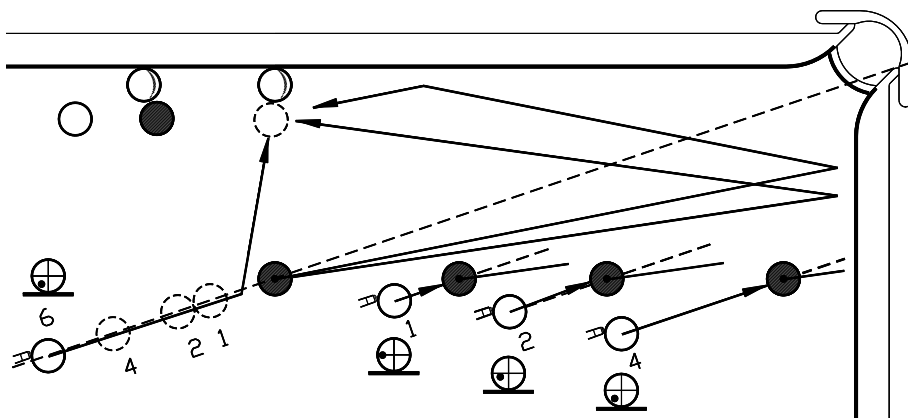


THICK GATHERS



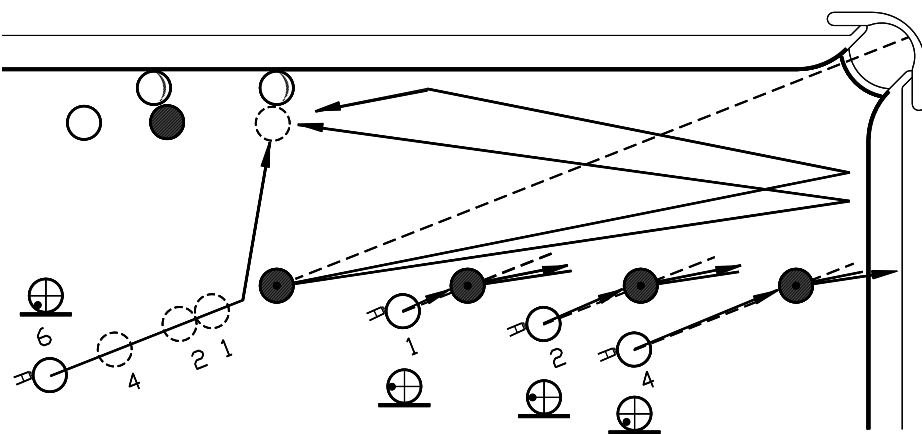
THICK GATHER 1 Here we have been playing postman's-knock, & the qball-to-red line passes thro' the center of the pocket (as shown). We have already had one pot off the spot, so we havta play a cannon, so try for nurseries. Stun the qball over to the yellow, & leev the qball

next to the yellow forming a 2-ball-wall (an **IVORY WALL**), to block the red which doubles off the side-cushion. Ideally, the red hits the qball (not the yellow) & stops next to the yellow (the leev is shown). The drawing shows 2 ways of doubling the red. The eezyst is off **ONE** cushion. The difficult way is off **TWO** cushions. My preference is to use **LHS**, this maximizes the throw-off of the qball, while allowing less pace. Check-side is handy where u want to add pace to the red. When the qball is more than 6 balls clear of the red (& on this line) it is usually too far away for the ivory wall method. By the time u get the qball onto the yellow, to get the cannon, the red is travelling at close to the speed of light. U might get a good looking ivory wall, but after the collision the leev will usually be ugly. So forget about getting any sort of gather, just get the cannon & double the red over to the left-hand pocket like Geet would.

6 BALLS Aim for the 7/8th point on the right-side of the red, ie 1/8th right of center. Hit the qball at 7:30 o'clock, the qball will swerve and contact the red dead-center or just left of center. The lhs will throw the qball over to the yellow, & at the same time it will throw the red to the right onto the desired line to double into the ivory wall. We want the red to hit the qball not the yellow. If it hits the yellow it usually means trouble.

4 BALLS Aim full-ball on the red. Hit the qball at 7:30 o'clock, the qball will swerve and contact the red just left of center. **2 BALLS** Aim 7/8th ball on the red. Hit the qball at 8 o'clock, the qball pushes out to the right, & then it swerv & contacts the red just left of center or praps 7/8th ball. **3 BALLS** If u were trying to set up one of these gathering cannons, i would try to leev the qball say 3 balls clear of the red. This is the best pozy on this line, not too close and not too far. **1 BALLS** Aim full-ball on the red. Hit the qball at 9 o'clock, the qball pushes out to the right, and then it swerv & contacts the red just left of center or perhaps full-ball. The large amount of lhs & the large amount of stun (due to the close-range) will take the qball onto the yellow, & give the red the desired line. At 1 Ball, here we need to use feel perhaps more-so than for the other shots. Don't aim-&-play by numbers, u havta use feel. That way u will get the cannon etc very accurately. If u play these sorts of shots by numbers u can miss the cannon altogether. **HALF BALLS** If the qball is less than one ball clear from the red (& on that line), u can still get a gather but it is difficult. Probly one would play a thick half-ball on red, with check-side, hitting the qball at say 4 o'clock, & hitting harder than u think. U would havta contact the yellow on the left-hand edge, so u would not be trying to get the ivory wall. And u would havta judge the pace of the red perfectly (hit harder than u think). Here it would make sense to try to bring the red back off the top cushion, koz a thickish contact on red will give the red more pace while taking pace off the qball, which is what u will need here.

THICK GATHER 2 Here the qbball-to-red line touches the left-hand jaw of the pocket. This is the best line to leave for a gather, when the yellow is at postmans. When the qbball is more than 6 balls clear of the red (on this line) it is usually too far away for a controlled gather. **6 BALLS** Aim for the center of the red. Hit the Qball

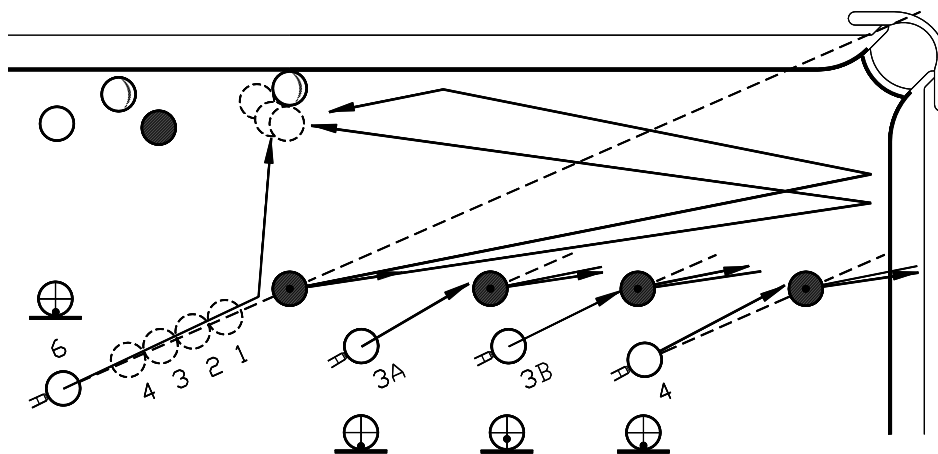


at 7:30 o'clock. The qbball will swerve & contact the red left of center. The lhs will throw the qbball over to the yellow, & at the same time it will throw the red to the right onto the desired line to double into the ivory wall. **4 BALLS** Aim 7/8th ball on red. Hit the qbball at 7:30 o'clock. The qbball will swerve & contact the red almost $\frac{3}{4}$ ball.

2 BALLS Aim full-ball on the red. Hit the qbball at 9 o'clock. The qbball pushes out to the right, and then it swerves & contacts the red just left of center. The red just misses the jaw & joins the yellow & qbball off the top cushion. It is too difficult to bring the red off just **ONE** cushion, the qbball would hit the yellow too hard and kiss-off a longish way. Even when the red is taken off **TWO** cushions, the qbball is difficult to control, & you are very unlikely to get a good ivory wall. So it is best to play the red to join the yellow at **DEAD-PACE**, & not to rely on the yellow or qbball blocking its progress.

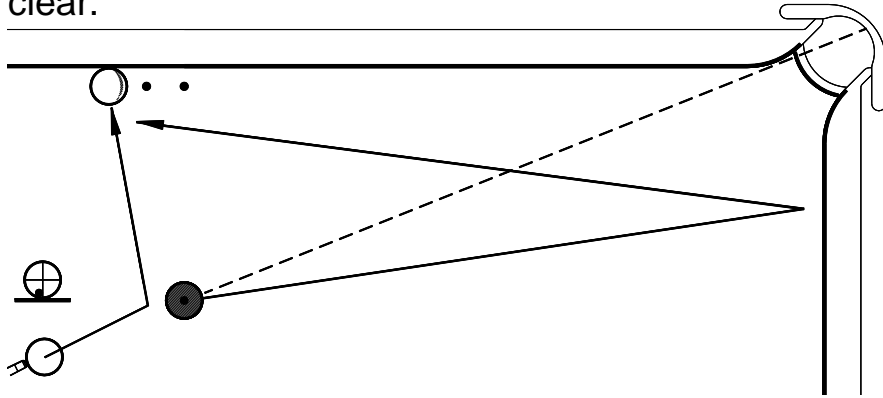
1 BALL Aim 7/8th ball on the red. Hit the qbball at 9 o'clock, the qbball pushes out to the right, & then it swerves and contacts the red 7/8th ball. The large amount of lhs and the large amount of stun (due to the close-range) will take the qbball onto the yellow, & give the red the desired line. As for the 2-ball case, the red should come off the top cushion at dead-pace. **4 BALLS** This is the best position on this line, not too close & not too far. But this would depend a lot on how slippery & fast your table is played. Usually the newer (more slippery) the better. If old, then closer (3 balls) might be better. All of the above shots can be played with zero side, but I reckon that lhs is easier & more accurate.

THICK GATHER 3 Here the qbball-to-red line is just left of the pocket. This line is not ideal, i.e. when the yellow is at good postmans. When the qbball is more than 6 balls clear of the red (on this line) this line is actually not too bad, if the table is slippery. Play as for the 6 ball gather. **6 BALLS** Play $\frac{3}{4}$ ball on the red. Hit the qbball

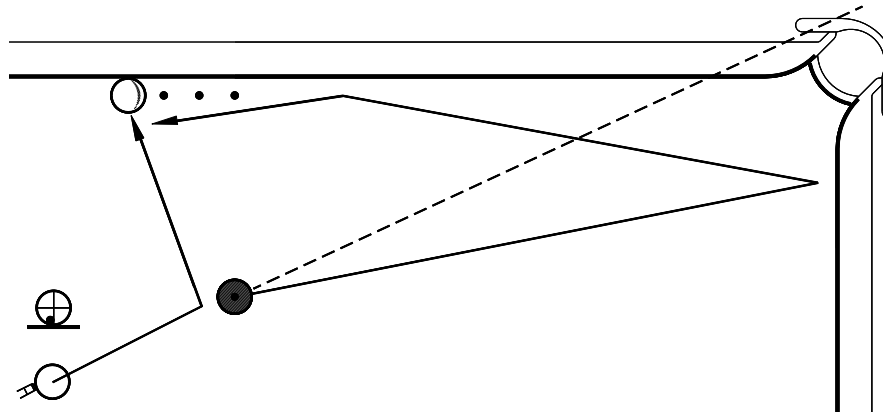


at 6 o'clock. On this line/angle a 6 ball clearance is actually good, it gives the red nice pace off one cushion. **4 BALLS** Play 5/8th ball on red. Hit the qbball at 6 o'clock. On this angle the ivory wall is risky, because the qbball will have too much pace and will rebound too far. So it's best to try to hit the yellow half-ball. With luck you will get a 1/8th ball contact which leaves the yellow close to the cushion while the qbball comes out say one ball clear. Or, you might get a full contact, in which case the qbball will kiss-back say one ball clear of yellow. Or you might get something in between, in which case keep

your fingers crossed. Koz of the iffy nature of the contact and leev, u havta play the red at dead-pace. Red joins the party off one cushion. **3 BALLS IZ BEST** U kan play az for 4 balls, but playing half-ball on red. This shot & pozzly & clearance iz possibly the best for this line, ie the best on this page. **3 BALLS** U also hav the option of playing $\frac{3}{4}$ ball on red, hitting the qball at 6 o'clock. The red just misses the jaw and joins the yellow and qball off the top cushion. Whenever the red iz taken off 2 cushions u havta play at dead-pace, koz u don't really know whether the red will hit the cushion near the yellow or not near. **2 BALLS & 1 BALL** On this line, when the qball iz 2 balls clear of red, u hav an eezy postmans style cannon, so just keep postmans going. The gather iz virtually impossible anyhow. Same goze when 1 ball clear.

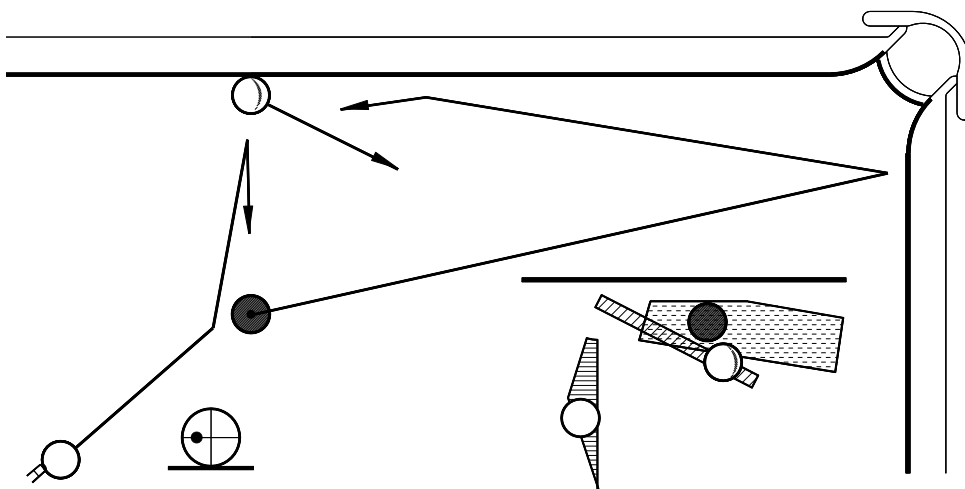


YELLOW 2 BALLS WEST THICK-GATHER 4 The qball-to-red line touches the left-hand jaw of the pocket. Play a $\frac{5}{8}$ th contact on red, & hit the qball at 7 o'clock. The qball forms the ivory wall, & the red kums off one cushion.



YELLOW 3 BALLS WEST THICK-GATHER 5 The qball-to-red line iz 1 ball left of the jaw. Play a $\frac{3}{4}$ ball contact on red, & hit the qball at 7 o'clock. The qball forms the ivory wall, & the red kums off 2 cushions. Variations of 4 & 5 are probly even eezyer (not shown). For example with the yellow 1 or 2

or 3 or 4 balls off the cushion. U might find that it helps to judge pace etc if u hav a firm grip of the cue, & uze a long firm sliding back-swing & forward-swing. This iz better than a loose & jabby action, more control.



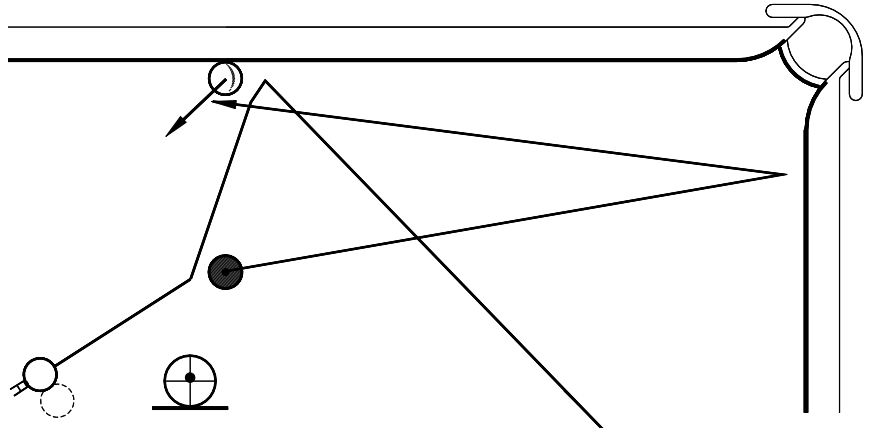
POSTMANS KNOCK THICK GATHER 6 A half-ball cannon off red will hit yellow full-ball. Hit the red a very thick half-ball with lhs to get the leev shown.

YELLOW'S ZONE The yellow will squeez out at its uzual 1 in 2 angle, az shown. **QBALL'S ZONE** In the classic case, the qball kisses-back off yellow & heads

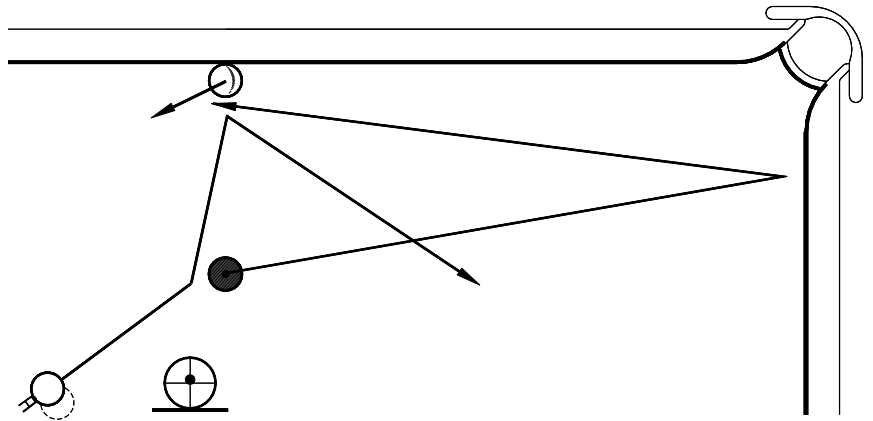
towards theSpot, az shown. It's eezy to misjudge the qball contact on yellow. The uzual stuff-up iz to land on the right-side of the yellow. **RED'S ZONE** The red stops in a much larger zone, az shown.

VARIATIONS

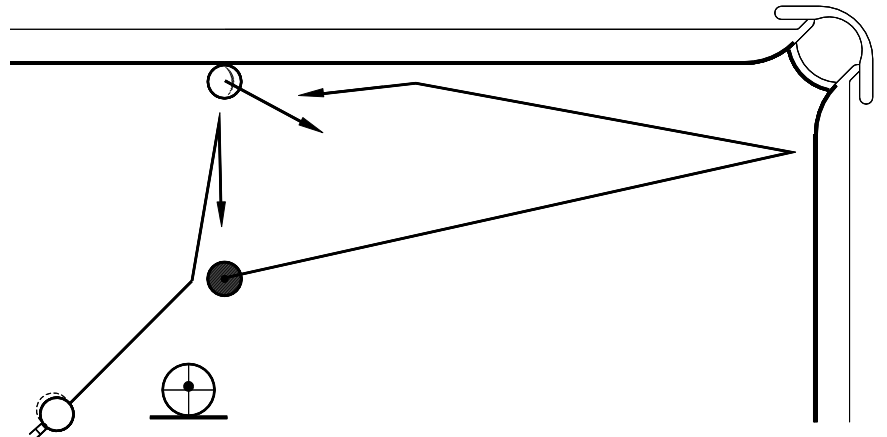
THICK GATHER 7 If a thick half-ball on red gives a touch on yellow then u kan play this cannon hard'nuff to gather the balls for a nursery.



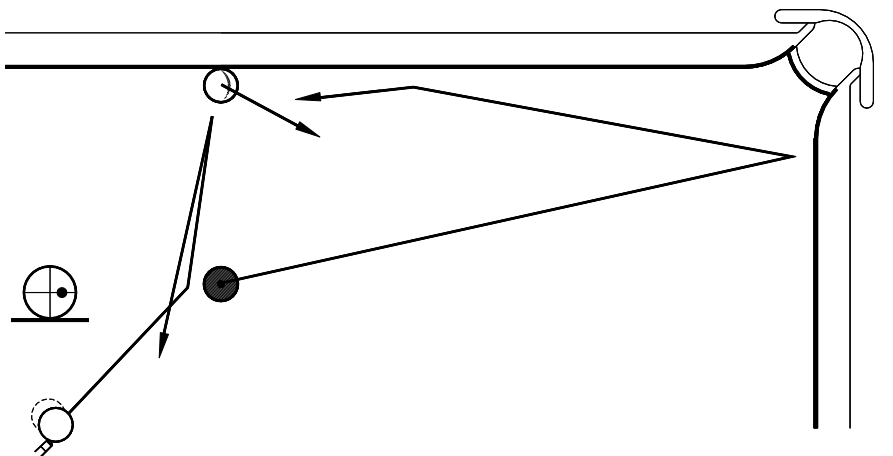
THICK GATHER 8 Here the qball iz about a half-ball off perfikt postmans. A gather iz there if u want it, u play half-ball on red, the qball lands on yellow right of center & stays on the east side az shown.

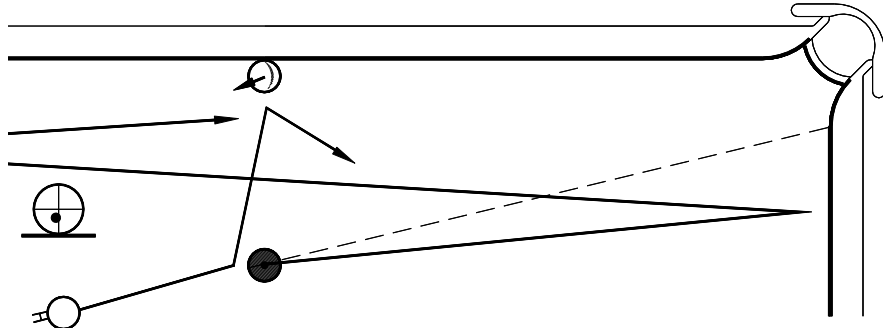


MORE VARIATION
THICK GATHER 9 If the qball iz a bit narrower than perfikt postmans a half-ball or a thin half-ball on red gives the gather & a possible nursery.



THICK GATHER 10 If more narrow, hit the red a thin half-ball with lots of check-side, hit very hard else the red won't reech. But why play a bash in 10 when the pozzy iz ok for a nice & eezy Thin-Gather off the side cushion (not shown).





DOUBLE-DOUBLE THICK-GATHER 11 The qb-to-red line passes near the end of the brass or the end of the jaw. A $\frac{3}{4}$ ball stun off the red can give a good gather as shown. Best land right-of-center on yellow, as shown,

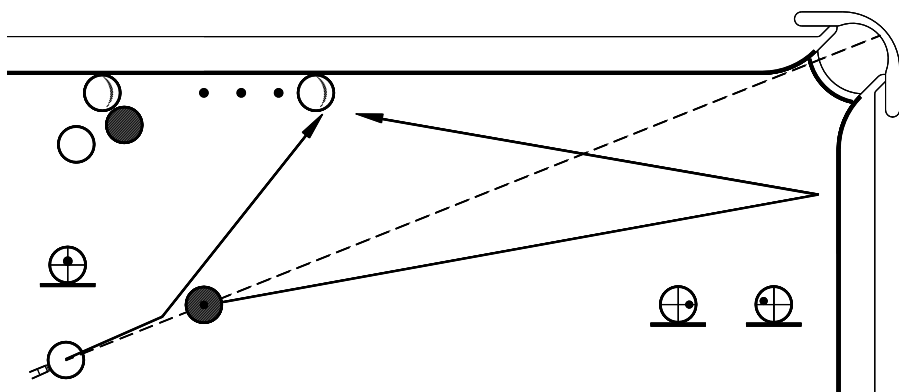
koz if the qb ball kisses back at 90° it might meet the red. East improves yor chances of a nice nursery leev. The yellow won't moov far if at all, the lhs keeps the yellow fixed. A little running-side helps feel. Praktis theze off the left cush allso.

THE TIMES DEC 1929

In most of his big breaks Lindrum has made the cannon game his chief scoring gambit, but, equally as important, & perhaps more important still, is the manner in which he is able to secure the necessary position to engage in this fascinating phase of the game. When a close cannon position is broken up two strokes appear to be sufficient to enable Lindrum to regain it. And every stroke that is employed is made with meticulous care & with a judgment which seems to be nearly perfect.....

THE TIMES FEB 1930

Lindrum had increased his unfinished break to 2,053 when he missed a cushion cannon. He had a good position at the top of the table at the start. A red winner left the balls placed well, & Lindrum scored easily until he made a little screw cannon. This was his last scoring stroke. The balls kissed, running very awkwardly, & Lindrum then missed a cushion cannon. It was a rather unlucky ending to a very fine break.....



YELLOW 3 BALLS EAST THICK-GATHER 12 The qb-to-red line touches the left jaw, the qb ball iz 3 balls clear of the red. Gather 12A Zero Side The best shot here iz to play a thick $\frac{3}{4}$ ball run-throo, with zero side, hitting at 12 o'clock, to land thick half-ball on

the rhs of yellow. The red lands at dead-pace off one cushion, & perfiktly played gives the leev shown. This iz one of thoz pozzys that u kan play a number of ways. U kan get a very similar leev by playing $\frac{3}{4}$ ball on red, with lots of rhs hitting at 3 o'clock, as shown by 12B. Or u kan play $\frac{7}{8}$ th ball on red, with lhs hitting at 10 o'clock as shown by 12C. Both would be played to land thick half-ball on the rhs of yellow, & both kan give a similar leev to 12A. But there are 2 reazons why the plain-ball shot iz best. It iz eezyer to judge the follow-throo angle (ie the line) izing zero side. Side-spin makes many screw shots & stun shots eezyer to judge & eezyer to play, but not follow-throos. When the qb ball kisses off the yellow, if the qb ball haz lots of side-spin, the yellow and/or the qb ball moov more, the balls end up a little more spread-out. This might be a virtue in some shots, but not here, any spreading of the balls kan only hurt the leev. Without going into all of the plusses and minuses, just play lots of theze cannons all three ways & see for yorself. And this bizness of landing thick half-ball on the rhs of yellow

iz worth looking at. Firstly, u will soon see that there iz no other option here, i meen u karnt play to hit the cushion first. And u karnt even play to hit yellow thin on the left, u kan, but u will leev the red a mile from the cushion. But this iz getting away from what i wanted to say, which iz that the tyro will always aim too full on yellow. She duznt realize that when the yellow iz on the cushion, u havta contact it much thinner on the rhs than u might think, otherwise the qball will remain far behind. Try it by just hitting directly onto the yellow with the qball, a half-ball, on that angle. U will be surprized. A half-ball iz possibly too fine (it leevs yellow behind a bit), but a three-quarter ball contact iz a bit too thick (for all but very soft kisses).

4 BALLS EAST

THICK-GATHER 13 The qball-to-red line touches the left jaw. The best shot to play iz a $\frac{3}{4}$ ball run-throo, with zero side, at 12 o'clock, to land thinish on the left of yellow, az shown. We are not unhappy if we get the cushion first (not shown). Uzing rhs here iz tempting (3/4 ball on red), but it iz less forgiving. If u hit cushion first, the qball will try to shoot ahead of the yellow. If u hit yellow first (albeit thinish), the side will kill the qball but knock the yellow ahead, just begging for a cover.

5 BALLS EAST

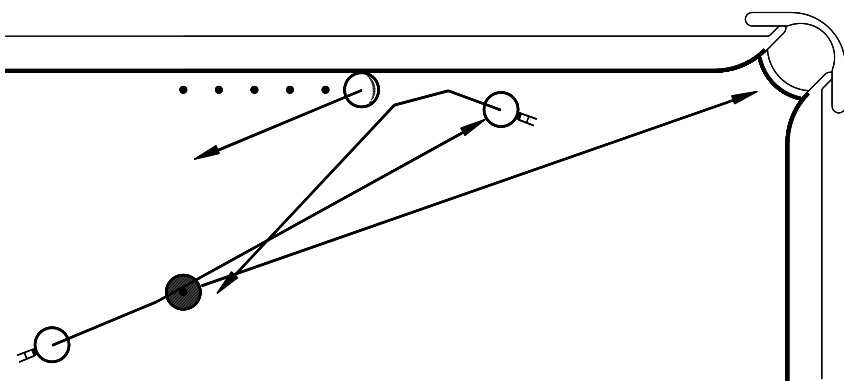
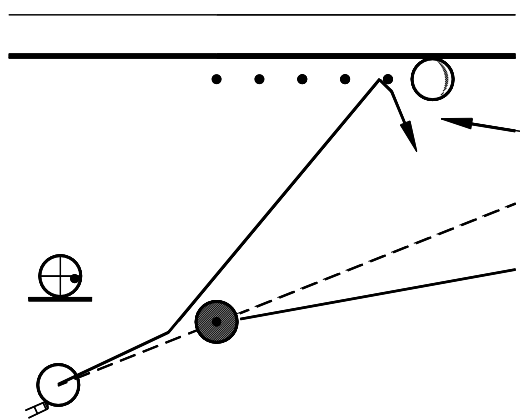
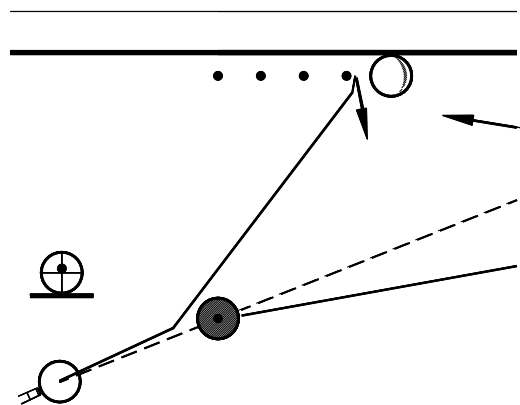
THICK-GATHER 14 The qball-to-red line touches the left jaw. The best shot to play iz a thinish $\frac{3}{4}$ ball run-throo, with max rhs, at 4 o'clock, to land thinnish on yellow, cushion-first, az shown. Here the range etc makes any shot risky, & the above iz less risky than any other. The side takes the qball level with or past the yellow, but yellow hardly moovs, & there iz still some chance of a fair nursery leev. If not, it uzually leevs a nice play on red leeding to a pot red etc. It iz tempting to play 3/4 ball on red with medium rhs, hitting at 2 o'clock, but this iz less forgiving. If u hit cushion first, it might be

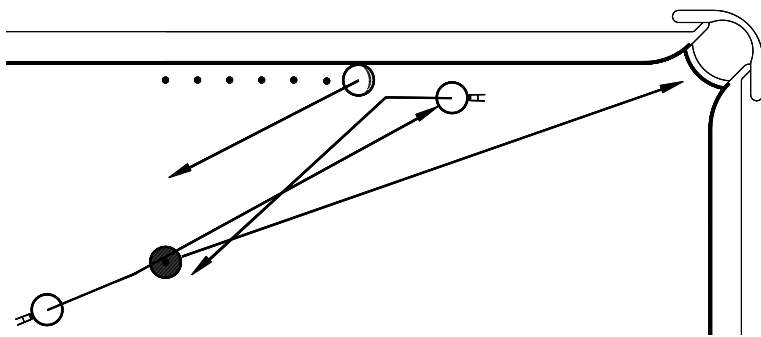
ok. But if u get the yellow first it iz not so good. Either way, the problem iz the red. The red kums back too close to the cushion, and it hits the yellow full-ball, or it stops behind it, both bad news. A plain-ball cannon iz not on. Koz if u get the cannon the red will be going too fast, or it will hit the jaw.

OPTION

THICK-GATHER 15 The yellow here iz 5 balls east. Instead of the gather we pot the red, running throo to leev a cushion-first-cannon. Leev the qball close to the cushion, preferably a half-ball clear, or one ball clear at most. Aim for a thinnish contact (less than $\frac{1}{2}$ ball) on the rhs of yellow (if yellow frozen), & this

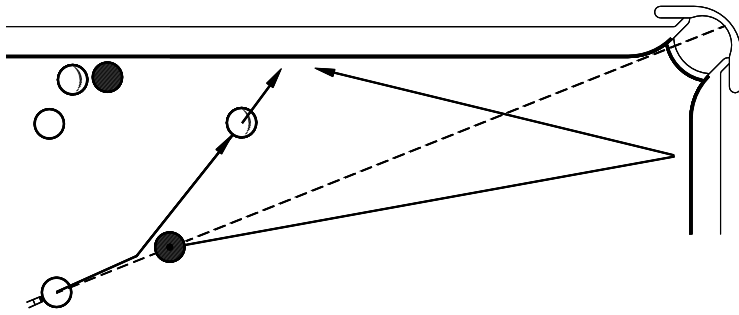
should giv a thinnish contact on the lhs of yellow after rebounding from the cushion. With luck the qball will contact red nicely to leev tott. Nurserys kan wait a while.





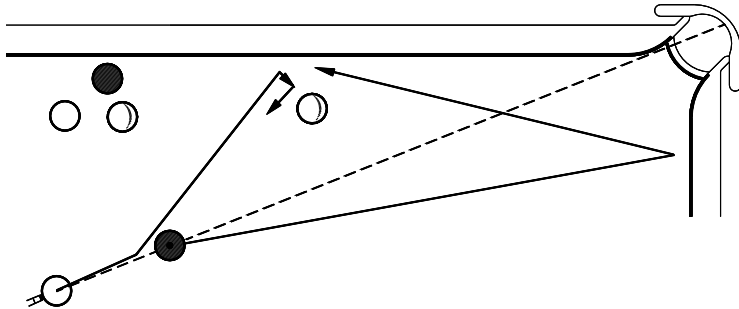
6 BALLS EAST THICK-GATHER 16

A gather iz not on, the red wold be moving at the speed of light, &/or the jaw wold be in the way. But if we simply pot the red the yellow iz in perfikt pozzys for a kiss-cannon onto the re-spotted red (az shown). We kan play this kiss-cannon half-ball (or az needed) to place the yellow for tott.



YELLOW OFF CUSH THICK-GATHER 17

Here the yellow iz directly on the line taken by the qball for the $\frac{3}{4}$ ball run-throo that we recommended in Thick Gather 12, so we play the same sort of stroke. A pendulum-cannon kind of leev iz good.



REVERSE IVORY WALL THICK-GATHER 18

Here we slot in behind the yellow to form an ivory-wall with the qball on the inside. The red hopefully hits the qball. The leev iz unlikely to be perfikt.

Most of these pozzys & gathers, with the red on its spot, perhaps aroze when u lost good **FLOATING-YELLOW** or **POSTMAN'S-KNOCK** pozzys whilst playing at tott. And most of these gathers need to be played whether u want to get nurserys or not. So why not play them in a way that maximizes yor chances of nurserys. And praktising these sorts of weird gathers iz damned good praktis for any player. Koz these pozzys kum up again & again. And gather praktis iz much more effective if u approach it clinically. For instance take a closer look at the varyus qball-to-red lines, & the varyus ranges etc. Which combinations work or don't work. And why not keep a **DIARY** of yor stuff. The simple act of drawing & writing something in yor diary makes u analyze & remember it better. Thick Gathers 1 to 18 all dealt with pozzys where the red woz sitting on its spot. There are obviously lots of similar pozzys & gathers with the red off its spot, & the yellow where-ever. But the principles & options are no different. Time spent on these varyus pozzys iz never wasted. After all, we are happy to spend hours on long loozers & long-jennys & short-jennys & middle-pocket in-offs. **GATHERS** will repay the time spent on them, whether u play nurserys or knot.

THE DAILY HERALD OCT 30

*Seldom have matters gone so awkwardly for Lindrum in a match as they did at yesterday afternoon's session against Newman at Thurston's, London, in the international tournament. Particularly that applied once when **at his sixth attempt** he secured his favourite close cannon position. But the referee declared that there was a "touch", & the balls were spotted. Bad luck dogged Lindrum so persistently that at last he was forced to smile.*

FLOATING YELLOW

THICK-GATHER 19 Here a bit of check-side will keep the qball closer, but anything can happen, good luck. If u ever need running-side (lhs here) to throw the yellow east, be prepared to find the qball a long way away (west), praps even frozen on the western side cushion.

TROUBLE

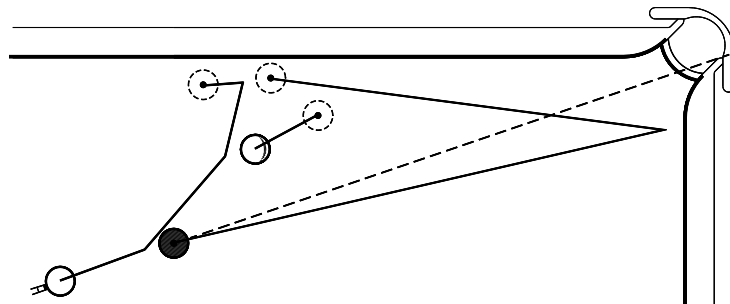
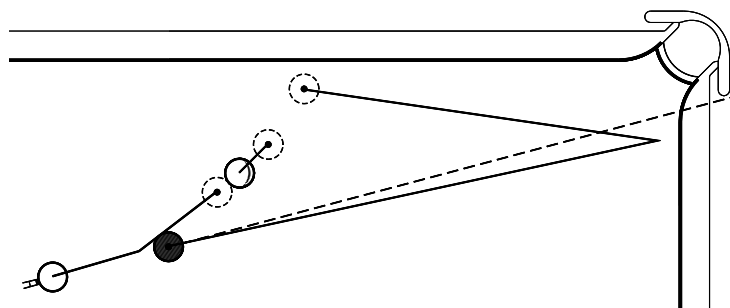
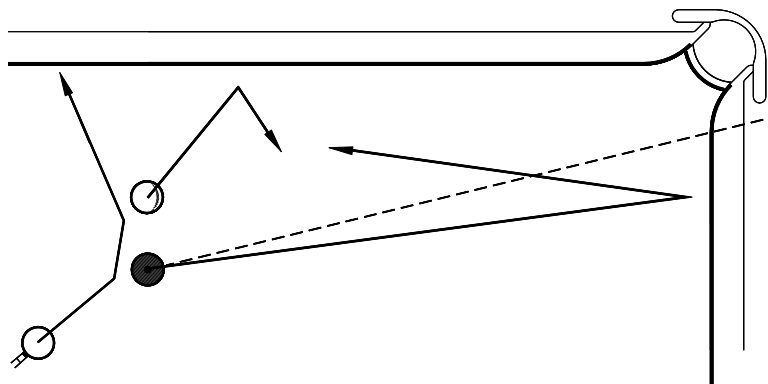
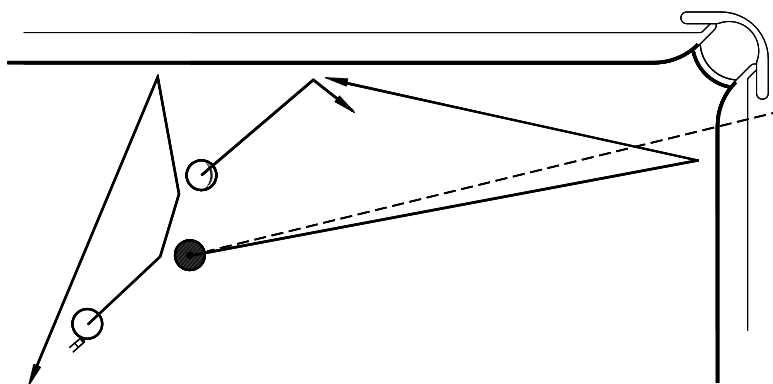
THICK-GATHER 20 Anytime u leev the qball near the cushion u dezerv everything that u will surely get. There iz never any good luck for u, just good luck for yor opponent.

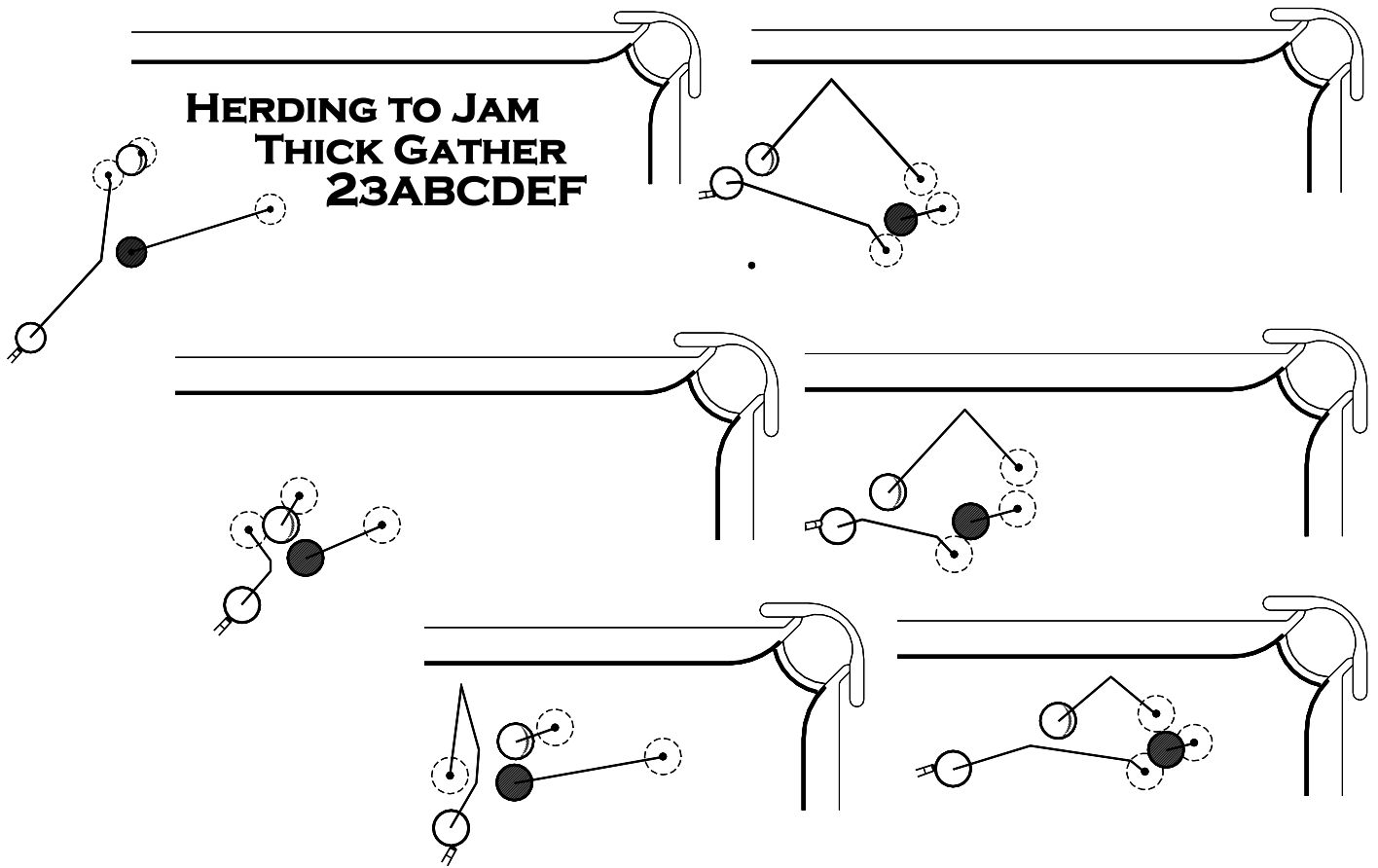
INSURANCE

THICK-GATHER 21 If the qball-to-red line (the broken line) iz throo the right jaw, or further right, u havta be xtra carefull of how u drop onto the yellow. U havta giv the yellow a good bump so that u leev at least a 1 ball gap between the qball & yellow, preferably 2 balls or more. Allso, u should try to keep a say 45° angle for the qball-to-yellow line, az we did here. Az shown, if the balls do happen to line-up, u will hav at least 1 good option. Here in 21 we hav left ourselvs a possible side cushion cannon (YcR), uzually needing check-side, which kan often giv good nurserys. Or we kan take the thin in-off yellow. The main difficulty with this gather is exekution, az it iz with all floating-yellow gathers. It takes lots of praktis to land on yellow properly. And, if the yellow iz much further away from the red than what we hav here, u will tend to land too softly on yellow just to keep the red from going too far west, very risky, best hit hard.

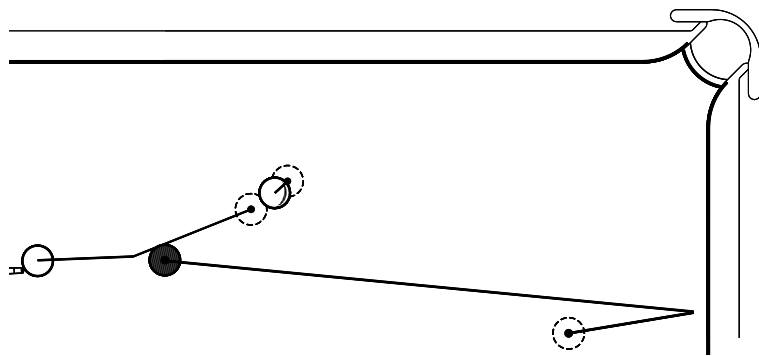
KLEVER

THICK-GATHER 22 Here the qball-to-red line iz throo the pocket, hence u karnt land full on the yellow. All iz not lost. U hit hard, the qball sits near the cushion & blocks the red. U rarely hav any bad luck with this shot, there iz almost always something there for u.





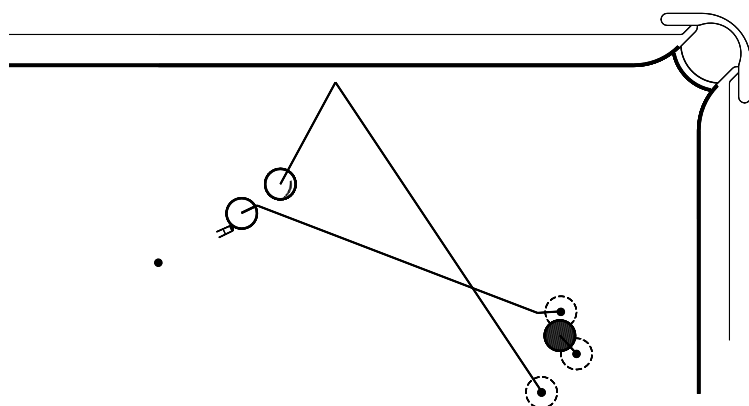
We herd the balls to the corner. It iz possible to get the balls jammed in say 10 shots, but we are not trying to set a new world's record. In 23F we now take things slow & steady to get our jam.



DESPERATION THICK-DRIVE 24A

Its near the end of the game, & u havnt kum klose to getting a nursery. And the tott pozy here iz woeful, the yellow iz blocking the pot-red. No worrys. U play the cannon shown, to leev the cushion-gather shown in 24B for yor next shot. In 24A, u havta land

full or slightly right on yellow. Leev the red just off the cushion, if u can, but uzually the red will want to kum off the cushion a little further than u would like.



THICK-GATHER 24B

Stunned or screwed cushion-gathers are fairly eezy to judge. Right-hand-side makes them eezyer. A good gather might leed to a run down the side-cushion, or u might herd them back to the corner. Here in 24B the yellow rebounds outside the red. But it could hav gone inside. Or, it could join

the party off the side-cushion. Naturally u will know which-iz-which before u play, if u praktis. And the qball will land on the left or right of red, az needed.