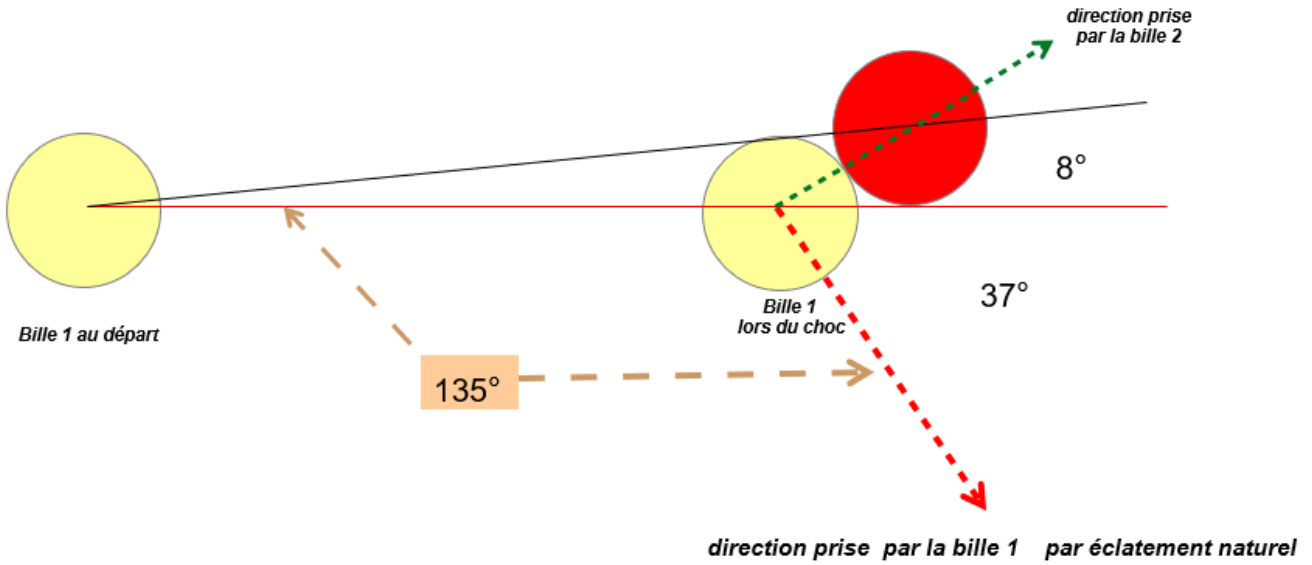


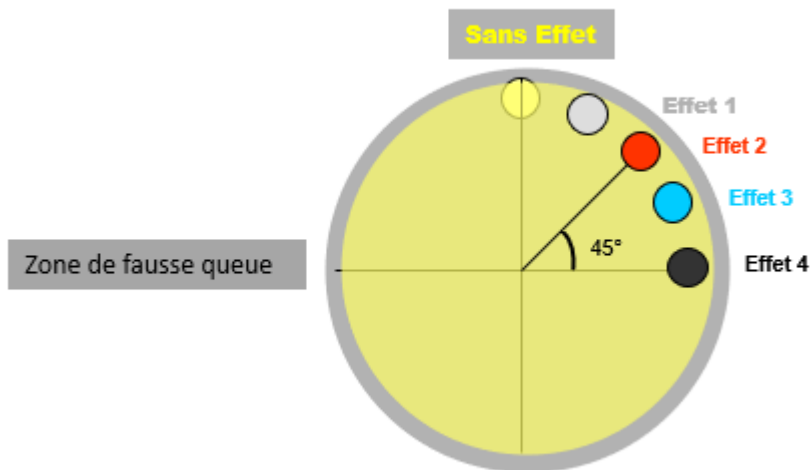
LES BIAIS

SYSTEME BELGE

L'ECLATEMENT NATUREL

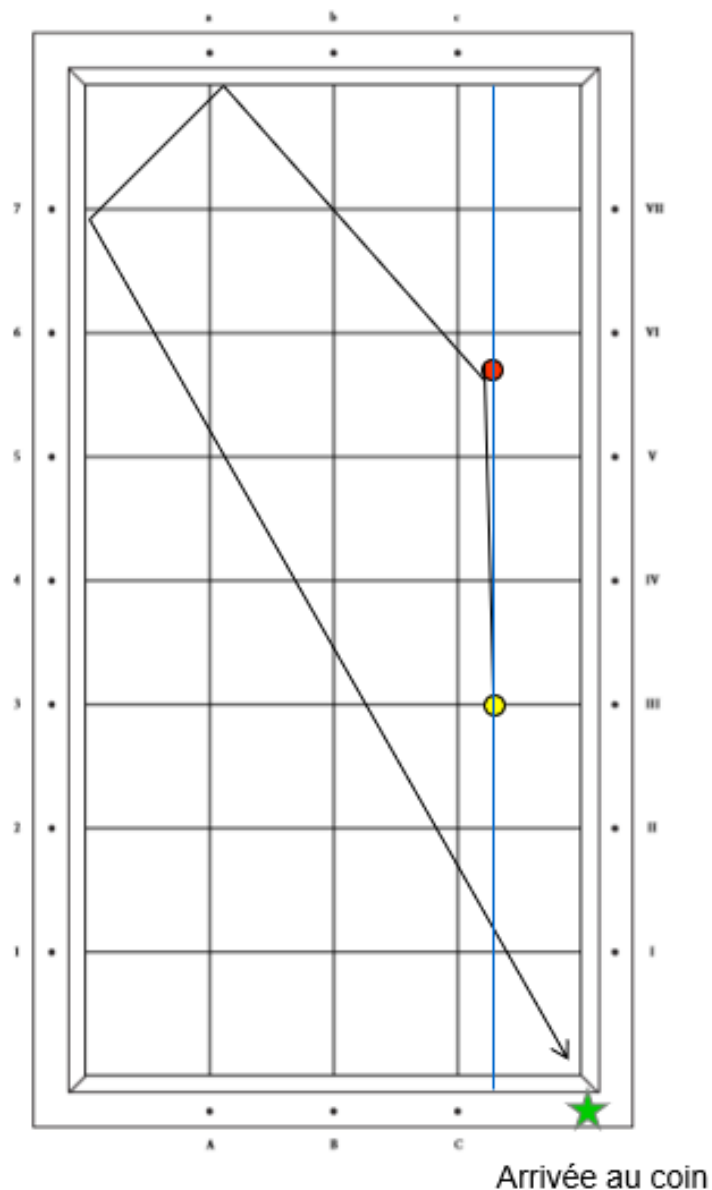


LES ATTAQUES DE LA BILLE 1



Système Belge PG (application de l'éclatement naturel) **Biais 0 à 4**

Biais 0

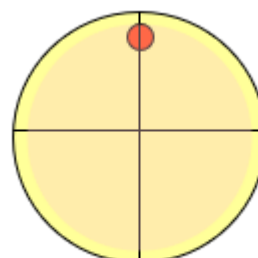


Quantité = 1/2 bille

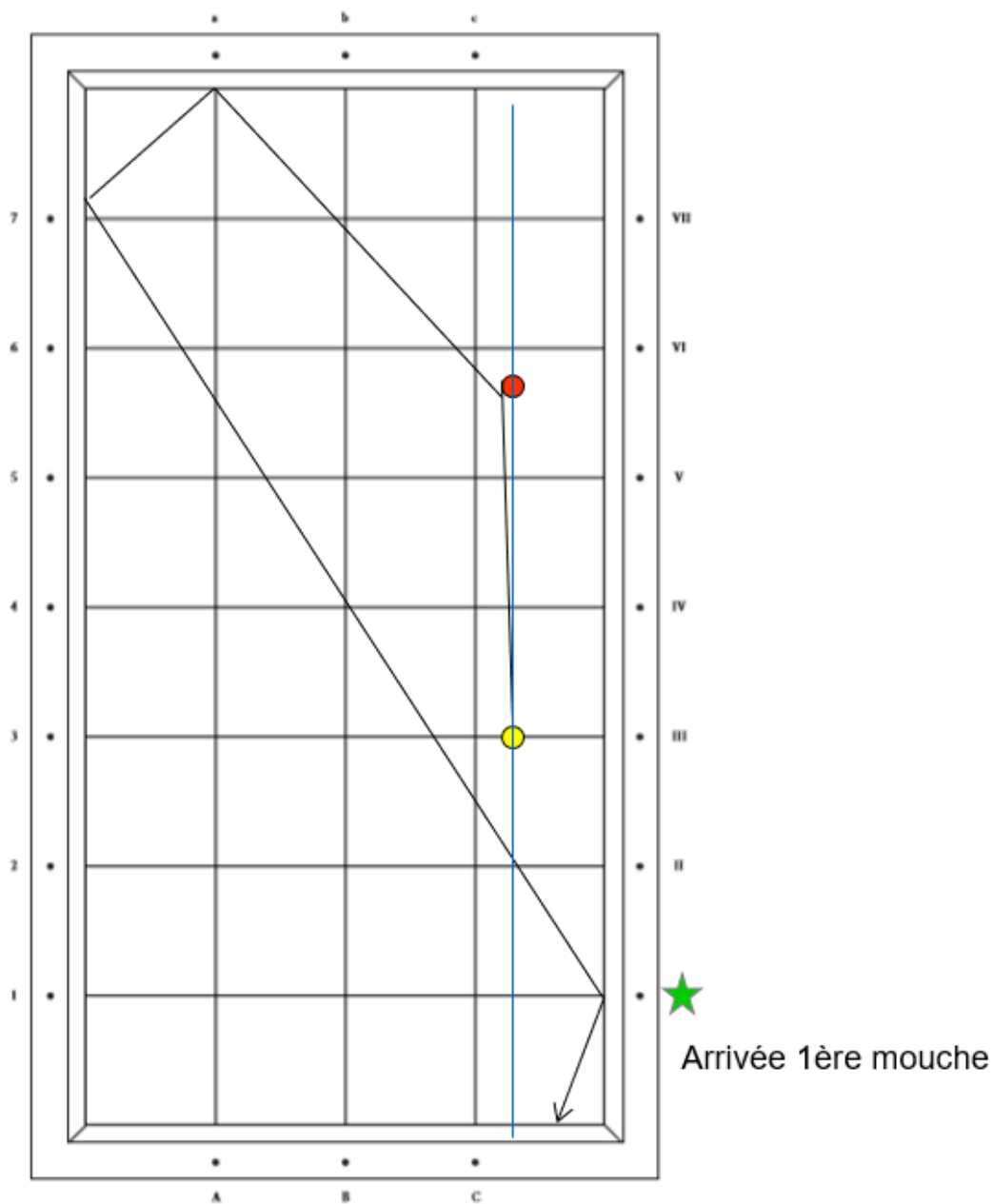
Biais 0 (Billes 1 et 2 // à la GB)

Effet 0

Bien en tête pour éviter
de mettre de l'effet



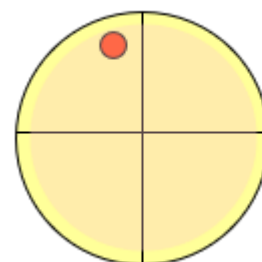
BIAIS 0

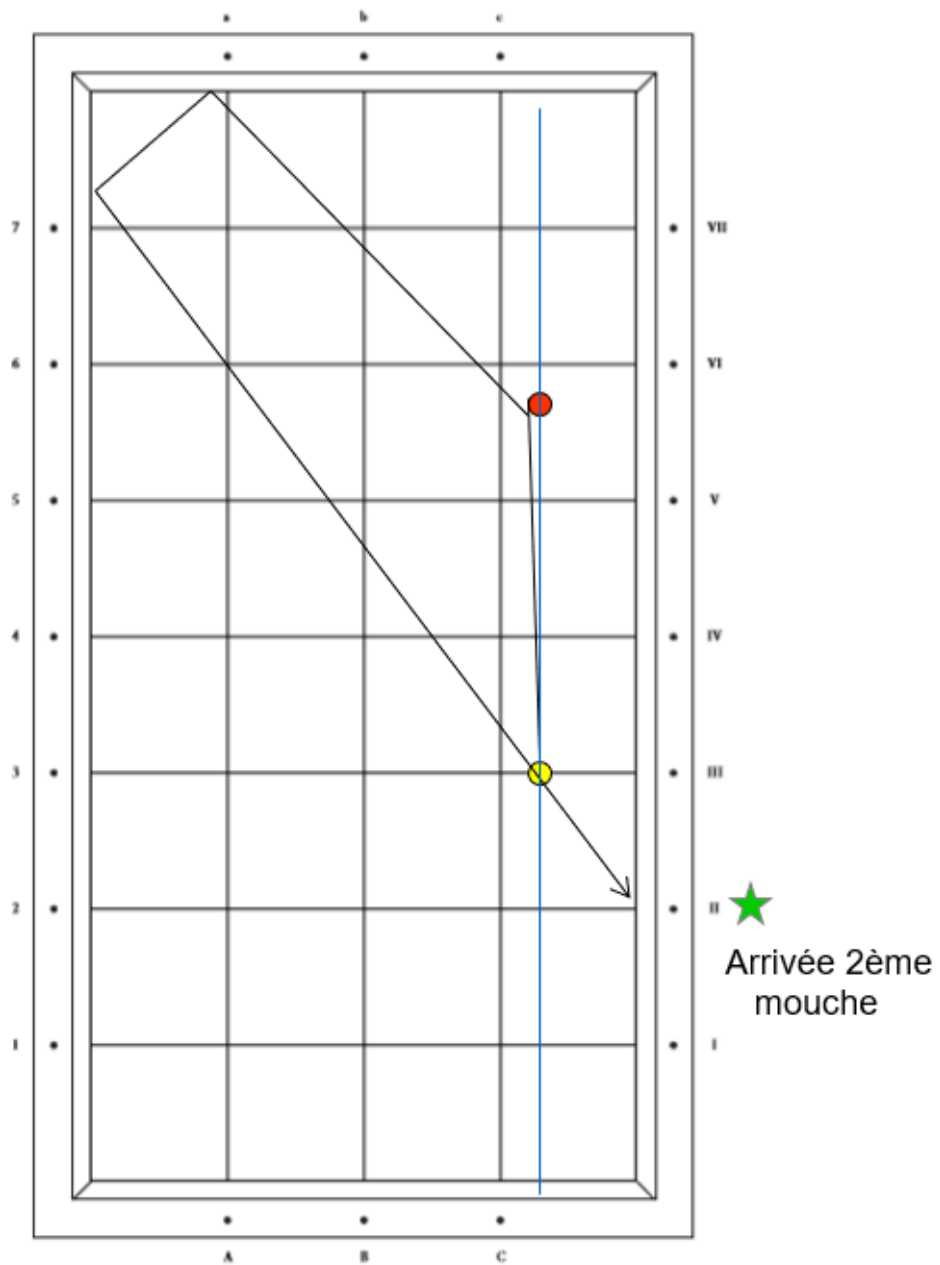


Quantité = 1/2 bille

Biais 0 (Billes 1 et 2 // à la GB)

Effet 1

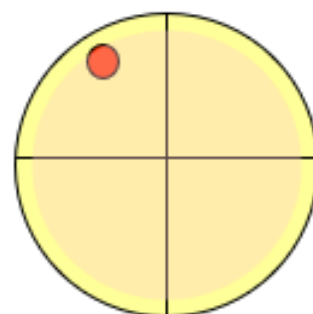




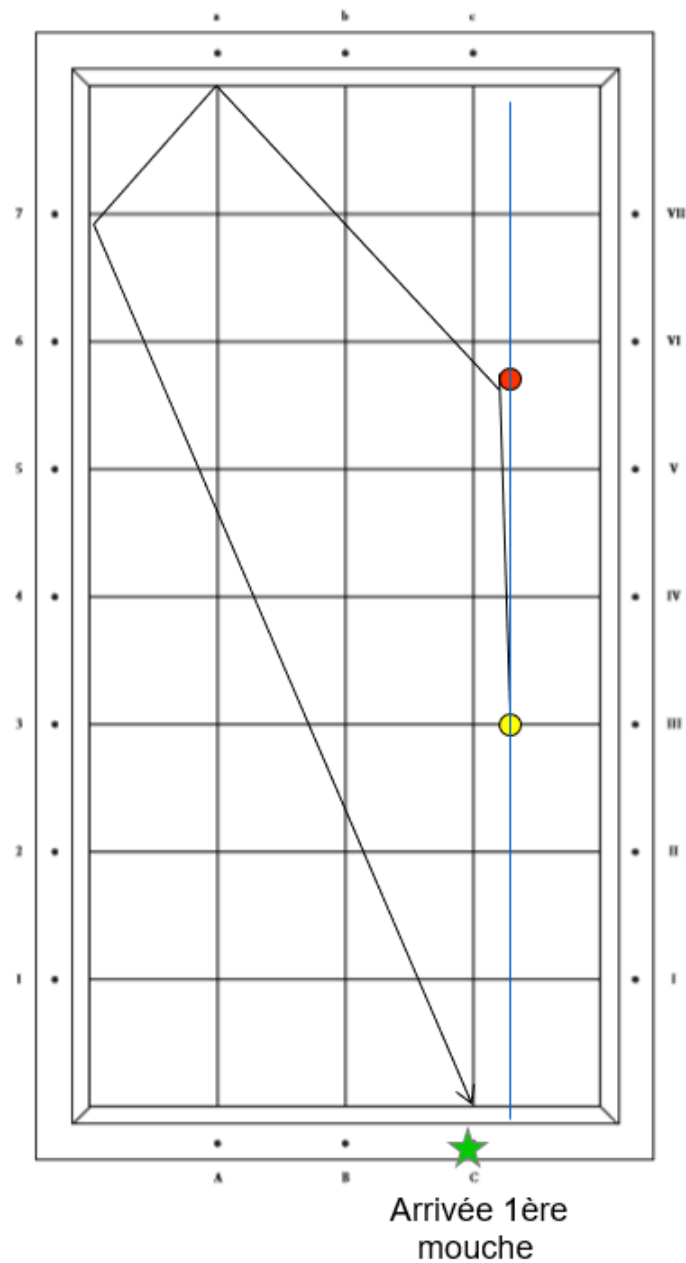
Quantité = 1/2 bille

Biais 0 (Billes 1 et 2 // à la GB)

Effet 2



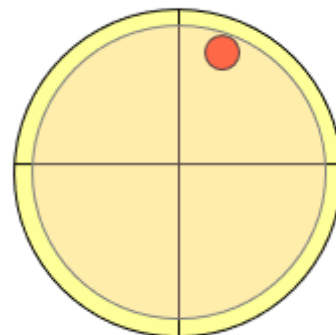
BIAIS 0

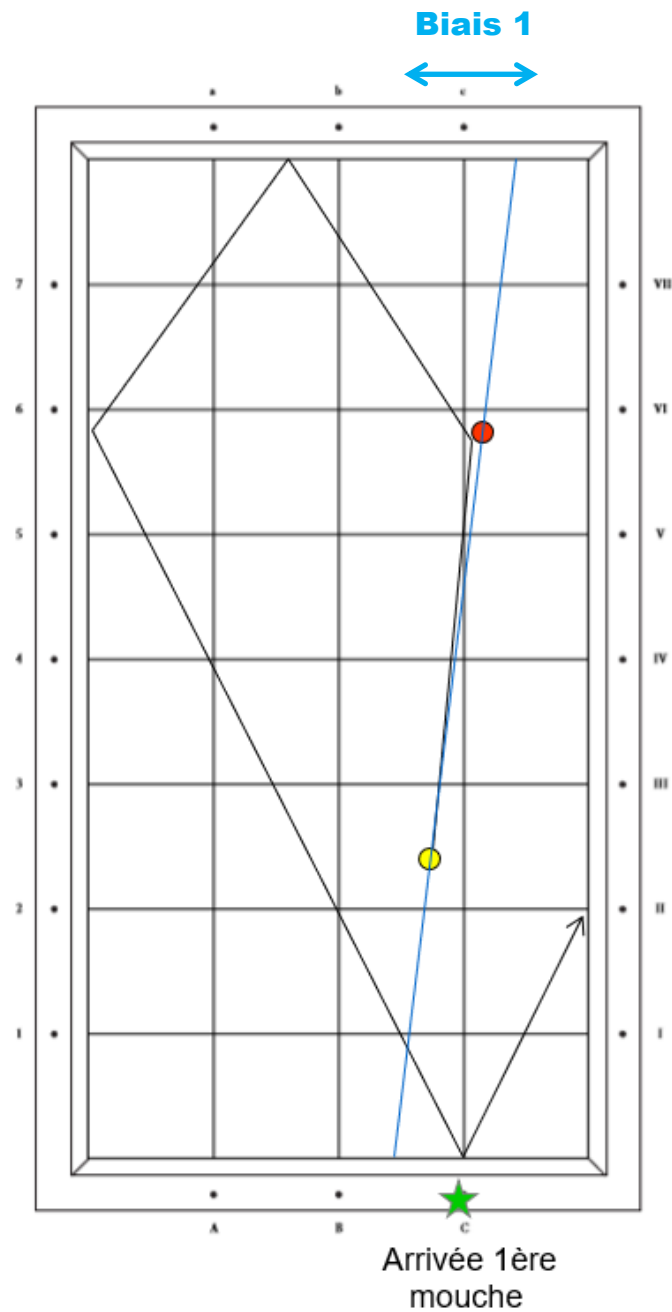


Quantité = 1/2 bille

Biais 0 (Billes 1 et 2 // à la GB)

Effet contraire 1





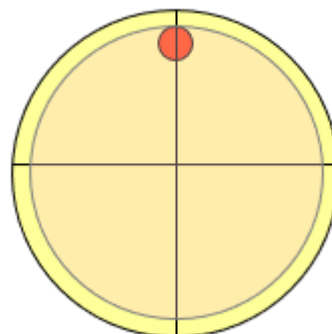
Quantité = 1/2 bille

Biais 1

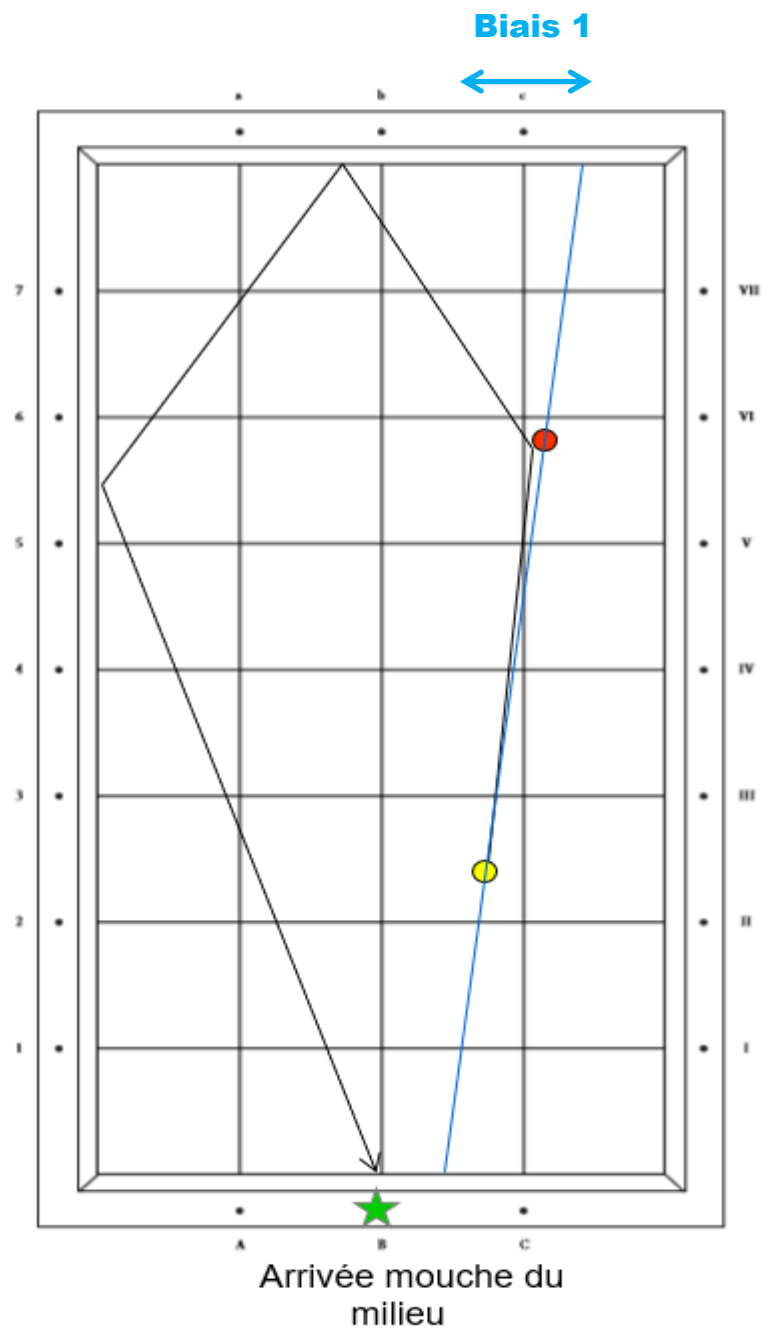
Effet 0

Attention au limage.... pas trop rapide pour limiter l'erreur

Pour serrer coup de queue lent



BIAIS 1

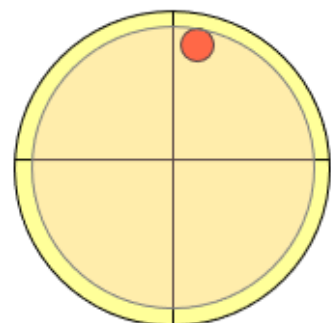


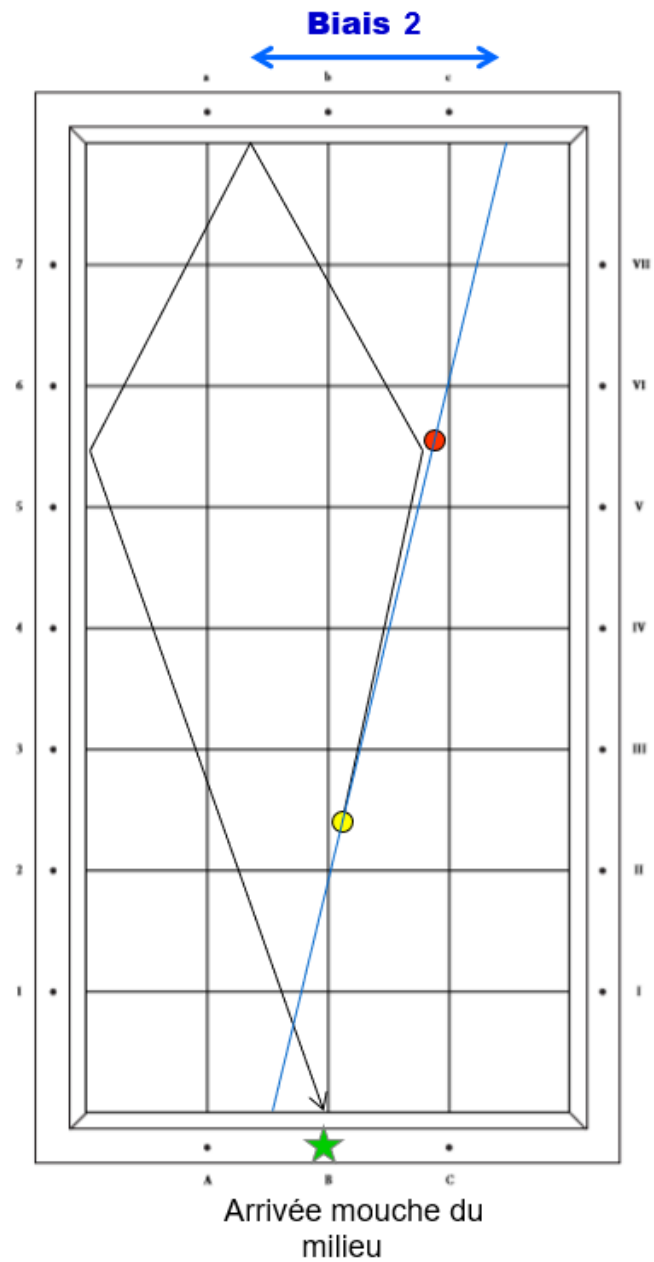
Quantité = 1/2 bille

Biais 1

Effet contraire = effet marqué

Toujours bien pénétrer pour garder l'effet.

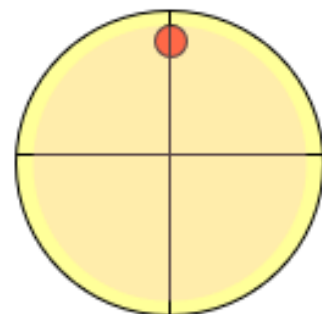


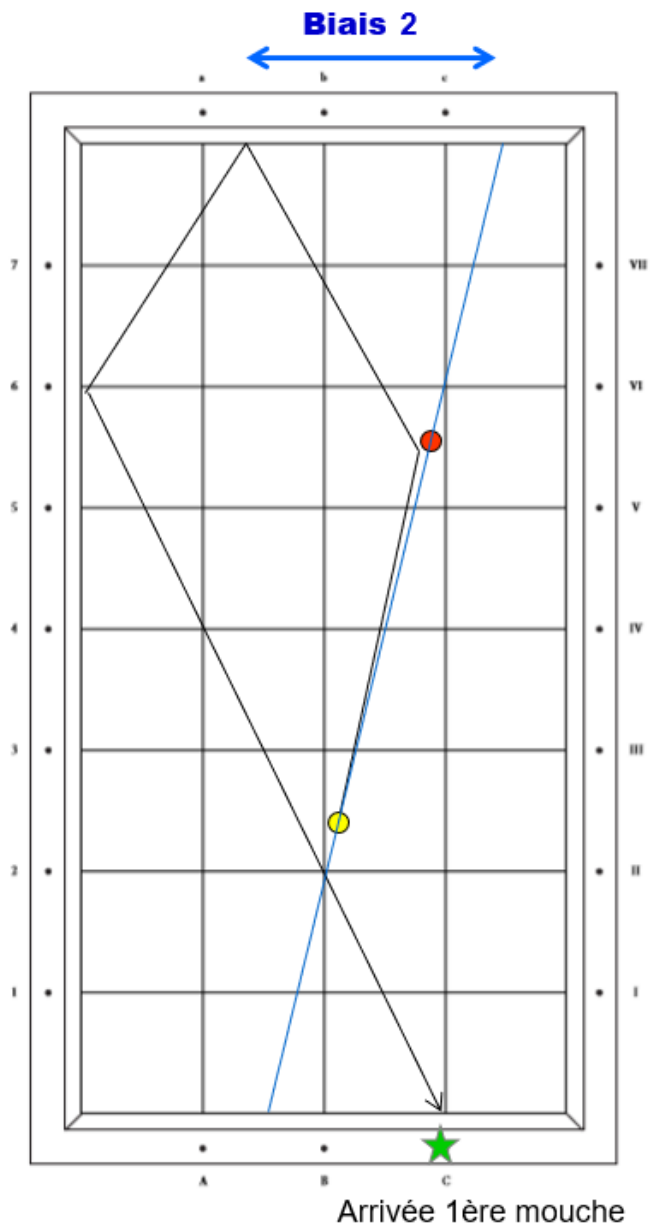


Quantité = 1/2 bille

Biais 2

Sans Effet

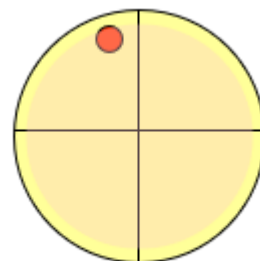


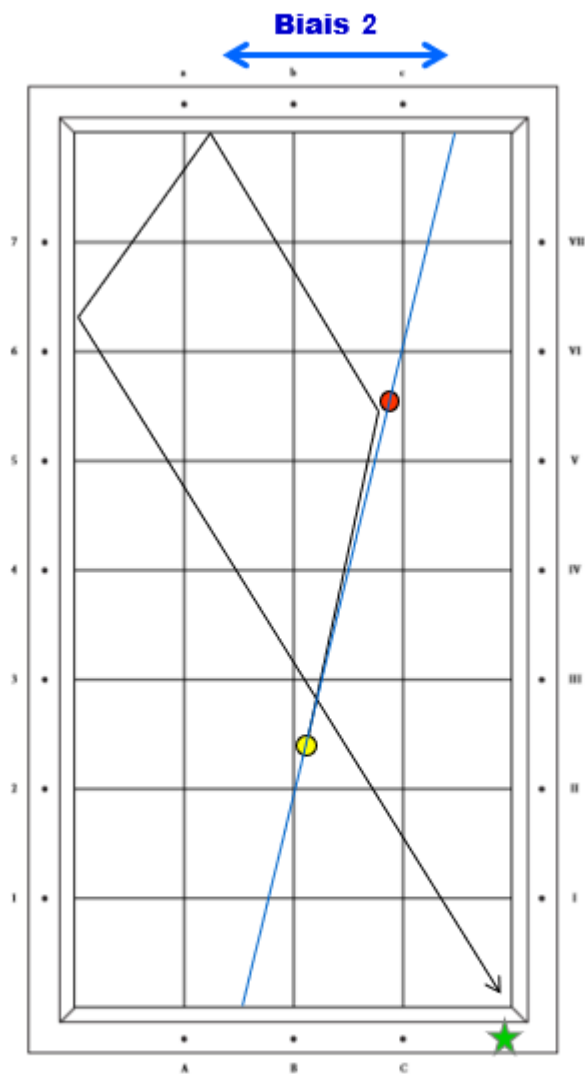


Quantité = 1/2 bille

Biais 2

Effet 1



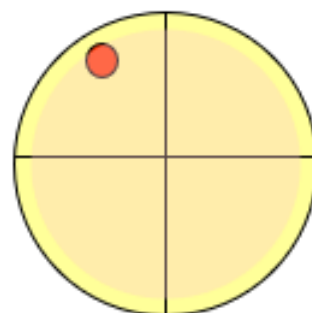


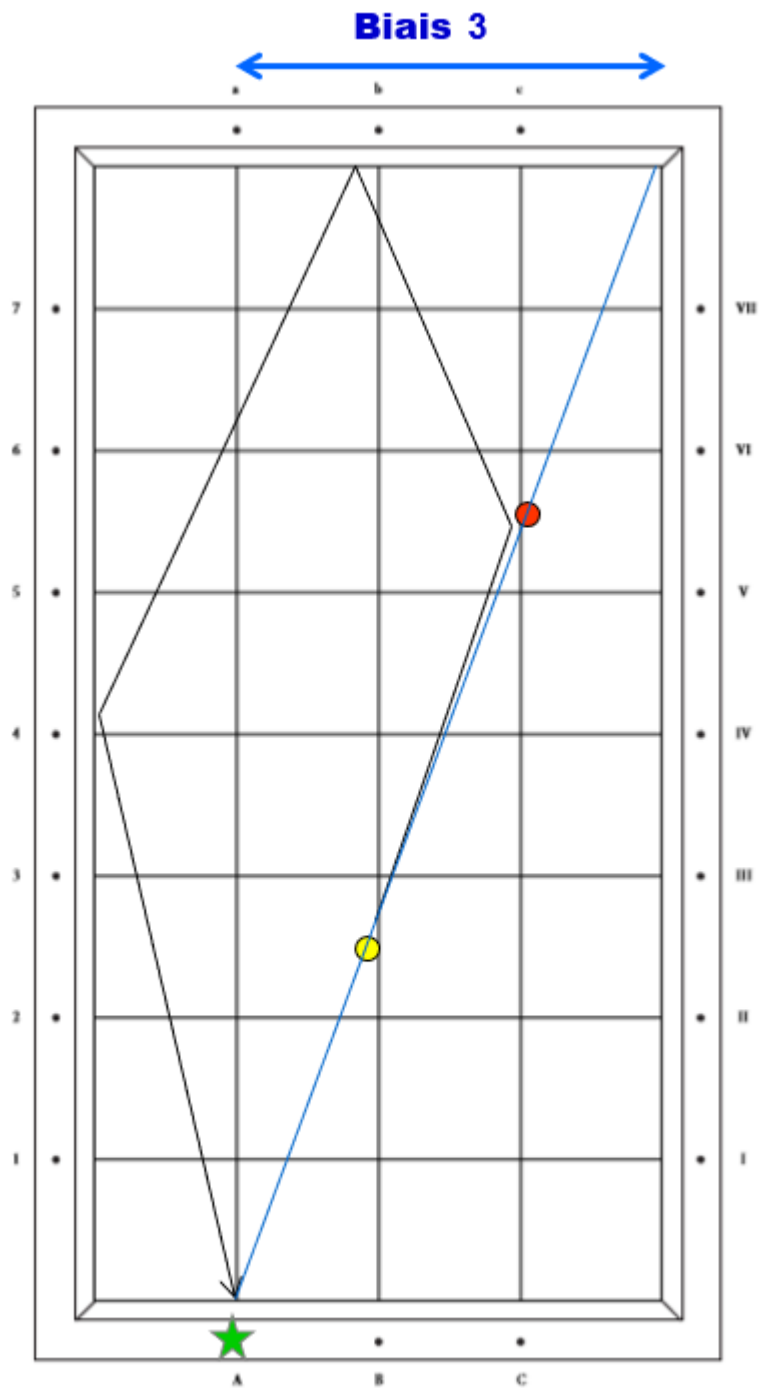
Arrivée au coin
Si la 3 est petite dans le coin ...
Jouer le 2 bandes (Edelin !!)

Quantité = 1/2 bille

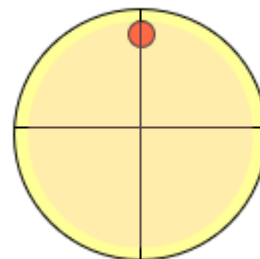
Biais 2

Effet 2





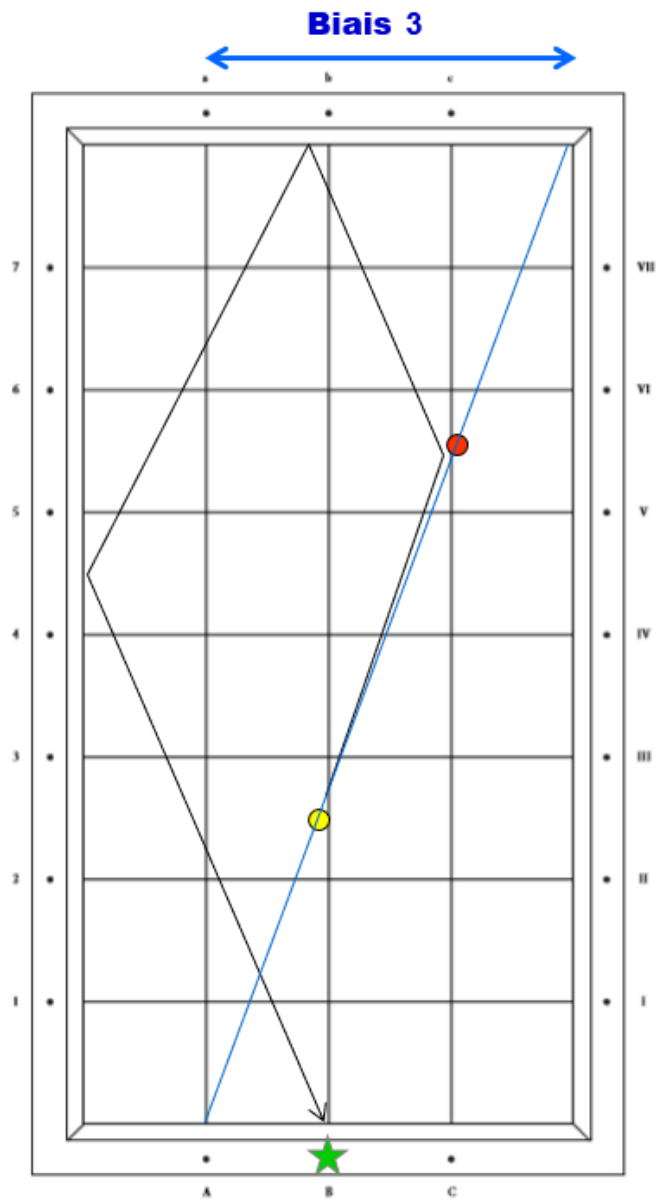
Arrivée 3ème mouche



Quantité = 1/2 bille

Biais 3

Effet 0 (sans effet)

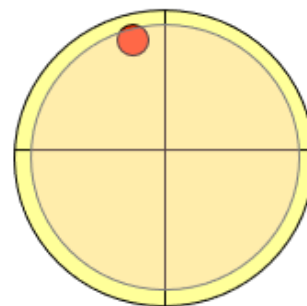


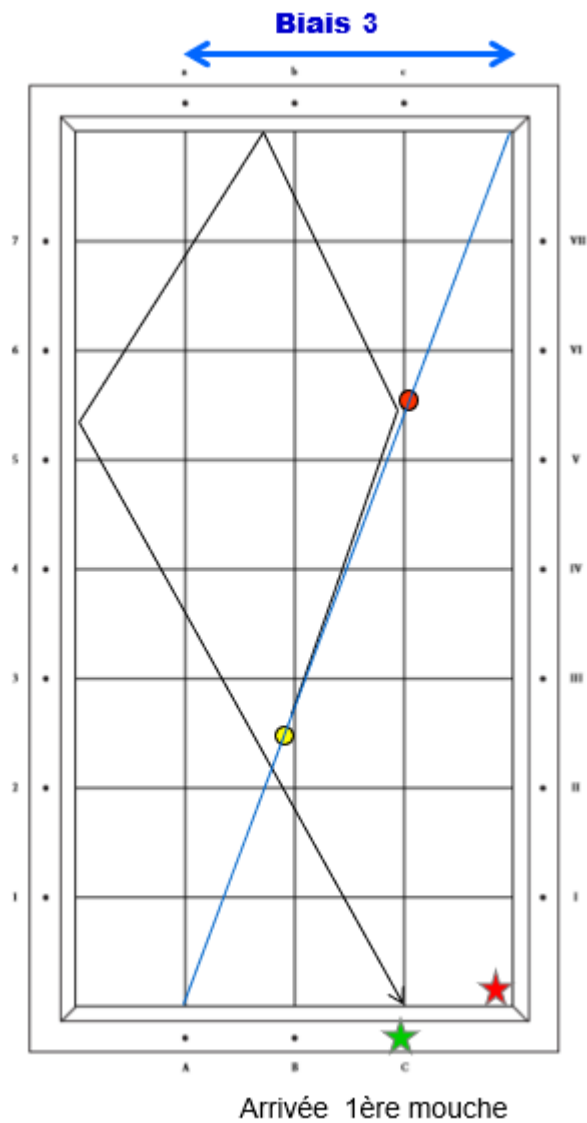
Arrivée mouche du milieu

Quantité = 1/2 bille

Biais 3

Effet 1





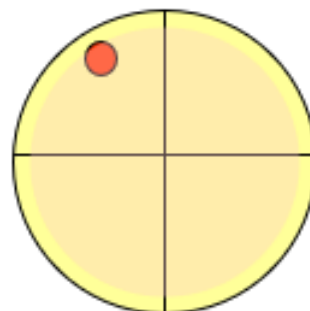
Quantité = 1/2 bille

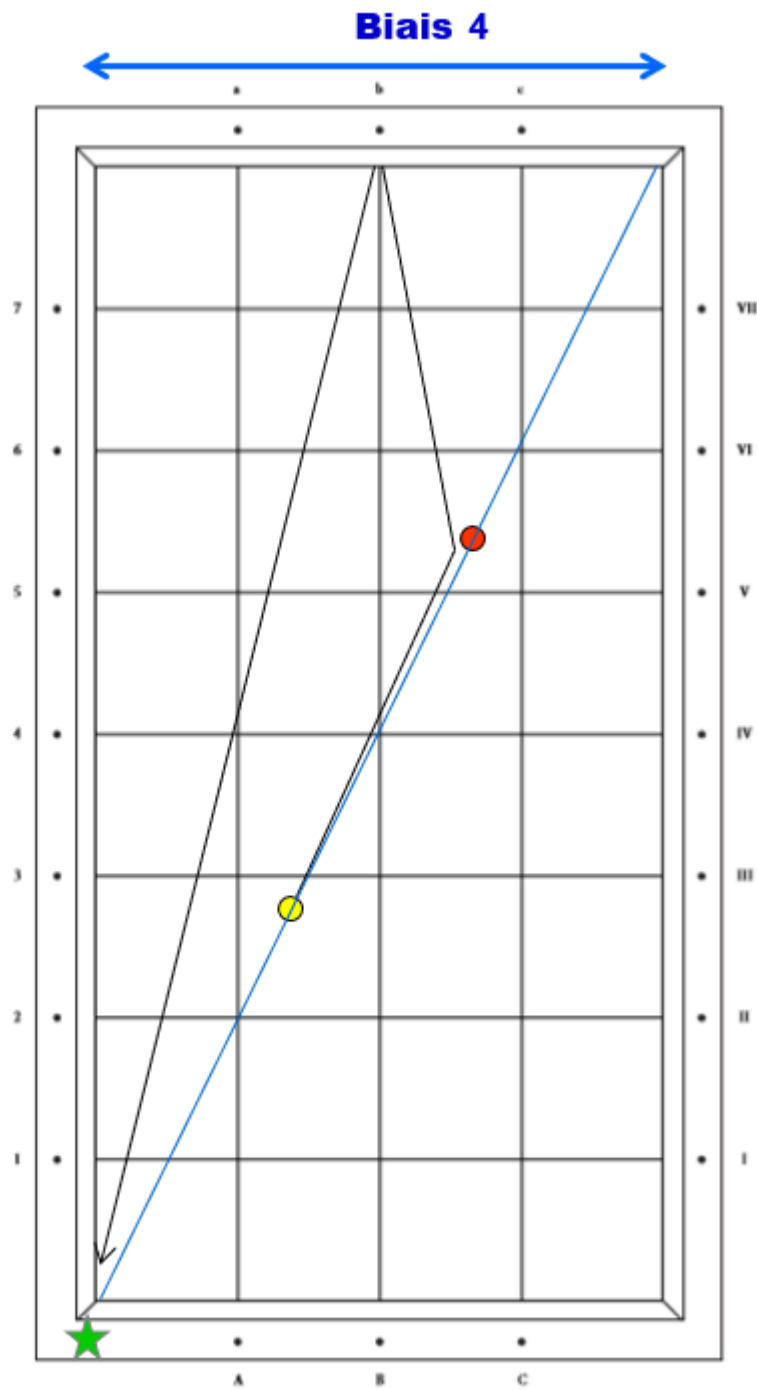
Biais 3

Effet 2

Pas d'effet 3 car il faudrait baisser l'attaque et on ne serait plus dans l'éclatement naturel.....

.....mais si on veut arriver au coin (★) jouer avec force !!!



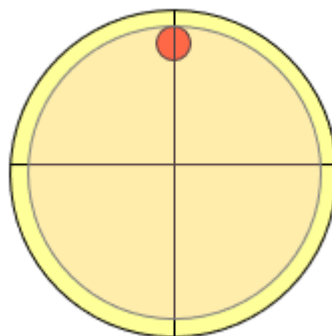


Arrivée le coin

Quantité = 1/2 bille

Biais 4

Effet 0



/

/

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