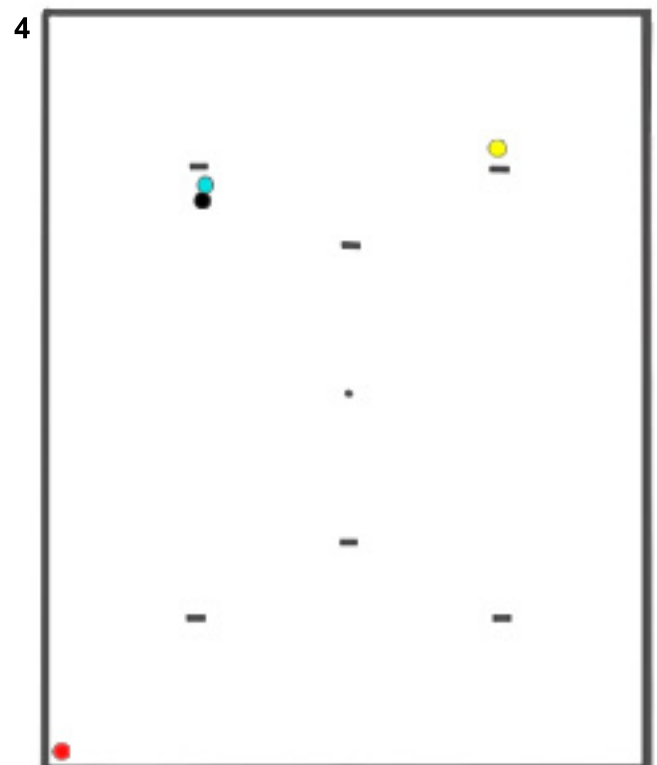
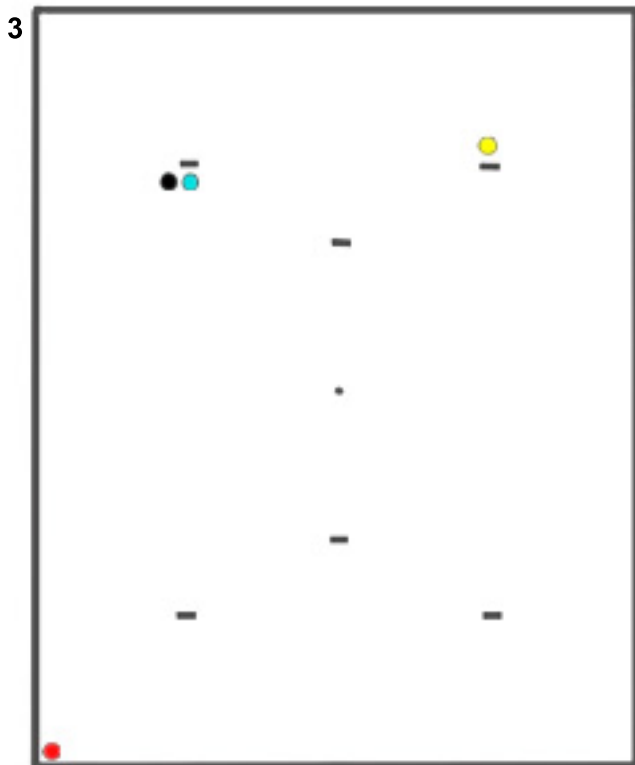


Unlike the two ball break, the three ball break requires another ball to use to make wickets. Diagram 1 shows black about to begin its turn with a three ball break. A three ball break is simply two other balls in addition to the striker ball being positioned in such a way to make it possible for the striker ball to score several wickets in a turn. The idea is to send a ball to your next wicket (your wicket plus one) before you score your wicket. There are five questions the striker asks to prompt him/her into the correct line of play. One - what wicket am I for?



In this case black is for wicket #2. Two - is there a ball that I can roquet easily to score my wicket? Here the answer is yes, the blue ball. Three - what wicket am I for after I score wicket #2? Wicket #3. Four - is there a ball located next to wicket #3? As shown in Diagram 1, the answer is no. Five - is it possible to send a ball (pioneer ball) to wicket #3 as my ball goes to blue at wicket #2. In this case yes, black can send yellow to wicket #3. Diagrams 2 - 3 show this being done and in Diagram 4 black roquets blue.