

# THE STUN CANNON

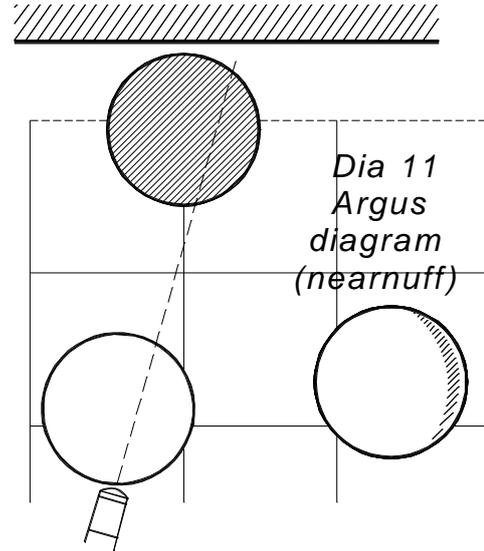
## The Stun Cannon -- Falkiner's Favourite Shot

In the accompanying diagram a typical position for stun cannons is illustrated. The red ball is shown nearly touching the cushion, the cue ball ("C") is a little to the left, and the object white is about on a line with the cue ball, and a little to the right of the red. There are a great many slight variations of the relative positions of the three balls that would all permit the cannon's being made, and position being retained. It may be said that the position shown is somewhat difficult. When the balls are quite close together the shot is much easier.

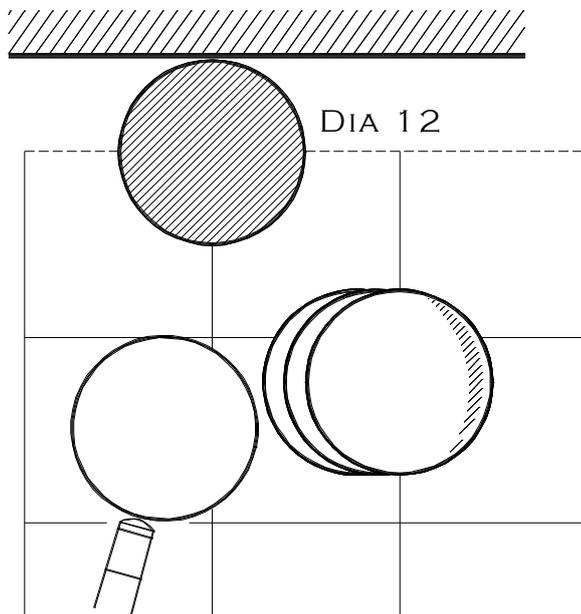
If the cannon indicated is correctly made, the position, or one almost similar to it, will be reproduced. The cue ball, struck with a "stun" delivery, makes an almost full ball contact with the red in order that, when it rebounds, it will come back so as just to strike the white thin on the left-hand side, and then stop. When the cue ball collides with the red, it drives the red on the cushion, and, for an instant, follows up the red. The red, however, rebounding from the cushion, meets the cue ball, and in doing so drives this ball backwards. The impact between the two balls stops the red. It will be noticed that the cue contact shown in the diagram indicates that the player's ball will be given right-hand side.

This side is put on to cause the red to come straight back from the cushion. If the same contact were used, and left-hand side were put on, the red would come off slightly to the right. The effect in both instances is due to the side "communicated" to the red, and an excellent illustration is afforded of the possibility of communicating side from one ball to another. Reverting to the position shown in the diagram, it will be understood that the repeated thin contacts of the cue ball with the object white will gradually shift the white to the right, and the cue ball will also gradually shift its position towards the right. The time will come, therefore when the cue ball will be almost opposite the red. When this happens the original position is recovered by making the cannon with left-hand side, instead of right-hand side, the effect of the side communicated to the red will cause that ball to come off the cushion in a path bearing slightly towards the right, and the original position will be restored.

The stun cannon is occasionally made by the player "feathering" first on the white (assuming that to be the nearer of the two object balls), but when this is done it is only because the position makes it impossible to obtain the cannon by striking the ball nears the cushion first. It would usually mean that the stun cannon position would be lost when the next shot had to be played, and several plain cannons might have to be made before it was recovered. The advantage of the stun cannon is that a great many cannons can be made without shifting the balls much. Thus, the dangerous position which may be reached at a corner pocket if the balls are not controlled accurately – though it cannot be avoided indefinitely, at any rate, takes longer to reach. The same is true of the middle pockets, which almost invariably stop a nursery cannon break. Falkiner was the first to introduce the stun cannon into English billiards, and it may be interesting to note that he learned it from a leading French professional when he was serving at the front.



*In the accompanying diagram a typical position for stun cannons is illustrated. The red ball is shown nearly touching the cushion, the cue ball ("C") is a little to the left, and the object white is about on a line with the cue ball, and a little to the right of the red. There are a great many slight variations of the relative positions of the three balls that would all permit the cannon's being made, and position being retained. It may be said that the position shown is somewhat difficult. When the balls are quite close together the shot is much easier.*



### THE ARGUS DIA 1 1 IZ SILLY.

The balls need to be closer together, as shown in Dia 12. And the red is usually hard-up.

Dia 12 has three yellows showing the desirable range, a  $\frac{1}{4}$  ball overlap of the red westwards, the ideal  $\frac{1}{8}$ <sup>th</sup> ball overlap, and zero overlap being the limit eastwards.

The yellows are shown  $1\frac{1}{4}$  ball from the cushion (ie  $\frac{1}{4}$  ball south of the red). The desirable yellow range north-south is  $\frac{1}{8}$  ball to  $\frac{1}{2}$  ball south of red.

Similarly the qball also has a desirable east-west range and north-south range (not shown), Rocker must be the ideal pozzey for yellow and qball.

*The cue ball, struck with a "stun" delivery, makes an almost full ball contact with the red in order that, when it rebounds, it will come back so as just to strike the white thin on the left-hand side, and then stop.*

Argus is confused. You don't stun the qball. The word stun describes what happens to the red. The rolling qball tries to follow-through and it meets the rebounding red, and the red suffers a double-kiss (ie a stun) that keeps it on or near the cushion. Stun on the qball might also keep the red on or near the cushion, but the qball will kiss-back a long way. Qball stun is rarely needed, rolling is the rule. In filmage Wally hits very high, and with an upwards action. Soft skrew or pique will bring the red out off the cushion, if that's what you want.

*It will be noticed that the cue contact shown in the diagram indicates that the player's ball will be given right-hand side. This side is put on to cause the red to come straight back from the cushion. If the same contact were used, and left-hand side were put on, the red would come off slightly to the right.*

Yes most stunalongs need rhs (running), to anchor or retard the red. Yes lhs would move their red along to the east (unless contacting the red well right of center). And of course for many stun cannons zero side might move the red along, depending on attack-angle and contact and whether the red is hardup or a few mm off. In fact if the qball is westish and contacts the red fullish the red might move along despite rhs.

If the red is a little off the cushion it doesn't make much difference to the shot.

And when lots of daylight between red & cushion it probably doesn't make much difference to the shot when in good stunalong pozzey. But the effect of side might be magnified. The red might have a bigger desire to move-along. And the qball's kissback angle might be magnified.

*The time will come, therefore when the cue ball will be almost opposite the red. When this happens the original position is recovered by making the cannon with left-hand side, instead of right-hand side, the effect of the side communicated to the red will cause that ball to come off the cushion in a path bearing slightly towards the right, and the original position will be restored.*

"ALMOST OPPOSIT" iz too late. The red shoold be mooved along earlyer than that. And the red iz best mooved along by uzing zero side. If u leev it too late u kan uze lhs (az Argus says), but lhs kan be risky.

Aktually, it iznt so much a case of "THE TIME WILL COME WHEN THE QBALL WILL BE OPPOSIT THE RED", it iz more a matter of "the time will come when the yellow iz at or beyond the easterly limit of its ideal range". Its a chicken and egg thing.

Mooving the red east by uzing lhs iz fraught (ie for red-first kissbacks). With the qball direktly opposit the red (hardup), after many attempts, with my best effort i mooved the red along allmost 1/8<sup>th</sup> ball east, & the qball stopped 1/8<sup>th</sup> ball east allso. This sort of miracle-save kan be much too diffikult, i had lots of zero rezults & lots of misshits.

*The stun cannon is occasionally made by the player "feathering" first on the white (assuming that to be the nearer of the two object balls), but when this is done it is only because the position makes it impossible to obtain the cannon by striking the ball nears the cushion first.*

No, sometimes u shoold hit yellow-first even tho u kan get a red-first cannon. Yes, yellow-first cannons might need lhs, praps to anchor the red from leaking west, but uzuually the lhs iz needed to take the qball well west so that u kan reload next shot (ie moov the red along).

*It would usually mean that the stun cannon position would be lost when the next shot had to be played, and several plain cannons might have to be made before it was recovered.*

Yes, play some runalongs and thinalongs and look for stunalongs later.

## **Tom Newman 11 Feb 30.**

*It pleases me to note that Claude Falkiner has shown great form against Davis, returning high averages, with several breaks of 700 or thereabouts. In one of these he scored 203 nursery cannons in ten feet of cushion space -- a remarkable feat even for such a master of close cannon play.*

## **The Argus -- Sat 22 August 1925 Falkiner v Lindrum Visitor Breaks World's Record**

*The feature of the play yesterday in the match of 12,000 up, between Claude Falkiner and Walter Lindrum was a run of 210 consecutive nursery cannons, which established a world's record. The previous record (196) was held also by Falkiner. The record break, which was played in the afternoon session, was scored at a great pace, chiefly by means of the "stun" shot.*

*In the afternoon Falkiner carried his unfinished break of 491 to 570, failing at a close cannon which was quite easy, but which was played too slowly.....*

# WALLY'S 40 STUNALONGS

26/1/2013

**FOOTAGE.** See Roger Lee's V8 at the 43min mark showing 1929 footage of Wally doing a run of 40 stunalongs. And 38 cannons of the same footage (but including an introduction by Falkiner and Wally) at the 21min mark of V4.

**12MIN PER THOUSAND.** Wally's 40 cannons (80pts) took 56sec, which is a rate of 100pts in 70seconds, or 1000pts in 700sec (11min 40sec).

RED WOZ THE INNERBALL & WHITE THE OUTERBALL.  
THE 40 CANNONS CAN BE CLASSIFIED AS FOLLOWS.

**STUNALONG ROCKERS 9** These were the first 9 cannons (they might have been set by hand). But they weren't pure-rockers with all 3 balls fixed (that would be cheating). No, they were stunalong-rockers. Wally taps hardish, & the qball stops in all sorts of pozzys. And the red or white moves a little (No5 moves a long way). The red moved along 1ball during the 9 rockers.

**STUNALONGS 5** There is a run of 3 and later another 2. Here the red & white move a little or a lot. But in the footage you can't tell exactly what is going on. The camera angle is shite. It would have been better looking from the side, directly up Wally's cue.

**KISSALONGS 13** Kissalongs are a 3<sup>rd</sup> rate form of stunalong, the balls moving lots. Some of these 13 cannons are outsideball-first, & the qball kisses well out off the inside red. **INS&OUTS** Some of these 13 kissalongs could have been called Ins&Outs, but the qball didn't have a soft kiss off the red, it was more a big kissback, so I counted them as kissalongs.

**RELOADS 2** Wally uses what I call reloads to get good stun pozzys from good runalongs. Wally hits the inside red first, softly, just hard enough to take it to the cushion, while bumping the outside ball along to good pozzys relative to red, & away he goes.

**RUNALONGS 5** Standard drives (runalongs), ie inside red first. No double-kiss to speak of.

**INS&OUTS 5** I reckon that Ins&Outs are just as quick as stunalongs, & easier & safer. Wally is obviously striving to get back to stunalongs, probably for the camera. Stunalongs are not quicker, nor easier, nor safer, but they eat less cushion.

**CUSHION CANNON 1** Required by the 35 limit rule. Wally hits innerball then cushion then outerball.

**THINALONGS 0** Thinalongs are a type of Ins&Outs. Learners can get good cheap long runs of thinalongs with a bit of luck avoiding touching balls. You have to swing the cue over 100deg out & back every shot. And thinalongs only eat up about the same inches of cushion as an average stunalong. Anyhow Wally didn't play any thinalongs.

**INCHES** The 40 cannons ate approx 20" (½" per cannon). A possible 120 cannons in 60" of flat cushion. Individual cannons varyd from 0" to 3".

**SIDE CUSHION.** I think that Wally only plays serious stunalongs when going down the side cushion, mainly soon after turning the corner, koz here he kan see and reeech more akuratly, and get more stuns per inch.

**REEEEECHING** In the footage Wally plays by leaning over the top cush, untill the balls get 1/3<sup>rd</sup> down the rail. Then he moovs around & plays by leaning over the side cush (for cannon No35), reeeching out'n'back, very awkward.

**WHY STOP** And then he plays only 6 more cannons, finishing with No40. Why did he stop, pozzy woz perfikt, praps he woz getting out of frame.

**LOOP-BRIDGE** All of theze 6 were uzing a loop-bridge, not that Wally kan form a very good loop (end missing off hiz first finger). Strange, one of them 6 needed to be played at -15dg. (00dg iz parallel, 90dg iz away, & -90dg iz into the table). So with hiz bridge on the rail shooting at -15dg Wally continued to uze the loop-bridge (praps Wally prefers a loop-bridge on the rail).

**TAP TAP** Wally uzes a tap tap style for stunalongs. He uzes the wt of the cue, a biggish backswing, & zero follow-throo. It iz a 2-piece tap, a straightish jab & then a lifting of the qtip (to avoid a foul on the returning qball). The lift iz the follow-throo if u like (some cannons had zero lift).

**SLIGHT PAUZE** There iz no feathering before the tap, to help judge wt or something. No, the backswing iz long and slow, & there iz only a slight hint of a pause before the cue iz on its way again.

**LIFTING** When uzing a plain Vee-bridge Wally raizes the knuckles and lifts the palm of hiz bridge off the table to help the lifting of the qtip. But the fingers allways stay on the table, allbeit sometimes sliding along or aside.

**LOOP BRIDGE** But when uzing the loop bridge (ie when reeeeching) Wally didnt raize or lift at all, he just circumsized the follow-throo.

**CHALKING** I didnt see any chalking. Elsewhere on other nursery footage (but not here) u kan see the butt of Wally's cue and u kan see that Wally gradually turns the cue on some shots to prezent a different part of the qtip to the qball to obviate chalking if wanting stun or spin. This turning iz especially effektiv koz Wally uzes a big flattish tip (11mm, or praps 10mm plus overhang).

**BIG FLAT QTIP** U kan tell if the qtip iz flat or rounded by the way Wally chalks (other footage). If Wally rubs the chalk akross the top of the qtip a few times, with very little turning of the cue, then the qtip iz flat. If there iz more turning than rubbing then the qtip iznt flat. Had another look at Wally chalking today, he turned a lot, very deliberately, but it woz obvious that he woz only chalking the sharp edge of hiz very flat qtip.

**JACKING-UP** When i run a nursery i often get into trouble & need to play with the butt raized (ie jacked-up), to help get a bit or a lot of pique or masse'. Not so Wally. Hiz stunalong didnt hav any hint of jacking-up. However, Wally did uze some klevor stun and skrew (He must hav been having a bad day).

**SURPRIZING** Cannons No22 23 & 24 are the most surprizing. Theze 3 are ordinary runalongs (ie red-to-white drivers) played hardish with a bit of stun. Theze 3 eat lots of inches, allmost az many inches az the other 37 kombined.

**AMAZING** With theze 3 cannons Wally herds the white back to the cush for more stunalongs. Me & u would drive the white further from the cush.

**FALKINER** Wally calls Falkiner "Faulkner" or "Fawkner". I guess Wally iz korrekt, but i would hav sayd Fell-kinner (Falconer iz i guess Fell-konner).

**CROCKETT'S THEME** I have a record with Crockett's Theme on it, u know, Roger Lee's background muzik for Wally's nurserys etc on that video. My old record-player iz sitting near my table. I might get a good stunalong going if i play Crockett's Theme (except that i might hav tears).

**ANGLE OF WALLY'S DANGLE** Wally makes hiz first 9 stunalong-rockers with hiz cue at an angle of 80dg to the cush (except that No 7 woz at 70dg). But its diffikult to estimate the angles due to the camera angle and telescopik lens. No's 15 16 17 38 39 were good looking stunalongs too, theze were at 60dg 70dg 70dg 65dg & 70dg. The others (runalongs ins&outs etc) were at smaller angles, mostly tween 30dg & 60dg.

**WHITE-FIRST** Did u notice that one of wally's stunalongs looks like a regular red-first kissback (just grazing the white kumming back), but it aint. It grazes the white first, & then kisses back off the red (without i think touching white a 2<sup>nd</sup> time). Its diffikult to see, i might study it. Woz this outerball-first stunalong intentional, or woz it a happy error?? It iz eezy to sometimes hit the outerball first by mistake. Sometimes its impossible to hit the innerball first koz the outerball overlaps the innerball (u karnt hit the innerball fullball).

**NOWADAYS** When u think about it, nowadays stunalongs are wasted koz we hav the 75 limit, so why save inches. I would hav a hard time turning the corner and getting to the midpkt in less than 75 cannons, so why try to save inches. And anyhow i find ins&outs and thinalongs much eezyer to play, and thinalongs eat very few inches.

**150 UP** Stunalongs wouldn't be worth the trouble in a 150pt game.

**LINE XING** Which reminds me that the pro's hav 2 nursery limits, the 75 limit, and the 80pt to 99pt line-xing limit. Having both iz overkill, the 75 limit shood be deleted. Anyhow, the line-xing rule kills nurserys for pro's. Why bother learning or gathering when the line-xing iz in effekt a 49 cannon limit. If u kross the line when the break iz 81pts, that makes the break 84pts, and then, in a 150pt game, u kan run to game with another 66pts (33 cannons). In a timed game u kan run that break to 199pts before u must play a line-xing, ie another 115pts (57 cannons). If the break iz at say 40pts (or 140pts or 240pts) then why bother risking a nursery-gather if u will havta break up the nursery before getting to 100pts (only 29 cannons). So the line-xing limits nurserys to at best 49 cannons in 150up games, or 57 cannons in timed games. Unless u kan kross the line during your nursery run, in which case u soon meet the 75 cannon limit.

**KISSALONGS** Anyhow it appears that stunalongs are little different to Kissalong EE (chapter 25 in The Bible). I wrote this in 2004 mostly, when i edit The Bible i might add a few things. And hav a gander at chapter 41 (Rockers)

# WALLY'S 23 STUNALONGS

**FOOTAGE** See Roger Lee's V2 at 1min 25sec mark showing 1930 footage of Wally doing a run of 23 cannons, mostly stunalongs.

**THIS** iz the best footage of Wally's stunalongs, koz the camera iz almost looking up the cue. U kan see every little hoik and swoop and jab. And every bit of side, often wiped on with the hoik and swoop aktion.

**WALLY** starts with a red-first runthroo slip-past turnabout (similar to TurnAbout18 Ch54 The Bible). The red iz the outerball, & after the turnabout it iz the innerball. This iz the sort of turnabout that Wally would hav played most often, koz He iz going left-to-rt along the topcush near the rt-toppkt, & after the turnabout He iz going back the proper way (for a lefty), with the whole cush in front of Him. We dont know whether TurnAbout18 woz Wallys patented "Twist-Shot", praps it aint, koz it needs the innerball to be well off the cush for the red to slot inside.

**MOST** of the cannons are Rockers (11) (or mooving rockers), with the occasional Reload (3). Near the end the qball lands heavily on the white (the outerball), & then u kan see Wally trying to coax the red to catch up, with no luck.

**WALLY** of course got into trouble koz He didnt uzually play stunalongs (rockers and kissalongs) on the topcush, He uzually waited untill he turned the corner and woz going down the sidecush. On the topcush the bedkloth nap hurts rockers rather than helps. He only played theze stunalongs along the topcush koz thats where the camera had been set up for the whole shoot. And we got the best footage we kood ever hope for.

**THERE** are 2 ways of coaxing the red along (reloading), and it looks to me that (near the end) Wally tryd both. One way iz to play a standard redfirst (innerball-first) kissback rocker a bit harder and with checkside (see page 16)(page 16 shows Y az the innerball). The other way iz to play the kissback rocker to graze past the white (the outerball) leeving a favourable angle for a W-R cannon to leev a favourable angle (leeving the qball back far'nuff) for a R-W kissalong reload (see page 15)(page 15 shows a Y-R kissalong reload, koz Y iz the innerball). Neither worked, and Wally picks the balls up. The balls mooved along about 3-3/8ball in total after the turnabout.

# WALLY'S 20 STUNALONGS

**FOOTAGE** See Roger Lee's V2 at 2min 11sec mark showing 1930 footage of Wally doing a run of 20 cannons, mostly stunalongs.

After the above 23 stunalongs Wally picks the balls up and places them and plays another 20 stunalongs. There are 15 (moving) Rockers and 3 Reloads. The balls move along about 3/4 ball in total. The red gets left behind again, & Wally tries to save red but fails (again). The last cannon is a half-hearted slipthru, praps Wally would have slipped back again, but didn't try. Anyhow it's good to see Wally's failures.

*Here is a snippet of what I posted in the billiardspot forum.*

## ***ANOTHER TWO STUNALONGS FROM WALLY***

*The first is at 1:25 of vol 2 of 9 of Roger Lee's videos. I don't think it is on youtube.*

***23 STUNALONGS*** *Wally plays a turnabout and then 23 stunalongs. The run includes some nice rockers and semi-rockers and reloads. In the end one or two badly played semi-rockers bump the white (the outerball) too far ahead.*

***20 STUNALONGS*** *Then Wally lifts & places the balls and plays 20 stunalongs. Once again the white leaks too far ahead, and Wally plays a slipthru at which point the footage stops. Praps Wally slipped-back and regained pozzie, we don't know.*

***HOIKS & SIDESPIN*** *This footage is marvellous, we are looking straight up the cue. We see hoiks that help the qball along a nice triangular rocker-trajekt. We see sidespin that helps move the red along, or convinces the red to stay put.*

***FAILURES*** *The two failures are an informative and very well-known inkloozion.*

***ROCKERS*** *One rocker has the outerball very close-in. One has the outerball very far-out (with qball inside), an inside-rocker (one of two kinds used in the olden days when touching-balls was briefly allowed).*

***DYNAMITE*** *A must-see. Five Stars. mac.*

# WALLY'S 42 STUNALONGS WHARNCLIFFE HOTEL

THIS 1930 FOOTAGE IZ ON YOUTUBE COURTESY OF ROGER LEE

<https://www.youtube.com/watch?v=StgTIsBJM0s>

Here below i simply regurgitate some of my postings from thebilliardspot forum.

Wally makes 42 cannons in 69sec, mainly StunAlongs, at Wharncliffe Hotel Sheffield. Praps the best example of Wally's patented favorit style, they call it....

## CLOSE CANNONS TAKING BALLS ROUND POCKET

There iz 6min 11sec in all, inklooding tott-stuff & Dee-stuff, a thin-Gather, & a X-inOff. I am still dissecting the footage cannon by cannon. Wally turns the corner (at the left-toppkt) and plays StunAlongs (Claude Falkiner -- stun-cannons). The footage iz poor quality, and it will take me days. Wally's StunAlong inkloods.....

KissAlongs (Tom Reece -- a cushioned-ball sequence, kiss cannons).

Allso some mooving-Rockers (Tom Reece -- kiss-back strokes).

Allso some Ins&Outs (Tom Reece -- a varyation of in-and-out play).

Allso a RunAlong (Tom Reece -- run-along).

Wally duznt play any ThinAlongs (Tom Reece -- a clipping in-&-out movement).

Wally duznt play any Rockers (praps He prefers mooving-Rockers).

Wally duznt play any masse's or pique's. mac.

**PRAKTIS** Anyhow, i am praktising the rocker righthanded and then lefthanded, with outside ball west and then east, on the topcush and then sidecush. This iz hard work. Plus i am reading throo all of my old and new diarys during breaks, plus reading relevant chapters of The Cushion Crawler's Bible.

**FOOTAGE** So i decided to hav another look at footage of Wally showing how its dunn (any excuse for a rest). And blow me down if i don't find this-here Wharncliffe footage sitting on youtube. Koodnt beleev my luck. There appear to be 2 or 3 individual sorts of StunAlong shots that i don't think i hav ever seen or praktised. A job for tomorrow.

But in reality StunAlongs are hard work, worth it (for us) if we are lucky enuff to get proper Rocker going i suppoze. And ordinary Ins&Outs and ThinAlongs and Kissalongs are better and safer than StunAlongs. After all, saving inches aint a priority nowadays. And i am sure that Wally kood play any/every sort of nursery at hi-pace. Anyhow, i feel a new chapter kumming on. I shall return. mac.

**WALLY** plays 3 cannons along the topcush, then a turn, and then 38 cannons in 60sec in approx half a cush. Wally then moovs around to play leaning over the side-cush, but the footage stops there with pozzy still good. I guess Wally might hav made another 19 cannons (runalongs) to the midpkt = 57cannons = 114pts for the cushion.

The qball never touched the cushion, except during No42, ie the last cannon. The qball hit W then R then cush. W = white (outermost ball), R = red (innermost ball). Wally didn't chalkup during the run.

**MOOVING ROCKER** There woz only one sequence of (4) consecutiv cannons kissing back off red with red stationary, here the white mooved along a little during eech. I hav called this a mooving-rocker (but i kood call it a semi-rocker, or a half-rocker). I think that in future i will call it a half-rocker (the innerball rocks, ie it duznt moov along).

**THERE** woz one nice sequence of 13 cannons where the first kontakt alternated -- W-R-W-W-R-W-W-R-W-R-W-R-W. The red and white both mooved along eech cannon (this woz more of a kissalong). But mostly it woz very diffikult to tell which ball woz kontakted first. The main clue woz that if Wally shot at say 80dg, and if the next cannon woz at 70dg, then He must hav hit the outerball first (ie the white). The cue-shooting-angles for the 13 cannons were -- 45, 40, 75, 70, 85, 75, 85, 70, 80, 60, 80, 60, 80.

**HARDUP** There were 15 cannons where the red woz hardup (or nearly). The other 23 cannons were -- 1/4ball off the cush (3), 1/8ball off (10), 1/16ball off (7), 1/32ball off (3).

There were 5 cannons where Wally shot parallel (00dg) to the cush (or allmost parallel). Most cannons (25) were tween 60dg & 85dg. Eight cannons were tween 15dg and 50dg. At no time did Wally shoot away from the cushion (eg at minus20dg). Nor did He havta shoot "backwards" (eg at 95dg). mac.

Today i will explore kissalongs, when u are shooting at tween 60dg and 80dg, and where the red and white both moov along a small distance (allmost equally). There are two types, red-first and white-first, i think Wally played both. mac.

**LOOP BRIDGE** Wally uzes a loop-bridge for the 3 cannons along the top-cush, then He uzes a Vee-bridge for all of Hiz cannons going down the side-cush. I adore the way He lifts Hiz bridge for some/most of Hiz stunalongs. Two or three Fingers lift up off the bed (or shood i say 1-1/2 or 2-1/2 Fingers), while sort of arching and leaning Hiz bridge (to help), sometimes while gently dragging Hiz bridge back. But Hiz cue rarely leevs Hiz bridge (ie He rarely lifts Hiz cue up off Hiz vee).

Don't be surprized if Roger Lee puts on display St Wally's missing Half-Finger. It would be a wonderfull Holy Relic. mac.

**THE SIZE OF THE VEER IZ THE KEY** Looking again & again, the key to St Wally's stunalongs iz the alternating white-first and red-first kissbacks. Uzuually both red and white moov along a little. Its a verzion of Ins&Outs. But in standard Ins&Outs the cue veers tween say 60dg and 10dg. Wally's cue veers mostly 10dg, tween say 80dg and 70dg (a KissAlong). The size of the veer iz the key. The klumzyer the player the bigger the veer, and the more likelihood of loozing ideal pozzy, and the more wastage of inches.

A 10dg veer iz truly Miraculous. Small iz beautifull. More kontrol, less fraught, and less inches. Alltho its a circular arguement, the more kontrol the smaller the veer, and the smaller the veer the more kontrol. mac.

**STUPID SPEKTATORS** They sit near the righttoppkt. They don't see any of Wally's nurserys. They didn't see 2550 points of Wally's 4137 break. Praps they only pay halfprice (unlikely)??? Or praps they adore Wally's arse (likely).

**SO I CHANGED MY CUE** Yesterday i had trubble with stunalongs. My veer rapidly degenerated to tween 100dg and minus20dg, instead of the ideal 80dg to 70dg (or 65dg). So i changed my cue. My masse/nursery cue haz a heavy tip, good for soft-side for nurserys, but no good for stunalongs, koz it iznt akurat, too much squirt, especially if u don't chalkup every shot. So i changed to a different masse/nursery cue, and this woz much better, lots of slow-side, yet akurat. So i will see how i go today.

I did notice that veer varied more when my red (my outerball) woz 1ball klear of the cush. And there woz less veer when the red woz 1-1/8ball klear. I think Wally's outerball (white) woz 1-1/8ball klear, praps even 1-1/4ball klear at times. So today i will try 1-1/8ball and 1-1/4ball. Hmmm -- but if/when it got to 1-1/4ball then surely Wally would hav tryed for Rocker (which He didn't).

In Wally's footage u karnt see whether He uzed side. U kan see the occasional flourish hoik or swoop to the left or right, where He wipes on some side and/or swerve. Plus u kan see some hardish jabby/stunny shots where He uzes soft-skrew. mac.

**TOXIC** I guessed that my much-uzed worn hi-friction side-cush woz toxic. And sure-nuff when i mooved the whole show to the (little-uzed) left-baulk-side-cush the stunalongs worked much better. U kan feel the difference if u get a ball and squez it into the cush and try to slide it along. The baulk-side-cush iz much more slippery (especially "with" the nap of the cushkloth) than the right-top-side-cush (especially "gainst" the nap). I guess that the wharncliffe table had new cushkloths, just for Wally, praps just for the filming.

Allso, u kan bet that krappamiths hav more ball-to-cush friktion than bonzos & crystalates. Yes i checked just now, & u kan definitely feel the difference uzing that sliding test. Below i quote stuff from years ago. mac.

**KISSBACK TESTS** I did some kissback tests just using just the qball and yellow. I put the yellow hardup and hit it fullball shooting at 70dg (ie 20dg off square to the cush). I measured the dist the yellow moved along the cush when i hit hardnuff for the the qball to kissback 2balls kler of the cush. I did the tests on the (well-worn) right-top-side-cushion, and also on the (near-new) left-baulk-side-cushion. I did the tests using (small light soft hi-gloss vitreous) krapps and then using (big heavy hard semi-gloss) bonzos.

**SURPRIZINGLY** i found little difference in the dist moved along the cush, the krapps moved along as far as the bonzos. I was expecting the krapps to be reluctant to move along due to hi ball-to-ball friktion, & due to hi ball-to-cush friktion.

**HITTING HARDER** Then i realized why. The reason was that i had to hit the krapps harder (than the bonzos), to get the qball to kissback 2balls kler of the cush. And by hitting harder the krappy yellow moved further -- the two effects cancelled.

**IF** u hit krapps harder to get the qball to kissback well out, then the red will move along further when u play a grazing red-first kissback cannon. The same grazing kissback red-first cannon using bonzos can be hit more softly, and the red doesnt leak along as far. Red leakage can be deadly. So, here, bonzos win.

**CUSHKLOTH** Not Surprisingly i found that the yellow moved along twice as far on the slippery baulk-side-cush (unused and slippery) when kompared to the top-side-cush (well worn and hi-friktion). This easy yellow movement helps stunalongs for both krapps and bonzos. So, stunalongs are easier on a new cushkloth.

**BONZOS** Also in addition to all of the above bonzos are bigger and thusly easier to judge kontakts etc. And bonzos are heavier, and thusly easier to judge pace etc.

Here we should consider that Wally was 6% smaller than most of us, and therefore the balls seemed 6% bigger to Him, and heavier. Also 60minutes must have seemed like 63.6minutes to Wally. So to play nurserys like Him praps we need to use 2-1/8" bonzos, and a slower clock. mac.

# WALLY'S 1958 ROCKERS

**FOOTAGE** I had a look at the 1958 footage of Wally's rockers. Wally says that he will play 50pts of close cannons, & he also calls them baby cannons. Wally places the balls on the topcush very near the right-top-pkt.

**RUNALONGS** Wally plays 13 runalongs in 23.5sec (90.5sec / 100pts).

**APOLOGY** Wally then says that the next 24pts will be quicker.

**ROCKERS** And then plays 12 rockers in 12.5sec (52.0sec / 100pts),

**TOTAL** A total of 25 cannons in 36.0sec (72.0sec / 100pts).

**THE FIRST 9 CANNONS** were runalong drivers, ie cushball first.

**THE 10TH CANNON** woz outerball first, to set up a rocker. A reload.

**ROCKERS** In fakt the 11<sup>th</sup> 12<sup>th</sup> and 13<sup>th</sup> cannons were rockers (the outerball rocks) or stunalongs (outerball rolls). But its diffikult to see whether the outerball iz rocking or rolling.

**OUTERBALL FIRST** Nine of the 12 rockers looked to be the classical innerball first. But at least 3 of the 12 rockers were outerball first. If hit fine enuff the outerball only rocks despite being hit first. I suppoze that all 3 were intentional, but sometimes u do accidentally hit the outerball first. And sometimes u hit it first & third (ie twice).

**60DG** U kan tell whenever Wally hits the outerball first, koz the next rocker-cannon iz invariably played with the cue held at 60dg to the cush, rather than the standard rocker 80dg.

**TOPCUSH** Surprizingly Wally played hiz rockers on the topcush, probly for the camera. But the sidecush iz eezyer for rockers, koz here u are feathering the outerball against the nap. Against the nap the rocking ball duznt roll out of its footprint so eezyly. But the topcush aint eezy, the rocking ball rolls.

**SOFTLY** Wally's rockers were hit very softly, thanx to the balls being so close together. The gap tween the qball and cushball woz less than a 1/2ball.

**SHORT GRIP** Surprizingly Wally didnt uze a very short grip for the rockers. He held the cue in the same place, ie shortish near the splice, for all 25 cannons. He leaned over the sidecush to reech, but he didnt try to get closer to the balls. Me myself i would hav gripped very short & had my eyes very close.

**PLAYING JUST LIKE WALLY** In Phenomenon Andrew says that Wally's fighting wt woz 73kg (11st 8lb). Well this month (2013) my wt haz dropped to 11st 8lb, so i guess i am playing like Wally. Except that Wally had bigger balls.

**BALLS** I reckon we karnt expekt to do much good uzing krappamiths -- small lite soft hi-gloss kicky vitreous balls with a bakelite center. Wally & Co had big heavy hard low-gloss bonzelines and crystalates. Krapps respond to side more than bonzos, this kan be good & bad.

**QTIP** And they had big flat hard qtips too – we dont. Nah, different game.

# HALVING THE DAYLITE

Surprisingly Wally doesnt use a very short grip for stunalongs. He holds the cue shortish near the splice, but doesnt bother to hold shorter & get much closer. I think he stays well back to better judge the daylite, looking down the cue.

**DAYLITE** When playing a rocker or stunalong or kissalong u see a klear gap tween inner-yellow & outer-red, ie daylite (on my home table it really iz daylite).

**OVERLAP** If the red overlaps the yellow then it blocks hitting the yellow fullball & u wont see daylite. Daylite meens u hav underlap.

**FEEL** U judge the needed stunalong kontakt on the innerball by using feel, & u get that feel by trial & error, ie praktis.

**TRICK** I reckon that Wally used the width of daylite to help judge the needed kontakt on yellow, such that the qball kisses back and grazes the red.

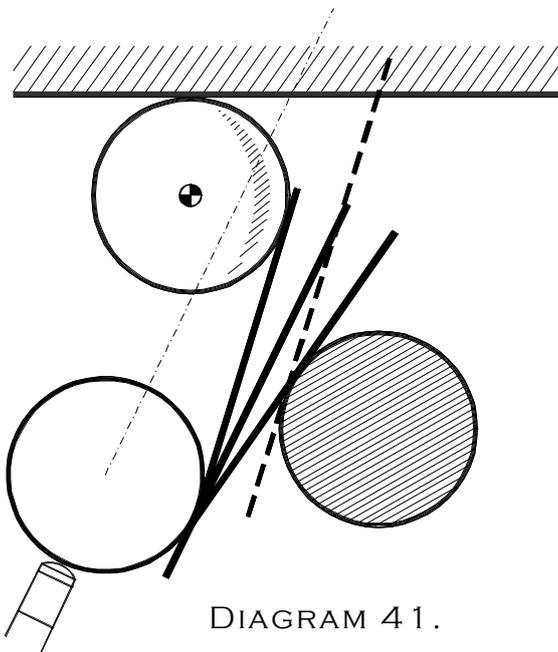


DIAGRAM 41.

## WALLY'S DAYLITE

In Dia 41 the dark lines show how to halve the daylite, Wally's aiming-trick i reckon. U can see the width or angle of the daylite from your usual pozzy low over the cue (altho higher iz better). There are at least 2 ways of aiming.

**WIDTH** Aim right-of-center on yellow by  $\frac{1}{2}$  width

**ANGLE** Aim the right-edge along  $\frac{1}{2}$  the angle.

**MAC'S DAYLITE** The heavy dashed line shows my method. I moov my head akross to the right & lower my head & squizz down the qball-to-yellow tangent-to-tangent line using my dominant left eye (right eye shut). Chin on bed iz most accurat. I estimate the klear gap tween edge of red and the qball-to-yellow tangent-to-tangent line. Then i aim the qball edge-line to miss the edge of yellow by that gap. Mac's aim-line iz uzually similar to Wally's.

**SQUINTING** Actually, lately i am learning to shut my left eye & squint with my right eye without mooving or lowering my head.

**RANGE** Wally's halving the angle doesnt work very well if the qball iz close to yellow, u need to make an allowance (aim fuller on yellow). Whereaz mac's-daylite works at any range. Plus i need mac's-daylite when the daylite iz less than 5mm.

**MAC'S DAYLITE** aint the ordinary looking common daylite tween red & yellow. Mac's superior patented daylite iz in effekt the daylite tween red & qball. Beware of cheap imitations.

**ADJACENT** Mac's-daylite iz eezy to see when the qball iz the same distance from the cushion az the red, koz when red and qball are adjacent the size of mac's-gap iz obvious without needing any squinting.

**GRAZING** the red iz crucial. The thinner the better, but u mustn't miss.

**SUICIDE** If u are klumzy then stunalongs are suicide, stick to ins&outs & thinalongs. And with krappamiths we are all klumzy, the best we kan hope for iz some nice kissalongs. But bonzos & crystalates might kum back one happy day.

DAYLITE IZ A GOOD GUIDE BUT GIVS A HEAVY LANDING IN THE FOLLOWING CASES SO AIM FULLER ON YELLOW.

- When the yellow iz not sitting hardup (eg 4mm off).
- When the red iz more than 1-1/8 ball kleeer off the cushion).
- When the cue aim-angle iz more than 15dg off square.
- When tapping harder (the kissback iz narrower).
- When the qball iz close to the yellow (duznt apply to mac's daylite).
- When the daylite iz less than 5mm (duznt apply to mac's daylite).
- When running along the topcush (kompared to running down a side-cush).

**FINAL AIM** depends on allowance for side plus the above allowances.

**EVERYONE** sees and aims differently. And if u focus on the daylite u see two qballs. If u focus on the qball u karnt see the daylite. If u are left-eye-dominant the daylite looks smaller when running left-to-right (the preferred direktion if right-handed). Keeping well back helps see proper (like Wally).

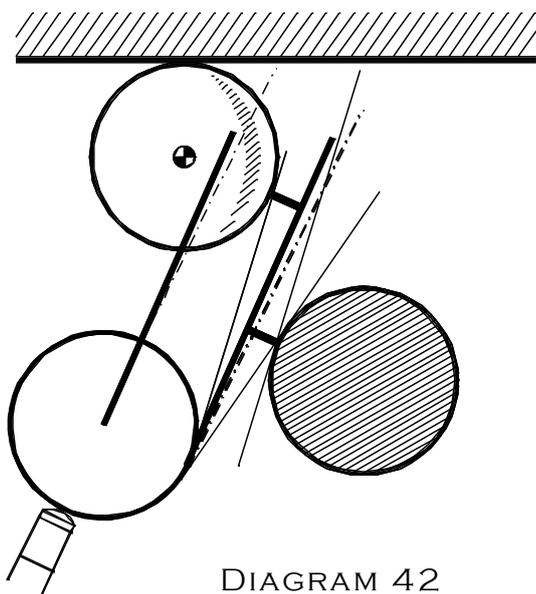


DIAGRAM 42

## **MODIFYED WALLY**

Wally's-daylite iz hard to judge, & mac's-daylite needs a squint. And, koz i am left-eye-dominant, both leed me to aim too close to red & i land heavily on red. So i hav started uzing a modyfyed Wally. I halve the daylite by imagining a qball edge-line missing the red & yellow by the same distance (az shown by the two fat perpendiculars in Dia 42).

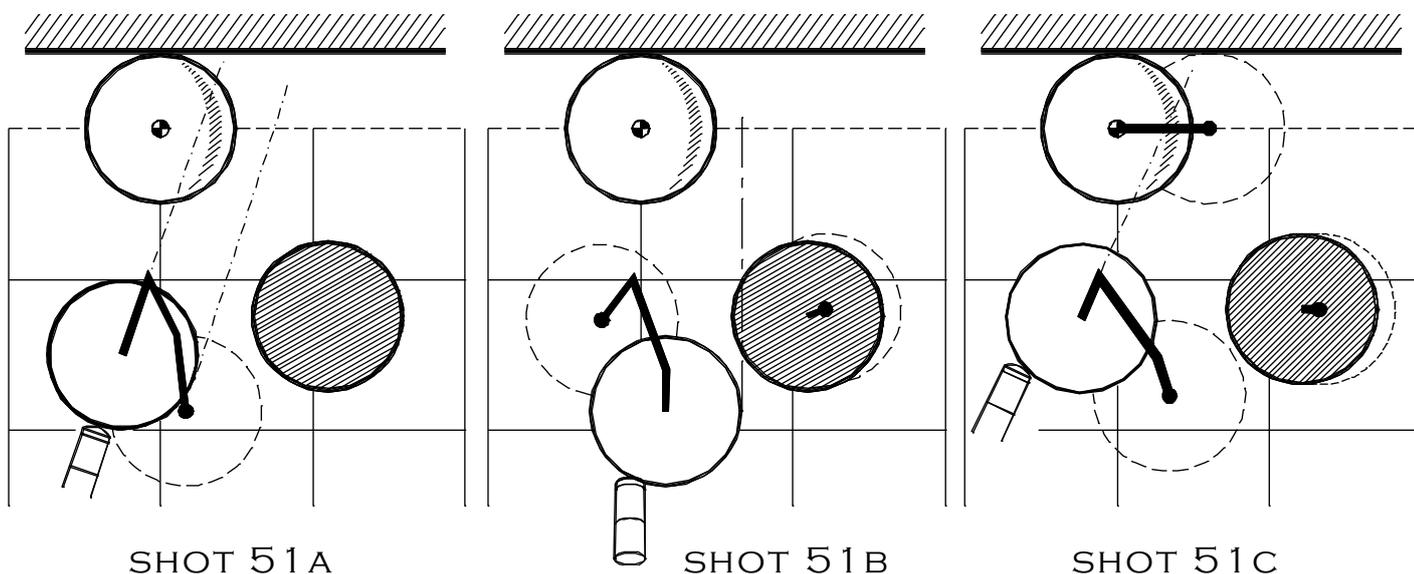
Dia 42 shows the fat edge-line laying a bit left of Wally's broken edge-line. But due to my left-eye-dominance my edge-line iz actually the broken line. This iz working great when the daylite iz 5mm or more, i kissback and graze the red very nicely. But if the daylite iz less than 5mm then i might squint just to be sure.

**RHS** In Dia 42 the yellow iz likely to leak too far east, so u might uze rhs, in which case u must kontakt the yellow fuller. Allowing for side iz very personal, everyone aims & strokes differently. Allso everyone haz a different cue & qtip.

**ROCKERS** After going throo all of this experimenting & self analysis, i am finding that rockers are suddenly a breeze. Karnt wait for my next game.

# WALLY'S RECOVERY

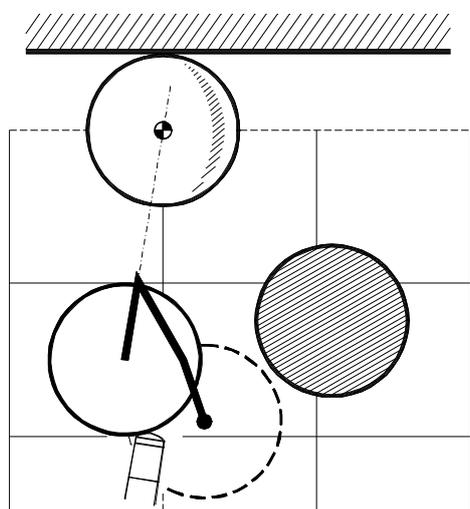
Red iz too far east. Here we show a 3-shot sequence for recovery.  
Footage shows that this iz Wally's preferred method.



**SHOT 51A** Halve the daylighte, to graze the red (ideally red rocks). The qball must get well below the red (az shown), for a friendly angle for 51B.

**SHOT 51B** A thin red-to-yellow cannon. Often needs lhs, & praps swerve. Often best to leev the qball close to yellow (az shown) for a friendly angle for 51C.

**SHOT 51C** A kissback, probly with lhs to help moov yellow east. Ideally red rocks. Swerv duznt help, it hurts, so hold cue level. Hitting harder in 51C moovs yellow further, but iz risky. The qball duznt need to get below the red, but if it duzz then u hav the option of trying 51B again (if yellow didnt moov along enuff in 51C). In 51C the distance yellow iz shown to moov iz probly over-optimistik. In shot 51A we kood hav attempted 51C (ie uzng lhs), but az kan be seen in 51C we hav a slightly better angle than in 51A.



## SHOT 52A

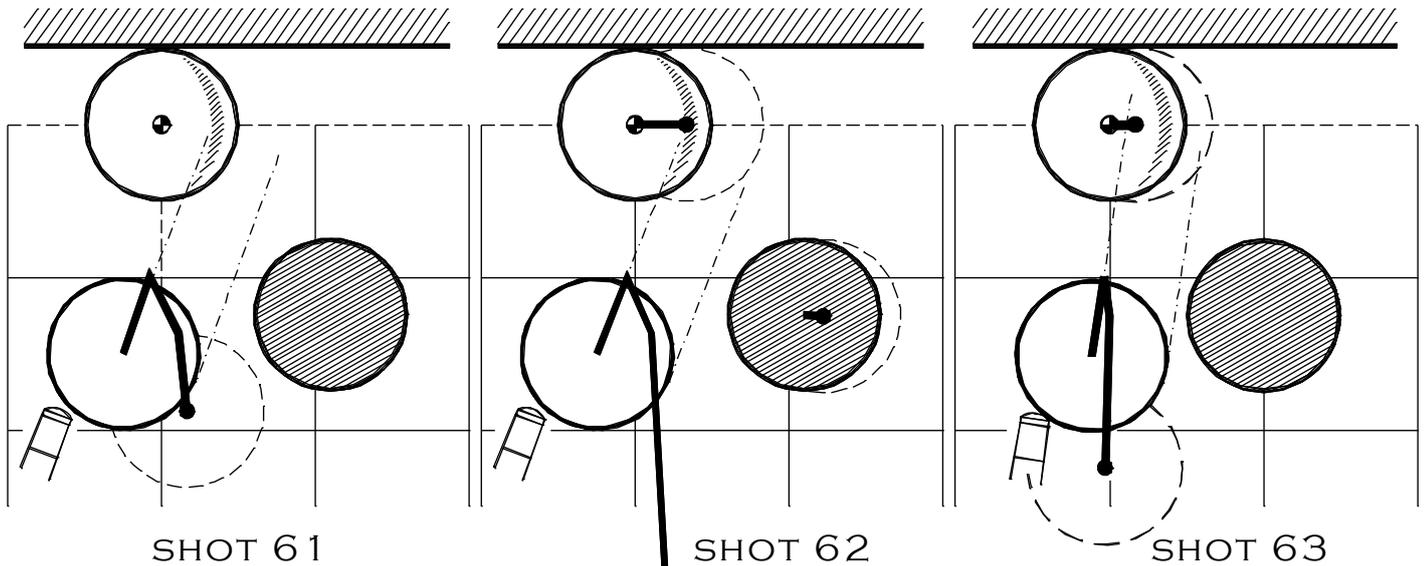
This iz the way i prefer to play Shot 51A. I uze rhs, & aim fullish on yellow. The qball grazes the red & stops on a nicer angle than 51A koz it attacks the red from wider. And the rhs keeps the red quieter, the red tends to only rock even if grazed thickish.

Swerve helps 52A, but swerve iz fraught, so i rarely jack-up to magnyfy it, even at this short range.

Anyhow, i bet that 52B & 52C will be much eezyer than 51B & 51C.

# CHECKSIDE RECOVERYS

Red iz too far east. Here we show 3 ways of recovering using checkside. From footage Wally duznt appear to uze checkside when playing stunalongs or recoverys. Wally had a big flat qtip & sidespin might hav been fraught. But praps Claude had a small rounded qtip, good for a checkside recovery if pozzy ok.



**SHOT 61** Same pozzy az checkside recovery but fail, koz we graze the red nicely, & thusly Shot 51B. It woz probly worth a try.

Shot 51A. Here we hav a go at a the yellow fails to moov along. But we kan now play a shot similar to

## CHECK SIDE

I magnify the effekt of soft check-side to help moov the yellow east in Shot 61. I kontakt the qball at 8 o'clock or 9 o'clock, & i lift the qtip az i shoot. Lifting dekreeses spin-loss for very short range shots.

**SHOT 62** Same pozzy az Shot 61. Here we play with checkside, hitting hardish. Hitting harder magnyfys the yellow's moovment. And here we hav dunn very well grazing the red. But the qball goze a long way south. And in reality all we hav acheeved iz a long-range verzion of Shot 51B. A good rezult.

**SHOT 63** I reckon that this iz the sort of pozzy where Claude played hiz 1-shot recovery-reload using checkside. I reckon that this iz best dunn when the red haznt yet leaked east of yellow (ie when there iz no worse than zero overlap).

**ARGUS** had it wrong. Their deskription woz bullshit (see Dia 11).

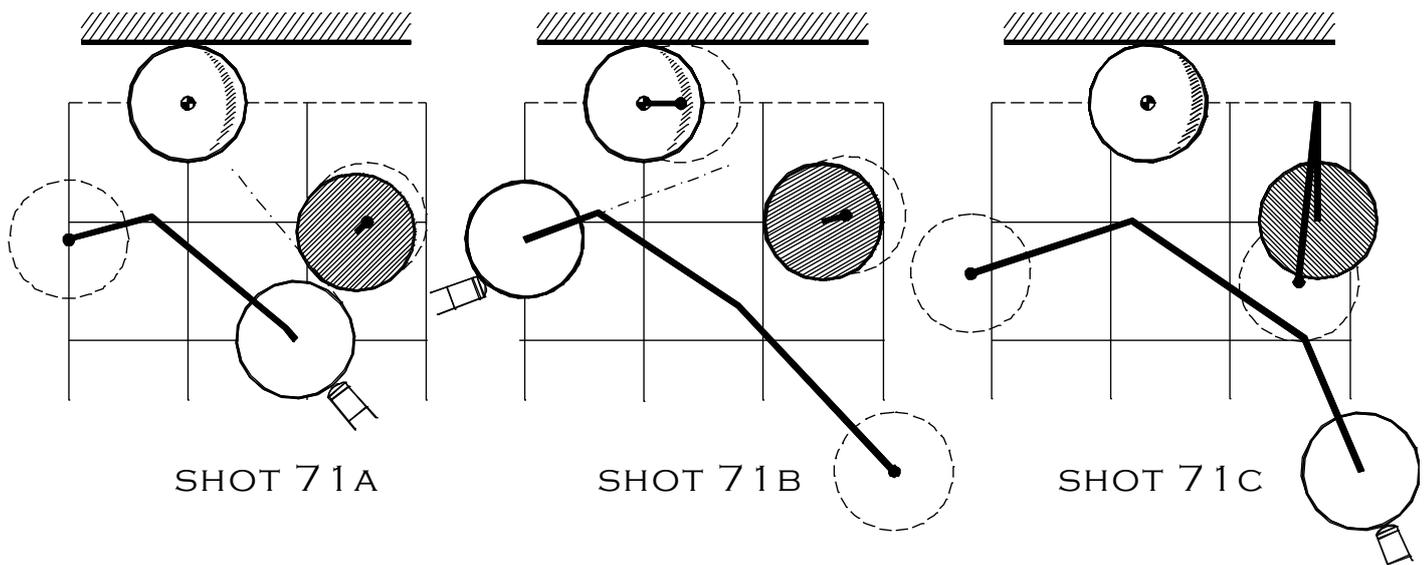
**HARDISH** In 63 we havta play hardish else yellow wont moov at all, koz the shot-line iz so square to the cush, & koz we are kontakting yellow right-of-center.

**ROCKER** Notice that here in 63 we are shunning a juicy rocker.

**WALLY** didnt appear to uze checkside. Wally preferred to play a 3-shot or 4-shot plainball sequence for reloading the yellow (see 51ABC).

# ANCHOR RECOVERYS

Red iz too far east. Here we show a 3-shot recovery. Its a long-range verzion of Dion's Anchor Nurse (see Ch 46 of The Bible). I uze this lots during runalongs.



**SHOT 71A** Thin on red uzually. The landing on yellow iz the key.

**SHOT 71B** A kissoff, slipping past the red, leeving 71C. 71B shows rhs koz this helps my % for a good leev for 71C, but plainball might be safer for most.

## KISSOFFS & KISSBACKS IN 71B

These are eezy but need confidence, ie feel & praktis. See The Bible Chapter 72 KissOff Angles, & Chapter 73 KissBack Angles.

**SHOT 71C** A runthroo to leev red in nice pozzy for a simple drive-gather leeding to stunalongs a few shots later. Dont hit red too hard. Dont get an accidental double-kiss on red. Dont miss yellow. Dont land too thin on yellow.

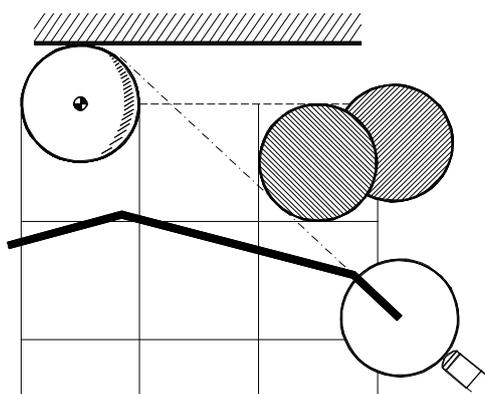
## ANCHOR NURSE & KISSALONGS IN 71C

These are eezy but need confidence, ie feel & praktis. See The Bible Chapter 46 the Anchor Nurse, & Chapter 25 KissAlongs.

## RECOVERY SHOT 72C

Here are 2 drastik verzions of 71C, but just az eezy if the angle iz friendly. U will probly need to uze the jigger from the other side of the table.

U get these pozzys koz u repeat 71A & 71B untill the recovery iz a goer.

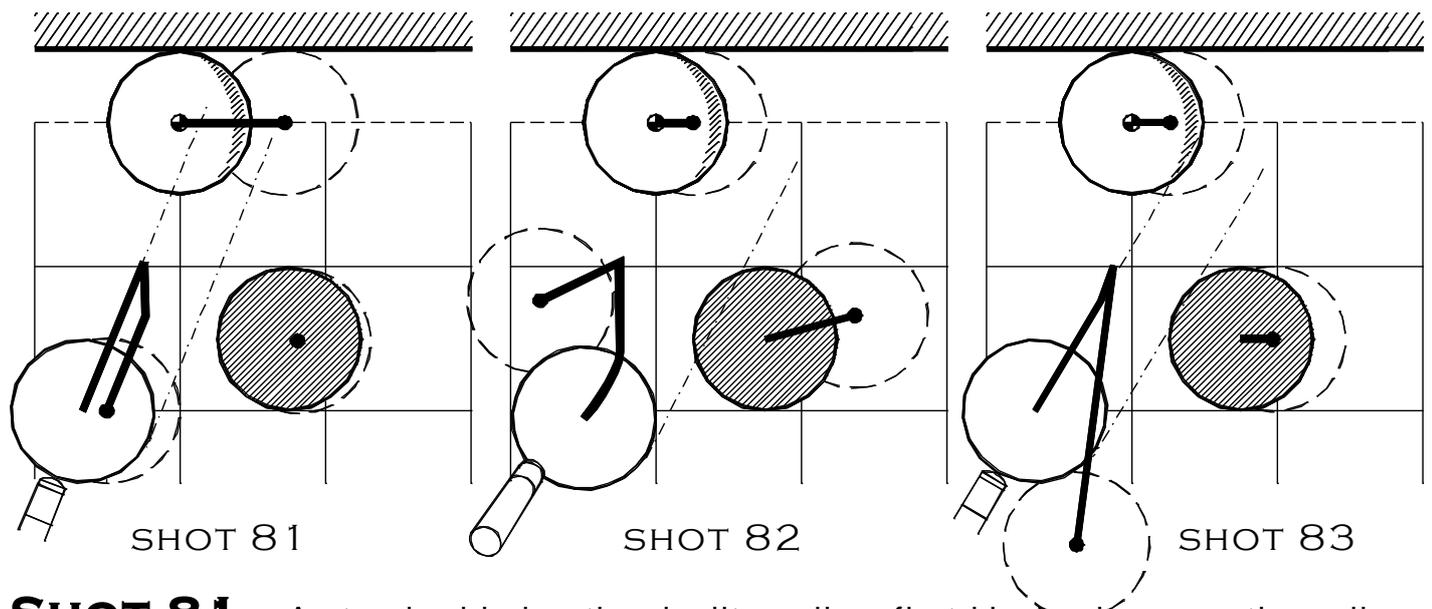


## PENDULUM CANNONS IN 72C

Chapter 45 of The Bible will kumin handy when red & yellow are both getting close to the cushion. Let your opponet do the panicking.

# SAVING THE RED

Red iz too far south. A  $\frac{1}{4}$  ball south of yellow iz ok, but a  $\frac{1}{2}$  ball south aint. Best save the red az soon az possible. We need a thick red-first cannon (not shown) to take the red north (saving the red). Then we will need a kissy yellow-first drive-gather (not shown), to take the yellow east to join the red (recovering the yellow)(yellow will kiss away from the cush). And then we will need to play a shot or two to reload stunalong pozzy (not shown). These are similar to shots 13EFG of Chapter 26 ThinAlongs in The Bible. But firstly we havta prepare for a thick red-first cannon. Here we show 3 ways of preparing. It might take several trys.



**SHOT 81** A standard halve-the-daylite yellow-first kissback moovs the yellow along nicely, & u might hav a nice angle if the qball kissed-back farnuff. Here the leev shown for our next shot duznt yet allow a thick red-first cannon, but we can start some thinalongs or ins&outs which will soon giv us what we want.

**SHOT 82** Same pozzy az 81 xcept that the qball iz further east, but not farnuff east to allow a thick red-first cannon. We play thin on red with lhs (& swerv if u like) & our next shot will be a yellow-first drive-gather, & we will get a chance at a thickish red-first cannon within a few shots.

**SHOT 83** Same pozzy az 81. Here we show a red-first kissback, grazing the red, & kissing well out. The red & yellow moov along pretty equally, & our next shot looks to be a thick red-first cannon (or at worst we go to 82).

**ONE NICE THICK RED-FIRST CANNON** might get the red back to a  $\frac{1}{4}$  ball from the yellow (not shown), or it might take several (not shown) needing a string of thinalongs etc (not shown). And then after saving the red u allways need another shot or two to reload proper pozzy for stunalongs (not shown).

**RED-FIRST KISSBACKS** are interesting animals (see 83). I will hav a closer look at what they kan & karnt do. They might even dezerv their own chapter.

# FALKINER LINDRUM MATCH

JULY 1924 THE ARGUS REPORTS REPRINTED  
WITH AN INTRODUCTORY ARTICLE BY TRIANGLE

*Not for years has a Billiard Match excited so much interest as that which was played in the Alcock Hall, Sturt Street, from July 14<sup>th</sup> to 26<sup>th</sup>, between Walter Lindrum & Claude Falkiner.*

*Why the match should have made such a stir in the Billiard world is easy to understand. Before it took place Walter Lindrum had never measured himself against any player still in the **first rank** with the exception of his brother Fred, the Champion of Australasia. As regards the brother, it may be said that though the two have fought many a hard battle it is not possible for the public to become intensely engrossed in fraternal contests, no matter how good they are. Then, for another thing, they have played so often that their meetings have long ceased to have any element of novelty. It was new blood that was wanted to revive interest in professional Billiards, & Claude Falkiner has certainly supplied this. Falkiner is one of the leading English players --- purely as an exponent of Billiards.*

*No one could complain that Falkiner's game was monotonous, even though he depends mainly on the **nursery cannon** for scoring. This is because he often gives runs out in the open. If at this play he happens to lose the white, one can see that he might become a great exponent of the loser if he chose to devote himself to this phase of the game. And even one of his very long strings of **nursery cannons** will hold the attention of the spectators, owing to the extraordinary **pace** he plays when he gets the "**stun**" position. In this it may be explained the cannon is sometimes made with the rebound of the cue ball off the nearly cushioned white or red, as the case may be ; or it may be made by "**feathering**" the nearest ball & then playing on to the ball near the cushion. The full contact with the cushioned ball causes a **double kiss**, & the effect is to "**stun**" this ball & hold it against the cushion.*

*The "**stun**" cannon as it will be seen, a variant of the **anchor** cannon. **Falkiner** plays these shots holding the cue **very short** (say about **two feet from the tip**), & with the **butt** pointing away from him. We have never seen anything resembling this technique in Melbourne before. Indeed Falkiner's technique is all his own. For instance, he never moves his cue more than about **six inches** for any shot hard or soft ; nor does he use any semblance of a **follow-through** in his cueing, but always gives his ball a little **stab**. There are stabs that will kill a ball, but Falkiner's stimulate it to a remarkable degree. Nothing better than his **screws, masses, & run-throughs** has ever been seen, & hardly any player can get so much **ginger** into a ball with so little effort.*

*There was great curiosity to see how our young Australian would shape against Falkiner, who, with the exception of Fred Lindrum, carries heavier metal than anyone that he has yet met, for though Lindrum last year met Stevenson in Sydney & won the game easily, Stevenson was not then in his best form. Falkiner, however, is in the plenitude of his powers, & if he could beat Falkiner, it was the opinion of his admirers that he was really a world-beater who with **composition** balls at any rate would defeat any living player, & as we know, he defeated Falkiner quite comfortably. In justice to Falkiner, it may be admitted that, well as he played, he*

was not at the top of his form. In the circumstances he could not be. He had not had time to get acclimatised, for he had only landed in Australia about three weeks then he had to play ; & then for many months previously he had been travelling about the world playing on all sorts & conditions of tables. No one therefore could have had a worse preparation for a serious match. But as his average was **62.6** as against Lindrum's **65.04** during the match, it will be seen that he was a most formidable opponent, & no doubt his form will improve as time goes on. So that Walter Lindrum is not likely to have it all his own way every time they meet. Over a series of games, however, it is quite safe to assume that Lindrum will at least hold his own with the versatile & brilliant visitor.

Walter Lindrum, so far as mastery of the game in its every phase goes, has perhaps never had an equal. If this seems to savour of exaggeration, let the facts be examined. With the possible exception of Falkiner he has no equal at **nursery cannons**. At strict top-of-the-table play, he need not fear comparison with anyone, unless it be **Newman** ; at the losing hazard, he could give any player a long start ; & if he has any superior at open Billiards, it is only his brother **Fred**. This all-round capacity is an asset which it would be difficult to over-estimate. If his touch is not just right for nurseries, he can take to the pot-&-cannon combination at the spot end ; or if he wants to score without undue concentration on the niceties of position with the three balls in action, he can fall back on the hazard ; then there is always open Billiards which many regard as the most delightful phase of the game --- at his command if he feels in the mood for variety.

At the present time Walter Lindrum would be at some disadvantage in a match with **ivories** ; but it would be quite easy to overate this if the future be taken into consideration. He is still at the "receptive" age, so that he would soon get used to ivories.

The table which was specially built for this match is a replica of that which is being exhibition at Wembley by Alcock & Co Pty Ltd. Falkiner admired it greatly, not only as a Billiard Table, but as a piece of furniture. He was unfamiliar with "**Fiddleback**" **blackwood** until he saw this Table, & he expressed surprise that such wonderfully beautiful wood was not better known in Great Britain.

## THE ARGUS REPORT

**Tuesday, July 15, 1924.** ..... Falkiner... was **runner-up** in the English championship in 1923... ranks among the **three** leading professionals.... Falkiner, winning the string for breaks, brought the red into baulk, & left his own ball safe under the lower left-hand cushion..... Lindrum was first to score. After a little all-round play he gathered the balls at the spot end with a drop cannon, & did some top-of-the-table play, but could not control position. A forcing loser off the spotted red pulled him up. Then Falkiner showed by what a long way even a leading professional can miss a fairly easy cannon. Lindrum, with a good leave, got the balls to the top of the table, & after playing a string of **nurseries** in very fast time, he resorted to pots & cannons, varied occasionally with a loser & a **gathering drop cannon** --- a style of game which is much favoured by **Fred Lindrum**.

Falkiner, evidently not feeling quite at home in strange surroundings, got on to **close cannons**, making a string of **13**..... Lindrum made 78, which commenced with a fine run-through loser into the right-hand bottom pocket. A **masse** which curled right round the object ball without touching it stopped him. Falkiner, playing a little more easily with each successive visit to the table, ran up 83 with **close-cannons** & open billiards. But that was his last appearance in

the afternoon session, for Lindrum, getting the balls well in hand, controlled his position admirably, & went to his sessional points (just an hour & three minutes after the opening shot) with 289 unfinished, scored at all-round billiards & top-of-the-table play. Lindrum, 39, 144, 64, 78, 289 (unfinished)... 667. Falkiner, 26, 71, 83.... 219.

At the evening... Lindrum carried... his ... break to 502, making 162 by **close cannons**. Falkiner made 62, breaking down through his ball "**kicking**", a misfortune which pulled him up **three** times during the session. Lindrum drew further ahead with 133, including 50 **close-cannons**..... Falkiner... 169. Falkiner greatly pleased the spectators with three "**steeplechasers**" --- **two cannons & a loser**. Another shot, more difficult perhaps, but less spectacular, was a **cross cannon**, which he made with the **white** hanging over the brink of the pocket. He kept this out, & then **steeplechased** in off it. Lindrum, 502 (full), 133, 144, 138..... 1,333 (ave 67). Falkiner, 61, 92, 57, 70, 98, 169..... 813 (ave 60).

**Wednesday, July 16.** The... afternoon produced a surprise. Lindrum was forging ahead fast, while Falkiner (who at his first visit had been put off an easy shot by a **late-comer** brushing past him) was "frozen", & he repeatedly missed easy shots. The right-hand top pocket seemed **fatal** to him. At one stage Lindrum was leading by more than 700. Then Falkiner, after a few small breaks, ran up 252 & 530 in consecutive visits, &...went to his sessional points, leading by 51. The visitor began by making 112, & appeared to be set for a break, when the incident referred to occurred, & he missed a straight winner into the left top pocket. When Lindrum's turn came he ran up 222 at a great pace. In this break the first 200 were made with **close cannons**, with one or two recovery shots interspersed. Falkiner then made 50 by all-round play. Lindrum added 56 to his score, & in the course of doing so made a remarkable **masse** cannon off two cushions. Falkiner, keeping to open play, scored 39 & 76, & then, for the first time, he resorted to **nursery cannons** & ran up **78**.

Most of these were "**stun**" **cannons**. The visitor played these at a tremendous pace. Lindrum also took a turn at **nurseries**, but his methods were quite **different** from Falkiner's, & instead of the nearly **stationary** stun, he, as a rule, preferred **driving** the two object balls in front of him.....

Falkiner... kept to open play, & though he had several opportunities, he made no attempt to get on to **nurseries** again. He made **252**. It is a pleasure to watch his all-round billiards, & this break showed that he is something far more than a **nursery cannon** specialist. At his next visit to the table he went out with a fine break of **530**. He began this with red winners & cannons at the spot end, & the scoring was remarkable for the **large percentage of reds** that he made. He finished with a long string of **close-cannons**. Falkiner, 112, 50, 76, 78, 252, 530..... 1998 (ave 79). Lindrum, 222, 56, 145... 1947 (ave 41).

Falkiner began well in the evening by making **307**. Usually he was playing in the open, but every now & then he would get the three balls to the top end. In this break he made but few **nurseries**. Then came a barren interval. Eventually Falkiner got on to **nursery cannons**, & this time he stuck to them, & in a break of **247** the cannon accounted for **170**. The break was played in just **nine** minutes. Lindrum followed with a fine run of **nursery cannons** also, & afterwards, resorting to strict top-of-the-table play, he increased his score by 204. Falkiner, missing an easy red winner, let Lindrum in, & with **70** off **nurseries** & the balance scored at open billiards, he made 147. Falkiner failed at two easy shots, the last being when he wanted only one

to go to his points. He paid dearly for this, for Lindrum, fastening on to **nursery cannons** (a string of **70**), & then going to the open, scored 205 in masterly style. There was a "**full house**" at both sessions yesterday, & many were turned away..... Falkiner, 307, 247.... 2,668 (ave 67). Lindrum, 204, 147, 205.... 2,558 (ave 61).

**Thursday, July 17.** At the session yesterday afternoon, Lindrum's average was **131** & Falkiner's was **108**. This is the best comment that could be made to indicate the quality of the play. Yet, in spite of great scoring, the session opened tamely, for each man went twice to the table without making double figures. Falkiner was the first to get a three-figure break, making at his third an 102 at the top of the table. This he followed with another spot-end break for 98. A fine two-cushion cannon, with a very "small" second object ball, gave Lindrum an opening, but a **smother** pulled him up. A **steeplechaser** might have helped him out of his trouble, but he declined this. A **miss-cue** by Falkiner gave Lindrum another opening, & this time he made full use of the opportunity.

He began with **25 nursery cannons**, then played all-round billiards. After this he took a spell at the spot end with cannons & reds, & at this stage nearly came to grief through a **cover**, but a neat **masse** got him out of his trouble. Reverting to **close cannons** he ran up **50** in very fast time, but soon changed these for cannons & reds. An impossible cannon position forced him to **pot the white** & resort to hazards. A fairly easy loser, however, cut a picturesque & varied break short. He had made **353**, however, & had passed his opponent. At his next visit Falkiner again took the lead by the aid of **115 consecutive close-cannons**, followed by all-round play. When he missed an easy loser he had added **373** to his score. Both players were heartily applauded. No one looked for any more thrills that session ; but the unexpected happened for Lindrum, playing with great confidence, ran to his points with **320** unfinished with a break as varied as his previous one..... Lindrum, 353, 320 (unfinished).... 3,333 (ave 131). Falkiner, 102, 98, 373.... 3,307 (ave 108).

The feature of the evening session was a **world's record** run with red hazards & postman's knock cannons which Lindrum made. Lindrum carried his unfinished break to **411**, making 91, & broke down by missing a little one-cushion cannon. This gave the visitor spot-end position, but he left it presently for billiards in the open. A remarkably good cannon off two cushions across the length of the table, with the second object ball (the red) three feet from any cushion, was generously applauded, as it deserved to be. Falkiner kept to all-round billiards until he broke down at 160.

Then, after some dull play on both sides, Lindrum got the white just under the **name-plate** against the top-cushion, the red on the spot, & the cue ball in position for a cannon. He made his cannon, still holding the white hard against the cushion, & at the same time he sent the red over the top pocket. Potting the red, he took a similar position on the opposite of the spot, & repeated the combination until he had made **176**, & also **world's record**. The perfect accuracy required for the contact with the white makes even a short sequence of these cannons very difficult. Then Lindrum strung together 50 **nursery** cannons, broke away from these, & ran to his sessional points with **517** (unfinished). His average was **135**, & Falkiner's was **45**. When the points were reached Lindrum was greeted with prolonged applause. Falkiner shook hands with his young opponent, & congratulated him on having played the **most perfect 500** he had

ever seen, & also on having established a **world's record** with the **postman's knock** cannon. The game now stands:--- Lindrum 4,000 (ave 135). Falkiner 3,493 (ave 45).

**Friday, July 18.** Both sessions of the match yesterday might be described as **hurricane** billiards with periods of **dead calm**. In the evening, Falkiner, who had scored **300** in about **8 minutes** with close cannons, mostly of the "**stun**" order., played himself completely out, & the session was **closed by agreement** before the players had reached their points.

Lindrum began the afternoon by carrying his unfinished break of 517 to **551**. Falkiner failing to score, he made 73 at his next visit. Then Falkiner scored 103 at all-round billiards, & Lindrum ran up 175, with a large percentage of **nurseries**. Falkiner, still keeping to the open game, increased his score by 99. Top-of-the-table play brought Lindrum 227 --- a well-played break. The only other breaks of importance --- 78 & 234 --- were made by Falkiner. In the second, he got **two flukes**, once he was stopped by the balls kissing, & there were three **interruptions** that were due to a most persistent **fly**. The sessional points were :- Lindrum 4,668 (ave 56). Falkiner 4,069 (ave 45).

The evening session opened with **355** by Lindrum, which included 130 by **nursery** cannons. He followed this with 160. After failures to score on both sides, Falkiner ran up **226** with close cannons & all-round play. Then came 110 by Lindrum, & Falkiner got **201** with close-cannons, open billiards, & top-of-the-table play. Lindrum failed to score, & the visitor, playing extraordinarily fast, made **374**. Of this total **300** was due to **nursery** cannons. During the **strain** of a very hard session he had played himself **out**, & he broke down at quite an easy shot. Lindrum 5,296 (ave 90). Falkiner 4,992 (ave 134).

**Saturday, July 19.** Fine play on both sides was seen yesterday, &, although Lindrum kept piling up three-figure breaks, the visitor stuck doggedly to his work, so that at the end of the evening session, in place of being **664** behind, he had reduced the margin to **201**.

In the afternoon Falkiner was the first to get off the mark. Beginning with a **masse** kiss cannon, he got the balls well together & scored the first 120 with close cannons. After this he kept to all-round billiards making a number of notably good **run-throughs** at very short range --- a shot at which he is exceptionally proficient. He was not stopped until he had made an interesting & attractive break for **252**. Lindrum had position at the spot end, but failed at an easy red winner when he had scored 62.

After two more visits, in which neither did anything of note, Lindrum opened a fine break for **455** with all-round billiards & top-of-the-table play. Then he made a string of **120** close cannons, & finished with more open billiards.

A 47 break by Falkiner was distinguished by a remarkably difficult **masse** cannon. The three balls were in line, pointing down the table. Lindrum's ball was touching the top cushion just under the name-plate, Falkiner's ball was almost touching the white, & the red ball would be about 8 in. away. Owing to the proximity of the balls Falkiner could not make a screw back off either of them. The only chance he had of scoring was by an almost impossible masse off the cushioned white. The Yorkshireman usually spends but little time in considering a shot, but here he confessed to the spectators that he was in difficulties. **Twice** he sat on the top rail, & **twice** he estimated the chance of a **feather** shot off the white into a top pocket. Then he mounted the rail again & made a **masse** off the white with a **suspended boucle bridge**. This skilful piece of technique was warmly applauded. Except for 100 by Lindrum nothing of note was

accomplished during the remainder of the session. The breaks were :--- Lindrum, 62, 455, 100.... 6,000 (ave 100). Falkiner, 252..... 5,336 (ave 45).

In the evening, Lindrum carried his unfinished break to 56, following this with 195 at all-round billiards. Falkiner replied with 117 at the spot end --- a break that was notable for the high percentage of red winners that he gained. After three uneventful visits Falkiner made **351** at a **great pace**. Of this total, **120** was scored with the **nursery** cannon, & the remainder in the open or at the spot end. Lindrum then ran up 155 at high speed also. He made half the break with close cannons, & the remainder with red winners & cannons at the spot end. At Falkiner's next visit, he strung together a number of close cannons, then, leaving these, he carried his break to 132. Lindrum tried the red loser, but broke down at a forcer into the top pocket. Falkiner, after playing a loser, lost the red through the ball striking the jaw of a pocket. He had to play a number of white losers before he achieved what he wanted --- to bring the white close to the baulk line so as to leave a cannon. When he had succeeded in doing this he carried his break to 162 at all-round billiards. Lindrum failed to score, & the visitor ran up 148. This concluded the session. Falkiner had been to the table nine times & he had scored 846. The principal breaks were :--- Lindrum 195, 155.....6,483 (ave 54). Falkiner, 117, 351, 132, 162, 148.... 6,282 (ave 94).

**Monday, July 21.** Play was unequal on Saturday --- very fast on Lindrum's part in the afternoon session, very slow on the part of both men in the evening. In the afternoon Lindrum had the table to himself, & in three breaks he ran up **851**. The time was just **40** minutes, & his average was **284**. In the evening his average was only 23. Falkiner, though not playing consistently, had at this session an average of just under 29. The poor play in the second session was accounted for by the balls picking up **chalk** & "**kicking**", & **rolling off**, most disconcertingly in consequence. The **chalk** gathering tendency was due to increased **humidity** in the atmosphere. The balls were brought from England by Falkiner, & the surfaces being slightly **roughened** by use, would also cause them to **pick up chalk**. The question of playing with a **new set** this week is being considered.

In the afternoon Lindrum in his second visit to the table, made a fine break of **366**. In this there were **hardly any** nursery cannons. Most of the scoring was done with winners & cannons at the spot end ; but Lindrum **never forced** the position, so that whenever it was a question of choosing between an easy loser & a hard winner, he always played along the line of least resistance, & went into baulk. the cannon & hazard combination was exceedingly well played --- especially at the end of the break, when the proportion of reds to cannons was as 23 to 21. Lindrum broke down at a cannon ---- not a difficult shot.

When Falkiner's turn came he was confronted with an awkward position, the three balls being nearly in line, with the red in the jaws of the right top pocket. The angles made it very difficult to put down the red by playing the white on to it, but a run-through cannon was not impracticable if enough side could be put on to drag the cue ball over to the red. This was what Falkiner essayed to do, but his ball evidently carrying a speck of chalk, drew away from its object. After this misfortune, the visitor never played another shot with any **confidence** in either session. Lindrum followed with 82, & after Falkiner had made a few, he piled up another heavy break --- this time for **395** unfinished. The backbone of it was the **nursery** cannon, as will be seen from the following analysis :-- **63** from red winners, **48** from red losers, **62** from ordinary cannons, **four** from white losers, & **218** from nurseries. Lindrum 7,334. Falkiner 6,327.

In the evening Lindrum carried his unfinished break to **505**. Falkiner manoeuvred for the close cannon, but presently fell down over an easy position. Lindrum missed a **masse**, & Falkiner, trying for the nursery cannon again, would have been stopped at his third shot but for a cleverly played **comeback masse**. Presently he lost the white through sheer bad luck, & had to take to hazards. He managed these very well until he was pulled up at 120 by a top-pocket forcer. From this time on the scoring was desultory on both sides, as Lindrum had no more confidence in the balls than had his opponent. There was a very **large "house"**, & the spectators, appreciating the disadvantage under which the men were playing, sat out a **dull** session, & applauded everything that deserved it. The brightest time came after the close of the session, when many took part in the "**jazz**" competition for a cue presented by the players. Lindrum, 505 full, 47, 101, 82, 52..... 7,859 (ave 23). Falkiner, 120, 42, 46, 46, 158..... 7,026 (ave ).

**Tuesday, July 22.** Lindrum had good position at the top of the table when the session opened yesterday, but after six cannons & a couple of red winners in the top pocket he broke down. Falkiner, who also got top-of-the-table position, was doing well when a **thin white loser** into the right middle pocket stopped him at 61. Lindrum did nothing at his next visit, & the visitor, after having made a few out in the open, "fell down" at a "**steeplechaser**". The younger player then ran up 162 at the spot end in fast time. There were more reds than cannons in this break & only 10 was scored by nurseries. A spot-end break by Falkiner for 100, was also notable for the high percentage of reds. A **miss-cue** with a **masse** stopped him. The next breaks of note were 68 & 202 by Lindrum, both made at all-round billiards. After this a **curious** break by Falkiner for 98 was scored, almost equally with **white & red losers**. Lindrum did nothing of note for the remainder of the session. Falkiner, whose form was better than on Saturday, made two more centuries --- 147 & 182. In these breaks he tried more than once for nurseries, but succeeded only in stringing together 30 & 24 of the cannons. Lindrum, 162, 68, 202..... 8,519 (ave 32.2). Falkiner, 61, 100, 98, 147, 182..... 7,762 (ave 41.2).

At his first visit to the table in the evening session Lindrum appeared to be set for a good top-of-the-table break, but when he had made 76 he was pulled up with a **cover**. Covers, indeed, & balls **touching** were comparatively **frequent** incidents throughout the session. The next four visits were barren, & then Falkiner got to work at all-round billiards, top-of-the-table, & nurseries. Towards the end of the break he made 49 close cannons. The best shot was an exceedingly well-judged loser into the right bottom pocket. He got the white just over the baulk line, & in so doing, obtained position for a cannon on to the red, which was in baulk.

The visitor, who is far from being **acclimatised**, was **tiring** towards the end, & missed rather a winner into the right top pocket. He had made **396**, however, & he was warmly applauded. At his next visit he had to take to losers at the fourth shot. Out of a break of 87, 78 were off the red. The next break of note was 111 at strict spot-end play by Lindrum ; then he followed with **380**, in which he resorted to everything except the hazard. This fine break appealed to the spectators, & so did his next for 108, which opened with a particularly good thin screw into the right top pocket. Apart from a 76 by Falkiner, nothing else was done worth recording.

So far as individual shots go, **Falkiner's run-throughs** may be singled out for special **praise**. His **peculiar "flick" delivery** appears to give him great command over the cue ball, for this shot. So far as can be judged by his cueing up to the present, the visitor does not believe in the **follow-through**. In this he resembles **Stevenson**, who had a somewhat similar

delivery, but with a **less pronounced flick** at the end of it. It is not a delivery which **amateurs** should imitate, for, if they do, in place of imparting a great deal of "life" to the ball, they will either **deaden** it with a **stun** or a **stab**, or they will make an **unintended screw**. Lindrum, 76, 111, 380, 108..... 9,331 (ave 55). Falkiner, 396, 87, 62..... 8,402 (ave 49.2).

**Wednesday, July 23.** The Alcock Hall was not large enough to accommodate all those who desired to see the play yesterday, & at both sessions many were turned away. Falkiner showed a surprising improvement in form. On Monday night he was **929** behind, but during the evening session yesterday he **passed** Lindrum, though he could not maintain his lead. Indeed, he had no opportunity of doing so, for Lindrum at his last visit to the table caught up to the visitor & went to his sessional points with an unfinished break of **549**.

In the afternoon Falkiner, who was in play, failed to score. Lindrum then made 207, nearly all with cannons & red winners. At his sixth visit to the table, Falkiner settled down to work in fine style, & for the first time, perhaps, since the match commenced he gave some idea of the top of his form. Nothing came amiss to him, for he showed equal proficiency at strict top-of-the-table, close cannons & hazards. An attempted red loser cut short a splendid break of **448**. When Campbell announced the break there was prolonged applause. It was not thought that the visitor would do anything sensational after this, but when he had taken a little rest (for Lindrum missed two chances, after scoring a few each time), he came to the table quite fresh & ran up **256** & **272** in successive visits. This was the signal for another prolonged demonstration. This left him only **179** behind when the session closed. Lindrum, 207, 165, 88..... 9,847 (ave 65.25). Falkiner, 220, 248, 448, 256, 272..... 9,668 (ave 158).

The first part of the evening session was somewhat tame, for not until each man had visited the table **10** times was a **three figure break** made. This was 174 by Falkiner. He now led for the first time, & the scores were called "10,103 --- 9,933". Lindrum made 97, & Falkiner 127.

Lindrum then made the largest break of the day. First he got on to nurseries, but soon broke away from these for the cannon & hazard combination. When he left the spot end for open play the score was called "10,300 --- 10,240" in his favour. Then he reverted to the spot end, but did not force the position. Presently he strung together 60 cannons, then again scored by spot end play till he had reached his points. It was some time before Campbell was given a chance to tell the spectators that the break was **549** unfinished. Lindrum, 63, 97, 549 (unfinished).....10,668. Falkiner, 86, 84, 174, 127..... 10,240.

**Thursday, July 24.** The session yesterday afternoon could not be described as interesting. Perhaps both contestants were somewhat **tired** after the strain of Tuesday's play; & certainly the conditions had something to do with the slow scoring. The **fog** of the previous night had produced its effect on the **cloth**, & this in its turn, affected the **balls**, which kept **picking up chalk**, so that it was necessary to **wipe** them frequently. However, if the general quality of the play was not quite up to standard, there were plenty of fine individual shots on both sides, which pleased the spectators. One of these was a very well-judged all-round cannon by Falkiner, which enabled him to bring a baulked white into play; then there was a short but pretty run of close cannons which Lindrum made late in the session. The balls were too far out to use the cushion, & in these cases he held them wonderfully well.

Lindrum, who had an unfinished break of **594** on Tuesday night, carried this to **699** by top-end play. Falkiner at his first visit ran up 71, mostly with the red loser. A mixed break of 93 by Lindrum followed. Falkiner had a piece of bad luck at his next visit, for a hard cannon along the top-cushion was missed by a hair's breadth. He left Lindrum nothing, however, & when his turn came again, after cleverly forcing position with a very slow two-cushion cannon, he ran up 86 at all-round play. A run-through for a loser into the left top pocket brought him to grief, for the ball, though it was loaded with pocket side, **curled out** instead of in. It was picked-up **chalk** that accounted for this. After some uneventful visits Lindrum scored 55 & Falkiner 176 --- nearly all due to nursery cannons, & most of these of the "**stun**" variety. Lindrum, 699 (full), 93, 55, 54..... 11,278 (ave 36). Falkiner, 71, 86, 176, 89, 75, 144.... 11,089 (ave 53).

The feature of the evening session was a very rapidly played break for **552** by Lindrum. He opened with cannons & hazards at the top, going into baulk occasionally, & then he settled down to **nursery** cannons. **Three** times he took the balls along the top-cushion, "**round-the-corner**", & then to the middle. The "round-the-corner" shot was deftly managed in each case. The first string was **55**, the second **35**; & the third, **55**. Therefore, more than half the scoring was made by the cannon. There were two "incidents" during the evening, & Lindrum contributed both of them. Once he **steeplechased** a white **loser** into the top pocket --- surely an unusual method of potting one's opponent; but, possibly, he had intended to make a winner. Later he succeeded in making a **steeplechase winner**. Falkiner achieved three figures on only one occasion. Lindrum, 552, 77, 95 (unfinished)..... 12,000 (ave 90). Falkiner, 69, 78, 62, 111.... 11,485 (ave 40).

**Friday, July 25.** One of the most attractive sessions in the match was that yesterday afternoon. Lindrum made three breaks of more than 100, including **497**, & Falkiner one of **441**, which was played in **15** minutes, or at the remarkable pace of **3.4 minutes a 100**. Twice he had to keep to the open for several shots in order to recover position, otherwise his time record would have been even finer. There were **two strings of nurseries** --- one for **30**, & the other for **145**. In these Falkiner used his favorite "**stun**" wherever he had the chance. It may be mentioned that he learned this shot from a famous **French professional** while he was on active service during the **Great War**.

Lindrum opened by carrying his unfinished break of 95 to **497**. He made some nurseries, but did most of his scoring either with hazards & cannons at the spot end, or at all-round play. Then came Falkiner's lightning 441, which Lindrum followed with 135, played, for the most part, in the open. After 64 by Falkiner, his opponent --- still keeping to the all-round game --- went to his sessional points with 127 (unfinished). The points were reached just 1 hour & 20 minutes after the first shot had been played. Lindrum 12,667. Falkiner 11,997.

In the evening, Lindrum, with a lead of 670, carried his unfinished break to **292**, ending it with a **string** of 33 nurseries. Nothing of note occurred after this until the young Australian at his sixth visit to the table, made 121. A shot which greatly appealed to the spectators was a beautifully judged thin cannon across the width of the table, which he got by striking the left-side cushion first. Falkiner followed with **282**. In this break he worked hard for some time before he could get the balls in position for "nursing" with the aid of the cushion. When he did so, he ran up 130 with cannons at great speed. Lindrum, when he came to the table, also tried for nurseries, but as they **eluded** him he settled down to scoring with the hazard cannon combination. At the next visit Falkiner began his scoring with a remarkable **run-through** off the red into the left top

pocket. The visitor was not having good luck with the balls, but this was an advantage so far as the spectators were concerned, for it gave him more than one opportunity of getting out of almost impossible positions, with clever masses. Subsequently he went out with 138 unfinished. At the afternoon session there was a large attendance ; in the evening many persons were turned away long before play had commenced. Lindrum, 292 (full), 121, 145..... 13,179 (ave 57). Falkiner, 282, 247, 138 (unfinished)..... 12,801 (ave 90).

**Saturday, July 26.** ..... the visitor gradually overhauled Lindrum during the session yesterday afternoon, & at one stage **caught & passed him**. At the end of the session he was only five behind. Falkiner had made a good recovery, for when the session opened he was 378 in arrears. Play was not particularly good, & this is not to be wondered at, for the balls, picking up **chalk**, made fine play at short range impossible. Owing to "**balls touching**", they had to be **spotted six times** during the session.

Falkiner, who had an unfinished break of 138 from the previous night, carried this to **220** at all round play. At his third, fourth, & fifth hands he made, 59, 88 & 109 respectively. In the last break he got **25 close cannons**. Lindrum had been doing practically nothing meanwhile, but at his ninth visit he made 55. He **lost the white** at the second shot, & played red hazards for 51. Falkiner followed with 58. Lindrum, playing better than he had been doing so far, scored 130, mostly by red winners & cannons.

When Falkiner's turn came he commenced with a capital close **run through** into the left bottom pocket, a shot which was applauded. After two losers he drove the balls to the spot end, & for some time scored by the hazard-cannon combination. Presently he broke down for the open, but soon came back to the top of the table. After several failures he got the balls in position for **nurseries**, & while he was making these, the scores were called, "13,491 all". This was greeted with prolonged applause. A rather easy **masse** for a cannon stopped him when he made **265**. Lindrum after a little all-round play, tried some **nurseries**, but broke down when he had scored 77. Nothing worth noting was done after this..... Lindrum, 55, 77, 130, 66 (unfinished).... 13,685. Falkiner, 220 (full), 59, 89, 109, 58, 265.... 13,680.

In the evening, Lindrum carried his unfinished break to 191, scoring 87 with red losers. All-round & strict top-of-the-table play gave Falkiner 116. He broke down at quite an easy little cannon off one cushion. Lindrum did nothing, & Falkiner made 120, using **nurseries** freely. At the conclusion of this break the scores were called 13,932 --- 13,812 in Falkiner's favour.

Lindrum followed with 116, made at the top of the table with cannons & hazards, & also with **nurseries**. Leaving **nurseries** alone, Falkiner ran up 71, & Lindrum, at his next visit, made 93 at all-round play, with a run of red winners & cannons. Falkiner missed an easy winner into the top pocket, & paid dearly for this, for Lindrum, who had a good leave, made the most of his opportunities, playing a fine mixed break of **421**. It contained a brilliant **five-cushion cannon**.

This put Falkiner, who had been working very hard, nearly 500 behind ; but the visitor, as usual, came up to the table **smiling**, & closed the session with an excellent break at the spot end for 210.....Lindrum, 191 (full), 116, 93, 421 (99 with red) 14,470. Falkiner, 116, 120, 71, 210..... 14,199).

**Monday, July 28.** When the semi-final session of the match between Claude Falkiner & Walter Lindrum was commenced on Saturday Falkiner had some chance of winning, for he was only 270 behind the young Australian player, & his prospects were considerably improved when, at his second visit to the table, he ran up a 233, which brought the two players on almost equal terms. However, 83 & 207 by Lindrum more than re-established his initial lead. Falkiner failed to score when his turn came, & as Lindrum then put up 128 & 432 (unfinished) in

consecutive visits the visitor's prospects of winning had almost reached the vanishing point. In spite of this, however, it was noticeable that Falkiner was playing with as much **confidence** as if he had a long lead.... Lindrum, 128, 207, 432 (unfinished).... 15,334. Falkiner, 233, 78.... 14,553.

That every seat in the Alcock Hall should have been occupied at the evening session was a high tribute to the quality of the billiards in this match. Those who were present had come to see first-class play, rather than a close contest, for the discrepancy in the scores rendered such a development extremely improbable.

Lindrum continued his break from a good position at the spot-end ; but, presently losing the white, he resorted to hazards, until he broke down at a top pocket loser, when the object ball was almost jawed. He had carried his break to **567**. This fine scoring, in which every phase of the game was exhibited, was greeted with loud applause. Falkiner then made 68 at the spot end, opening with one of his remarkable **run-throughs**.

Lindrum failed to score, & the visitor again opened picturesquely, this time with a very long screw along the side cushion into the left top pocket. It is possible that he had very **bad luck** at this visit. When he had made 61 **Campbell** decided that he had **missed** a cannon ; but this was a point on which the spectators were by no means agreed, & had it been referred to them it is very likely that the cannon would have been allowed. Falkiner obviously thought that he had made the cannon, too, & he looked greatly disappointed when Lindrum went to the table.

After some safety play, Falkiner came up again with undiminished courage, &, gathering the balls at the spot end, began **nurseries**. From these he soon broke away for open play. In the break he brought off perhaps the most **spectacular** shot that has ever been seen in a match in Melbourne. It was a cannon made with a **masse** of the **come-back** order. The first object ball kicked the second (which was about 2ft away) down the cushion, & then the cue ball, with tremendous top spin on it, **chased** & caught the second ball just in the nick of time. This extraordinary shot quite "brought down the house", so that it was some time before the visitor could resume play. He carried his break to 134, & again he was heartily applauded.

Lindrum followed with **nurseries**, but was pulled up by a **cover** when he had scored 108. After this there was a good deal of finessing on both sides for **safety**. Falkiner was the first to open out with 113 at all-round play, & a little later he made an attractive break of **260**. This contained several exceedingly **deft** masses, & also a great **half-massed** run-through **loser** into the left top pocket. Lindrum failed to score, & Falkiner was applauded for a red hazard break for 135. But that was the visitor's last chance, for Lindrum then went to his points with a very fast 207 (unfinished), scored for the most part with **nursery cannons**.

When Campbell called "game" (16,000 --- 15,403) there was much cheering & applause for the young Australian, who in this match had met for the first time a leading English professional in the zenith of his powers. The visitor, who had shown a fine sporting spirit throughout, was applauded with equal warmth. The spectators did not immediately leave the room at the conclusion of the game, for apparently they expected a speech. However, Falkiner & Lindrum contented themselves with bowing their acknowledgments.

Speaking to some friends on Saturday night, Falkiner said that Lindrum was entitled to a place in the very front rank of players. No man could say that he was certain that he could beat the Australian.

*The most talked of, & without doubt the most brilliant, billiardist who has ever lived is our own Australian player, Walter Lindrum.*

*This is a big thing to say, & perhaps some of the English lovers of the game will not agree with me. I do not blame them, because they may not have the opportunity of seeing our young player in action, & the first-class exhibitions which are given by the leading English players are so brilliant that one naturally gets the impression that it would be impossible for any player to be more perfect than they are. But most of the professional billiardists specialise in one particular part of the game, such as all red play, nursery cannons or top of the table. Lindrum does not. He is master of every position on the table, & has made big breaks off the red, at the top of the table, & at nursery cannons.*

*Only a few weeks ago, when playing an exhibition match against Falkiner in Perth, Lindrum made a world's record break. This break (1879) was remarkable in many ways. In the first place, he had been travelling for four days, & arrived in Perth, only a few hours before the game commenced. The table had never had a stroke played on it, & the break was made on his first visit to the table.*

*In the string for the break Falkiner won, & gave the usual break up, the red being played into baulk & the white laying under the side cushion. Lindrum's first stroke was a cannon, leaving the white near the spot, & kicking the red over the bottom pocket. Followed a six shot, leaving a nice position for the top of the table. All-round billiards brought this break to 292, but the white ball had dropped, & Lindrum was forced to carry on with the red ball only. The first session finished with the score showing Lindrum (in play) 727, Falkiner love.*

*The second session's play brought the break to 1452. So far Falkiner had had only the one stroke, & had sat down for two sessions. The break was terminated in the third session, 1879 to love ; 1587 points had been made off the red ball. This is the first time that a player has had to sit down for two & a half sessions.*

*A few of the four-figured breaks made recently by Lindrum are --- 1879 & 1237 in Perth, 1274 & 1005 in Adelaide, 1272 & 1217 in Sydney. All these breaks were made against Falkiner, with the exception of the 1237, which was made against Thompson, of WA. Lindrum also held the previous world's record break of 1417. This was made when playing against Stevenson, the ex-world's champion.*

*Lindrum does not speak very highly of the amateurs play. He says that when an amateur does happen to make a hundred break, 90 percent of the strokes are generally made wrongly. His advice is to own your own cue & set of balls. The cue should be 16 oz, & have a fairly thick butt. I have often heard the remark ; "No man can play both snooker & billiards well". This may be correct in most cases, but Lindrum is certainly one of the exceptions. I have repeatedly seen him finish a game of snooker in two hits. In Adelaide a fortnight ago he gave Hanley, the SA snooker champion, 75 start in three sets. The first visit put him in the lead (79 off the break up), the second visit cleared the table. The final scores were : Lindrum, 312 ; Hanley, 128.*

When Lindrum begins his English season against **Claude Falkiner** at Thurston's next Monday he will be opposing the man who first gave him the idea of specialising on close cannons play. Lindrum saw Falkiner while the little Yorkshireman was touring Australia, & he was fascinated by Falkiner's **dainty cannon play**. Lindrum was then playing billiards on the **George Gray model**, but he deserted the losing hazard game for cannons, with the result that he became the greatest scoring force the game has ever known. Falkiner is still the daintiest cannon player of them all, but he cannot reel off the 1000 breaks as Lindrum does. It is a little difficult to know why this should be so, for Falkiner is a perfect artist at close cannons play -- a phase of the game over which he has achieved complete mastery. And yet he breaks down while Lindrum goes on & on.