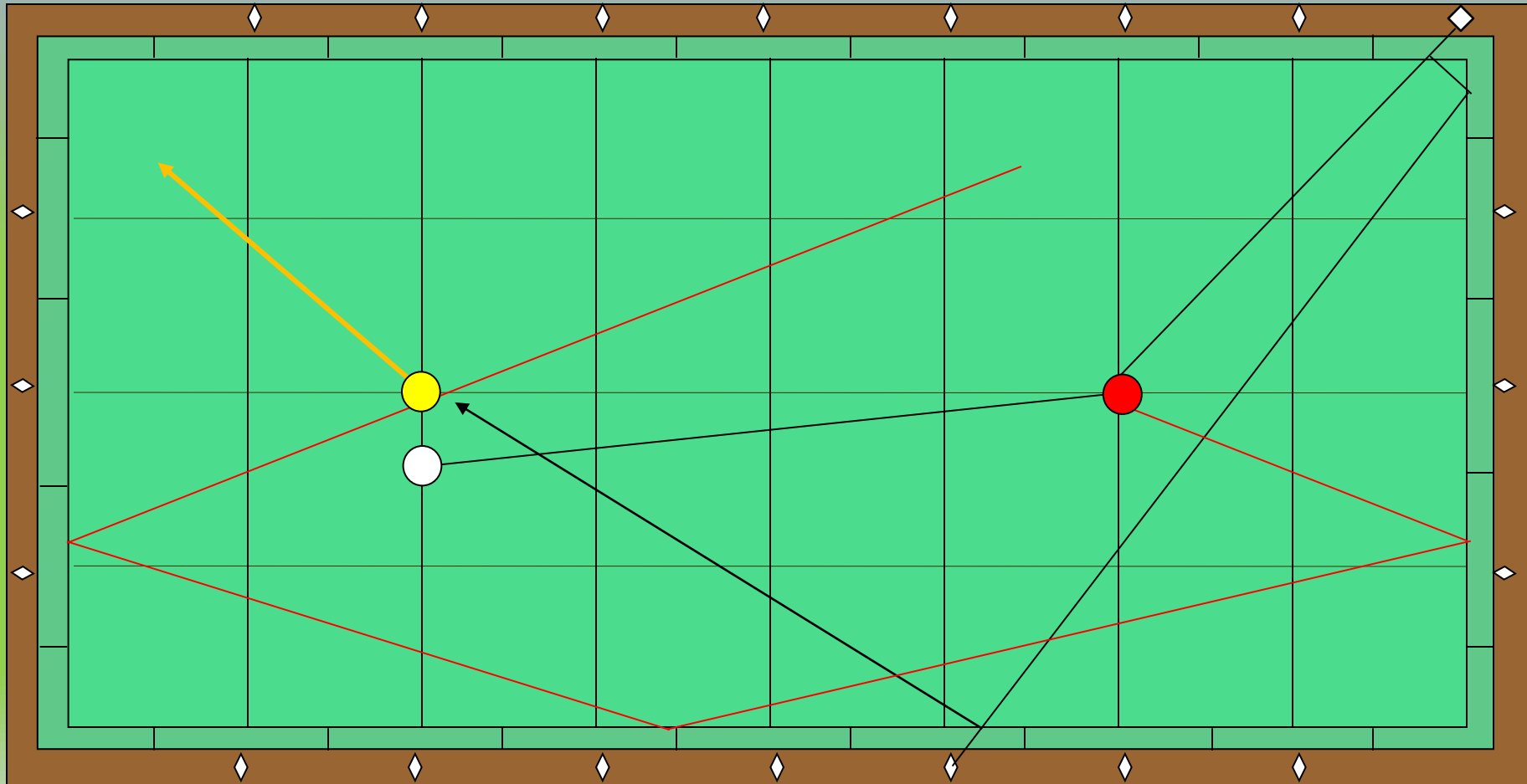
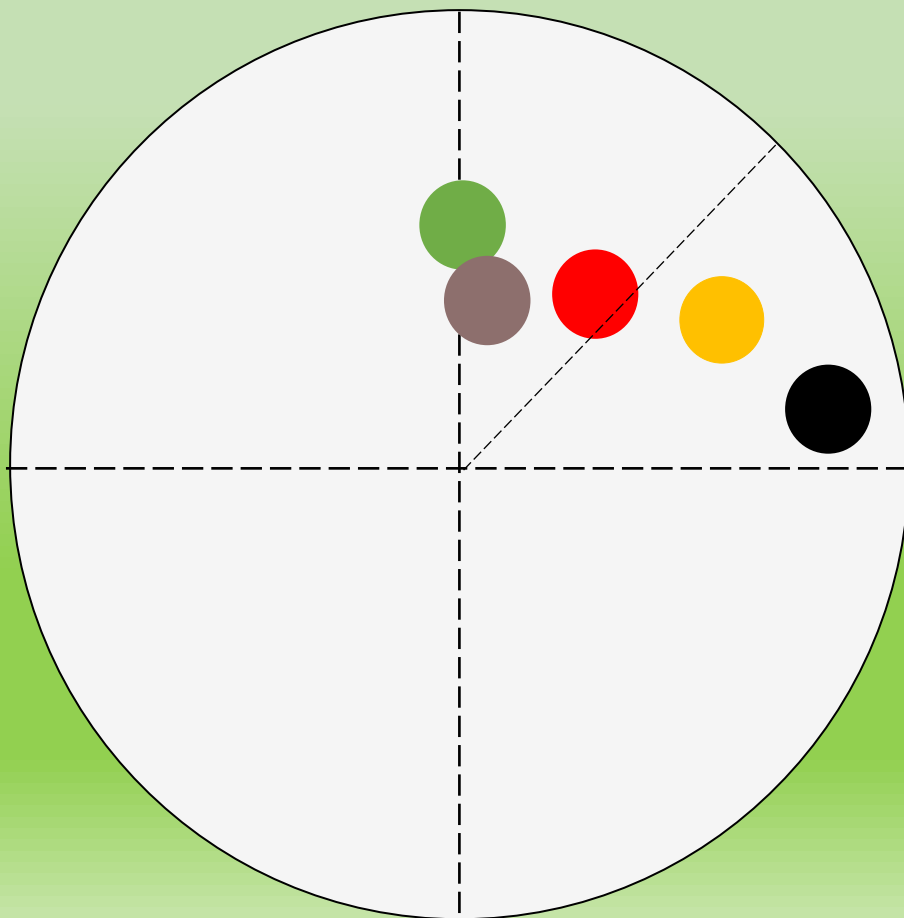


ESCOLA “MIQUEL ESPONA” FCB



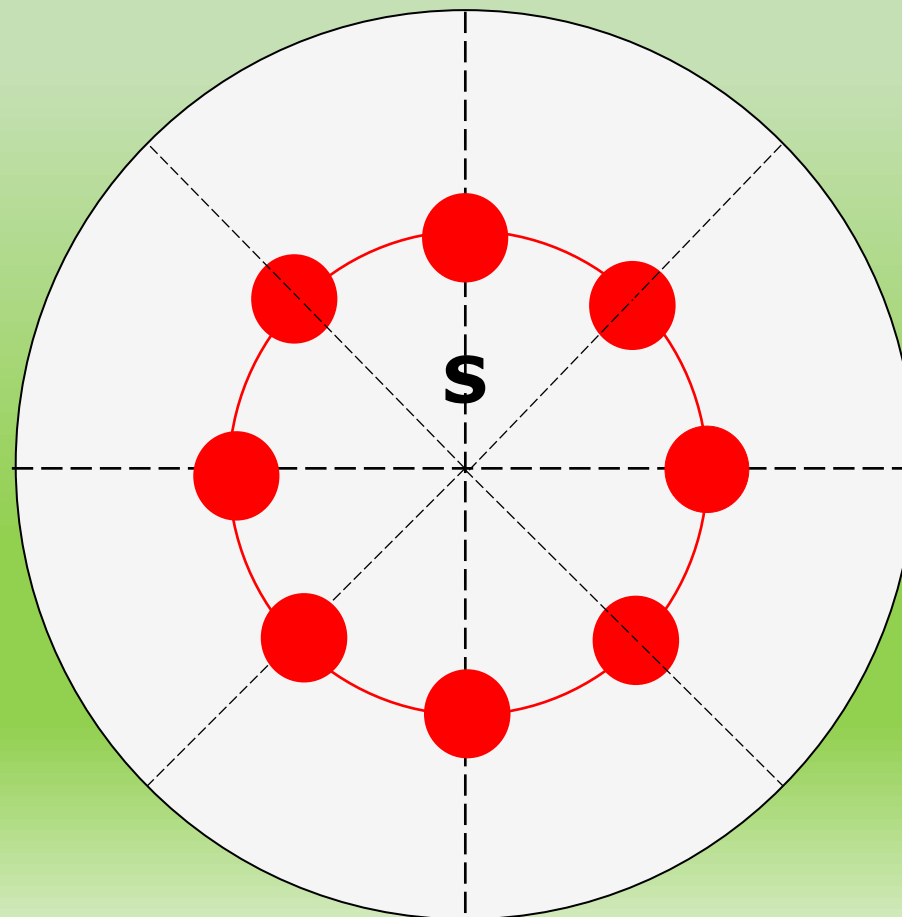
FEDERACIÓ CATALANA DE BILLAR



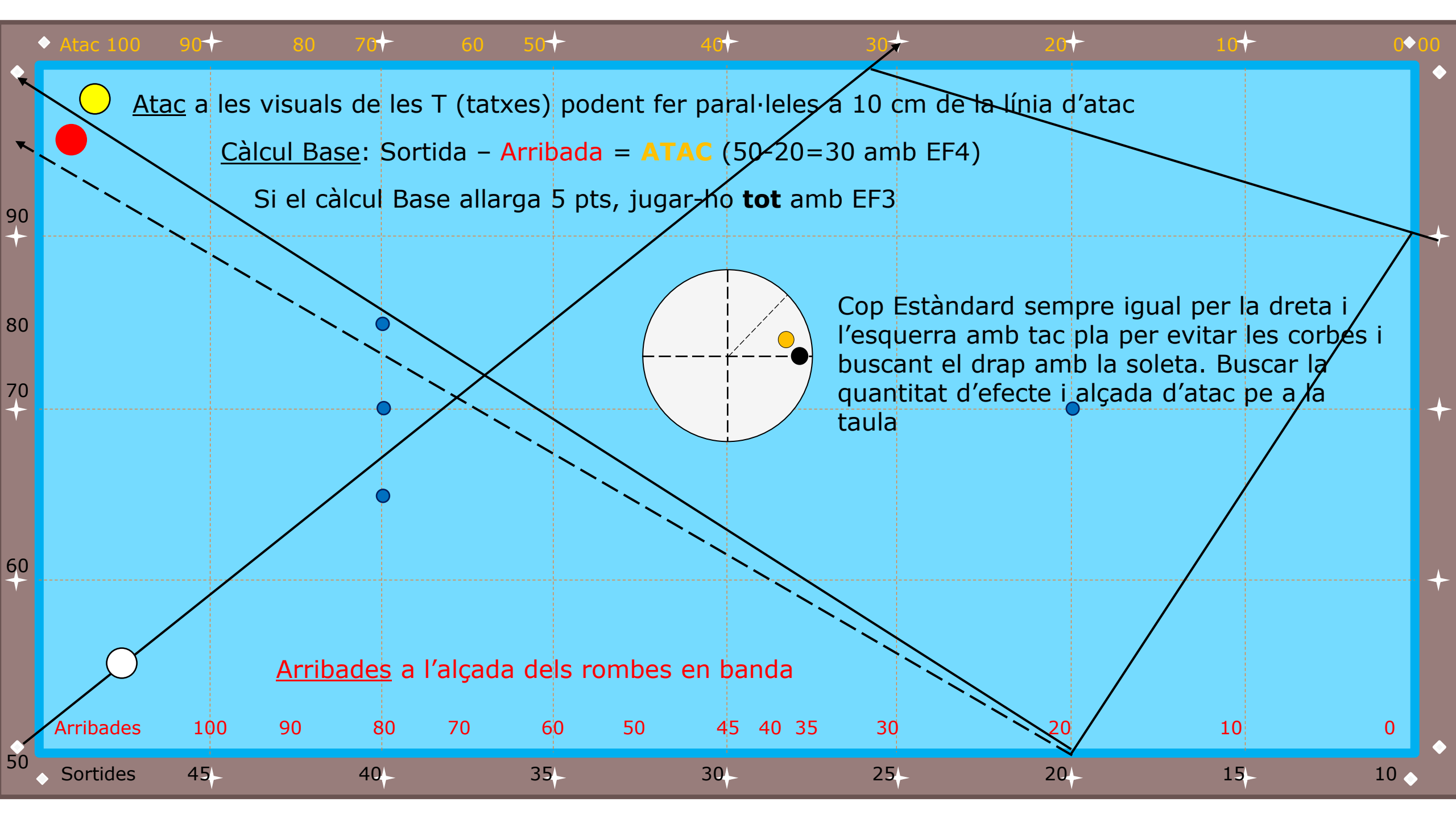


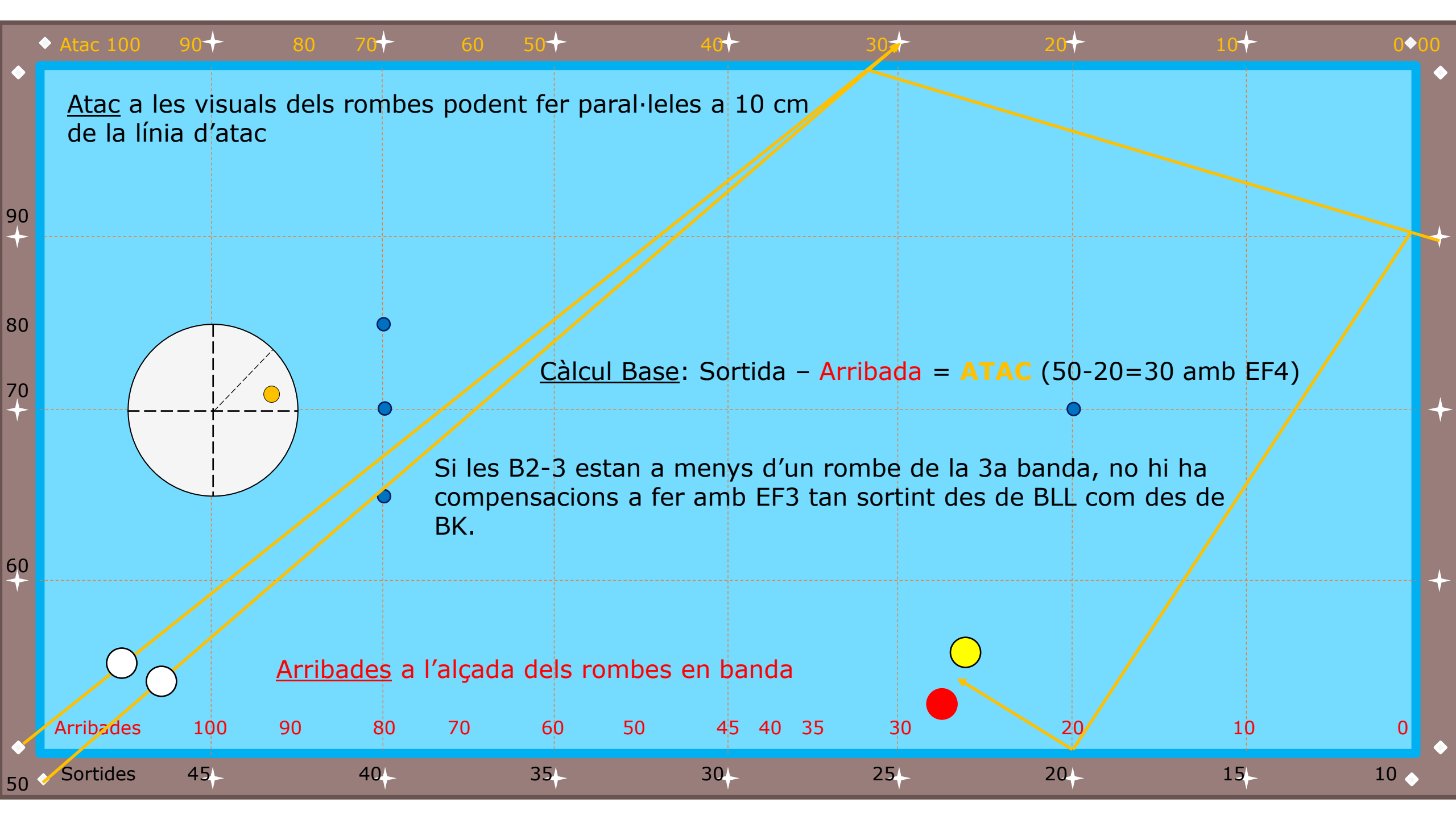
EF0 **EF1** **EF2** **EF3** **EF4**

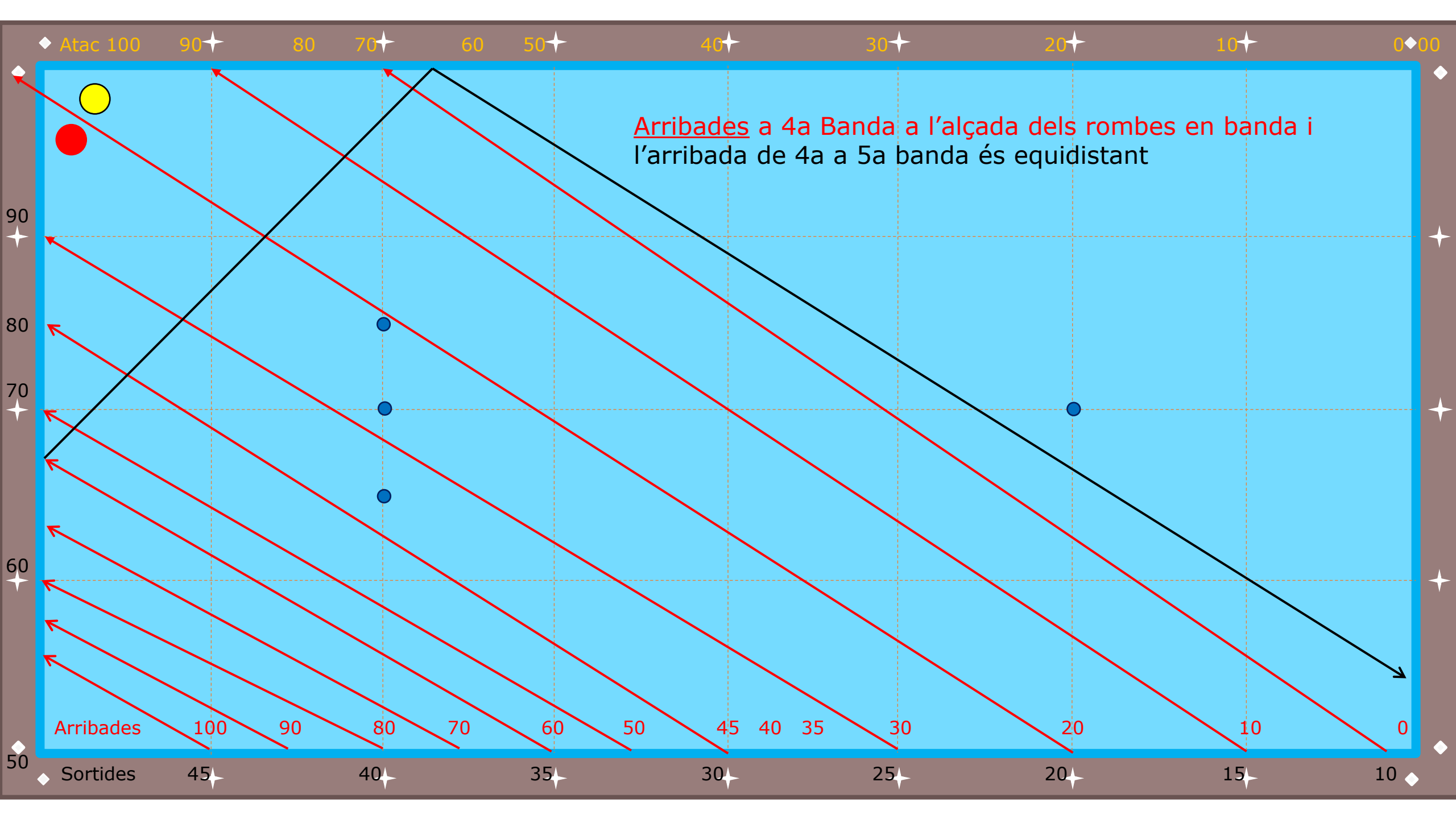
Cop (S) standatrd

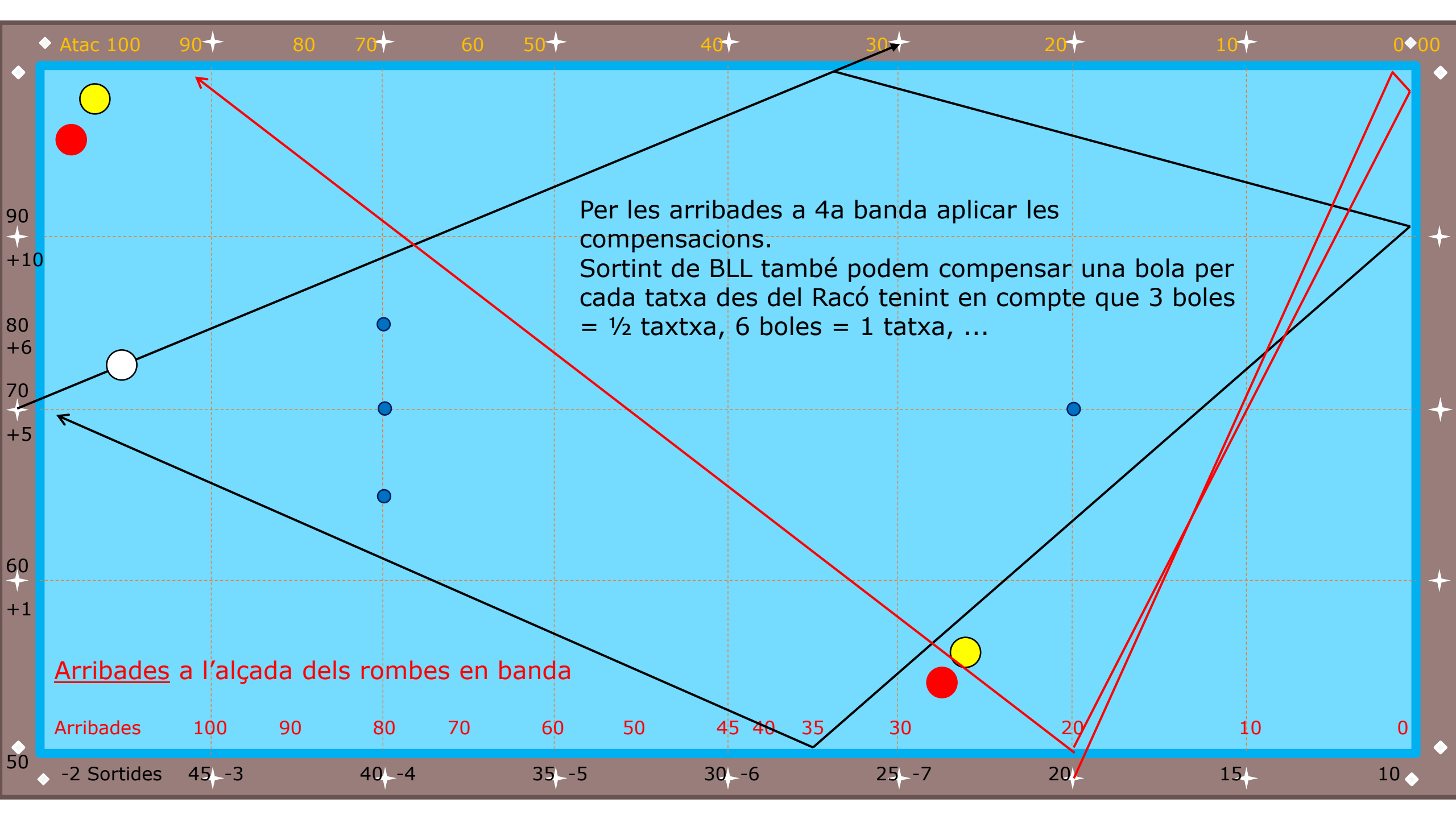


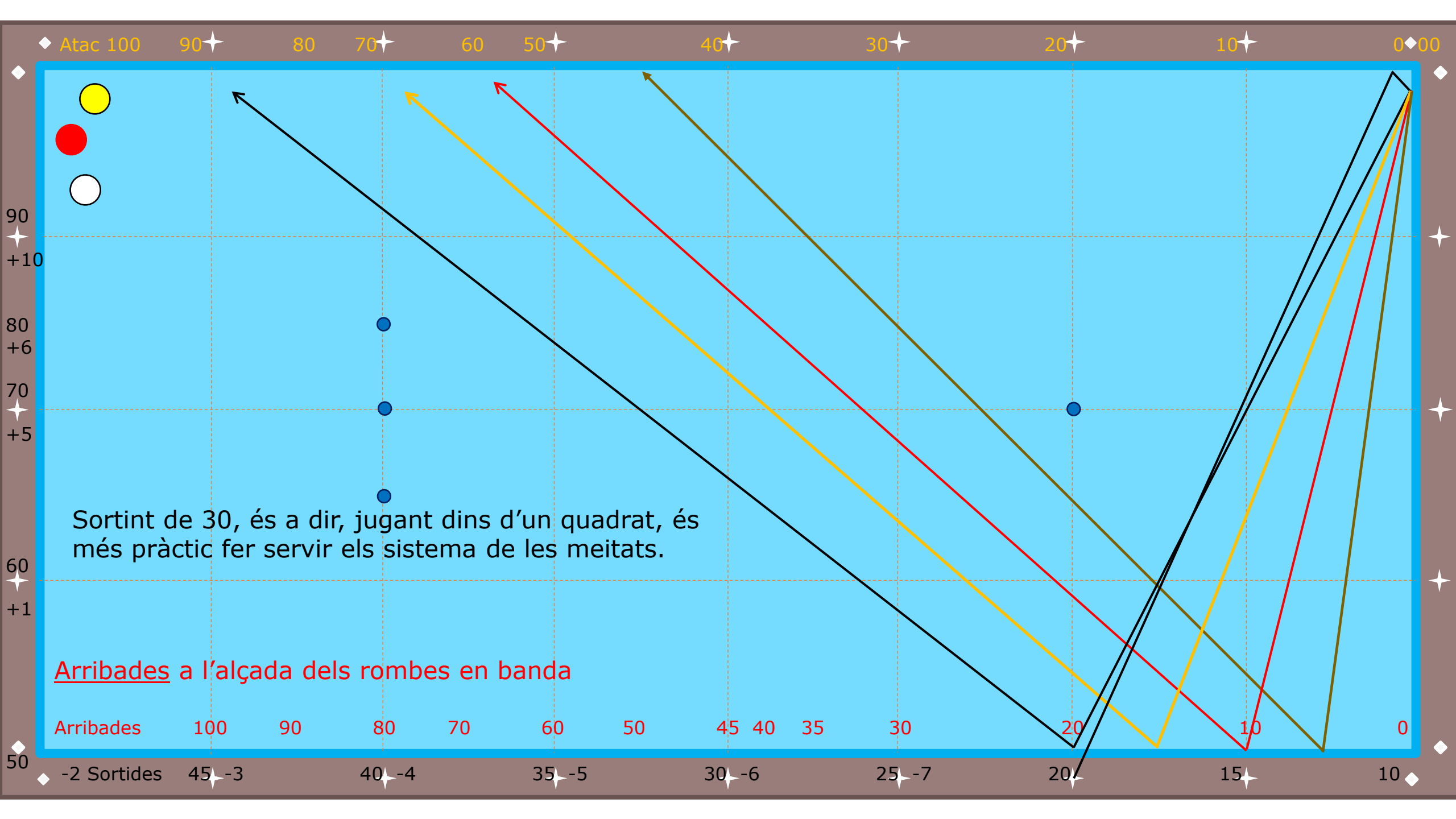
Atacant dins el circle vermell amb un cop natural i buscant el drap amb la soleta no desvirtuem els angles de sortida encara que canviem la força o velocitat de l'atac.

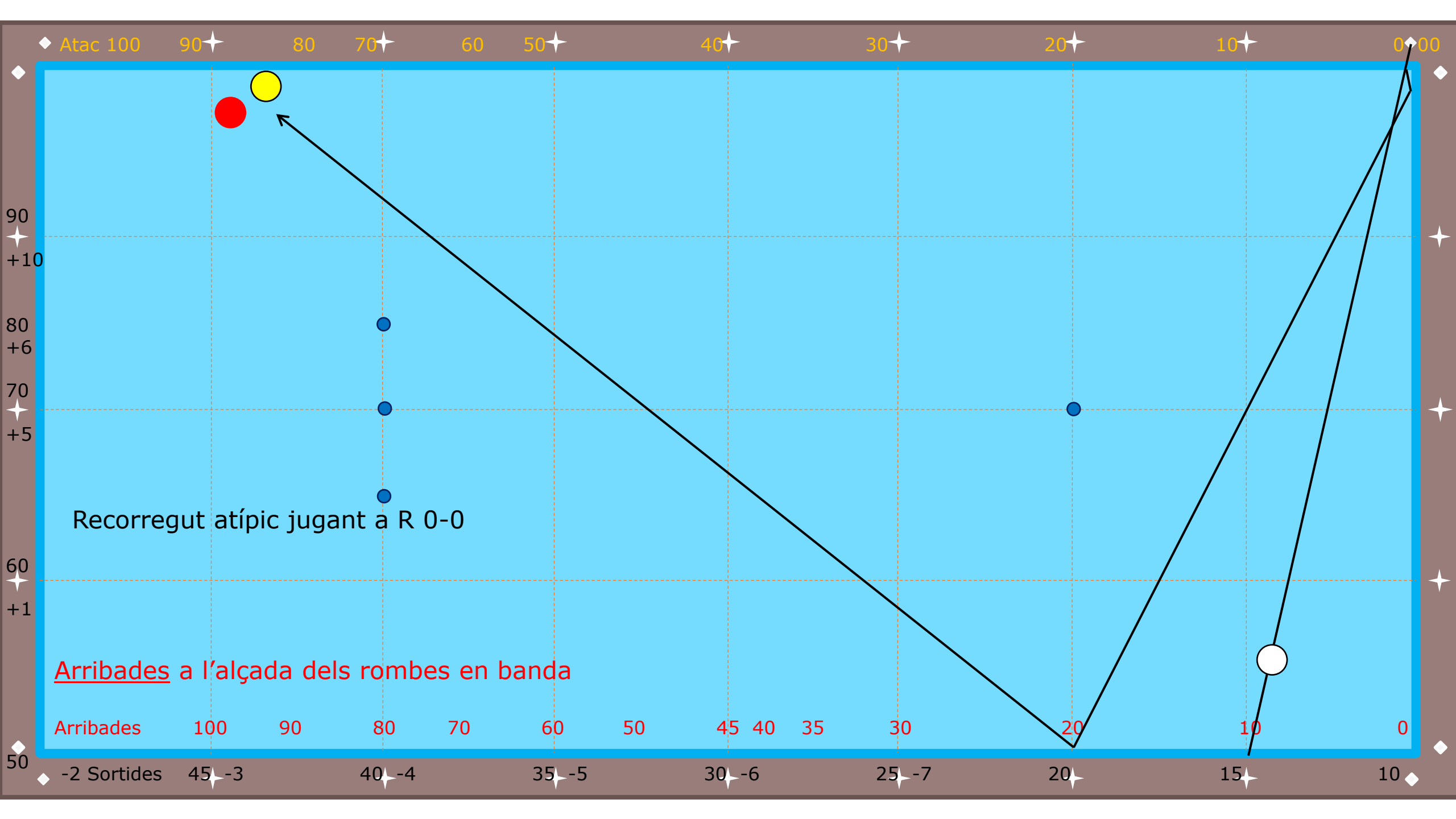


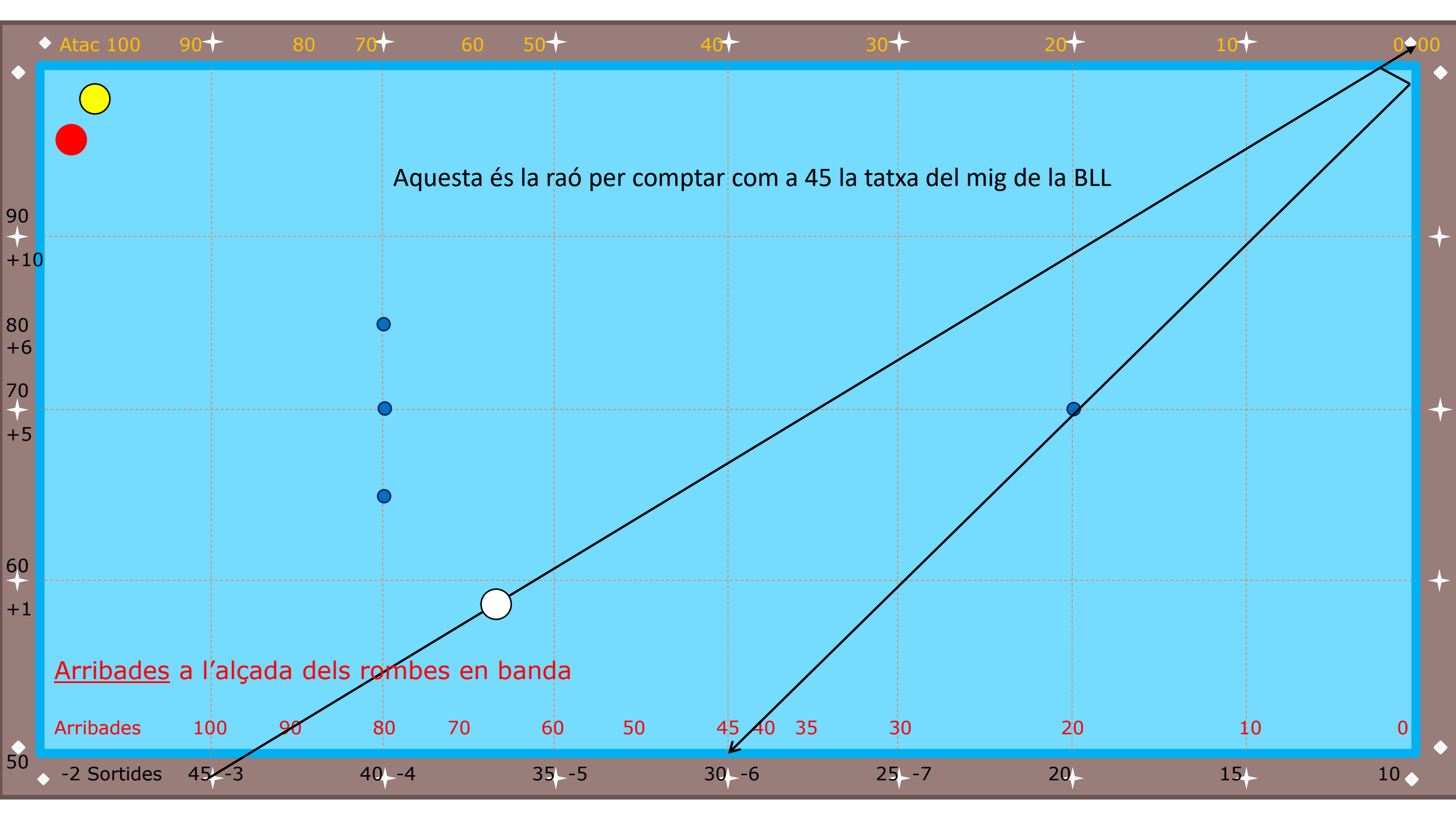


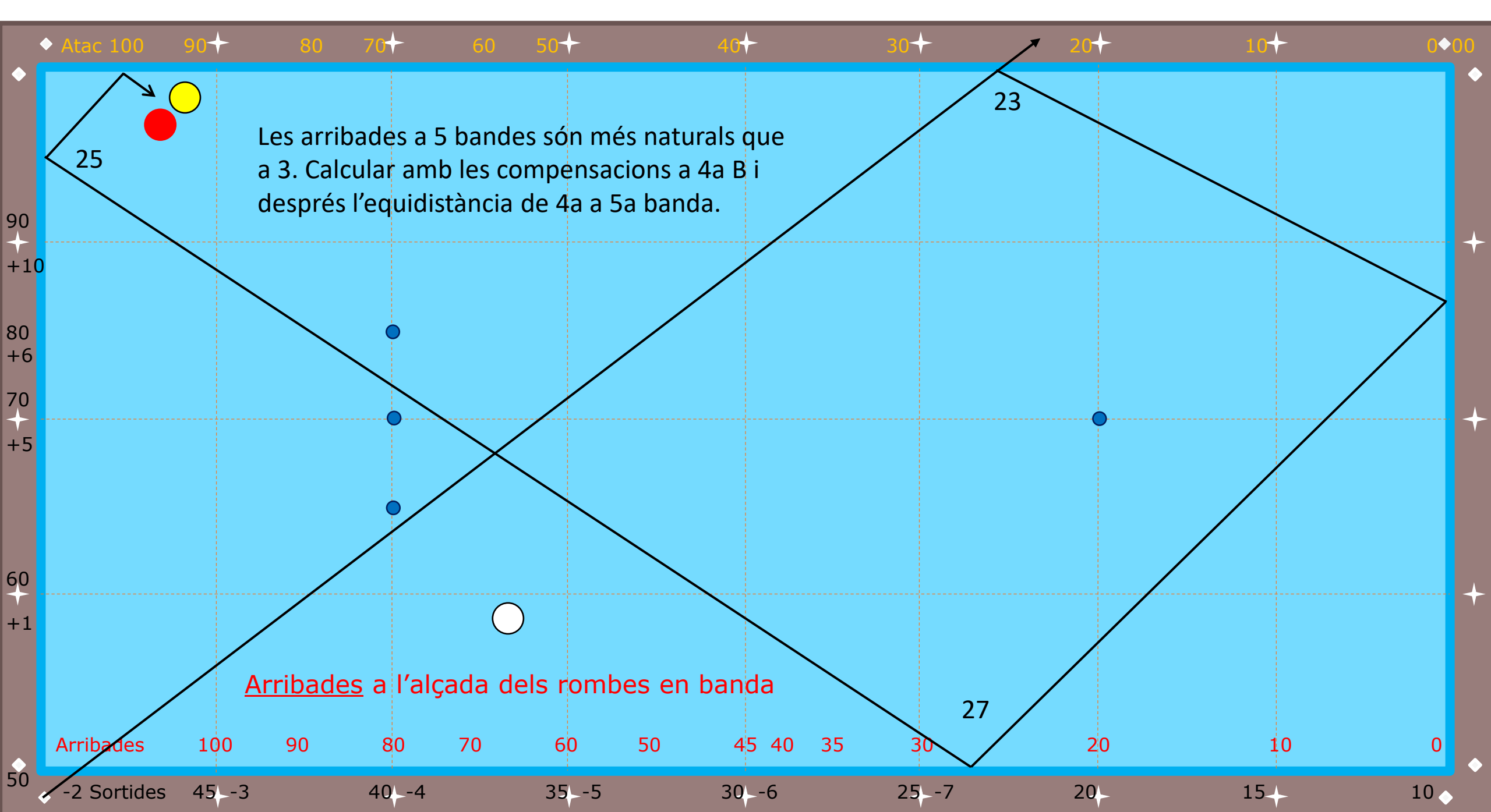


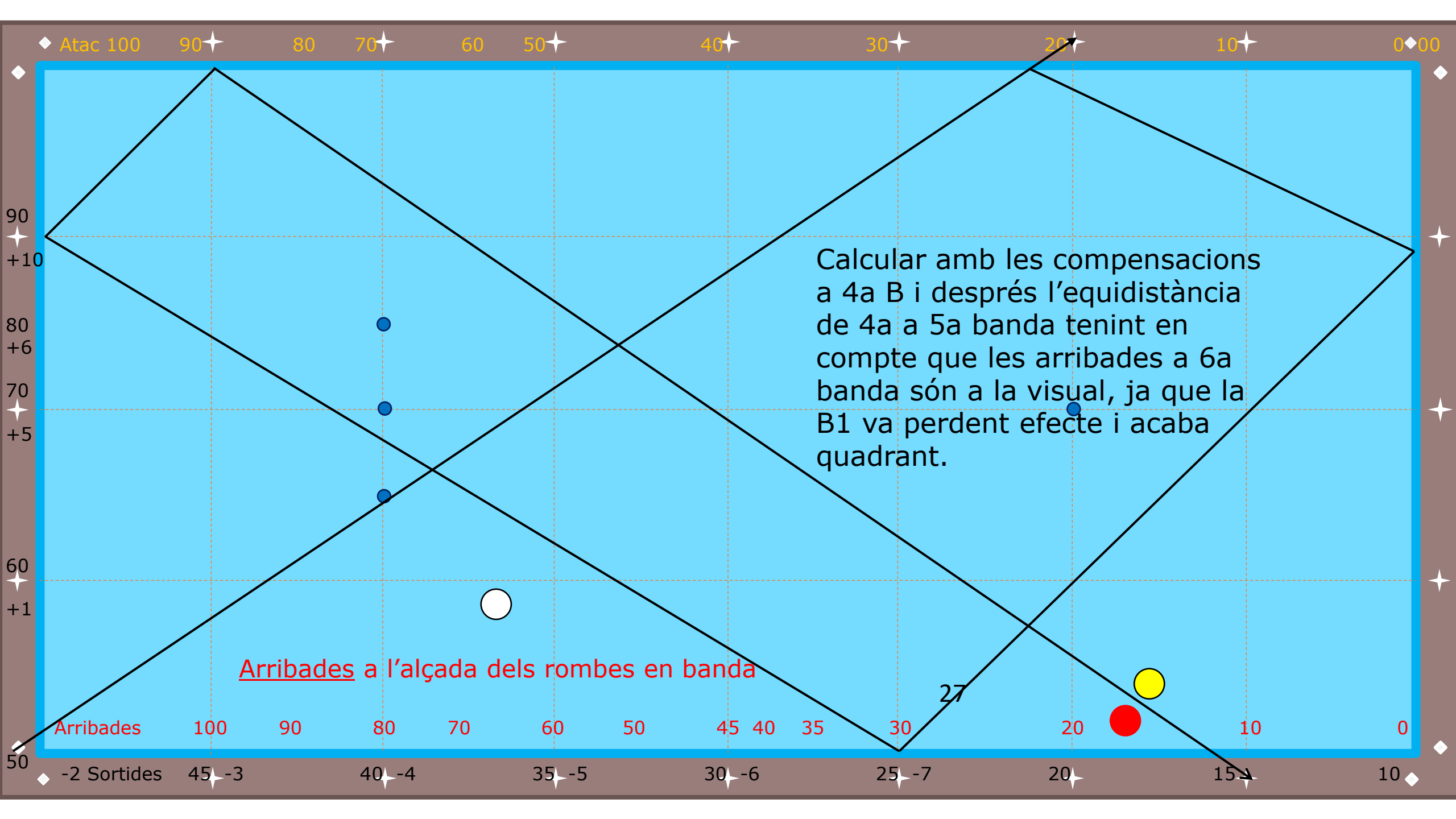


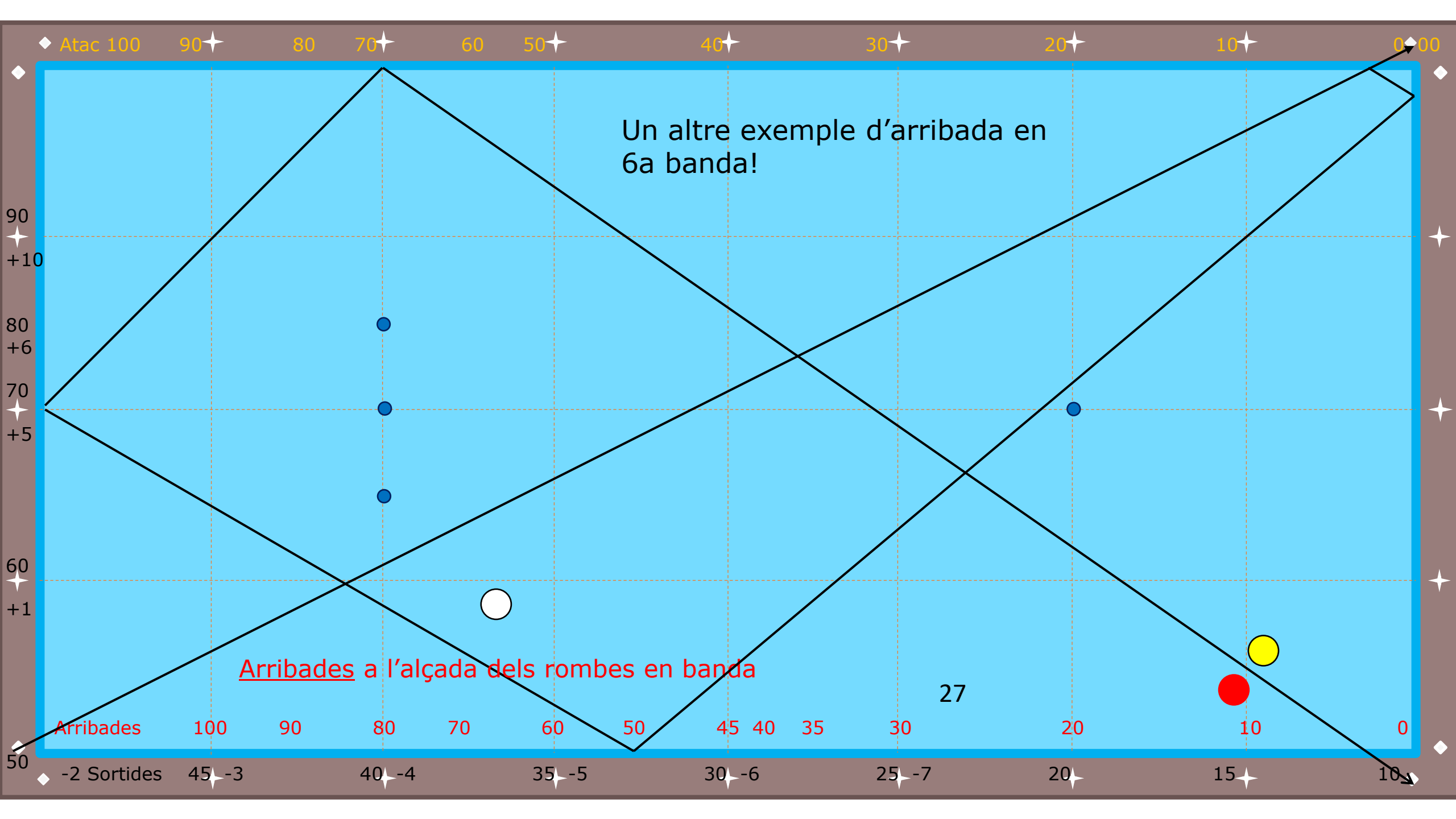


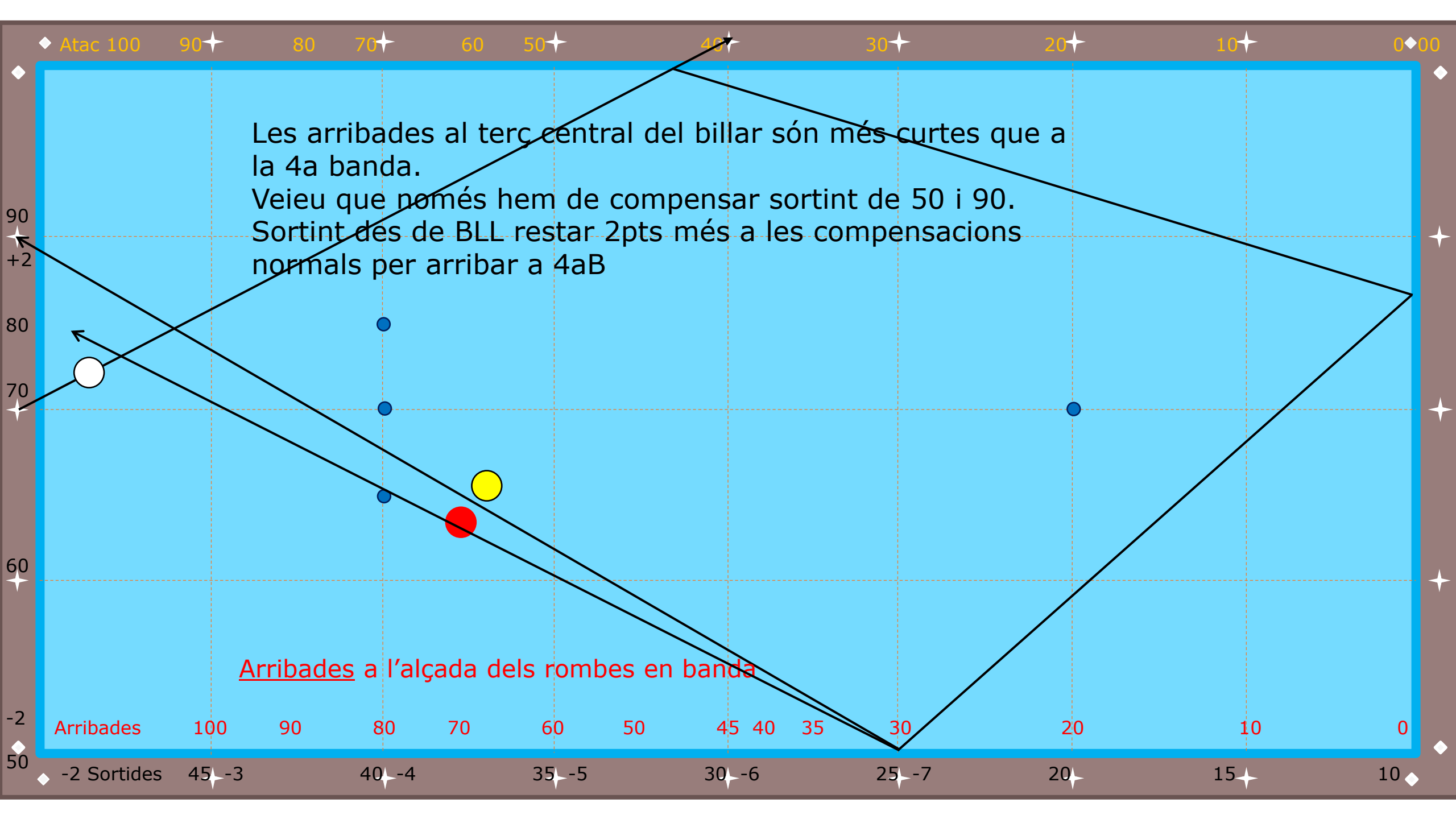


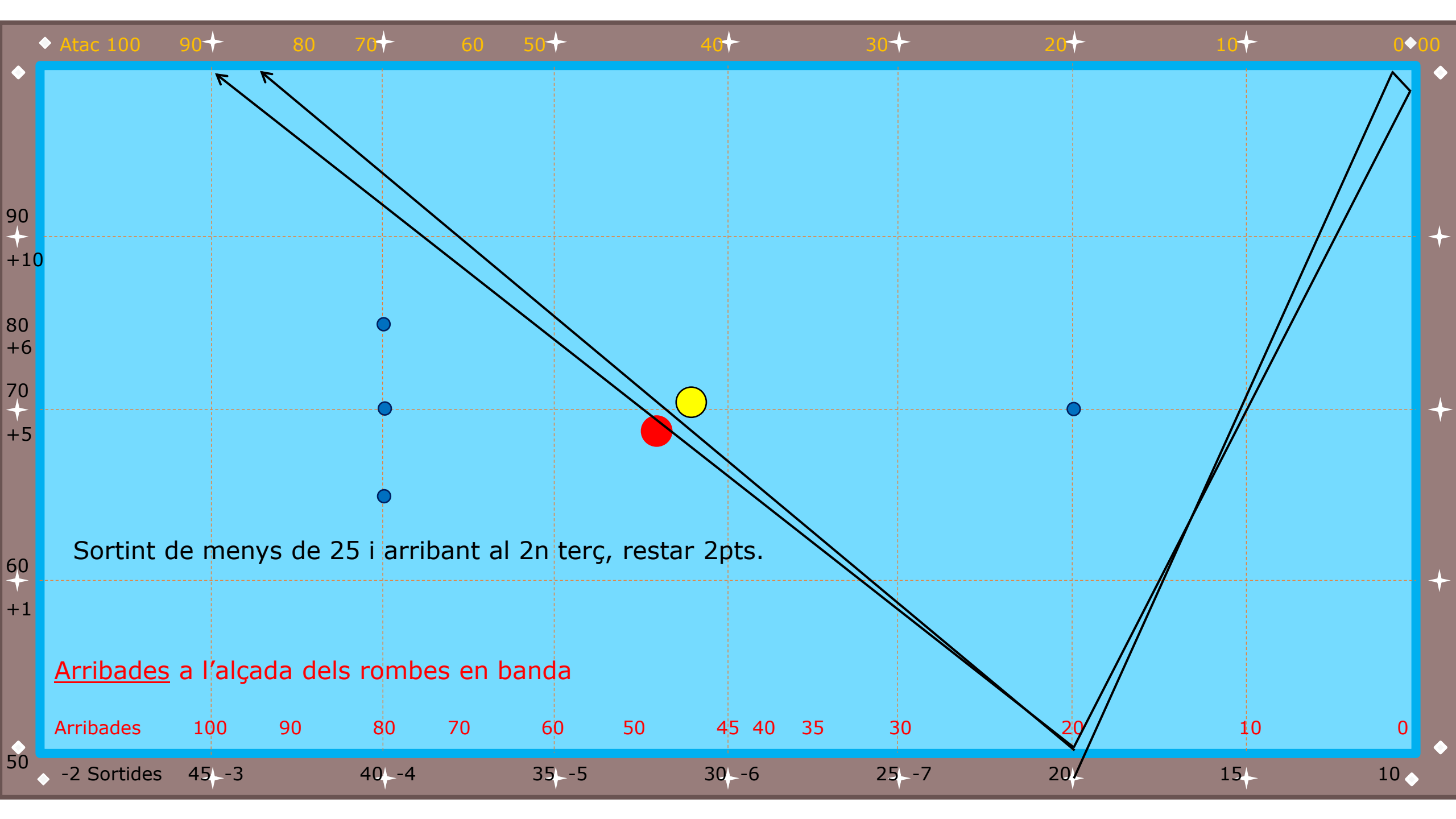


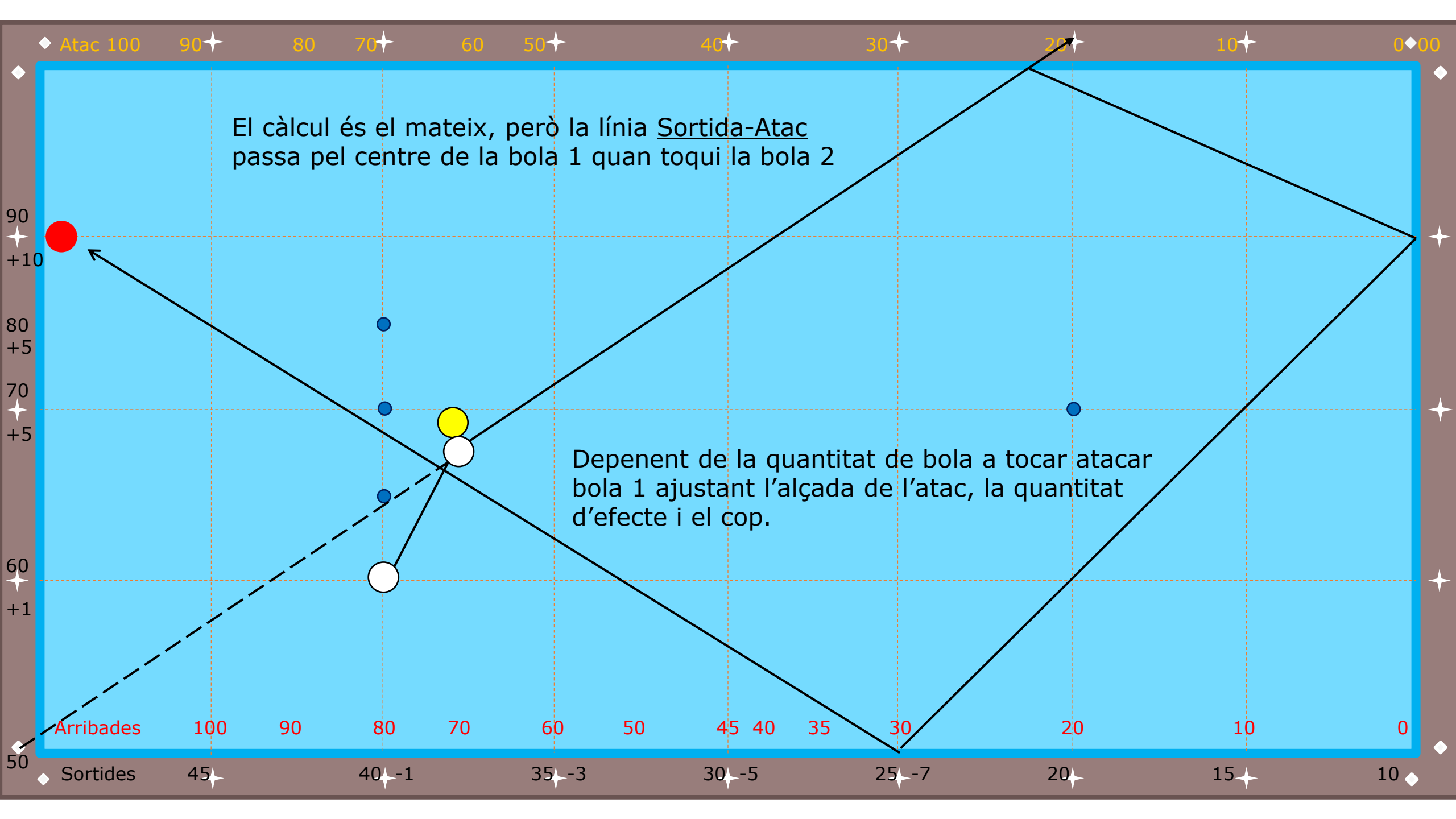


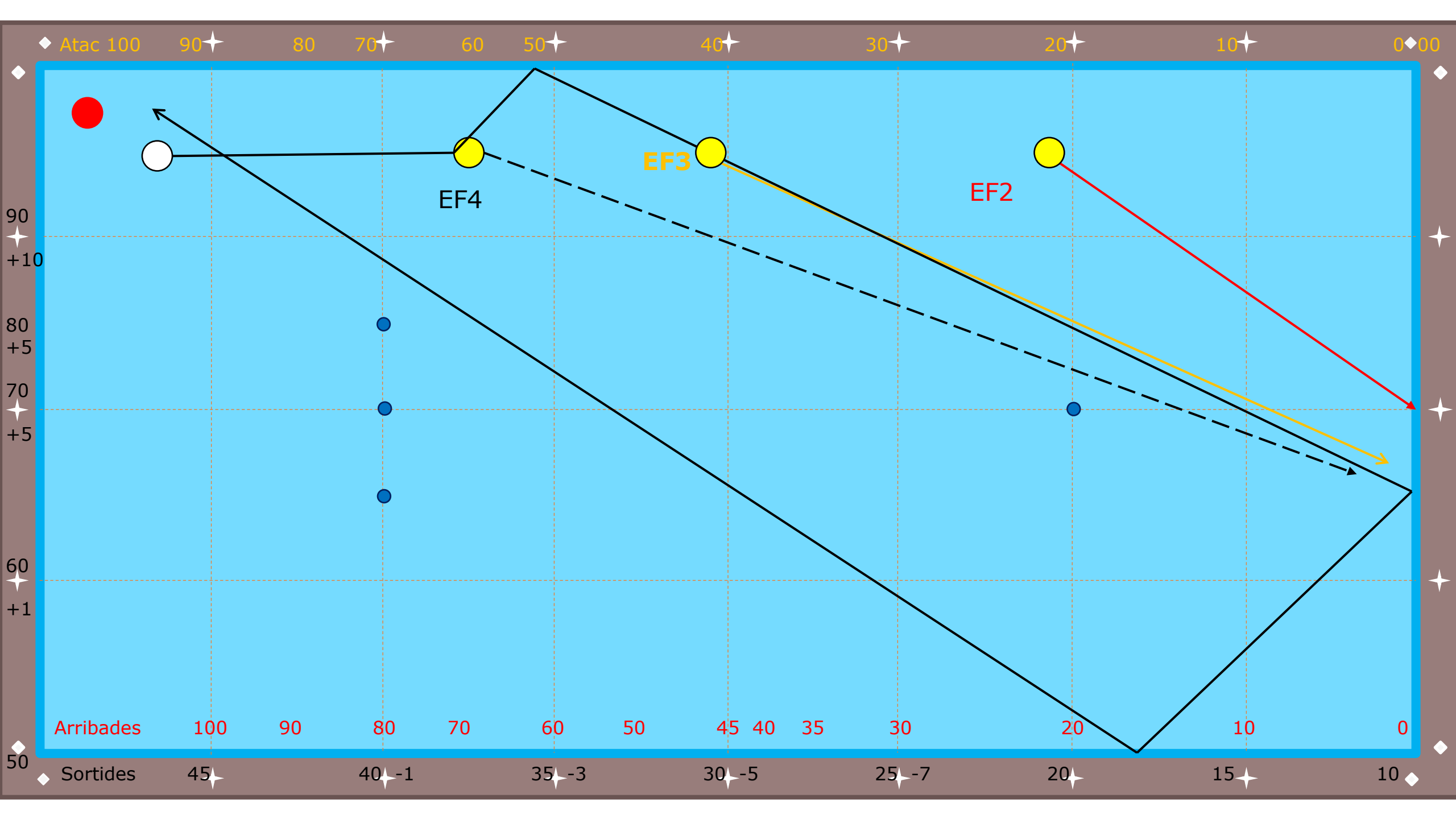


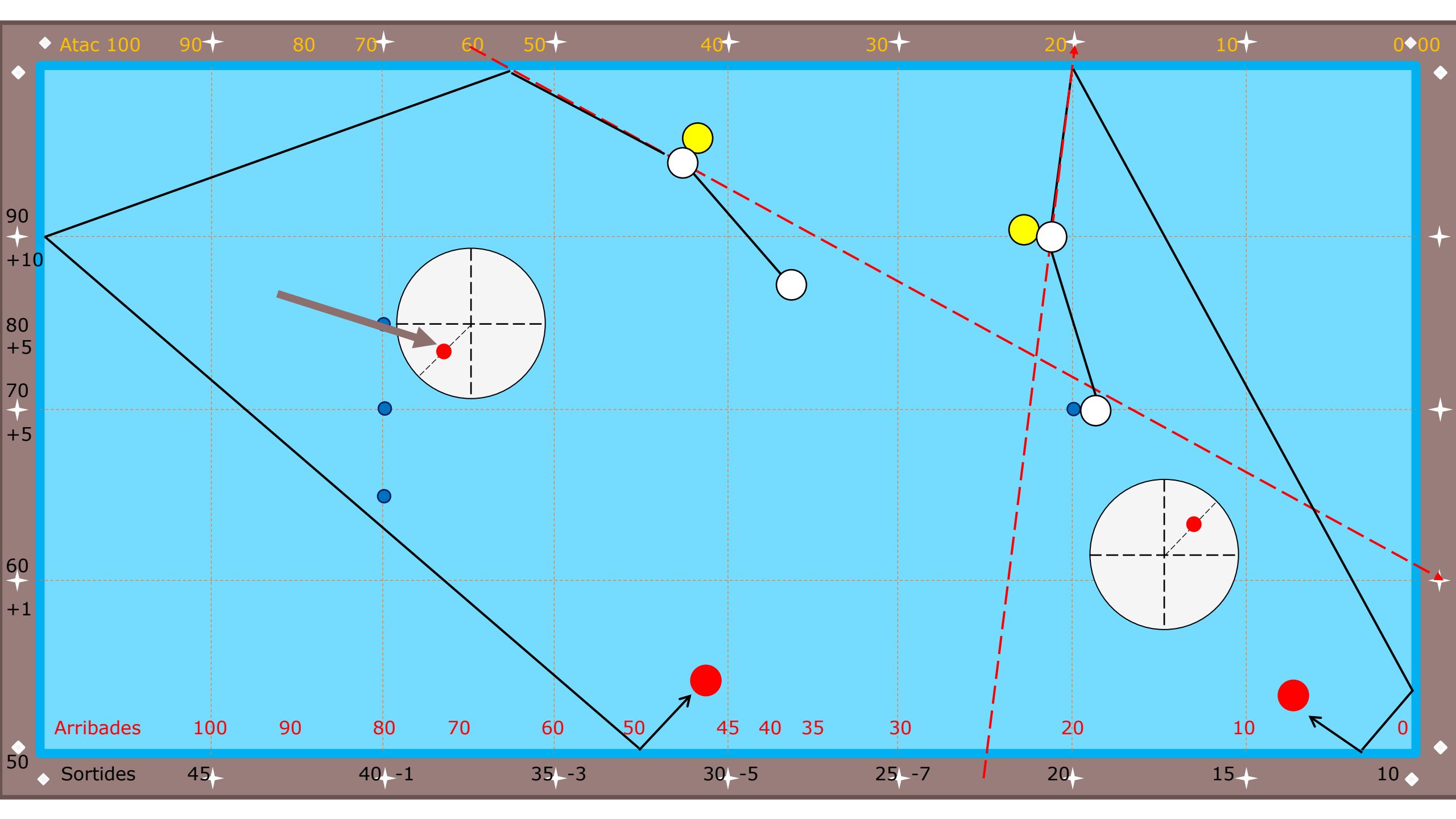


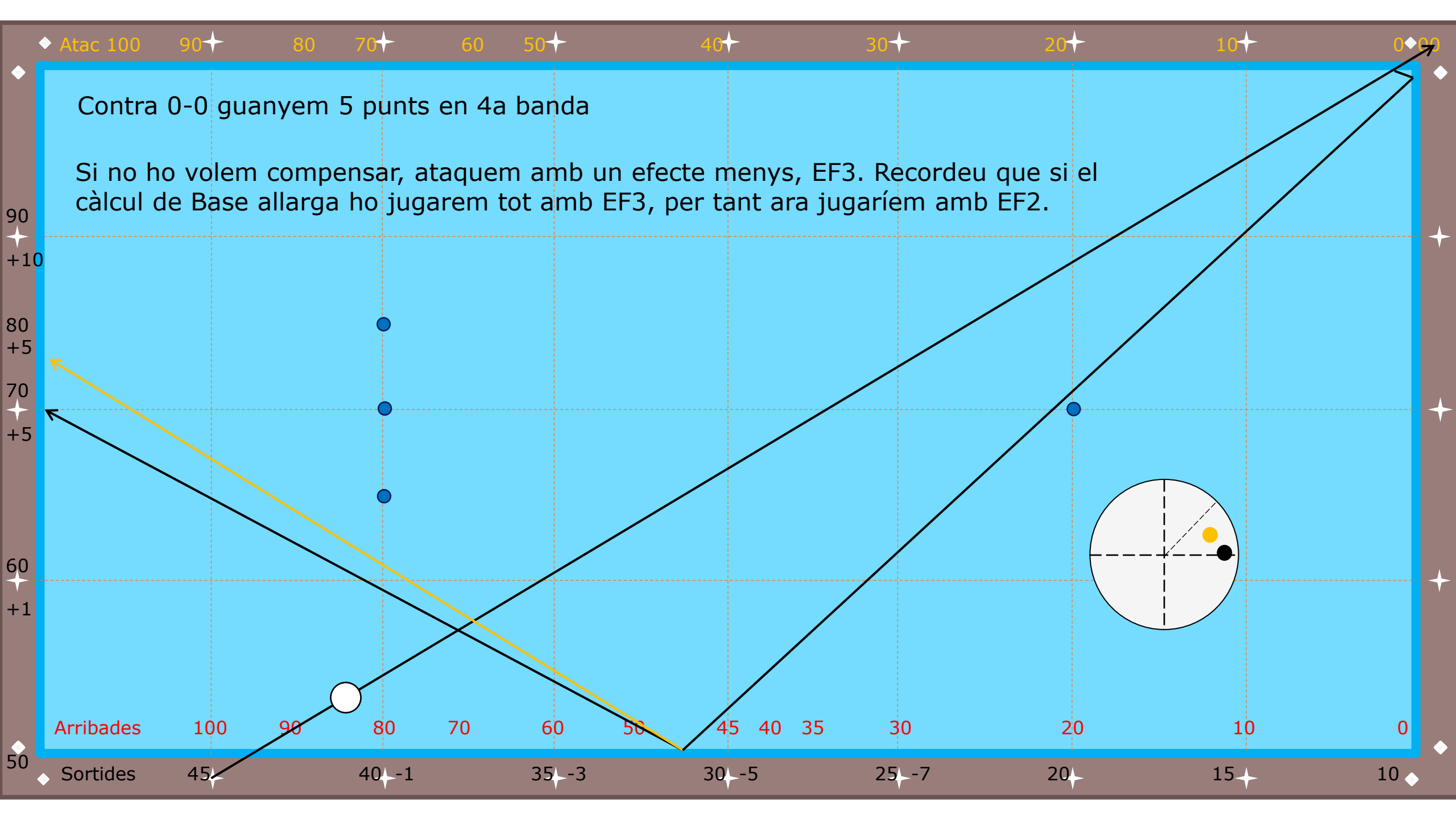


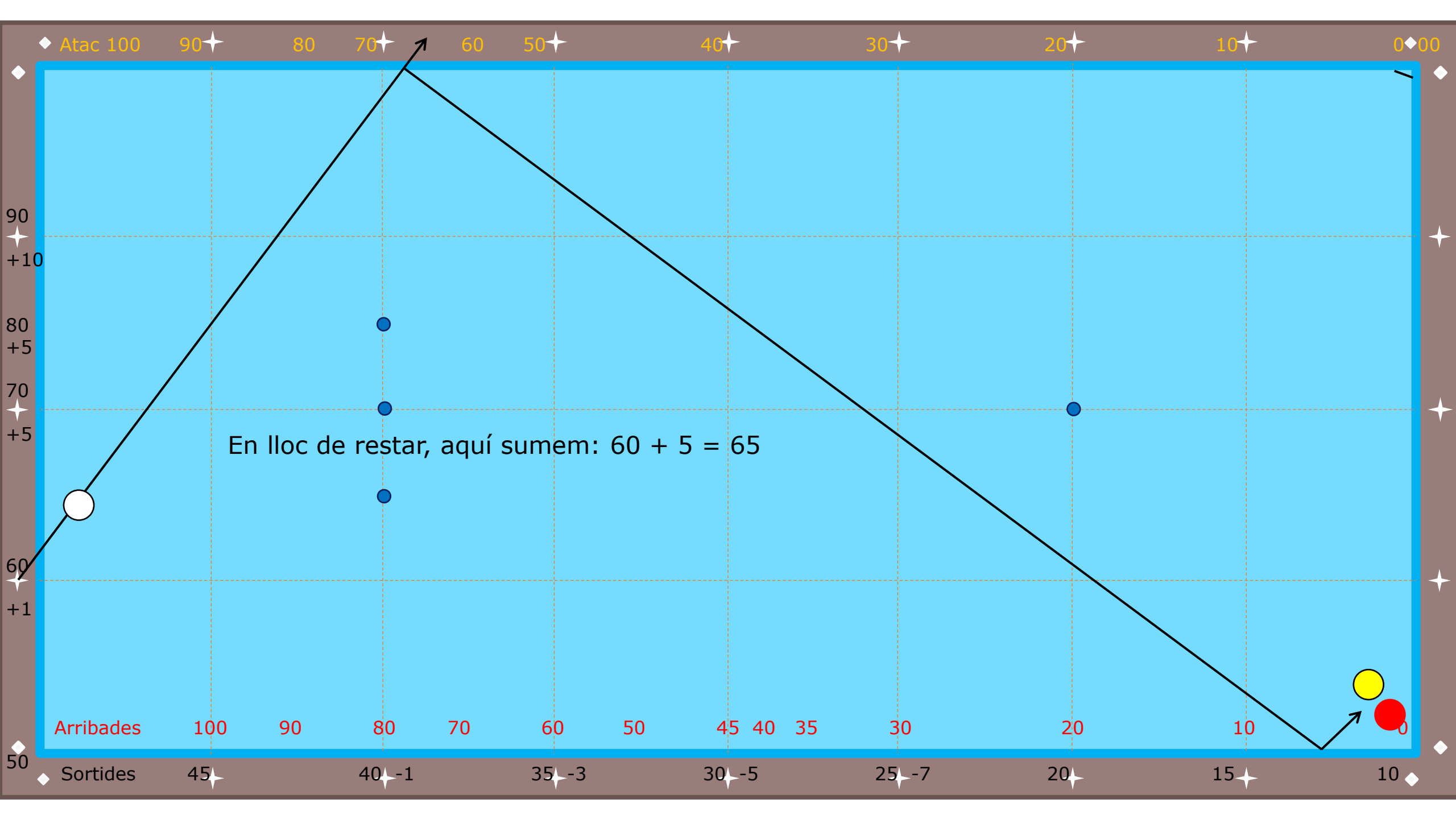




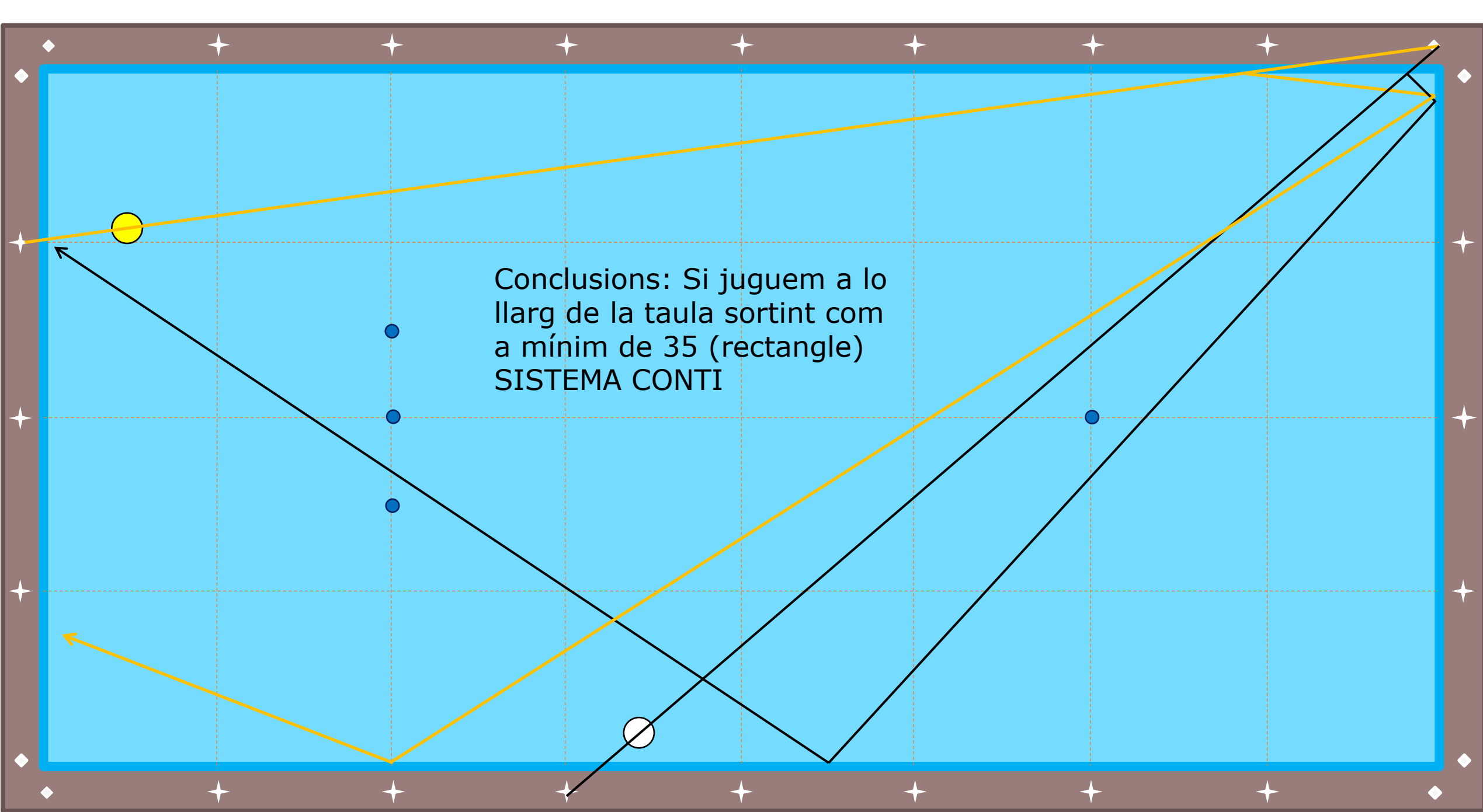








Conclusions: Si juguem a lo
llarg de la taula sortint com
a mínim de 35 (rectangle)
SISTEMA CONTI



Conclusions: Si juguem
sortint com a màxim de 30
(quadrat) SISTEMA DE LES
MITATS amb **EFO** o SISTEMA
CONTI amb **EF 2**



Conclusions: Si juguem dins del quadrat, però l'arribada en 4a banda està fora, és a dir, entre en el rectangle: SISTEMA CONTI amb **EF 2** amb les següents arribades. Quan sortim de 20 o de 10, l'atac més perpendicular a banda ja ens està marcant un augment de l'efecte!