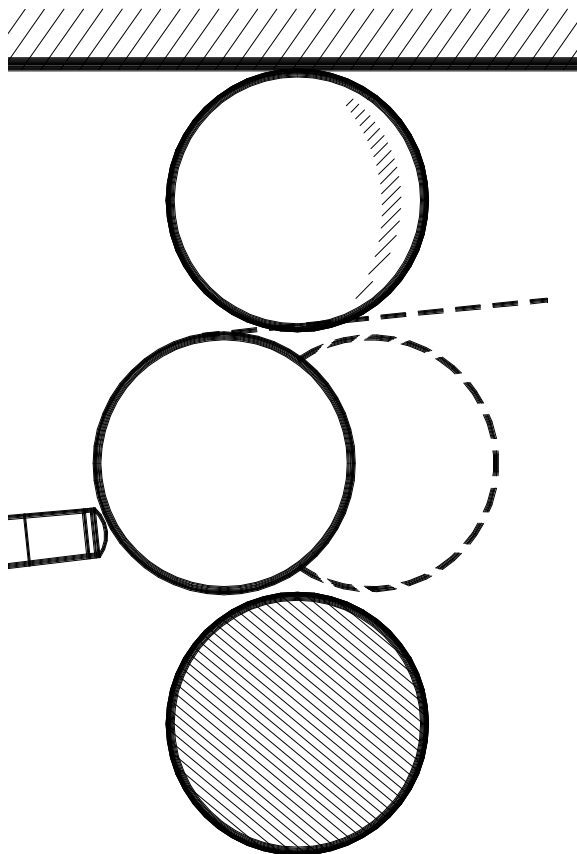


SQUEEZ ROCKER



SQUEEZ-ROCKER 1

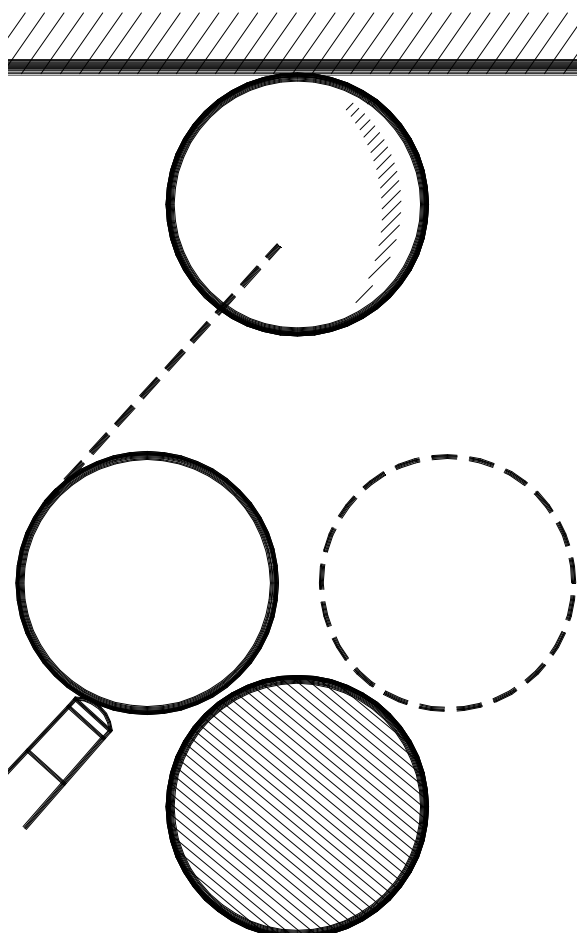
NEW New pozzyz & nursez don't kum up often -- but here'z perhaps the first one for the new century, millenium even. U kiss off yellow, & u graze the red, which ideally only rocks. If so, it's a repeating 2-shot stationary nurse -- mightbe for 73 cannonz. If not, u might get a duzzen cannonz anyhow.

AIM No matter how far the red&yellow are apart, u always havta aim on yellow much thinner than u think. But the rocker iz elusiv, chancez are that the red will soon drift south. Az it duz, u aim a littl thicker on yellow. Eventually u reech pozzzy 2.

BRUIZE With luck the red findz an old bruize mark -- uken now aim thicker on yellow & hit harder. Only touching-ballz ken stop u now.

TOUCHING Actually, when the red&yellow are close together its better that u hit the qball throo further than shown, to avoid touching-ballz.

CORNER The best place for this rocker iz the top-cushion -- koz of the nap. Near the right-corner-pocket iz best for us right-handerz.

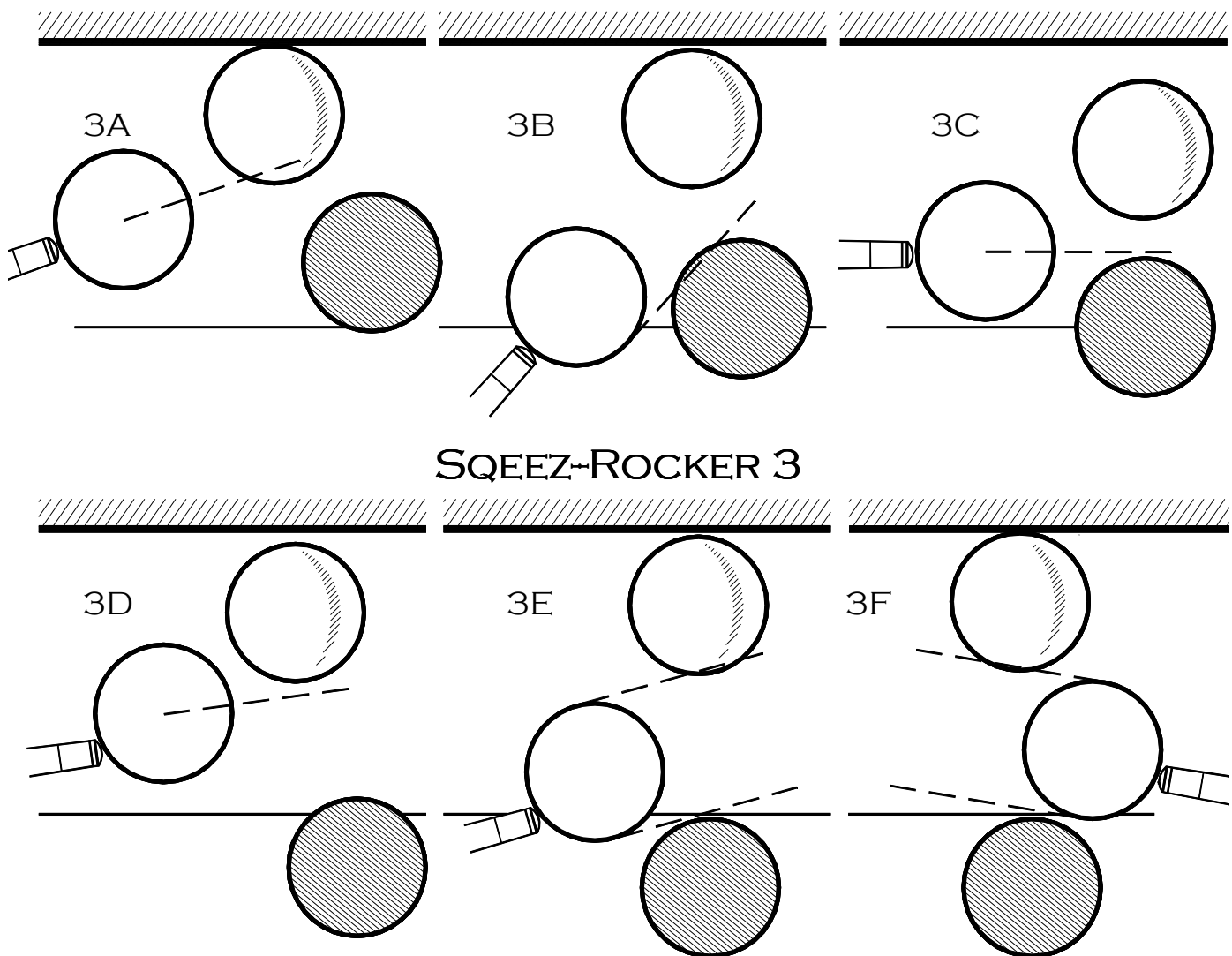


SQUEEZ-ROCKER 2

LIMIT This showz that the practical limit for this nurse iz reeched when the red&yellow are 1½ ballz apart. But by then u might hav got 20 cannonz. The early one'z are the key to a long run.

GETTEN THERE

The Squeez-Rocker pozzly often appearz during a sickly or dying run. It iz allso a common leev after a gather, particularly a thin-gather during postman's-knock. Here we set it up intentionally during a run (probably not the best idea we ever had).



SQUEEZ-ROCKER 3

DON'T CREEP

Be Aggressiv. From run-along pozzly, u ken

bump the red&yellow into squeez-rocker pozzly in 4 or 5 moovz, az shown in 3A to 3F. Bump the red out to within 2mm or 3mm of what u think iz the correct place. Don't think that uken creep up to good pozzly -- u karnt -- be aggressiv. If the yellow findz itself a littl off the cushion & a littl west of red then thingz couldn't be better.

FINAL BUMP

Then bump the yellow onto the cushion, & the red outish the needed mm. If u hit the jackpot, the gap will be just over one ball.

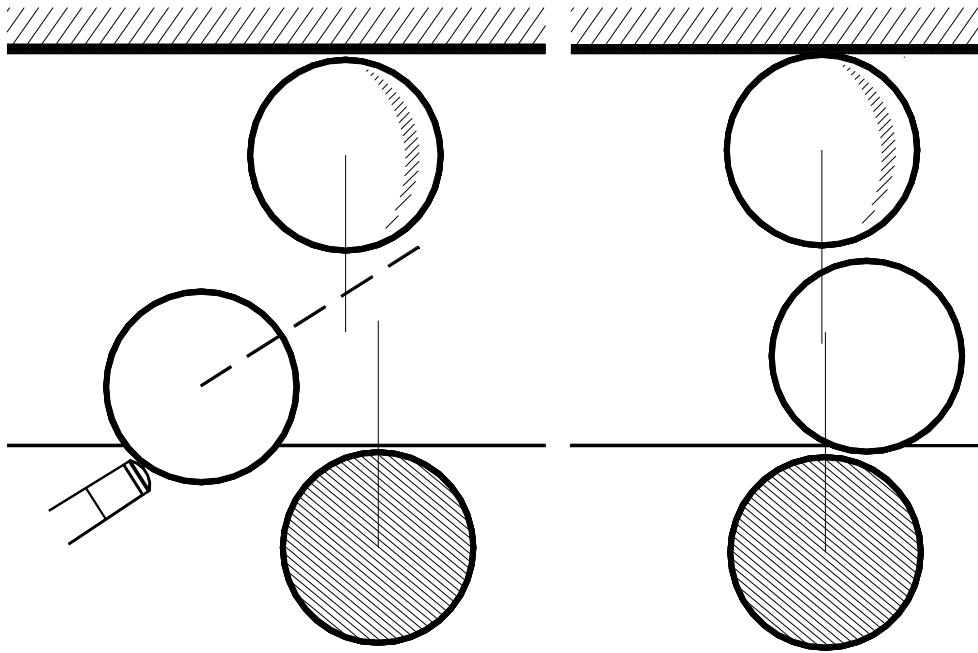
GAP

If the gap iz too big, then u should still be abl to get a bunch of cannonz. If the gap iz too small, then its ok to try to mend it, but touching-ballz will uzually raize its ugly head. If the gap looks perfikt, then its too small.

HARD UP

Once u hav pozzly, check whether the yellow iz hard-up. If not, u might havta aim thicker for the first stroke or two.

OFFSET YELLOW

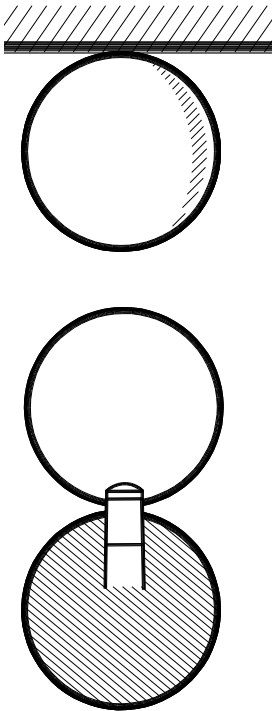


SQUEEZ-ROCKER 4A & 4B

Here the yellow is more than an 1/8th ball wide, so we bump it back by double-kissing thickish on yellow, & landing softly on red. If we land hardish on red, we lessen the risk of touching-balls, but we might give away the chance of a longish run. Please yourself. It's the early one's that count.

CHARLES DEALTRY LOCOCK

SIDE AND SCREW 1901



..... One curious little instance of a nursery of kiss cannons may perhaps be mentioned. When all three balls are **in a line directly opposite a cushion**, the player's ball being between the other two & nearly in contact with both, a series of nursery cannons may be made by **holding the cue in both hands** & digging gently towards the ball which is touching the cushion. The stroke should leave the balls **undisturbed**, & may be repeated several times -- it is rather liable, however, to degenerate into a **push** or some other kind of foul stroke. Should the player's ball eventually get **slightly out of line**, it may easily be brought back **into line** by aiming not quite full at the cushion ball. This method of scoring, while it lasts **unchallenged**, is as quick as any known. Unfortunately, or perhaps fortunately, the position is not of constant occurrence.

COMMENTS -- This Inside Rocker is hard work. Rather than keep the line Dealerz should have encouraged the ball to get wide of the line. He would have had the **squeez-rocker**.

