

Bob and Ted On Tactics

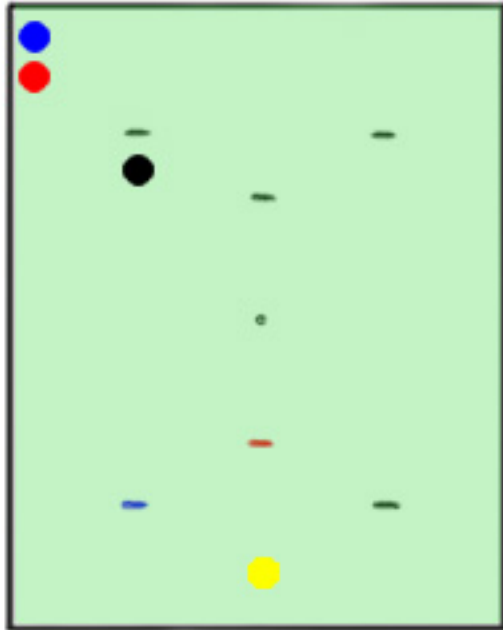


Diagram 1

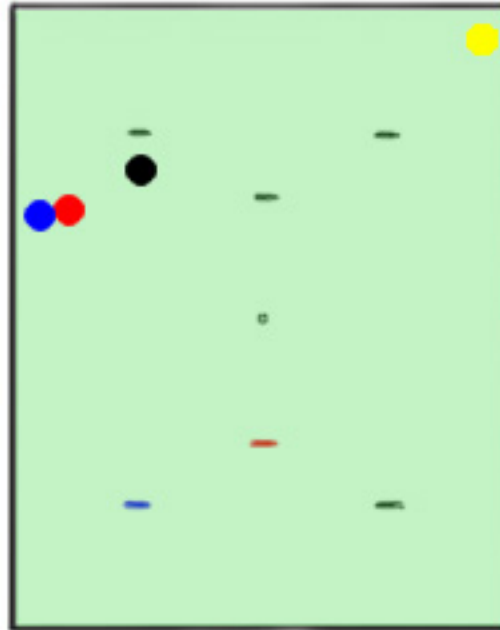


Diagram 2

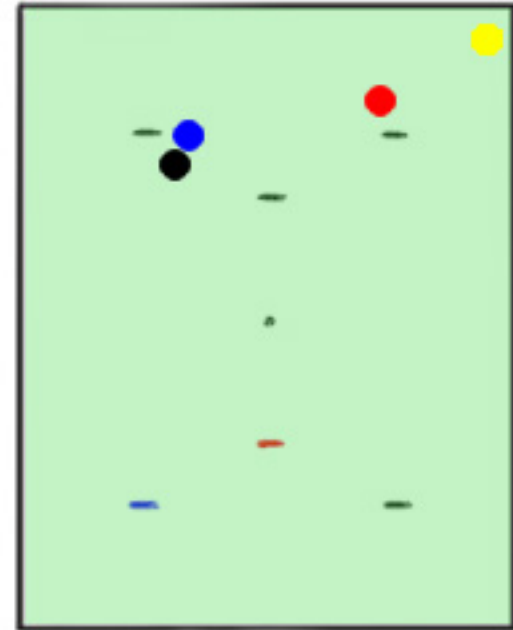


Diagram 3

Attacking the opponent balls can be both necessary and useful. At the high intermediate and advanced level, the opening play after the first wicket involves one side attacking the other in order to accomplish three primary goals. 1. set up a potential three ball break for partner 2. make sure the danger ball is ineffective and 3. get the attacking ball clean of deadness. Diagram 1 shows black having played an attack by rushing blue up to red near the second corner. Having left red for blue, black then destroyed yellow down towards the south boundary and took position to make the second wicket. All balls are going for the second wicket and are clean with the exception of black who is now three balls dead. In diagram 2, rather than shooting in towards blues break, yellow retires to the east boundary near the third corner and blue then rushes red southward to achieve an easy split shot

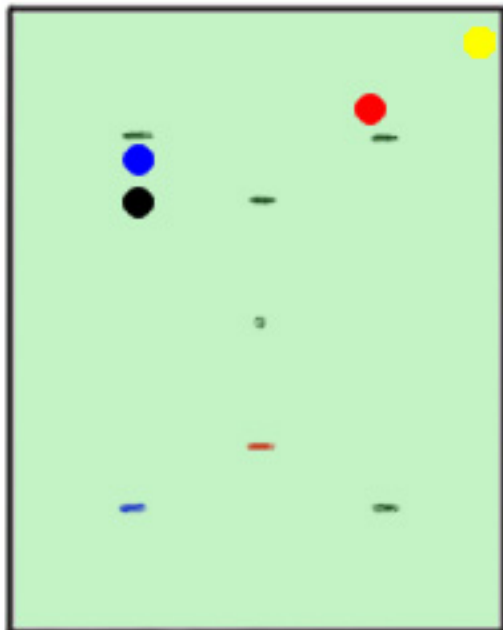


Diagram 4

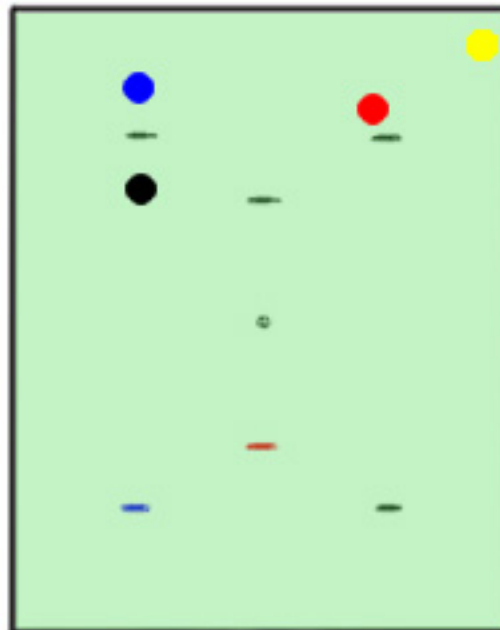


Diagram 5

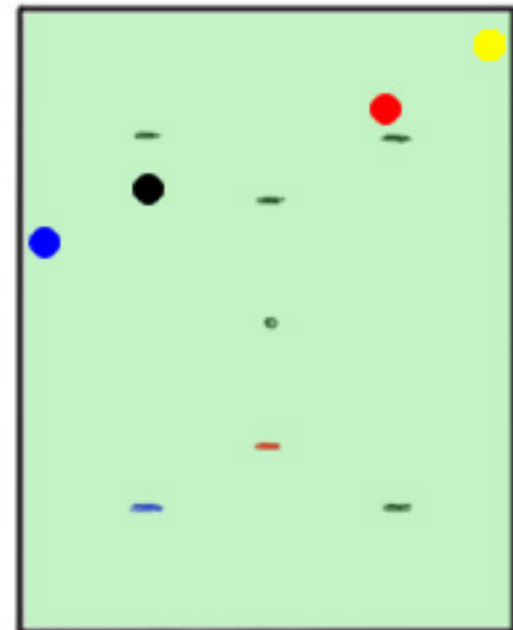


Diagram 6

position. Diagram 3 shows blue splitting red to # 3 wicket and roqueting black but not to an easy position to peel it at #2. If the peel was relatively easy blue would peel it and continue the break, but if the peel is in doubt, it is far better to abandon the break in order to split black back to position in Diagram 4 and then make the wicket as shown in diagram 5. Attempting the peel would be a significant error if the peel failed and black ended up blocking blue from making the wicket. By abandoning the break, blue is almost certain to get clean and black has a good chance of getting clean on its next turn provided red does not hit it. This is why in Diagram 6 blue shoots to the west boundary to a position which would force red to end up near blue if red shot at black. We call this guarding the shot. Red could choose to shoot at yellow which is why yellow located where it did, but it is still a difficult roquet for red. Why abandon the break? If the break fails at any point blue and black would end up 5 or 6 balls dead. For all but the most skilled players it is better to get both balls clean and live to fight another day.