THE GAME PLAN IS IN FOUR PARTS

The Game Plan consists of four logical, and distinctly separate, parts. These parts are present in every game. The Game Plan provides a procedure for use within each specific part.

The four parts of a game are.

❖ When you are Ahead, — and you have the Hammer.
❖ When you are Ahead, — and your opponent has the Hammer.
❖ When you are Behind, — and you have the Hammer.
❖ When you are Behind, — and your opponent has the Hammer.

These four individual parts make learning The Game Plan relatively easy. It eliminates confusion by placing each individual situation of Score and Hammer into an easily identified category.

Some portions of a play are used in all categories, which upon rudimentary examination make the plays look identical. However, each of the categories is different and the plays are not identical.

A play that is effective in one category may be ill advised, or completely ineffective in another.

The four distinct parts of a Game clearly define the purpose of every play. Once you know the purpose, only a lack of discipline will allow you to use the wrong play.

The following brief summary of The Game Plan shows only the basic plays for these situations. The plays are not universal. It is necessary to qualify several plays for special circumstances. Later, you will examine
each play, — and its exceptions. You will also examine the many differences between the plays used at The Head of the Court, and those used at The Foot.

Note: Special circumstances require numerous exceptions and variations to the plays. These serve to fine-tune your game. However, even without this fine-tuning this basic Game Plan will serve you well.

Introducing you to The Game Plan in this manner shows the similarities of the plays, both when you are Ahead and when you are behind. It also emphasizes the influence of the Hammer upon the play.

Regardless of which division of The Game Plan is in effect at the moment, you can easily determine your Immediate Goal. Then, the selection of the correct play will come immediately to mind.

The plays of The Game Plan are percentage plays. All are logical when fully understood, — and are easy to remember. As you examine each play in detail, in its proper place within The Game Plan, you will see why it is the correct play.

GAME PLAN-(PART ONE) YOU ARE AHEAD, AND YOU HAVE THE HAMMER

- Clear the Board, and keep it clean. Score with your Hammer.
- Sneak, if The Score is below 43.
- Do not sneak another. Cover your “good disc”. Score with your Hammer.
- Do not take out your opponent's hidden disc with your Hammer.

Exception: Unless it is “game point”.
Always score your Hammer.

Do not cover your opponent's kitchen. Place a Low-7 on the opposite side, — as far away from his kitchen as possible.

Exception: Unless, you are 52, or above.

Shoot hard, to clear both, your opponent's 7 and your kitchen.

Exception: Unless, you have only your Hammer left

Then transfer.

GAME PLAN –(PART TWO) YOU ARE AHEAD, OPPONENT’S HAMMER.

Set a St. Pete (hope he sticks).

If he clears, set another (hope he sticks).

If he sticks, sneak if you are below 43.

If he ignores your St. Pete and goes on the board, clear it off. Limit him to one score on his Hammer, — if he can make it.

If he clears all three of your St. Petes, block with a High, Off-Point Block.

GAME PLAN-(PART THREE) YOU ARE BEHIND, OPPONENT’S HAMMER.

Set a St. Pete (hope that he sticks).

If he clears, set another (hope that he sticks).

If he sticks, sneak. Do not try to sneak another, cover it, — then, and keep it covered.

If your opponent goes on the board, — clear it off.

Block a Possible Double, only with your last disc
Exception: Unless the Possible Double (if it is made) will be Game.
If so, clear the Possible Double.

GAME PLAN-(PART FOUR) YOU ARE BEHIND, OPPONENT’S HAMMER

❖ If your opponent is below 50, or above 66 (this is the 50 to 66 Restriction), and you have been unable to set-up to sneak (you do not have a hide), — Bait with your third disc, a Halfway-8.

❖ Do not block his kitchen. Always score a 7 on the opposite side, as far away from his kitchen as possible, —

Exception: Except, when he is 59, or above.
Then score an 8, almost in line with his kitchen.

By Wilbur Estes ~~ "the guy who wrote the book"!!