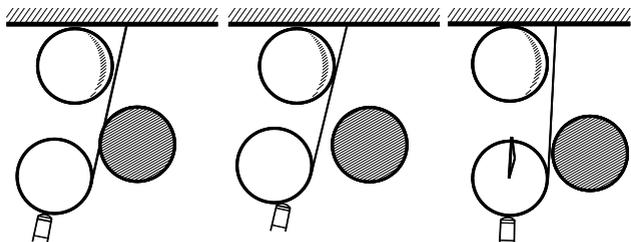


KISSALONG EE

TOM REECE DAINTY Billiards 1925 shows some *Cushioned-Ball Sequences*. Some shots are *kisses* or *kiss-backs* & the *cushioned-ball* is squeezed along the cush.

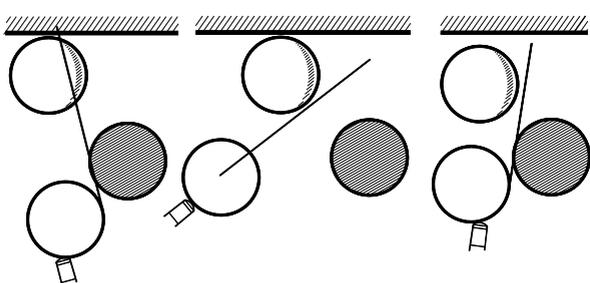
In KissAlongs the yellow lives close to the cush. The stun-drives used in the Line-Nurse are replaced with double-kiss kiss-backs. Here are two basic shots, plus a Rocker.



E1A Play very thin on red, plainball, double-kissing well back off yellow (RYY) to leev E1B, or u might leev E1A again (albeit with the balls having squeezed right (ie east) a little). In E1A left-side (not shown) might make the yellow squeeze to the right (ie east), & right-side might anchor the yellow.

E1B Kiss-back off yellow to skim back past red (YYR), to leev E1A, or u might leev E1B again (albeit with the balls having squeezed right (ie east) a little). Use right-side (shown) or plainball (not shown) or left-side (not shown) to anchor the yellow or to squeeze it along (to the left)(or to the right). Hitting yellow first here with lots of side is risky coz a kick can ruin the leev, or u might even fail to cannon. Kicks are doubly bad in a double-kiss coz u get a double-kick. Double-kicks are less of a worry with red-first cannons (eg E1A), coz u skore the cannon (but ruin good pozzy).

E1C This is the classic stationary Rocker Cannon pozzy (see Rockers ch40). It can be played either red-first (RYY)(ie like E1A) or yellow-first (YYR)(ie like E1B). It can be a mix of yellow-first & red-first, in which case the balls usually squeeze along a little. Rockers aint diffikult to obtain, especially if the red finds a massé pit (near Postmans usually).



E2A Thin off red to kiss-back off yellow, to leev E2B.

E2B Kiss-back off yellow to leev E2C. A thin half-ball kontakt on yellow is shown coz a fuller kontakt usually kisses the yellow too far ahead. KissAlongs E1B & E2B tend to drift

the red away from the cushion. If the red is drifting too far u can kontakt yellow thickish with running (not shown) to take the qball to outside the red to bump red closer to the cushion next shot (not shown).

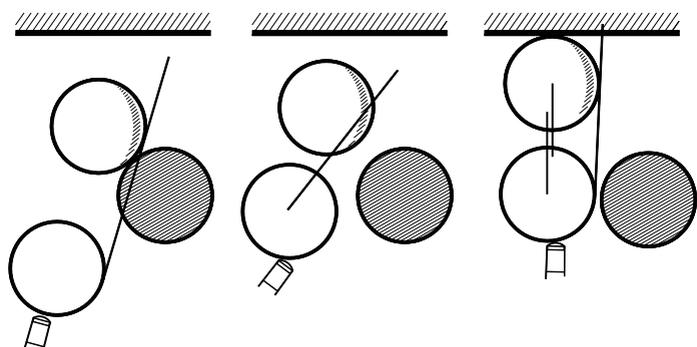
KISS-OFFS This gather (E2B) is similar to the gathers we saw in Ins & Outs, but in the Ins & Outs the qball-to-yellow angle woz less than 42° & the kiss-off angle off the red woz the old reliable natural 39° (even for a double-kiss).

KISS-BACKS In E2B the qball-to-yellow-angle is more than 42° , it is what i call a kiss-back, & a kiss-back is much harder to judge than a kiss-off coz a natural kiss-back angle duznt exist. Note that all kiss-backs are double-kisses. Whereaz Kiss-Offs can

be a single-kiss or a double-kiss, which makes no difference to the (natural) kiss-off angle, at least not for kontakts near halfball.

E2C A red-first cannon to set up E1A or E1B or a E1C Rocker. It can be played in many ways.

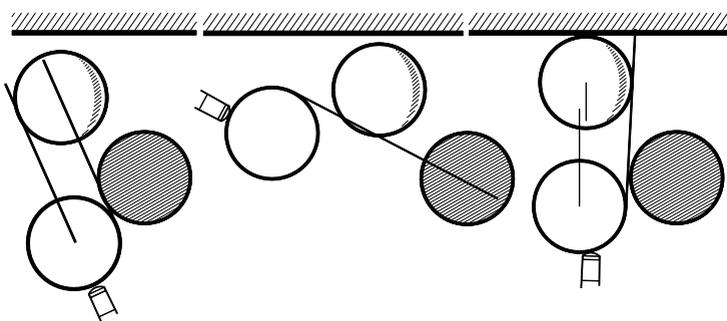
E2ABC If we want we can play an E2ABC sequence again & again (diffikult) if we keep yellow & red moving nicely together (diffikult). Such a runalong would be kind of halfway tween an Ins & Outs & KissAlongs. But an E1AB sequence iz what we want (less diffikult).



GETTING ROCKER

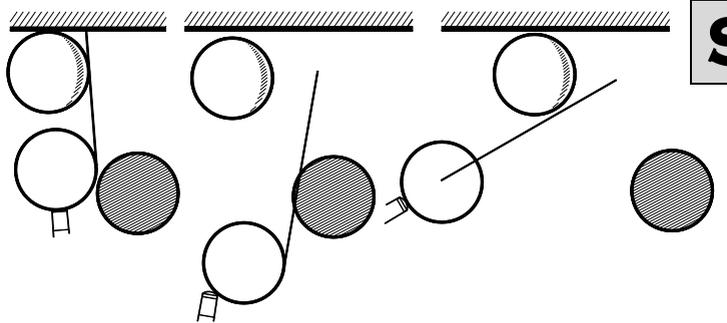
E3A If u play E2B softly u get E2C. If u play E2B firmly with a thickish kontakt to get outside the red u get E3A. Here in E3A u kan play thickish on red to bump it closer to the cushion, or thinnish to leev something like E3B.

E3B U play this yellow-first to leev the Rocker in E3C. U dont havta put the yellow on the cushion in one shot. Take care of the red (red iz the key).



E4A If u play E2B badly u might get E4A, where u kan play to leev E4B.

E4B A thin cannon on red leevs the Rocker in **E4C**. The red iz the key. And there iz no law against creeping up to a Rocker in 2 or 3 shots. The eezy option in E4B iz a thickish run-throo, but this won't giv u rockers.



SCREW KISSBACKS

Here iz a good way to recover if u stuff-up & leev the yellow behind.

E5A The straight skrew-back double-kiss iz powerful medicine here. It leevs E5B. If u play centrally on yellow the

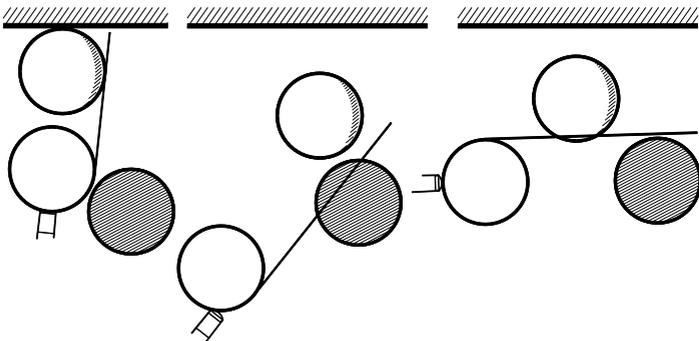
qball kums straight back on the same line, soft or hard, foolproof. In fact stun will do the trick, it should probly be called a stun kiss-back. If the pozy of the red iz such that the qball gets a thin touch on the way back from the yellow (az in E5A) then the cannon is automatic. But mostly u will have to aim a bit left or right on yellow to get the thin cannon. Don't kiss-back too far.

MANNOCK writes..... *A low striking of the cue-ball exercizes a decidedly helpful part amid the sequence of the close cannons. Its forte lies in the "kiss" cannon work. It*

throws the cue-ball so directly back, and also guarantees to it a truth of path from the "kiss" which a higher stroke on it, or at its sides, could not do.

It's a simple shot, but u havta be able to aim & play while contorted & reeching out over the table & gripping the cue very short in a death grip, with yor eyes over the balls.

E5B Play this az in E2A, to leev E5C. **E5C** Play this az in E2B.



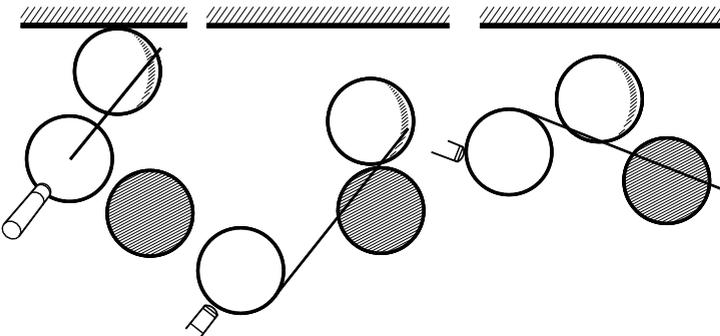
STUN KISSBACKS

E6A A central soft stun kiss-back (shown) will automatically graze the red to leev E6B. If the red iz not sitting in the right spot u kan aim a little left or right to get the thin graze that u want. Yor

judgement of aim won't let u down when the gap is small. But beware, a small gap tempts a double-hit foul. Hmmm, there iz a possible Inside-Rocker in E6A.

E6B There are lots of things u kan do here. But that duznt meen that E6B iz eezy. It's eezy to stuff-up from this sort of pozzy. I reckon that leeving E6C iz a good option.

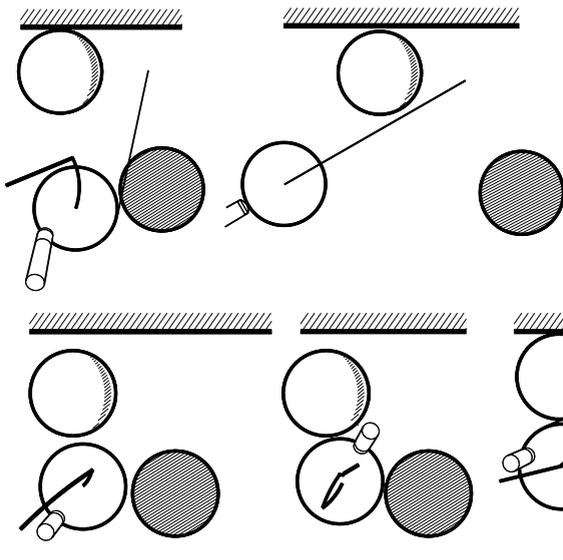
E6C U kan try for a Rocker from here if the red iz the right distance from the cushion, which it shoold be if u were thinking when u were playing E6B.



PIQUÉ KISSBACKS

E7A Here a stun kiss-back will not leev good pozzy, the yellow would leak too far right, so u play a piqué kiss-back (shown), leeving **E7B**, which leads to **E7C**. The piqué kiss-back also kums

in handy when u want to avoid a double-hit foul when the gap iz small. The more the piqué action the squarer the yellow kums out. In **E7A** u kan try an Inside-Rocker (not shown). Or a Pendulum-Rocker.



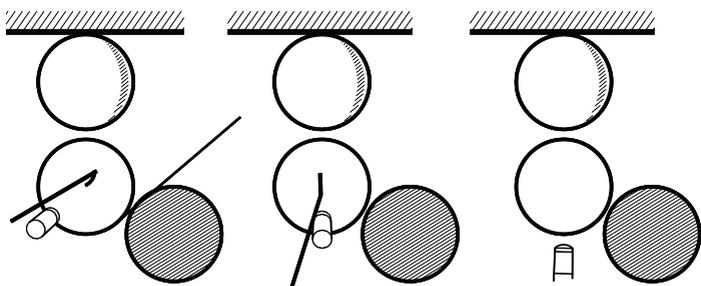
PIQUÉ SOLUTIONS

E8A Here the pozzy iz similar to E5A, & u kan play a soft stun kiss-back if u wish, but in E8A the red allows u to play a simple piqué (shown), leeving **E8B**.

E9 Here the balls lay so closely that a piqué iz needed to avoid a foul (az shown). U kan play yellow-first or red-first, it duznt matter.

E10 Here the balls are close & u need a 'klever masse' (as shown), using the gap to advantage for your follow-thru. This kums up a lot.

E11 This is one way to avoid the foul if u like piqués. But there are other shots & options.

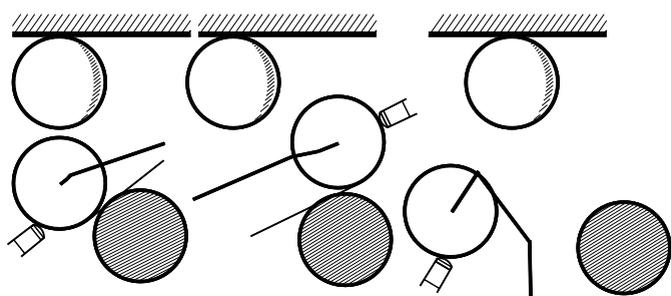


E12 A red-first piqué.

E13 A softish kiss-back piqué.

KLEVER STOPPER E14 (E13 AGAIN) In tight spots like this i use my left hand as a stopper. I grip the cue with my right hand, say 200mm from

the tip. The butt lays on the table. I hit the right fist/grip against the left fist/stopper which is braced firmly on the bed of the table (& acts as a stopper). The stopper also forms a tunnel for the cue. I allow the left fist/stopper to yield a few mm, so that the qtip meets the qball (but then stops). I initially hold the qtip just above the qball equator, with a few mm of daylight between qtip & ball. If needed (as in E14) i quickly withdraw my stopper & grip during impact to avoid the double-hit foul on the qball when it double-kisses back out. Or i lift. Usually i make a few false strokes as i gradually close in on the qball.



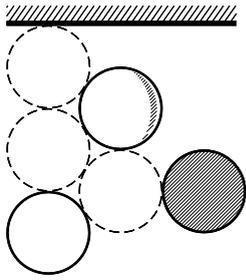
SLIPTHROO & BACK

E15A A slip-throo red-first (shown) or yellow-first (not shown) might be easier than a massé or piqué. See ch33 Slip-Throos.

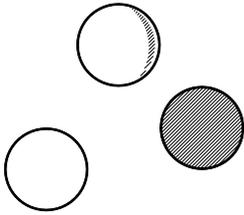
E15B Slip back throo red-first (shown) or yellow-first (not shown). Use swerve if needed (not shown). Take the qball well past the yellow (usually best)(not shown) or leave the qball short to leave the friendly kiss-back shown in E15C.

E15C Aim thick & hit hard to get below the red to bump the red closer to the cushion next shot.

DRILL E16



E16A Set the 3 balls in the E16A pozy using 3 spare balls (as shown). If you select an out of the way area of the table you can tap the 3 balls on the head to make small dimples to allow quick consistent resets. Use 3 small coins to mark the 3 pozzys of the 3 balls in such a way that the coins don't affect the rolls (ie place a coin under & against the left bottom of each ball). The coins & dimples will allow you to play a lot of attempts quickly.



Option (i) A soft yellow to red cannon, thick $\frac{1}{2}$ ball, leaving yellow on the cushion (not shown). This will leave a Rocker pozy.

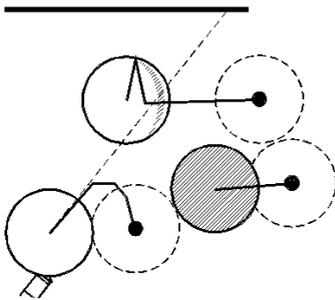
Option (ii) A late double-kiss cannon (Y-R-Y), halfball (not shown).

Option (iii) Play (ii) with 'stun or soft pique' (not shown). This might work on a slippery bed, but it's always dicey at this long range.

Option (iv) An early-double-kiss (Y-Y-R), $\frac{5}{8}$ th ball, (not shown).

Option (v) Actually, it's ok to play a very soft version of Option (i), $\frac{1}{4}$ ball, the yellow stopping halfway to the cushion (not shown), which gives a ticklish baby Line Nurse (the next stroke being a pique').

KISSALONG E16B



Option (vi) I went well using an early-double-kiss (Y-Y-R), aiming $\frac{3}{4}$ ball, hitting hardish with running (as shown). Hitting hard risks a scatter if you get things wrong. The broken balls show the leave.

Option (vii) Recently I went better in (vi) by aiming full ball with running (not shown). I probably get a lot of swerv.