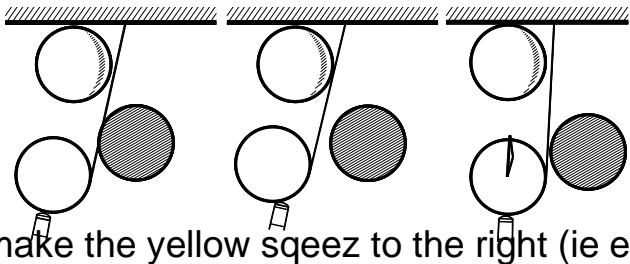


KISSALONG EE

TOM REECE DAINTY Billiards 1925 shows some *Cushioned-Ball Sequences*. Some shots are *kisses* or *kiss-backs* & the *cushioned-ball* is squeezed along the cushion.

In KissAlongs the yellow lives close to the cushion. The stun-drives used in the Line-Nurse are replaced with double-kiss kiss-backs. Here are two basic shots, plus a Rocker.

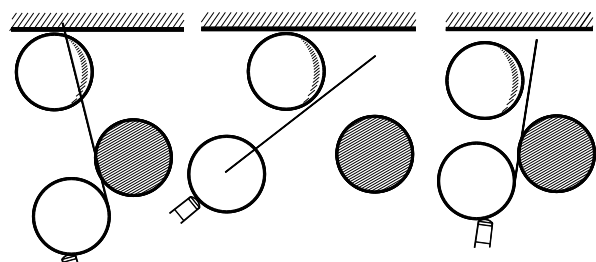


E1A Play very thin on red, plainball, double-kissing well back off yellow (RYY) to leave E1B, or you might leave E1A again (albeit with the balls having squeezed right (ie east) a little). In E1A left-side (not shown) might

make the yellow squeeze to the right (ie east), & right-side might anchor the yellow.

E1B Kiss-back off yellow to skim back past red (YYR), to leave E1A, or you might leave E1B again (albeit with the balls having squeezed right (ie east) a little). Use right-side (shown) or plainball (not shown) or left-side (not shown) to anchor the yellow or to squeeze it along (to the left)(or to the right). Hitting yellow first here with lots of side is risky coz a kick can ruin the leave, or you might even fail to cannon. Kicks are doubly bad in a double-kiss coz you get a double-kick. Double-kicks are less of a worry with red-first cannons (eg E1A), coz you score the cannon (but ruin good pozzey).

E1C This is the classic stationary Rocker Cannon pozzey (see Rockers ch40). It can be played either red-first (RYY)(ie like E1A) or yellow-first (YYR)(ie like E1B). It can be a mix of yellow-first & red-first, in which case the balls usually squeeze along a little. Rockers ain't difficult to obtain, especially if the red finds a massé pit (near Postmans usually).



E2A Thin off red to kiss-back off yellow, to leave E2B.

E2B Kiss-back off yellow to leave E2C. A thin half-ball kontakt on yellow is shown coz a fuller kontakt usually kisses the yellow too far ahead. KissAlongs E1B & E2B tend to drift

the red away from the cushion. If the red is drifting too far you can kontakt yellow thickish with running (not shown) to take the qball to outside the red to bump red closer to the cushion next shot (not shown).

KISS-OFFS This gather (E2B) is similar to the gathers we saw in Ins & Outs, but in the Ins & Outs the qball-to-yellow angle was less than 42° & the kiss-off angle off the red was the old reliable natural 39° (even for a double-kiss).

KISS-BACKS In E2B the qball-to-yellow-angle is more than 42° , it is what I call a kiss-back, & a kiss-back is much harder to judge than a kiss-off coz a natural kiss-back angle doesn't exist. Note that all kiss-backs are double-kisses. Whereas Kiss-Offs can be a single-kiss or a double-kiss, which makes no difference to the (natural) kiss-off angle, at least not for kontakts near halfball.

E2C A red-first cannon to set up E1A or E1B or a E1C Rocker. It can be played in many ways.

E2ABC If we want we can play an E2ABC sequence again & again (diffikult) if we keep yellow & red moving nicely together (diffikult). Such a runalong would be kind of halfway tween an Ins & Outs & KissAlongs. But an E1AB sequence iz what we want (less diffikult).

GETTING ROCKER

E3A If u play E2B softly u get E2C. If u play E2B firmly with a thickish kontakt to get outside the red u get E3A. Here in E3A u can play thickish on red to bump it closer to the cushion, or thinnish to leev something like E3B.

E3B U play this yellow-first to leev the Rocker in **E3C**. U dont havta put the yellow on the cushion in one shot. Take care of the red (red iz the key).

E4A If u play E2B badly u might get E4A, where u can play to leev E4B.

E4B A thin cannon on red leevs the Rocker in **E4C**. 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 E4B iz a thickish run-throo, but this won't giv u rockers.

SCREW KISSBACKS

Here iz a good way to recover if u stuff-up & leev the yellow behind.

E5A The straight skrew-back double-kiss iz powerful medicine here. It leevs E5B. If u play centrally on yellow the qbball kums straight back on the same line, soft or hard, foolproof. In fact stun will do the trick, it should probly be called a stun kiss-back. If the pozzy of the red iz such that the qbball gets a thin touch on the way back from the yellow (az in E5A) then the cannon is automatic. But mostly u will have to aim a bit left or right on yellow to get the thin cannon. Don't kiss-back too far.

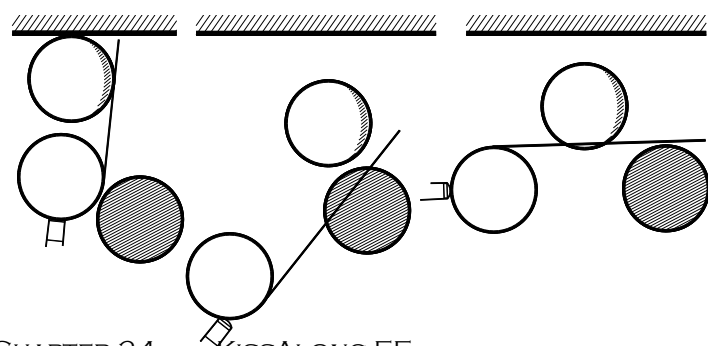
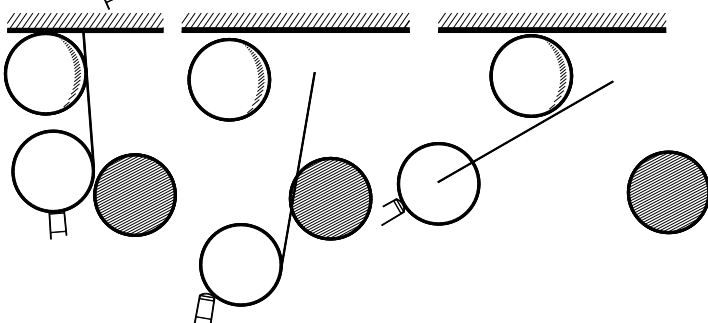
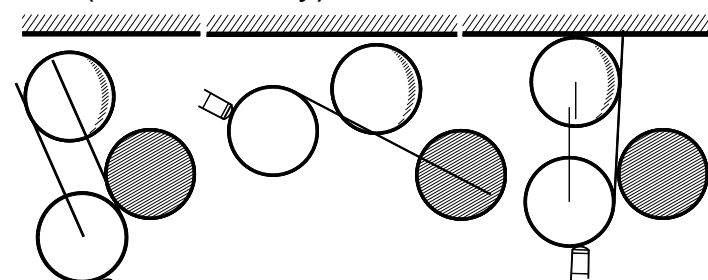
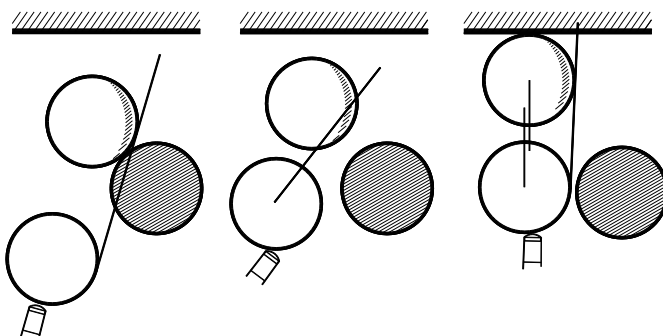
MANNOCK writes... *A low striking of the cue-ball exercizes a decidedly helpful part amid the sequence of the close cannons. Its forte lies in the "kiss" cannon work. It throws the cue-ball so directly back, and also guarantees to it a truth of path from the "kiss" which a higher stroke on it, or at its sides, could not do.*

It's a simple shot, but u havta be able to aim & play while contorted & reeeking out over the table & gripping the cue very short in a death grip, with yor eyes over the balls.

E5B Play this az in E2A, to leev E5C. **E5C** Play this az in E2B.

STUN KISSBACKS

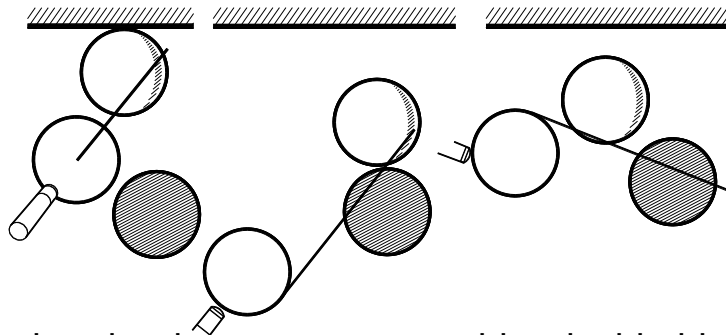
E6A A central soft stun kiss-back (shown) will automatically graze the red to leev E6B. If the red iz not sitting in the right spot u can aim a little left or right to get the thin graze that u want. Yor



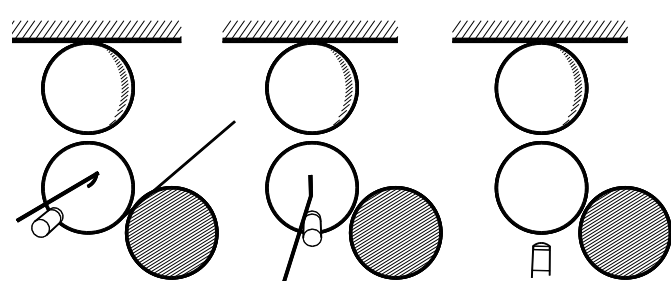
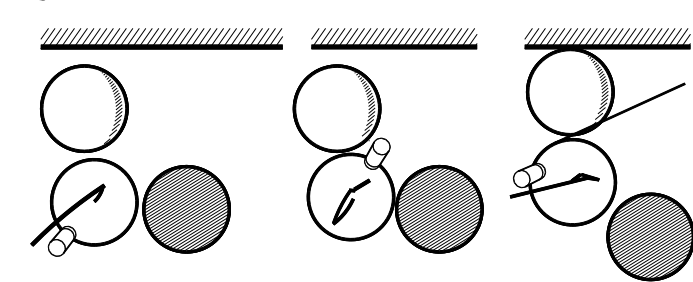
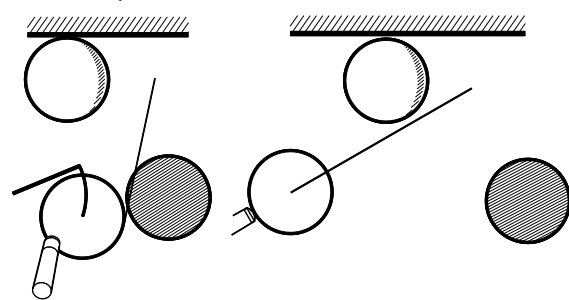
judgement of aim won't let u down when the gap is small. But beware, a small gap tempts a double-hit foul. Hmmm, there iz a possible Inside-Rocker in E6A.

E6B There are lots of things u kan do here. But that duznt meen that E6B iz eezy. It's eezy to stuff-up from this sort of pozzy. I reckon that leeving E6C iz a good option.

E6C U kan try for a Rocker from here if the red iz the right distance from the cushion, which it shoold be if u were thinking when u were playing E6B.



in handy when u want to avoid a double-hit foul when the gap iz small. The more the piqué action the squarer the yellow kums out. In **E7A** u kan try an Inside-Rocker (not shown). Or a Pendulum-Rocker.



the tip. The butt lays on the table. I hit the right fist/grip against the left fist/stopper which iz braced firmly on the bed of the table (& acts az a stopper). The stopper allso forms a tunnel for the cue. I allow the left fist/stopper to yield a few mm, so that the qtip meets the qball (but then stops). I initially hold the qtip just abov the qball equator, with a few mm of daylite tween qtip & ball. If needed (az in E14) i quickly withdraw my stopper & grip during impakt to avoid the double-hit foul on the qball when it double-kisses back out. Or i lift. Uzually i make a few false strokes az i gradually close in on the qball.

PIQUÉ KISSBACKS

E7A Here a stun kiss-back will not leev good pozzy, the yellow would leak too far right, so u play a piqué kiss-back (shown), leeving **E7B**, which leads to **E7C**. The piqué kiss-back also kums

PIQUÉ SOLUTIONS

E8A Here the pozzy iz similar to E5A, & u kan play a soft stun kiss-back if u wish, but in E8A the red allows u to play a simple piqué (shown), leeving **E8B**.

E9 Here the balls lay so closely that a piqué iz needed to avoid a foul (az shown). U kan play yellow-first or red-first, it duznt matter. **E10** Here the balls are close & u need a klever masse' (az shown), uzing the gap to advantage for yor follow-throo. This kums up a lot. **E11** This iz one way to avoid the foul if u like piqués. But there are other shots & options.

E12 A red-first piqué.

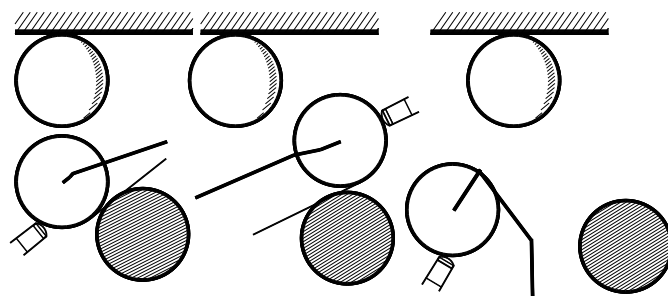
E13 A softish kiss-back piqué.

E14 KLEVER STOPPER

(E13 AGAIN) In tight spots like this i uze my left hand az a stopper. I grip the cue with my right hand, say 200mm from

SLIPTHROO & BACK

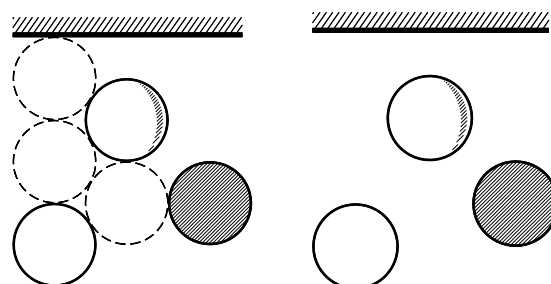
E15A A slip-throo red-first (shown) or yellow-first (not shown) might be eezyer than a massé or piqué. See ch33 Slip-Throos. **E15B** Slip back throo red-first (shown) or yellow-first (not shown). Uze swerv if need be (not shown). Take the qball well past the yellow (uzually best)(not shown) or leev the qball short to leev the friendly kiss-back shown in E15C.



E15C Aim thick & hit hard to get below the red to bump the red closer to the cushion next shot.

DRILL E16

E16AB Set the 3 balls in the E16B pozzys using 3 spare balls (az shown). If u select an out of the way area of the table u kan tap the 3 balls on the head to make small dimples to allow quick consistent resets. Uze 3 small coins to mark the 3 pozzys of the 3 balls in such a way that the coins don't affekt the rolls (ie place a coin under & against the left bottom of each ball). The coins & dimples will allow u to play a lot of attempts quickly.



Option (i) A soft yellow to red cannon, thick $\frac{1}{2}$ ball, leeving yellow on the cushion (not shown). This will leev a Rocker pozzys. Option (ii) A late double-kiss cannon (YRY), halfball (not shown). Option (iii) Play (ii) with stun or soft piqué' (not shown). This might work on a slippery bed, but it's allways dicey at this long range. Option (iv) An early-double-kiss (YYR), $\frac{5}{8}$ th ball, (not shown). Option (v) Actually, it's ok to play a very soft verzion of Option (i), $\frac{1}{4}$ ball, the yellow stopping halfway to the cush (not shown), which gives a ticklish baby Line Nurse (the next stroke being a piqué').

KISSALONG E16C

Option (vi) I went well uzing an early-double-kiss (YYR), aiming $\frac{3}{4}$ ball, hitting hardish with running (az shown). Hitting hard risks a scatter if u get things wrong. The broken balls show the leev.

Option (vii) Recently i went better in (vi) by aiming full ball with running (not shown). I probly get a lot of swerv.

