

MACKA'S TO&FRO

THE MERCURY HOBART SAT 20 FEB 1932.

*"London. February 18. In his match with Davis to-day Clark McConachy (New Zealand) made a break of 1130, including **297** nursery cannons, which is a world record, beating Lindrum's run of **284** nursery cannons. McConachy took the balls to and fro along the top cushion nine times, and worked them down the side until he lost one at the middle pocket."*

THE EXAMINER LAUNCESTON SAT 20 FEB 1932
NURSERY CANNON RECORD -- MCCONACHY'S ACHIEVEMENT
LONDON, FEB 18.

Davis is now 6303 and McConachy 5964, including a break of 1130, in which 297 nursery cannons, a world's record, beating Lindrum's 284. He took the balls to and fro along the top cushions nine times, and worked them down the side until he made a middle pocket loser.

HUTT NEWS -- 4 MAY 1932 BILLIARDS SENSATION

Clark McConachy has made the greatest sporting gesture of the century in the world of billiards, writes a correspondent in an English paper. Having made a world's record of 297 close cannons, he sets aside all personal kudos, and states bluntly that his record proves the need for further limitation of close cannons "in the best interests of English billiards."

He is right, but he alone could make an effective stand for the change he advocates. His position as record-holder places him above all criticism on the grounds that he wants to eliminate what he cannot execute. The "turning movement" he sprung on at Thurston's is creative art of the highest order; the game has never seen a more beautiful example of glorious ball-control. It is as far removed as anything can be from some of the perpetual scoring methods of the past, which called for no great skill to pile up points when once a set position was attained.

McConachy's manoeuvre is nothing like the above. He tells me he has worked out five or six different methods by which he can execute his "turning movement". In one instance with the cue ball he plays a shimmering shot which barely brushes the first ball, sends his ball to the side cushion and brings it back on the second object ball to leave ideal cannon position in a new cushion direction. [THIS IZ TURNABOUT-1C].

Control of the first object ball is the secret of the "turn." McConachy plays a fullish shot-on that ball which brings it back off the side cushion clear of the second ball and completes the cannon with such delicate precision that his ball runs on far enough to stop beyond the ball which comes away from the cushion, thus offering close cannons again all along the top cushion. [THIS MIGHT BE TURNABOUT-18].

Both these movements, and others more complicated are only of playing interest to six professionals at the most, a point which must be kept clearly in mind when limitation is discussed. Amateurs are not interested — the whole problem is outside their playing capacity. Very few indeed of them can nurse the balls past a corner pocket in the usual way; McConachy's turning

movements are something far more advanced and utterly beyond the amateur game.

This simplifies the problem before the Control Council. It justifies the attitude of that body in waiting for events to call for legislation. But now, in face of McConachy's desire after making his record, the governing body will doubtless confer with other professionals to learn their views about making a change. Undoubtedly a change is necessary unless the leading players are to score 80 per cent of their points between the billiard-spot and the top cushion.

McConachy's turning movement is much too formidable as a scoring force to be ignored by other great cuemen, and when they all get going at it the game will be "all cannons" in decisive effect. There is only one possible way of averting this. That is by ordering an in-off to be played after a specified number of close cannons have been scored in succession. Nothing less than a return of the cue-ball to hand will suffice. The big question is how many consecutive cannons should be allowed? The "News of the World" was first with the suggestion to increase "the limit" from 25 to 35 as a means of rendering close cannon play worthwhile. We are now faced by the same problem. What is the allowable limit which will retain close-cannon play without permitting it to dominate our billiards when the best exponents are in action.

SUGGESTED LIMIT. Fifty cannons, a hundred break, sounds good enough. But we are in the days of thousand break billiards, and is 100 points quite enough reward for the close-cannon skill of Davis, Falkiner, Lindrum, McConachy, and Newman, to arrange the close-cannon giants in alphabetical order. One does not want to commend any change which robs skill of its fair regard and suggesting that the present "limit" of 35 consecutive close-cannons be doubled before an in-off has to be played, the "News of the World" feels that the players will get what they are entitled to expect for their skill and the public will see a better balanced all-round display.

MY BEST PERFORMANCE. "My recent world record of 297 close cannons made against Joe Davis. The break was compiled on a new principle I was the first to exploit. Instead of manipulating the balls past the top pockets, I executed a turning movement, and took them nine times backwards and forwards along the top cushion. Why did I do this? Because I wanted to demonstrate that close-cannon play has reached a point where further limitation is necessary in the best interests of English billiards. I do not want to do anything to put a stop to a fair proportion of scoring by means of this exquisite three-ball movement, but feel that we ought to avoid a surfeit of it."

Clark McConachy, who is the New Zealand champion, started his billiard career when only 13. He made his first 1000 break at the age of 17. His 297 consecutive cannons beat the previous record of 284 by Lindrum.

MACKA SED THAT

The break was compiled on a new principle I was the first to exploit. Instead of manipulating the balls past the top pockets, I executed a turning movement, and took them nine times backwards and forwards along the top cushion.

WHAT woz the **NEW** principle? Turning-about woznt new, Stevenson used to turnabout (allbeit just 1 turnabout), later Newman, & then Wally. And i remember reading that Newman had earlier played at least 2 turnabouts in a to&fro. Macka's 8 turnabouts took to&fro's to a new level, but it twernt a new principle. **PRAPS**

the new principle woz that Macka played the to&fro such that the turnabout woz played just in time to satisfy the **35 INDIRECT RULE**. Alltho indirekt after 1927 meant ball-cush-ball. A cush-ball-ball cannon woz classed az indirekt under the 25 cannon rule up untill 1927, but in 1927 (az a result of big breaks being made by uzing the Pendulum-Jam) the direkt cannon limit woz made 35 cannons & the indirekt cannon had to be ball-cush-ball. **MACKA** didn't claim to invent anything (eg a new method of turning-about), he merely sed that he woz the first to **EXPLOIT**. **MACKA** would hav seen or heard about the to&fro exploits of Stevenson & Newman & Wally, & the basic methods of turningabout would hav been common knowledge.

He tells me he has worked out five or six different methods by which he can execute his "turning movement".

PRAPS Macka did work out some new methods of turning-about for hizself (seeing az there twernt any books showing how), but u kan bet that others had allready experimented with all ovem (& kept them secret). **NOTICE** that Macka didn't say that he haz worked out five or six different turning movements, he sed that he haz worked out five or six different **METHODS** I reckon that here Macka meant that a drawing of a turnabout iz only a small part of the story, u havt hav a method of obtaining the pozy in that drawing. Which meens that its the shot before the turnabout that iz the kritikal shot (& the shot before that). The whole thing iz a method. It inkloods **HOW** & where to play the turnabout. **HOW** do u aim (aiming spots). **HOW** do u reech the shot (uze the jigger)(left toppkt mainly). **HOW** to handle the rezulting leevs.

THE BILLIARD PLAYER MAGAZINE: THURSDAY 18TH FEB 1932

FROM PJA'S POSTING ON "THE BILLIARD SPOT" FORUM IN THE
THREAD "NURSERY GATHERS AT TOP"

"On the fourth afternoon, [of his match against Davis] McConachy compiled a remarkable break of 1,130, in the course of which he established a new world record—an exceptional feat in these days when play, generally, has reached so high a standard. This achievement consisted in the making of a sequence of 297 consecutive cannons, the previous highest run recorded under existing conditions having been 284, made by Lindrum against Newman at the same hall a few weeks ago. McConachy upset all preconceived notions about the scoring of nursery cannons by adopting the method of carrying the balls backward and forward along the top cushion. With the exception of the last twenty or so, all the cannons were made in this manner, the width of the table being traversed nine times while he was increasing the break from 161 to 755. Upon the announcement that he had set up a new record, McConachy was loudly applauded, and shortly afterwards he broke the position. Before the end of the break, however, he made a further run of 138.".....

SPORTING GLOBE SATURDAY 5 MARCH 1932
MCCONACHY MASTERS THE REVERSE CANNON
EFFECT OF HIS DISCOVERY ON THE GAME
BY A SPECIAL CORRESPONDENT

By the phenomenal run of 424 consecutive nursery cannons that Clark McConachy made against Davis on February 18 he has challenged Walter

Lindrum's superiority in a phase of the game in which, above all others, he was supposed to be absolutely unchallengeable.

If anyone had asked on February 17 "Who is the greatest cannon player of all?" the question would hardly have been taken seriously; 24 hours later, however, McConachy's countrymen could answer that judging by this performance, which lowered Lindrum's previous world's record of 284 cannons, their champion might claim that distinction.

Astounding as McConachy's string of cannons is for length the way he played them is even more remarkable. He got the majority by nursing the balls along the top cushion and then repeatedly reversing them when he had ?????? them to a corner pocket. All professionals knew that this was the ideal way of playing cannons, because there was always the probability that if a cannon position was lost it might be recovered by putting the red into a corner pocket; whereas if the player took the balls past a middle pocket the chances were that he soon came to the end of his cannons.

Lindrum has given much study to the "reversing" problem; but he cannot be said to have reached a solution, for it was only now and then that he would get the balls into a position at a corner pocket that would enable him to reverse them. He has said, indeed, that reversing is so difficult that no player can make certain of it. McConachy, however, has discovered a new way of reversing, and one which cannot be so very difficult, or he could hardly have carried the balls backwards and forwards along the cushion time after time. It is unfortunate for the New Zealand champion that he cannot protect his "reverse" move by patent, for the secret cannot be kept. Other players will profit by his skilled industry, and it is heavy odds that Lindrum will soon lower the new record. So in the end McConachy will be no better off than he was before.

It may be interesting to speculate what the effects of McConachy's discovery will be on the game. I suggest that we may have more nursery cannons than ever—for a while. Then the public—which is already growling somewhat about nursery cannons (though it still likes watching Lindrum play them on account of his extraordinary speed and neatness)—will growl more loudly, and the players will either have to leave cannons alone, or else play to "empty benches."

Common Sense of Players Will Prevent Overdoing

In an editorial note in a recent number of the Billiard Player it is suggested that the common sense of the players will prevent them from over-doing the cannon. I shall be surprised if it does, seeing history has such a knack of repeating itself. Half a century ago or thereabouts Mitchell, Peall, and other professionals so satiated the public with their unending "spot stroke" breaks that if the shot had not been legislated against they would have killed outright the goose that laid the golden eggs.

More recently George Gray showed that breaks of 1000 and even 2000 could be made with the losing hazard. Others followed, and presently we had the hazard ad nauseam. The public showed unmistakably what it thought of hazards, as distinguished from billiards, but the players would not read the writing on the wall, and again the controlling body had to legislate against the hazard in the interests of the game. It remains to be seen whether the players

will profit by the lessons of the past, or whether they will exploit the nursery cannon until it, too, will have to be legislated against. It was legislated against some time ago when a rule was made that after the 35th ball-to-ball cannon a ball-cushion-ball cannon must intervene. But this legislation has proved quite ineffective in curtailing long runs of nursery cannons. The leading players just take the ball-cushion-ball cannon in their stride, and what was intended to be an obstacle has proved no obstacle at all.

If there is additional legislation it is likely to be drastic. It might take the form of limiting nursery cannons to 25 shots, and then requiring the sequence to be broken with a hazard. If so, that will kill the nursery cannon, for the players would not be bothered with it. There is a little life, but very little, left in the hazard. If the nursery cannon goes it seems to me that billiards will inevitably tend to concentrate itself more and more in top-of-the-table until that becomes unbearably monotonous. In which case we should certainly have restrictions on top-of-the-table scoring. And that would mean the end of "repetition" shots. Some (including Willie Smith) would say, "And a very good thing, too." Others would object that the science of break-building would cease to be, and that billiards would degenerate into mere disconnected shot-play. We may leave the matter at that.

SPECIAL CORRESPONDANT IZ BULLSHITTING

Lindrum has given much study to the "reversing" problem; but he cannot be said to have reached a solution, for it was only now and then that he would get the balls into a position at a corner pocket that would enable him to reverse them. He has said, indeed, that reversing is so difficult that no player can make certain of it.

How did **SPECIAL** know that Wally had given much study to turnabouts? **SPECIAL** sed that Wally hadn't solved to&fro's koz it woz only now & then that Wally got the balls into a reversing pozzy. What a **SILLY** thing to say. **SPECIAL** shoold hav sed that Wally hadn't solved to&fro's koz it woz only now & then that Wally reversed them (this would make more sense). Even so it would still be **SILLY**, koz Wally's speciality woz stunalongs, which are best played on (for him) the left sidecush where Wally kan eezyly reech (& where the nap helps). When Wally sed that reversing iz diffikult he might hav been talkenbout the turnabout but he might hav been talkenbout nursing on your wrong hand.

McConachy, however, has discovered a new way of reversing, and one which cannot be so very difficult, or he could hardly have carried the balls backwards and forwards along the cushion time after time. It is unfortunate for the New Zealand champion that he cannot protect his "reverse" move by patent, for the secret cannot be kept.

Here **SPECIAL** probly meant to say "**INVENTED**" not "**DISCOVERED**" (alltho az i sed earlyer the turnabouts had probly been invented many times before). **SPECIAL** thinx that Macka had a new (eezy) way koz how else kood Macka hav dunn hiz to&fro when others hadn't (a **SILLY** notion).

MACKA'S MISSING 464

The abov snippet re the **424** to&fro cannon run duznt actually tell us much about the to&fro. At the start of this thread we hav a fairly good snippet about Macka's earlyer **297** to&fro run. However i karnt find any details of Macka's **464** to&fro run (other places say **466** or **474**), made in the same game az

the **424** (versus Davis). There might be some stuff in UK papers, but u havta pay \$\$\$\$\$ for access. Duzz anyone know of any good articles in The Billiards Player etc?

TURNABOUTS & THE 75 LIMIT

I AM STILL ENJOYING experimenting with turnabouts at the left toppkt, & during recent days i hav invented some **KRAZY** turnabouts (or weird variations of known turnabouts) that would not interest any serious player (see chapters on Macka's Turnabouts & Wally's Adroit Twist). **ANYHOW** the other day i setup a runalong a handspan from the left toppkt, played a few cannons to convert it to **THINALONGS**, then played a thinalong (YcR) cannon hardish to drop the qball low'nuff for a (RcY) **TURNABOUT**, then after the turnabout i played baby **INS&OUTS** (now on my good rt hand) to mid topcush & picked the balls up koz it woz starting to smell too much like praktis, it must hav been nearly **50** cannons. **I RECKON** that a small rt-to-left run, a turnabout, then a small left-to-rt run, kan yield your quota of **75** cannons at about mid topcush, where u kan break-away to postmans, & then play a gather, etc.

LEFT HANDED

In some other article Macka says that he tort hizself to play left-handed.

WOEFULL Today i am trying to play left-handed (when going the "wrong way") by leaning over the topcush. I am woefull, & imight never get very good. I will keep trying koz in competition the **WRONG**-direktion kums up more often.

REEECHING The eezyer way iz to play rt-handed & reech over the rt-sidecush, but the rezults are little better. Reeeking & holding the cue shortish makes touch diffikult, & soft skrews etc are fraught. **SHOOTING OUT-&-**

BACK When the balls get close to the left toppkt i kan reech out-&-back over the left-sidecush & play rt-handed, shooting back towards me. Here i go fairly well, its eezyer than it looks (even with a big heavy cue). This method kan allso be uzed when the balls are midcush on the topcush (by leaning over the topcush), az long az i dont havta shoot back from much beyond 90dg. **HOLD CUE IN ONE**

HAND Another option iz to place the cue on the table (sometimes on the side-rail) & hold it near the tip with one hand (the rt-hand), & shoot by pulling the cue towards u (with one hand). This works ok unless needing soft-skrew or stun.

FREEHAND Another option iz Danik's patented method of holding the cue near the tip with one hand & nearer mid-cue with the other hand, holding the cue up off the table (not uzing a bridge), & poke at the qball "in mid-air" (with a 2-handed action). This works ok, especially if u need a bit of side, & especially if the balls start getting too close for comfort. Here u lean over the topcush, close to the balls.

JIGGER I kood (shood) uze the jigger for some shots i suppoze.

WALLY'S FOOTAGE

Hi Mac, Have you seen the footage of Walter with Claude Falkiner? There is a bit where Walter plays a gathering cannon whilst in postman's knock position then runs the nurseries to the corner. Towards the end he is cuing with half a cue over his bridge! Regards Gary.

I woz thinking of Wally's footage today, & i woz going to look at that there footage, but opened a bottle of red instead. I might hav a gander at Wally's footage in the morning. mac.

CUSHKLOTH NAP One of the problems with going rt-to-left along the topcush iz that u are going gainst the nap of the cushkloth, this iz killing me, the

cush-ball kums out sharply. **HI PACE** Plus it kums out sharply at hi pace, koz of my old wellworn rails. **THICKER** So, i havta play rt-to-left different, i havta hit the cushball thicker, or with check, or shoot on a narrower angle to the cush (not much choice actually). **NARROWER** Then i recalled that even Wally (in that footage) shot at a narrow angle, & he didnt mess around, he hit nice & hard (& got to the corner quick). And Wally's cushball allways bumped the outerball az the cushball stopped, which iz what tends to happen (koz az i sed the cushball kums out more sharply than u & me & Wally thunk). **YEEEESSSSSSSS** Anyhow eventually after say 50 attempts i did manage to make one kleen run from near midcush to the leftpkt. **NAPDRIFT** Luckyly there iz one thing that actually helped, the qball tends to run throo more narrowly than u think after leeving the first objektball (the cushball), on the way to the 2nd objektball the outerball. The bednap pushes the qball from left-to-rt. **IVORYS** The qball's deflexion-angle iz so narrow that it feels az if the balls are ivorys. In fakt if the balls were ivorys the runthroo angle would be (i reckon) even narrower, & i reckon ivory nurserys were eezyer (than with krapps or bonzos). **NEW CUSHKLOTHS** Anyhow new cushkloths will dumbdown the qball's rebound angle & pace (on the ozzy championship tables in june). **WALLY'S FOOTAGE** In the footage with Falkiner Wally plays a thick gather & then plays 8 runalongs going rt-to-left along the topcush (on hiz natural direktion, gainst the cushkloth nap). **GAINST THE CUSHKLOTH NAP** But the 8 cannons didnt show any sign of any problem playing gainst the cushkloth nap, Wally didnt make any obvious allowance (praps the slippery new cushkloth negated the effect). **STANDARD DRIVER** Hiz cue for the 8 cannons woz at ordinary angles from the cush (40dg, 30dg, 15dg, 20dg, 35dg, 15dg, 20dg & 20dg). And the balls were at the standard sort of distance & angle from the cush. **FRAUGHT** For sure Wally didnt seem interested in milking that part of the topcush for lots of points, this would be fraught (& slow). No, the sun shines on the sidecush, & Wally probly just wanted to get there & make hay. **LEFT-HANDED** Wally played the 8 drivers by leaning & reeching over the rt-sidecush (to play left-handed). And he woz able to reech all the way to the jaw of the pkt, even tho Wally iznt tall (& hiz cue iz short). **HELL** But on my topcush the standard driver configuration dont work, the cushball kums out too quick & sharp. The driver arrangement (for a natural halfball repeating cannon) needs the balls out a bit further from the cush. A runalong iz much more diffikult (i karnt do it so i dont try). **LEARNING** Anyhow this morning i managed to do two ragged but kleen runs to the cornerpkt from midcush (playing left-handed, leaning over the topcush, holding the cue short). **THICKALONGS** Az i sed, i karnt play drivers (going rt-to-left on my topcush), so i tend to play ins&outs & thinalongs & kissalongs. And i play thickalongs when accidentally kovered (which happens a lot). Napdrift (napeffects)(napkurv)(acting from left-to-rt) makes thickalongs eezyish. **HEAVEN** By some miracle i got a run of 5 pure drivers. I uzed lhs (running), & hit thin-halfball instead of halfball. Here i kood uze a standard looking dispozition of the 3 balls, but hadta hit softish.

LANCE MEEK R.I.P

I woz saddened to hear that Lance died (nickname LUSCIOUS). I remember two of Lance's billiards sayings. The funnyest woz, when prezented with a promising leev... *This kood be the end of something big.* Another woz (after getting a fluke or praps when prezented with a safe leev)..... *My mate Walter sed that there iz allways a shot-on.*

35 INDIRECT LIMIT

I WONDER IF Macka took 35 cannons per run coz of the 35 direkt cannon limit. I reckon that Macka sometimes turnedabout by playing R-cush-Y, which satisfys the indirekt rule (klever). But 35 cannons per cush-length iz i reckon hard work, koz 40 per run iz more natural & friendly (& 50 per run even better).

PLAN A THE JAM

GOING LEFT-HANDED along the topcush towards the left toppkt i hav a Plan A, this iz to get to the pkt & jam the balls. Left-handed nurserys are fraught, but the possibility of a jam makes it worthwhile. **75 CANNONS** Actually, getting jam duznt guarantee that u will hear the reff warn u for 70 cannons, the jam iz hard work & fraught in itself. But the jam might be eezyer if u or someone haz been praktising the jam in that pkt, praps they absentmindedly left the Y & R sitting in the jaws at jam overnite, makeing some friendly footprints. Hell i got a jam a couple of years back & i didnt get to 20 cannons, it woz a new bedkloth & the balls jostled around with every shot, wouldnt sit still at all (i think i lost the Y). **RT TOPPKT** U wouldnt try for a jam in the rt toppkt, better to turn & keep going down the sidecush (unless u knew that that pkt woz a sucker for a jam). **LEFT TOPPKT** But a rt-hander wouldnt pass the left toppkt & play left-handed down the left sidecush, a rt-hander would be lucky to even get to the pkt, so the jam shoold be Plan A.

PLAN B TURNABOUT

Turnabout at the pkt, like Macka, & get onto your natural rt-hand.

PLAN C MIDCUSH TURNABOUT

WHEN i mess up a left handed run i kan sometimes regain pozzy, but sometimes i end up going the other way (a midcush turnabout). Plan C iz to take advantage of any such chance. So today i might praktis converting stuffups into turnabouts, there will be plenty of opportunities.

THINALONG TURNABOUTS

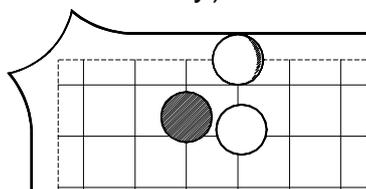
Anyhow, thinalongs are going great left-handed. And i find that thinalongs are very good for setting up a turnabout. With the qball on the cush, u play the thinalong akross both balls leeving the qball well outside so that u kan play a CRY cannon off the sidecush (or RCY). See Macka's TurnAbouts.

MY TURNABOUTS ARE LUVLY BUT MY RUNALONGS STINK

I hav been going ok doing turnabouts but i hav been breaking down when the run reeches mid-cushion. So i am still waiting for my first double turnabout (praps tomorrow).

ROCKERS

STUNALONGS The good news iz that it iz eezy to play stunalongs once the balls are more than halfway from theSpot to the left toppkt, koz u kan eezyly reech (& eezyly aim) by leaning over the sidecush & playing rt-handed (holding the cue short mainly).



ROCKERS The bad news iz that rockers here are ok too but the R seldom rocks, it moovs 2mm or 3mm away at every opportunity. The reason iz of course that there iz less rezistance when the R iz rolling-rocking sideways akross the

nap. A ball rolls further going akross the nap than when going with the nap, we all know that. And a ball rolls lesserest & rocks betterest gainst the nap, we all know

that, thats why Wally prefered rockers on the side cush. **WRONG WAY ROUND** When nursing the wrong way along the topcush your rockers will be wrong-way-round, the R will be on the left, whereaz every other rocker u hav ever played had the rocking ball on the right. Anyhow, for me (being left-eye-dominant) wrong-way-round feels better. Pity bout the nap.

WALLY'S SOFT TRANZITIONS

THE MODERN POCKET probly haz a smaller radius than in the oldendays. A smaller radius makes it more diffikult to uze a bit of the jaw to help get the turnabout, but it givs u a longer bit of flat cush if that iz what u want. **THE LAST TIME** i vized Dolly i noticed that the corner jaws on Wally's table were long, with nice long soft tranzitions (called shoulders praps) tween the flat of the cushion & the jaw. Very friendly for helping turns & turnabouts & gathers. Did all oldendays tables hav such friendly templates (or woz Wally clever). **SHARP TRANZITIONS** My home table had short-sharp tranzitions where the jaws met the flats. Graeme (who did my table) liked to kut corner pockets a bit like an american pool pocket, he reckons it makes the pocket eezyer (& givs u more cushion flat for tott work etc). When i lowered my rails, i took the opportunity of kutting away the offending rubber, & i kut long transitions (shoulders) tween the jaw-radii & cush-flats, & now i kan play proper gathers & turns etc (but my jaws are still nowhere near az friendly az Wally's).

WALLY'S TWIST TURNABOUT.

LEEDS MERCURY, 11 FEBRUARY 30

Walter Lindrum had a double misfortune yesterday. He was outpointed by Clark McConachy in the first session of his London match, & had a stroke of his declared foul. The incident occurred at the right-hand top pocket just after Lindrum had executed a short run of nursery cannons. He had manipulated the "twist stroke" to bring his ball on to the right of the objects, which meant that in all probability he would have scored at least 250 points in another run of close cannons. However, as he played for a cannon, the referee declared the Australian's stroke to be a foul one, on the ground that the cueball & one of the objects had been touching.

BIRMINGHAM POST, 21 FEBRUARY 32

4137 BREAK VERSUS JOE DAVIS

There was a wobble about one red winner which caused anxiety to everybody except Lindrum, & at 3220 he got close cannon position while moving from left to right on the top cushion. An adroit "twist" at the corner, & Lindrum was travelling the balls along the top cushion in the right-to-left direction, which was much more favourable.

TOM REECE CANNONS & BIG GUNS 1928

Probably the reason that i specialised in the anchor & pendulum strokes was that i have always been very fond of nursery cannons & delicate close-ball work of that kind. Another player who iz a great master of this kind of billiards iz HW Stevenson. One of hiz favourite & cleverest manoeuvres is to nurse the balls all along the top-cushion until he reaches the pocket & then to execute a marvellous turning movement & nurse them all the way back again. Just az some writers hav been described az the novelists' novelist, so i think Stevenson is the players' player. I consider him the greatest artist who ever

held a cue. There is more absolute technique in a 100 break by Stevenson than in a similar break by any other player i know..... I remember that he uzed to do amazing technical things, like stabbing or screwing on to the outside edge of the second object-ball & gathering the balls together.

RICHARD HOLT -- THE BILLIARD PLAYER -- SEPT 1952

H W Stevenson, the famous professional of 40 years back, used to indulge in quite a number of cannon sequences at the top ("for a time the real top-of-the-table game is superseded by a purely cannon effect" is how he put it himself). Though i saw Stevenson perform, it was as a mere boy, so that the memory is not detailed but just composed of impressions, but i have seen reproductions of his breaks, and also during the late war, when i "performed" in the Censorship, i had a few games with a colleague who had played with Stevenson in India. Consequently, i have a good idea of Stevenson's tactics, and as i say, he would often perform a series of "independent" cannons, reversing position as he got near the side by a subtle little gathering stroke, in the course of a spot-end break. How often do you see anything of the kind nowadays, except from McConachy?

TOM NEWMAN NEWS OF THE WORLD 30 MARCH 30

The people of Ireland were delighted with his facile mastery of close-cannon play, & dubbed his nurseries "the Shamrock shot" on account of the trefoil arrangement of the three balls when Walter is tapping them along the cushion..... He ran close-cannons along the top-cushion & back again -- a very difficult movement, if anything at all is difficult to Lindrum.

THE CLOSE CANNON RECORD
THE BILLIARD PLAYER AUGUST 1953

The record for a close-cannon (nurseries) break is 1,058, that is, 529 (cannons). Walter Lindrum made it at Thurston's Hall on March 5th, 1933, against Joe Davis, whose own record is 279 nurseries, McConachy's, 474. The record amateur run is Sydney Lee's 103 "c.c's" (Am. C'ship, 1934). We reproduce a report ("Times") of the event.

..... The play in the fifth heat of the Gold Cup Tournament at Thurston's Hall in Leicester Square on Saturday was made remarkable for a new cannon record which was set up by Lindrum during the afternoon. Large runs of close cannons were made by the Australian and other players before this form of scoring was legislated for by the introduction of the baulk line rule, but by making a run on 529 consecutive cannons on Saturday Lindrum exceeded them all, and incidentally achieved the unique distinction of actually playing the balls a little more than two and a half times round the table.

By a type of freak stroke bigger breaks than this were made by the use of what was known as the pendulum cannon, and before that by the anchor stroke, but in both cases the balls were kept stationary and the achievement could not be held to bear comparison with the runs made by playing the balls along the cushions. Lindrum's run is the highest ever made by what might be regarded as orthodox methods.

Earlier in the season Davis had shown that the problem associated with the baulk line rule, which was introduced for the purpose of placing some sort of restriction on this form of scoring, could be overcome in the same way. The

method adopted is to make the necessary baulk line stroke which has to be done at least once in the course of every 200 points scored in a break, by playing the balls over the line as the cannon run proceeds, and then to cross the line again as the balls are played out of the baulk area. To accomplish this the player has to avoid "nursing" the balls too closely so that he can play them round the table to make the necessary line stroke in time.

Before Lindrum had secured position for his record run Davis had made breaks of 185 (37 cannons), 91, and 68, while his opponent's chief breaks were 235 and 73. Then, at his seventh visit to the table, Lindrum obtained position with the three balls close together above, and just to the left of, the billiard spot. By perfect control he played the balls as a left-hand player along the top-cushion, down the left side, and twice round the table without experiencing any appreciable difficulty.

Lindrum completed four figures and went on with the cannon run until he had taken the balls again into the baulk area, but when he had passed the right bottom pocket he missed a thin cushion cannon, the run having realised 529 and the break 1,164. It was a really remarkable achievement, and must provide the controlling body much cause for consideration concerning the value of the present experimental baulk line rule.....

TOM NEWMAN 11 FEB 30

It pleases me to note that Claude Falkiner has shown great form against Davis, returning high averages, with several breaks of 700 or thereabouts. In one of these he scored 203 nursery cannons in ten feet of cushion space -- a remarkable feat even for such a master of close cannon play.

FALKINER -- LINDRUM MATCH -- JULY 1924

THE ARGUS REPORTS REPRINTED

WITH AN INTRODUCTORY ARTICLE BY TRIANGLE

No one could complain that Falkiner's game was monotonous, even though he depends mainly on the nursery cannon for scoring. This is because he often gives runs out in the open. If at this play he happens to lose the white, one can see that he might become a great exponent of the loser if he chose to devote himself to this phase of the game. And even one of his very long strings of nursery cannons will hold the attention of the spectators, owing to the extraordinary pace he plays when he gets the "stun" position.

In this it may be explained the cannon is sometimes made with the rebound of the cue ball off the nearly cushioned white or red, as the case may be ; or it may be made by "feathering" the nearest ball & then playing on to the ball near the cushion. The full contact with the cushioned ball causes a double kiss, & the effect is to "stun" this ball & hold it against the cushion.

The "stun" cannon as it will be seen, a variant of the anchor cannon. Falkiner plays these shots holding the cue very short (say about two feet from the tip), & with the butt pointing away from him. We have never seen anything resembling this technique in Melbourne before.

Indeed Falkiner's technique is all his own. For instance, he never moves his cue more than about six inches for any shot hard or soft; nor does he use any semblance of a follow-through in his cueing, but always gives his ball a little stab. There are stabs that will kill a ball, but Falkiner's stimulate it to a

remarkable degree. Nothing better than his screws, masses, & run-throughs has ever been seen, & hardly any player can get so much ginger into a ball with so little effort.

THE ARGUS SAT 22 AUGUST 1925 FALKINER V LINDRUM
VISITOR BREAKS WORLD'S RECORD

The feature of the play yesterday in the match of 12,000 up, between Claude Falkiner and Walter Lindrum was a run of 210 consecutive nursery cannons, which established a world's record. The previous record (196) was held also by Falkiner. The record break, which was played in the afternoon session, was scored at a great pace, chiefly by means of the "stun" shot. In the afternoon Falkiner carried his unfinished break of 491 to 570, failing at a close cannon which was quite easy, but which was played too slowly.....

FRED LINDRUM AUSTRALASIAN CHAMPIONSHIP 1916

..... The champion was fortunate enough to make what is said to be a world's record on April 14, with a remarkable run of 173 consecutive nursery cannons in a break of 532. He began these cannons behind the spot, & succeeded in carrying the balls past the middle pocket, & from that point right round to the opposite middle pocket. It will be seen that he had steered the balls past four pockets, & had driven them for about 27 ft, before he had to break the string.

Getting past the middle pocket is not in itself an exceptionally difficult feat --- Reece, for example, did it on one or two occasions when he was playing in Australia --- the difficulty lies in leaving the balls in position to go on scoring. The playing, too, has to be true to a hair's breadth at the baulk end, because if there is the slightest error in position the player cannot recover by potting the red as he could at the spot end of the table....

NZ TRUTH 12 OCTOBER 1918 BILLIARDS BY SPIDER

..... Early in the year it was announced that Tom Reece had made the world's close cannon record with a run of 138 consecutive cannons, and at that time the correctness of the record was doubted, it being claimed that Fred Lindrum had done better. When the champion was in Sydney the other week the question was put to Lindrum, and he replied that his figures were 262 consecutive cannons, or a break of 524. It may be remembered that he worked the balls from behind the billiard spot right round the table to the middle pocket on the left-hand side before coming to grief. "I was most careful," he remarked, "to make certain that i never exceeded the 25 limit, frequently making contact with a cushion at the nineteenth or twentieth cannon, so that the sequence would be broke." This is the world's record at English billiards.

WILLIE SMITH -- 31 JAN 30

I had my revenge over Clark McConachy..... Following a 1208 break on the second day came several indifferent displays, but then i rolled out successive breaks of 1046 & 919 on the Friday night. With these huge runs i turned a four-figure deficit into a four-figure lead, &, with only one day left for play, everything was in my favour. McConachy made his effort on Saturday night, but he could not catch me, being 700 behind with only half an hour to play, & this period was put aside by each of us to give exhibition shots. Both of us made some great strokes, in fact, every shot on the table was executed, & the audience laughed most heartily at the display. The crowning point came when

my opponent having potted me twice in succession. I made a great cannon the second time & potted him the next shot, promptly giving him a double baulk to face. "Mac" let drive across the table, connected up with my ball, fluked a loser, & double baulked me again, & this time i failed to score. The exhibition caused the most laughter i have ever heard at a professional match, & much to the surprize of the spectators, i made two runs of nursery cannons, the laughter breaking out afresh when i said : "If the Council knew i could play these they would be limited."

CANNONS PER CUSHION

MACKA made **297** to&fro cannons, going along the topcush 9 times plus sidecush 1 times = 10 cushions = **30** cannons per cush. **424** to&fro cannons = 12 cushions = **35** per cush. **464** to&fro cannons = 13 cushions = **36** per cush. **WALLY** made **529** cannons (not to&fro) in 15.5 cush = **34** per cush. **273** cannons (not to&fro) passing 5 pkts = 5 cushions = **55** per cush. This woz versus Newman in July 1931. **4137** Wally got nurserys 18 times i think. Lemmese, say 2500pts at nurserys (& say 1637 at non-nurserys) works out to be 139pts per run (= say 70 cannons), of which say 55 cannons were on the sidecush, & 15 on the topcush (not important). That 70 cannons (not to&fro) in say 1.4 cushions = **50** per cush. **CLAUDE** made 203 cannons (230 cannons iz mentioned elsewhere) (not to&fro) in 10ft or say 2 cushions = **101** per cush.

FRED made **173** cannons in 4.5 cushions = **38** per cush. But Fred claimed it woz **262** cannons in 4.5 cushions = **58** per cush. (25 indirekt rule)(not to&fro) Fred allso reportedly sed he had made 562 against Wally (=281 cannons?) -- probly referring to the 532 break with the run of 173 cannons (or woz it 262).

WILLIE made ?? cannons in ?? cushions = ?? per cushion.

TOM REECE gathered the balls on the top cush & made a mostly cradle break of 249,552 cannons (unf) in the rt toppkt.

249,552 cannons in half a cushion = **499,104** per cush.

JACK KARNEHM in hiz home footage got **54** cannons along hiz top-cush (& then stuffed up an attempted turnabout). Here Jack woz playing what Eric calls touch-cannons, or TouchAlongs (baby cannons).

LEFT TOP CORNER

THE left top-corner iz surprizingly friendly for a rt-handed player. U kan lean over the sidecush to play many cannons rt-handed (holding the cue very short), even if the balls are halfway to theSpot. Standing on tiptoe i kan reech some shots when the balls are a few inches east of halfway. **MIXING IT UP** Today i am messing around playing all sorts of silly looking cannons in the left-corner, out in the open, mostly driving one ball on-off one (or two) cushions, seeing how long i kan keep it going before the balls gravitate to a cushion (whence i havta play ordinary cannons). **ACTUALLY** the rt top-corner aint az friendly for mixing it up, overall. **12INCH TABLE** Mixing it up on the 12" table iz the close-cannon equivalent of allround play on a 12' table. **LIGHTING** One good thing about messing about in the corner iz that i uze only 1 of my 8 overhead spotlights (the one over that corner). In daytime i uze zero spotlites (i uze natural window light).

INFINITY

Even on a 12" table there are an infinite number of possible cannons, & i think that since Xmas i hav played about half ovem. My diary says that since 20Dec2012 i hav filled 235 pages with 609 drawings az follows. **GATHERS ETC** 85 pages with 231 drawings. **FALKINER'S STUNALONGS ETC** 105 pages with 238 drawings. **MACKA'S TO&FRO'S ETC** 45 pages with 140 drawings.

FOULS

Missing iz uzually due to ignorance, or a klumzy touch, or a missed cue. But i found that fouls dominate az follows.....

DOUBLE HITS due to the small gap tween qball & 1st ball. **DOUBLE HITS** not getting the cue out of the way of the rebounding qball. **FOULING A BALL** with the qtip or fingers when reeching etc. **MISSED CUES** U play some cannons & then neglekt to chalkup when u need a simple looking little shortrange nip. Nurserys probly need more chalking than skrewshots or jennys. **SHORT GRIP** Missed cues abound when holding the cue short (near midpoint). Some sort of ugly physics raizes its ugly head here, & the bad balance, or having your heavy fat mitt strangling the cue damps the good vibrations. U might not foul, but u miss the cannon, or, u get the cannon, but zero leev.

DO'S & DON'TS

We all know about "do's", but i reckon that we learn by missing, i reckon that the "don'ts " are probly more important than the "do's".

SHORT CUES

There is no rule a game of billiards has to be played with one single cue, right? eg it is allowed to use the half-butt or extended butt cue supplied with the table... maybe there was such a rule in place at the times...?, but if not...

Why then hasn't ever someone had his specific "reach-out & over"-cue designed , at say only ten or 11 ounces or even less, & only 36 inches in length?

Do you think it is because the "feel" would be too different, so it would be necessary to adapt two different feelings when delivering a shot,...

Or do you think it would be more difficult to transmit "action" such as side, stun, screw, when having a seemingly mass-less cue?... maybe it should have an 11 or 12 mm tip, very soft?..... Postmans Knock.

SHORT CUES I hav praps 6 short cues for nurserys & massés, 3 hav rubber tips (no need for chalking), zero missedcues, good for massés especially, most of the 6 hav added wts. **3-PCE** Praps the best of theze "funny cues" iz a weighted 3pce, i skrew-off the butt to make it a short cue, & i kan skrew-on an (xtra) weight if i want. It had a rubber tip but i had a look just then & i see it now haz an elk.

WALLY'S OVERHANG Wally had the best sort of tip for nurserys & massés i reckon, very flat, with a big mushroom type overhang allround. The overhang woz Wally's little secret i reckon, for soft side & skrew & massé. Wally's overhang woz very very thin, it woznt a big fat leather tip with a big fat overhang. In fakt i am pretty sure that Wally uzed Triumphs, i hav a box of Triumphs, praps i might make an overhang. **16OZ ALCOCK 1898** They tell me that Wally's (Alcock 1898) (ash-ebony) cue iz 14-1/2oz, which means that it woz probly 15oz in 1960, & praps 15-1/2oz in say 1945 when he woz given it az a prezent, & it might hav been say 16oz when it woz made in say 1922. **RUBBER TIPS** I hav messed around with 11mm & 12mm leather tips (soft or hard, flat or domed), i never found a miracle tip (except for rubber). **133% ELK TIP** My cue iz 9.75mm, brass

ferrule, & i hav a big fat elk tip, measures 10.6mm. The previous elk woz too hard, so i sliced off 2/3rd leeving 1/3rd, & i stuck another elk on top. I am happy with the 133% elk tip, not too soft, not too hard. **FIBREGLASS CUE** Actually i hav a short solid thin fibreglass cue, & it haz a tip on both ends, on the fat heavy end (14mm), & on the thin heavy end (10mm). The fat end iz great for nurserys & massés. I might put a rubber tip on the thin end. Hope the reff haznt got a dicky ticker (this cue iz illegal in 2026).

3OZ BALSA CUE

I think an 11oz cue might work ok. But it reminds me i hav allways wanted to make a 3oz (36" long) balsa cue for playing a thick followthroo when the qball iz 1mm from the R. The balsa cue would bounce back off the (heavier) ball, & a double hit foul would be impossible (unless hamfisted).

You won't possibly get ANY follow-thru on that shot, balsa cue bouncing back from the object ball IS contradictory to follow-troo (action)...It would require a sort of air-loop up-striking action, but with no mass behind it you won't have any re-action...I consider about a 10 ounce weight being a minimum requirement for sufficient delivery of momentum Postmans Knock.

TEKNIKAL STUFF Yes teknikly speaking the balsa cue karnt just bounce straight back for a follow-throo shot where the qball follows-throo. Yes, teknikly speaking, for follow-throo, the qtip must be doing what that bit of the qball iz doing (ie the bit in kontakt with the qtip). Thusly the balsa qtip will be going up a bit, plus forward a bit, the 2 bits adding to going up & forward at say 45dg. Being lighter than the ball, the balsa cue will want to bounce back a bit. But this will be komplikated. The cue will be kontakting the ball well abov the equator (for follow throo), hencely the full wt of the ball will not kontribute to any cue bounceback (it will kontribute fully if the cue hits centrally). If u hit the ball a bit abov the equator then a bit less than 100% of its wt will "tell". If u hit say 2/7ths of the radius abov the equator then ??% of the wt will tell. If we assum that that ??% rezults in the cue kumming to a dead stop during impact, then this iz in effekt a small sort of bounceback (kompared to that bit of the ball which iz going forward). So here the qtip would be going straight up, while that bit of the ball would be going off at 45dg (up). This might kontradikt what i sed earlyer that Yes, teknikly speaking, for follow-throo, the qtip must be doing what that bit of the qball iz doing..... But i think i woz korrekt. The qtip & that bit of the ball must be mooving together for a time at least. This "together" iz accommodated by virtue of..... (a) the "giv" (sideways mainly) in the leather qtip, & (b) the flex (sideways) of the cue, & (c) the kompression (axial) of the cue, & (d) similar giv & flex & axial stuff happening in the ball itself (too little to bother with). **TESTS TODAY** Just then i hit a qball with a shaft from a 2pce cue (wt say 5oz), the ball went over 2 widths of the table, no trouble at all. And hitting the qball fairly centrally, the followthroo of the cue woz never more than a 1/4ball beyond impakt. No special upwards aktion woz needed. With the qball very near the R, i found that i kood hit the qball with top, & follow throo ok without fouling (talking about the qball following throo, not the qtip), but not far, when the gap woz 1/4ball. But i uezually fouled when the gap woz only say 1/8ball. But with a 3oz cue i think i kood followthroo ok (but not far) if the gap woz 1/32ball (2mm). I must make a balsa cue & see. **TESTS YEARS AGO** I proved this years ago, i uzed a bit of wooden dowell. Even now i kan still picture the qball hitting the R, stopping, & then heading off (az if by magic), & cannoning

on a 2nd ball (about 2balls distance). For sure it will work, but will a balsa 36" cue work ok, praps i will needta uze a hollow cue of some sort.

STARTING NEAR THE POCKET

Now that i hav allmost exhausted turnabouts & drills & experimentation for Macka's to&fro's i hav run out of excuses for avoiding praktis, but praktis aint az much fun az experimentation. **GOT PAST MIDCUSH** Anyhow, i eventually managed to run the balls (going the wrong way) from the left toppkt to a bit past midcush (uzing my lefthand for some shots). **RT TOPPKT** Actually, the first halfdozen cannons are the worst. When u place the R & Y very close to the pkt, the first problem iz that u are cramped, koz the sidecush iz too close, your bridge iz very short, & u havta hold the cue very short. So, even gettin started iz diffikult. **WORSE & WORSE** The topcush iz diffikult when running gainst the direktion of the cushnap, the Y kums out at a sharp angle, u tend to get lots of covers. Worse still, my topcush iz old & worn (hi-friktion), & the Y iz spat out fast. Worse still, the cush next to the jaw iz very worn hencely the Y iz spat out even faster. Thusly starting with the balls allmost in the pkt iz more often the end of the run rather than the start.

BRAINS & MIRROR IMAGES

I tryd nursing the wrong way uzing my left-hand. U would think that the brain would know what to do, after all its just a mirror-image of uzing my rt-hand. When uzing my rt-hand & running left-to-rt i don't need to think, the cue knows what to do. But no, the brain duznt recognize mirror-image, or the cue duznt, & the touch aint there. Luckily i last praktised left-handed in early 2013, hencely one good session helped my touch lots. But the best way to play left-handed iz to play rt-handed. U kan play ThinAlongs rt-handed anywhere on the topcush by leaning over the topcush & reeching out&back. Here u will reaching around beyond 90dg, praps 120dg at times (if u grip very short). Your noze iz direktly over the balls, thusly aiming aint diffikult. And if u are near the left-top-pkt u kan even play Ins&Outs & KissAlongs by reeching over the sidecush. The strange thing iz that once u hav the cue in your rt-hand the brain iz happy again, even when reeeeching out&back with your noze over the balls.

FOOTAGE OF HIRSTY & WALLY

HIRSTY haz youtube footage of a gather going the wrong way, & a turnabout, good stuff. **WALLY** And Lance's reference to "my mate Walter" (see next page) reminds me that only last nite i woz watching footage of Wally for the 99th time & i noticed something. In the 1958 footage Wally places the balls to make a 50 break uzing a line-nurse. Wally loozes pozzy after about 4 cannons & apologizes & replaces the balls, & then makes a 50 ok. **MISSED** But it woznt ok. Watching more closely u kan see that on 24pts Wally plays a driver, driving the R onto the cush & back, the qball stunning akross to the white (about 3/8ball away). But the qball duznt reech the white, it stops 1/8ball short, but the reff declares "26" anyhow. Either Wally tryd to cannon on the white & fell short or Wally purposely played to possibly fall short, koz he didnt want to "looz" the R, knowing that the reff would award a cannon anyhow. Its good to know that Wally woz only human. **TOUCHALONGS** In the 200unf break in that 1958 footage Wally plays some very close cannons (TouchAlongs), the innerball being a bit too close to the cush for comfort. Here u are in 2 minds, u either tickle them along, hoping that they will gradually open up a bit themselves, or u make them open up quickly (but forcing

kan bite u). I will study Wally's touchalongs to see whether he waited or forced. Anyhow today i will experiment with forcing.

BONZOLINE BALLS

I had a go at the troublesom to&fro using bonzoline balls. Bonzos made things eezyer (running gainst the cushkloth nap). **DUMBING DOWN** I found that the (big heavy hard) bonzos seemed to dumb-down everything, & thusly bonzos were much friendlyer than krapps. **REBOUND ANGLE** Bonzos didnt rebound sharply (good), when running against the cushkloth nap. They seemed almost to slide (good), kompared to (small light soft) krapps (bad). **REBOUND SPEED** And bonzos didnt seem to rebound az fast (good) nor az far (good). **SIDE** And bonzos didnt respond to side az much (generally speaking a good thing). Krapps respond to side more than do bonzos (& that kan be good), but krapps need lots of side lots of the time (a mixed blessing). **KLICK & KLUNK** Bonzos are luvly, big & hard, everyone in the room kan hear the klick-klick of a nursery. Soft krapps don't klick-klick, they klunk klunk. **ERIC** My mentor, says that he duznt mind playing (nurserys) with krapps (kompared to bonzos), koz Eric reckons that krapps are much more responsiv to side & skrew & piqué & massé. Me myself i like bonzos (& crystalates).

MACKA'S FOOTAGE

PT40 OF 64 www.youtube.com/watch?v=pUdQzIWOrEE

This shows about 30seconds of Macka playing a nursery, & this iz the only good footage of Macka that i kood find. **00:08** Macka plays a long-range skrewy turn of a fraught kind. But unfortunately we don't see a turnabout. **00:14** to 00:36 we see Macka playing a weird mixed-up nursery of approx 11 cannons, down the side-cush. Closer inspektion shows that Macka starts with a thinalong, then a kissalong, then (mainly) a line-nurse (but with the balls very close to the cushion). This sort of line-nurse iz eezy to play (Geza sed), its a wonder we don't see more like it (Geza sed), its the sort of thing a beginner shood learn first (Geza sed). So, did Macka uze a short-range line-nurse in hiz to&fro records? We will never know.

PT29 OF 64 www.youtube.com/watch?v=YxiveJD_po0

2:24 Macka plays (only) 6 cannons along the top-cush, going left-to-rt. Its a pure runalong (except that Macka plays a mini-massé near the end when partly covered). All runalongs are innerball-first (by definition). I reckon that Macka probly played (tryd to play) runalongs during hiz to&fro's. **PT21 OF 64** shows Macka's trick-shots & masse's only, zero nurserys.

Hirsty..... I've not seen this footage before, yes he does indeed play the 'own ball kiss' method , az oppozed to keeping the inside ball tight. I've also not seen the massé cannon before, with all balls in a line on the cushion, I'll add that one to my list along with the one that Roy posted a few days back. Still discovering new shots after 35 years of playing, lol.

MASSÉ That there Macka-masse' with 3 balls on the cush, i got that on my 12th attempt (during praktis years ago), & never again. Joe Minici told me that he too haz managed it only once (in praktis i think), & never again. Could Macka do it so eezyly with today's krapps?

MY FIRST DOUBLE TURNABOUT

Its the last day of 2014, & i did my first run with two turnabouts (still a long way to go to equal macka's 13 turnabouts). But it woznt pretty. I played a few cannons

from near mid-topcush going the wrong way, & then played a thinalong to setup a turnabout a long way from the leftcush (to prove to myself that there iz little benefit persevering with going the wrong way). I got the longrange-turnabout ok (uzing **ZERO** sidespin), & then nursed them left-to-rt. Then i had the thort that i shoold continue to the corner & do a second turnabout (which would be a first for me i think). However i hadn't gone far when i got into trouble (mid-topcush iz the **BERMUDA-TRIANGLE** on my table). But i accidentally had the option of another longrange-turnabout (off the rt cush) if i wanted. I played this ok (uzing **ZERO** sidespin), & got nice pozzy going the wrong way again. So i kan now tick that box (but it twernt pretty). However, apart from playing a few isolated cannons earlyer, this woz my first attempt at a proper nurse for the day. It goze to show that, if ever u fall into trouble nursing along the topcush, instead of trying a clever save, u might hav the option of playing an eezy cannon to leev the qball at least **3BALLS** klear off the topcush, allowing a sidecush turnabout-save (to hopefully continue your nurse). **DUZZENMADDER** which sidecush (near-cush or far-cush), the lay of the R & Y will decide. Of course in a game u are unlikely to want 2 turnabouts, koz nowadays we hav a **75-LIMIT** (& sometimes a BLX tween 80 & 90).

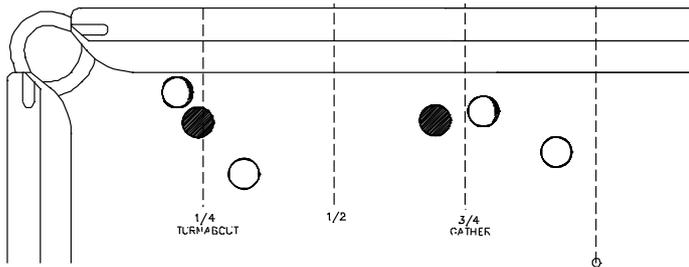
NURSING RT TO LEFT

Macka praktised left-handed. These are my options.

- OPTION 1** Rt-handed leaning over the rt-sidecush (uzing jigger if needed).
- OPTION 2** Left-handed leaning over the topcush (uzing a short grip).
- OPTION 3** Rt-handed leaning over the topcush (uzing a very short grip), reeeeeeching out & back beyond 90dg (praps up to 120dg).
- OPTION 4** Rt-handed when 1/2way tween theSpot & sideCush, leaning over left-sidecush (uzing a short grip)(reeeeeeeching out & back).

NURSE FOR ONLY 2 HANDSPANS

The topcush tween theSpot & sideCush iz 4-handspans long, but me & u need to nurse rt-to-left for only 2-handspans. Its like this.....



1 HANDSPAN I place the balls 1 handspan left of theSpot az shown (this iz where u often get a rt-to-left gather). I nurse rt-to-left uzing Option 1 or 2 or 3.

2 HANDSPANS After nursing for 1 handspan i am halfway to the sidecush. Now i kan uze Option 4 if i want.

3 HANDSPANS After nursing for another 1 handspan i am 1 handspan from the sidecush. And i hav only nursed for 2 handspans. Now i play a turnabout.

CUSHKLOTH NAP

One problem with rt-to-left iz that u are playing gainst the nap of the cushkloth. The ball-to-cush friktion iz greater. The innerball jumps out more sharply & hotter.

SHAPE B Hence praps your ideal runalong Y-R angle needstabe 55dg (instead of 50dg in Shape A). I think the 55dg angle iz similar to Tom Newman's runalong (in Tom's book). **SHAPE C** And-or praps the balls needtabe 23mm klear of the topcush (instead of 20mm in Shape A). **SHAPE A** This iz your runalong shape when going left-to-rt. Praps uze this shape here going rt-to-left, but hit softer, or uze checkside, or running-side. But luckyly for us we don't ever havta play runalongs, u & me will play thinalongs & ins&outs & kissalongs, much eezyer.

JANUS

MACKA Yesterday i saw a newspaper clipping that sed that for their match Macka preferred woollen (nappy) kloth, & **JOE** preferred (Janus) cotton (no-nap) kloth. I suppoze that the same kloth goze on the cushions. Hencely Janus napless cushkloth wouldn't suffer the problem of playing with or gainst the cushkloth nap (nor with or gainst the bedkloth nap). Anyhow why didn't Macka prefer Janus? And why did Joe prefer Janus? And did they uze Janus in that there match?

4137 It reminds me that in the 4137 break Wally got nurserys 18 times i think, & had to go **AGAINST** the nap of the topcush **18** times, allbeit on hiz good hand. Lemmese, 2500pts at nurserys (& say 1637 at non-nurserys) works out to be 139pts per run (= say 70cannons), of which say 50 cannons were on the sidecush, & 20 on the topcush. **JANUS** At least Wally would hav gone gainst the nap along the topcush 18 times, but he didn't, koz the bedkloth woz Janus (**ZERO NAP**), & i assume that the cushkloth woz Janus too (**ZERO NAP**). **THE QUESTION IZ**, woz Janus cushkloth az slippery az nappy woollen cushkloth, i hav never seen it mentioned. It might well be that Janus had az much friktion az woollen kloth (when the ball woz sliding gainst that there woolly nap). If so then Wally would hav felt that he woz nursing gainst the cushkloth nap no matter where he woz & no matter which direktion he woz nursing. **PRAPS** Janus had much more **FRIKTION** than woolly kloth. In which case Wally would hav had the inner ball kumming out very sharply & very hot every cannon every time every where (talking bout runalongs here).

I WENT OK UZING RUNNING

Today i went ok uzing Option 1 & Shape B&C. In other words i played rt-handed (leaning over the rt-sidecush), & the Y-R angle woz 55dg, & the Y woz well kleeer of the cush (23mm)(1/2ball). **RUNNING SIDE** And i went better uzing a bit of running-side. Not much, just a tip, or a half tip plus a bit of rt-to-left hoik on the follow-throo. I thort that check-side would be good, but running woz more forgiving, the Y&R rarely went awry. In a short session i played a near-pure runalong for the full 2-handspans a number of times.

IDEAL RUNALONG SHAPE

U are running gainst the nap of the cushkloth & suffer hi-friktion for the Y-to-cush kontakt (the Y kums out sharply & hotter)(plus my topcush iz old & worn, hencely moreso). **THE IDEAL SHAPE** for your runalongs depends on u & your cushion (& your balls). To find your ideal shape place the balls in a likely shape play the cannon (halfball) & if the 3balls adopt that same shape then mission accomplished. **SHAPE AINT SIMPLE** U kan find a shape that works with the Y close to the cush, or a long way from the cush, or in say 8 intermediate pozzys. Here u will hav 10 slightly different shapes, & eech works, but which works best? Very close-in iz too ticklish. Very far-out iz too inkonsistant.

MY IDEAL SHAPE

Today on my (old) topcush (running right to left) i found that i hadta place the.....

Y	allmost 3/4 BALL	off the cush	(classical = 1/2ball).
R	2 BALLS	off the cush	(classical = 1-3/4balls).
QBALL	2 1/4 BALLS	off the cush	(classical = 2balls).
QBALL	1/2 BALL RT OF Y		(same az classical).
Y-R	50DG		(classical = 45dg).

Y-R **2MM** or 3mm (ie 1/20ball).

QBALL-Y **20MM** (ie 3/8ball).

QBALL-R **3/4 BALL** each cannon eats 3/4 ball of cush (same classical).

When i aim 1/2ball on the Y the cue iz at **25DG** to the cush (classical RunAlong AA=24dg, RunAlong BB=26dg).

KISSING Y ONTO R

The qball hits the R left-of-center & the R heads inside its 2ball line (i hav drawn a line on my table 2balls from the topcush). But az the R stops the Y **KISSES** it back to its 2ball line. **THAT KISS** also helps keep the Y in its proper place. **IF U UNDERHIT** the pace the Y duznt **KISS** the R but the rezultant shape iz uzer-friendly anyhow (R sits 1/8ball inside its 2ball line etc). U will hav a soft R-Y to set up the Y-R runalong. **IF U OVERHIT** the pace the R **KISSES** out beyond its 2ball line, but u kan handle the rezultant shape with running-side next shot. All in all **KISSING** iz better.

RUNALONG AA In The Bible we mentioned RunAlong AA (Ch20) the Y allways stops short of the R.

RUNALONG BB In RunAlong BB (Ch21) the Y stops touching R.

RUNALONG AB In RunAlong AB (Ch21), a mix of AA & BB. We didn't mention the Y giving the R an intentional kiss every shot.

RUNALONG CC But had we then we might hav called this RunAlong CC.

WALLY sometimes played **KISSY** runalongs (judging by footage).

ALBY JOHNSON "Often the inside ball gently **KISSES** its neighbour." (Billiards & Snooker, March 1970). But Alby didn't actually mention **KISSING** az being a helpfull tool.

TOM NEWMAN didn't mention **KISSING** (Advanced Billiards).

TOM REECE didn't mention **KISSING** (Dainty Billiards).

Dunno'bout **MACKA** or **CLAUDE** or **JOE**.

OLDENDAYS RUNALONG SHAPES

ANGLES & PACE Tom Newman in Advanced Billiards sed that nailing the runalong angles iz eezy but nailing the pace aint eezy. Tom woz korrekt, but Tom played on a new table every game. Poor us, our topcushes vary (the Y rebound angle & pace both vary). Just once hav i seen a player praktis nurserys before a game (& he woz a snooker player). **OPINIONS** re ideal runalong shape vary. Dunno'bout Wally & dunno'bout Claude, but below are the pozzys for the R favoured by four oldendays players, the R being the outerball (alltho of course they didn't care whether the R woz the outerball or the innerball, but i like to hav the R outside the Y in all of my articles & drawings, & of course the qball iz allways a little further out than that there outerball)....

MACKA had hiz R 2balls off the cush..... 1-32/32balls off..... (crystalates).

TOM REECE 1-26/32balls off..... (ivorys).

TOM NEWMAN 1-25/32balls off..... (ivorys).

ALBY JOHNSON 1-22/32balls off..... (crystalates).

MY IDEAL aint much different to Macka's, he ran the R along the 2ball line. The difference tween Alby & Macka iz 10/32balls or 5/16balls which iz a bit more than a 1/4ball. **BAULK CUSHION** Tomorrow i might check my ideal runalong

shape on my baulkcush (this aint az worn az my topcush). **BONZOLINE** And tomorrow i might check my ideal shape for bonzoline.

PRAKTISING RT TO LEFT RUNALONGS

WEDNESDAY i placed the 3balls in my ideal shape (Shape=50dg/40mm) for a rt to left runalong. I placed the Y one handspan left of theSpot. I marked the pozzy for eech ball, & i gave eech ball a hard tap on the head making **3 DIMPLES** (so that they kood be replaced exaktly). I played the Y-to-R runalong az well az i kood. Hitting Y halfball iz eezy, but the korrekt pace aint eezy. When i lost ideal runalong shape i kept going, trying the uzual **TRIX** to regain shape. It woz a struggle. I played theze rt-handed, over the rt-cush, uzing an ordinary grip & bridge. I didn't stretch, i had an upright comfortable stance, hencely i needed a **VERY LONG BRIDGE**. A left-hander (having a geometrik advantage), would hav a much shorter bridge. Allso az the balls got further away i didn't lean or stretch more i just lengthened my bridge (praps not a good idea, i missed & fouled much more than i shoodhav). However by days end i got to like this upright style (long bridge & all). Sometimes i uzed the jigger, sometimes i hadta walk around & play over the topcush, sometimes leaning & reeeeching over the left-cush. **THE 3 DIMPLES** are a great help for quickly replacing the balls. And having the exakt same pozzy allows me to better gauge the exakt effekt of different aim & check or running etc (at least for the first cannon). **BUT** today (Thursday) i decided that my learning progress woz too slow. I woz praktising the same first shot (good), & then i experimented with steersmanship when the shape got ragged (ie every cannon after the first). But there woz too much going on, there had to be a more scientifyk way. **SKOOLKIDS** start with the basiks, saying the alphabet, learning the alphabet, & writing the alphabet. Me myself i never attended grade-1 nor grade-2 (but I am fascinated with zzz's). Anyhow, i decided to divide a stuffup into its natural parts. **4 STUFFUPS** There are 4 ways of stuffing up that first cannon. Stuffup-1 (too soft) & 2 (too hard) & 3 (too thin) & 4 (too thick). Eech leevs a different second shot. I decided to explore theze one by one, today i started on Stuffup-1 (hitting too softly). **DOUBLE STUFFUPS** When i hav finished with 1 2 3 & 4 i might explore the 4 kombinations of double-stuffup, ie 13 14 23 & 24 (soft-thin)(soft-thick)(hard-thin)(hard-thick).

STUFFUP 1 HITTING Y TOO SOFTLY

Here the Y duznt kum out far'nuff, it duznt reech & bump the R (it stops 1/4ball short of the R). And the R duznt advance far'nuff, & the gap tween qball & R iz only 1/2ball (instead of 3/4ball). The Y shood be the closest ball to the qball, but it aint, the R iz closer (gap=1/2ball). The qball-to-Y gap iz 5/8ball (or more). The Y-to-R angle iz 60dg. Now u hav an eezy R-Y cannon. Shood u find a way back to Shape=50/40, or shood u go with the flow & play ins&outs & thinalongs & kissalongs (theze are eezy, & eat less cush than runalongs). But we want to improov our runalongs. The obvious shot-1 of Stuffup-1 iz 3/8ball on R, slowish (R-Y). The 2nd shot iz then a Y-R cannon of some kind. Sometimes shot-1 & shot-2 are diktated by the leev, but uzually u hav options. I spent all day exploring theze options. And i uzually kept going untill i reached the pkt or missed. My teacher's-manual tells me that i shood **MARK** the pozzy of eech ball for shot-1 of Stuffup-1, & giv it a **TAP** on the head. But shot-1 of Stuffup-1 aint like shot-1 of Shape=50/40. In Stuffup-1 the 3balls kan sit anywhere along their trajekts, allbeit short of proper shape (exaktly how short depending on how how too-soft u had hit). So, i didn't mark or tap for Stuffup-1. I placed the balls in their original

DIMPLES, & simply moved all 3 balls a small distance. This woz made eezyer koz i hav marked a **2BALL** line & a **1BALL** line along the bed (in ink), & i hav allso drawn perpindikular Xlines (making a **GRID**) at 1ball spacings (in ink). Thusly i kan replace the balls fairly exaktly, & later i kan explore slight varyations (of Stuffup-1) by replacing the balls slightly shorter or longer (xtra dimples would make this diffikult). U might hav 12 cannons whilst nursing 2-handspans. If u hav 4-options per shot & 4 possible ways of stuffingup then that adds to a lot of possibilitys. And we havnt the time & patience & memory to explore eech & every possible stuffup. But allready by the end of day-2 (1day on shot-1 of Shape=50/40 & 1day on shot-1 of Stuffup-1) i am now confident of reaching the pkt, even tho i am halfway throo Stuffup-1 & havnt even thort about Stuffups 2 & 3 & 4. Yes, i am reaching the pkt, but by playing **INS&OUTS** etc (mostly), not runalongs. This iz ok, i havnt spent much time on runalongs, i sed 1day, but in fakt it woznt even 1hr, & i will praktis runalong **STEERSMANSHIP** properly after i hav dealt with all 4 stuffups. Anyhow, this confidence iz partly due to getting better with my cueing (touch), & partly due to learning what to do (& more importantly what to **AVOID**). In fakt i reckon i kan reach the pkt by putting my **BRAIN** in neutral & just playing eech cannon simply while avoiding troubles (eg touching balls).

STEERSMANSHIP

CH21 & Ch22 of The Bible mention steersmanship for runalongs when 1 of the 3 balls iz out of ideal shape. With our stuffups at least 2 balls are out of shape.

CH71 (DEFLEXION ANGLES) allso mentions steersmanship, mainly the effekts of **DEVIATION-ANGLES** & deflexion-angles for varyus separations (tween qball & Y) & varyus ranges (tween Y & R). For steersmanship for an ordinary Y-R runalong cannon.....

SURPRIZE 1 If u aim thinner (than 1/2ball) on Y u get a narrower deviation-angle (off the Y) but a wider deflexion-angle.

SURPRIZE 2 Check & running don't make much difference to the deviation-angle (off the Y) nor to the deflexion-angle.

SURPRIZE 3 Swerv iz more effektiv than sidespin (re widening the deflexion-angle off Y).

SURPRIZE 4 Soft-stun & soft-skrew are more effektiv than swerv (re widening the deflexion-angle off Y).

SURPRIZE 5A Widening the deflxn-angle off Y duznt much affekt the R's-angle (when Y & R are touching or allmost).

SURPRIZE 5B Trying side or swerv or stun or skrew to steer the R (here) iz just asking for trouble.

STEERING THE R The problem bekums kleeer if u roll the qball up to the Y by hand (& leev it touching the Y). Then remoov the Y, & shoot the qball at the R from that pozy. Hitting the R very thinly (say 1/4ball) kuts the R at a wider angle (than duzz 1/2ball), but the nett-gain in kutback iz very little. This iz koz the qball iz only 1/4ball from the R. Hencely to re-aim from 1/2ball to 1/4ball u havta swing the cue throo many degrees (leftwards). Every degree of swing (left) takes a degree off the nett-kutback (right). Geza deskribed it nicely, he sed that at close-range the balls are shortsighted. So if swerving stunning & skrewing to kut the R back in one shot iz futile, be patient & look for a chance later.