

# EUGENE HUGHES GATHER

**YEARS** ago I noticed Eugene Hughes playing the cannon via the top cushion in a manner to bring the white right out towards the pyramid spot to join the red which he struck firmly from behind. I have seen Dave Causier do the same and allways leaves something with both balls in front of the cue ball. Roy Bacon.

## EUGENE HUGHES KLIP KLIP KLOP PLOY

My 2 pix show a likely pozzy for Eugene's gather. If u spot a little wide for a dropcannon off the yellow (see white **q**ball), u hav 3 possible cannons, & u will get one or other, karnt miss.

**PLAN A** Klip the red thinly, leeving a pot into the left-top-pkt.

**PLAN B** Klip the red thinly on the way back, leeving a pot into the right-top-pkt.

**PLOY C** Klop the red fullish on the way back leeving a red-yellow gather — the yellow finishing near the centerline of the table abov the Pyramid Spot.



**WHITES** The 3 Whites next to the Red show theze 3 kontakts. The Yellow iz on the mid-line (mid-pkt to mid-pkt line), and 400mm from center.



**LINE OF REDS** The line of 10 Reds & Yellow shows where this klip-klip-klop ploy kan work. Alltho, az u go down the line, further from the Yellow, the klop option starts to evaporate, & u only hav the klip-klip option unless u do something clever.

**FOR THE LAST RED** u spot on the Green Spot. Here u hav a possible klip-klip, but a klop iz unlikely to leev a gather koz the first ball will head abov the Spot & might not hav enuff pace anyhow.

**U MIGHT** engineer a kloppy-gather for some of them reds if u kan spot on the Green Spot & hit thicker with a bit of running, especially if the ball iz sitting a little closer to the centerline.

**THE BEST REZULT** iz i think the klip on the way-back koz this leevs the red well out from the cushion. This shoold actually be Plan A not B. The klip on the way-in bumps the red towards the cushion — not so good, unless pace iz dead slow, but this iz risky.

**INSURANCE** All players instinctively know that when the yellow iz nearish the centerline if they miss the dropcannon going up they will get it kumming back, karnt miss, az long az they spot-up a little too wide rather than too narrow. We all know that.

**KLIP KLIP** But the line of reds shows where u hav the chance of a klip on the way up, and a klip on the way back. Much friendlier. And the kloppy-gather iz a bonus.