

# DROP CANNONS TO RED

**THE 4 LINES** of reds etc show the pozzys for the yellow allowing a halfball direkt drop-cannon or indirekt drop-cannon to the red sitting on the Spot.



**THE 1ST LINE** iz for a direkt cannon when spotting the qball on the Green Spot.

**THE 2ND LINE** iz for a direkt cannon when spotting near the Yellow Spot.

**THESE** are based on hitting the spotted red right-of-center, ie to leev a pot into the left-top-pkt, the preferred plan i think.

**THE 3RD LINE** iz for an indirekt cannon, off the top-cushion, when spotting on the Yellow Spot.

**THE 4TH LINE** iz for an indirekt cannon izing az much left-spin az iz necessary, spotting near the Yellow Spot.

**THESE** are based on hitting the spotted red on its eastern side after kumming off the cushion, to leev a pot into the left-top-pkt.

**THE YELLOW & NEAREST 8 REDS** in the 4th line are placed kleeer of the cushion, koz if nearer a doublekiss would ruin the cannon.

**THE GREEN BROWN YELLOW & 5 WHITES** show the **X-OVER LINE** mentioned in another thread.

**THE LEFTMOST BLACK** shows mac's favorit pozzy for a drop-cannon, mentioned in another thread.

**THE RIGHTMOST BLACK** shows jerry's favorit pozzy for a drop-cannon.

## **I THINK THERE ARE 2 WAYS FOR AN INDIREKT CANNON TO BRING THE YELLOW OUT TO TO JOIN THE RED NEAR THE PYRAMID SPOT**

### **KUT YELLOW OFF THE SIDE-CUSH**

**YELLOW** heads for left-top-pkt, & stops near the centerline of table, about halfway tween Pyramid Spot & the Spot, if pace iz good. U kan do this when Yellow iz tween the 2nd & 3rd lines, near the near end, ie near the mid-pkt. The Yellow kood be near the yellow ball shown at the end of each line, or near the 1st or 2nd red ball further away along them lines. Near the ends of the lines (ie near the yellows in the pix) u hav an eezy inoff into the mid-pkt, to improov the yellow, the best option actually.

### **KUT YELLOW OFF SIDE-CUSH & TOP-CUSH**

**YELLOW** finishes near the centerline of the table, near the Pyramid Spot. U kan do this when Yellow iz say the 7th red ball (in the pix) from the end of the 3rd line — or rather 1 ball or 2balls left/west of that. But the trajektory of the Yellow kan be drastically changed by aiming thinner or thicker & uzing side, & Yellow kan be sent allmost anywhere — i woz amazed at what u kood do if brave. Likewize the Red — u kan bump it one way or another, fast or slow. But i will do some more work on theze sorts of gathers — might be worth a new pix.

In some of my pix i uze 3 or 4 different sizes of balls — 2-1/8", 2-1/16", 2", & 1-7/8". Hencely your eyes might go funny at times.

U kan see **1 1 WHITE MARKS** under the rail on the top-cush right-of-center. Theze are aim-points for hitting up'n'down the table, ie to praktis my cueing. There are matching marks along the baulkline. Some players just hit up-n-down the centerline of the table — but i reckon this shood be banned — it makes a bad wear mark. On my table i allso place the qball halfway tween the marks, & a bit left & bit right -- this givs me an additional 12 aim-points. I allso place the qball at 1/4 pts tween the marks -- this givs me another 22 aim-pts. That adds to 47 aim pts -- plus another 47 on the western side. So, i am starting to wear 94 groovs in my bedkloth -- but i don't hav a groov along the centerline.