

LE COULE

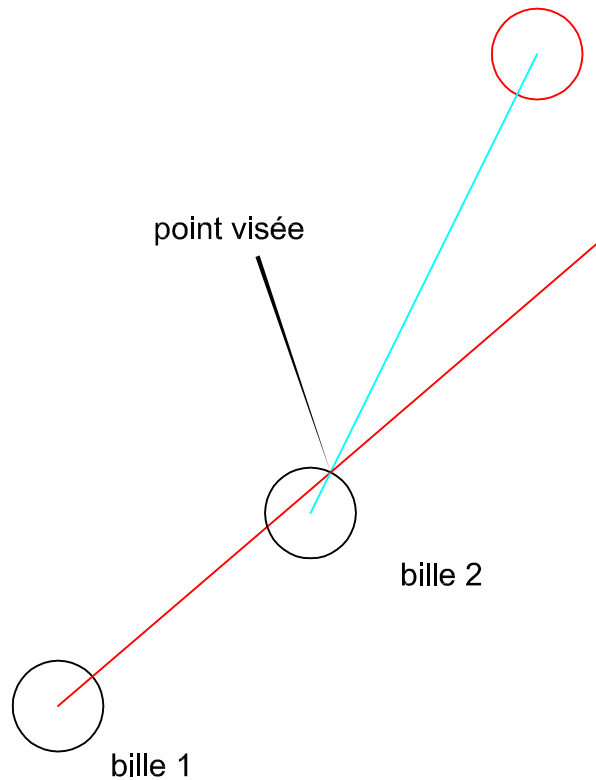
SOMMAIRE :

le principe

exercices

le rappel

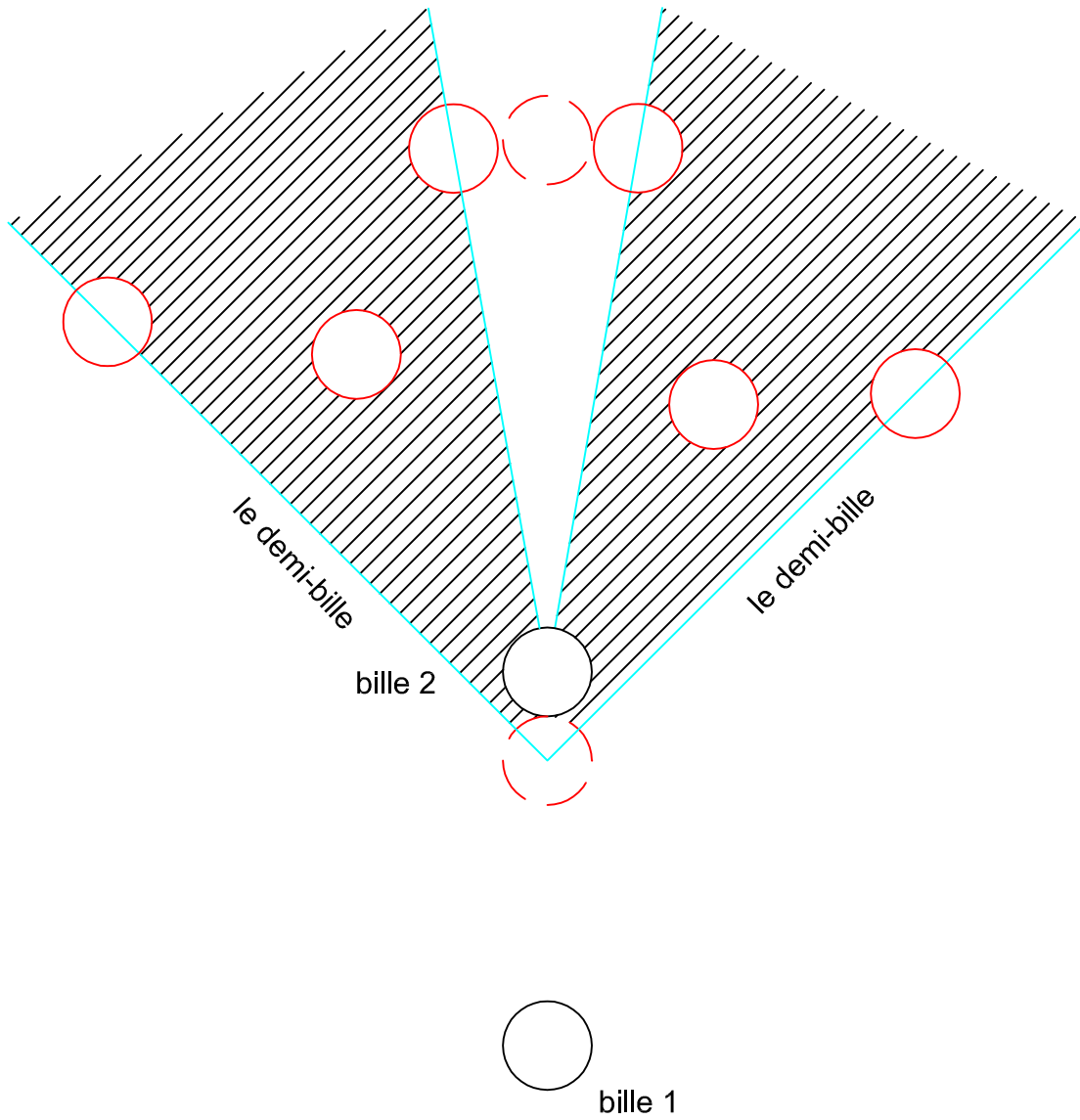
LE COULE



remarques:

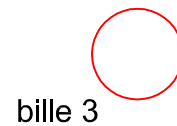
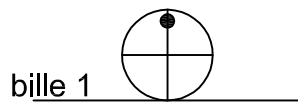
- les doigts maintiennent le fût
- la main qui fait le chevalet n'a pas besoin d'être bouclée, sauf pour les grands coulés
- on regarde si la bille 2 passe à côté de la bille 3, si on joue le plein de la bille 2
- on peut mettre de l'effet contraire
- on vise "midi midi"

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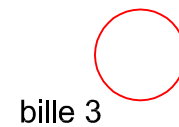
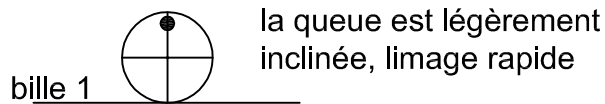
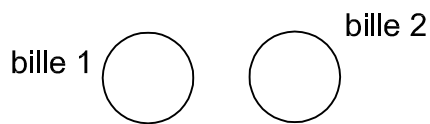


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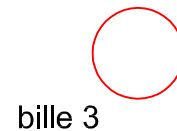
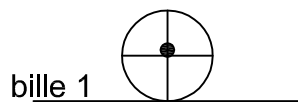
1 cas : distance ① ② < ②③



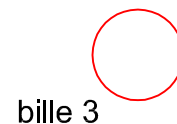
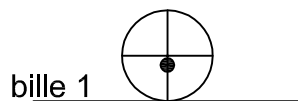
2 cas : distance ① ② < ②③ et distance ①② près (< à 1 bille)



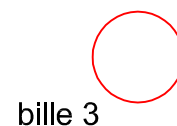
3 cas : distance ① ② = ②③



4 cas : distance ① ② > ②③

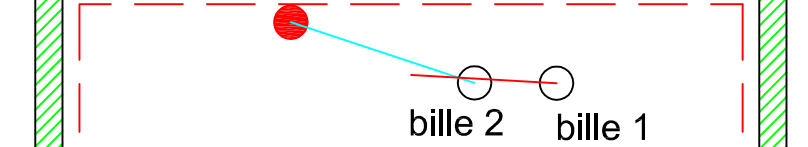


5 cas : distance ① ② > ②③ et distance ②③ près (< à une bille)

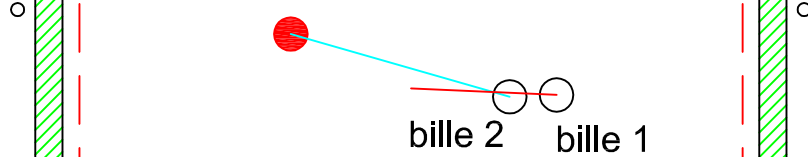


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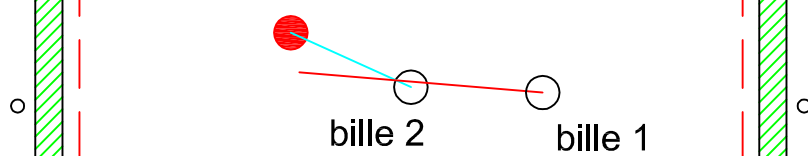
1 cas



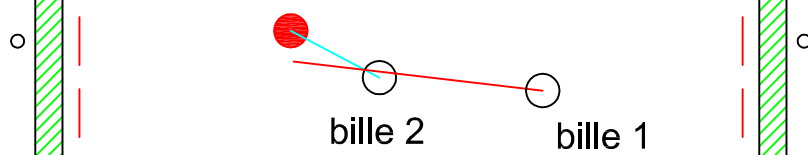
2 cas



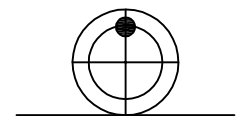
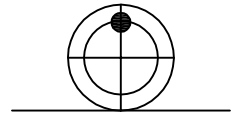
3 cas



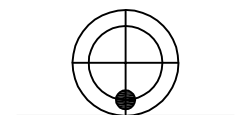
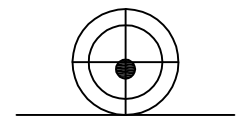
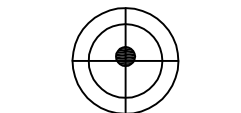
4 cas



5 cas

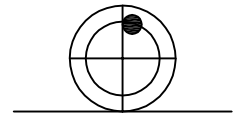
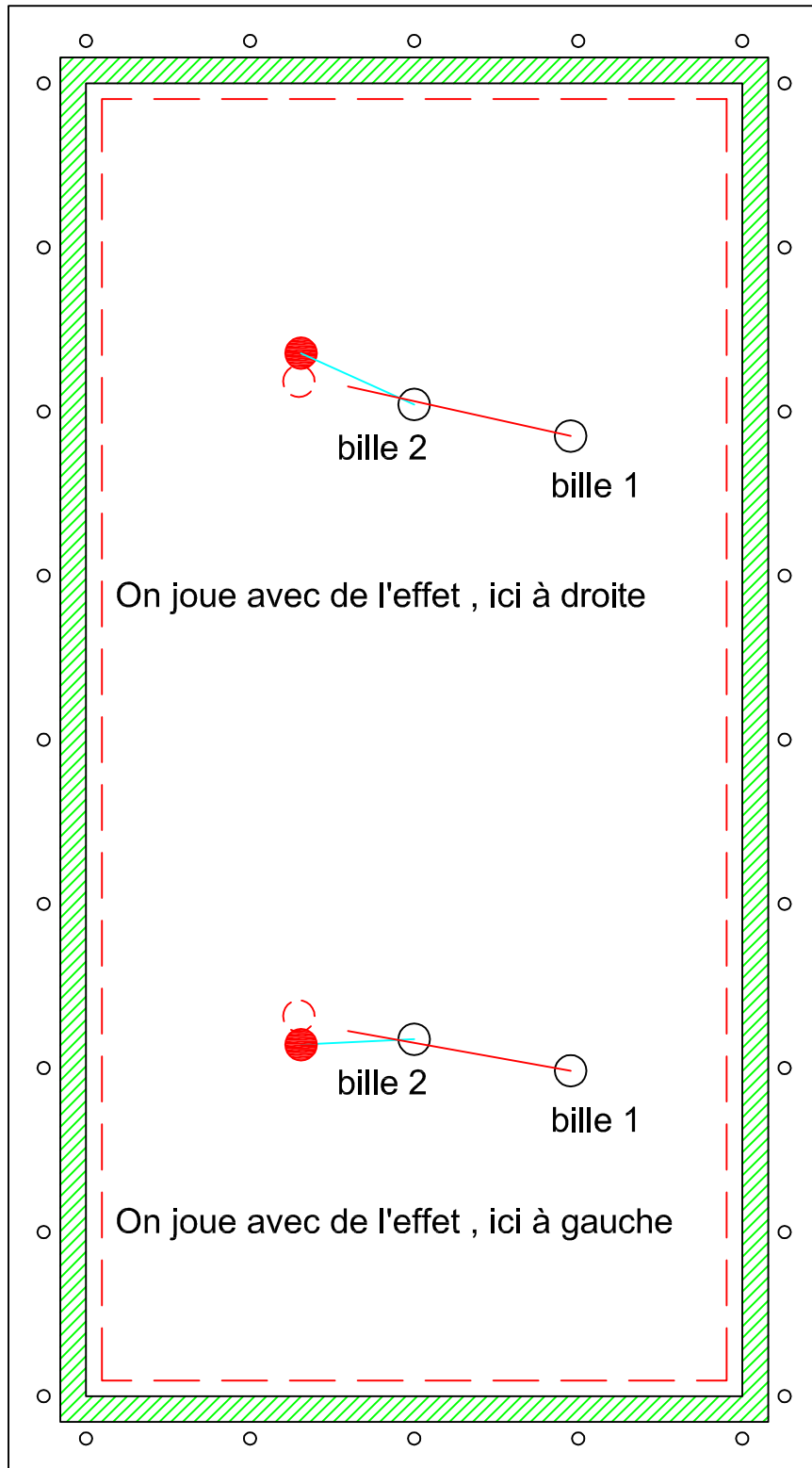


La queue est inclinée

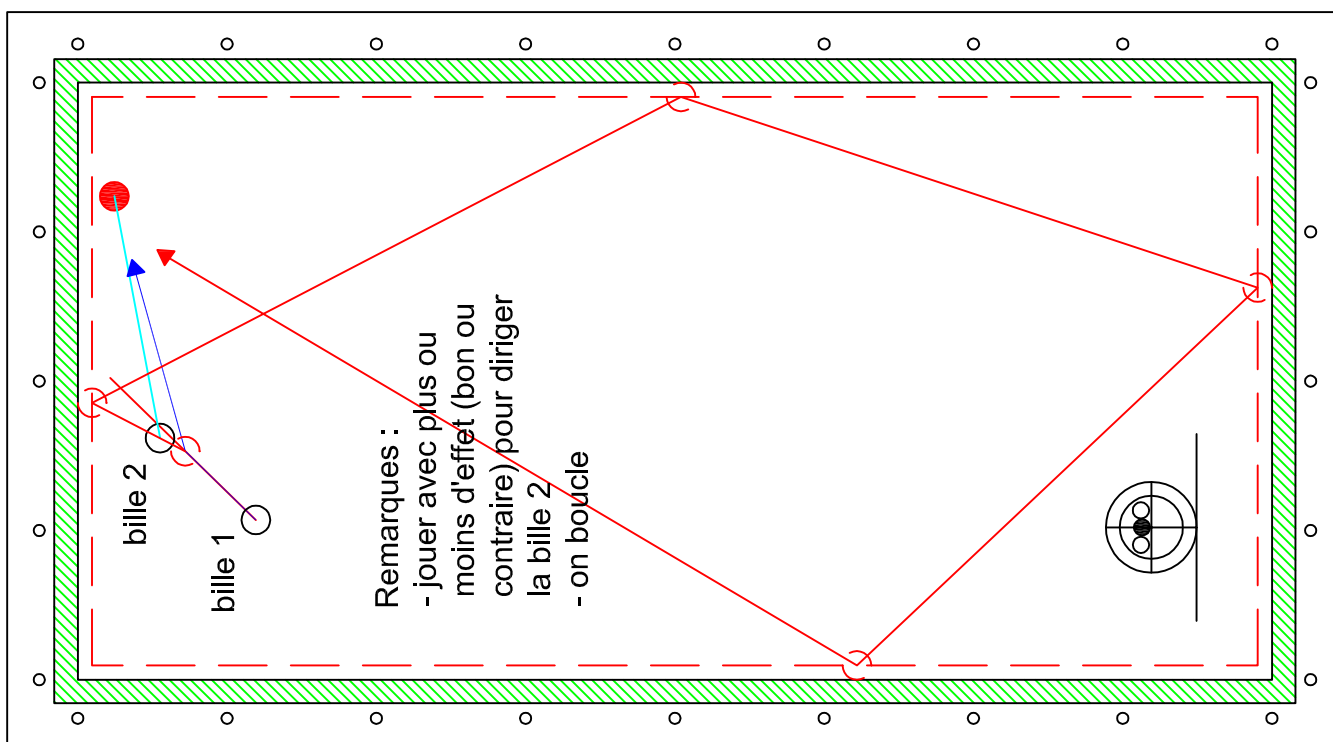
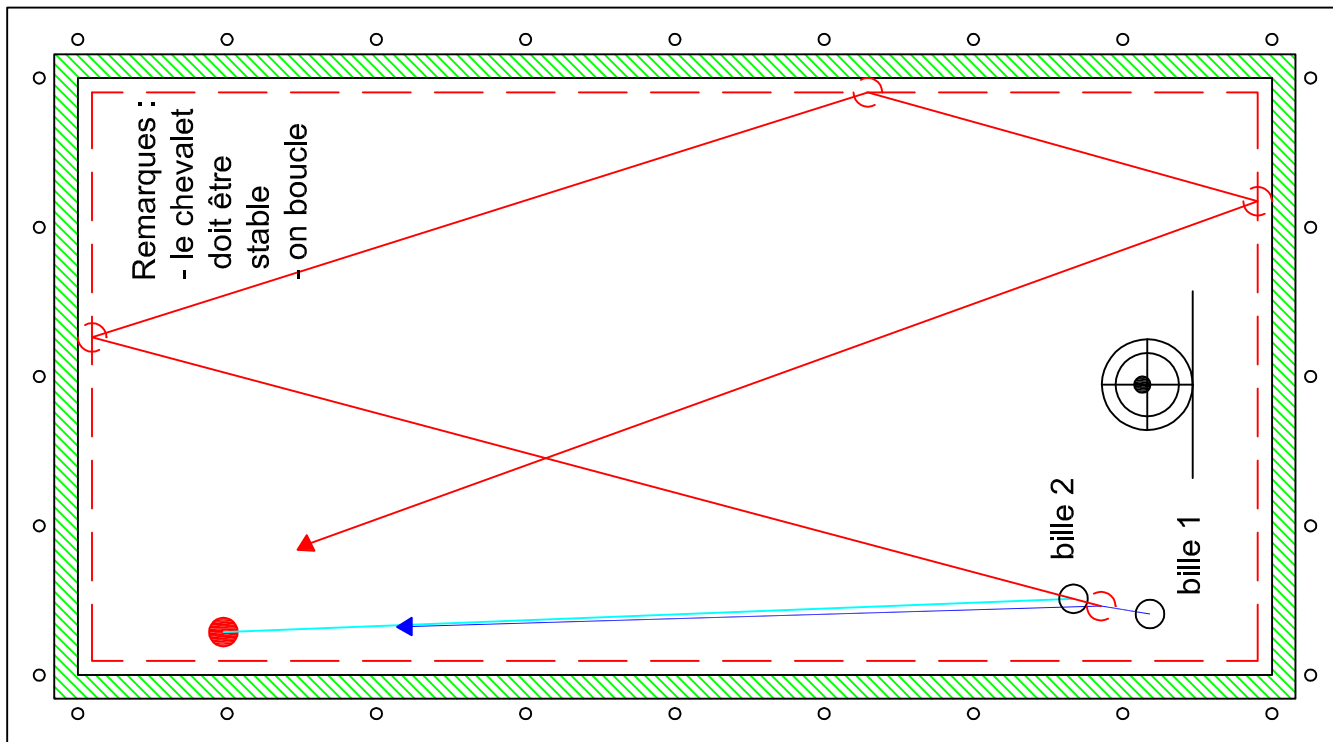


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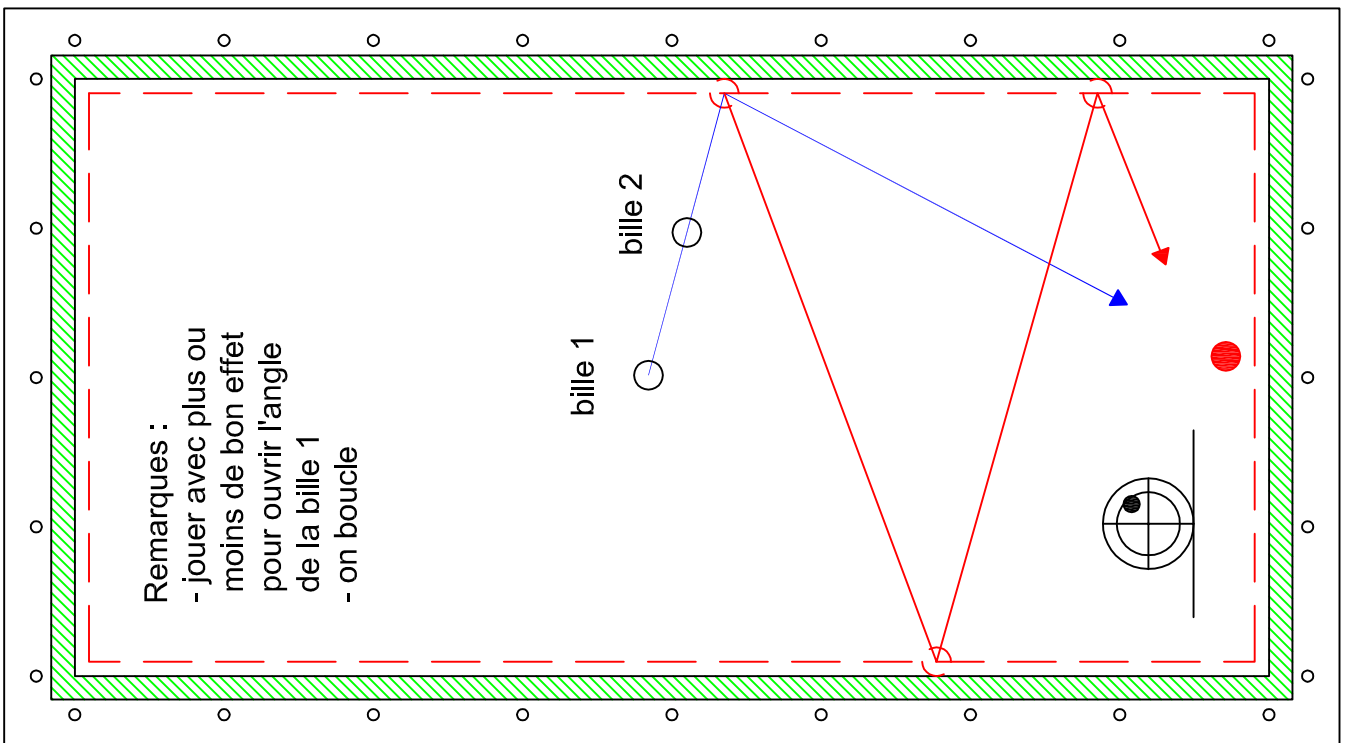
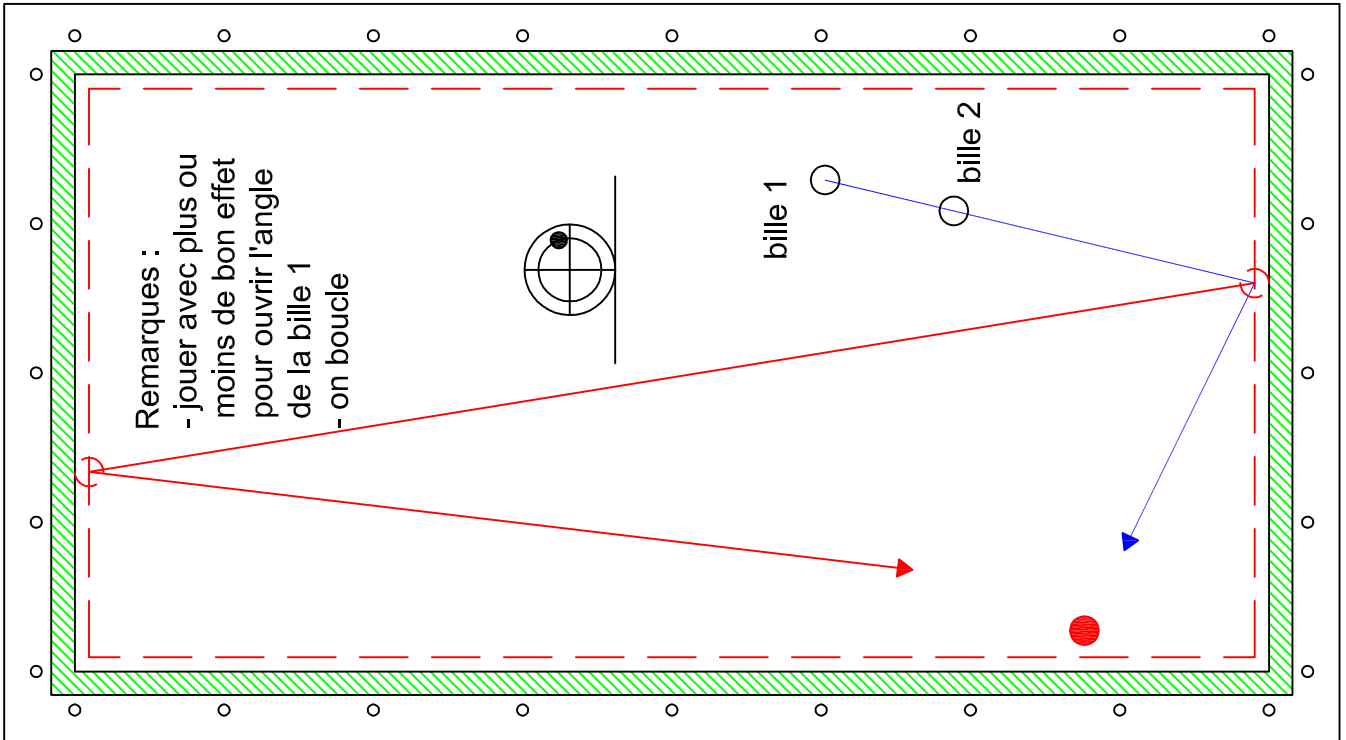
Si on joue le coulé normalement,
la bille 2 et la bille 3 se chevauchent légèrement



EXERCICES



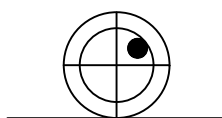
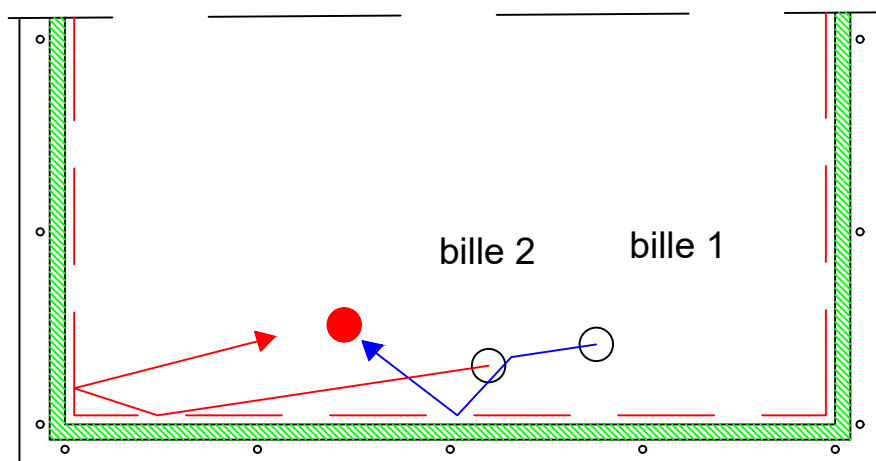
EXERCICES



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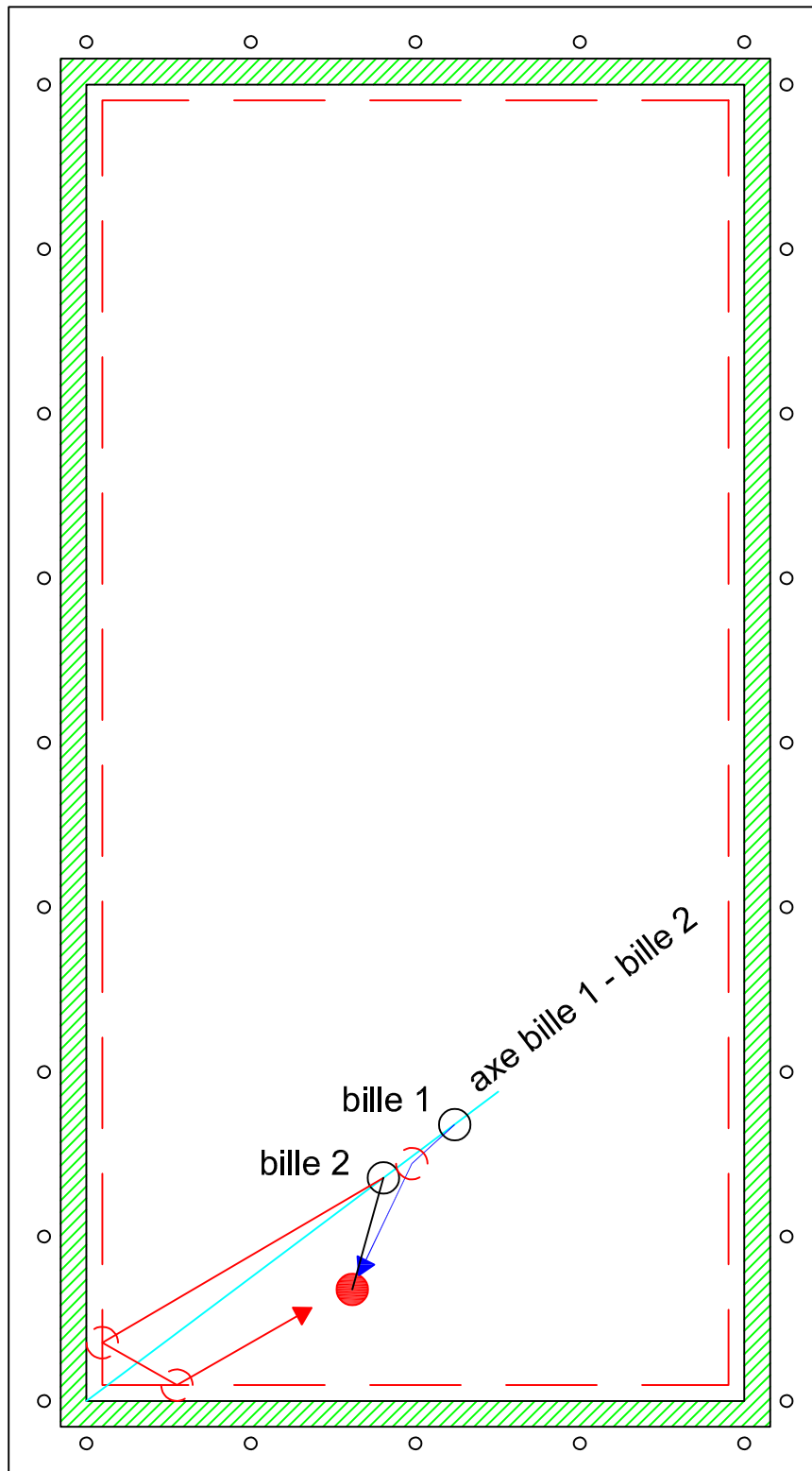
Remarques :

- jouer avec plus ou moins de bon effet pour ouvrir l'angle de la bille 1
- on boucle



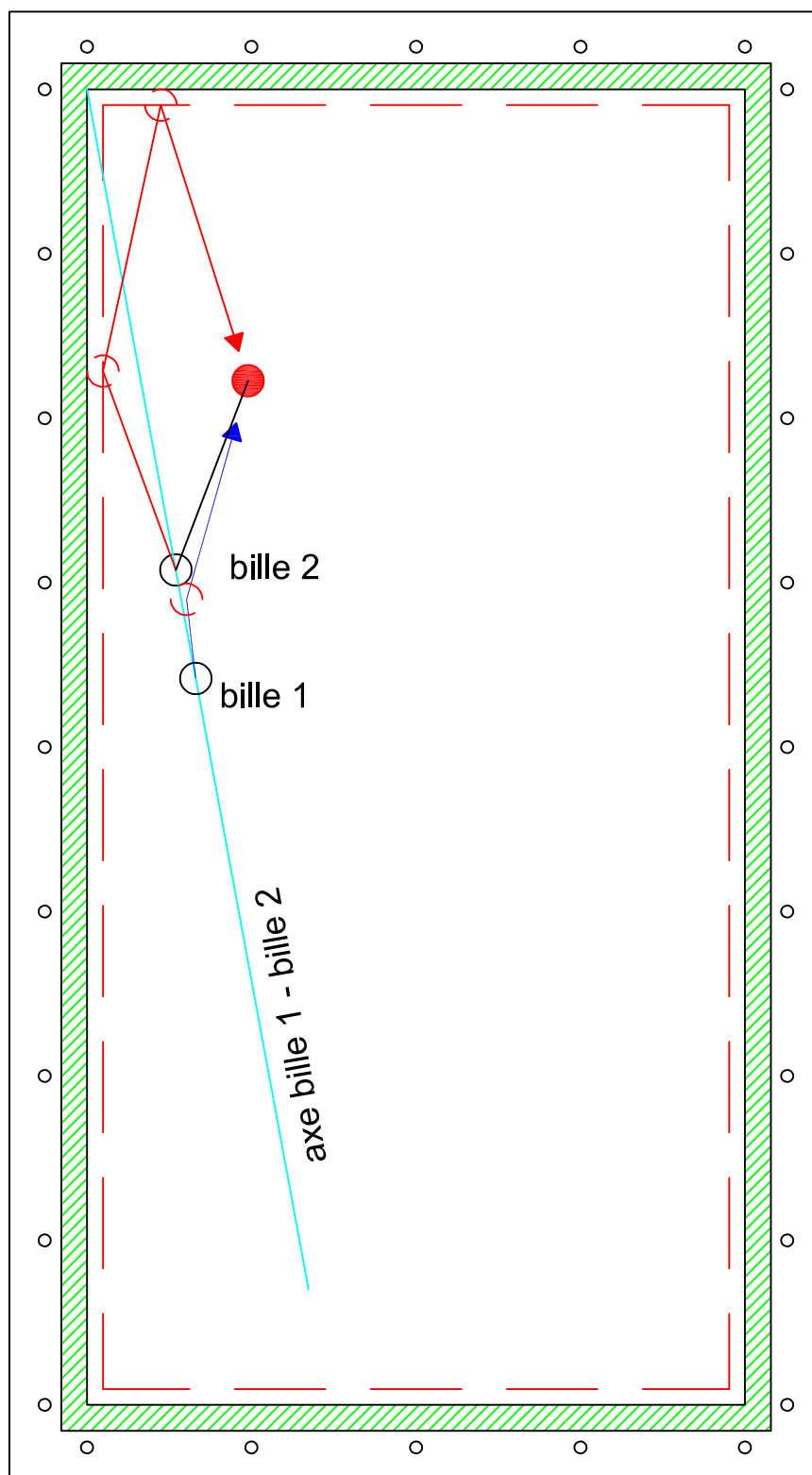
LE RAPPEL

Axe : bille 1 - bille 2 et le coin
La bille 2 revient vers la bille 3



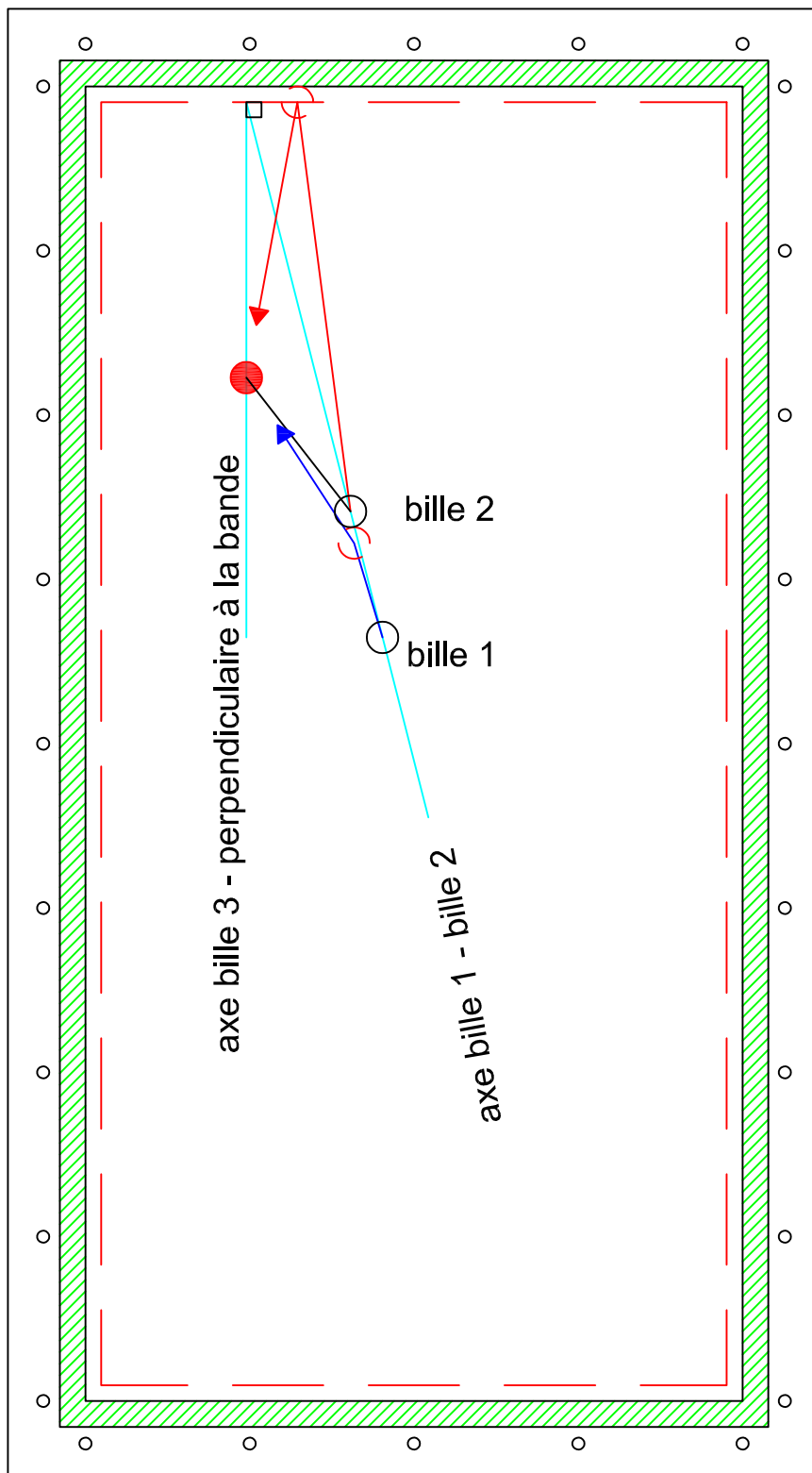
LE RAPPEL

Axe : bille 1 - bille 2 et le coin
La bille 2 revient vers la bille 3



LE RAPPEL

Axe : bille 1 - bille 2 passe au pied de la perpendiculaire
bille 3 et la bande
La bille 2 revient vers la bille 3



LE RAPPEL

Axe : bille 1 - bille 2 passe au pied de la perpendiculaire
bille 3 et la bande
La bille 2 revient vers la bille 3

