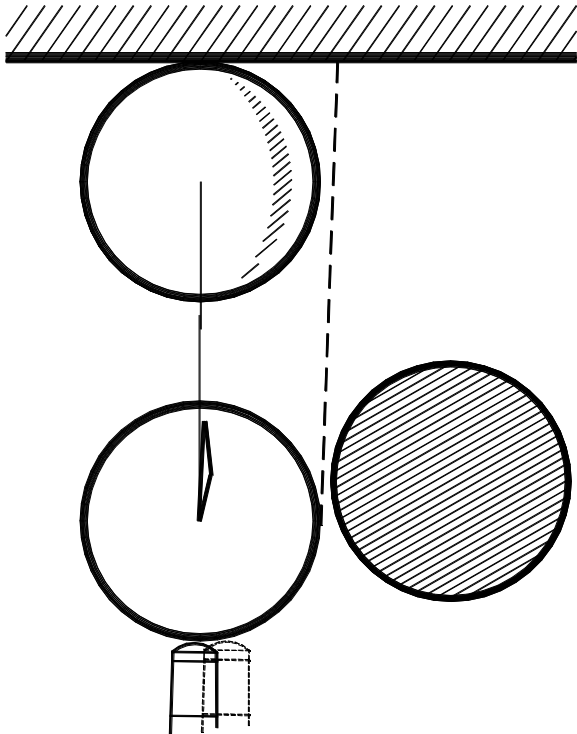


ROCKERZ

THE CLASSIC ROCKER



ROCKER 1

We double-kiss off yellow, the qb **grazes** the red which falls (rocks) back into its footprint. The yellow is **trapped** in one spot, against the cushion.

The qb is level (east-west) with the yellow. Your **aim** is **3mm** right of center, hence the **contact** is **1mm** right of center. The red & qb are drawn as **close** to the cushion as you would wish -- if closer you risk a **double-hit foul**.

KISSALONGZ Usually the Rocker will be a **temporary** sweet-spot in the middle of a run of Kiss-Alongz. Each time you lose Rocker you play a few Kiss-Alongz while trying to **regain** Rocker.

BRUIZE Rocker would be easier if you see the red fall into a masse'-**bruise** -- you might run into one of these near the postman's knock pozz.

CORNER Rocker is easier near a **corner** where you can get at it without reeching out&back.

NAP Rocker is **easier** on the right-hand side cushion (for a right-hander) -- coz of the nap -- in which case the qb best be **3mm** west of the yellow (instead of the **00mm** drawn here). The **nap** pushes the red back into its **footprint** (towards the top cushion) -- & the nap helps the qb to **lean** away from the red.

SPIN A little **right-hand-side** (dotted cue) gives the qb a friendly circular **trajectory** -- in which case you **aim** for the center of yellow -- the right-hand-side **throwz** the qb the needed amount.

WALLY used the Rocker in his **exhibitionz**, he sometimez scored **100** points in **35** seconds, with the help of a friendly **referee**. And he probably **doctored** the cloth beforehand, so that the red & yellow sat in deeper **footprints**. There are **tricks** in every trade.

DRILL Rocker practice is compulsory.

RISO LEVI

BILLIARDS, THE STROKES OF THE GAME, PART 3 (1910)

..... the thin contact with the object white, if sufficiently gentle, does not move his ball but only causes it to rock, hence the term *Rocking Cannons*.....When a cloth is new the weight of a ball always causes it to sink a little into the nap..... the ball rests in a kind of cup.....any really good player can make a fair number of rocking cannons before breaking up the position the constant rocking of the second ball gradually deepened the faint depression in which this ball layConstant strokes, too, on to a ball lying tight against a cushion very soon form a cup-like hollow under the ball, and this further assists in the retention of position.....

Most of the diagrams in Riso's chapter show a pozzy that iz not practicable. He shows the floating ball a loong way further out than in 1 above.

DALY DALY'S BILLIARD BOOK (1913).

Daly calls it the Chuck-Nurse. Daly sez

"In playing this shot do not hit the cue ball below center. Hit it slightly above, and it slows up coming back for the count and lands softly. Hitting above the center also helps to keep the first object ball frozen to the cushion..... The aim is to leave both object balls unmoved, do the carom may be repeated indefinitely If in counting the cue ball freezes to the second object ball, so much the better On the cue ball you may vary your English from side to side as needed, to keep the first object ball in the same spot In Denver, in 1912, Frank Dreihier, then an amateur, made a run of 245 at this nurse. William Spinks, now retired, but once a leading professional, made, in the fall of 1912, 1,010 points at this nurse in 18.2, and ceased play with the position still good"

TOM REECE DAINY BILLIARDS (1925)

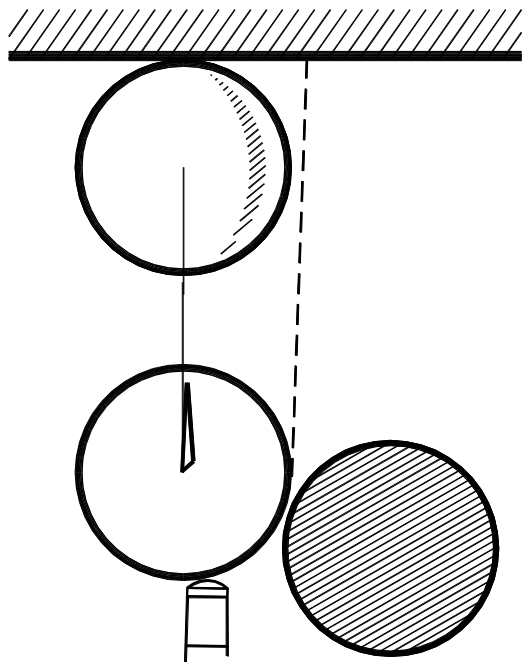
Tom sez nothing of the Rocker. He showz a drawing of the Rocker pozzy, and mentions a kiss-back stroke off the inside ball, using left side on the cue-ball, but sez nothing more.

MANNOCK BILLIARDS EXPOUNDED (1910)

Duznt mention the Rocker, but shows a drawing of the Rocker pozzy.....He sez

.....This "kiss-back" is such a potent factor in close-cannon play, that i recommend it as the best practice-stroke in that connection. It asks for delivery of "touch", a nice knowledge of the angl of rebound, the effect that either "side" produces in it, the direct return gained by a low striking, and the curving rebound of a high striking of the cue-ball. Often a half-dozen, and more, of these "kiss-back" cannons may be consecutively made.....

THE INSIDE ROCKER



ROCKER 2

With the red further west & south (az shown), uken get an inside-rocker going. This sort of pozzzy kumz up a lot. But an Inside Rocker haz a short half-life -- touching ballz soon rearz its ugly head.

RISO LEVI

BILLIARDS, THE STROKES OF THE GAME, PART 3 (1910)

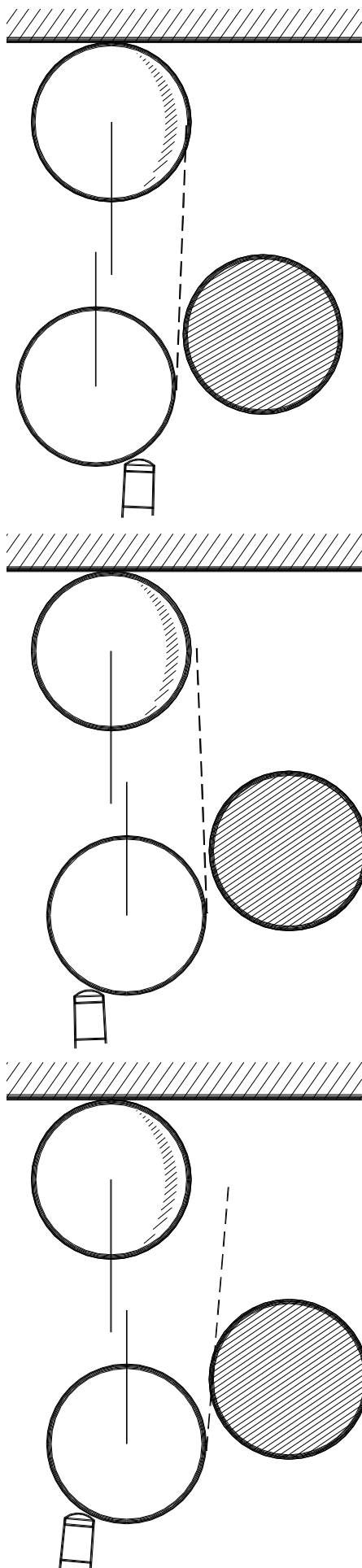
Riso sez that in 1910 the touching-ballz rule woz in force (same az today's), & that this rule came into force in March 1898.

.....but in October, 1907, it was temporarily superseded by a rule which compelled the striker to play from the position of the cue ball on the table, and in order to be able to score he had -- when the cue ball was only in contact with one ball -- either to play at the ball with which the cue ball was not in contact, or else he had to hit a cushion before a ball.....

..... The new rule had only a short life, but its existence made very big breaks possible by means of rocking cannons, and in 1908 Cook made a break of 1,000 unfinished which contained over 400 of these cannons.....

In other words, the new rule made the rocking-cannons eezyr, by 'allowing' touching-ballz.

SUICIDE POZZY



ROCKER 3 In theory uken keep the Rocker going with the qb **5mm** west of the yellow (az shown). U uze lots of **right-hand-side** to **trap** the yellow & to giv the needed kiss-back **angle**. The aim iz **1mm** west of center of yellow, which koz of the angle would actually giv a contact **2mm** west of the centerline. The red iz just east of the qb's path to the yellow.

But uzing lots of side to keep Rocker iz asking for **trouble**. For one thing, its difficult to judge. And u hav to chalk-up often, soon the qb iz covered with **chalk marks**, & soon uwill get a **kick** that givz u **five** tizez az much **throw** az u want. Even excluding **kicks**, the large **varyation** in the ball-to-ball friction that uget with a modern ball iz enuff to ruin pozzzy. If an **impakt mark** (or a **qtip** mark) gets in the contact, the right-hand-side throwz the qb more-so, u get the cannon but the red gets a heavy bump instead of a light graze. In Rocker 1 the contact iz full-ball, ie the kiss-back angl iz virtually 90°, & friction haz zero affect (it affects the speed of the return not the angle).

In Rocker 3, if the yellow somehow moovz 2mm off the cushion then side-spin will giv the qb a **funny** kiss-back angle -- but a 2mm gap iz never a problem in Rocker 1. So in Rocker 3 it's **best** to graze the red thickish or hardish (after recoiling off yellow), to **coax** the red east, so that the **5mm** bekumz only say **2mm**. With **luck** u might get ideal Rocker 1 pozzzy. But why not tap the red east directly (see 5).

ROCKER 4 In theory uken keep the Rocker going with the qb **5mm** east of the yellow (az shown). U havta uze **left-hand-side** to trap the yellow, & to giv the needed kiss-back angle. The **aim** would be **3mm** east of center of yellow, which koz of the angle would giv a **contact 4mm** east of the centerline. The red iz just east of the qb's path to the yellow, az uzual. In Rocker 4 the red iz **6mm** clear east of yellow.

But using lots of side to keep Rocker pozzzy on this **reverse** angl iz suicidal. If u get more friction & throw than u want uwill **miss** the cannon. Or if u get clumsy the yellow will **wander** west.

Much **better** to leev Rocker alone & play az in Rocker 5 -- u might get Rocker back later.

ROCKER 5 Same pozzzy az Rocker 4. Rocker 5 showz the **better strategy**. Play **directly** on red with left-hand-side to double-kiss on yellow & go to **Kiss Along E2**. Some **swerve** might be needed to help finish west of yellow.

JAW ROCKERZ

CORNER POCKETS

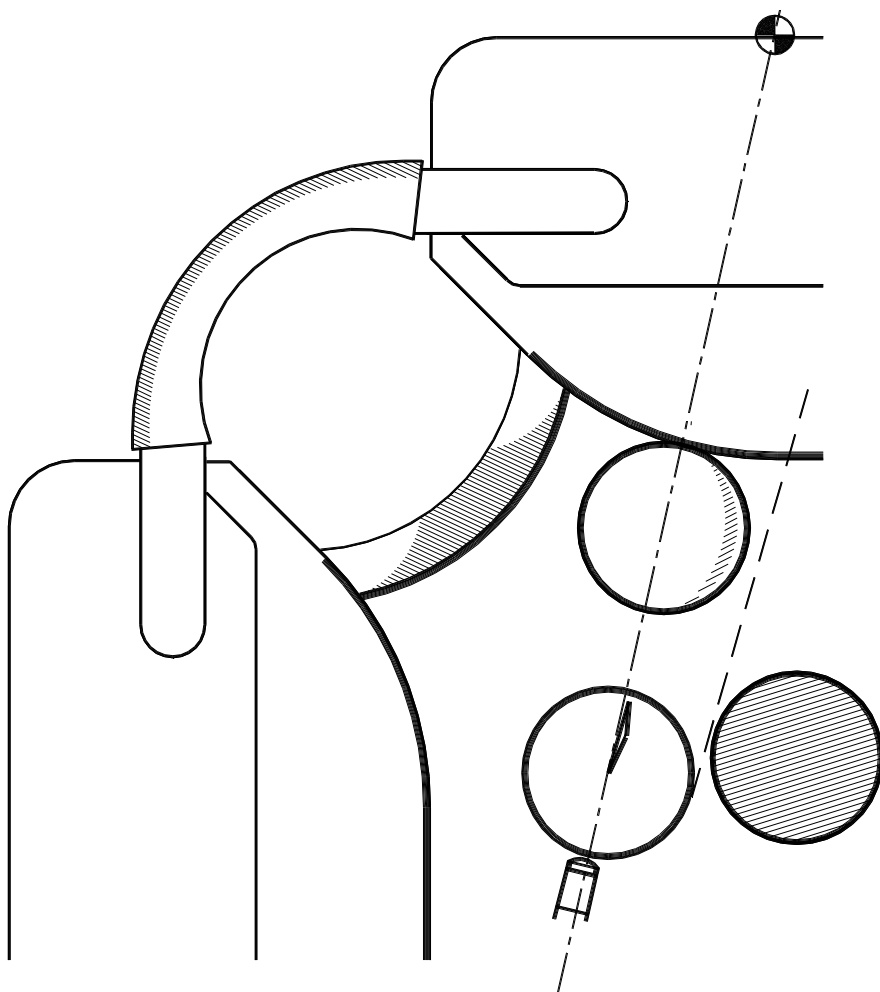
ROCKER 6

Uken play the Rocker in a corner jaw, uzng the J-Spot az the aiming point.

This sort of pozzy might kum up when u have trouble when trying to turn the corner.

U ken aim on the yellow, &/or judge ya side-spin, just az if u were on the straight, ie az if the cushion were square to the J-Spot line.

Once u hav played a few cannonz, u would naturally forget about the J-Spot. U would simply uze feel. But if there woz a major shifting, then u might havta check the J-Spot again.



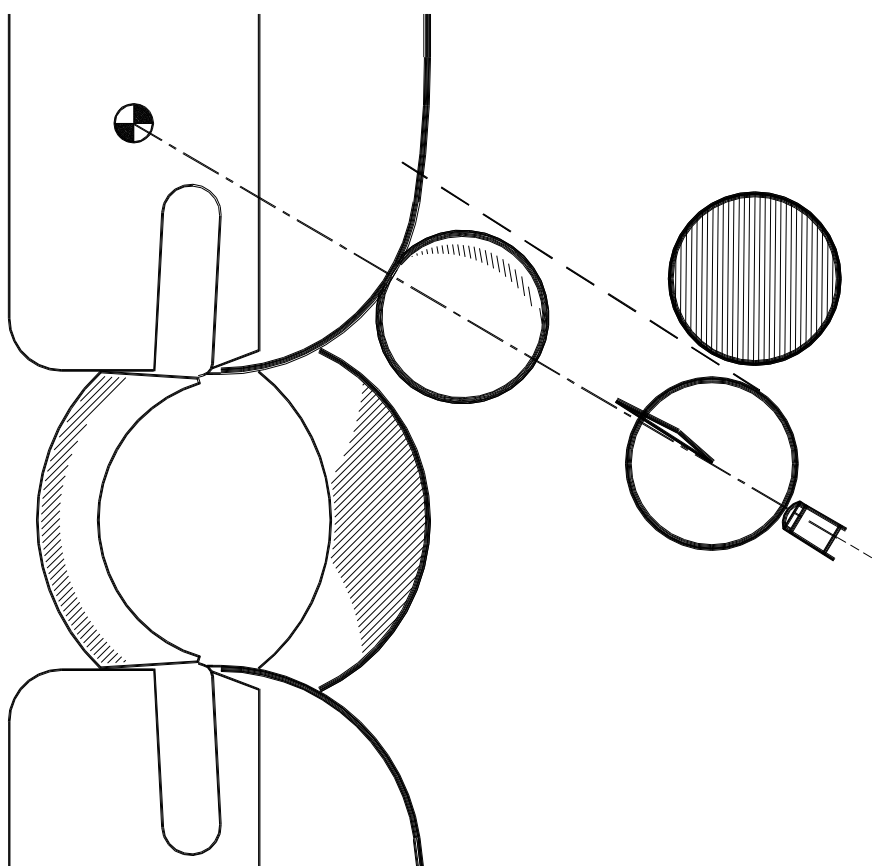
MIDDL POCKETS

ROCKER 7

Uken play the Rocker in a middle-pocket jaw, uzng the J-Spot az the aiming point.

This sort of pozzy might kum up when u are hav struck trouble passing the middl-pocket.

The angl for playing this Rocker makes it eezyr to get at, compared to playing it in the middl of a cushion.



ARGUS 16 JANUARY 30 LONDON

On this the second day of his match with Davis, the champion, Lindrum, the record-breaker, carried his unfinished 1047 to 1668. He had the losing hazard game left, but after making four of these strokes he gathered the balls at the top-of-the-table for the close cannon position, & began nursing them with perfect touch. Four minutes later he had scored 159 cannons. Then, after open play, he began another long run of nurseries. Within 21 minutes after the opening of the afternoon session he had added 600 points to his break, & had obtained a lead of 2,000.

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 failure to make a long red loser ended the break at 1660. The break was scored in 65 minutes. The first of the two 210 breaks made by Davis during the day included 36 nursery cannons. Davis therefore has been giving attention to Lindrum's methods of scoring, but in gathering the balls for the nursery cannon position Lindrum shows by far the greater skill.....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. They are the fastest of all nursery cannons, & the position for scoring them can be maintained indefinitely, whereas if the player drives the three balls along the cushions according to the customary method he is obliged to relinquish cannons when he comes to a middle-pocket, for it is taking a useless risk to continue the shots after one of these pocket is reached.

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.