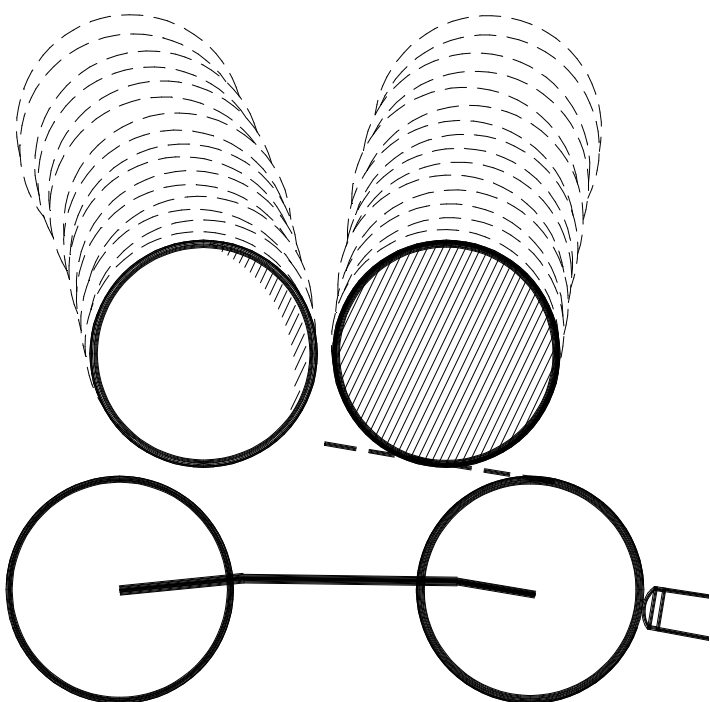


# THE EDGE NURSE



## EDGE-NURSE 1

Here we show the results of 16 hypothetical cannons -- the balls have moved a distance of a little over one ball. In reality we should show some bad cannons -- where the gap between the red & yellow perhaps doubles. And perhaps we should show some cannons where the red or yellow or both just rock.

**THE END** The end of the nurse usually comes with a rush soon after the red & yellow have drifted one ball apart. But the end can happen at any time. One bad shot can lead to one very bad shot, and then it's all over. However, you will still be able to pull off an honourable and controlled retreat.

**TOP CUSHION** The best location for some Edge-Nurses is near the top-cushion, with the red & yellow parallel to the cushion, and the cue ball nearer the cushion. There, the red & yellow travel uphill, against the nap, and so they don't roll as far. And they will rock more easily. Also, the cue ball tends to fall clear of the red & yellow, and so there is less risk of touching-balls.

**ROCKER** An Edge Nurse Rocker is possible when the red & yellow are up-nap from the cue ball -- as mentioned above -- especially if one overfinds an old bruise. Hmmmmmmm.

**NAP** The nap is a worry -- a grazing shot that is OK near one cushion may result in a clean miss near another. It's easy to forget where you are when playing an Edge-Nurse. And you can't relax just because you aren't using any side-spin. The acquired side-spin from impact is enough to curl the cue ball one way or the other -- & there is a big difference between plus-curl and minus-curl.

## RISO LEVI STROKES OF THE GAME (1907-1916)

Riso talks about the edge-nurse -- but he doesn't use that name, nor any other. Riso sez.....

..... Diagram 750 illustrates the best kind of position for a series of close cannons with the balls away from any cushion. .... Owing, however, to the cue ball being so very close to the white it is an easy matter to just graze this ball. By playing the stroke so gently that the cue ball stops almost immediately it touches the red, position will be left for an almost identical cannon off the red. This is because the very thin and gentle contact which the cue ball makes with the object balls hardly moves either of them. .... they may only rock and not be moved at all. When, however, this thin stroke is played with a little too much pace a cover generally occurs. .... very clever players can make quite a number of cannons by just grazing the object balls and using very exact strength each time. .... Good amateurs --- players who make a 50 break very frequently --- find, however, that it pays to break up a close-cannon position in the open as soon as possible and revert to ordinary play. ....

# DALY'S BILLIARD BOOK (1913)

.....He is the best performer who makes the most points, moving the balls the least. Here, in Plate 45 (see both A and B) is shown how young players throw away more chances for runs than in any other situation i now think of. It is when the two object balls are very near together, the cue ball near them, and an easy carom for the first shot.

The first shot is the important thing. Ninety-nine times out of a hundred the tyro hits the cue ball too hard. It is not enough to hit the object balls so softly that they move only three or four inches. They must hardly move at all, no more than in inch or so, less if possible. ....

In this plate (N<sup>o</sup> 45) is a special diagram (C) showing how, given proper execution, one may softly pass the cue ball across the face of both object balls, the object balls meantime traveling along parallel lines in the path indicated by the dotted outline balls. The cue ball on each shot just passes the center of the second ball, leaving the same shot on the way back. The object balls are hardly moved.

I have made 84 counts in a game at this "edge" or "pass" nurse, and where can you get any cheaper counts? Ives has made more than a hundred at it in the open table, and any fairly good amateur, by practice can make a good cluster before losing the position. ....

Hmmmmmm. Plate 45 shows 5 edge cannonz each mooving the ballz a half-ball. I reckon that while the ballz are close u should get say 6 cannonz in a half-ball. When the ballz get to one ball apart u should get say 2 cannonz per half-ball.

..... In Plate 177 the balls are shown astride the line, facing the side rail, and in position for the soft "edge-nurse". The dotted lines show the successive positions of the two object balls as you pass across the face of the two with the "edge-nurse". ....

When they have been gotten near the rail, but not till then, by hitting ball N<sup>o</sup> 2 (on the right) a shade harder than N<sup>o</sup> 1 you work it along faster. You can then "slip through", leaving an easy draw for the line-nurse position. ....

As a general practice, whenever the balls are well set for the edge-nurse use it at once for as many as you can get out of it. They are the cheapest points you can find.....

The "getting-the-line" scheme outlined above can be worked at any of the eight places where the balk-lines go to the rails. ....

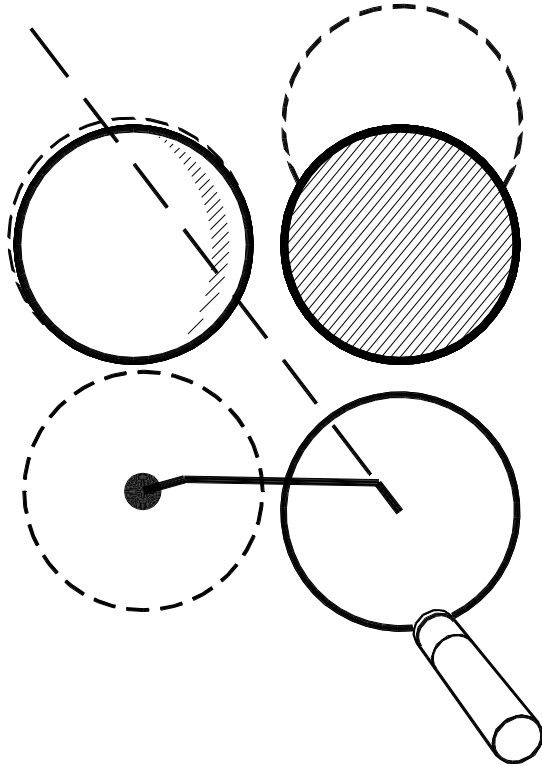
Plate 177 showz 9 edge-nurse cannonz. Theze giv the impression that the ballz moov almost a half-ball per cannon. Hmmmmmmmm.

## ITS DARK & SKARY BETWEEN THE BALLZ

If the ballz are in good pozzy it's too dark to see. The nearer the ballz are to a cushion, then the worse the shadowz -- particularly near the top-cushion. The worst spot iz close to a corner pocket. Try it -- u won't beleev how dark it iz between the qball and the red when they are almost touching. See if u ken work out how to aim without lots of squinting and head bobbing. Theze are the dark agez. Thanks Mr Hartley, for popularizing the twin-light-shade (lots of shadow, not much light). The adz used to say that the lighting had been scientifically tested az giving the same illumination at each pocket. There are six playerz in my team, and i don't need a light meter to tell me that the level of lighting in their underpants iz uniform. What a laugh. Or perhaps your club iz one of the smart onez (mine iznt), with 6 or 8 lights per table. Hmmmmmmmm.

# THE FIRST STROKE

## EDGE-NURSE 2

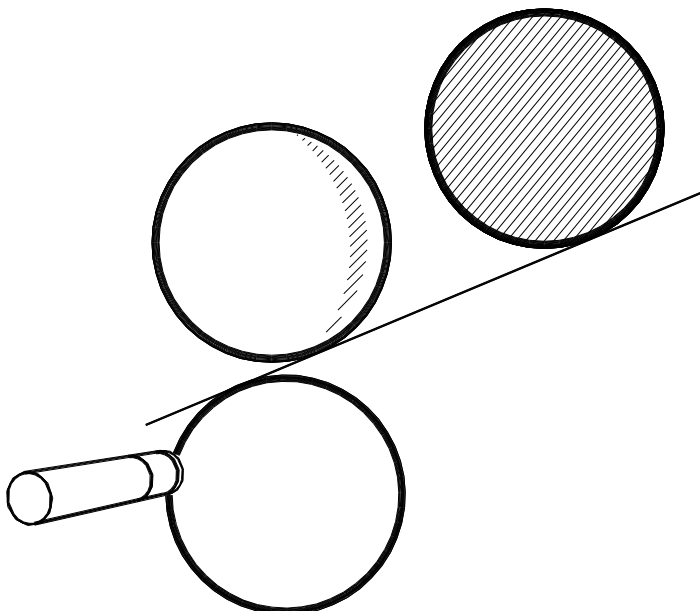


Here iz a good practis pozzly. The ballz are 5 or 6mm apart -- the pozzly iz not very good. Almost any sort of plain cannon will spread the ballz by 50% or more. But, the real worry iz that the next leev iz then unlikely to be any better, ie the next cannon iz again likely to spread the ballz by over 50%. Two or three poor pozzlyz in a row and it's all over Rover. Running-side would help, but not enuff.

## FIRST STROKE

Whenever the pozzly iz poor the best way to maximize yor sequence iz to play a very-good first shot. This may meen that the yellow'to'red gap jumps by more than 100%, but it will pay in the long run. A perfikt stroke leevz a grazing cannon for the next stroke -- then u ken play proper Edge-Nursez. So, here, u must play a mini-masse', az shown -- eezy if u practis.

## EDGE-NURSE 3



**COVER** Here iz the leev after the above mini-masse' -- it woz almost perfikt -- but we left a cover -- so we need another mini-masse'. Mini-masse'z are very handy, & not az difficult az u may think, if u practis.

**CHALK-UP** cushion-crawlerz seem to hate izing chalk.

**FEEL** U havta know&feel where to aim etc. The qball seemz to know what to do, if u giv it a chance, if u practis. Even when u know u hav played it badly u are often surprized to find that the cannon and leev are az-good-az-gold.

## OPTIONZ

What's the alternativ ?? In 2 and 3, u havta play some sort of shot. So why not maximize ya chancez of a longish Edge-Nurse.

# GOING THROO

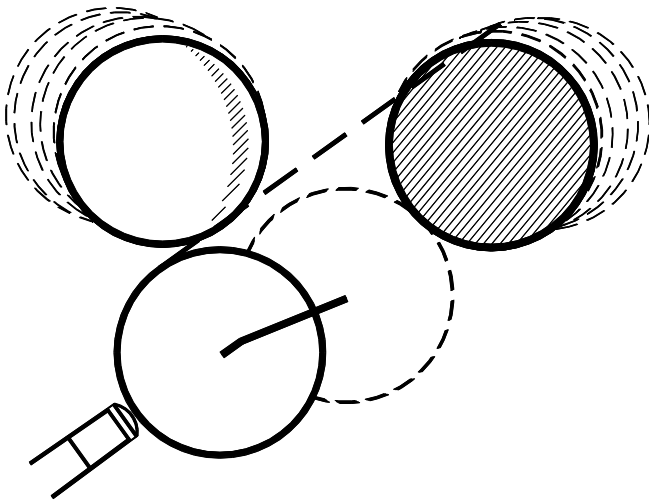
## DALY'S BILLIARD BOOK

### "GOING THROUGH" AND OTHER USEFUL POINTS ON CLOSE MANIPULATION

.....It is often desirable, when the balls are close together, but facing the open table, or too far from the end rails, to "go through" ..... Generally this is best attained by hitting one object ball fuller than the other in making the soft. shots and landing "dead" on the second ball, and stopping very near it..... When the actual shot to go through is made the cue ball just barely grazes and hardly moves at least one of the object balls, and perhaps both are just grazed .....Be sure to get past.....

#### EDGE-NURSE 4

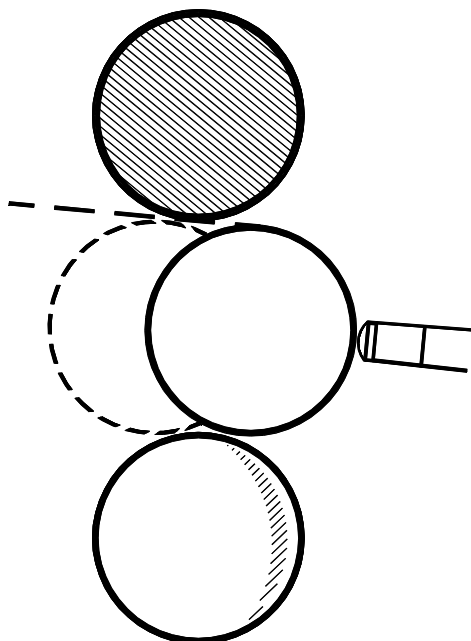
Daly's going-throo iz made with the intention of leeving a drive-and-draw to retain (or get) line-nurse pozzly. We don't havta worry about linez, but this sort of gather iz also useful on our bigger tablez. Make sure u get a copy of Daly's book. Here, in 4, we show a hypothetical small run of such a going-throo. Perhaps this arose from a well played Edge Nurse that we carnt continue, so we switch to a few go-throoz. Theoretically uken graze the first ball without mooving it, and bump the second say 3mm, to lessen the risk of touching-ballz. So perhaps u ken get a bonus of 5 or 6 xtra cannonz, before the ballz end up one-ball apart, az drawn in 5.



## SQUEEZ NURSE

#### EDGE-NURSE 5

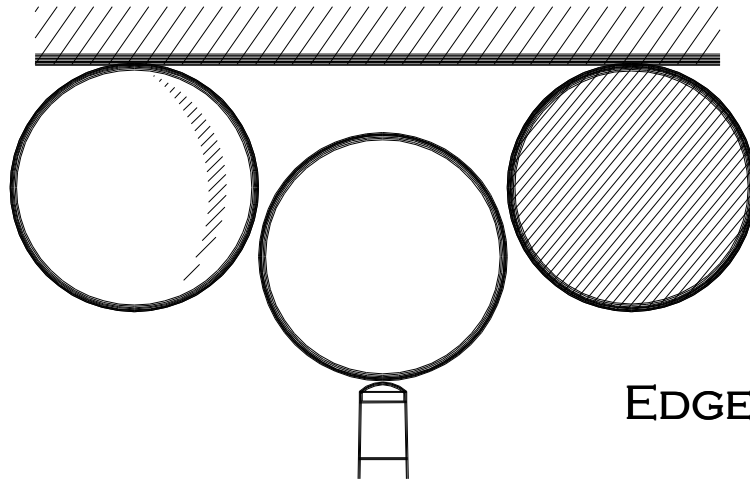
If the ballz fall az shown, it lz sometimez possible to play some short-range to&fro (pendulum) squeez cannonz -- az per the broken ball. If the nap iz from north to south -- graze the red first to xtend yor harvest.



## SQUEEZ ROCKER

If the yellow findz a bruize u might get a rocker going. It's risky -- if u miss then yor opponent haz a long-range cushion-cannon -- but u only liv once. I cheat. During practis i giv the yellow a little tap on the head -- koz its fun making baby cannonz. Who knowz, in a game the yellow might fall into a crater & when it duz i will be ready.

# BALONEY ROCKER

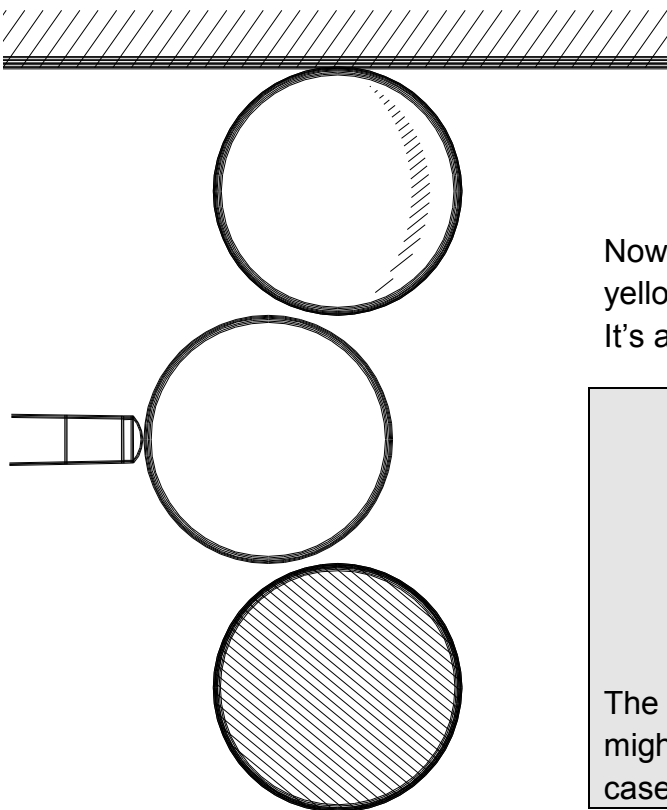


EDGE-NURSE 6

Haz anyone seen one of these -- they must be very rare. The gap iz one ball -- perhaps a bit less or more -- it's a 1-stroke sequence. I don't know how we got this pozzzy -- perhaps the referee woznt looking. If u stuff-up a conventional Pendulum by finishing between the ballz, uken bump the ballz apart in one stroke, & if the gap iz what u want here u are lucky. But if u try to creep up on this pozzzy u will get touching-ballz every time -- u havta do it in one bump -- & get lucky.

Here if the red iz in a hole u hit the red first -- in which case uken hit it thickish -- perhaps with left-hand-side if the gap iz bigger than 1 ball. If u do miss the cannon, the opponent haznt got a lot -- a 3 cushion cannon ?????

In reality this here pozzzy iz only ok if the red or the yellow iz in a bruize -- & if the gap iz virtually one ball -- u could call it a Baloney Rucker. HmMMMM -- thinking. I did see some one studying this pozzzy once -- haz it got any pedigree ?????



## SQUEEZ PENDULUM

EDGE-NURSE 7

Now, this pozzzy iz eezy to get. Here koz the yellow iz on the cushion u graze the yellow first. It's a to & fro 2-stroke-sequence.

## SQUEEZ PENDULUM ROCKER

The yellow iznt going to moov. With care, the red might agree to stay where it iz (ie rock), in which case u now hav a Squeez Rucker.

