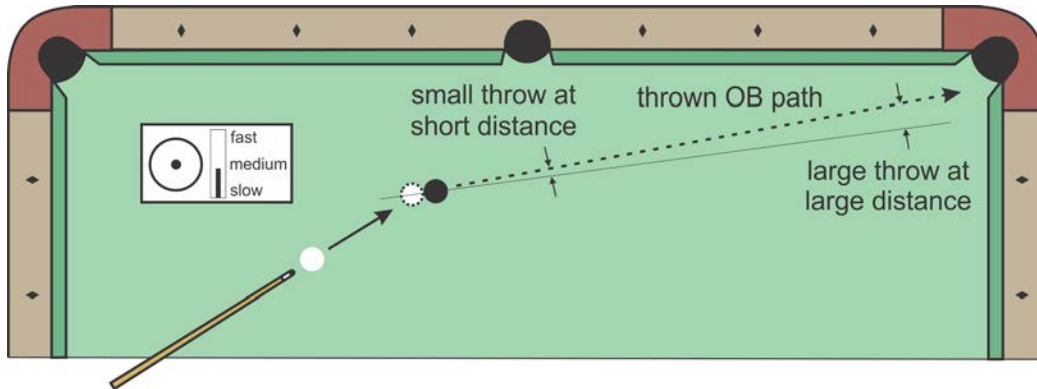
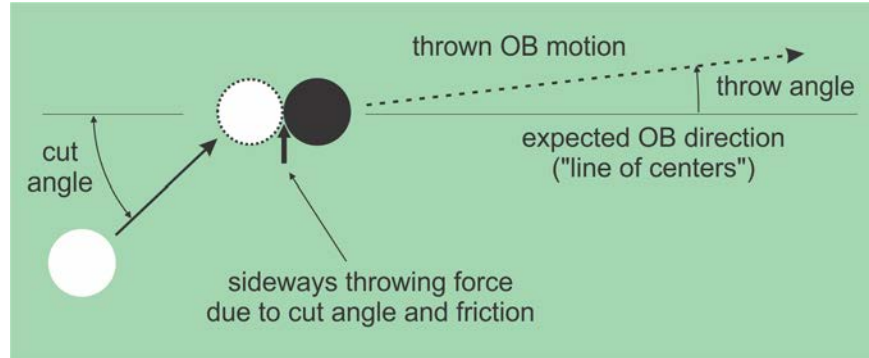


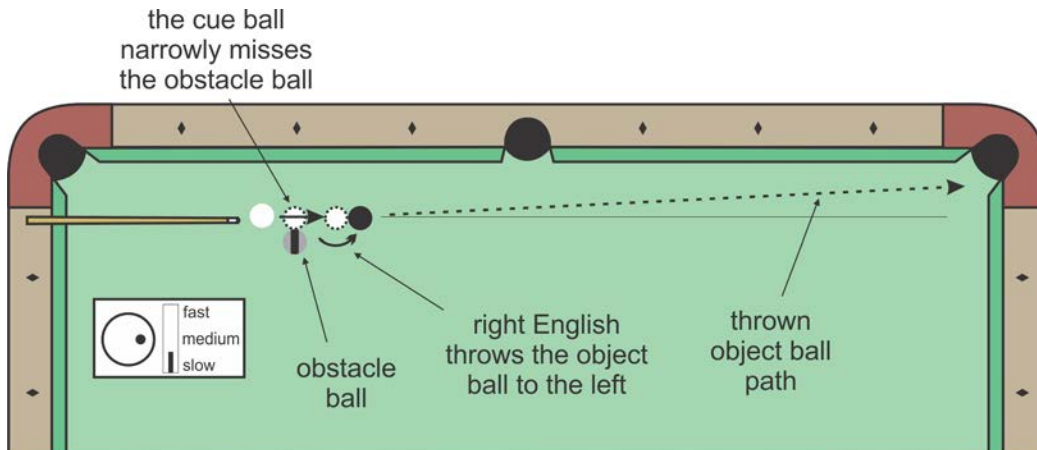
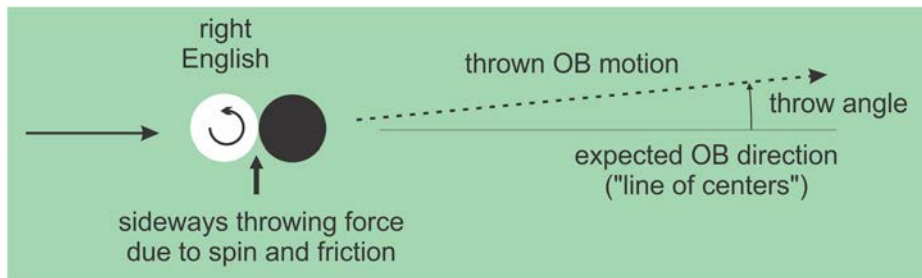
Throw

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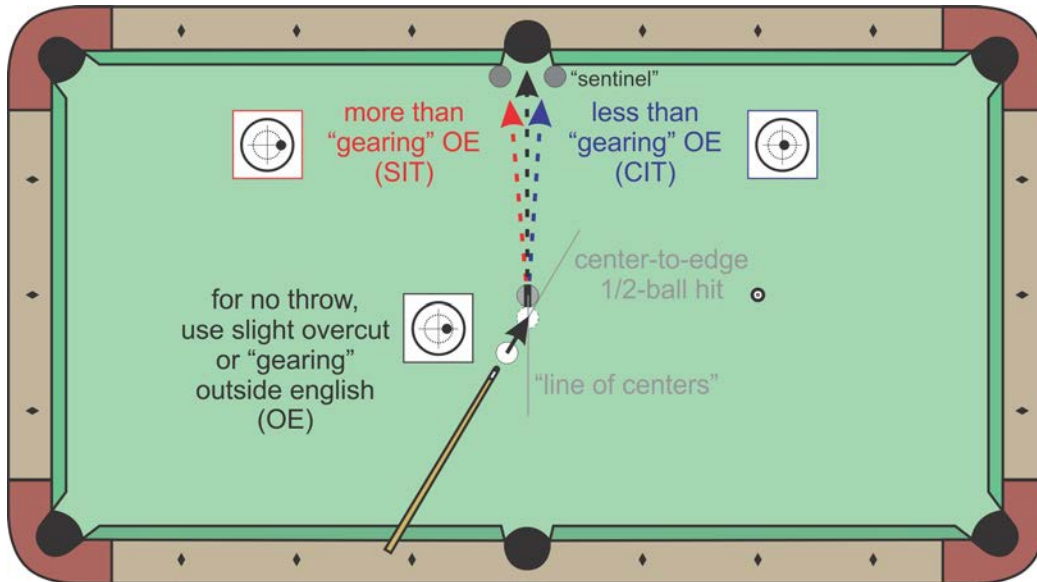
Cut-Induced Throw (CIT) – greatest for slow, stun, ½-ball hit



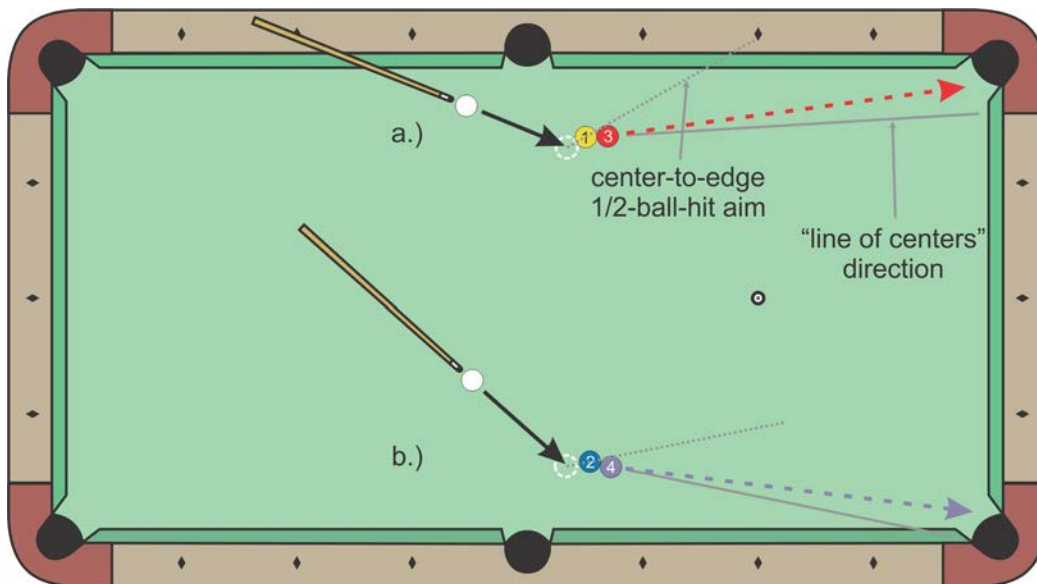
Spin-induced Throw (SIT) – greatest for slow, stun, ½ of maximum spin





Gearing Outside English (GOE)



Frozen (or Small Gap) Combination Throw



For more information, see the [throw FAQ page](#) and the videos below on the website.

 normal video	<p>NV B.86 – Cut-induced throw (CIT) and spin-induced throw (SIT), from VEPS IV NV E.3 – Using "Gearing" Outside English to Eliminate Throw, from HAPS I</p>	 normal video
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