

# DROP CANNONS

## POSTMANS DROPPYS

**DROP CANNON** A cannon played from the **DEE**, ie when **IN HAND**, where the 3 balls end up near the top-cushion, ie at **TOP**. I call it a **DROPPY**.

**RED DROPPY** Where the red iz sitting on **THE SPOT**. See page 5.

**POSTMANS DROPPY** Where the yellow iz sitting at **POSTMANS**.

**DROP GATHER** When the red & yellow end up **TOGETHER**.

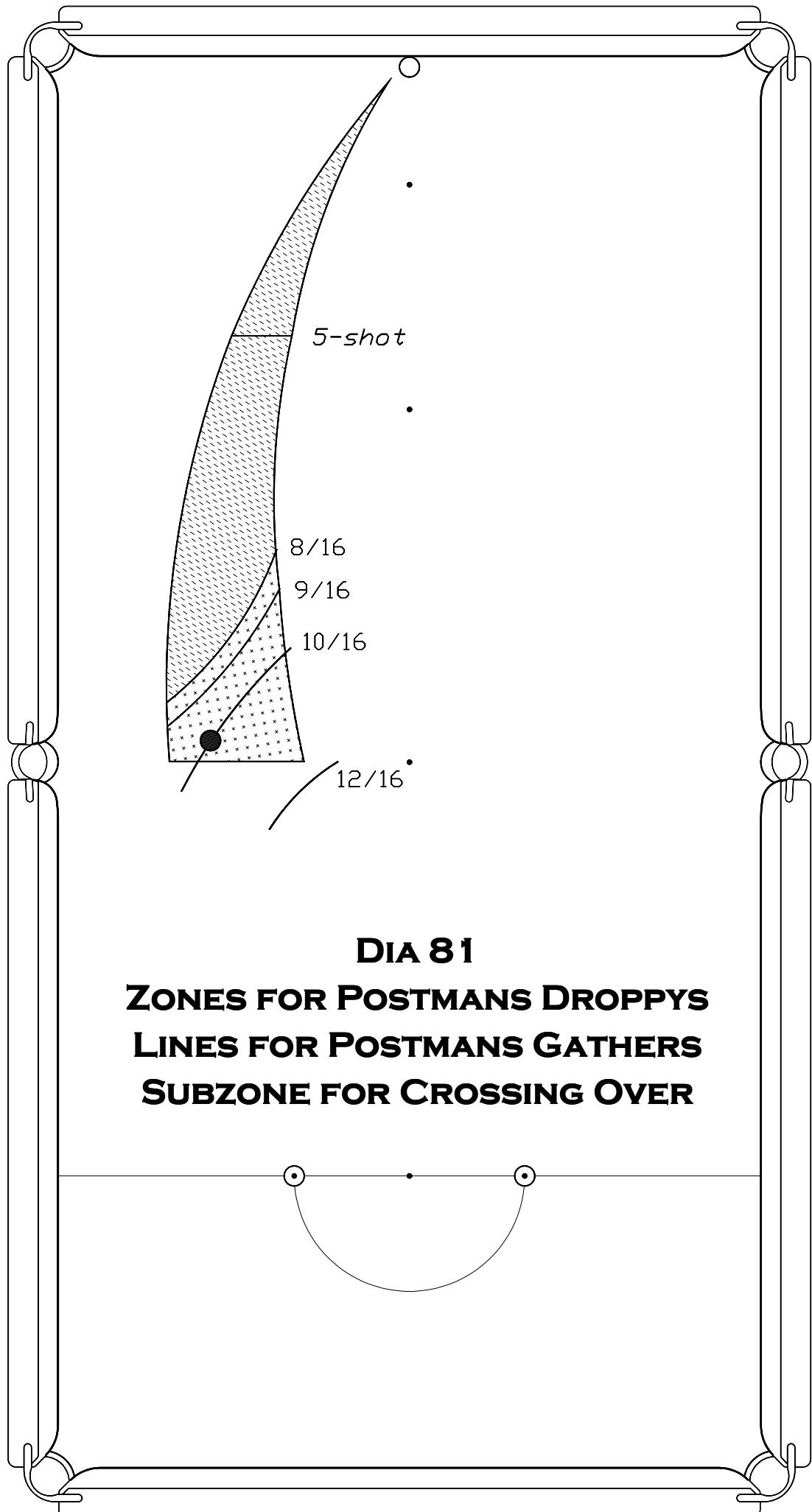
**RED'S ZONE** Dia 81 shows the red's zone for a plain half-ball postmans droppy. If the red woz a little outside this zone u kood still get a droppy if u hit **THICKER** or thinner than half-ball, or if u uzed **CHECK** or running. The zone ends at the mid-pkt line for simplicity. We show the **WESTERN** zone -- the **EASTERN** zone (not shown) would be a mirror image.

**8/16 LINE** If the red iz sitting on the 8/16 line then a half-ball kontakt kan giv a gather, if u hit **HARDNUFF**, the red joining the party a few seconds later -- ie a **POSTMANS GATHER**. If u hit at dead pace then the red **WONT** reech. If the red iz near the western end of the 8/16 line it **STOPS** about 300mm back -- if the red iz near the eastern end it **STOPS** about 600mm back. So, a krawler wishing for a nice **NURSERY** gather needsta hit hardish -- the good news iz that the yellow wont budge much if hit **FULLISH**.

**10/16 LINE** The drawn red ball iz shown sitting on the 10/16 line -- on this line a thick half-ball kontakt (ie 5/8<sup>th</sup>) kan giv a postmans gather. The red follows closely behind the **qball**, & the **qball** duznt havta hit the yellow hard. Anyhow, thick half-ball kontakts giv a more reliable **DEFLEXION** angle for the **QBALL** than half-ball (8/16) or thin half-ball (7/16). But the **RED'S** angle of trajektory iz allways dicey -- there **AIN'T** no uzer-friendly kontakt giving a reliable red trajektory -- but **THICKER** iz better than thinner.

**12/16 LINE** If the red were near the middle of the 12/16 line a 3/4 ball kontakt would see the red & **qball** arrive at the yellow together. Aktually, this iz not good, koz the red might win the race & block the **qball** & rob the score. Allso, a long-range 3/4 ball run-throo like this iz risky, ie the deflexion angle iznt uzer-friendly, ie u might miss the cannon.

**CROSSING OVER** The sub-zone north of the 8/16 line iz **HATCHED**, & the sub-zone south of the line iz **CROSS HATCHED**. A red laying in the cross-hatched sub-zone will land **EAST** of the yellow if hit thinner than half-ball -- & will land **WEST** of the yellow if hit thicker than half-ball. The same kan be sayd for all lines -- ie 9/16, 10/16, 12/16 -- **EACH** line iz a boundary where if u hit **THINNER** than the nominated kontakt then the red **CROSSES OVER** to the east side, if u hit hardnuff.



**5 SHOT** If the red iz on or near the 5-shot line (see Dia 82), a half-ball kontakt sinks the red, or the red hits the **JAWS** -- probly not good. To avoid the jaws, spot the qball further east & play the cannon **THICKISH** with heeps of **RUNNING**, ie right-hand-side here, & of course with **SWERV**. The swerv iz automatic, u karnt avoid it, & it iz the swerv that duz the deed moreso than the **SIDESPIN**.

**SUBZONE** If the red iz in the subzone (shown hatched) north of the 5-shot line, the red **DUZNT** need to hit the side cushion. U will be tempted to play the cannon **SOFTLY** at dead pace, to leev a nice pot-red. Playing the cannon a little too hard results in the red rebounding further from the top-cushion & leevs a skrewy **LOOZER** instead of a pot-red -- not a problem really. A long-range, softish cannon iz risky -- u might miss the cannon. U probly wont be uzing side, but even so the **NAP** kan take the ball left or right, probly right -- plus cueing **ERROR**. Many players get good results by playing long range shots with lots of **DRAG**, ie hitting the qball lowdown.

**LOOZER ZONE** If the red iz in the loozer zone (ie tween the broken lines), ukon play a loozer **INSTEAD** of the cannon. A thick run-throo loozer brings the red back to near the right-hand mid-pkt.

**CHECK SIDE** When the needed cannon iz **NARROW**, ie when the red lays a little outside (east of) the zone, u hav a choice. U kan play the cannon az a **THICK** run-throo -- or u kan uze **CHECK** (left-hand side-spin).

**SQUIRT** Check results (firstly) in **qball** squirt -- the **qball** initially **PUSHES** offline (to the right here) due to the off-center tip kontakt.

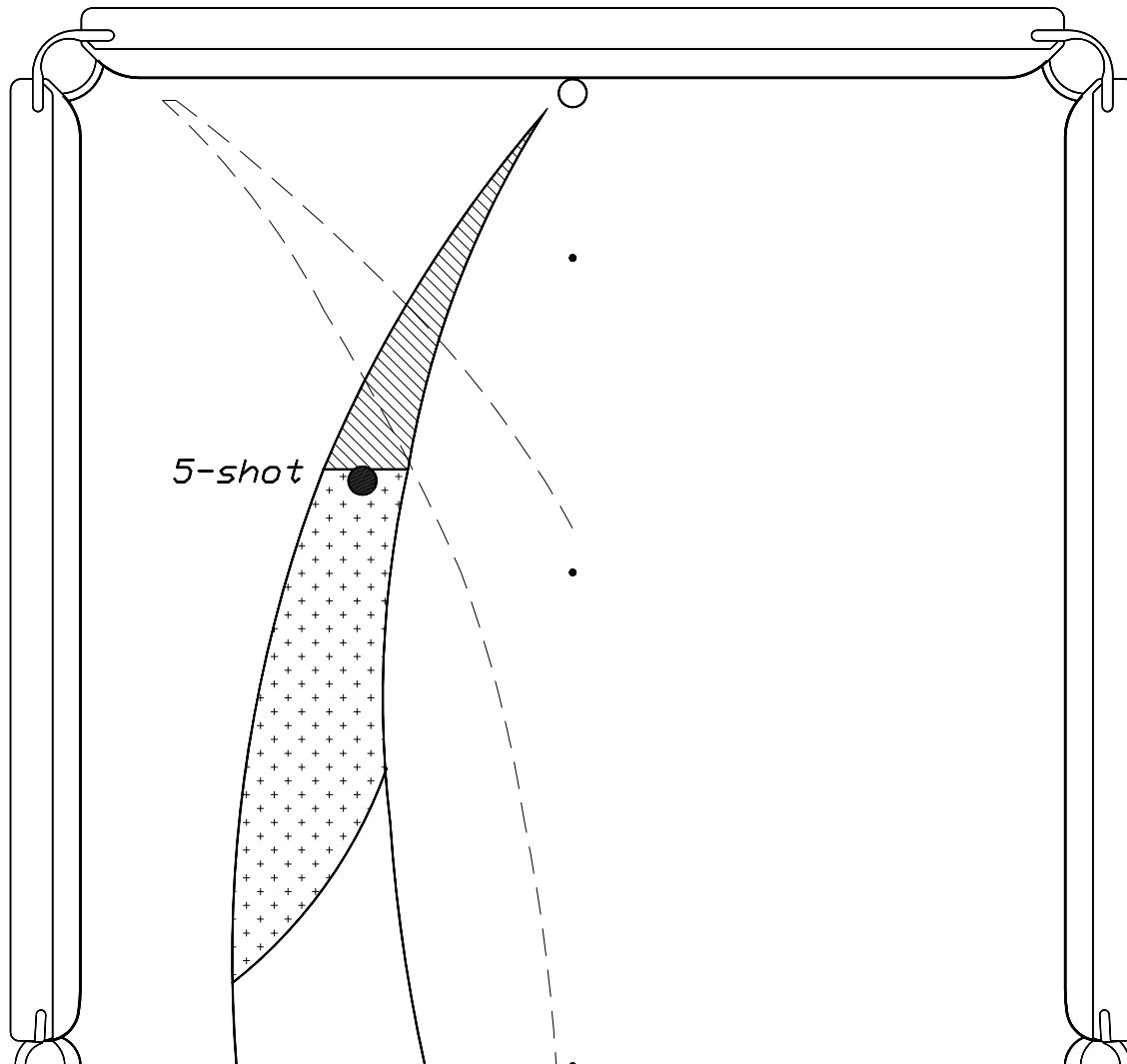
**SWERV** And then (sekondly) the **qball** swervs back left a bit, or a lot, due to **MASSE** effekt, due to hitting downwards. Hitting downwards iz unavoidable when uzing spin -- especially if hitting the **qball** below the **EQUATOR**.

**EQUATOR** Hitting below the equator maximizes spin -- aktually it duznt -- it maximizes **SPIN EFFEKT**.

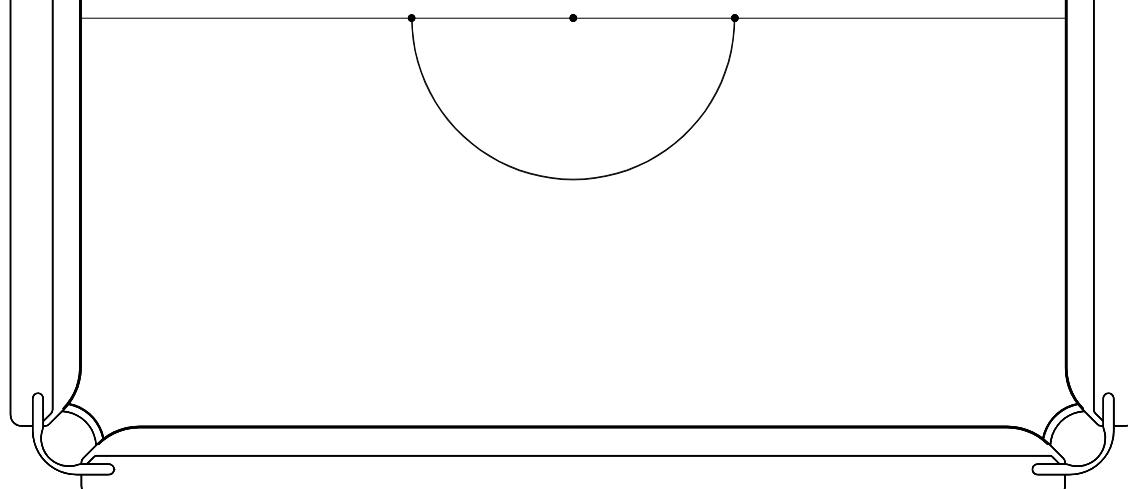
**JACK UP** In fakt many players like to jack-up a little more than uzial to get **EXTRA** swerv. Extra swerv helps narrow the angle -- but aktually my tests show that the extra angle iz very **LITTLE**, & the extra **RISK** iznt very little. So, **DON'T** jack-up on purpose -- not for this sort of long-range shot.

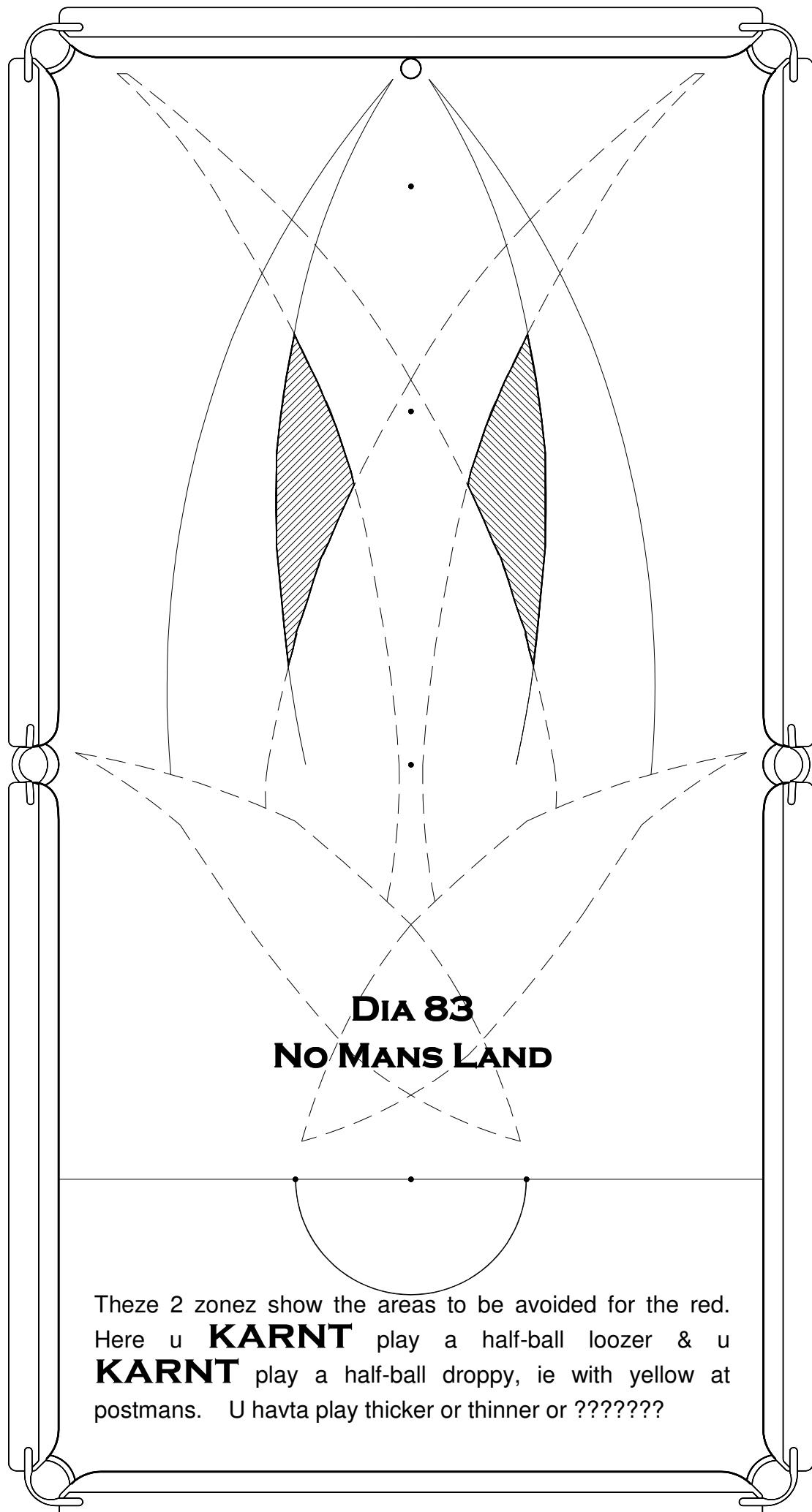
**SPINKURV** And then (thirdly) the **qball** kurvs left a bit, due to the **NAP** & the spin.

**WILLIE** Check-side iz **RISKY** -- its diffikult to judge -- ie u might hit the 1<sup>st</sup> objekt-ball too thick or thin. Willie Smith preferred to play **RUN-THROOS**, at all ranges. There iz nothing worse than missing the droppy by a hair, & leevng ya **OPPONENT** nice top.



**DIA 82**  
**LINE FOR 5 SHOTS**  
**SUBZONE FOR SOFT CANNONS**  
**ZONE FOR LOOZERS**





Theze 2 zonez show the areas to be avoided for the red. Here u **KARNT** play a half-ball loozer & u **KARNT** play a half-ball droppy, ie with yellow at postmans. U havta play thicker or thinner or ????????

# DROP CANNONS

# INDIREKT RED DROPPYS

## RED DROPPY

Where the red iz sitting on **THE SPOT**.

## RED GATHER

A red droppy where the red & yellow end up **TOGETHER**.

### YELLOW'S ZONE

I havnt drawn the yellow's zone for a **DIREKT** plain half-ball red droppy onto the spotted red. But the yellow's zone would look a bit like the **RED'S ZONE** in Dia 81. Most of the wordage for Postmans Droppys & Gathers applys to Red Dropped & Gathers, so i **WONT** go into detail here, but i might in the **FUTURE**.

### INDIREKT RED DROPPYS

If u karnt get a direkt yellow-to-red droppy u might be able to get an indirekt droppy uzing the **TOP CUSHION**. This iz what i write about here, & show in Dia 84.

### YELLOW'S ZONE

Dia 84 shows the yellow's zone for a plain half-ball **INDIREKT** red droppy onto the spotted red.

### 2 LINES

The 2 lines near the top show where the yellow stops when the indirekt droppy iz played at **DEAD PACE**. One line describes the stopping places for when the yellow woz at the **WESTERN** edge of the yellow's zone -- the other for when the yellow woz at the **EASTERN** edge. But u kan drop the yellow almost anywhere by hitting thicker or harder.

### 10 TO 17

If the yellow iz tween 10 & 17 u might prefer to hit **HARDER** to drop the yellow closer to the centerline of the table (just below The Spot), & **PRAY** that the qball duznt hit the red in the guts driving it too far away.

### KISSING

When the yellow iz tween 3 & 11 the yellow kan kiss the **QBALL** or the **RED**, robbing the score. Better to spot further east & uze **RUNNING**.

### SUBZONES

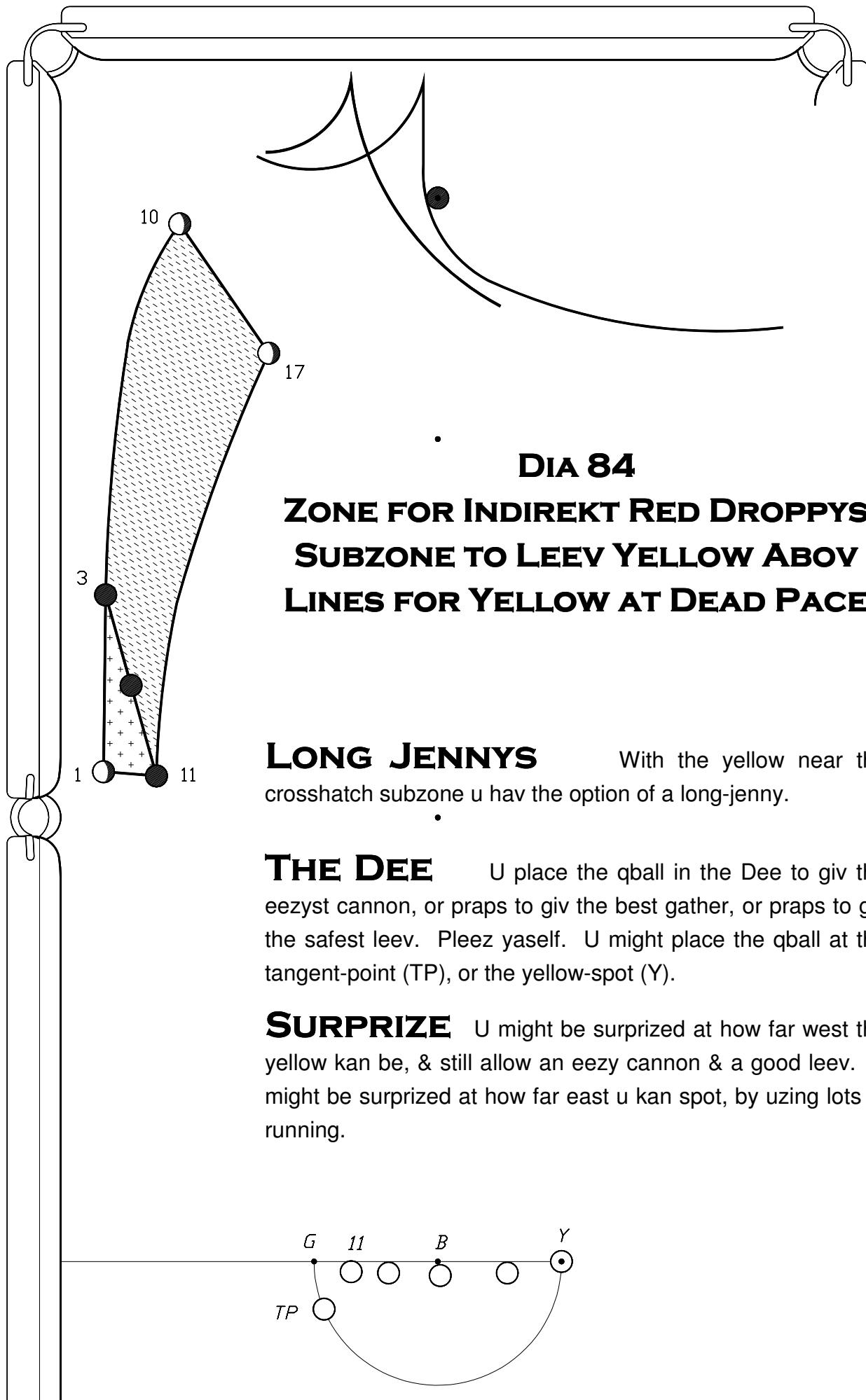
When the yellow iz in the **BROKENHATCH** subzone it drops **ABOV** The Spot. In the **CROSSHATCH** subzone, **BELLOW** The Spot.

### RED

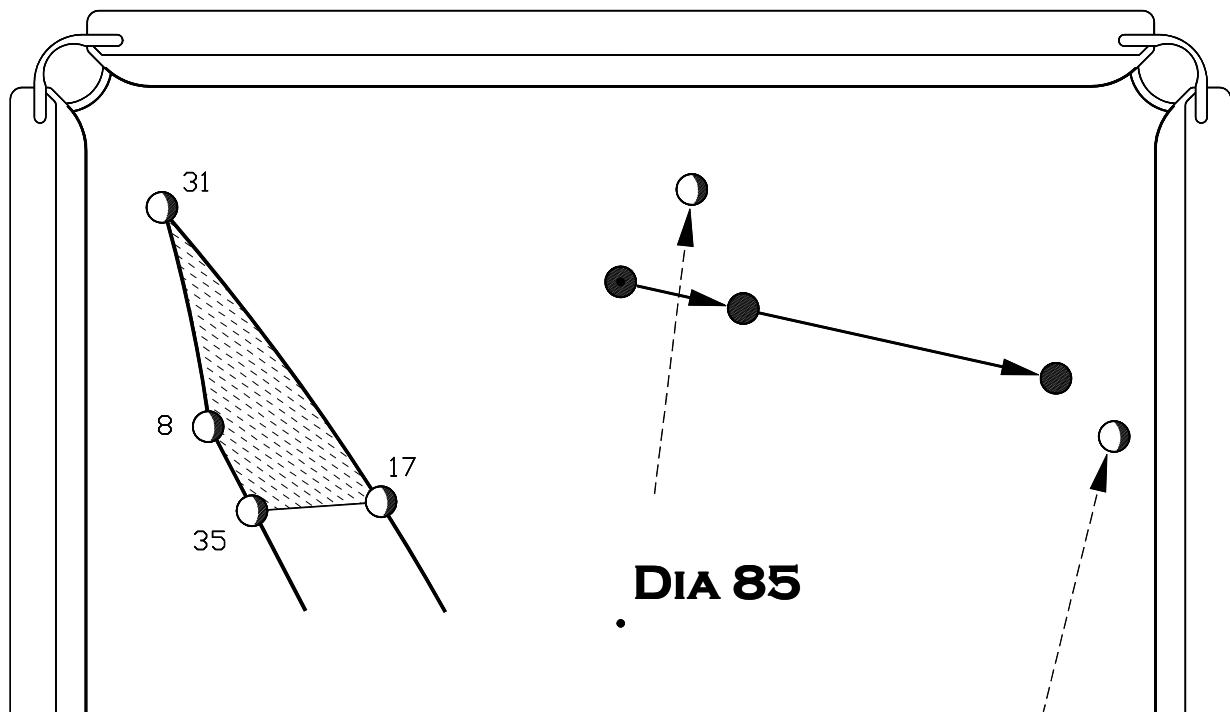
Mostly, we would like to land on the red **SOFTLY**, uzually we hope to **GLANCE** it east, & we might try to engineer this happy outkum if we are feeling **HEROIK**. But often, we hit hardish to **PROMOTE** the yellow, & we **PRAY** that the qball duznt dash the red. Pleez yaself.

### 10

If the yellow iz near 10 it iz in danger of being lost or **JAWING**. Here u kan spot near Y & hit the yellow allmost  $\frac{3}{4}$  ball with lots of **RUNNING**. If the pace iz good, the yellow stops near The Spot in nice pozzy for **FLOATING** (not shown).



# DROP CANNONS OUTSIDE RED DROPPYS



**DANGER** When surveying an indirekt-droppy (see Dia 84), if the yellow iz in danger of falling or jawing, u hav the option of an outside-droppy. Hit the left side of the yellow & get the cannon off the side-cushion & top-cushion, the yellow running down to baulk.

**HARDER** Best to play harder, 5/8 ball or thicker, the yellow kums out of baulk to finish near The Spot (shown) -- or near the right-hand cushion for a possible gather (shown). **SIDESPIN** should be avoided, i think.

**ZONE** An outside-droppy kan be played when the yellow iz in the zone shown -- north of center iz best.

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

**RED** Naturally, u are happy to land on the red full -- but the qball uzually glances off the west side of the red & bumps red towards the right-hand top-pkt or to the side-cushion.

**KISS** If the yellow iz west of 31 or 8, u risk a kiss. A red-cushion-yellow cannon iz an option.

