

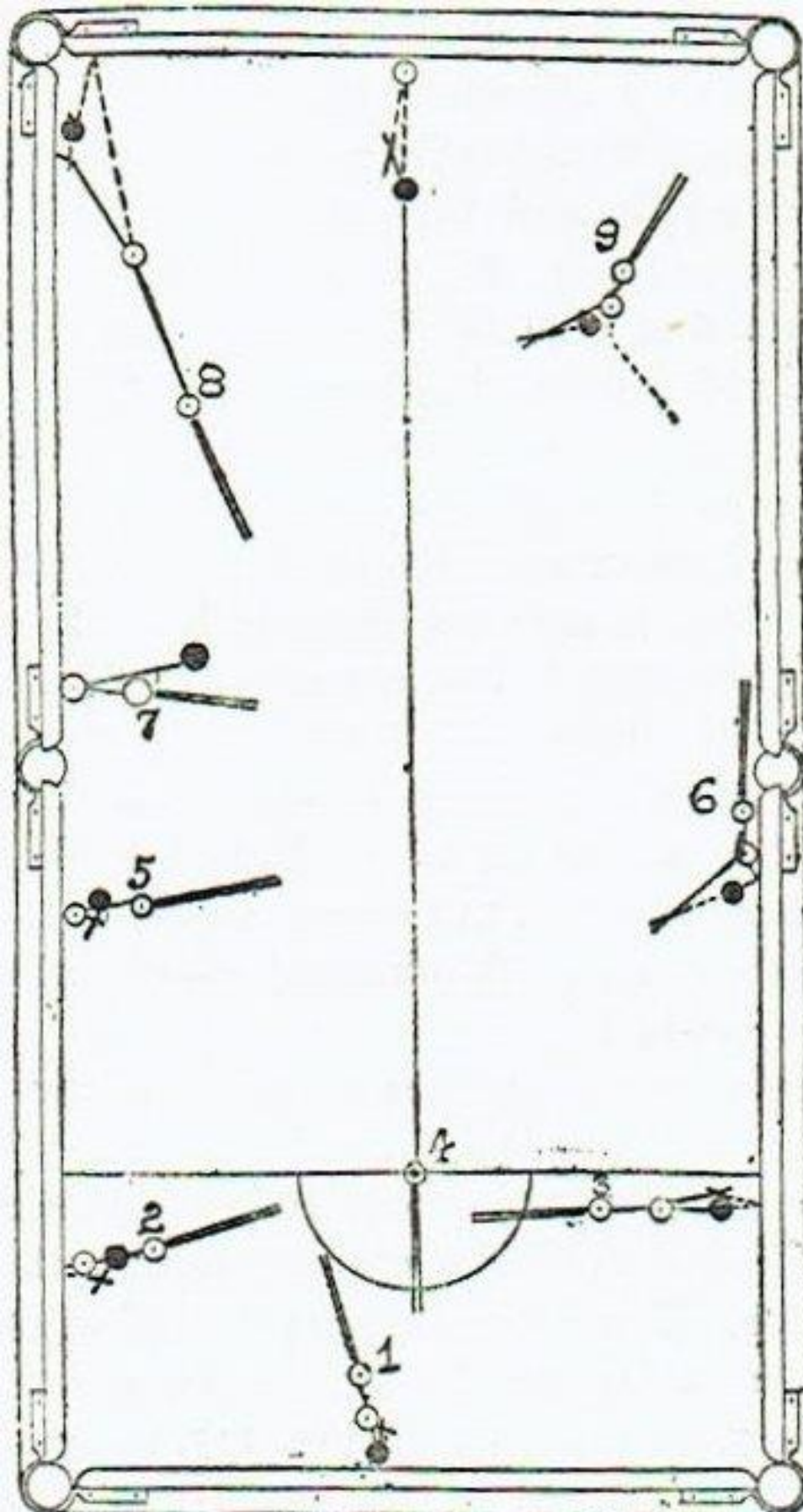
OLDENDAYS KISSCANNONS

JP MANNOCK - BILLIARDS EXPOUNDED VOL 2 - 1904

"Kiss" Cannons.

A decidedly leading branch of cannon play is the "kiss" cannon. The common varieties, such as the "kiss" back from a ball tight up against a cushion, or the contact of the first object-ball with the second object-ball to place the latter on to a cushion, and thus in the path of the cue-ball, are pretty generally known. They blossom in the throes of close-cannon work, as dispensed by the professors of the game. On **Fig. 117**, in the variety of "kiss" cannons there set out, will be found several of the commoner kind and a few of the higher class. **Strokes 1, 2, 3, 4, and 5** give the best understood "kiss" cannon at varying ranges and angles. If the first object-ball so covers the second that anything like a full contact must drive it on to the ball behind it, and the latter is near to a cushion, a "kiss" cannon is invariably to be made. Very little judgement is needed to gauge the line at which the second object-ball will be thrown off the cushion. At long range, and at short range, the cannon is always "on". No "side" is needed -- just a plain ball stroke that will knock the first object-ball on to the second, and thus bring the latter out to meet the cue-ball.....

COMMENTS. Strokes 1 2 3 & 5 are the kinds of kiss cushion cannons that we are talking about. But 1 2 3 & 5 are very similar, & not much info here.



to it, for by slight variations of position, the one will insensibly merge into the other.

As, however, there are many kiss-cannons which in some details are different from any yet described, this chapter would not be complete without some reference to them. Some of these cannons are very easy, others are very difficult; yet a study of even the difficult ones cannot fail to prove of service, as in many cases there is nothing else at all on, in the ordinary way of speaking.

Diagram 310 shows a couple of similar positions that to many ordinary players would appear very awkward. In both cases the three balls are not in anything like a straight line, and were it not that the two object balls are close to each other and near the cushion, no kiss-cannon would be possible. With the balls situated as shown in either position on Diagram 310, however, a kiss-cannon is quite a simple stroke; in fact, it ought to be a certainty every time for quite a poor player. A fullish contact is all that is necessary, the cue ball being struck without any side. The stroke should be played without much pace, in order to keep the balls together. Therefore, when the cue ball is a considerable distance from the other balls, drag should be used to ensure the true running of the cue ball. At the same time no very accurate hitting of the object ball is required in order to get the cannon. This kiss-cannon is practically as easy when the rest has to be used as when the cue ball can be got at quite easily, simply because the cue ball has to be hit without much strength and without side.

Although the two object balls must, of course, be close to each other, no exact position is necessary; they may be an inch or two apart, or they may be very nearly touching or even touching. Also it does not matter whether the second object ball is touching the cushion or slightly away from it. The only thing that is necessary in order that this particular kiss-cannon may be on, with both object balls very near the cushion and quite close to each other, is that the first object ball must be a little out of a straight line drawn between the cue ball and the second object ball.

Diagram 311 shows a very pretty though somewhat difficult kiss-cannon. The stroke is played by taking the red ball very nearly full and striking the cue ball well above the centre in order that it may run on freely after its contact with the red. The cue ball has not to run on in the direction of the object white, but in a direction past this ball, as shown by the continuous line on the diagram. When the stroke is well played, the red ball strikes the side cushion and rebounds

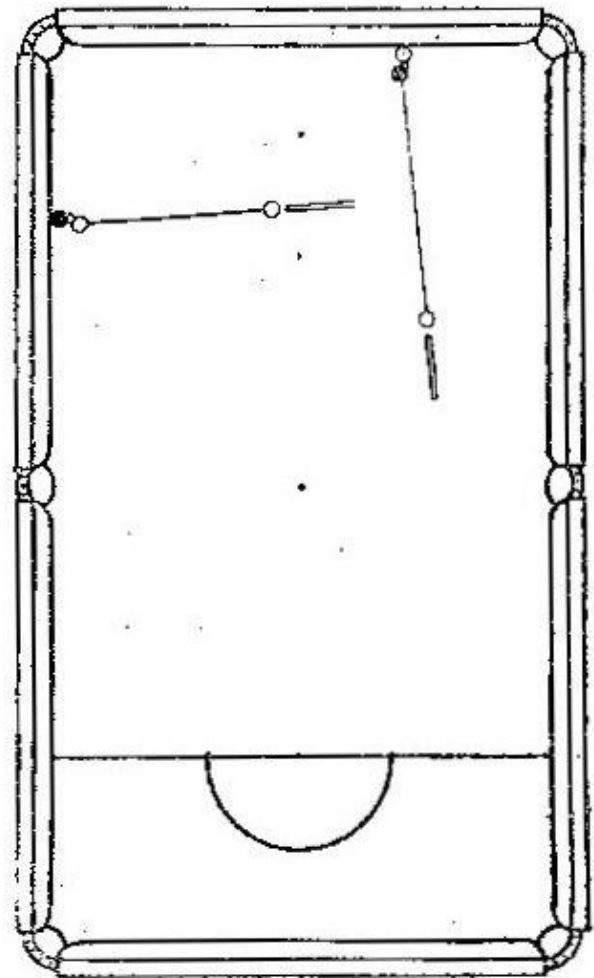


DIAGRAM 310.—Two simple kiss-cannons. Aim should be taken for a three-quarter ball contact, but no great precision is necessary. A slow stroke will almost always leave an easy stroke to continue with.

on to the object white, and drives this ball on to the cue ball. The object white and the cue ball may meet quite close to the spot previously occupied by the white—this is shown by the intersected circles on the diagram—or they may meet some little distance farther away. The chief difficulty in the stroke is making the cue ball follow on freely, for the cue ball is only $1\frac{1}{2}$ inches from the red, and few ordinary players can play fair run-through strokes with the balls only this distance apart. Players, however, who occasionally make a fifty break ought to have little difficulty in getting this kiss-cannon. Although the red has to be taken nearly full, it will be noticed by a reference to the diagram that the cue ball travels after contact at a decided angle to the line of aim. This always is the case when the cue ball is very close to the object ball, and the contact between the balls is somewhat less than full.

Diagram 312 shows the three balls in a straight line, but diagonal to the table, and one of the object balls touching or nearly touching the cushion. In such a position a kiss-cannon is always on,

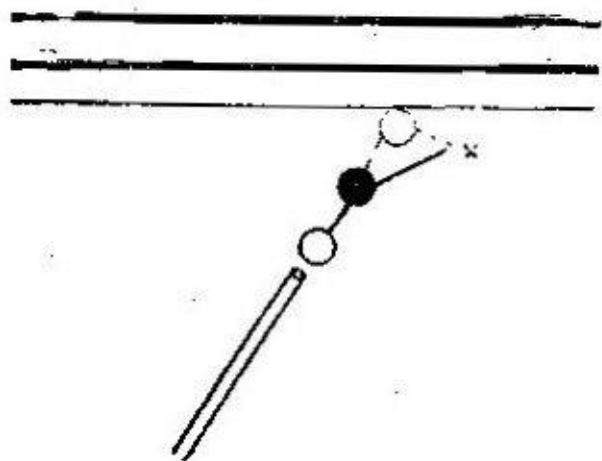


DIAGRAM 312.—A difficult kiss cannon. The three balls in a straight line but diagonal to the cushion. Object white touching the cushion. Red ball $2\frac{1}{2}$ inches from the white, and cue ball $2\frac{1}{2}$ inches from the red. The cue ball should be struck above the centre, and the object white must be taken almost full, but just a shade to the right. The X shows the meeting place of the cue ball and second object ball when the cannon is made.

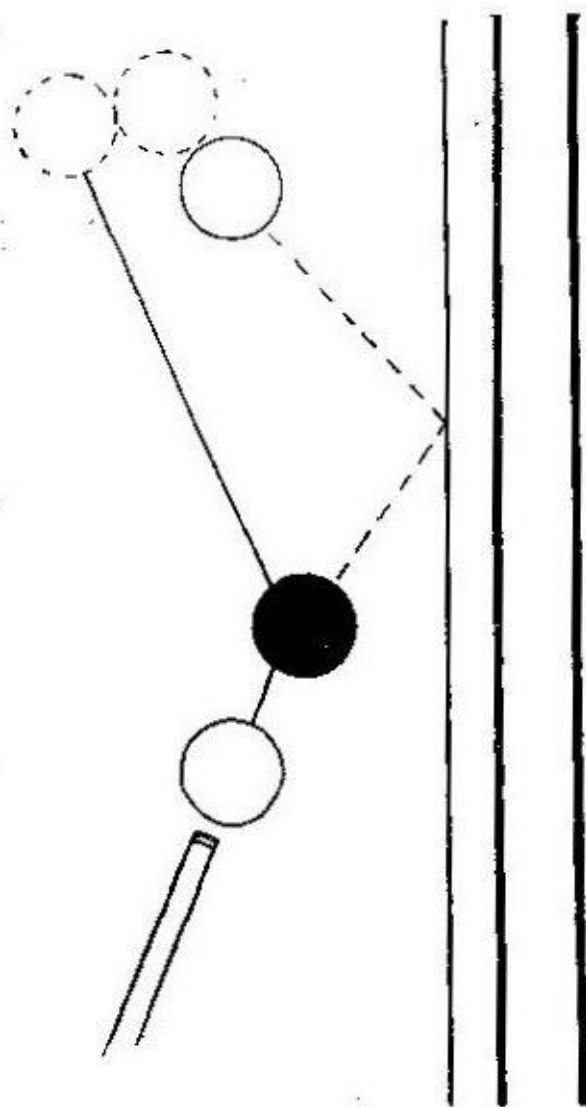


DIAGRAM 311.—A very pretty though somewhat difficult kiss-cannon. Red ball $2\frac{1}{2}$ inches from the cushion. Cue ball and object white both 4 inches from the cushion. Cue ball $1\frac{1}{2}$ inches from the red, and object white 7 inches from the red. The intersected circles represent the meeting of the cue ball and the object white after the latter has been kissed by the red.

but it is a somewhat difficult stroke, as the contact with the first object ball has to be very well judged. In the position shown on Diagram 312, the first object ball must be hit very nearly full, but slightly to the right, in order that it may hit the ball on the cushion, just slightly to the left. The second object ball will thus be kissed away from the cushion, and the cue ball should meet it somewhere about the point marked X on the diagram. As the cue ball has to run through the first object ball, it should be struck well above the centre.

The difficulty in making this kiss-cannon lies in gauging how full the first object ball must be hit. Hit it a little too full or not full enough, and the shot fails, and yet the margin between too full and not full enough is very slight indeed.

The position on Diagram 312 may be varied in several ways, such as by placing the balls not exactly in a straight line with each other, by increasing or diminishing the distance between each

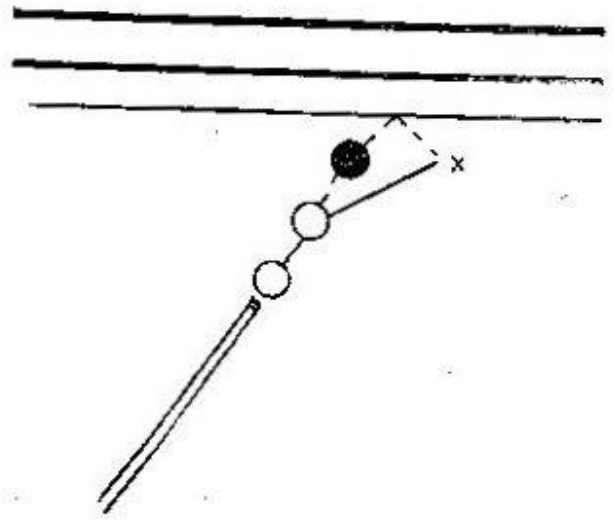


DIAGRAM 313.—A difficult kiss-cannon. The three balls in a straight line, but diagonal to the cushion. Red ball $2\frac{1}{2}$ inches from the cushion, object white $2\frac{1}{2}$ inches from the red, and cue ball $2\frac{1}{2}$ inches from the object white. The cue ball should be struck above the centre, and the object white must be taken almost full but just a shade to the right. The X shows the meeting place of the cue ball and second object ball when the cannon is made.

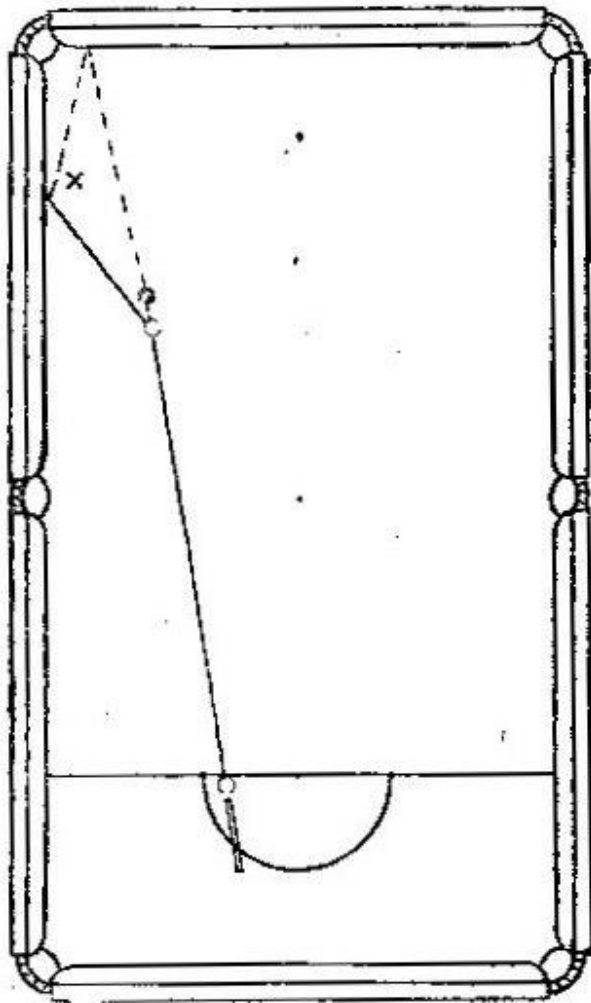


DIAGRAM 314.—A pretty kiss cannon from the D. Red ball 17 inches from the side cushion and $48\frac{1}{2}$ inches from the top cushion. Object white 17 $\frac{3}{4}$ inches from the side cushion and 53 inches from the top cushion. Cue ball placed in the D so as to be in a line with the object balls. Aim should be taken almost full on to the white ball and plenty of running side—right-hand side in the diagram—should be used. The X shows a likely meeting place for the cue ball and second object ball. The spot where the cue ball meets the second object ball when the cannon is made, is not, however, by any means a fixed one.

ball, or by placing the balls in a more slanting or less slanting line with the cushion.

Diagram 313 illustrates a kiss-cannon of a very similar nature to the one shown on Diagram 312, the chief difference being that the second object ball is some little distance from, instead of being quite close to, or touching the cushion. This cannon is played in the same manner as the one shown on Diagram 312, and the cue ball and second object ball should meet in the neighbourhood of the point marked X.

Diagram 314 shows a position that with slight variations not infrequently occurs. The player is in hand, and the two object balls are three or four inches apart, but far enough from the side cushion to make a cannon off this cushion far too difficult a stroke to attempt. In such a position a kiss-cannon is by no means a very difficult, even if a somewhat uncertain shot, as there are several chances of getting it. It may be made by playing very full on to the first object ball, thereby driving the second object ball on to the top

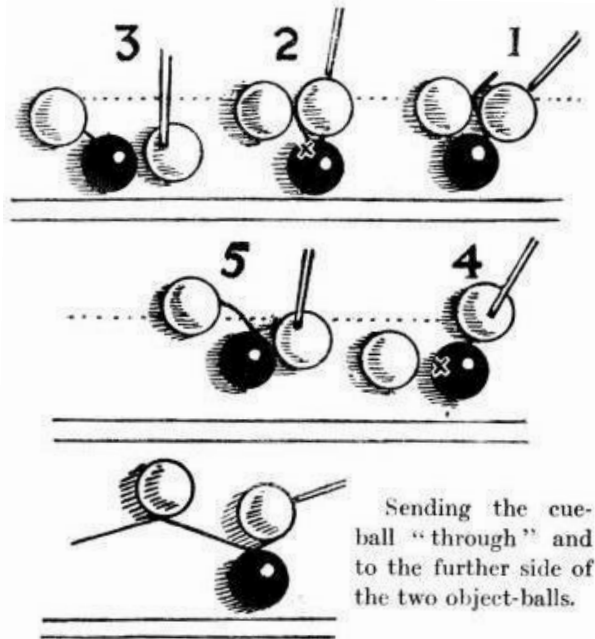


FIG. 25

A SET OF INTRICATE LITTLE STROKES

Stroke 1.—Tiny right “side” and “screw” shot. Stroke 2.—Under-stroke and left “side” on cue-ball which is “kissed” by red ball (kiss occurs at the mark X) on to edge of second object. Stroke 3.—Optional little run-through (“top” and left “side” on cue-ball) or curly *massé*. Stroke 4.—Left “side” and “screw” striking red ball full and dependent upon the “kiss” for the cannon. Stroke 5.—An optional *massé* or very delicate run-through shot, and a gem of a little “passing-through” shot which now and again is most helpful to the player.

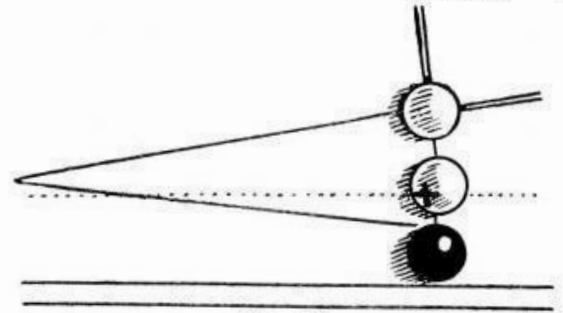


FIG. 26

AN OPTIONAL CANNON

(a) By means of a “kiss” (marked X) playing the cue-ball directly upon the object-white and the collision has the effect of opening up the red ball which meets the oncoming cue-ball for a cannon. Play gently with a trifle of right “side.” (b) Sending the cue-ball direct to the side-cushion and cannoning by this route. Nice judgment and “strength” here needed.

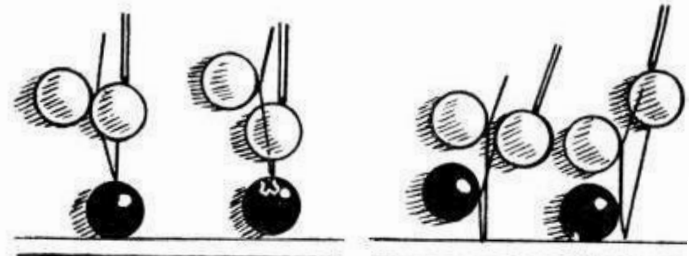
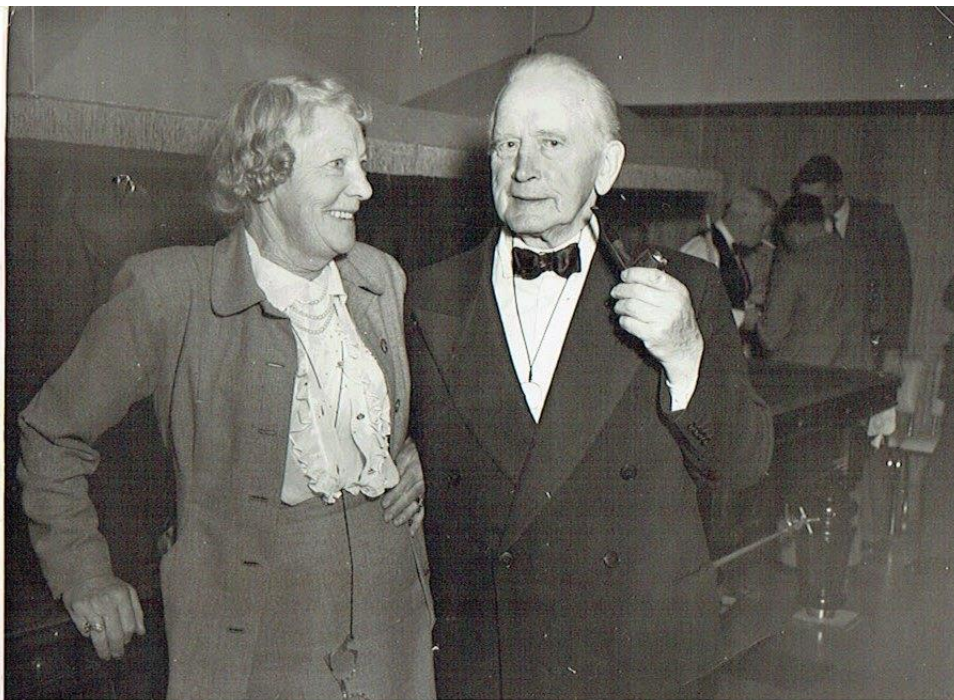


FIG. 27

Two kiss-back strokes off the “inside” ball, using left “side” on the cue-ball, and two thin clipping cannons played direct across the object-balls and off the further ball and the cushion.

COMMENT Tommy's Fig26(a) kisscannon duznt work qball iz in the No-Go Zone.



TOM REECE (12 Aug 1873 – 26 Oct 1953) & Mrs Reece, with Wally (lighting up a fag) in the background, probly taken at an exhibition in Geelong 2 months before Tommy died. Reverse says for re-ordering quote 5506-7 Robert Pockley Photographer, 132A Moorabool St, Geelong. I rang Max Eastwood who started work for Pockley in 1951 & took over the bizness in 1973. But Max woz in the air force during 1953 & didn't

take that pix & duznt remember it. Max said that he gave all negatives to Geelong College when he failed to sell the bizness in 1996. The pix woz sitting loose in my Dainty Billiards when i bort that book years ago.