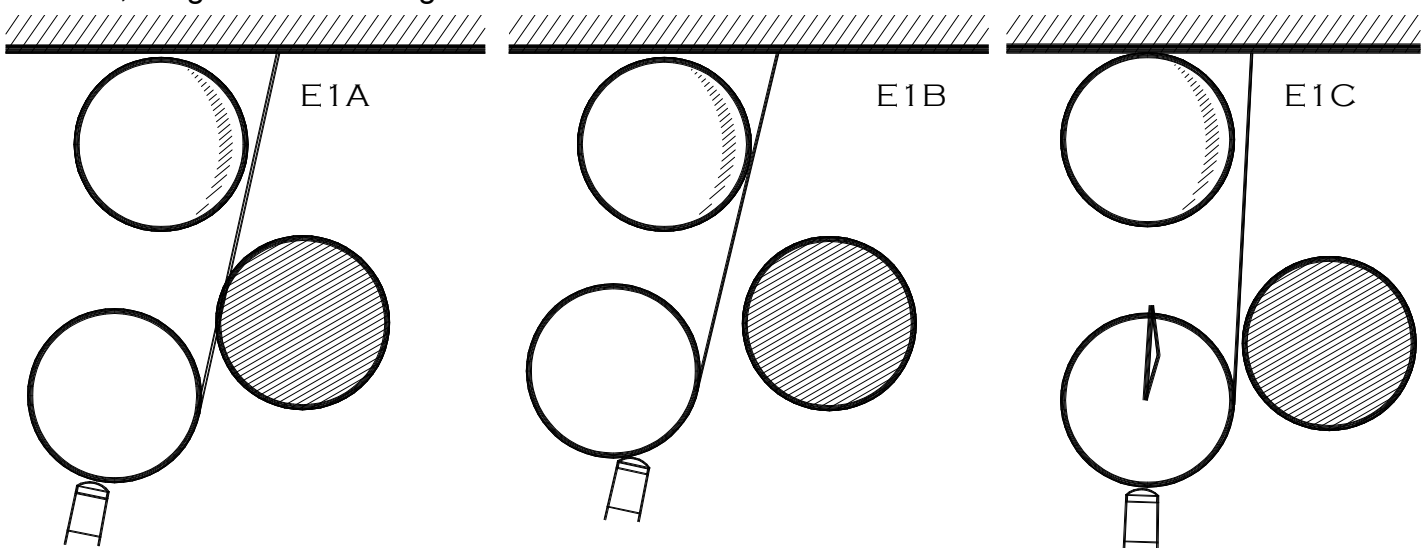


# KISSALONG EE

In *RunAlong EE* the yellow livz close to the cushion. The *stun-drivez* that we used in *Line-Nurse DD* are now replaced with ordinary *double-kissez*. It iz *not* a real RunAlong koz the ballz *hardly moov* along at timez. So i hav called it *KissAlong EE*.

**TOM REECE** DAINTY BILLIARDS showz some *Cushioned-Ball Sequences*, where most of the shots are *kisses or kiss--backs*, off the first object-ball or the second, & where sometimez the cushioned-ball iz *squeezed along* the cushion.

In our KissAlongz, theze *kiss-backs* are the *main aim*, rather than just a *passing vizitor*. We kissalong, all the while *trying* to set up *rocker*. Even if we *never* get good rocker, we get a nice looking *run*. Theze are the basic shots.



**1A** Play very thin, *red-first*, double-kissing off *yellow* to leev 1B. *Red* might'nt *moov*.

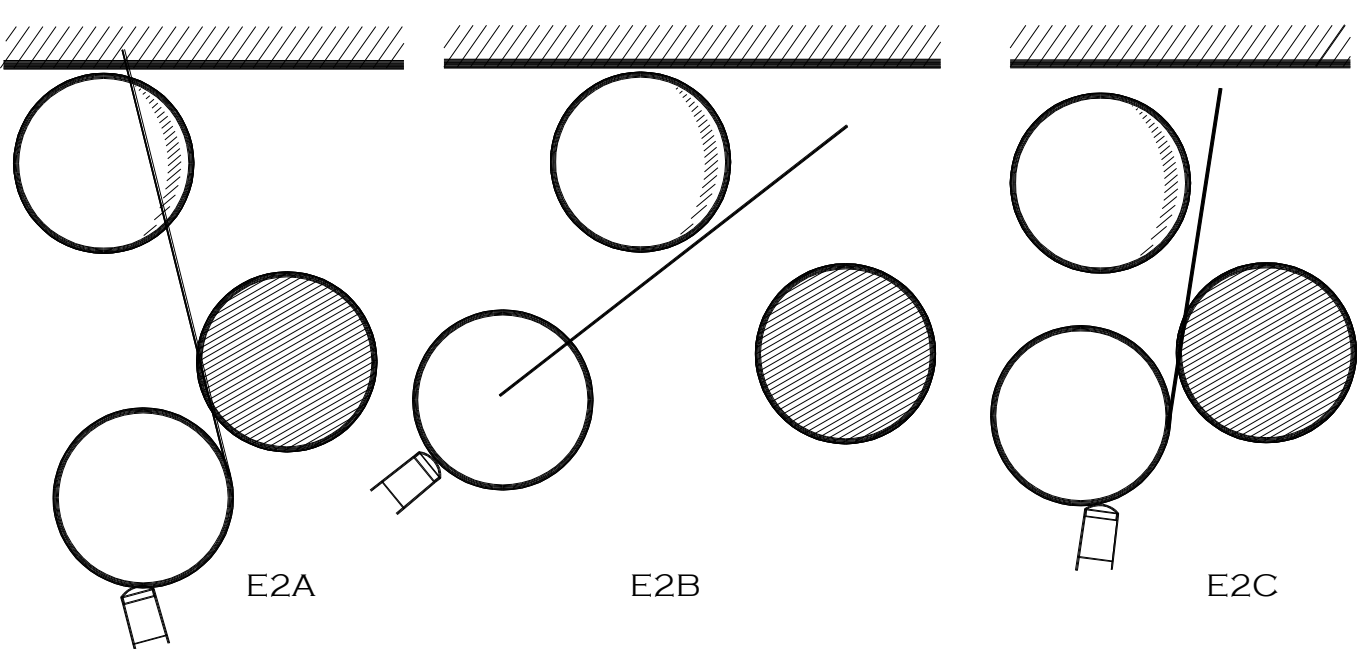
In theze KissAlongz, *left-hand-side* on the qball will magnify the *yellow'z* urge to *leek* to the east, & *right-hand-side* will help to *anchor* it. But, when hitting yellow first, uzing lots of side-spin iz *risky*, koz a *kick* ken *ruin* pozzy, or giv a *miss*. Remember, kicks are *doubly poisonous* in a *double-kiss*. Kicks are obviously less a worry with *red-first* cannonz.

**1B** Kiss off yellow to *skim* back past red. If needed, uze right-hand-side to *trap* yellow where it iz, or uze *zero* side to allow *yellow* to moov along a few mm. With *luck* u leev 1C.

**1C** *This iz the classic Rocker Cannon* pozzy. If we kiss-back nicely the qball *grazez* the red so lightly that red fallz back *into its own footprint*, ie a *rocking* motion. The *yellow* iz *trapped* in one spot, against the cushion. In 1C the qball iz *level* with the *yellow*, and the aim iz say 2mm right of center. See the *chapter* on *Rockerz*.

**1AB** Theoretically we ken play the 1A & 1B sequence over and over, if we keep *yellow* and *red* moving nicely *together*. But uzually u will hav lots of *bridging* strokes.

**ROCKER 1AB** Uken even get a 1AB Rocker going uzing 1A & 1B & 1A & 1B etc if the red & yellow don't moov. But a *two-shot-sequence* type of *Rocker* like this iz *risky*, uwill soon leev the qball & red *touching*. I imagine that a Rocker would be eezy if the *red fell* into a *masse'-bruize* near the *postman'z knock* pozzy.



**2A** Thin off red to kiss-back off yellow, to leev **2B**. Uze **running-side** az shown if u think u need to contact **yellow thickish**. U usually havta play red az **thin** az possible, unless it iz too far from the cushion or almost level with yellow. And u usually havta contact yellow **west of center** koz the **qball** haz to finish well west (usually) of yellow, this iz where **running-side** ken **narrow** the kiss-back angle (off yellow) and **check-side** ken **widen** it.

**2B** A gather similar to **1B**. Kiss-back off yellow to leev **2C**. If the red iz getting **too far** from the cushion, uken take this opportunity to contact yellow thickish to land outside the red (wider than shown in **2C**), which will allow u to **bump** red **closer** to the cushion **next** shot. But **2B** shows a **thin half-ball** contact on **yellow**, koz this iz usually **best**, koz a **half-ball** contact usually takes the yellow **too far ahead** of the **qball** (depending on the qball to yellow angle).

## KISS-OFFS

This gather (**2B**) iz similar to the gatherz we saw in **Inz & Outs CC**. But in the **Inz & Outs** the qball-to-yellow angle woz less than  $42^\circ$  (center of qball to center of yellow). The **kiss-off** angle woz the old reliable  $39^\circ$  (the trajectory of the center of the qball after it leevz the red).

## KISS-BACKS

But in **2B** the qball-to-yellow-angle iz more than  $42^\circ$ , it iz a kiss-back, hence the kiss-back angle iz very much harder to **judge**. The kiss-back angle depends on **(a)** the **attack-angle** (the angle of the qball'z trajectory before it hits the red), & **(b)** the **contact** on the **red** (ie three-quarter ball or half-ball etc, meazured from the viewpoint of the player az usual), & **(c)** the amount of **side-spin** uzed.

**2C** Here we ken **try** to set up the Rocker again. **2C** shows a thin red-first cannon, with right-hand-side. But u might havta **miss** the red, or uze **left-hand-side**.

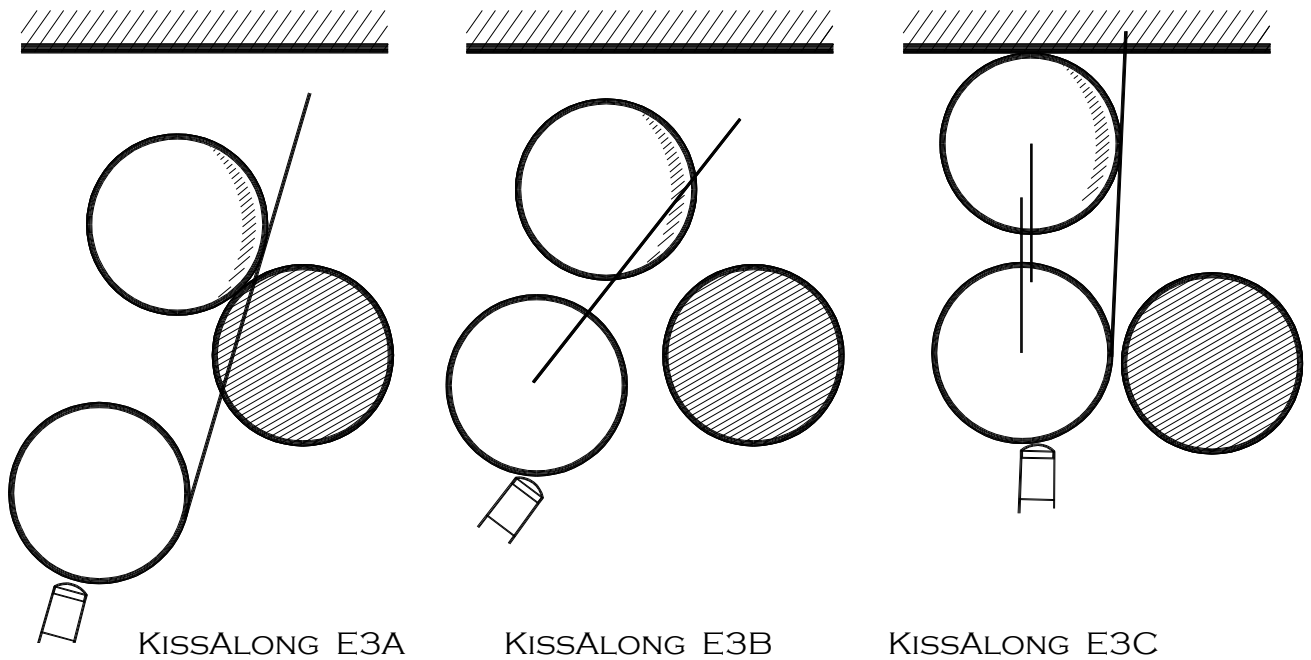
## 2ABC

Theoretically we ken play som sort of **2ABC** sequence **over & over**, if we keep yellow and red moving nicely **together**. But **1ABC** iz what we really want.

## RED

In KissAlong EE, your main problem might be that the kiss-cannonz **1B & 2B** tend to **bump** the **red away** from the cushion (unlike **LINE'NURSE DD** which tendz to take the red **closer** to the cushion). The **squarer** u make the qball-to-yellow angle in **1B** and **2B** the **better** (usually), koz this usually let's u contact the **red thinner** (and more on the outside), keeping the **red closer** to the cushion **longer**.

# GETTING ROCKER



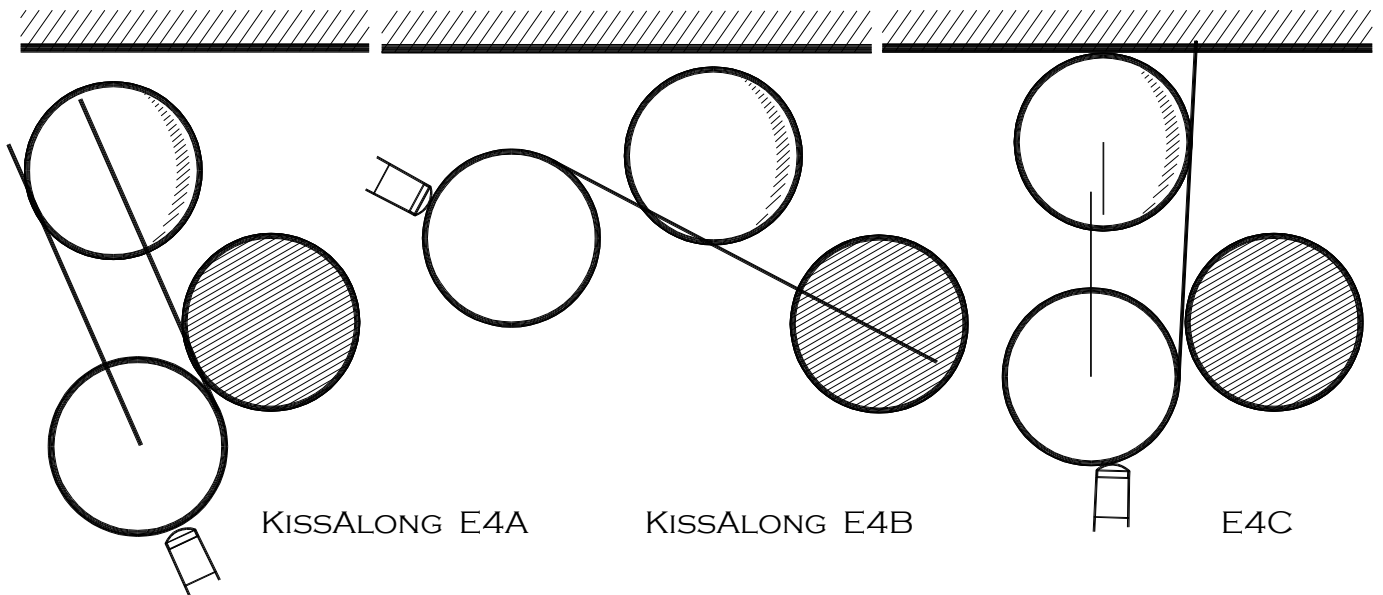
KISSALONG E3A

KISSALONG E3B

KISSALONG E3C

**3A** If u play 2B **softly** u get 2C. If u play 2B **firmly** with a thickish contact, to get outside the red, u get 3A. Here in 3A uken play thickish on red to bump it **closer** to the cushion, **or** thinish to leev something like 3B.

**3B** We play this nicely and **carefully**, yellow first, to leev the **Rocker** in 3C. U dont havta put the yellow on the cushion in **one shot**, but take care of the pozziness of the **red**, the red iz the **key** to rocker.



KISSALONG E4A

KISSALONG E4B

E4C

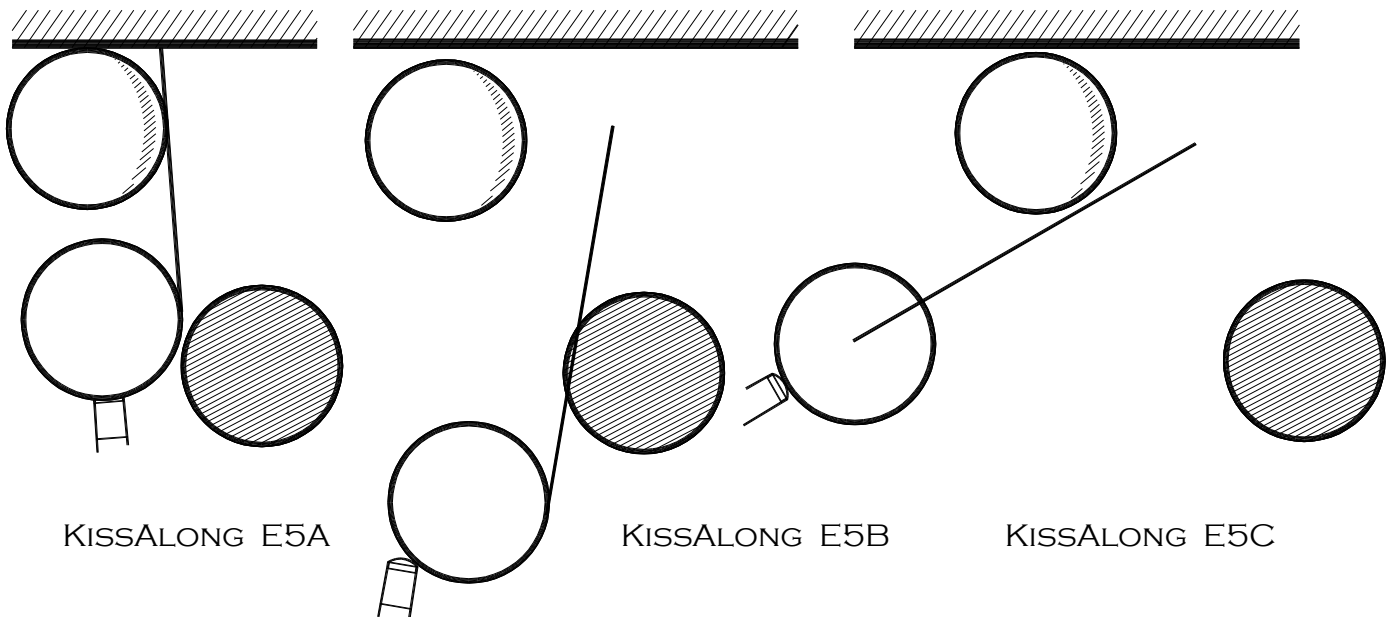
**4A** If u play 2B **badly** u get 4A. Here u play to leev 4B.

**4B** This iz a great pozziness to leev to get out of lots of **dicky** situationz. The thinnish cannon in 4B makes it **eezy** to **judge** the bump on red to leev the **Rocker** in 4C.

In playing 4B, the pozziness needed for the **red** in 4C iz the **key**. But **err** on the **not-far-nuff** side of thingz. There'z no **law** against **creeping up** to the Rocker in 2 or 3 shots. Of course the eezy option in 4B iz a thickish **run-throo**, but this **won't** giv u rockerz.

# SCREW KISS-BACK

Here iz a good way to recover if u stuff-up & leev the yellow behind.



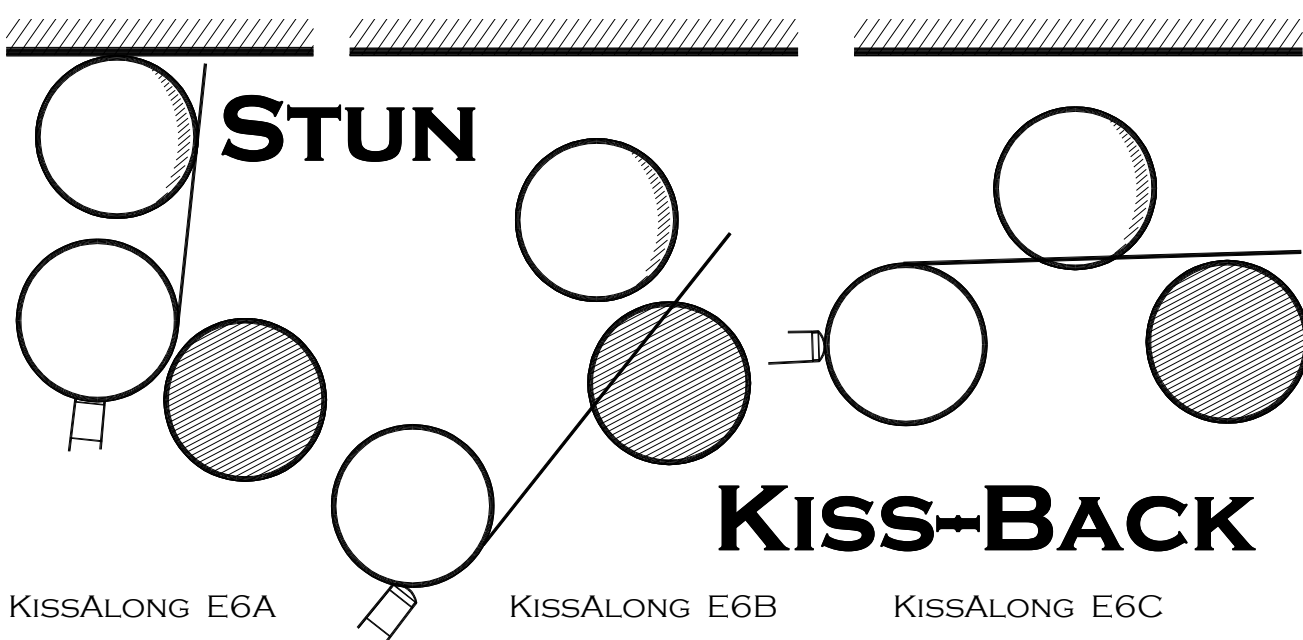
**5A** The most powerful **medicine** in this pozzey, when the yellow iz on the cushion, iz the **screw kiss-back**. This iz one of the **eezyest** and most **accurate** shots uken find anywhere. If u play centrally on yellow with a hard screw-shot the qball will kum **straight back** on the **same line** after the **double-kiss**. If u play the same shot **softly** the qball still kumz back on that **line**. It's so eezy, its **foolproof**. In fact, **udont** needta make sure the qball haz some screw left on it when it gets to the yellow. **Stun iz enuff**. In fact, real screw might rezult in the qball coming back **too far**. It should probably be called a **stun kiss-back**. If the pozzey of the red iz such that the qball gets a **thin touch** on the way back from the yellow (az in **5A**) then u are **larfing**. Just **don't** kiss-back too far, the shorter the **better**, to leev **5B**.

**MANNOCK** sez ..... *A low striking of the cue-ball exercizes a decidedly helpful part amid the sequence of the close cannons. Its forte lies in the "kiss" cannon work. It throws the cue-ball so directly back, and also guarantees to it a truth of path from the "kiss" which a higher stroke on it, or at its sides, could not do.*

The main thing iz **praktis**. It's a simple shot, but uhavta be able to aim it and play it while **leening** out over the table while **bending** back and while holding the cue very short in a **death grip**. Most playerz havta make small **compensations** to screw **accurately** anywhere on the table, and **short-range** screw shots are often az **troublsome** az long-range shots. So uhavta work out how u havta aim and play for yaself. Especially **reeeeching'out'n'back**. Chancez are that u are **left-eye-dominant**, in which case when u think u are aiming **straight** throo the center of the **qball** to the center of the **yellow**, u are actually aiming **left** of center on both. Depending on your **action** in this **contorted** situation the **qball** could go too far **left** (with left-hand-side), or it could push out too far **right** (probably with left-hand-side). Check it out. Either uze your **normal** action and **allow** for thingz by aiming say **further right** on **yellow**, or perhaps look for some other **corrections**. We are only talking about **1mm** here, that's how accurate u should be, but the range iz only say **20mm** so 1mm should be no big deal.

**5B** Play this az in 2A, to leev 5C.

**5C** Play this az in 2B.



# STUN

# KISS-BACK

KISSALONG E6A

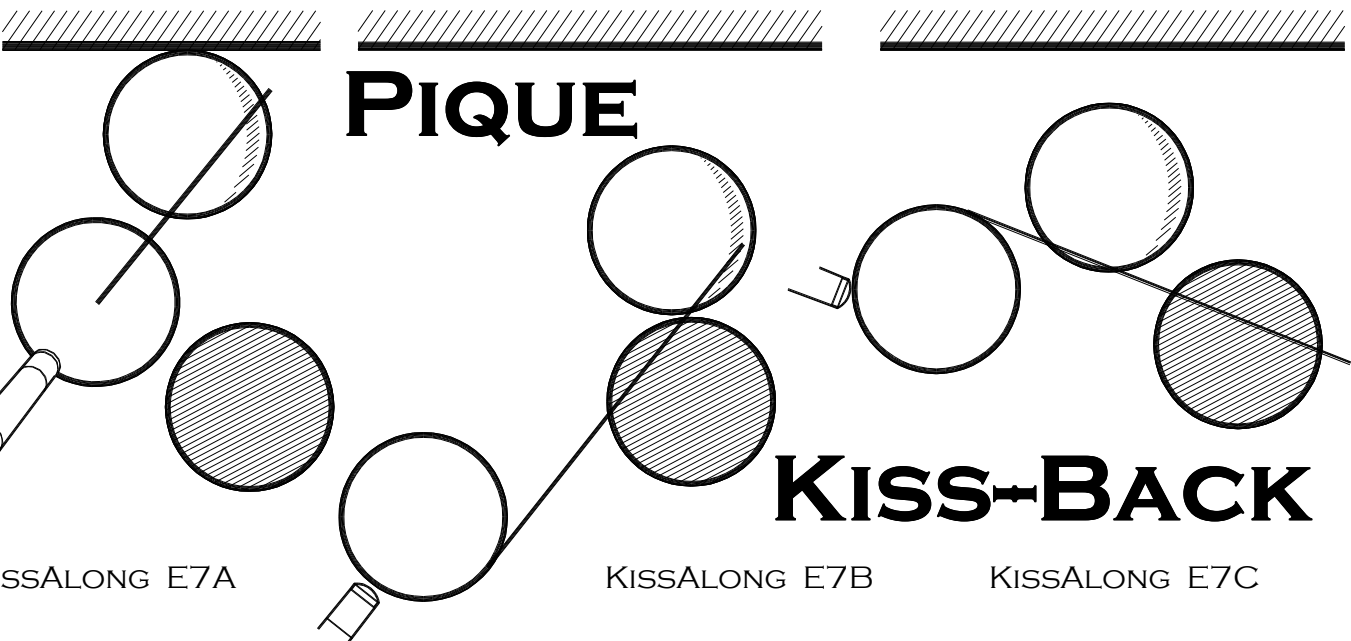
KISSALONG E6B

KISSALONG E6C

**6A** Here's another pozzie where the *stun-kiss-back* can help. Here again the red is sitting nicely where a **central** soft-stun-kiss-back on **yellow** will **automatically graze** the **red** on the way back, to leave 6B. What a ripper, it's **so eezy**. If the **red** in 6A (or in 5A) is **not** sitting in quite the right spot, you can aim a little left or right on **yellow** to get the **thin graze** you want. Ya **judgement** won't let you down at this short range. If the gap to the yellow is smallish, you had better beware of the **double-hit foul**. But perhaps firstly you can try an Inside-Rocker in 6A to see what happens. Hmmmmm.

**6B** There are **lots** of things you can do here. But just because there are lots of options **doesn't** mean that it's an **eezy** shot, because in fact it's very **eezy** to **stuff-up** from this sort of pozzie, so be **careful**. I reckon that leaving 6C is as good as any.

**6C** You can possibly go straight for **Rocker** from here if the **red** is the right distance from the cushion, which it **should** be if you weren't thinking about **sex** when you were playing 6B.



# PIQUE

# KISS-BACK

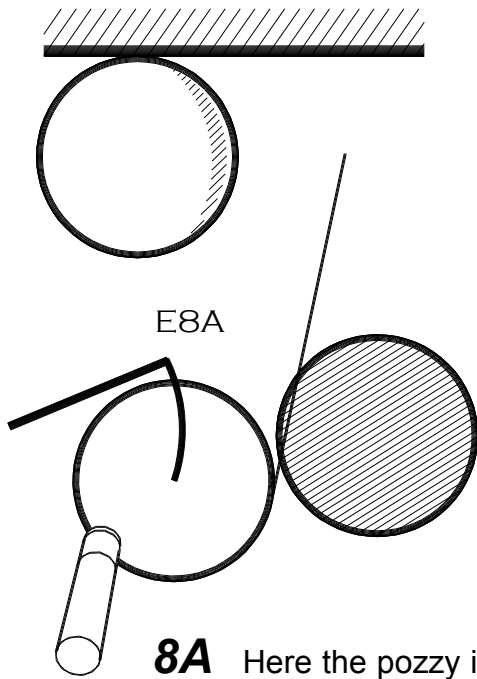
KISSALONG E7A

KISSALONG E7B

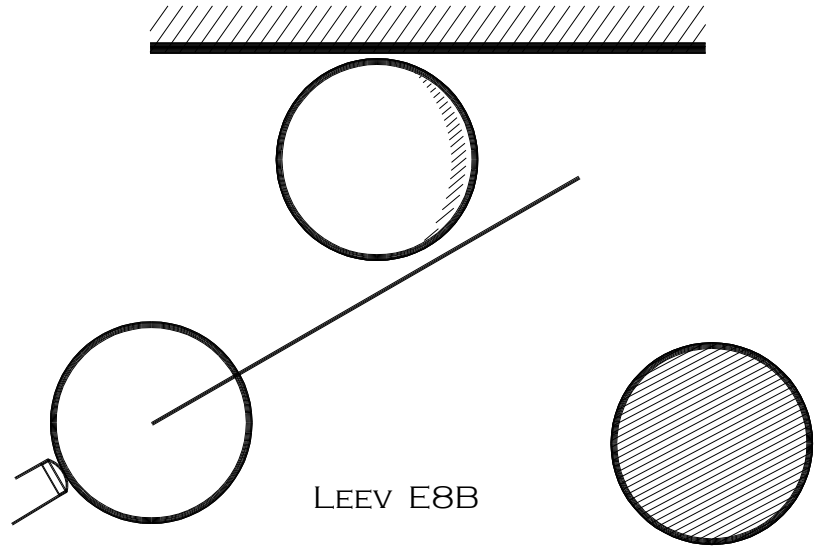
KISSALONG E7C

**7A** Here a stun kiss-back is possible but will **not** leave good pozzie. The **yellow** would **leak** too far **east**. So, we play a **pique' kiss-back** as shown, leaving 7B, which leads to 7C. So **eezy**. The pique' kiss-back also comes in handy when you want to **avoid** a double-hit **foul** in 6A & 5A. In 7A, the more the pique' action, the squarer & further south the yellow comes out. In 7A, firstly, perhaps you can try a little Inside-Rocker sort of stroke, using right-hand-side, to see what happens. Perhaps you can try for a Pendulum-Rocker from here. Hmmmmm.

# PIQUE SOLUTIONZ

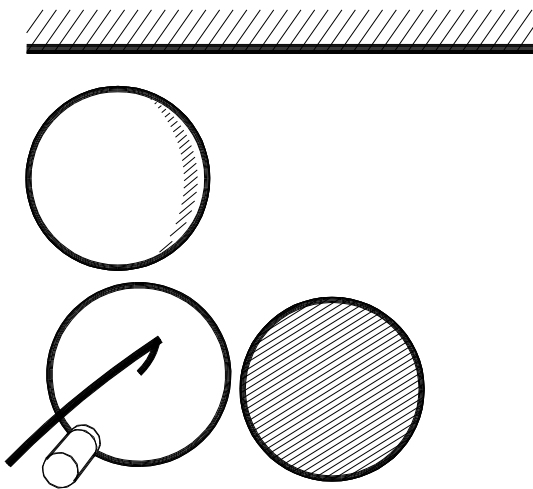


E8A

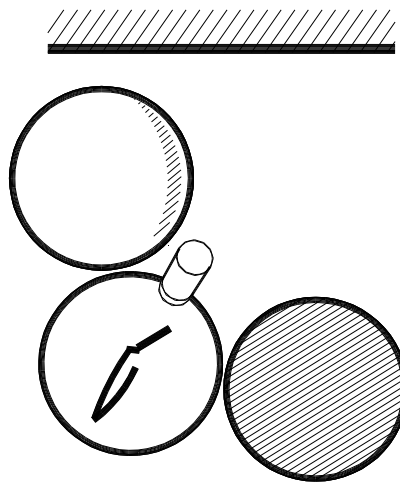


LEEV E8B

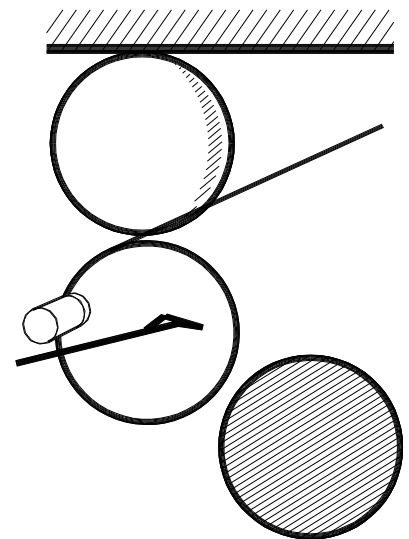
**8A** Here the pozzly iz similar to 5A, and we ken play a soft-stun-kiss-back if we wish, but in 8A the **red** allowz us to play the **simplest** of pique' shots, leeving 8B.



KISSALONG E9



KISSALONG E10

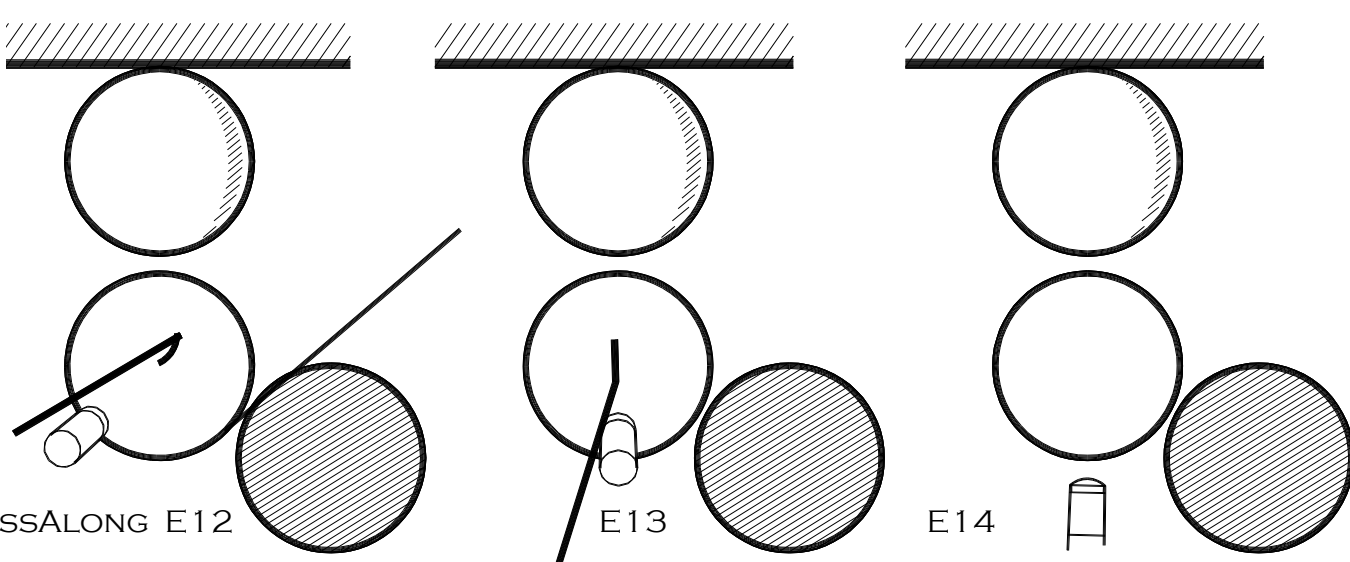


E11

**E9** Here the ballz lay so closely that the **pique'** iz **needed** to avoid a **foul**. Uken play **yellow** first **or red** first, it **duznt** really matter, half the time u **don't know** which uwill get, but the leevz will be completely **different** (not shown).

**E10** Here the ballz are so close that we need to play a **masse'**, uzing the **gap** to advantage for your **J finish**. This kumz up a lot.

**E11** This iz one way to avoid the **foul** if u luv pique'z. But there are **better** shots uken play.



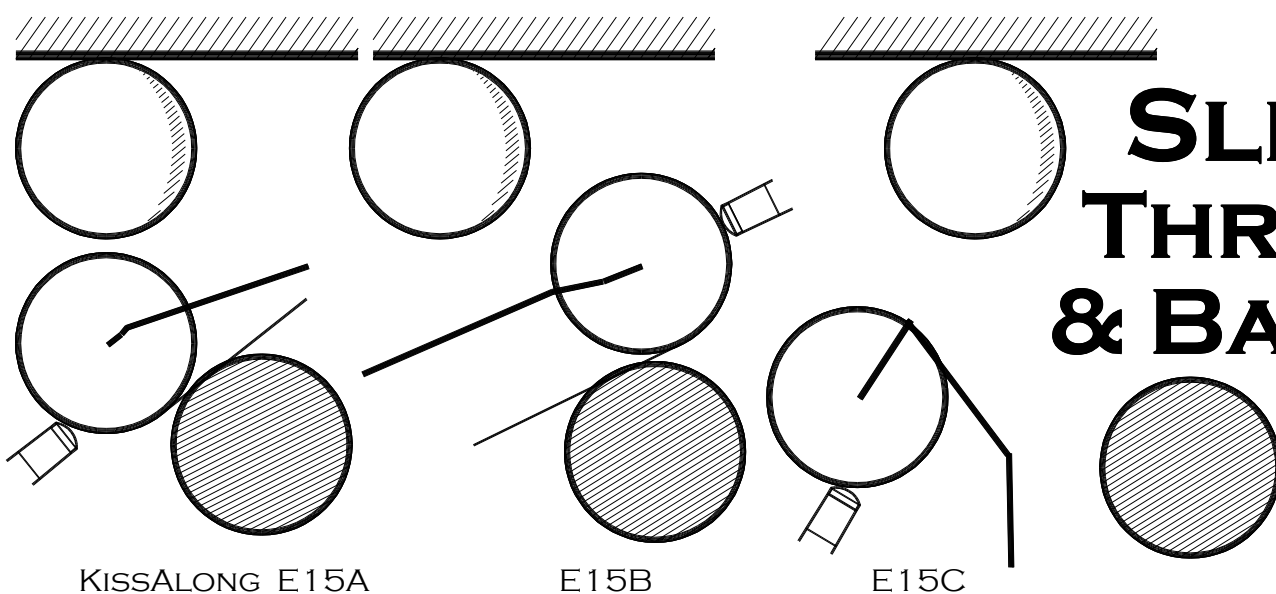
KISSALONG E12

E13

E14

**E12.** Red-first pique'. **E13.** If u trust yourself, uken get a nice softish **kiss-back pique'**.

**CLEVER TRICK E14** Uken use a **clever** method of playing screw shots in **tight** spots like this. It's hard to describe, but u use your left hand (your bridge hand) az a **stopper**. Hold the cue with **just** your right hand, say **200mm** from the tip. The butt of the cue **layz** on the table. U **hit** the right hand **against** the left. But hit the **qball highish**, with an **upward** moovment & **follow-throo**, to avoid the **foul**. A difficult shot. What iz not shown iz that u havta hold the qtip at the **equator**, or just abov, about **2mm** away from the ball. The **upward flourish** givz the highish contact, & **wipes** some topspin onto the qball. A **tricky pique'** iz also possibl (not shown), giving the same sort of cannon. **Chalk-up**.



KISSALONG E15A

E15B

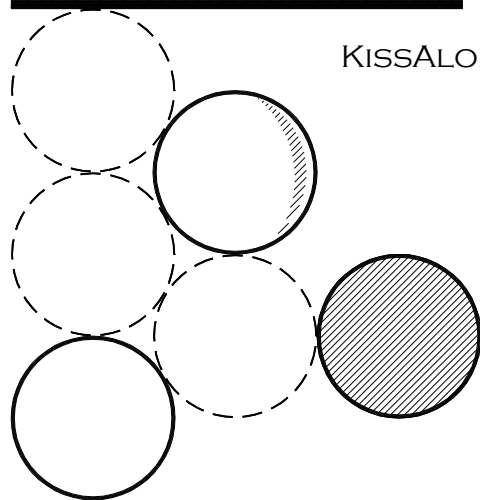
E15C

## SLIP THROO & BACK

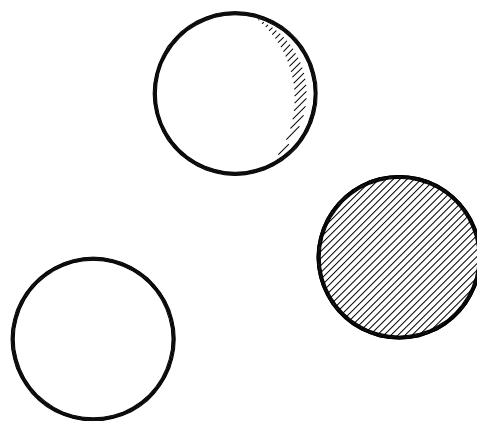
**15A** The **slip-throo&back** in iz not always **obvious**. It iz often **eezyr** than a masse' or pique'. Playing **red** first with right-hand-side iz uzually best. It takes lots of praktis to **judge** what size **gap** u **need** and what size gap to **leev** next, and especially **where** best to leev the **qball** for the **slip-back** in 15B.

**15B** Slip back throo, red first. Uze **swerve** if need be. Careful of where u leev the qball, not too **far** past the yellow, but not too **short**. Leev a **friendly** kiss-back angle such az in 15C.

**15C** Uhavta aim thickish and hit hardish to get **outside red** to get red **closer** to the cushion **next shot**. If the **qball** iz too far **past yellow**, but close, u might be able to uze soft screw to get the angle to get **outside** the **red**. But u **don't** havta get out in **one shot**. Uken kiss up to red and then hope for a soft screw back or a pique **next shot**.



# DRILL E16



**16B** This iz a good drill. Firstly, set the ballz in the 16B pozyzy using 3 spare ballz az shown. There are a few wayz of tackling 16B -- uken uze 1 brilliant stroke, or a 2-stroke sequence -- no option iz very eezy, koz this pozyzy iz perhaps on the limit of each. Anyhow, it iz a good test -- which option iz best for u might depend on whether u havta reech-out&back.

**Option (i)** A soft yellow to red cannon, played thick  $\frac{1}{2}$  ball, leeving yellow on the cushion (not shown). This might leev a sort of **Rocker** pozyzy. If a Rocker iznt on, it would leev some sort of **KissAlong**. HmMMM.

**Option (ii)** A kiss-cannon -- a **late-double-kiss** (Y-R-Y) -- but this needz a thinnish contact on yellow, & the yellow might be left behind. Not good.

**Option (iii)** A late-double-kiss might be ok if u could play with **stun**, koz stun would allow u to hit the yellow thickish. But stun would be tricky, at this range it would need lots of pace, hence a slight misjudgment & the ballz might **scatter**.

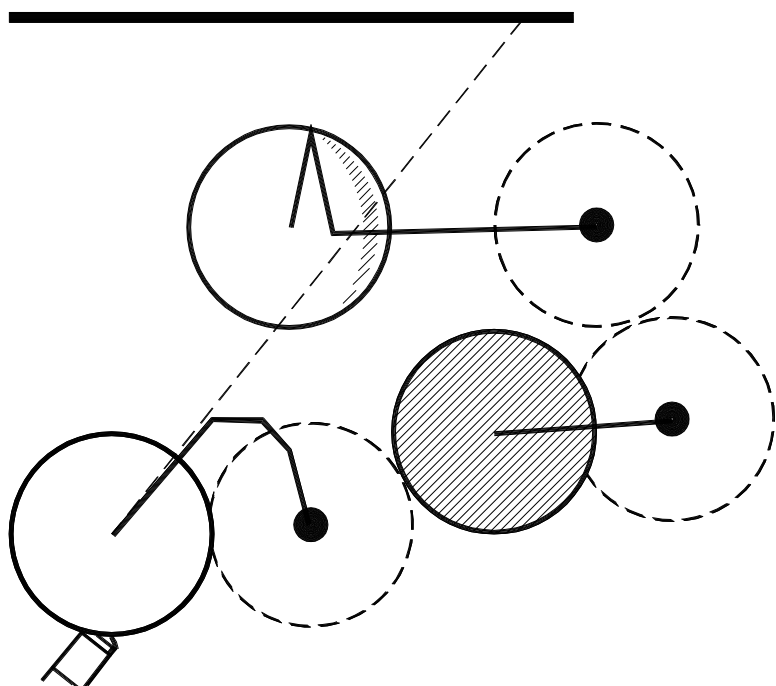
**Option (iv)** An **early-double-kiss** cannon (Y-Y-R) -- hitting  $\frac{5}{8}$ <sup>th</sup> ball on yellow. But this might need to be softish, otherwise the ballz would scatter. This shot might turn out to be ok -- but it iz likely to leev the ballz very close together, a **cluster** -- & it allso risks **touching-ballz** or even a **cover**.

## KISSALONG E16C

**Option (v)** My choice shown here iz an early-double-kiss (Y-Y-R), but i aim  $\frac{3}{4}$  ball, hitting **hardish** & with **running-side**.

Hitting hard risks a scatter, but the thick contact givz fair **control**. The leev shown by the broken ballz must be about the best possible (i karnt remember how many attempts it took).

**Option (vi)** Actually, i got a very good rezult by playing a very soft verzion of Option (i) which gave me a baby **Line Nurse**, the next stroke being a pique'. HmMMMMM.

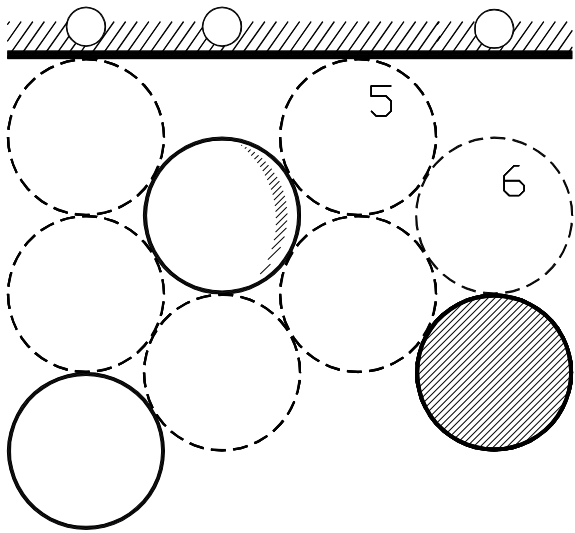




# DRILL E17

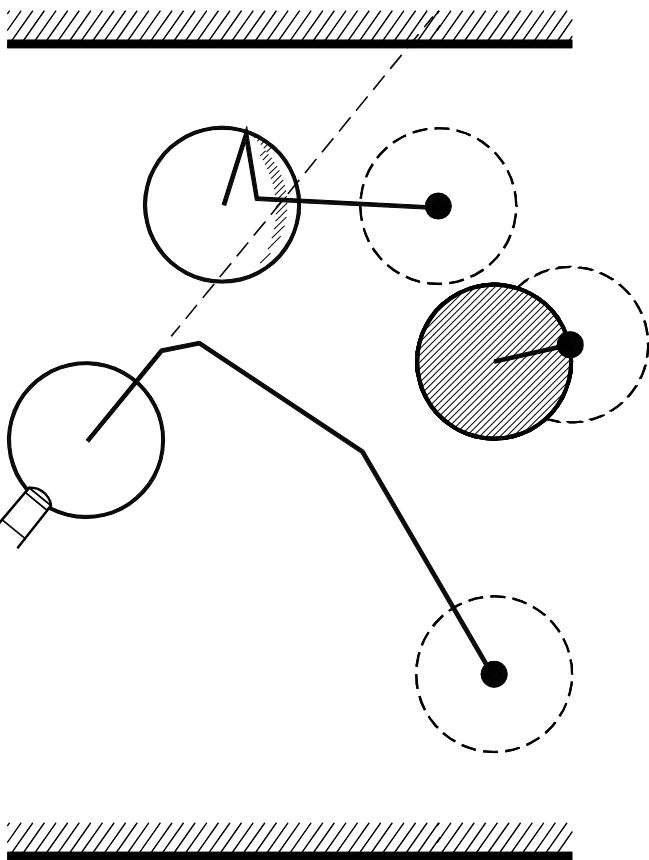
## KISSALONG E17A

Set the 3 ballz in **17A** pozzly using 6 spare ballz az shown. Put a coin (or 3) on the cushion to mark the 3 linez. Press down on the ballz, & roll away the sparez leeving the 3 in **17B**. When setting up again, u don't need ballz 5 & 6, koz u uze the coin(z) az a guide, & the 7 ballz will be happy to sit in their old holez.



## KISSALONG E17B

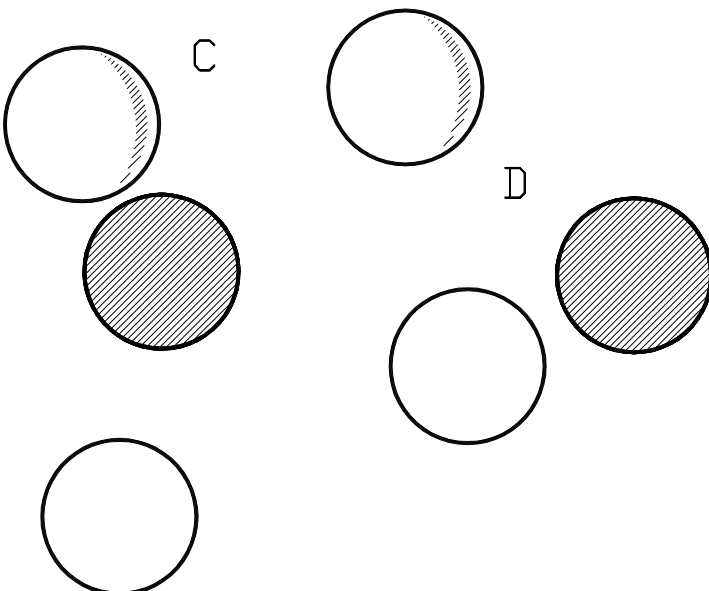
This iz probably the best way of playing this early-double-kiss. Aim between  $5/8^{\text{th}}$  &  $3/4$  ball, using **zero** side, **hardish**. The leev shown iz ideal. Firstly, set this up near a corner where u can **eezyly** reech & where u can aim accurately -- this iz where u should do all of your **experimenting** -- later u should set it up where u havta **reeech-out-&-back**, much more difficult to judge & play properly. 17B iz **tricky**. The **key** iz the distance between red & cushion. Here the red looks well off, but this iz **deceptiv**. The qball'z kiss-off-angl off yellow iz on the verge of missing the red altogether. Moov the red south a little (not shown), & the shot iz much eezyr in every way. Mooving the yellow in a bit duznt help much. If u uze **right-hand-side**, a good gather iz **impossible** (not shown). In theory **left-hand-side** can make the shot eezyr, but in fakt there iz little or **no** gain. In fakt, when the set-up iz eezy to reech & aim, using **spin** iz still very **tricky** to judge & play. But, if u havta reech-out-&-back, trying to uze spin iz **suicide**.



## LEEV E17C & E17D

17C showz a rezult of playing 17B  $3/4$  ball. The yellow iz taken along nicely, but the qball tryz to hide outside the red giving a **cover**. Played more slowly the qball might sit **touching** the red, & still giv a cover.

17D showz a rezult of playing 17B  $5/8^{\text{th}}$  ball. The yellow iz left **behind**. The good newz iz that there iz **no** risk of a **cover** -- & u are not sucked into playing at dead pace. Dead pace might leev the qball **touching**. Here in 17D a **slip-throo-&-back** might save the day. If the qball were closer to the red, a **pique** might save the day.



## KISSALONG E17E

Here we hav 17B pozy, except that we rolled the **red** north about a ¼ ball. This time a **5/8th** ball early-double-kiss on yellow iz very good, az shown. The leev shown allowz a thin-thin cannon, or a thick run-throo cannon, for the next shot.

Rolling the red closer to the cushion actually made 17E **eezyr** to play than 17B. I know that earlyr i said that mooving the red closer to the cushion would make it much more difficult to get at, but there i woz talking about a **full** doubl-kiss off yellow. In 17E, the red iz now so close to the cushion that a **partial** doubl-kiss (5/8<sup>th</sup> off yellow) can **graze** the **red** instead of hitting it allmost full-ball.

There iz **no limit** to how thinly u can doubl-kiss off yellow if need be. But, the thinner the doubl-kiss, the **less** the **margin-for-error**. **Too** thick on yellow & u might **miss** the red altogether.

## KISSALONG E17F

Here we hav 17B pozy, except that we rolled the **qball** north almost a ½ ball. Here again, a **5/8th** ball early-double-kiss on yellow iz very good, az shown. If the **qball** woz a lot closer to the cushion, we might not need a doubl-kiss at all.

# EARLY-DOUBLE-KISSEZ

One could write a whole chapter on early-double-kissez. In the **Bible**, i somtizez say **kiss-cannon**, somtizez **double-kiss cannon**. They meen the same thing. I think.

**3 CONTACTS** In my kiss-cannonz, the cannon allwayz involvz the cushion, the **qball** allwayz enjoyz at least 3 contacts involving the yellow & red. When the double-kiss involvz a ball on the **cushion**, thoze **2 contacts** might be so **close together** that they might **seem** to be **one contact**.

**Early-doubl-kiss** the **qball** hits the yellow, then the yellow, then the red, ie **Y-Y-R**.  
**Late doubl-kiss** the **qball** hits **Y-R-Y**. Theze are the backbone of the **Line-Nurse**.  
**Third kind** the **qball** contacts the red (uzually very thinly), then yellow, then yellow again, ie **R-Y-Y**. We see a few of theze earlyr in this chapter.

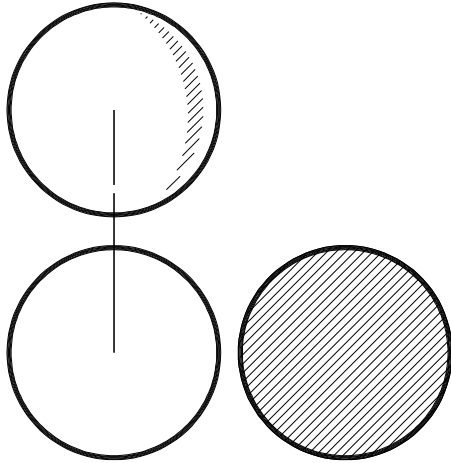
**ZERO SIDE** A plain-ball cannon (zero side) iz **eezy** to judge. We are **fond** of uzing check-side, but often a plain-ball cannon can giv **az good** a leev with **less risk**.

**MIRACLEZ** The main thing iz to get the cannon, **don't** get too cute & **miss**.  
**Don't** take **risks** to get a **perfikt** leev -- **miraclez** take time.

# CHECK-SIDE

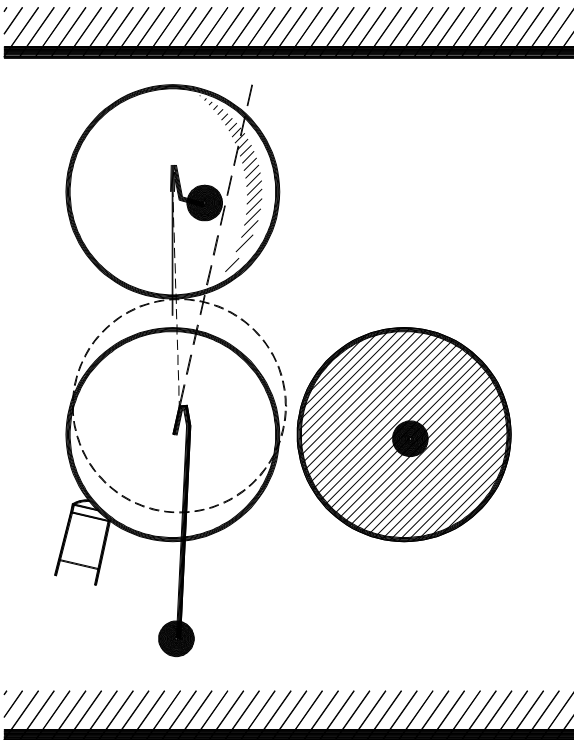
## KISSALONG E 18A

Here the yellow is about  $1/8^{\text{th}}$  ball off the cushion & the *q*ball is about  $1/8^{\text{th}}$  ball off yellow & on a  $90^\circ$  line from yellow. The red is almost touching the *q*ball. When the balls are close to the cushion, it is easy to use check-side accurately. In 18A, as the yellow to *q*ball line is at  $90^\circ$  to the cushion, any ordinary cannon will leave the yellow west of the *q*ball. But in 18B we show that by using check-side it is possible to promote the yellow a little east of the *q*ball.



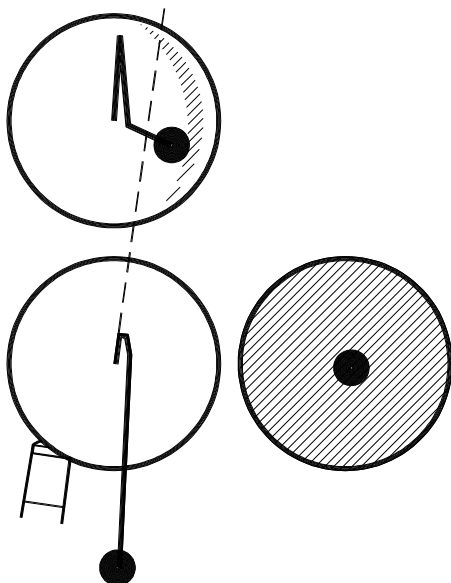
## KISSALONG E 18B

Here we aim  $3/4$  ball on yellow, hitting the *q*ball at 8 o'clock. The dotted line shows that the *q*ball actually contacts the yellow just east of the centerline. In fact the angle of the dotted line is less than the possible angle that the *q*ball can throw the yellow. The possible throw depends on the ball-to-ball friction, & the throw angle is about 1 in 20 for most balls nowadays. Hence the left-hand-side throws the yellow square to the cushion, or even a little east of square as shown. Also, the left-hand-side transmits right-hand-side to the yellow, hence the yellow rebounds off the cushion further east than if it had zero spin. Also, when the yellow kisses the *q*ball for the second time, the *q*ball still has lots of its left-hand-spin remaining, hence the yellow is thrown further east yet again. Hence, the yellow can finish east of the *q*ball. And, if you are lucky enough to just graze the red (as shown), the leave can be good. Our main problem was the risk of a double-hit foul. Hitting the *q*ball at 8 o'clock minimizes the topspin -- any topspin robs some of the available friction & hence robs horizontal throw.



## KISSALONG E 18C

Here the yellow is well off the cushion, & the check-side cannon is now much easier. We can aim thicker than  $3/4$  ball (as shown), hitting the *q*ball at 7:30 o'clock. The stun stops the *q*ball from following on. This is now more of a Line-Nurse than a KissAlong.



## KISSALONG E 18D (NOT SHOWN)

As I said, the use of check-side to promote the yellow is easier when further from the cushion. If you placed the yellow touching the cushion (not shown), the happy promotion of the yellow usually becomes too difficult. Theoretically the 3 effects still exist, i.e. throw & rebound & throw, but they apparently need more air to do much good.

# WALTER LINDRUM

## MAGAZINE ARTICLE 1930 INTERVIEW WITH FENN SHERIE

..... From **Melbourne Inman** i gathered some ideas on the open "in-off" game. **Stevenson**, the apostle of touch, impressed me with his wonderful control of the balls at the top of the table, which enabled him to run up breaks of five hundred without once getting into difficulties. **Tom Reece** aroused my interest in the close-cannon game. Watching him execute **forty** or **fifty** close cannons in the space of a single cushion. I began to wonder whether it might be possible to increase this number to one hundred & fifty or more.

With this idea in my head, i began to practise. Soon i evolved a method of '**locking**' the balls -- or, rather, of making them return as nearly as possible to their former position after each cannon -- & by this means i managed to make **thirty** cannons in the space of one **foot** along the cushion. Gradually i succeeded in increasing this to **sixty**, & it was not long before i had brought off **two hundred** cannons -- scoring **four hundred** points -- along a **single cushion**.....

..... in my first match with my old friend Clark McConachy..... i was only **sixteen**. I made a break of **three hundred** with the balls in **balk**.

**LINDRUM** With the ballz bunched near the top-cushion, in the vicinity of the right-hand top pocket he quickly & deftly steers them along the top-cushion, taps them past the facing top pocket with effortless ease, takes them a little way down the table, then makes them stop while he scores his **dozen** or more of exquisite **kiss-cannons** which barely change the position of the balls.

**ARGUS** He absolutely amazed the spectators as he reeled off cannons by the dozen with the **red** ball held **stationary** against the cushion & the cueball **dancing** backwards & forwards between it & the object white & just **grazing** the **white**. To those present it was something quite new to see long strings of cannons scored without either of the object balls changing positions. .... Lindrum's "**stun**" cannons which so astonished the London spectators are familiar to us in Australia, for Lindrum has been playing them for the last five years. They are a variety of the nursery cannon sometimes played by leading **French** professionals. **Falkiner** learned them in **France** when he was serving with the British troops during the **Great War**. When he made his first visit to Australia five years ago he showed them to Lindrum. It is strange that they should still be a novelty to London, for it would have been thought that Falkiner would have made them familiar in the 12 years that have elapsed since the war.

## MANCHESTER GUARDIAN 5 DEC 29

The laughter comes when Lindrum gets the three balls almost touching at the top-of-the-table & proceeds to make cannons almost as fast as the referee can count.

The whole journey of his ball is often not an inch. It touches the other two so delicately that you scarcely hear it & they scarcely move.