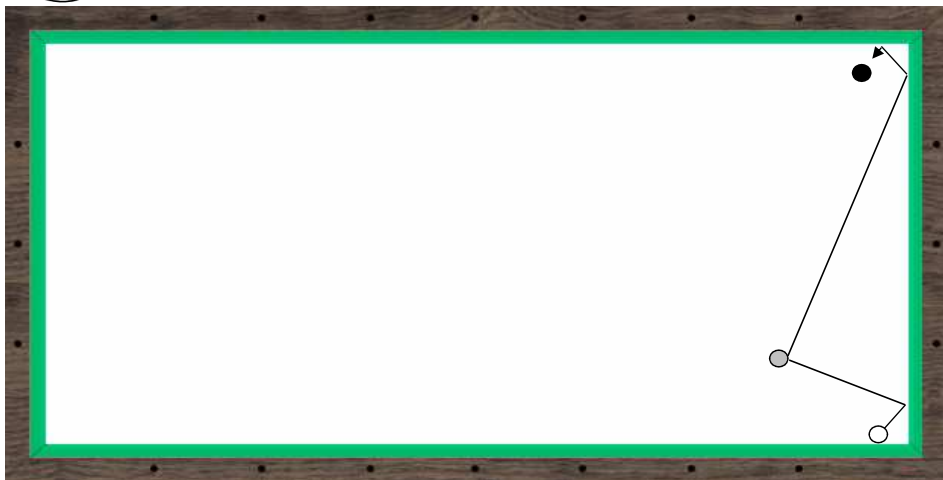
Descriptif Point de Tiers classique avec le placement de la 2 dans le coin opposé. Si vous êtes précis sur l'arrivée de la 3, solution à adopter.

POINT n°1

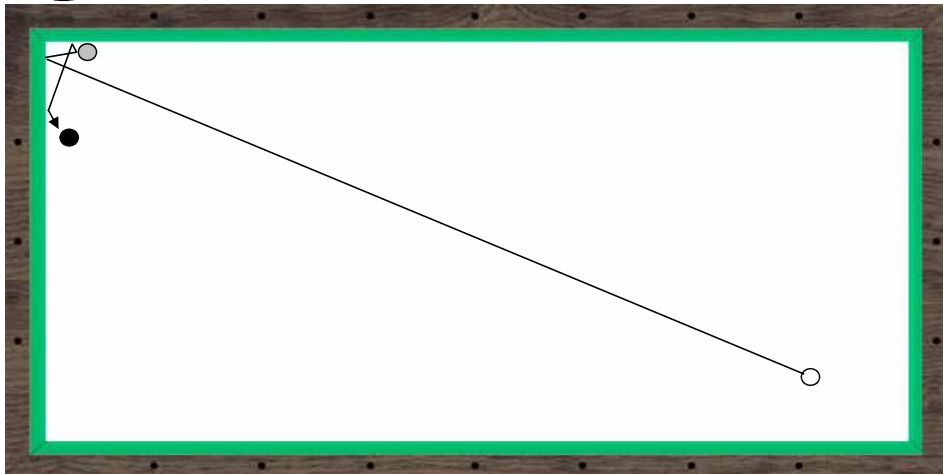


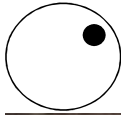
Descriptif Le coulé est difficile car nous sommes près de la bande. Tenter d'un coup de queue soutenu la bande-avant, le plus difficile est d'appréhender la première bande.

POINT n°2



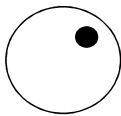
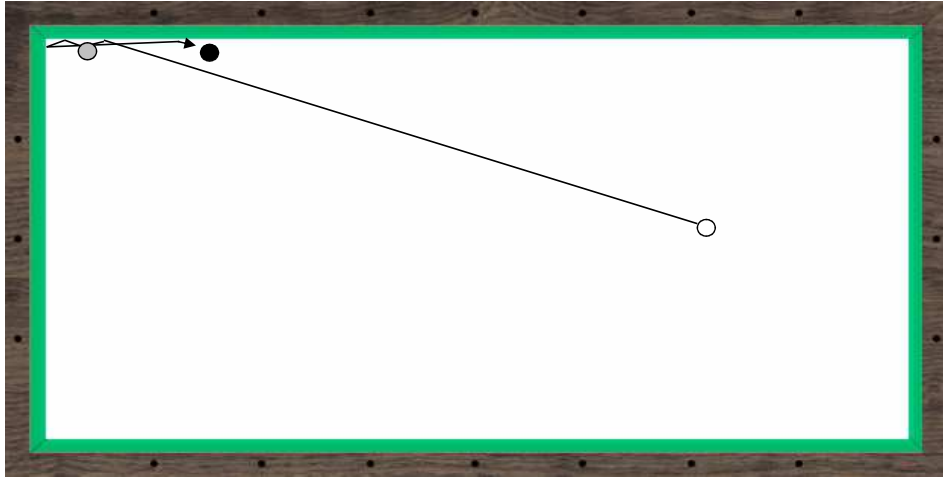
POINT n°3



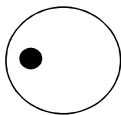
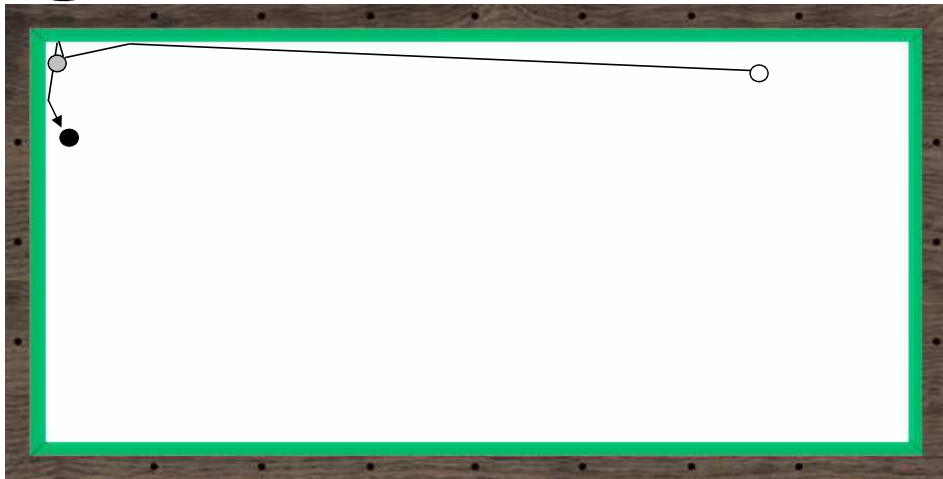


Descriptif Bande-avant puis coulé sur la 2, jouer sur la rotation de la bille donc allonger et en mesure.

POINT n°4

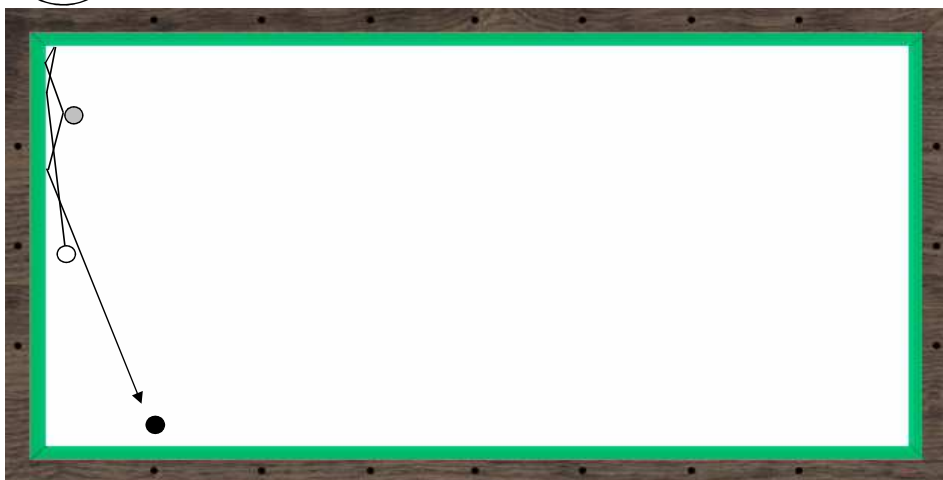


POINT n°5

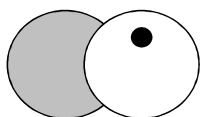


Descriptif Risque de bosse sur les points qui se présentent alors jouer le bande-avant renversé relativement nature.

POINT n°6

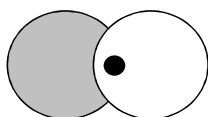
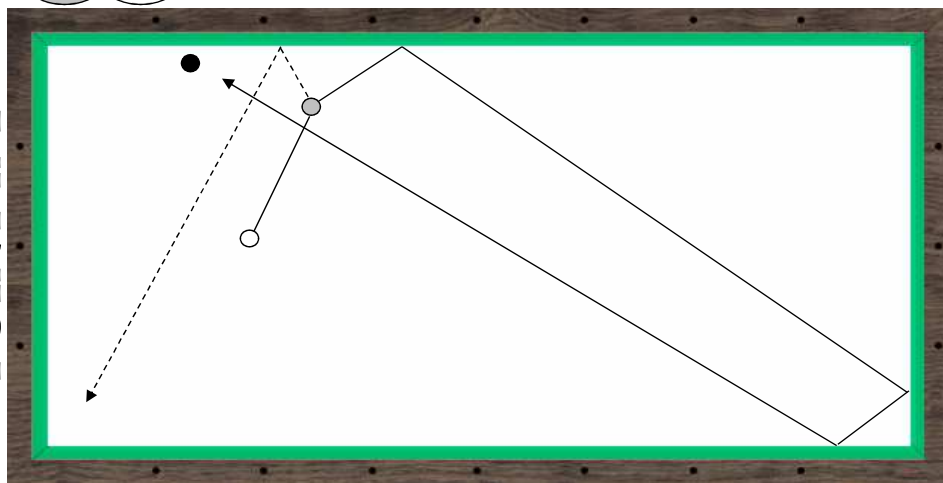


REFLEXION SUR LES CLASSIQUES

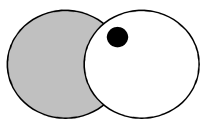
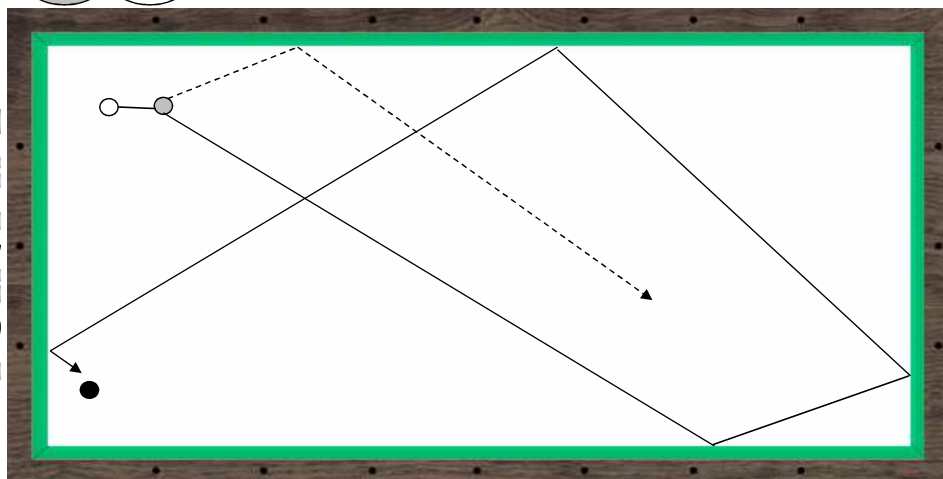


Descriptif Placement pour avoir un 4 bandes.

POINT n°1

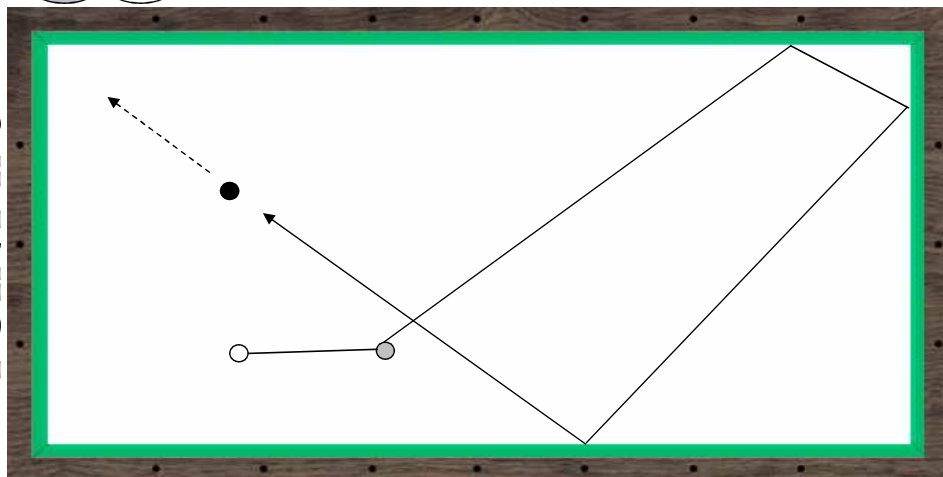


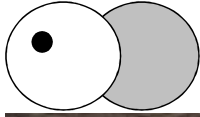
POINT n°2



Descriptif Le point typique avec tous les choix possibles sur les deux billes, il faut choisir le coup qui porte le plus naturellement.

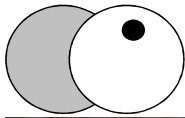
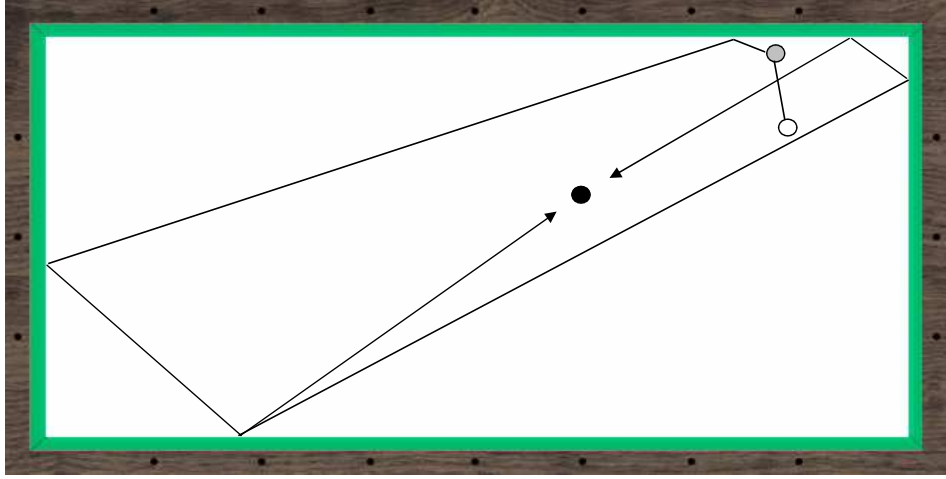
POINT n°3





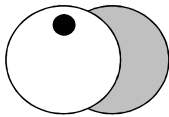
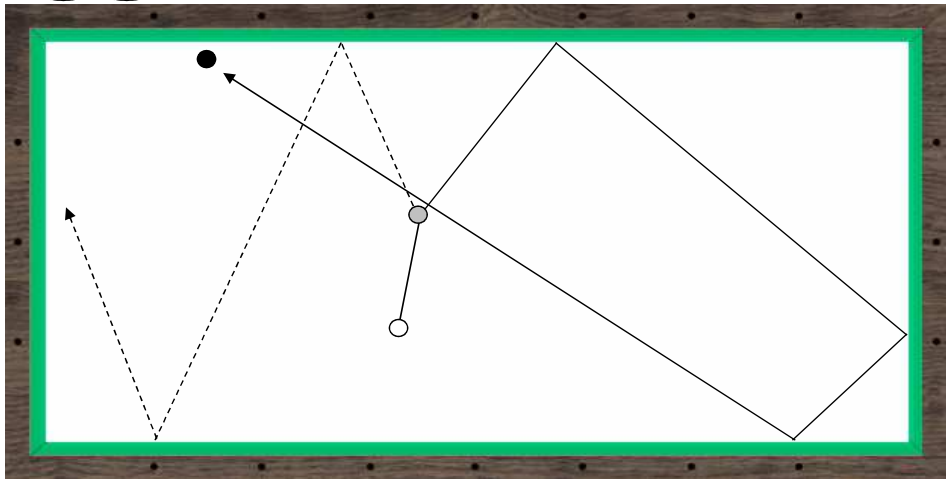
Descriptif Ne pas s'entêter à jouer le classique sur l'autre bille, profiter de la double chance (3 bandes ou 5 bandes).

POINT n°4



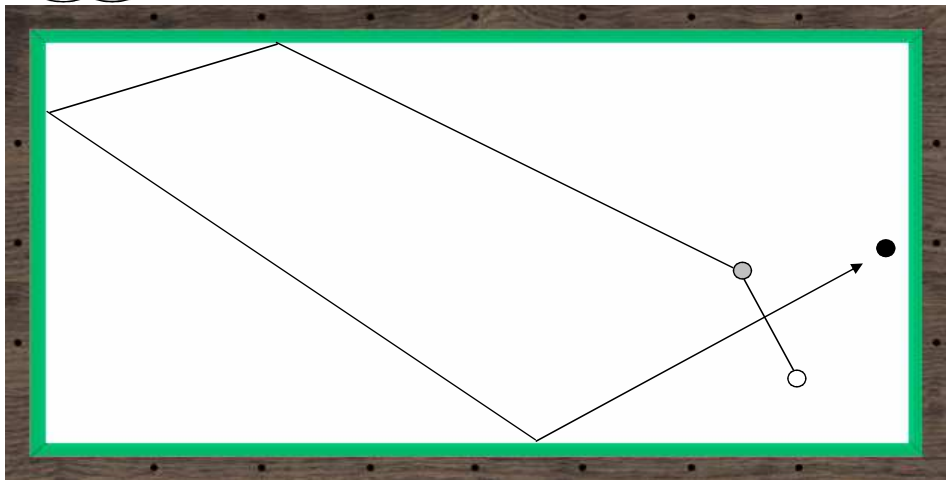
Descriptif Jouer 3 bandes sèches, le parcours en 4 ou 5 bandes à gauche de la rouge annonce un risque important de contre.

POINT n°5

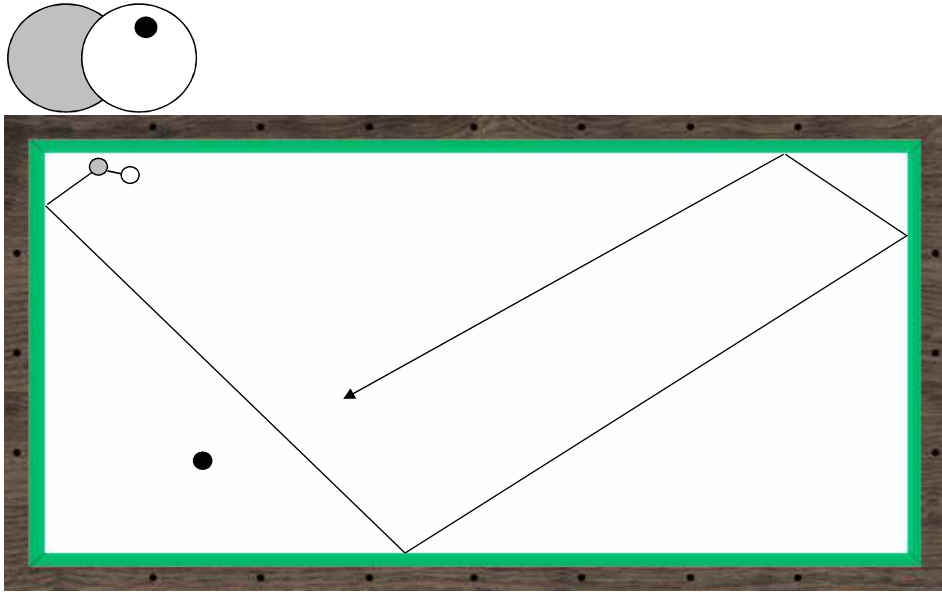


Descriptif Pour éviter le contre, exécuter le carambolage avec de l'en-tête, sans effet et un coup de queue soutenu.

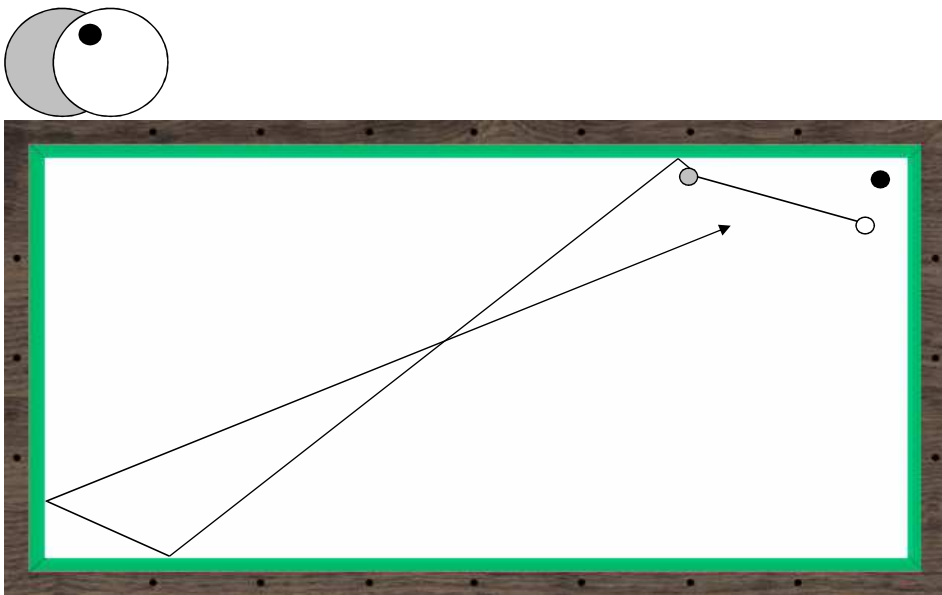
POINT n°6



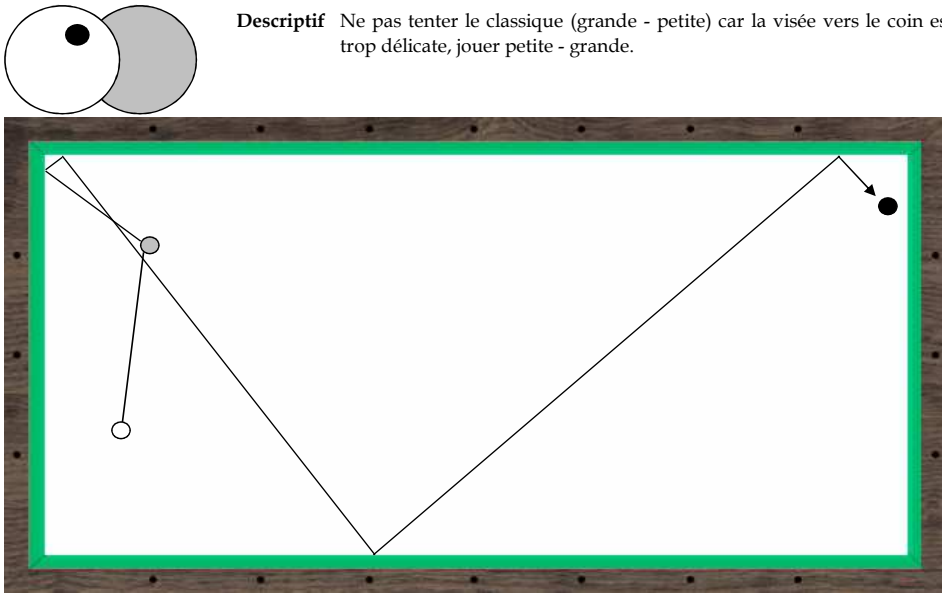
POINT n°7



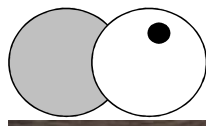
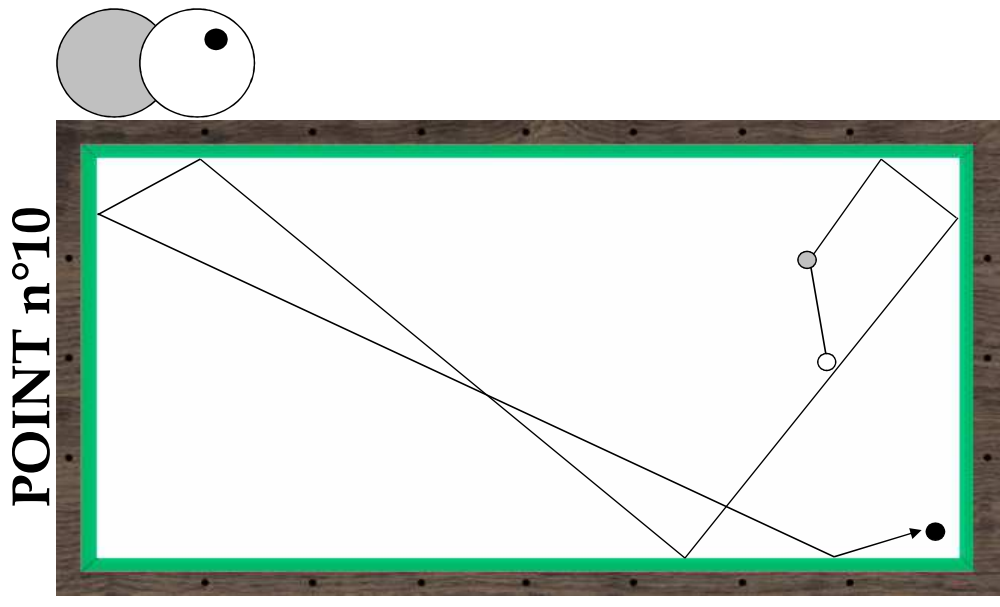
POINT n°8



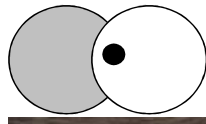
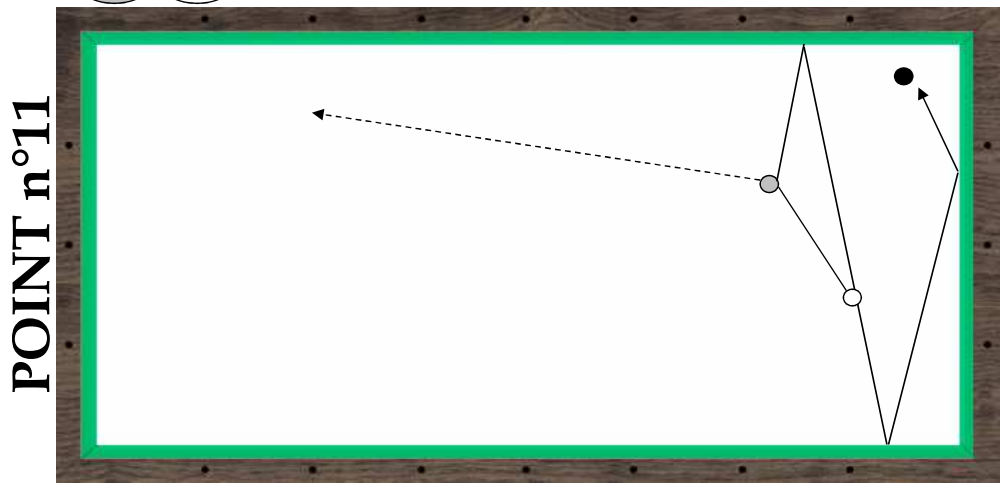
POINT n°9



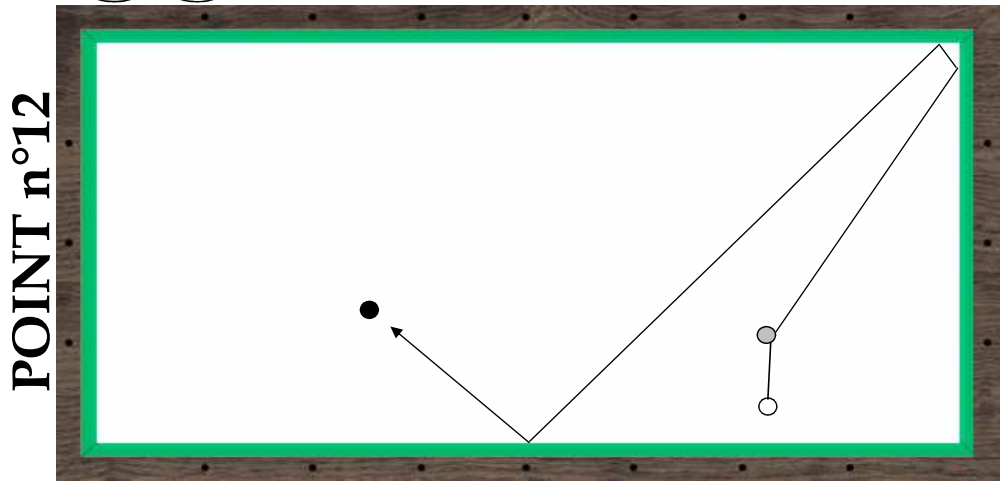
Descriptif Ne pas tenter le classique (grande - petite) car la visée vers le coin est trop délicate, jouer petite - grande.



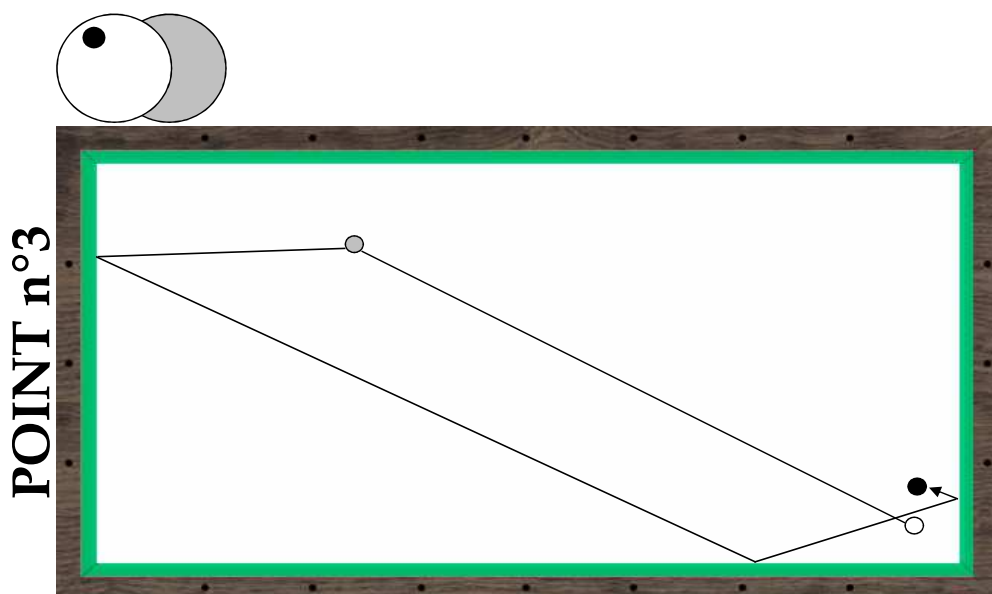
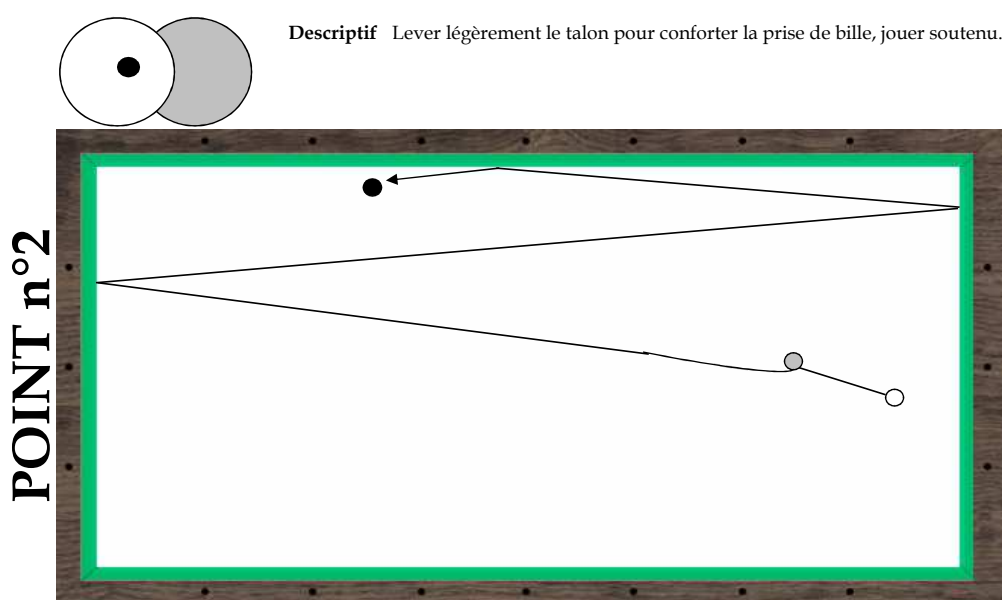
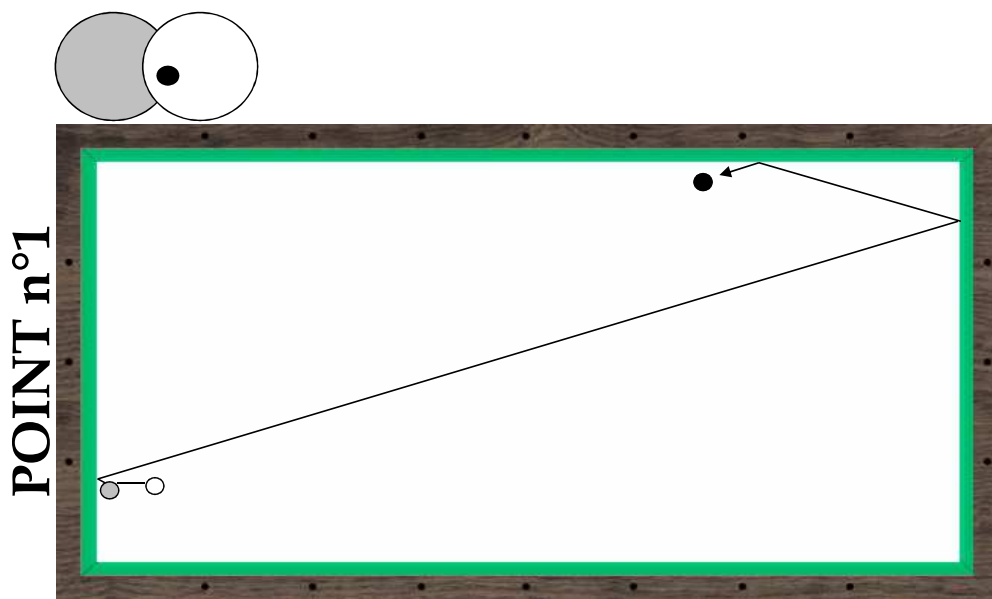
Descriptif Ne jouer la finesse à gauche de la jaune, effectuer le carambolage en mesure pour le placement.



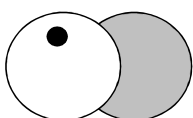
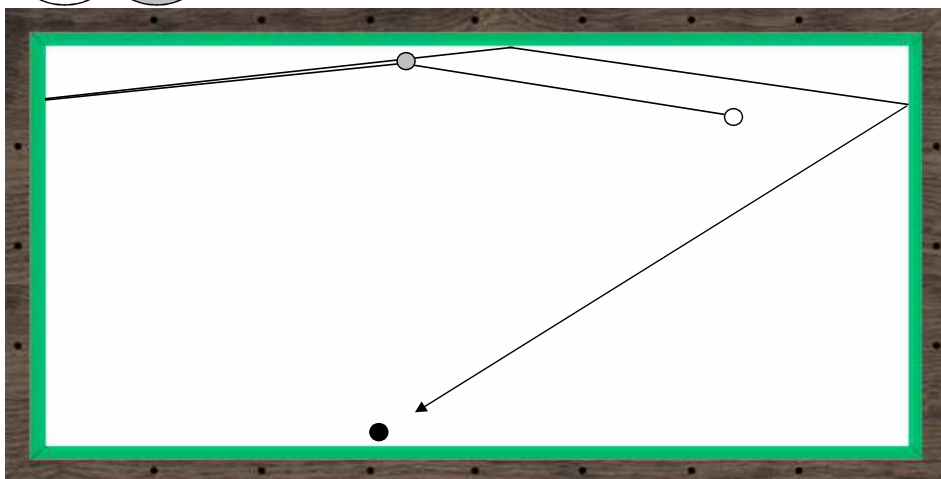
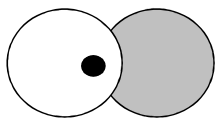
Descriptif La seul parcours où la 3 est grosse. En mesure, pour ne pas glisser sur la 3è bande, le coin vous renvoie vers la mouche 4.



POINTS DE LONGUEUR

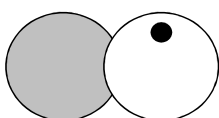
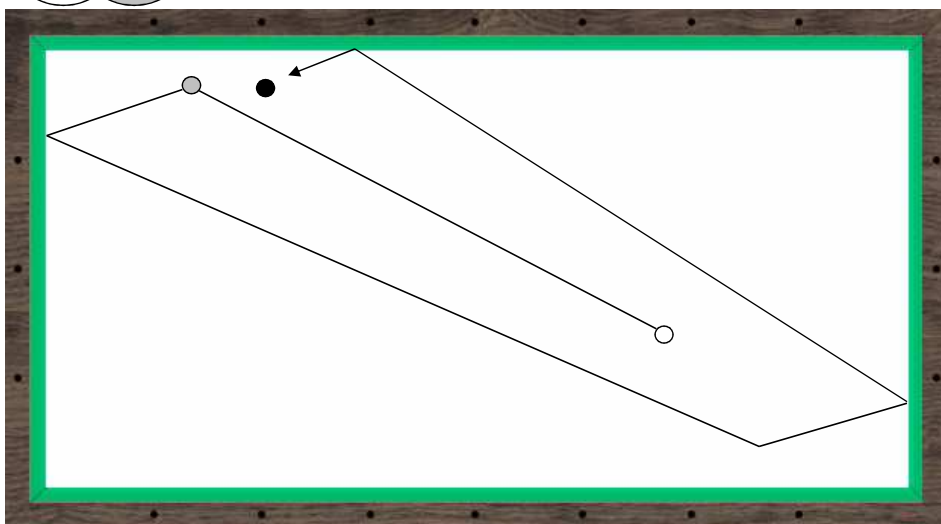


POINT n°4



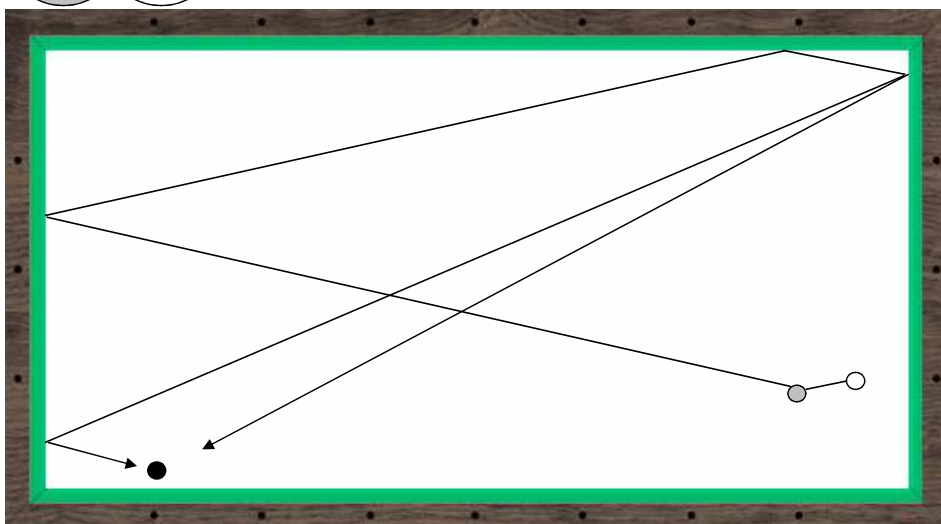
Descriptif Pas grand-chose à faire, à part le "coup Jaspers".

POINT n°5

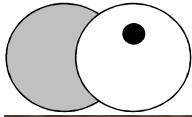


Descriptif Risque de contre en jouant le 5 bandes.

POINT n°6

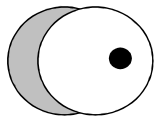
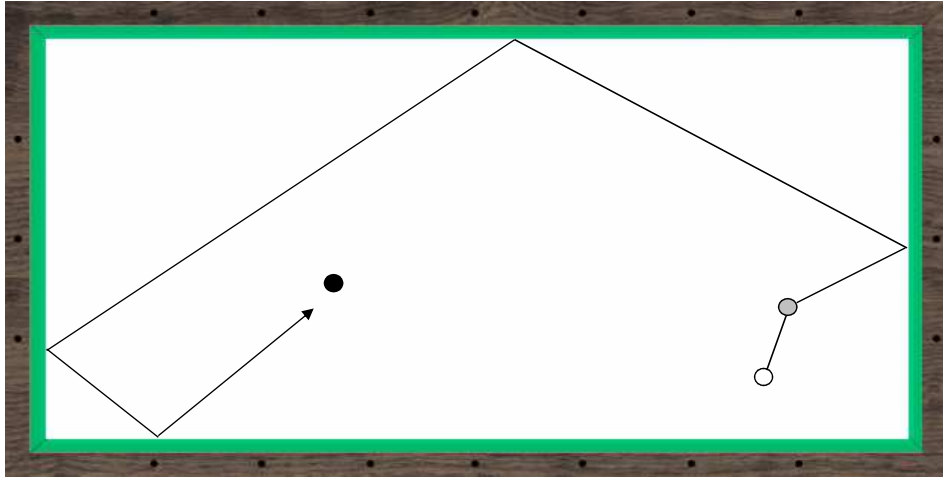


POINTS DIVERS



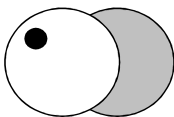
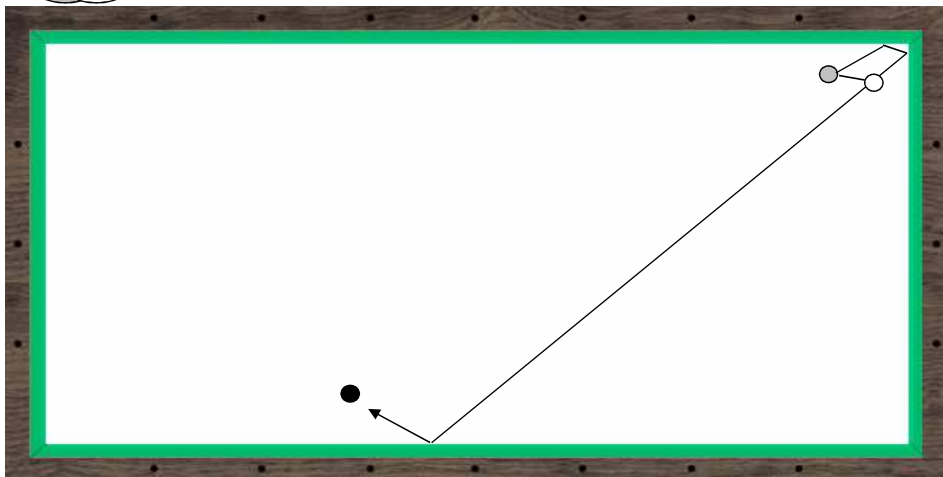
Descriptif Trop de bosses sur la rouge. Lever un peu le talon.

POINT n°1



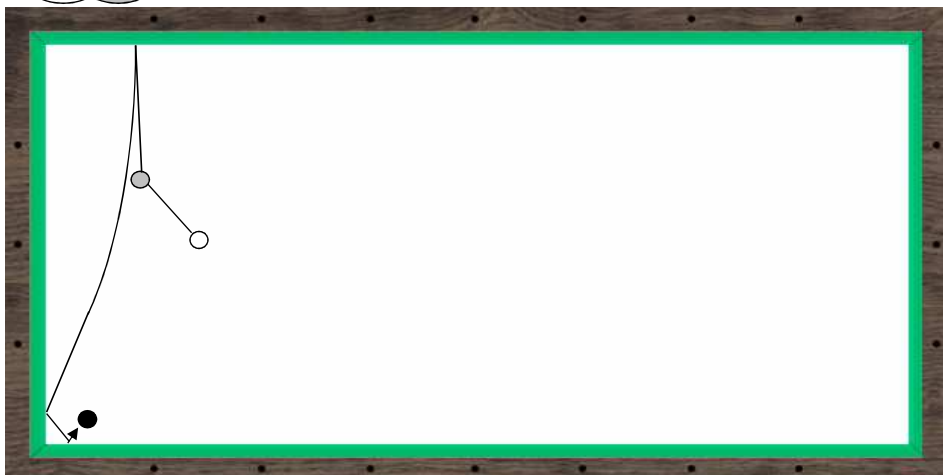
Descriptif Faites un piqué tout en souple !

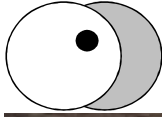
POINT n°2



Descriptif Quand la 3 est petite, jouer fort pour créer une courbe et grossir l'arrivée.

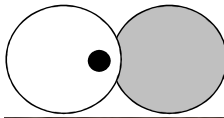
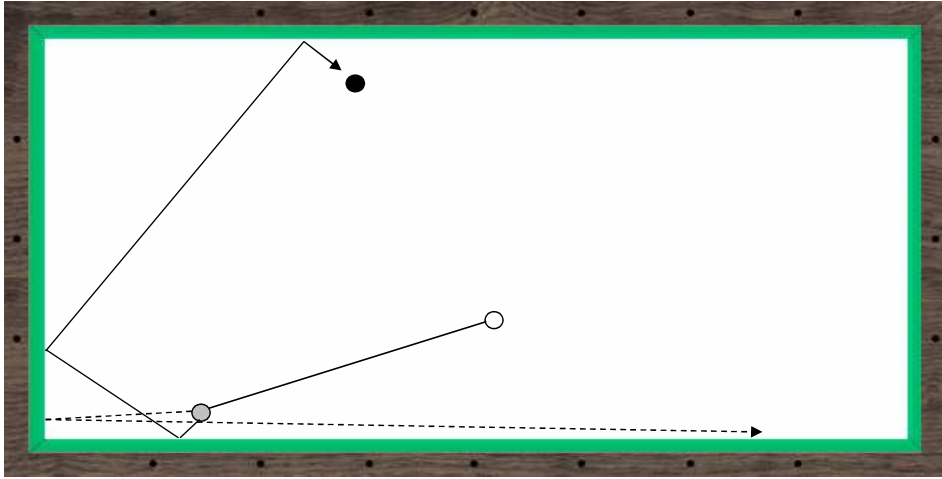
POINT n°3





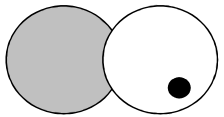
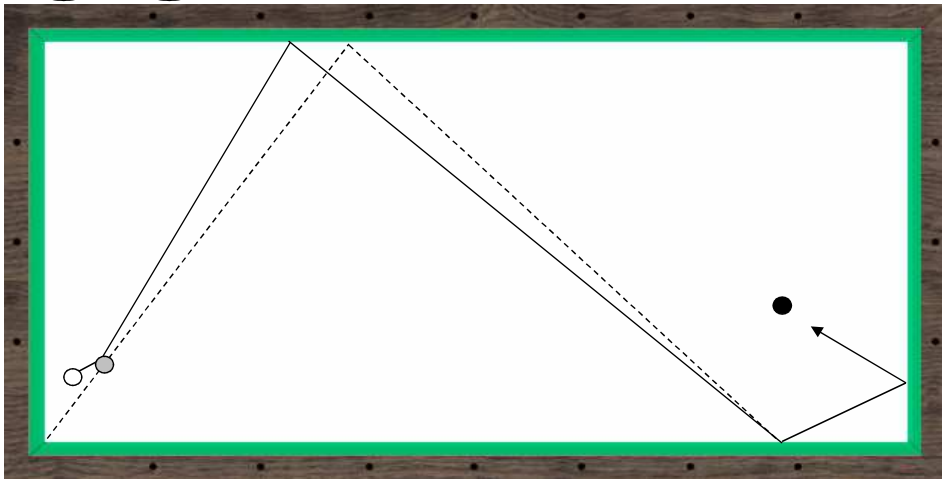
Descriptif Les trajets sur rouge nous renvoient à des risques de contre, jouer demi-coulé avec un coup de queue lent. Pour cette famille, penser au placement.

POINT n°4

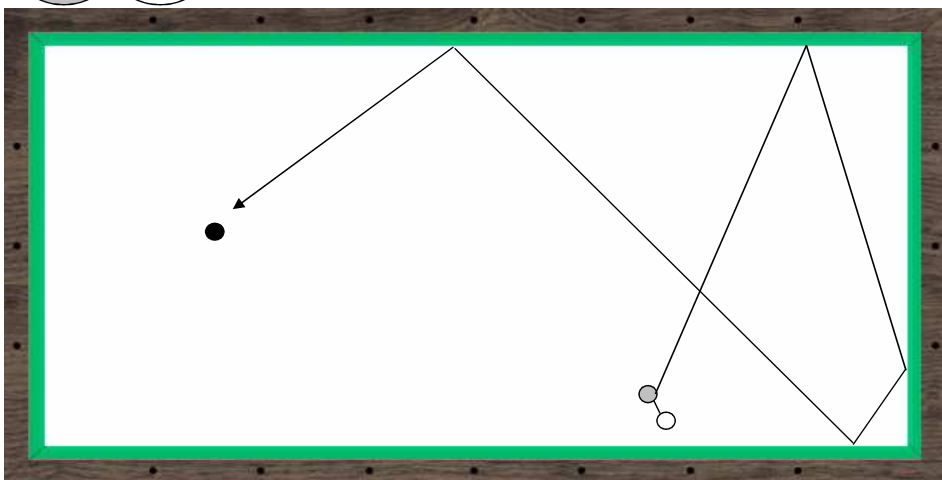


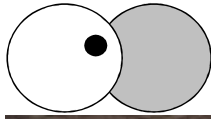
Descriptif Réinterpréter le trajet en pointillé !

POINT n°5

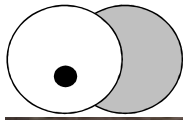
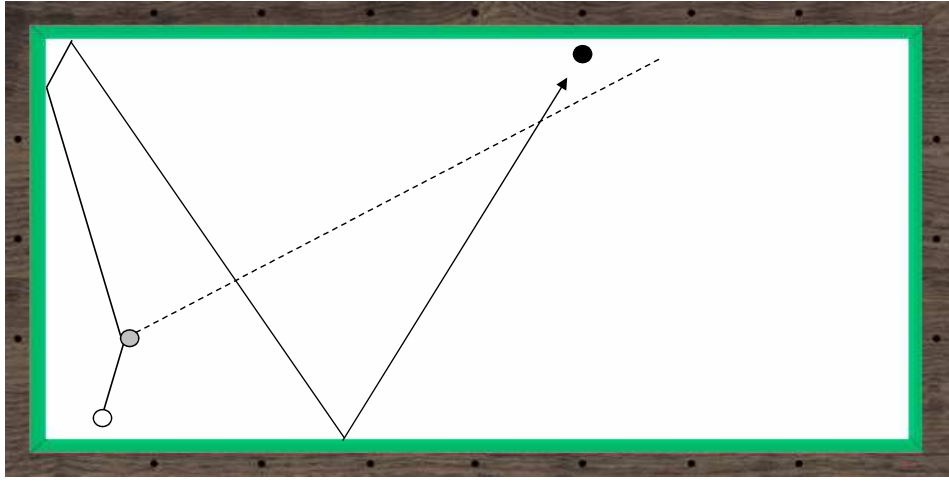


POINT n°6



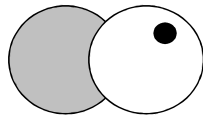
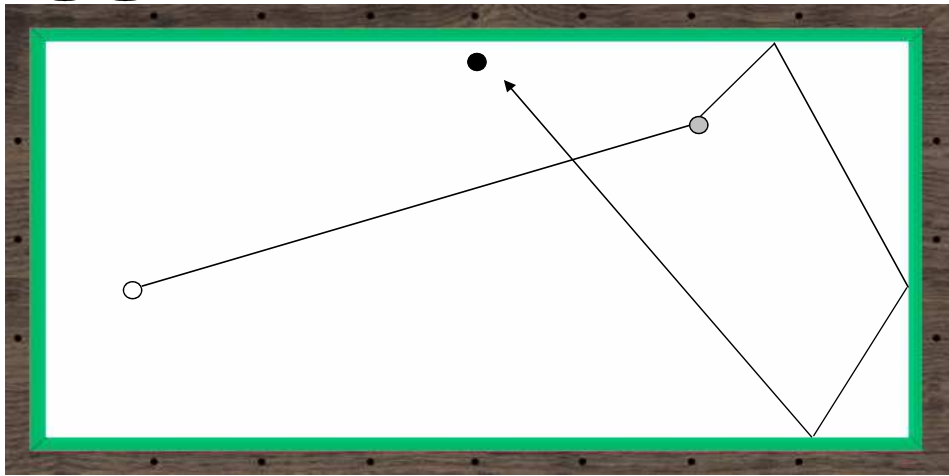


POINT n°7



Descriptif En force, "coup Merckx"

POINT n°8



POINT n°9

