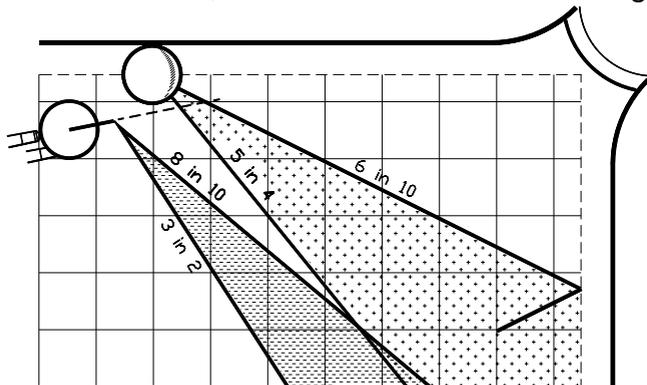


DRIVES & GATHERS

LONG RANGE DRIVES We are familiar with short range drives. The red (outside ball) is driven ahead, & the next shot is a cushion-gather. This can be done at long range.

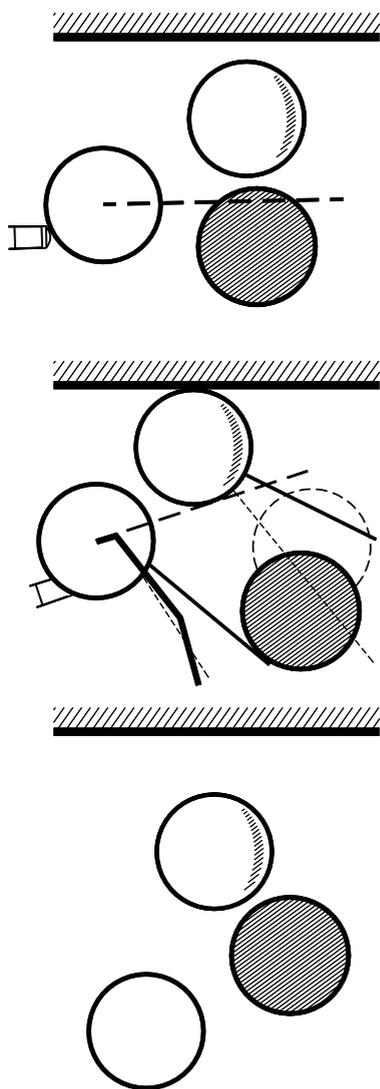


GATHER 1 Look at long range gathers. When the **YELLOW** is frozen or nearly we can't get it to kiss-out at less than 6 in 10 (as shown)(if there is a double-kiss). And, we can't get yellow to rebound at more than 5 in 4 (as shown)(if there is a double-kiss). We can try soft-screw shots & piqués, & thin kontakts. Nope. The cross-hatched zone shows the area where we can send the yellow.

QBALL The min kiss-off that you can get for the qball during a gather is 8 in 10. The max screw-kiss-back is about 3 in 2 (if we want the qball & yellow to travel almost side-by-side). The broken hatched zone shows where we can send the qball during the gather. As can be seen, we can send the qball & the yellow along almost **SIDE-BY-SIDE**, if we want. Anyhow, when we play a drive (ie leading up to the gather), we usually have to leave the **RED** somewhere in the qball's gather zone (for an easy gather cannon). And we have to leave the qball west of the yellow, to leave a friendly angle for that gather (the gather itself might probably need soft-stun)(ok).

SHORT-RANGE DRIVE & GATHER

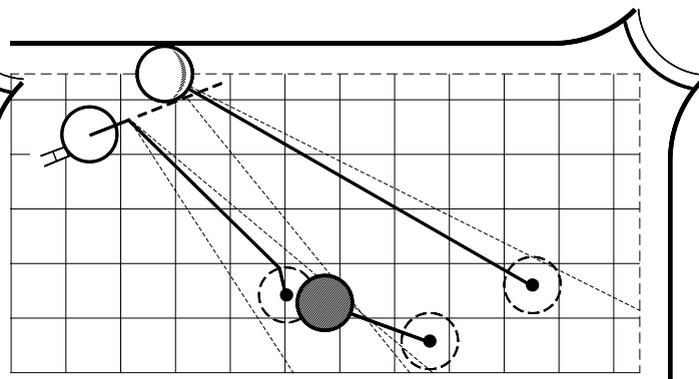
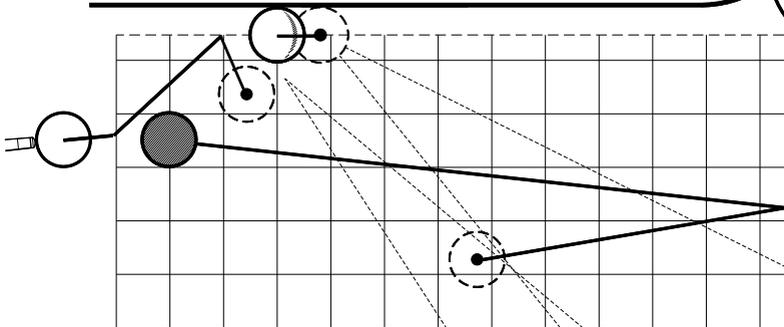
DRIVE 2A Here we look at a short-range version. We drive the red ahead to leave gather 1B.



GATHER 2B Here for this kiss-off gather, if we use pure rolling, the qball will follow the thin solid line after impact (likewise the yellow). This qball line would give a half-ball contact on red. We would prefer a thinner contact, so we use a bit of stun & running-side to give the wider kiss-off angle shown by the thick solid line. But it is difficult to get much extra angle for the qball, the qball has to be very close to the yellow otherwise you have to hit much harder. The broken lines show the widest lines that we can normally give to the qball & yellow using soft-screw. At this short-range we can actually take the qball wider than the broken line by using pique (not shown), even so, pique won't help the yellow's line much, it won't be much wider than the broken line no matter how much pique action we use. The broken ball shows the narrowest allowable pozzie for the red. Any narrower & we would have to play very thin on yellow to avoid or limit the double-kiss, to give the qball a narrow angle.

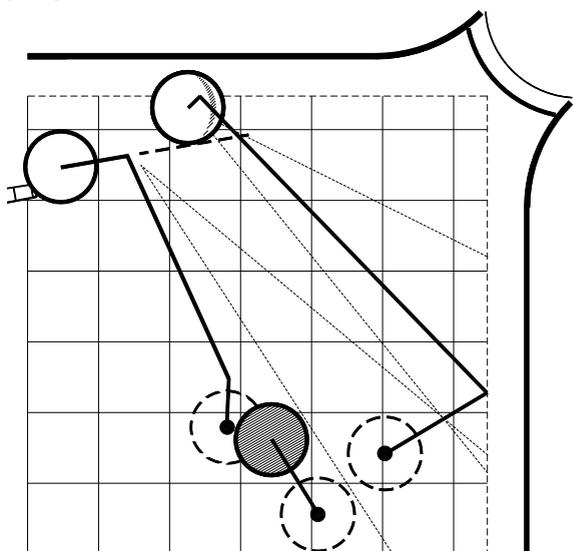
LEAVE 2C The third shot looks easy, mainly because we have lots of options, but just because we have lots of options doesn't mean that it is easy, because in fact this can bite.

VERY LONG-RANGE



DRIVE 2A We drive red to set up Gather 2B. We had to land nicely on yellow to set up the gather. We had to place the red in the go-zone (pace iz the problem).

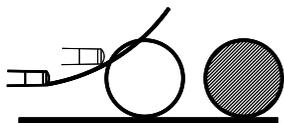
GATHER 2B We play a screwy gather. We can vary the yellows rebound angle by varying the size of the double-kiss with screw or side or piqué. Likewise the qball's kiss-off or kiss-back. Take care with the yellow, if it kisses out too widely, & gets ahead of the qball, it can bump the red & rob the cannon. The leev would hav been better if we had placed the yellow closer to the red. We praps should hav uzed more screw.



GATHER-TURN

GATHER 3 This needs a half-ball **SCREW**, or praps some **PIQUE** if we are worried that the yellow iz going to hav too much pace. The red iz outside its normal **GO-ZONE**. This duznt meen that we karnt cannon on it, it just meens that the yellow will be lost. But here the cushion saves the yellow. It is eezy to judge these sorts of shots, even at longish-range. Some running-side helps. Surprizingly, it duznt matter whether the yellow is **FROZEN** or a little off ($\frac{1}{8}$ th ball) or well off ($\frac{1}{2}$ ball). This yellow-to-cushion gap duznt matter when we hav a standard sort of gather & surprizingly it duznt matter here where we need the max angle for both the qball & the yellow. If the yellow iz frozen the **QUAZI**-double-kiss iz definit but

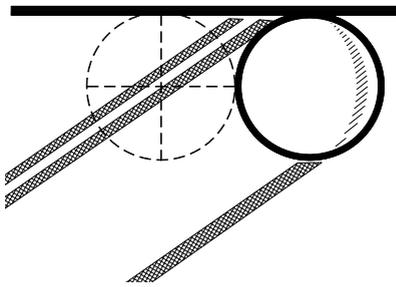
predictable. If the yellow iz well off the cushion, the kiss iz zero, or should be. And in between it iz hard to say whether there iz a double-kiss or not. But none of this seems to make much difference to the shot. The main difference iz that the bigger the double-kiss, the more the yellow tends to get ahead & win the **RACE**. Although this could be critical if the yellow wins & kisses the red away, not likely here. And a bigger double-kiss duz take a little off the yellow **ANGLE** while adding a little to the qball angle. But none of this warrants more drawings. Anyhow, i did try to do some controlled tests, but it woz too difficult, not good enuff for accurate drawings.



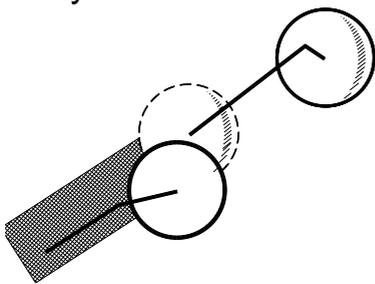
GATHER 7D In Gathers 7 & Drives 8, if the qball iz close to the yellow or the red, a run-throo iz still possible if the qball-to-red gap iz say a $\frac{1}{4}$ ball, az shown. Most players would bring the qtip up close to the qball, & high above the equator, az shown by the phantom qtip. Not good. Koz,

the best way of getting a strong run-throo, with little risk of a foul, iz to set up az shown. Here the qtip iz held at least a $\frac{1}{2}$ ball away, & at the equator or only a tad higher. This allows an upwards stroke, up&over the qball. The qball stops momentarily when it hits the red, but the qtip passes safely over. If u set up the wrong way, with the qtip high up, u will havta stroke almost horizontally, & it iz almost impossible to avoid the foul. That way, the only way to avoid the foul iz to stop the stroke, ie zero follow-throo, which iz too difficult for a strong, long-range run-throo.

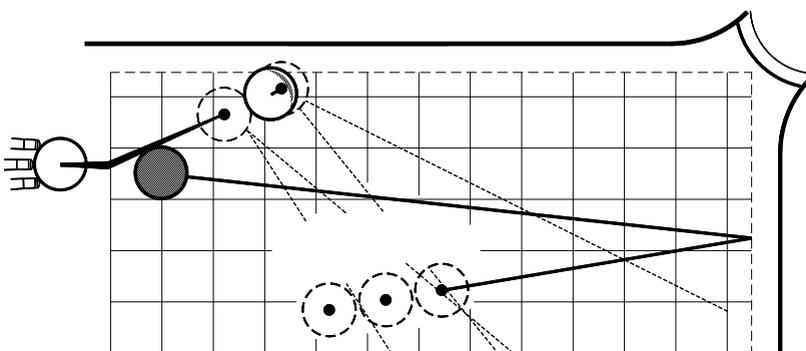
LANDING ON YELLOW



DRIVE 4 Earlier i sed that when we play a drive we havta land on yellow to leev a friendly angl for the gather. The bad news iz that, when the yellow iz sitting on the cushion, this iz uzually difficult. Here the hatched zones show the best aims & contacts. Hitting the cushion just before the yellow iz best (1st hatched zone). But this iz hard to judge, if u get too much cushion u miss the cannon. A thin half-ball contact on the left of yellow iz good (2nd hatched zone). Although u karnt really get the yellow thin. The hatched area shows the thinnest contact possible, & if u hav a close look, u will see that this iz almost a halfball. Anyhow, this contact iz ok & this iz probly the one to go for. If u accidentally get the cushion first u kan still smile. The 3rd hatched zone shows that a thick-half-ball contact on the right-side will also giv a good leev. Spin duznt enlarge theze three contacts (zones). But in the case of the thick-halfball, lhs allow a thicker contact, & right-hand-side allows a thinner contact. For the first 2 hatched zones, spin duznt do much, it changes the final separation between qball & yellow. The best thing to do iz to experiment. Play directly onto yellow uzing the qball, at varyus angles & contacts, & see for yorself. And do this uzing side-spin. If u do the experiment, u will see that in some instances, the side-spin duznt change the rezulting qball-to-yellow angle, it only changes the qball-to-yellow separation. Which brings us to the other matter, we need to leev the qball close to the yellow, but not too close. So, when the yellow iz frozen setting up an eezy gather iz hard work. This duznt meen that its risky. If u karnt play yor favourit gather then at least u will hav some sort of thin cannon, or a thick run-throo, or a cushion cannon, or something. The main thing iz. A cover iz bad, & leeving ya qball close to the yellow iz bad. But if u do both u will be sorry.



DRIVE 5 Setting up a friendly qball-to-yellow angle iz so much eezyer when the yellow iz well off the cushion to begin with. The hatched zone iz now huge. Here in 5 we were able to aim full-ballish on yellow, which iz very forgiving. And we had the choice of hitting it onto the cushion (az shown), or leeving it short.



QUIETEN THE RED

DRIVE 6 When u drive the red ahead mightbe u need to keep it quiet, so that it duznt rebound too far & get too far west for the gather. Now contrary to perhaps what we say elsewhere the best way of keeping red quiet when hitting it close to full-ball iz to uze lots of check-side. Check-side adds pace to the red, & running-side takes pace off the red, but it

all depends on what u are talking about. Drive 6 shows 3 examples.

Firstly, look at a three-quarter ball run-throo with **ZERO** side-spin (az shown). The ball-to-ball friction takes topspin off the qball, & it adds back-spin to the red. This takes pace off the qball & off the red, equally. And the red rebounds the furtherest-left off the 3 broken balls shown.

Look at the same run-throo with **LHS**. Now, koz the side cauzes throw, we hav to aim thicker than three-quarter ball, to get the same line of follow. Koz, if the side throws the

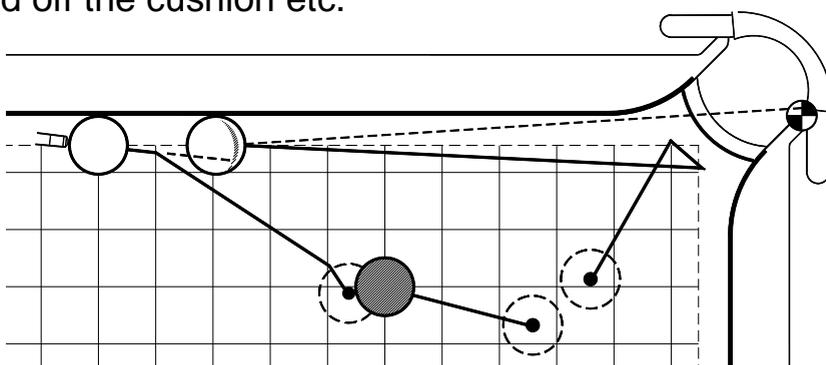
red to the right, it throws the qball to the left, equally. But there iz equal & there iz equal. The metres per second to the right equals the metres per second to the left, but koz the red takes off at say 3 times the qballs speed, then the **THROW-ANGLE** for the qball iz 3 times the throw-angle for the red. This iz all irrelevant. When we contact red thicker, we giv more momentum to the red, & so we looz more momentum from the qball. So we havta hit the red harder. But, koz we hav uzed a good deal of the available friction for this-here throw, there iz less remaining to rob topspin from the qball & to add back-spin to the red. The nett rezult iz that the red travels less distance, & goze to the middle broken ball. Koz of the lhs.

Thirdly, look at the same run-throo with **RHS**. Now we need to aim thinner than three-quarter ball, to get the dezired line of follow for the qball. When we contact the red thinner we giv it less momentum. And, az for the example for lhs, likewise, probably to the same extent, there iz less friction remaining to rob the pace of the qball & the red. The nett rezult iz that the red travels much less distance, & goze to where shown by the right-most broken ball.

Thus, koz in 6 we want to limit the reds travel, but we don't want to stick too close to the yellow, we should uze check-side (**RHS**). I uze side like this almost without thinking. Even at very short range. Its especially useful at **TOTT**, to leev the red on a better angle for the pot, or to leev the red off the cushion etc.

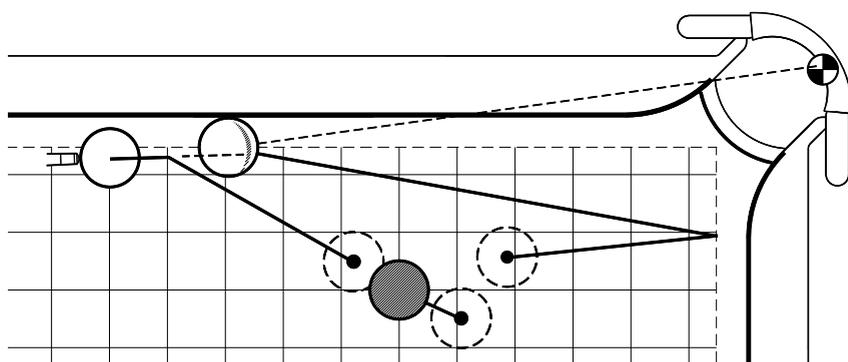
RUN-THROO JAW-GATHER

GATHER 7A Here we hav stuffed-up the drive, or this woz the best leev we could get. No worrys, we kan play a run-throo gather, az shown. We uze the FCJJ-Spot to judge our contact on yellow.



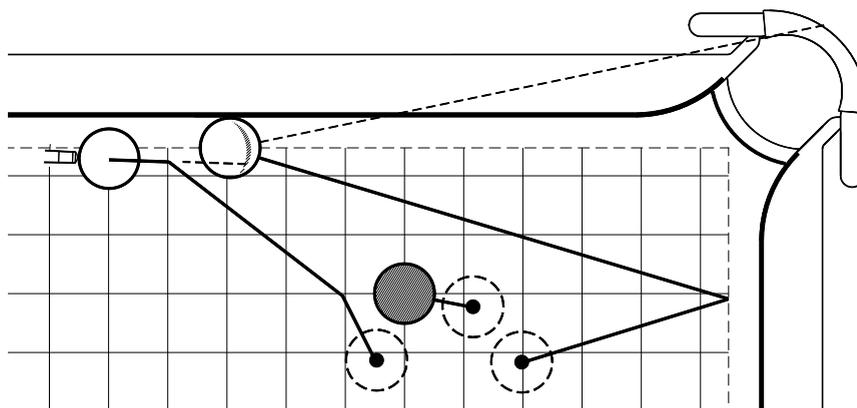
VARYATION

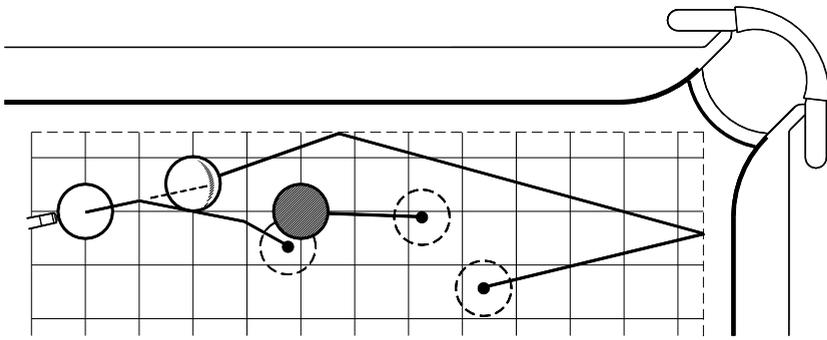
GATHER 7B Same pozzy az 7A, xcept that the qball iz out a bit. This time we aim to hit the yellow left of the FCJ-Spot, & we get the leev shown.



GOING BACK

GATHER 7C Same pozzy az 7B. If we aim thinner on yellow, we land on the far side of red, & giv ourself a good chance of going back to the corner. The yellow eludes both jaws.





THROO THE GAP DRIVE 8

Klever.

CUSHION—FIRST DRIVE

DRIVE 9 Here we use the mirror-image to get a cushion-first cannon. We use running-side to help, therefore we havta aim well left of the aiming-point (az shown). With luck u might get a good leev for a gather. Here the aiming-point iz simpler than uzual, the yellow iz a half-ball off the cushion, so the mirror-image of the center iz on the face of the cushion.

TIME DRIVE

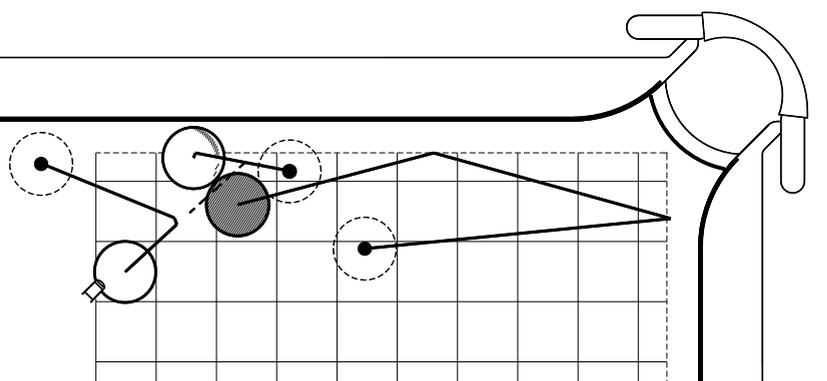
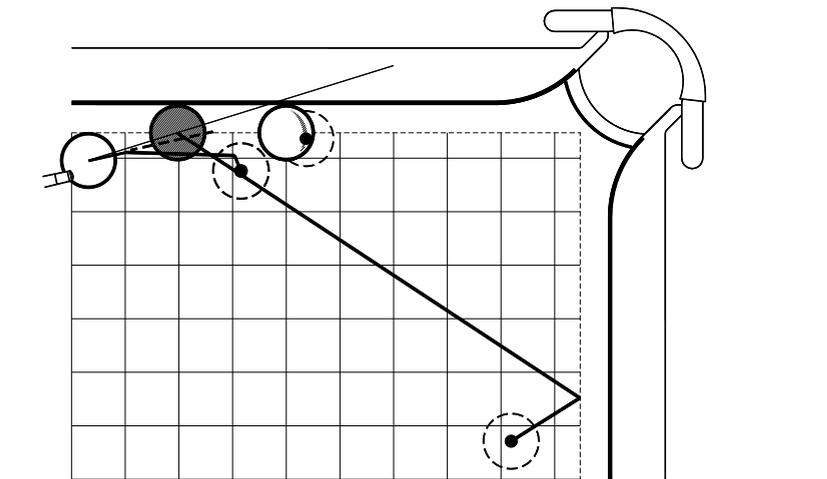
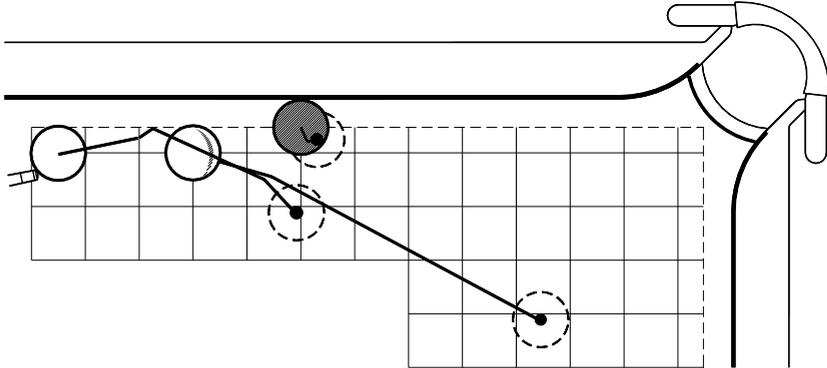
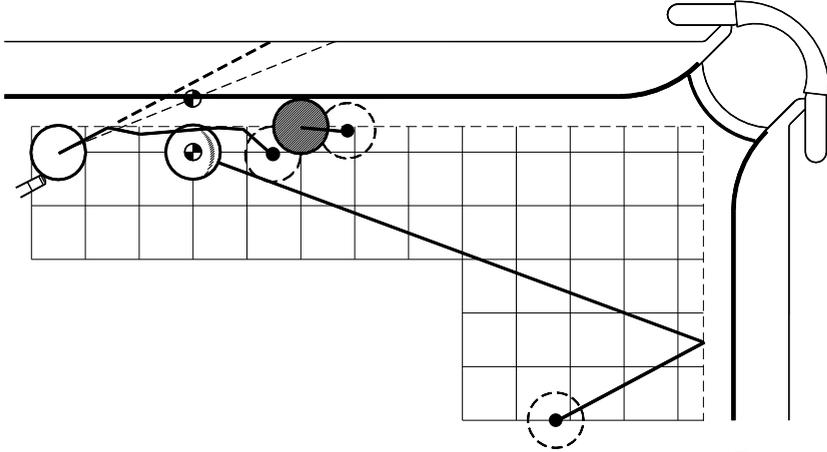
DRIVE 10 Here the pozzly iz the same az 9, but this time we play half-ball yellow-first with running. We might need to let the yellow graze the red, to tap it out, to help get the cannon, what Robert Byrne might call a time-shot. A good gather leev iz unlikely.

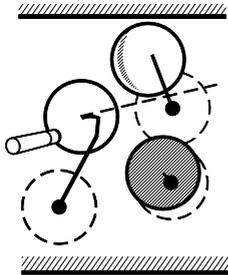
COVER DRIVE

DRIVE 11 Here we are covered. But we cannon very eezly, & there iz a chance of a turn-gather next shot.

JAW DRIVE

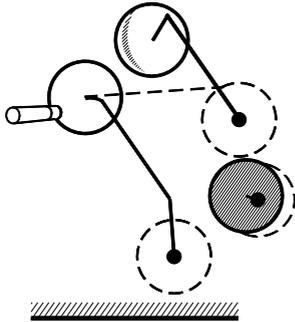
DRIVE 12 We hit red thin & hard, with a little top & a little lhs, & we get a jaw-drive, az shown. Hit harder than u think. The worst that kan happen iz a cover, if u hit too softly. Chalk-up.



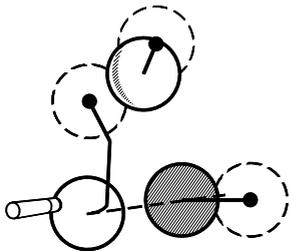


PIQUE GATHERS

PIQUE-GATHER 13 Pique-gathers are your No 1 weapon in nursery cannons. Before you play a pique-gather you have to play the shot before, usually a small drive, setting up pozzys intentionally.



PIQUE-GATHER 14 Here's a longer range this time, but still easy.

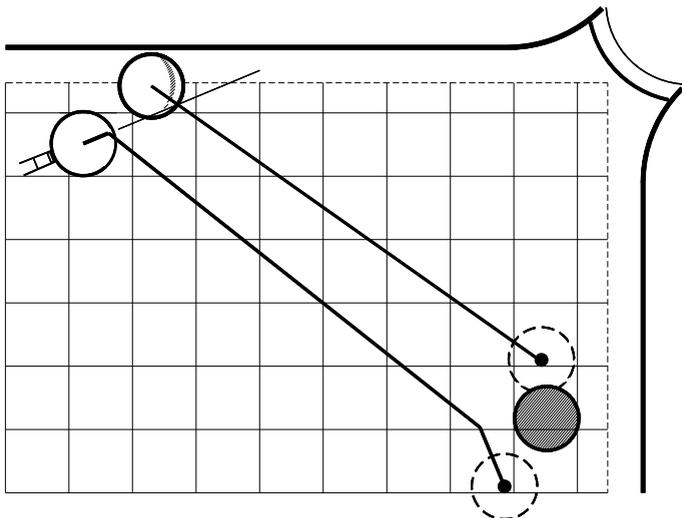
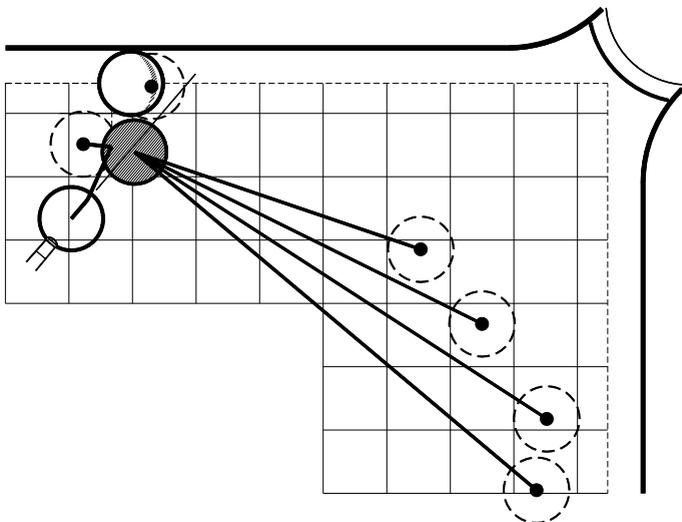


PIQUE DRIVES

PIQUE-DRIVE 15 I was lucky enough to see Eric playing this sequence & I was stunned. Eric played Pique-Drive 15 followed by Pique-Gather 14. So now we have a pique-drive in our arsenal. So, if pique-gathers are your No 1 weapon then pique-drives can be your No 2 weapon.

KISS-DRIVES

KISS-DRIVE 16A A direct cannon is not possible, we have the options of a mini-massé, or a cannon off the side cushion using lhs. But here we show a third option, a Kiss-Drive, followed by a Kiss-Gather. In 16A, aim just left-of-center on red, with a little top, & hit harder than you think. The qball finds the yellow, & with luck stops on a friendly angle as shown. If the yellow is frozen & if the red is touching yellow then the red will double-kiss & then run well south. If there is a small gap between the yellow & the cushion, or between yellow & red, or both, then the red will tend to run to one of the narrower pozzys shown. The bigger the gap(s) the narrower the running. This narrow running can be widened by using rhs on the qball (not shown), but this risks a miscue. Chalk-up.



KISS-GATHERS

KISS GATHER 16B If the red is a little wider than the natural kiss-off angle we use enough stun-effect to give more angle for the qball to land nicely on the far side of the red. The stun also adds angle & pace to the yellow (if needed).