

# INTRODUCTION

## ERIC WORSLEY

Eric woz born in Sydney in 1949. Eric made a lifelong study of the close cannon game az played in English Billiards, it's hiz passion. Eric is handy at the all-round game & poor eyesight has not hurt his close cannons, so, when the balls get close together, watch out!! And the balls sure do get together, koz Eric sees & takes on & gets table gathers that are almost suicidal. He duzn't miss a chance, this iz something he duz better than anyone, as much fun az the close cannons that follow. Life iz too short.

Eric woz too young to see Walter Lindrum, but he did study under Murt O'Donoghue. Murt woz a famous coach, he had been a friend of Wally's, & had learnt lots from Wally, & allso from Clark McConachy. Eric sed that Murt woz a genius at rockers & anchors, but weak at runalongs.

Murt advized Eric to see Albert Johnson if he wanted to improov hiz runalongs. Eric knocked on Alby's door, but Alby told Eric that he no longer coached. So, Eric develop hiz own knowledge, much of which iz now available in the Cushion Crawler's Bible, Eric's contribution to billiards. Eric would hav loved to hav had this back in 1969.

I am watching a video of Eric's play. He pots red & gets top-of-the-table pozzzy. He plays a thick-gather & gets nursery pozzzy straight away, no messing about. Then he runs'em, the wrong way, but gets into trouble. So he turnsabout near the left corner, uzing the side-cushion. Then he runs'em the full length of the top-

cushion, to the right-hand corner, but loozes pozzzy. So he pots red & goze in-off yellow. The next shot iz a perfikt long-range gather from the Dee, & it's off on a third run, to the left corner, where he loozes pozzzy, & returns to all-round play.

Eric winces if u miss seeing a natural long-range or around-the-table gather. And rezorting to top-of-the-table to get close cannon pozzzy iz almost a sign of weakness. Eric's sez that hiz next mission will be to do some videos.

There are few goodish books on cannons, the best being....

Maurice Daly (1913, Daly's Billiard Book)  
Tom Reece (1925, Dainty Billiards)  
Gazdag (1991, The Accomplished Cushman).

## MAC RYNKIEWICZ

Mac first saw a 12 ft billiard table on hiz first day at the School of Mines & Industries in Ballarat in 1963. The school had a table in the center of the student's recreation building. A second floor woz added for study, but this woz mainly uzed by the poker school. If the Principal woz espyd (Harry Arblaster)(& later Jack Barker) a cue woz uzed to give a tap-tap-tap warning on the high ceiling (floor). Harry would find 2 students playing chess, with a large group of students watching intently.

Billiards woz so popular that some students used to walk to play at the Victorian Railways Institute, which had 3 tables. It woz at the VRI that Mac first heard the words, Walter Lindrum, & nursery cannons, & top-of-the-table, from

VRI member & future team-mate Ray Peoples. Ray had seen Walter, but couldn't show Mac the nitty'gritty of top or nurserys. So Mac went to the library & read Walter's book, it's a wonderful book, but unfortunately it sez bugger'all about nursery cannons. Anyhow, working around country Victoria, Mac didn't play billiards for 18 years between 1967 & 1985, but then made a kum-back, playing billiards for the Frankston RSL, & also for the Cheltenham Club. In 1994 Mac met Eric at the Australian Championship in Sydney, & Eric showed Mac how eezy nursery cannons can be.

Eric had a long session on nursery cannons with Mike Russell during the 2002 IBSF World's Billiards Championship at the Mounties in Sydney. Mike sed that he could make say 40 ovem, but woz inconsistent with long runs.

Eric & i allso had discussions with Michael Ferreira, including that Walter Lindrum's biggest break woz 11,000, achieved by uzing the pendulum-cannon (ie the legal version of the jam-stroke). So, interest in nursery cannons iz still out there.

There were some great breaks & matches that week in 2002. Titleholder, Geet Sethi, lost to Mike in the final. A few months later Eric got a Xmas card from Mike, Mike wrote that he made a 300 break at nurserys, & he made hiz first public 1000, both at an exhibition in Ireland.

At the Australian Billiards Championships in Brisbane in 2003, Eric conned Mac into helping with Eric's Cushion Crawler's Bible project. Mac didn't know it woz going to take 2 years & 700 pages & 850 illustrations. Eric trudged down to

Melbourne every few months to work on the bible with Mac. Eric rarely picked up a cue after having a heart attack (& in later years Eric had another heart attack & strokes). But Mac had no pity, Eric collapsed each night, & Mac checked for signs of life each morning.

Mac woz in the middle of writing Billiards Arithmetically Treated, if 16 years iz the middle. And the 2 years on the bible included 3 months finishing some chapters in Billiards Arithmetically Treated for inclusion in the Bible (ch71 to ch78).

Anyhow, Mac now knows how William Welton Harris felt when he wrote Daly's Billiard Book for Maurice Daly back in about 1913. That book had about 276 pages & 233 plates, & 422 drawings, & 31 photos, quite a job, & no computers for drawing etc back in them's days. And i guess Eric knows how Maurice felt.

## **CUSHION CRAWLERS**

In the 1850's, when the rules allowed misses, players could simply push their ball "under" a cushion for safety until a better opportunity came along, uzually pushing with the butt. Players who overdid this safety were called cushion-crawlers (a derogatory term).

**WILLIE SMITH** re-coined this term in 1930, to describe Wally, Tom, Joe & Macka, who he reckoned were overdoing nurserys & boring spectators to death.

Before 1900, most of the professionals were good at nurserys. John Roberts jnr, Cook jnr, Dawson, Harveson, Bateman, Williams, Taylor, Lovejoy, Stevenson, etc. But few made it a scoring force, & most having to rezort to the push-shot to make any long runs. After 1900, after the push-shot woz re-banned, Tom Reece &

then Claude Falkiner were considered the best.

## **DIRECT CANNON LIMIT**

To eliminate freak runs using the Jam or the Anchor or the Cradle etc, a 25 direct cannon limit woz introduced, whence the player had to play an indirect-cannon, eg ball-cushion-ball. Later this limit woz changed to 35.

In Australia, Fred Lindrum woz az good az any, having learnt from playing against Roberts, Stevenson, Williams, Reece & Falkiner. In 1929, Walter Lindrum woz crowned the King of nurserys, & he woz the first player to uze nurserys az a match-winning method. It woz always strange to me why Wally never gave any credit to Fred for showing him nurserys. After all, Fred, after abandoning the tomato, hardly ever made a 100 break without a run of nurserys in it. And he made the then world's record nursery cannon run (266 or 281 cannons i think Fred sed) in a match against young Wally. But Wally always sed he learnt from Reece & Falkiner.

The chief exponents during the second Golden Age of billiards were Walter Lindrum, Tom Newman, Joe Davis, Clark McConachy, & Claude Falkiner. Willie Smith woz the only top player to abstain, alltho, az he sed, he knew how to play'em.

In about 1932, the Baulk Line Rule woz introduced, mainly to curb cushion-crawlers. Players had to cross into baulk between 80 & 100 in each 100. Later changed to between 1 & 200, 201 & 400, etc. Later changed to between 180 & 200, 380 & 400, etc.

Later, in about 1961, a simple 35 limit woz introduced, whereby one had to play

a pot or in-off before rezuming nurserys. In about 1964 the Baulk Line Rule woz thrown out.

In 1970 the 35 limit woz changed to 75, & this iz the current rule. This brort about the 1972 revival of that old-time ozzy, Albert Johnson. He & Clark McConachy were then probly the only real cushion-crawlers on the planet, in English billiards. Not to forget Claude Falkiner who woz still with us. And of course Murt O'Donoghue, who never played any real matches.

## **AMATEUR CRAWLERS**

Over the years a few of the top amateurs played a few nurserys during a few games, others could play'em but rarely did so. Getting the pozzy being the main hurdle in a short close match. In Melbourne, Tom Cleary, George Gannim snr, & Frank Freston could play'em. In Sydney, Nick Winter & Jim Collins could play'em. In Perth, Bob Marshall could play'em.

Nowadays, top players get good nurserys pozzy in every match, without really trying, but none take advantage, tapping away at a few before quickly breaking away, back to top etc. It makes u wonder how they would go if they actually tryd for nurserys, & if they praktised.

And i reckon that the rewards would be good for the ordinary player. She might not get good pozzy az often, but when she duz, she haz 150 eezyish points looking at her. But nurserys/billiards should meen more than just winning, nurserys make billiards more enjoyable & less ruttish. I kan eezyly say that i hav never seen anyone enjoy their billiards az much az Eric, koz hiz billiards iz unlike anybody else's, & Eric wants all players

to enjoy billiards az much az he, that's all there iz to it.

## **CLOSE-CANNONS**

Any shortish-range cannon iz a close-cannon. This includes any nurse, jam, anchor, & rocker.

A nurse iz a run of close-cannons (rail-nurse) (nursery-cannons) (nurserys) (runalongs), the 3 balls moov along each score, uzually along a cushion, with at least one of the balls within a ball diameter of the cushion. In a Line-Nurse, the nearest ball iz often 2 or 3 balls off the cushion. Mid-table glancing-cannons are an Edge-Nurse.

## **ANCHORS & ROCKERS**

There are a number of different types of Anchors & Rockers, where the object-balls moov not at all, or very little. Theze include The Jam, The Cradle, The Anchor, & The Pendulum, etc. The names hav changed over the years & over the oceans. Tom Reece made 449,135 unfinished at The Cradle in 1907.

## **GATHERS**

Gathers are longish-range cannons, uzually played when at poor top-of-the-table pozzy. The balls are brort together uzing a side cushion, the best way of gaining nurserys. Gathers kan also be very long-range cannons, uzually from in-hand, uzually called drop cannons, uzually gathering near the middle of the top-cushion. Apart from some accident, or some gift from the opponent, cushion-crawlers hav to earn good nursery pozzy by playing a good gather (or two).

## **LEARNING PURE FORMS OF BILLIARDS**

There iz a belief that nurserys are difficult to learn/play. I reckon that nurserys are eezyer than other forms of billiards. The difficulty of learning/playing pure forms of billiards kan be ranked az follows.

## **THE POTPOTPOT SHOT**

Potting the red iz the simplest pure form to learn, but the hardest to play. U pot twice off theSpot, then once off midSpot, then twice off theSpot etc (what i call a potpotpot shot), until u reech yor allowed quota of 15 pots (or pots/in-offs). Then (or sooner) u play a cannon, & start another 15 pot sequence. Or if u hav allready potted the opponent's yellow u play a safety (usually a single baulk or a double-baulk).

Ideally, during potpotpot, the opponent's yellow should be sitting near theSpot or midSpot, for an eezy cannon. I praktised for a week, & made a 115 break in my next game. Snooker players could learn in a day. No need to worry much about bad tables, bad balls, bad kicks, bad roll offs.

In the 1880's when there were no limits of any kind the best players relyd on The Spot Stroke for their biggest breaks. William J Peall made a break of 3,304. The pockets were 35/8" buckets in thozе days, but only 3½" today, a giant difference.

## **POSTMAN'S KNOCK**

The earlyst form of top-of-the-table. Simpler than floating-white, but more needfull of accuracy. I prefer the opponent's yellow a ball & a half off center, rather than the old-fashioned form where the yellow is on the centerline.

## **FLOATING WHITE**

The cleverest form (used by Mike Russell & Co) was invented by Clark McConachy, he made a 500 break in 1925 (in England), & then a 1000 break in 1927 (in England). He called it his magic movement of 10, including 2 kinds of cannon, & 2 kinds of potred.

### **THE TOMATO**

In the olden days before the old 25 hazard limit (now 15) red loozers were the eezyst pure form for the average player. The half-ball angle is very friendly. Think of the many hours we have all put into learning & practicing loozers over the years. In 1911 before the hazard was limited George Gray could make 1000 breaks whenever he liked, using them lovely big hard heavy Crystalate or Bonzoline balls. Today we use kicky small soft light hi-polish krappamyths, a disaster. There were 2 types of Tomato.

### **THE MID-PKT TOMATO**

George Gray's favorite, George made lots of 1000's & his best was a 2196 unfinished. Fred Lindrum called this ...

#### ***Ping Pong off the top cushion.***

You play  $\frac{3}{4}$  ball or  $\frac{5}{8}$  ball mid-loozers, or a long-loozer into a top-pocket if the tomato stops short. If the tomato is near the baulkline you have the choice of a slow  $\frac{1}{4}$  ball midpkt inoff or a midpkt winner.

### **WALLY'S MAGIC CIRCLE**

The mid-pkt tomato ideally sits in what Wally called the Magic Circle. Wally made a 1417 against Stevenson in 1922 (the last 1413 off the red). And Wally made a 1879 (the last 1581 off the red) with his first visit versus Claude Falkiner in Perth in 1925. Wally preferred mid-loozers, but he was happy with long-loozers. A 25 hazard limit was brought in for

professionals in 1926, & a 15 hazard limit for amateurs in 1927. The 25 limit was brought in to stop Wally, not to stop George Gray.

### **THE TOP-PKT TOMATO**

Fred Lindrum's favorite, he called the red the tomato. You play sequences of long-loozers, hitting a true half-ball (not the thick-half-ball that is often missnamed half-ball), the tomato returning to Fred's BullsEye (near the midSpot). In some breaks Fred averaged 3 long-loozers to 2 mid-loozers. Fred's biggest break was 1239 versus Tom Reece (1909, Melbourne), here early on Fred wore out the top-pockets, later the mid-pockets. Fred rarely played a thick runthru into the mid-pockets, preferring to play a soft halfball.

### **FRED'S BULLSEYE**

I wonder what Fred meant by BullsEye, did he ever draw it, what did it look like. I guess that it was a say 300mm diameter circle with its center say 100mm north of the midSpot. Why didn't Fred simply say that the midSpot was the ideal target (the BullsEye). But the BullsEye isn't really a circle, if you chalk the acceptable pozzys yielding an eezyish long-loozer (returning the red to the BullsEye again), you will find that the chalk spots form a parallelogram. Actually, coz there are 2 top-pockets, I should say 2 parallelograms, in the form of a cross.

### **LOOZER OR IN-OFF**

Holt (Billiards & Snooker, 1957) makes a distinction between a long-loozer & a long in-off. A long-loozer is when the red is near midSpot, a long-inoff is when the red is near the pyramidSpot.

## **THE ALL-ROUND GAME**

This iz a mixture of pure forms, & iz the method uzed by most players, koz pure forms soon break down, especially postmans & floating. The all-round game haz 4 basic methods i reckon.

### **LESLIE DRIFFIELD'S ALL-ROUND METHOD**

This includes lots of midpocket loozers (15 limit nowadays). The yellow sits at postman's. Nearing 15 loozers, Leslie potted the red in a midpkt to run down for a cannon at postmans to allow more midloozers, etc. Poor old Albert Johnson had to watch this throo every session of hiz World Title match with Leslie at Penrith Panthers in 1973. Eric saw one session, & he reckons that Alby's ball woz frozen on the top-cushion every time Alby got a turn. Driffield uzually took 10 minutes per 100 break. It's a killer. I meen George Gray's midloozers took only 8 minutes per 100. Tom Cleary writes that on one occasion Driffield took 47 minutes to make a 371 break. Leslie learnt from Willie Smith, i think that Leslie took just one part of Willie's play & stuck to it like glue. It would hav been too boring for Willie.

Driffield made at least 2 breaks of over a 1000, but not in a title match. Michael Ferreira told me that Leslie told him that Leslie had never made a 400 break in a title match, but this iz not quite correct, Leslie made a 499.

Phil Tarrant told me that Leslie told him that Leslie woz the best top-of-the-table player in the world, so Phil watched all of Leslie's games, this woz in New Zealand in 1972. But Leslie usually played 1 or 2 strokes at top & then a X-in-off, & then lots of midloozers.

All-Round methods are now more difficult than in Driffield's time koz the modern small soft light high-gloss balls (super crystalates)(later krappamyths) were foisted on us in about 1972.

### **WILLIE SMITH'S ALL-ROUND METHOD**

I think that Willie woz happy to moov the opponent's yellow all over the table at times, even tho it lived mainly near top. Willie played brief spells of top, & shunned nurserys, alltho Willie sed that he could playem if he wanted.

The best all-round break iz Willie's 2,743 in 1928 versus Newman, starting with a fluke cannon off the spotted balls. Willie woz restricted by the 25 hazard limit in 1928 (brort in in 1926).

### **WALLY'S ALL-ROUND METHOD**

Wally often scored most of hiz points uzing nursery cannons. But i think that this qualifys az an all-round method. Wally made a 4137 in 1932 at Thurston's versus Joe Davis. There were 1295 nursery cannons, ie 2590 points. Hence 1547 points were scored elsewise.

### **THE DROP CANNON ALL-ROUND METHOD**

This includes drop-cannons in plague proportions, with almost zero attempt at staying at the top-of-the-table. Cannonites set up & play lots of drop cannons & allways contact the second object-ball perfiktly, whereaz the average player is afraid of missing the cannon. When cannonites get good top-of-the-table pozzy, which iz often, they make some eezy points & then play a X-inoff to scuttle back to the safety of the Dee. If things go awry, cannonites are allso

expert at cushion cannons & cushion gathers. I fondly remember my old clubmate & cannonite Ron Grove making a 138 against me, Ron clenched a cigarette packet to help make a bridge koz of motor-neuron disease.

## **NURSERY CANNONS**

It duzn't take very many hours of praktis to learn the eezyst forms of runalongs, the Ins & Outs & ThinAlongs & KissAlongs. Or, what about the rocker, or the jam. Here u kan get yor limit of 75 cannons, if u praktis, & such pozzys kum up fairly often, especially if u see the opportunity. But most players are scared to hav a go.

The record for a run of nurserys iz Walter Lindrum's 1058, which had 529 cannons, in 1933 at Thurston's versus Joe Davis, Wally took the balls around the table 2½ times, to enable him to accord with the baulk line rule recently imposed to limit nurserys.

## **GETTING POZZY**

Learning to get good pozzzy aint diffikult.

## **DROP CANNON GATHERS**

We play these by trying for a gather or by trying to avoid a cover. We can learn to recognize friendly angles for eezy gathers, & we can learn how best to deal with covers.

## **TOTT GATHERS**

When we looz good postmans pozzzy or good floating pozzzy we uzuually play a X-inoff to run away to the Dee. But we often hav a good angle for a gather near the top cushion if we want, playing one of the balls off a side cushion. Here we should prioritize avoiding covers. And why wait, why not play a gather while the postmans/floating pozzzy iz good. When u

get keen on nurserys, praktising tott gathers is fun.

## **ALL FOR FREE**

After praktising tott gathers, & tott nurserys, one day u will find that yor postmans/floating are much better than befor, allmost for free.

## **IMPROOVING**

The time will kum when the best way to improov yor nurserys will be to improov yor tott play. The best way to improov yor tott iz to improov yor loozers (ie in-offs). The best way to improov yor loozers is to improov yor winners (ie potreds).

## **PRAKTIS TABLES**

Eric used to hav hiz own 12 by 6 table in hiz garage, & he made at least one long run of nurserys before breakfast. Mac haz a 6 by 3 table, which iz in effect the end off a full sized 12 by 6, except that the 6 by 3 haz 4 corner pockets. The 6 by 3 iz good for the praktis of nurserys, jams, rockers, tott, tott gathers, & masses & piques etc. But in hindsight a 6 by 4 would hav been better. If u get a small table make sure that the cushions/rails are the same height az for a 12 by 6, ie to accommodate the standard billiard ball. And of course make sure that the pockets are az for a 12 by 6 table.

## **LEARNING RUNALONGS**

Make sure u do plenty of the 2-ball praktis drills, especially the taptaptap.

## **TOP CUSHION**

Runalongs kan kum up anywhere on the table, but mostly on the top-cushion just right of center, hopefully facing right (if u are right-handed). And u might rattle off 15 ovem before u get to the corner. So set the 3 balls by hand just right of center

on the top-cushion, using the Runalong AA or BB arrangement to start with. Here u hav a choice. U kan lean over the left side cushion, using the standard cue grip & stance (Eric's choice). Or, u kan lean over the top cushion, while standing close to the balls, holding the cue near mid-point (Mac's choice). When the balls get close to the corner-pocket, Eric sometimes abandons hiz normal stance/grip, & uzes Mac's. Eric's way teaches u to see & play with yor eyes etc a long way from the balls. Mac's way teaches u to see & play with yor eyes looking down on the balls.

### **EEZYST POZZY**

But don't overdo praktis along the top cushion, koz u will soon damage/ruin this critical area. Do most of your praktis on other areas of the table. And don't praktis forceful masses.

### **THE END**

The end of a run kums in say 12 ways.....

The red (the outside ball) gradually or not so gradually drifts too far from the cushion, beyond all help.

The yellow (the inside ball) suddenly kums out too far, giving a cover.

U miss the first ball, ie trying too thin.

U get an unintentional double-kiss on the first ball.

U miss an intentional double-kiss on the first ball.

U stop short of the second ball.

U finish beyond the second ball, a cover.

The qball stops beyond the first ball.

Touching balls, requiring a spot-up.

U leev a cluster (all 3 balls nearly touching), where a direkt cannon iz nigh impossible.

U foul.

### **FOULS**

Fouls kum in say 13 ways.....

U miscue, uzually a foul of some sort.

U double hit the qball.

U allow a ball (the qball uzually) to hit the cue koz u didn't withdraw the cue in time.

U push the qball along.

U hit the object-ball that thickly or clumsily that the qtip iz still in contact with the qball while the qball iz in contact with the object-ball (apart from the allowance in the rules when u make the thinnest contact possible).

U touch the qball with the side of the cue.

U touch an object-ball with the cue.

U touch a ball with yor finger or sleev etc.

The qball fails to hit at least one ball.

U play a shot when the qball iz touching an object-ball (the balls should hav been spotted).

U play while a ball iz in motion.

U leev a cluster (all 3 balls nearly touching) which makes a foul almost unavoidable.

U play without one foot on the floor, etc.

### **GETTING BETTER**

Gradually u get touch & feel, whatever theze meen. U get better at judging the needed aim & pace (& the double kiss) on the first ball (mainly). U start to experiment, u start to uze sidespin, & soft screw & swerve. Later u start to uze soft pique-shots & soft mini-masse's to rescue seemingly hopeless pozzys.

## **INS&OUTS**

U might find that Runalong CC, the Ins&Outs, iz the eezyst for u.

## **THINALONGS**

U might find that u are good at ThinAlongs (Runalong FF).

## **JAM**

Later, when u kan fluke a nice little uncontrolled run, u will try for a Jam, koz this kan give u yor first bag of 75 cannons.

## **EXECUTION**

Early on yor knowledge of what shot to play will be yor main problem, especially when things start to go awry. Later on yor execution will be the main problem. The 2-ball Praktis Drills will help. Learners are uzually too timid, which leeds to a ticklish pozzy, which leeds to an even more timid shot, which leeds to a cluster, followed by foul. Its natural to play softish when unsure, but u will probly go better if u play hardish.

One little trick, to minimize clusters, iz to uze check-side, lots of it. This keeps the qball clear of the second ball. Running-side iz often needed during a run, but it kan increase the risk of a cluster or a cover if the qball lands softly or thinly on the second object-ball. Regarding check-side helping to avoid clusters, here we are talking about a cannon near the top-cushion, when the qball iz rolling against the nap. If u don't uze check-side the qball naturally wants to lean into the red (the outside ball)(the 2nd object ball) az the qball stops. Check-side makes the qball lean away az it stops.

## **KISSES**

The learner needs to bekum familiar with double-kisses off yellow (the inside ball).

Sometimes we get a 2nd kiss when we don't want it. But mostly we want a 2nd kiss but miss. Both cases are fatal. Here i am talking about pozzys where the yellow iz off the cushion. When the yellow iz on the cushion, this sort of blunder iz rarer. This kiss stuff iz detailed later.

## **SLIPTHROOS**

Slipthroos, & drive-gathers, & jaw-gathers & other sequences, turn many horrid pozzys into friends.

## **TRAPPY POZZYS**

U might uzually kum to grief in one or two ways. The pozzy iz perfiktish, but in one fel blow u turn it into krap. What happened? Ok, u take that trappy pozzy, & play it to death. Experiment with all sorts of contacts etc, to see what happens. Praps u should hav taken avoiding action the shot before. Praps u need to detour, while u still hav the option.

## **OLD TIMES**

The old stuff in Volume 4 iz interesting, the players, rules, records, balls etc. U are unlikely to see it in any books. There iz some stuff on how rules affected nurserys, particularly the baulk line rules, & how the players learnt to overkum theze rules, uzing the middle-pockets, so that they could exploit nurserys to the fullest extent.

## **KNOWLEDGE**

I suppoze that if a billiards player had a choice, she would prefer to be ultra-accurate, with average knowledge, rather than having average accuracy with ultra-knowledge. If u are ultra-accurate u kan make big breaks & win big matches without needing much knowledge. I

suppose that this also applies to nurserys. I think that Joe Davis & Tom Newman played a very simple brand of no-nonsense nurserys, & tryd to minimize any risks rather than maximizing their cannons per inch. I think that they didn't need much knowledge, koz they stuck to one formula, accurately. Whereaz i think Wally woz a speed-freak, uzing everything in the book, happy to need a masse' every now & then.

## **PERFORMANCE**

Some players would ask whether it woz worthwhile devoting time to close-cannons & nurserys etc. I reckon that any top player, & any average player, & any weak player, would all benefit, even in a game where they somehow ended up not getting even one run of nurserys.

## **HELL**

Don't complain too much about those damned ultra-fast snooker cloths which hav been foisted on us poor billiards players. They make gathers & nurserys doubly difficult. Ultra-fast bedcloths are here to stay, just be doubly careful, slow down & don't rush.

## **THE FIRST CANNON**

And, when u do get good pozzy, be very careful with the first cannon, no matter how simple. This iz the most critical cannon u will ever play. It iz eezy to hit too hard, koz u hav been bashing the balls for the previous half-hour. And, koz u will never get used to those damned ultra-fast cloths.

We hope that u enjoy the Cushion Crawler's Bible. Eric & Mac (2005 2026).

Eric seen here in hiz favorit pozzy with hiz favorit cue. Eric's 2-pce cue weighs 22oz. The added steel weight haz been fixed at the very end of the butt, hence the balance point iz only 420mm from the butt. The cue iz 1426mm long (4'-8"), & iz whippy (not stiff). The ferrule iz thinner than most (9mm), & the leather tip (blue diamond) iz hard.