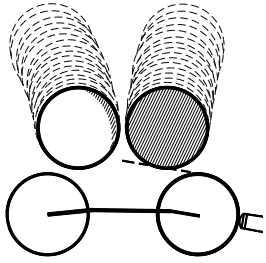


EDGE NURSES



EDGE 1 The best location for some Edge-Nurses iz near the **TOP-CUSH**, with the red & yellow parallel to the cush, and the qball nearer the cush. There, the red & yellow travel uphill, against the nap, and so they don't roll far. And they rock more eezyly.

ROCKER An Edge Nurse Rocker iz possible when the red & yellow are up-nap from the qball, especially if one ovem finds a pit mark.

NAP The nap iz a worry, a grazing shot that iz ok near one cush may rezult in a clean miss near another

RISO LEVI STROKES OF THE GAME (1907-1916)

Riso talks about the edge-nurse but he duznt uze that name nor any other name.

Diagram 750 illustrates the best kind of position for a series of close cannons with the balls away from any cushion.... Owing, however, to the cue ball being so very close to the white it is an easy matter to just graze this ball. By playing the stroke so gently that the cue ball stops almost immediately it touches the red, position will be left for an almost identical cannon off the red. This is because the very thin and gentle contact which the cue ball makes with the object balls hardly moves either of them.... they may only rock and not be moved at all. When, however, this thin stroke is played with a little too much pace a cover generally occurs.... very clever players can make quite a number of cannons by just grazing the object balls and using very exact strength each time.... Good amateurs - players who make a 50 break very frequently - find, however, that it pays to break up a close-cannon position in the open as soon as possible and revert to ordinary play....

DALY'S BILLIARD BOOK (1913)

He is the best performer who makes the most points, moving the balls the least. Here, in Plate 45 (see both A and B) is shown how young players throw away more chances for runs than in any other situation i now think of. It is when the two object balls are very near together, the cue ball near them, and an easy carom for the first shot. The first shot is the important thing. Ninety-nine times out of a hundred the tyro hits the cue ball too hard. It is not enough to hit the object balls so softly that they move only three or four inches. They must hardly move at all, no more than in inch or so, less if possible..... In this plate (N^o 45) is a special diagram (C) showing how, given proper execution, one may softly pass the cue ball across the face of both object balls, the object balls meantime traveling along parallel lines in the path indicated by the dotted outline balls. The cue ball on each shot just passes the center of the second ball, leaving the same shot on the way back. The object balls are hardly moved. I have made 84 counts in a game at this "edge" or "pass" nurse, and where can you get any cheaper counts? Ives has made more than a hundred at it in the open table, and any fairly good amateur, by practice can make a good cluster before losing the position.....

Plate 45 shows 5 edge cannons each mooving the balls a half-ball. I reckon that while the balls are close u should get say 6 cannons while the balls moov a half-ball. When

the balls get to one ball apart u should get say 2 cannons per half-ball.

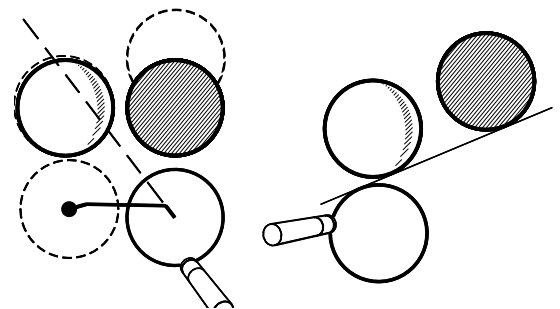
In Plate 177 the balls are shown astride the line, facing the side rail, and in position for the soft "edge-nurse". The dotted lines show the successive positions of the two object balls as you pass across the face of the two with the "edge-nurse"..... When they have been gotten near the rail, but not till then, by hitting ball N° 2 (on the right) a shade harder than N° 1 you work it along faster. You can then "slip through", leaving an easy draw for the line-nurse position..... As a general practice, whenever the balls are well set for the edge-nurse use it at once for as many as you can get out of it. They are the cheapest points you can find.... The "getting-the-line" scheme outlined above can be worked at any of the eight places where the balk-lines go to the rails.....

Plate 177 shows 9 edge-nurse cannons. The balls moov almost a half-ball per cannon.

ITS DARK & SCARY BETWEEN THE BALLS

If the balls are in good pozzy it's too dark to see. The nearer the balls are to a cushion, then the worse the shadows, particularly near the top-cushion. The worst spot iz close to a corner pocket. Try it, u won't beleev how dark it iz between the qball and the red when they are almost touching. See if u kan work out how to aim without lots of squinting and head bobbing. Theze are the dark ages. Thanks Mr Hartley, for popularizing the twin-light-shade (lots of shadow, not much light). The ads used to say that the lighting had been scientifically tested az giving the same illumination at each pocket. There are six players in my team, and i don't need a light meter to tell me that the level of lighting in their underpants iz uniform. What a laugh. Or praps your club iz one of the smart ones (mine iznt), with 6 or 8 lights per table.

EDGE 2 The pozzy iz bad, a plain cannon will spread the balls a mile. U kan play a **MINI MASSÉ** with the **FIRST STROKE**. The yellow-to-red gap jumps a lot but it will pay in the long run if the massé leevs a grazing cannon. **EDGE 3** Here iz the leev after the above mini-masse', we got a **COVER**, so we need another mini-masse'.

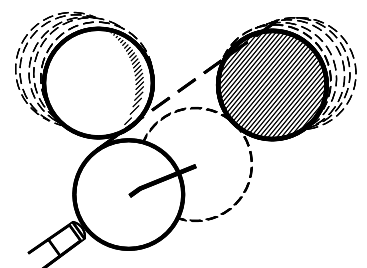


DALY'S BILLIARD BOOK "GOING THROUGH" AND OTHER USEFUL POINTS ON CLOSE MANIPULATION

It is often desirable, when the balls are close together, but facing the open table, or too far from the end rails, to "go through"....Generally this is best attained by hitting one object ball fuller than the other in making the soft. shots and landing "dead" on the second ball, and stopping very near it.... When the actual shot to go through is made the cue ball just barely grazes and hardly moves at least one of the object balls, and perhaps both are just grazed....Be sure to get past..

GOING THROO

EDGE 4 Daly's going-throo iz made with the intention of leeving a drive-&-draw to retain (or get) line-nurse pozzy. This sort of **GO-THROO** & then a cushion (line) **GATHER** iz useful on our big tables. Get a copy of Daly's book. Here in 4 we show a go-throo cannon but we don't show a go-throo. Anyhow, when an Edge Nurse iz kaput we kan get a few go-throos.



SQUEEZ PENDULUM

EDGE 5 Here we show a to & fro (pendulum) squeez cannon. If the nap iz from north to south, graze the red first. If the yellow finds a pit u might get a rocker going.

BALONEY ROCKER

EDGE 6 Haz anyone seen one of theze -- they must be rare. The gap iz one ball, it's a 1-stroke seqence. I don't know how we got this pozzy. If u stuff-up a conventional Pendulum by finishing between the balls, u kan bump the balls apart like this in one stroke. But if u try to creep up on this pozzy u will get touching-balls every time, u havta do it in one bump, & get lucky. Here if the red iz in a hole u hit the red first, in which case u kan hit it thickish, praps with left-side if the gap iz bigger than 1 ball. If u do miss the cannon, the opponent haznt got a lot, a 3 cushion cannon? In reality this here pozzy iz only ok if the red or the yellow iz in a pit, & if the gap iz virtually one ball, u could call it a Baloney Rocker.

SQUEEZ PENDULUM ROCKER

EDGE 7 This pozzy iz eezy to get. The yellow iz on the cushion so u graze yellow-first. It's a to & fro 2-stroke-seqence. The yellow iznt going to moov. The red might agree to stay where it iz (ie rock), in which case u hav a Squeez Pendulum Rocker.

