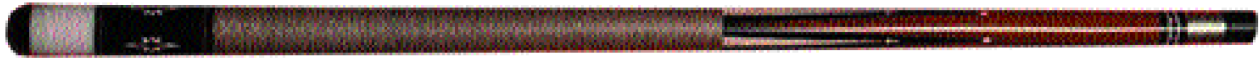


GIUSEPPE CUTTONE

*The encyclopaedia
of Billiards
- Angle 80 -*





Giuseppe Cuttone

“The Encyclopoedia of Billiards”

- Angle 80 -

TECHNICAL AND PRACTICAL GUIDE:

- More than 400 technical diagrams
- Grip of the cue
- Supports
- Spins
- Velocity on the cushions
- Geometries
- Numbered parallels and numbered diagonals
- Geometrical calculations
- Direct and indirect shot patterns
- Unpublished exhibition shots

Texts by *Cristoforo Tramontana*

Collaborators:

- Translation into English
Loredana Catalfamo
- Technical support
Mirko Nicotra e Rosario Azzarello





Giuseppe Cuttone



I was born in Ucria, a little town of Messinese hinterland, on the 19th May 1952.

After having lived 30 years at the green tables in a great deal of billiard rooms, I learned, thanks to my experience, that billiards are a so fascinating sport that, if they are practised with the right passion, they develop an intellectual versatility in everyone;

intellectual versatility which, otherwise, should remain hidden.

I have reached so much skill, and now I am determined to share with you all I studied in these years.

With this work, I'd like to demonstrate that Billiards do not lie in hitting the cue-ball but in developing theories and measurements which let us break down unthinkable precision shots during a match. These shots will underline our opponent's gap.

When I was 16, a serious car accident obliged me on a chair for more than one year. Forced in this state, I passed all my time in a narrow gaming house, but the billiard table was attended a lot. The more I observed it, the more I became fond of it. As soon as I recovered, I desired to grasp a cue and try it. One year after the other, the passion became first hobby, then a matter of life. I began to study all the possible shots, the cushions, the angles, the velocities, the spins, the strategies; once at home I took notes taking care of preparing also diagrams in order not to forget the geometry of the achieved shot.

How many hours I spent without resolving anything! But, after so much labour, what a pleasure finding out the right balance for a shot! The conquest of a measurement was, for me, the coveted goal! I am not able to say how much time passed from those days up to my first tournament, I remember only that I disputed a great deal of them, all round Italy I won a lot, and in many others I was placed.

Today I am a Master, I manage a gaming house and I give lessons, for nothing, to anybody applies to me.

But ... I am still not satisfied; it's my wish offer all players the study I deduced ... my measurement: Angle 80.

For this reason, I took care of the form; in order to make the reading a simple learning, available to everybody; also to whom still have not try any shot. I hope I succeeded in this and for all this I give my special thanks to the people who worked together for the achievement of this ambitious project, focusing on all the details.

In addition to the text, a CD-Rom, Video Tapes are prepared. There is also an internet site, www.biliardonline.it where you can apply directly to me, through e-mail. I will answer to everybody!

Giuseppe Cuttone

Milazzo, the city adopted me



Mulay (Miulai), from the Greek “Big Rock” (undoubtedly referred to the cliff of the promontory of the Cape) was the first name this old Ellenic settlement had, about the 600 b.C. Testimonies of archaeological relics underline that this beautiful peninsula, lying on the Tyrrhene Sea, has got some traces of very ancient civilizations.

This tourist town offers a wonderful beach alongside the West Riviera, to all those who want to spend their holidays. The West Coast, 6 Km. long, has got a crystal clear sea which invites the bathers to relaxing swims. Under the promontory, you find huge natural rocks, heaven for underwater excursions. Campings and equipped shores complete the summer day life. For the evening, there are two big discos: “Le Cupole” and “Le Terrazze”; but for those who love the quiet there is the promenade on the East Coast, Marina Garibaldi, a place where you can walk among the shop windows and many meeting places, open till late in the night.

For those who wish to join the culture to the pleasure, thanks to its history, Milazzo offers very important monuments, open to the public.

The relics of Carmelites Convent, founded in 1570; Saint James Church, built in 1432; Saint Mary The Greater, erected in 1632, this church is famous because the General Giuseppe Garibaldi spent the night of 20th July 1860 near the threshold of the frontdoor; the Capuchin Church; the Saint Francesco from Paola’s Monks Convent, built in 1592; the Castle, its construction began towards the end of tenth century and finished in 1579. Around the Castle, fortification walls rise; they are nearly 130 metres long; inside of them big storehouses of weapons, watersupply and big spaces used as sheds were created. To know more about this, it would be useful to visit these suggestive places, full of history. Moreover, there is the big Saint Stephen Cathedral; the little Church consacreted to Saint Catherine from Alessandria; the Holy Crucified Church; the Immaculate Church; Saint Rocco Church; then there is the characteristic little Saint Antonio Church, which is digged inside the rock of the promontory; the Old Village; the Spanish City; the Ancient Cathedral; the Jurymen Palace, and many other references to our Past.

The emersion of the promontory of the Cape is dated back to 400.000 b.C., as very old evidences would prove; besides historians, basing on archaeological discoveries, suppose that the very early human presence in Milazzo area would go back to 4.000 b.C.

From Milazzo, it is easy to go to the famous Eolian Islands, which can be reached by ship in an hour.



“The true Billiard History”



This game was born in Europe. There is only one doubt: the nation where it was born; but certainly Italy, England, Spain and France are competing for its paternity. An ancient writer tells us this hobby was introduced into King Louis XIV's court, in France because of doctors' advice in order to help King's heavy digestion with a *good healthy exercise*. One thing is sure: Billiards had been in fashion long before that date in other nations and were played in a very similar way to “Pallamaglio”, a very ancient game played by nobles. Another writer, the Englishman Cutton, in one of his books, defines them as a “*delightful, funny and resourceful game*”.

Ever since 1720 Billiards have been played in a very similar way as today's, nearly 80 years later this similarity increased so that there was few difference with the discipline executed in the 3rd Millennium.

After, some musical billiard tables were invented; when an object ball was potted the hatch, after being opened by the ball's weight, set a little musical box in action.

The origin itself of the word is doubtful; somebody draws the etymology from the full name of an Englishman who is thought had invented this game, a certain ‘*Bil Hart*’; other ones assert this word derives from ‘*ball-yard*’, a ball that was pushed by a stick; other ones think the word comes from a game the French shop assistants (*calicots*) played using a ball and the linear English meter (*yard*).

This game has got a huge literature, as enormous as the one published for the game of chess; the oldest book we know dates back to 1702 and it was published in Leyda, a French city, by an anonym.

At its beginnings, Rules provided that the balls must be pushed into a pocket; afterwards the pins were added, and the six pockets remained; years after the pockets disappeared, and a new game was played: the **Carambolo** in which a player had to touch before the opposing ball and then the neutral one with his ball; in this way he executed a sequence of cannons that, sometimes, created very surprising progressions.

The piece of furniture was a large table covered by a green cloth, with four *tiles* (cushions) at its sides and six *holes* (pockets) in which the players had to drive the boned balls with the *sticks* (cues).

It is sure that the Billiard game has got very ancient traditions, still nowadays it numbers a great many of supporters in the world, Goodness knows for how many centuries in the future this game will be able to involve novices from any age and ranks who will decide to measure themselves on the green table with vivid passion executing spectacular shots and all kind of geometries!



The Encyclopaedia of billiards

Angle 80

Preface

For all fans of billiards, above all the young, I'm presenting this book bringing a message of culture and of demonstrating intelligence. In fact, it's my wish to let all the world know. You never stop learning in the game of billiards, because it's like space (limits of the game don't exist).

It's very fascinating, it makes you crazy, but at the same time it makes you fall in love: the more you learn, the more you want to get better.



The Encyclopaedia of billiards

Angle 80

First Lesson

If you want to become a great player it's necessary you have to follow attentively what follows. In this first lesson we are going to explain: the fundamental rules of the game, first shots, good player's handbook; furthermore the cue, the grip, the legend of the shot schemes, game tables, how to impress velocity or strength, the three points of compensation and

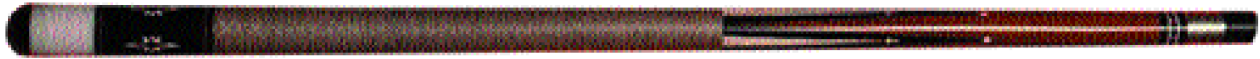
“numbered parallel divided by two”

80:2 = 40 . 70:2 = 35. 60:2 = 30. 50:2 = 25

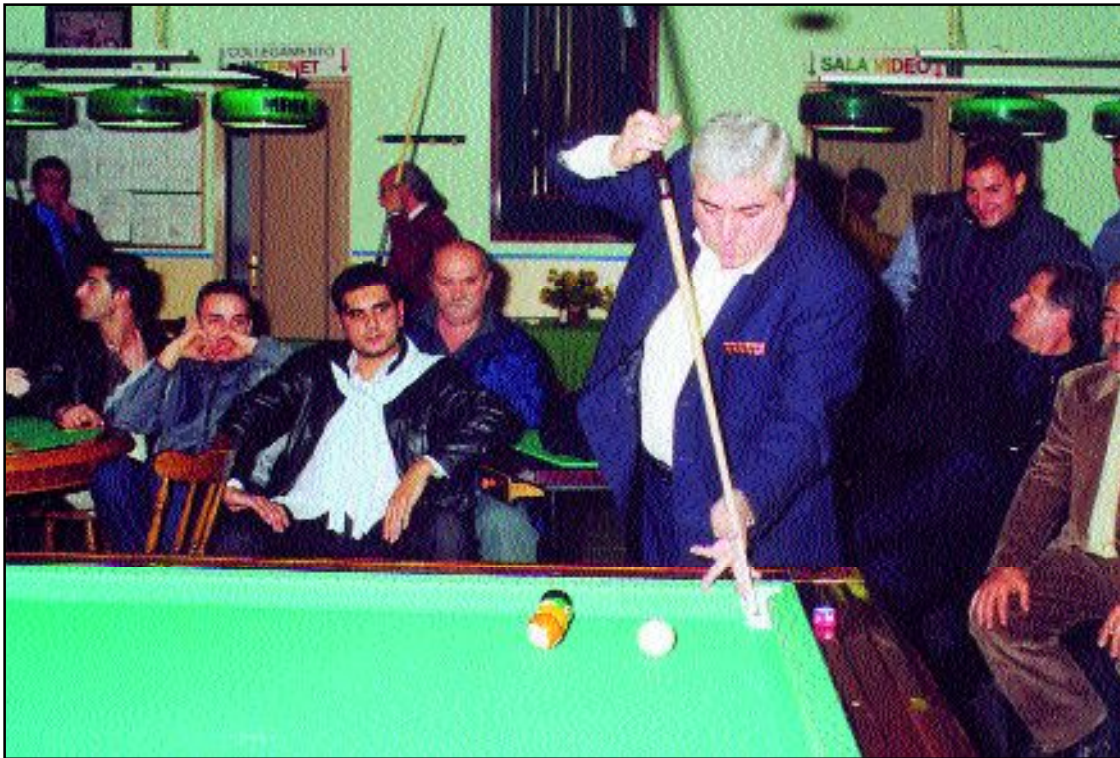
40:2 =20. 30:2 =15. 20:2 =10. 10:2 = 5

and with lots of shots and illustrations.

With each lesson you will have an “exhibition” shot, free of charge.



Fundamental rules of the book



The book is structured in different sections, which take the player step by step towards learning this fantastic game. It's adapted for all categories, especially the new generations, who are enthusiastic about this discipline. The fundamental rule is to follow the text page by page. It would be useless to study the following shots first because the first explanations serve to teach you the fundamental rules of this game; and don't undervalue the first part of the book with the various techniques of how to hold the cue, the spin, velocity, numbering and compensation.

Following this advice, and with a lot of passion, you can become a great player of the Master category, like me.



The First Shots

The billiard table has two long cushions and two short ones. The diamonds are points of reference marked on the four borders.

A very important factor in the theory explanation, that will find application in the following pages, is the numeration. For numeration effect, you need to divide into 10 units the distance from one diamond and the next. There are 80 units on the long cushion and 40 on the short one.

To pot the ball, one follows a line of reasoning: analysing the numeration on a cushion, we'll notice that in order to balance accounts and to get the right shot, we must divided by two the point on the side where the cue-ball is. The end result will give us the aim on the opposite cushion (receiving) to pot in the corner, bearing in mind that the long cushion corresponds to the other long one, and the short cushion corresponds to the other short one. The shot must be done without spin.

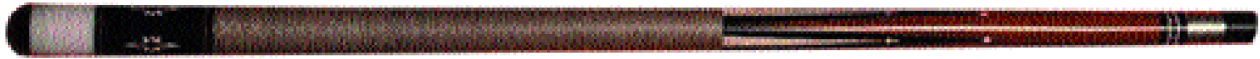
A good player should never undervalue the simple shots because the smallest distraction can jeopardise all the match.

Fundamental rules for a player

1. When the match starts, the only thing that exists is inside the borders of the cushions, the rest does not exist.
2. Before beginning the match, you must check the billiard table which, owing to the temperature variations, to the wear and tear of the cushions and cloth, can be wanting more or less from 0.5 to 1 (compensation).
3. Never have a heavy meal and be relaxed and lucid before a match.
4. Follow closely your opponent straightaway without wasting any moment until the end of the same match.
5. It's better to use an underweight regulated cue (use a 500 g cue instead of a 600 g one), in order to have a wider sensitiveness for the shot.
6. We give a value to the flexibility of the wrist, values that range from 0 to 10, the average velocity is 5-6 (see chapter "Grip of the cue").

You must impress the ball by spin.

To get an optimal result, it's necessary to know the schemes at one's best.



The Cue

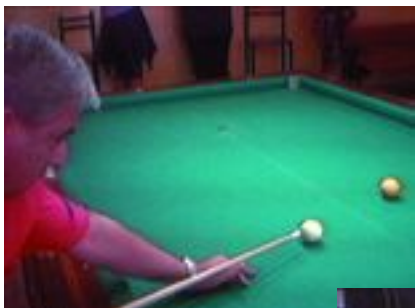
It's fundamental for a player to have a professional cue. Various types exist, but each player has to find his ideal cue, related to his height and his weight. The cues recommended by me vary from 500 to 650 gr., I believe they are ideal for all different types of games. At the tip of the cue, there is a plug which bites the cue-ball. It would be better to use a nearly soft plug, which let to regulate the shot.



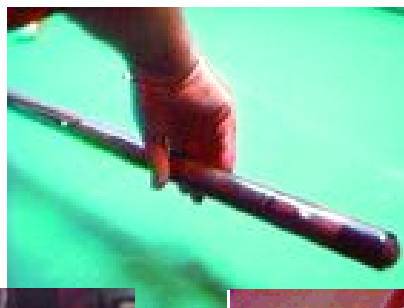
The grip of the cue

At this point, the treatment for the handle of the cue becomes decisive. The player's hand must obtain a hold which should be more sensitive as it's possible, and it's a good rule to use only 3 fingers in order to raise the sensitiveness of the wrist.

I gave a value, which ranges from to 1 to 10, to the sensitiveness the wrist can impress in contact with the cue: 1 means a gentle act of the movement; 10 becomes the top of stiffness using the tool. Therefore, it's appropriate that the movement has got an intermediate value (5), this let a peculiar softness of the shot.



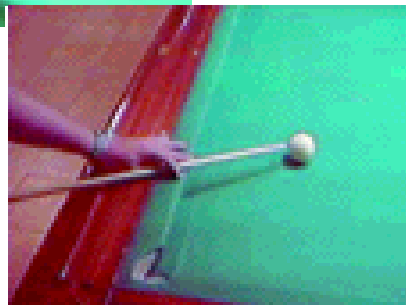
Correct base of the hand on the cloth.



Correct grip of the cue.



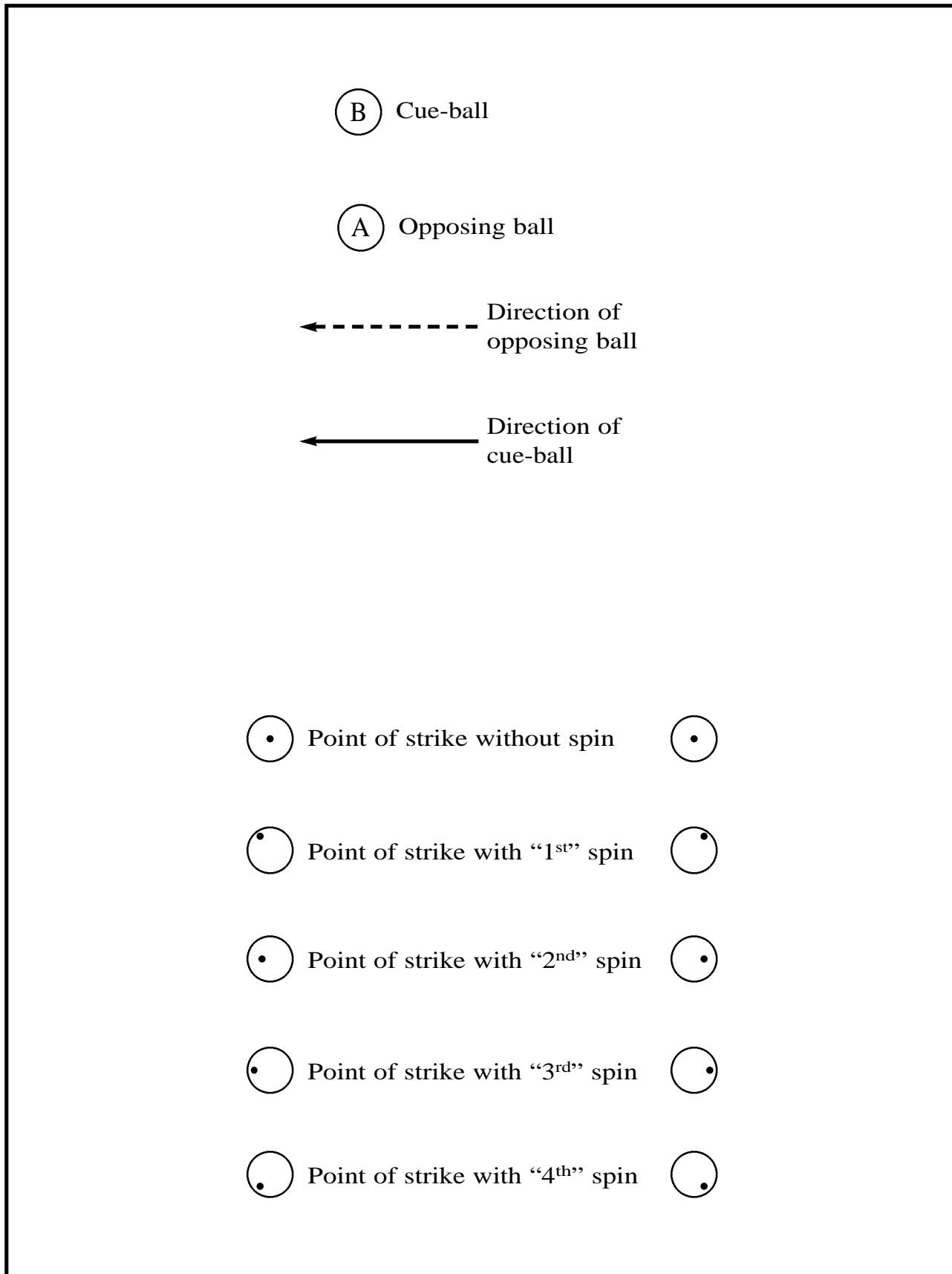
Correct positioning on the billiard table.



Correct positioning on the cushion.



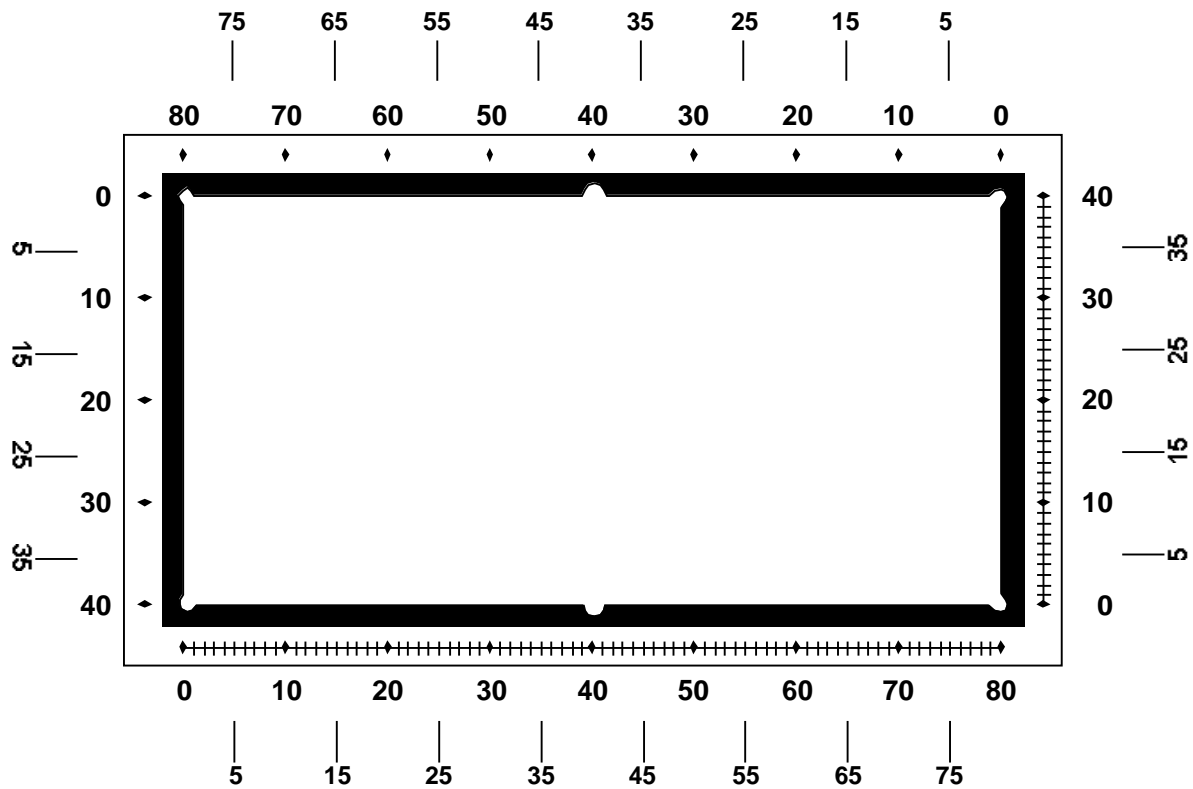
Key for the shot schemes.





Game table
Parallel divided by two – $80:2 = 40$

Before beginning with the examples of this spectacular educative game, I point out that in the theoretical study of the shots, analysed by me, methodologies which are independent and separate one from the other were used; consequently I invite all the readers and the fans to concentrate and to think my lessons over so that each shot can be classified apart with its theory, then analyse the geometries represented for each example of shot, described in different sequences in the following pages.





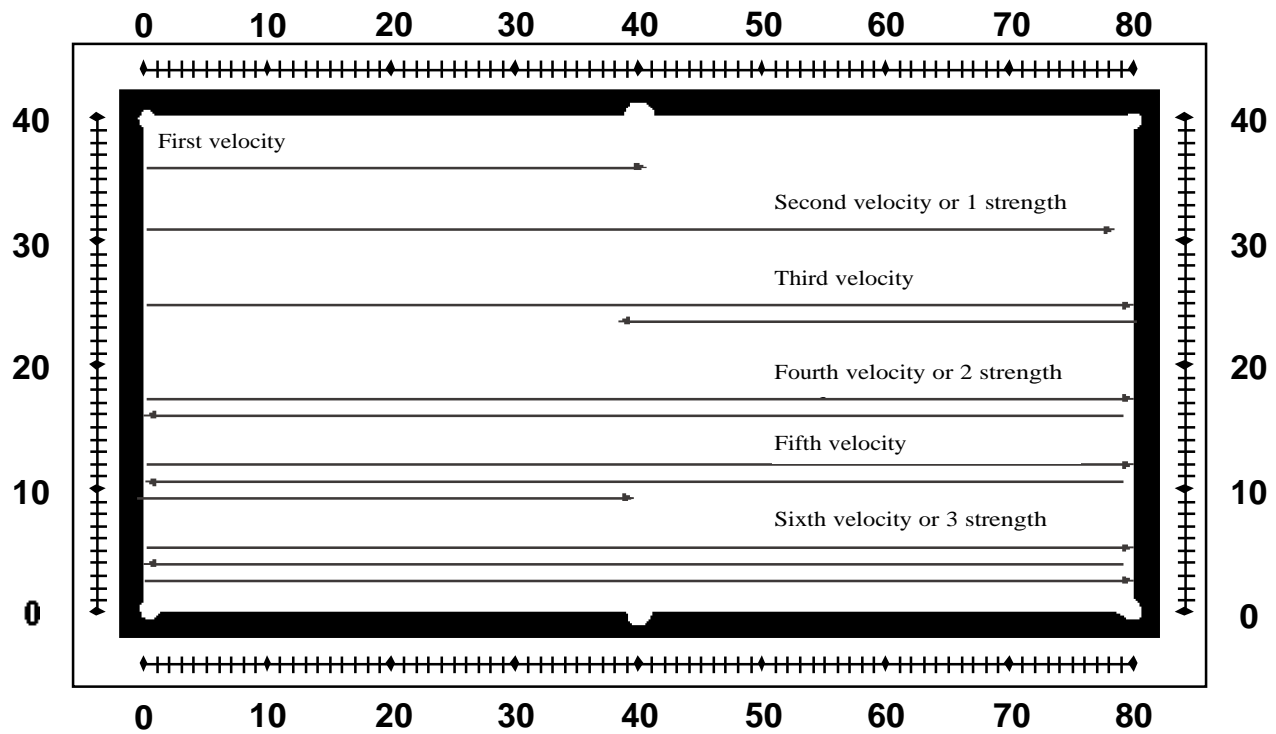
The Velocities

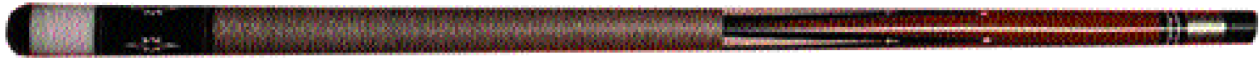
How do you identify the velocity or strength which must be impressed on the cue-ball? In the diagram we reproduce six examples which explain widely the methods needed to realize a good shot. One can use up to 10 velocities or up to 5 strength. Two velocities are one strength.

From 1 to 40 = one velocity

From 1 to 80 = two velocities or "one strength".

In the execution of the different velocities, the player must handle the cue with a very sensitive wrist (10:2 =5).

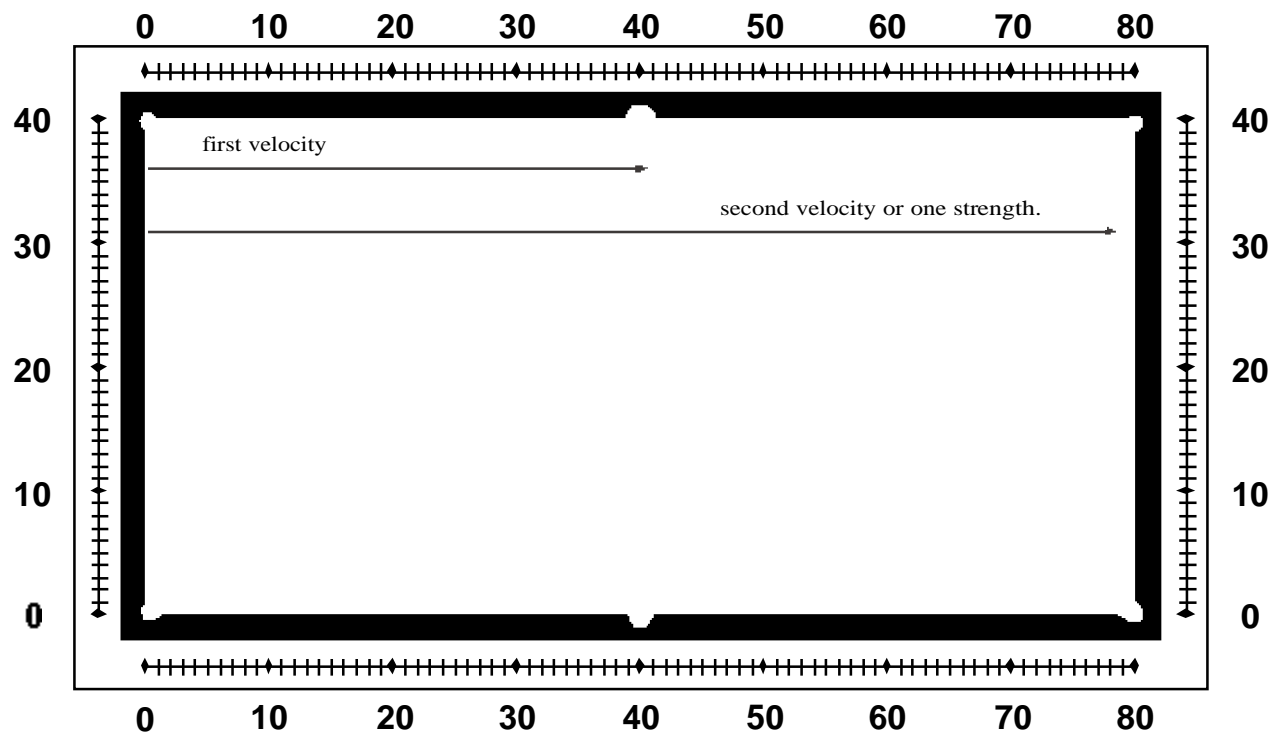




*Velocity or strength:
preceding diagram example*

In the figure there are the first two velocities:
From 1 to 40 = first velocity
From 1 to 80 = second velocity or one strength.

Execution: sensitive wrist (10:2=5)





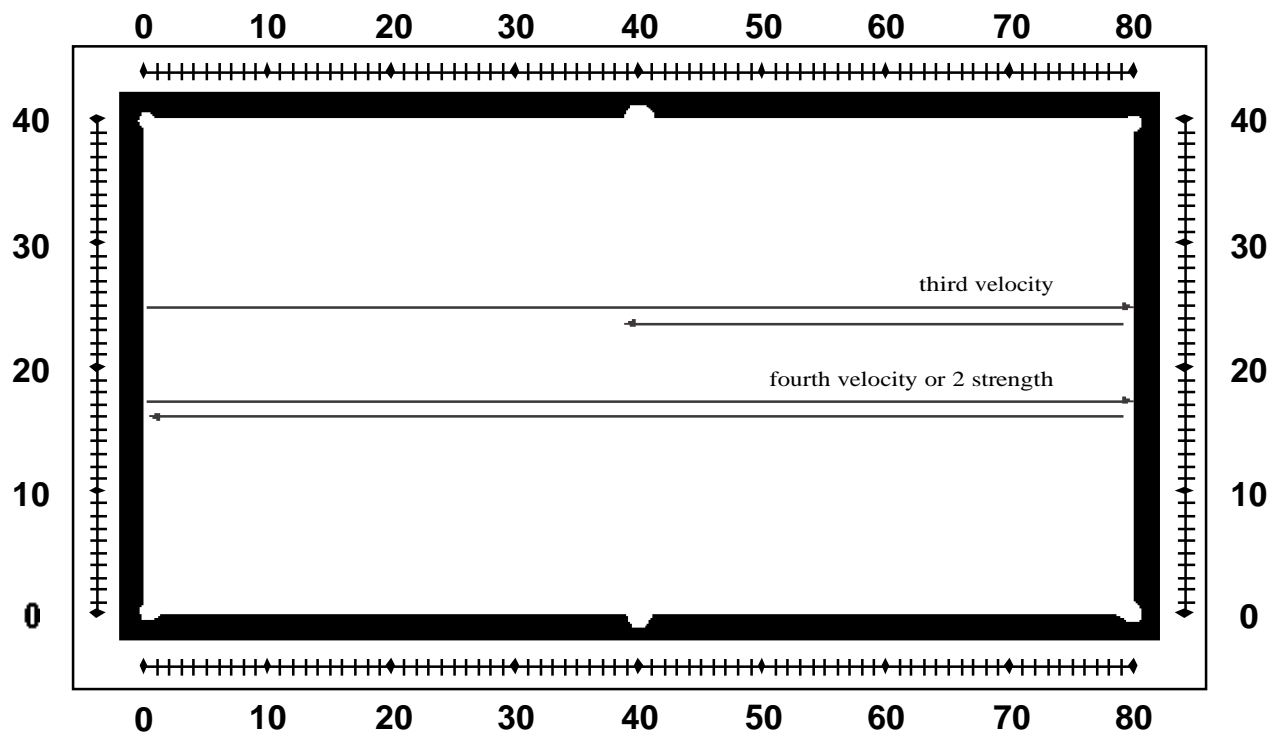
*Velocity or strength:
preceding diagram example*

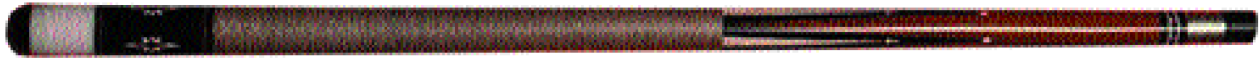
In the figure there are two other velocities:

Third velocity

Fourth velocity or two strength

Execution: sensitive wrist (10:2=5).





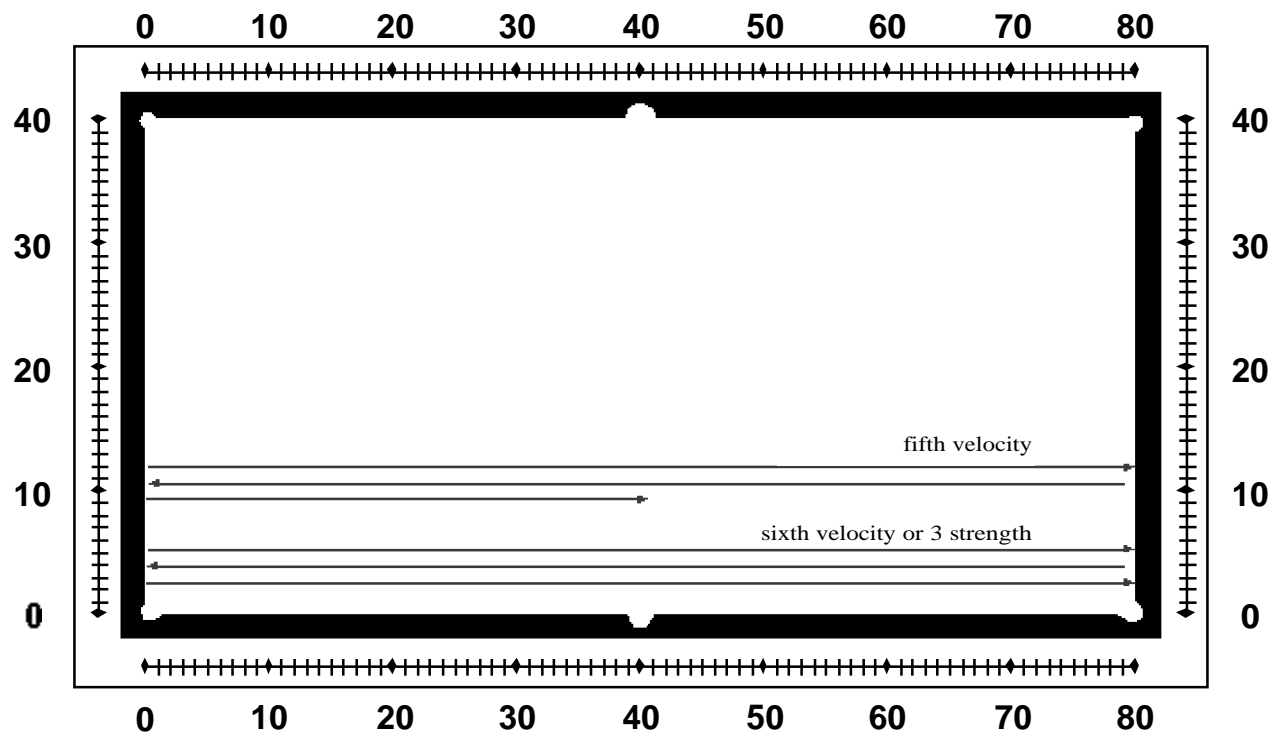
*Velocity or strength:
preceding diagram example*

In the figure there are two other velocities:

Fifth velocity

Sixth velocity or 3 strength

Execution: sensitive wrist (10:2=5).

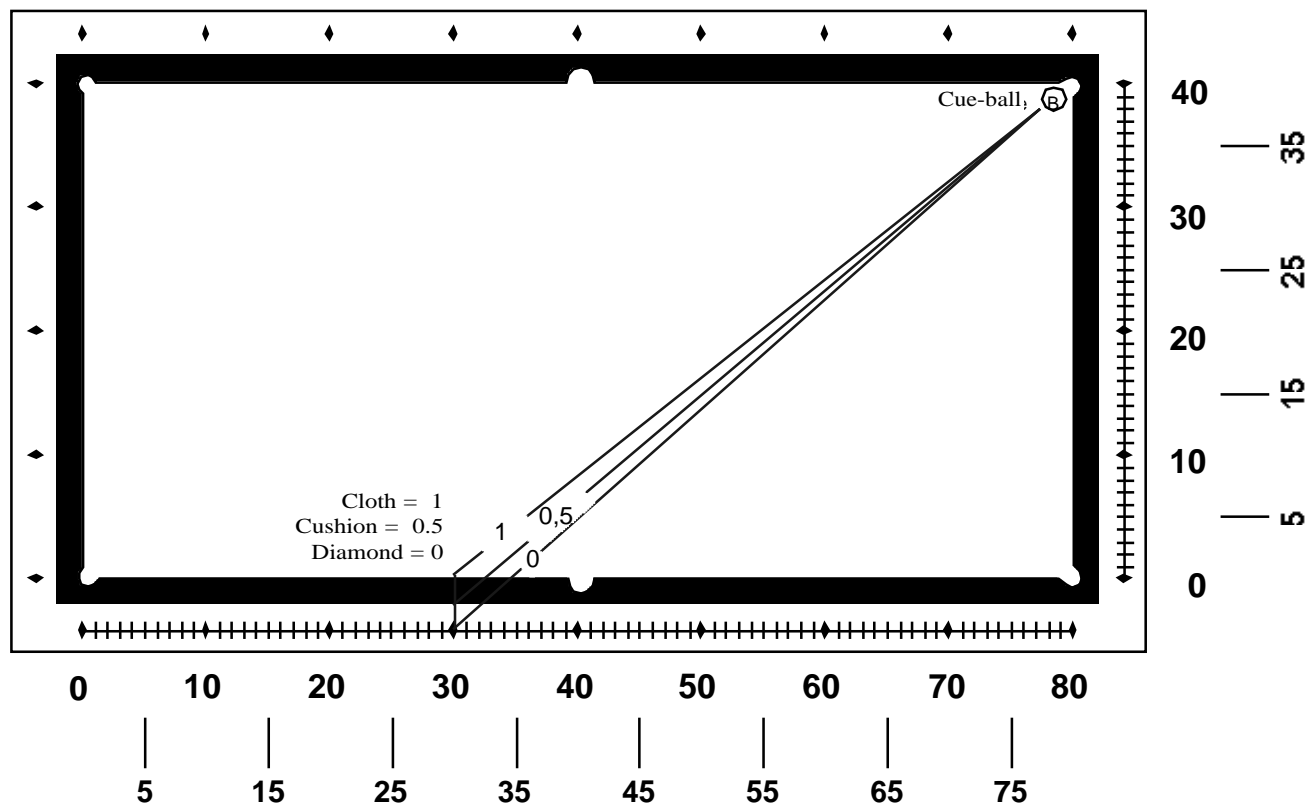


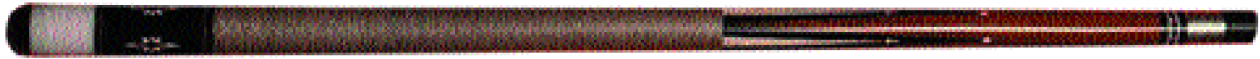


***Game table:
The three margins of compensation points.
How to calculate the compensation:
“0” on the diamond,
“0.5” on the cushion and
“1” on the cloth.***

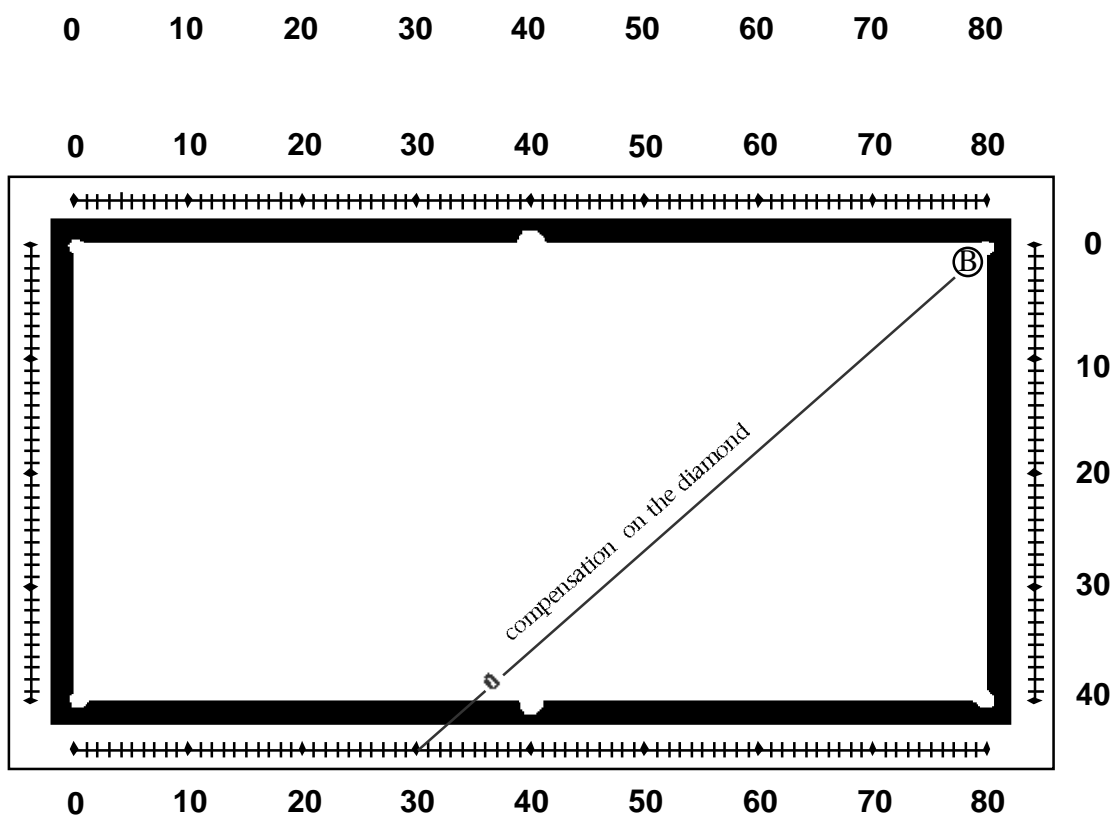
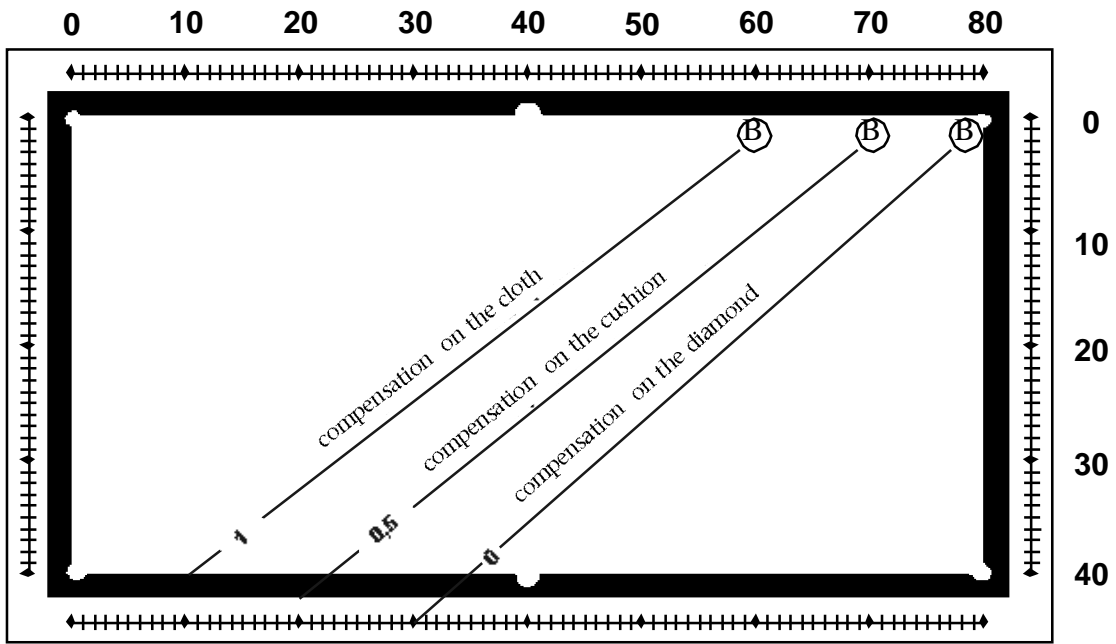
All billiard tables have some defects: hot cloth, cold cloth, fast cloth and less fast cloth. At this point we have to know how to compensate the measures depending on the table in which we'll test ourselves. How can one hit three points of compensation?

The three points are: 0 – 0.5 – 1 on the cushion.





***Compensation example
Numbered Parallel
How to calculate the compensation
“0” on the diamond
“0.5” on the cushion and
“1” on the cloth.***





Compensation examples

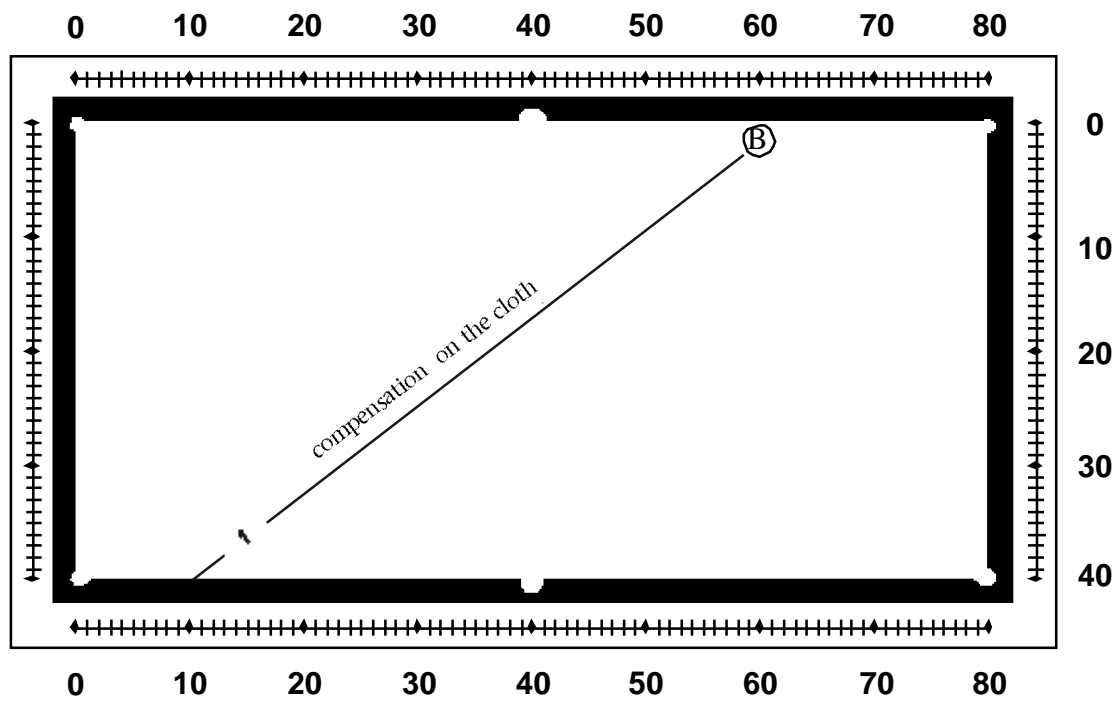
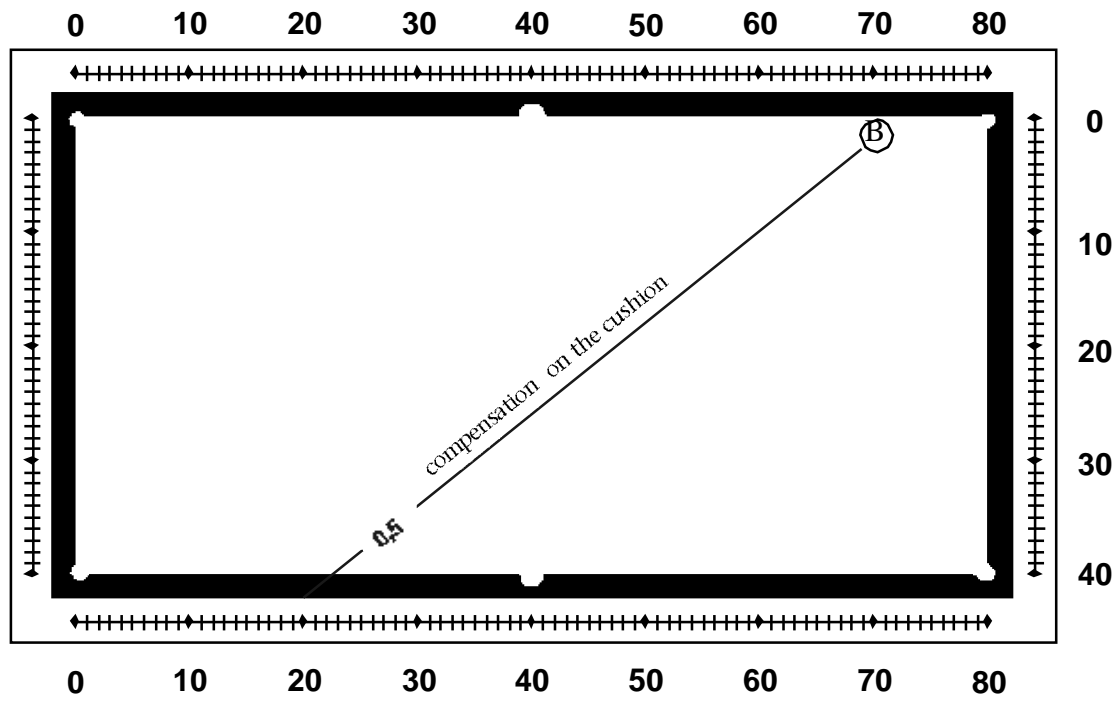
Numbered Parallel

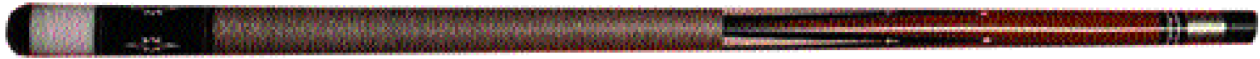
How to calculate the compensation:

“0” on the diamond

“0.5” on the cushion

“1” on the cloth.





“Numbered Parallel divided by 2”

80:2 = 40 . 70:2 = 35 . 60:2 = 30

50:2 = 25 . 40:2 = 20 . 30:2 = 15

20:2 = 10 . 10:2 = 5

A long cushion – corner pocket

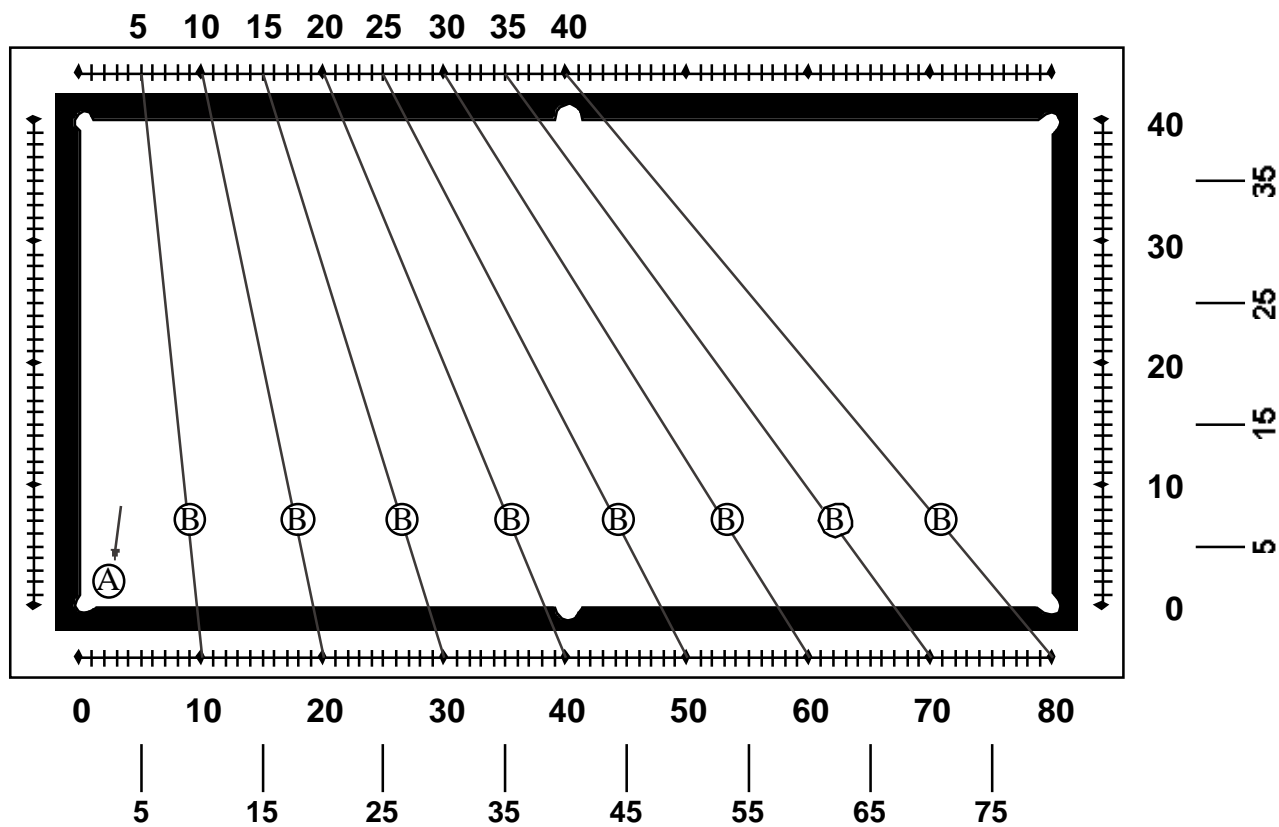
⊙ Zero spin

How to find the aim of a shot. After putting the cue on the cue-ball, and locating the striking point you divide by two. The obtained result will be the receiving point (e.g. 80:2 = 40).

The numbering for this type of measurement is done by positioning the pocket where the cue-ball must end up to zero.

Check the compensation: 0 – 0.5 – 1.

(fig. “mother”)

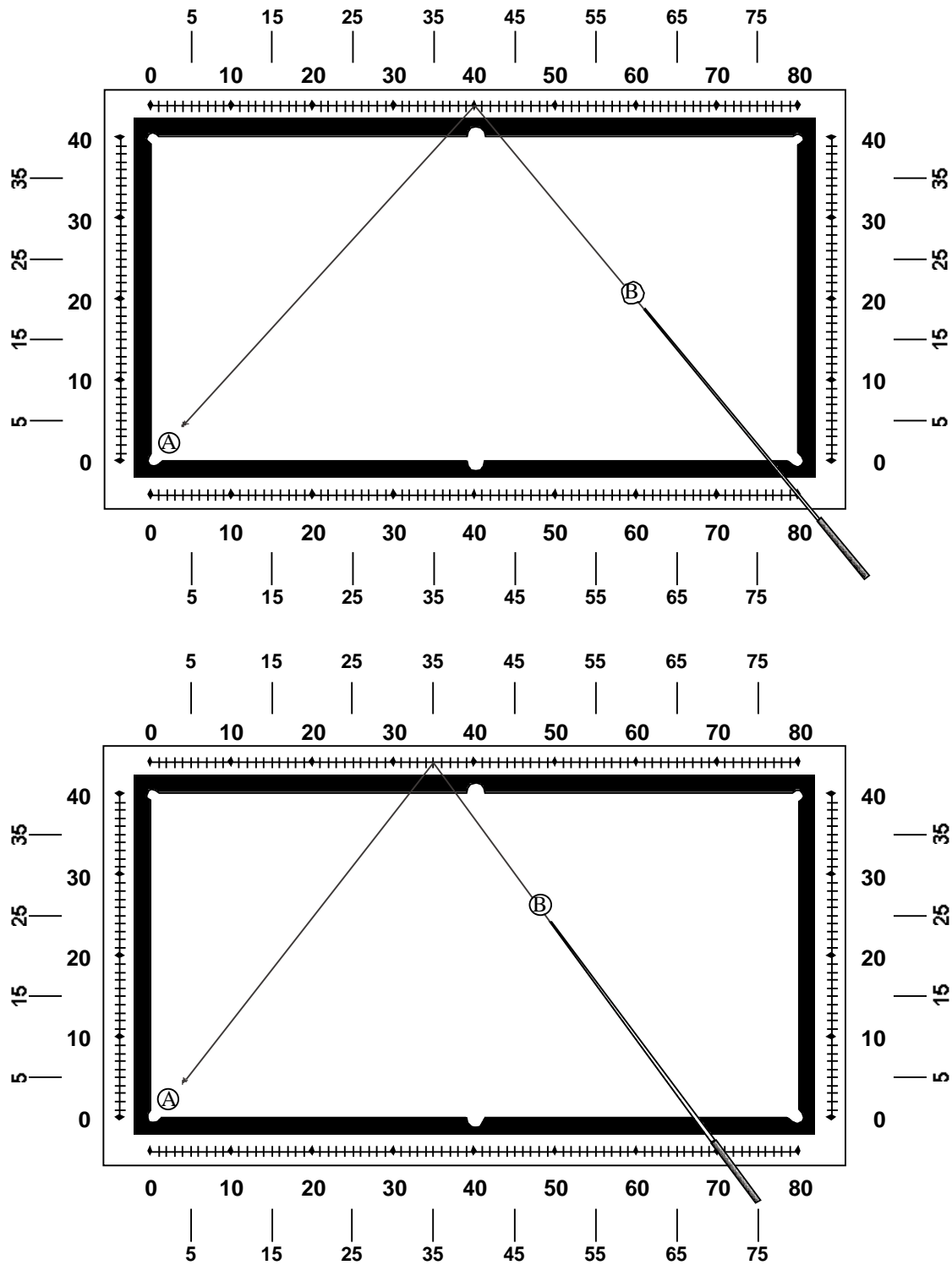


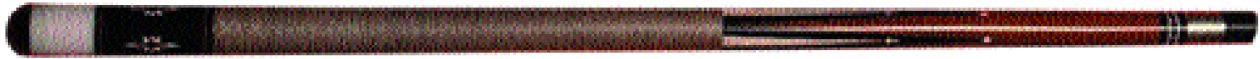


Two preceding “Mother” diagram examples
Numbered parallel $80:2 = 40$ and
Numbered parallel $70:2=35$ ”
1 cushion – corner pocket.

⊙ Zero spin

Check the compensation: 0 – 0.5 – 1.

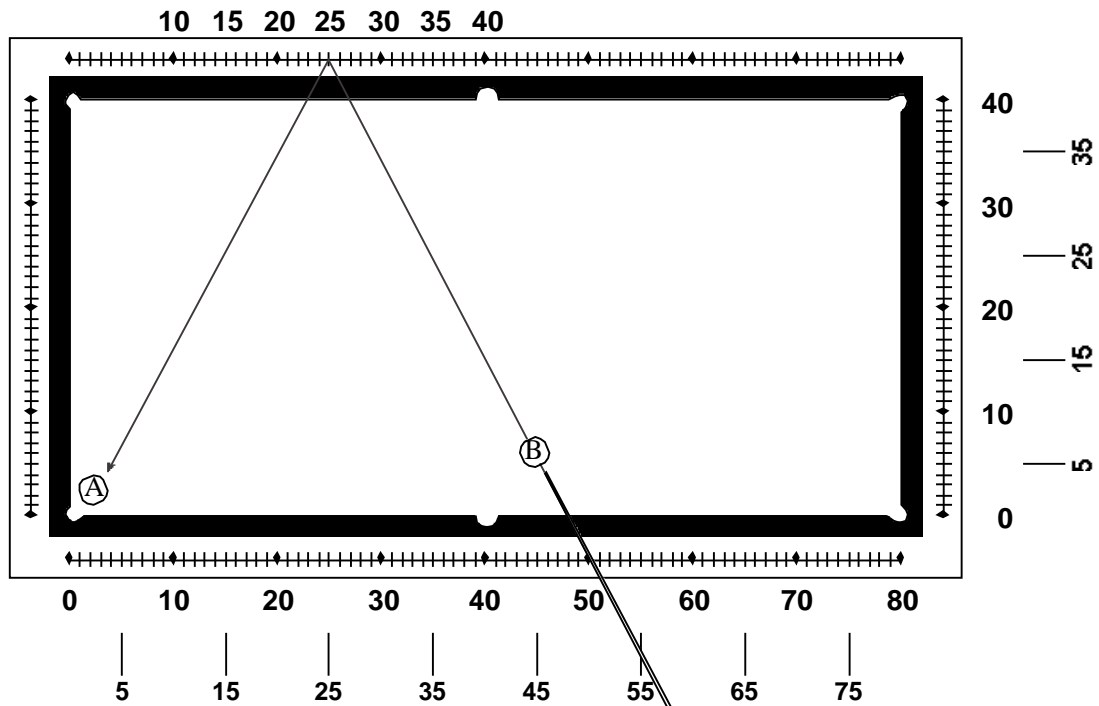
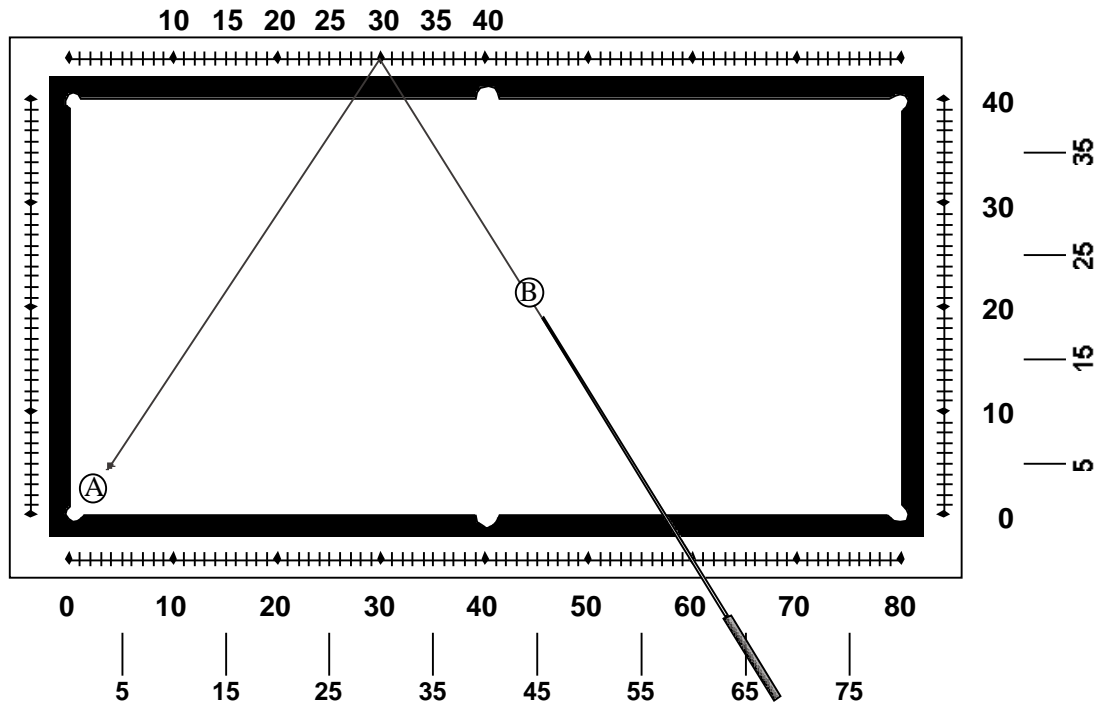




*Two “Mother” diagram examples
“Numbered parallel 60 : 2 = 30” and
“Numbered parallel 50:2=25”
1 cushion – corner pocket*

⊙ zero spin

Check the compensation: 0 – 0.5 – 1.

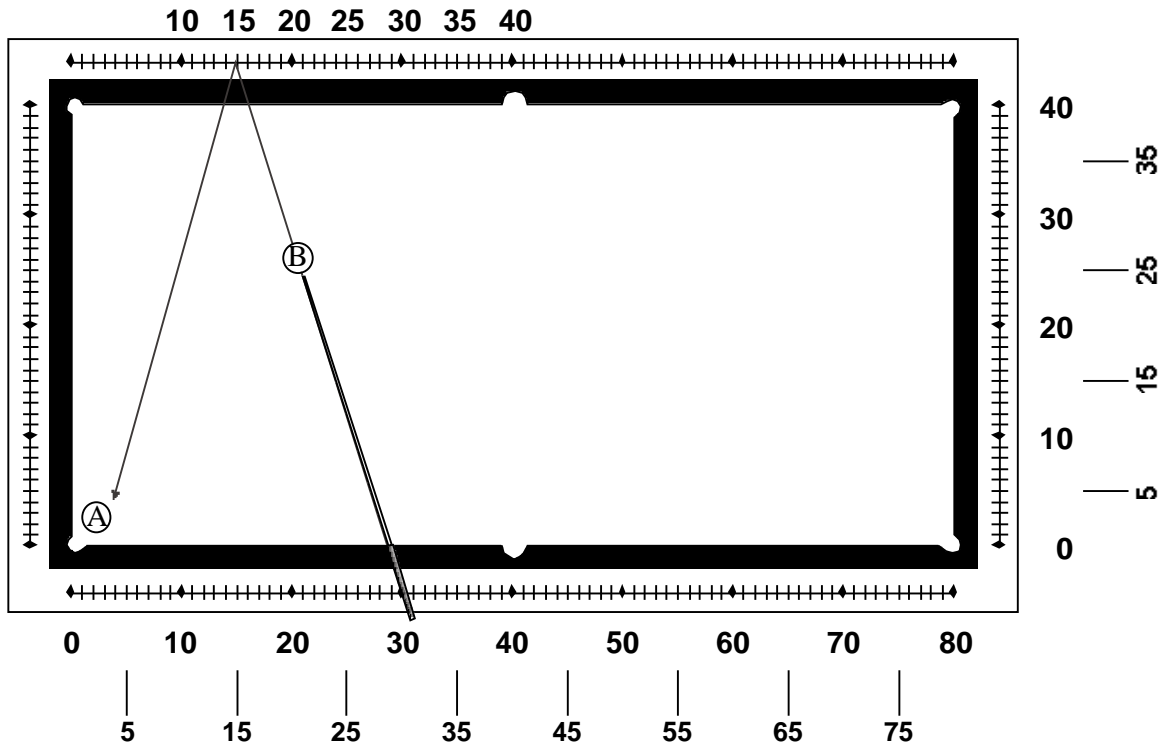
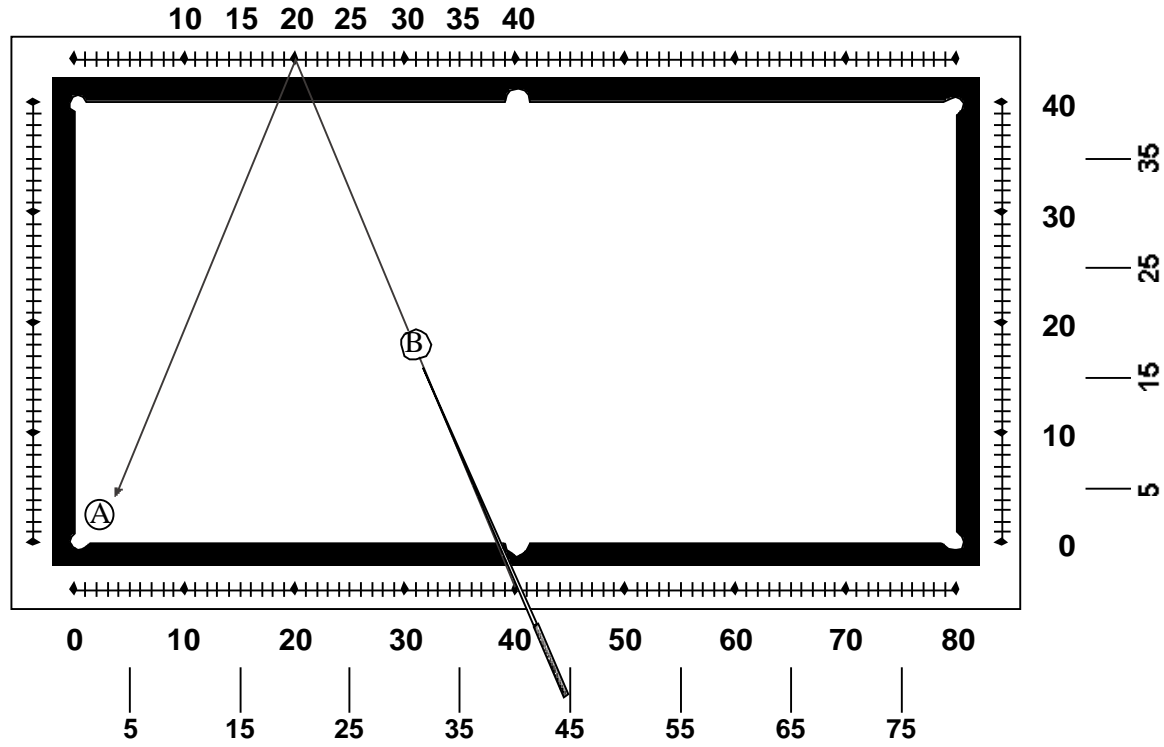




Two "Mother" diagram examples
Numbered parallel 40:2=20 and
Numbered parallel 30:2 =15
1 cushion – corner pocket

⊙ zero spin

Check the compensation: 0 – 0.5 – 1.

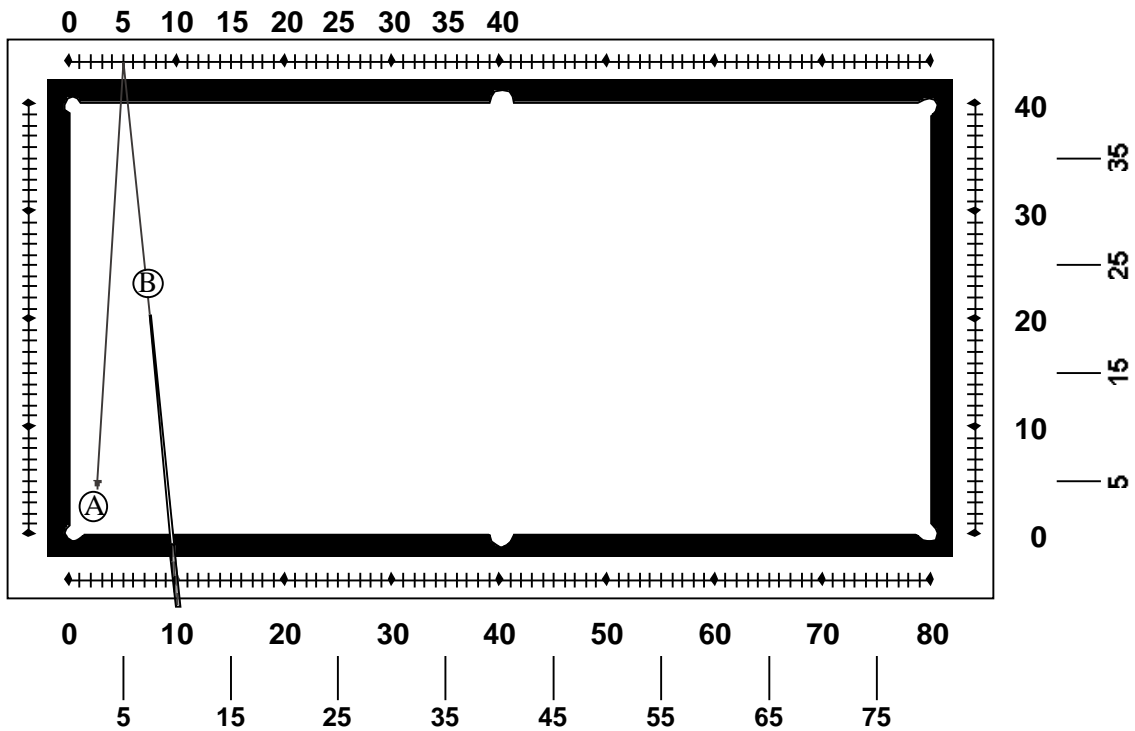
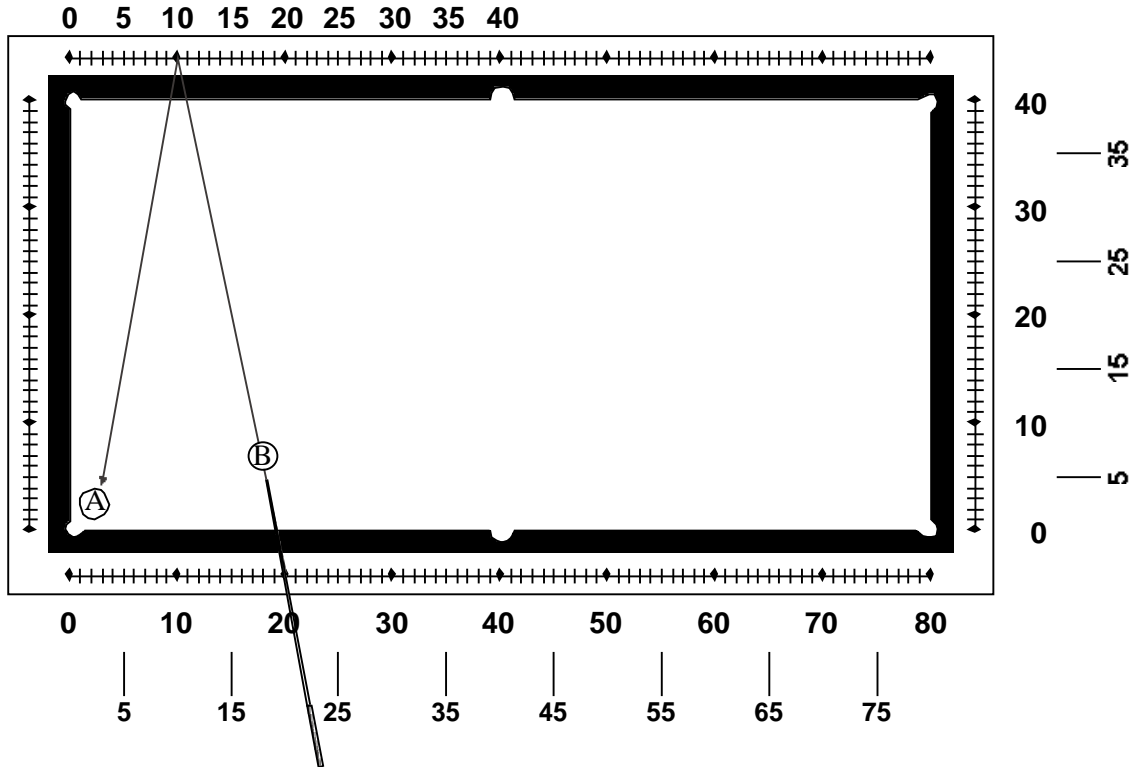




*Two “Mother” diagram examples
Numbered parallel 20:2=10 and
Numbered parallel 10:2=5
1 cushion – corner pocket*

⊙ zero spin

Check the compensation: 0 – 0.5 – 1.





“Exhibition shot”

This is a shot called **“gatherer”**.

By counterblow with a fourth spin on the right, we pot the ball.

