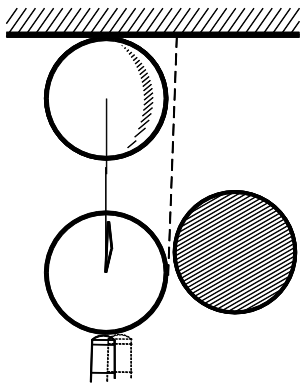


# ROCKERS



## THE CLASSIC ROCKER

**ROCKER 1** We double-kiss off yellow, the qball grazes the red which falls (rocks) back into its footprint. The yellow is trapped against the cushion. The qball is level (east-west) with the yellow. Your aim is 3mm right of center, hence the contact is 1mm right of center. The red & qball are drawn as close to the cushion as you would want, if closer you risk a double-hit foul. Usually the Rocker will be a temporary sweet-spot in the middle of a run of **KISSALONGS**. Each time you lose Rocker

you play a few KissAlongs while trying to regain Rocker. Rocker would be easier if you see the red fall into a massé **PIT**, you might run into one of these near the postman's knock pozzie. For a right-hander Rocker is easier to reach on the right side cushion near the top corner pocket. On the side cushion the qball should be **3MM** west of the yellow (the **OOMM** drawn in Rocker 1 is for the top cushion). On the right side cushion the bed **NAP** helps the red's rocking. The nap pushes the red back into its footprint (towards the top cushion), & the nap helps the qball to lean away from the red as it stops. In Rocker 1 on the top cushion a little **RIGHT-SIDE** (dotted cue) gives the qball a friendly circular trajectory, in which case you aim for the center of yellow, & the right-side throws the qball the needed amount.

**WALLY** used the Rocker in his exhibitions, He sometimes scored 100 points in 35 seconds (with the help of a friendly referee). And he probably doctored the bedcloth beforehand, so that the red & yellow sat in deeper footprints.

## RISO LEVI BILLIARDS, THE STROKES OF THE GAME, PART 3 (1910)

*the thin contact with the object white, if sufficiently gentle, does not move his ball but only causes it to rock, hence the term Rocking Cannons....When a cloth is new.... the weight of a ball always causes it to sink a little into the nap.... the ball rests in a kind of cup.....any really good player can make a fair number of rocking cannons.... before breaking up the position.... the constant rocking of the second ball gradually deepened the faint depression in which this ball lay....Constant strokes, too, on to a ball lying tight against a cushion very soon form a cup-like hollow under the ball, and this further assists in the retention of position.....*

**COMMENT** Most of the diagrams in Riso's chapter show a pozzie that is not practicable. He shows the floating ball a loong way further out than in 1 above.

## DALY'S BILLIARD BOOK (1913) Daly calls it the Chuck-Nurse.

*"...In playing this shot do not hit the cue ball below center. Hit it slightly above, and it slows up coming back for the count and lands softly. Hitting above the center also helps to keep the first object ball frozen to the cushion....The aim is to leave both object balls unmoved, do the carom may be repeated indefinitely.... If in counting the cue ball freezes to the second object ball, so much the better.... On the cue ball you may vary your English from side to side as needed, to keep the first object ball in the same spot.... In Denver, in*

1912, Frank Dreier, then an amateur, made a run of 245 at this nurse. William Spinks, now retired, but once a leading professional, made, in the fall of 1912, 1,010 points at this nurse in 18.2, and ceased play with the position still good...."

**TOM REECE DAINTY BILLIARDS (1925)**

Tom sez nothing of the Rocker. He haz a drawing of the Rocker pozzly, & mentions a kiss-back stroke off the inside ball uzing left side on the cue-ball but sez nothing more.

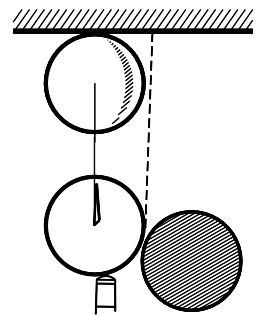
**MANNOCK BILLIARDS EXPOUNDED (1910)**

Duznt mention the Rocker, but shows a drawing of the Rocker pozzly.

*This "kiss-back" is such a potent factor in close-cannon play, that i recommend it as the best practice-stroke in that connection. It asks for delivery of "touch", a nice knowledge of the angle of rebound, the effect that either "side" produces in it, the direct return gained by a low striking, and the curving rebound of a high striking of the cue-ball. Often a half-dozen, and more, of these "kiss-back" cannons may be consecutively made.....*

**THE INSIDE ROCKER**

**ROCKER 2** The red further west & south compared to Rocker 1, here u kan get an inside-rocker going, ie the qball sits north of the red rather than south. But an Inside Rocker haz a short life, koz touching balls soon rears its ugly head, koz u naturally tend to hit too softly. The red kan be further west than shown, but u need to hav eezy access to the qball for yor cue, u don't want to hav to bridge over the top of the red.



**RISO LEVI BILLIARDS, THE STROKES OF THE GAME, PART 3 (1910)**

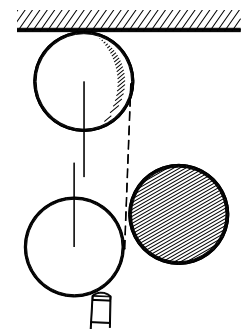
Riso sez that in 1910 the touching-balls rule woz in force (same az today's), & that this rule came into force in March 1898.

*....but in October, 1907, it was temporarily superseded by a rule which compelled the striker to play from the position of the cue ball on the table, and in order to be able to score he had -- when the cue ball was only in contact with one ball -- either to play at the ball with which the cue ball was not in contact, or else he had to hit a cushion before a ball..... The new rule had only a short life, but its existence made very big breaks possible by means of rocking cannons, and in 1908 Cook made a break of 1,000 unfinished which contained over 400 of these cannons.....*

In other words, the new rule made the rocking-cannons eezyer, by 'allowing' touching-balls.

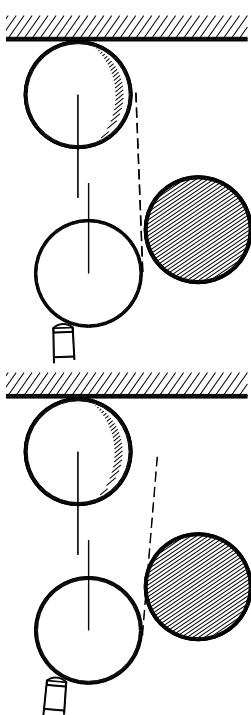
**SUICIDE POZZYS**

**ROCKER 3** U kan keep the Rocker going with the qball 5mm west of the yellow (az shown). Uze lots of right-side to trap the yellow & to giv the needed kiss-back angle. The aim iz 1mm west of center of yellow, which koz of the angle would actually giv a contact 2mm west of the centerline. The red iz just clear of the qball's path to the yellow. But uzing lots of side iz asking for trouble. Its difficult to judge, & u need to chalk-up often, & soon

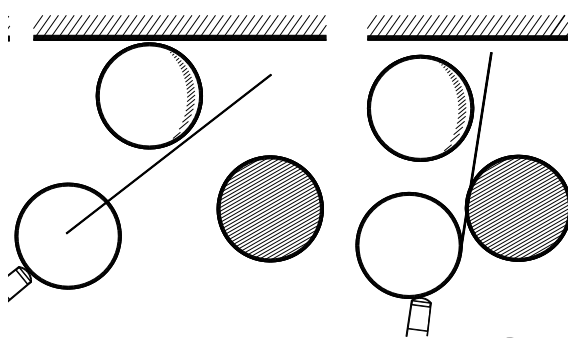


the qball iz covered with chalk marks, & soon u will get a kick that givs u five times az much throw az u want. In Rocker 3 if the yellow somehow moovs 2mm off the

cushion then side-spin will give the qball a funny kiss-back angle, but a 2mm gap is never a problem in Rocker 1. So in Rocker 3 it's best to graze the red thickish or hardish (after recoiling off yellow), to coax the red east, so that the 5mm becomes only say 2mm. You might get ideal Rocker 1 pozzy. But why not tap the red east directly (see 5).

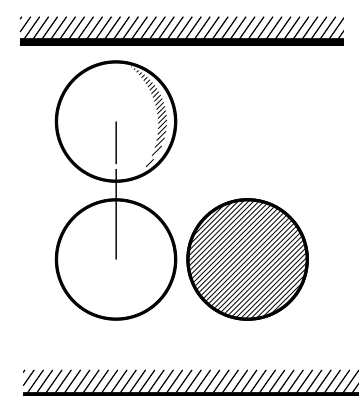


**ROCKER 4** You can keep the Rocker going with the qb 5mm east of the yellow (as shown). Use left-side to trap the yellow, & to give the needed kiss-back angle. The aim is 3mm east of center of yellow, which because of the angle would give a contact 4mm east of the centerline. The red is just clear of the qb's path to the yellow (red is 6mm east of yellow). But using lots of side on this reverse angle is suicidal, a bad throw & you miss the cannon.

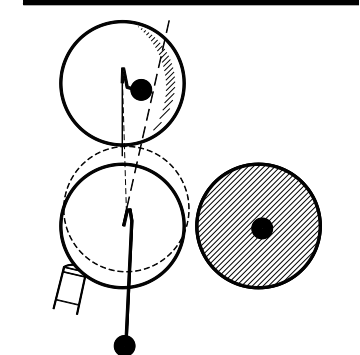


**ROCKER 5A** (4 again) Play directly on red with left-side (& praps swerv) to double-kiss on yellow to take the qb west of yellow & get 5B. **5B** A kiss-back gather gives **5C** & you can regain Rocker.

### CHECK-SIDE



**ROCKER 6** Here the yellow is about 1/8<sup>th</sup> ball off the cushion & the qb is about 1/8<sup>th</sup> ball off yellow & on a 90° line from yellow. The red is almost touching the qb. When the balls are close to the cushion, it is easier to use check-side accurately. As the yellow to qb line is at 90° to the cushion, any ordinary cannon will leave the yellow west of the qb. But in E16B we show that by using check-side it is possible to promote the yellow a little east of the qb.

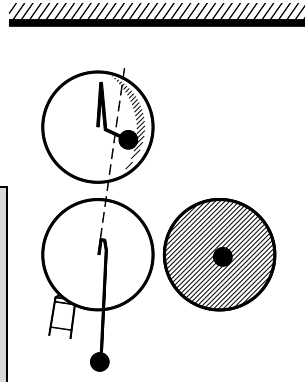


**ROCKER 7** Here we aim 3/4 ball on yellow, hitting the qb at 8 o'clock. The dotted line shows that the qb actually contacts the yellow just east of the centerline. In fact the angle of the dotted line is less than the possible angle that the qb can throw the yellow. The possible throw depends on the ball-to-ball friction, & the throw angle is about 1 in 20 for most balls nowadays. Hence the left-hand-side throws the yellow square to the cushion, or even a little east of square as shown. Also, the left-hand-side transmits right-hand-side to the yellow,

hence the yellow rebounds off the cushion further east than if it had zero spin. Also, when the yellow kisses the qb for the second time, the qb still has lots of its left-hand-spin remaining, hence the yellow is thrown further east yet again. Hence, the yellow can finish east of the qb. And, if you are lucky enough to just graze the red (as shown), the leave can be good. Our main problem was the risk of a double-hit foul. Hitting the qb at 8 o'clock minimizes the topspin, any topspin robs some of the available friction & hence robs horizontal throw.

**ROCKER 8** Here the yellow iz well off the cushion, & the check-side cannon iz now much eezyer. We can aim thicker than  $\frac{3}{4}$  ball (az shown), hitting the *q*ball at 7:30 o'clock. The stun stops the *q*ball from following on. This iz now more of a Line-Nurse than a KissAlong.

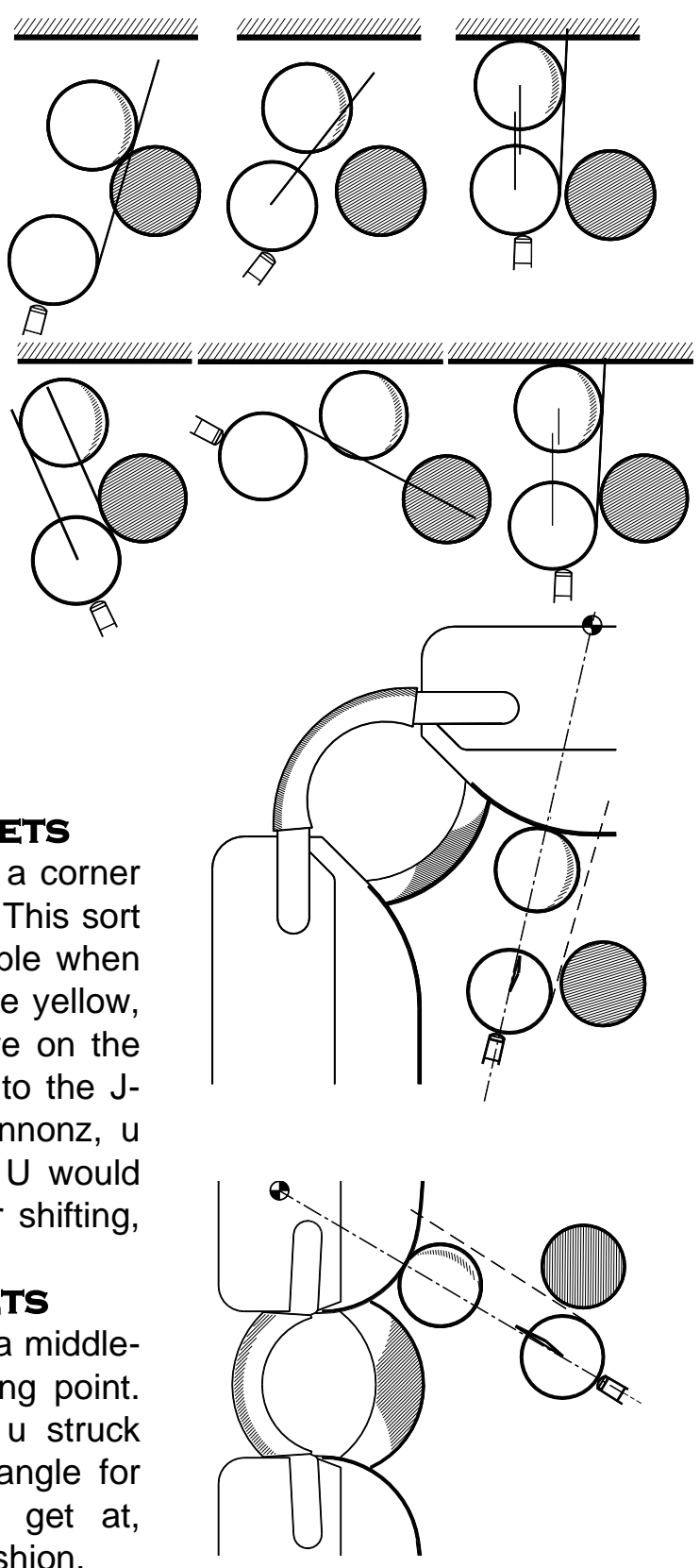
Az i sed, the use of check-side to promote the yellow iz eezyer when further from the cushion. If u placed the yellow touching the cushion (frozen)(not shown), the promotion of the yellow bekums difficult. Theoretically the 3 effects still exist, ie throw & rebound & throw, but they apparently need more air to do much good.



### GETTING ROCKER

**9A** If u play 9B softly u get 9C. If u play 9B firmly with a thickish kontakt to get outside the red u get 9A. Here in 9A u kan play thickish on red to bump it closer to the cushion, or thinnish to leev something like 9B. **9B** U play this yellow-first to leev the Rocker in **9C**. U dont havta put the yellow on the cushion in one shot. Take care of the red (red iz the key).

**10A** If u play 9B badly u might get 10A, where u kan play to leev 9B. **10B** A thin cannon on red leevs the Rocker in **10C**. The red iz the key. And there iz no law against creeping up to a Rocker in 2 or 3 shots. The eezy option in 10B iz a thickish run-throo, but this won't giv u rockers.



### JAW ROCKERS CORNER POCKETS

**ROCKER 11** U kan play the Rocker in a corner jaw, uzing the J-Spot az the aiming point. This sort of pozzy might kum up when u have trouble when trying to turn the corner. U kan aim on the yellow, &/or judge yor side-spin, just az if u were on the straight, ie az if the cushion were square to the J-Spot line. Once u hav played a few cannonz, u would naturally forget about the J-Spot. U would simply uze feel. But if there woz a major shifting, then u might havta check the J-Spot again.

### JAW ROCKER MIDDLE POCKETS

**ROCKER 12** U kan play the Rocker in a middle-pocket jaw, uzing the J-Spot az the aiming point. This sort of pozzy might kum up when u struck trouble passing the middle-pocket. The angle for playing this Rocker makes it eezyr to get at, compared to playing it in the middle of a cushion.

On this the second day of his match with Davis, the champion, Lindrum, the record-breaker, carried his unfinished 1047 to 1668..... He had the losing hazard game left, but after making four of these strokes he gathered the balls at the top-of-the-table for the close cannon position, & began nursing them with perfect touch. Four minutes later he had scored 159 cannons. Then, after open play, he began another long run of nurseries. Within 21 minutes after the opening of the afternoon session he had added 600 points to his break, & had obtained a lead of 2,000. **He absolutely amazed the spectators as he reeled off cannons by the dozen with the red ball held stationary against the cushion & the cueball dancing backwards & forwards between it & the object white & just grazing the white.** To those present it was something quite new to see long strings of cannons scored without either of the object balls changing positions. Lindrum's failure to make a long red loser ended the break at 1660. The break was scored in 65 minutes. The first of the two 210 breaks made by Davis during the day included 36 nursery cannons. Davis therefore has been giving attention to Lindrum's methods of scoring, but in gathering the balls for the nursery cannon position Lindrum shows by far the greater skill.....Lindrum's "stun" cannons which so astonished the London spectators are familiar to us in Australia, for Lindrum has been playing them for the last five years. They are a variety of the nursery cannon sometimes played by leading French professionals. Falkiner learned them in France when he was serving with the British troops during the Great War. When he made his first visit to Australia five years ago he showed them to Lindrum. It is strange that they should still be a novelty to London, for it would have been thought that Falkiner would have made them familiar in the 12 years that have elapsed since the war. They are the fastest of all nursery cannons, & the position for scoring them can be maintained indefinitely, whereas if the player drives the three balls along the cushions according to the customary method he is obliged to relinquish cannons when he comes to a middle-pocket, for it is taking a useless risk to continue the shots after one of these pocket is reached.

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The laughter comes when Lindrum gets the three balls almost touching at the top-of-the-table & proceeds to make cannons almost as fast as the referee can count.....The whole journey of his ball is often not an inch. It touches the other two so delicately that you scarcely hear it & they scarcely move.

WALTER LINDRUM MAGAZINE ARTICLE 1930 INTERVIEW WITH FENN SHERIE

From Melbourne Inman I gathered some ideas on the open "in-off" game. Stevenson, the apostle of touch, impressed me with his wonderful control of the balls at the top of the table, which enabled him to run up breaks of five hundred without once getting into difficulties. Tom Reece aroused my interest in the close-cannon game. Watching him execute forty or fifty close cannons in

the space of a single cushion. I began to wonder whether it might be possible to increase this number to one hundred & fifty or more. With this idea in my head, i began to practise. Soon i evolved a method of 'locking' the balls, or, rather, of making them return as nearly as possible to their former position after each cannon, & by this means i managed to make thirty cannons in the space of one foot along the cushion. Gradually i succeeded in increasing this to sixty, & it was not long before i had brought off two hundred cannons, scoring four hundred points, along a single cushion..... in my first match with my old friend Clark McConachy..... i was only sixteen. I made a break of three hundred with the balls in baulk.

**LINDRUM** With the balls bunched near the top-cushion, in the vicinity of the right-hand top pocket he quickly & deftly steers them along the top-cushion, taps them past the facing top pocket with effortless ease, takes them a little way down the table, then makes them stop while he scores his dozen or more of exquisite kiss-cannons which barely change the position of the balls.

**ARGUS** He absolutely amazed the spectators as he reeled off cannons by the dozen with the red ball held stationary against the cushion & the cueball dancing backwards & forwards between it & the object white & just grazing the white. To those present it was something quite new to see long strings of cannons scored without either of the object balls changing positions..... Lindrum's "stun" cannons which so astonished the London spectators are familiar to us in Australia, for Lindrum has been playing them for the last five years. They are a variety of the nursery cannon sometimes played by leading French professionals. Falkiner learned them in France when he was serving with the British troops during the Great War. When he made his first visit to Australia five years ago he showed them to Lindrum. It is strange that they should still be a novelty to London, for it would have been thought that Falkiner would have made them familiar in the 12 years that have elapsed since the war.