

# ANCHOR NURSE

MANNOCK BILLIARDS EXPOUNDED (1908?)

Mannock seems to call this nurse/sequence -- the **Continental Anchor**.

*.....I should think there was no greater exponent of it than the late F C Ives, as, I believe, he succeeded at Philadelphia some years ago in making a sequence of over 3,000 cannons.*

I suspect that Mannock should have been referring to Schaefer making 3,000 cannons at the ordinary rail nurse..... see Daly's book.

*The aim is to get the red tight against the cushion and the other object-ball on the outside, touching, or nearly touching it. The cue-ball is kept close to them and at the angle described in the diagrams. The great thing is to make a long run of cannons, scarcely moving the balls from their original position..... By striking the cue-ball in this manner the action is skidding, and it comes in contact with the first object-ball in a circuitous direction and skids off in the same manner on to the second one, moving them only in the slightest degree from their original spots and leaving a cannon from a similar angle on the other side.....*

RISO LEVI STROKES OF THE GAME sez nothing of the anchor. The nearest he gets is Rocking Cannons, a kiss-back type of stationary Anchor. So, it appears that the Anchor was not played in English billiards.

DALY'S BILLIARD BOOK (1914)

*In 1883 the full possibilities of the 'anchor' were first realized and demonstrated by Jacob Schaefer, even as he had been a pioneer with the rail. Great, indeed, he was, and many hold him to have been the greatest player of all, master of the best of today. It is to be noted here that Frank C Ives invented no standard nurse. They had been discovered when he appeared. But he mastered them all. To him billiards was distinctly an intellectual problem -- to Schaefer the game was a vehicle for the manifestations of inspired genius. The runs of the 'anchor' by these two, the only players who ever really mastered it, brought the 'box' at the contact points of the balk-lines to limit it..... The secret of the 'anchor' play is to kiss softly from the first ball, just 'grazing the glisten' of the second ball without moving it from its place, then playing back to the original position, just grazing the first ball and kissing up from the second ball, leaving it still against the cushion. This process is then repeated. Runs at the Anchor Nurse. Schaefer ran 343 at the anchor against Ives in a match in November, 1893, in New York, and Ives answered Schaefer the following night with 456 at the same anchor nurse. In December, also in New York, Schaefer scored 566 at the anchor against Ives. In January, 1894, Ives in a tournament, had a run of 487. **Parker's box followed.** Yet there is no reason why amateurs should not practice the anchor.... If, as someone has said, 'Genius is the capacity for hard work,' then Ives had genius. He would spend from four to six hours a day on the 'anchor,' for instance, or the 'chuck', trying in various ways to get these conventional positions from various leaves. Other hours he spent on single-cushion shots or on masse's, or on close manipulation to 'go through' the balls.*

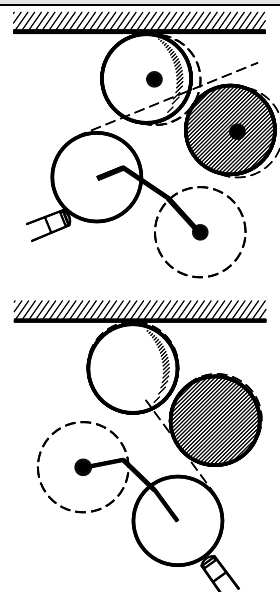
After a few shots, the free ball becomes 'anchored' to its location, hence the name. The history of the stroke is obscure; some sources credit it to A P Rudolphe, but at least one other traces it back to Samuel Jakes in 1875, prior to the drawing of balklines. 1929 BM (Aug).....

**MOOVING ANCHOR NURSE** In the past i saw the Anchor pozzy az a classic trouble pozzy. Nowadays i recognize it az a friendly pozzy. Obviously in the past i had seen the Anchor mentioned in books, i had read Daly several times, but i thort that the Anchor woz of zero use in English billiards. I thort that it might be viable if we uzed big & heavy 2<sup>3</sup>/<sub>8</sub>" balls, & if we were allowed to hav touching-balls, & if minor push-shots were allowed, & if we had a cloth that had been badly pitted by hundreds of massés. Imagine my surprize when i found that it woz eezy to play with our 2<sup>1</sup>/<sub>16</sub>" inch (52.5mm) balls, & on a new superfine cloth.

The mooving Anchor Nurse iz the first form where, az Mannock sez.... *we can... make a long run of cannons, scarcely moving the balls from their original position.* The following drawings show the mooving anchor.

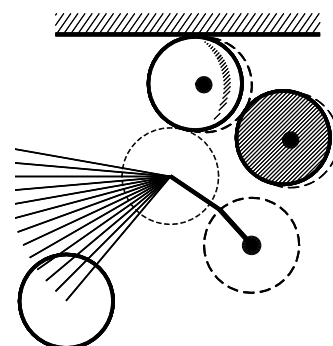
**STATIONARY ANCHOR** We don't show this form, it iz probly extinct partly koz of the touching-balls rule. Where az **DALY** sez, we .....*kiss softly from the first ball, just 'grazing the glisten' of the second ball without moving it from its place.* And where **SHAMOS** sez..... *After a few shots, the free ball becomes 'anchored' to its location, hence the name.*

**ANCHOR 1A** In the mooving anchor u double-kiss off yellow & graze the red. The yellow hits the red before the qball duz. There are four kisses in all, & the balls moov along a few mm to leev 1B. The yellow-to-red line iz such that a half-ball kiss-off the yellow would miss the cannon. U played quarter-ball, but if the red iz narrower u might need to play 1/8th ball or finer. The good news iz that u don't hav to be accurate, but strength iz crucial. I show some running-side, koz this seems to reduce touching-balls. The yellow kan be frozen on the cushion (az shown), or more often it iz 1mm or 2mm off. The red & yellow kan be touching (rare), but a 2mm to 4mm gap iz best (az shown), & a 10mm gap should still be ok. The yellow, if frozen (in 1A), ends up 1mm or 2mm off the cushion in 1B. A pitted cloth kan anchor the red, but it iz more likely to give u touching-balls.

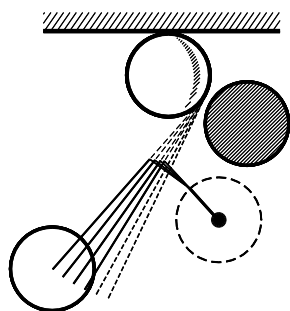


**1B** U graze the red, & double-kiss off the yellow, to leev a pozzy similar to 1A. The yellow, if off the cushion in 1B, will uzually end up frozen in 1C (not shown). U kan play this Anchor (1A & 1B) anywhere on any cushion, by holding yor cue very short & reeching out & around & back. But for accuracy it iz best to walk around for each shot. Shot 1B iz the problem. U need to be on the top-cushion or near a corner.

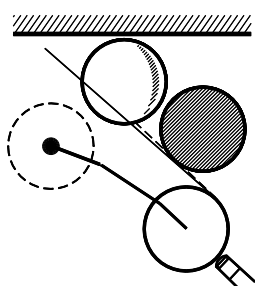
**ANCHOR 2** Here iz the 1A type of pozzy again. The qball iz shown on the 45° line, but it might be on any of the 13 angles shown. And the qball will uzually be much closer. It iz best if u kontakt the yellow in the same place for all attack-angles up to **45°**, az shown by the **DOTTY CIRCLE**. This kontakt will give the yellow a not-too-small & not-too-big travel, to bump the red along-&-out a little.



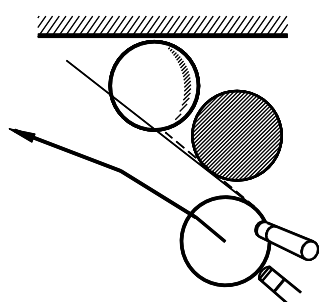
Bumping the **RED** along-&-out givs u space to bump red along-&-in in yor next shot (not shown). But if the red iz further out from the cush (not shown), u might hav to hit yellow thicker, koz ideally the qball should finish well out from the red. And if the red iz too close to the cush (not shown), u might hav to hit yellow very thin, koz u might otherwize miss the red. Practice will give u the necessary feel for theze thin-kisses. This feel involves a combination of thinness & pace. The slower the pace, the thinner the needed kontakt. **NAP-DRIFT** complicates matters for judging thin-kisses. The longer the range from the qball to the yellow, & the stronger the nap, the greater the allowance needed. U might hav to aim outside the yellow just to avoid hitting it too thick. Anyhow, u don't hav to break yor neck to get ideal 1B pozzy each time. There iz plenty of leeway for the occasional **BRIDGING** cannon here & there (not shown). A bridging cannon iz uzually a softish shot that duznt leev the ideal pozzy, but givs u a chance of getting ideal pozzy in another shot or two.



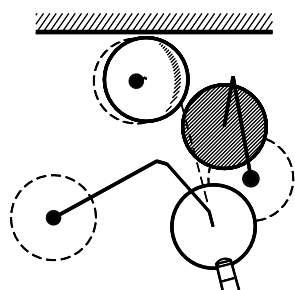
**ANCHOR 3** For attack-angles wider than 45°, u will probly aim for a half-ball kontakt on yellow, az shown. The crucial thing iz to not miss the cannon, trying for perfikt pozzy. The run of the yellow etc iz secondary, make sure of the cannon. So, don't take risks. Don't try to uze **CHECK-SIDE** to help the yellow along koz it duznt help. Don't argue. I know that check-side takes the yellow along, but if u uze check-side u will hav to aim thinner on yellow koz u don't want to miss the cannon. So u are back where u started. See? Be careful of the trap, the two widest attack-angles are not possible (dotty lines), u will hit the red first. So just play a bridging cannon (not shown), yellow first, az thin az u dare.



**ANCHOR 4** When the qball kan see a **QUARTER**-ball of the yellow, the grazing cannon iz eezy. But here it kan only see a **FIFTH** of the yellow (az shown by the solid line), & the yellow iz a little off the cushion. This iz tricky. If u don't graze the red very thin, the yellow iz unlikely to double-kiss the qball. If it duznt double-kiss, then there iz a risk of a cover, koz the qball will stop nearer the cushion, allso koz the yellow will rebound too far off the cushion. So, we play softish just in case we miss the kiss, by playing softish we don't care whether we get the double-kiss or not. But then we are risking touching-balls, so not too soft.



**ANCHOR 5** Here the qball karnt see much more than an eighth ball. (i) We kan try a softish grazing-cannon (not shown), aiming to almost miss the red. But then we would risk missing the cannon, or getting a cover, or touching-balls. (ii) A mini-massé iz eezy (shown), if u kan reeech it. But the leev will be iffy. (iii) Or we kan play a hardish grazing-cannon (shown), hitting hard'nuff to send the qball onto the cushion & well off again (at least a half-ball off), which meens hitting it praps 300mm, which meens a very tricky grazing-cannon coming back.



**ANCHOR 6** In 4 5 & 6, we hav our (iv) option, we kan play a run-throo cannon (az shown here). The red rebounds from the cushion (az shown) to leev a kiss-gather for our next

stroke. This run-throo might be an eezyer shot than 4 or 5, especially if u don't hav to uze the rest. The uzual stuff-up iz to hit too softly, leeving poor pozzy for the kiss-gather. U hav to hit harder than u think. The other stuff-up iz to kontakt the yellow too full, & failing to get well west, thus leeving a bad angle for the kiss-gather. The qball runs throo the red narrower than u think. Which brings us to Dion's Nurse.

## DION'S NURSE

**MANNOCK** BILLIARDS EXPOUNDED (1908 ??)

Mannock reckons that **Ives** invented **Dion's Nurse**.

*Then Ives set the seal upon his fame by conceiving a most beautiful and at the same time tremendously difficult stroke, also of the 'anchor' pattern. With the three balls bunched together by a cushion the cue-ball behind the other two, one of which was on the cushion and the other slightly away from it, he played fully on the nearest ball thinly across the face of the cushioned ball. From the other side the cue-ball was gently kissed thinly against the second object-ball, which was retained in almost its original position stroke by stroke. The first stroke sent it to the cushion and back again, the second barely disturbing it by the slight impact of the cannoning cue-ball. Altogether a most ingenious conception, needing the most accurate handling.....Undoubtedly the greatest thing known to close-cannon play is the 'anchor stroke', devised and put into effect by that wizard of the cue, the late Frank Ives. As the name implies, the stroke forces an anchorage of the two object-balls, so enabling the cue-ball to pass from one side to the other of them as it cannons. One ball*

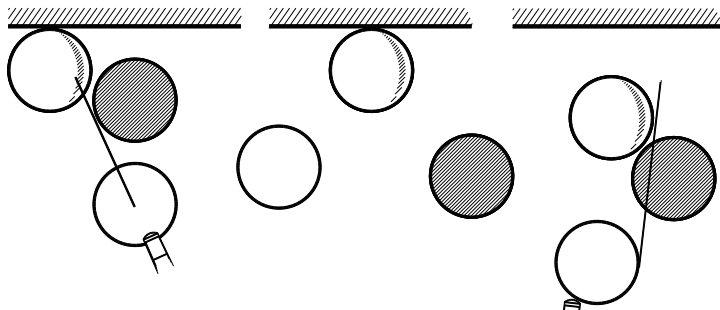
*is on the cushion, or very nearly so, and the other from half a ball's to a full ball's distance away from it. Playing very gently and fully on to the outside ball, trying to bring it back to its position, left 'side' (in a right-handed direction) sends the cue-ball across the face of the cushioned object-ball, and it is 'kissed' away to the other side. The second stroke is played with the idea of leaving the original position. The cushioned ball is thinly touched, and the further hit just hard enough to bring it away from the cushion again. As in everything else, the beginning of this play is the most difficult. The first few strokes want very nice handling. Get safely through these, and position is much more easily maintained. With the object-balls keeping to the same places stroke after stroke, the cloth begins to 'cup', that is, forms a hole where they stand. Once this happens the expert player can go on indefinitely. As an instance in point, Ives made a run of over one hundred cannons some years ago on an English table.*

DALY'S BILLIARD BOOK (1914)

*Dion's plan of operation was different in that he started with one ball out from the rail a bit, similar to the 'anchor', as we know it. He would cross the face of the ball with a carom, and on coming back for another carom would work the balls back to or near the original position. This is also shown in Plate No 1...*

Plate No 1 iznt shown here, it shows a poorly drawn & impossible arrangement of the balls described az the 1<sup>st</sup> position & the 2<sup>nd</sup> position in this two shot sequence. Daly duz not make any mention of Ives or anyone else uzing Dion's Nurse.

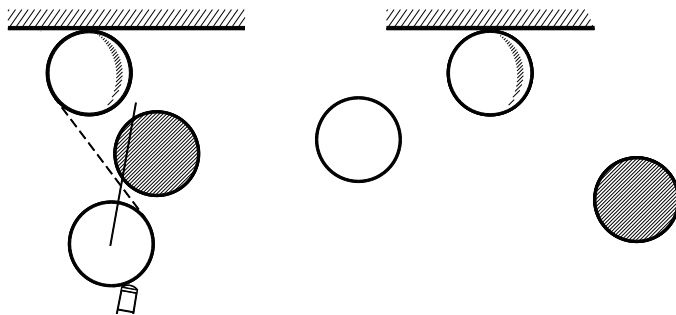
It appears to me, having tryd it, that **IVES'** verzion of Dion's Nurse woz misquoted by **MANNOCK**, it iz simply impossible to make a run of that sort. Granted it would be much eezyer on a small table, uzing 2 3/8<sup>th</sup> inch balls. **DALY** came close to describing it properly, when he sed that **DION**..... would work the balls back to or near the original position. So, the run-throo on red (like Anchor 6) iz really only a bridging-cannon. Instead of being one part of a 2-shot sequence (ie Anchor 1A & 6), it iz only played on average say once in four shots at best. It appears to me that the run favored by Dion woz chiefly a mixture of **RUDOLPHE'S NURSE** plus the Anchor plus Dion's Nurse plus the Edge-Nurse etc. Anyhow, these run-throos are a very clever shot, there are a few tricks & traps.



### DION'S NURSE

**ANCHOR 7A** This supposed 2-shot-sequence, 7A followed by **7B**, iz one form of Joseph Dion's supposed Nurse. Unfortunately it karnt work, 7B iz our standard little kiss-gather, & it inevitably leeds to something like **7C**.

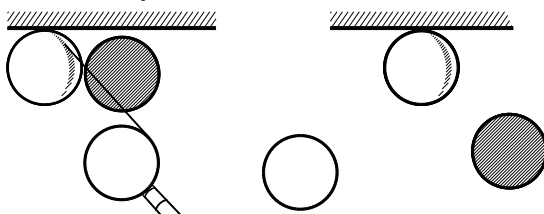
So, a repeat of 7A iz still a long way off. We will need a **7D** & a **7E** & praps more, before we leev another 7A. U kan get close to a 2-shot-sequence if u play 7A very softly, leeving a short-range verzion of 7B. But this won't last long, it's only asking for trouble. In pozzy 7A, notice that the standard Anchor seqenc iz not quite on, the yellow-to-red angle iz too narrow.



### TRAPS ANCHOR 8A 8B

Here u are tempted by the thin cannon. On this angle the thin cannon iz tricky. If u land on yellow at dead pace u risk touching-balls, but grazing past to the cushion iz asking for a cover, which iz ok if u fancy a mini-massé. If u insist on

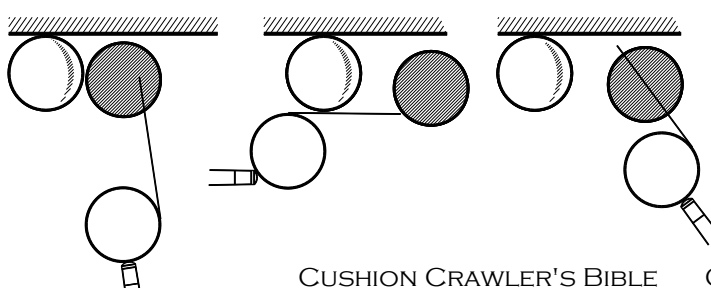
playing thin, look at a hardish shot where the qball kums off the cushion a half-ball or more, but the next long-range cannon iz likely to be just az tricky especially if the yellow stays hard-up on the cushion. I would ignore the thin cannon & play 8A az a varyation of 7A. Play a thick run-throo to leev 8B. Hit harder than u think. Uze check-side & top if u think a push iz not a risk.



### SWEET OR SOUR

**ANCHOR 9A & 9B** This sort of pozzy kums up a hell of a lot & it's a very welkum sight (for a right-hander) if u know how to handle it. Here u play a quarter-ball, with

stun (az shown), leeving 9B. Rezist the temptation to simply play a rolling thickish run-throo (with no stun) koz u risk a double-kiss that robs the cannon (not shown), if u avoided the kiss the leev would be inferior to 9B anyhow.



### IMPRESSIV ANCHOR 10A 10B 10C

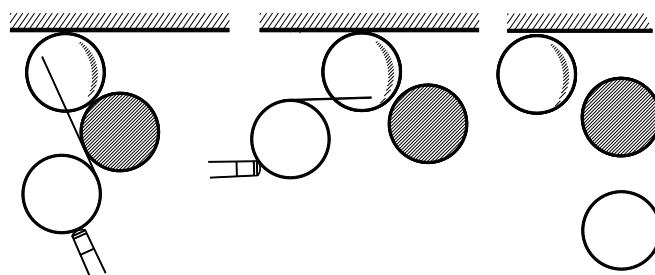
This pozzy looks impossible, but there iz a risky three-stroke sequence if u want to impress someone. In 10A u play a

slowish thickish half-ball double-kiss off red, which with some good judgement takes the qball thinly onto & across the yellow, leeving 10B. The further the red iz from the cushion the thicker u hav ta play. In 10B, with yellow frozen, u hav to aim thinner than u think (if at the top cushion), koz of napkurv, else the thicker kontakt (& possibly a double-kiss) will giv u zero cannon. The leev iz 10C. In fact, in 10B, left-hand-side might help, this let's u aim exactly where u want, & when the qball lands on the red it uzually trys to stay clear & trys to give u a good angle for the return shot. But if the qball in 10B iz further out from the yellow (in which case a thickish kontakt on yellow iz needed), then I find that uzing right-side helps the shot. The side reduces the size & touchyness of the kiss-off-angle. But then i hav to make even more allowance in aim (ie narrower), koz the Janus Cloth Effect givz the qball some extra kurl to the left. 10C iz another variation of 9A & others. A plain half-ball iz uzually enuff to leev pozzy not unlike 9B. It iz tempting to uze checkside in 10C, but this risks a kiss which robs u of the cannon. A very difficult 3 shot seqence, but u kan do it if u praktis, pace iz critical.

### BETWIXT

#### ANCHOR 11A 11B 11C

Sometimes badder iz better. Here we might want to play a run-throo az in say 7A, to recover better Dion pozzy or Anchor pozzy, but the red iz not yet far enuff east. Hence, in 11 we play an eezy

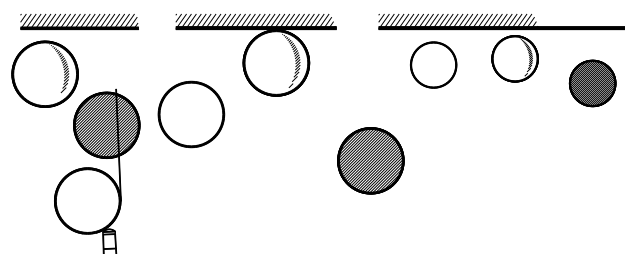


eezy 3-shot seqence. Normally u would instinctively play 11A thin & soft, to limit the red leeking away behind the yellow. But here we play 11A az hard az we dare, to purposly moov the red into trouble behind the yellow, leeving the pozzy shown in 11B, this bad pozzy iz now good for a run-throo recovery, better than the betwixt sort of situation we had in 11A. **11B** We nudge the red even more-so into the friendly Dion-pozzy shown in 11C. We uze maximum right-hand-side to keep the yellow quiet & to hold the red close to the yellow while allowing the qball to be hit hard to get it well south & level with or east of the red. **11C** iz a variation of 7A. **11D** (not shown) will be kiss-gather. U could call this seqenc a 4 shot or 5 shot Dion-Nurse.

### TRAP

#### ANCHOR 12A 12B 12C

Here in 12A the yellow iz off the cushion, so u hav to be very careful with the kontakt on yellow & with the pace. It iz only human to play this in the old fashioned eezy way, ie hard

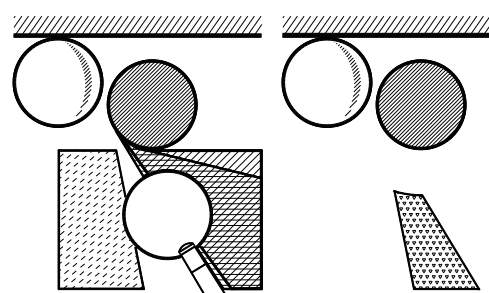


expekting to get the uzual friendly double-kiss on yellow. But playing the stroke hard will leev the qball near the cush, & bring the yellow out, giving the klumzy cover shown in 12C. U hav to play 12A just hard enuff to place the yellow on or near the cush, az shown in 12B. In 12A a softish thick half-ball with check-side will do the job, az shown.

### DION'S RUN-THROO

#### ANCHOR 13A & 13B

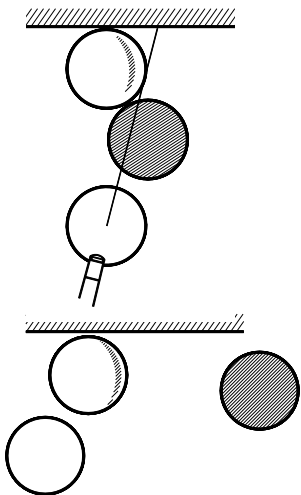
Dion's run-throo kan save the day when u start to looz good pozzy in any run. U kan set it up eezyly. There are some tricks & traps. The pozzy in 13A iz lucky. It duznt look it, but here in 13A u are almost in big trouble. The pozzy



looks friendly, but this can be a trap. Here in 13A u kan play Dion's run-throo by hitting red half-ball. But, if the qball woz a couple of mm to the east, a half-ball shot would result in a double-kiss on red, & u might miss the cannon. The danger area for a **DOUBLE-KISS** iz shown by the **HORIZONTAL HATCHING**. Hence, if the qball woz further east, u would hav to play a thin run-throo to avoid the double-kiss. But a thin cannon iz impossible or not much good. Koz, once the qball iz in the area shown with the **45° HATCH**, a thin run-throo will certainly miss the double-kiss, but the qball will also certainly miss the yellow, ie zero cannon. In the western part of this area, an extremely thin grazing kontakt on red might give a cannon, but a thin grazing kontakt would not take the red onto the cushion much less off & back out again. And if u moov the qball west to the area shown with the **BROKEN HATCHING**, u kan get the cannon eezy enuff, but u karnt get the qball to finish west of the yellow, to leev a good angle for the next stroke (which we want to be a kiss-gather). Alltho, if in this broken hatch area, i suppoze that u might hav some success with a stun or screw or piqué.

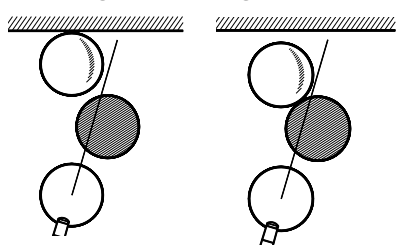
**GO-ZONE** So, with the balls in this pozzy, the only area where u kan (a) miss the double-kiss on red, (b) get the cannon, & (c) get good kiss-gather pozzy, iz when the qball iz in the area shown by the **TRIANGULAR HATCHING** in 13B. Theze sorts of dilemmas often kum up. In 13A & 13B the red iz a quarter-ball off the cushion. It looks benign, but the double-kiss kan trap. Praktis will make u familiar with the **GO-ZONE** & the **No-Go ZONE**. If u are in a No-Go-Zone, umight try a couple of thin grazing cannons, & then with luck u might be able to play a thin stun-shot, az in 9A.

## COVERS



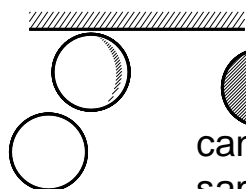
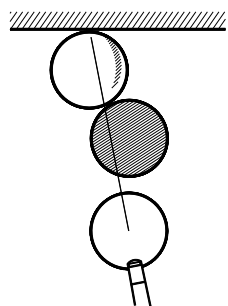
**ANCHOR 14A** shows a typical trouble pozzy that we might meet while playing the Anchor, or if we stuffed-up a ThinAlong, or praps after a nice gather. The direkt thin-thin cannon iznt possible, so its time to panik & make a hasty decizion. Praps we kan play an eezy pique, if we don hav to reeech too far. The obvious decision iz to play some sort of tricky cannon off the side cushion, if u take the risk of playing it softish u might retain perfikt pozzy (not shown). But hitting softly it iz difficult to judge the necessary sidespin, u are likely to miss the cannon & leev yor opponent a gift. But it might be worth it. But if the yellow-to-red line iz say **60°** or less (az iz drawn in 14A)

u kan simply play a less risky run-throo kiss-cannon. Hit the qball high (az shown), & it iz best not to uze side, side duznt help to improov the leev here az much az u might think. And, sidespin risks a miscue, especially when u hav to reeech out-&-back. Aim  $\frac{3}{4}$  ball on the red. This  $\frac{3}{4}$  ball aim seems to be a sort of universal rule in theze sorts of pozzys. It almost always givs u a good kontakt on yellow, ie the qball will stop a little west of the yellow, giving more options for the next shot. If the kontakt on yellow iz too far left-of-center, the qball will leak too far west & might giv a cover. Right-of-center & the qball will stop east of the yellow, not good either. Uzing just enuff pace, & kontakting the yellow fullish, u kan leev **14B**, which might allow the **PENDULUM**, etc. With luck, the yellow won't sit hardup on the cushion, a matter of good luck rather than good judgement.



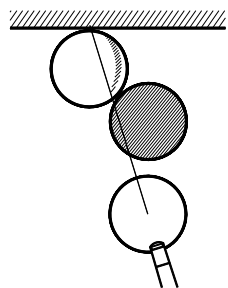
**GAPS 14C & 14D** show similar pozzys to 14A, but with some small gaps between the yellow-&-red (14C) or the yellow-&-cushion (14D), or praps both (not shown). But smallish gaps do little to

make this sort of cannon eezyer. And they don't improve the leev. Treat these & similar pozzys az if the balls were touching, & az if the yellow woz frozen. Once the gap or gaps add up to say a ¼ ball, then praps things get different.



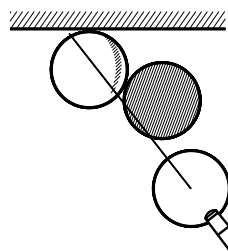
### MORE COVERS ANCHOR 15A & 15B

Here the qb is further east than in 14A. But, the cannon is played in the same way (shown), using the same ¾ ball aim on red, & leaving 15B, which is similar to 14B. As usual, the contact on yellow is the key to a good leev.



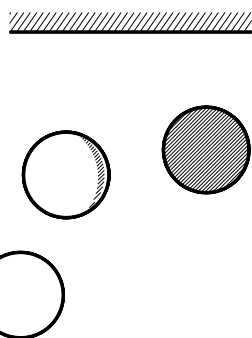
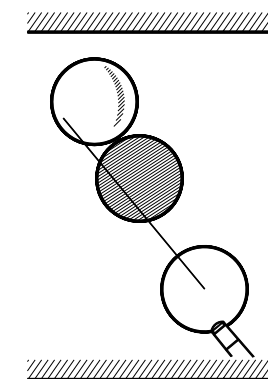
### ANCHOR 16

Here the yellow-to-red line is about 45°. This time a 5/8<sup>th</sup> aim on red (shown), will leave 15B. As usual, sidespin can only tempt disaster. As usual, any smallish gap between the yellow & the cushion, or between the yellow & red, or both, will be unlikely to make the cannon or leave easier or better. Disregard any small gaps.

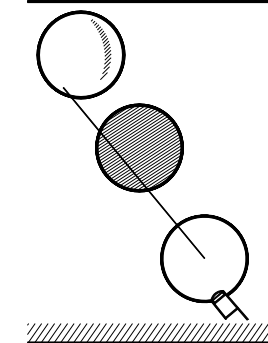


### ANCHOR 17

Here the yellow-to-red line is about 30°. A thickish ½ ball aim on red does the trick. The leave will be better than shown in 15B. The red will be closer to yellow. Hitting very softly, or very hard, doesn't improve the leave. A medium pace sort of cannon does the trick.



**ANCHOR 18A & 18B** Here the qb is further east than in 15A. The run-thru kiss-cannon is playable, if the yellow-to-red line is no more than 60° (as shown) & if the yellow is well clear of the cushion (¼ ball or more, as shown). The best aim is usually ¾ ball on red (as shown), leaving 16B. If in doubt, a little left-hand-side (as shown) will help to clear the red to the east, & leave space for the qb to look for the yellow. The cannon itself is not difficult, but, as usual, the contact on yellow is the key to a good leave.



**19** This shows that the same cannon is playable if the yellow-to-cushion gap plus the yellow-to-red gap total at least ¼ ball, & if the yellow is not too close to the cushion.

**20** This shows that the same cannon might be playable if the yellow-to-red angle is as much as 75°, if the gap(s) are generous. But this will require the maximum amount of left-side to clear the red to the east. It's risky. Hit hardish if in doubt. When using a lot of left-side, never hit the qb above the equator, because this will almost certainly result in a miscue, especially when you have to reach-out-&-back. You must hit the qb on or below the equator, as shown.

