

RUNALONGZ

The **RunAlong** iz the backbone of nursery cannon play. In the classic type u try to leev near'nuff the same pozzzy for each shot, a **1-shot sequence**. But some other formz are a **2-shot sequence**, or more. Starting with the 3 ballz well placed, each shot of a **1-shot RunAlong** iz eezy, or should be. There iz no chance of a foul or touching ballz, no need to think. Uken go on forever. That's the **theory**. The **reality** iz that 1-shot RunAlongz are so **exacting** that u are tickled pink to get **6** in a row before u looz perfiktish pozzzy. When they brought in the **25**-direct-cannon-limit **Tom Reece** sez he sometimez got hiz allowed **25** RunAlongz (all 1-shots) before the rulez forced him to play an indirect cannon. They say **Alby Johnson** could run the full length of a cushion almost every time (uzing 1-shots). Eric's record for the 1-shot iz about 10 in matchplay.

Other namez sometimez uzed for RunAlongz etc are -- **a Run, the Rail, a Rail Nurse, a Nurse, a Nursery, Nurseryz, Nursery Cannonz, Close Cannonz** etc.

1-shot RunAlongz are the bug'bear of the tyro koz they are so exacting. The main difficulty iz the need for perfikt **strength**. U ken probably play a few 1-shots, but then the ballz begin to **stray**. And then u find that u havta play a few neat **inz&outs** or **kiss-cannonz** or **thick&thinz** or a **drive&gather**. Then u probably degenerate to a few nervous ticklish **short-range** or perhaps hairy **long-range** verzionz of the same. Then u end up **missing**, or **loozing** pozzzy, or **fouling**, or with **touching-ballz**. But, if uken keep going, with some sort of RunAlong, one way or another, uken get ya bag-limit of **75** cannonz or **150** points. And it's eezyr than u think. It's like learning to ride a **bike**. Once u find that u ken get to the **gate**, pretty soon u ken go around the **block**. Anyhow, a **1-shot** style of RunAlong iz perhaps an **ideal** that, during a run, we ken try to retain or turn to, but this iz not critical. Koz, for most of us, a **2-shot** inz&outs style of

RunAlong iz **eezyr**. And, if we ken throw in an occasional sequence of **anchorz** or **rockertz**, then we should be pretty happy.

But the point iz that u should be at least **familiar** with each **pure** sort of 1-shot RunAlong. Then, in any sort of **mongrel run**, u will always be among good **friendz**. U will always know exactly where u are. This iz better than feeling alone in the **dark**. And, az **time** goze on, your 1-shot RunAlongz will gradually **improov** to the point that u ken occasionally make a very satisfying **run** of them. And, with 1-shot RunAlongz, u seldom get **entangled** in any **ticklish** stuff.

There are a number of good **books** devoted to, or mentioning, close cannonz. **Roberts, Daly, Mannock, Levi, Hoppe, Reece, Newman, Lindrum, Willie Smith (just joking), & Gazdag** are some of mine that i often re-read. Some good stuff, but they could hav gone into more detail. The drawingz are uzually fewish, smallish & even rongish. So, we hope that this **bible** fillz some of the gaps.

Obviously, there are an **infinet** number of 1-shot RunAlong pozzyz. But some pozzyz are **eezyr** than otherz. Theze pozzyz allow more room for **error** in **strength** or **aim**. They are **uzer-friendly**. Theze are the onez we will look at in **AA & BB**.

However, what iz eezy on a table with a **slow, heavy, slippery cloth** iznt necessarily eezy on a **fast old worn-out cloth**. On **oldish** cloths, ya old favourit RunAlong mightbe ok, but perhaps it hazta be played at shorter or longer range. Perhaps on a **heavy** cloth u go better & get less **touching-ballz** if u uze more **check-side** more often

Learning AA & BB, & all the other stuff, from drawingz, might be like learning to ride a **bike** by reading a book showing picturez of varyus bikes & handbarz & seats. On the other hand, perhaps u will see a cheap **3-wheeler**, which gets u around the block very nicely.

RUNALONG AA

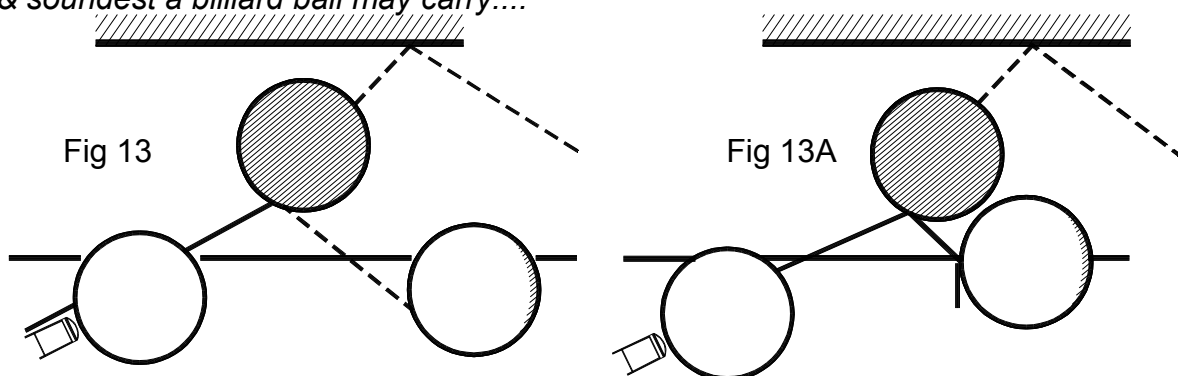
TOM REECE

DAINTY BILLIARDS (1925)

... Of all the possible strokes along the cushion i prefer the movement shown on Fig 13, which is my own special & characteristic way of tending the balls when i have them where i want them. The position is an open one. Both cue-ball & "outside" object-ball are exactly facing each other & standing upon the 3 ¼ inch "imaginary" line marking the direction the "outside" ball should take. The red ball stands midway between them & well clear of the cushion. The three balls are equidistant &, therefore, present a complete triangle. I know the position "by heart", & it never fails to please me as i may now handle my cue more freely than at most other forms of the close-cannon. This is worth a good deal in comfort & assurance to yourself of being on a favourite tack.

I call this series of the little cannons the "run-alongs". You drop "half-ball" (aiming through the centre of the cue-ball on to the edge of the contact side of the "inside" ball) on the latter & gauge the throw-off so that the cue-ball gets full on to the centre of the "outside" ball & keeps it to its allotted line parallel with the cushion. The red ball automatically recovers its relative position to the other two balls & the three again set up a triangle. I play these shots faster & with more certainty than any.

Often i have pieced together the allotted limit of 25 cannons & still had them triangularly set. As a relief to the tip-tap-toe! in-&-out-&-around-about tiny shots i know of nothing to equal my "run-alongs" while the balls are at close range. Quite the leading feature about them is their requiring none of the difficulties accompanying the use of "side" or any compound actions of the cue-ball. The only stroke used is the plain centre-ball which gives the simple over-&-over rolling -- the safest & soundest a billiard ball may carry....



My little run-alongs. Plain half-ball shots, keeping equal distance between the balls all the time.

Another & somewhat similar type of the "run-alongs" played exactly the same way.

..... I call the cannons (as already stated) which arise from these inspired moments "the run-alongs". It is because i drive the balls directly forward & there are no complications, such as "kisses" & checks, but a series of shots in which the balls operate freely, without impeding each other, that i give these shots this title. It is quite descriptive of their doings as they each run along several inches at every shot by the cushion, & assume much the same relative position on stopping as in the first place. I have known myself to score twenty & more shots consecutively of this exceptional pattern, & to feel very well satisfied at being capable of leaving, if only temporarily, the conventional forms of close-cannon & doing something of a specialist character.

When the pure plain-ball strikings cannot comply with the demands of the shot, the cueball stands a most willing & able servant to do your bidding. It can carry out any & every message you are able to entrust it with. More faithful a bearer of its patron's whims, wishes, capacity & incapacity of employment of the motions best fitted to bring about a well-served cannon there could not be, for the stroke upon a billiard ball is the truest reflection of the striker's knowledge & ability to put it into execution. Thus, the tiny "side-spins", "screws", "toppings", & more mixed revolutions of the

cue-ball which come with the needed departure from plain-ball strikings, enter into a higher class of play altogether.

One of the most beneficial strokes to be used by the close-cannon expert is the "screw". It enables him to send the cue-ball very squarely across the object-balls, to steer it clear of them & gain a comparatively free position on the open side of the outside object-ball, & generally assist the easy sequence of the strokes. One particular variation of the "screw", namely when the cue is held high & the cue-ball struck from above or its rear-top (that is, at the back of its top-centre), gives the player great help. It simplifies the shot tremendously when the cue-ball lies nearly touching the first object. By what is known as the pique the cue-ball can make the stroke quite strongly, & safeguard against touching, yet give no undue rolling to the balls.....

.....The cannon expert, as may be understood, has to be a clever cueist to give the necessary motions to his ball at the lowest speed of stroke.

.....Long experience & much experiment have proved that the real secret of working the balls along a cushion is correct contact with the object-ball lying nearest the cushion.

.....It is far better to be too strong than to make those fiddling & nervous touches which seem to be so common when the little cannons come on the scene..... No half-hearted striking will do.....The chief thing to remember, both in quiet practice or the more exciting & disturbing competitive match, is to try to cue in precisely the same way for every shot.

.....As can be found by trying these lowest-pace strokes at the little close-cannons the tendency is to hit your ball too hard, not to hit it at all, to miss-cue or "go off half-cock" -- any one of which set of likely faults can completely wreck the close-cannon positions & , often, mean the worst trouble that can happen in a failure to score. There is nothing to be ashamed of about any of these mistakes. I wonder how many times the same accidents have happened to me -- yes, & may happen again at any time -- when i was training myself to the close-cannons & , later, if out of practice or, perhaps, in a game owing to momentary lack of concentration ?

.....The good player's outlook is for the next shot, the one after that, & now & again, three, four, five & even six shots ahead of him. When i am nicely settled down to a run of the close-cannons i can see the positions the balls will take because i have trained myself to an almost automatic degree of accuracy, both in the strength of stroke & the contacts between the balls. Let me repeat the necessity of trying to send the balls so az to gain the easiest scoring placings to follow on at. Actually, in playing for position the player may ask himself as to how & where he prefers to have the balls left for his next shot. And it is up to him to send them to he selected positions.

..... What may be equally interesting for my readers is that my own original way of playing the cannons differs from the methods of other renowned experts.

It is because i am aware how my own plain, simple game is best suited to the ordinary, everyday type of player that i have consented to put my close-cannon experiences in the present book-form.

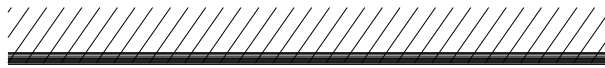
MY COMMENTS

Fig 13 iz not possible. If u moov all 3 ballz further from the cushion, then it iz possible, for 1 or 2 shots. But, even so, a pure run of say only 3 shots, iz next to impossible in this sort of arrangement. If u moov the qball & the red in closer to the yellow, likewise. In a few minutes of trying, u might eventually get a run of say 3. If u allow an early-double-kiss on red, it ken work more often (a sort of kiss-along). And if u allow the red to kiss the yellow (which must be what Tom did), it ken work more often more often. And if u throw in the early-double-kiss plus a kiss on the yellow, then even more so. But at shortish range, u never really know which of these four rezults will occur. Not to mention that touching-ballz beginz to raize its ugly head. And like i sed, at longish range, a run iznt possible. All of which showz that someone lied. Woz it the draftsman, or the ghost writer, or woz it Tom.?? Anyhow, i found that a pozzy in between 13 & 13A iz ok. I will call this pozzy RunAlong AA.

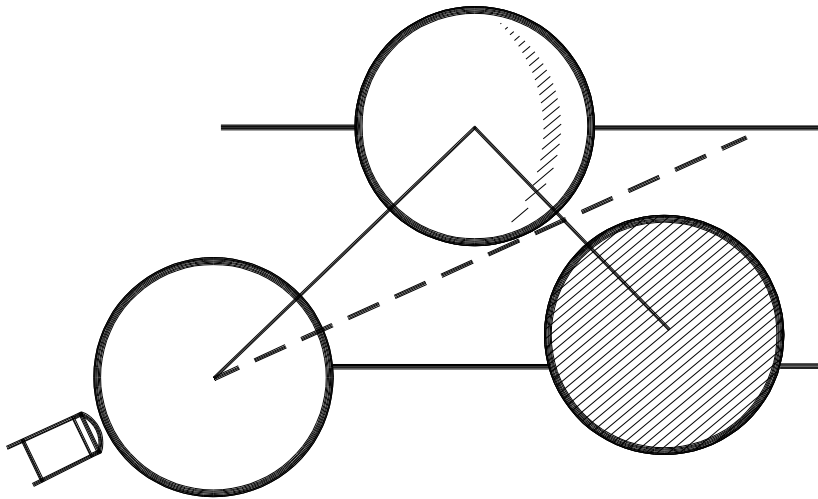
DOLLY told me that the Reece'z were a luvly couple. Dolly sed that Wally sed that it woz embarrassing the way that they were allwayz fighting. For instance, at dinner, Mrs Tom would say ----- **Tom pleez pass the salt, if it won't spoil your touch.**

RUNALONG AA

Firstly, for RunAlongz AA & BB, draw light thin **chalk-linez 1 ball & 2 ball** from the top cushion. These linez will **help u to place the ballz** az per the drawingz.



The 3 ballz form a 90° angl at 45° to the cushion. The qball iz just over 1½ ballz from the cushion, ie just over the 2nd line, the red just under 1½ ballz. The yellow iz exactly a ½ ball off, ie on the line.



STRENGTH

A nice half-ball rolling cannon leevz the same pozzzy, if strength iz perfikt.

ZERO KISS The ballz moov along at roughly one-ball-diameter per cannon. No doubl-kissez are needed.

KISS But u might prefer a slight variation -- hitting the stroke harder -- where the yellow givz the red a little kiss. The pozzzy needed would look the same az AA here -- but to be perfiktly repeating the ballz would needtabe angled into the cushion a bit more, in theory, i think.

CLOSER IN Uken play AA **closer** to the cushion -- & hence closer together also -- in which case u won't eat up so much cushion space. But the closer u get to the cushion, the more ticklish thingz get. Pleez yaself. Anyhow, find out for yourself the exact placement that works for u & your table. Remember, a **half-ball** roll haztabe able to leev **identical** pozzzy. Here we are on the **top-cushion** -- each cushion playz differently koz of the **nap**. The drawingz are for a **right-hander**.

CHALK DOTS Anyhow, having found a good placement of the ballz, mark the 3 pozzyz with a **chalkdot**, & also **tap** the 3 ballz lightly on the head so that they ken be replaced. Koz nextly u practis playing the **perfikt** stroke over & over.

PRAKTIS If the attempt looks good u play another cannon from where the ballz stopped -- & another -- & another. If hopeless, return to the chalkspots. The longer u praktis, the better ya rezults. In reality, u are mainly perfecting your **strength**. Even so, only say **1 in 10** attempts are perfiktish. But don't worry. Perfikt AAish pozzzy iz only a target, uken hav a longish run without one perfiktish pozzzy. That's what we look at next.

STEERZ-MAN-SHIP

Az u praktis AA u are learning to recognize where to aim on the first ball & how hard to hit -- here i am not talking about the first cannon, i am talking about the following cannonz. I suppoze u ken add to that the need to know when a simple rolling cannon won't do the trick -- in which case u will uze som side & perhaps som swerv. This makes it sound very simple -- koz it iz very simple.

I left out the main thing -- u are learning to make your cue do what u want it to do. Or to put it another way -- u are learning to make the *q*ball do what u want it to do.

If u were to try to write a chapter trying to describe how to learn to try to ride a bike -- it would read az if riding a bike woz the most difficult thing a man could ever do -- yet riding a bike haztabe the simplest thing on earth. I grant that learning to ride a bike iz not eezy & perhaps not simple -- but once we learn -- riding the bike itself iz simple, we would all agree. Riding iz a no-brainer -- koz the human brain ken do everything needed without any conscious thort. Nursery cannonz are the secondest most simple thing on earth.

RunAlong AA iz not nursery cannonz -- it iz just one form -- possibly the most difficult form. There are eezyr & more important formz -- but this iz where we start -- don't ask me why. It's a bit like learning to ride a unicycle befor a bicycle. So don't worry too much about AA. Uken kum back to AA when u are older.

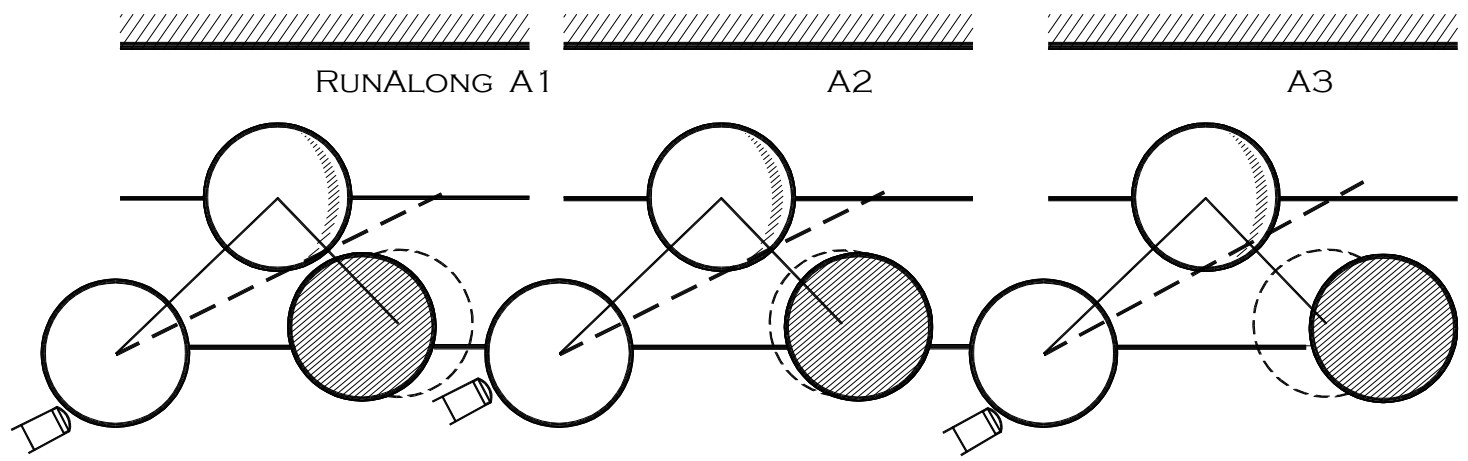
A good way to learn AA iz to just throw the ballz down near'nuff & go for it -- thusly we ken probably finish this chapter here -- but i hav added a few pagez of stuff that might help -- i don't know.

Obviously it would be worthwhile watching a video of Eric or sumwun doing AA etc-- better still, watching Eric or sumwun live. A video of Cushion Crawler'z Bible iz the next project. Hmmmmm.

But i don't know about videoz -- i meen, even after writing the Bibl for 2 yearz, i will look at my old video of Eric (or Wally) in play making 4 or 5 runz etc & i will find sumthing new, that i never saw befor. See what i meen ????. Uzuually i only see it after i hav allready stumbled onto it on my own table. Then the next time i watch the video -- there it woz all the time. U carnt really see anything new if u don't allready know about it -- believing iz seeing. It's a Catch 22. U havta know what u are looking for, otherwise u won't really see it. Hmmmmmm.

In the following pagez we look at pozzyz where we hav **strayed** from perfikt AA pozzyz, ie every pozzyz after the first cannon. Theze were all based on **trial & error**. I misplaced one of the ballz, only a very little, & then played a cannon, trying to regain perfikt AA pozzyz, or at least the best AAish pozzyz i could. It uzuually takes a **couple** more shots to regain perfiktish pozzyz, if ever. Az i say, i had the luxury of being able to play the shot over & over. But i don't xpect anywun to religiously **memorize** lots of pozzyz or drawingz etc -- theze pagez might help u to teach yorself, that's all. In a **real run** u might keep to **simpler** shots, probably driving the ballz az far ahead az it takes.

U will be suprized at how badly u **misread** some pozzyz -- some are **eezyr** than they look -- some are **harder**. **The eye'z lie**. Close cannonz are a new world.



In A1, A2 and A3, the **yellow** and **qball** are in AA pozzly, but the **red** haz gone awry.

A1 Play az in AA. But, if u are worried that uwill hit **red first**, uken aim a **thick** half-ball on yellow and uze a little **running-side**, az shown. Koz u are uzing running-side uwill havta hit a little **harder** than in AA. In all of these drawingz, the **broken red ball** showz the **ideal AA pozzly** that haz been lost. The **after-the-shot** pozzlyz of the 3 ballz iz never shown, it iz often **close** to AA, but almost never **exactly** AA. AA pozzly will kum in a **few** more shots, if ever.

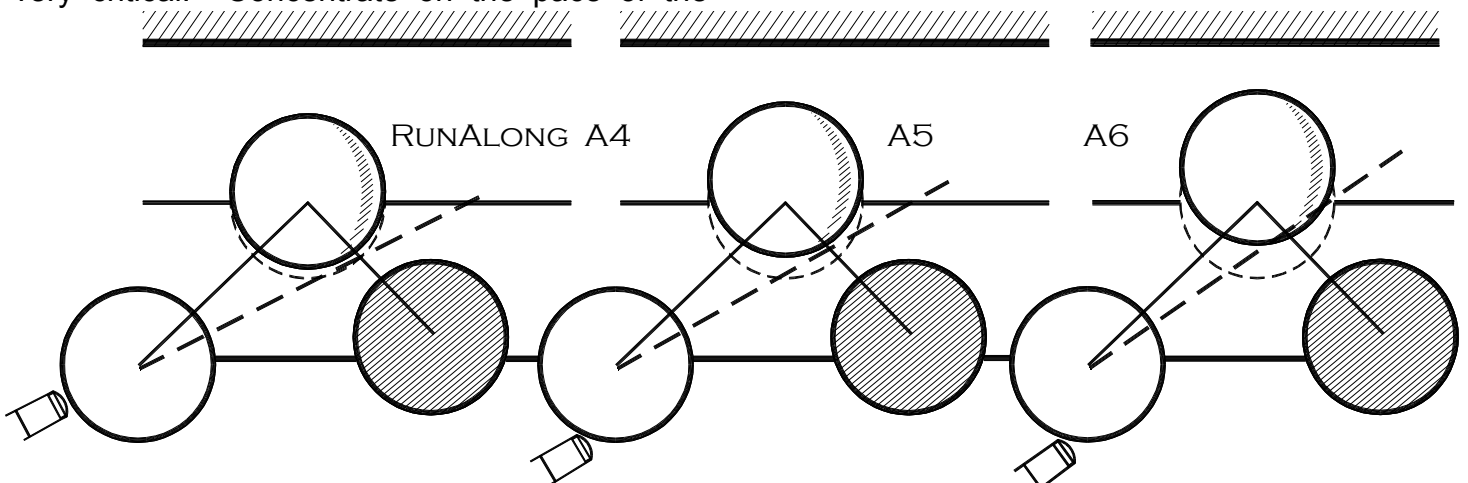
A2 In this pozzly play a thickish half-ball, no side. Hit a little softer than in AA.

A3 Here we aim a very thick half-ball, with running-side. The yellow will try its best to get to the red and **bump** it away, so **strength** iz very critical. Concentrate on the pace of the

qball, not the **yellow**. **Concentrate on bumping the red 20mm & the yellow will look after itself.**

Anyhow, the 3 ballz will end up close together & uwill be **lucky** to get ideal RunAlong pozzly. Umighthavta play a bit of **this'n'that** for a while. **Actually, if ever u havta leev the cueball close to another ball, then it might be better to go some other way, koz a cluster ken be bad newz.** In A3, u might prefer a **swerv** (not shown).

If the **red** iz further east than in A3, u might az well play some other sorts of **bridging cannonz**, koz 1-shot RunAlongz will be **defunct** for a while.



In A4, A5 and A6, the red and qball are in AA pozzly, but the **yellow** haz gone awry.

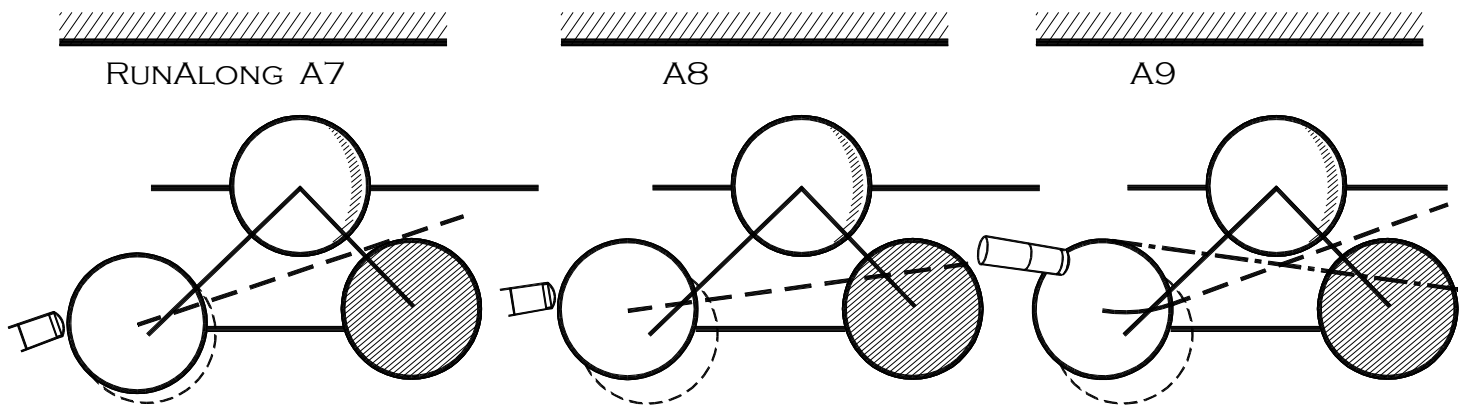
A4 Play half-ball az in AA, but softer.

A5 Play half-ball, with maximum running-side, to get a **late double-kiss off yellow** (qball hits Y-R-Y). Hit stronger than in AA.

A6 **No chance** of getting a leev for more 1-shot AAish RunAlongz. Might az well play

thick half-ball, hardish, with maximum running-side to get the double-kiss (early or late).

Actually, az uzual, if u kum back to this pozzly after reading some of the other chapterz, u should be able to kum up with 3 or 4 wayz of handling thingz from here.



In A7, A8 and A9, the **red** and **yellow** are in AA pozzly, but the **qb** *haz gone awry*.

A7 The **qb** iz on the line instead of just outside -- play thin half-ball with check-side.

A lot of thingz go throo my mind when i play A7.

The **qb** iz closer to the cushion than in AA. So a half-ball contact on **yellow** would drive yellow ahead more than in AA (due to the angle). The thin contact on yellow (in A7) will keep yellow from going **too far** ahead. The thin half-ball contact givz the **qb** a **wider** angle off the yellow (wider than what the half-ball in AA givz). We don't need and don't want this wider angl. This wide angl iz contrary to one's **gut feeling**, and contrary to what haz been sed for over a **hundred yearz**. So, don't forget -- for close cannonz, the **Deflexion Angle** for a **thin half-ball** iz **wider** than for a **half-ball**. I explain this principle in the chapter on Deflexion Anglz. A half-ball won't givya the **maximum** Deflexion Angle until the **separation** reachez say **100 ballz** (5.25m). In addition, the narrower **starting point** for the **qb** (it iz closer to the cushion than in AA) in itself givz a **wider** angle off the yellow. In combination with the extra Deflexion Angle, the qb's angle off the yellow iz **much wider** than in AA, a width which we don't need and don't want. This iz why **check-side** helps. The check-side acting on the red will keep the qb from finishing too far from the cushion. I **don't mean** that the check-side narrowz the

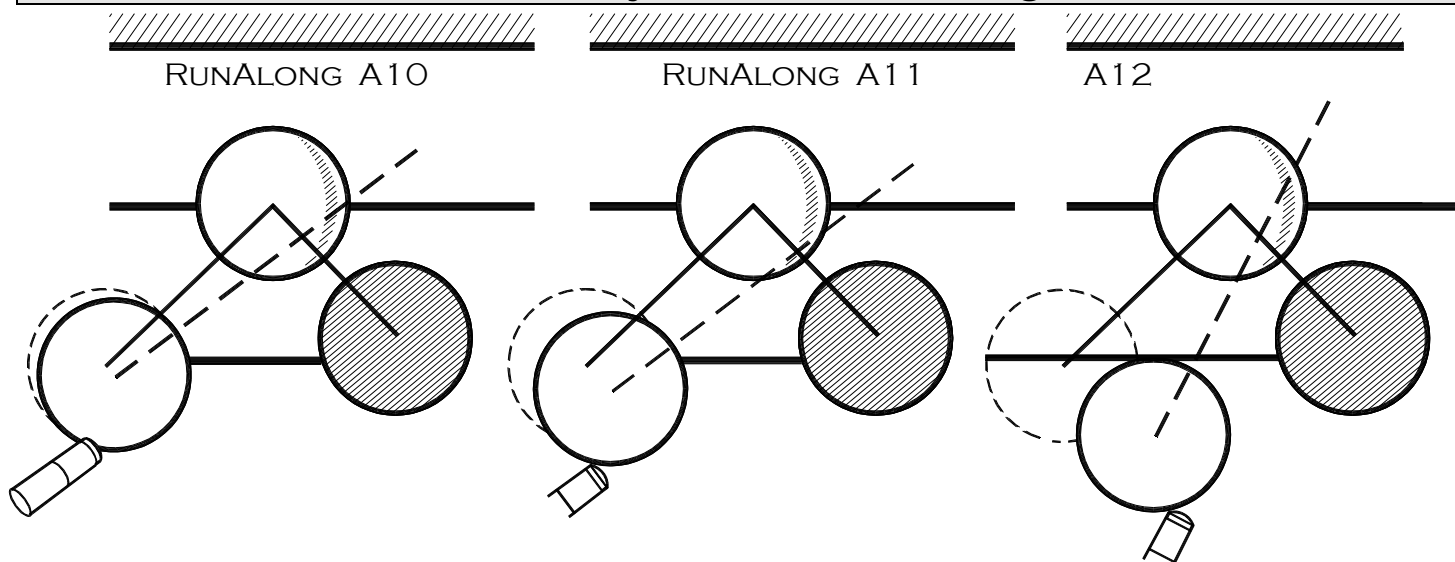
Deflexion Angle off the yellow (which it duz, but not much). And i **don't mean** that the check-side narrowz the Deflexion Angle off the red (which it duz, but not much). No, **i mean that** the check-side on the qb **throwz** the **red** away from the cushion (due to ball-to-ball friction), and this meanz that the **qb** iz itself **thrown** towardz the cushion. In other wordz, **check-side** makes little difference to the **line** of the qb's **trajectory**, but it makes a difference to the **length** of that trajectory. The **line** of the trajectory iz at quite a large angle **away** from the cushion (hav a look uwill be surprized) and any **shortening** makes a big difference to how **far** the **qb** finishez **from** the cushion. When i say a big difference i am only talking in termz of say **5mm**, but at close range 2 or 3mm ken change everything. There'z more. Koz the qb's trajectory iz at a wider angle, it will contact the **red thinner** than in AA (ie **too much** on the outside) and so it will want to bump the red **closer** to the cushion (closer than in AA). This iz **not** a major distance, and having the red a little closer to the cushion iz **not** a major concern, but this iz worth discussing koz of the **effects** involved. The **check-side** on the **qb** throwz the **red away** from the cushion, and **offsets** the bump **towardz** the cushion, so the red endz up nearer AA pozzly.

A8 The qb iz inside the line, level with red. Play quarter-ball with maximum check-side. This iz at the **limit** for AAish RunAlongz, so uwill be **lucky** to keep AAish pozzly. Everything dependz on getting the **strength** just perfikt, az uzual.

A9 This pozzly iz identical to **A8**. Let's put our **mini-masse'** praktis and **swerve** praktis to the test. A swerve ken giv the **qb** any **line** of approach u wish. A large swerve ken bring the

qball into the yellow on the same line as the half-ball shot in **AA**. It would be a little like **moving** the **qball** to pozzly AA while no-one woz looking. The only difference would be that the swerve shot puts some **check-side** on the qball. This check-side would throw'n'bump the yellow too far ahead (compared to the half-ball shot in AA).

Not a problem, we ken still play the swerve shot, but aiming for a thin half-ball contact on yellow. From the yellow'z viewpoint, and the red'z, all we have done iz to repeat **A7**. The mini-masse' or swerve shot iz difficult, but the payoff iz better pozzly. **Chalk ya cue**. In **A9** uken see that uhavta aim a long way right, and u havta swerve the qball a long way left, and quickly, to get the rezult we need, much more than first appearz. Therefore it's not az eezy az u would think. Uhavta raise the **butt** of the cue to say **45°**, the **less the better**. Koz, if the shot needz more than 45°, **control** and **accuracy** beginz to be replaced by **guesswork** and **luck**.



In A10, A11 and A12, the red and yellow are in AA pozzly, but the **qball** haz gone awry.

A10 Play three-quarter ball with running-side and some swerve.

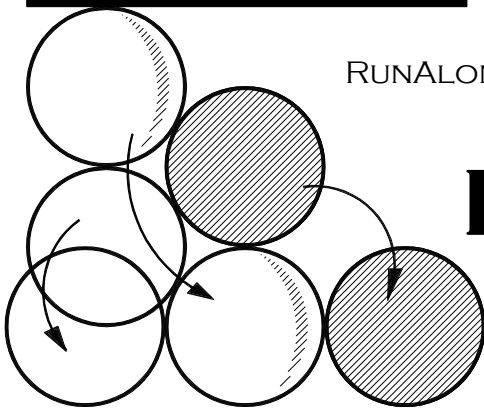
A11 Play thick half-ball with running-side to get the **late double-kiss** off yellow. Hit hardish. **Perfikt** strength might leev AA-ish pozzly. This late double-kiss iz not the early or direct kind. In the late kind the yellow kisses the qball after the qball haz hit the red. It's rare to have an early double-kiss in RunAlongz, u uzuually only gettem when u are playing some this'n'that.

A12 If u want to retain AA-ish pozzly, play three-quarter ball with running-side to get the late double-kiss on yellow. Hit hard. But uwill need lotsa **luck**. So, its probably best to play a couple of **this'n'that's** rather than breaking ya neck to keep AA going.

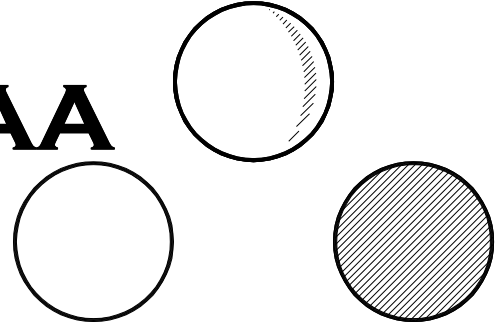
In pozzlyz A1 to A12, only **one** ball woz awry. But there iz little need to look at other pozzlyz where **2 ballz** (or all **3**) are awry -- the principlz are the same. But don't risk **touching ballz** etc just to maximize ya

chancez of keeping AA going, koz u will find that u begin to leev 2 ballz (or all 3) very close together. When the qball & yellow (or red) are **2mm** or **3mm** apart u carnt play a direct shot, so **half of ya optionz are lost**. Pretty soon **everything iz lost**. So a **healthy bump** iz best. We **rarely** achieve AA pozzly. But if uken get **6** AAish 1-shots in a sequence u are happy. In some pozzlyz u know that the **yellow** haz to stop short of the **red**, & in otherz u know that uken get a better leev if the yellow **bumps** the red. This probably dependz on whether the ballz are getting **too far** or **too close** from the cushion. U will find this out for yaself, for the way that u hit the ball. Do u **slice** or do u **hook**??

Further to A7. Fellow cushion-crawler, **Roger Buckmaster**, of Melbourne, uzez **check-side** for almost every stroke -- mostly hitting at **8 o'clock**. I infringe on hiz patent when the **nap** iz slowish. And **check-side** iz **miraculous** when running the ballz down the side cushion, **against the nap**.

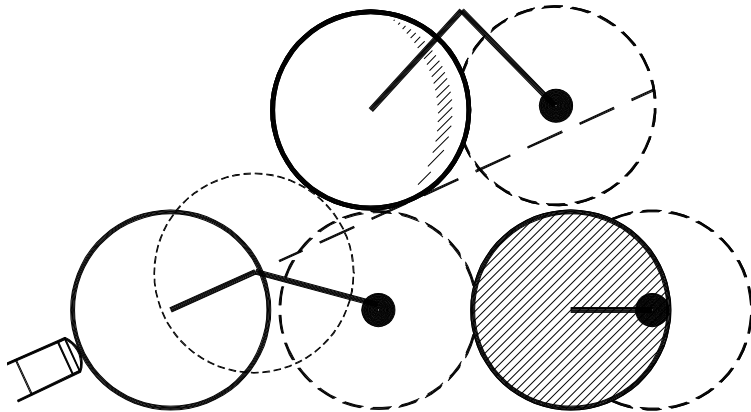


DRILL AA



Set the ballz in **A13B** pozzz, the yellow iz $\frac{1}{2}$ ball off the cushion, the *q*ball & red are $1\frac{1}{2}$ ballz off & 1 ball apart. In effekt, the 3 ballz are on the 1 ball line & 2 ball line -- but u don't havta draw any linez -- **A13A** showz how. Put yellow on the cushion, & *q*ball touching yellow at 90° , & red touching both at 30° . While holding red, put yellow outside the red at 90° . While holding yellow, put red next to yellow at 00° , & put the *q*ball next to the yellow at 00° also. Make sure that the *q*ball & yellow & red are now parallel to the cushion & touching. Lastly, roll yellow towardz the cushion untill the edge of the yellow iz level with the edge-to-edge line of the *q*ball & red, ie zero daylight. Uze ya eyez to check that the ballz are equidistant. This takes less than 10 secondz. Pushing down on the ballz helps'em stay-put.

RUNALONG A13C



Now, the A13B pozzz will look like trubl to an **old redball player**, koz a cannon will bump the red **further** from the cushion. So, she **paniks**. She uzez stun, or sidespin, or swerv, perhaps all 3, to try to improov this poor pozzz, **hoping** to get a nice RunAlong going. But, **A13C** showz that a **simpl** half-ball rolling cannon iz all that she needz to leev a very good leev (broken ballz). Koz, if she placez the *q*ball touching the yellow on the half-ball line (dotty ball), she will see that the *q*ball to red angl **iznt** az horribly wide az she thunk.

In fakt, if u play the simpl cannon by hitting the yellow **thinner** than half-ball, u might hit the red **closer** to the cushion. But this thinner kontakt iznt much good, koz the yellow will be left **behind**. All of this iz **weird** stuff to an old redball player. Her eyez lie.

In **A13C**, the leev iz **very** good, if u uze good strength. **Strength** iz the **key**, az uzual. Too much & the yellow kumz out too far & koverz the red. Too little leevz the yellow behind.

In fakt, uken allso get a goodish rezult if u hit **thicker** or **thinner**. But, uwill find that the **margin-for-error** iz much reduced, strength bekumz **super-critical**. Thick on yellow & the yellow might bump red further from the cushion. Thin on yellow & the yellow iz left behind or tryz to touch or blocks the next shot. Close cannonz are allwayz a **juggling** act.

Experiment. U will find that some right-hand-side & a thicker kontakt ken giv the **best** leev of all. But u will allso find that this makes **judgement** of strength more **difficult**, & it **risks** a mini-misscue. Hmmmmm.

And, set A13C in a pozzz where u **reeech-out-&-back**, while holding the cue at midpoint with a **death-grip**, koz this iz what u will find in a real match. Hmmmmmmm.

