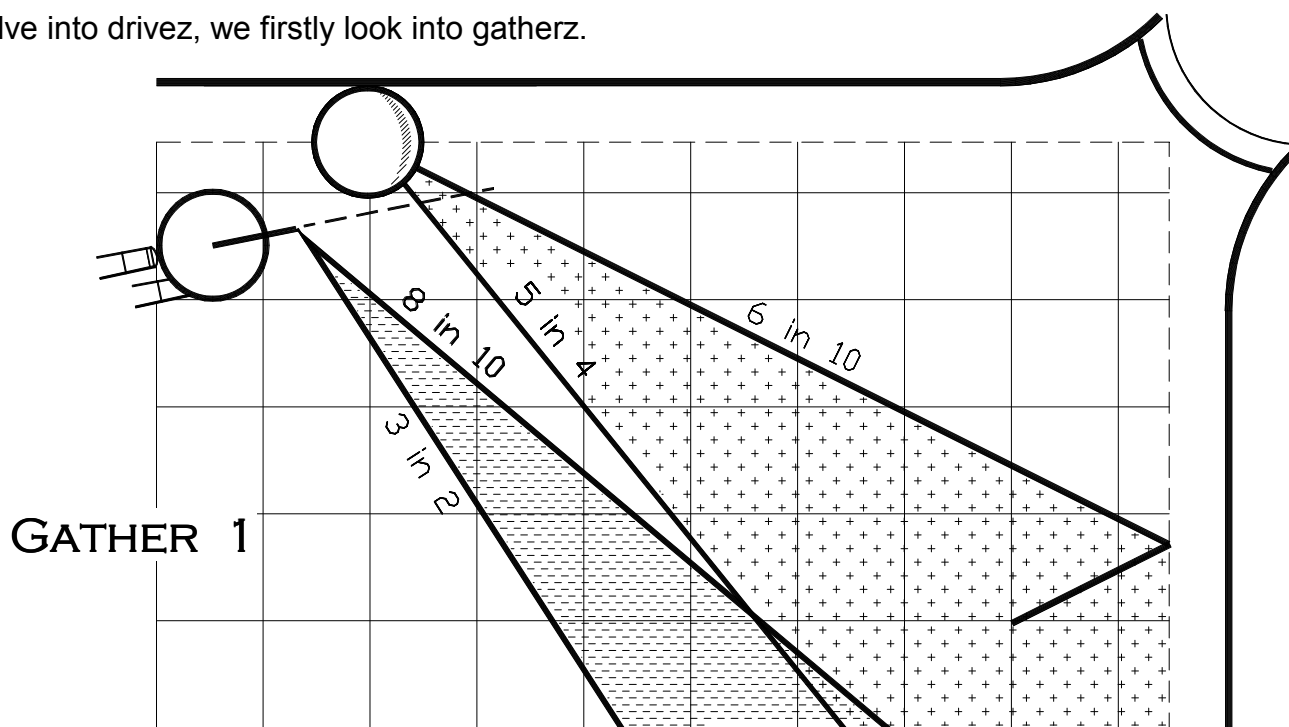


# DRIVEZ & GATHERZ

**DRIVEZ** We are all familiar with that baby drive that we often play in a nice run of nurseryz. The red (outside ball) iz driven a little ahead, & the next shot iz a baby cushion-gather. This sort of drive can be repeated at any range. Sometimez we play it at longish range koz we hav lost pozy, sometimez koz we are playing a virgin gather. The principle iz alwayz the same, at all rangez, though some are eezyr than otherz.

**GATHERZ** The drive sets up the cushion-gather -- before we delve into drivez, we firstly look into gatherz.



**YELLOW** When the yellow iz on or near the cushion, we karnt get it to rebound at less than 5 (or perhaps 6) in 10, az shown (unless there iz no double-kiss). We already know this from the chapterz on kiss-off & kiss-back anglz.

**5 IN 4** And, we karnt get it to rebound at much more than 5 in 4. Not if we want the qball & yellow to kiss out more or less equally. And, even if we didn't care about equalizing this kiss-out, this 5 in 4 line iz still the maximum. We ken try soft-screw shots, & hardish pique-shots. We ken try quarter-ball contacts, & thinner. We karnt do any better (if we want the qball to kiss-off).

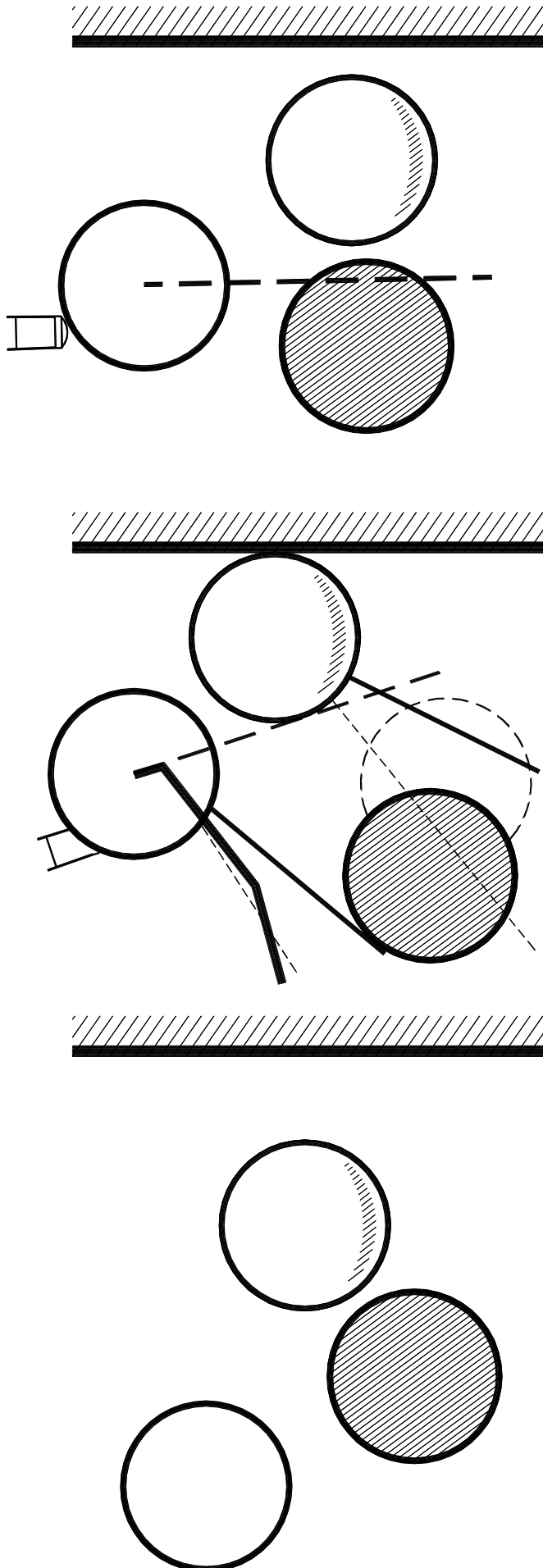
**AREA** The cross-hatched area showz the area between theze two linez. So, this iz the area that we ken send the yellow into, given half a chance, when we play a cushion-gather. Az i sed, this applyz for when the yellow iz on the cushion, or near it.

**QBALL** The other linez show that the smallest kiss-off that uken get for the qball iz 8 in 10, & the maximum screw-off iz about 3 in 2 -- if we want the qball & yellow to travel almost side-by-side.

**SUICIDE** The broken hatched area showz where we ken send the qball. Leeving an angl less than 8 in 10 iz suicide, especially if the yellow iz on the cushion. **SIDE-BY-SIDE** Az karnt be seen, we ken send the qball & the yellow along almost side'by'side, if we want to.

**RED** Anyhow, when we play a drive, we uzually havta leev the red somewhere in its area. And we havta leev the qball just out from the yellow, to leev a friendly angl for a soft-stun etc.

# SHORT-RANGE DRIVE & GATHER



The common drive & gather iz often a long-range get'outa'trouble sequence, needing lotsa cushion space -- but here we start off by looking at a short-range verzion.

## DRIVE 1A

Here we hav lots of optionz which we ignore -- we simply drive the red far enuff ahead to leev gather 1B. The length of the red drive iz the key -- u should uze feel (whatever that meenz) -- feel kumz from praktis.

## GATHER 1B

Here -- for this kiss-off gather -- if we uze pure rolling, the qball will follow the **thin solid line** after impact (likewize the yellow). This qball line would giv a half-ball contact on red -- we would prefer a thinner contact -- so we uze a bit of **stun & running-side** to giv the wider kiss-off angle shown.

But it iz difficult to get much xtra angle for the qball -- the qball hazta be very close to the yellow -- otherwise u havta hit much harder than u might like.

The **broken linez** show the widest linez that we ken normally giv to the qball & yellow uzing soft-screw.

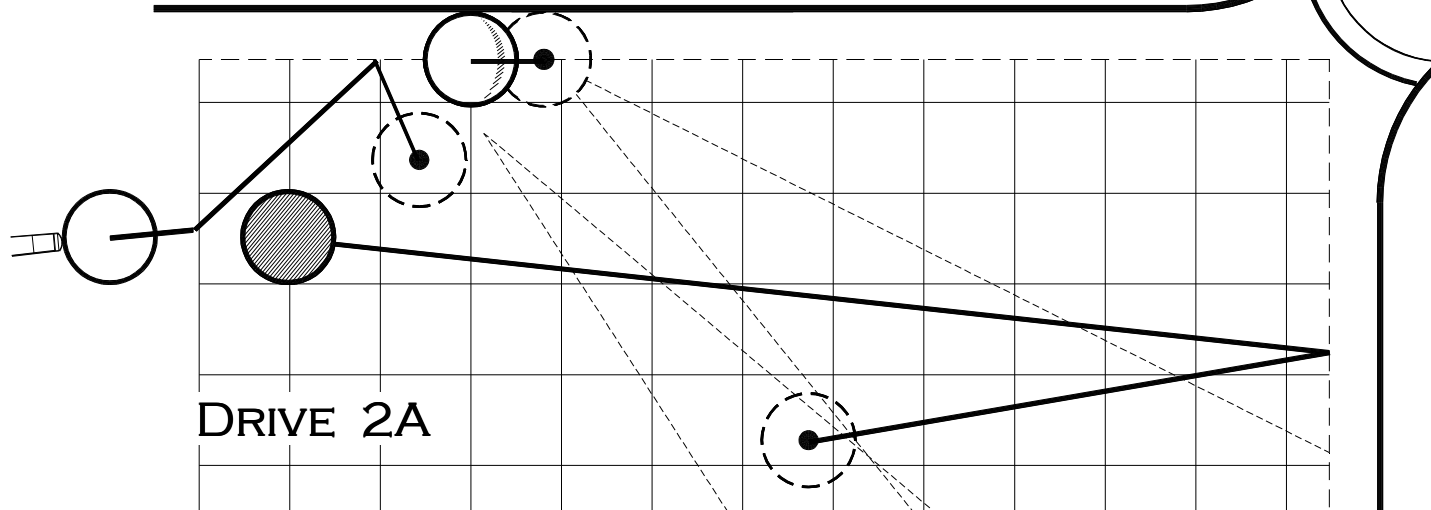
At this short-range we ken actually take the qball wider than the broken line by uzing **pique** (not shown) -- even so, pique' won't help the yellow'z line much, it won't be much wider than the broken line no matter how much pique' action we uze.

The **broken ball** showz the narrowest allowabl pozzu for the red. Any narrower & we would havta play very thin on yellow to avoid or limit the double-kiss -- to giv the qball a narrow angle.

## LEEV 1C

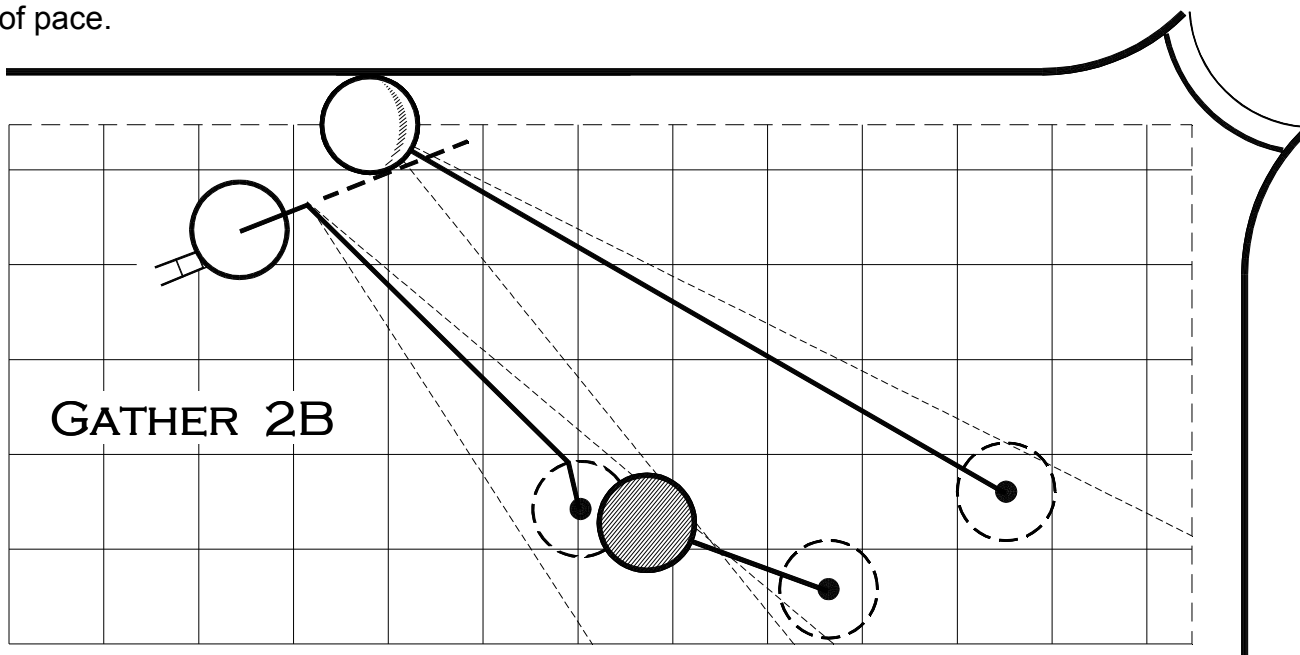
The third shot of this sequence looks very eezy -- mainly koz we hav lots of optionz. But jutz koz we hav lots of optionz duznt meen that it iz eezy, koz in fact this iz a very tricky little mother. It iz eezy to stuff-up. U might pick a good course of action - - but u might stuff-up the needed **aim**. U might pick a good aim -- but u might stuff-up the **pace**. Try it.

# VERY LONG-RANGE



**RED DRIVE** Here in 2A we drive red to set up a gather (see 2B). The resulting leev iz perfekt. Our first problem woz to cannon nicely on yellow. We needed to contact the yellow thinish, either cushion first, or yellow first. We knew that hitting the yellow thickish would not set up a friendly angl for the standard stun (or screw) gather. In fact it would make the standard gather impossible. We uzed plain top, but some right-hand-side could help ya % at timez.

**GO-ZONE** The second problem woz to place the red in the go-zone. This iz more a matter of pace.



**STUN GATHER** Here (2B) we play the stun-gather -- contact yellow  $\frac{1}{2}$  ball with stun  
**YELLOW ANGL** We ken vary the yellowz rebound angl by varying the size of the double-kiss. The size of the double-kiss dependz on the contact on yellow & on the amount of screw, & side. This also changez the qballz kiss-off or kiss-back.

**PIQUE** In some instancez, if pique iz uzed, it almost eliminates the double-kiss entirely, & maximiz the qballz angle & the yellowz angle.

**RED** Make sure that the qball landz nicely on red, full-ball uzually. Running-side helps to judge the pace & line. Take care with thickish contacts on yellow. **RUIN** Koz, if the yellow reboundz too widely, & if it gets ahead of the qball, it ken bump the red away & ruin the cannon.

**SCREW** Here in 2B the resulting leev iz good, but it would hav been better if we had placed the yellow closer to the red. We should hav uzed more screw effect, or perhaps more running-side.

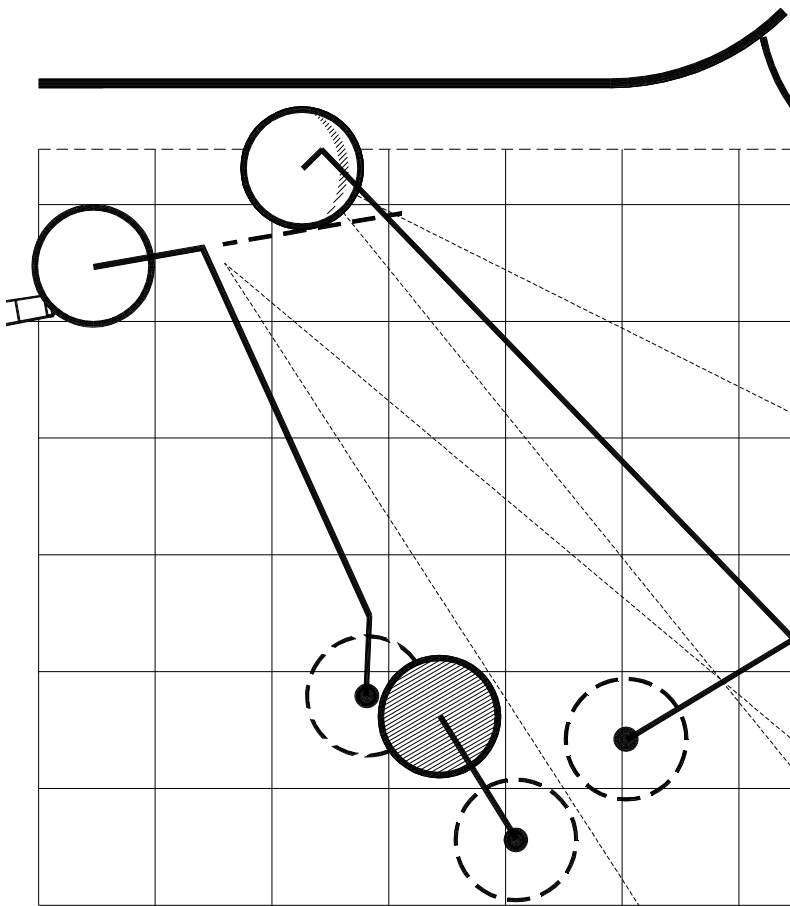
# GATHER-TURN

## GATHER 3

**SCREW** This needz a half-ball screw, or perhaps some pique if we are worried that the yellow iz going to hav too much pace.

**GO-ZONE** The red iz outside its normal go-zone. This duznt meen that we karnt cannon on it, it just meenz that the yellow will be lost. But here the cushion savez the yellow. It is eezy to judge these sorts of shots, even at longish-range. Some running-side helps.

**FROZEN** Surprisingly, it duznt matter whether the yellow is frozen on the cushion or a little off ( $\frac{1}{8}^{\text{th}}$  ball) or well off ( $\frac{1}{2}$  ball).

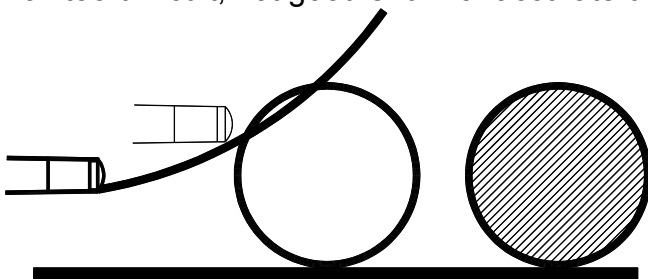


**GAP** This yellow-to-cushion gap duznt matter when we hav a standard sort of gather, & surprizingly, it duznt matter here, where we need the maximum angl for both the qbball & the yellow.

**QUAZI-KISS** If the yellow iz on the cushion, the quazi-double-kiss iz definit, but predictabl. If the yellow iz well off the cushion, the kiss iz zero, or should be. And in between it iz hard to say whether there iz a double-kiss or not.

**RACE** But none of this seemz to make much difference to the shot. The main difference iz that the bigger the double-kiss, the more the yellow tendz to get ahead & win the race. Although this could be critical if the yellow winz & kissez the red away, not likely here.

**ANGL** And a bigger double-kiss duz take a little off the yellow angl while adding a little to the qbball angl. But none of this warrants more drawingz. Anyhow, i did try to do some controlled tests, but it woz too difficult, not good enuff for accurate drawingz.

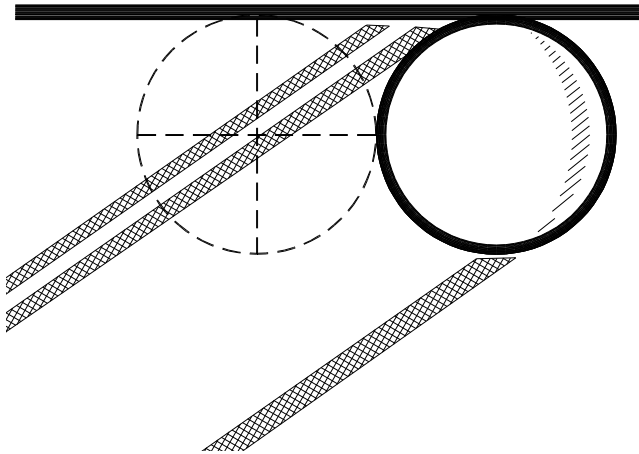


## GATHER 7D RUN-THROO

In Gatherz 7 & Drivez 8, if the qbball iz close to the yellow or the red, a run-throo iz still possible if the qbball't' red gap iz say a  $\frac{1}{4}$  ball, az shown.

**No** Most players would bring the qtip up close to the qbball, & high above the equator, az shown by the phantom qtip. Not good. **YES** Koz, the best way of getting a strong run-throo, with little risk of a foul, iz to set up az shown. Here the qtip iz held at least a  $\frac{1}{2}$  ball away, & at the equator or only a tad higher. This allowz an upwards stroke, up&over the qbball. The qbball stops momentarily when it hits the red, but the qtip passez safely over. **RONG** If u set up the rong way, with the qtip high up, u will havta stroke almost horizontally, & it iz almost impossible to avoid the foul. That way, the only way to avoid the foul iz to stop the stroke, ie zero follow-throo, which iz too difficult for a strong, long-range run-throo.

# LANDING ON YELLOW



**DRIVE 4** Early i sed that when we play a drive we havta land on yellow to leev a friendly angl for the gather.

## BAD NEWZ

The bad newz iz that, when the yellow iz sitting on the cushion, this iz uzually difficult. Here the hatched zonez show the best aimz&contacts.

## CUSHION FIRST

Hitting the cushion just before the yellow iz best (**1<sup>st</sup> hatched zone**). But this iz hard to judge -- if u get too much cushion u miss the cannon.

## THIN CONTACT

A thin half-ball contact on the left of yellow iz good (**2<sup>nd</sup> hatched zone**). Although u karnt really get the yellow thin. The hatched area showz the thinnest contact possible, & if u hav a close look, u will see that this iz almost a half-ball. Anyhow, this contact iz ok, & this iz probably the one to go for. If u accidentally get the cushion first uken still smile.

## THICK CONTACT

The **3<sup>rd</sup> hatched zone** showz that a thick-half-ball contact on the right-hand-side will also giv a good leev.

## SPIN

duznt enlarge theze three contacts (zonez). But in the case of the thick-half-ball -- left-hand-side allowz a thicker contact, & right-hand-side allowz a thinner contact. For the first 2 hatched zonez, spin duznt do much -- it changez the final separation between qball & yellow.

## EXPERIMENT

The best thing to do iz to xperiment. Play directly onto yellow uzing the qball, at varyus anglz & contacts, & see for yasef. And do this uzing side-spin.

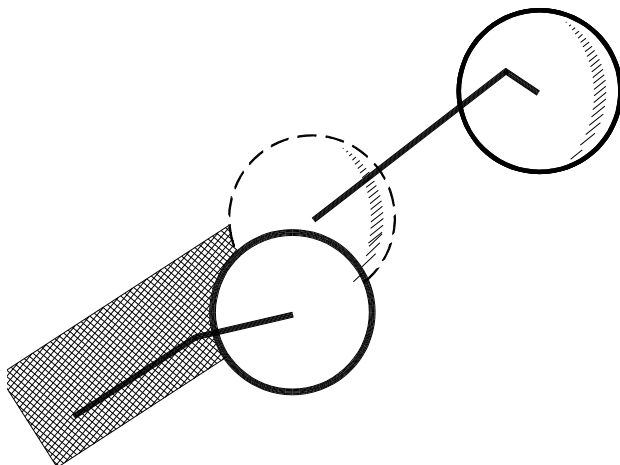
## SEPARATION

If u do the xperiment, u will see that in some instancez, the side-spin duznt change the rezulting qball-to-yellow angl, it only changez the qball-to-yellow separation. Which bringz us to the other matter -- we need to leev the qball close to the yellow, but not too close.

## RISK

So, when the yellow iz on the cushion, setting up an eezy gather iz hard work. This duznt meen that its risky. If u karnt play ya favourit gather then at least u will hav some sort of thin cannon, or a thick run-throo, or a cushion cannon, or something. The main thing iz .

*A cover iz bad, & leeving ya qball close to the yellow iz bad.  
But if u do both u will be sorry.*



## DRIVE 5

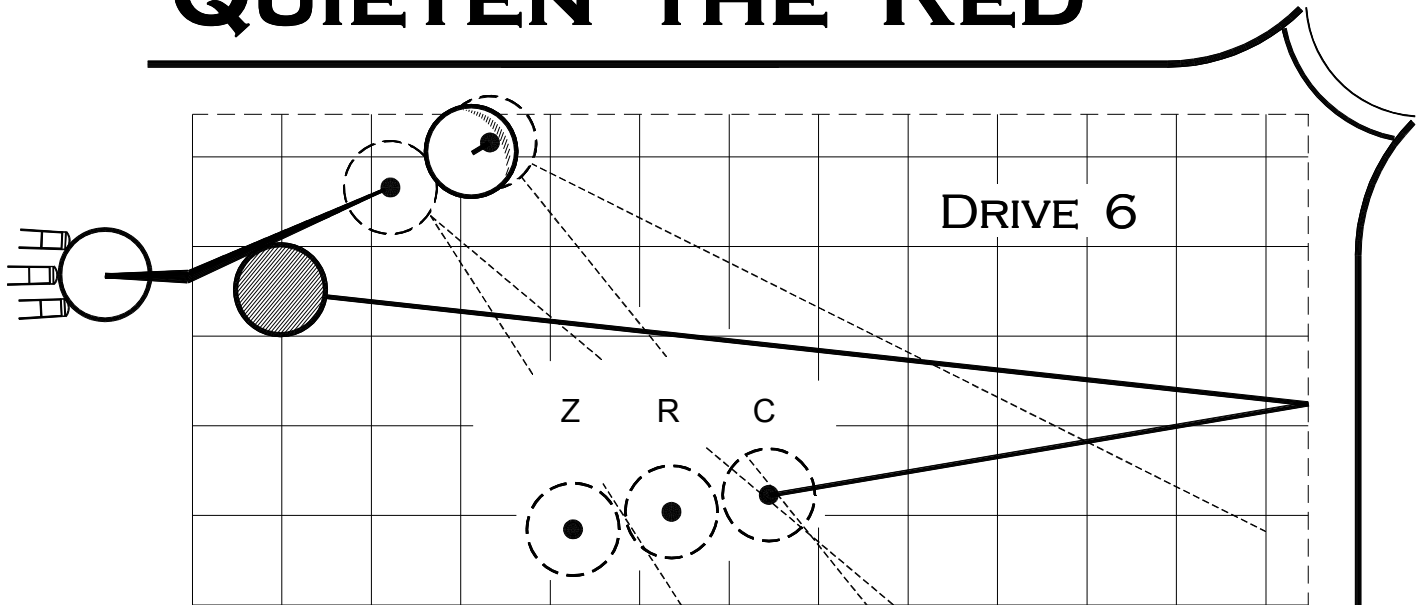
## FRIENDLY

Setting up a frendly qball-to-yellow angl iz so much eezyer when the yellow iz well off the cushion to begin with. The hatched zone iz now huge.

## HEAVEN

Here in 5 we were able to aim full-ballish on yellow, which iz very forgiving. And we had the choice of hitting it onto the cushion (az shown), or leeving it short. This iz heaven.

# QUIETEN THE RED



When u drive the red ahead mightbe u need to keep it quiet, so that it duznt rebound too far & get too far west for the gather. Now, contrary to perhaps what we say elsewhere, the best way of keeping red quiet when hitting it close to full-ball, iz to uze lots of check-side.

**CHECK SIDE** Now i know that check-side adds pace to the red, & running-side takes pace off the red, but it all dependz on what u are talking about. Drive 6 showz 3 examplez.

**ZERO SPIN Z** Firstly, look at a three-quarter ball run-throo with zero side-spin (az shown). The ball-to-ball friction takes topspin off the qball, & it addz back-spin to the red. This takes pace off the qball & off the red, equally. And let's say that the red reboundz to **Z**.

**RUNNING SIDE R** Look at the same run-throo with left-hand-side. Now, koz the side cauzez throw, we havta aim thicker than three-quarter ball, to get the same line of follow.

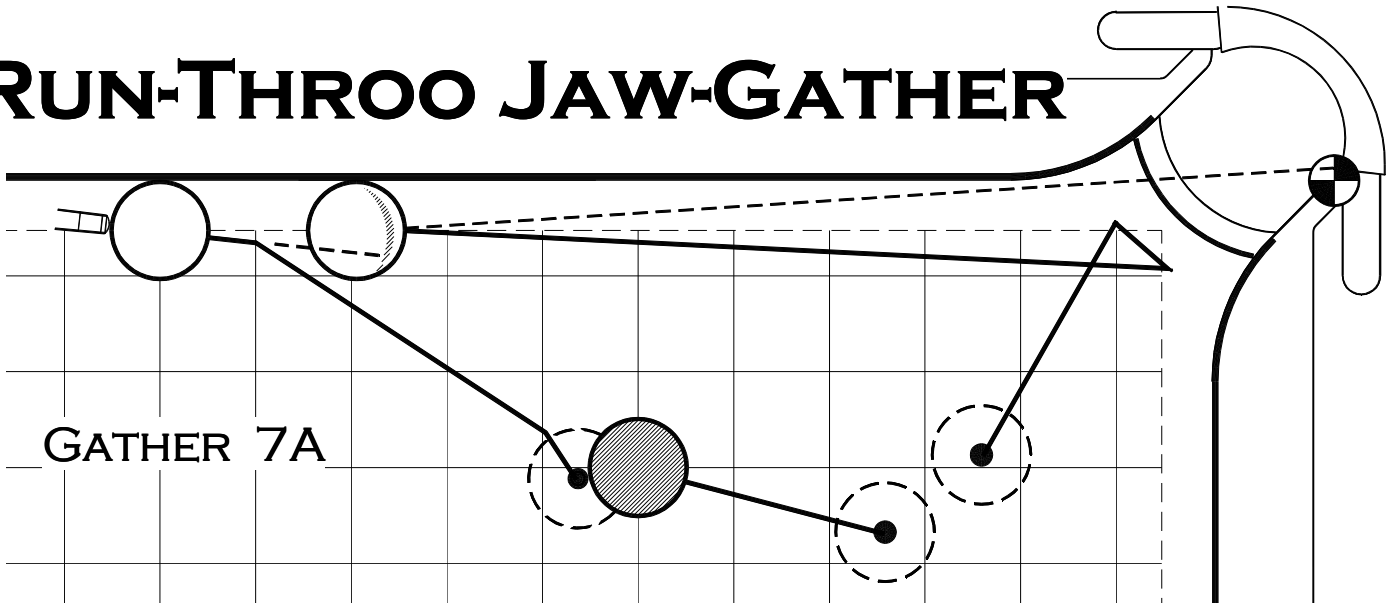
**THROW** Koz, if the side throwz the red to the right, it throwz the qball to the left, equally. But there iz equal & there iz equal. The metrez per second to the right equalz the metrez per second to the left, but coz the red takes off at say 3 timez the qballz speed, then the throw-angl for the qball iz 3 timez the throw-angl for the red. This iz all irrelevant.

**FRIKTION** When we contact red thicker, we giv more momentum to the red, & so we looz more momentum from the qball. So we havta hit the red harder. But, koz we hav uzed a good deal of the availabl friction for this-here throw, there iz less remaining to rob topspin from the qball & to add back-spin to the red. The nett result iz that the red travelz less distance, & say goze to **R**. Koz of the left-hand-side.

**CHECK SIDE C** Thirdly, look at the same run-throo with right-hand-side. Now we need to aim thinner than three-quarter ball, to get the dezired line of follow for the qball. When we contact the red thinner we giv it less momentum. And, az for the example for left-hand-side, likewise, probably to the same extent, there iz less friction remaining to rob the pace of the qball & the red. The nett result iz that the red travelz much less distance, & say goze to **C**.

**CLEARANCE** Thus, koz in 6 we want to limit the redz travel, but we don't want to stick too close to the yellow, we should uze check-side (right-hand-side). A minor matter, but i would rather that u knew & ya opponent didnt. I uze side, like this, almost without thinking. Even at very short range. Its especially useful at top-of-the-table, to leev the red on a better angl for the pot, or to leev the red off the cushion, etc.

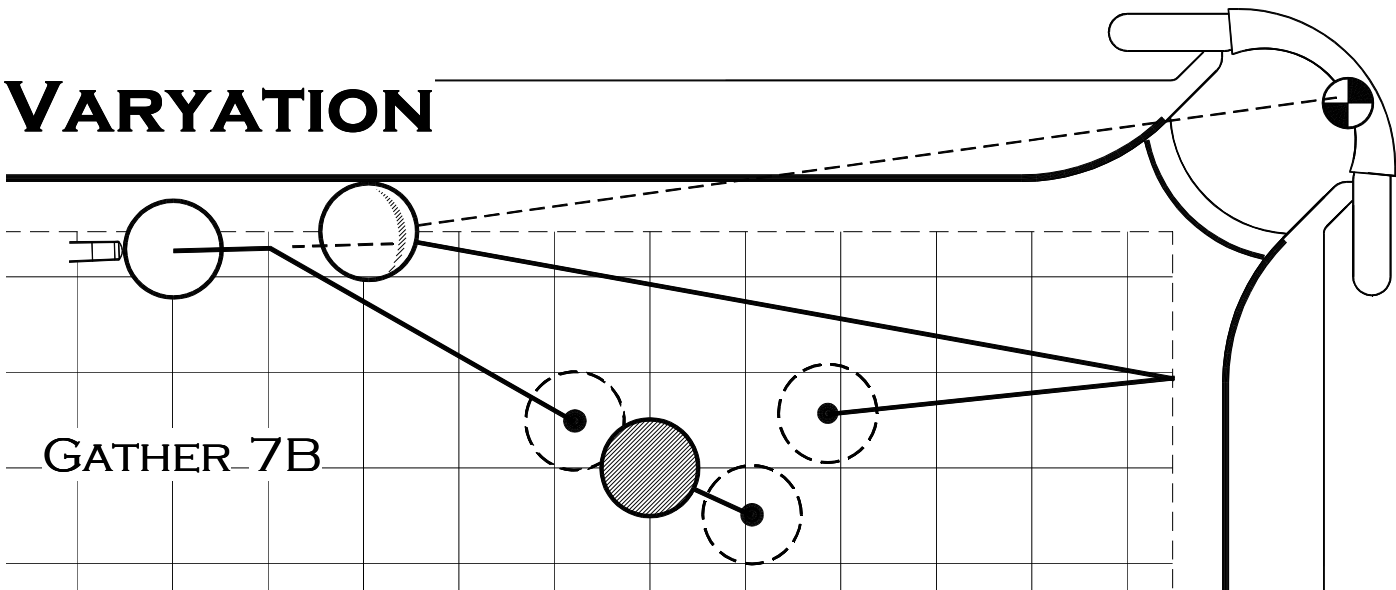
# RUN-THROO JAW-GATHER



GATHER 7A

Here we hav stuffed-up the drive, or this woz the best leev we could get. No worryz, we ken play a run-throo gather, az shown. We use the FCJJ-Spot to judge our contact on yellow.

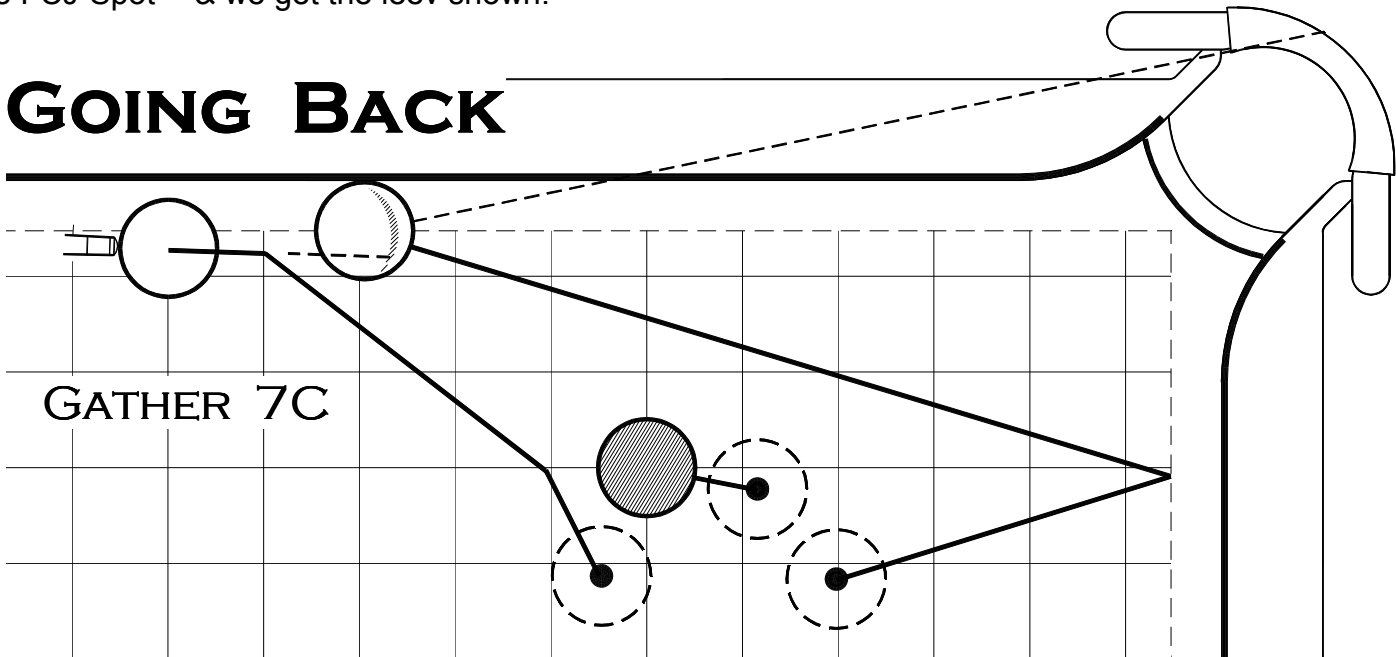
## VARYATION



GATHER 7B

Same pozzzy az 7A, xcept that the qball iz out a bit. This time we aim to hit the yellow left of the FCJ-Spot -- & we get the leev shown.

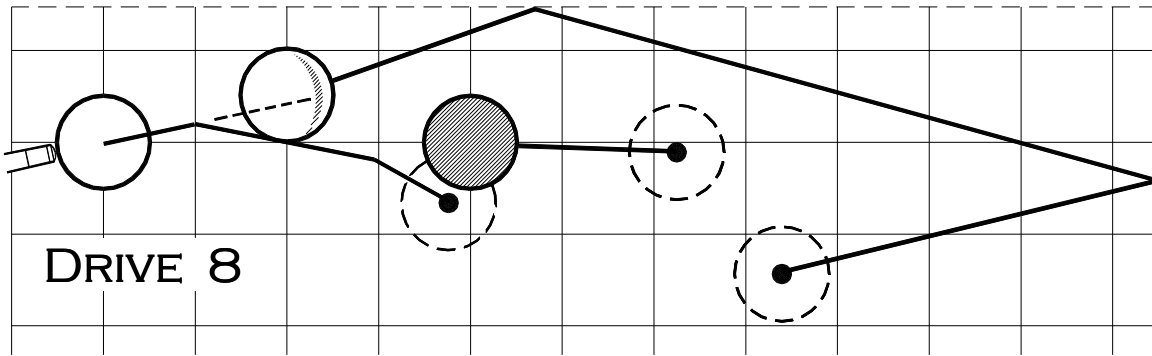
## GOING BACK



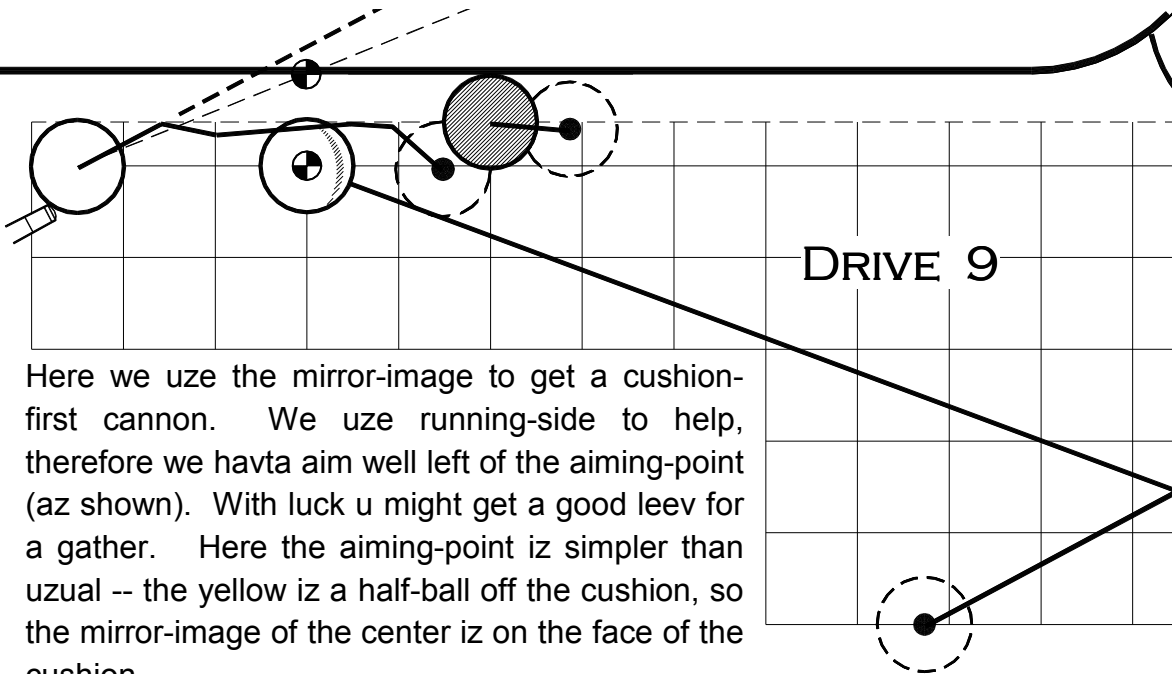
GATHER 7C

Same pozzzy az 7B. If we aim thinner on yellow, we land on the far side of red, & giv ourself a good chance of going back to the corner. The yellow eludez both jawz.

# THROO THE GAP

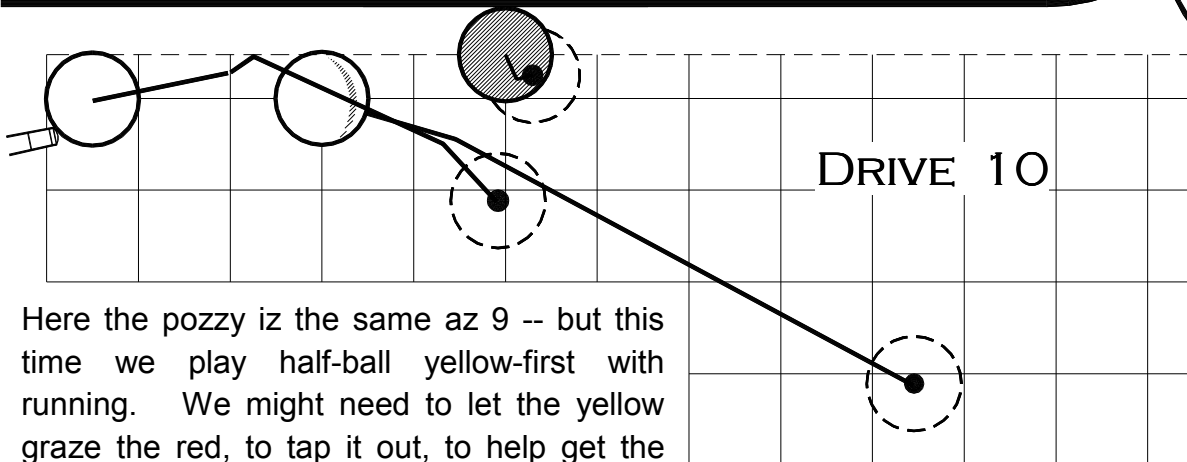


# CUSHION-FIRST DRIVE



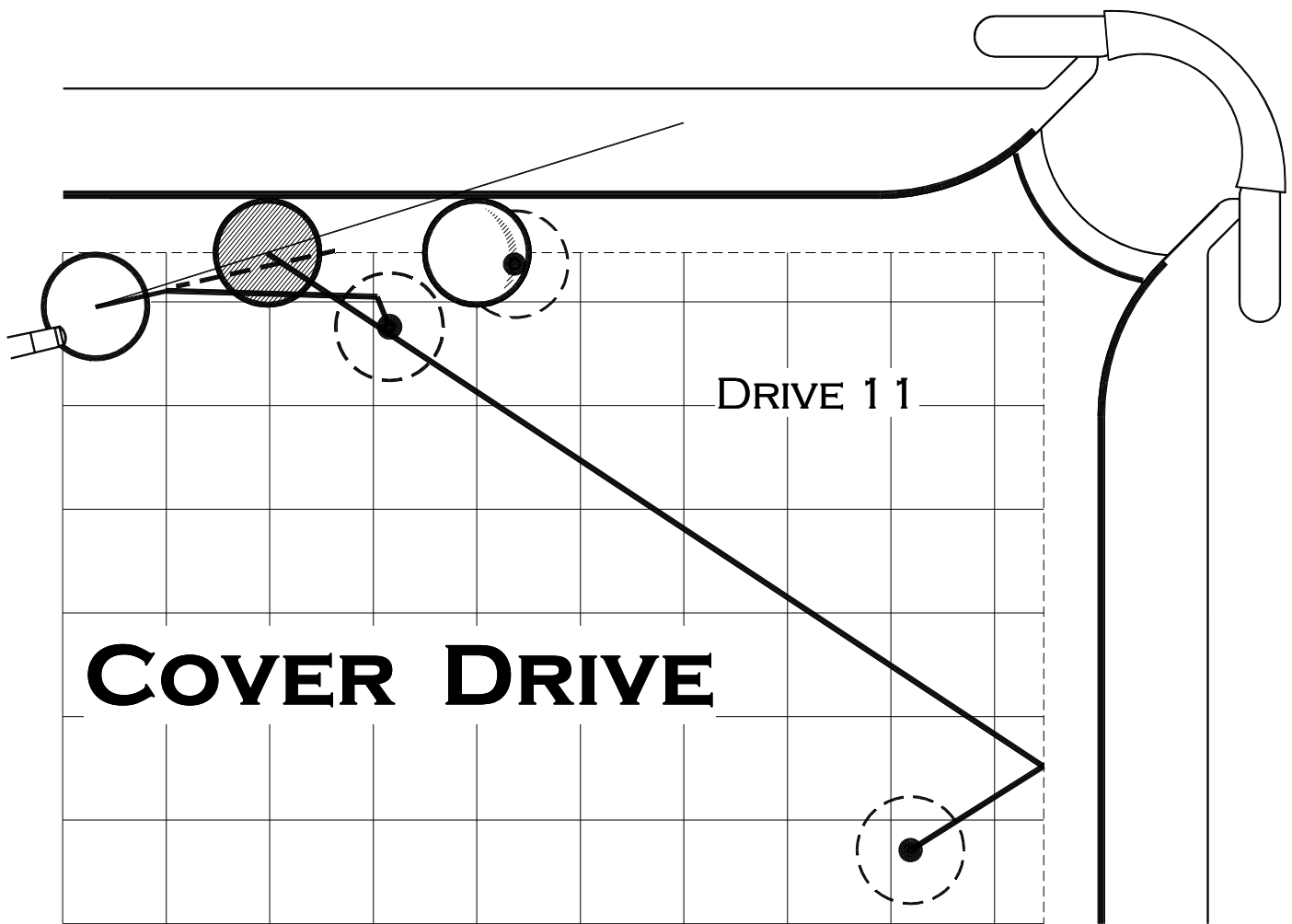
Here we use the mirror-image to get a cushion-first cannon. We use running-side to help, therefore we havta aim well left of the aiming-point (az shown). With luck u might get a good leev for a gather. Here the aiming-point iz simpler than uzual -- the yellow iz a half-ball off the cushion, so the mirror-image of the center iz on the face of the cushion.

# TIME DRIVE

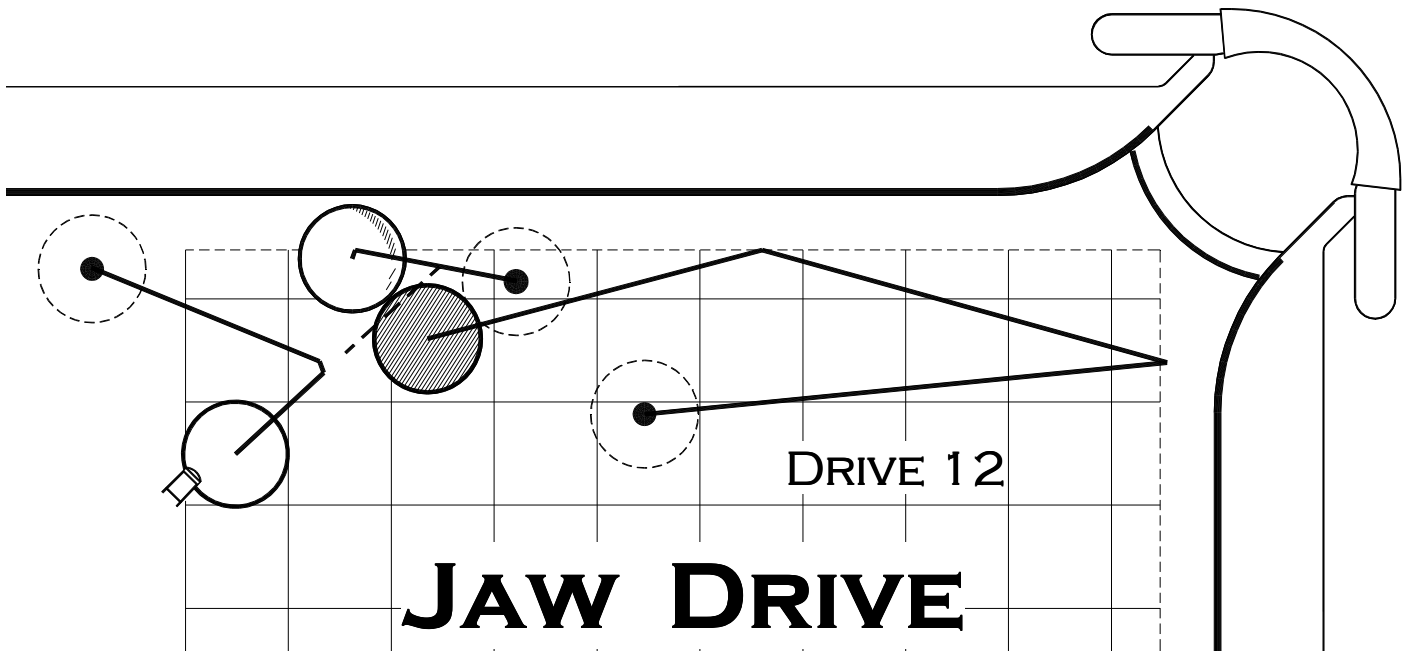


Here the pozzly iz the same az 9 -- but this time we play half-ball yellow-first with running. We might need to let the yellow graze the red, to tap it out, to help get the cannon -- what Robert Byrne might call a time-shot. A good gather leev iz unlikely.





Here we are covered. But the pozzly iznt az bad az it looks. Not only ken we score the cannon very eezily, but there iz a chance of a turn-gather next shot. More detailz in the chapter on ***Turning The Corner***.

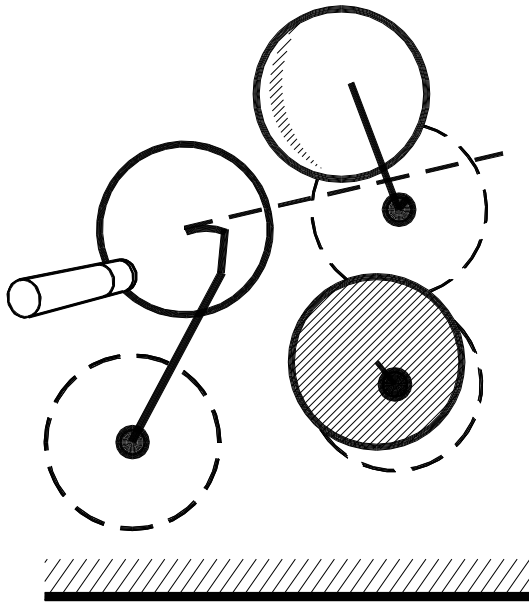


We hit red az thinnly az we dare, hard, with a little top & a little left-hand-side, & we get a jaw-drive, az shown. Hit harder than u think. The worst that ken happen iz a cover -- if u hit too softly. Chalk-up. More detailz in the chapter on ***Troublz***.

# PIQUE GATHERZ

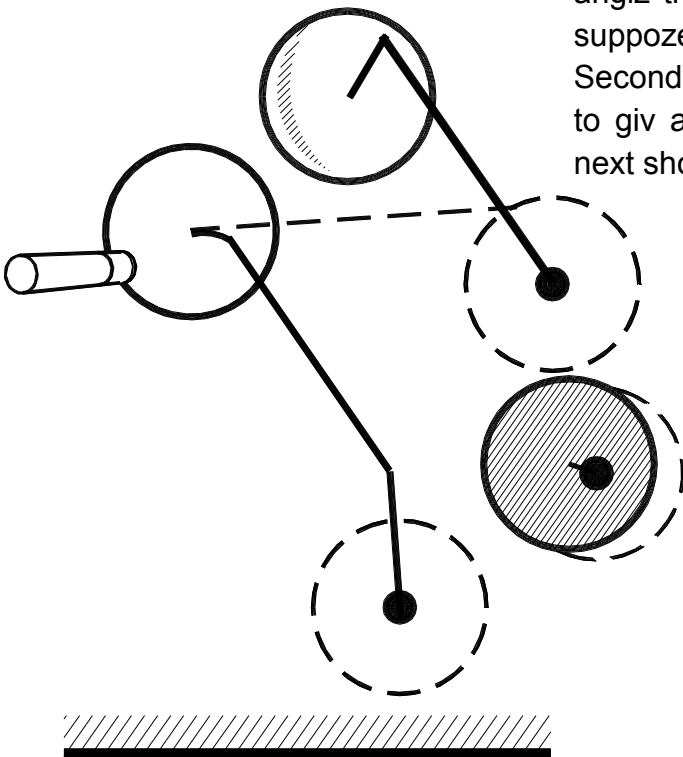
## PIQUE-GATHER 13

Pique-gatherz are your No1 weapon in nursery cannonz. They are Eric's forte. There are many examplez scattered throo the Bible. This one here iz piquis-gatherus-commonus. But chalk-up. Before u play a pique-gather, u firstly havta play the shot before. This will uzually be a small drive, setting up pozy intentionally. Like i sed, pique-gatherz are our No 1 weapon, & we look for'em whenever thingz get sticky.



## PIQUE-GATHER 14

Here'z another, longer range this time, but still eezy. U will be abl to handl much longer rangez & much more hostile anglz than this, with practice. The propozal iz -- firstly, u suppose the best pozy uken aspire for the yellow. Secondly, u opine the best contact u ken attain on the red, to giv a supernal poze for the qball, to best compoze the next shot. And then u dispoze em'all there.



# PIQUE DRIVEZ

## PIQUE-DRIVE 15

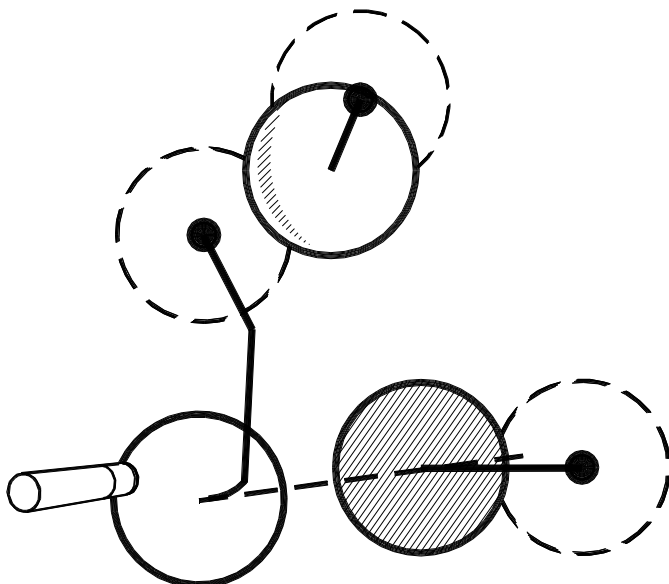
It's a miracle. Or az they say in the States

IIITSSAA MMERRRRRRRKKKKLE

Saint Eric sometimez duz a novel deed unawarez. I woz lucky'nuff to espy this miraculous sequence, & i woz stunned.

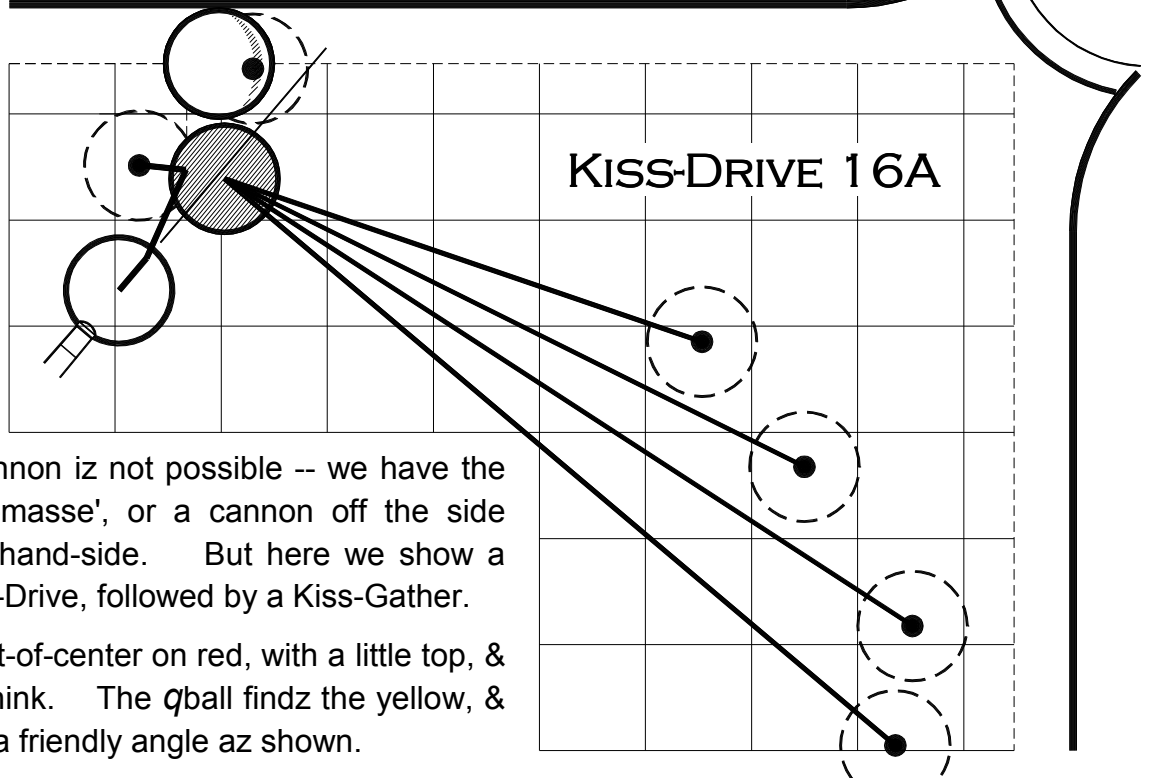
Eric played ***Pique-Drive 15***  
followed by ***Pique-Gather 14***.

Wow !!! -- Holy hell !!!



So now we hav a pique-drive in our arsenal. If Saint Eric duznt get Canonized for this cannon sequence then they ken all go'ta'hell. So, if pique-gatherz are your No 1 weapon, then pique-drivez ken be your No 2 weapon. Sometimez Eric duznt seemta giv 2 hoots about hiz pozy. He carelessly playz 2 or 3 bad cannonz in a row, & Mac starts to look quizzycal, & then Eric calmly pullz out a perfikt pique-gather, or a pique-drive. He iz a genius. In fact, why not look for a pique-drive after a not'so'good pique-gather, & verse-vice, etc etc, az many az u like. Nothing ken stop u now. And, the more u play'em the better uget -- look at Saint Eric.

# KISS-DRIVEZ

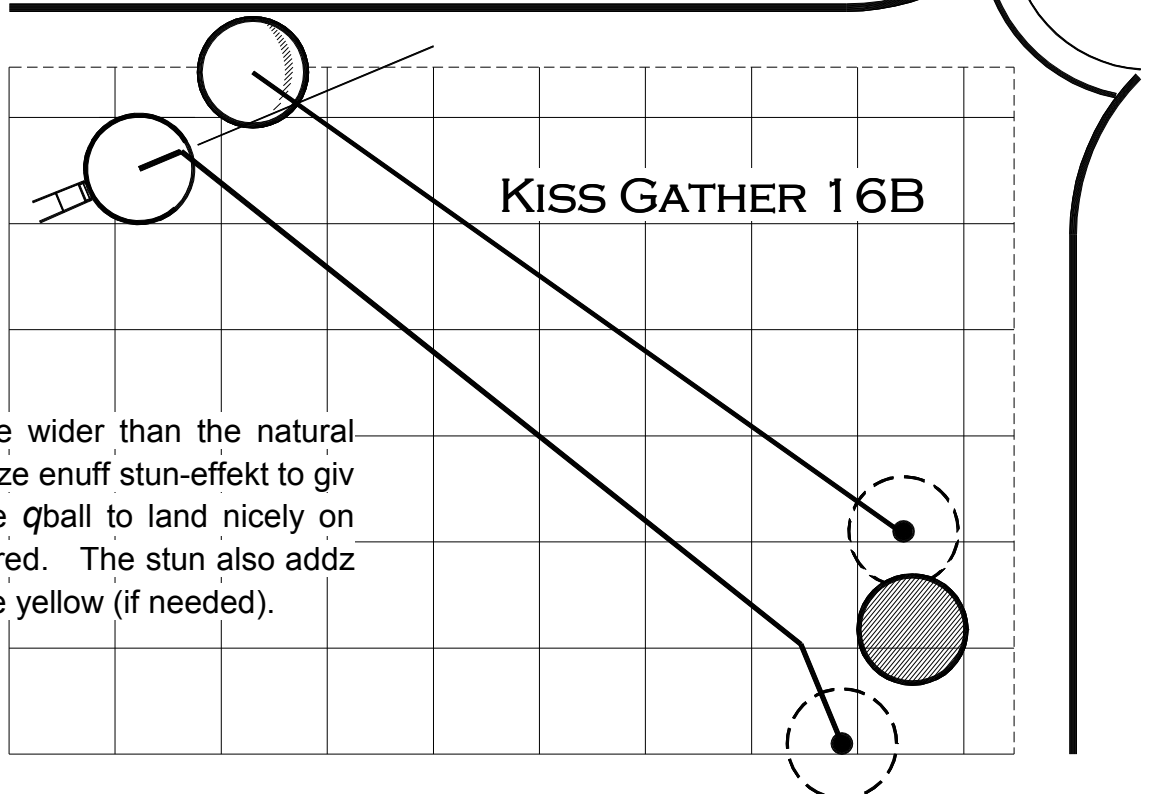


In 16A a direkt cannon iz not possible -- we have the optionz of a mini-masse', or a cannon off the side cushion using left-hand-side. But here we show a third option, a Kiss-Drive, followed by a Kiss-Gather.

In 16A, aim just left-of-center on red, with a little top, & hit harder than u think. The *q*ball findz the yellow, & with luck stops on a friendly angle az shown.

If the yellow iz on the cushion, & if the red iz touching yellow, then the red will double-kiss & then run well south. If there iz a small gap between the yellow & the cushion, or between yellow & red, or both, then the red will tend to run to one of the narrower pozzyz shown. The bigger the gap(s) the narrower the running. This narrow running can be widened by using right-hand-side on the *q*ball (not shown), but this risks a miscue. Chalk-up.

# KISS-GATHERZ



If the red iz a little wider than the natural kiss-off angle we uze enuff stun-effekt to giv more angle for the *q*ball to land nicely on the far side of the red. The stun also addz angle & pace to the yellow (if needed).

