

ANCHOR NURSE

MANNOCK BILLIARDS EXPOUNDED (1908 ??)

Mannock seemz to call this nurse/sequence -- the **Continental Anchor**. He sez.....

.....I should think there was no greater exponent of it than the late F C Ives, as, I believe, he succeeded at Philadelphia some years ago in making a sequence of over 3,000 cannons.

Hmmmm -- I suspect that Mannock should hav been referring to Schaefer making 3,000 cannons at the ordinary rail nurse see Daly's book.

The aim is to get the red tight against the cushion and the other object-ball on the outside, touching, or nearly touching it. The cue-ball is kept close to them and at the angle described in the diagrams. The great thing is to make a long run of cannons, scarcely moving the balls from their original position. By striking the cue-ball in this manner the action is skidding, and it comes in contact with the first object-ball in a circuitous direction and skids off in the same manner on to the second one, moving them only in the slightest degree from their original spots and leaving a cannon from a similar angle on the other side.

RISO LEVI STROKES OF THE GAME sez nothing of the anchor.

The nearest he gets iz the Rocking Cannonz, a kiss-back type of stationary Anchor, which we look at in another chapter. So, it appearz that the Anchor woznt played in English billiardz.

DALY DALY'S BILLIARD BOOK (1914)

In 1883 the full possibilities of the 'anchor' were first realized and demonstrated by Jacob Schaefer, even as he had been a pioneer with the rail. Great, indeed, he was, and many hold him to have been the greatest player of all, master of the best of today. It is to be noted here that Frank C Ives invented no standard nurse. They had been discovered when he appeared. But he mastered them all. To him billiards was distinctly an intellectual problem -- to Schaefer the game was a vehicle for the manifestations of inspired genius. The runs of the 'anchor' by these two, the only players who ever really mastered it, brought the 'box' at the contact points of the balk-lines to limit it. The secret of the 'anchor' play is to kiss softly from the first ball, just 'grazing the glisten' of the second ball without moving it from its place, then playing back to the original position, just grazing the first ball and kissing up from the second ball, leaving it still against the cushion. This process is then repeated. Runs at the Anchor Nurse. --- Schaefer ran 343 at the anchor against Ives in a match in November, 1893, in New York, and Ives answered Schaefer the following night with 456 at the same anchor nurse. In December, also in New York, Schaefer scored 566 at the anchor against Ives. In January, 1894, Ives in a tournament, had a run of 487. Parker's box followed. Yet there is no reason why amateurs should not practice the anchor. If, as someone has said, 'Genius is the capacity for hard work,' then Ives had genius. He would spend from four to six hours a day on the 'anchor,' for instance, or the 'chuck', trying in various ways to get these conventional positions from various leaves. Other hours he spent on single-cushion shots or on masse's, or on close manipulation to 'go through' the balls.

MIKE SHAMOS THE ILLUSTRATED ENCYCLOPEDIA OF BILLIARDS (1993)

.....After a few shots, the free ball becomes 'anchored' to its location, hence the name. The history of the stroke is obscure; some sources credit it to A P Rudolphe, but at least one other traces it back to Samuel Jakes in 1875, prior to the drawing of balklines. 1929 BM (Aug).

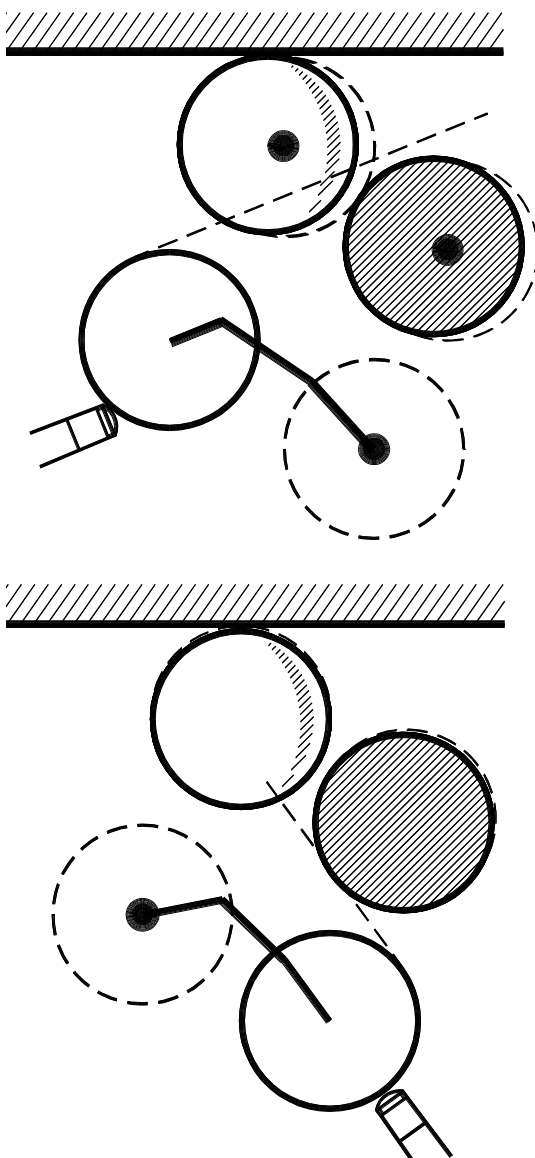
MOOVING ANCHOR NURSE

In the past, i always saw the Anchor pozzzy az a classic trouble pozzzy. Nowadayz, i recognize it az a friendly pozzzy. Obviously in the past i had seen the Anchor mentioned in books, i had read Daly several timez -- but i thort that the Anchor woz of zero use in English billiardz. I thort that it might be viable if we uzed big&heavy $2\frac{3}{8}$ " ballz, & if we were allowed to hav touching-ballz, & if minor push-shots were allowed, & if we had a cloth that had been badly bruized by hundredz of masse' shots. Imagine my surprize when i found that it woz eezy to play with our $2\frac{1}{16}$ " inch (52.5mm) ballz, & on a new superfine cloth at that.

The mooving Anchor Nurse iz the first form where, az **Mannock** sez..... we can.... **make a long run of cannons, scarcely moving the balls from their original position.** The following drawingz show the mooving anchor.

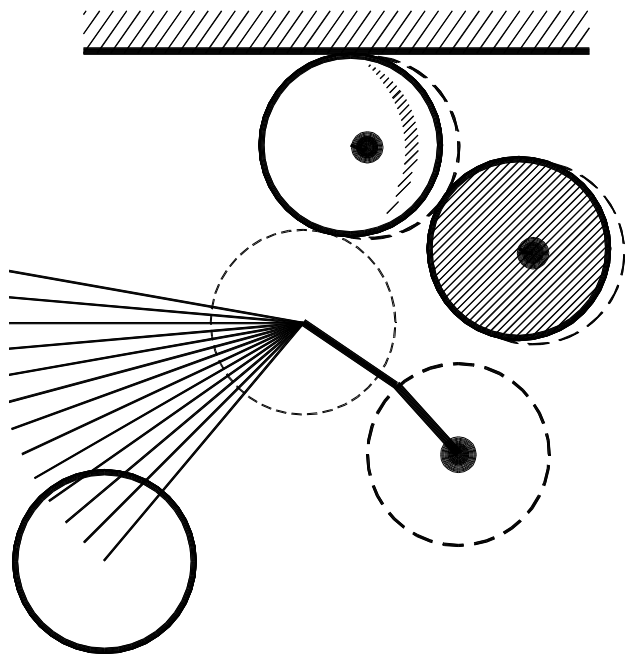
STATIONARY ANCHOR

We don't show this form, it iz probably extinct -- partly koz of the touching-ballz rule. Where az **Daly** sez, we**kiss softly from the first ball, just 'grazing the glisten' of the second ball without moving it from its place.** And where **Shamos** sez..... **After a few shots, the free ball becomes 'anchored' to its location, hence the name.**



1A In the mooving anchor we **double-kiss** off yellow & **graze** the red. The yellow hits the red before the *q*ball duz. There are four kisses in all, & the ballz moov along a few mm to leev 1B. The yellow'to'red line iz such that a half-ball kiss-off the yellow would miss the cannon. We played **quarter-ball**, but if the red iz narrower, u might need to play **1/8th** ball or finer still. The **good newz** iz that u don't havta be accurate, but **strength** iz **crucial**. I show some running-side, koz this seemz to reduce **touching-ballz**, but pleez yaself. The yellow ken be **frozen** on the cushion (az shown), or more often it iz **1mm** or **2mm** off. The red&yellow ken be touching (rare), but a **2mm** to **4mm** gap iz best (az shown), & a **10mm** gap should still be ok (occasionally). The yellow, if frozen (in 1A), endz up **1mm** or **2mm** off the cushion in 1B. A **pitted cloth** ken anchor the red, but it iz more likely to give u touching-ballz.

1B We **graze** the red, & **double-kiss** off the yellow, to leev a pozzzy similar to 1A. The yellow, if off the cushion in 1B, will uzually end up **frozen** in 1C (not shown). Uken play this Anchor (1A & 1B) anywhere on any cushion, by holding ya cue **very short** & reeeeching out&around&back. But for accuracy it iz best to **walk** around for each shot. Shot 1B iz the problem. U need to be on the top-cushion or near a **corner**. U should be able to get heaps of cannonz izing the Anchor, perhaps the limit.



ANCHOR 2

Here iz the 1A type of pozzzy again. The qball iz shown on the 45° line, but it might be on any of the 13 linez shown. Of course, the qball will uzually be closer, much closer.

CONTACT U will probably find that it iz best if u contact the yellow in the same place for all attack-anglz up to 45°, az shown by the dotted circle. This contact will give the yellow a not-too-small & not-too-big travel, to bump the red along-&-out a little.

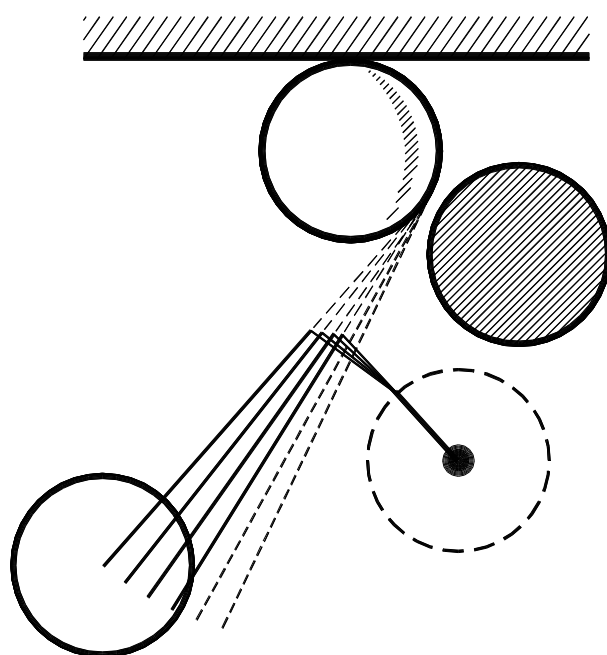
RED Bumping the red along-&-out givz u the elbow room u need to allow u to bump red along-&-in for your next shot.

But if the red iz further out from the cushion (not shown), u might havta hit yellow thicker, koz ideally the qbball should finish well out from the red.

THIN KISSEZ & if the red iz too close to the cushion (not shown), u might havta hit yellow very thin, koz u might otherwise miss the red. Practice will give u the necessary feel for theze thin-kissez. This feel involvz a combination of thinness & pace. The slower the pace, the thinner the needed kontakt.

NAP Nap-Drift komplikates matterz for judging thin-kissez. The longer the range from the qbball to the yellow, & the stronger the nap, the greater the allownce needed. U might havta aim outside the yellow just to avoid hitting it too thick.

BRIDGING Anyhow, u don't havta break ya kneck to get ideal 1B pozzzy each time. There iz plenty of leeway for the occasional bridging cannon here & there (not shown). A bridging cannon iz uzually a softish shot that duznt leev the ideal pozzzy, but givz u a chance of getting ideal pozzzy in another shot or 2. So don't panic. Don't anchor ya thinking.



ANCHOR 3

For attack-anglz wider than 45°, u will probably aim for a half-ball contact on yellow, az shown.

RISKS The crucial thing iz to not miss the cannon, trying for perfikt pozzzy. The run of the yellow etc iz secondary, make sure of the cannon. So, don't take risks.

CHECK SIDE Don't try to uze check-side to help the yellow along koz it duznt help. Don't argue. I know that check-side takes the yellow along, but if u uze check-side u will havta aim thinner on yellow koz u don't want to miss the cannon. So u are back where u started. See??

TRAP Be careful of the trap -- the two widest attack-anglz are not possible (dotted lines) -- u will hit the red first. So just play a bridging cannon (not shown), yellow first, az thin az u dare.

COVER ANCHOR 4 When the qball ken see a quarter-ball of the yellow, the grazing cannon iz eezy. But here it ken only see a **fifth** of the yellow (az shown by the solid line), & the yellow iz a little **off** the cushion. This iz **tricky**. If u don't graze the red very thin, the yellow iz **unlikely** to double-kiss the qball. If it duznt doubl-kiss, then there iz a **risk** of a **cover** -- koz the qball will stop nearer the cushion -- allso koz the yellow will rebound too far off the cushion. So, we play softish **just in case** we miss the kiss -- by playing softish we **don't care** whether we get the doubl-kiss or not. But then we are **risking** touching-ballz -- so not tooo soft.

HMMMMM ANCHOR 5

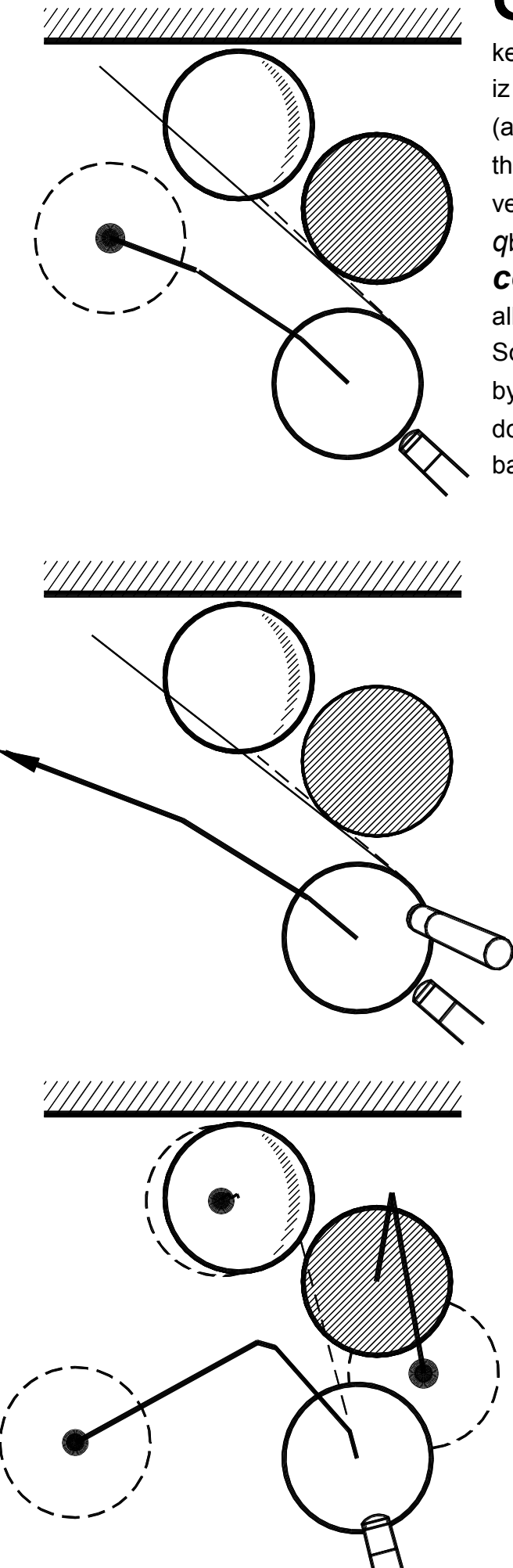
Here the qball carnt see much more than an eighth ball.

? We ken try a softish **grazing-cannon** (not shown), aiming to almost miss the red. But then we would risk missing the cannon, or getting a cover, or touching-ballz.

?? A **mini-masse'** iz eezy (shown), if u ken reech it. But the leev will be iffy.

??? Or we ken play a **hardish** grazing-cannon (shown), hitting hard'nuff to send the qball onto the cushion & well off again (at least a half-ball off), which meenz hitting it perhaps 300mm, which meenz a very **tricky** grazing-cannon coming back. Pleez yaself.

OPTION ANCHOR 6 In 4 & 5, & here in 6, we hav our **4th option**, we ken play a **run-throo** cannon (az shown here). The red reboundz from the cushion (az shown) to leev a kiss-gather for our next stroke. This run-throo might be an eezyr shot than 4 or 5, especially if u don't havta uze the rest. The uzual **stuff-up** iz to hit too softly, leeving poor pozzy for the kiss-gather. U havta hit **harder** than u think. The other **stuff-up** iz to contact the yellow **too full**, & failing to get well west, thus leeving a bad angle for the kiss-gather. The qball runz throo the red narrower than u think. Which bringz us to Dion'z Nurse.



DION'Z NURSE

MANNOCK BILLIARDS EXPOUNDED (1908 ??)

Mannock reckonz that **Ives** invented **Dion'z Nurse**. He sez.....

Then Ives set the seal upon his fame by conceiving a most beautiful and at the same time tremendously difficult stroke, also of the 'anchor' pattern. With the three balls bunched together by a cushion the cue-ball behind the other two, one of which was on the cushion and the other slightly away from it, he played fully on the nearest ball thinly across the face of the cushioned ball. From the other side the cue-ball was gently kissed thinly against the second object-ball, which was retained in almost its original position stroke by stroke. The first stroke sent it to the cushion and back again, the second barely disturbing it by the slight impact of the cannoning cue-ball. Altogether a most ingenious conception, needing the most accurate handling.

..... Undoubtedly the greatest thing known to close-cannon play is the 'anchor stroke', devised and put into effect by that wizard of the cue, the late Frank Ives. As the name implies, the stroke forces an anchorage of the two object-balls, so enabling the cue-ball to pass from one side to

the other of them as it cannons. One ball is on the cushion, or very nearly so, and the other from half a ball's to a full ball's distance away from it. Playing very gently and fully on to the outside ball, trying to bring it back to its position, left 'side' (in a right-handed direction) sends the cue-ball across the face of the cushioned object-ball, and it is 'kissed' away to the other side. The second stroke is played with the idea of leaving the original position. The cushioned ball is thinly touched, and the further hit just hard enough to bring it away from the cushion again.

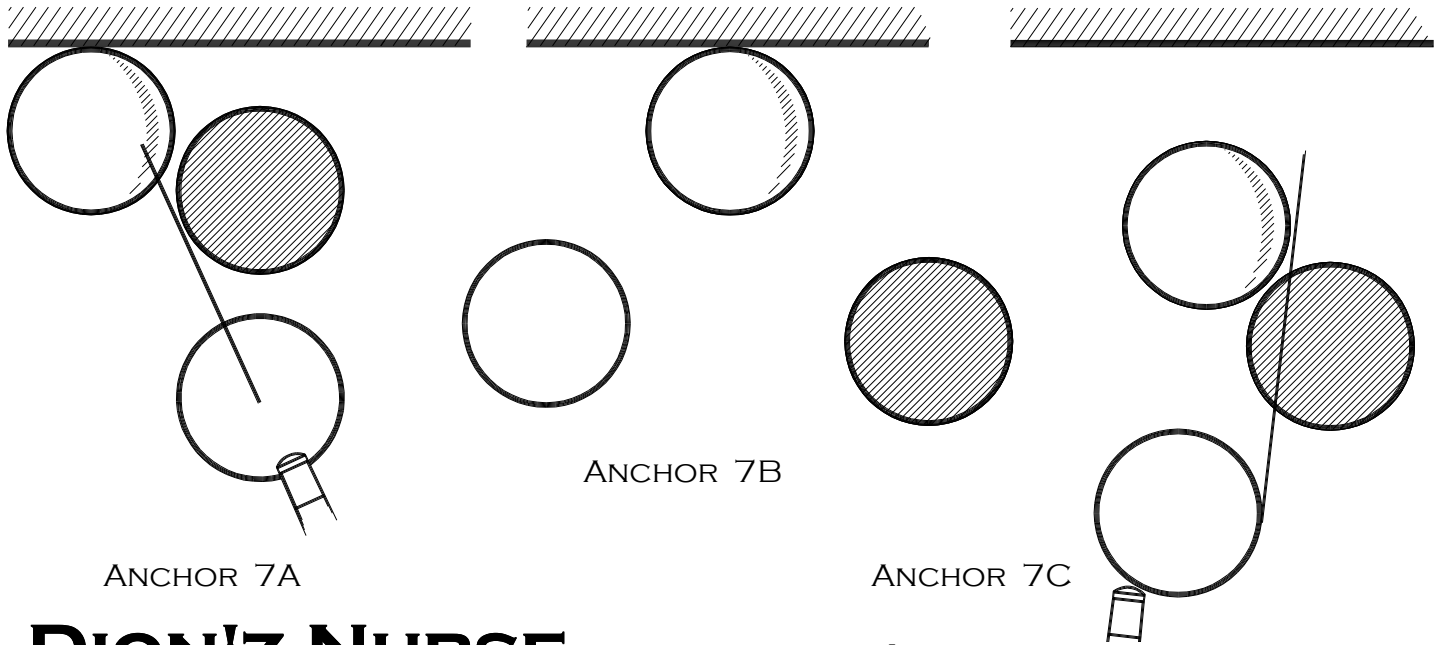
As in everything else, the beginning of this play is the most difficult. The first few strokes want very nice handling. Get safely through these, and position is much more easily maintained. With the object-balls keeping to the same places stroke after stroke, the cloth begins to 'cup', that is, forms a hole where they stand. Once this happens the expert player can go on indefinitely. As an instance in point, Ives made a run of over one hundred cannons some years ago on an English table.

DALY DALY'S BILLIARD BOOK (1914)

.....Dion's plan of operation was different in that he started with one ball out from the rail a bit, similar to the 'anchor', as we know it. He would cross the face of the ball with a carom, and on coming back for another carom would work the balls back to or near the original position. This is also shown in Plate No 1.

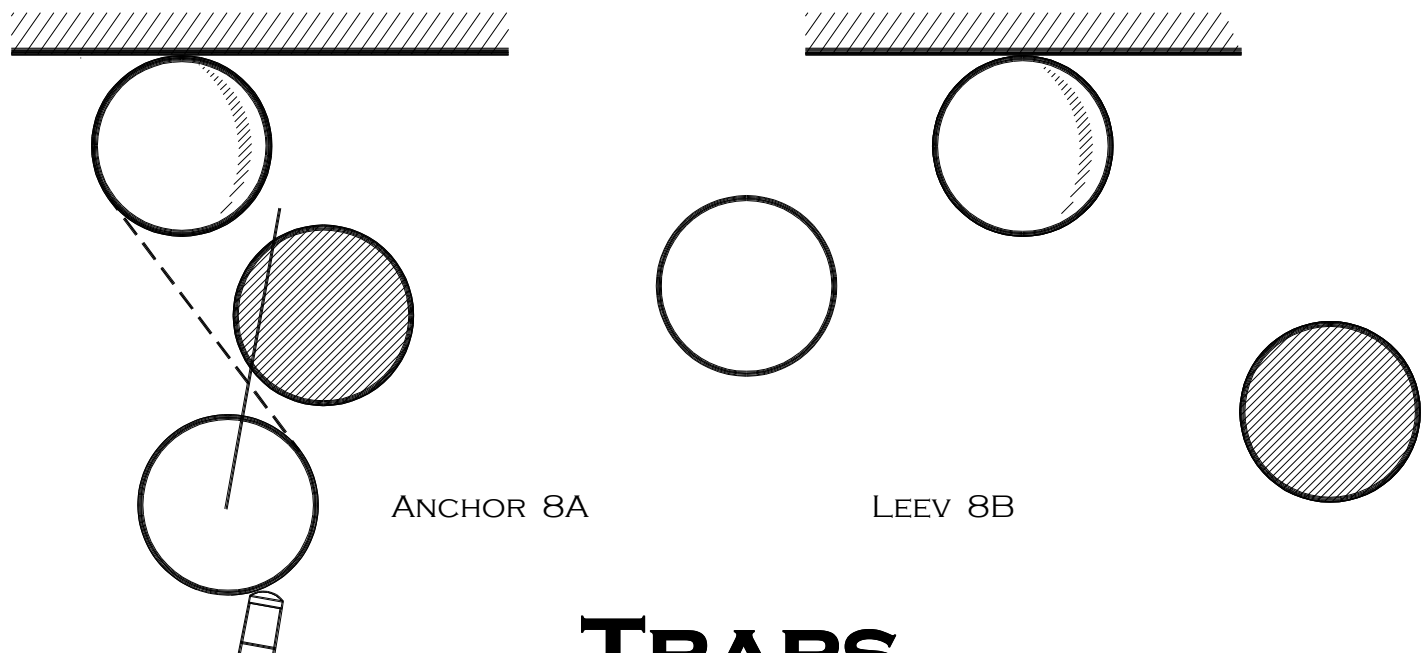
Plate No 1 iznt shown here, it showz a poorly drawn and impossible arrangement of the ballz described as the 1st position and the 2nd position in this two shot sequence. Daly duz not make any mention of Ives or anyone else using Dion'z Nurse.

It appearz to me, having tryd it, that Ives' verzion of Dion'z Nurse woz misquoted by **Mannock** -- it iz simply **impossible** to make a run of that sort. Granted it would be much eezyr on a **small** table, izing 2 3/8th inch ballz. **Daly** came close to describing it properly, when he sed that Dion would work the balls back to or **near** the original position. So, the run-throo on red (like Anchor 6) iz really only a **bridging-cannon**. Instead of being one part of a **2-shot sequence** (ie Anchor 1A & 6), it iz only played on average say once in **four** shots at best. It appearz to me that the run favored by Dion woz chiefly a mixture of **Rudolphe's Nurse** plus the **Anchor** plus **Dion'z Nurse** plus the **Edge-Nurse** etc. Anyhow, theze run-throoz are a very clever shot -- there are a few **tricks & traps**.



DION'Z NURSE

This *supposed* 2-shot-sequence, 7A followed by 7B, iz one form of Joseph Dion'z supposed Nurse. Unfortunately it karnt work -- 7B iz our standard little kiss-gather, & it inevitably leedz to something like 7C. So ,a repeat of 7A iz still a long way off. We will need a 7D & a 7E & perhaps more, before we leev another 7A. *Hmmmmmmm*. U ken get close to a 2-shot-sequence if u play 7A very *softly*, leeving a short-range verzion of 7B. But this won't last long -- it's only asking for *trouble*. In pozzy 7A, notice that the standard *Anchor* sequenc iz not quite on -- the yellow'to'red angle iz too narrow.

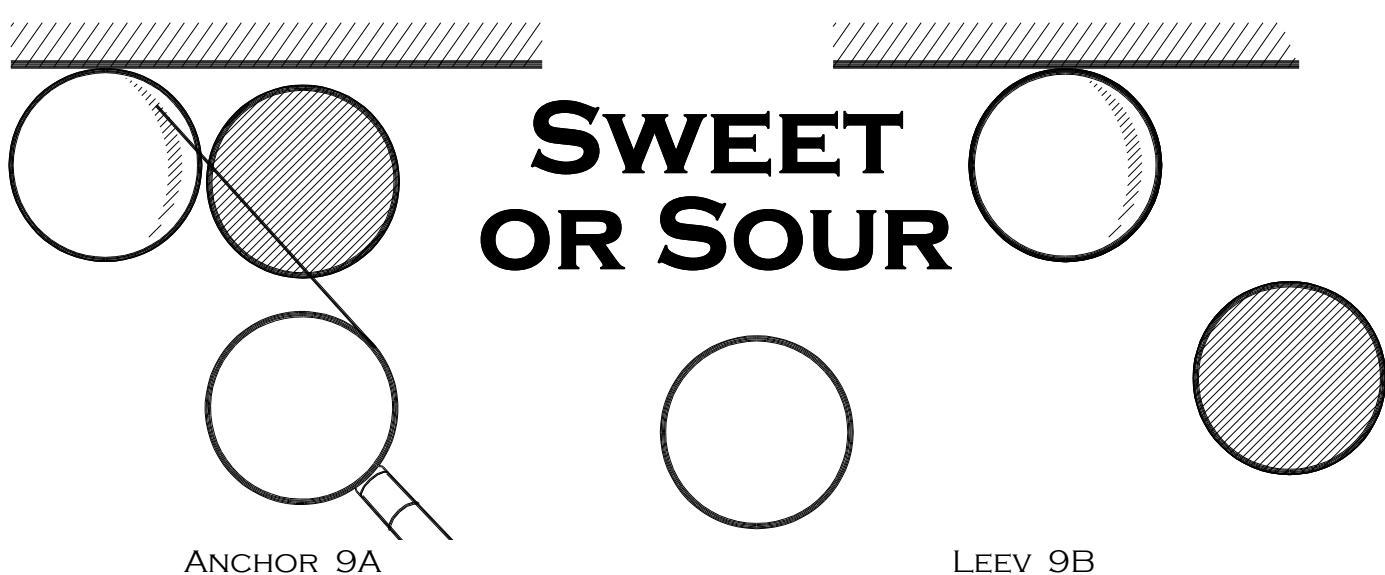


TRAPS

Here u are tempted by the thin cannon. On this angle the thin cannon iz tricky. If u land on yellow at dead pace u risk *touching-ballz*, but grazing past to the cushion iz asking for a *cover*, which iz ok if u fancy a *mini-masse'*.

If u insist on playing thin, look at a *hardish* shot where the qball kumz off the cushion a half-ball or more, but the next long-range cannon iz likely to be just az *tricky* especially if the yellow stayz hard-up on the cushion.

I would ignore the thin cannon & play 8A az a variation of 7A. Play a *thick run-throo* to leev 8B. Hit harder than u think. Uze check-side&top if u think a *push* iz not a risk.

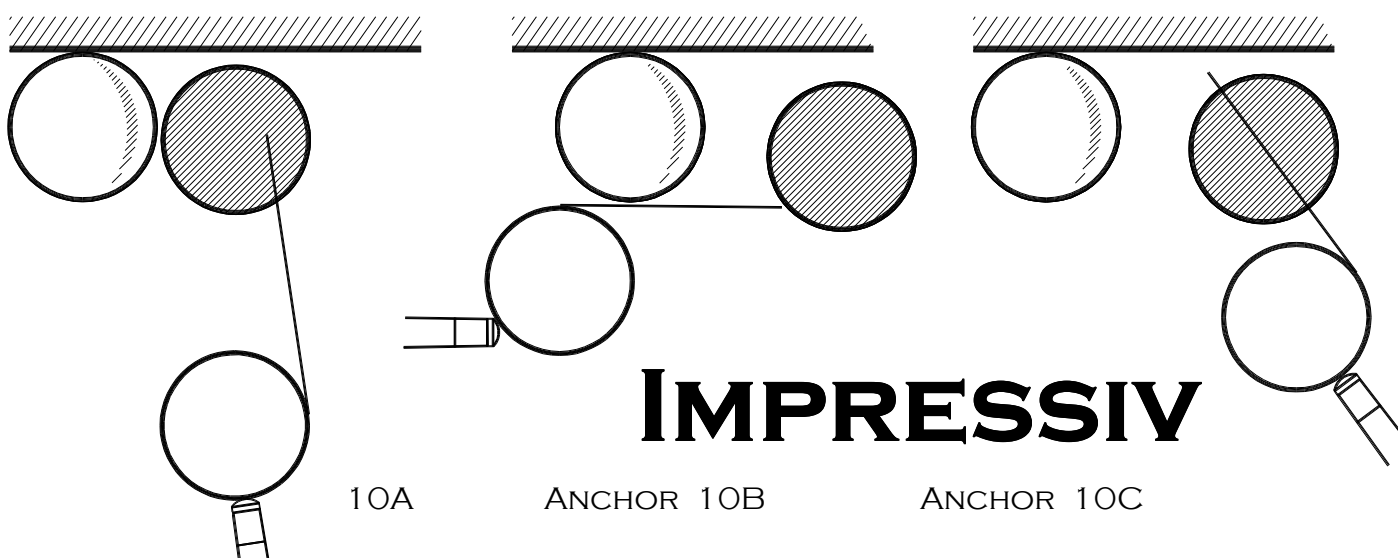


SWEET OR SOUR

ANCHOR 9A

LEEVE 9B

This sort of pozzie kumz up ahelluvalot & it's a very welkum sight (for a right-hander) if u know how to handle it. Here we play a quarter-ball, with **stun** (az shown), leeving 9B. Rezist the **temptation** to simply play a rolling thickish run-throo (with no stun) koz u risk a **double-kiss** that **robz** the cannon (not shown) -- if u avoided the kiss the leev would be **inferior** to 9B anyhow.



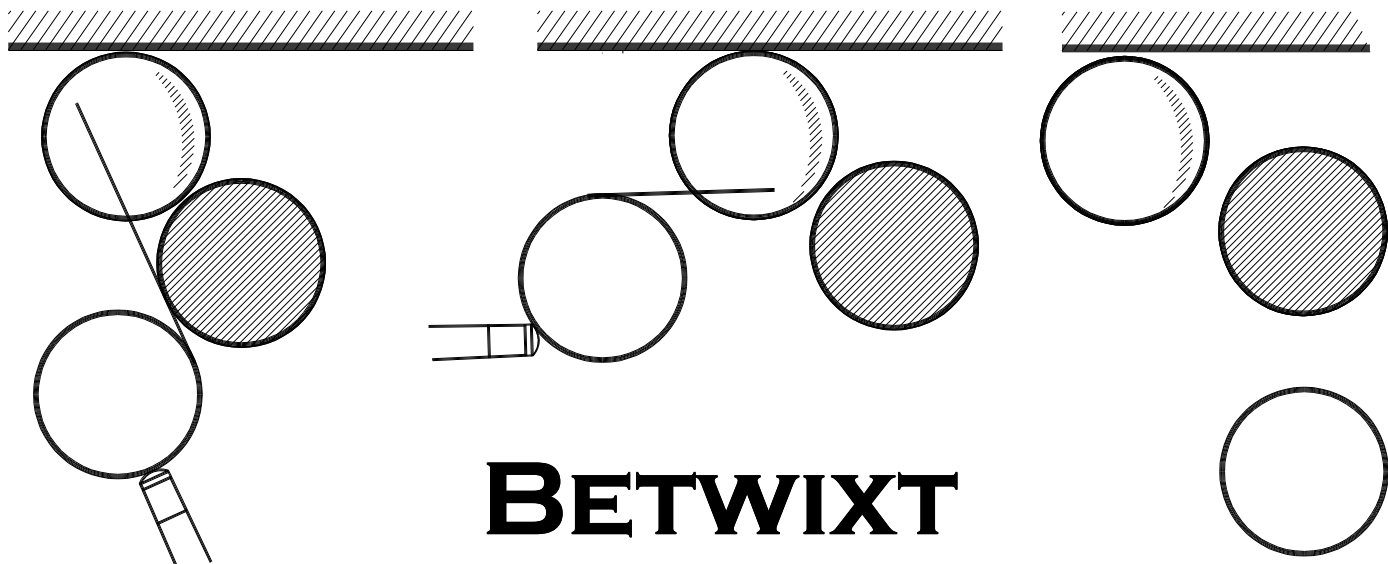
10A

ANCHOR 10B

ANCHOR 10C

IMPRESSIV

This pozzie looks **impossible**, but there iz a risky three-stroke sequence if u wanna impress somwun. In 10A we play a slowish thickish half-ball double-kiss off red, which with some good judgement takes the qball thinly onto & across the yellow, leeving 10B. The further the red iz from the cushion the thicker uhavta play, some practis will helpya az uzual. In 10B, with yellow frozen, u havta aim thinner than u think (if at the top cushion) -- koz of **napKurv** -- else the thicker contact (& possibly a doubl-kiss) will giv u zero cannon. The leev iz 10C. In fact, in 10B, **left-hand-side** might help -- this let's u aim exactly where u want -- & when the qball landz on the red it uzually tryz to stay clear & tryz to give u a good angle for the return shot. But if the qball in 10B iz further out from the yellow (in which case a thickish contact on yellow iz needed), then I find that uzuing **right-hand-side** helps the shot. The side reducez the size & touchyness of the kiss-off-angle. But then i havta make even more allowance in aim (ie narrower), koz the Janus Cloth Effect givz the qball some **xtra curl** to the left. 10C iz another variation of 9A & otherz. A plain half-ball iz uzually enuff to leev pozzie not unlike 9B. It iz **tempting** to uze **checkside** in 10C, but this **risks** a kiss which robz u of the cannon. A very difficult 3 shot sequence, but uken do it if u practis -- pace iz critical (when iznt it).



BETWIXT

ANCHOR 11A

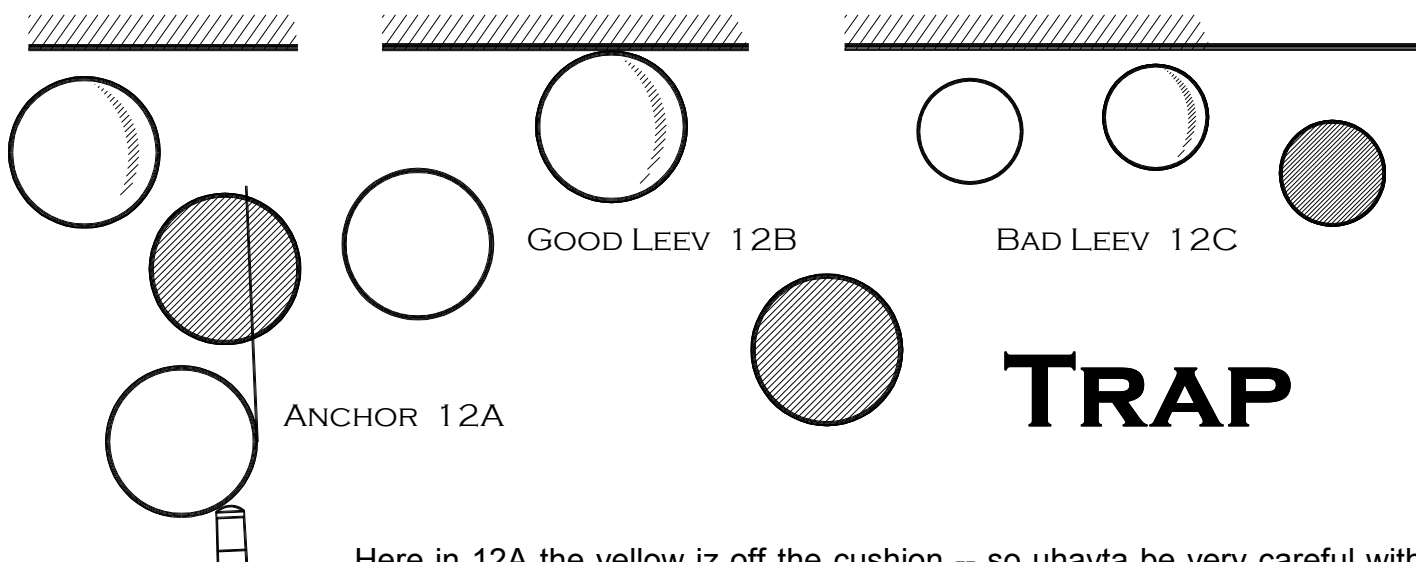
ANCHOR 11B

ANCHOR 11C

11A Sometimes badder iz better. Here we might want to play a run-throo az in say 7A, to recover better Dion pozzzy or Anchor pozzzy, but the red iz not yet far enuff east. Hence, in 11 we play an eezy **3-shot sequence**. Normally u would *instinctively* play 11A thin & soft, to limit the red leeking away behind the yellow. But here we play 11A az hard az we dare, to **purposly** moov the red **into trouble** behind the yellow, leeving the pozzzy shown in 11B -- this **bad** pozzzy iz now **good** for a run-throo recovery -- better than the **betwixt** sort of situation we had in 11A.

11B We nudge the red even more-so into the friendly Dion-pozzzy shown in 11C. We use maximum **right-hand-side** to keep the yellow quiet & to hold the red close to the yellow while allowing the qbball to be hit hard to get it well south & level with or east of the red.

11C iz a variation of 7A. 11D (not shown) will be kiss-gather. U could call this sequenc a 4 shot or 5 shot Dion-Nurse.



ANCHOR 12A

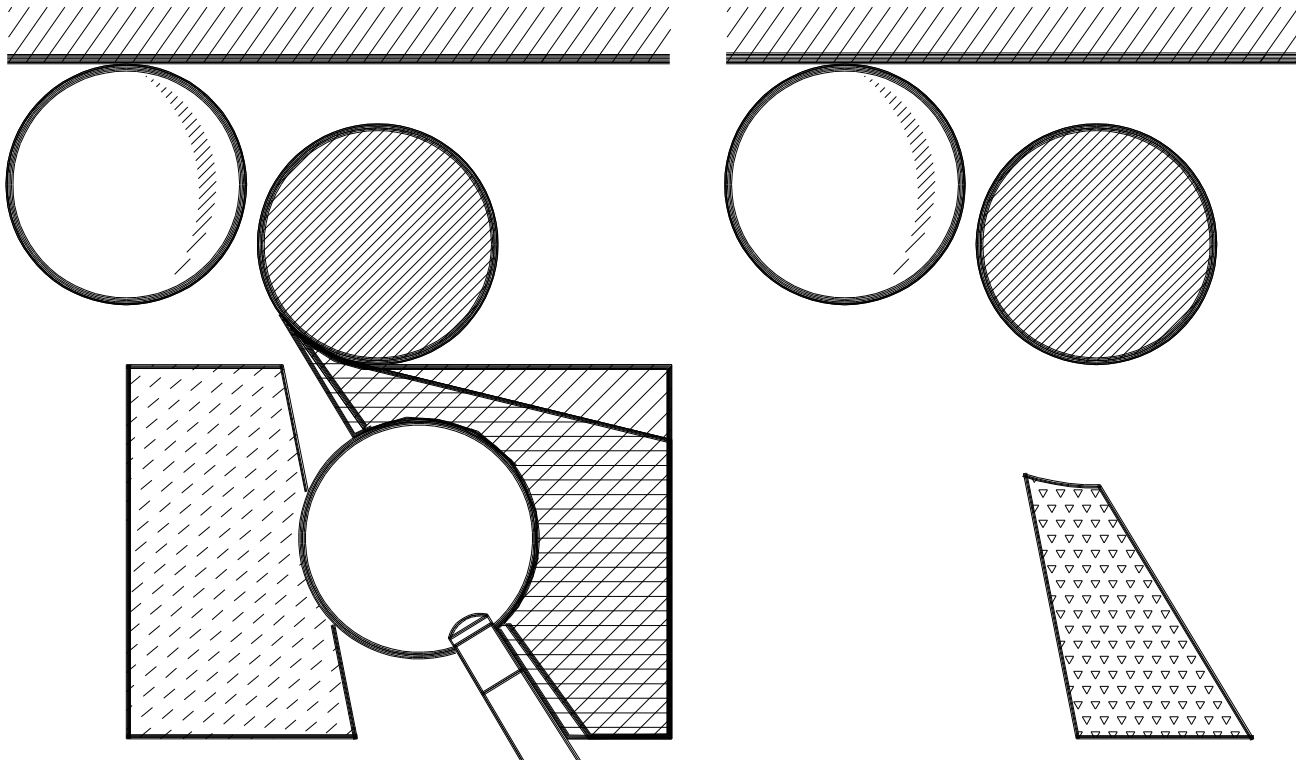
GOOD LEEV 12B

BAD LEEV 12C

TRAP

Here in 12A the yellow iz off the cushion -- so uhavta be very careful with the contact on yellow & with the pace. It iz only human to play this in the old fashioned eezy way, ie hard, **expecting** to get the uzual friendly doubl-kiss on yellow. But playing the stroke hard will leev the qbball near the cushion, & bring the yellow out, giving the **klumzy cover** shown in 12C. U havta play 12A **just hard enuff** to place the yellow on or near the cushion, az shown in 12B. In 12A a softish thick half-ball with check-side will do the job, az shown.

DION'Z RUN-THROO



ANCHOR 13A

ANCHOR 13B

Az i sed, Dion'z little run-throo ken save the day when u start to loozgood pozzy in any run. And u ken set it up eezyly, if & when needed. But, az i sed, there are some tricks & traps.

LUCKY

This pozzy in 13A iz lucky. It duznt look it, but here in 13A u are almost in big **trouble**. The pozzy looks friendly, but this ken be a **trap**. Here in 13A u ken play Dion'z run-throo by hitting red half-ball. But, if the qball woz a couple of mm to the east, a half-ball shot would rezult in a **double-kiss** on red, & u might miss the cannon. The **danger area** for a double-kiss iz shown by the **horizontal** hatching. Hence, if the qball woz further east, u would havta play a **thin run-throo** to avoid the double-kiss. But a thin cannon iz **impossible** or not much good. Koz, once the qball iz in the area shown with the **45° hatch**, a thin run-throo will certainly **miss** the double-kiss, but the qball will also certainly **miss** the yellow, ie zero cannon. In the western part of this area, an extremely thin **grazing** contact on red might give a cannon, but a thin grazing contact would not take the red onto the cushion much less off & back out again. And if u moov the qball west to the area shown with the **broken hatching**, u ken get the cannon eezy enuff, but u **carnt** get the qball to finish west of the yellow, to leev a good angle for the next stroke (which we want to be a kiss-gather). Altho, if in this broken hatch area, i suppose that u might hav some success with a stun or screw or pique shot.

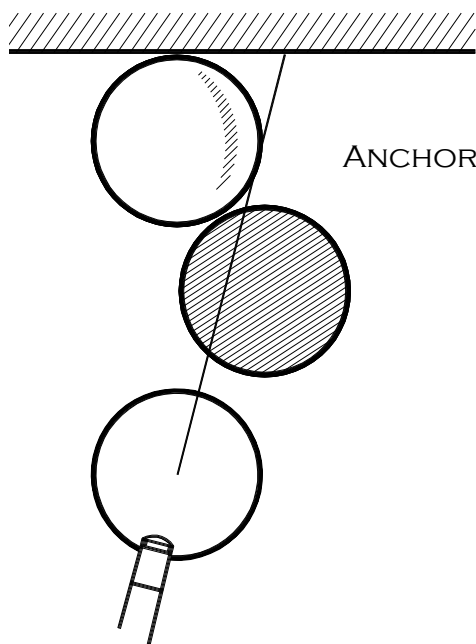
GO-ZONE

So, with the ballz in this pozzy, the only area where u ken --

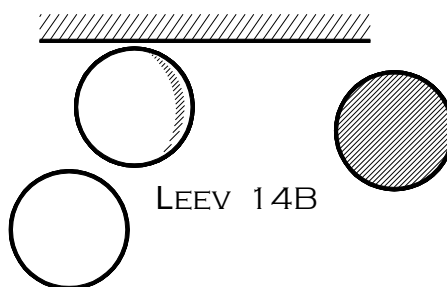
(a) miss the double-kiss on red, (b) get the cannon, & (c) get good kiss-gather pozzy

iz when the qball iz in the area shown by the **triangular hatching** in 13B. These sorts of **dilemmaz** often kum up. In 13A & 13B the red iz a quarter-ball off the cushion. It looks **benign**, but the double-kiss ken **trap** the best of us. Practis will make u familiar with the **Go-Zone** & the **No-Go Zone**. If u are in a No-Go-Zone, u might try a couple of thin grazing cannonz, & then with luck u might be able to play a thin stun-shot, az in 9A.

COVERZ



ANCHOR 14A



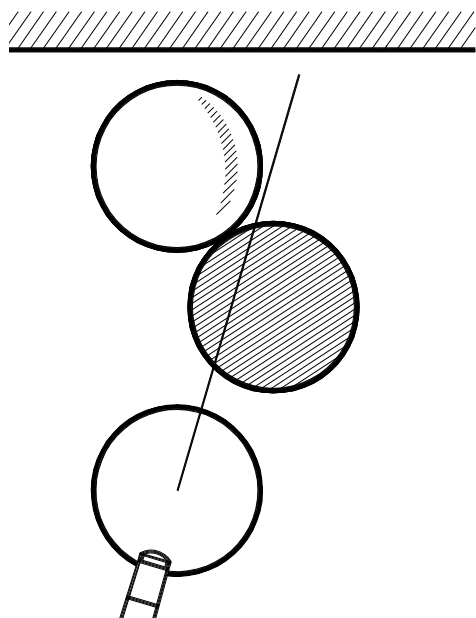
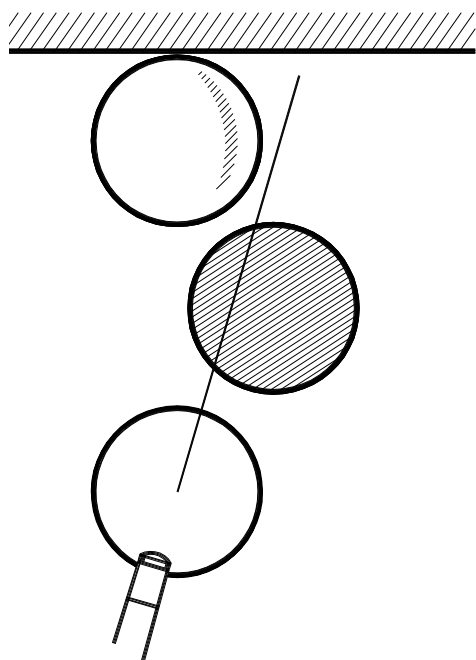
LEEV 14B

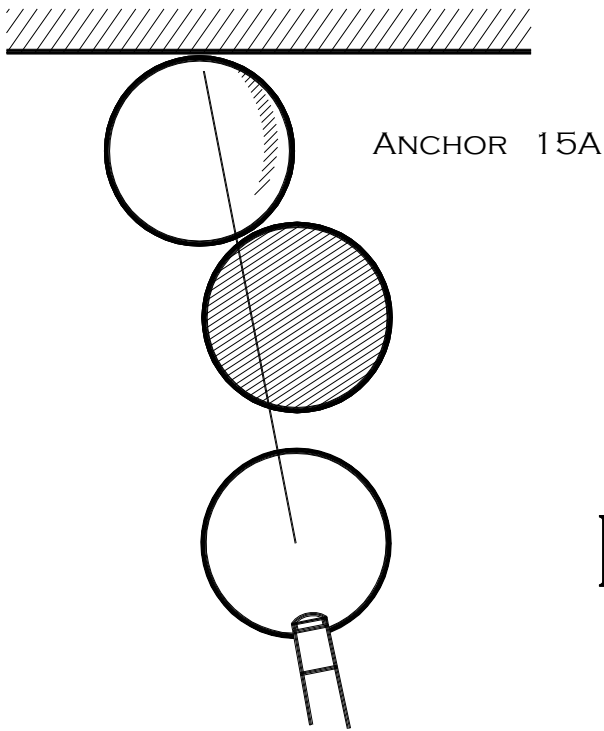
PANIC 14A showz a typical trouble pozzzy that we might meet while playing the Anchor, or if we stuffed-up a ThinAlong, or perhaps after a nice gather. The direkt thin-thin cannon iznt possible, so its time to panic & make a hasty decizion. Perhaps we ken play an eezy **pique**, if we don havta reeeech too far. The obvious decizion iz to play some sort of tricky cannon off the **side cushion** -- if u take the **risk** of playing it softish u might retain perfikt pozzzy (not shown). But hitting softly it iz difficult to judge the necessary sidespin -- u are likely to miss the cannon & leev ya opponent a gift. But it might be worth it.

But if the yellow'to'red line iz say **60°** or less (az iz drawn in 14A), uken simply play a less risky run-throo kiss-cannon. Hit the **qball** high (az shown), & it iz best not to uze side -- side **duznt** help to improov the leev here az much az u might think. And, sidespin risks a miscue, especially when u havta reeech-out-&-back. Aim $\frac{3}{4}$ ball on the red.

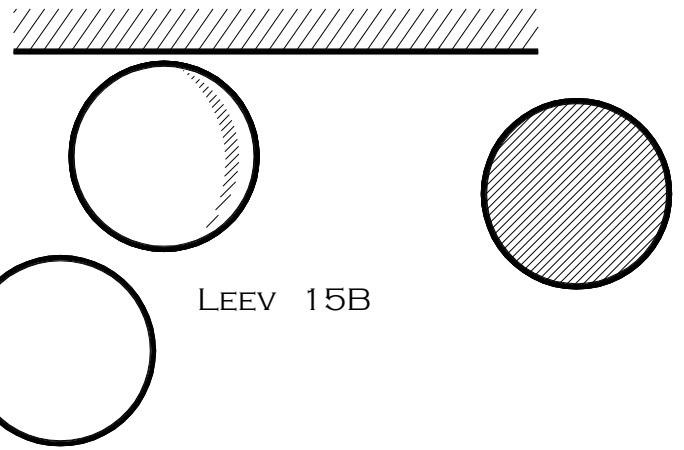
This $\frac{3}{4}$ ball aim seemz to be a sort of **universal** rule in these sorts of pozzzyz. It almost allwayz givz u a good kontakt on yellow, ie the **qball** will stop a little west of the yellow, giving more **optionz** for the next shot. If the kontakt on yellow iz too far left-of-center, the **qball** will leak too far west & might giv a **cover**. Right-of-center & the **qball** will stop east of the yellow, not good either. Uzing just enuff pace, & contacting the yellow fullish, uken leev **14B**, which might allow the Pendulum, etc. With luck, the yellow won't sit hardup on the cushion, a matter of good **luck** rather than good judgement.

GAPS 14C & 14D show similar pozzzyz to 14A, but with some small gaps between the yellow-&-red (14C) or the yellow-&-cushion (14D), or perhaps both (not shown). But don't be fooled. Smallish gaps do little to make this sort of cannon eezyr. And they don't improov the leev. Be warned, treat theze & similar pozzzyz az if the ballz were touching, & az if the yellow woz hardup on the cushion. Once the gap or gaps add up to say a $\frac{1}{4}$ ball, then perhaps thingz get different.





ANCHOR 15A



LEEV 15B

MORE COVERZ

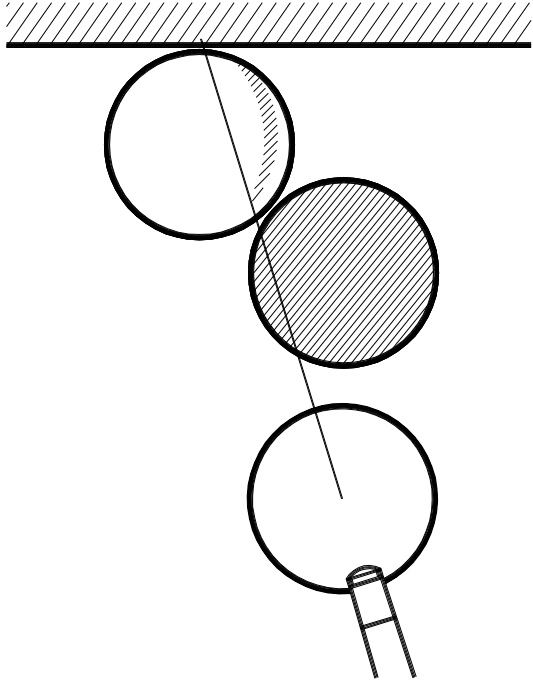
ANCHOR 15A & 15B

Here the *q*ball iz further east than in 14A. But, the cannon iz played in the same way (shown), izing the same $\frac{3}{4}$ ball aim on red, & leeving 15B, which iz similar to 14B. Az uzual, the kontakt on yellow iz the key to a good leev.

ANCHOR 15C

Here the yellow'to'red line iz about 45°. This time a $\frac{5}{8}$ th aim on red (shown), will leev 15B. Az uzual, sidespin ken only tempt dizaster.

Az uzual, any smallish gap between the yellow & the cushion, or between the yellow & red, or both, will be unlikely to make the cannon or leev eezyr or better. Disregard any small gaps.

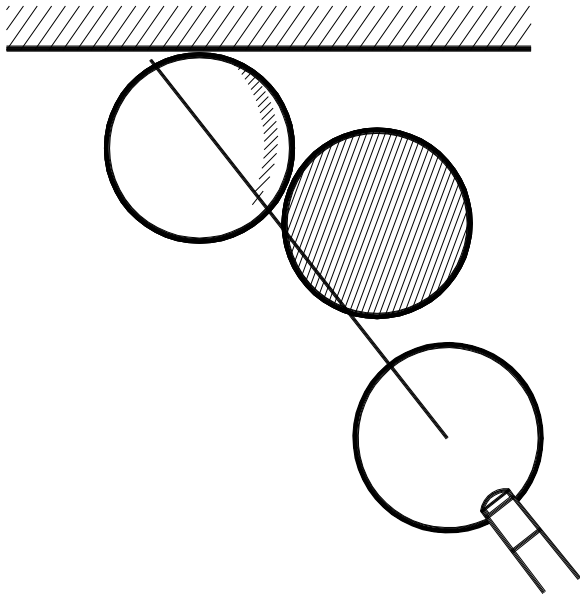


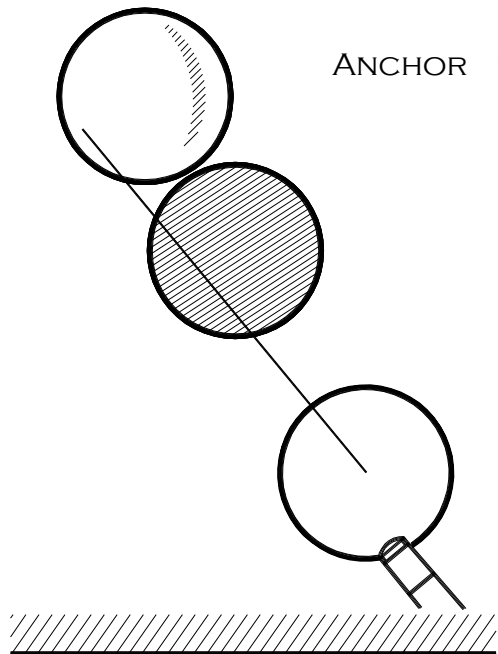
ANCHOR 15D

Here the yellow'to'red line iz about 30°. A thickish $\frac{1}{2}$ ball aim on red duz the trick.

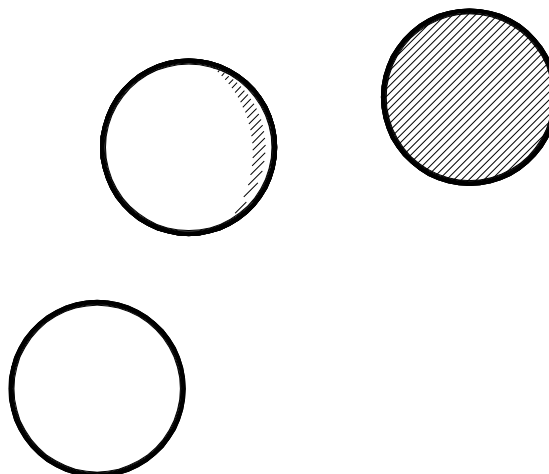
The leev will be better than shown in 15B. The red will be closer to yellow.

Hitting very softly, or very hard, duznt improov the leev. A medium pace sort of cannon duz the trick.

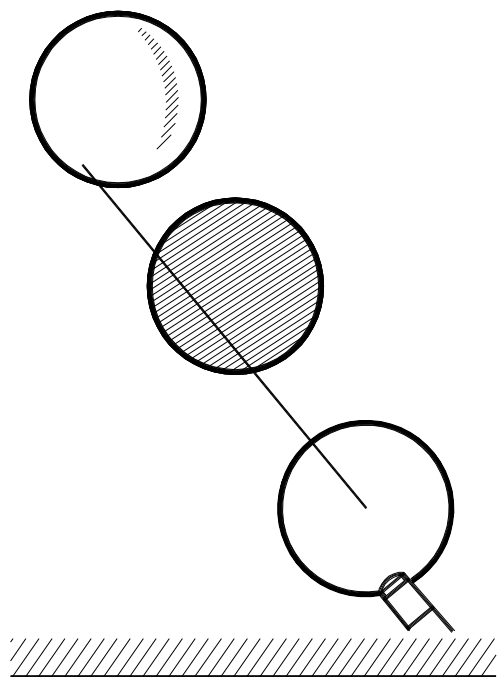




ANCHOR 16A



LEEV 16B

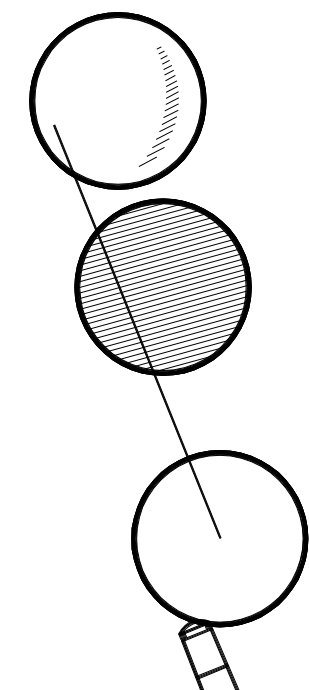


16A & 16B Here the *q*ball iz further east than in 15A. The run-throo kiss-cannon iz playable, if the yellow-to-red line iz no more than 60° (az shown) & if the yellow iz well clear of the cushion (¼ ball or more, az shown).

The best aim iz uzually ¾ ball on red (az shown), leeving 16B. If in doubt, a little left-hand-side (az shown) will help to clear the red to the east, & leev space for the *q*ball to look for the yellow.

The cannon itself iz not difficult, but, az uzual, the kontakt on yellow iz the key to a good leev.

16C This showz that the same cannon iz playable if the yellow-to-cushion gap plus the yellow-to-red gap total at least ¼ ball, & if the yellow iz not too close to the cushion.



16D This showz that the same cannon might be playable if the yellow-to-red angle iz az much az 75°, if the gap(s) are generous. But this will reqire the maximum amount of left-hand-side to clear the red to the east. Its risky. Hit hardish if in doubt. When uzing a lot of left-hand-side, never hit the *q*ball abov the equator, koz this will almost certainly rezult in a miscue, especially when u havta reech-out-&-back. U must hit the *q*ball on or below the equator, az shown. Chalk-up. Practis Anchorz 14, 15 & 16, & experiment with similar pozzyz.

Yep -- Nurseryz are getting eezyr & eezyr every day.