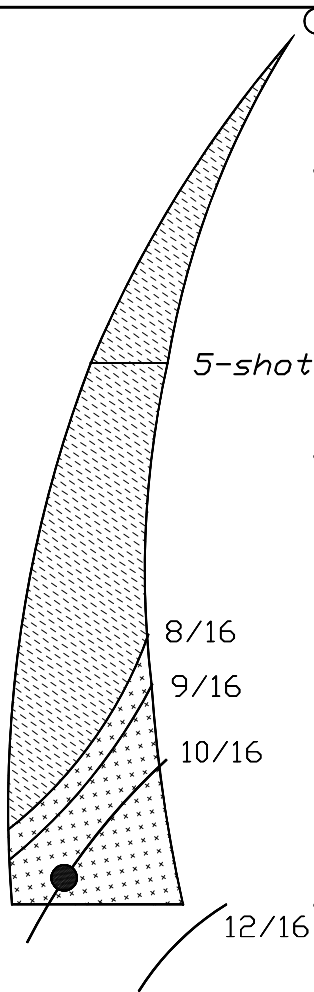


DROP CANNONZ

DROP CANNONZ 1



- Occasionally, when u are playing the Driffield seqenc mentioned elsewhere, u might find that u hav left yaself a drop cannon, or u may want to leev one.

Strictly speeking, a drop cannon iz where the 3 ballz gather near the top-cushion. This would xcite a cushion-krawler, but a Driffieldian would uzually steer clear of risky gatherz. She would be content with the drop cannon leeving a nice juicy pot-red, leeving a cross-loozer, leeving a midl-pocket loozer etc etc.

ZONE Here the total zone drawn showz where the red allowz a half-ball drop cannon on the yellow which iz at Driffield'z postman's-knock pozi.

The western edge of the zone woz gotten by playing from the green-spot, the eastern edge from the yellow-spot. This zone iz for half-ball shots played from the Dee. And we stopped at the centreline, for simplicity.

GATHERZ The 8/16 line joinz poziez where a half-ball contact on red ken giv a gather. The qball hazta hit the yellow hard, but the yellow duznt moov much if hit centrally. The red joinz the yellow much later, if hit hardnuff. All very difficult & risky. The other linez refer to

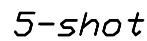
thicker contacts. The drawn red ball lz on the 5/8 line, so here a thick contact on red ken giv a gather. In fact the red iz near the left end of the line, & here the red will not trail far behind the qball. Much better. If the red were near the midl of the $\frac{3}{4}$ ball line, the red & qball would arrive at the yellow together. Actually, this iz not so good, koz the red might block the qball & rob the score. Secondly, a long-range $\frac{3}{4}$ ball run-thru like this would be tuff work.

CROSSING OVER

Apart from giving a half-ball gather, the 8/16 line also marks a boundary for crossing over.

The drawn red iz south of that line. So, a half-ball contact on red will see it doubl across, & finish east of the yellow, perhaps near the right-hand top pocket. A contact thicker than 5/8 would see the red finish west of the yellow. For both shots, the qball would havtabe placed in the Dee az needed. So, each of theze four lines marks a crossing-over boundary, for theze four contacts.

If u were crossing the red to the right-top-pocket, u may need to think about the qball'z contact on yellow. Driffieldonianz would want to hit the yellow full, to leev it be. But u may prefer to hit it a littl left-of-centre, to leev both ballz before u, to leev a friendly cannon for ya first shot. Me, i aim for the middl, & then i follow the qball with much interest, happy just to get the score.



5-shot

DROP CANNONZ 2

5 SHOT

If the red iz on or near the 5-shot line, a half-ball contact ken put the red in the pocket, or it hits the jawz. Theze thingz might actually be very good, but mostly they are bad.

To avoid the jawz, spot the qball az far east in the Dee az u dare, & play the shot with heeps of running-side, ie right-hand-side here, & of course with swerv. The swerv iz automatic, u karnt avoid it, & in fact it iz the swerv that duz the deed most of the time, not the sidespin.

ZONEZ Here, if the red iz in the northern zone, u will be tempted to play the cannon at dead pace, otherwise the red reboundz from the cushion too far, & leevz a skrewy loozer.

But, this long-range, softish shot iz risky. The nap ken take the ball left or right, apart from ya own bad cueing. Perhaps u get good rezults by playing such shots with lots of drag, ie hitting the qball lowdown.

LOOZERZ If the red iz near the loozer zone, shown in broken linez, uken play a loozer instead of the tricky cannon mentioned abov. I would play a thick run-thru loozer, to keep the red near the centreline of the tabl, bringing the red back for a mid-pocket loozer, or 2, or more.

CHECK SIDE When a narrow Deflexion Angl iz unavoidabl or preferred, uhava choice. Ukenget similar rezults by playing the shot az a thick run-thru, or by playing it uzing check-side. Check-side rezults in SwervKurv, & also in some SpinKurv, apart from Throw (for some but not all contacts). Depending on the direction of the nap, theze 2 kurvz ken negate each other, but here they would add. Check-side iz risky. I think that uwill hav less bad luck if u stick to run-thruz. There iz nothing worse than missing the cannon by a hair, & if at dead pace ukarnt avoid giving ya opponnet a dream leev for top-of-the-table etc.

DROP CANNONZ 3

NO-MANZ LAND

Theze 2 zonez show the areaz to be avoided for the red. Here ukanrt get a half-ball loozer or a half-ball drop cannon (with yellow at postman's-knock).

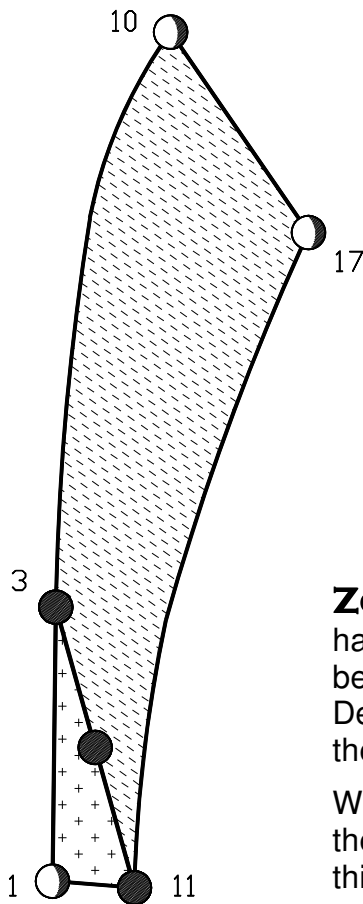
Uken minimize theze zonez by uzing sidespin (swerv) or by playing a run-thru. But there iz still a core area that u kanrt eliminate. When the red iz in that core area, u havta trust in a thin contact to giv the cannon, or to giv the loozer. Or perhaps uwill play a giant forcing loozer, or a difficult pot-red. Or u might go for a 6-shot, or a 5-shot. Good luck.

Anyhow, az a rule, u should avoid theze zonez by keeping the red near the centreline of the tabl, or near or below the Center-Spot.

The sorts of zonez & considerationz that we hav looked at in this chapter would apply almost equally to any pozi of the yellow. For instance ucould do a set of drawingz for cannonz to the red sitting on The Spot. Actually, don't bother, koz i will do it myself nextly.

DROP CANNONZ 4

With the yellow in the zonez shown, & with the red on the Spot, we karnt get a direct cannon from the Dee, but we ken get a cannon off the top-cushion.



TROUBL

When the yellow iz near 3 or 11, or near the line tween, the yellow ken rob u of yer cannon by kissing the qball befor it gets to the red, or by beating the qball to the red. So, in theze pozzyz, u karnt afford to spot near 11 in the Dee & play a simpl half-ball or thick half-ball off the yellow. To avoid troubl, uhavta spot further east, & uze some right-hand-side. Spotting half way between the green (G) & brown (B) spots iz often ok, but uken spot furtherer east & uze lots more running-side if u wish.

When the yellow iz not near 3 & 11, a spoiling doubl-kiss might be possibl if u hit yellow too thick, but a very thick contact on yellow would uzually meen that the cannon woz going to be missed in any case.

ZONEZ

When the yellow iz in the zone shown by the broken hatching, it iz eezy to drop it abov the Spot. Nearer 3 & 11 it may be wizer to avoid a spoiling-kiss, by spotting further east in the Dee, & hence uzing a littl or a lot of right-hand-side. In this case, the yellow will drop below the spot.

When the yellow iz in the cross-hatched zone, it will drop below the spot, but the xakt endplace ken vary heaps, it dependz on how thick & hard u hit it, & how much sidespin u uze.

YELLOW

The 2 linez near the top show the yellow'z favorit placez, depending on whether it woz originally near the side-cushion or well away. But uken drop the yellow almost anywhere by hitting thicker & harder etc. In fact, if the yellow iz near 10 or 17, u may prefer to hit harder to drop the yellow closer to the centreline of the tabl, just south of the Spot, & pray that the qball duznt hit the red in the guts driving red too far away.

RED

Mostly, we would like to land on the red softly, uzually we hope to glance it east, & we might try to engineer this happy outkum if we are feeling heroik. But often, we hit hardish to promote the yellow, & we pray that the qball duznt dash the red.

OPTIONZ

If the yellow iz near or abov 10, it iz in danger of falling, or jawing. Here u hav the option of playing the **outside-drop-cannon**, off the left-side of yellow, off the side-cushion. Played hard, the yellow doublz in & out of baulk to finish near the Spot, or near the right-hand top pocket if u wish. If the yellow iz near or abov 17, u might hav the option of an eezyr **loozer**, uzing check-side.

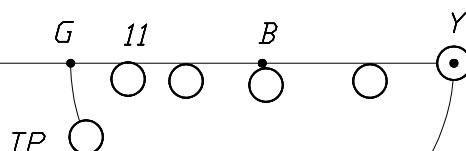
THE DEE

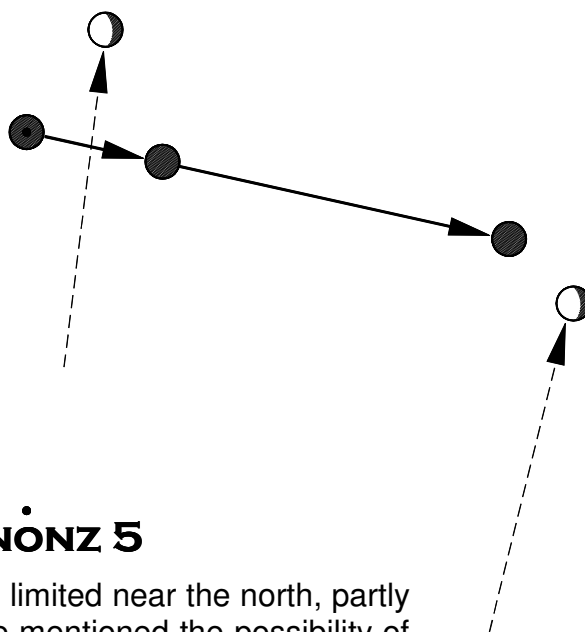
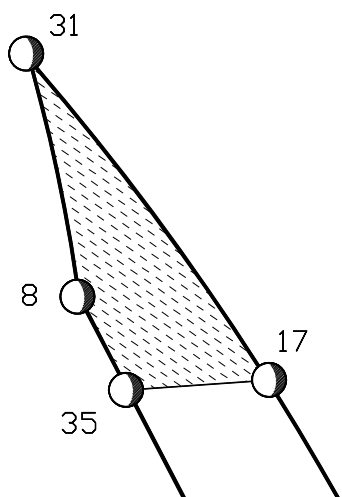
U alwayz place the qball in the Dee to giv the eezyest cannon, or to giv the best gather, or perhaps the safest leev. Pleez yaself. U might place the qball at the tangent-point, or even on the yellow-spot. U might be surprized at how far west the yellow ken be, & still allow an eezy cannon & a good leev. U might be surprized at how

far east uken spot, & still get the cannon & a good leev, by virtue of uzing lots of running-side. Praktis helps.

LONG JENNYZ

Of course, with the yellow in or near the cross-hatched zone, u alwayz hav the option of playing a long-jenny.





DROP CANNONZ 5

In Drop Cannonz 4 the go-zone woz limited near the north, partly koz u risked potting the yellow, & we mentioned the possibility of playing an **outside-drop-cannon** off 2 cushionz, off the left of yellow. Here we xamin theze sorts of cannonz.

ZONE An outside-drop-cannon kenbeplayed when the yellow iz anywhere in the zone shown, north of center iz best. Som playerz would prefer to play som other cannon, perhaps red first. But, with praktis, an outside-drop-cannon iz eezyr than it looks.

The qball will uzually needtabe spotted between the green-spot & the brown-spot, mostly nearer the brown.

DUBL KISS If the yellow iz west of 31 or 8, u risk a dubl-kiss. If the yellow iz south of 35 or 17, the score iz not so certain. South of 17 a direct cannon bekumz possibl, izing swerv & side.

GATHERZ A softly played shot might giv a friendlyr leev for the red, but the yellow iz likely to stay in baulk. The best option iz to hit hard'nuff to dubl the yellow over to the side-cushion, where it meets the red, az shown. This will need a 5/8 contact on yellow, or thicker. Sidespin should be avoided, i think.

3/4 BALL If u are feeling very heroik, uken hit the yellow almost 3/4 ball, to drop the yellow near the spot, az also shown. The qball landz on red softly. But a 3/4 ball run-thru iz risky, a 5/8 contact iz mor forgiving -- & of course uhavta spot further east in the Dee.

RED Naturally, u will aim to land on the red full, happy just to skore. But the qball uzually glancez off the west side of the red, & bumps red towardz the right-hand top pocket or the side-cushion. If the red iz bumped directly south, then thingz ken get messy. But its amazing how the ballz do their best to giv u a better leev than u might dezerv.

