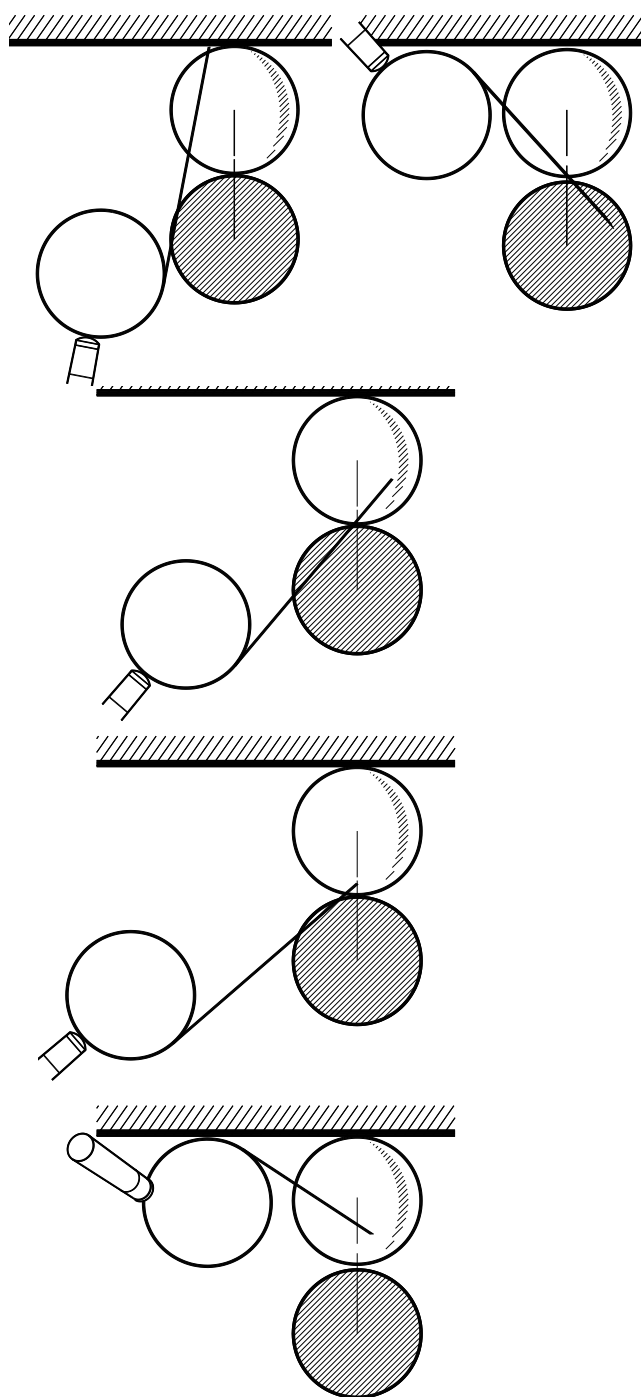


THINALONG FF

A ThinAlong iz an Edge-Nurse where a cushion keeps the yellow from spreading. U might tickle the balls along 5mm per cannon, or u might kontakt the balls a ¼ bal. The qball kan hit the cushion first (CYR) or last (RYC) or in between (RCY)(YCR), or not at all (RY)(YR). U reech out-&-back, holding the cue below midpoint in a death grip, with yor eyes over the balls.

90° THINALONGS

Here the yellow & red are at 90° to the cushion, not ideal. 1A & 1B are a repeating 2-shot sequece which kan maintain a 90°ish angle (if u want).



F1A Play thin-thin to leev F1B. Hit softly to leev F1B with the qball near the cushion.

F1B This needs up to a ¼ ball contact (az shown) to leev F1A again. If the red iz bumped less than 3mm it rolls back onto the qball & givs touching balls. But if u hit the yellow too thick, & the red too thin u risk a cover. Especially if the qball leens east az it stops. Especially if the red rolls west back into its old footprint.

F2 The qball here iz further west. Hit the red thick (az shown), & land thin on yellow, to leev F1B.

WARNING Don't uze swerv in F2 or F3 koz red-first swerves are not az forgiving az yellow-first.

F3 The qball iz a long way west. Don't hit the red thick koz the red will go far & the qball will hit the yellow thin & u get a cover. So aim thin on red (az shown).

RED DRIFTS SOUTH The red gradually drifts south & it gets difficult to judge contacts & pace. F1B & F4 are the main offenders koz the qball iz going away from the cushion & it bumps the red south (so take extra care).

F4 Here the qball is further west than in F1B. Play a swerve aiming ½ ball on yellow (az shown), to land ¼ ball on yellow, to leev F1A pozzy.

CUSHION-FIRST

F5 Here iz the F2 pozzly again. We play wide of yellow with right side (az shown), to get a cushion-first cannon (CYR). This might leev F1A pozzly or F5 again. The broken ball shows the eastern limit for a cushion-first aim. If u aim right of this u will hit the yellow before the cushion (often ok).

F6 The same F5 pozzly. Aim to hit the cushion & yellow at the same time, with a little right side (az shown). If u hit the cush first then that iz ok, if u hit yellow first then that iz ok too.

F7 Here the qball iz further north than in F6 but on the same angle. This time the cushion-first cannon iz best (it's like Daly's Rub-Nurse).

F8 Here iz the F3 pozzly again. Aim thickish on yellow (az shown) to get a thickish kontakt on red, bumping both along & retaining our 90° (if we want).

F9 The qball is further west. The needed aim (for a cushion-first-cannon) iz now a little less than ¼ ball on yellow (az shown). Notice that we kan aim a little thicker than ¼ ball on yellow before we hit the yellow first (ie if we aim right of center on the broken ball we will hit yellow first)(which here we don't want). **CHECK SIDE** When the cush attack angle iz less than 45° check (lhs in F9) will not square up the rebound angle. Running (rhs in F9) allways reduces rebound angle, but check only works if the attack is more than 45°.

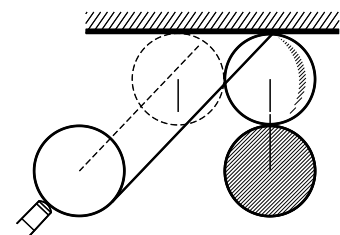
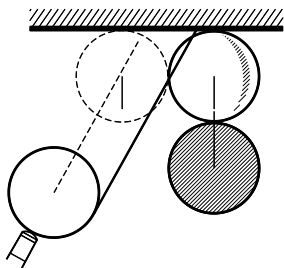
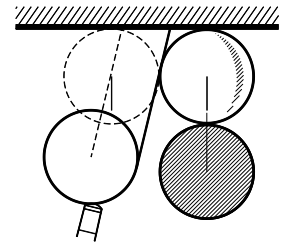
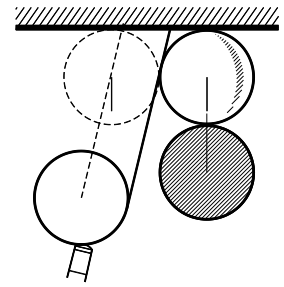
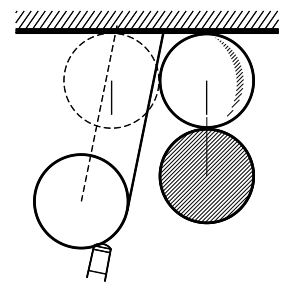
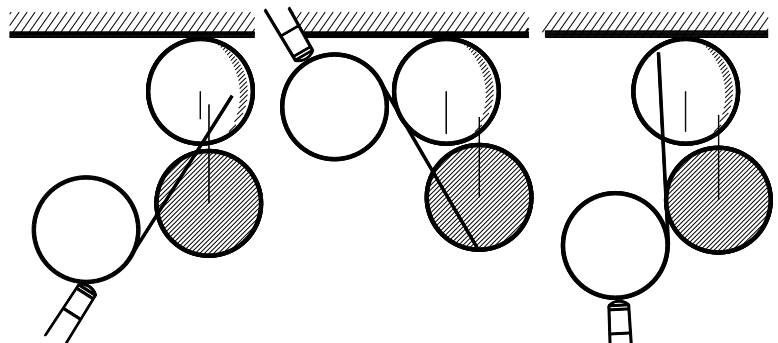
F56789 CUSH-FIRST DRILLS.

Anyhow it wont do any harm if u praktis cush-first 90° pozzys, izing zero side & rhs & lhs. & of course at mid-cush reeching out & back.

70° THINALONGS

At 70° u kan play lots of direkt cannons without needing the cush. Direkt cannons kan be played more accurately & softly than cush cannons. And the red duznt drift south az badly az the 90° koz 70° bumps the red parallel to the cush.

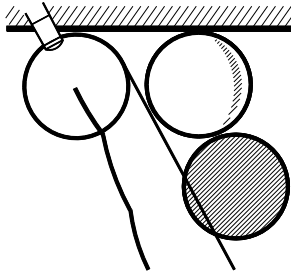
F10A U hav a 90° pozzly & play thick & soft on red with right side (az shown) to set up the 70° angle in F10B. The qball ideally stops short of the cush. The 70° angle givs the qball a large target stopping zone (not shown) in which it kan stop, larger than the 90° target zone.



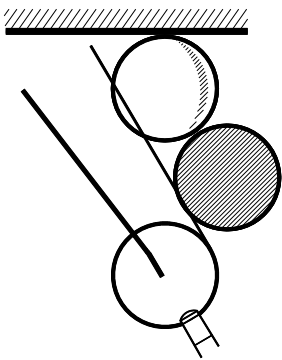
F10B Perfikt pozyzy in the target zone (not shown) allows a direkt thin-thin cannon (shown) to leev F2C. But thick-thin or thick-thick might be needed. Uze check (not shown) if u are worryd about touching balls. **F10C** Perfikt target zone pozyzy allows a direkt thin-thin cannon to leev F10B again. But thick-thin or thin-thick might be needed. So here we hav a 2-shot sequence (F10B & F10C & F10B & F10C etc).

DRIFTKURV

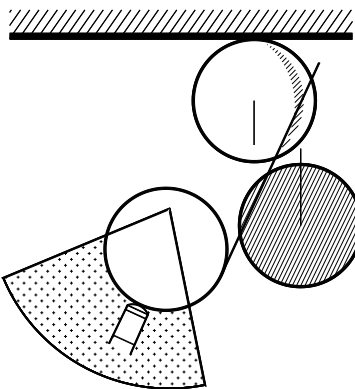
In a short soft cannon a rolling qball with zero sidespin kan suffer (or enjoy) DriftKurv due to the nap of the bedkloth. In addition sidespin kan add or subtract some SpinKurv (see ch88). Sidespin iz imparted with the cue, but it kan allso be induced by (a) the nap, (b) ball collizions, & (c) cushion collizions. Theze 2 effekts kan be drastic for a cushion-crawler, & differ from cush to cush. Here below (& in the Bible in general) i am looking at what happens at the top-cushion.



F11A U must aim to miss the yellow (az shown) if u want a thin kontakt, koz the qball drifts east. This drift iz magnifyd when it hits the yellow koz of collizion-induced spin (& likewise when the qball hits the red). Sometimes drift helps u to get a cannon when the red iz covered by the yellow & a cannon looks impossible without a massé, in which case u should aim to miss the yellow, & the qball kurvs & touches the rear of the yellow, & then kurvs some more & hits the red. Klever.

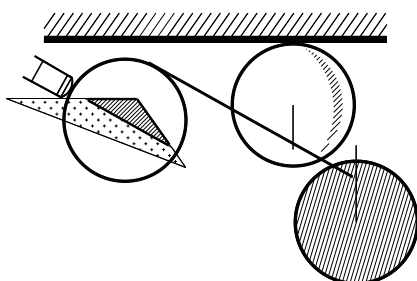


F11B When shooting with the nap u will find that when the qball contacts the red the qball then seems to be repelled away from the yellow. So, u need to aim thinner. In fact if u karnt see at least 1/8th of the yellow a direkt cannon might be impossible without a mini-massé.



TARGET ZONES (THICK)

F12A The cross-hatched zone shows the large area where the qball kan sit for ThinAlongs when wider. Near the eastern edge of the zone where the cannon angle iz narrow thin contacts are needed. Near the western edge the needed contact might be thicker than 1/4 ball (koz thinner could rezult in hitting the yellow first by mistake)(happens lots). In general wider angles require softer pace, left-side (running) helps. Allso left-side helps u to avoid a double-kiss on yellow (if u want), & right-side (check) helps u to ensure a double-kiss.



In general contact the red thinnish & land on yellow softish. When playing F12A try to leev the qball on the cushion, but a 1/4 ball off iz often ok. That's the good thing about 70°, the target-zones for the qball (the zones where the qball needs to stop) kan be gigantic (az shown in F12A & F12B).

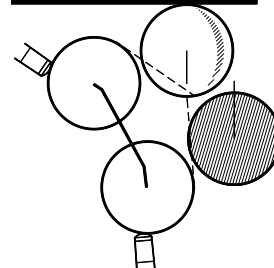
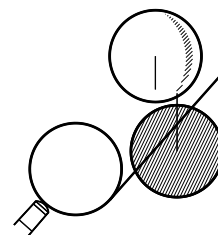
F12B The smaller (hatched) zone shows the area where a simple ¼ ball cannon with zero side will keep a nice ThinAlong going. 70° ThinAlongs are friendly & u rarely need to panic, & rarely need swerv. If the qball iz in the larger (cross-hatched) zone, u need to uze right-side & praps swerv.

OFF THE CUSHION

F13 Hit the red allmost ½ ball (shown), otherwise yor leev will be that less-friendly 90°.

THINALONG ROCKER

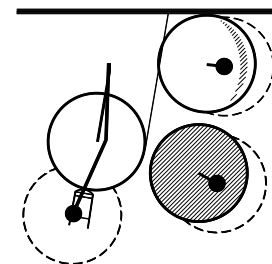
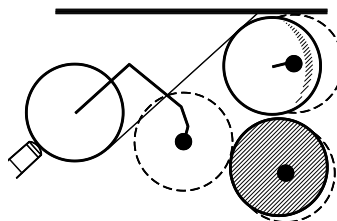
F14 If u ignore the danger of touching balls u might get a rocking cannon (shown). Don't be gentle with the yellow (the cush holds it). Outbound we aim allmost ¼ ball on yellow, but uze right-side to keep the yellow quiet. If ever u see the red fall into a pit u should think rocker. Inbound we graze the red, with left-side. The outbound trajectory & the inbound trajectory are drawn az being common, but in fact the 2 trajectoryys are different. The inbound trajectory contacts the yellow thinly, not thickly, a thick contact might be ok but it wont leev a Rocker.



CREEP-IN TO SNEAK-OUT

F15A Here a cush-first cannon will hit yellow & then hit the red thickish & bump the red south. So play the cush-first cannon softly (shown), ie u creep in,

leaving F15B. Then in **F15B** u play yellow-cush-red (az shown) to sneak well out, & if the rezulting leev (broken balls) iz good'nuff u kan continue with ThinAlongs forthwith.

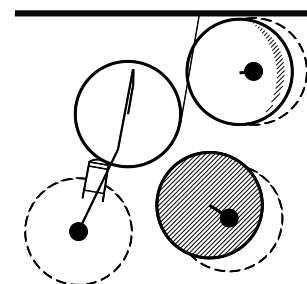
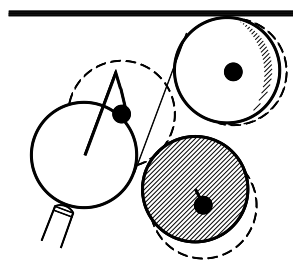


The soft cush-first cannon in F15A needs judgement. Too thin on yellow & u bump the red too far out, plus u will leev the yellow behind (west). Too thick on yellow & u might not reach the red, plus u will bump the yellow too far ahead (east). If the yellow woz on the cush, u would reckon that aiming az if to graze the left edge would rezult in the qball grazing the right edge after the qball hits the cush. But here the yellow iz a little off the cush so aiming for the left edge should rezult in a thicker kontakt. In addition az the attack-angle iz about 45° the rebound-angle iz likely to be a bit less than 45° if the cush-cloth iz newish (ie slippery). In addition az this iz the top-cush the qball will kury after it hits the cush thusly narrowing the rebound-angle even more-so. So the aim shown in F5A will give u yor thickish kontakt on yellow (after rebound).

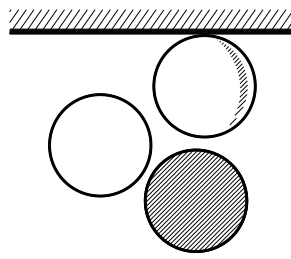
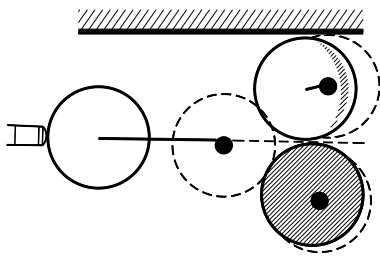
CREEP-IN TWICE

F16A U kan sneak-out now if u want (not shown). But u elect to play a creep-in to leev an eezyer sneak-out (shown). U creep-in often, but u sneak-out just the once. **F16B** Now u sneak-out az shown.

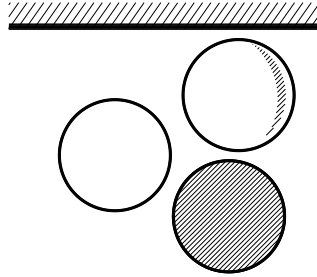
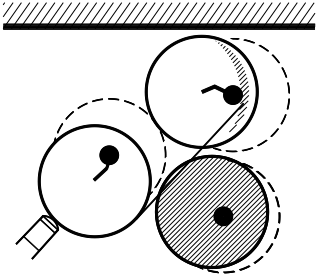
Hit yellow-first az thinly az u dare, & u uze enuff left-side to only graze the red. The leev (the broken balls) iz unlikely to allow a ThinAlong.



VARIATIONS



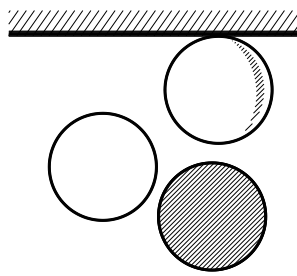
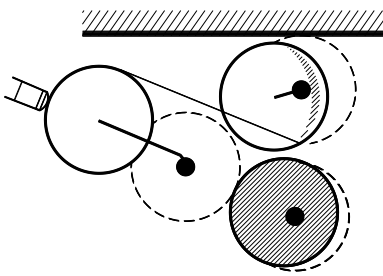
F17A Here iz the F15A pozzey again. U kan creep-in directly, yellow-first (az shown). Aim to hit yellow & red at the same time & u will get a yellow-first kontakt to bump yellow ahead to leev **F17B**, for a sneak-out next shot (not shown). In fact in F17A a thin contact on yellow aint possible. Try it.



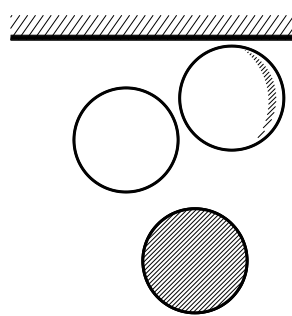
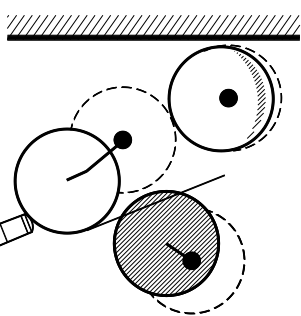
F18A Here iz a leev that u might hav got when u played the creep-in in F17A. U could now play a yellow-cush-red sneak-out, with right-side. But here in F18A u try another creep-in, with a better rezult. U play thin

on red (az shown), to keep it close, & u bump yellow well ahead, to leev a friendly angle for a (YCR) sneak-out in **F18B**.

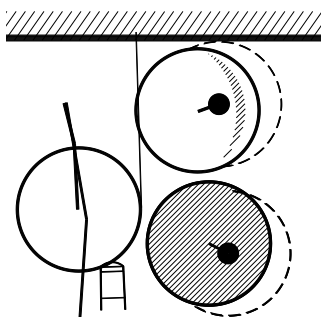
BLUNDER Its not obvious but this F18A creep-in woz a near thing. We came within a bee's-dick of hitting the yellow befor the red. We were lucky this time, but this sort of blunder kan sometimes rob u of the cannon, or at least giv u a surprize.



F19A A cushion-first cannon might be the best choice here, but i want to show u the creep-in sneak-out option. The creep-in iz played thick on yellow to bump it ahead (az shown), to leev a friendly (YCR) sneak-out in **F19B**.



F20A Here u kan creep-in by playing cushion-first, but in F20A i show a red-first creep-in, followed by a (YCR) sneak-out in **F20B**. Red-first bumps the red east (good), az shown. Pleez yorself.



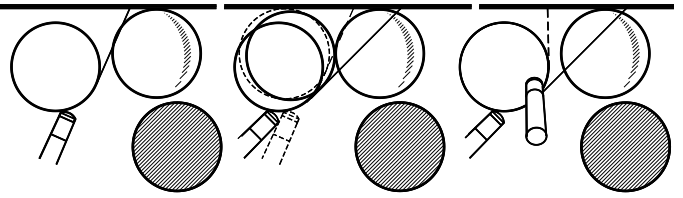
DOUBLE-HIT FOUL

F21 Here iz the F18A pozzey again. This time instead of the creep-in & sneak-out i show that the yellow-cush-red cannon iz possible, uzing right-side. Actually u would uzually play these sorts of cannons with the butt raized, raizing the butt iz almost unavoidable when u are reeching-out-&-back. With the butt raized u would get some swerv, which will help the shot.

BLUNDER The qball in F21 duznt look very close to the cushion, but beware of the trap. If u havnt played a short-range cushion shot for a while u will double-hit the qball. U are wondering why i mention it, & u will double-hit foul the first time that it kums up. Try it.

CUSHION FIRST SURPRIZE

F22A The red iz further right than in F21, and the cush-first cannon aint eezy. But the juicy yellow-first cannon with right-side iz a trap. At this angle u havta get the yellow very fine or it will go a long way right. But u are shocked when u hit the cushion first and miss the red by a mile.

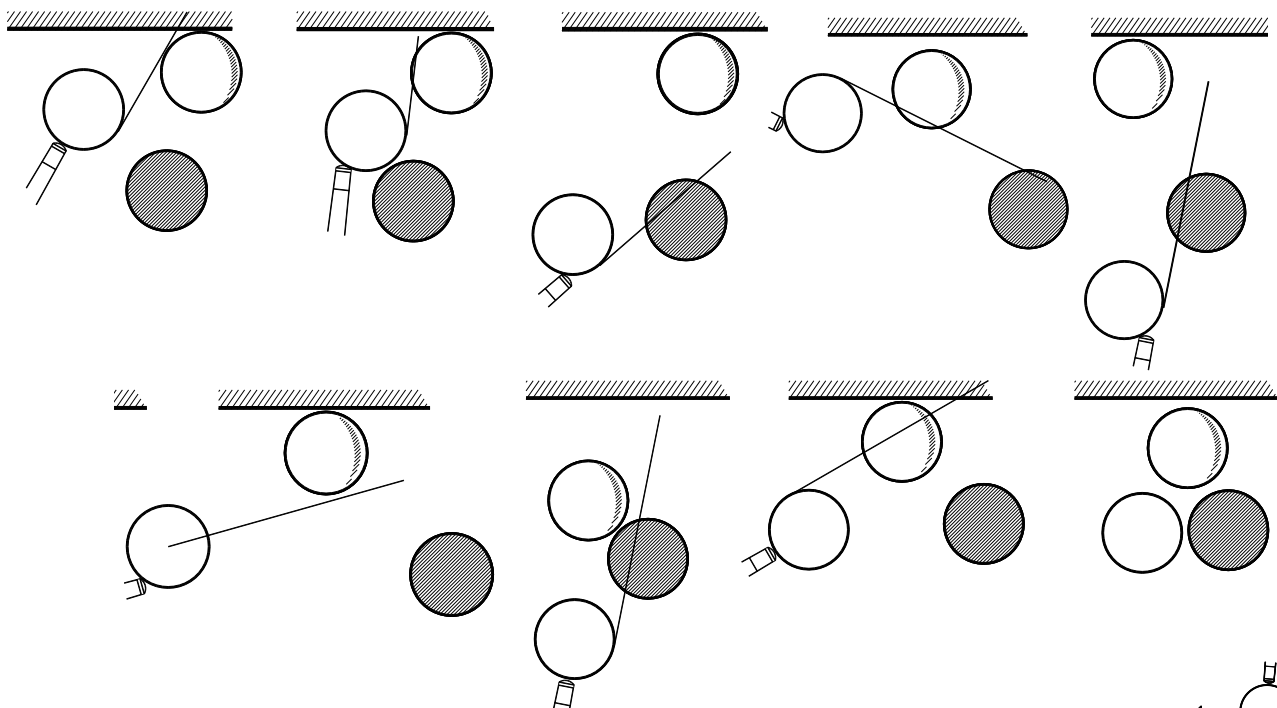


F22B The trap-shot shown in F22A iz very interesting, az we sed, the thin yellow-first cannon with right-hand-side looks eezy. Most players would aim az thinly az possible on yellow (az shown in F22A) to keep it close to the red. But az shown by the broken ball thin aim results in the qball hitting the cushion a left of the yellow, even with praktis it's eezy to hit the cush first. The solid line shows that the correct aim to avoid hitting the cush first iz at least a quarter-ball, no wonder it's so hard to judge. At that angle u don't need much side at all to get the cannon but u will bump the yellow a mile from the red so the yellow-first cannon iz no good.

F22C Az shown here, it iz possible (but risky) to get a cush-first cannon by hitting down on the qball, ie with swerve & right-side, aiming well left of the yellow. So, the 45° area between the broken line and the full line iz a sort of no-man's-land where a cush-first cannon iz impossible. It's hard to belev with the balls so close and inviting.

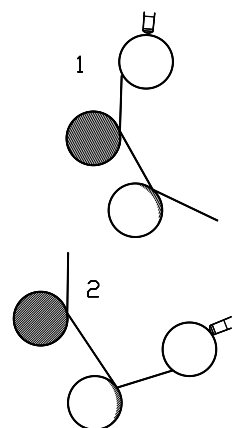
DIRECT CANNON Anyhow in F22A the correct shot iz the eezy direct yellow-to-red ThinAlong. I only uzed the F22A pozzy to illustrate the Trap.

TYPICAL RESCUE MISSION ThinAlongs F23A to F23I are a possible 8 shot seqence for rescuing ThinAlongs or other RunAlongs



TOM REECE DAINY BILLIARDS (1925)

*For an example let us take the following positions of the balls! They lie well away from the cushion-line out on the bed of the table so: **Fig.1**. It does not need any great ability beyond delicate control of the cue to send it tenderly on to the cue-ball according to the judgement of the eye that shall send it so very gently across the nearest edges of the two object-balls. In*



making the cannon the cue-ball passes to the further side of the object-balls to there take up a second position that places it for a return cannon like this: **Fig 2** With the balls lying out on the table far away from the cushions, which help tremendously in retaining them to the little fancy groupings that go to form the runs of close-cannons, a very skilful operator may put together a succession of, maybe, ten or a dozen such cannons. With each, though, he will find the balls drifting from his control. They may only move over the smallest space, stroke by stroke, yet being free (that is, away from the cushions) they soon spread out or one covers the other, preventing a direct shot. One way & another there is very little hope, indeed, of making any long runs of cannons "out in the open". The ideal of the close-cannon expert is to get the balls under a cushion with all three open to the simplest of cannon shots. Now, instead of being the free agents they were when out on the bed of the table they may, by clever handling & nice understanding, be steered along by the side of the cushion for almost any number of cannons in reason. Long experience & much experiment have proved that the real secret of working the balls along the cushion is correct contact with the object-ball lying nearest the cushion.....

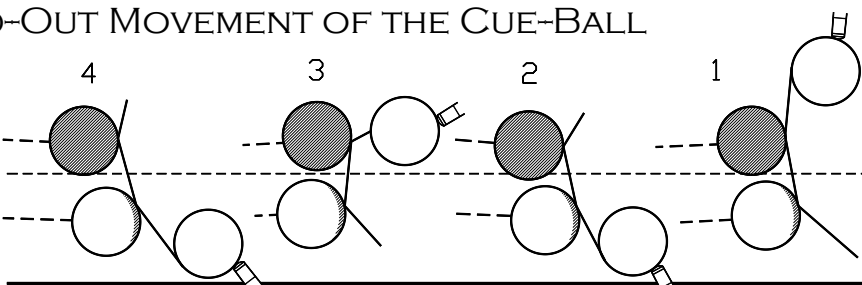
MY COMMENTS RE FIG 1 & 2 The balls are drawn too far apart & on impossible angles. Tom duznt uze the term edge-nurse, nor glancing-cannon.

What the beginner at the close-cannons has chiefly to bear in mind is to regularly keep both object-balls in front of the cue-ball. Another important rule insists on the cue-ball being one side or the other of the object-balls, & only in very exceptional should it get midway between them. As the accompanying diagrams (Figs 10 & 11) illustrate, the cue-ball has no simpler method of cannoning than to pass, alternately, from above & below the positions occupied by the object-balls. In these well defined movements, out of their simplicity & effectiveness, may be seen the first firm steps on the road to proficiency. A few shots at the placings of the balls on Figs. 10 & 11 will read a lesson as to the manoeuvring of the cue-ball. It passes from one side of the object-balls & just beyond them. By careful play one may prolong the series of little cannons to double figures, so long as the cue-ball does not fail to have both objects in front of it..... In precisely the same way that the cue-ball should be kept to one side or the other of the two object-balls, the latter pair must be at an angle with the ball nearest the cue-ball in advance of its partner This is the very highest requirement in the shaping of the object-balls to provide the easiest cannon strokes at any length of range..... And what is the downright first principle of the whole thing? Take a good look into Figs 10 & 11 for the workings of the balls in the plain out-and-in or in-and-out play of the cue-ball across the sides of the two object-balls. Nearly always the application of little running "side" assists the cue-ball to come more squarely off & so retain its open attack upon the object-balls. Again i must have recourse to the handy diagram to explain my meaning. The working of the cue-ball in the most approved manner is avoiding the mistake, one is liable to make, of sending it too directly behind the objects. Let me repeat that it is necessary to exercise the greatest care on every stroke. Really, the more simple the character of the cannon to be dealt with the greater the precaution to move all three balls to their proper places for the next shot: for it is the next shot quite as much as the one that you are actually playing at

which stands for all the difference between keeping the close-cannons going & as often as not leaving the balls so trickily placed, even though they may be lying near together, as to baffle any ordinary player's attempts to score upon them. The great idea of the play & what i am regularly trying for is to "leave" the same type of cannon for each shot. When you are playing them well there will be a notable similarity about the groupings, the lie of the cue-ball, the actions & strikings of the balls. What may be compared to the output of a repetition stamping machine, with every unit a counterpart of its predecessor, is the high standard set by the demands of these tiny strokes. Very, very seldom is this strict standard lived up to. Usually the chain of cannons is composed of links of many fantastical patterns. Once you get the balls away from the set positions you may never get them there again, but be driven to adapt your play to circumstances or, rather, to the apparent whims & fancies of the balls themselves. For these same glistening spheres know how to humble the strongest of players by dictating their own stopping-places.....

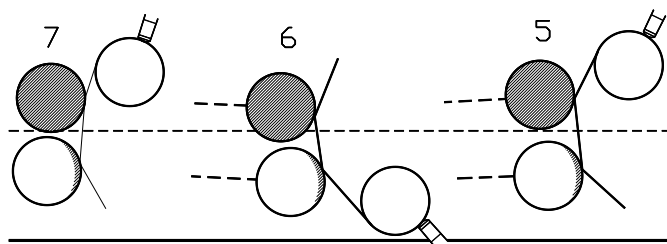
FIGS 10 & 11 IN-AND-OUT MOVEMENT OF THE CUE-BALL

Stroke 1 A thin clipping of both object-balls using left "spin" on the cue-ball which passes to the cushion side. **Stroke 2** A thin stroke across the edges of the object-balls. Right "spin" on



cue-ball which returns to its original position outside the "imaginary" line. **Stroke 3** A plain centre-ball stroke steering the object-balls on parallel lines to the cushion & the cue-ball curves inside again. **Stroke 4** A right "spin" stroke returning the cue-ball outside the line has to be played very thinly to resume easy open position. **Stroke 5** The cue-ball with left "spin" again passes inside the line. **Stroke 6** Right "spin" on the cue-ball & the thin contact on the object-balls send the cue-ball outside the line.

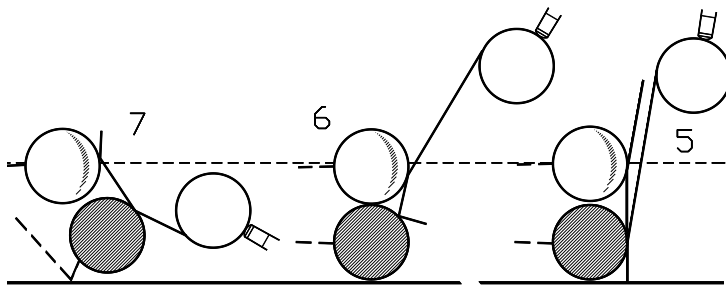
Stroke 7 Almost a repetition of the opening stroke (No 1), the cue-ball striking inside & leaving the object-balls in well-nigh perfect position for a continuance of the in-and-out movement.



MY COMMENTS RE FIG 10 & 11 Some drawings are not realistic. Stroke 3 is drawn with running but Tom sez that it is plain centre-ball. The balls travel almost a full ball, but Tom writes that he played softly. Tom shows the yellow (the spot) about a half-ball off the cushion almost all the way. Also he didn't use the cushion for any of the 7 strokes (not for the qbball nor the yellow). Why did he bother to show this sequence close to the cushion? Notice that Tom shows the yellow further from the cushion in Stroke 7 than it was in Stroke 1. How is this possible? Five of the six strokes played up to Stroke 7 involved an angle that would drive the yellow closer to the cushion, & only Stroke 3 sent the yellow away from the cushion. Also, notice that Tom shows the red-&-yellow spreading slowly apart from Stroke 1 to Stroke 4, but then a miracle, Strokes 5 & 6 & 7 bring the balls together without the help of the cushion. Tom writes that a ThinAlong is the beginner's first step on the road to proficiency, coz they are simple & effective. Tom

duznt use the term ThinAlongs, he writes above & below, later he writes in-and-out movement. Tom also writes in-and-out for the Bible's Ins & Outs.

FIG 22 A COMMON SERIES OF CLOSE-CANNONS

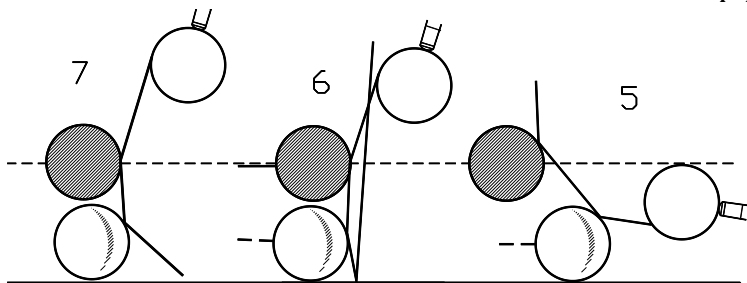


Stroke 5 A thin clipping shot across the edges of the object-balls & from which the cue-ball runs back from the cushion outside the "imaginary" line. **Stroke 6** Plain-ball thin cannon, thin on first object & as full as possible (about one-third) on

second object, cue-ball remaining inside the line. **Stroke 7** Right "side" thin cannon passing cue-ball outside the line.

MY COMMENTS RE FIG22 At last Tom haz them on the cushion. But i think that Tom stuffed-up the words in Stroke 5. This red-cush-yellow cannon looks missable to me, on this angle. Praps some right-side would hav been better, & possibly cush-first. And, of course, the qball's starting & finishing distances from the cushion are exaggerated. Stroke 6 of Fig 23 shows the qball a ridiculously long way from the action. At this range & on this angle i reckon that the cush-first cannon would be better. Tom writes plain-ball, but hiz drawing (Stroke 6) shows some left-side.

FIG 24 CUSHIONED-BALL SEQUENCES



Stroke 5 A little plain-ball shot which passes cue-ball beyond the line.

Stroke 6 Direct cannon, the cue-ball after clipping both object-balls is returned by the cushion outside the line.

Stroke 7 Simple plain-ball stroke across the edges of the object-balls leaving the cue-ball on the cushion..

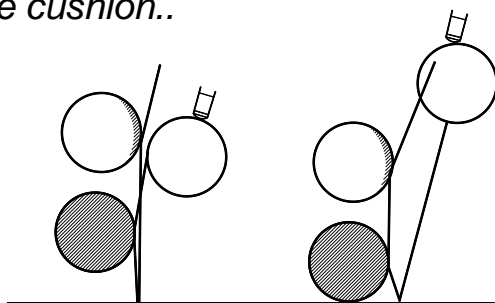


FIG 27 ASSORTMENT OF VALUABLE CANNONS

.... two thin clipping cannons played direct across the object-balls & off the further ball & the cushion.

MY COMMENTS RE FIG27 EASTERN DRAWING The draftsman drew the qball aimed along what iz actually the return leg. WESTERN DRAWING The stroke needs right-side but the drawing shows a plain-ball stroke.

TOM'S OTHER THINALONGS Actually Dainty Billiards includes a Fig 29 (Reminders of the simplicity of the little out-and-in & in-and-out movements) which shows another 2 runs of ThinAlongs totalling 5 cannons, but they don't show any new cannons. **DAINTY BILLIARDS** Haz 108 small pages, & 91 drawings. Tom must hav been proud it, a historic nursery cannon book, by a legendary cushion-crawler, proze it aint.

Riso's 3 Volume billiards classic duznt say much about close cannons. There are 786 pages, & 1066 drawings. But Riso devotes only 26 pages & 34 drawings to close cannons. Push stroke (1 drawing), thick-gathers at top (3 drawings), thinalongs (5 drawings), cush-first cannons (3 drawings), kissalongs (5 drawings), turning the corner (2 drawings), edge-nurse (2 drawings), rockers (4 drawings), pendulum cannons (4 drawings), cradle cannons (4 drawings), jam stroke (1 drawing). So there are only 7 pages & 13 drawings devoted to runalongs, which are thinalongs, cush-first cannons, & kissalongs. Obviously Riso woz fond of nurserys but woznt much good, he woz a red-ball player only. We know that he could play the cradle jam very well when he set it up by hand. But strangely Riso duznt mention ordinary runalongs like RunAlongs AA & BB & Ins & Outs CC. He writes that there are two ideal nursery-cannon positions, one of theze iz what the Bible calls a 90° ThinAlong FF, & the other iz the Bible's KissAlong EE. Riso's 5 drawings for 90° ThinAlongs etc are similar to 5 of the Bible's, so i won't bother showing them. Some of Riso's words relating to close-cannons in general, or ThinAlongs in particular, are az follows.....

Watching a clever professional make a long series of nursery cannons not only fills us with delight, but also makes many of us eager to cultivate the same method of play. So much so is this the case that many ordinary players who never made a 50 break, & to whom even 40 breaks are very rare indeed, often practise nursery cannons when their time might be far more profitably spent in the study & practice of strokes which they constantly have to play in the course of an evening at the table. Nearly twenty years ago, when my record break was less than 30, i used to practise nursery cannons most assiduously, & in time was able to make 40 or 50 consecutive cannons & occasionally even more -- the push stroke was allowed in those days. One day, however, after i had made a long string of these cannons, the marker of the room, who knew my ordinary play very well, exclaimed, "They're no use to you, for you can't get the position". I felt so keenly the truth of his remark that it was many a long year before i again took up the practice of nursery cannons.... It is ever so much more difficult to work the balls into ideal position for close cannons than to maintain such a position when once it is gained, & how difficult it is for all except very expert players to make a large number of cannons, even from ideal positions, can be very easily ascertained by placing the balls by hand as desired & then playing cannons until the position is lost. Comparatively few amateurs can, as a regular thing, make more than a dozen close cannons from a position set up by themselves, & few ordinary players can make even half this number. Practically all professionals of eminence are able to get the balls into position for nursery-cannon play, but although with the balls well situated for this most fascinating method of play, a long run of cannons is not beyond any of our leading professionals, only Cook, Reece, Bateman, Stevenson, Williams, & Lovejoy have in recent years cultivated this branch of the game to any extent..... Great players like Roberts & Dawson never made big runs of nursery cannons after the abolition of the push stroke..... It is quite impossible to give anything

like a full & complete description of the different strokes which a skilled manipulator may make use of in a long series of nursery cannons..... In very many cases a difference of so little as one thirty-second of an inch or even

considerably less in the position of any one of the balls may quite alter the stroke to be played..... Notwithstanding that the variety of positions in nursery-cannon play is so extensive, practically all the positions are modifications of what may be termed the two ideal nursery-cannon positions.....**(HERE RISO SHOWS A DRAWING OF A 90° THINALONG, & A KISSALONG)**..... In playing this cannon the cue ball should be struck below centre, as a low hitting of the cueball minimises the chance of its remaining in contact with the second object ball when the stroke has been played with very gentle strength. **(THIS HAZTABE BALONEY)**....Professional players elevate the butt of the cue for most strokes during a run of nursery cannons, & although they hit the cue ball at a point which is about half-way up, the downward hitting of the ball which results from this uplifting of the cue produces the same effect as a low hitting of the cue ball with a horizontally-held cue. **(WALLY DIDNT)**..... a short, light cue is better for close cannons & touchy little strokes than a long, heavy cue. **(EVERYONE HAD A LIGHT CUE IN THOZE DAYS, SO HERE RISO MEENS A LIGHT-LIGHT CUE)**..... In fact, very good players can sometimes make a large number of cannons by passing backwards & forwards across the face of the balls, skimming them so lightly that it takes quite a number of strokes to remove them an inch. Cook, who is a great nursery-cannon player, is extremely expert at this particular kind of close cannon, & will often purposely take the first object ball so thinly that only the referee standing close at hand & the spectators in the immediate vicinity are able to perceive the slight tremor of the lightly-grazed ball. **(HERE RISO IZ REFERRING TO 90° THINALONGS)**..... a very gentle stroke.... is not always a very safe one, for should the cueball after touching the first object ball fall over just in the slightest degree -- & there is always a tendency for the cue ball to rock a little in these extremely gentle strokes -- it may either fall on to the second object ball & remain touching it, or it may fall away & not touch the second object ball at all. **(HERE THE STROKE IZ WITH THE NAP, HENCE THE QBALL WILL UZUALLY FALL AWAY)**..... When the first object ball is taken exceedingly thinly..... a relatively fast stroke will move it very little, & the cannon may be played with sufficient strength to cause the cue ball to rebound some little distance from the cushion, & by the use of some check side it is quite possible with this stroke to obtain the ideal position. **(HERE LITTLE DISTANCE MEENS A LARGE DISTANCE..... RISO IZ TALKING ABOUT A BALL-BALL-CUSHION CANNON, WITH CHECK-SIDE, THE QBALL RETURNING WELL OUT TO GOOD 90° THINALONG POZZY, IE IN FACT RETURNING TO ALLMOST WHERE IT STARTED).**