



Marking Balls

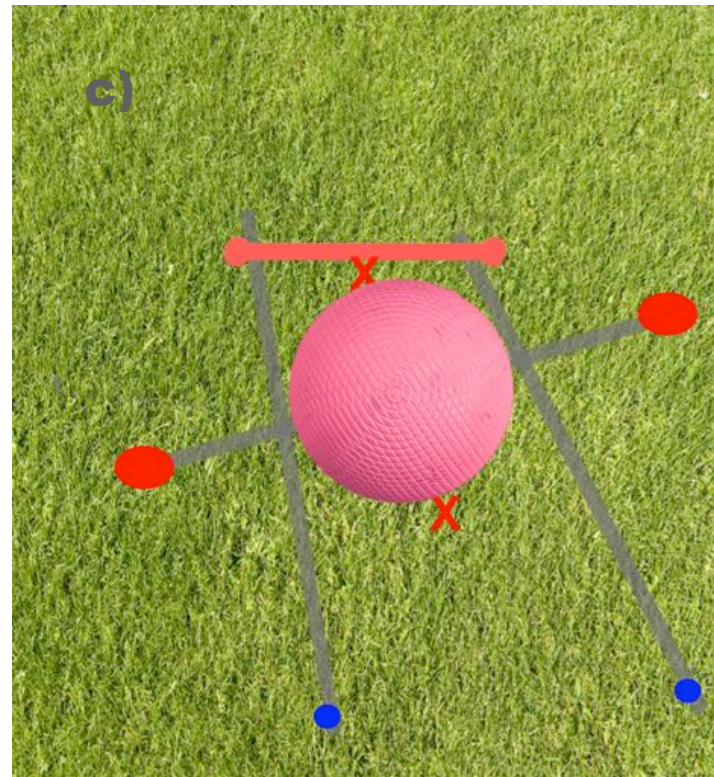
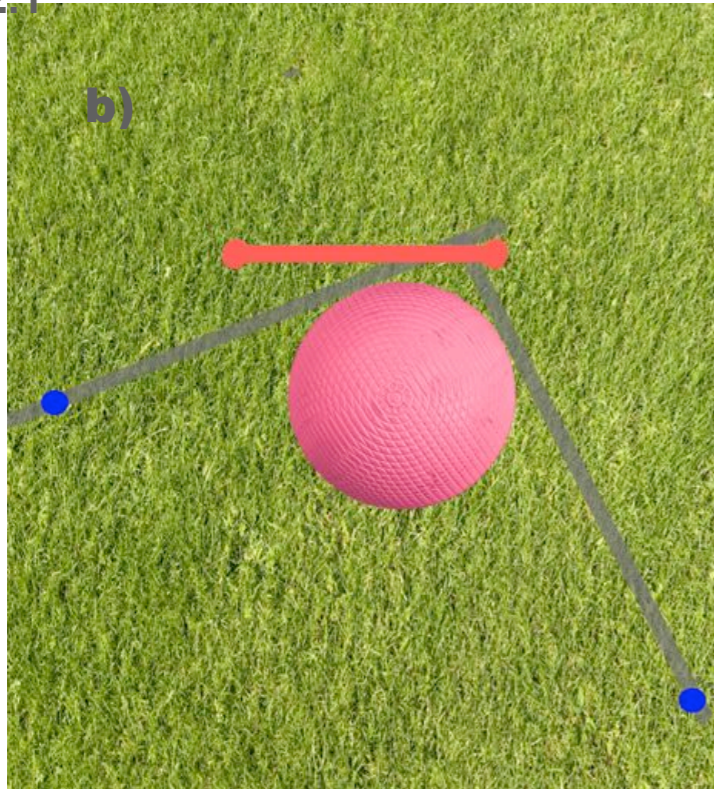
https://www.youtube.com/edit?o=U&video_id=rZpZYoDK_r8

This chapter deals with the various methods of marking critical balls near hoops and judging the position of a ball approaching, in or having run the hoop.

Rover hoop conditions are dealt with in a subsequent chapter.



Fig 2.1



There are two methods of marking balls close to the hoop,

a) First one could judge the dead **centre** of the ball and imagine a line to a point, say the inner hoop leg, and place two markers on either side of the ball to be played. Remember to mark any other balls that may be affected by the stroke as well.

b) The second is to mark the **side plane** of the ball and the inner edge of the hoop. If the markers are near 90 degrees, the accuracy is greatest. If as shown in Fig 2.1 c) this is not possible two further markers on the side of the ball or marking a line through the ball would help.

c) Additional side markers may at times be required, when a critical ball is very near a hoop, will take more placement time, but it is best to avoid the immediate areas near the ball (marked X).