

Cushion calculation: which system to choose?

Four systems, **two questions** : “where does my ball arrive?” or “where to send it?”



They give the arrival

You know where you aim, the system tells you where the ball arrives:

System 4 and the **One-cushion system**.

They give the aim

You choose the arrival, the system tells you where to send the ball:

the **Conti** and the **Diamond**.

	System 4	One cushion	Conti	Diamond
Question	Where does my ball arrive?	Where does my ball arrive?	Where to send it?	Where to send it?
Shot concerned	One cushion, natural shot, after ball 2.	Crossing the width, grazing ball 2 at half-ball.	Three cushions: long, short, long cushion.	Three cushions, as a backup to the Conti.
Formula	gap + carry-over = 4	$CD = 4 - AB$	start – arrival = aim	aim = arrival – start
What you read	The gap between two cushions, in diamonds.	The distance AB from the starting cushion to ball 2.	A start and an arrival on four number scales.	A start between the 2 nd and the 7 th diamond of the long cushion.
Spin	No spin.	No spin; each dose adds one diamond.	High hit with the maximum of “good” side spin.	Ball hit at the center, 2 tips of good side spin.
Setting at your table	A regular table is enough.	Check your positions at your table.	Four test shots to measure your table.	Theoretical values, to be checked.

Your situation	The system	Why
You are starting out with diamonds	System 4	A simple rule, one cushion, no spin: the best way in.
The shot crosses the width, grazing ball 2	One cushion	A single line, $CD = 4 - AB$, to work out where the ball arrives opposite.
You want to score on three cushions, arrival of your choice	Conti	You fix the arrival, a subtraction gives the aim. To be tuned to your table.
The Conti does not work, a ball is on the line	Diamond	Same principles, other reference marks: useful as a backup.
Three balls grouped in a corner, to keep there	Scale points	A shot set according to the angle, not a cushion calculation.

In what order to learn them

1. **System 4**: read the diamonds, predict an arrival.
2. **One-cushion system**: same reflexes across the width.
3. **Conti**: to play three-cushion, after testing your table.
4. **Diamond**: as a complement, when the Conti does not work.

To remember

- All are counted in **diamonds**, the marks on the cushions.
- They only hold if the shot is **repeated identically**: same hit, same speed.
- These are **theoretical values**: check them at your table.

The detail, the calculators and the examples for each system are on the course page.

The full course, free and offline: www.espritbillard.com/en/calcul-de-bandes/