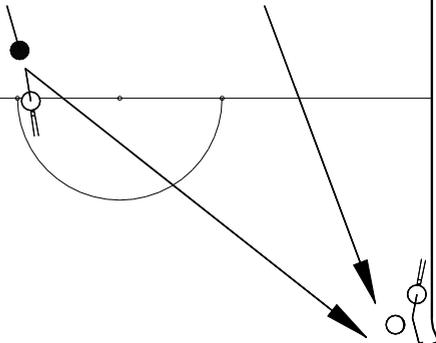


DEE GATHERS

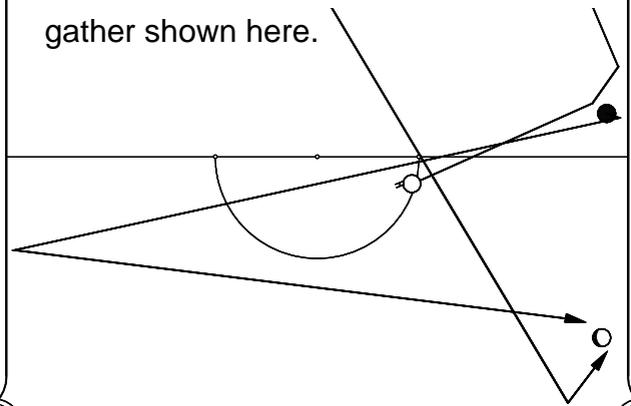
WALLY SPECIAL DEE GATHER 1

Murt told me that Wally told Murt that Wally played this sequence in a match against Joe. The first shot woz a thin in-off the white into the right-baulk-pocket. Joe sed that this woz the worst shot that he had ever seen. The second shot woz this $\frac{3}{4}$ ball screw that gave Wally a nice nursery.



WALLY STORY DEE GATHER 2

Me old Cheltenham team-mate, Brian Bell, woz coached by that old-timer Jack Webb. Brian sometimes vizited Lindrum's Flinders Lane basement saloon, & Jack told Brian that, if he had the chance, to ask Wally what Wally would play when the balls were set up like this. One day Brian woz playing snooker at Lindrum's & Wally introduced himself & Brian saw hiz chance. Brian sez that Wally played a cannon off the red 4 different ways, & scored the cannon each way. I reckon that one of the four must hav been the gather shown here.

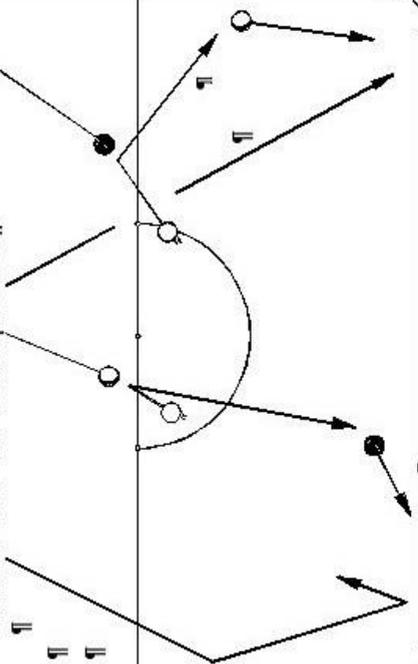


BAULK-GATHER 3 1/1 OFF-YELLOW 1/1

A screw-gather. Right-hand-side. uzually givs a chance of cannoning off the baulk-cushion, if we miss the red the first time. If the red woz much closer we might not play this sort of gather we might play to drop yellow near the spot off 1 or 2 or 3 cushions, & bump the red towards the baulk pocket. 1/1

BAULK-GATHER 4 1/1 OFF-RED 1/1

The simple way of getting yellow into play iz a stun-gather az shown. Right-hand-side uzually givs the red a more accurat travel. Hit at 4 or 5 o'clock. A 90 degree angle iz uzually nice. If the red were the yellow, we wouldn't gather, we would play to drop the yellow near the Spot, off 1 or 2 cushions, & bump the red over the baulk pocket. 1/1



DEE GATHER 5 KISS GATHERS

Here iz a goody. When the **RED & QBALL** are both **FROZEN**, a **HALF-BALL** contact on red givs almost zero kiss-effect, the Deflexion Angle iz near'nuff our familiar half-ball, ie the Deflexion Angle we would get if the red were well off the cushion. And the red follows closely by the qball on the trajectory shown.

A **HALF-BALL KISS-OFF** played from in-hand givs near'nuff the identical trajectory for the qball, despite the fact that this time there iz a double-kiss on the red. The drawing shows a stroke from the **YELLOW-SPOT**, & a stroke from the **GREEN SPOT**. So, when the red iz frozen, & the qball iz on an angle somewhere between the cushion & 40° , all half-ball contacts on red rezult in the same qball trajectory. And all half-ball strokes giv the red a consistent trajectory. We show a cannon from red to yellow, the yellow frozen on the half-ball-line. Hence a half-ball aim from allmost anywhere on the lower half of the table givs the cannon. To better judge this natural half-ball kiss-off trajectory off the red, in a match, uzually with the qball in-hand, simply walk over & imagin the natural half-ball angle that u would get (off the red) if the qball were on the cushion near baulk. Would this giv a cannon? If the ansver iz yes, then walk back & play half-ball on red. Bingo. In the drawing, when u play a half-ball kiss-off from the yellow spot in the Dee, the red will trail the qball by 200mm by the time the qball reeches the yellow. The red drawn 200mm before the yellow iz meant to show this rezult. But, this trailing distance iz morer the wider the attack (ie from the green spot), & lesserer the narrower the attack (eg from near the side cushion). This can be critical. If for some silly reazon u want the red to trail so closely behind the qball that they look joined, then, from the yellow spot, u will need to contact the red a thick half-ball (ie $9/16$). But, if u contact the red a $5/8^{\text{th}}$ ball, the red iz likely to win the race to the yellow, & hence rob u of the cannon.

The trajectoryys are unchanged, but the trailing distances are changed, possibly reversed. It gets better. From the **YELLOW SPOT**, u can get the cannon if u contact the red az thin az a quarter-ball, or az thick az $9/16$. And the qball & red trajectoryys are unchanged. But the trailing-distances vary. So, the margin-for-error for this sort of cannon iz goodish. In fact, the margin-for-error iz bestish from the

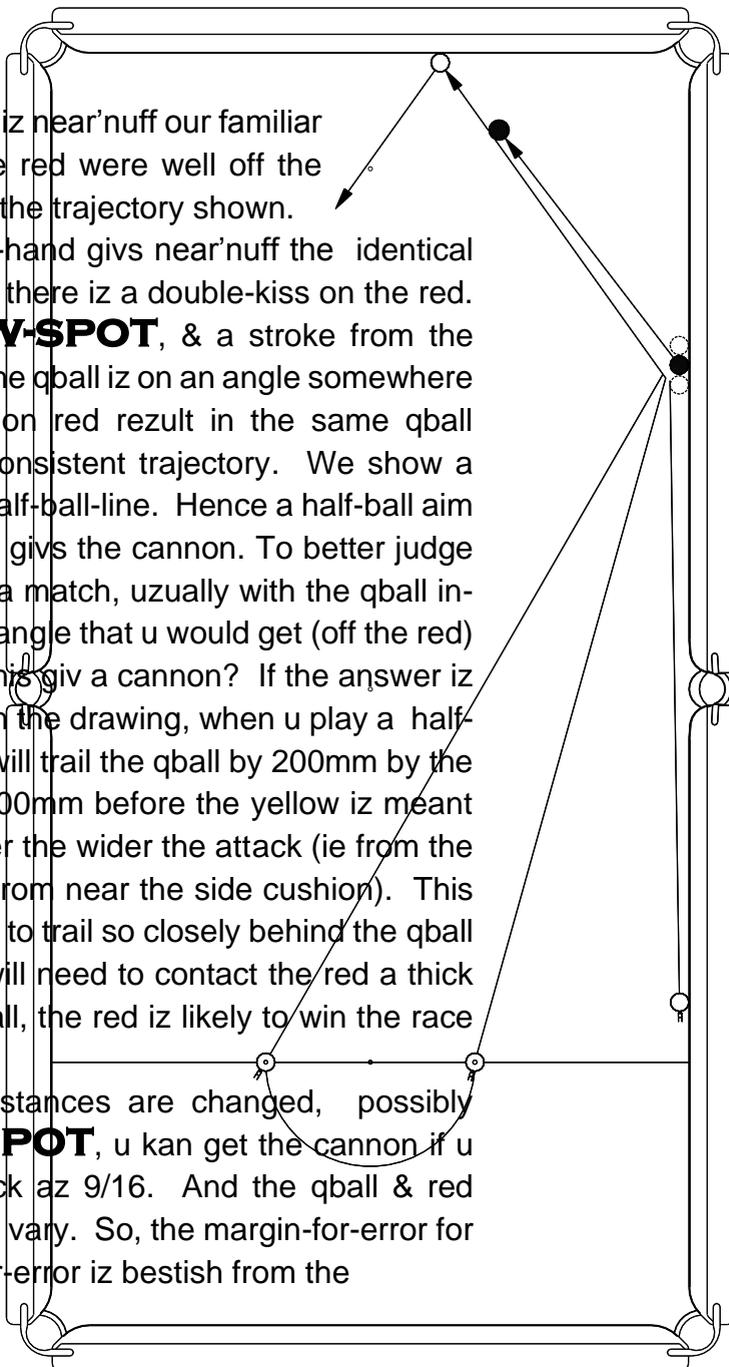
GREEN SPOT, koz here anything between a quarter-ball & a $5/8^{\text{th}}$ ball iz good. Actually, the

kiss-off-angles from the green spot are very slightly narrower than from the yellow spot. Xcept for the half-ball contact, whence it iz identical. And, the **RED TRAJECTORIES** are likewise a bit narrower, xcept for the half-ball contact. **RUNNING SIDE**, lhs here, widens the kiss-off-angle

by up to one ball, but only when the contact iz thicker than half-ball. Az well az leeving the red further behind. **CHECK-SIDE**, rhs here, narrows the kiss-off-angle by up to one ball, az well az trailing the red closer behind, for all contacts less than or thicker than a half-ball. Check-side makes no difference to the trajectory if the contact iz half-ball, but givs a poorer margin-for-error for the cannon.

Running-side improovs the margin-for-error for the cannon compared to a plain stroke, but might in itself introduce other errors. The **2 BROKEN BALLS** show the limits of the range of pozzys for red, where a nice gather-cannon iz on, uzing check-side or running-side, or shooting from the Green Spot etc. If the red iz a few mm off the cushion it makes little difference to any or all of the above. But, if **A QUARTER-BALL OFF**, the margin-for-error for the cannon iz much poorer, the qball trajectory iz wider, & the red trajectory iz narrower. The **RED** wants to win the race & spoil the cannon.

The **GREEN SPOT** givs a better margin-for-error, az uzual. Notice that the qball would hit the red if it were on theSpot, ie if the yellow woz the **KISSEE**, ie first ball on the side-cushion. From the Dee, u would swear that the red in the drawing woz at the third-point of the side cushion, not the mid-point, not that this matters.



DEE GATHER 6

SAINT WALLY'S DROP GATHERS

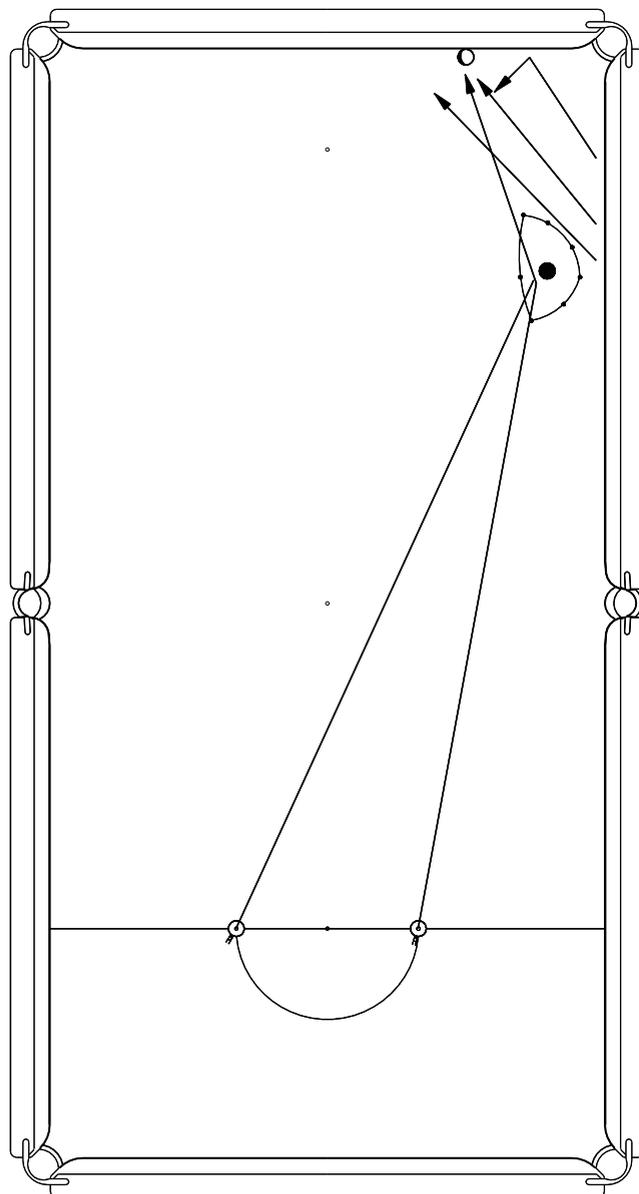
In hiz book BILLIARDS Wally sez.....
Diagram 58 shows a shot i play with the deliberate intention of leaving nursery cannons. It is a drop cannon from hand, with the object-balls closer together than is typical in this class of shot. Considering what i said concerning the positional treachery of the drop cannon, it may seem singular for me to talk of leaving nurseries from one of them. But there is an exception to every rule, & in this case the exact lie of the balls is the thing to notice.

Wally's Diagram 58 shows the red in a similar pozzy to my drawing Dee-Gather 6 but Wally shows the yellow off the cushion. With the yellow on the quarter-point of the top-cushion (shown), a reasonably eezy cannon iz possible with the red placed anywhere in a large area (not shown), the qball having the whole Dee available az uzual. But, not all such cannons can leev a good gather. The pace of the red iz the key. Also, some red

pozzys within the large area referred to are too risky, uzually koz of a possible double-kiss robbing u of the cannon. Here the drawn paddock shows the sub-area where there iz a fair chance of a good gather, & not too much risk of missing the cannon, which would be a damn sin.

OPTIONS With the red in the middle of the paddock (shown), u hav options. U kan spot near the green spot, & uze lots of running-side (lhs here). Or u kan spot for a plain-ball, ie zero sidespin. Or u kan spot narrower, & uze check-side (actually this iz not quite on, here).

The drawn paddock duznt include any red less than 1-ball from the cushion, koz, closer than 1-ball, a robbing double-kiss iz possible. If the red iz nearish the cushion, the best play iz uzually to spot wide, & uze lots of running-side (lhs), the red uzually crossing over to the left side of yellow (see arrow), in which case u would try to ensure that the qball lands on the rhs of yellow, to leev nurserys going anti-clockwize (ie ok for a lefty). The red can join the yellow 3 basic ways, az shown by the 3 arrows. It can cross-over, to leev nurserys going anti-clockwize. It can double straight to the yellow, uzually colliding with the yellow or the qball. Or the red kan kum off the top-cushion. Uzually only 2 of these ways are possible, but in some pozzys any of the 3 can giv a goodish leev. And uzually u don't really know which of the 2 or 3 possibilitys will happen. Uzually u are just glad to get the cannon, & doubly glad if u avoid a bad cover.



DEE GATHER 7 DROP GATHERS

Here we show the paddock & the red & yellow from Drop Gather 6, ie with the yellow at the quarter-point of the top-cushion, ie at 4/16th. We also show the red & yellow for 3/16th & for 5/16th, but them 2 paddocks have been omitted. The 3 reds show the best 3 places for 3 nice gather-cannons onto the 3 respectiv yellows, played from 3 respectiv

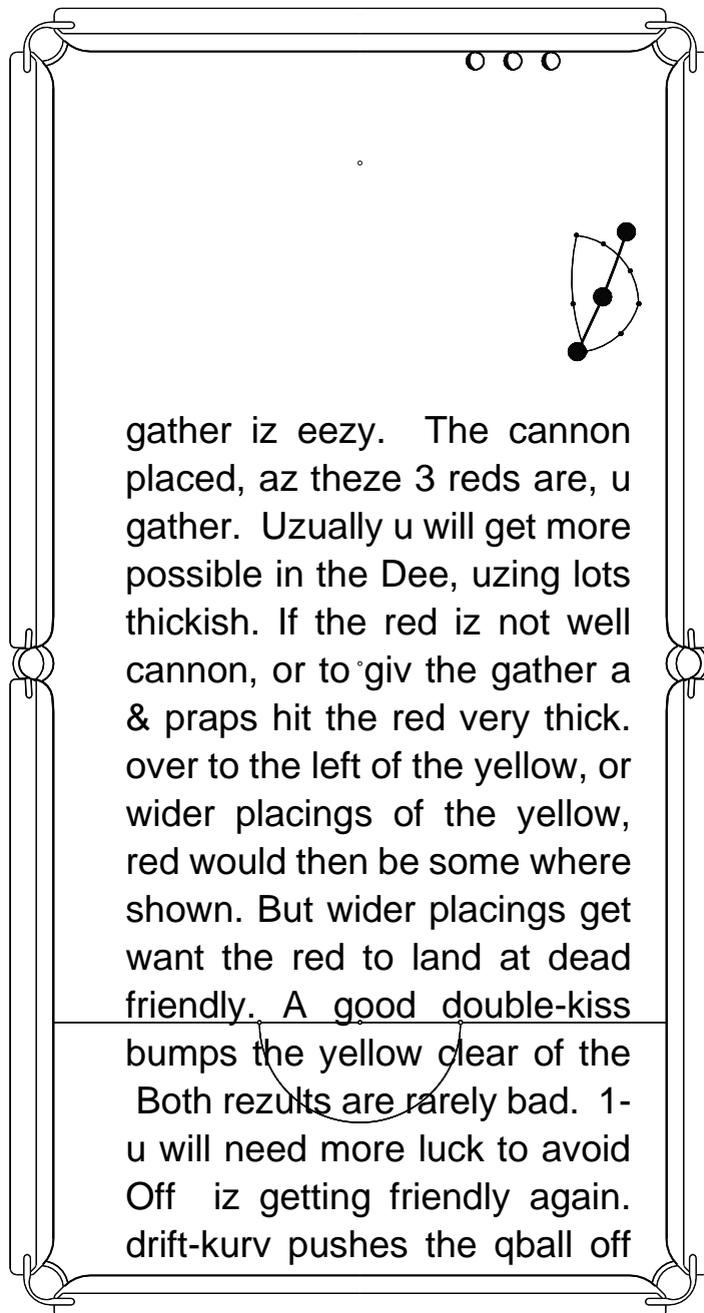
places in the Dee (not shown). Not that any alone iz by no means foolproof. If a red iz well might hav a choice of ways of playing the consistent rezults if u play from az wide az of running-side (lhs here), hitting the red placed, u havta make a decizion. To cash the go. In any case u might havta uze check-side, U might even hav to rezort to crossing the red whatever. Obviously gathers r possible with 6/16, 7/16, 8/16 etc. The ideal pozzy for the along an extension of the curved line

difficult, u uzually havta hit red thickish, if u pace. Having the yellow frozen iz actually leevs the yellow where it iz. A thinnish contact cushion, & leevs the qball clear of the yellow.

Ball Off But if the yellow iz 1-ball off the cush a cover. 2-Balls off iz little better. 3-Balls

The main trouble with theze cannons iz that line when uzing zero spin, az duz spin-kurv when u are uzing sidespin. And u kan probly

include swerv-kurv, due to the raized qbutt. These kurvs are never dependable, even on your home table. U kan allow for say a half-ball of kurv, but get 1-ball. Sometimes the ball goze the wrong way. Everyone haz their own way of playing theze shots. Some uze drag, with or without sidespin, to reduce the time taken, & koz skidding iz less variable than rolling. Some uze a 2-finger grip, to reduce squirt, when uzing sidespin. Some uze a firm full-grip, & allow for the extra squirt. Some prefer zero sidespin & zero drag, hoping that the better judgement of pace will be rewarded. One little thing about drop cannons. There are 4 types. Red-white, white-red, yellow-red, & red-yellow. The eyes see each differently. If i win the string, i pick the white az my qball. If i looz, my opponents uzually pick yellow anyhow. So, i praktis uzing white az qball. This means that i uzually only havta put up with red-yellow & yellow-red. Ask Joe Minici, Joe couldn't believe the difference. White-red & red-white drop cannonz suck. Same for in-offs. In-off yellow iz not too dissimilar to in-off red. The white iz poizon, it looks smaller or further away or something. Check it out.



gather iz eezy. The cannon placed, az theze 3 reds are, u gather. Uzually u will get more possible in the Dee, uzing lots thickish. If the red iz not well cannon, or to giv the gather a & praps hit the red very thick. over to the left of the yellow, or wider placings of the yellow, red would then be some where shown. But wider placings get want the red to land at dead friendly. A good double-kiss bumps the yellow clear of the Both rezults are rarely bad. 1- u will need more luck to avoid Off iz getting friendly again. drift-kurv pushes the qball off

DEE GATHER 8

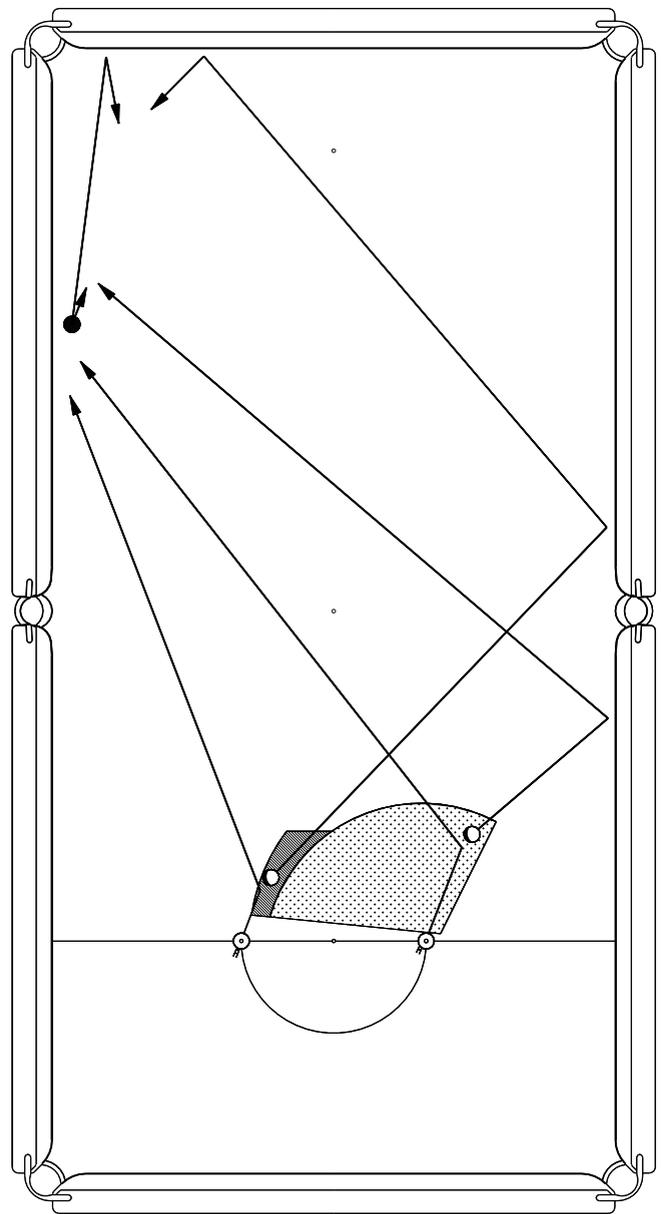
DOUBLED CORNER GATHERS

HATCHED ZONE With the yellow in the hatched zone, qball in hand, we can play a rolling cannon, the balls gathering near the corner-pocket. The key is to hit the yellow close to the middle-pocket. The problem is that the red gets too much pace. So, if you have the guts to hit the yellow thickish, with some stun, you have more chance of a nice cluster. Some players would just bump the yellow to a floating-white pozzie (not shown), & bump the red towards the pocket. That's ok, nursery will know soon enough. With the red just off the cushion (as shown), you can use some rhs, this adds pace to the yellow, while making the red a bigger target.

DOUBLED SIDE GATHERS

X-HATCHED ZONE With the yellow in the X-Hatched Zone, we can play a stun cannon, the yellow doubling over to the red, at dead pace. The red is bumped only say 200mm. Use lhs to take pace off the yellow. The tendency is to underestimate the throw on yellow, due to the lhs on the qball, which can send the yellow too far south, so, hit yellow thicker than you think. Usually hit the

qball at 7 o'clock or 8 o'clock. Usually you need to set up an angle of say 65° , which feels like 75° . If you set up too narrow the yellow will not reach the red. If the qball is close to the yellow, the tendency is to overscrew, & hence miss the cannon. If the yellow is far away, the tendency is to underscrew. Usually you will need to hit the yellow very close to the middle-pocket. If the red is almost 1-ball off the cushion, you have a nice big target. Sometimes a Corner Gather or a Side Gather is the easiest option. What I mean is, sometimes the yellow is in tricky pozzie. A short-jenny might be out. A thin in-off into the middle-pocket might be on, but it is always a worry. But, if you do go for & get a short-jenny or a thin in-off, sooner or later, you will still have to play some sort of cannon onto the red, or off the red. A tough sequence, not foolproof. So, why not go straight to a Corner Gather or a Side Gather. But they need practice. If you get confident with this type of gather, billiards will never be the same. It's like all of your nursery & turns etc. If you rely on natural half-ball angles all the time, & do not master stuns & screws, then you will be missing out. Missing out on much of the enjoyment. Life is too short. In a way, these long range corner & side gathers are just a nursery cannon, but 25 times bigger.



DEE GATHER 9

RICOCHET GATHERS YELLOW ON CUSHION AT A

Here the yellow is frozen just north of the middle-pocket. A three-quarter-ball run-thro from the brown spot will give the gather in the corner. Hit hard, & not too high. Zero sidespin is best. If the yellow is 1 or 2 balls off the cushion (not shown), a gather is possible from near the green spot (the west end of the Dee).

YELLOW ON CUSHION AT B

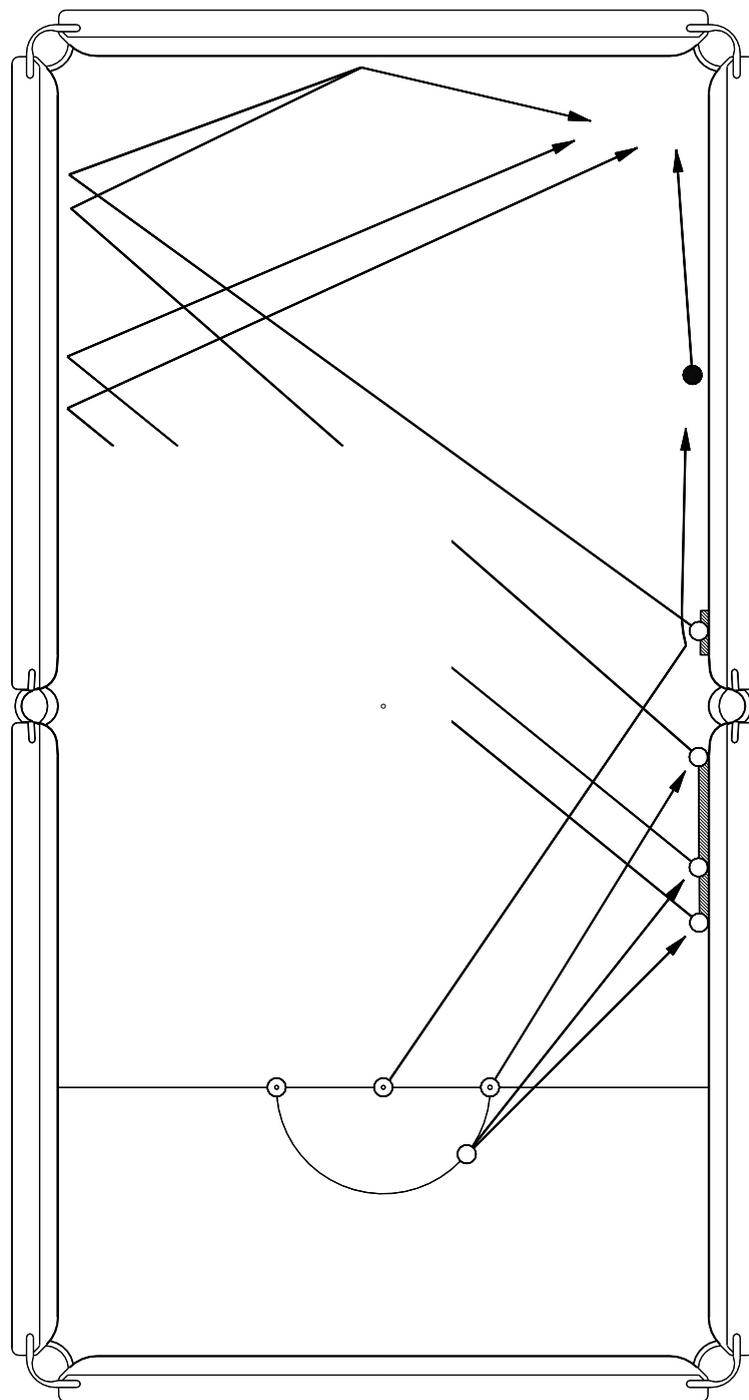
Here the yellow is frozen just south of the middle-pocket. A three-quarter-ball run-thro from the green spot will give the gather. Hit hard. Hit the qbball just above the equator, coz too much topspin will result in the qbball hitting the jaws. Zero sidespin is best.

YELLOW ON CUSHION AT C

Here the yellow is frozen 1/3rd of the way to the baulk line. A 7/8th run-thro from the widest part of the Dee will give the gather. Hit hard, & hit the qbball on the equator, or not much higher, to get some stun, otherwise the qbball might hit the jaws. Zero sidespin is best.

YELLOW ON CUSHION AT D

Here the yellow is frozen 1/2 way to the baulk line. A full-ball run-thro from the widest part of the Dee will give the gather. Hit hard, & hit the qbball with maximum topspin. Zero sidespin is best. The qbball might hug the cushion all the way to the red.



DEE GATHER 10

RUNTHROO CORNER GATHERS

YELLOW AT A Here the yellow is on the line between the brown spot & the right-hand jaw of the middle-pocket. Play from the brown spot. Hit the yellow 7/8th ball, hard. Some check side (rhs) might help. The small hatched zones on the side cushion are from Dee Gather 9, they are shown for interest & comparison only.

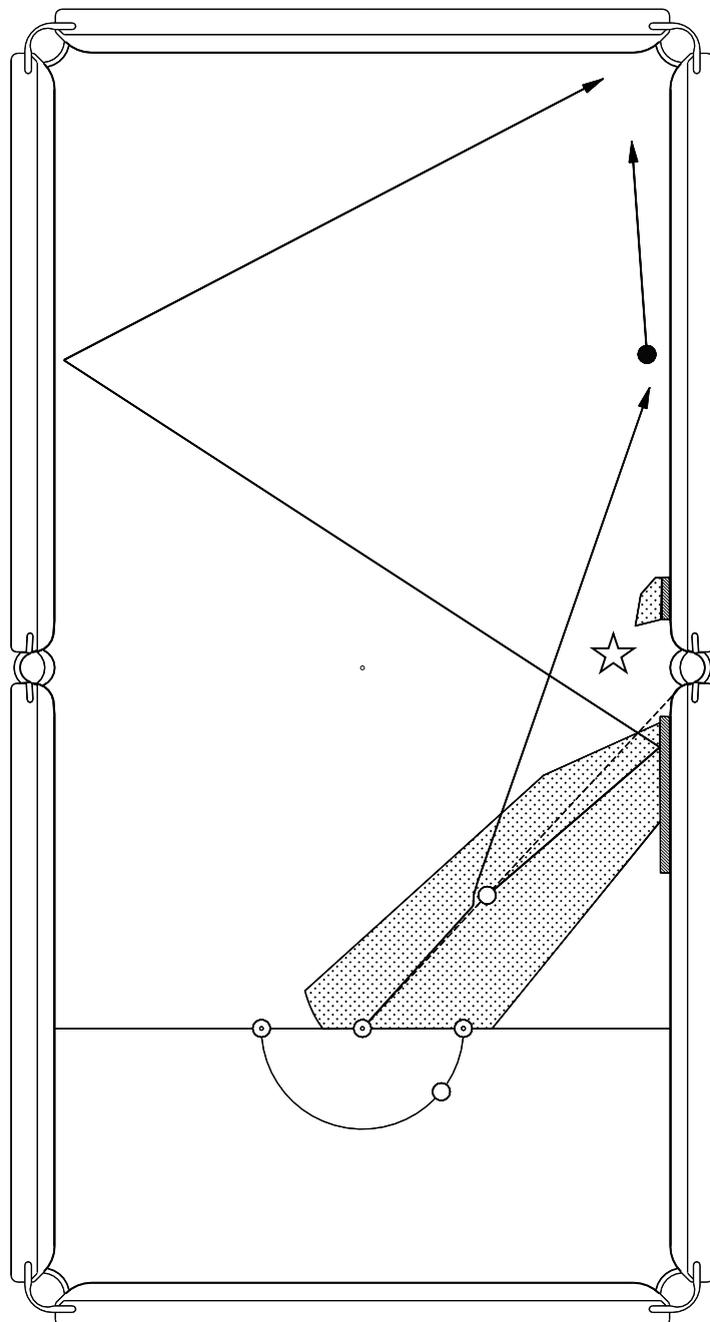
X-HATCHED ZONE A similar gather is possible from anywhere in the cross-hatched zone.

YELLOW WEST

If the yellow is to the left of the line A, you play as for A, i.e. place the cue ball on the line through yellow to the right-hand jaw. Koz, it's best if you hit the yellow as close as possible to the jaw, to give the yellow a line that takes it closer to the right-hand top pocket. Some rhs will help, but sidespin makes the shot more difficult & you might miss the cannon.

YELLOW EAST If the yellow is to the right of the line in A, you have a little more freedom in where you might aim on the yellow. Mostly you will be hitting the yellow between $\frac{3}{4}$ & $\frac{7}{8}$. Hit high, with zero spin.

YELLOW AT ZONE NEAR ☆ If the yellow is near this small zone, a similar run-throo gather in the corner is possible.

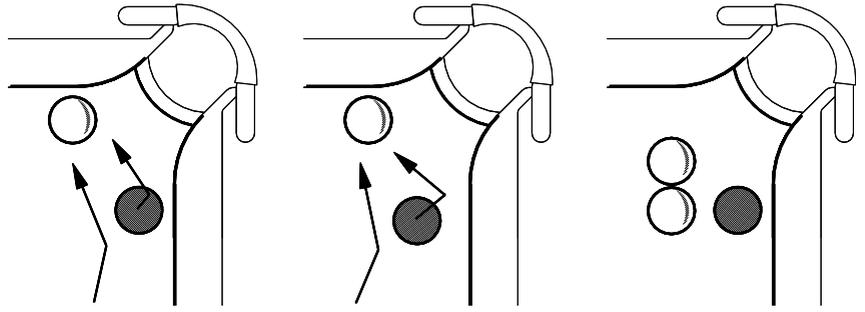


With any of these shots, if you don't hit hard, you are likely to get good tott. In some sections of the cross-hatched area, an in-off yellow is possible, into the middle-pocket (a thin in-off, or a short-jenny). In some sections, the gather is difficult. Anyhow, it's all up to you. Note also, in some sections of the zone you have the option of playing a gather as per Dee Gathers 8. But I reckon that Dee Gathers 8 are more difficult & less likely to give a good result. Dee Gathers 8, 9 & 10 kum up all the time. The optional safe shots or safe sequences, like the simple direct cannon, are not safe, they have danger, they are not foolproof. See for yourself. Practising 8, 9 & 10 for the first time will be surprising, the balls are magnetic.

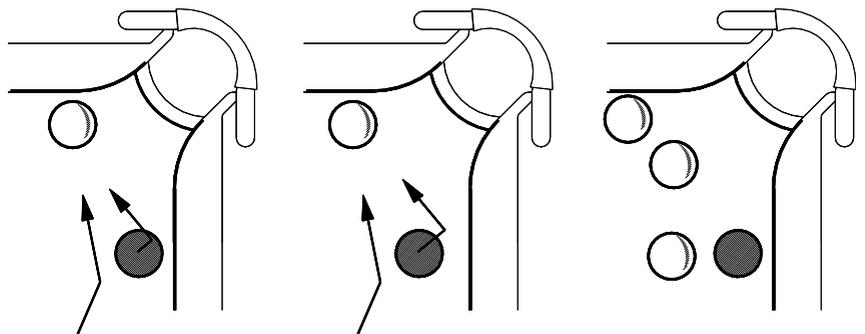
DEE GATHERS NEAR THE CORNER

CORNER GATHERS 1 1 12 & 13 When playing close cannons near the right-hand top-corner, if u get into trouble, u kan play a baby in-off to set up one of these gathers from the Dee.

11A iz bad koz unless u play at dead pace the red will do its best to scatter the balls. **11B** iz better, the red iz off the cushion, so u kan play it from the left of the Dee. **11C** shows 2 good places for the yellow. For the bottom yellow, u would play a yellow-first cannon.



12A the red iz too near the cushion, & it will kiss the qball out. **12B** iz better. **12C** shows 3 pozzys where the yellow would allow an eezy cannon. For the bottom yellow, u would play a yellow-first cannon.



13A the yellow iz far'nuff west to allow the red to be saved by uzing the jaw. **13B** the yellow iz far'nuff south to allow a cushion-first-cannon, the red jawing to goodish pozzy. **13C** u don't care whether u get the yellow first or the red first.

