

# UNLUCKY RISO LEVI

**DIA566** Riso says that dia566 indicates how the cannon may be made off (1) the side & baulk cushions or (2) off the baulk and side cushions.

**BALONEY** No, dia566 duznt show the above. It shows the cannon being made off (3) the side-cush and baulk-jaw and allso off (4) the baulk-jaw and side-cush.

**(4) IZ IMPOSSIBLE ON THAT ANGLE** But it would be possible to hit the flat just before the baulk-jaw and then the side-jaw & then make a cannon if the attack-angle woz more acute than shown.

**(3) IZ POSSIBLE** Alltho not by kontakting the side-cush such a long distance before the jaw. Thats ok, Riso woz only trying to make the diagram less confuzing. But Riso sayd it showed the cannon being made az per (1). No, it duznt show (1), it shows (3). In fakt (1) iz impossible, or putting it another way, u karnt place the ball in a pozzy where u kan get both (1) and (2). U kan place the ball off-center such that u kan get (1), but then (2) wont be possible. Or u kan place the ball off-center such that u kan get (2), but then (1) wont be possible. Riso thort that u kood place the ball such that (1) and (2) were possible, but Riso woz mistaken.

**RISO ALLSO SAYS THAT** *"....the cannon may still come off even should the cue ball come into contact with one or both angles of the pocket...."*

Here u hav (3), and u allso hav (5) off the side-jaw and baulk-jaw, and (6) off the baulk-jaw and side-jaw, and (7) other multiple jaw kontakts.

**CUTTING CORNERS** Anyhow Riso haz made a komplette mess of dia566. I reckon he woz trying to save doing one extra diagram, praps one extra diagram might hav allowed Riso to show things properly. Cutting corners iz fraught (pun intended).

**BAD LOCATION** And by having the waiting ball sitting direktly out from the pocket, ie at 45dg, Riso haz managed to place the ball in a bad location where a cannon iz much less likely. Dia565 iz in the same boat. The ball shoold be shown waiting in one of the two lucky-zones detailed in my earlyer chapters.

**JAW-CANNONS** In dia566 a cannon iz highly unlikely, ie ignoring any direkt-cannon & ignoring any cannon off the side-cush or off the baulk-cush. In dia566 u will need a cannon by way of (3) or (5) or (6) or (7).

Az detailed in other chapters the baulk-jaw kan be kontakted within a pathway 0.5balls wide. The side-jaw by a pathway 0.75balls wide. And i reckoned that 1 in 10 jawings might rezult in a cannon if the ball iz sitting at about the radius shown in dia566. The jawing-pathways total 1.25balls in width. If the total attack-pathway iz 8balls wide, then 1.25 shots in 8 shots rezult in a jawing, ie 5 in 32. If 1 in 10 jawings rezult in a cannon, then 5 shots in 320 rezult in a jaw-cannon.

to the cue ball when playing a plain-ball stroke always exists. The cue ball should not be hit high up as an extreme amount of top will quite alter the rebound angle off the top cushion.

The reason that the cannon illustrated on Diagram 564 is a fairly easy stroke is because it can be made in quite a number of slightly different ways. Diagram 565 illustrates three different ways in which the cue ball can cannon on to the object white, when playing the all-round cannon illustrated on Diagram 564, viz., direct, off the side cushion, or off the baulk cushion, and Diagram 566 illustrates how the cue ball can reach the object white *via* the side and baulk cushions, or *via* the baulk and side cushions. Also, the cannon may still come off even should the cue ball come into contact with one or both angles of the pocket. In fact, if the cue ball enters the area enclosed by the

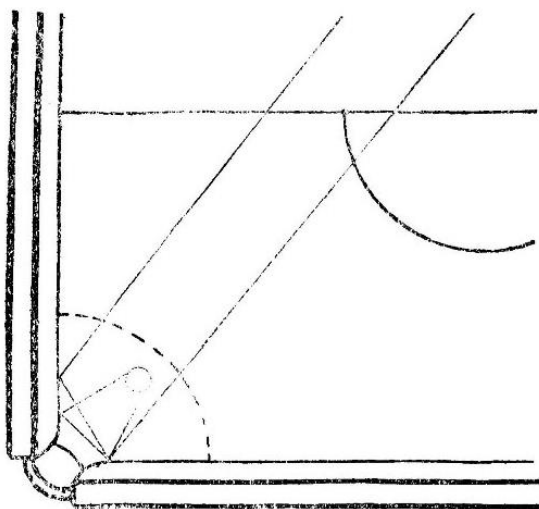


DIAGRAM 566.—The continuous lines indicate how the cannon illustrated on Diagram 564 may be made off the side and baulk cushions or off the baulk and side cushions, instead of direct on to the object white or off the baulk or side cushion only, as illustrated on Diagram 565. When the object white lies anywhere in the area enclosed by the intersected segment of a circle—especially if well away from the cushions—it is therefore favourably placed for the all-round cannon.

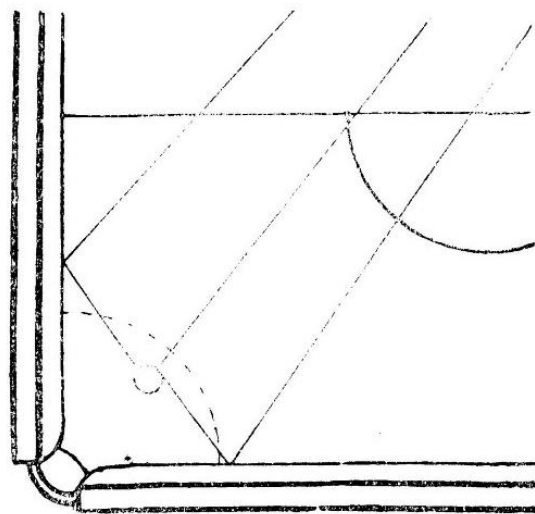


DIAGRAM 565.—The continuous lines illustrate three different ways in which the cannon shown on Diagram 564 may be made, viz., direct on to the object white or off the side cushion or the bottom cushion. Other ways in which the cue ball can cannon on to the object white are shown on Diagram 566.

intersected line on Diagrams 565 and 566 the cannon will generally be made, and as this area is very considerable and can be entered by very different lines of travel, it is easily apparent that considerable latitude exists as to how full or otherwise the red may be taken without the cannon being missed.

This all-round cannon should be played without any great amount of strength. When played with a great amount of pace the angles of rebound from the top and side cushions are different from those of a slower stroke. More especially is this the case when the cushions are very resilient. Again, although no player can tell what after-position will be left as the result of the cannon—for not only can the cannon be made in various ways, but also by different kinds of contact as regards the object white—there is far more chance of some position being left when the cue ball cannons on to the white without much pace and thus remains pretty close to it, than when the reverse of this is the case.

Sometimes, with the red on the spot and the object white in baulk the only stroke to play is an in-off from the white, but although the position may be such that whilst the in-off itself is fairly easy,

## IT GETS WORSE

The inoff pathway iz  $1\frac{1}{3}$  balls wide. The inoff plus jaw pathway iz  $2\frac{7}{12}$  balls wide. A ball sitting inside that  $2\frac{7}{12}$  ball pathway blocks 2.00balls of jaw or inoff, leaving  $\frac{7}{12}$  balls of side-jaw on one side, or  $\frac{1}{2}$  balls of baulk-jaw (and  $\frac{1}{12}$  balls of inoff) on the other side. The first (side-jaw) yields 7 cannons in 960 shots. The second (baulk-jaw) yields 2 cannons in 320 shots (instead of 5 jaw-cannons in 320 shots). The  $\frac{7}{960}$  iznt added to the  $\frac{2}{320}$ , they are OR not AND.

## 160 SHOTS

Hencely, if Riso set up the shot he describes in hiz dia566 & then played that shot to show us that shot that he describes, ie some sort of (a) jaw-cannon or some sort of (b) cush-cush-cannon, or some sort of (c) cush-jaw-cannon or some sort of (d) jaw-cush-cannon, or some sort of (e) jaw-jaw-cannon, Riso would havta play praps 160 shots to get just one such cannon. Gooooooooooooo Riso.

Reviziting this angles stuff, one thing In Riso's favour, jaws (Riso calls them angles) were much bigger in the oldendays, praps 6" long instead of 4" (& cnr-pkts were wider). So praps that 160 shots might go down to 100.

## 9.46BALLS

Had Riso in hiz silly looking dia566 placed the ball well away from the inoff pathway & jaw-pathways then he would enjoy 2balls of direkt-cannon, 2balls of side-cush, 2balls of baulk-cush, and 2balls of either side&baulk-cush or baulk&side-cush, and in effekt  $1.25/10$ balls of jaw-cannon, totalling 8.13balls of cannon. Adding 1.33balls of inoff, brings the skoring total to 9.46balls.

## 6.06BALLS

But by placing the ball within the inoff pathway Riso now enjoys only 6balls of direkt & side-cush & baulk-cush cannons, & no more than at most  $\frac{7}{12}$  balls of jaw yielding in effekt praps  $\frac{7}{120}$  balls of jaw-cannon, totalling 6.06balls. Inklooding the inoff this brings the total to 6.06balls.

## RISO SAYS

*"When the objekt white lies anywhere in the area enclosed by the intersected segment of a circle – especially if well away from the cushions – it is therefore favourably placed for the all-round cannon."*

## FAVOURABLE

Yes anywhere in Riso's circle iz favourable, but there iz 9.46 favourable and there iz 6.06 favourable. Looks like Riso didnt know.

## ANYHOW WE ALL LUVV RISO

I hav nearly all of hiz books. But Riso woz mistaken on several issues. Ivory balls for one. Tranzmitted side for two. And some other stuff which eludes me for now. Riso's writing style aint good. I kood say the same stuff in a quarter the verbiage. And az good az it iz & az detailed az it iz most of hiz stuff iz only about the game. Very little iz about the game within the game. What i look for in a book iz the game within the game within the game, ie the stuff that experts know but keep to themselves. Naturally Riso koodnt write about stuff he didnt know. Riso wanted to, but koodnt. And the champions kood, but didnt want to (plagiarizing Geza here).