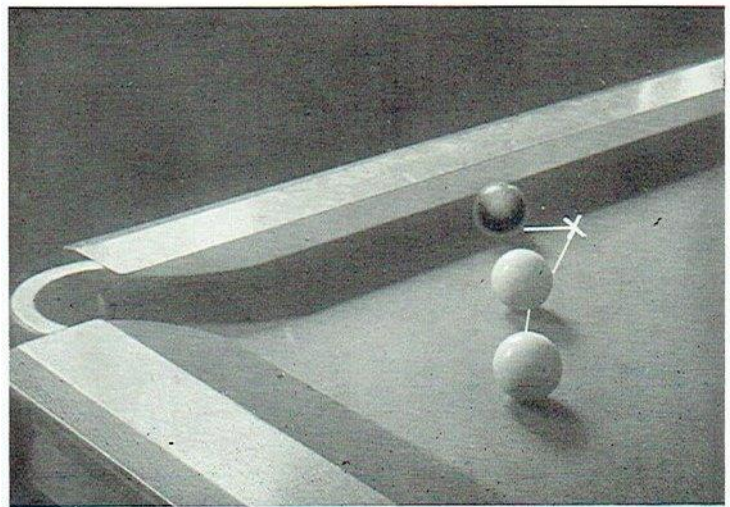
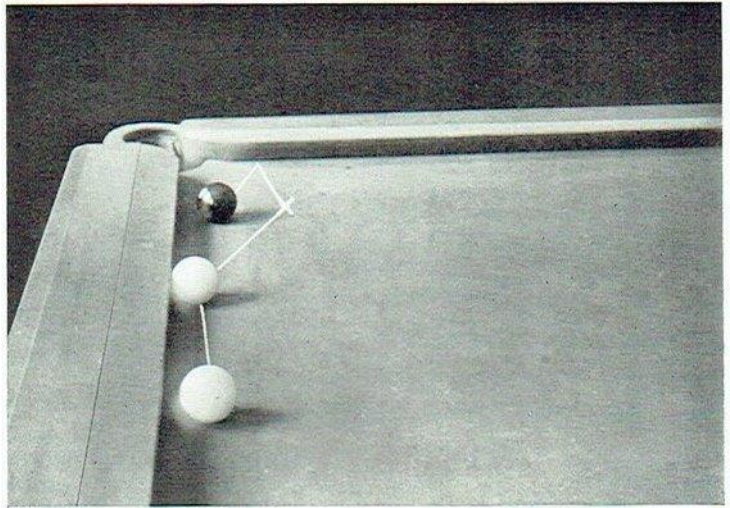


SOMETIMES, but not too often, kiss cannons are absurdly easy, even when they appear very difficult to the uninitiated. For instance, many amateur players would feel far from comfortable if faced by the cannon shown in the first photograph given in this chapter. The balls are in line, and the cannon appears to be a very weird performance. It is nothing of the kind. If a stroke slightly thicker than half-ball is played on the object white, that ball will kiss the red away from the cushion and bring it into contact with the cue ball every time, thus making the cannon at the point indicated by a cross on the illustration. Strength must be studied, of course, but is not difficult to gauge; the main thing is to strike the cue ball freely and rather high to impart sufficient forward rotation to enable the cue ball to catch the red. A little running side is helpful, making the stroke more certain.

Our next stroke is by no means so simple. The object white is tight against the cushion, which the cue ball and the red clear by about an inch. At first sight it looks as if a run-through losing hazard into the corner pocket is the game, but the object white is liable to make a fullish contact with the red and thus create a kiss sure to spoil the hazard. This makes the hazard far more risky than sound, and renders the kiss cannon decidedly preferable. The whole secret of this stroke lies in playing a nice flowing shot at the object white, with a cue contact above the horizontal centre of the cue ball, and a ball-to-ball contact calculated to send the cue ball along the continuous line in the photograph. When this is done, it will be found that the first object ball will kiss the red against the cushion,



A PROFITABLE CANNON (p. 240)
AN EASY KISS CANNON (p. 239)

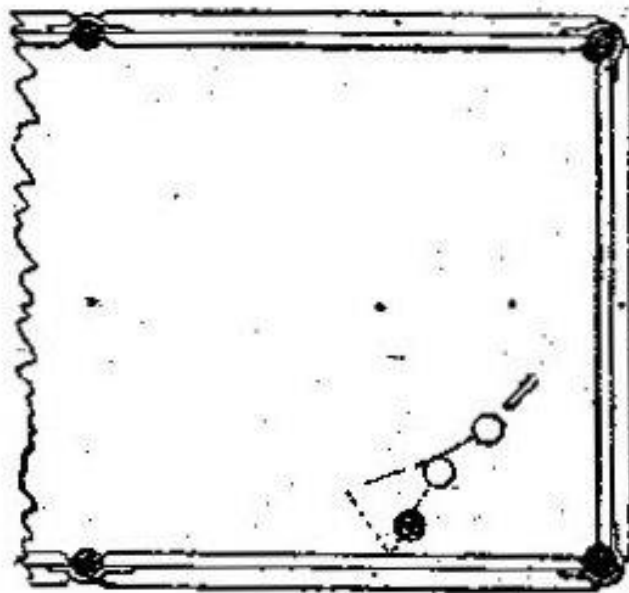
from which it will rebound and make the cannon at the point marked by the usual cross. It will be noted that the stroke must be played with a fair amount of freedom to transmit the requisite movement to the red. A little practice will show the correct strength, and as similar positions are far from uncommon, especially at the top of the table, this class of cannon should be studied and practised assiduously. Here, again, a little running side is helpful.

COMMENTS I found (i) that *an easy kiss cannon* woznt eezy. (ii) That $\frac{3}{4}$ ball woz needed (*slightly thicker than halfball* missed the cannon by 2 ball widths). (iii) That the cross shoold be drawn over twice that distance from the red. (iv) That *a little running side* iz not helpfull (but i found that max checkside kan help the success rate & the leev). (v) Whenever u hav a first attempt at this long range kind of kisscannon i reckon that u wont get it *every time*. (vi) Re *strength must be studied*, here we have no hope of a very good leev hencely praps its best not to get too cute.

Diagram IX. shows a somewhat similar cannon; but, as the balls are aslant, the shot can only be made by playing

DIAGRAM IX.

Red ball 26 in. from No. 4 cushion and $3\frac{1}{2}$ in. from No. 5 cushion. Spot white 22 in. from No. 4 cushion and $10\frac{1}{2}$ in. from No. 5 cushion. Cue ball 15 in. from No. 4 cushion and $15\frac{1}{2}$ in. from No. 5 cushion.



at the first object ball rather full on the right side. The cannon is made by the player's ball catching the red on the rebound from No. 5 cushion.

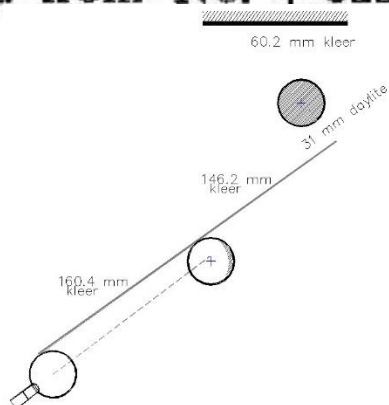


DIAGRAM IXA

Roberts' dimensions are wrong. Here i have drawn the balls az per Roberts' dimensions, scaled down in the ratio of $2\frac{1}{8}$ " to $2\frac{1}{16}$ " so that i can draw my small krappamyths instead of Roberts' big ivories. Az can be seen we can get a simple runthroo cannon (aiming just left of center on yellow) without needing any kind of kisscannon. Optionally we can aim say $\frac{3}{4}$ ball on yellow, left of center, to get a cannon off the cush (or ditto but halfball with rhs).

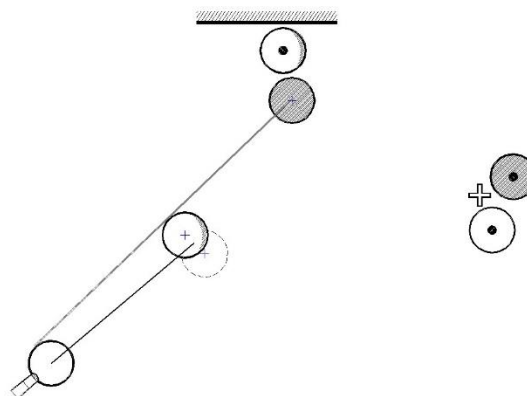


DIAGRAM IXB

Here i have moovd the yellow left so that it sits on the tangent-to-tangent-to-center line. Ok, now if we aim $\frac{3}{4}$ ball on the right of center of yellow (az shown) the yellow kisses the red onto the cush & the red rebounds to meet the qball for the cannon, az Roberts intended. I show a typical leev. At that long range Dia IXB aint an eezy cannon, even after some praktis it iz only 50/50. If the yellow iz moovd kloser to the red it gets eezyer.

BILLIARDS.

The following comment on the recent match between Stevenson and Gray is from a writer in the "English Sportsman":—Having, as it were, put the averages through the fire, we come to the residue, and this week it is the property of Stevenson and Gray. The Hull man averaged 50 for a full fortnight and Gray 46 2-3. They are good figures, and prove that the play was of prime quality, that the breaks were high, and that the players were consistent. Had the averages been 25 and 20 we should have had to inquire before concluding that the men had played badly. In that instance we should most likely have found long safety bouts punctuating the breaks. Stevenson won on his merits, and to pull through as he did after Gray had led him was no mean performance. The Hull man is playing very finely, and when thoroughly on his game is still as good a player as we have seen. A man cannot always play his best, but of late Stevenson has had very few bad sessions, and by appearances is lasting well. Stevenson has brought the art of the kiss cannon to greater perfection than any other living player. The manner in which he kisses the first object on to the second and then meets the latter with his own ball is truly remarkable. He gauges these strokes to the greatest nicety, and rarely makes a mistake. This is a tremendous asset, and I would recommend readers to watch this side of his game. His ability to make the stroke with such certainty must have meant a great many points to him against Gray.

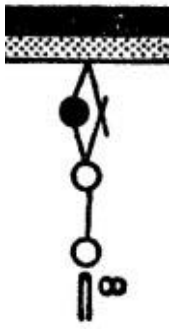
The Australian, I have often written, is improving his open game. This development was very marked throughout the match, and where in the end it will carry Gray is an interesting problem. Personally, I regard this as about the most important thing that is happening in professional billiards, and that it is a menace to the English players cannot be questioned. I have more than once written that if Gray can improve his all round game, so as to link it up with his losing hazard game, his position will be unapproachable. No legislation, except that which will entirely alter the methods of scoring, will touch him. He will be able to avoid all of it. It is a far cry yet, and I do not for a moment suggest that Gray has such a mastery of the game; but he is getting on, and here again I invite my readers to watch Gray when he has all three balls going.

The three-figure breaks were —

Stevenson (54)—636, 530, 444, 428, 419, 387, 301, 294, 276, 273, 265, 257, 253, 245, 235, 227, 222, 214, 205, 197, 194, 190, 189, 185, 184, 180, 173, 172, 170, 168, 166, 165, 160, 157, 158, 142, 142, 141, 139, 138, 138, 135, 135, 134, 131, 128, 125, 117, 116, 116, 115, 107, 106, 100.

Gray (45)—840, 662, 563, 562, 466, 388, 366, 358, 354, 336, 306, 303, 299, 294, 287, 274, 268, 246, 244, 195, 183, 181, 169, 161, 163, 155, 150, 149, 147, 143, 133, 129, 124, 118, 117, 115, 113, 112, 110, 108, 105, 104, 103, 101, 101.

COMMENTS The writer didnt say whether Harry's kisscannons were the kind that u get after the balls line-up at floating, or praps after a gather, or praps after a bad shot during a nursery. I flicked throo Harry's book (the Top of the Table Game) & i didnt see any mention of kisses. In fakt, "writer" duznt mention a cushion at all, hencely Harry's kiss-cannons might not be the kind we are interested in.

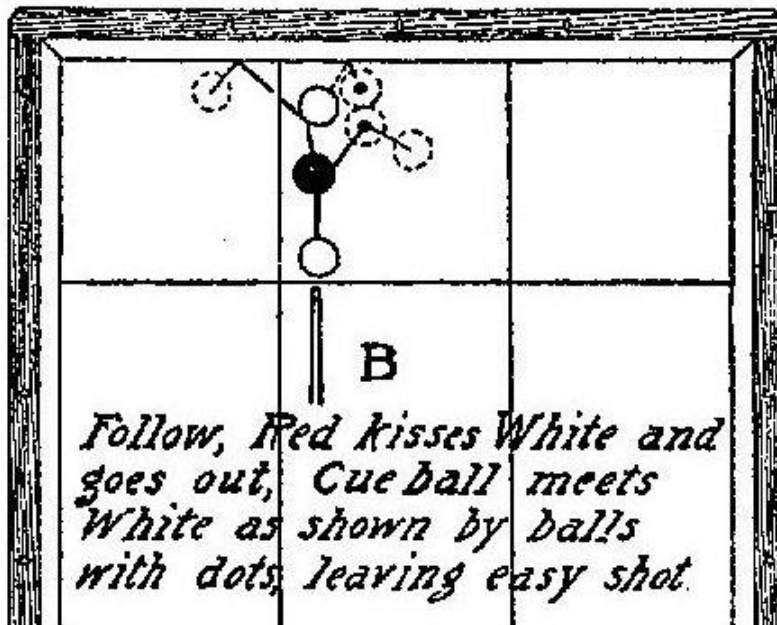


shown (7B). (8) A kiss cannon contacting white a little to the right, so that red comes off the cushion to meet the on-coming c-b.

COMMENT Holt's drawing iz completely stuffed up. With that kind of slant & dogleg a cannon on the eastern side aint possible.

MAURICE DALY — DALY'S BILLIARD BOOK - 1913

Frequently the kiss, either before or after the count, can be made to hold the balls in place, this being better than to risk a bank shot. Plate 214 shows two examples.

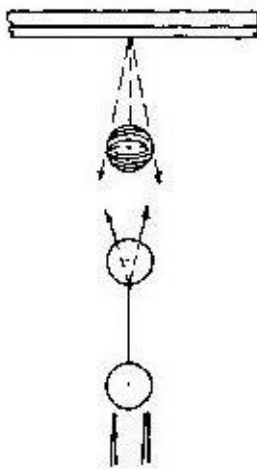


COMMENT This iz the only such kisscannon in Daly's book, but it shows the leev (good job)(a first)(but the ball trajekts are naïve). The red goze out, meening that it krosses a balkline, az per the American 18.1 & 18.2 balkline rules. We hav no balkline rule hence we would play thicker & slower to get a better leev. Daly's balls are 2-3/8", & the balkline in the drawing iz 18" from the rail, but appears to be 15" (koz the balls hav been drawn too big). If i place my 2-1/16" balls like that then i kan get that kisscannon by aiming just right of fullball on the red, & played slowly the 3 balls kluster better than Daly's. Be carefull that the qball duznt stop tween the balls. The main worry with kisscannons like this iz that either u want a double-kiss tween the red & yellow, or u dont. If the yellow iz klose to the cush then a double-kiss iz likely. Here it iz 1ball off, enuff to avoid the double-kiss. But if in doubt then don't play at deadpace, play hardish, so that any unwanted double-kiss wont rob the cannon.

The 'rendez-vous' cannon is another way to tackle certain types of full or semi-cover positions. It is so called because the OB is used to knock OB2 in the path of the CB. Basically there are two kinds: 1) when the OBs form a 'set' or are very close to one another, and 2) when they are farther apart. There are many entertaining shots based on the first kind. You can find some samples among the trick shots.

We are only concerned here with the second type and those 'sets' where the movements of the balls are comparatively small. The ones shown can have some

D/96 is a full cover more or less at 90° to the cushion. Aim full ball with plenty of side and the CB will meet the OB2 returning from the cushion, on left or right, depending on the side used. When the distance between the OBs is more than a few inches the shot is playable without side. A good example of this is when the CB is in hand and the cover-up is on the top end of the table.



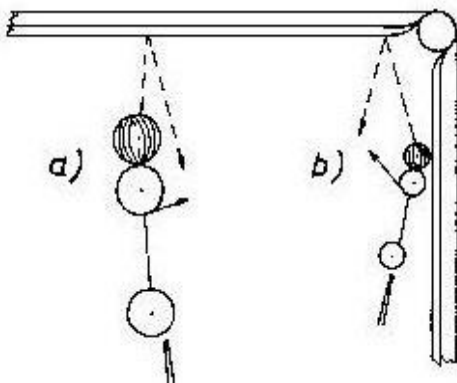
COMMENTS I like Geza's term *rendez-vous cannon*. Geza reserved the term *kiss cannon* for simple double kisses off a ball hardup on the cush.

I got this D96 cannon without using side, & the red kumming back didn't even kiss the yellow, but even if it did i still got the cannon ok if i used enuff pace. Using side can give a better leev than plainball, ie the balls remain bunched closer together.

QUESTIONS The questions arise – what if it ain't exactly 90 deg? -- what if the balls ain't exactly in line? -- what if the 3 gaps are changed? I look into that later.

GAPS Re the gaps, i kood get that kind of cannon ok if i moved that yellow north to 5 mm klear of the red, if i used max side. In that pozy the red allways kissed the yellow on the way back so i had to hit hardish so that the qball reeched the blocked red.

D/97 a) shows a full cover on a 'set'. If it is close to the adjoining cushion play a cushion-first by all means, but the 'rendez-vous' isn't difficult either. Instead of a follow-through play a little pull-out to facilitate the escape of the OB. Shot b) is somewhat similar and it is a cinch on the cannon table, but on ours we have to make sure that the OB2 can and will avoid the far iaw.



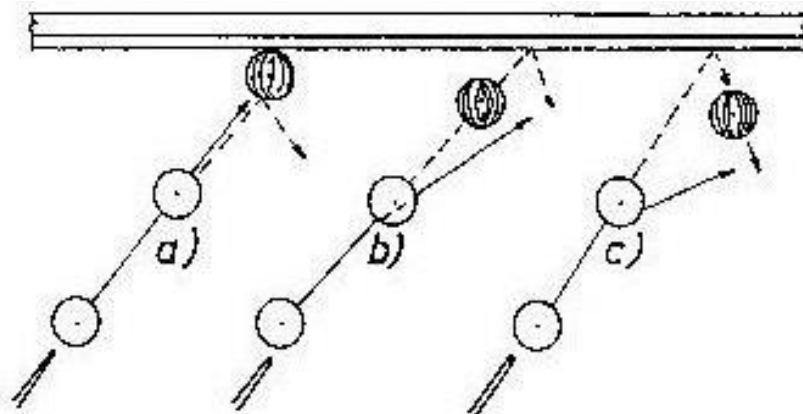
COMMENTS The D97(a) pozy haz an 85 deg slant, its at 85 deg to the cush not 90 deg, & Geza's drawn cannon iz therefore impossible on that east side. He shoold hav drawn that cannon on the west side. In fakt i kood get the D97(a) cannon **PLAINBALL**, no side needed (when slant 85R). But using max lhs gave an eezyer cannon & a better leev (the lhs threw the yellow east, red west). The red kumming back allways kisses the yellow (if plainball its a big kiss)(with lhs a small kiss), so either way u havta allow extra pace to reech the kissed red.

PULL OUT Geza's *little pull-out* didn't work for me. Koz of that long qball to yellow gap i hadta hit hard to get stun & the balls scattered. Allso by hitting the qball at 4:30 o'clock i didn't get max lhs, hencely after the red rebounded it hit the yellow allmost fullball, ie the yellow didn't escape at all. No, i got the best leev by simply using max lhs plus keeping the qbutt low to minimize the swerv, hitting the yellow praps just left of full (the tranzmitted side facilitated the escape of the yellow to the east nicely). Swerv in effekt givs a dogleg to the right & makes this cannon more diffikult.

D/98 shows three cover-ups when the position is at an angle to the cushion. Assuming that there is no easier alternative which is positionally favourable, we are left with the 'rendez-vous' shots. Shot a) is very easy because the OB will bounce out of the way from the dead or almost dead OB2 which will stay put.

Situation b) is similar to a) except the OB2 is well off the cushion. If you play a follow-through on the OB with a lot of running (RH here) side it should kiss OB2 into the path of the on-coming CB.

Shot c) is quite common and the easiest of the lot, particularly if the distances involved are not too great. The OB will kiss OB2 unfailingly in the path of the CB.



COMMENTS

The D98(a) drawing has been stuffed up by Geza, he has the 3 balls in line, & I found that here you can play a different kind of cannon, playing plainball & aiming $\frac{3}{4}$ ball on right on yellow, hitting the yellow onto the western side of the red so that the red rebounds into the path of the qball.

To get the yellow to bounce out off the eastern side of the red (& to make the red stay put) we have to modify D98(a) by moving the qball to the west such that a line through the center of the qball & the center of the yellow passes a little outside the eastern edge of the dead red. Geza stuffed up.

Then when playing the cannon you generally need to aim fullball on the yellow, plainball, hardnuff for the qball to follow through to the red which hopefully has stayed put. But don't get cute, sometimes the red doesn't stay put, so hit hardish so that the qball doesn't stop short or get a kover. This needs a hardish hit, & the yellow bounces off the red & goes a long long way. There is little chance of a good leev so don't get cute. A hard hit might promote the red to a better place. And a hard hit might promote the yellow to a goodish place in some other part of the table.

Yes the D98(b) pozzy works ok as Geza says. But I don't know why Geza is fond of using running side, I went ok playing plainball (aim is $\frac{3}{4}$ ball on yellow, right of center), & checkside works best (lhs here).

Yes the D98(c) pozzy works almost unfailingly if played plainball & aiming $\frac{3}{4}$ right of center on yellow.