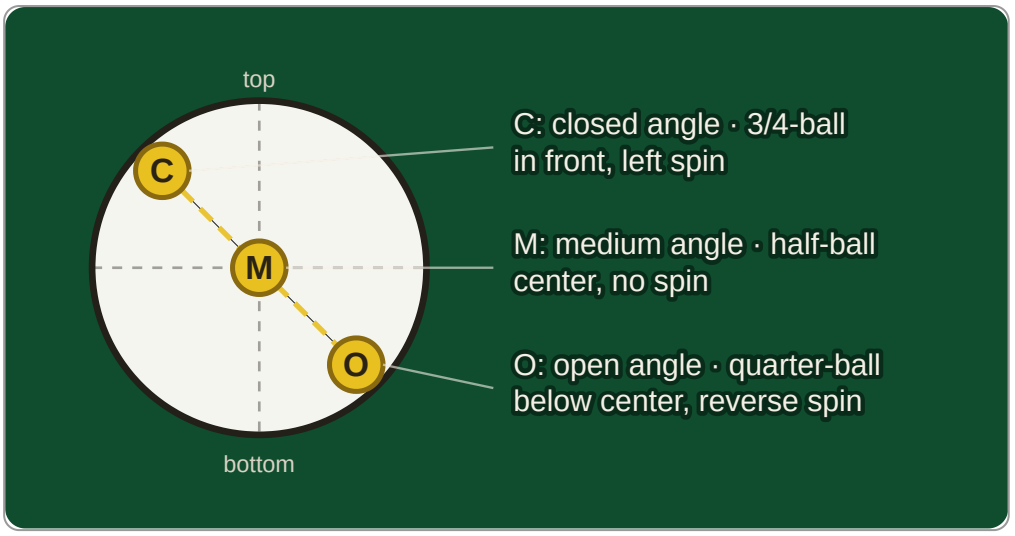
Scale points — a shot graded in three angles

The position that keeps coming back during a run: ball 3 in the corner, and a single shot set three different ways to join it there



Ball 2, seen from above: the three attack points lined up on the same diagonal. As the angle opens, you move down one step.

THE PRINCIPLE

Ball 3 is already sitting in a **corner zone**. You attack ball 2 to send it straight into that zone, while your ball goes **around the cushions** to come back and find ball 3 there too. The angle you approach ball 2 from sets the setting to use.

THE THREE SETTINGS

Angle	Fullness	Spin	Stroke
Closed (natural shot)	3/4-ball	left	natural
Medium	half-ball	no spin	—
Open	quarter-ball	reverse, max	firm

IN THE ORDER THE ANGLE OPENS

- **Closed angle**: ball 2 goes straight into the zone, the natural stroke is enough to send your ball around. Nothing to correct.
- **Medium angle**: with the same attack, your ball would go too wide. One step down in fullness, attack at the center, spin taken off.
- **Open angle**: thinnest fullness, so a double correction — the reverse spin straightens your ball, the firm stroke gives ball 2 the energy it no longer gets from such a thin hit.

WHEN TO USE IT

As soon as ball 3 is in the corner and your other two balls are out in the open: this shot scores and puts everyone back in the zone in a single stroke, to keep the run going there.

"Scale points" is the name this shot goes by, and the three-step grading is part of its vocabulary. The path around the cushions (full diagram on the online course) is illustrative, not a diamond calculation like the three-cushion systems on this site.

The full course, free and offline: **www.espritbillard.com/en/echelle/**