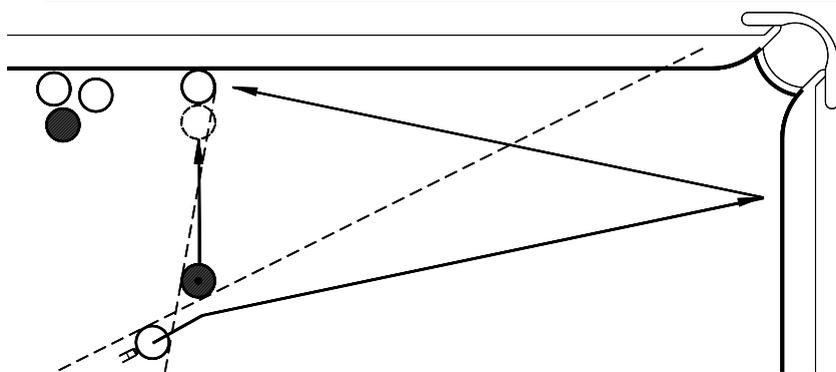
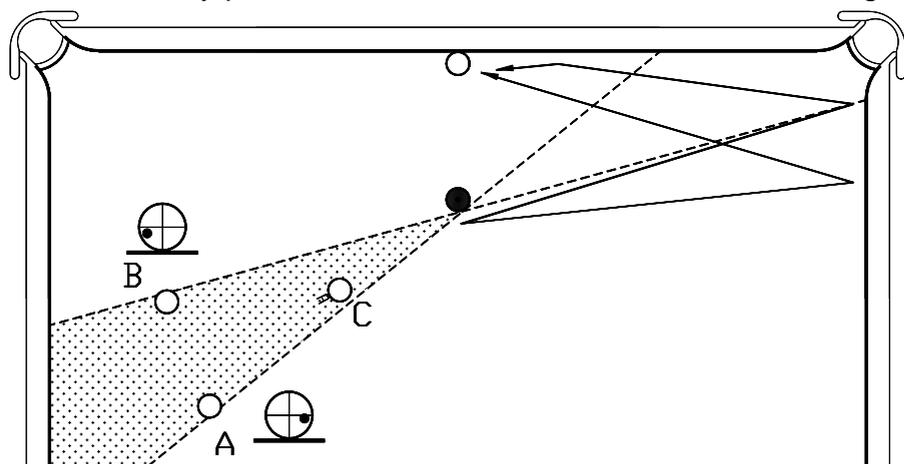


# THIN-GATHERS



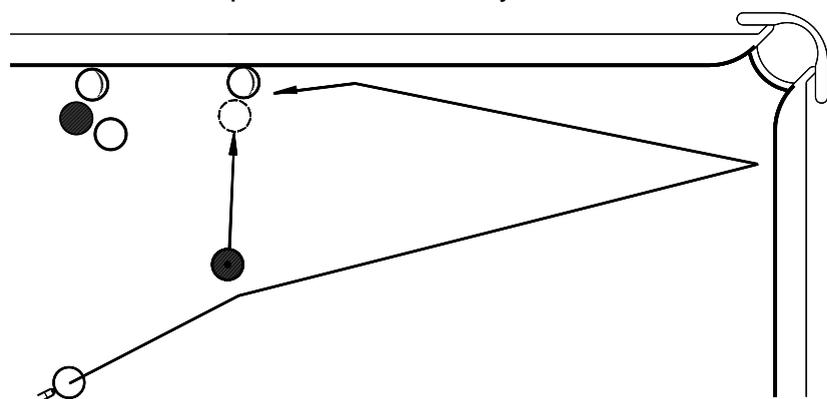
**THIN GATHER 1** Play thin on the rhs of the red to get the cannon off the side-cushion. The postmans thin-gather plays itself. U karnt avoid kutting the red over to the yellow to form an **IVORY WALL**. In Thin-Gather 1 the tangent to tangent line (the broken line) passes left of the left jaw. Judge the contact on the red to giv the qbball the needed line for the

cannon. Too **THIN** on red iz better than too **THICK**. Too thick and the qbball misses the yellow. Too thin (u know what i meen) & u probably get the cannon but the red stops short of good pozzy. Also, too thick, the red hits the yellow almost half-ball on the rhs, & blocks any cannon anyhow. Too **HARD** iz better than too **SOFT**. U need to land softly on yellow, but too soft & u giv the opponent a prezent. So, don't get too cute, especially on a strange table. Right-handed players would naturally prefer the **MIRROR-IMAGE**, ie a thin-gather off the left-cushion.



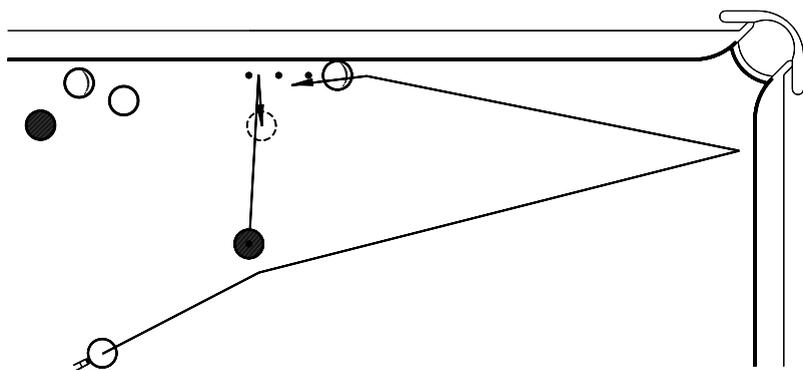
**THIN-GATHER 2** The thin-gather iz so eezy that it iz tempting to play it when the qbball iz a long way from the red. Even when an eezy direct cannon (postmans) iz on offer. Theoretically, there iz a very large **ZONE** (shown hatched) where we kan play a thin-gather. But, realistically, the further away from the red, & the

nearer to the edges of the area, the riskyer the gather, u might miss the cannon. **NEAR B** u hit the red thin with lhs, & near A thick with rhs. The arrows show the possible qbball trajectory. The qbball at **C** iz in perfikt postmans. Here u kan play a thick-gather or the simplest of thin-gathers (with no side). Try all options to see which one yields u more points. If u are good at postmans then u should save the gather for when u looz good postmans. The qbball at **A** iz on the same postmans line az **C**, but here u will need a thick contact plus rhs. The thicker contact will keep the qbball away from the jaw, & the rhs will giv the qbball a squarer rebound off the side cushion to ensure the cannon. The rhs will also keep the red from landing east on yellow & robbing the cannon. And the rhs will keep the red quieter, to reduce the kiss-back off yellow. For the thinnest cannons (**B**), the **RED** will stop just a bit short of yellow. Therefor hit a bit harder to get the red closer, but don't overdo it koz we don't want the qbball to land on the yellow too hard.

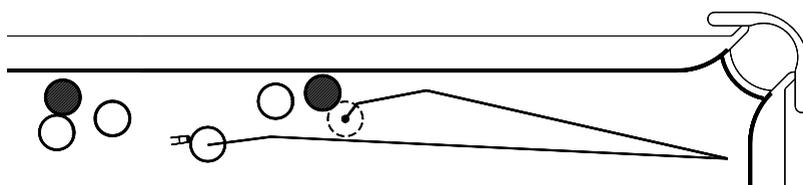


**THIN-GATHER 3** Here the yellow iz a half-ball east of perfikt postmans. This iz the best pozzy for a Thin-Gather. Koz here the red will not land on the east side of yellow. Hence u kan play thickish on the red without having to worry about the red blocking the cannon. And, the red iz more eager to form an ivory wall. And, the ivory wall iz more solid, koz the red sits a little behind yellow. We don't

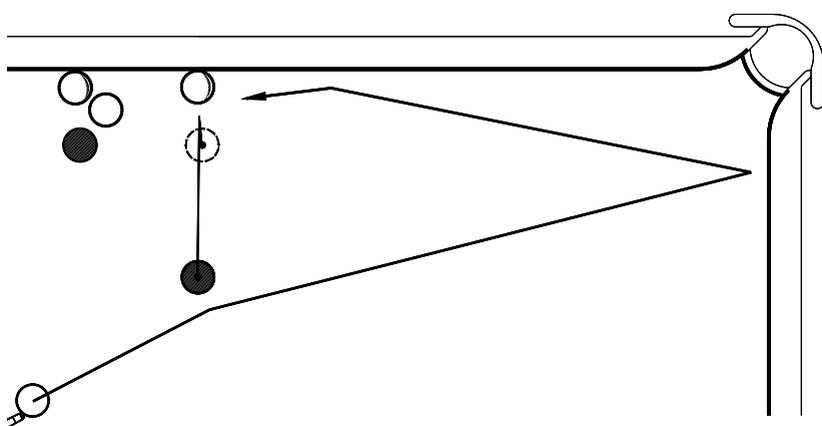
havta land softly on yellow, in fact harder iz better. The red holds the yellow from scattering. The best strategy iz to play a bit thinner than uzual, & with a bit more lhs (& harder), to get a bit of the top-cushion before the yellow (shown). Right-handers will prefer the mirror-image of this set-up, uzing the left-hand cushion. So praktis both ways.



**THIN-GATHER 4** Here the yellow iz 3 balls east of perfikt postmans. Now u kan play even harder, to bump the yellow closer to the red. U kan get gathers with the yellow 6 balls east, or even 8 balls.



**GATHER AGAIN THIN-GATHER 5** Here, u stuffed up a gather. It iz eezy to turn this into a good gather, az shown. Hit yellow thinner than u think. Uze more side than u think. So, it iz actually another friendly pozzy.



**SQUEEZ ROCKER THIN-GATHER 6** Here iz that thin-gather leeding to a Squeez Pendulum-Rocker, that i mentioned earlier. But i only show it here for interest. Squeez-Rocker iz not something u would uzually try for, it iz really only a wellkum accident, not az dependable az other rockers etc. Here in Thin-Gather 6 u uzually hav to hit hardish, about an 1/8th ball on red or thicker, & uzually with a bit of rhs, hence the cannon iz risky. The red hits yellow allmost full, & bounces back allmost 1 ball. The uzual thing iz to hit red too thick, & hence the red hits the yellow too much east of center, very badly dunn the red blocks the qball & hence zero cannon.

*I achieved the ambition of my life when the marker at the Memorial Hall, Farringdon-street, announced that i had made a break of 3262. My father had the same ambition for me i think, for his cablegram of congratulations reads:*

*"Acrobatic jollifications here over break. Bravo, Walter. Regards."*

*I suppose everybody is talking about the skill of such a feat as a 3000 break, & yet i cannot help thinking that it is largely a matter of having the right system of play. I have perfected my **SYSTEM**. Quite early in my career as a billiards player i studied the **METHODS** of famous English cueists who visited Australia, & in particular i noted how long they took to score. I saw that if they made 700 or 800 points in an hour i had to find methods which would enable me to score at the rate of, say, from 1200 to 1400 in the hour. I set about seeking a combination of play or **MANOEUVRES** at the table which would give me this advantage, & it took me three years to perfect my present **SYSTEM**. It is quite different to the methods employed by other players.*

*It had **TWO** vital phases in which i had to be perfect. Weakness in one would have spoiled the entire combination. I refer to top-of-the-table play & nursery cannons. I noticed that most of the noted professionals when making a break stuck to the one method until they broke down,*

*but i have a certain **MOVE** at the spot end of the table by which i can **SWITCH** from the top-of-the-table to the nursery cannons at **ONE** stroke, & at any **MOMENT** i select for the move. This relieves the **MONOTONY & STRAIN** when making a large break, & by this method i can score 1000 points in thirty minutes, whereas other players take fifty to sixty minutes to score the same number of points.*

*Now you have an idea how i came to score a break of 3000 without undue physical or **MENTAL FATIGUE**, &, indeed, i could have gone on indefinitely but for that hair from the brush which deviated my ball by a fraction of an inch.*

**COMMENTS** I reckon that Wally actually must hav sed **MOOVS**, koz there are lots of different ways of playing nursery gathers, i meen lots of different pozzys needing different ways. I suppoze that there are lotsa pozzys at top where u kan **SWITCH** to nurserys at one stroke, but here again i reckon that Wally must hav been **MISQUOTED**. Koz, mostly u will havta firstly set up a friendly pozy, in which kase u will take 2 or more shots befor u actually try a switch. What Wally possibly ment woz that he didn't kare where the yellow woz. But surely the qball haz to be suitably placed. When Wally sed at any **MOMENT** i select for the moov, that duznt meen that he could make the moov at any moment, all it meens to me iz that Wally makes the moov at a moment that Wally selekts. See? **THIN-GATHER 7** looks into some of this stuff.

