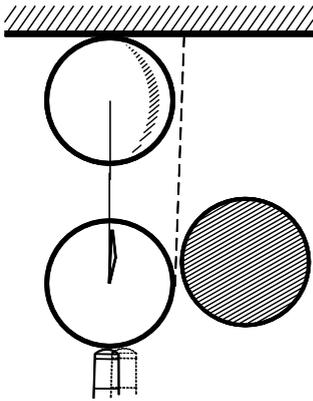


ROCKERS

THE CLASSIC ROCKER ROCKER 1



We double-kiss off yellow, the qball grazes the red which falls (rocks) back into its footprint. The yellow iz trapped against the cushion. The qball iz level (east-west) with the yellow. Yor aim iz 3mm right of center, hence the contact iz 1mm right of center. The red & qball are drawn az close to the cushion az u would want, if closer u risk a double-hit foul. Uzuually the Rocker will be a temporary sweet-spot in the middle of a run of

KISSALONGS. Each time u looz Rocker u play a few KissAlongs while trying to regain Rocker. Rocker would be eezyer if u see the red fall into a massé **PIT**, u might run into one of theze near the postman's knock pozzzy.

For a right-hander Rocker iz eezyer to reech on the right side cush near the top corner pocket. On the side cush the qball should be **3MM** west of the yellow (the **00MM** drawn in Rocker 1 iz for the top cush). On the right side cush the bed **NAP** helps the red's rocking. The nap pushes the red back into its footprint (towards the top cushion), & the nap helps the qball to lean away from the red az it stops.

In Rocker 1 on the top cush a little **RIGHT-SIDE** (dotty cue) gives the qball a friendly circular trajectory, in which case u aim for the center of yellow, & the right-side throws the qball the needed amount.

WALLY uzed the Rocker in his exhibitions, He sometimes scored 100 points in 35 seconds (with the help of a friendly referee). And he probly doctored the bedcloth beforehand, so that the red & yellow sat in deeper footprints.

RISO LEVI

BILLIARDS, THE STROKES OF THE GAME, PART 3 (1910)

..... the thin contact with the object white, if sufficiently gentle, does not move his ball but only causes it to rock, hence the term Rocking Cannons.....When a cloth is new the weight of a ball always causes it to sink a little into the nap.... the ball rests in a kind of cup.....any really good player can make a fair number of rocking cannons before breaking up the position the constant rocking of the second ball gradually deepened the faint depression in which this ball layConstant strokes, too, on to a ball lying tight against a cushion very soon form a cup-like hollow under the ball, and this further assists in the retention of position.....

COMMENT Most of the diagrams in Riso's chapter show a pozzzy that iz not practicable. He shows the floating ball a looong way further out than in 1 above.

DALY DALY'S BILLIARD BOOK (1913).

Daly calls it the Chuck-Nurse. Daly sez

"...In playing this shot do not hit the cue ball below center. Hit it slightly above, and it slows up coming back for the count and lands softly. Hitting above the center also helps to keep the first object ball frozen to the cushion....The aim is to leave both object balls unmoved, do the carom may be repeated indefinitely.... If in counting the cue ball freezes to the second object ball, so much the better.... On the cue ball you may vary your English from side to side as needed, to keep the first object ball in the same spot... In Denver, in 1912, Frank Dreiherr, then an amateur, made a run of 245 at this nurse. William Spinks, now retired, but once a leading professional, made, in the fall of 1912, 1,010 points at this nurse in 18.2, and ceased play with the position still good...."

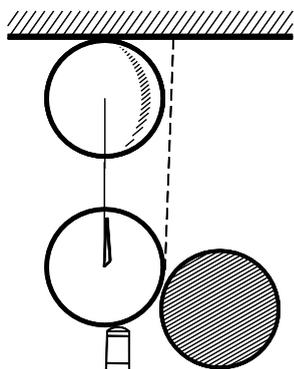
TOM REECE DAINY BILLIARDS (1925)

Tom sez nothing of the Rocker. He showz a drawing of the Rocker pozy, and mentions a kiss-back stroke off the inside ball, using left side on the cue-ball, but sez nothing more.

MANNOCK BILLIARDS EXPOUNDED (1910)

Duznt mention the Rocker, but shows a drawing of the Rocker pozy. He sez

.....This "kiss-back" is such a potent factor in close-cannon play, that i recommend it as the best practice-stroke in that connection. It asks for delivery of "touch", a nice knowledge of the angl of rebound, the effect that either "side" produces in it, the direct return gained by a low striking, and the curving rebound of a high striking of the cue-ball. Often a half-dozen, and more, of these "kiss-back" cannons may be consecutively made.....



THE INSIDE ROCKER

ROCKER 2 The red further west & south compared to Rocker 1, here u kan get an inside-rocker going, ie the qball sits north of the red rather than south. But an Inside Rocker haz a short life, koz touching balls soon rears its ugly head, koz u naturally tend to hit too softly. The red kan be further west than shown, but u need to hav eezy access to the qball for yor cue, u don't want to hav to bridge over the top of the red.

RISO LEVI

BILLIARDS, THE STROKES OF THE GAME, PART 3 (1910)

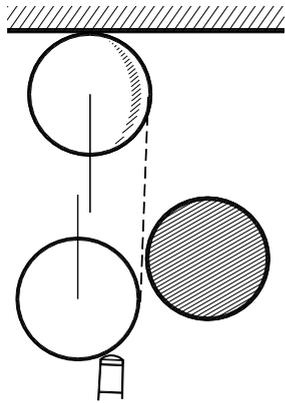
Riso sez that in 1910 the touching-balls rule woz in force (same az today's), & that this rule came into force in March 1898.

.....but in October, 1907, it was temporarily superseded by a rule which compelled the striker to play from the position of the cue ball on the table, and in order to be able to score he had -- when the cue ball was only in contact with one ball -- either to play

at the ball with which the cue ball was not in contact, or else he had to hit a cushion before a ball.....

..... The new rule had only a short life, but its existence made very big breaks possible by means of rocking cannons, and in 1908 Cook made a break of 1,000 unfinished which contained over 400 of these cannons.....

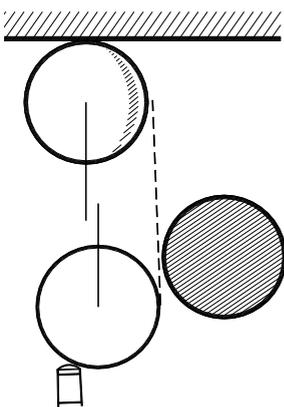
In other words, the new rule made the rocking-cannons eezyr, by 'allowing' touching-balls.



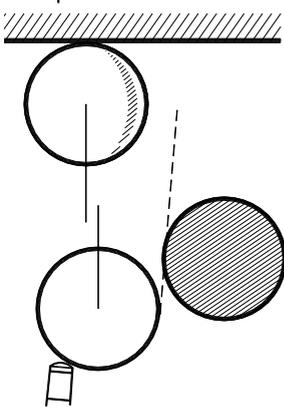
SUICIDE POZZYS

ROCKER 3 U can keep the Rocker going with the qball 5mm west of the yellow (az shown). Uze lots of right-side to trap the yellow & to giv the needed kiss-back angle. The aim iz 1mm west of center of yellow, which koz of the angle would actually giv a contact 2mm west of the centerline. The red iz just clear of the qball's path to the yellow. But uzing lots of side iz asking for trouble. Its difficult to judge, & u need to chalk-up often, & soon

the qball iz covered with chalk marks, & soon u will get a kick that givs u five times az much throw az u want. In Rocker 3 if the yellow somehow moovs 2mm off the cushion then side-spin will giv the qball a funny kiss-back angle, but a 2mm gap iz never a problem in Rocker 1. So in Rocker 3 it's best to graze the red thickish or hardish (after recoiling off yellow), to coax the red east, so that the 5mm bekums only say 2mm. U might get ideal Rocker 1 pozzzy. But why not tap the red east directly (see 5).

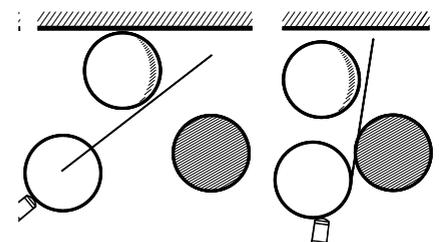


ROCKER 4 U can keep the Rocker going with the qball 5mm east of the yellow (az shown). Uze left-side to trap the yellow, & to giv the needed kiss-back angle. The aim iz 3mm east of center of yellow, which koz of the angle would giv a contact 4mm east of the centerline. The red iz just clear of the qball's path to the yellow (red iz 6mm east of yellow). But using lots of side on this reverse angle iz suicidal, a bad throw & u miss the cannon.



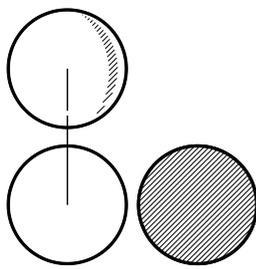
ROCKER 5A (4 AGAIN) Play directly on red with left-side (& praps swerv) to double-kiss on yellow to take the qball west of yellow. & get 5B.

5B. A kiss-back gather givs
5C & u can regain Rocker.



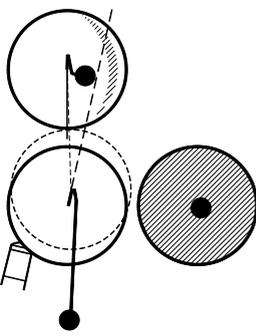
CHECK-SIDE

ROCKER 6



Here the yellow is about $1/8^{\text{th}}$ ball off the cushion & the qball is about $1/8^{\text{th}}$ ball off yellow & on a 90° line from yellow. The red is almost touching the qball. When the balls are close to the cushion, it is easier to use check-side accurately. As the yellow to qball line is at 90° to the cushion, any ordinary cannon will leave the yellow west of the qball. But in E16B we show that by using check-side it is possible to promote the yellow a little east of the qball.

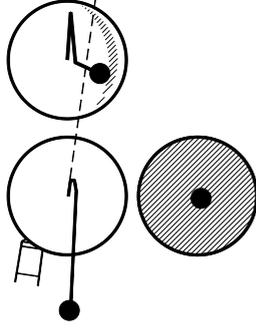
ROCKER 7



Here we aim $3/4$ ball on yellow, hitting the qball at 8 o'clock. The dotted line shows that the qball actually contacts the yellow just east of the centerline. In fact the angle of the dotted line is less than the possible angle that the qball can throw the yellow. The possible throw depends on the ball-to-ball friction, & the throw angle is about 1 in 20 for most balls nowadays. Hence the left-hand-side throws the yellow square to the cushion, or even a little east of square as shown. Also, the left-hand-side transmits right-hand-side to the yellow,

hence the yellow rebounds off the cushion further east than if it had zero spin. Also, when the yellow kisses the qball for the second time, the qball still has lots of its left-hand-spin remaining, hence the yellow is thrown further east yet again. Hence, the yellow can finish east of the qball. And, if you are lucky enough to just graze the red (as shown), the leave can be good. Our main problem was the risk of a double-hit foul. Hitting the qball at 8 o'clock minimizes the topspin, any topspin robs some of the available friction & hence robs horizontal throw.

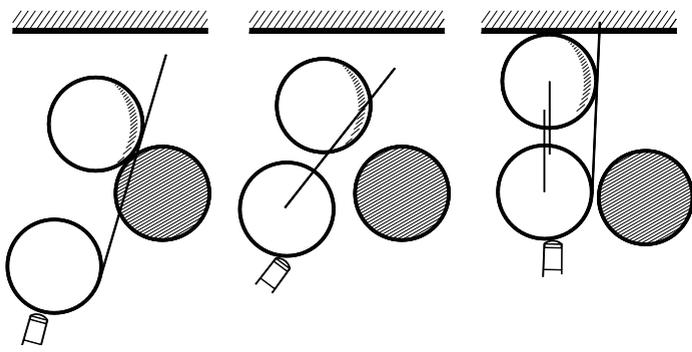
ROCKER 8



Here the yellow is well off the cushion, & the check-side cannon is now much easier. We can aim thicker than $3/4$ ball (as shown), hitting the qball at 7:30 o'clock. The stun stops the qball from following on. This is now more of a Line-Nurse than a KissAlong.

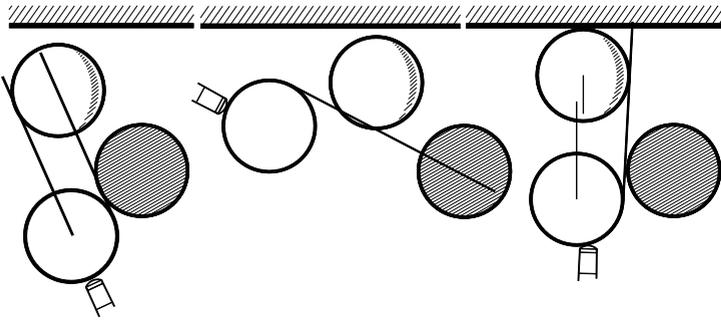
As I said, the use of check-side to promote the yellow is easier when further from the cushion. If you placed the yellow touching the cushion (frozen)(not shown), the promotion of the yellow becomes difficult. Theoretically the 3 effects still exist, i.e. throw & rebound & throw, but they apparently need more air to do much good.

GETTING ROCKER



9A If u play 9B softly u get 9C. If u play 9B firmly with a thickish kontakt to get outside the red u get 9A. Here in 9A u kan play thickish on red to bump it closer to the cushion, or thinnish to leev something like 9B.

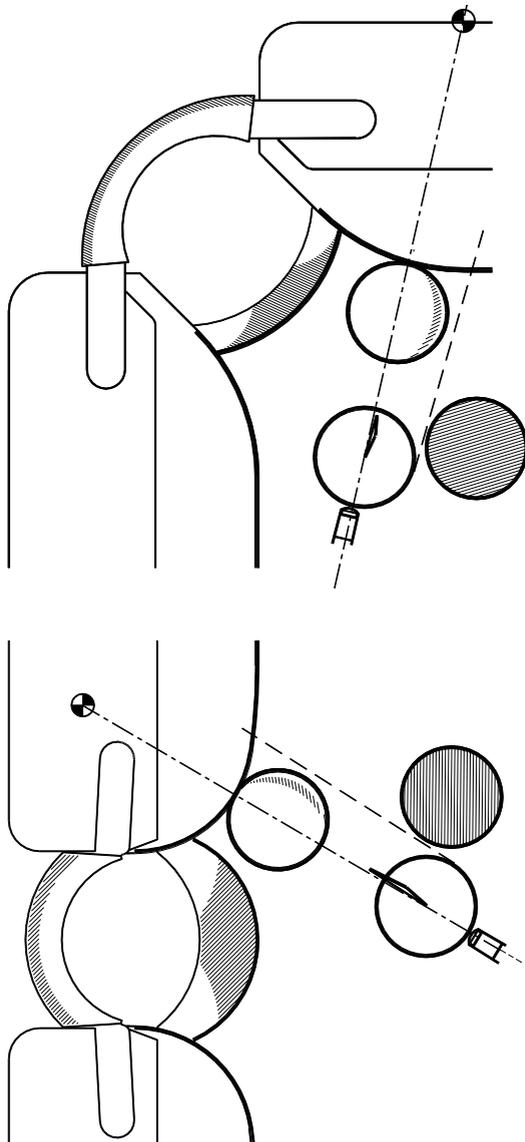
9B U play this yellow-first to leev the Rocker in **9C**. U dont havta put the yellow on the cushion in one shot. Take care of the red (red iz the key).



10A If u play 9B badly u might get 10A, where u kan play to leev 9B.

10B A thin cannon on red leevs the Rocker in **10C**. 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 10B iz a thickish run-throo, but this won't giv u rockers.

JAW ROCKERS CORNER POCKETS



ROCKER 11 U kan play the Rocker in a corner jaw, uzing the J-Spot az the aiming point. This sort of pozzzy might kum up when u have trouble when trying to turn the corner. U kan aim on the yellow, &/or judge yor side-spin, just az if u were on the straight, ie az if the cushion were square to the J-Spot line. Once u hav played a few cannonz, u would naturally forget about the J-Spot. U would simply uze feel. But if there woz a major shifting, then u might havta check the J-Spot again.

MIDDLE POCKETS

ROCKER 12 U kan play the Rocker in a middle-pocket jaw, uzing the J-Spot az the aiming point. This sort of pozzzy might kum up when u struck trouble passing the middle-pocket. The angle for playing this Rocker makes it eezyr to get at, compared to playing it in the middle of a cushion.

On this the second day of his match with Davis, the champion, Lindrum, the record-breaker, carried his unfinished 1047 to 1668..... He had the losing hazard game left, but after making four of these strokes he gathered the balls at the top-of-the-table for the close cannon position, & began nursing them with perfect touch. Four minutes later he had scored 159 cannons. Then, after open play, he began another long run of nurseries. Within 21 minutes after the opening of the afternoon session he had added 600 points to his break, & had obtained a lead of 2,000.

He absolutely amazed the spectators as he reeled off cannons by the dozen with the red ball held stationary against the cushion & the cueball dancing backwards & forwards between it & the object white & just grazing the white.

To those present it was something quite new to see long strings of cannons scored without either of the object balls changing positions. Lindrum's failure to make a long red loser ended the break at 1660. The break was scored in 65 minutes. The first of the two 210 breaks made by Davis during the day included 36 nursery cannons. Davis therefore has been giving attention to Lindrum's methods of scoring, but in gathering the balls for the nursery cannon position Lindrum shows by far the greater skill....Lindrum's "stun" cannons which so astonished the London spectators are familiar to us in Australia, for Lindrum has been playing them for the last five years. They are a variety of the nursery cannon sometimes played by leading French professionals. Falkiner learned them in France when he was serving with the British troops during the Great War. When he made his first visit to Australia five years ago he showed them to Lindrum. It is strange that they should still be a novelty to London, for it would have been thought that Falkiner would have made them familiar in the 12 years that have elapsed since the war. They are the fastest of all nursery cannons, & the position for scoring them can be maintained indefinitely, whereas if the player drives the three balls along the cushions according to the customary method he is obliged to relinquish cannons when he comes to a middle-pocket, for it is taking a useless risk to continue the shots after one of these pocket is reached.

MANCHESTER GUARDIAN 5 DEC 29

.....The laughter comes when Lindrum gets the three balls almost touching at the top-of-the-table & proceeds to make cannons almost as fast as the referee can count.

.....The whole journey of his ball is often not an inch. It touches the other two so delicately that you scarcely hear it & they scarcely move.

WALTER LINDRUM MAGAZINE ARTICLE 1930 INTERVIEW WITH FENN SHERIE

..... From Melbourne Inman i gathered some ideas on the open "in-off" game. Stevenson, the apostle of touch, impressed me with his wonderful control of the balls at the top of the table, which enabled him to run up breaks of five hundred without once getting into difficulties. Tom Reece aroused my interest in the close-cannon game. Watching him execute forty or fifty close cannons in the space of a single

cushion. I began to wonder whether it might be possible to increase this number to one hundred & fifty or more. With this idea in my head, i began to practise. Soon i evolved a method of 'locking' the balls, or, rather, of making them return as nearly as possible to their former position after each cannon, & by this means i managed to make thirty cannons in the space of one foot along the cushion. Gradually i succeeded in increasing this to sixty, & it was not long before i had brought off two hundred cannons, scoring four hundred points, along a single cushion..... in my first match with my old friend Clark McConachy..... i was only sixteen. I made a break of three hundred with the balls in baulk.

LINDRUM *With the balls bunched near the top-cushion, in the vicinity of the right-hand top pocket he quickly & deftly steers them along the top-cushion, taps them past the facing top pocket with effortless ease, takes them a little way down the table, then makes them stop while he scores his dozen or more of exquisite kiss-cannons which barely change the position of the balls.*

ARGUS *He absolutely amazed the spectators as he reeled off cannons by the dozen with the red ball held stationary against the cushion & the cueball dancing backwards & forwards between it & the object white & just grazing the white. To those present it was something quite new to see long strings of cannons scored without either of the object balls changing positions..... Lindrum's "stun" cannons which so astonished the London spectators are familiar to us in Australia, for Lindrum has been playing them for the last five years. They are a variety of the nursery cannon sometimes played by leading French professionals. Falkiner learned them in France when he was serving with the British troops during the Great War. When he made his first visit to Australia five years ago he showed them to Lindrum. It is strange that they should still be a novelty to London, for it would have been thought that Falkiner would have made them familiar in the 12 years that have elapsed since the war.*

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