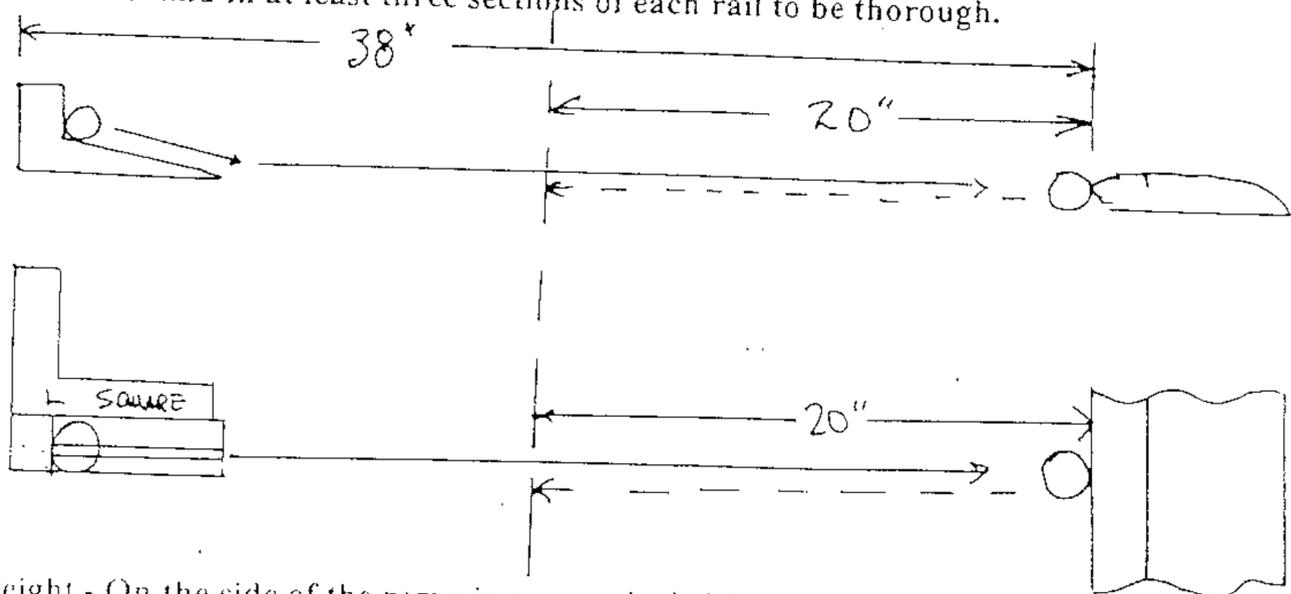


RAIL TEST BALL RAMP AND SPEED INDICATOR T-217

There are certain characteristics to a table that all players and mechanics should test in order to better understand the play and accuracy of each individual table. For many years, billiard technicians and players alike have tested the bounce characteristics of cushions by forcefully bouncing balls back and forth between side rails. Until now, this may have been the only method available to test cushions, but was highly variable in its accuracy. Today, *Billiards Direct* brings a more accurate alternative to the old method. Please notice item #203, RUBBER BOUNCE INDICATOR, and #210, RAIL HEIGHT GAUGE for further assistance in troubleshooting rail and cushion problems.

It is important to utilize a bench mark in testing any cushion. Whether the table you test is 7' or 9', the back of the ball ramp should be 38" from the cushion and square to the opposite cushion as well. (For best results, use a framing square or a "L" square.)

Place a new, high quality 2 1/4" cue ball at the top of the ramp, holding it with your finger on top. Gently release the ball, allowing it to roll down the ramp into the cushion, rebounding and finally coming to rest. Now, measure the roll distance from the nose of the cushion being tested. This distance should measure no less than 20". The test should be repeated several times in each spot chosen to test and in at least three sections of each rail to be thorough.



- Rail Height - On the side of the ramp is a cut to be held at the nose of the rail to check the height of the rubber nose. The height should be $1 \frac{13}{32}$ for proper rebound of the 2 1/4 balls.
- Pocket Measurement - The opening for corner and side pockets can be checked by the groove indicator located on the side of the ramp.
- Surface Speed - By placing the ramp against the end rail, and allowing the ball to roll down the ramp, the different distances of the ball can be used as a speed indicator.
- Ball Roundness - When a ball is not perfectly round (low quality) it will roll in different directions each time. A perfectly round ball will always roll in the same direction.
- Level - Table level can be measured by rolling a high quality (perfectly round) Ball from one end of the table and observed.