

MIDDLE POCKET

PASSING THE MIDDLE-POCKET

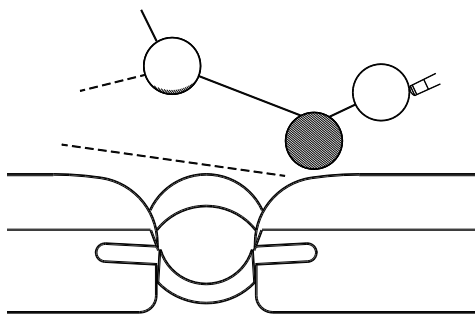
iz an amazing anachronism. Today the cannon limit iz 75 & hence even if everybody became a cushion crawler nobody would want to pass the middle-pocket.

TOM REECE **DAINTY BILLIARDS 1925** iz the best book on English nursery cannons, it haz a section on passing the middle-pockets. At that date there woz no limit on cannons, except that there woz a limit of 25 direct cannons. Tom sed.....

Let me assure you that the "turning" of a corner pocket iz as child's play compared with the getting them safely by a middle pocket. As a rule, the middles with their protruding "bumps" and the opening in between, are proper stumbling-blocks to the close-cannon player. Thus you will find, in nineteen close-cannon cases out of twenty, the near approach to a middle pocket being accepted as a signal to switch on to another scoring line. But if you are willing to take and accept risks by adhering to the cannons and will do your best to manoeuvre the balls past the awkward middle pocket, there is a means, difficult though it be, to give them a passport on to the adjoining cushion. One has to tackle the pocket's "bumps," and so far from being afraid of them rather rely upon their helpfulness.

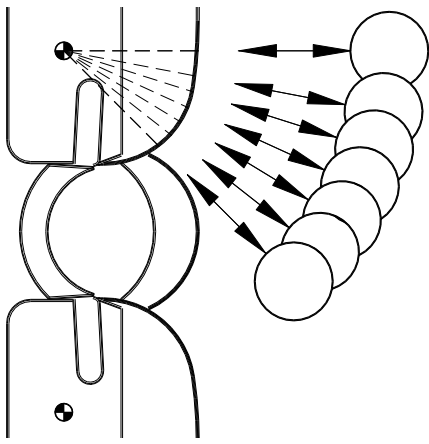
FIG. 33

STEERING THE BALLS PAST A CENTRE POCKET - THE FIRST OBJECT-BALL IS PLAYED ON TO THE NEAREST "BUMP."

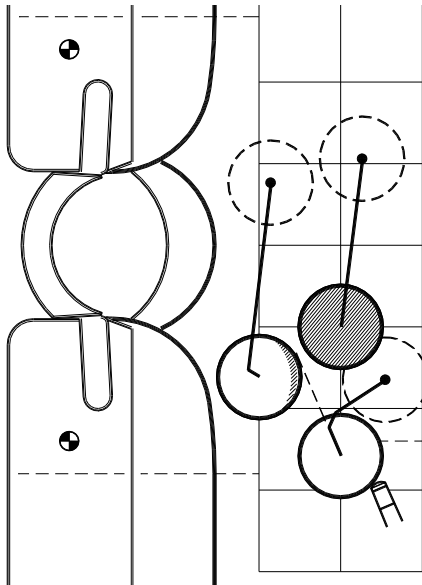


There is not anything approaching equality of trouble in directing the object-balls safely to the further side of the middle pockets. The outside ball can be sent straightway into its accustomed position well away from the cushion. All the care in the world is, however, needed to send the inside ball along by or alongside its partner.

To best get it there the forward sliding movement given to a ball in motion from the first "bump" (which unlike the second "bump sets up no resistance whatever) is utilised. The speed and throw-off of the ball striking this short curving line of acquaintance, are to be understood from practice of one of the neatest and, really, cleverest strokes imaginable. A much more unusual means of passing the middle pocket is to send the first object-ball on to the further or resisting "bump".

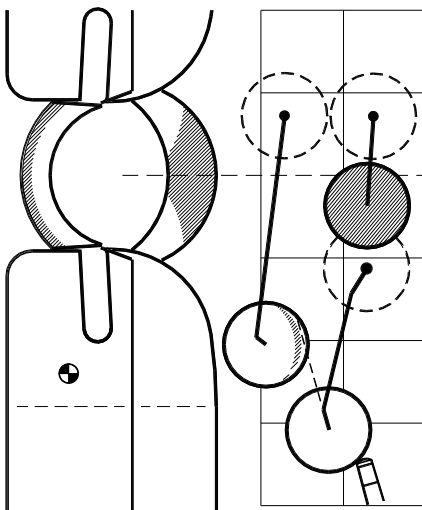


MIDPKT 1 Hit the qball at a bit of blue-tack from a number of angles, az shown, if the ball kums straight back to the cue for each then u know that the blue-tack iz on the **J-SPOT**. Ditto other jaw. U might find that the angle-line touches the end of the brass pocket-plate for the 45° angle of attack (az shown). Theze J-Spots (& brass ends) are good aiming guides for some cannons.

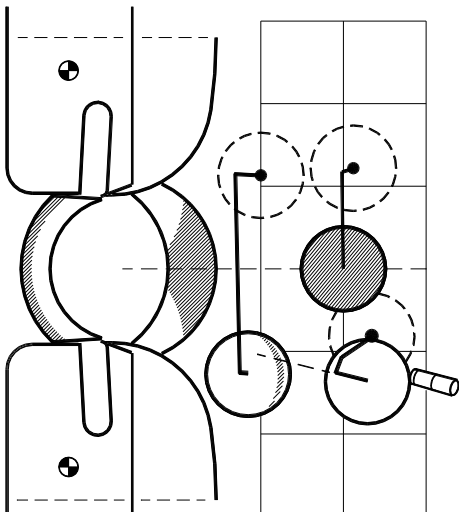


MIDPKT 2 Here the yellow iz too close to the pocket, u should hav passed sooner. Hit the yellow half-ball with running-side, the yellow rebounds to its place directly without double-kissing the qball. The rhs keeps the red closer to the cushion. The grid iz 50 by 50 (a ball is 52.5mm). If u hit yellow too thin it kisses the red (bad).

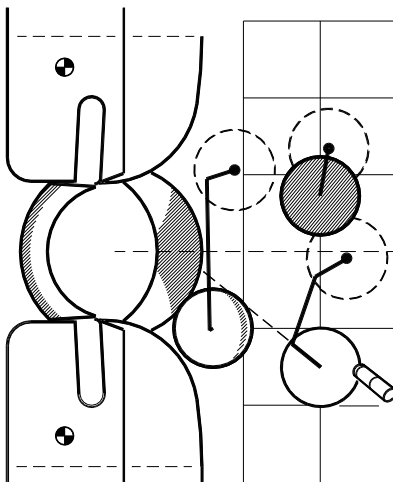
During a run, when u try to set-up MidPkt 2 pozzy, if the yellow iz too close to the pkt, then it might be best if it iz frozen on the cush. If the yellow iz too far before the pkt then it should be 10mm off the cush. And in between in between. U might need check-side or swerv or stun or piqué (az uzual) to giv the yellow & red a nice line & pace. The contact on yellow might need to be thicker or thinner.



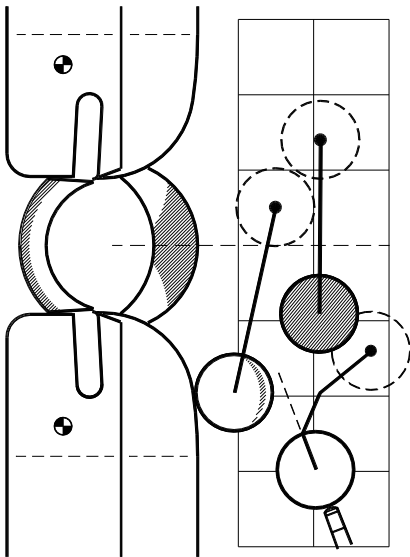
MIDPKT 3 Here to prepare for passing u hav bumped red ahead (az suggested by Tommy & also Alby)(alltho they probly didn't meen this far ahead). Play a thick half-ball on yellow, with right-side. Right-side iz uzually a good idea, to throw the red closer to the cushion. If u hit the yellow too thin it kisses the red (bad).



MIDPKT 4 Hit the yellow three-quarter ball with a bit of piqué-stun & a bit of running-side, az shown. Don't over-piqué the stun, u want a full double-kiss, to kill some of the yellow's pace (& the double-kiss keeps the yellow away from the red. U karnt rely on the yellow hitting the far jaw, so hit the yellow softly. The rhs will keep the yellow quieter, whilst giving the red pace, & rhs throws the red closer to the cushion (jaw).



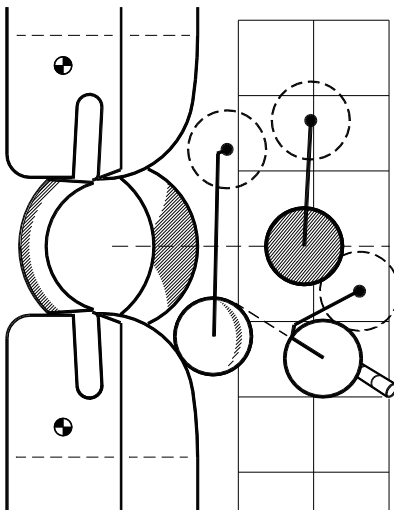
MIDPKT 5 Here the yellow iz in trouble, so we havta uze a bit of piqué. A bit of rhs won't hurt. A stun would rezult in a double-kiss on yellow, & certain death for the yellow.



MIDPKT 6 Here the yellow iz frozen. The pozzy looks inviting but it iz no good. If u hit yellow half-ball, it will get to the red before the qball gets to the red, & the yellow will kiss into the pocket. If u hit the yellow thinner than half-ball, to make sure that the qball wins the race to the red, the yellow will be left behind, giving a poor leev.

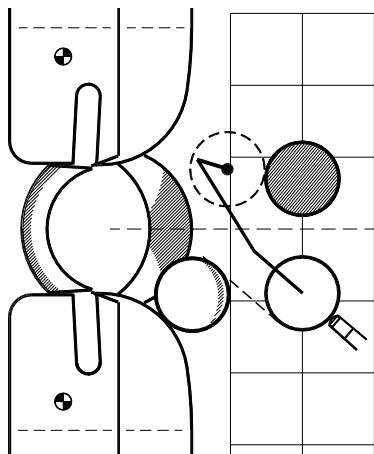
The leev (broken balls) iz about the best u could do if u were allowed a duzzen attempts. Don't risk it. If the yellow were 15mm closer to the pocket, or if the red woz 15mm further right (in this view), then this pozzy would be ok. We could play half-ball on yellow.

If in doubt don't try to pass the pocket in one shot. Play a softish cannon (not shown) the red & yellow stop short of the center-line of the pocket (not shown), then u kan take things from there.



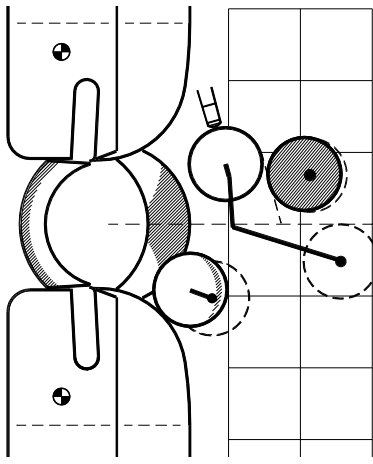
Or, why not play a thinnish baby cannon to set up MidPkt 4 (less risky)(not shown).

MIDPKT 7 Here the yellow iz frozen, & in trouble. But a half-ball contact with screw-piqué & rhs will do the trick. The referee will havta hold the light-shade aside for u. If u over-piqué the yellow might take off like a rocket, so hit softly.

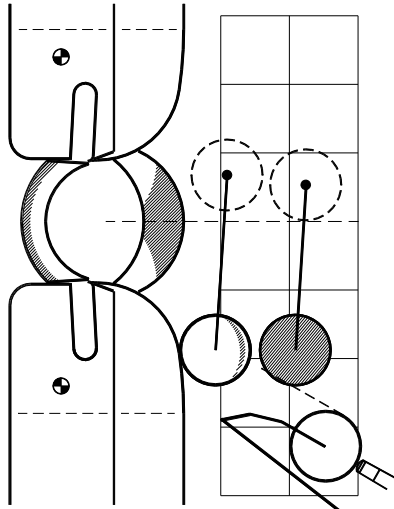


MIDPKT 8A Here the yellow iz on the verge of falling in & karnt be saved. U kan try screw or pique but u will fail to save it (not shown). U kan break away & play the in-off red (not shown).

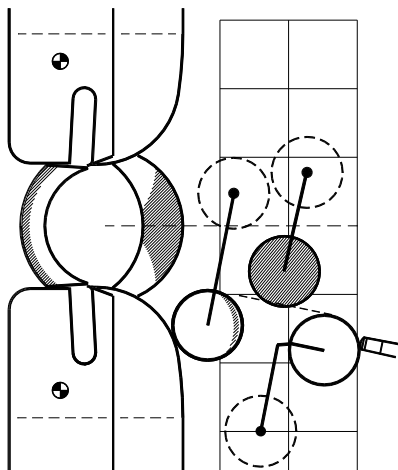
But, there iz still a chance of retaining cannons. Just for fun, why not play ultra-thin on yellow (az shown), to cannon softly on (the back of the) red (after rebounding off the far jaw), leeving MidPkt 8B.



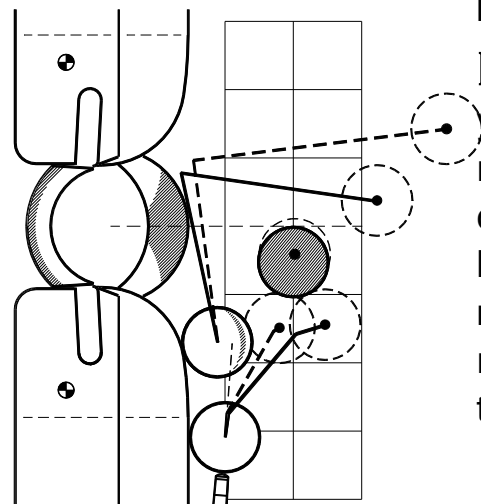
MIDPKT 8B Then play thin on red & az thick & hard on yellow az u dare (shown). With luck u will kiss the yellow out a bit az shown. Now u kan play a piqué (see MidPkt 4 & 5) which will get the yellow out while passing the middle-pocket at the same time. I showed 8A & 8B to show that there iz often some way of keeping cannons going.



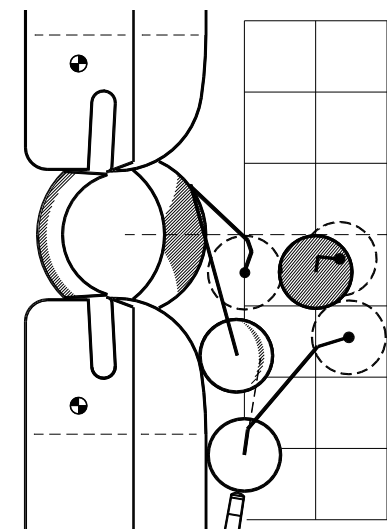
MIDPKT 9 Hit the red first, very thin, koz u want to hit the yellow thickish. The leev (broken balls) shown would hav been better if u had hit the red a little thicker, & if u had uzed more pace for the shot. But the uzual stuff-up iz to hit the red too thick & too hard. If the yellow woz a little off the cushion things would be eezyer. There would be less risk of an early kiss on red. If u could see more of the yellow, u would hit the red a bit thicker, to reduce the contact on yellow, to keep the yellow's rebound-angle nearer the cushion. In that case a bit of lhs would help, this would reduce the risk of the yellow hitting the red (an early kiss on red would spoil the leev).



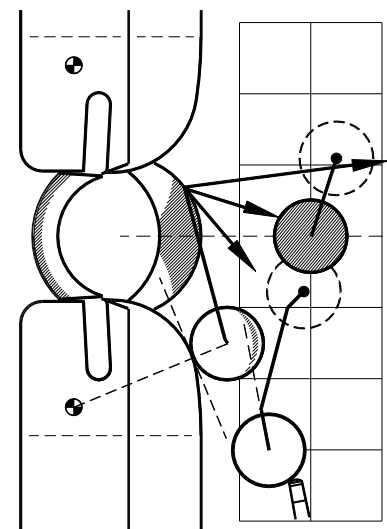
MIDPKT 10 Here we play thin on red & thick on yellow to get a full double-kiss. U want a full double-kiss, to kill some of the yellow's pace, & to keep yellow away from the red. Check-side somehow makes things eezyer to judge, & it helps to ensure a full double-kiss. But the shot iz problematical. Thick double-kisses kan be ornery. So, if in doubt, it's best to play a half-pace shot to giv the leev shown, to leev the red & yellow just over the centerline of the pocket. If the yellow were say 4mm off the cushion, it would make things more difficult. An early kiss on red would be harder to avoid. Getting thin on red & getting a big double-kiss on yellow would be more crucial.



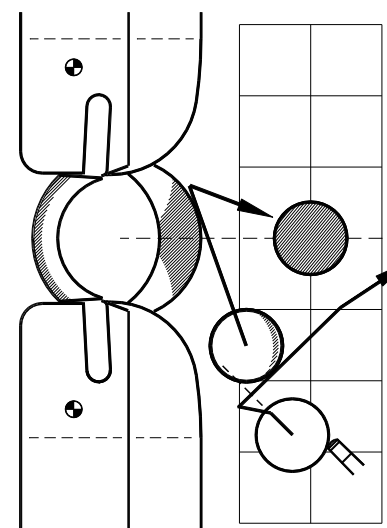
MIDPKT 11 Here u run-throo the yellow, sending yellow onto the far jaw. **11A** Here iz a safe play, u run-throo the yellow, three-quarter ball, but leeving little chance of continuing with nurserys (broken trajectory line shown). **11B** Here iz a risky play which givs more chance of continuing a run. U play thinner (or uze rhs), to place the yellow nicely near the red (solid trajectory line shown).



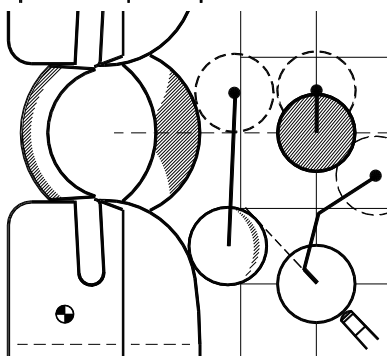
MIDPKT 12 Here iz another option, instead of 11A or 11B. If u really want to improov yor chances of nurserys (praps u want to pass the middle-pocket for yor first time, or praps u want to run up 75 cannons for yor record), then why not play az thin az u dare on yellow, flirting with the pocket, so that yellow kums back onto the red. The three balls will kiss, & praps u will hav some luck with the leev. The leev u hav here looks tricky, but u are not beaten yet. See 8 & 9.



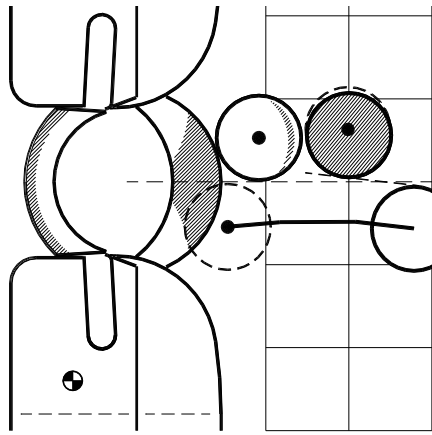
MIDPKT 13 Play a three-quarter ball run-throo yellow with rhs, to take yellow onto both jaws. U don't know which trajectory it will take, there are three possibilitys, az shown. U might get a lucky leev. Things karnt get any worse. And there aren't any alternative low risk shots. Judging the first bounce off the first jaw iz the problem. Picture the jaw az a straight cushion. Now it's eezyer. Except that u don't know what angle to picture, so u are no better off. Ok, imagine a line from the J-Spot to the center of the yellow. Now imagine a line at 90° to that line, passing between the yellow & the jaw, az shown. There's our straight cushion. U can also uze this Imaginary Cushion method any time u are unsure of the standard double-kiss cannons shown earlier, frozen or not.



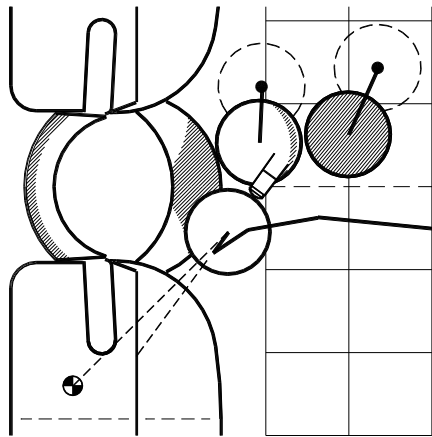
MIDPKT 14 Play a thick half-ball on yellow with max rhs. Once again u keep yor fingers crossed for a good leev. The uzual stuff-up iz to hit yellow too thin in which case it gets too little of the jaw.



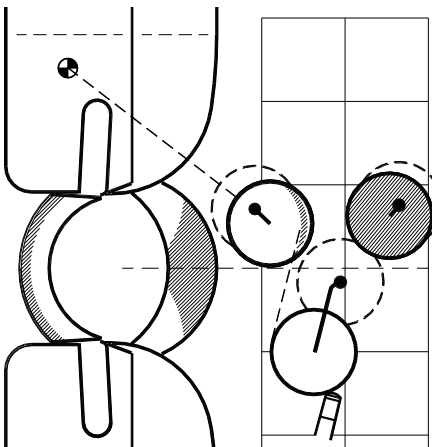
MIDPKT 15A Az i sed earlier, u don't havta pass the pocket in one shot. Here u uze a three shot sequence. Not that u knew this at the start. It could hav turned out to be a 4 or 5 shot sequence. U start with a half-ball double-kiss. U played it at half-pace koz u reckoned that there woz a risk of yellow kissing the red. Az long az u get the red & yellow over the centerline u karnt go far wrong uzually. See MidPkt 15B.



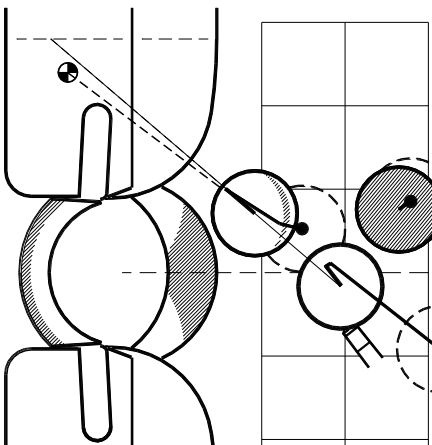
MIDPKT 15B This iz the leev from 15A. In 15B u play an eezy thin cannon badly, leeving a cover for yor next shot (az shown). U shouldn't need a jigger for 15B, u kan reech. U aimed thickish on red koz u knew that the nap would take the qball to the left, but in fact the qball went straight & u landed too thin on yellow & left this cover. See MidPkt 15C.



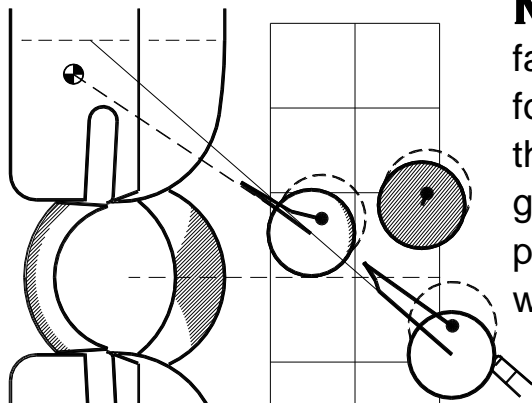
MIDPKT 15C Here u kan play a mini-massé. But u elect to play a cush-first-cannon (jaw-first cannon really). U don't want the qball to kum straight back on the same line, so u aim just left of the J-Spot, & u get a perfikt cannon, ie a perfikt leev. Sometimes it iz eezyer to aim at the J-Spot & to uze side-spin to get the dezired angle. But here u hav a tuff pozy, koz u havta uze yor left hand while reeching over the yellow. Or u kan uze the Spider from the other side of the table (this iz more accurat).



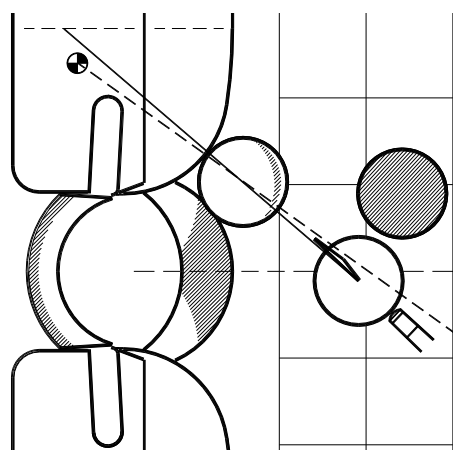
MIDPKT 15D Play a soft cannon to set up a Line-Nurse (played off the jaw). The ideal pozy for the Line-Nurse needs the yellow just right of the line from the qball's final pozy to the J-Spot. But straight away u hav a problem. U kan see that u havta hit yellow az thin az possible or it will be too far right of the line. This iz a trap. If u set yor sights on yellow u will miss the fact that u are going to hit the red first. The best u kan do iz a thin quarter-ball contact on yellow. So u will need maximum rhs to throw the yellow az far left az possible, to leev the best line u kan get. See MidPkt 15E.



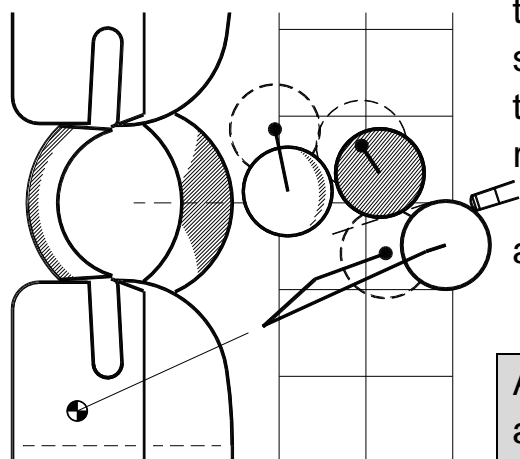
MIDPKT 15E In 15D u played the yellow well, but u over-hit the red. The line from qball to yellow passes nicely just right of the J-Spot. But the red iz too far to the right. That's ok, u kan still play the Line-Nurse if u uze some lhs, together with the uzual stun. U judge the line & pace & stun & side-spin to make sure u get a light touch on red, & to make sure the returning yellow hits the qball not the red. The uzual stuff-up iz for the yellow to hit too little of the qball, or even to miss the qball altogether. In 15E u aim to hit the yellow at the J-Spot. Normally the yellow would then simply return on the same line, but u know that the tranzmitted side will make it rebound to the right of its old pozy. And in fact it hits the yellow full-ball, & kisses it back az shown, leeving 15F, almost perfikt.



MIDPKT 15F This time the yellow is a little too far right of the qball-J-Spot line, so you use rhs. Just for insurance, you judge the stun so that the qball runs through a little, to better hide the red. The level is getting better. Don't forget, you are trying to get to a pozy where you can play a red-first cannon, to start working the red closer to the cushion. Then you can get going again.

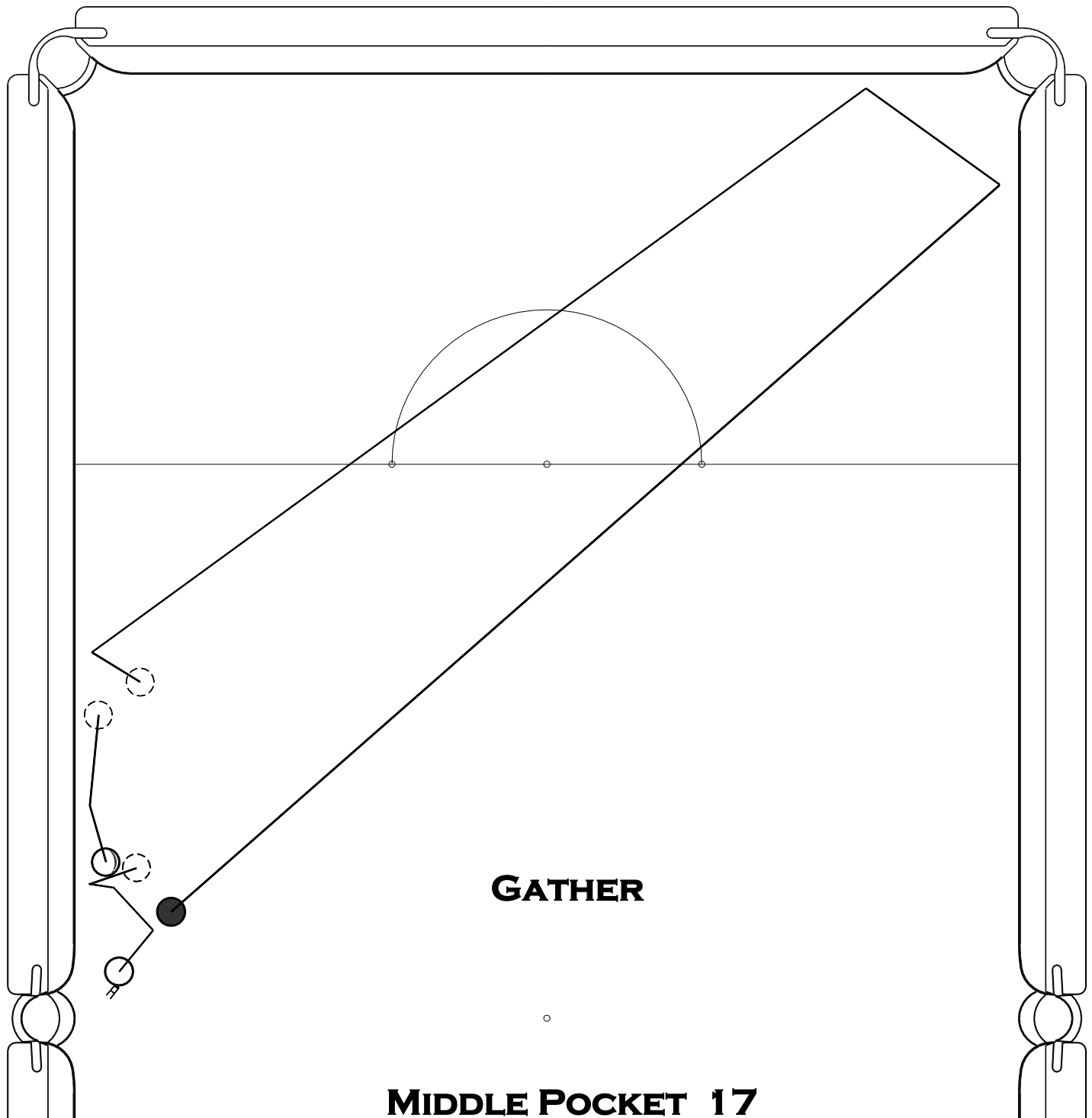


MIDPKT 15G You can use the J-Spot to help to judge a Rocker off the lower jaw. This pozy is not hard to reach, not as hard as a Rocker at mid-cushion. And the nap (against) makes it easier for the red to rock (& it also helps the qball to lean away clear of the red). If the qball-to-yellow line (shown) passes just to the right of the J-Spot then you know you are in good pozy. If the red is in perfect pozy, you can aim to hit the yellow towards a point just to the right of the J-Spot (not shown). A little running-side (not shown) will usually give you a longer run of these Rockers. In 15G the red is nicely just right of the line, but it is starting to get too far away from yellow. It could be closer in to the yellow.



MIDPKT 16 As a final pozy, I might as well throw in a thin red-first cannon, using the J-Spot, as shown. Here after grazing the red the qball is going to head straight at the J-Spot, so you will need lots of rhs to get the cannon. You will need to play this by reaching from the other side of the table, for accuracy. Or use a jigger.

Anyhow, don't be afraid of the middle-pockets, there are lots of things you can try if you know what to look for. Knowing some of this stuff can make billiards more fun, we only live once.

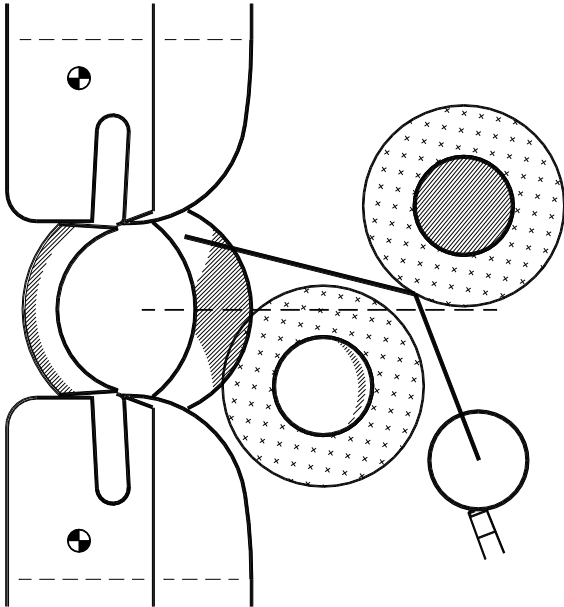


Here we stuffed-up passing the middle-pocket, so we intentionally set up this gather pozzey. The qball & red are aligned with the corner pocket, or not much left of that line. And the yellow iz on a friendly angle for a stun off the red next shot. When playing the actual gather shot, hit the red thicker & harder than u think. U should get a gather just before the mid-point of the cushion (az shown). Right-hand-side on the qball seems to help u to get a lucky leev. But mind that the red duznt miss the pocket by too far. And make sure that u hit the yellow hard nuff to reech ground-zero. With luck u might hav nice nursery pozzey. Or u might havta play or set up another gather, praps on the baulk cushion. A cushion-crawler never givs up, & there iz allways a shot that kan save the day.

GETTING BACK TO THE TOP

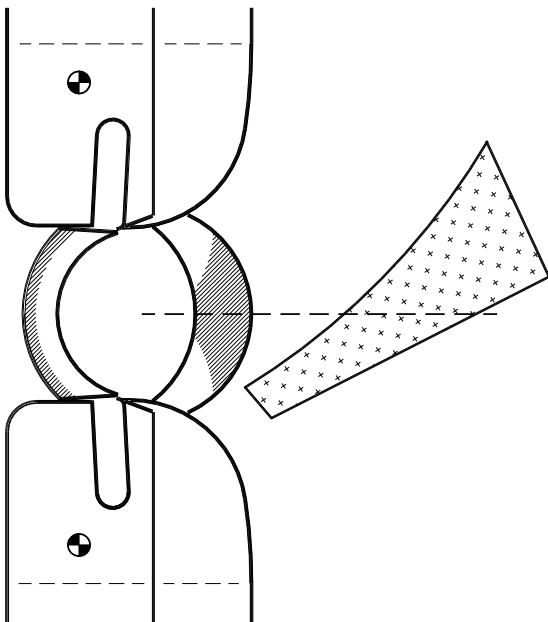
MIDDLE POCKET 18A

Wally uzed to break-away from nursery cannons at the middle-pocket. He would open up the pozzy, then go in-off red, then go in-off the yellow from the Dee, slicing yellow over to behind the spot, then pot the red, dropping the qball down to the top-of-the-table, to leev a nursery-gather in a few more shots. Then, more nurserys. Sounds too simple to worry about. But, hav a try at it yorself. I'll giv u 10 tries, & then u kan hav another 10, but i bet u karnt get anywhere near that last gather.



The first hurdle iz that simple baby in-off red. U need a large clearance throo to the pocket. But the yellow & the red each occupy 105 mm of the table, in effect, az shown by the hatched areas.

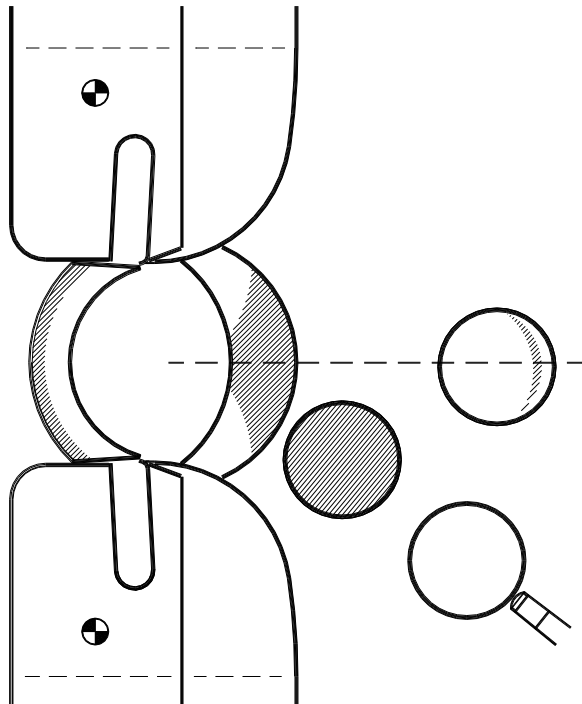
The second hurdle iz the in-off yellow. The big red duz its best to block yor view of the yellow, from in-hand. If u don't like the way i hav left the balls, try to leev some other better arrangement. I wish u luck. The only way i could get a reasonable success rate woz to set up the soft-screw in-off, az shown. I had to drive the red in & out of baulk, to leev a pot into the other middle-pocket. This iz a good thing koz it will let u drop the qball up to the tott on the other side of the table, from where u hav a possible gather with yor very next shot.



MIDDLE POCKET 18B

The third hurdle iz the pozzy of the yellow. It hazta be in a pozzy to giv the in-off from in-hand, while being in pozzy to be sliced over to behind theSpot. This means that the yellow haz to be in the hatched area, this iz not az eezy to set up az u might think.

RED IZ INSIDE

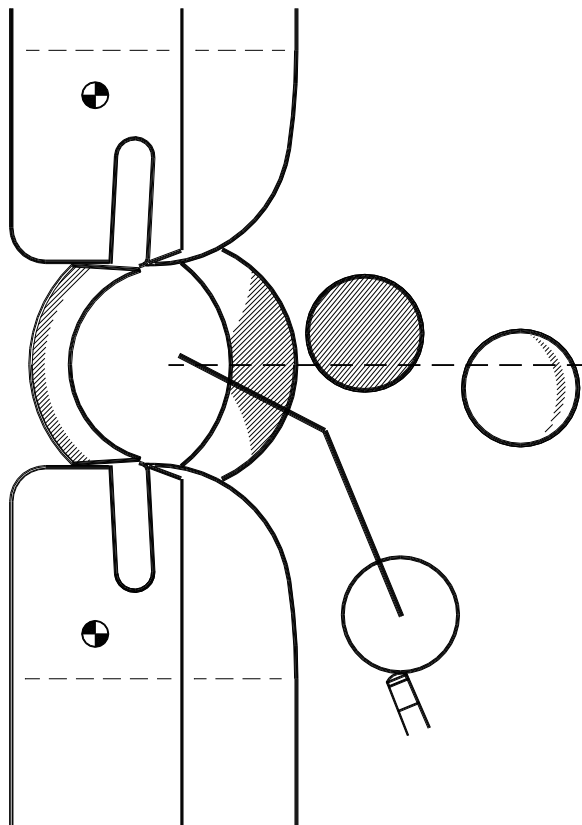


MIDDLE POCKET 20

Here we show the red & yellow switched. Getting back to the top iz now tuffer i reckon.

OPTION A Play the 6-shot. It leads to a drop-cannon, after going in-off the yellow once or twice. Praps not real good.

OPTION B Play the stun-pot red, followed by a cross-loozer off red to bring red to the Dee, & then some middle-pocket loozers off red until a juicy pot-red iz on offer. This avoids the drop cannon that we needed in A. Pleez yorself.



MIDDLE POCKET 21

This pozzy avoids the drop-cannon. Koz here u go in-off the red, slicing it in & out of baulk, preferably to leev a pot into the opposite middle-pocket.

The sliced in-off aint eezy, the pace iz tricky. U will tend to leev the red in-baulk.

Anyhow, praktising this sort of seqence iz good stuff. It iz good if u want some fun, & it iz good if u are serious.

THE TIMES, 22 MARCH 30. MEMORIAL HALL, LONDON.

Playing brilliantly in the evening Lindrum increased his break of 282 (unfinished) to 1462.

This is the 63rd four-figure run which Lindrum has made during his present tour.

Paying only three completed visits to the table Lindrum scored 2182 altogether, for an average of 727, while Smith made 189, for an average of 94. Lindrum will begin the final day of the game with a lead of 22,379.

Lindrum did not score quite so easily for the first 10 minutes, & although he did not have any difficulties to deal with the balls did not run very favourably.

Lindrum scored almost entirely at top-of-the-table to increase the break to 691. Then he made a run of close cannons down the left side cushion **until the middle-pocket was reached, & a drop cannon was made so accurately** that he secured perfect position again at the top-of-the-table.

Lindrum increased the break to 1002 after he had been playing for 39 minutes, this being the 11th run of four figures he had made during the present match.

Lindrum was playing so well that he had only two really difficult strokes to make, a masse' cannon & a run-through loser when the cue ball was very close to the object ball.

.....Continuing an unfinished break of 419 against Smith at the Memorial Hall, Farringdon Street, this afternoon, Lindrum soon got the balls together under the top-cushion & made 50 cannons before reaching the corner. The run amounted to 91 before **a red loser had to be made.**

He continued to score at a good rate until he reached 661, when the balls covered. Two very fine cannons & a red winner were skilfully made, **but at 668 he was beaten by a thin middle-pocket loser.**

..... Smith scored 28 & then missed a long loser, & that was the last stroke he made for a long time. That Lindrum was able to add to his long list of four-figure breaks at his next visit is not at all surprising, for he has made this accomplishment appear to be almost a commonplace task.

By 4 o'clock he had increased his score by means of a break of 1077. It was made by a variety of clever strokes & included runs of 78, 70, 69, & 80 cannons.

He was a little unlucky at the end of the break. **In playing a run-through cannon he lost the white in the middle-pocket,** but he added to the difficulties of his opponent by leaving a double baulk.

EVENING NEWS, 5 FEBRUARY 30.

Lindrum was in play with 10 unfinished, all three balls being at the baulk end. Following a few white losers a drop cannon gave him top-of-the-table position.

He at once started a close cannon run & made 79 of them before going in off the white in the **middle-pocket.**

With a few losers he passed 200 & in the usual way the drop cannon took him to the spot end again. Two or three winning hazards & he again obtained cannon position under the spot cushion.

He was playing cannons along the side cushion when passing 300. When he had made 70 cannons the **middle-pocket** again barred his progress, the break then being 357.

Another run of 89 cannons took him to within 600 & the round figure was reached by his potting the red.

His spell in the open was not a lengthy one for at 615 he was operating at the top end again. At 666 a kiss compelled him to use the "spider", & his subsequent cannon off the cushion was a very near thing. He passed the thousand.

THE TIMES, 14 FEBRUARY 30. VERSUS MCCONACHY

At his first visit Lindrum increased a run of 420 (unfinished) to 567. He was in play with an incompleated run of cannons, & he added another 60, making the number of consecutive cannons 73. The **middle-pocket** caused him to break up the position, & soon afterwards he missed a screw loser.

THE TIMES, 12 FEBRUARY 30.

Lindrum for over hour his only break of any note was 223. It included a run of 84 cannons made from the top cushion & down the left side of the table in that simple way which enables Lindrum to make one of the most intricate phases of the game look quite the easiest.

There was one stroke in the break which showed the real genius of the player. The three balls were placed near the **middle-pocket**,

the cueball being outside. A slow run-through cannon or loser almost inevitably would have been prevented by a kiss.

Lindrum studied the position carefully & **made a forcing run-through loser by almost stunning the cueball** to enable the object white to rebound off the top shoulder of the **middle-pocket** into baulk & out again.

NORTH WHIG 26 MARCH 30 OXFORD BILLIARDS HALL BELFAST

Lindrum went to the table at 7:30 pm before a packed house, & when the hour of eight arrived he brought to a close a wonderful break of 734, when he failed at a forced in off.

During his break he gave three great displays of the nursery stroke, & had runs on 177, 89, & 55 close cannons.

In the former he took the balls across the top-of-the-table twice, & then along the side to the left pocket, where he finished by going in off the white.

He then got the balls at the top-of-the-table. At one time when the balls were almost touching

he remarked, "What do you call these Tom?" to which Newman replied, "Shamrock, i think."

After he had made two minor breaks, to which Lindrum replied with a 104 & a fruitless visit, Newman came in for the biggest break of the day -- 789 --strung together in thirty four minutes.

It was a wonderful performance, & as in the afternoon Newman employed a great variety of strokes in compiling the break, & his position play was a treat.

He had runs of 68, 43, & 45 consecutive cannons, & it was a disappointment when he failed at a drag cannon.

DAILY HERALD 2 MARCH 30 MEMORIAL HALL LONDON.

A visit to the Memorial Hall, where Lindrum & Smith continued to do one-sided battle, made a welcome change after my long sojourn with the amateurs at Thurston's.

Not that the amateurs were uninteresting, but six sessions of Steeples & Coles had begun to prejudice me against the red-ball specialist.

BELFAST POST 25 MARCH 30
OXFORD BILLIARDS HALL, BELFAST

Throughout the evening Lindrum and Newman in turn exhibited the masse' stroke with such ease that it appeared to be the most simple stroke in billiards.

Lindrum made the first three-figure break of the evening, which was one of 140, scored in eight minutes. After each had paid a fruitless visit Newman gave a fine display when stringing together 163. This was followed by the highest break of the night, a 334 by Lindrum, which was put together in sixteen minutes.

Drawing near to the close of his first 100 he positioned the balls at the top left-hand pocket, & gave an exhibition of the nursery stroke, & had 68 close cannons.

The run of cannons **ended at the middle-pocket**, but he got the balls together again at the top-of-the-table, & when about to start

another run (in which was 46 consecutive cannons) Newman remarked "Off again, son." To which Lindrum replied, "Same old horse again."

In Newman's next innings, which realised 304, he exploited almost every shot in billiards. His break, which came to a close when he failed at a cannon, included runs of 56 & 21 close cannons.

Lindrum gave an exhibition of rapid scoring when in a break of 270 (which included 70 nursery cannons) he ran up the first 100 in two & a half minutes.

He came in again for a break of 278, during which he was applauded **for two wonderful thin losing hazards at the middle-pocket.**

W G CLIFFORD, DAILY TELEGRAPH, 7 FEBRUARY 30.

.....Mention of Davis reminds me of a feat, probly unique, which he & Claude Falkiner accomplished at Thurston's during their present match.

This was to nurse the balls past the **middle-pockets** during a run of close cannons, a thing rarely attempted on account of the extreme executorial nicety demanded.

Generally the professionals steer the balls away from the cushion as they approach the **middle-pocket**, & open the game up with a hazard.

My second diagram shows how Davis took all three balls past the **middle-pocket**, & Falkiner effected the same delicate manoeuvre soon after.

The gist of the shot is to get the first object-ball (red in diagram) just clear of the cushion & so placed that when it is played gently on the shoulder of the pocket it will shoot ahead past the pocket opening & stop in position for close cannons as indicated.

Such mastery of close play is the despair of the amateur. Possibly a very advanced amateur might "coax them past" if he set up the position, but how different it would be if he began with the balls in nursery-cannon position a couple of feet above the **middle-pocket**.

Then the real magnitude of the task would be apparent, & -- the late Rimington Wilson excepted -- i doubt whether any amateur, past or present, could tackle it with success.

THE TIMES 25 JANUARY 30

Lindrum made a run of 91 close cannons, in which he played the balls past the **middle-pocket**, but only by two strokes. When he had scored 269 Lindrum failed at a little cushion cannon.

THE TIMES 21 JANUARY 30

Davis had increased his unfinished run to 180, the break including 42 cannons, when he missed a thin cushion cannon, but Lindrum had scored only two points when he caused considerable surprise by failing to make an ordinary ball-to-ball cannon.

Davis, however, was not able to make much use of the opening, & after scoring 48 he missed a little close cannon.

He left his opponent with a good position for close cannon play, & Lindrum began with a run of 115, breaking the position when he reached the **middle-pocket**.

Lindrum made a six stroke, & a drop cannon was made so accurately that he secured position again with two strokes, & made another run of 78 cannons.

Lindrum completed 500 in 18 minutes without experiencing any trouble at all. He scored by more open methods for a little time, but had made another run of 33 cannons when he fouled the ball by pushing it when the break had realized 746.

This time Davis made capital use of the opening. He too, played the close cannon game cleverly, making a run of 61, but when he was scoring easily he missed a masse' cannon when the break had reached 358.

At his next visit -- his third -- Lindrum gave another very fine display. Scoring with the greatest ease, & making the game look extremely simple, Lindrum made runs of 73, 76,68, & 65 close cannons, but he varied his play in a most attractive way.

Lindrum did not seem to have a really difficult stroke to play & he appeared certain to add to his list of four-figure breaks, but when he had scored 980 the balls ran into a cover at the top-of-the-table & in such an awkward position that Lindrum could not play a masse' stroke.

He got into position for the purpose of endeavouring to do so, but changed his mind & played for a cannon off the side cushion, but he missed the stroke, hitting only the first object-ball. In two successive visits Lindrum thus scored 1,726 points.

THE STAR, 2 DECEMBER 29.

Lindrum quickly proved to be in his best touch, as, after Smith had converted an unfinished 50 into 150 & failed at an easy white loser, he got the balls together while scoring 20 & made a delightful run of 105 close cannons.

Beginning near the right-top-pocket, he nursed them cleverly & rapidly (50 cannons were made in just over a minute), along the top cushion,

round the opposite corner, **& down past the middle-pocket.**

This is the first occasion in the match in which the Australia has attempted to get **below the middle**, & he soon lost position, but he continued to score at a good rate by more open methods.

BIRMINGHAM POST 16 SEPTEMBER 30

Walter Lindrum returned to billiards activities in London yesterday after non-participation in matches since he left this country for Australia in April last. His opponent was Claude Falkiner, to whom he is conceding 8000 in a fortnight's game.

The Australian made the best break of the afternoon -- 411 -- in which was one of his accustomed runs along the top & upper left cushions by means of close cannons. He reached his usual difficulty, the **middle-pocket**. **He potted the red & then failed from the middle of the table to bring off a red loser** with the object-ball on the spot.

19 MARCH 30 MEMORIAL HALL LONDON
VERSUS WILLIE SMITH

Another world's record has gone as a result of Lindrum's afternoon sessional points, amounting to 2572.

The feat adds point to a nickname going round in billiard circles, whereby he is called "Millie" Lindrum, owing to his astonishing faculty for scoring thousands.

Lindrum only got going in the afternoon by a series of brilliant strokes, but when the balls were running favourably he brought off several nice runs of nurseries, finally failing on a thin middle-pocket loser cannon.

Smith was only able to make a single cannon, which proved his sole score, as Lindrum immediately went on to 600, & afterwards put another thousand notch in his cue, thus leading by 16,497.

Apropos of his astonishing lead, a journalist said, "You are wasting no compassion upon Smith". Lindrum quietly replied, "What can i do? They have been saying i have been slacking".

Evening play was equally sensational, as Lindrum added 2243, making his aggregate for the day 5815, which is another record.

Smith's aggregate for the day was 155. Lindrum thus is leading by 18587.

Nevertheless the strain is telling. Once during his big effort in the afternoon Lindrum's face suddenly became white, & he was compelled to sit down for some time. He drew his hand over his forehead before he resumed. Later he paused to call for a glass of water.

BIRMINGHAM POST ? 21 FEBRUARY 32
4137 BREAK VERSUS JOE DAVIS.

There was a loud cheer at the completion of the fourth thousand, at which point Lindrum again had the balls positioned for nursery cannons. He made a sequence of 65 cannons, but his next stroke, a middle-pocket winner, was a bad one, leaving the spotted red immediately in front of the object white ball & the cueball in a direct line some two feet below the red ball. Lindrum went out for a cannon, played off a cushion first, & missed the second object-ball by a narrow margin.

COMMENT Obviously Lindrum played an inoff white into the middle pocket (4132), followed by another inoff white from in-hand, slicing the white behind theSpot (4134). Then he got a kick (he sed) when potting the red from in-hand (4137).

LINDRUM - THE MAN, & HIZ FOUR-FIGURE BREAKS
W G CLIFFORD THE MOTOR OWNER JAN 1930

..... Then he is away on a run of nursery cannons. This brings him to the middle-pocket, which i believe he could pass without losing nursery cannon position if he tried to do so. But he prefers to play in-off (red as a rule) into the middle-pocket.

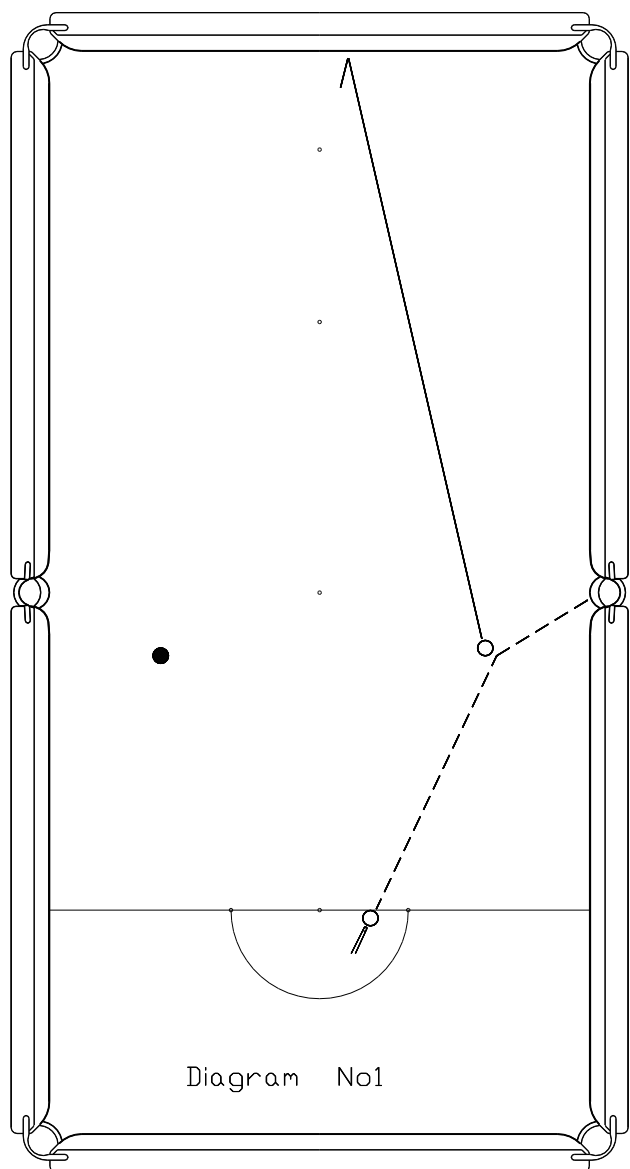


Diagram No1

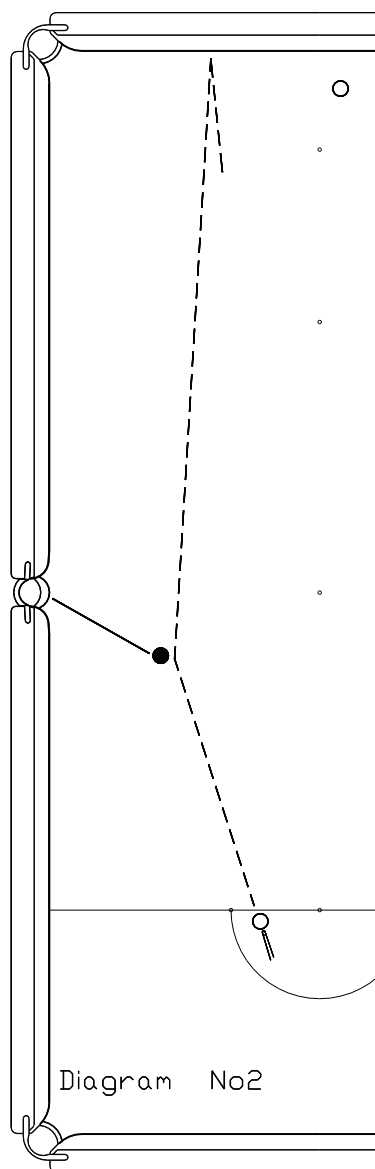


Diagram No2

Then he will score a few hazards from hand just to let the people see he is master of the open game. Very little of this is enough for him, & ere long he will have the balls placed approximately as in my first diagram. "There or thereabout" will suit him provided an ordinary sort of middle-pocket shot is offered from hand off either ball.

..... So he plays in-off white as in diagram, leaving white near centre of the top cushion. Next shot, he goes in-off red, & leaves the position shown in dia 2.

From this he pots red & runs his ball up the table for spot-end play once more.

MID POCKET 22 (DIA 1) & 23 (DIA2) COMMENTS This suggests that Lindrum sometimes sliced the red out of the yellow's (white's) way. Alltho i think that the red in dia 1 woz drawn in the wrong place, it woz ment to be shown near the magic circle.

How did the yellow (white) get to where it iz in dia 1, near the right-hand middle pocket --- Wally allways finished at the left-hand middle pocket. Did Wally slice it over off the baulk cushion --- or did he get it there via som ping-pong off the top-cushion. Or did Billy simply draw it there to suit a right-hander's view of the world.....Anyhow, trying to place the yellow where shown iz risky --- a small error & u would hav an eezy pot yellow & not much else.

And i don't agree with Billy's verzion --- why would Wally slice the yellow to behind the spot befor he gets the red nicely over the middle pocket --- the yellow would tend to be in the way if he hadta play a few red loozers befor the red sat nicely for a pot.

BAULK-LINE XINGS

LINDRUM'S FIRST 1000 FOR 1932

THE BILLIARD PLAYER NOV 1955

For the purposes of the present game the players have to make the cueball cross the baulk line at least once in every **200 points** scored in a break, instead of once in every **100**.

..... Lindrum made another fine stroke, a forcing loser down the table, & this enabled him to play the cueball **over the line at his first stroke**. This was the opening stroke of his big break. In the circumstances Lindrum was able to score **398** before he made the second baulk-line stroke. In the early part of the break Lindrum made a run of **60** cannons, & he made the second line stroke after another little run of cannons at **387**.

Lindrum continued to make splendid progress by all-round methods until he made his **third baulk-line stroke at 585**. On this occasion he potted the red ball into the middle-pocket, the cueball travelling up & down the table, & he completed the seventh 100 with a run of **58** cannons.

Lindrum made a brilliant loser, forcing the red-ball round the table to enable him to make his **fourth baulk-line stroke at 792** by potting the red ball in the middle-pocket. Lindrum then made other runs of **37 & 41** cannons, & he played the cueball over the baulk line for the **fifth time** with the last possible stroke, to increase the break to **1000 (unfinished)**. Lindrum was playing approximately for **55 minutes** for the break. At that point McConachy's lead had been reduced to 4991.

..... Lindrum failed to increase his run of 1000 missing a **cross-loser off the white ball at his first stroke**.

..... McConachy made the baulk-line stroke at 123 & then made a brilliant run of **101 close cannons**, the highest made so far this season. McConachy began to run near the centre of the top-cushion, played the balls to the left top pocket, back again to the right-top-pocket, & down to the middle-pocket, before he had to break up the position. when the break had realised **481**, he missed a long loser.

MC CONACHY ACHIEVES HIS HEART'S DESIRE

THE BILLIARD PLAYER OCTOBER 1951

Barrie's play was, despite its skill & accuracy (at its best) a black & white reproduction against the sumptuous colour of McConachy's. He did in fact assay two or three bouts of nurseries when the opportunity arose but he was not their master.

Half way through the game McConachy was able to exploit them at will & he made many delightful runs from the top-cushion to the middle, **to pot the red & leave a white loser & so accomplish the baulk line shot**. His speed at them was not striking but a month's regular play would alter matters.

COMMENTS In the above reports, we see both Wally & Macka using nursery cannons to help achieve a baulk-line xing. It appears that Wally & Macka were both fond of slicing the red into the middle-pocket, the qball going in & out of baulk -- probly just far'nuff to leev an in-off white into the same pocket. In hiz third baulk line xing, we see Wally having to rezort to a big bash. The **up & down the table** suggests that he had to firstly play in-off the red, & then play the big bash, potting the red from in-hand -- the qball hitting the top-cushion, then the baulk-cushion. The 4th baulk-line stroke appears to be a similar bash. Or praps (for the 3rd baulk-line stroke) he had a very fine pot-red to start with, the qball hitting the baulk-cushion first, then the top-cushion etc. More of a down & up & down the table.

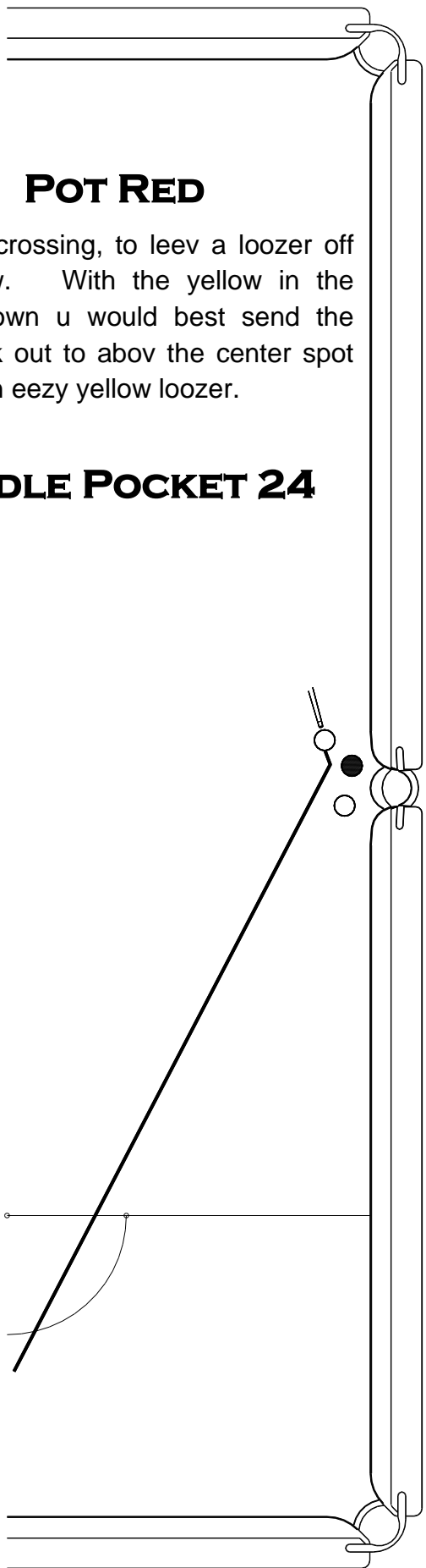
TYPES OF BAULK-LINE XING

Let's hav a closer look at the ways in which Wally & Co uzed nursery cannons, & the middle pocket, to cross the baulk line -- & a few ways that they didn't uze -- 4 ways in all.

POT RED

A simple crossing, to leev a loozer off the yellow. With the yellow in the pozzy shown u would best send the qball back out to abov the center spot to allow an eezy yellow loozer.

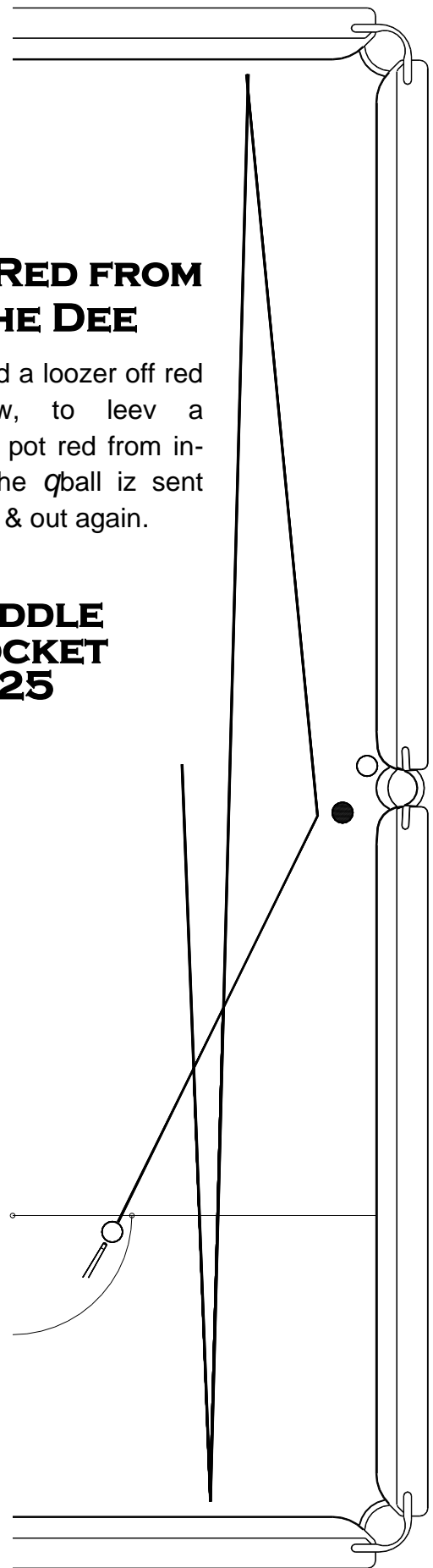
MIDDLE POCKET 24



POT RED FROM THE DEE

We played a loozer off red or yellow, to leev a smashing pot red from in-hand. The qball iz sent into baulk & out again.

MIDDLE POCKET 25



NURSE XING

Here the nursery iz run across the line, either going in (az shown), or going out. If going out the qball would need to cross the line going in not out (to satisfy the crossing rule).

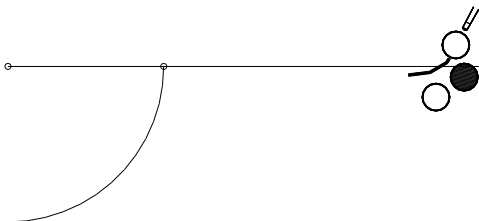
This would be more playable if the 75 cannon limit woz removed -- which would be a good idea for the pro's -- koz their baulk line xing rule would be enuff, enuff to stop anyone except Wally.

75 LIMIT

Abolishing the 75 limit might create more interest in nurserys from the pro's.

On the other hand, i think that the need to cross the baulk line between 80 & 100 points of each 100 would be too difficult to handle with much control. U would uzually havta play a mongrel bash earlyer than u wanted.

MIDDLE POCKET 26



CANNON XING

We skim across the red & yellow, the qball running into baulk, & praps back out again. The red & yellow will uzually moov too far to hav much control here, except when jammed.

The pro's would probly find themselv having to play one of these rather than the controlled xings mentioned earlyer, koz 80 or 100 points would not uzually be enuff to reech the middle pocket to arrange a pot-red sort of controlled crossing.

MIDDLE POCKET 27ABC

