

From the triangle above, the possible error in the cue ball contact point depends on aiming line accuracy and bridge length according to:

$$
\Delta \mathrm{x}(\Delta \phi, \mathrm{~L}):=2 \cdot \mathrm{~L} \cdot \tan \left(\frac{\Delta \phi}{2}\right)
$$

Example values:

$$
\begin{array}{ll}
\Delta \phi:=1 \cdot \text { deg } & \text { the error in the cue stick aiming line is } 1 \text { degree } \\
L_{N}:=1,1.25 . .16 & \text { the bridge length is varied from } 1 \text { inch to } 16 \text { inches }
\end{array}
$$



In addition to the aiming line being off, the contact point error ( $\Delta x$ ) can produce unwanted English resulting in deflection (squirt), throw, and curve.
$\begin{array}{ll}\Delta \mathrm{x}(\Delta \phi, 6)=0.105 & \begin{array}{l}\text { The contact point error is } 1 / 10 \text { inch for a stroke error of } 1 \text { degree } \\ \text { at a bridge length of } 6 \text { inches. }\end{array} \\ \frac{\Delta \mathrm{x}(\Delta \phi, 12)}{\Delta \mathrm{x}(\Delta \phi, 6)}=2 & \text { The contact point error doubles when the bridge length is doubled. }\end{array}$

