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Stanislav Vlasov



NOVUSS A B C - B O O K

BOOK FOR CHILDREN AND ADULTS



in Pictures

BOOK 1

NOVUSS

A B C - B O O K

in Pictures



BOOK ONE
BEGINNER



Author's note.

In my childhood, one of my friends once got a game table from his parents for his birthday. At that time, I lived in Tartu, Estonia. This game had an impressive name — “Korona” and it was sold in “Sporting Goods” stores. I remember how we played “knowing what’s what” in the backyard every summer until it was completely dark and already impossible to see the discs. Of course, we played according to the “street” rules; however, despite this, we had our own “champion”. On reflection, I didn’t play very well back then, but that feeling of enthusiasm and excitement will stay in my memory for life. Then, fate threw me far from those places. Adult life, work, family...

But half a century later, I came across some pictures from various Novuss competitions on the internet and the passion from my distant childhood was rekindled. So, it was by sheer chance that I returned to this wonderful game...

Not many books have been written in the world on teaching how to play Novuss, but there are some. All of them are different and mainly designed for adults. My task wasn’t to write another book; on the contrary, I just wanted to make a kind of manual that would introduce the reader to this amazing game in a simple, visual and colourful way.

The publication you are holding is designed for a wide audience, which is why it is called “a book for children and adults”. I would like the “ABC of Novuss” to be interesting for players who are only taking their first steps in Novuss (for independent exploration); coaches working with children (as a teaching aid); and already experienced “fighters” who when looking through may find something interesting for themselves.



Enjoy reading!

Yours,

A handwritten signature in blue ink, appearing to read "CBiasov" or similar, with a stylized flourish at the end.

President of the Southern Urals Novuss Federation,
Coach

Stanislav Vlasov

Foreword.

Novuss! A new, exciting activity with great potential for development and dissemination among all ages and demographics. There are thousands of players and hundreds of groups and clubs where fans of this sport practice.

With this guide the initial level of knowledge is reached, and skills and abilities are developed quickly and in an interesting way, allowing you to hit all 8 discs into the pockets without losing the right to shoot. And if you already have a base, you can take your skills to a good level and compete in serious sports tournaments.

This documentation has been developed within the project “Novuss – sport for anyone”, co-funded by the European Union programme “Erasmus+”.

The project was introduced to encourage forming an international network and closer cooperation between stakeholders and organisations to promote the development of Novuss sports in the European Union and worldwide.

Project coordinator:

- Novuss Sport ohne Barrieren e.V., Germany

Project Partners:

- Latvijas Novusa federācija, Latvia
- Peningi Koroonamänguklubi, Estonia
- Stowarzyszenie Novuss Polska, Poland

More information about the project is available on the project homepage: www.novuss-sport.org

Digital printing partner within the project: **wabe e.V.** a non-profit organisation based in Erlangen (Germany), founded in 1987. The main goal of the organisation is to integrate people with mental disabilities into the labour market.

Website: <https://www.wabe-erlangen.com>

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HISTORY OF NOVUSS

SEA ROUTE TO INDIA. CARROM GAME.

When our game appeared exactly is wrapped in mystery. But there is one interesting legend...

Around 400 years ago, a permanent trade sea route from England to India was discovered (Fig. 1). In India, English sailors saw many “oriental wonders”. But they especially liked one tabletop game. It reminded the sailors of their favourite billiards that had already been invented by that time.

The Hindus called this game — “Carrom”. Four holes (pockets) were made at the corners of a small smooth board, into which players deftly shot wooden pieces by snapping their fingers (Fig. 2).



It's worth noting that a sea voyage to India and back took almost a whole year back at that time. To have more fun while sailing, the sailors came up with a new game.

They took the carrom game, made the size of the board a little bit bigger and added a cue stick from their favourite billiards. This is how the sailors created their own billiards game, but "sea billiards" instead. The game turned out to be convenient and adaptable to marine conditions: a small table that folded up quickly and easily, took up little space and fit into a cabin. And, discs, unlike balls, did not roll around the table.

CARROM



BILLIARDS



SEA BILLIARDS



Having gone ashore, the sailors continued to play their favourite game. Everyone liked this game so much that after a while they were saying: "If you don't know how to play "sea billiards", you're not a real sailor!"

HISTORY OF NOVUSS

HOW SEA BILLIARDS BECAME NOVUSS.

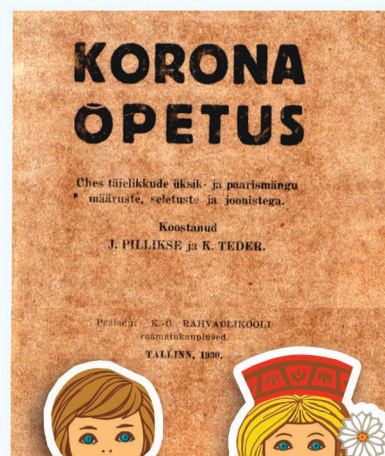
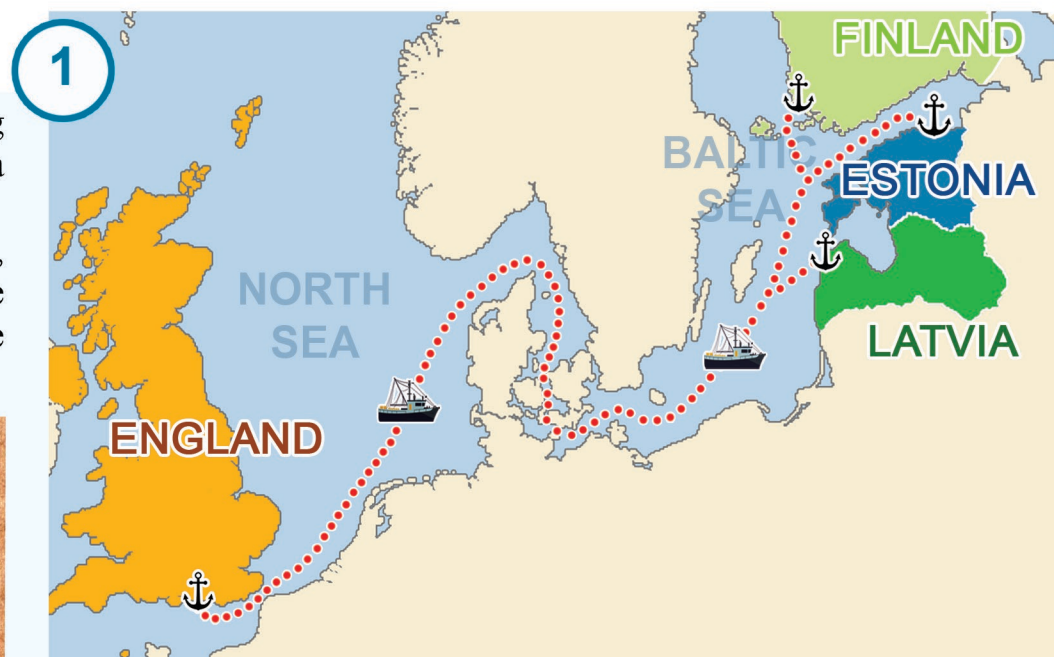
Around 100 years ago, fishermen who were sailing internationally saw this game in English ports. This is how sea billiards went from England to the Baltic states (Fig. 1).

In terms of time, the game has been talked about at one time, around 1925, both in Latvia and Estonia, but the championship was reached the earliest in Finland: In 1927, the rules appeared in the pastime corner of the newspaper, but in the 1928 championship.

The name korona was so new to the southern neighbors, that is, it was called **Novuss**, or a new game. The northern peoples were more conservative and adopted the name **korona** that came with the game (Fig. 2).

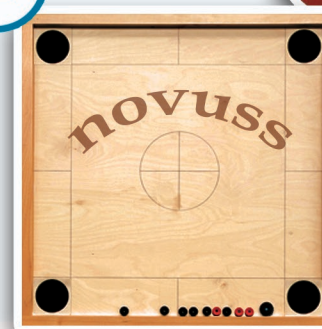
In Estonia, until 1930, the game was played with different rules in different places, but by 1930, it was possible to agree on uniform rules and it was also published as a book "*Korona õpetus*", in which previously valid game variants were presented as a comparison.

In 1932, Pavel Tyutennikov wrote brochure "*Table billiards. The game and its rules*". It was published in Riga.



Our koroona table is large, but the pockets are small...

And, our novuss table is smaller with larger pocket size. So it's easier for everyone to play it!



HISTORY OF NOVUSS



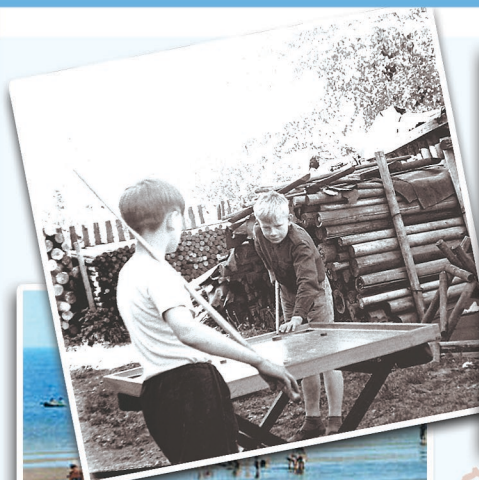
It is possible to find images of novuss tables in old pictures. The game became more popular. People played for fun and enjoyment. In fact, novuss was suitable for everyone. More and more competitions started to take place between different novuss clubs. Novuss quickly turned into a cognitive and exciting sport.

Wow!
Some of the photos
are almost 100 years old!



HISTORY OF NOVUSS

POPULARITY OF NOVUSS IN THE USSR.



Novuss reached phenomenal popularity in the Baltic republics during the former Soviet Union (USSR).

People played novuss everywhere: at home and in backyards, schools and pioneer camps, in cultural centres and clubs, in the army and during lunch breaks at factories. Sometimes, they even played it on the beach... Novuss has been recognised as an athletic discipline in Latvia. The title “Master of Sports” has been awarded to Novuss players since 1971.





A GAME FOR EVERYONE

PLAY! HAVE FUN! DO THE TRAINING! COMPETE!

NOVUSS is a unique **GAME THAT SUITS EVERYONE!** Why? Because your physical conditions such as weight and/or height don't matter. This game is for every gender and/or age. Besides, NOVUSS is a **GAME FOR THE WHOLE FAMILY.**

Play at home with the family
or play with your friends
in the backyard!

And even more, if you want - be trained, participate
in competitions and win!

After all, even people with REDUCED capabilities will be able to play novuss the same as everyone else and win tournaments at the highest skill level.



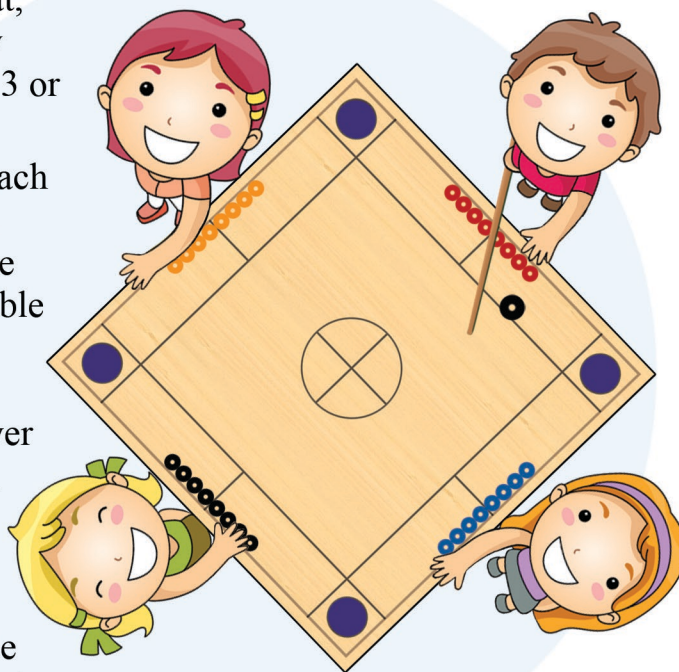
GAME FORMATS

In the **amateur** (entertainment) format, the following number of players can play using the same table at the same time: 2, 3 or 4 people.

They play **“INDIVIDUALLY”** (i.e. each of the players has 8 unique colour discs).

The task is to get “their” discs into the pockets faster than the others. If you’re able to put at least one disc of “your” colour into the pocket, you continue with the next stroke. All the way until the player makes mistake. Then, the next player “in clockwise order” is awarded the right to strike.

Since there are many discs and all of them, as a rule, are moving on the table quite quickly — it may seem difficult to play, but it’s so exciting!



In competitive novuss, either 2 or 4 people play at the same table.

The number of players depends on the choice of game option (single or pairs).

The **competition** is played by:
“ONE ON ONE”

(2 players, 8 red and 8 black discs) and

“TWO ON TWO”

(2 teams of 2 players, 16 red and 16 black discs).

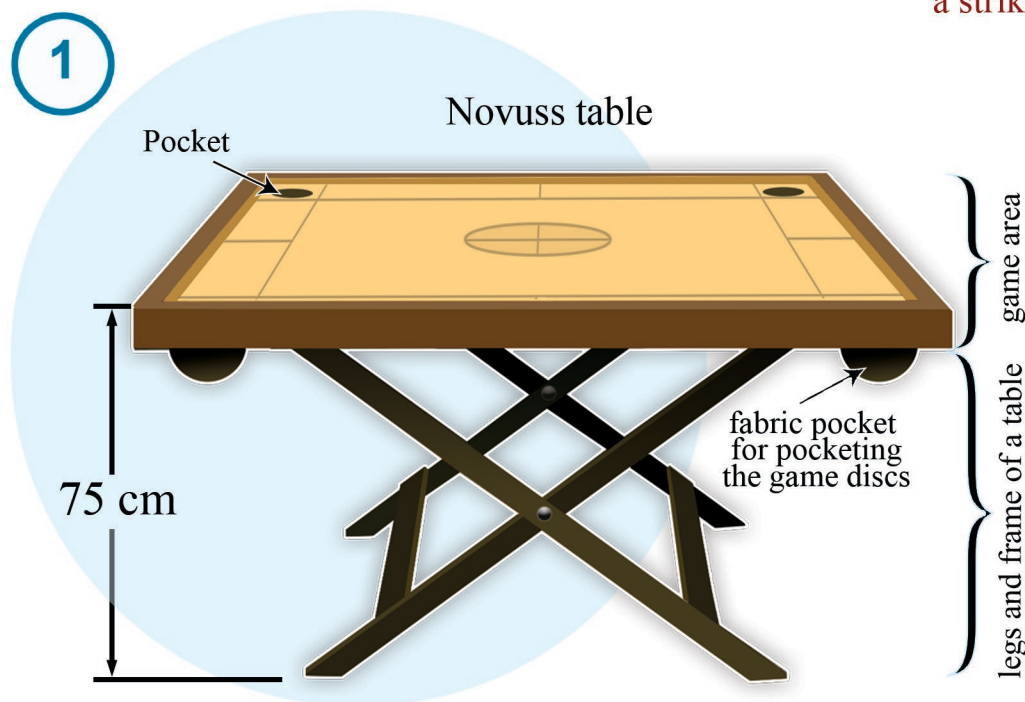


Individual competitions (single games) are held between both men and women. In individual competitions, the results are evaluated for each participant individually.

Doubles are held for men, women and mixed couples. The results of a double game are assessed for each couple.



To play novuss you will need: a game table, a cue stick, a striker, discs and special powder for discs sliding on the table.



When looking for a new table, the choice should depend on the goal that you are trying to achieve.

What Novuss tables come in three types: mass production, standard and professional. The difference is in the wood quality, characteristics and price tags. If you want a table just for entertainment (having fun with friends, playing in nature, etc.) — a “mass” table (the most inexpensive one) will suit you best.

Over time, if you have the desire to use more complex techniques and ways of pocketing the game discs, a professional table may be best.

THE NOVUSS TABLE consists of a game area (tabletop), legs and frame of a table.

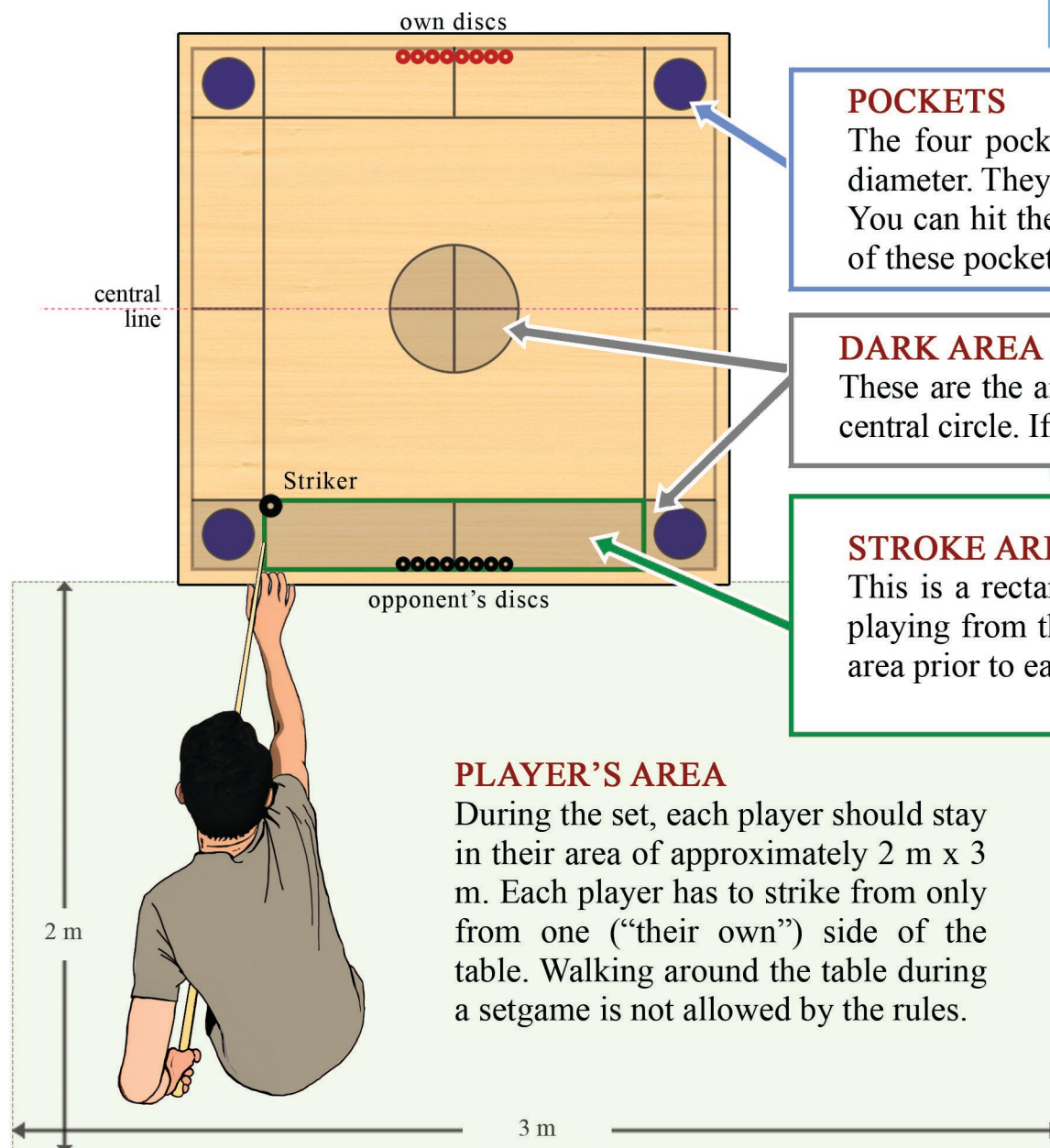
The game area is a square with dimensions of 1 m x 1 m. The game area has special markings. There are 4 holes in the corners of the game area - called pockets. Each pocket has a bag to collect discs during the game and these bags are attached under the pocket (Fig. 1). The game area is limited by the edges. It is customary to rub the surface of the table (to make it more slippery) with boric acid powder (sold in any pharmacy, it is not, but still do not forget to wash your hands after using it).

The novuss table can be quickly assembled and/or disassembled. It does not require much storage space. The table height is only 75 cm, so you can learn to play from the age of 7-8.

Remember!

The better the table —
the faster you learn
to PLAY WELL!





POCKETS

The four pockets in the corners of the game area are 100 mm in diameter. They are necessary for getting the game discs after scoring. You can hit the discs into any pocket. But, if the striker goes in one of these pockets, the player is penalised.

DARK AREA (edge zone, circle in the centre of the table)

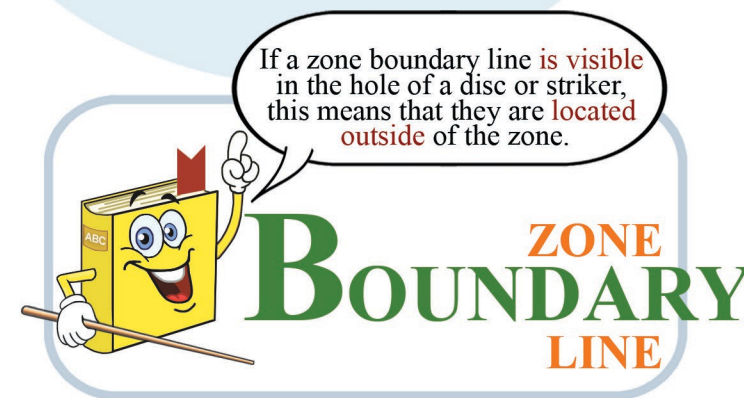
These are the areas along the edge on the player's side and inside the central circle. If the disc gets in these areas, this disc called a "dark disc".

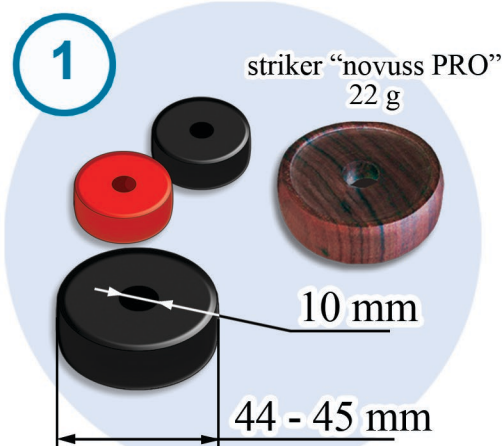
STROKE AREA

This is a rectangle along the edge (between the pockets). A player playing from this edge can place the striker anywhere in the stroke area prior to each strike.

PLAYER'S AREA

During the set, each player should stay in their area of approximately 2 m x 3 m. Each player has to strike from only from one ("their own") side of the table. Walking around the table during a setgame is not allowed by the rules.





A **STRIKER** (also known as a “puck”) must be **WOOD ONLY** (Fig. 1).

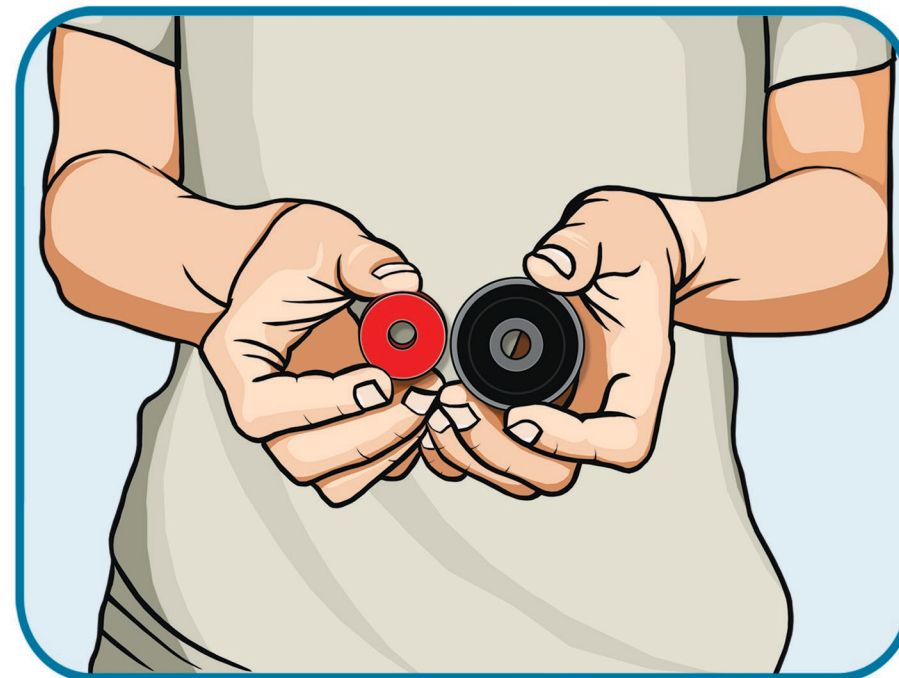
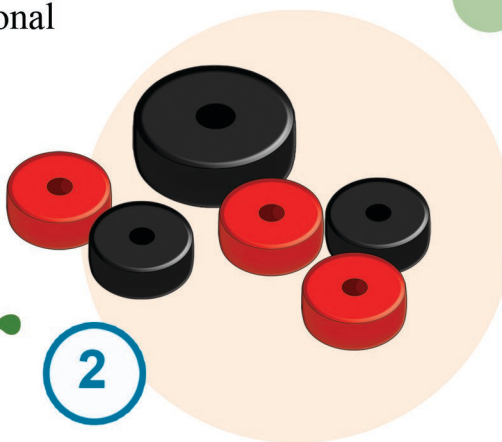
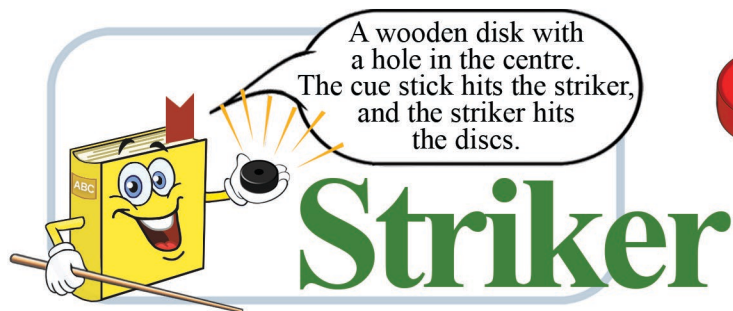
The shape of the striker is the same as that of the disk, but it is larger.

The strikers could have a different weight: from 16 g (standard) to 22 g (professional strikers).

Over time, you may choose the striker which best suits your game style (depends on your way of playing).

REMEMBER!

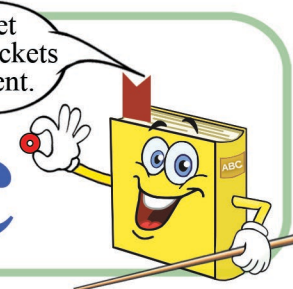
The striker and cue stick are the most important items in novuss. Strike accuracy and strength depend on their quality and physical characteristics, as well as on striking techniques. Therefore, if (after reading this book) you would like to improve your novuss skills and results, consider getting a good quality personal cue stick and striker.



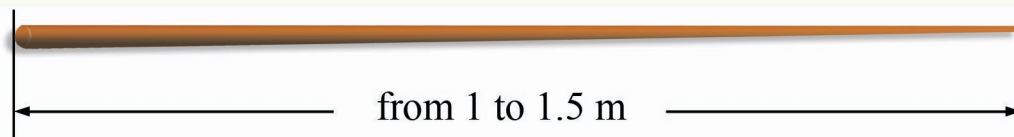
The game **DISCS** are made of wood (usually birch or beech). The diameter of the disc is 30 mm, and the weight is approximately 5 g. There are only two colours for discs used in competitions: black and red discs (Fig. 2).

The goal is to get all discs into the pockets before the opponent.

Disc



The cue sticks can have different lengths (from 1 to 1.5 m). Therefore, you should choose a cue stick according to your height and arm length. The diameter of the thin end of the cue stick can vary from 6 to 10 mm, and the thick end is usually not thicker than 35 mm.



The weight and material of the cue stick are not limited. There is only one requirement: **the thin end of the cue** (at least 250 mm), must be made **from wood**.

The cue stick can be solid or composite (consist of 2, 3 or 4 pieces).

A composite cue stick (unassembled) takes up less space and is convenient for transportation. But the price of such a cue stick is a little higher compared to a solid one.

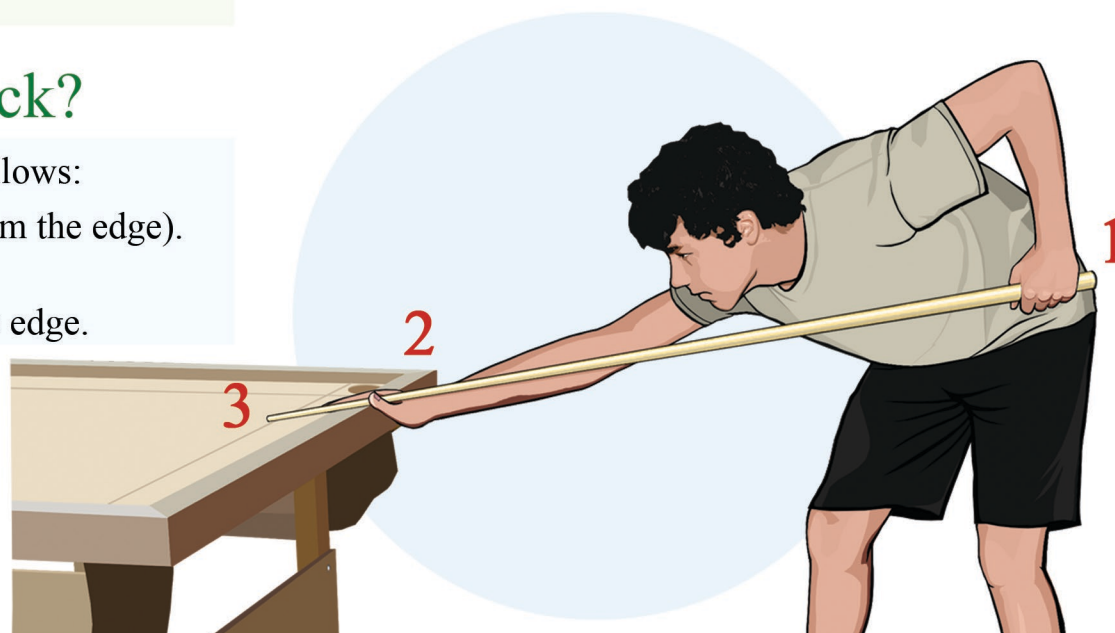
The cue stick plays a very important role during the game. Some players like a lighter cue stick to make very light and sophisticated hits. Others prefer heavier cue sticks. It takes some time to figure out what the “perfect” cue stick is for you that will help to play “perfect” game.

How to choose the right cue stick?

To choose the right length of cue stick, proceed as follows:

1. Take the cue stick by the thick end (about 5 cm from the edge). Put it on the table edge.
2. Bend over the table and put your other hand on the edge.
3. Move the hand holding the cue stick back – same as for strike (the elbow should be “directed” straight to the ceiling).

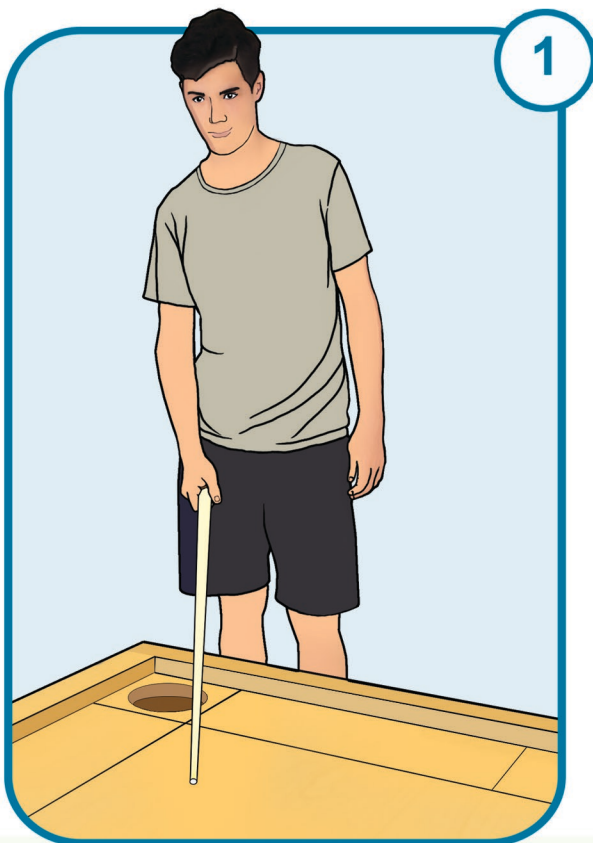
If the thin end of the cue stick almost reaches the stroke area on the table, this cue stick is just for you.



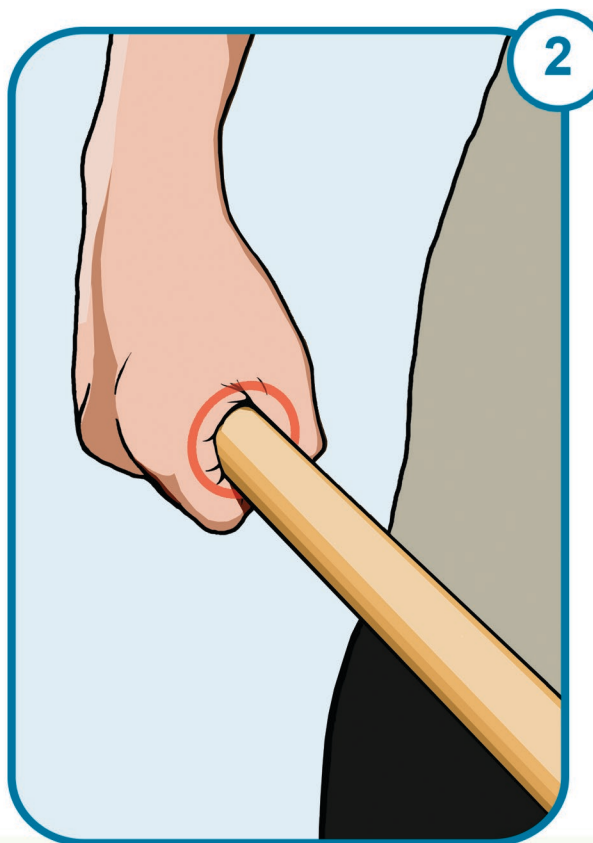
HOW TO HOLD THE CUE STICK

FIRST STEPS IN NOVUSS: POSTURE AND GRIP OF THE CUE STICK.

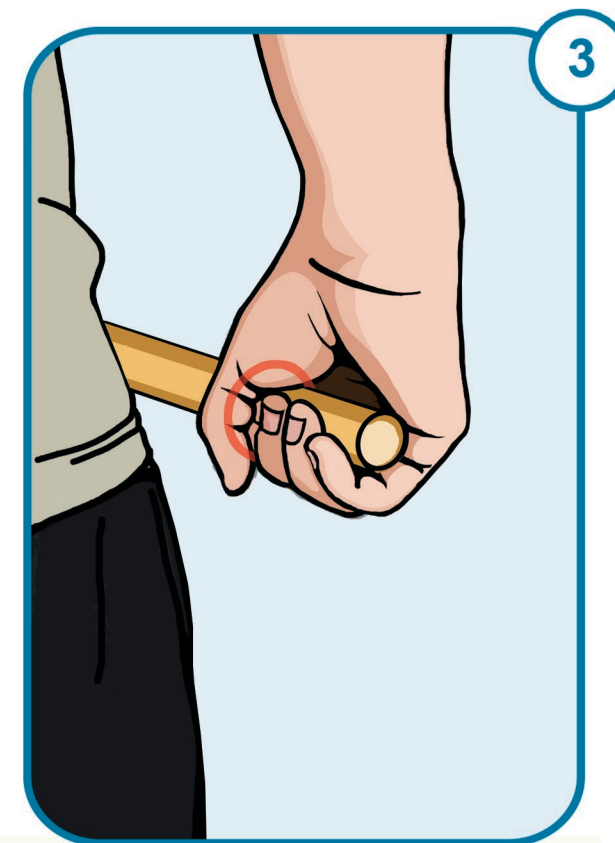
The posture and grip of the cue stick **are essential** for a stable and accurate strike.



Place the thin end of the cue stick on the table edge. The hand holding the cue stick should be at hip level. Fully straighten your arm and make sure that the cue stick lies on the edge (the hand does not hold it, but only guides it) (Fig. 1). Now, pay attention to the grip.

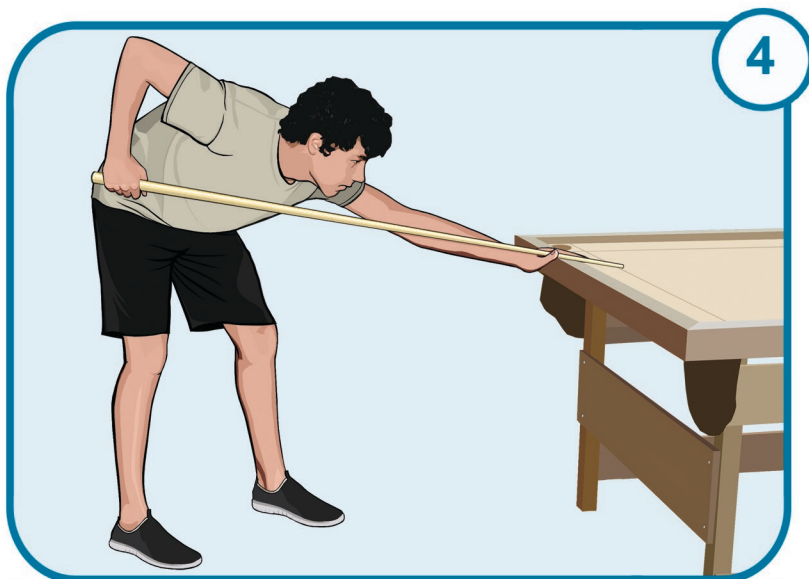


The thumb, index and middle fingers grip the stick to create a so-called ring around the cue stick. In the ring area, grip it tightly, and the rest of the fingers should be relaxed and slightly bent around the stick (Fig. 2).



The arm should not squeeze the cue stick too strongly. Check yourself: move the cue stick forwards and backwards along the edge. Feel if the cue stick moves freely back and forth and you are only guiding it. With such a grip (Fig. 3) you will be able to make a hit just by the “weight” of your cue stick.

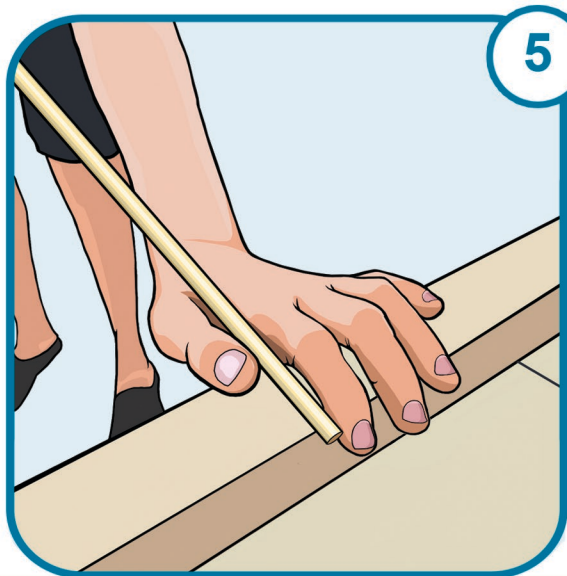
NOVUSS PLAYER'S POSTURE



Take a stable position (cue stick is on the table edge). Bend over and place your other hand on the table edge (Fig. 4).

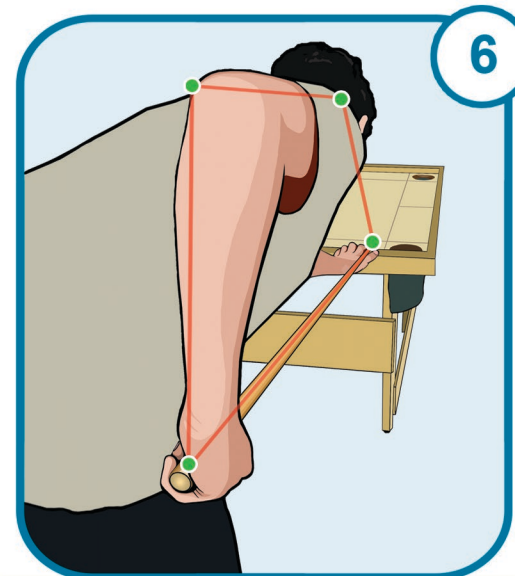
REMEMBER!

The most important things when playing Novuss as a beginner are: find the right posture and grip the cue stick at the right spot.



The position of your hand on the table edge can be different, BUT: according to the rules it is **FORBIDDEN** to touch the surface of the table with your fingers when making a hit.

Practical advice: slide the cue stick along your index finger, which will “guide” it during the shot (Fig. 5).



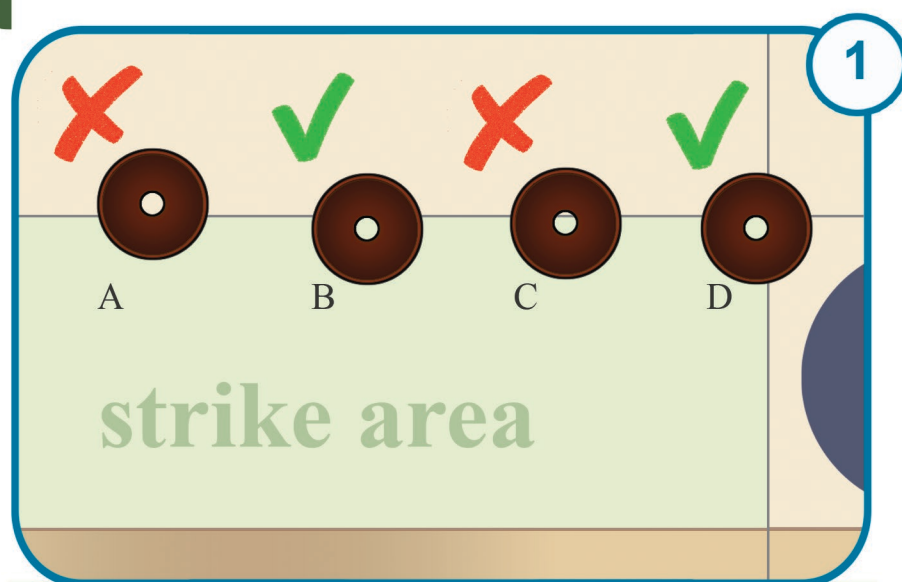
If your shoulder, elbow and cue stick are in the same plane (Fig. 6), the cue stick will not deviate from the aiming line and the strike will be accurate.

EXERCISE: Straighten up (Fig. 1) — take the position (Fig. 4). Repeat this exercise several times.

People of all ages, heights and health conditions play Novuss. So, there might be variations to the “right” posture for each individual player. Therefore, you can choose **YOUR** own comfortable posture (preferably with the help of your coach).

POSITIONING A STRIKER AND MAKING A SHOT

FIRST STEPS IN NOVUSS.



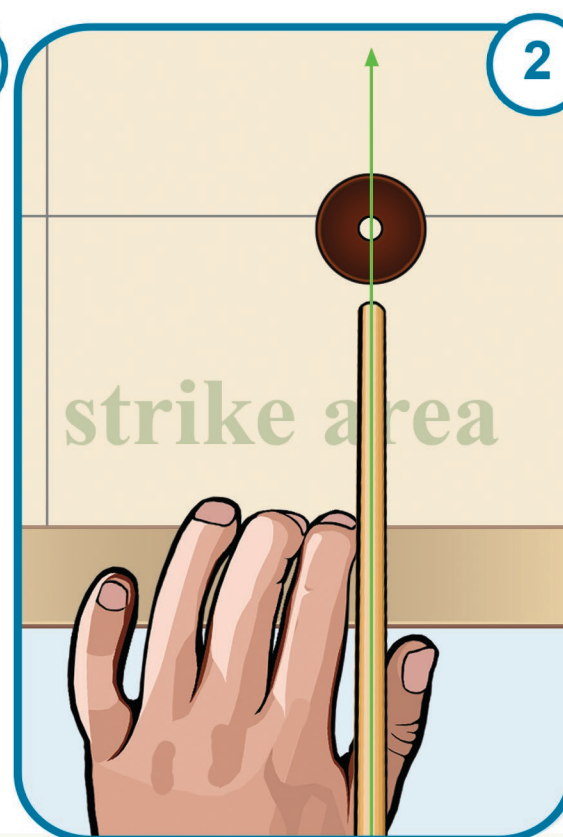
According to the Rules, before the shot, the player sets the striker in the edge zone of their side of the table in any place so that the **BORDER LINES** of the strike area (neither side, nor front) **ARE VISIBLE** in the **HOLE OF THE STRIKER**.

Carefully review Fig. 1. It shows different options for placing the striker:

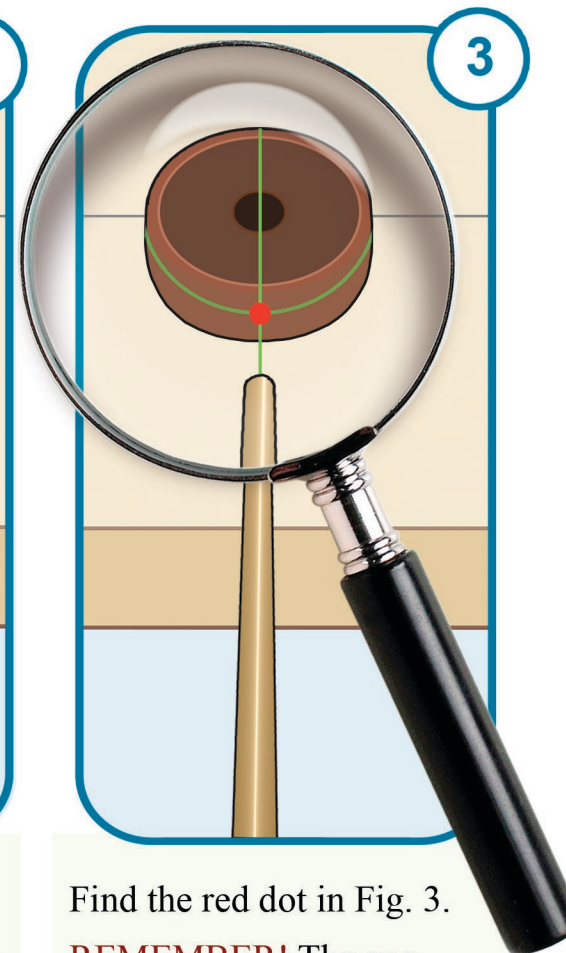
A - INCORRECT (the line in the hole is not visible, but most of the striker is in front of the zone line);

C - INCORRECT (a line is visible in the hole, therefore the striker is also considered to be “out of the zone”);

B and **D** - represent the CORRECT placement of the striker.



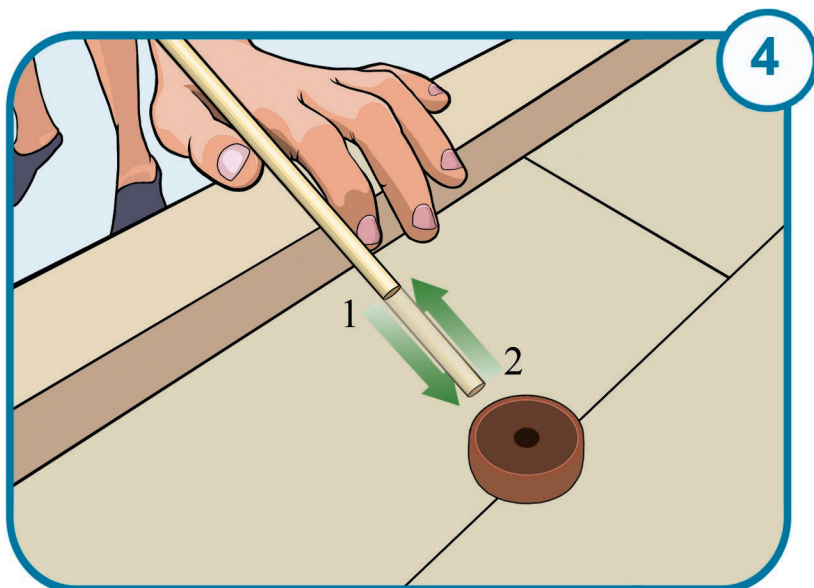
Place the striker in the strike area (as in Fig. 2). Take the posture so that the cue stick and the centre of the striker are on the same line (it is highlighted in green in the figure). Further on, we will call it the “aiming line”.



Find the red dot in Fig. 3.

REMEMBER! The cue stick must ALWAYS hit the striker (without exception) at THIS POINT ONLY!

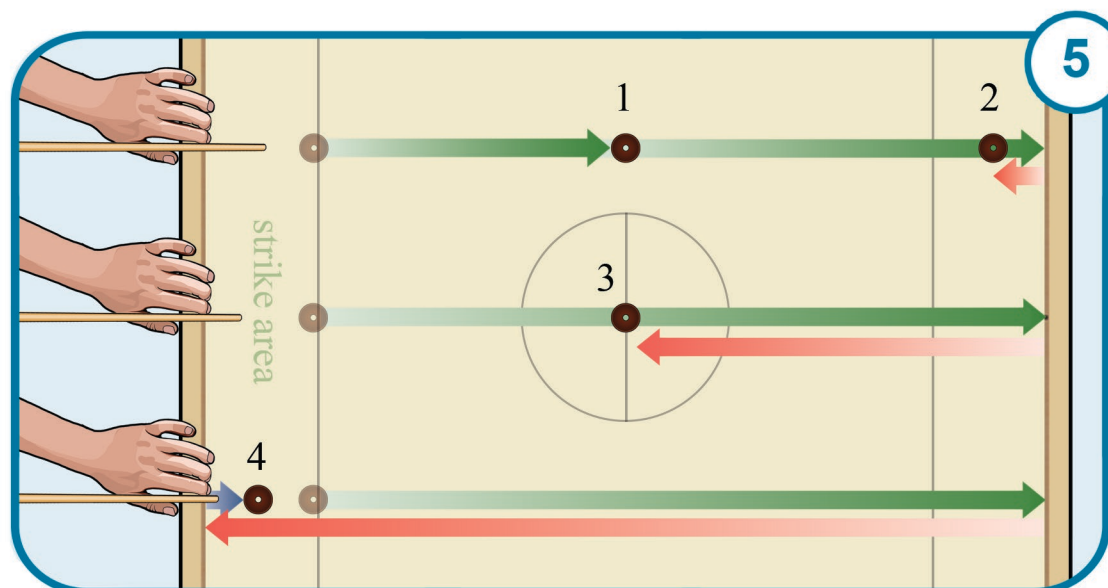
STRIKING FORCE



Prior to the hit, move the cue stick a few times, without touching the striker, backwards and forwards from point 1 to point 2, and back (see Fig. 4).

This is necessary for checking the correct direction of the cue stick to the striker.

At the same time, you are checking the smoothness of the cue stick's movement and getting a feel of the hitting force. Prior to hitting, stay at point 1 for a second. Then, make a shot. Sequentially, repeat the actions shown in the Fig. 2, 3 and 4 several times.



It is time to train your hitting force.

Learn and practice several types of hits with different hitting force. Proper control of the hitting force is one of the key skills in the game of novuss (!).

Therefore, complete this task very carefully (Fig. 5).

TASK: Properly position the striker in the strike area and make a shot:
 “very weak” — the striker should stop at point 1;
 “weak” — the striker, bouncing from the edge, will stop at point 2;
 “medium” — the striker, bouncing from the edge, will stop at point 3;
 “heavy” — the striker, bouncing from two edges, will stop at point 4.

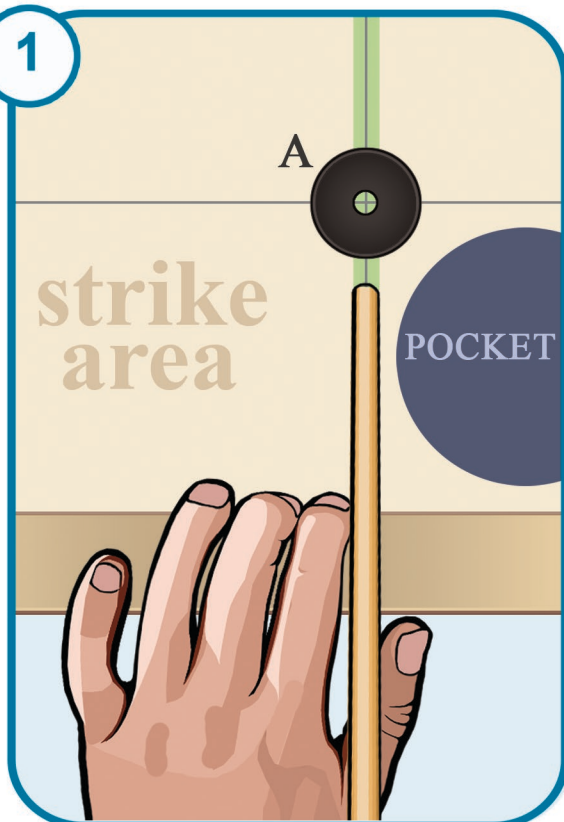
When you know you are able to control the hitting force, you can start training aiming at and hitting the discs.

AIMING

AIMING. AIMING LINE.

Let's try to understand how **to AIM CORRECTLY**.

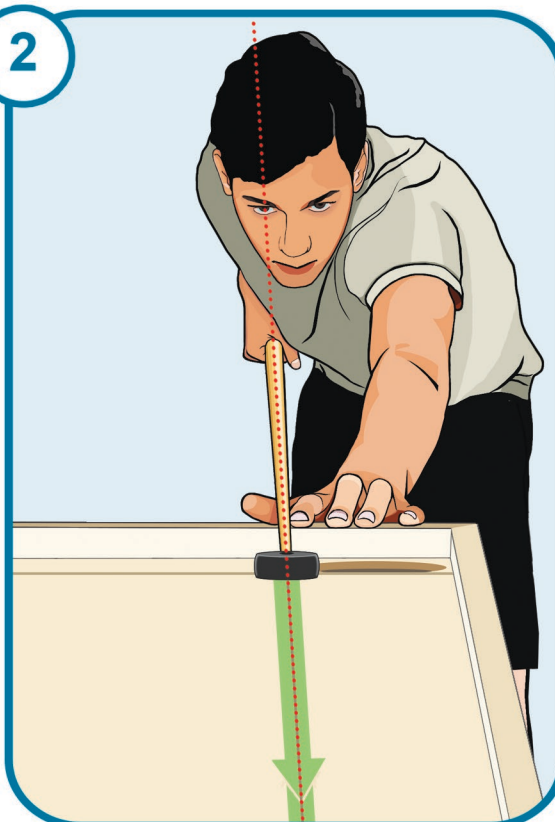
1



Locate the striker on the cross line (position A in Fig. 1). It's not allowed by the rules, but it's a learning exercise.

Pay attention to the fact that in this case the aiming line (green line) coincides with the marking line.

2



Now, take a close look at Fig. 2.

If the player has a proper novuss player posture, the aiming process should not cause any problems. However, the first step is to determine: which of your eyes to use for AIMING.

In order to do this, proceed as follows:

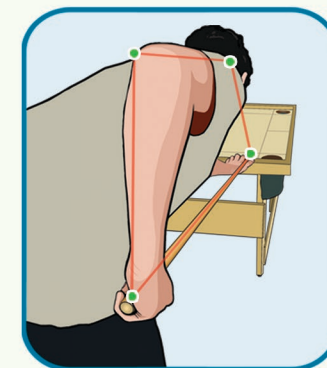
- a) using the fully stretched arm, point the cue stick (both eyes open) at any object as a target;
- b) alternately close one eye, then the other;
- c) use the eye seeing the object as not moving when looking at it, whether the eye is opened or closed.

This is going to be **your AIMING eye**.

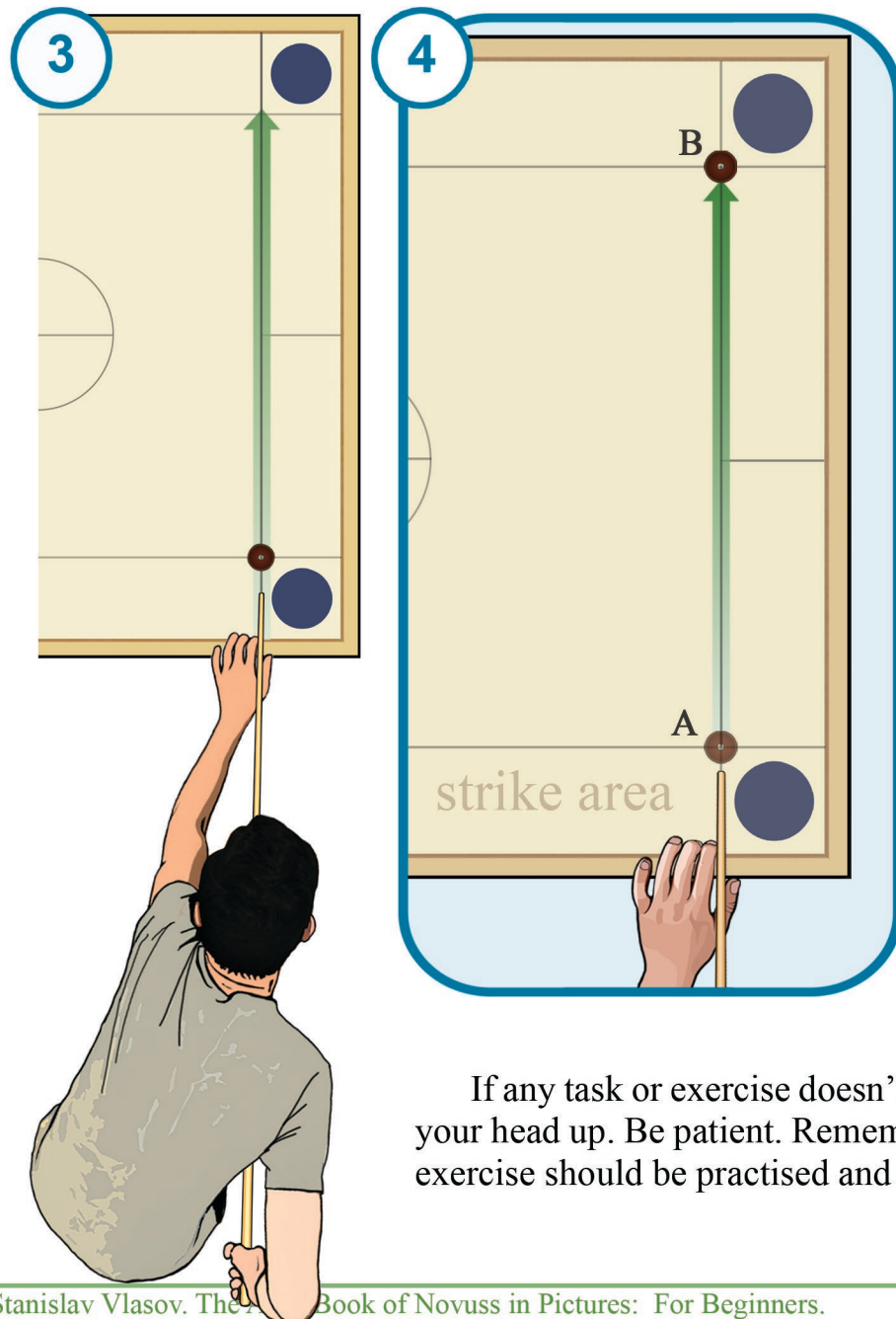
REMEMBER: The sight of the aiming eye should be directed along the cue stick, following the direction of the hit (red dotted line in Fig. 2).

ATTENTION! Avoid the beginner's common mistake — when aiming, keep both eyes open (!). Don't close the eyes.

Look again at Fig. 2. Note that both eyes are open; the aiming eye should be above the cue stick (in the “elbow-cue stick” plane). We have already mentioned this plane earlier, on page 19 (Fig. 6), when we discussed the correct posture.



AIMING



If any task or exercise doesn't work for you right away, keep your head up. Be patient. Remember, in order to play well, each exercise should be practised and **trained many, many times**.

REMEMBER! An accurate and stable shot consists of three important components:

- 1) **correct aiming**
- 2) **ability to hit along the aiming point**
- 3) **ability to use the correct hitting force.**

In order to consistently practice these three components, try to complete the following **TASK**:

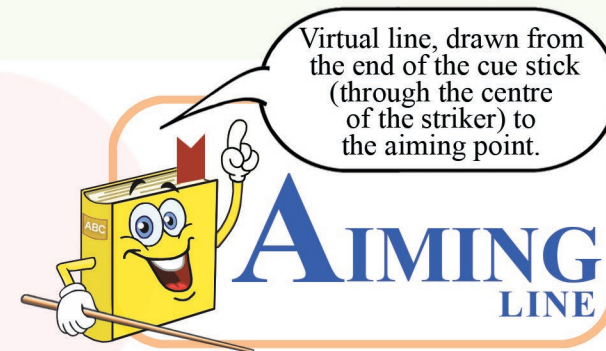
Step 1. Place the striker as it is shown in Fig. 1, page 22.

Step 2. Aim (Fig. 2 and 3).

Step 3. Make a shot by applying enough force so that the striker stops at the opposite cross line after the hit (from point A to point B in Fig. 4).

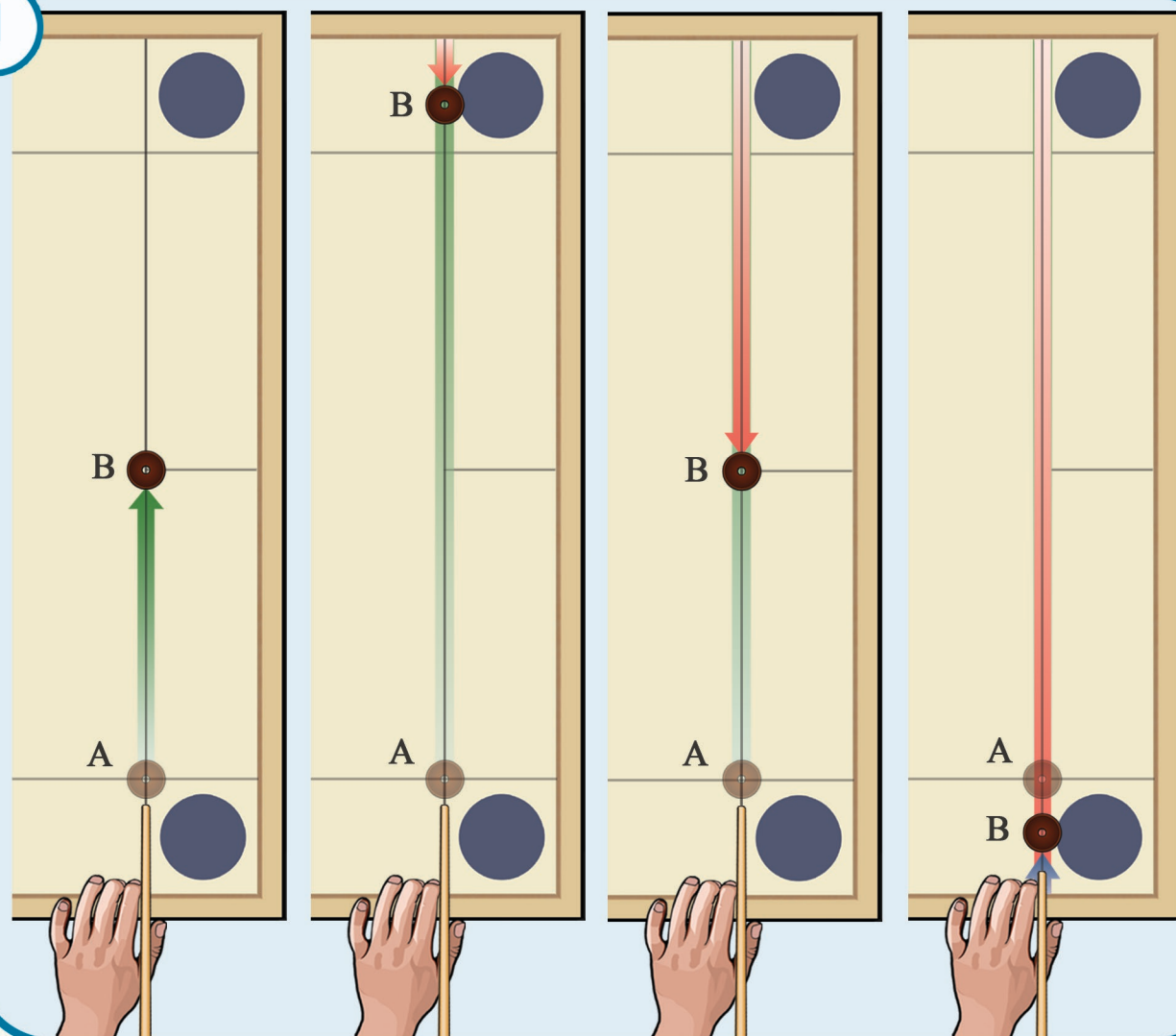
The main focus is not to let the striker **deviate from the line**.

EXERCISE: Repeat this task until you achieve consistent results. The main point is: the aiming line is not part of your imagination, but a visual (it could be seeing) one; it also coincides with the marking line.



HITTING FORCE

1



Very weak

Weak

Medium

Heavy

The follow exercise will help to practice aiming and maintaining the necessary accuracy with **DIFFERENT HITTING FORCES**.

TASK: Try not to allow the striker to deviate from the marking line (it coincides with the aiming line) when making hits with different hitting force.

ATTENTION! Prior to completing this task, make sure the table is level (!).

EXERCISE:

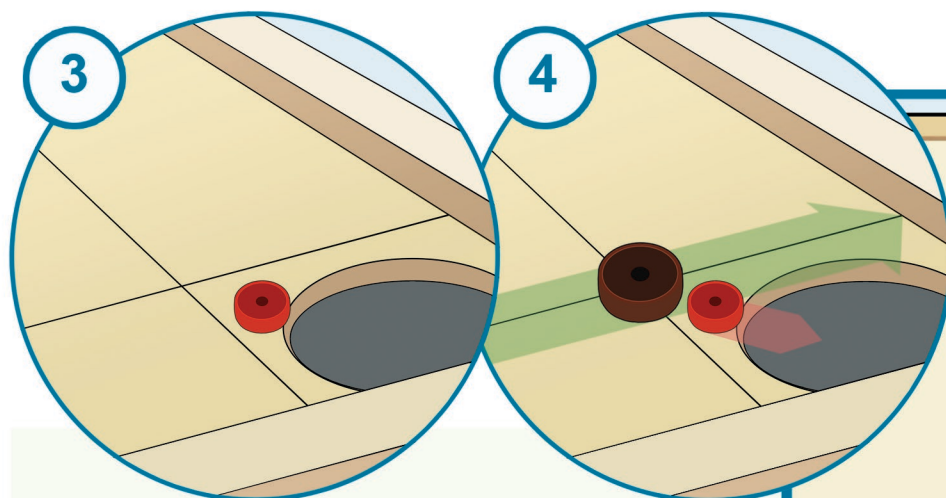
Place the striker on the cross line (A) as in the previous exercise on page 18.

Aim and make a shot; a “very weak” one. The striker should stop on the line at point B (Fig. 1).

Have several attempts until you get 5 correct shots in a row. Further, according to the same scheme, make shots with different strengths: “weak”, “medium” and “heavy”.

REMEMBER! The main purpose of this task is: the striker should stop at point B and not deviate from the line.

"CUTTING" TECHNIQUE



Let's try to make the task a bit harder.

Let's add a disc to the game area and locate it as in Fig. 3.

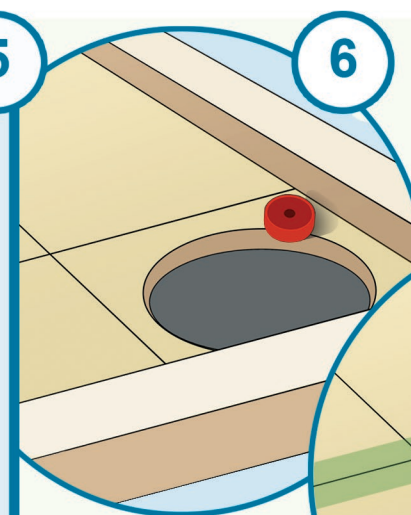
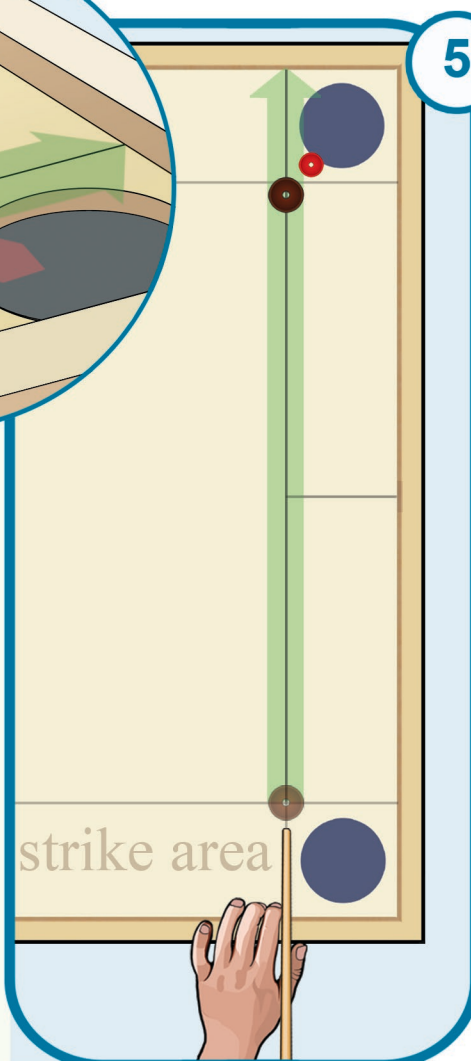
Place the striker on the cross line, take the posture and aim along the marking line (Fig. 5).

Make a "weak" hit (to the opposite edge). If you did everything right, the disc will be pocketed (played) (Fig. 4).

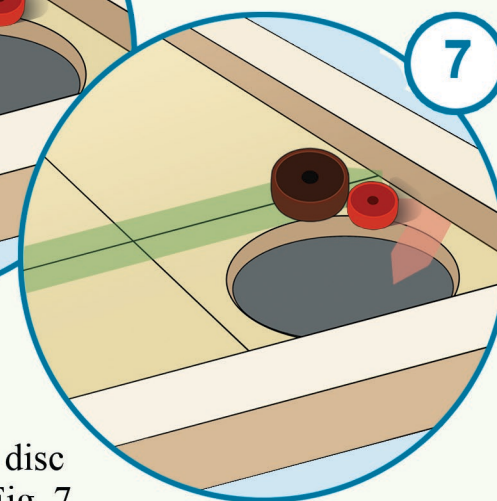
This technique of pocketing a game disc is called **"CUTTING"**.

EXERCISE: use the cutting technique for pocketing a game disc at least 10 times.

Please note! If the STRIKER falls into the pocket — this ATTEMPT DOESN'T COUNT!



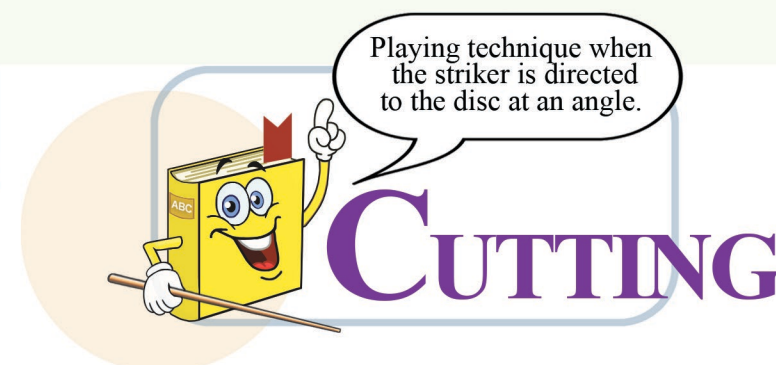
Now, move the disc as in Fig. 6 (about 1 cm from the edge).



EXERCISE:

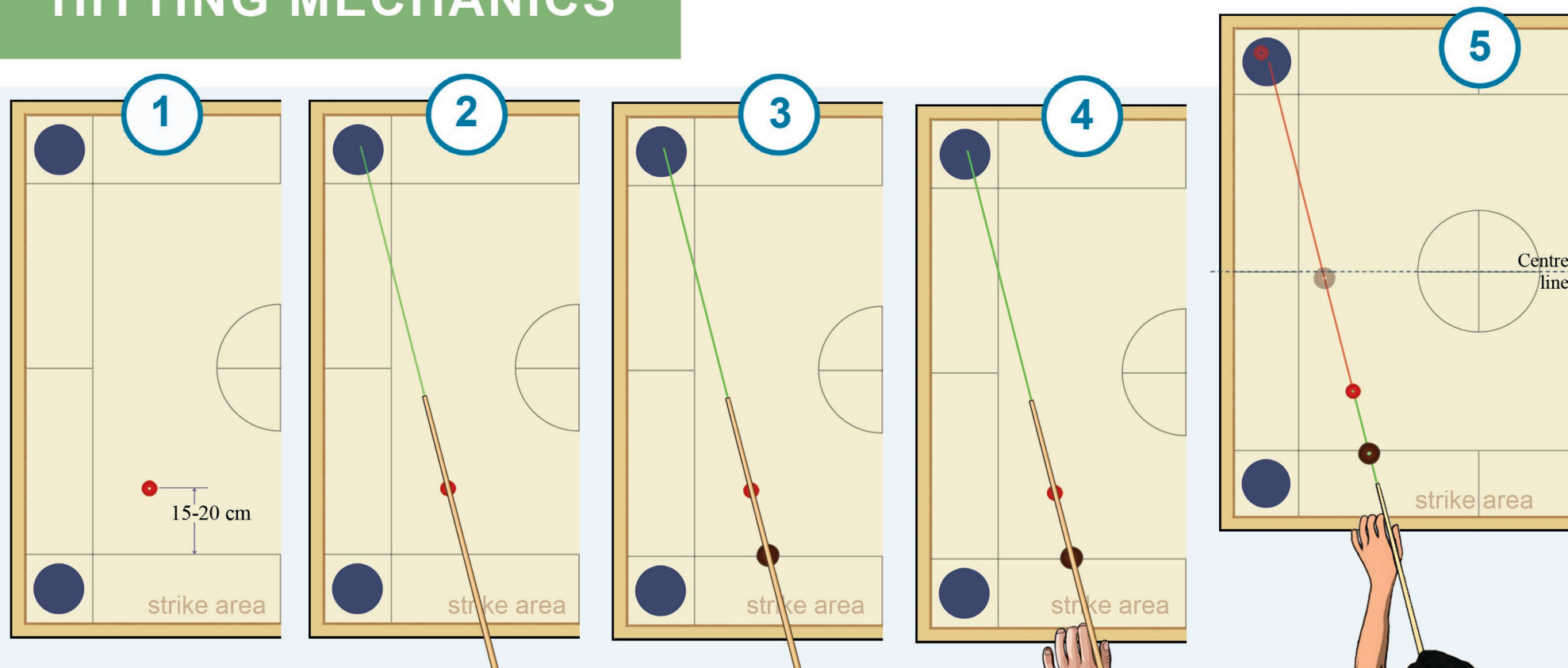
Try to pocket a disc 10 times as in Fig. 7.

If the striker falls into the pocket — try again!



HITTING MECHANICS

LEARNING THE HITTING PROCESS STEP BY STEP.



Let's learn THE ALGORITHM (sequence of actions) to make a successful hit. **TASK** — “send a disc to the pocket”. Please follow the sequence step by step:

Step 1. Place a disc on the game area, about 15-20 cm from the strike area (see Fig. 1).

Step 2. Place the cue stick on the edge so that it is on the line passing through the centre of the disc and the centre of the pocket (Fig. 2).

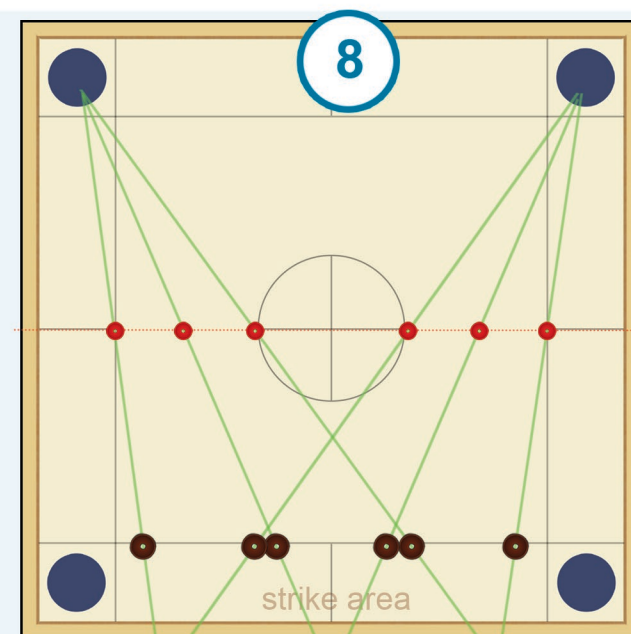
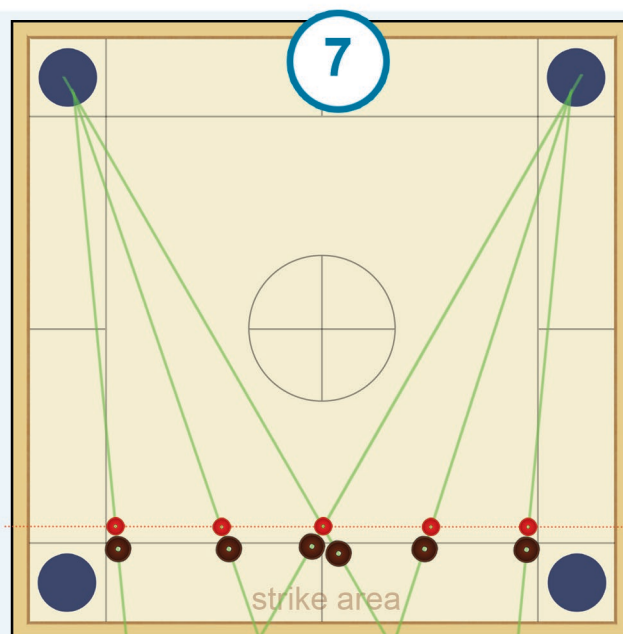
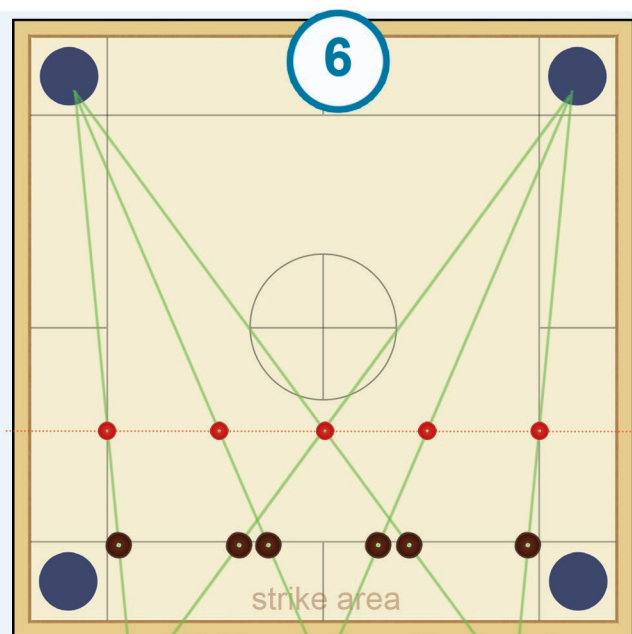
Step 3. Do not take the cue stick away, place the striker (under the cue stick) on the same line. This will be (as you already know) the “aiming line” (Fig. 3).

Step 4. To secure the cue stick on this line, place your hand on the table edge (Fig. 4).

Step 5. Take the player's posture. Make a shot (“very weak”) (Fig. 5).



TRAINING SHOT TECHNIQUE



Now, proceed to a few hitting exercises. But, please remember the most important thing is NOT TO RUSH! **ALWAYS FOLLOW THE SAME SEQUENCE OF ACTIONS** (algorithm), Fig. 1-5 (page 26). After some training time, you will be able to complete this algorithm quickly and even without much thinking (automatically).

Exercise 1. Place the discs (see Fig. 6) and play one by one (pocket the central disc in both pockets).

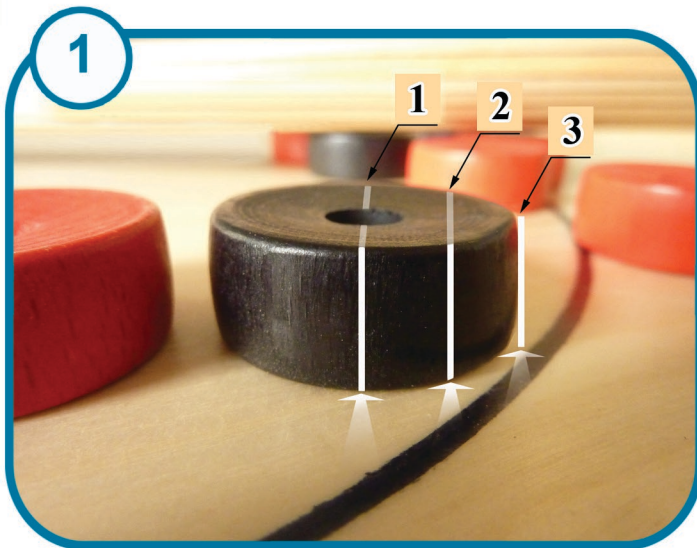
Exercise 2. When pocketing, pay attention to the fact that the striker is located closer (or in close contact) to the disc, (Fig. 7), so hit the striker short and sharp.

Exercise 3. This exercise will seem more difficult vs. compared to the previous two. The discs are far away from the strike area (Fig. 8), so it required to aim even more carefully.

The general rule of all three exercises: **the disc does not get into the pocket** and returns back to its original position. If the striker falls into the pocket, **the previously pocketed disc** is taken out of the pocket (in the form of a penalty for the striker falling) and also returned back to its original position.

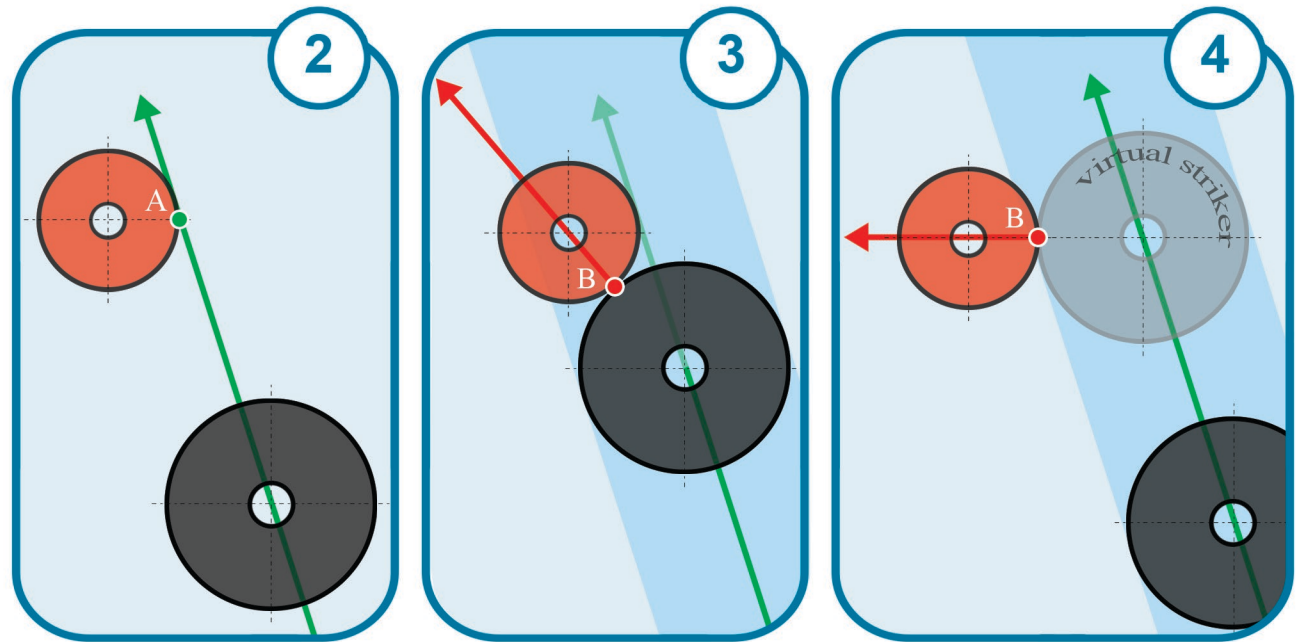
DISC LINES

CONCEPT OF "DISC LINES". WHAT DOES "CORRECTION FOR RADIUS" MEAN?



Carefully investigate Fig. 1. It has some white lines. When you hit the disc with the striker, you can approximately visualise their paths. We will call these lines “**DISC LINES**”. For simplicity, they are assigned numbers, from 1 to 3.

This is a convenient way to understand the point on the disc to hit with the striker. For example, instead of explaining: “Aim a little bit to the side of the disc so that the striker hits the very edge of the disc and hit with enough force to pocket the disc”, you could say “Cut along the third line with a weak hit”. That’s it!

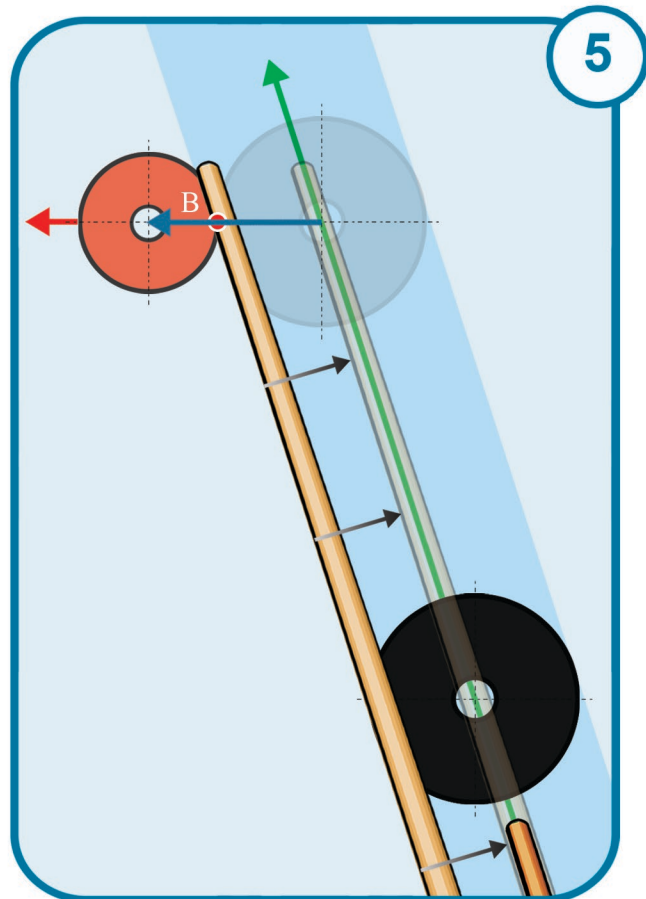


Let’s analyse and try to complete this difficult disc pocketing task — “**cutting**” *along the third line*.

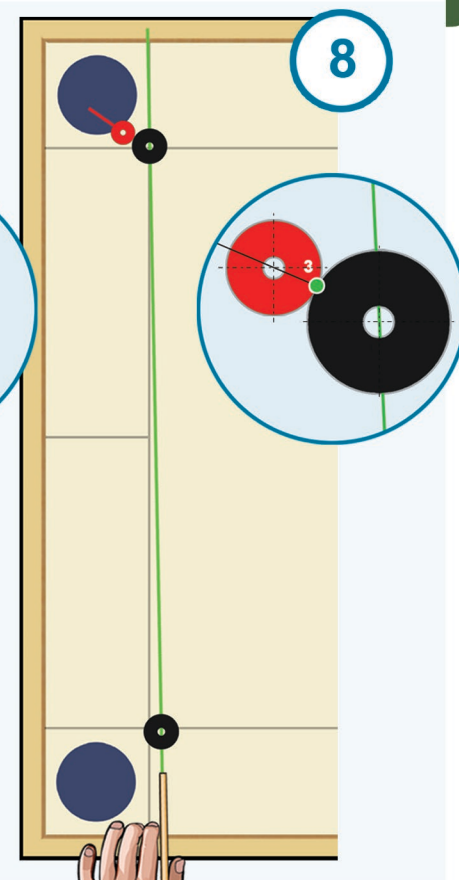
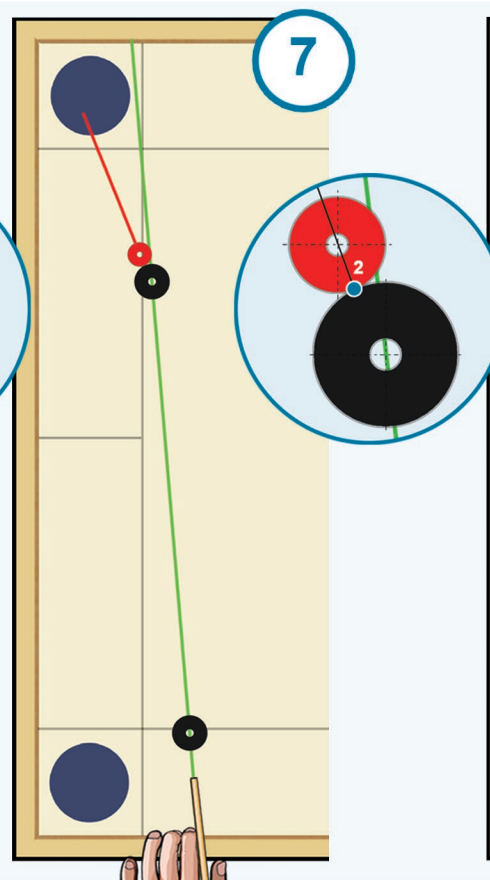
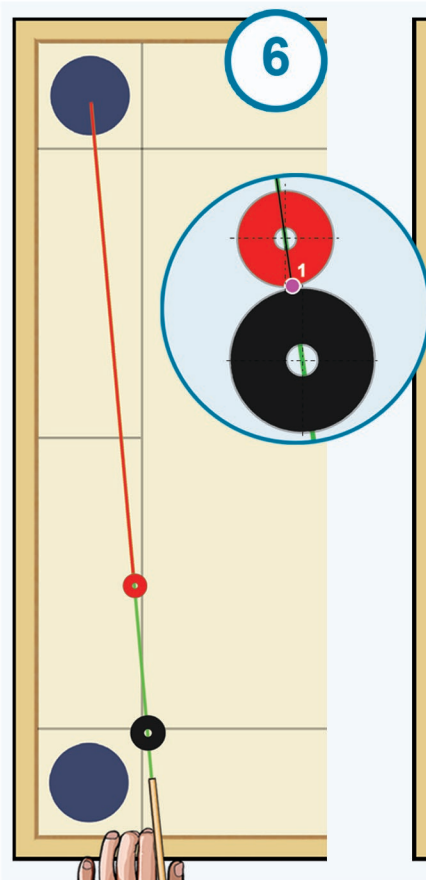
TASK: Place a disc and aim *along the third line* (point A in Fig. 2). After the shot, you see that the striker did not hit the third, but hit the second line (point B in Fig. 3). What must be done? Remember the rule: **WHEN AIMING — MAKE A CORRECTION FOR THE RADIUS**. This can be achieved in two ways.

Method 1: The “virtual striker” method. Just imagine a striker that is located at the point where the disc touches the striker (Fig. 4). Then, aim at the centre of that striker (green line). As a result, the (real) striker will hit the third disc line as intended. With more practice, when aiming, you will see the “virtual striker” easily.

CUTTING. EXERCISES

Method 2: "On the edge of the striker".

Aim the cue stick at the hitting point (B) over the striker (see Fig. 5). Then smoothly move the cue stick (in parallel) to the centre of the striker. This will be the aiming line (green one). Pull the cue stick back and make a hit.



Remember the terminology and technique of pocketing a game disc called "CUTTING" using different disc lines. **EXERCISES.** 1) **Strike along the first line** (Fig. 6) — the aiming line goes through the centre of the pocket. 2) **Cutting along the second line** (Fig. 7) — the aiming line goes safely, to the right of the pocket. 3) **Cutting along the third line** (Fig. 8) — the aiming line also goes to the right of the pocket. Such cutting is sometimes called "thin" cutting ("thinner" means closer to the edge, "thicker" means closer to the centre of the disc).

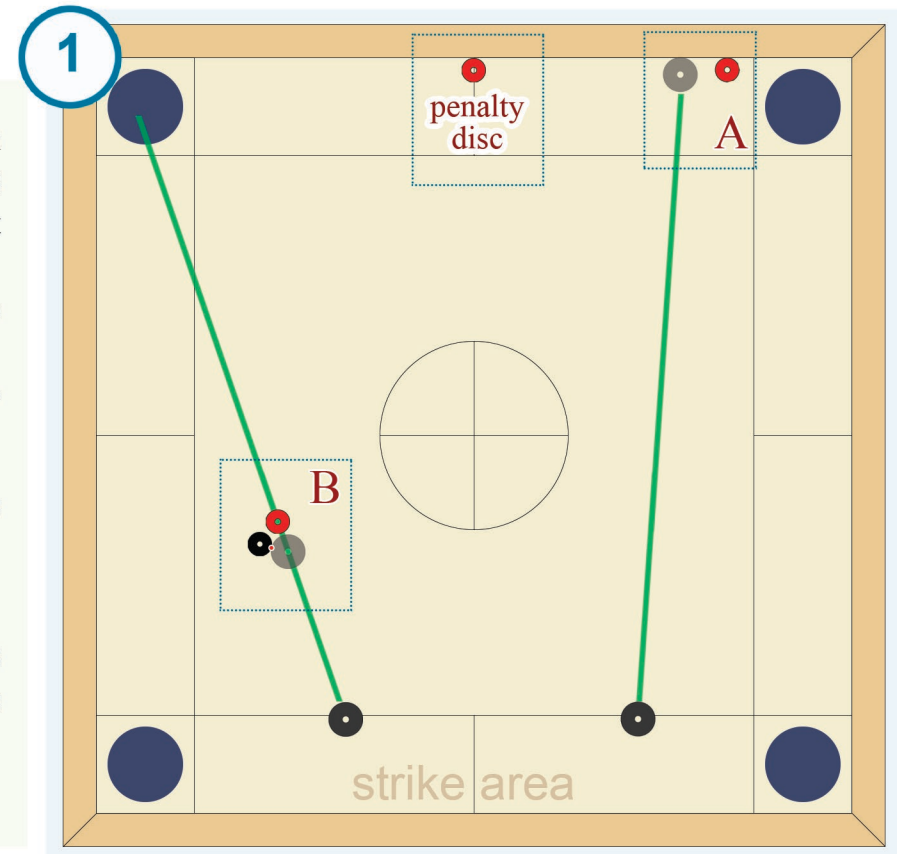
PENALTY DISC

WHAT CAN A PENALTY BE APPLIED FOR? WHERE MUST THE PENALTY DISC BE PLACED?

The rules specify the mistakes the players receive penalties for in detail. Over time, you will understand and remember all these cases better. So, you have to know a few basic rules first, before you start playing.

Let's say, player 1 has red discs (Fig. 1). Player 1 loses the right to strike and a penalty disc is placed in the following cases:

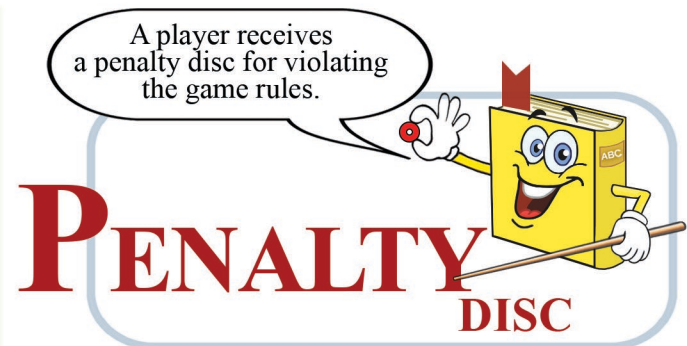
- *striker does not touch any red discs* after the shot, if there is a “dark” red disc on the table (A, red colour);
- *striker touches the black opponent's disc* (B, black colour) first after the hit or red and black simultaneously (B, red and black colour);
- as a result of a hit, the striker falls into a pocket or flies over the edge;
- player touches and/or moves any discs (with the hand, cue stick, pushes the table, etc.). The player loses the set automatically if they touch more than 2 discs;
- while aiming, they touch the striker with the cue stick.



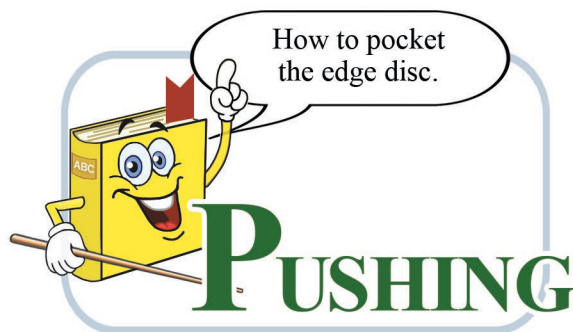
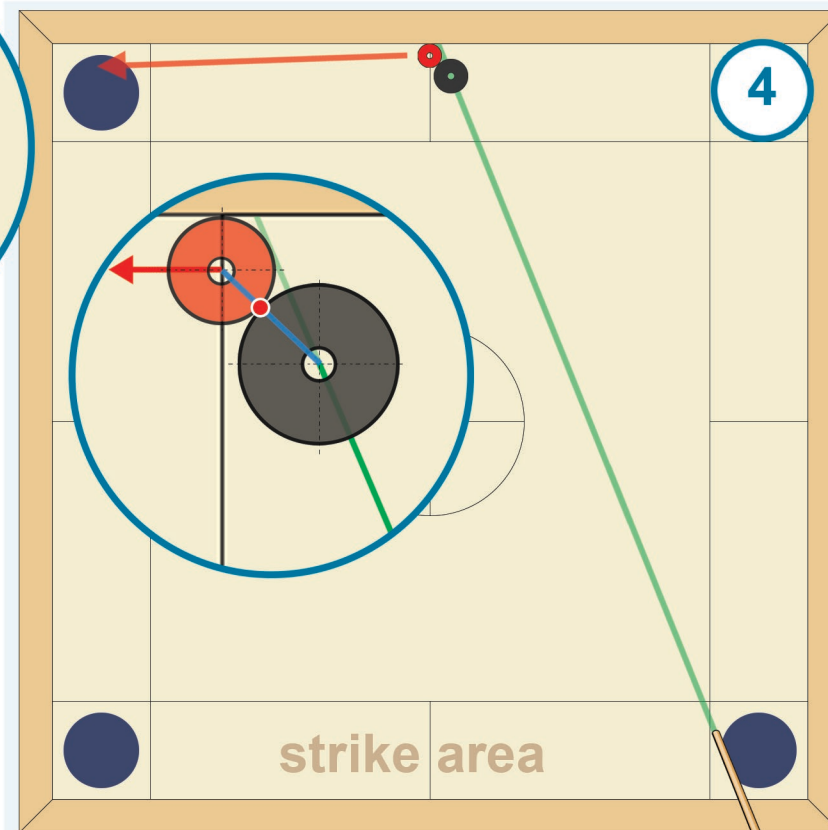
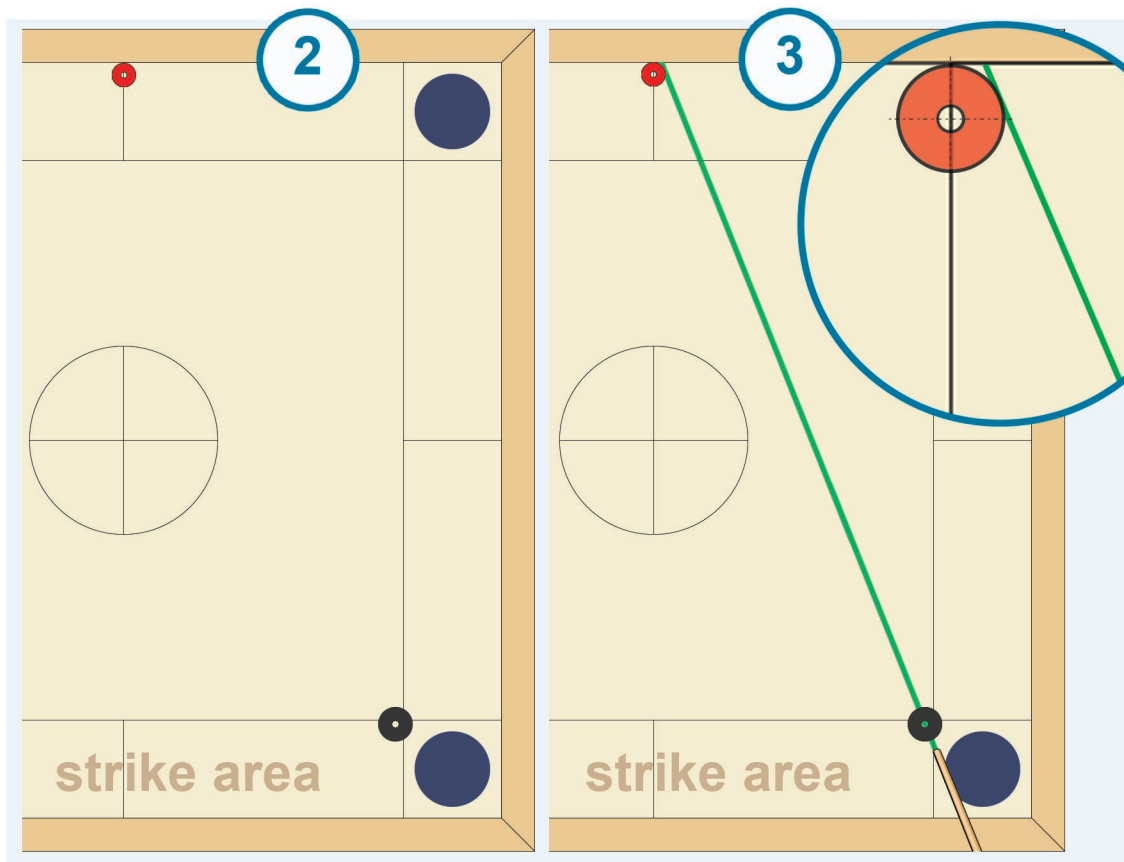
In all of the above cases, **the penalty disc** is placed exactly on the middle line of the edge zone, as in Fig. 1, against the table edge on the opposite side.

If this spot is already taken by other discs, the penalty disc is placed as close to the middle line as possible (without moving other discs).

REMEMBER: in case of several violations during one hit, you can **only** place one penalty disc (for example, the striker does not touch the player's discs and then falls into the pocket).



"PUSHING" TECHNIQUE



Try to complete the **TASK**:

Step 1. Place the disc in the "penalty disc" position (red one, Fig. 1), and place the striker in the corner (right or left) of the strike area.

Step 2. You need to hit the second disc line. But, considering the correction for the radius rule (we analysed it earlier), aim along the third line (Fig. 2).

Step 3. Make a "weak" hit. If you did everything right, then the striker *will press* (at an angle of 45°) the disc to the edge and the disc will slip along the table edge into the pocket (Fig. 3). In this case, we say: "The disc is pocketed using the "PUSHING" technique".

PUSHING TECHNIQUE. EXERCISES

LET'S EXERCISE MORE TO TRAIN THE "PUSHING" TECHNIQUE.

Let's train the technique that allows one to **pocket the disc adjacent to the table edge better**.

TASK: Look at Fig. 1. The target is to pocket the red disc *adjacent to the table edge* (1).

Step 1. Lower the centre line of the disc (1) to your table edge, up to an intersection with the strike area line (point 2).

Step 2. Measure the distance equal to (approximately) half of the stroke area (section L). Mark point 3. By doing that, it will get the angle of attack — the optimal one for the "pushing" technique.

Step 3. Place the striker at point 3.

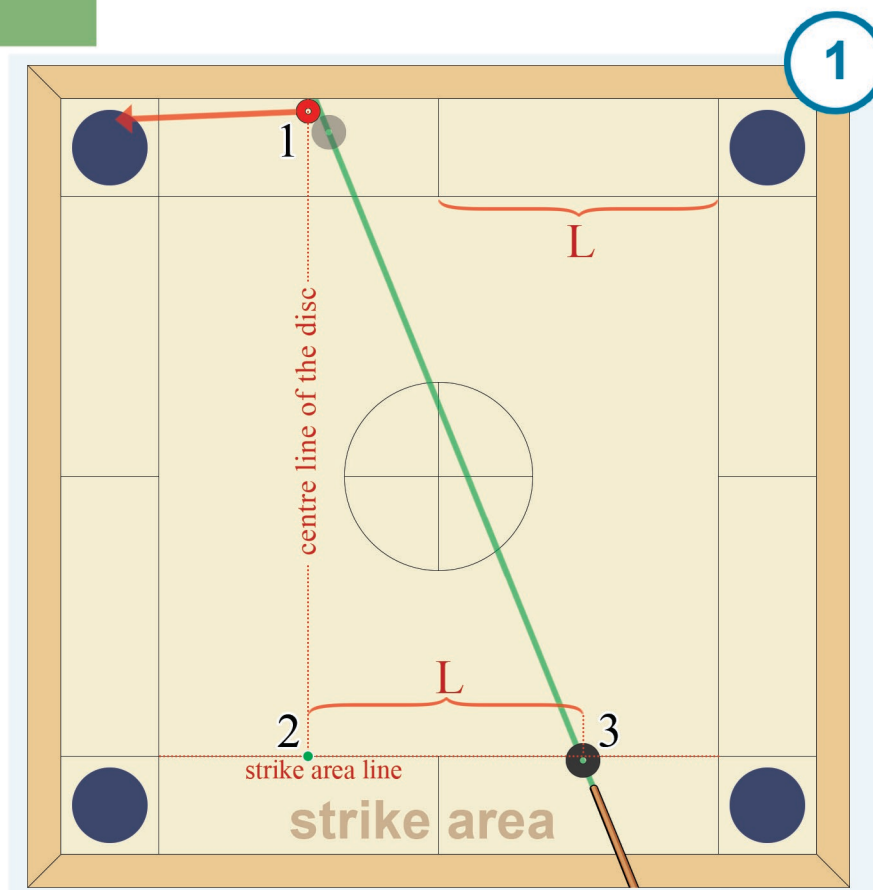
Step 4. Aim at the third line and make a "weak" (this is very important!) hit.

If you do everything correctly, the disc will be pocketed using the PUSHING technique.

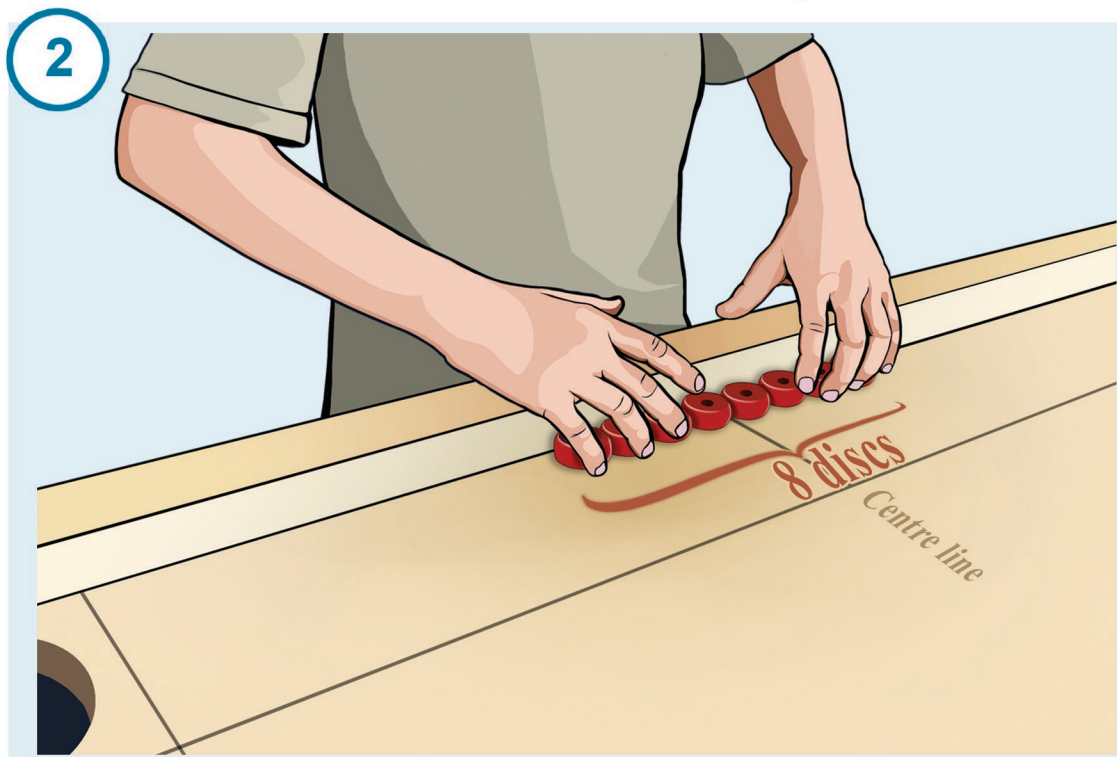
EXERCISE: Move the edge disk to arbitrary points (shifting along the table edge). Using the technique described above, pocket the disc at least 5 times from each position.

Edge discs are considered to be "difficult" to pocket. Learn each step in this exercise very carefully.

IMPORTANT TO REMEMBER! Practice each technique until they become automatic! Make sure that you consistently pocket the aimed disc, however, do not spend **more than 30 seconds** preparing and executing any (even the most difficult) strike. According to the novuss rules, that's the time for the player to make a hit.

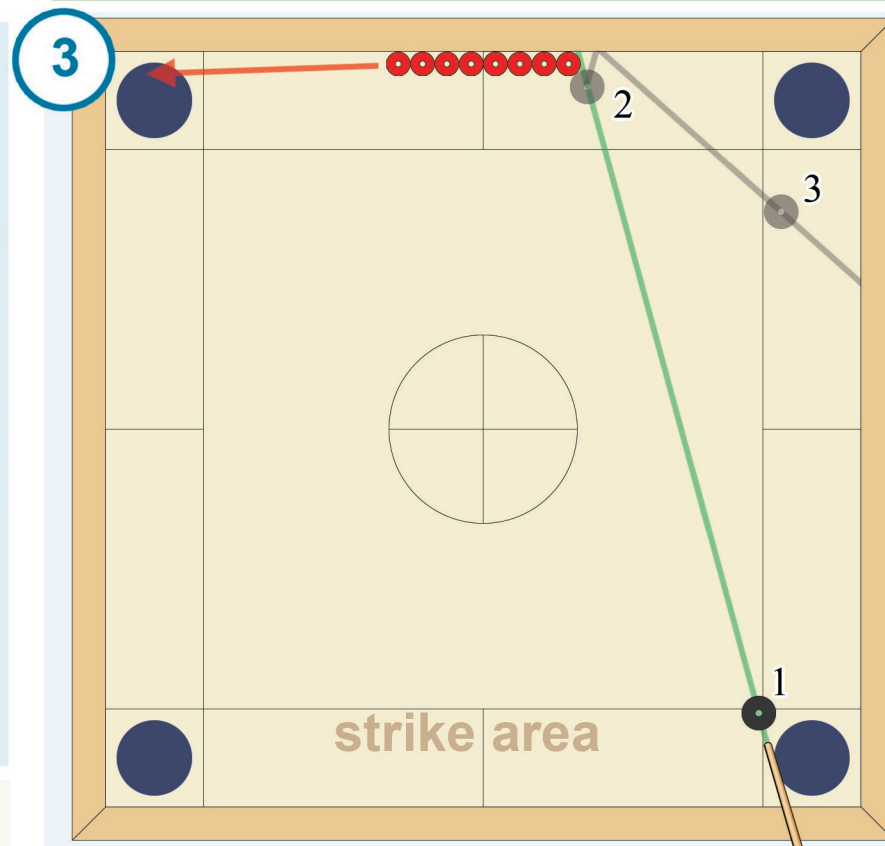


Now, it is time to learn the **FIRST SHOT** process.



At the beginning of the game, each player places **8 discs** of their colour (“own discs”) against the table edge and each other, 4 discs on each side of the centre line (Fig. 2). Then, after shaking hands, the players exchange places. Thus, **each player hits their discs**.

To make the first shot, set the striker to the most extreme position in the strike area (position 1 in Fig. 3). Aim *at the third line* of the disc on the edge (same as with the PUSHING technique). The hit should be “*weak*”. If the shot is made correctly (position 2), one or two discs should go into the pocket, and the striker will bounce off the table edge and safely stop somewhere close to position 3.



DISC POSITIONS

If the first shot was accurate and one or more of your discs were pocketed, the player can continue with the next strike.

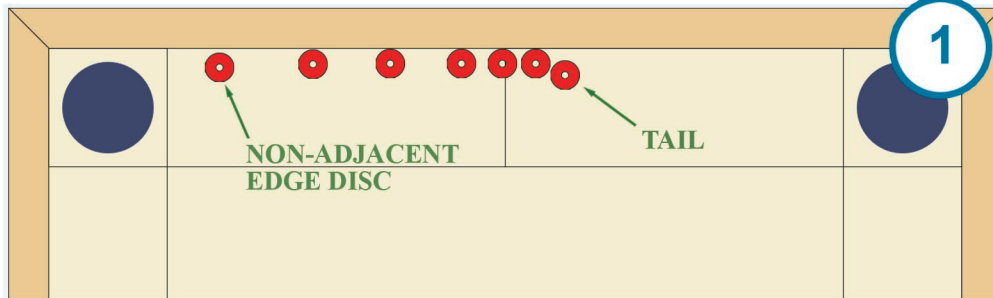
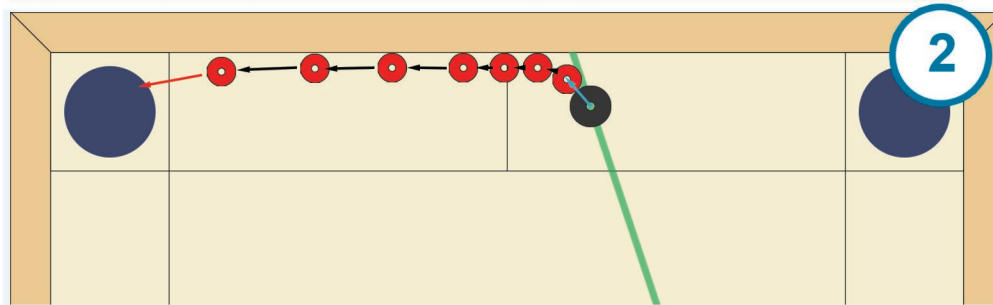


Fig. 1 represents the arrangement of the discs more or less seen after a successful first shot. The position of the last disc on the right is called the **“TAIL”**. If a good first shot is called **“half the win”**, then, the second successful shot could determine the result of the ENTIRE game.



Hit the disc — **“tail”** (Fig. 2). **Please note! The force of this hit should be “MEDIUM” or “STRONG”.** In the case of an accurate and sufficiently powerful hit, one or more discs will fall into the pockets, and the remaining discs will take the most convenient (for pocketing) positions. This way, the player should be able to successfully complete a game **“with one shot”** (i.e., with one hit).

DISC POSITIONS AFTER THE BREAK “TAIL”. THE SECOND SHOT.

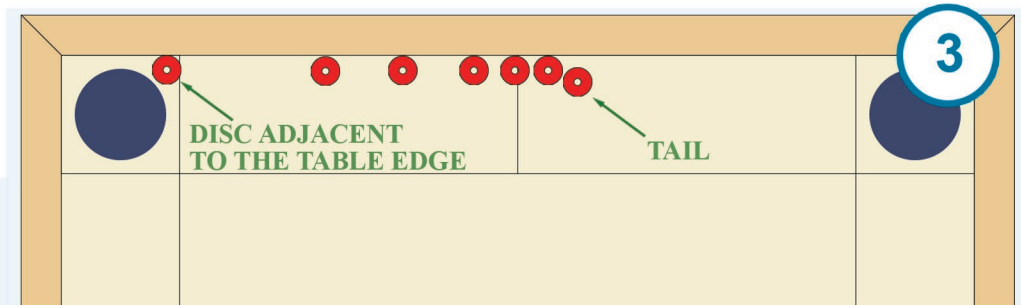
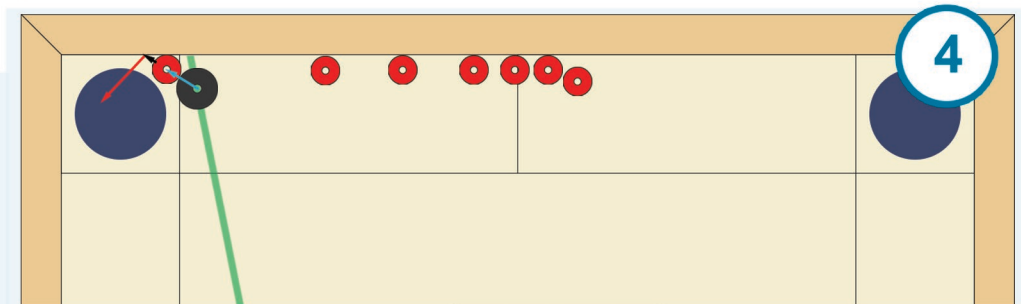
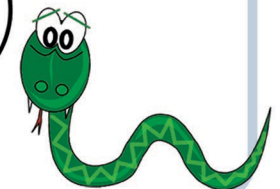


Fig. 3 illustrates the position when there is a **“tail”**, but the disc closest to the pocket is adjacent to the table edge. In this case, the first move is to play this particular disc, which is on the way to successfully performing the 2nd shot (Fig. 4). If pocketed, then, hit the **“tail”**. **Please note!** The last disc adjacent to the table edge should be played in a **“thinner”** or **“thicker”** manner, not the same way as ordinary pushing.

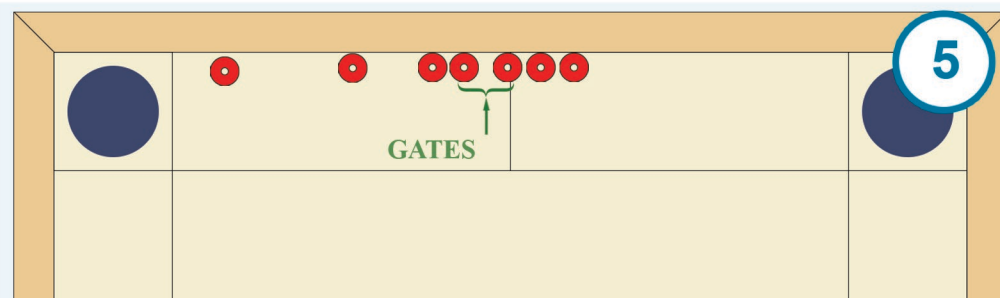


A position when several discs are located along the table edge, and the last (or first one) one is **“raised”** from the table edge.

TAIL



DISC POSITIONS



As a result of a successful first hit, another arrangement of discs is often seen on the table, one we will call **"GATES"** (Fig. 5). Such an arrangement of the discs is also considered quite convenient for the successful pocketing of one or several discs and, accordingly, the continuation of playing.

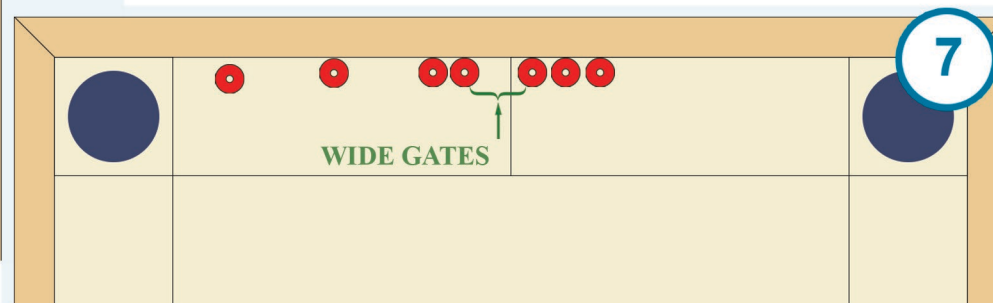
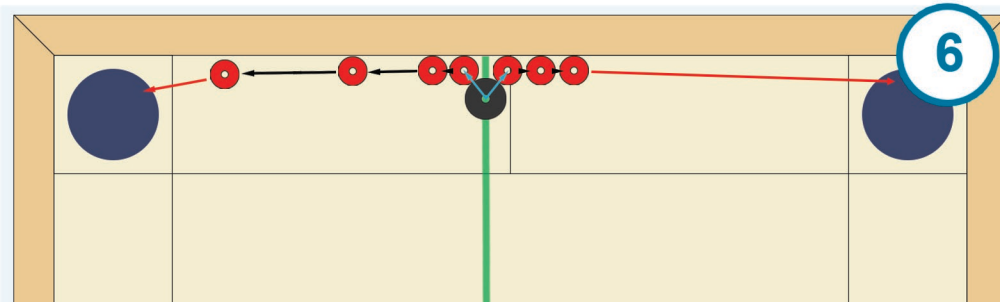


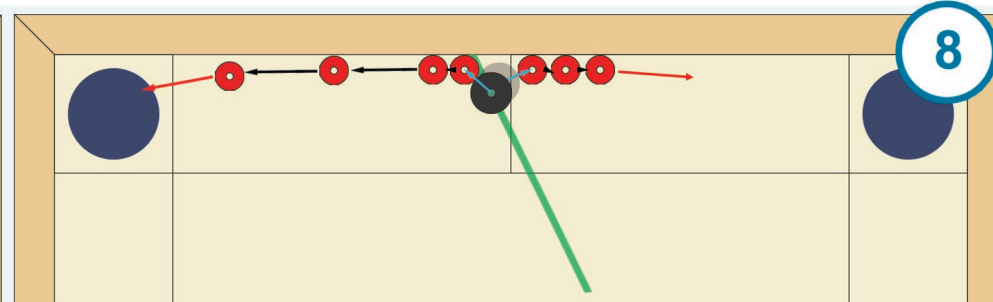
Fig. 7 shows the case when the distance between the discs in the "gate" is quite large. These "wide gates" require quite a different strategy. Which one?

Choose ONE of the discs in the "gates" and use the "pushing" technique, as shown in Fig. 8.



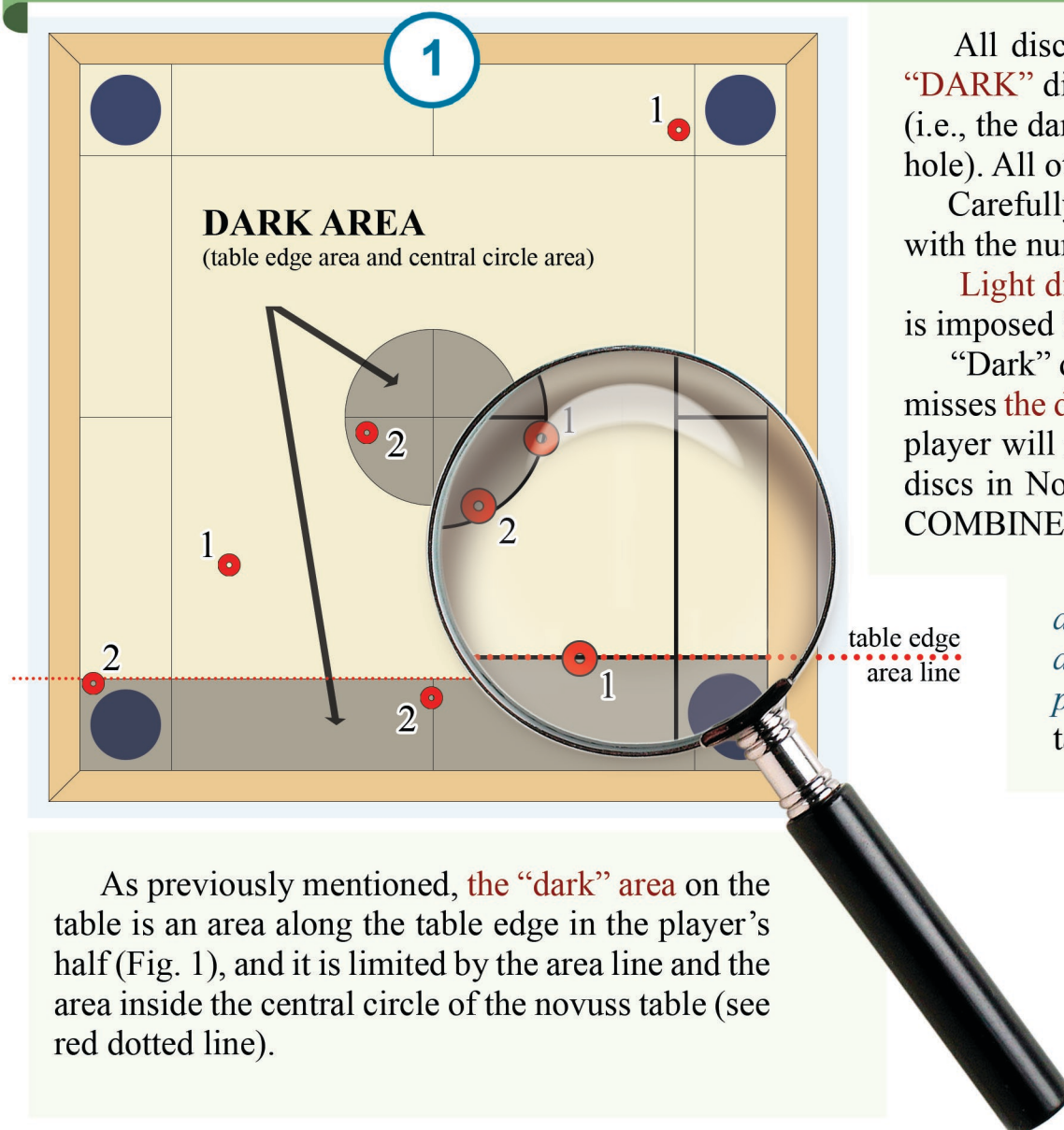
Aim exactly at the centre between the discs (Fig. 6).

Please note that the aiming line must be exactly perpendicular to the table edge (then the impact on the discs on both sides of the "gate" will be equal). The hitting force for the "gate" should be weak or medium. If the shot is made correctly, one or more discs (usually two) will be pocketed, and the remaining discs will be placed conveniently near the pockets.



“DARK” AND “LIGHT” DISCS

DARK AREA. “DARK” AND “LIGHT” DISCS.



All discs on the table are divided into “dark” and “light” discs. “DARK” discs are discs that are located in the dark area of the player (i.e., the dark field limiting line should not be visible through the disc hole). All other discs are called “LIGHT” discs.

Carefully examine Fig. 1. In the figure, the light discs are marked with the number 1, and the dark discs — with the number 2.

Light discs are allowed to be pocketed with any hit, but a penalty is imposed in the case of a miss.

“Dark” discs are considered to be difficult in Novuss, so if a player misses the dark discs (with no “light” discs left on the game table), that player will not be penalised. There are only two ways to play “dark” discs in Novuss: REBOUND strike from the opposite table edge or COMBINED hit (hit your “light” disc prior to “dark”).

There is a rule in novuss: *“After the shot, the striker is not allowed to return and cross the line of the player’s strike area. In this case, the right to shoot passes to the next player”*. If the player has at least one “dark” disc on the table before the shot – then this rule is not applicable.

As previously mentioned, the “dark” area on the table is an area along the table edge in the player’s half (Fig. 1), and it is limited by the area line and the area inside the central circle of the novuss table (see red dotted line).



REBOUND

“Dark” discs are considered very difficult to pocket. What’s the best way to pocket them?

Look at Fig. 2. The red disc (1) is located in its table edge area, so it is considered a “dark” disc.

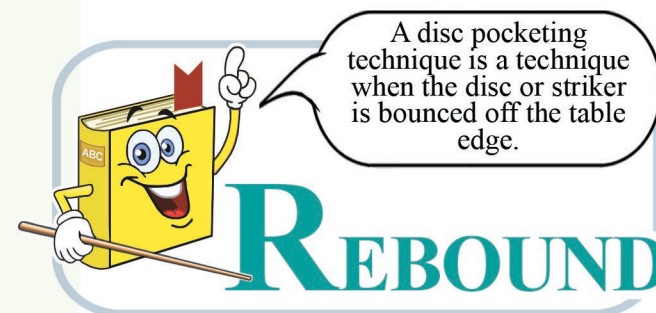
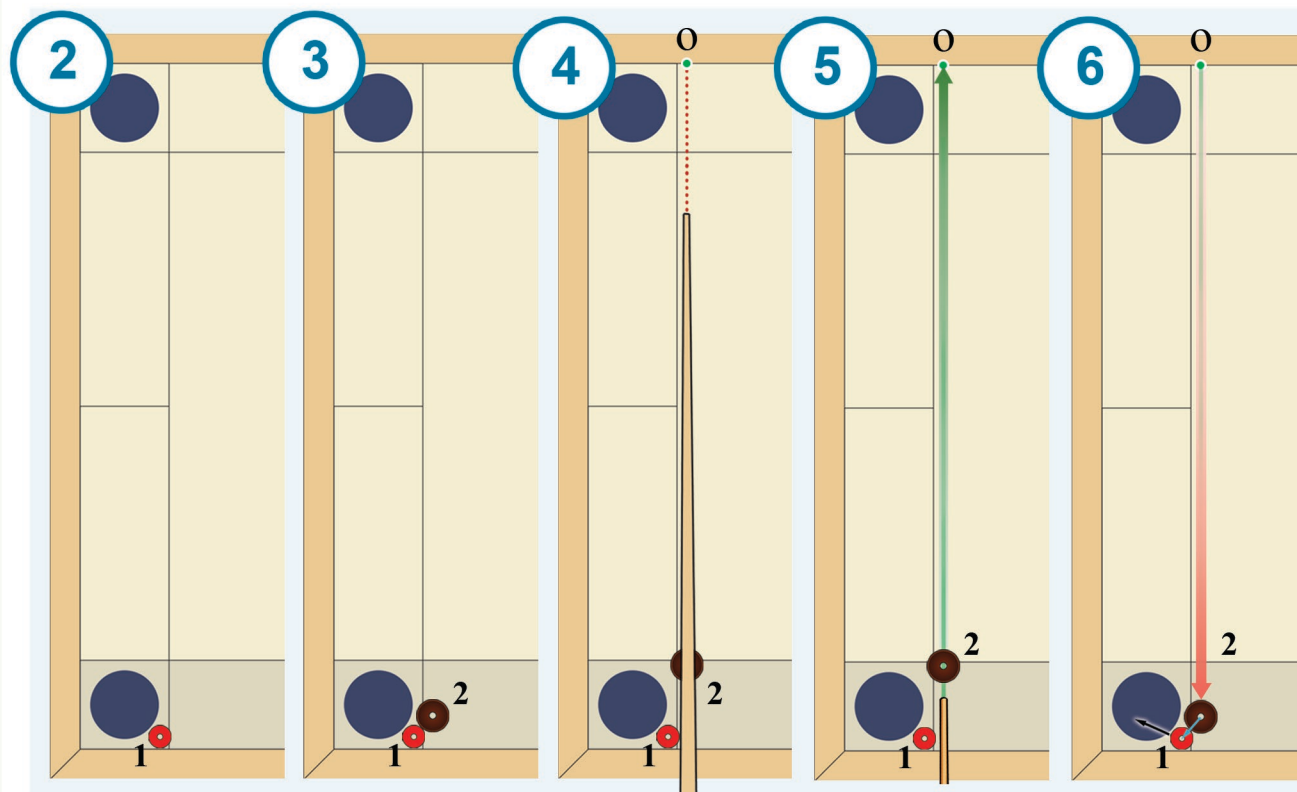
In order to pocket dark discs, players use a special technique called “**REBOUND**”.

There are many ways to use the rebound during the game. This book introduces two main options.

The first option is called — “**ALONG A STRAIGHT LINE**”. This option has this name because the hit is made straight (i.e., at a 90° angle to the opposite side). In this case, the striker, after rebounding from the opposite edge, will have to return through the set point and hit the “dark” disc.

Try to complete the following **TASK**:

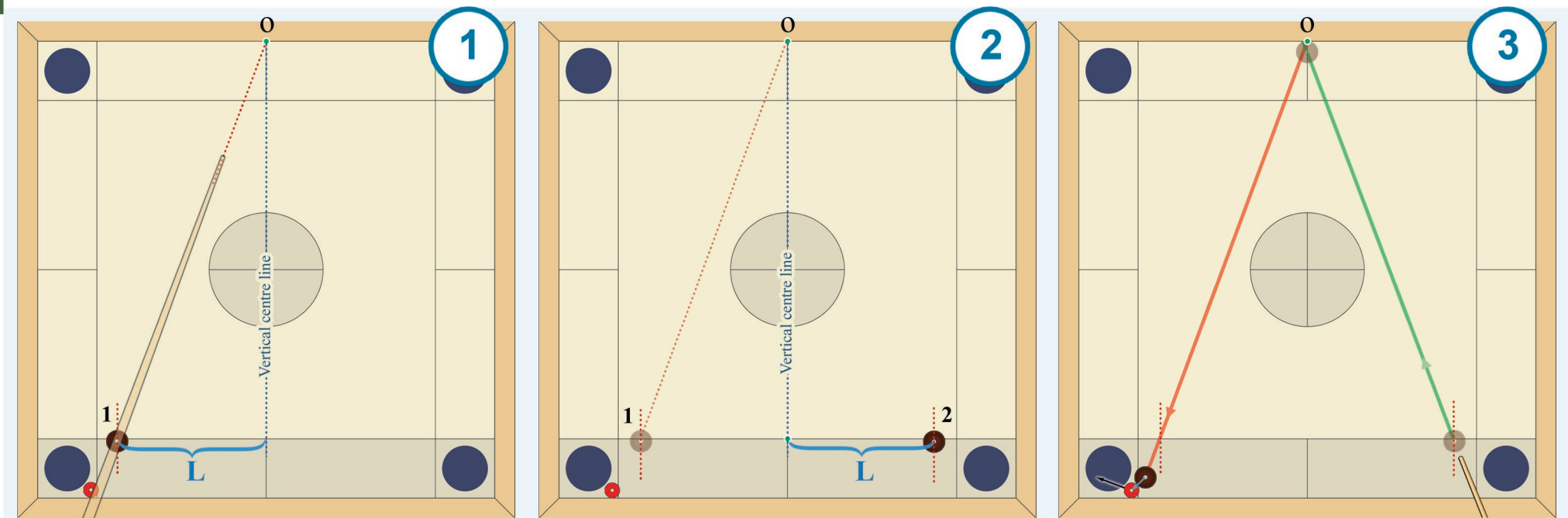
- Step 1. Place the striker (2) next to the disc at the point the striker must hit to pocket this disc (fig. 3).
- Step 2. Use the cue stick to determine the point (0) where the striker should hit the disc. Next, place the striker (2) under the cue stick, to the hit location (Fig. 4).
- Step 3. Aim (Fig. 5) along a straight line (perpendicular to the edge). A similar exercise was discussed on page 23.
- Step 4. Make a “heavy” hit (Fig. 6). The striker should return back along a straight line (bouncing off the table edge) and the “dark” disc will be pocketed.



REBOUND

“REBOUND” TECHNIQUE. OPTION “HALF TO HALF”.

The second option is called “**HALF TO HALF**”.



To train this option, carefully read and try to complete the following **TASK**:

Step 1. Locate the cue stick so that it “replaces” the line that the striker should move to pocket the disc. Place the disc (2) under the cue stick (on a point in your table edge area) (Fig. 1). Measure the distance from the centre of the striker (2) to the vertical centre line (dotted line). We will make a section. Let’s denote it as **L**. This will be the “**first half**”.

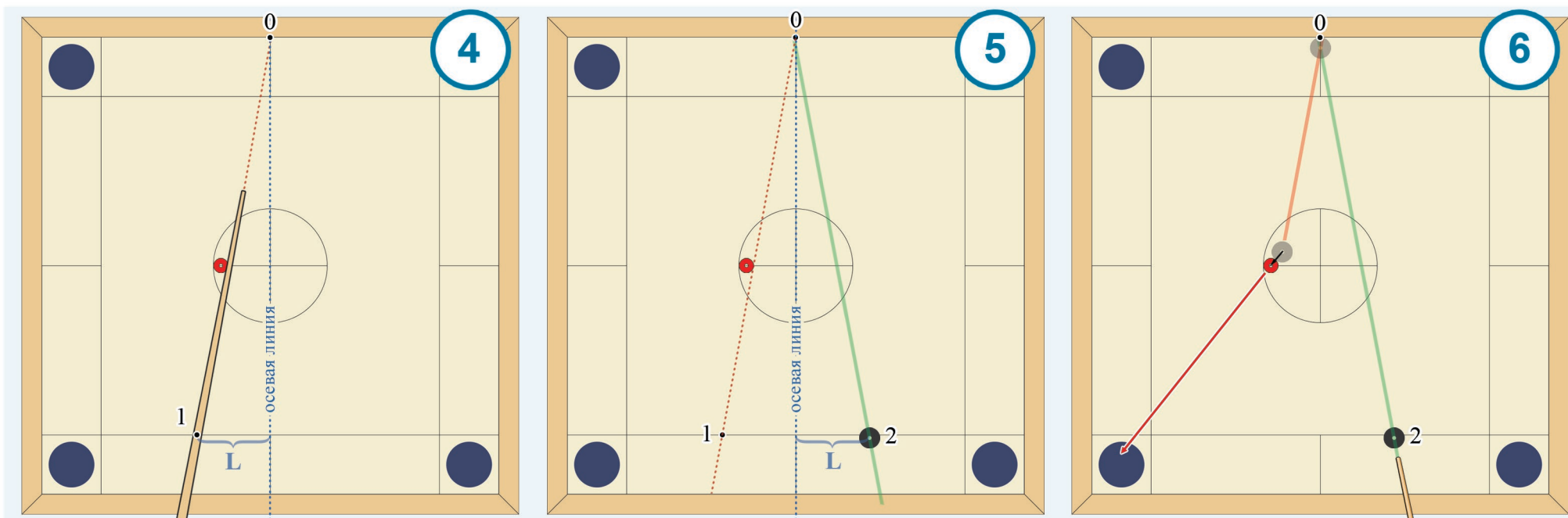
Step 2. Let’s get the same section (**L**) at the other side and place the striker (3) (Fig. 2). We will get the “**second half**”.

Step 3. Now we need to construct an aiming line (green one) and make a hit, as in Fig. 3. The hit should be “strong”. The striker, bouncing from the edge, should pocket the disc while returning to its position.

Thus, the “dark” disc will be pocketed using the **REBOUND** technique (“**HALF TO HALF**” option).

DARK DISC IN THE CIRCLE

Let's analyse the case when a "dark" disc is **INSIDE THE CIRCLE**.



You can already pocket such a disc using the known "half to half" option. Complete the following **TASK**:

Step 1. Using the cue stick, determine the line (red dotted line); the striker should follow this line in order to pocket the disc (1) into the corresponding pocket (Fig. 4). Find the point (2) where this line intersects the edge area line. The distance from this point (2) to the vertical centre line will be the **first "half" (L)**.

Step 2. Measure the same distance (**the second "half"**) in the other direction and place the striker on point 3 (see Fig. 5).

Step 3. Now you have to aim at the point (0) on the edge and make a hit ("heavy" one) (Fig. 6).

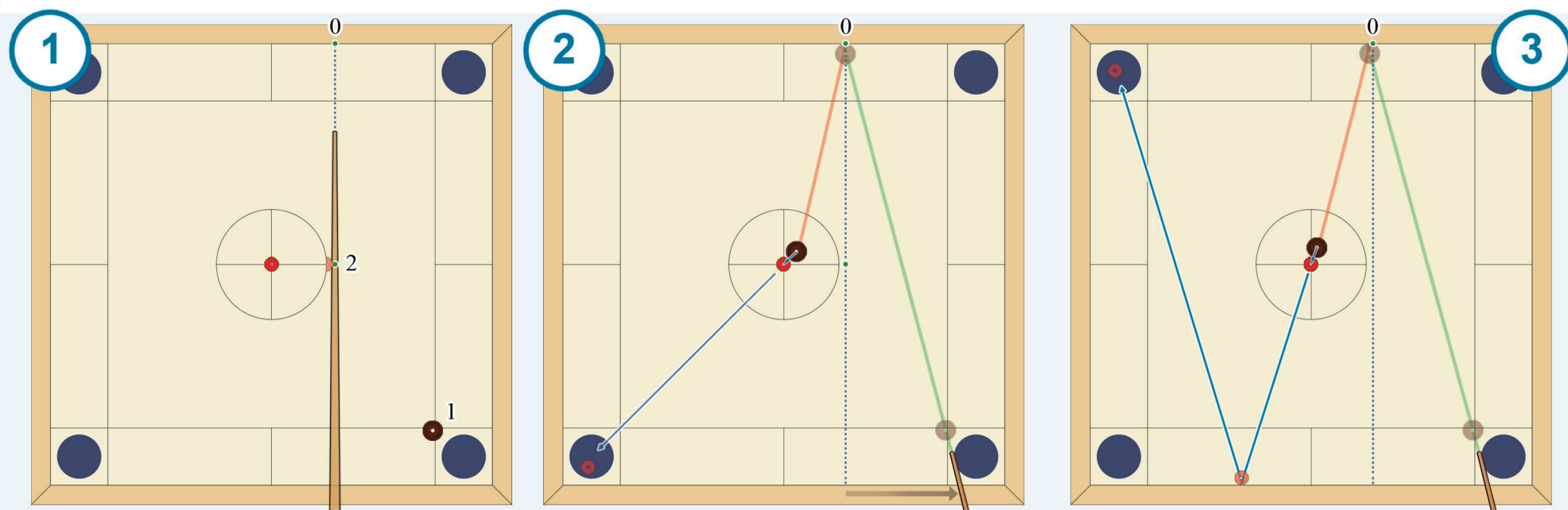
If the calculations are correct and the hit is made accurately, the "dark" disc in the centre of the circle will be pocketed. If the disc does not fall into the pocket, it can become "light" and it can be pocketed the next time the player has a turn.

REMEMBER! If you need to pocket a "dark" disc in your **edge area**, the distance **should be measured by this disc**. If you need to pocket a "dark" disc **in the circle**, the distance should be measured not by this disc, but by **the point** where the striker (when moving backwards) crosses the line of its area.

DARK DISC IN THE CENTRE OF THE CIRCLE

POCKETING OPTION FOR "DARK" DISC IN THE CENTRE OF THE CIRCLE.

ATTENTION! If a disc or striker goes over the table or stays on the edge of the table after the shot it is considered to be "out of play".



The disc, considered to be "out of play", **returns to the centre of the circle** (strike goes to the opponent). Try to pocket the dark disc in the centre of the circle using the "REBOUND" technique. Complete the **LEARNING TASK**:

Step 1. The disc (1) is in the centre of the circle (Fig. 1). Place the striker (2) in the corner of the strike area.

Step 2. Find the aiming point on the edge (0) through point 3 (this is about half a disk from the central circle) with the help of the cue stick (Fig. 2).

Step 3. Visually imagine the point (0). Then, move the cue stick and construct an aiming line from the striker (2) to point 0 (Fig. 2).

Step 4. Make a rebounding hit ("heavy" one). The disc will be pocketed **into the lower pocket** (if the striker hits **the second** disc line).

ATTENTION! If the striker hits along not the second, but **the first** line, the disc can usually be pocketed **into the upper pocket** (Fig. 3).

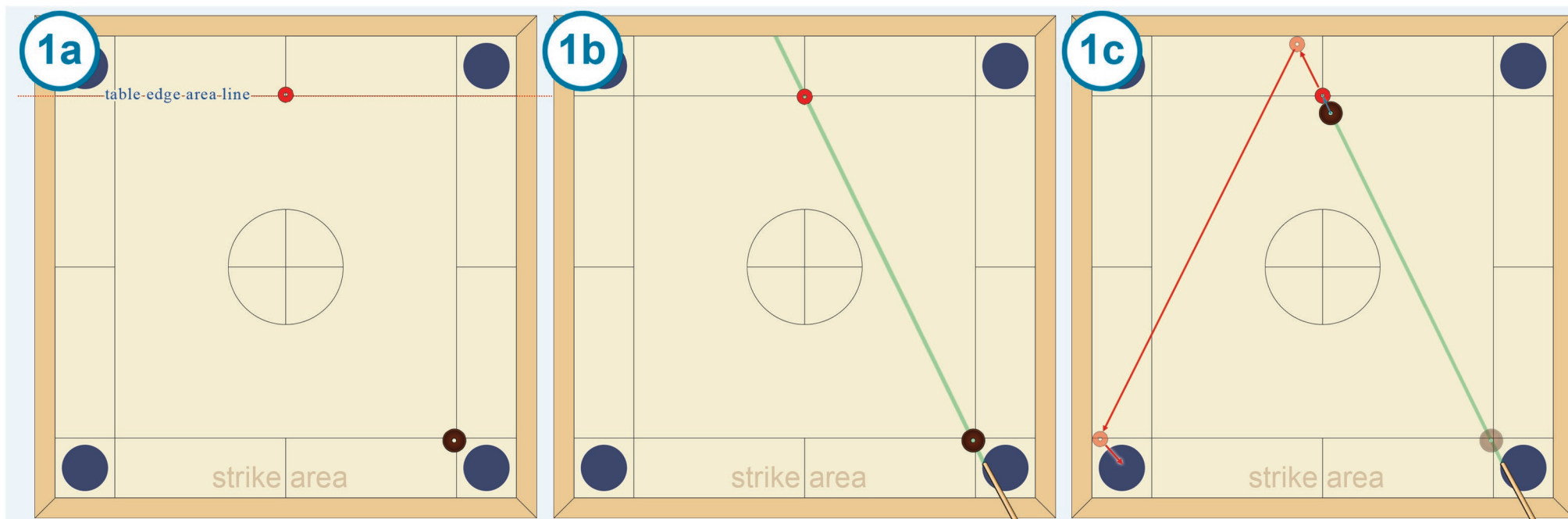
Remember!

If the DISC is "out of play", the right to shoot passes to another player. If the STRIKER is "out of play", the right to shoot passes to another player and a penalty is added.



DRAGGING

"DRAGGING" is a technique when after a rebound the DISC falls into ONE OF THE POCKETS ON YOUR SIDE OF THE TABLE.



"DRAGGING ALONG THE FIRST LINE". This option is used when the disc (you want to place into the pocket) is next to the line along the opposite table edge (Fig. 1a). Complete the TASK:

Step 1. Place the striker (2) in the right corner of the strike area (Fig. 1a).

Step 2. Aim along *the first line* ("on the nose" of the disc) (Fig. 1b).

Step 3. Make a shot (hitting force slightly stronger than "weak") (Fig. 1c).

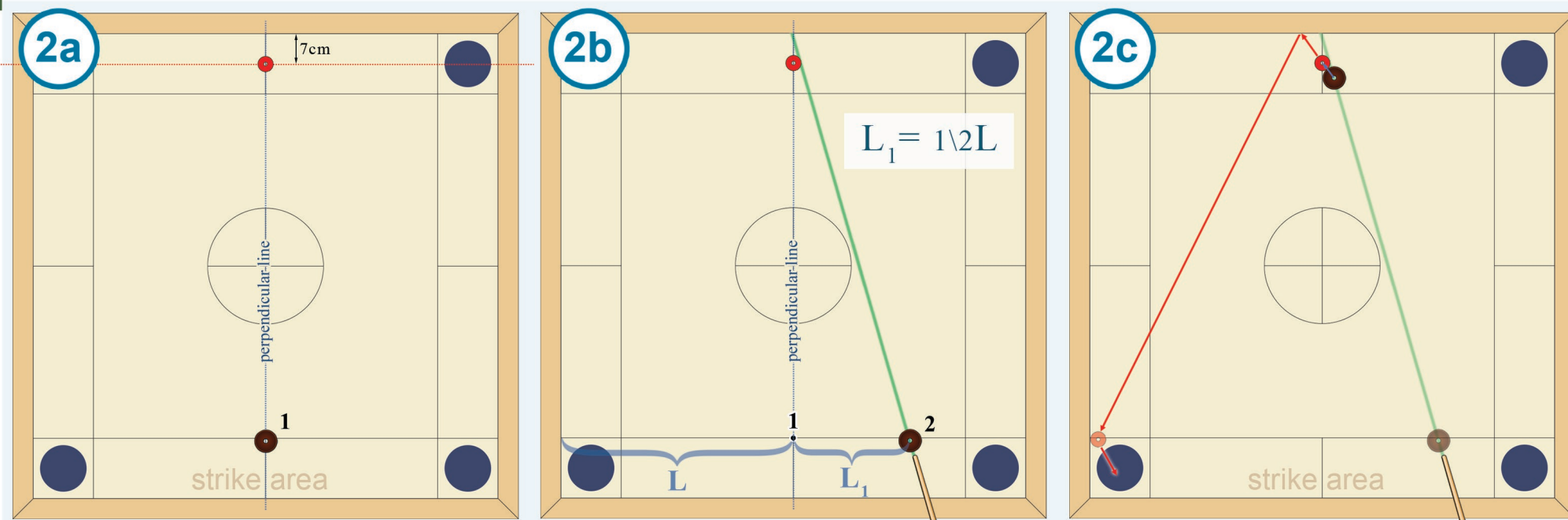
If you do everything right, the disc will be pocketed in the lower left hole of its edge.

Please note that the hit can be considered perfect if the disc goes into the pocket from point 3 (Fig. 1c). Repeat this exercise 10 times.

If you are able to pocket 5 discs out of 10, move on to the next option, i.e., "DRAGGING ALONG THE SECOND LINE".



DRAGGING



“DRAGGING ALONG THE SECOND LINE”. This option is used when the disc (you want to pocket) is at a distance of 5-8 cm from the edge (approximately in the middle of the table edge area on the opposite edge). Let’s explore this option. **TASK:**

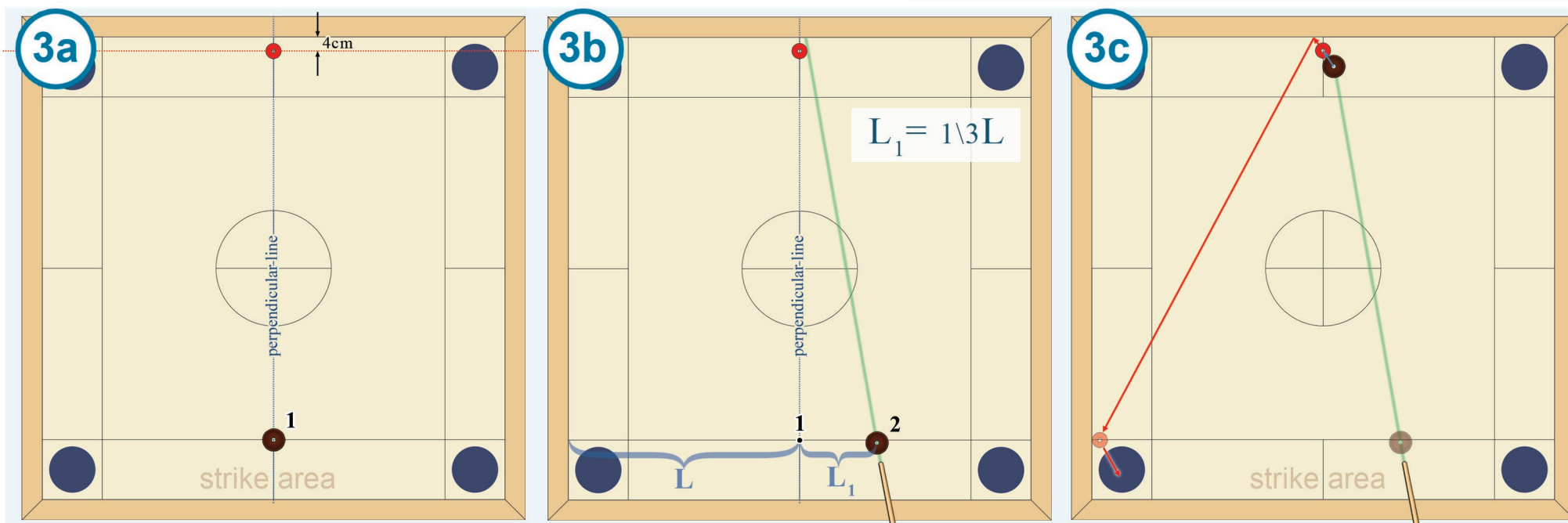
Step 1. Place the disc as shown in Fig. 2a. Make a perpendicular line from the disc to the strike area line. To correctly determine the intersection point, place the striker (1) there.

Step 2. Measure the distance (L) from the point (1) to the table edge of the pocket where the disc is supposed to go (Fig. 2b).

Step 3. Get section L₁ from the point (1) to the right that is equal to half of the section L (and move the striker to point 2). Next, aim at the third line of the disc.

Step 4. Make a hit (hitting force *stronger than* “weak”).

If you do everything right, the disc will be pocketed into the left pocket of its table edge along the second line (Fig. 2c). After 5 successful attempts, you can move on to the next option — “DRAGGING ALONG THE THIRD LINE”.



“**DRAGGING ALONG THE THIRD LINE**”. This option is used when the disc (you want to pocket) is at a distance of **2-5 cm** from the **table edge**. The sequence of actions is the same as with the “dragging along the second line”, but there are a number of nuances that you should try to take into account. **TASK:**

Step 1. Place the disc as shown in the Fig. 3a. Drop a perpendicular line from the disc to the strike area line. In order to mark the intersection point, place the striker (1) where.

Step 2. Measure the distance **L** from the point (1) to the edge of the pocket you plan to get the disc into (Fig. 3b).

Step 3. Get the same length from the point (2) in the opposite direction (**L₁** equal to **1/3** of the length **L**, move the striker to point 3). Next, **aim at the third line of the disc** (Fig. 3b).

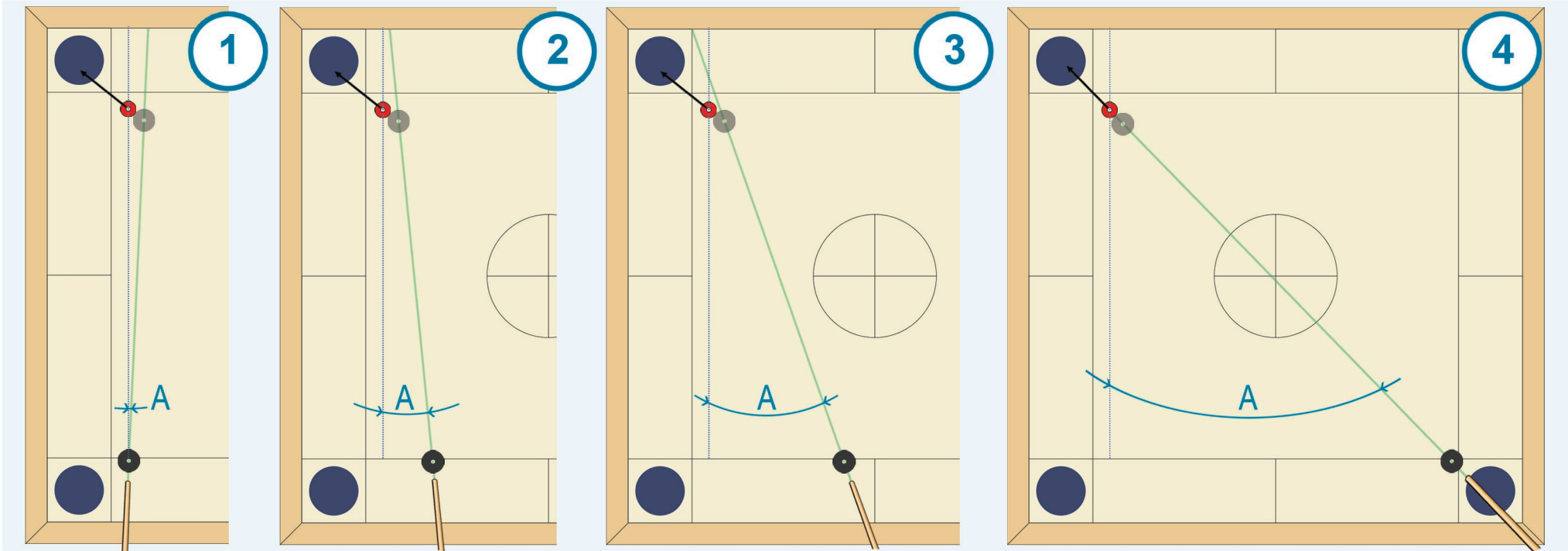
Step 4. Strike it (hitting force slightly *stronger than “weak”*). If you do everything right, the disc will be pocketed in the left lower pocket of its edge **along the second line** (Fig. 3c).

After 5 successful attempts of “dragging along the third line”, repeat all the exercises and remember all three options of the “**DRAGGING**” technique.

ANGLE OF ATTACK

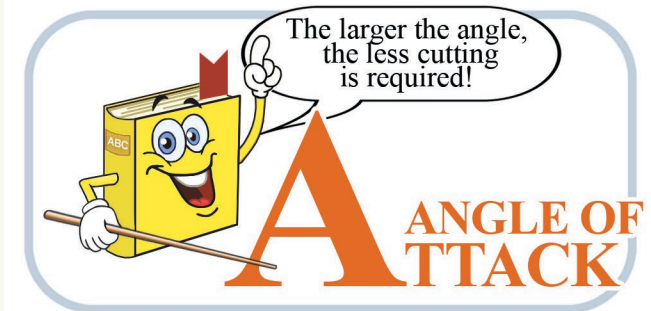
CONCEPT OF "ANGLE OF ATTACK". ANGLE OF ATTACK SELECTION.

The "effective angle for pocketing a disc"(we will call it "**angle of attack**" for short) is a technique which helps to consistently pocket discs.



TASK: perform 5 attempts to pocket a disc from each position illustrated in figures 1, 2, 3 and 4. This task will help you to understand that there is a direct relationship between increasing the **ANGLE OF ATTACK (A)** and pocketing the discs during the game.

If a zero (or negative) angle is required (Fig. 1), you will have to cut it very "thin". If you hit "thinner" than necessary — the striker just passes by. A "thick" cut will not pocket the disc. Fig. 2 and especially Fig. 3 show the most convenient angles of attack; even if the player makes an error in execution, the disc will almost always be pocketed. In Fig. 4, the angle of attack is the largest one, but here even a small mistake in choosing the hitting force may result in a penalty. Just to remember, during the game, try to choose an angle close to the angle shown in Fig. 3.



NOVUSS GAME RULES (amateur variant)

General provisions

1. The players stand opposite to each other and place discs (of their own colour) on the table, four on each side from the middle line of their table edge area (close to the table edge and to each other). Then, they exchange their positions around the table, so each player hits discs they located.
2. Before each shot, the player puts the striker at any point of his/her strike zone, not crossing the marking line.
3. The only one player does the shots at the time. Another player must remove his striker from a table.
4. Any parts of player hand or fingers cannot touch table play area.
5. Players use the narrow tip of the cue stick for hitting.
6. If player cue stick touches the striker, this is counting as a good shot.
7. After the successful strike, if one or more discs have fallen into the pocket, the player shall continue with the next strike.
8. The player, who places all his discs into pockets first may win a set. Unless, the opponent placed all his discs into the pockets, as well. Then, they start to play set over.

Direct and rebound strokes

1. The player has the right to pocket all his discs (except for the “dark” ones) with the direct stroke.
2. The player has the right to pocket all his discs with the rebound hit.
3. The “dark” discs may be hit only:
 - by a rebound hit from the opposite table edge or from the left or right side table edges;
 - by a striker that has previously touched a “light” disc(s);
 - by a “light” disc hit with the striker.



Penalty disc

In the case of a violation, the player loses the right to strike and gets a penalty disc. The penalty disc should be placed exactly at the middle line, close to the opponent's table edge. If this place is occupied, the penalty disc is to be placed in the closest spot to the middle line.

A penalty disc is placed if:

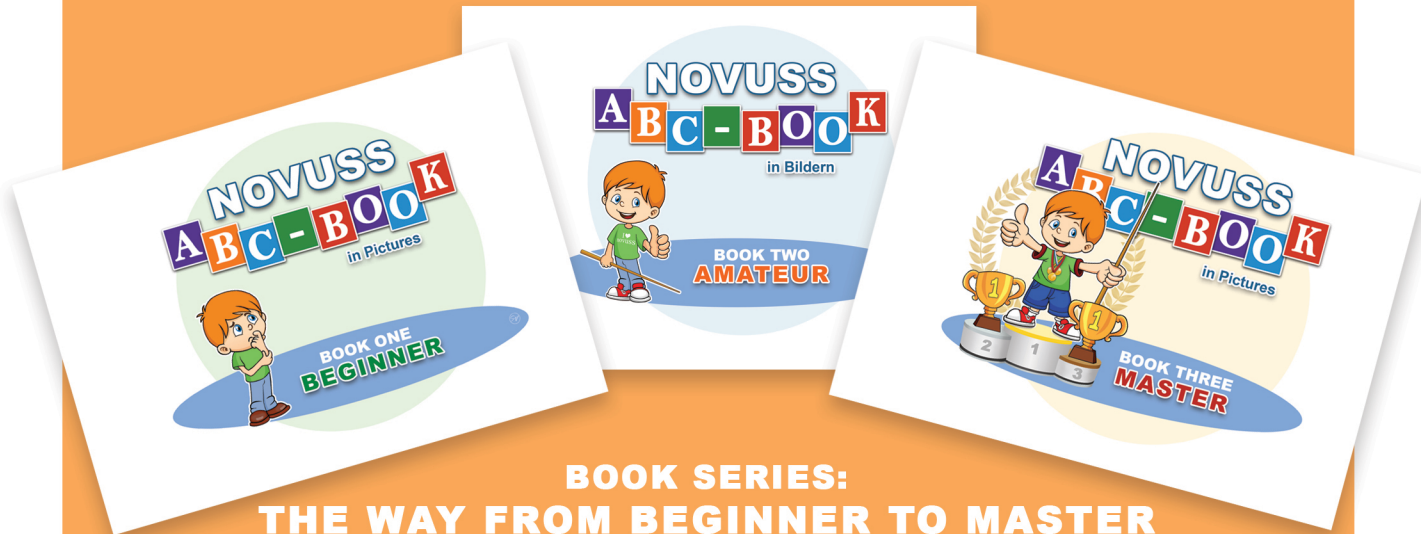
- after a direct strike, the striker fails to touch any of the player's discs;
- after a direct or rebound shot, the striker first touches the opponent's disc or both the player's and opponent's discs (if there are "light" discs on the table);
- the striker is pocketed or gets over the edge;
- a player hits their "dark" disc with a direct stroke (the disc is returned to its original position);
- it knocks the opponent's disc over the edge using a direct stroke;
- if only the player's "dark" discs remain on the table, and the striker does not touch the opposite table edge during a rebound shot.

If the player still has all eight discs on the table, the penalty disc shall not be placed, but shall be recorded as a debt.

Loss of the right to strike

The player loses the right to strike, if:

- during the strike, the player does not pocket any of their discs;
- an opponent's disc is pocketed together with their disc;
- after a direct shot (with no "dark" discs on the table), the striker returns back to its stroke area;
- as a result of a shot, the player's disc or the opponent's disc goes over the edge;
- a player commits a violation that results in placing a penalty disc.



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