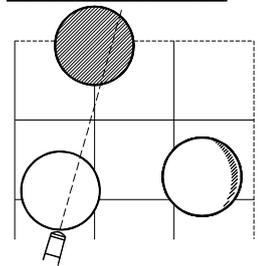


# STUNALONGS

THE ARGUS STUN CANNONS **FALKINER'S** FAVOURITE

*In the accompanying diagram a typical position for stun cannons is illustrated. The red ball is shown nearly touching the cushion, the cue ball ("C") is a little to the left, and the object white is about on a line with the cue ball, and a little to the right of the red. There are a great many slight variations of the relative positions of the three balls that would all permit the cannon's being made, and position being retained. It may be said that the position shown is somewhat difficult. When the balls are quite close together the shot is much easier.*



Argus balls are drawn too far apart. The ideal pozzy for stun cannons (what i call StunAlongs) iz similar to the Rockers detailed in Ch24 KissAlongs & in Ch30 Rockers.

*If the cannon indicated is correctly made, the position, or one almost similar to it, will be reproduced. The cue ball, struck with a "stun" delivery, makes an almost full ball contact with the red in order that, when it rebounds, it will come back so as just to strike the white thin on the left-hand side, and then stop.*

I think that a stun delivery aint needed. Certainly the qball duznt hav any stun when it gets to the red, even at very short range (Argus didn't actually say that it had stun when it got to the red). I think that Falkiner had a peculiar short prod-stroke for all of hiz billiards, inklooding StunAlongs. Wally too in later years had a tapping sort of stroke here, albeit with an upwards follow-throo aktion.

*When the cue ball collides with the red, it drives the red on the cushion, and, for an instant, follows up the red. The red, however, rebounding from the cushion, meets the cue ball, and in doing so drives this ball backwards. The impact between the two balls stops the red. It will be noticed that the cue contact shown in the diagram indicates that the player's ball will be given right-hand side. This side is put on to cause the red to come straight back from the cushion. If the same contact were used, and left-hand side were put on, the red would come off slightly to the right.*

Yes stunalongs (& rockers) might go better with a bit of running. Argus seems to suggest that the red spends much time well off the cushion, i reckon that Falkiner preferred having the red frozen.

*The effect in both instances is due to the side “communicated” to the red, and an excellent illustration is afforded of the possibility of communicating side from one ball to another. Reverting to the position shown in the diagram, it will be understood that the repeated thin contacts of the cue ball with the object white will gradually shift the white to the right, and the cue ball will also gradually shift its position towards the right. The time will come, therefore when the cue ball will be almost opposite the red. When this happens the original position is recovered by making the cannon with left-hand side, instead of right-hand side, the effect of the side communicated to the red will cause that ball to come off the cushion in a path bearing slightly towards the right, and the original position will be restored.*

*The stun cannon is occasionally made by the player “feathering” first on the white (assuming that to be the nearer of the two object balls), but when this is done it is only because the position makes it impossible to obtain the cannon by striking the ball nears the cushion first.*

Ok, but sometimes u shood hit yellow-first even tho u kan get a red-first cannon. Uzually this iz with lhs, to take the qball well west, so that u kan reload the red next shot (ie moov the red along).

*It would usually mean that the stun cannon position would be lost when the next shot had to be played, and several plain cannons might have to be made before it was recovered.*

Yes, play some runalongs & thinalongs & look for stunalongs later.

*The advantage of the stun cannon is that a great many cannons can be made without shifting the balls much. Thus, the dangerous position which may be reached at a corner pocket if the balls are not controlled accurately – though it cannot be avoided indefinitely, at any rate, takes longer to reach. The same is true of the middle pockets, which almost invariably stop a nursery cannon break. Falkiner was the first to introduce the stun cannon into English billiards, and it may be interesting to note that he learned it from a leading French professional when he was serving at the front.*

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.*

# WALLY'S 40 STUNALONGS

**FOOTAGE** See Roger Lee's V8 at the 43min mark showing 1929 footage of Wally doing a run of 40 stunalongs. And 38 cannons of the same footage (but including an introduction by Falkiner & Wally) at the 21min mark of V4.

**12MIN PER THOUSAND** Wally's 40 cannons (80pts) took 56sec, which is a rate of 100pts in 70sec, or 1000pts in 700sec (11min 40sec).

RED WOZ THE INNERBALL & WHITE THE OUTERBALL.

THE 40 CANNONS CAN BE CLASSIFIED AS FOLLOWS.

**STUNALONG ROCKERS (9)** These were the first 9 cannons (they might have been set by hand). But they weren't pure-rockers, they were stunalong-rockers. Wally taps hardish, & the qbball stops in all sorts of pozzys. And the red or white moves a little (In No5 they move a long way). The red moved along 1ball during the 9 rockers.

**STUNALONGS (5)** There is a run of 3 & later another 2. Here the red & white move a little or a lot. But in the footage you can't tell exactly what is going on. The camera angle is shite. It would have been better looking from the side, directly up Wally's cue.

**KISSALONGS (13)** Kissalongs are a form of StunAlong, the balls moving lots. Some of these 13 cannons are outsideball-first, & the qbball kisses well out off the inside red. Some of these 13 KissAlongs could have been called **INS&OUTS**, but the qbball didn't have a soft **KISSOFF** off the red, it was more a big **KISSBACK**, so I counted them as KissAlongs.

**RELOADS (2)** Wally uses what I call reloads to get good StunAlong pozzys from good RunAlong pozzys. Wally hits the inside red first, softly, just hard enough to take it to the cushion, while bumping the outside ball along to good pozzys relative to red, & away he goes.

**RUNALONGS (5)** Standard drives (RunAlongs), ie inside red first. No double-kiss to speak of.

**INS&OUTS (5)** I reckon that Ins&Outs are just as quick as StunAlongs, & easier & safer. Wally is obviously striving to get back to StunAlongs, probably for the camera. StunAlongs are not quicker, nor easier, nor safer, but they eat less cushion.

**CUSHION CANNON (1)** Required by the **35** limit rule. Wally hits innerball then cushion then outerball.

**THINALONGS (0)** ThinAlongs are a type of Ins&Outs. Learners can get good cheap long runs of ThinAlongs if they can avoid touching balls. But you have to swing the cue over 100dg out or back every shot. ThinAlongs eat about the same inches of cushion as an average StunAlong. Anyhow Wally didn't play any ThinAlongs.

**INCHES** The 40 cannons ate approx 20" (½" per cannon). A possible 120 cannons in 60" of flat cushion. Individual cannons varyd from 0" to 3".

**SIDE CUSHION** I think that Wally only plays serious StunAlongs when going down the (left) side cushion, soon after turning the (left top) corner, koz here He (a lefty) kan see & reech more akuratly, & get more stuns per inch.

**REEECHING** In the footage Wally plays by leaning over the top cush, until the balls get 1/3<sup>rd</sup> of the way down to the left midpocket. Then he moovs around & plays by leaning over the side cush (for cannon No35), reeching out-&-back, for the remainder of the journey towards the midpocket.

**WHY STOP** But then He plays only 6 more cannons, finishing with No40. Why did He stop, pozzy woz perfikt, praps He woz getting out of frame.

**LOOP-BRIDGE** All of theze 6 were uzng a loop-bridge, not that Wally kan form a very good loop (the end iz missing off hiz first finger). Strange, one of them 6 needed to be played at minus15°. (00° iz parallel to the rail)(90° iz towards the rail>(& minus90° iz away from the rail). So with Hiz bridge on the rail shooting at minus15° Wally continued to uze the loop-bridge (praps Wally prefers a loop-bridge when Hiz bridge iz on the rail).

**TAPTAP** Wally uzes a tappy/jabby/stunny action for StunAlongs. He uzes the wt of the cue, a biggish backswing, & near'nuff zero follow-throo. It iz a 2-piece tap, a straightish jab & then a lifting of the qtip (to avoid a foul on the returning qball). The lift iz the follow-throo if u like (some cannons had zero lift).

**SLIGHT PAUZE** There iz no feathering before the tap, to help judge wt or something. No, the backswing iz long & slow, & there iz only a slight hint of a pause before the cue iz on its way again.

**LIFTING** When uzng a plain Vee-bridge Wally raizes the knuckles & lifts the palm of hiz bridge off the table to help the lifting of the qtip. But the fingers allways stay on the table, albeit sometimes sliding along or aside.

**LOOP BRIDGE** But when uzng the loop bridge (ie when reeching) Wally didnt raize or lift at all, He just circumcized the follow-throo.

**CHALKING** I didnt see any chalking. Elsewhere on other nursery footage (but not here) u kan see the butt of Wally's cue & u kan see that Wally gradually turns the cue on some shots to prezent a different part of the qtip to the qball to obviate chalking if wanting stun or spin. This

turning iz especially effektiv koz Wally uzes a big flattish tip (11mm)(or praps 10mm plus some mushroom overhang).

**BIG FLAT Q TIP** U kan tell if the qtip iz flat or rounded by the way Wally chalks (other footage). If Wally rubs the chalk akross the top of the qtip a few times, with very little turning of the cue, then the qtip iz flat. If there iz more turning than rubbing then the qtip iznt flat. I had another look at Wally chalking today, He turned the cue a lot, very deliberately, but it woz obvious that He woz only chalking the sharp edge of Hiz very flat qtip.

**JACKING-UP** When i run a nursery i often get into trouble & need to play with the butt raized (ie jacked-up), to help get a bit or a lot of piqué or massé. Not so Wally. Hiz StunAlong didnt hav any hint of jacking-up. However, Wally did uze some klever stun & skrew (He must hav been having a bad day).

**SURPRIZING** Cannons No22 23 & 24 are the most surprizing. Theze 3 are ordinary RunAlongs (ie red-to-white drivers) played very **HARD** with a bit of stun. Theze 3 ate lots of inches, almost az many inches az the other 37 kcombined.

**AMAZING** With theze 3 cannons Wally **HERDS** the white back to the cush for more StunAlongs. (I say herding, Daly sez flocking).

**FALKINER** Wally calls Falkiner "Faulkner" or "Fawkner". I guess Wally iz korrekt, but i would hav sed Fell-kinner (Falconer iz i guess Fell-konner).

**CROCKETT'S THEME** I have a 45rpm record with Crockett's Theme on it, this iz Roger Lee's background muzik for Wally's nurserys etc on that video. My old record-player iz sitting near my table. I might get a good StunAlong going if i play Crockett's Theme.

**ANGLE OF WALLY'S DANGLE** Wally makes Hiz first 9 StunAlong-Rockers with hiz cue at an angle of 80° to the cush (except that No 7 woz at 70°). But its diffikult to estimate the angles due to the camera angle & telescopik lens. No's 15 16 17 38 39 were good looking StunAlongs too, theze were at 60° 70° 70° 65° & 70°. The others (RunAlongs Ins&Outs etc) were at smaller angles, mostly tween 30° & 60°.

**WHITE-FIRST** Did u notice that one of Wally's StunAlongs looks like a regular red-first kissback (just grazing the white kumming back), but it aint. It grazes the white first, & then kisses back off the red (without i think touching white a 2<sup>nd</sup> time). Its diffikult to see, i might study it. Woz this outerball-first StunAlong intentional, or woz it a happy error? It iz eezy to sometimes hit the outerball first by mistake.

Sometimes its impossible to hit the innerball first koz the outerball overlaps the innerball (ie u karnt hit the innerball fullball).

**NOWADAYS** When u think about it, nowadays StunAlongs aint needed koz we hav the 75 limit, & there iz no benefit in saving inches. It would be diffikult to turn the corner & get to the midpkt in less than 75 cannons, so why save inches. And anyhow Ins&Outs & ThinAlongs are much eezyer to play, & ThinAlongs eat very few inches.

**150 UP** StunAlongs wouldn't be worth the trouble in a 150pt game.

**LINE XING** Which reminds me that the pro's hav 2 nursery limits, the 75 limit, & the 80pt to 99pt line-xing limit. Having both iz overkill, the 75 limit shood be deleted. Anyhow, the line-xing rule kills nurserys for pro's. Why bother learning or gathering when the line-xing iz in effekt a 49 cannon limit. If u kross the line when the break iz 81pts, that makes the break 84pts, & then, in a 150pt game, u kan run to game with another 66pts (33 cannons). In a timed game u kan run that break to 199pts before u must play a line-xing, ie another 115pts (57 cannons). If the break iz at say 40pts (or 140pts or 240pts) then why bother risking a nursery-gather if u will havta break up the nursery before getting to 100pts (only 29 cannons). So the line-xing limits nurserys to at best 49 cannons in 150up games, or 57 cannons in timed games. Unless u kan kross the line during your nursery run, in which case u soon meet the 75 cannon limit.

**KISSALONGS** Anyhow it appears that StunAlongs are little different to KissAlongs in Ch24. And hav a look at Rockers in Ch30.

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.....*

# WALLY'S 23 STUNALONGS

**FOOTAGE** See Roger Lee's V2 at 1min 25sec mark showing 1930 footage of Wally doing a run of 23 cannons, mostly StunAlongs.

This iz the best footage of Wally's StunAlongs, koz the camera iz almost looking up the cue. U kan see every little hoik & swoop & jab. And every bit of side.

Wally starts with a red-first runthroo slip-past turnabout (similar to Tricky 18 Ch43). The red iz the outerball, & after the turnabout it iz the innerball. This iz the sort of turnabout that Wally would hav played most often, koz He iz uzually going left-to-rt along the topcush near the rt-toppkt, & after the turnabout He iz going back the proper way (for a lefty), with the whole cush in front of Him. We dont know whether Tricky 18 woz Wally's patented "Twist-Shot", praps it aint, koz it needs the innerball to be well off the cush for the red to slot inside.

Most of the cannons are Rockers (11) (or mooving rockers), with the occasional reload (3). Near the end the qball lands heavily on the white (the outerball), & then u kan see Wally trying to coax the red to catch up, with no luck.

Wally of course got into trouble in this footage koz He didnt uzually play StunAlongs (rockers & kissalongs) on the topcush, He uzually waited until He turned the corner & woz going down the sidecush. On the topcush the bedkloth nap hurts rockers rather than helps. He only played theze StunAlongs along the topcush koz thats where the camera had been set up for the whole shoot. And at least we got the best footage we kood ever hope for.

There are 2 ways of coaxing the red along (reloading), & it looks to me that (near the end) Wally tryd both. One way iz to play a standard redfirst (innerball-first) kissback rocker a bit harder & with checkside. The other way iz to play the kissback rocker to graze past the white (the outerball) leeving a favourable angle for a WR cannon to leev a favourable angle for a RW kissalong reload (see page 15)(page 15 shows a YR kissalong reload, koz Y iz the innerball). Neither worked, & Wally picks the balls up. The balls mooved along about 3-3/8ball in total after the turnabout.

# WALLY'S 20 STUNALONGS

**FOOTAGE** See Roger Lee's V2 at 2min 11sec mark showing 1930 footage of Wally doing a run of 20 cannons, mostly stunalongs.

After the above 23 stunalongs Wally picks the balls up & places them & plays another 20 stunalongs. There are 15 (moving) Rockers & 3 Reloads. The balls move along about 3/4 ball in total. The red gets left behind again, & Wally tries to save red but fails (again). The last cannon is a half-hearted slipthru, praps Wally kood hav slipped back again, but didnt try. Anyhow its good to see Wally's failures.

Here iz a snippet of what i posted in thebilliardspot forum.

## **ANOTHER TWO STUNALONGS FROM WALLY**

**23 STUNALONGS** *Wally plays a turnabout & then 23 stunalongs. The run inkloods some nice rockers & semi-rockers & reloads. In the end one or two badly played semi-rockers bump the white (the outerball) too far ahead.*

**20 STUNALONGS** *Then Wally lifts & places the balls & plays 20 stunalongs. Once again the white leaks too far ahead, & Wally plays a slipthru at which point the footage stops. Praps Wally slipped-back & regained pozzy, we don't know.*

**HOIKS & SIDESPIN** *This footage iz marvellous, we are looking straight up the cue. We see hoiks that help the qball along a nice triangular rocker-trajekt. We see sidespin that helps move the red along, or convinces the red to stay put.*

**FAILURES** *The two failures are informativ & very wellkum.*

**ROCKERS** *One rocker haz the outerball very close-in. One haz the outerball very far-out (with qball inside), an **INSIDE-ROCKER** (one of two kinds uzed in the oldendays when touching-balls woz briefly allowed).*

## I AM PRAKTISING THE ROCKER EIGHT WAYS

**RIGHTHANDED** then **LEFTHANDED**. With outside ball **WEST** then **EAST** of the inside ball. On the **TOPCUSH** then **SIDECUSHES** & **BAULK-CUSH**. Near a **CORNER** & then near **MIDCUSH**. Or iz that 32 ways. Damned hard work. Plus i am reading my old & new diaries, plus chapters of the Bible.

# WALLY'S 42 STUNALONGS WHARNCLIFFE HOTEL

THIS 1930 FOOTAGE IZ ON YOUTUBE COURTESY OF ROGER LEE  
Here below i regurgitate some of my postings from thebilliardspot forum.

Wally makes 42 cannons in 69sec, mainly StunAlongs, at Wharncliffe Hotel Sheffield. Praps the best example of Wally's patented favorit style, they call it....

## CLOSE CANNONS TAKING BALLS ROUND POCKET

There iz 6min 11sec in all, inklooding tott-stuff & Dee-stuff, a thin-Gather, & a X-inOff. I am still dissecting the footage cannon by cannon. Wally turns the corner (at the left top-pkt) & plays StunAlongs (Falkiner's stun-cannons). The footage iz poor quality, & it will take me days. Wally's StunAlong inkloods.....

**KISSALONGS** (Tom Reece -- a cushioned-ball sequence, kiss cannons).

**MOOVING-ROCKERS** (*Tom Reece, kiss-back strokes*).

**INS&OUTS** (*Tom Reece, a varyation of in-and-out play*).

**RUNALONG** (*Tom Reece, run-along*).

**THINALONGS** (Zero of theze)(*Tom Reece, a clipping in-&-out movement*).

**ROCKERS** (Zero of theze)(Praps He prefers mooving-Rockers).

**MASSÉS & PIQUÉS** (Zero of theze). Mac.

**FOOTAGE** So i decided to hav another look at footage of Wally showing how its dunn. And blow me down if i don't find this-here Wharncliffe footage sitting on youtube. Koodnt beleev my luck. There are 2 or 3 StunAlong shots that i don't think i hav ever seen.

**WALLY** plays 3 cannons along the topcush, then a turn, & then 38 cannons in 60sec in approx half a cush. Wally then moovs around to play leaning over the side-cush, but the footage stops there with pozzy still good. I guess Wally might hav made another 19 cannons (runalongs) to the midpkt = 57cannons = 114pts for the cushion.

The qball never touched the cushion, except during No42, ie the last cannon. The qball hit W then R then cush. W = white (outermost ball), R = red (innermost ball). Wally didn't chalkup during the run.

**HALF ROCKER** There woz only one sequece of (4) consecutiv cannons kissing back off red with red stationary, here the white shifted along a little during eech. I hav called this a **MOOVING-ROCKER** (but i

kood call it a **SEMI-ROCKER**, or a **HALF-ROCKER**). I think that in future i will call it a half-rocker (the innerball rocks & duznt shift).

**THERE** woz one nice sequence of 13 cannons where the first kontakt alternated -- W-R-W-W-R-W-W-R-W-R-W-R-W. The red & white both shifted eech cannon (this woz more of a kissalong). But mostly it woz very diffikult to tell which ball woz kontakted first. The main clue woz that if Wally shot at say 80dg, & if the next cannon woz at 70dg, then He must hav hit the outerball first (ie the white). The cue-shooting-angles for the 13 cannons were -- 45, 40, 75, 70, 85, 75, 85, 70, 80, 60, 80, 60, 80.

**HARDUP** There were 15 cannons where the red woz hardup (or nearly). The other 23 cannons were -- 1/4ball off the cush (3), 1/8ball off (10), 1/16ball off (7), 1/32ball off (3).

There were 5 cannons where Wally shot **PARALLEL** (00°) to the cush (or allmost parallel). Most cannons (25) were tween 60° & 85°. Eight cannons were tween 15° & 50°. At no time did Wally shoot **AWAY** from the cushion (eg at minus20°). Nor did He havta shoot "**BACKWARDS**" (eg at 95°).

**LOOP BRIDGE** Wally uzes a loop-bridge for the 3 cannons along the top-cush, then He uzes a **VEE-BRIDGE** for all of Hiz cannons going down the side-cush. I adore the way He lifts Hiz bridge for some/most of Hiz stunalongs. Two or three Fingers lift up off the bed (or shood i say 1-1/2 or 2-1/2 Fingers), while sort of arching & leaning Hiz bridge (to help), sometimes while gently dragging Hiz bridge back. But Hiz cue rarely leevs Hiz bridge (ie He rarely lifts Hiz cue up off Hiz vee).

**THE SIZE OF THE VEER IZ THE KEY** Looking again & again, the key to St Wally's stunalongs iz the alternating white-first & red-first kissbacks. Uzuually both red & white shift along a little. Its a verzion of Ins&Outs. But in standard Ins&Outs the cue veers tween say 60° & 10°. Wally's cue veers mostly 10°, tween say 80° & 70° (a KissAlong). The size of the veer iz the key. The klumzyer the player the bigger the veer, & the more likelihood of loozing ideal pozzy, & the more wastage of inches.

A 10° veer iz truly Miraculous. Small iz beautiful. More kontrol, less fraught, & less inches. Alltho its a **CIRCULAR** arguement, the more kontrol the smaller the veer, & the smaller the veer the more kontrol.

**STUPID SPEKTATORS** They sit near the righttoppkt. They don't see any of Wally's nurserys. They didn't see 2550 points of Wally's 4137 break. Praps they only pay halfprice (unlikely)? Or praps they adore Wally's bum (likely).

**SO I CHANGED MY CUE** Yesterday i had trubble with stunalongs. My veer rapidly degenerated to tween 100° & minus20°, instead of the ideal 80° to 70° (or 65°). So i tryd my massé cue.

I like to grip my playing cue very short, & tight, & reech out-&-back (for ordinary runalongs). Likewize for rockers. But my arm karnt stand the **STRAIN** for rockers. Holding my (standard) cue shortish (at the balance point) works wonders (ie less strain).

But a very short **MASSÉ CUE** givs both a very short grip & a balanced grip. Lovely. I kan stand almost over the balls, & reech out-&-back, with almost zero strain. And the massé cue iz handy for massés (of course).

**VEER** I did notice that veer varied more when my red (my outerball) woz 1ball klear of the cush. And there woz less veer when the red woz 1-1/8ball klear. I think Wally's outerball (white) woz 1-1/8ball klear, praps even 1-1/4ball klear at times. So today i will try 1-1/8ball & 1-1/4ball. Hmmm -- but if/when it got to 1-1/4ball then surely Wally would hav tryd for Rocker (which He didn't).

**SIDESPIN** In Wally's footage u karnt see whether He uzed side. U kan see the occasional flourish hoik or swoop to the left or right, where He wipes on some side &/or swerv. Plus u kan see some hardish jabby/stunny shots where He uzes soft-skrew.

**TOXIC** I guessed that my much-uzed worn hi-friction side-cush woz toxic. And sure-nuff when i mooved the whole show to the (little-uzed) left-baulk-side-cush the stunalongs worked much better. U kan feel the difference if u get a ball & sqeez it into the cush & try to slide it along. The baulk-side-cush iz much more slippery (especially "with" the nap of the cushkloth) than the right-top-side-cush (especially "gainst" the nap). I guess that the Wharncliffe table had new cushkloths, just for Wally, praps just for the filming.

**KRAPPS** Allso, u kan bet that krappamyths hav more ball-to-cush friktion than bonzos & crystalates. Yes i checked just now, & u kan definitely feel the difference izing that sliding test. Below i quote stuff from years ago.

**KISSBACK TESTS** I did some kissback tests just izing just the qball & yellow. I put the yellow hardup & hit it fullball shooting at 70° (ie 20° off square to the cush). I measured the dist the yellow mooved along the cush when i hit hardnuff for the the qball to kissback 2 balls klear of the cush. I did the tests on the (well-worn) right-top-side-cushion, & allso on the (near-new) left-baulk-side-cushion. I did the tests izing (small light soft hi-gloss vitreous) krapps & then izing (big heavy hard semi-gloss) bonzos.

**SURPRIZINGLY** i found little difference in the dist mooved along the cush, the krapps mooved along az far az the bonzos. I woz expekting the krapps to be reluctant to moov along due to hi ball-to-ball friktion, & due to hi ball-to-cush friktion.

**HITTING HARDER** Then i realized why. The reason woz that i had to hit the krapps harder (than the bonzos), to get the qball to kissback 2balls kleeer of the cush. And by hitting harder the krappy yellow mooved further -- the two effects cancelled.

**IF** u hit krapps harder, to get the qball to kissback well out, then the red will moov along further when u play a grazing red-first kissback cannon. The same grazing kissback red-first cannon uzing bonzos can be hit more softly, & the red duznt leak along az far. Red leakage iz toxic, so, here bonzos win.

**CUSHCLOTH** Not Surprizingly i found that the yellow shifted (mooved along) twice az far on the slippery baulk-side-cush (unuzed & slippery) when kompared to the top-side-cush (well worn & hi-friktion). This eezy yellow shift helps stunalongs for both krapps & bonzos. So, stunalongs are eezyer on a new cushkloth.

**BONZOS** Allso in addition to all of the above bonzos are bigger & thusly eezyer to judge kontakts etc. And bonzos are heavyer, & thusly eezyer to judge pace etc.

**SMALL WALLY** Here we shood consider that Wally woz 6% smaller than most of us, & therefore the balls seemed 6% bigger to Him, & heavyer. So to play nurserys like Him praps we need to uze 2-1/8" bonzos (& a slower clock).

**BALLS** I reckon we karnt expekt to do much good uzing krappamyths, small lite soft hi-gloss kicky vitreous balls with a bakelite center. Wally & Co had big heavy hard low-gloss bonzoline & crystalates. Krapps respond to side more than bonzos, this can be good & bad.

**QTIP** And in the oldendays they had big flat hard qtips too, we dont. Nah, different game.

# WALLY'S 1958 ROCKERS

**FOOTAGE** I had a look at the 1958 footage of Wally's rockers. Wally sez that He will play 50pts of close cannons, & He allso calls them baby cannons. Wally places the balls on the topcush near the right-top-pkt.

**RUNALONGS** Wally plays 13 runalongs in 23.5sec (90.5sec/100pts).

**APOLOGY** Wally then says that the next 24pts will be quicker.

**ROCKERS** And then plays 12 rockers in 12.5sec (52.0sec/100pts),

**TOTAL** A total of 25 cannons in 36.0sec (72.0sec/100pts).

**THE FIRST 9 CANNONS** were runalong drivers, ie cushball first.

**THE 10TH CANNON** woz outerball first, to set up rocker, a reload.

**ROCKERS** In fakt the 11<sup>th</sup> 12<sup>th</sup> & 13<sup>th</sup> cannons were rockers (the outerball rocks) or stunalongs (outerball rolls). But its diffikult to see whether the outerball iz rocking or rolling.

**OUTERBALL FIRST** Nine of the 12 rockers looked to be the classical innerball first. But at least 3 of the 12 rockers were outerball first. If hit fine enuff the outerball only rocks despite being hit first. I suppoze that all 3 were intentional, but sometimes u do accidentally hit the outerball first. And sometimes u hit it first & third (ie twice).

**60DG** U kan tell whenever Wally hits the outerball first, koz the next rocker-cannon iz invaryably played with the cue held at 60° to the cush, rather than the standard rocker 80°.

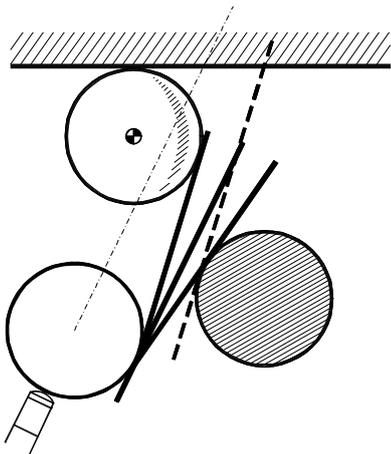
**TOPCUSH** Surprizingly Wally played Hiz rockers on the topcush, probly for the camera. But the sidecush iz eezyer for rockers, koz here u are feathering the outerball against the nap. Against the nap the rocking ball duznt roll out of its footprint so eezyly. But the topcush aint eezy, the rocking ball rolls.

**SOFTLY** Wally's rockers were hit very softly, thanx to the balls being so close together. The gap tween the qball & cushball woz less than a 1/2ball.

**SHORT GRIP** Surprizingly Wally didnt uze a very short grip for the rockers. He held the cue in the same place, ie shortish near the splice, for all 25 cannons. He leaned over the sidecush to reech, but He didnt try to get closer to the balls. Me myself i would hav gripped very short & had my eyes very close.

**PLAYING JUST LIKE WALLY** In Phenomenon Andrew Ricketts says that Wally's fighting wt woz 73kg (11st 8lb). Well this month (2013) my wt haz dropped to 11st 8lb, so i guess i am playing like Wally. Except that Wally had bigger balls.

# HALVING THE DAYLITE



**STUNALONG 1** Surprisingly Wally duznt uze a very short grip for stunalongs. He holds the cue shortish near the splice, but duznt bother to hold even shorter & get even closer. I think He stays well back to better judge the daylite, looking down along the cue.

**DAYLITE** When playing a rocker u kan uzually see a kleeer gap tween yellow & red (ie daylite).

**OVERLAP** describes whether the edge of the red iz west of the edge of the yellow (mezured square to the cush)(eg an overlap of 1/8<sup>th</sup> ball).

**LEVEL** If the overlap iz exaktly zero then the red iz level with yellow.

**UNDERLAP** If the red iz east of zero then that iz UnderLap.

**DAYLITE** haz nothing to do with the aforementioned overlap or underlap. Daylite iz what the player sees (ie what the qball sees). If the red overlaps the yellow from the player's/qball's view (ie if the red blocks hitting the yellow fullball) then there iz no daylite (ie the daylite iz zero, or less than zero).

**WALLY'S TRICK** I reckon that Wally uzed the width of the daylite to help judge the needed kontakt on yellow such that the qball kisses back & grazes the red.

**WALLY'S DAYLITE** In StunAlong 1 the three dark lines show the daylite (the mid-line halves the daylite). Wally's aiming-trick iz i reckon that He aims to halve the daylite with the edge of the qball. This givs Him the needed kissback, needed to just graze the red. Anyhow that iz how it works for me, but praps yor eyes & tapping are different.

**RANGE** Wally's halving the angle duznt work very well if the qball iz close to yellow, u need to make an allowance (aim fuller on yellow).

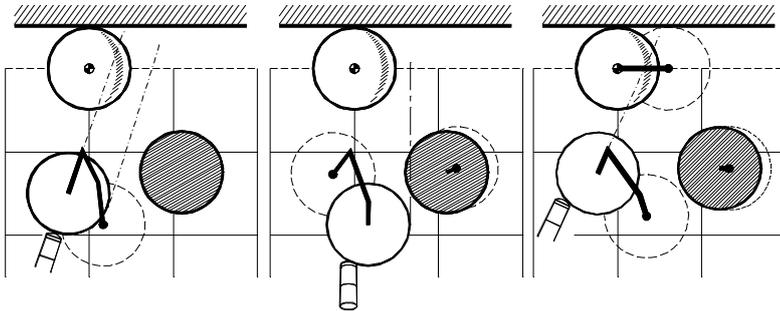
**GRAZING** the red iz crucial. The thinner the better, but don't miss.

HALVING THE DAYLITE GIVS A HEAVY LANDING ON THE RED IN THE FOLLOWING CASES, SO AIM FURTHER LEFT ON YELLOW.

- When the yellow iz not hardup/frozen (eg 4mm off).
- When the red iz more than 1-1/8 ball off the cushion).
- When the cue aim-angle iz more than 15dg off square.
- When tapping hardish (the kissback return iz narrower).
- When the qball iz close to the yellow.
- When the daylite iz less than 5mm (when viewed from afar).
- When running along the topcush (instead of side-cush).

# WALLY'S RESCUE

Red iz too far east. Here we show a 3-shot sequence for recovery. Footage shows that this might be Wally's preferred method.

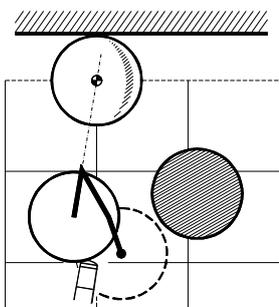


## STUNALONG 3A

Halve the daylight, to graze the red (ideally red rocks). The qball must get well below the red (az shown), for a friendly angle for 3B.

**STUNALONG 3B** A thin red-to-yellow cannon. Often needs lhs, & praps swerv. Often best to leev the qball close to yellow (az shown) for a friendly angle for 3C.

**STUNALONG 3C** A kissback with lhs to help moov yellow east. Ideally red rocks. Swerv duznt help, it hurts, so hold cue level. Hitting harder in 3C moovs yellow further, but iz risky. The qball duznt need to get below the red, but if it duzz then u hav the option of trying 3B again (if yellow didnt moov along enuff in 3C). In 3C the distance yellow iz shown to moov iz probly over-optimistik. In shot 3A we kood hav attempted 3C (ie izing lhs), but in 3C we hav a better angle than in 3A. (See 1ABC & 2ABC in Ch24 KissAlongs)(See 3 4 & 5 in Ch30 Rockers).



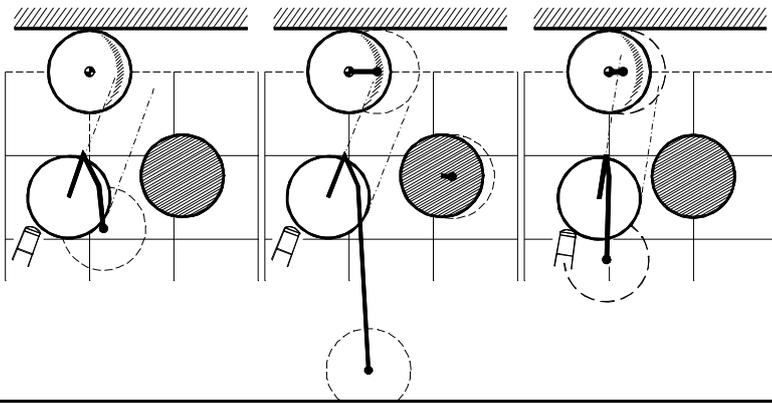
**STUNALONG 4A** This iz the way i prefer to play 3A. I uze rhs, & aim fullish on yellow. The qball grazes the red & stops on a nicer angle than 3A koz it attacks the red from wider. And the rhs keeps the red quieter, the red tends to only rock even if grazed thickish. Swerv helps 4A, but swerv iz fraught, even at this short range.

**FINAL AIM** depends on allowance for side plus the above allowances.

**FEEL** We judge the needed stunalong kontakt on the innerball by izing feel. In addition i think that we aim by feel (at least we do for rockers). And u get that feel by trial & error (ie by praktis). Anyhow halving the daylight probly givs different outkums for different players.

# CHECKSIDE RESCUES

Red is too far east. Here we show 3 ways of recovering using checkside. From footage Wally doesn't appear to use checkside when playing stunalongs or recoverys. Wally had a big flat qtip & sidespin might have been fraught. But perhaps Claude had a small rounded qtip, good for a checkside recovery if pozzey ok.



**StunAlong 5** Same pozzey as 3A. Here we have a go at a checkside recovery but fail, because the yellow fails to move along. But we graze the red nicely, & thusly we can now play a shot similar to Shot 3B. It was probably worth a try.

## CHECK SIDE

Check certainly works better than plainball or running. But with check if you get a chalk kick when the cue ball kisses the yellow you can miss the cannon. PlainBall & Running are less fraught, because a kick doesn't result in a missed cannon, but it results in bad pozzey only.

**STUNALONG 6** Same pozzey as 5. Here we play with checkside, hitting hardish. Hitting harder magnifies the yellow's movement. And here we have done very well grazing the red. But the cue ball goes a long way south. And we now have a long-range version of 3B. A good result.

**STUNALONG 7** I reckon that this is the sort of pozzey where Claude played his 1-shot recovery-reload using checkside. I reckon that this is best done when the red hasn't yet leaked east of yellow (ie when there is no worse than zero overlap).

**ARGUS** was partly correct I think.

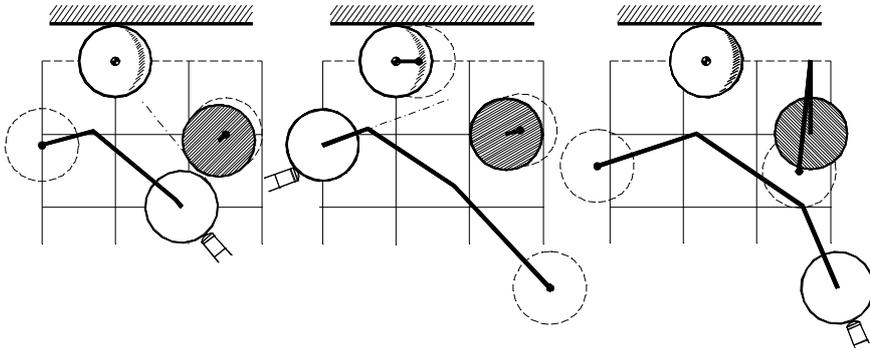
**HARDISH** In 7 we have to play hardish else yellow won't move at all, because the shot-line is so square to the cushion, & because we are contacting yellow right-of-center. We **JARRED** the yellow along.

**ROCKER** Notice that here in 7 we are shunning a juicy rocker. But if Argus is correct then that is what Claude did, he regained his own peculiar version of good pozzey early rather than late.

**WALLY** in footage didn't appear to use checkside. Wally preferred to play a 3-shot or 4-shot plainball sequence for reloading the yellow (see 3ABC) for his own peculiar version of good pozzey (later than Claude).

# ANCHOR RESCUES

Red is too far east. Here we show a 3-shot recovery. It's a long-range version of Dion's Nurse (see Ch35 Anchor Nurse).



## STUNALONG 8A

Thin on red usually.

## STUNALONG 8B

A kiss-off, slipping past the red, leaving 71C. Running helps my % for a good leave.

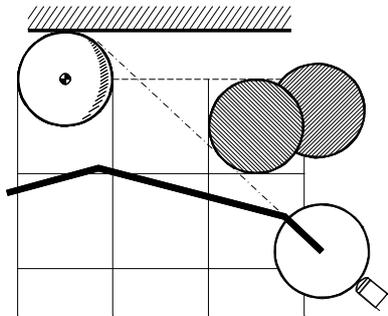
## KISSOFFS & KISSBACKS IN 8B

See Ch81 KissOffs & Ch82 KissBacks.

**STUNALONG 8C** A runthru to leave red in nice pozzys for a simple drive-gather leading to stunalongs a few shots later. Do not hit red too hard, do not get an accidental double-kiss on red, do not miss yellow, do not land too thin on yellow.

## ANCHOR NURSE & KISSALONGS IN 8C

See Ch35 Anchor Nurse & Ch24 KissAlongs.



## RECOVERY STUNALONG 9

Here are 2 drastik versions of 8C, but easy if the angle is friendly. You will probably need to use the jigger from the other side of the table. You get these pozzys coz you repeat 8A & 8B until the recovery is a goer.

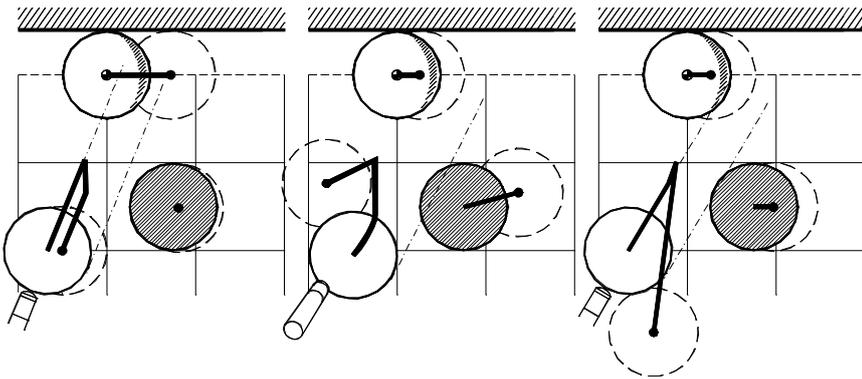
## PENDULUM CANNONS IN 9

Ch34 Pendulum Cannons will come in handy when red & yellow get close to the cushion.

**SUICIDE** If you are klumzy then stunalongs are suicide, stick to ins&outs & thinalongs. And with krapps we are all klumzy, the best we can hope for is some nice kissalongs. But bonzos & crystalates might come back one happy day.

# SAVING THE RED

Red iz too far south. A  $\frac{1}{4}$  ball south of yellow iz ok, but a  $\frac{1}{2}$  ball south aint. Best save the red az soon az possible. We need a thick red-first cannon (not shown) to take the red north (saving the red). Then we will need a yellow-first drive-gather (not shown). And then we will need to play a shot or two to regain stunalong pozzy (not shown). These are similar to 13EFG of Ch25 ThinAlongs. But firstly we hav to prepare for a thick red-first cannon. Here we show 3 ways of preparing.



## STUNALONG 10

A standard halve-the-daylite yellow-first kissback moovs the yellow along nicely, & u hav a nice angle if the qball kissed-back farnuff.

**STUNALONG 11** Same pozzy az 10 except that the qball iz further east, but not farnuff east to allow a thick red-first cannon. Play thin on red with lhs (& swerv if u like) & our next shot will be a yellow-first drive-gather, & soon we will get a chance at a thickish red-first cannon.

**STUNALONG 12** Same pozzy az 10. Play a red-first kissback, grazing the red, & kissing well out. The red & yellow moov along pretty equally, & our next shot looks to be a thick red-first cannon (or at worst we go to 11).

**ONE NICE THICK RED-FIRST CANNON** might get the red back to a  $\frac{1}{4}$  ball from the yellow (not shown), or it might take several needing some thinalongs etc (not shown). And then after saving the red u need another shot or two to reload proper pozzy for stunalongs (not shown).

## THE STAR 10 SEPT 30

*When Lindrum begins his English season against **Claude Falkiner** at Thurston's next Monday he will be opposing the man who first gave him the idea of specialising on close cannons play. Lindrum saw Falkiner while the little Yorkshireman was touring Australia, & he was fascinated by Falkiner's **dainty cannon play**. Lindrum was then playing billiards on the **George Gray model**, but he deserted the losing hazard game for cannons, with the result that he became the greatest scoring force the game has ever known. Falkiner is still the daintiest cannon player of them all, but he cannot reel off the 1000 breaks as Lindrum does. It is a little difficult to know why this should be so, for Falkiner is a perfect artist at close cannons play -- a phase of the game over which he has achieved complete mastery. And yet he breaks down while Lindrum goes on & on.*

# FALKINER LINDRUM MATCH

JULY 1924 THE ARGUS REPORTS REPRINTED  
WITH AN INTRODUCTORY ARTICLE BY TRIANGLE

*Not for years has a Billiard Match excited so much interest as that which was played in the Alcock Hall, Sturt Street, from July 14<sup>th</sup> to 26<sup>th</sup>, between Walter Lindrum & Claude Falkiner.*

*Why the match should have made such a stir in the Billiard world is easy to understand. Before it took place Walter Lindrum had never measured himself against any player still in the **first rank** with the exception of his brother Fred, the Champion of Australasia. As regards the brother, it may be said that though the two have fought many a hard battle it is not possible for the public to become intensely engrossed in fraternal contests, no matter how good they are. Then, for another thing, they have played so often that their meetings have long ceased to have any element of novelty. It was new blood that was wanted to revive interest in professional Billiards, & Claude Falkiner has certainly supplied this. Falkiner is one of the leading English players --- purely as an exponent of Billiards.*

*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 is 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.*

*There was great curiosity to see how our young Australian would shape against Falkiner, who, with the exception of Fred Lindrum, carries heavier metal than anyone that he has yet met, for though Lindrum last year met Stevenson in Sydney & won the game easily, Stevenson was not then in his best form. Falkiner, however,*

is in the planitude of his powers, & if he could beat Falkiner, it was the opinion of his admirers that he was really a world-beater who with **composition** balls at any rate would defeat any living player, & as we know, he defeated Falkiner quite comfortably. In justice to Falkiner, it may be admitted that, well as he played, he was not at the top of his form. In the circumstances he could not be. He had not had time to get acclimatised, for he had only landed in Australia about three weeks then he had to play; & then for many months previously he had been travelling about the world playing on all sorts & conditions of tables. No one therefore could have had a worse preparation for a serious match. But as his average was **62.6** as against Lindrum's **65.04** during the match, it will be seen that he was a most formidable opponent, & no doubt his form will improve as time goes on. So that Walter Lindrum is not likely to have it all his own way every time they meet. Over a series of games, however, it is quite safe to assume that Lindrum will at least hold his own with the versatile & brilliant visitor.

Walter Lindrum, so far as mastery of the game in its every phase goes, has perhaps never had an equal. If this seems to savour of exaggeration, let the facts be examined. With the possible exception of Falkiner he has no equal at **nursery cannons**. At strict top-of-the-table play, he need not fear comparison with anyone, unless it be **Newman**; at the losing hazard, he could give any player a long start; & if he has any superior at open Billiards, it is only his brother **Fred**. This all-round capacity is an asset which it would be difficult to over-estimate. If his touch is not just right for nurserys, he can take to the pot-&-cannon combination at the spot end; or if he wants to score without undue concentration on the niceties of position with the three balls in action, he can fall back on the hazard; then there is always open Billiards which many regard as the most delightful phase of the game --- at his command if he feels in the mood for variety.

At the present time Walter Lindrum would be at some disadvantage in a match with **ivories**; but it would be quite easy to overate this if the future be taken into consideration. He is still at the "receptive" age, so that he would soon get used to ivories.

The table which was specially built for this match is a replica of that which is being exhibition at Wembley by Alcock & Co Pty Ltd. Falkiner admired it greatly, not only as a Billiard Table, but as a piece of furniture. He was unfamiliar with "**Fiddleback**" **blackwood** until he saw this Table, & he expressed surprise that such wonderfully beautiful wood was not better known in Great Britain.

## THE ARGUS REPORT

**Tuesday, July 15, 1924.** .. Falkiner... was **runner-up** in the English championship in 1923.... ranks among the **three** leading professionals..... Falkiner, winning the string for breaks, brought the red into baulk, & left his own ball safe under the lower left-hand cushion..... Lindrum was first to score. After a little all-round play he gathered the balls at the spot end with a drop cannon, & did some top-of-the-table play, but could not control position. A forcing loser off the spotted red pulled him up. Then Falkiner showed by what a long way even a leading professional

can miss a fairly easy cannon. Lindrum, with a good leave, got the balls to the top of the table, & after playing a string of **nurseries** in very fast time, he resorted to pots & cannons, varied occasionally with a loser & a **gathering drop cannon** --- a style of game which is much favoured by **Fred Lindrum**.

Falkiner, evidently not feeling quite at home in strange surroundings, got on to **close cannons**, making a string of **13**.... Lindrum made 78, which commenced with a fine run-through loser into the right-hand bottom pocket. A **masse** which curled right round the object ball without touching it stopped him. Falkiner, playing a little more easily with each successive visit to the table, ran up 83 with **close-cannons** & open billiards. But that was his last appearance in the afternoon session, for Lindrum, getting the balls well in hand, controlled his position admirably, & went to his sessional points (just an hour & three minutes after the opening shot) with 289 unfinished, scored at all-round billiards & top-of-the-table play. Lindrum, 39, 144, 64, 78, 289 (unfinished).... 667. Falkiner, 26, 71, 83.... 219.

At the evening... Lindrum carried... his ... break to 502, making 162 by **close cannons**. Falkiner made 62, breaking down through his ball "**kicking**", a misfortune which pulled him up **three** times during the session. Lindrum drew further ahead with 133, including 50 **close-cannons**..... Falkiner... 169. Falkiner greatly pleased the spectators with three "**steeplechasers**" --- **two cannons & a loser**. Another shot, more difficult perhaps, but less spectacular, was a **cross cannon**, which he made with the **white** hanging over the brink of the pocket. He kept this out, & then **steeplechased** in off it. Lindrum, 502 (full), 133, 144, 138.... 1,333 (ave 67). Falkiner, 61, 92, 57, 70, 98, 169.... 813 (ave 60).

**Wednesday, July 16.** The... afternoon produced a surprise. Lindrum was forging ahead fast, while Falkiner (who at his first visit had been put off an easy shot by a **late-comer** brushing past him) was "frozen", & he repeatedly missed easy shots. The right-hand top pocket seemed **fatal** to him. At one stage Lindrum was leading by more than 700. Then Falkiner, after a few small breaks, ran up 252 & 530 in consecutive visits, &...went to his sessional points, leading by 51. The visitor began by making 112, & appeared to be set for a break, when the incident referred to occurred, & he missed a straight winner into the left top pocket. When Lindrum's turn came he ran up 222 at a great pace. In this break the first 200 were made with **close cannons**, with one or two recovery shots interspersed. Falkiner then made 50 by all-round play. Lindrum added 56 to his score, & in the course of doing so made a remarkable **masse** cannon off two cushions. Falkiner, keeping to open play, scored 39 & 76, & then, for the first time, he resorted to **nursery cannons** & ran up **78**.

Most of these were "**stun**" **cannons**. The visitor played these at a tremendous pace. Lindrum also took a turn at **nurseries**, but his methods were quite **different** from Falkiner's, & instead of the nearly **stationary** stun, he, as a rule, preferred **driving** the two object balls in front of him..... Falkiner... kept to open play, & though he had several opportunities, he made no attempt to get on to **nurseries** again. He made **252**. It is a pleasure to watch his all-round billiards, & this break showed that he is something far more than a **nursery cannon** specialist. At his next visit to the table he went out with a fine break of **530**. He began this with red winners & cannons at the spot end, & the scoring was remarkable for the **large percentage of reds** that he made. He finished with a long string of **close-cannons**. Falkiner, 112, 50, 76, 78, 252, 530.... 1998 (ave 79). Lindrum, 222, 56, 145... 1947 (ave 41).

Falkiner began well in the evening by making **307**. Usually he was playing in the open, but every now & then he would get the three balls to the top end. In this break he made but few **nurseries**. Then came a barren interval. Eventually Falkiner got on to **nursery cannons**, & this time he stuck to them, & in a break of **247** the cannon accounted for **170**. The break was played in just **nine** minutes. Lindrum followed with a fine run of **nursery cannons** also, & afterwards, resorting to strict top-of-the-table play, he increased his score by 204. Falkiner, missing an easy red winner, let Lindrum in, & with **70** off **nurseries** & the balance scored at open billiards, he made 147. Falkiner failed at two easy shots, the last being when he wanted only one to go to his points. He paid dearly for this, for Lindrum, fastening on to **nursery cannons** (a string of **70**), & then going to the open, scored 205 in masterly style. There was a "**full house**" at both sessions yesterday, & many were turned away..... Falkiner, 307, 247.... 2,668 (ave 67). Lindrum, 204, 147, 205..... 2,558 (ave 61).

**Thursday, July 17.** At the session yesterday afternoon, Lindrum's average was **131** & Falkiner's was **108**. This is the best comment that could be made to indicate the quality of the play. Yet, in spite of great scoring, the session opened tamely, for each man went twice to the table without making double figures. Falkiner was the first to get a three-figure break, making at his third an 102 at the top of the table. This he followed with another spot-end break for 98. A fine two-cushion cannon, with a very "small" second object ball, gave Lindrum an opening, but a **smother** pulled him up. A **steeplechaser** might have helped him out of his trouble, but he declined this. A **miss-cue** by Falkiner gave Lindrum another opening, & this time he made full use of the opportunity.

He began with **25 nursery cannons**, then played all-round billiards. After this he took a spell at the spot end with cannons & reds, & at this stage nearly came to grief through a **cover**, but a neat **masse** got him out of his trouble. Reverting to **close cannons** he ran up **50** in very fast time, but soon changed these for cannons & reds. An impossible cannon position forced him to **pot the white** & resort to hazards. A fairly easy loser, however, cut a picturesque & varied break short. He had made **353**, however, & had passed his opponent. At his next visit Falkiner again took the lead by the aid of **115 consecutive close-cannons**, followed by all-round play. When he missed an easy loser he had added **373** to his score. Both players were heartily applauded. No one looked for any more thrills that session; but the unexpected happened for Lindrum, playing with great confidence, ran to his points with **320** unf with a break as varied as his previous one...Lindrum, 353, 320 (unf). 3,333 (ave 131). Falkiner, 102, 98, 373..3,307 (ave 108).

The feature of the evening session was a **world's record** run with red hazards & postman's knock cannons which Lindrum made. Lindrum carried his unfinished break to **411**, making 91, & broke down by missing a little one-cushion cannon. This gave the visitor spot-end position, but he left it presently for billiards in the open. A remarkably good cannon off two cushions across the length of the table, with the second object ball (the red) three feet from any cushion, was generously applauded, as it deserved to be. Falkiner kept to all-round billiards until he broke down at 160.

Then, after some dull play on both sides, Lindrum got the white just under the **name-plate** against the top-cushion, the red on the spot, & the cue ball in position for a cannon. He made his cannon, still holding the white hard against the cushion, & at the same time he sent the red over the top pocket. Potting the red, he took a similar position on the opposite of the spot, & repeated the combination until he had made **176**, & also **world's record**. The perfect accuracy

required for the contact with the white makes even a short sequence of these cannons very difficult. Then Lindrum strung together 50 **nursery** cannons, broke away from these, & ran to his sessional points with **517** (unfinished). His average was **135**, & Falkiner's was **45**. When the points were reached Lindrum was greeted with prolonged applause. Falkiner shook hands with his young opponent, & congratulated him on having played the **most perfect 500** he had ever seen, & also on having established a **world's record** with the **postman's knock** cannon. The game now stands:--- Lindrum 4,000 (ave 135). Falkiner 3,493 (ave 45).

**Friday, July 18.** Both sessions of the match yesterday might be described as **hurricane** billiards with periods of **dead calm**. In the evening, Falkiner, who had scored **300** in about **8 minutes** with close cannons, mostly of the "**stun**" order, played himself completely out, & the session was **closed by agreement** before the players had reached their points.

Lindrum began the afternoon by carrying his unfinished break of 517 to **551**. Falkiner failing to score, he made 73 at his next visit. Then Falkiner scored 103 at all-round billiards, & Lindrum ran up 175, with a large percentage of **nurseries**. Falkiner, still keeping to the open game, increased his score by 99. Top-of-the-table play brought Lindrum 227 --- a well-played break. The only other breaks of importance --- 78 & 234 --- were made by Falkiner. In the second, he got **two flukes**, once he was stopped by the balls kissing, & there were three **interruptions** that were due to a most persistent **fly**. The sessional points were:-- Lindrum 4,668 (ave 56). Falkiner 4,069 (ave 45).

The evening session opened with **355** by Lindrum, which included 130 by **nursery** cannons. He followed this with 160. After failures to score on both sides, Falkiner ran up **226** with close cannons & all-round play. Then came 110 by Lindrum, & Falkiner got **201** with close-cannons, open billiards, & top-of-the-table play. Lindrum failed to score, & the visitor, playing extraordinarily fast, made **374**. Of this total **300** was due to **nursery** cannons. During the **strain** of a very hard session he had played himself **out**, & he broke down at quite an easy shot. Lindrum 5,296 (ave 90). Falkiner 4,992 (ave 134).

**Saturday, July 19.** Fine play on both sides was seen yesterday, &, although Lindrum kept piling up three-figure breaks, the visitor stuck doggedly to his work, so that at the end of the evening session, in place of being **664** behind, he had reduced the margin to **201**.

In the afternoon Falkiner was the first to get off the mark. Beginning with a **masse** kiss cannon, he got the balls well together & scored the first 120 with close cannons. After this he kept to all-round billiards making a number of notably good **run-throughs** at very short range --- a shot at which he is exceptionally proficient. He was not stopped until he had made an interesting & attractive break for **252**. Lindrum had position at the spot end, but failed at an easy red winner when he had scored 62. After two more visits, in which neither did anything of note, Lindrum opened a fine break for **455** with all-round billiards & top-of-the-table play. Then he made a string of **120** close cannons, & finished with more open billiards.

A 47 break by Falkiner was distinguished by a remarkably difficult **masse** cannon. The three balls were in line, pointing down the table. Lindrum's ball was touching the top cushion just under the name-plate, Falkiner's ball was almost touching the white, & the red ball would be about 8 in. away. Owing to the proximity of the balls Falkiner could not make a screw back off either of them. The only chance he had of scoring was by an almost impossible masse off the cushioned white. The Yorkshireman usually spends but little time in considering a shot, but here he confessed to the spectators that he was in difficulties. **Twice** he sat on the top rail, & **twice** he

estimated the chance of a **feather** shot off the white into a top pocket. Then he mounted the rail again & made a **masse** off the white with a **suspended boucle bridge**. This skilful piece of technique was warmly applauded. Except for 100 by Lindrum nothing of note was accomplished during the remainder of the session. The breaks were :--- Lindrum, 62, 455, 100.... 6,000 (ave 100). Falkiner, 252..... 5,336 (ave 45).

In the evening, Lindrum carried his unfinished break to 56, following this with 195 at all-round billiards. Falkiner replied with 117 at the spot end --- a break that was notable for the high percentage of red winners that he gained. After three uneventful visits Falkiner made **351** at a **great pace**. Of this total, **120** was scored with the **nursery** cannon, & the remainder in the open or at the spot end. Lindrum then ran up 155 at high speed also. He made half the break with close cannons, & the remainder with red winners & cannons at the spot end. At Falkiner's next visit, he strung together a number of close cannons, then, leaving these, he carried his break to 132. Lindrum tried the red loser, but broke down at a forcer into the top pocket. Falkiner, after playing a loser, lost the red through the ball striking the jaw of a pocket. He had to play a number of white losers before he achieved what he wanted --- to bring the white close to the baulk line so as to leave a cannon. When he had succeeded in doing this he carried his break to 162 at all-round billiards. Lindrum failed to score, & the visitor ran up 148. This concluded the session. Falkiner had been to the table nine times & he had scored 846. The principal breaks were :--- Lindrum 195, 155.....6,483 (ave 54). Falkiner, 117, 351, 132, 162, 148.... 6,282 (ave 94).

**Monday, July 21.** Play was unequal on Saturday --- very fast on Lindrum's part in the afternoon session, very slow on the part of both men in the evening. In the afternoon Lindrum had the table to himself, & in three breaks he ran up **851**. The time was just **40** minutes, & his average was **284**. In the evening his average was only 23. Falkiner, though not playing consistently, had at this session an average of just under 29. The poor play in the second session was accounted for by the balls picking up **chalk** & "**kicking**", & **rolling off**, most disconcertingly in consequence. The **chalk** gathering tendency was due to increased **humidity** in the atmosphere. The balls were brought from England by Falkiner, & the surfaces being slightly **roughened** by use, would also cause them to **pick up chalk**. The question of playing with a **new set** this week is being considered.

In the afternoon Lindrum in his second visit to the table, made a fine break of **366**. In this there were **hardly any** nursery cannons. Most of the scoring was done with winners & cannons at the spot end; but Lindrum **never forced** the position, so that whenever it was a question of choosing between an easy loser & a hard winner, he always played along the line of least resistance, & went into baulk. The cannon & hazard combination was exceedingly well played --- especially at the end of the break, when the proportion of reds to cannons was as 23 to 21. Lindrum broke down at a cannon ---- not a difficult shot.

When Falkiner's turn came he was confronted with an awkward position, the three balls being nearly in line, with the red in the jaws of the right top pocket. The angles made it very difficult to put down the red by playing the white on to it, but a run-through cannon was not impracticable if enough side could be put on to drag the cue ball over to the red. This was what Falkiner essayed to do, but his ball evidently carrying a speck of chalk, drew away from its object. After this misfortune, the visitor never played another shot with any **confidence** in either session. Lindrum followed with 82, & after Falkiner had made a few, he piled up another heavy break --- this time for **395** unfinished. The backbone of it was the **nursery** cannon, as will be seen from the following

analysis:-- **63** from red winners, **48** from red losers, **62** from ordinary cannons, **four** from white losers, & **218** from nurseries. Lindrum 7,334. Falkiner 6,327.

In the evening Lindrum carried his unfinished break to **505**. Falkiner manoeuvred for the close cannon, but presently fell down over an easy position. Lindrum missed a **masse**, & Falkiner, trying for the nursery cannon again, would have been stopped at his third shot but for a cleverly played **comeback masse**. Presently he lost the white through sheer bad luck, & had to take to hazards. He managed these very well until he was pulled up at 120 by a top-pocket forcer. From this time on the scoring was desultory on both sides, as Lindrum had no more confidence in the balls than had his opponent. There was a very **large "house"**, & the spectators, appreciating the disadvantage under which the men were playing, sat out a **dull** session, & applauded everything that deserved it. The brightest time came after the close of the session, when many took part in the "**jazz**" competition for a cue presented by the players. Lindrum, 505 full, 47, 101, 82, 52..... 7,859 (ave 23). Falkiner, 120, 42, 46, 46, 158..... 7,026 (ave ).

**Tuesday, July 22.** Lindrum had good position at the top of the table when the session opened yesterday, but after six cannons & a couple of red winners in the top pocket he broke down. Falkiner, who also got top-of-the-table position, was doing well when a **thin white loser** into the right middle pocket stopped him at 61. Lindrum did nothing at his next visit, & the visitor, after having made a few out in the open, "fell down" at a "**steeplechaser**". The younger player then ran up 162 at the spot end in fast time. There were more reds than cannons in this break & only 10 was scored by nurseries. A spot-end break by Falkiner for 100, was also notable for the high percentage of reds. A **miss-cue** with a **masse** stopped him. The next breaks of note were 68 & 202 by Lindrum, both made at all-round billiards. After this a **curious** break by Falkiner for 98 was scored, almost equally with **white & red losers**. Lindrum did nothing of note for the remainder of the session. Falkiner, whose form was better than on Saturday, made two more centuries --- 147 & 182. In these breaks he tried more than once for nurseries, but succeeded only in stringing together 30 & 24 of the cannons. Lindrum, 162, 68, 202..... 8,519 (ave 32.2). Falkiner, 61, 100, 98, 147, 182..... 7,762 (ave 41.2).

At his first visit to the table in the evening session Lindrum appeared to be set for a good top-of-the-table break, but when he had made 76 he was pulled up with a **cover**. Covers, indeed, & balls **touching** were comparatively **frequent** incidents throughout the session. The next four visits were barren, & then Falkiner got to work at all-round billiards, top-of-the-table, & nurseries. Towards the end of the break he made 49 close cannons. The best shot was an exceedingly well-judged loser into the right bottom pocket. He got the white just over the baulk line, & in so doing, obtained position for a cannon on to the red, which was in baulk.

The visitor, who is far from being **acclimatised**, was **tiring** towards the end, & missed rather a winner into the right top pocket. He had made **396**, however, & he was warmly applauded. At his next visit he had to take to losers at the fourth shot. Out of a break of 87, 78 were off the red. The next break of note was 111 at strict spot-end play by Lindrum; then he followed with **380**, in which he resorted to everything except the hazard. This fine break appealed to the spectators, & so did his next for 108, which opened with a particularly good thin screw into the right top pocket. Apart from a 76 by Falkiner, nothing else was done worth recording.

So far as individual shots go, **Falkiner's run-throughs** may be singled out for special **praise**. His **peculiar "flick" delivery** appears to give him great command over the cue ball, for this shot. So far as can be judged by his cueing up to the present, the visitor does not believe in

the **follow-through**. In this he resembles **Stevenson**, who had a somewhat similar delivery, but with a **less pronounced flick** at the end of it. It is not a delivery which **amateurs** should imitate, for, if they do, in place of imparting a great deal of "life" to the ball, they will either **deaden** it with a **stun** or a **stab**, or they will make an **unintended screw**. Lindrum, 76, 111, 380, 108..... 9,331 (ave 55). Falkiner, 396, 87, 62..... 8,402 (ave 49.2).

**Wednesday, July 23.** The Alcock Hall was not large enough to accommodate all those who desired to see the play yesterday, & at both sessions many were turned away. Falkiner showed a surprising improvement in form. On Monday night he was **929** behind, but during the evening session yesterday he **passed** Lindrum, though he could not maintain his lead. Indeed, he had no opportunity of doing so, for Lindrum at his last visit to the table caught up to the visitor & went to his sessional points with an unfinished break of **549**.

In the afternoon Falkiner, who was in play, failed to score. Lindrum then made 207, nearly all with cannons & red winners. At his sixth visit to the table, Falkiner settled down to work in fine style, & for the first time, perhaps, since the match commenced he gave some idea of the top of his form. Nothing came amiss to him, for he showed equal proficiency at strict top-of-the-table, close cannons & hazards. An attempted red loser cut short a splendid break of **448**. When Campbell announced the break there was prolonged applause. It was not thought that the visitor would do anything sensational after this, but when he had taken a little rest (for Lindrum missed two chances, after scoring a few each time), he came to the table quite fresh & ran up **256 & 272** in successive visits. This was the signal for another prolonged demonstration. This left him only **179** behind when the session closed. Lindrum, 207, 165, 88..... 9,847 (ave 65.25). Falkiner, 220, 248, 448, 256, 272..... 9,668 (ave 158).

The first part of the evening session was somewhat tame, for not until each man had visited the table **10** times was a **three figure break** made. This was 174 by Falkiner. He now led for the first time, & the scores were called "10,103- 9,933". Lindrum made 97, & Falkiner 127.

Lindrum then made the largest break of the day. First he got on to nurseries, but soon broke away from these for the cannon & hazard combination. When he left the spot end for open play the score was called "10,300 --- 10,240" in his favour. Then he reverted to the spot end, but did not force the position. Presently he strung together 60 cannons, then again scored by spot end play till he had reached his points. It was some time before Campbell was given a chance to tell the spectators that the break was **549** unfinished. Lindrum, 63, 97, 549 (unfinished).....10,668. Falkiner, 86, 84, 174, 127..... 10,240.

**Thursday, July 24.** The session yesterday afternoon could not be described as interesting. Perhaps both contestants were somewhat **tired** after the strain of Tuesday's play; & certainly the conditions had something to do with the slow scoring. The **fog** of the previous night had produced its effect on the **cloth**, & this in its turn, affected the **balls**, which kept **picking up chalk**, so that it was necessary to **wipe** them frequently. However, if the general quality of the play was not quite up to standard, there were plenty of fine individual shots on both sides, which pleased the spectators. One of these was a very well-judged all-round cannon by Falkiner, which enabled him to bring a baulked white into play; then there was a short but pretty run of close cannons which Lindrum made late in the session. The balls were too far out to use the cushion, & in these cases he held them wonderfully well.

Lindrum, who had an unfinished break of **594** on Tuesday night, carried this to **699** by top-end play. Falkiner at his first visit ran up 71, mostly with the red loser. A mixed break of 93 by

Lindrum followed. Falkiner had a piece of bad luck at his next visit, for a hard cannon along the top-cushion was missed by a hair's breadth. He left Lindrum nothing, however, & when his turn came again, after cleverly forcing position with a very slow two-cushion cannon, he ran up 86 at all-round play. A run-through for a loser into the left top pocket brought him to grief, for the ball, though it was loaded with pocket side, **curled out** instead of in. It was picked-up **chalk** that accounted for this. After some uneventful visits Lindrum scored 55 & Falkiner 176 --- nearly all due to nursery cannons, & most of these of the "**stun**" variety. Lindrum, 699 (full), 93, 55, 54..... 11,278 (ave 36). Falkiner, 71, 86, 176, 89, 75, 144.... 11,089 (ave 53).

The feature of the evening session was a very rapidly played break for **552** by Lindrum. He opened with cannons & hazards at the top, going into baulk occasionally, & then he settled down to **nursery** cannons. **Three** times he took the balls along the top-cushion, "**round-the-corner**", & then to the middle. The "round-the-corner" shot was deftly managed in each case. The first string was **55**, the second **35**; & the third, **55**. Therefore, more than half the scoring was made by the cannon. There were two "incidents" during the evening, & Lindrum contributed both of them. Once he **steeplechased** a white **loser** into the top pocket, surely an unusual method of potting one's opponent; but, possibly, he had intended to make a winner. Later he succeeded in making a **steeplechase winner**. Falkiner achieved three figures on only one occasion. Lindrum, 552, 77, 95 (unf), 12,000 (ave 90). Falkiner, 69, 78, 62, 111. 11,485 (ave 40).

**Friday, July 25.** One of the most attractive sessions in the match was that yesterday afternoon. Lindrum made three breaks of more than 100, including **497**, & Falkiner one of **441**, which was played in **15** minutes, or at the remarkable pace of **3.4 minutes a 100**. Twice he had to keep to the open for several shots in order to recover position, otherwise his time record would have been even finer. There were **two strings of nurseries** --- one for **30**, & the other for **145**. In these Falkiner used his favorite "**stun**" wherever he had the chance. It may be mentioned that he learned this shot from a famous **French professional** while he was on active service during the **Great War**.

Lindrum opened by carrying his unfinished break of 95 to **497**. He made some nurseries, but did most of his scoring either with hazards & cannons at the spot end, or at all-round play. Then came Falkiner's lightning 441, which Lindrum followed with 135, played, for the most part, in the open. After 64 by Falkiner, his opponent --- still keeping to the all-round game --- went to his sessional points with 127 (unfinished). The points were reached just 1 hour & 20 minutes after the first shot had been played. Lindrum 12,667. Falkiner 11,997.

In the evening, Lindrum, with a lead of 670, carried his unfinished break to **292**, ending it with a **string** of 33 nurseries. Nothing of note occurred after this until the young Australian at his sixth visit to the table, made 121. A shot which greatly appealed to the spectators was a beautifully judged thin cannon across the width of the table, which he got by striking the left-side cushion first. Falkiner followed with **282**. In this break he worked hard for some time before he could get the balls in position for "nursing" with the aid of the cushion. When he did so, he ran up 130 with cannons at great speed. Lindrum, when he came to the table, also tried for nurseries, but as they **eluded** him he settled down to scoring with the hazard cannon combination. At the next visit Falkiner began his scoring with a remarkable **run-through** off the red into the left top pocket. The visitor was not having good luck with the balls, but this was an advantage so far as the spectators were concerned, for it gave him more than one opportunity of getting out of almost impossible positions, with clever masses. Subsequently he went out with 138 unfinished. At the

afternoon session there was a large attendance; in the evening many persons were turned away long before play had commenced. Lindrum, 292 (full), 121, 145..... 13,179 (ave 57). Falkiner, 282, 247, 138 (unfinished)..... 12,801 (ave 90).

**Saturday, July 26.** ..... the visitor gradually overhauled Lindrum during the session yesterday afternoon, & at one stage **caught & passed him**. At the end of the session he was only five behind. Falkiner had made a good recovery, for when the session opened he was 378 in arrears. Play was not particularly good, & this is not to be wondered at, for the balls, picking up **chalk**, made fine play at short range impossible. Owing to "**balls touching**", they had to be **spotted six times** during the session.

Falkiner, who had an unfinished break of 138 from the previous night, carried this to **220** at all round play. At his third, fourth, & fifth hands he made, 59, 88 & 109 respectively. In the last break he got **25 close cannons**. Lindrum had been doing practically nothing meanwhile, but at his ninth visit he made 55. He **lost the white** at the second shot, & played red hazards for 51. Falkiner followed with 58. Lindrum, playing better than he had been doing so far, scored 130, mostly by red winners & cannons.

When Falkiner's turn came he commenced with a capital close **run through** into the left bottom pocket, a shot which was applauded. After two losers he drove the balls to the spot end, & for some time scored by the hazard-cannon combination. Presently he broke down for the open, but soon came back to the top of the table. After several failures he got the balls in position for **nurseries**, & while he was making these, the scores were called, "13,491 all". This was greeted with prolonged applause. A rather easy **masse** for a cannon stopped him when he made **265**. Lindrum after a little all-round play, tried some **nurseries**, but broke down when he had scored 77. Nothing worth noting was done after this..... Lindrum, 55, 77, 130, 66 (unfinished).... 13,685. Falkiner, 220 (full), 59, 89, 109, 58, 265.... 13,680.

In the evening, Lindrum carried his unfinished break to 191, scoring 87 with red losers. All-round & strict top-of-the-table play gave Falkiner 116. He broke down at quite an easy little cannon off one cushion. Lindrum did nothing, & Falkiner made 120, using **nurseries** freely. At the conclusion of this break the scores were called 13,932 --- 13,812 in Falkiner's favour.

Lindrum followed with 116, made at the top of the table with cannons & hazards, & also with **nurseries**. Leaving **nurseries** alone, Falkiner ran up 71, & Lindrum, at his next visit, made 93 at all-round play, with a run of red winners & cannons. Falkiner missed an easy winner into the top pocket, & paid dearly for this, for Lindrum, who had a good leave, made the most of his opportunities, playing a fine mixed break of **421**. It contained a brilliant **five-cushion cannon**.

This put Falkiner, who had been working very hard, nearly 500 behind; but the visitor, as usual, came up to the table **smiling**, & closed the session with an excellent break at the spot end for 210. Lindrum, 191 (full), 116, 93, 421 (99 with red) 14,470. Falkiner, 116, 120, 71, 210. 14,199).

**Monday, July 28.** When the semi-final session of the match between Claude Falkiner & Walter Lindrum was commenced on Saturday Falkiner had some chance of winning, for he was only 270 behind the young Australian player, & his prospects were considerably improved when, at his second visit to the table, he ran up a 233, which brought the two players on almost equal terms. However, 83 & 207 by Lindrum more than re-established his initial lead. Falkiner failed to score when his turn came, & as Lindrum then put up 128 & 432 (unfinished) in consecutive visits the visitor's prospects of winning had almost reached the vanishing point. In spite of this, however, it

was noticeable that Falkiner was playing with as much **confidence** as if he had a long lead.... Lindrum, 128, 207, 432 (unfinished).... 15,334. Falkiner, 233, 78.... 14,553.

That every seat in the Alcock Hall should have been occupied at the evening session was a high tribute to the quality of the billiards in this match. Those who were present had come to see first-class play, rather than a close contest, for the discrepancy in the scores rendered such a development extremely improbable.

Lindrum continued his break from a good position at the spot-end; but, presently losing the white, he resorted to hazards, until he broke down at a top pocket loser, when the object ball was almost jawed. He had carried his break to **567**. This fine scoring, in which every phase of the game was exhibited, was greeted with loud applause. Falkiner then made 68 at the spot end, opening with one of his remarkable **run-throughs**.

Lindrum failed to score, & the visitor again opened picturesquely, this time with a very long screw along the side cushion into the left top pocket. It is possible that he had very **bad luck** at this visit. When he had made 61 **Campbell** decided that he had **missed** a cannon; but this was a point on which the spectators were by no means agreed, & had it been referred to them it is very likely that the cannon would have been allowed. Falkiner obviously thought that he had made the cannon, too, & he looked greatly disappointed when Lindrum went to the table.

After some safety play, Falkiner came up again with undiminished courage, &, gathering the balls at the spot end, began **nurseries**. From these he soon broke away for open play. In the break he brought off perhaps the most **spectacular** shot that has ever been seen in a match in Melbourne. It was a cannon made with a **masse** of the **come-back** order. The first object ball kicked the second (which was about 2ft away) down the cushion, & then the cue ball, with tremendous top spin on it, **chased** & caught the second ball just in the nick of time. This extraordinary shot quite "brought down the house", so that it was some time before the visitor could resume play. He carried his break to 134, & again he was heartily applauded.

Lindrum followed with **nurseries**, but was pulled up by a **cover** when he had scored 108. After this there was a good deal of finessing on both sides for **safety**. Falkiner was the first to open out with 113 at all-round play, & a little later he made an attractive break of **260**. This contained several exceedingly **deft** masses, & also a great **half-massed** run-through **loser** into the left top pocket. Lindrum failed to score, & Falkiner was applauded for a red hazard break for 135. But that was the visitor's last chance, for Lindrum then went to his points with a very fast 207 (unfinished), scored for the most part with **nursery cannons**.

When Campbell called "game" (16,000 --- 15,403) there was much cheering & applause for the young Australian, who in this match had met for the first time a leading English professional in the zenith of his powers. The visitor, who had shown a fine sporting spirit throughout, was applauded with equal warmth. The spectators did not immediately leave the room at the conclusion of the game, for apparently they expected a speech. However, Falkiner & Lindrum contented themselves with bowing their acknowledgments.

Speaking to some friends on Saturday night, Falkiner said that Lindrum was entitled to a place in the very front rank of players. No man could say that he was certain that he could beat the Australian.

*The most talked of, & without doubt the most brilliant, billiardist who has ever lived is our own Australian player, Walter Lindrum.*

*This is a big thing to say, & perhaps some of the English lovers of the game will not agree with me. I do not blame them, because they may not have the opportunity of seeing our young player in action, & the first-class exhibitions which are given by the leading English players are so brilliant that one naturally gets the impression that it would be impossible for any player to be more perfect than they are. But most of the professional billiardists specialise in one particular part of the game, such as all red play, nursery cannons or top of the table. Lindrum does not. He is master of every position on the table, & has made big breaks off the red, at the top of the table, & at nursery cannons.*

*Only a few weeks ago, when playing an exhibition match against Falkiner in Perth, Lindrum made a world's record break. This break (1879) was remarkable in many ways. In the first place, he had been travelling for four days, & arrived in Perth, only a few hours before the game commenced. The table had never had a stroke played on it, & the break was made on his first visit to the table.*

*In the string for the break Falkiner won, & gave the usual break up, the red being played into baulk & the white laying under the side cushion. Lindrum's first stroke was a cannon, leaving the white near the spot, & kicking the red over the bottom pocket. Followed a six shot, leaving a nice position for the top of the table. All-round billiards brought this break to 292, but the white ball had dropped, & Lindrum was forced to carry on with the red ball only. The first session finished with the score showing Lindrum (in play) 727, Falkiner love.*

*The second session's play brought the break to 1452. So far Falkiner had had only the one stroke, & had sat down for two sessions. The break was terminated in the third session, 1879 to love; 1587 points had been made off the red ball. This is the first time that a player has had to sit down for two & a half sessions.*

*A few of the four-figured breaks made recently by Lindrum are --- 1879 & 1237 in Perth, 1274 & 1005 in Adelaide, 1272 & 1217 in Sydney. All these breaks were made against Falkiner, with the exception of the 1237, which was made against Thompson, of WA. Lindrum also held the previous world's record break of 1417. This was made when playing against Stevenson, the ex-world's champion.*

*Lindrum does not speak very highly of the amateurs play. He says that when an amateur does happen to make a hundred break, 90 percent of the strokes are generally made wrongly. His advice is to own your own cue & set of balls. The cue should be 16 oz, & have a fairly thick butt. I have often heard the remark; "No man can play both snooker & billiards well". This may be correct in most cases, but Lindrum is certainly one of the exceptions. I have repeatedly seen him finish a game of snooker in two hits. In Adelaide a fortnight ago he gave Hanley, the SA snooker champion, 75 start in three sets. The first visit put him in the lead (79 off the break up), the second visit cleared the table. The final scores were : Lindrum, 312 ; Hanley, 128.*

# CLAUDE FALKINER

**NURSERY CANNONS** By Claude Falkiner (Holder of close Cannon World's Record)

This is a copy of Chapter XIV from **BILLIARDS FOR AMATEURS**  
by Sidney H Fry, 1922? This is possibly the only written work by Falkiner.

*Close cannons make a greater demand on "touch" and delicate cueing than any other phase of billiards. By the same token they make a greater call on one's descriptive powers than any other stroke or movement. indeed the 'nursery cannon' is as difficult to describe on paper as it is to play, and that is saying a good deal. Some of my brother professionals may disagree, but i should certainly "ticket" close-cannon play as the very highest form of the art and science of billiard playing. Therefore the stroke or movement, call it as you will, is only for the very advanced player and can have little interest, in an educative sense, for the average player. A **GOSSAMER-LIKE "TOUCH"** is the greatest essential to the successful "nursery-cannon" expert. Can this be acquired? It can, but it will probably take you years of assiduous practice and study before the extreme delicacy of touch demanded of the close-cannon player comes to you. And even then you may have done very well indeed to score from ten to a **DOZEN** consecutive close cannons. But the practice will have been of immense advantage to you. It will, generally speaking, have led to an improvement in touch and control of the ball at close quarters. Indeed, the player who makes a dozen or so consecutive cannons, may rest assured that his touch and judgement of close-ball contacts is quite good enough to help him defeat a great many more players than will beat him. But i should be misleading you if i failed to express the conviction that the real artist at close-cannon manipulation is **BORN** and not made. Take the late John **ROBERTS**, Harry **STEVENSON**, and Tom **REECE**, for instance. Their great talent in close-cannon work was always beyond question, but how many attributed their ability in this direction to the fact that all three came into billiards with the sense of touch very highly developed? If i may not be considered immodest in saying so, the same is true in my own case. I had "touch" before i had **KNOWLEDGE**, and in specialising more or less in the beautiful and difficult close-cannon movement, i was merely following the bent of the **GIFT** Nature had bestowed upon me. I am often asked whether it is more difficult to secure position than to maintain it. It is not easy to define a satisfactory answer. Although on a few odd occasions one obtains the **POSITION** by some fortunate circumstance or another, a lucky kiss, for instance, working up for ideal position on the rail is beset with more difficulties than the keeping of it when once you have obtained it. For one thing your range of operations is a little more extended, and the minutest fraction of an inch out in either strength or direction is nearly always **FATAL**. You have to sheer off from your scheme of things for the moment and begin all over again on the extremely difficult task of getting balls into the "just so" position. And when the "just so" has been engineered, the "ticking" of cannons is fairly easy--if you are in good touch, that is--until you approach the period when you have to break the **SEQUENCE** by playing one off a cushion. Then perhaps you have the most trying ordeal of the whole movement. You are up against an essential to close-cannon play. How to work the cue ball into position for continuation of the sequence. It is comparatively easy to keep the cue ball on one side or the other of the two objects when "on the run," but a*

different proposition when you have to play on to a **CUSHION** after striking the first object ball and before making contact with the second. One of two things may happen to end the run. You may get the cue ball between the two objects, or else get it directly in line with them and be called upon to play a difficult **MASSÉ** (and which, if made, may leave the position more difficult than ever) or open up a **POCKET** shot. There are many variations of the close-cannon sequence, but all except the straight "**RAIL NURSE**" are quite beyond the capabilities of say 999 out of every 1000 players. The endless variety of **KISS** shots, and massé effects to maintain position, are more often than not even too difficult for the **SUPER-EXPERT**. Hence, in my opinion, it would be **A SHEER WASTE OF TIME** to dwell on these phases from an instructional point of view. Unless a player is born with the extreme delicacy of touch required for successful close-cannon play, it will take him many years to acquire it to a degree which makes a run the thing of beauty which Stevenson, Reece and (sometimes) myself make of it. But there is no reason why the good average amateur should not practise the "rail nurse". It will certainly improve his touch and give him a close insight into the extreme value of cue-ball control and object-ball contacts. In all close-range strokes, the best results can only be obtained by "**SHORTENING**" the cue. By this is meant taking hold of the butt somewhere near the splicing portion of the cue, and making your **BRIDGE** much closer to the ball than for ordinary play. For close-cannon play, your bridge must be close up to the ball; it gives you greater command over it and reduces to a minimum the tendency to "**PINCH**" the cue and "**DIG**" the ball when the latter has only an inch or two to travel. If you happen to be a fairly good player and can make your sixties, seventies and eighties, and have an overwhelming ambition to become proficient at the "rail-nurse" type of cannons, be very careful that you do not grasp the shadow and let go of the substance. Don't make a **FETISH** of the close cannon. In learning to make it well, you may be losing your power of cue in other direction. In a word, don't make any particular phase of the game an obsession, whether it be close cannons or anything else. It used to be said of a certain professional who had an exquisite touch and beautiful style that he sacrificed hundreds of points because of his decided partiality for the nursery cannon. The same may have been said of the remaining few really great close-cannon experts, though personally I cannot go so far as to admit that my own all-round game really suffers because I tick off a few close cannons now and again. But there is much wisdom in what Stevenson (a beautiful cannon player) used to say, "**NEVER** leave the top cushion when on nursery cannons; if you do make a mistake there, you have a couple of pockets open to you." And it is really significant that in the best and highest breaks compiled by Stevenson, Reece and myself, the nursery cannon has figured to a comparatively small extent. Nurseries are beautiful and **BEWILDERING** to look at, and flatter one's sense of **VANITY** a little, maybe, but to the average amateur, who is the real backbone of the billiards world, the more difficult of the phases of the close cannons are best left alone. The effect, apart from the spectacular, is nearly always to lose more than you gain in a match.

TOM NEWMAN

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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.