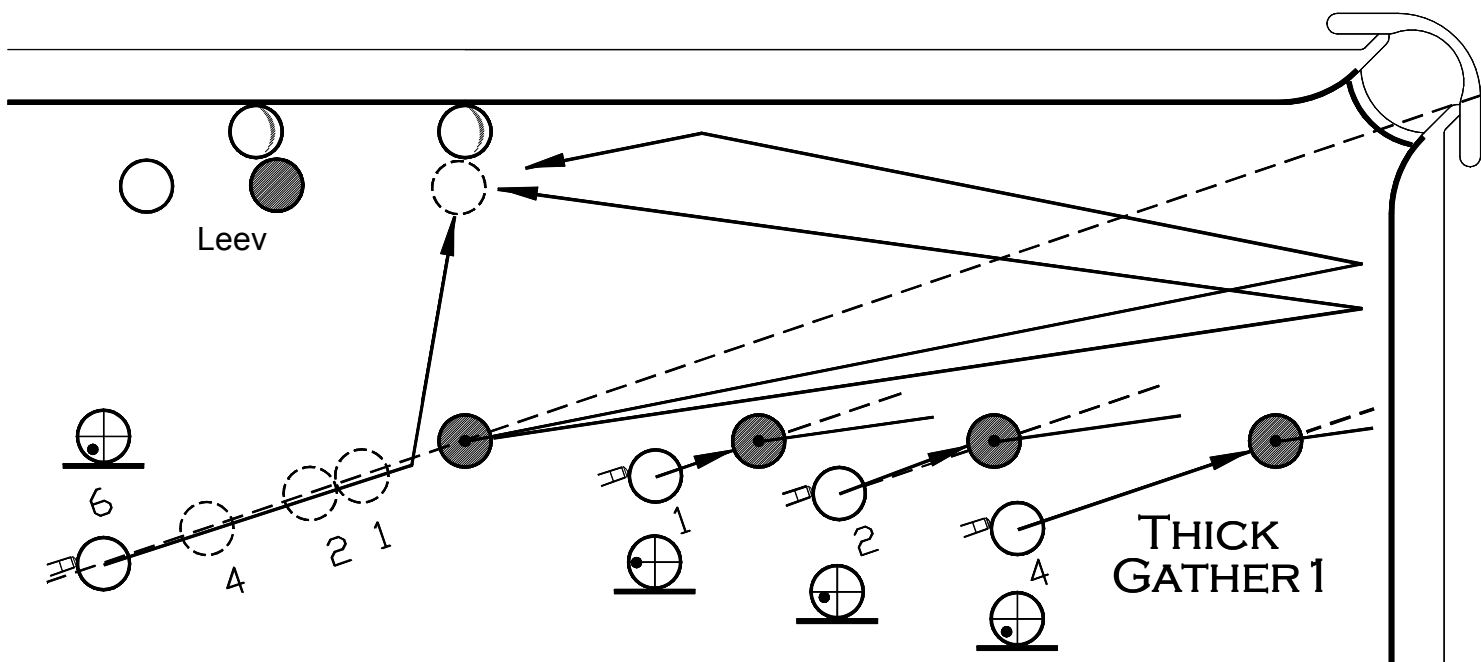


THICK GATHERZ



POSTMAN'Z KNOCK

Here we have been playing postman'z-knock, and the qball-to-red line passez throo the center of the pocket (az shown). Let's say that we hav already had one pot off the spot -- so we more or less havta play a cannon this next stroke -- so why not try for nurseryz

QBALL-TO-RED LINE

This qball-to-red line iz not bad for trying a gathering cannon, but its certainly not the eezyst line.

IVORY WALL

The good thing about postman'z-knock iz that uken uze the ivory wall to help u to get nurseryz. Here we stun the qball over to the yellow, and try to leev the qball next to the yellow, forming a 2-ball-wall, to block the red which doublz off the side-cushion. Ideally, the red hits the qball (not the yellow) and stops next to the yellow, giving a dream leev (az shown).

RED DOUBLE

The drawing showz 2 wayz of doubling the red. The eezyst here iz off just the one cushion (the side-cushion). The more difficult way here iz off 2 cushionz (the side-cushion & the top cushion). Later, we look at some pozzyz where uzing the 2 cushionz iz eezyr.

ZERO SIDE

Its up to u whether to play the shot with zero side, left-hand-side, or right-hand-side. With the qball on the pocket-line, my preference iz to uze left-hand-side. Left-hand-side maximizes the throw-off of the qball, while allowing the shot to be carried out with less pace, which iz what u need on this line. Check-side iz uzually handy in pozzyz where u want to add pace to the red.

MORE THAN 6 BALLZ

When the qball iz more than 6 ballz clear of the red (& on this line) it iz uzually too far away for the ivory wall method. By the time u get the qball onto the yellow, to get the cannon, the red iz travelling at close to the speed of light. U might get a good looking ivory wall, but after the collizion the leev will uzually be ugly. So **forget about getting** any sort of gather, just get the cannon and double the red over to the left-hand pocket like Geet would.

6 BALLZ Aim for the 7/8th point on the right-hand-side of the red, ie 1/8th to the right of center. Hit the qball at 7:30 o'clock -- the qball will swerve and contact the red dead-center or just left of center. The left-hand-side will throw the qball over to the yellow, and at the same time it will throw the red to the right onto the dezired line to double into the ivory wall.

HIT THE QBALL When we say ivory wall, in reality we want the red to hit the qball not the yellow. If it hits the yellow it uzually meenz trouble.

4 BALLZ Aim full-ball on the red. Hit the qball at 7:30 o'clock -- the qball will swerve and contact the red just left of center.

2 BALLZ Aim 7/8th ball on the red. Hit the qball at 8 o'clock -- the qball pushez out to the right, and then it swervez and contacts the red just left of center or perhaps 7/8th ball.

BEST POZZY - 3 BALLZ If u were trying to set up one of these gathering cannonz, i would try to leev the qball say 3 ballz clear of the red. This iz the best pozzzy on this line, not too close and not too far.

1 BALL Aim full-ball on the red. Hit the qball at 9 o'clock -- the qball pushez out to the right, and then it swervez and contacts the red just left of center or perhaps full-ball. The large amount of left-hand-side and the large amount of stun (due to the close-range) will take the qball onto the yellow, and giv the red the dezired line.

FEEL At 1 Ball -- here we need to uze feel perhaps more-so than for the other shots. Don't aim'n'play *by numberz*, u havta uze feel. That way u will get the cannon etc very accurately. If u play theze sorts of shots *by numberz* uken miss the cannon altogether.

HALF-BALL If the qball iz less than one ball clear from the red (and on that line), uken still get a gather but it iz difficult. Probably one would play a thick half-ball on red, with check-side, hitting the qball at say 4 o'clock, and hitting harder than u think. U would havta contact the yellow on the left-hand edge, so u would not be trying to get the ivory wall. And u would havta judge the pace of the red perfiktly (hit harder than u think). Here it would make sense to try to bring the red back off the top cushion, koz a thickish contact on red will giv the red more pace while taking pace off the qball, which iz what u will desperately need here.

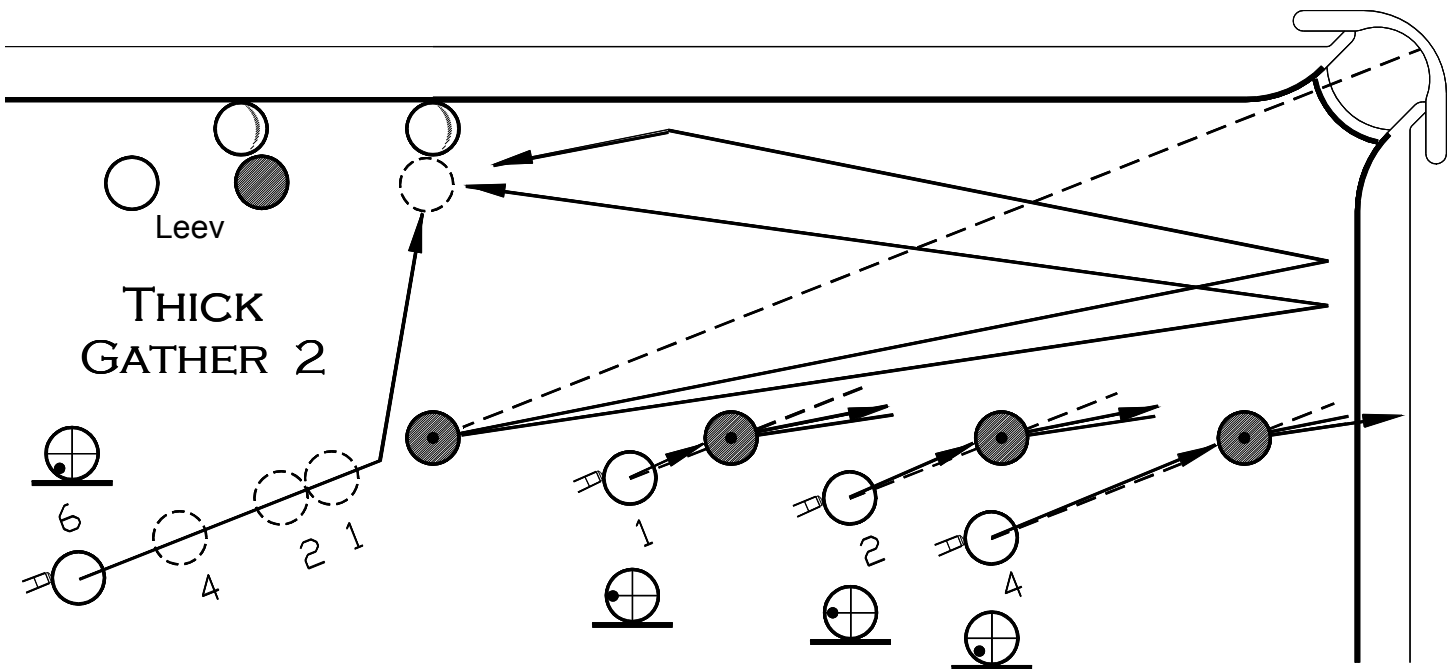
PRAKTIS Anyhow, we are all different, and tablez and cushionz and cloths & ballz and cuez are all different. Only praktis ken tell u what u havta do.

ZERO SIDE U might prefer to uze zero-side, or mightbe u ken judge most shots better uzing yor favourite check-side.

DON'T MISS The main thing in theze shots iz to get the cannon. The leev iz secondary. Koz in reality all of theze shots are risky and the leev iz uncertain anyhow.

GIFT What u don't want iz to leev the qball a few mm short of the cannon and thus giv yor opponent perfikt nurseryz, or perfikt postman'z-knock.

WORST SCENARIO If u get the cannon then u will uzually hav something left to go on with. And, if u get the cannon, the worst scenario iz probably that u hav no good leev, so u play a safety shot, what's the worry ?!



QBALL-TO-RED LINE Here the qball-to-red line touchez the left-hand jaw of the pocket. This iz the *best line* to leev for a gather, when the yellow iz at postman'z-knock.

MORE THAN 6 BALLZ When the qball iz more than 6 ballz clear of the red (on this line) it iz uzually too far away for a controlled gather.

6 BALLZ Aim for the center of the red. Hit the qball at 7:30 o'clock. The qball will swerve and contact the red left of center. The left-hand-side will throw the qball over to the yellow, and at the same time it will throw the red to the right onto the dezired line to double into the ivory wall.

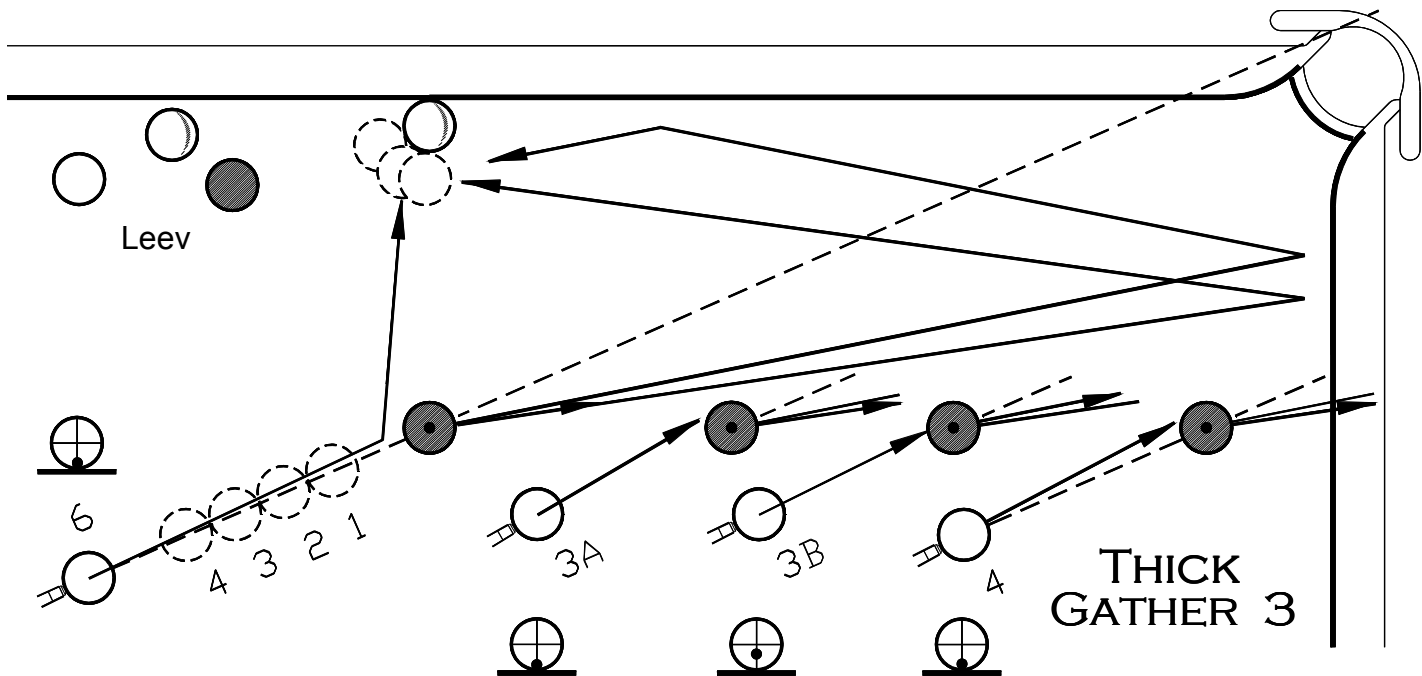
4 BALLZ Aim 7/8th ball on red. Hit the qball at 7:30 o'clock. The qball will swerve & contact the red almost $\frac{3}{4}$ ball.

2 BALLZ Aim full-ball on the red. Hit the qball at 9 o'clock. The qball pushez out to the right, and then it swervez and contacts the red just left of center. **2 CUSHIONZ** The red just missez the jaw and joinz the yellow and qball off the top cushion. It iz too difficult to bring the red off just one cushion, the qball would hit the yellow too hard and kiss-off a longish way. Even when the red iz taken off two cushionz, the qball iz difficult to control, and u are very unlikely to get a good ivory wall. **DEAD PACE** So it iz best to play the red to join the yellow at dead-pace, and not to rely on the yellow or qball blocking its progress.

1 BALL Aim 7/8th ball on the red. Hit the qball at 9 o'clock -- the qball pushez out to the right, and then it swervez and contacts the red 7/8th ball. The large amount of left-hand-side and the large amount of stun (due to the close-range) will take the qball onto the yellow, and giv the red the dezired line. **DEAD PACE** Az for the 2-ball case, the red should kum off the top cushion at dead-pace.

BEST POZZY 4 BALLZ This iz the best pozzzy on this line, not too close and not too far. But thiz would depend a lot on how *slippery* and fast yor table played. Uzually the newer (more slippery) the better. If *old*, then closer (**3 ballz**) might be better.

LEFT-HAND-SIDE All of the above shots ken be played with zero side, ie with stun only, but i reckon that left-hand side iz eezyr and more accurate.



QBALL-TO-RED LINE

Here the qball-to-red line iz just left of the pocket. This line iz not ideal, ie when the yellow iz at good postman'z-knock pozzzy.

MORE THAN 6 BALLZ

When the qball iz more than 6 ballz clear of the red (on this line) this line iz actually not too bad, if the table iz slippery. Play az for the 6 ball gather.

6 BALLZ

Play $\frac{3}{4}$ ball on the red. Hit the qball at 6 o'clock. On this line/angle a 6 ball clearance iz actually good, it givz the red nice pace off one cushion.

4 BALLZ

Play $\frac{5}{8}$ th ball on red. Hit the qball at 6 o'clock. On this angle the ivory wall iz risky, koz the qball will hav too much pace and will rebound too far. So it's best to try to hit the yellow **half-ball**. With **luck** u will get a $\frac{1}{8}$ th ball contact which leevz the yellow close to the cushion while the qball kumz out say one ball clear. Or, u might get a full contact, in which case the qball will kiss-back say one ball clear of yellow. Or u might get something in between, in which case keep yor fingerz crossed. Koz of the iffy nature of the contact and leev, u havta play the red at **dead-pace**. Red joinz the party off one cushion.

3A BALLZ IZ BEST

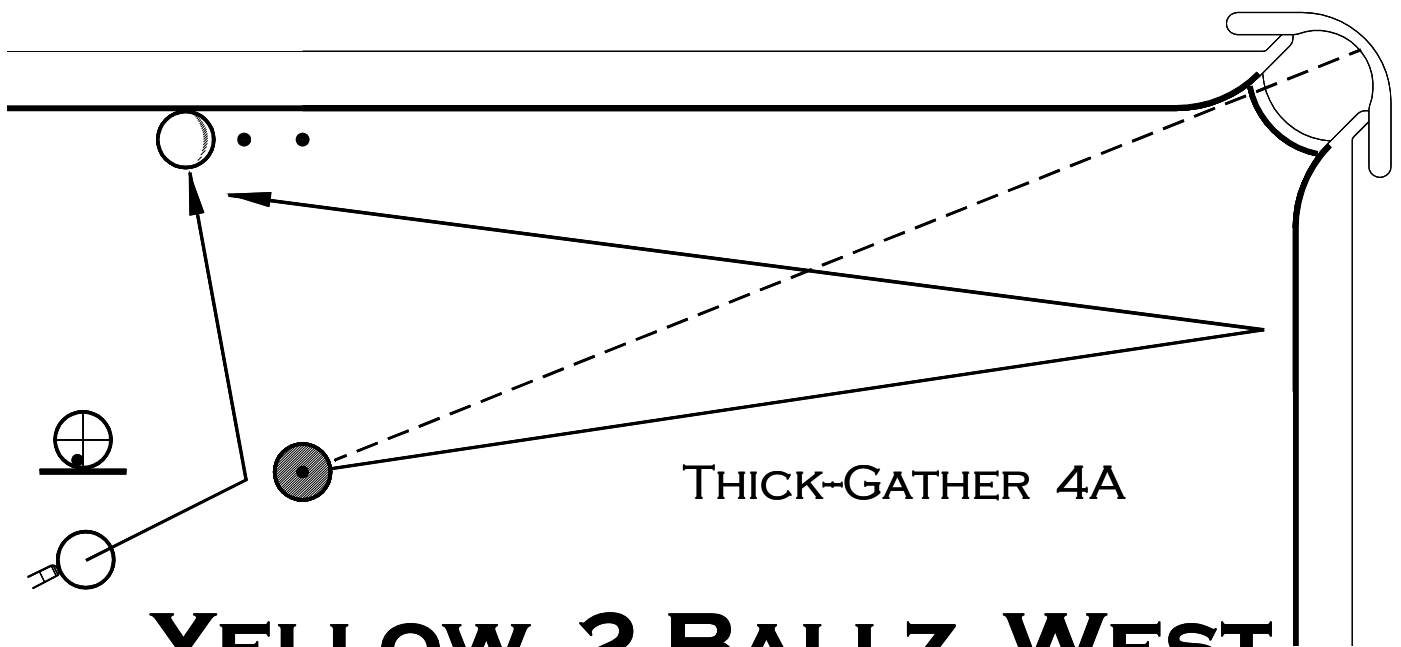
Uken play az for 4 ballz, but playing half-ball on red. This shot & pozzzy & clearance iz possibly the best for this line, ie the best on this page.

3B BALLZ

U also hav the option of playing $\frac{3}{4}$ ball on red, hitting the qball at 6 o'clock. The red just missez the jaw and joinz the yellow and qball off the top cushion. Whenever the red iz taken off 2 cushionz, u havta play at **dead-pace**, koz u don't really know whether the red will hit the cushion near the yellow or not near.

2 BALLZ & 1 BALL

On this line, when the qball iz 2 ballz clear of red, u hav an eezy postman'z-knock style cannon, so just keep postman'z-knock going. The gather iz virtually **impossible** anyhow. Same goze when 1 ball clear.

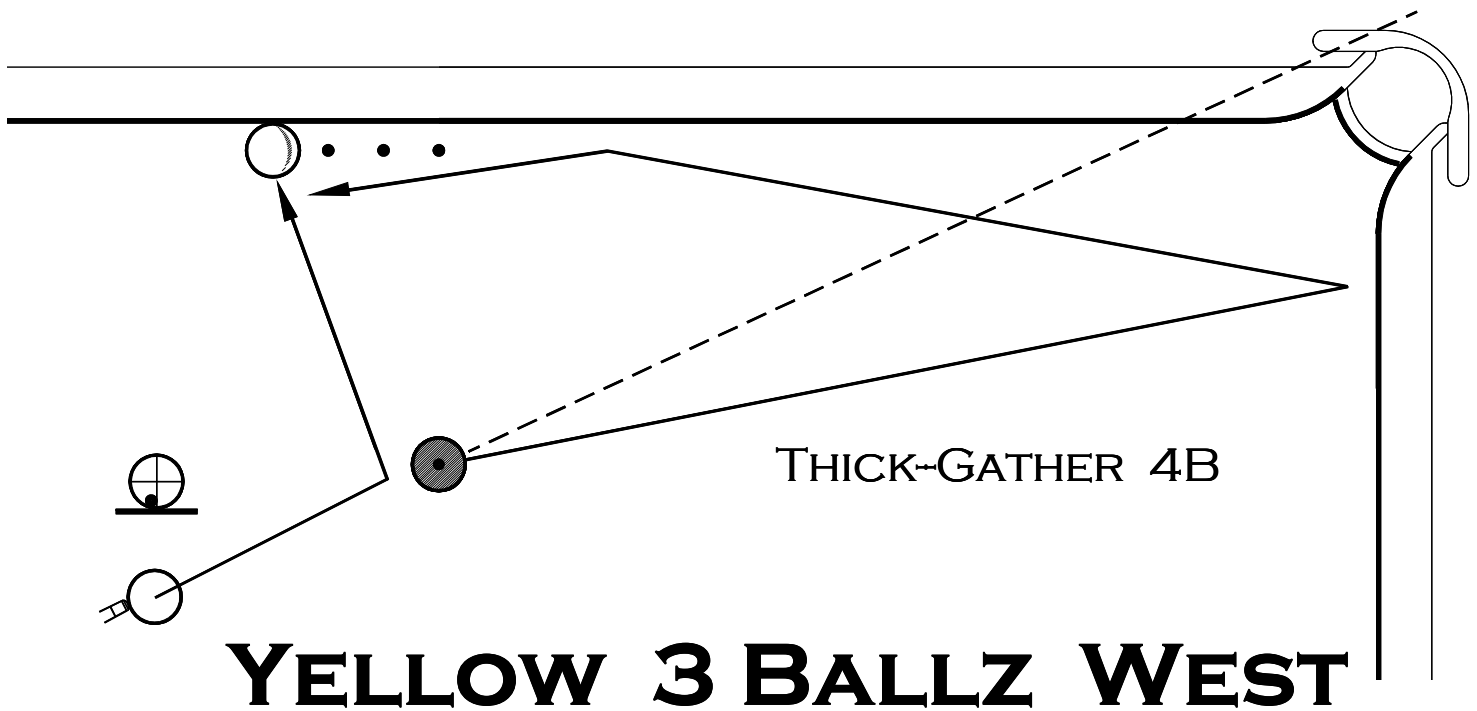


THICK-GATHER 4A

YELLOW 2 BALLZ WEST

QBALL-TO-RED LINE The qball-to-red line touchez the left-hand jaw of the pocket. Play for a $\frac{5}{8}$ th contact on red, and hit the qball at 7 o'clock.

IVORY WALL The qball ideally formz the ivory wall, and the red kumz off one cushion.



THICK-GATHER 4B

YELLOW 3 BALLZ WEST

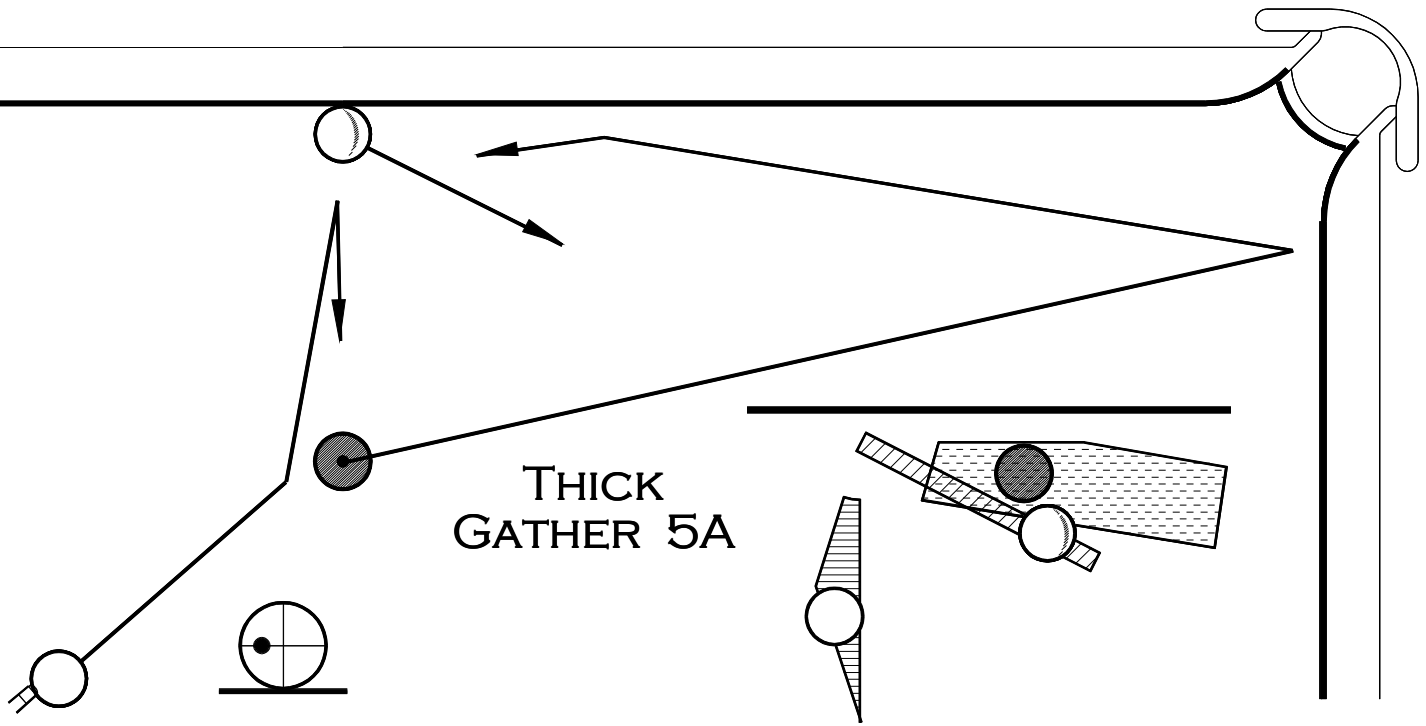
QBALL-TO-RED LINE The qball-to-red line iz 1 ball left of the jaw. Play for a $\frac{3}{4}$ ball contact on red, and hit the qball at 7 o'clock.

IVORY WALL The qball ideally formz the ivory wall, and the red kumz off 2 cushionz.

VARYATIONZ Variationz of 4A & 4B are probably even eezyr (not shown). For example with the yellow 1, or 2, or 3 or 4 ballz off the cushion.

FIRM GRIP With most of theze gatherz, u might find that it helps to judge pace etc if u hav a firm grip of the cue, and uze a long firm sliding back-swing & forward-swing. This iz better than a loose & jabby action -- more control.

POSTMAN'Z KNOCK



THICK
GATHER 5A

Here we hav perfikt postman'z-knock pozzy -- a half-ball cannon off red will hit yellow full-ball. But, if we want to get nurseryz, we ken get them straight away. No need to wait for loss of postman'z-knock pozzy -- u hit the red a very thick half-ball with left-hand-side -- to get the sort of leev shown.

YELLOW ZONE

The yellow will always sqeez out at its uzual 1 in 2 angle, az shown. How far it gets dependz on (a) pace and (b) whether the qball hits it fullish and (c) the amount of left-hand-side on the qball.

QBALL ZONE

In the classic case, the qball kissez-back off yellow and headz towardz the spot, az shown. But it's eezy to misjudge the qball contact on yellow. The correct qball-to-red-to-yellow angle iz uzually much **narrower** than u think. The uzual **stuff-up** iz to land on the right-hand side of the yellow. The best praktis iz to find the correct line by trial and mark it in **chalk**, then praktis the shot until u recognize the classic angle. This praktis won't hurt yor postman'z-knock either.

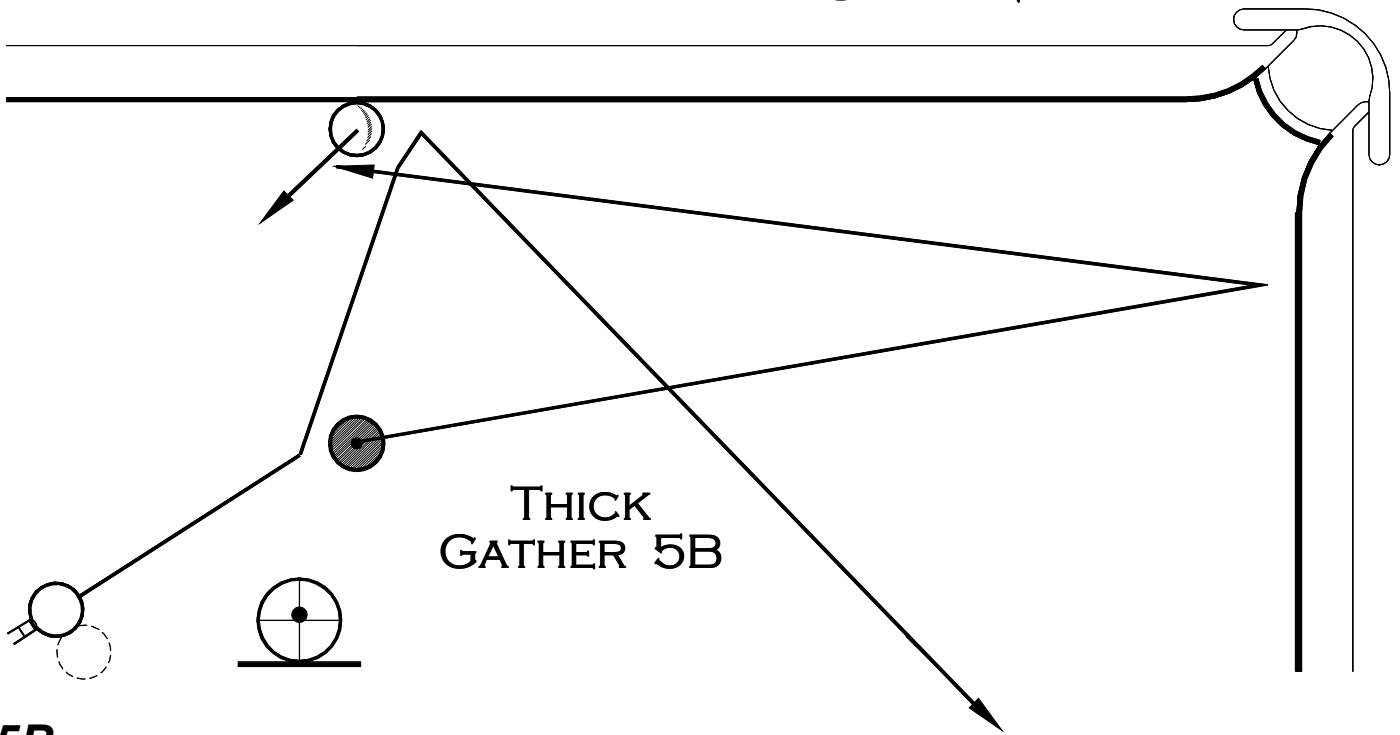
RED'Z ZONE

The red ken stop in a much larger zone, az shown.

WHATS BEST

It duznt seem to make much sense to giv up good postman'z-knock pozzy for a chance of nurseryz. But, be honest, how much do u uzually score at postman'z-knock ?? Anyhow, u will be fairly sure of leeving something to go on with. U only liv once (with due respect to any contrary beliefs held by brother & sister cushion-crawlerz). Mightbe the game iz on ice, & u want some fun. Mightbe u are a long way behind, & there iz little time left in the game.

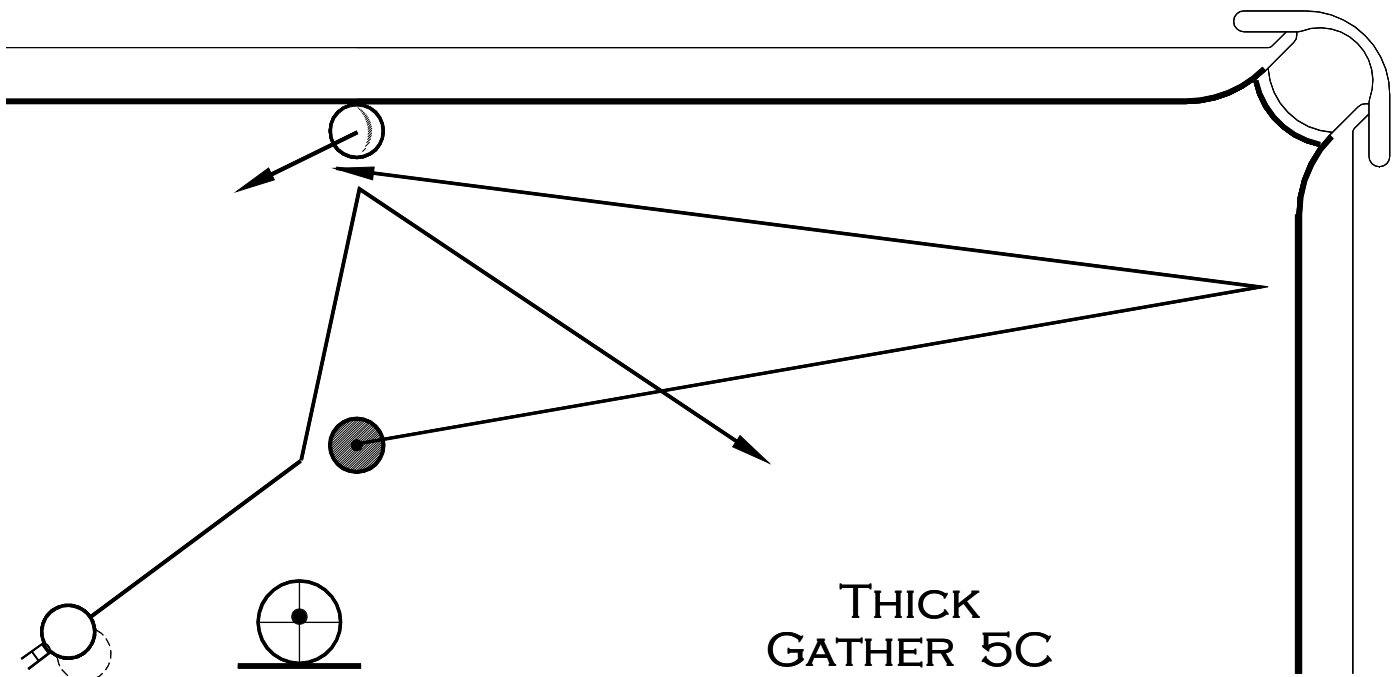
VARYATIONZ



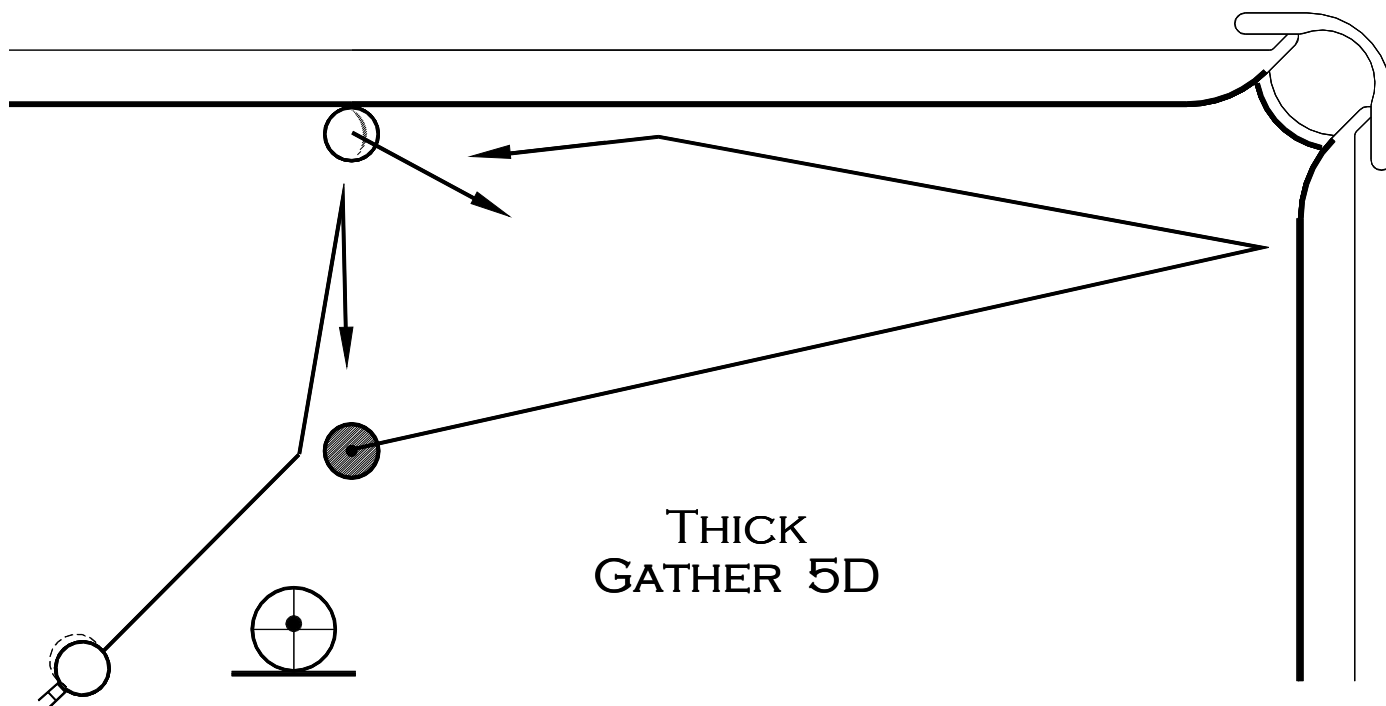
5B If the *q*ball iz wider than perfikt postman'z-knock pozzy, & a thick half-ball on red givz a touch on yellow, uken play the cannon softly to leev a pot-red, & hence continue with postman'z-knock (not shown).

But in 5B we show what a cushion-crawler would do --- she would play the thin cannon hard'nuff to gather the ballz for possible nurseryz.

5C Here the *q*ball iz about a half-ball off perfikt postman'z-knock pozzy. A gather iz there if u want it --- u play half-ball on red --- the *q*ball hits yellow just right of center.



MORE VARYATIONZ



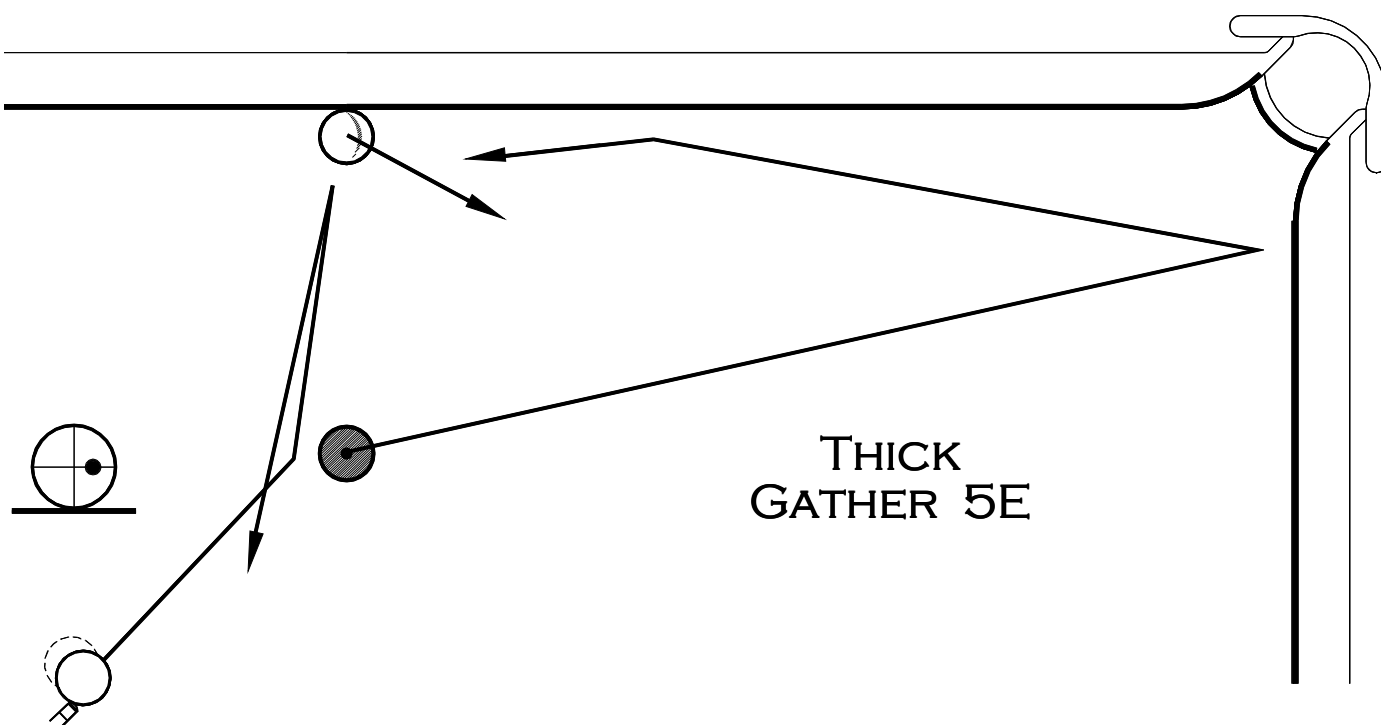
THICK
GATHER 5D

5D If the *q*ball iz a bit narrower than perfikt postman'z-knock pozy, & a half-ball or a thin half-ball on red givz the gather & possible nurseryz.

5E If more narrow, hit the red a thin half-ball with lots of check-side, hit very hard else the red won't reech.

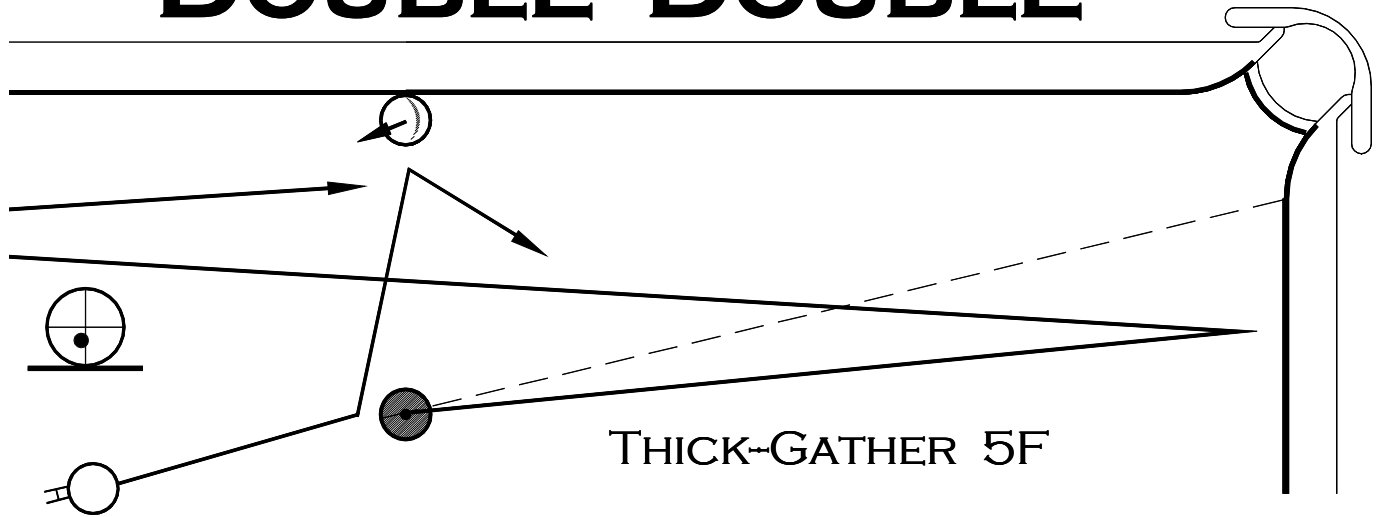
THIN-GATHER

But why play a silly mongrel low % bash in 5E, when the pozy iz ok for a nice&eezy Thin-Gather off the side cushion (not shown). Hmmmmm.



THICK
GATHER 5E

DOUBLE-DOUBLE



5F The qb-to-red line passez near the end of the brass or the end of the jaw. A $\frac{3}{4}$ ball stun off the red ken giv a good gather az shown. After all, if u hav allready had 1 pot off the spot u havta play a cannon of som sort --- so why not try for nurseryz.

YELLOW Best land right-of-center on yellow, az shown --- koz if the qb kissez back at 90° it might meet the red. Anyhow, east improovz yor chancez of a nice nursery leev. The yellow won't moov far, somtimez it duznt moov at all --- the left-hand-side helps u to keep the yellow in prizon.

SPACING For this shot, the distance between the qb & red shown here iz ok --- but, az allwayz, the furtherer the worserer, the closerer the betterer.

LEFT CUSHION A little running-side uzuually helps u to judge the whole shot. But praktis theze off the left-hand cushion allso --- koz the ryht-hand cushion might feel natural, but the left might need a different contact on red, or it might need a little more or less running-side. Hmmmmmmmmmmm. It's that damned **krap lighting** again.

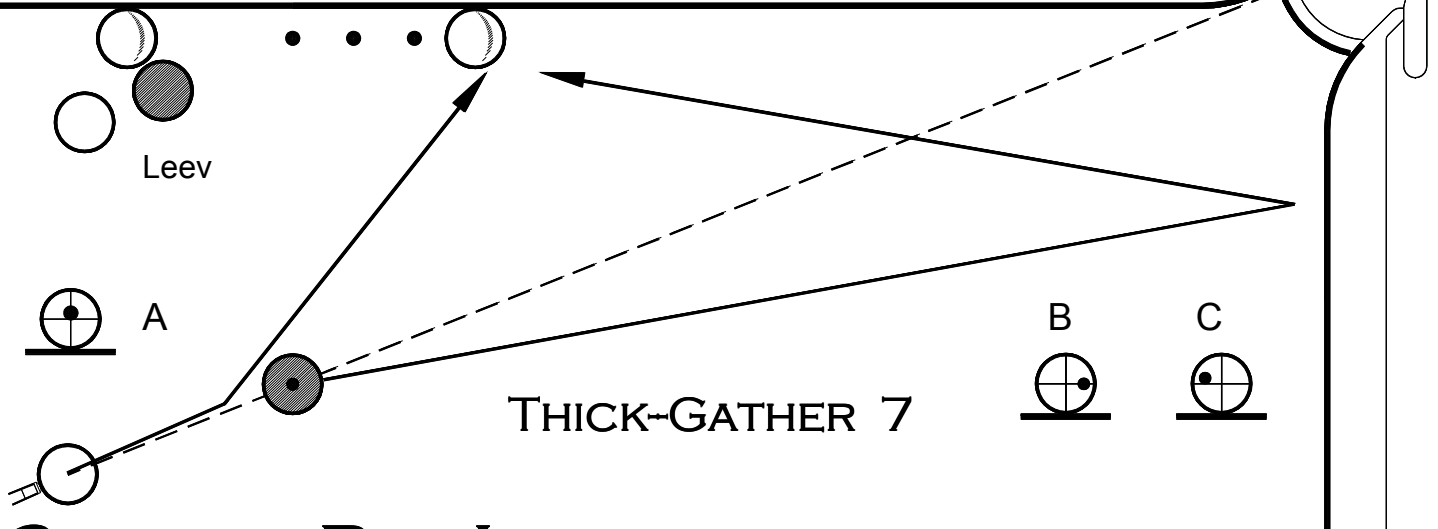
THE TIMES DEC 1929

.....In most of his big breaks Lindrum has made the cannon game his chief scoring gambit, but, equally as important, & perhaps more important still, is the manner in which he is able to secure the necessary position to engage in this fascinating phase of the game. When a close cannon position is broken up two strokes appear to be sufficient to enable Lindrum to regain it. And every stroke that is employed is made with meticulous care & with a judgment which seems to be nearly perfect.....

THE TIMES FEB 1930

..... Lindrum had increased his unfinished break to 2,053 when he missed a cushion cannon. He had a good position at the top of the table at the start. A red winner left the balls placed well, & Lindrum scored easily until he made a little screw cannon. This was his last scoring stroke. The balls kissed, running very awkwardly, & Lindrum then missed a cushion cannon. It was a rather unlucky ending to a very fine break.....

YELLOW 3 BALLZ EAST



QBALL-TO-RED LINE The qball-to-red line touchez the left jaw -- the qball iz 3 ballz clear of the red.

GATHER 7A ZERO SIDE The best shot here iz to play a thick $\frac{3}{4}$ ball run-throo, with zero side, hitting at 12 o'clock, to land thick half-ball on the right-hand-side of yellow. The red landz at dead-pace off one cushion, and perfikly played givz the leev shown.

OPTIONZ This iz one of thoz pozzyz that uken play a number of wayz. Uken get a very similar leev by playing $\frac{3}{4}$ ball on red, with lots of right-hand-side, hitting at 3 o'clock, az shown by **7B**. Or uken play $\frac{7}{8}$ th ball on red, with left-hand-side, hitting at 10 o'clock, az shown by **7C**. Both would be played to land thick half-ball on the right-hand-side of yellow, and both ken giv a similar leev to **7A**.

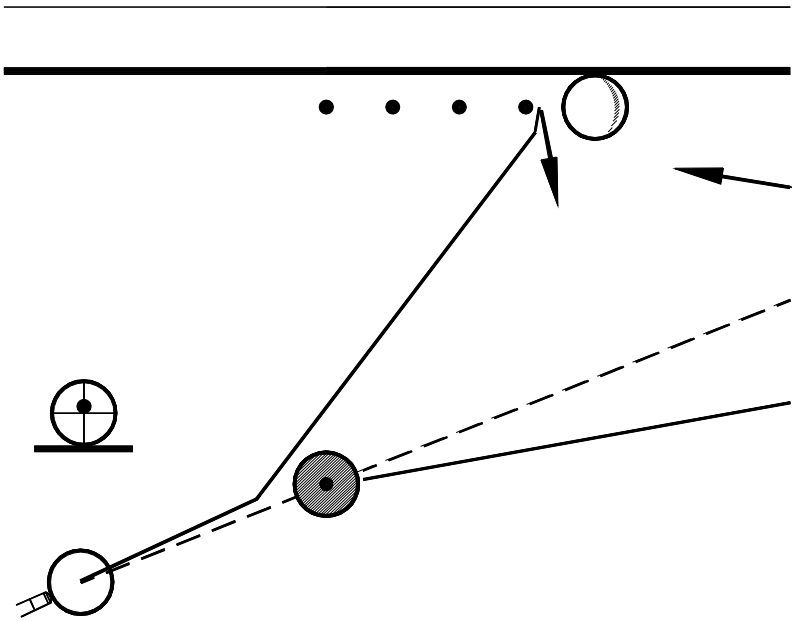
ZERO SIDE But there are 2 reazonz why the plain-ball shot iz best....

LINE It iz eezyr to judge the follow-throo angle (ie the line) uzing zero side. Side-spin makes many screw shots and stun shots eezyr to judge and eezyr to play -- but not follow-throoz.

THROW When the qball kissez off the yellow, if the qball haz lots of side-spin, the yellow and/or the qball moov more -- the ballz end up a little more spread-out. This might be a virtue in some shots, but not here -- any spreading of the ballz ken only hurt the leev. Without going into all of the plusez and minusez, just play lots of these cannonz all three wayz and u will see for yorself.

KONTAKT ON YELLOW And this buziness of landing thick half-ball on the right-hand-side of yellow iz worth looking at. Firstly, uwill soon see that there iz no other option here, i meen u can't play to hit the cushion first. And u can't even play to hit yellow thin on the left, u can, but u will leev the red a mile from the cushion. But this iz getting away from what i wanted to say, which iz that the **tyro** will alwayz aim too full on yellow. He duznt realize that when the yellow iz on the cushion, u havta contact it much thinner on the right-hand-side than u might think, otherwize the qball will remain far behind. Try it by just hitting directly onto the yellow with the qball, a half-ball, on that angle. Uwill be surprized. A **half-ball** iz possibly too fine (it leevz yellow behind a bit), but a **three-quarter** ball contact iz a little too thick (for all but very soft kissez).

4 BALLZ EAST



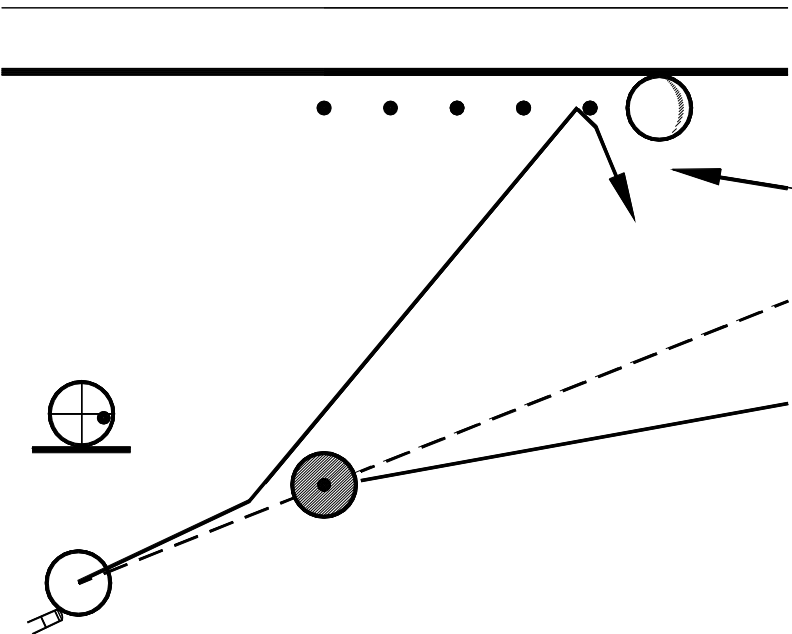
THICK-GATHER 8

The qball-to-red line touchez the left jaw. The best shot to play iz a $\frac{3}{4}$ ball run-throo, with **zero side**, at 12 o'clock, to land thinish on the left of yellow, az shown.

We are not unhappy if we get the **cushion first** (not shown).

Uzing **right-hand-side** here iz tempting ($\frac{3}{4}$ ball on red), but it iz less forgiving. If u hit cushion first, the qball will try to shoot ahead of the yellow. If u hit yellow first (albeit thinish), the side will kill the qball but knock the yellow ahead, just begging for a **cover**.

5 BALLZ EAST



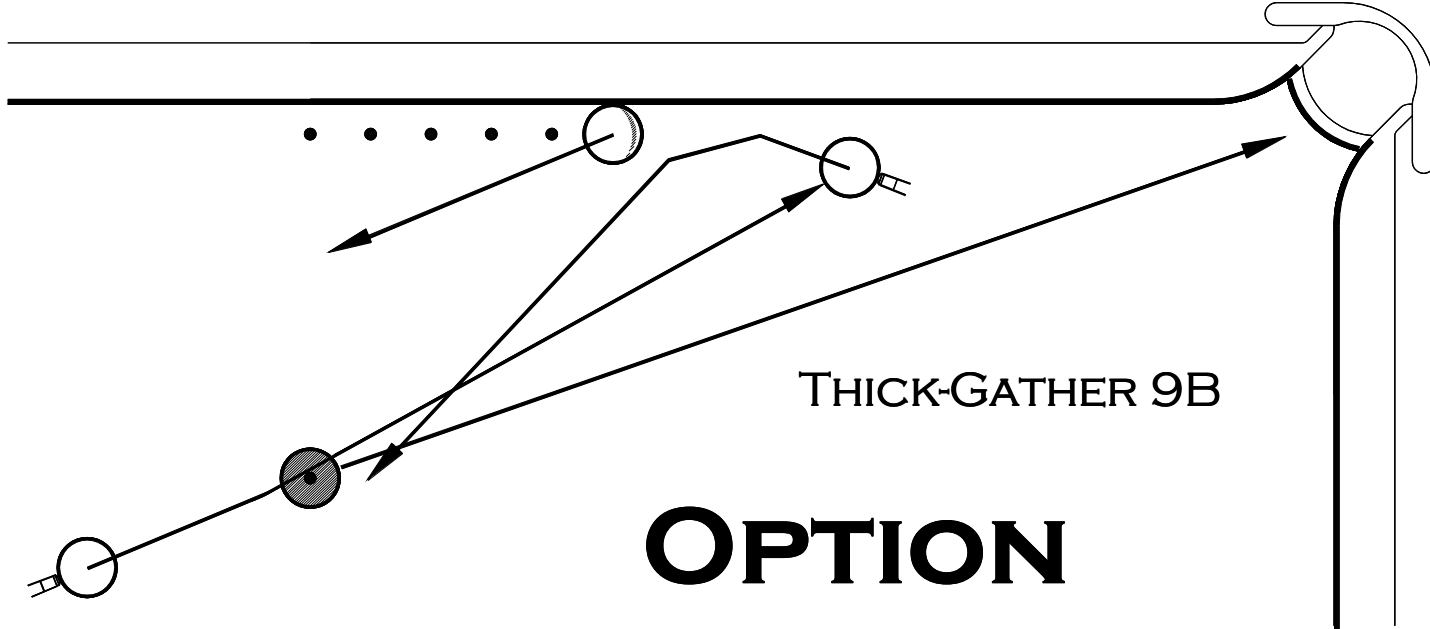
THICK-GATHER 9A

The qball-to-red line touchez the left jaw. The best shot to play iz a thinish $\frac{3}{4}$ ball run-throo, with maximum **right-hand-side**, at 4 o'clock, to land thinish on yellow, **cushion-first**, az shown.

Here the range etc makes any shot **risky**, and the above iz less risky than any other. The side takes the qball level with or past the yellow, but yellow hardly moovz, and there iz still some chance of a fair nursery leev. If not, it uzually leevz a nice play on red leeding to a pot red etc.

It iz **tempting** to play $\frac{3}{4}$ ball on red with medium right-hand-side, hitting at 2 o'clock, but this iz less forgiving. If u hit cushion first, it might be ok. But if u get the yellow first it iz not so good. Either way, the problem iz the red. The red kumz back too close to the cushion, and it hits the yellow full-ball, or it stops behind it, both **bad newz**.

A **plain-ball** cannon iz not on. Koz if u get the cannon the red will be going too **fast**, or it will hit the **jaw**.



THICK-GATHER 9B

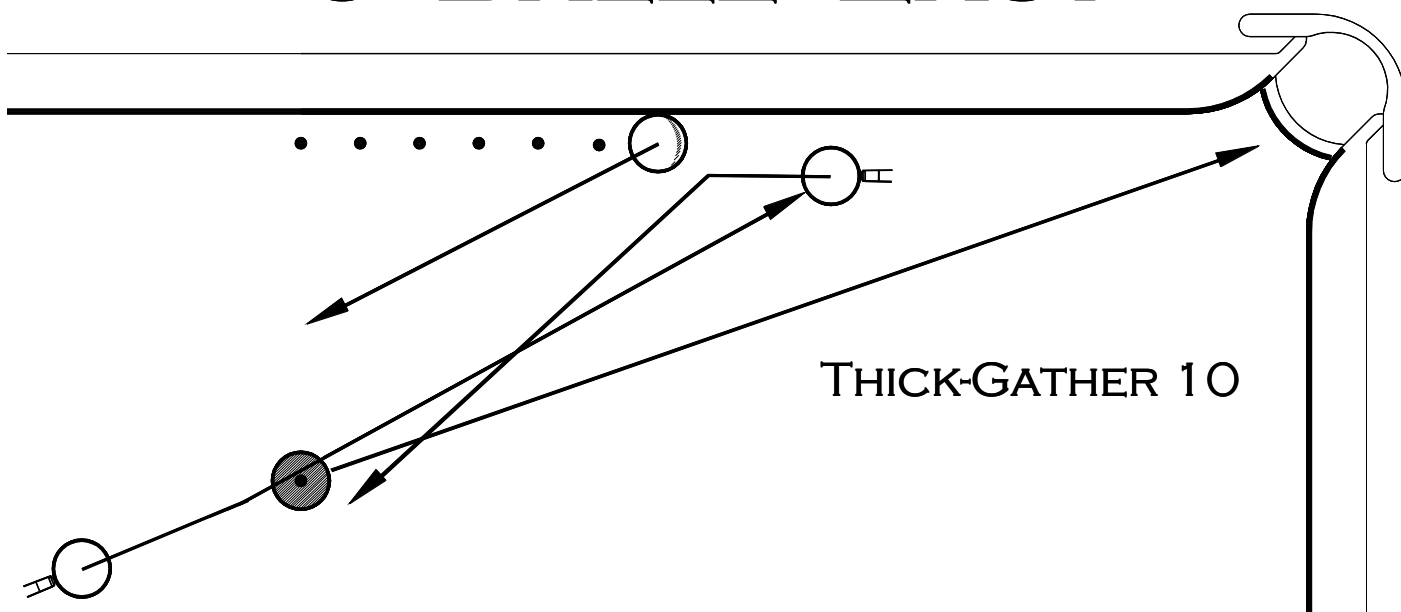
OPTION

The yellow here iz in the same pozy az in Gather 9A. Instead of the gather, we **pot the red**, running throo to leev a cushion-first-cannon. Leev the qball close to the cushion, preferably a half-ball clear, or one ball clear at most.

CUSHION-FIRST-CANNON

Aim for a thinish contact (less than $\frac{1}{2}$ ball) on the right-hand-side of yellow (if the yellow iz frozen to the cushion), and this should giv a thinish contact on the left-hand-side of yellow after rebounding from the cushion. With a little luck the qball will contact red nicely to leev top-of-the-table pozy. **Nurseryz ken wait a while.**

6 BALLZ EAST



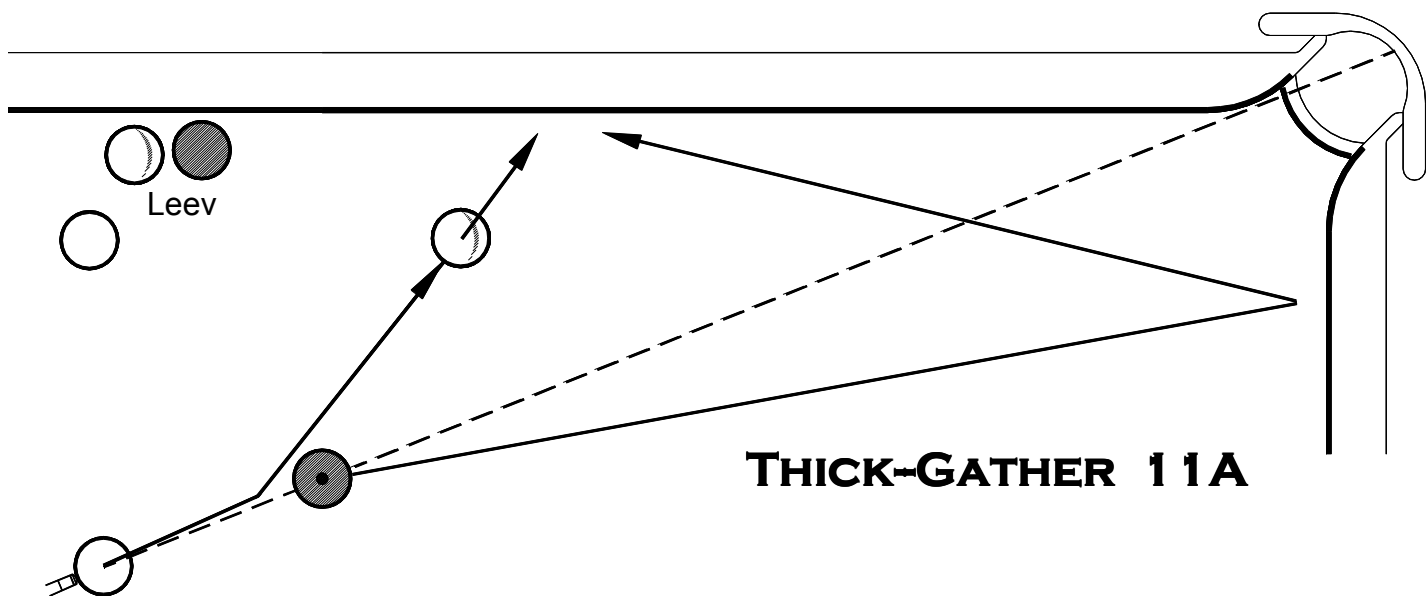
THICK-GATHER 10

A gather iz not on -- the red would be moving at the speed of light -- &/or the jaw would be in the way. But, if we simply **pot the red**, the yellow iz in perfikt pozy for a **kiss-cannon** onto the re-spotted red (az shown).

KISS CANNON

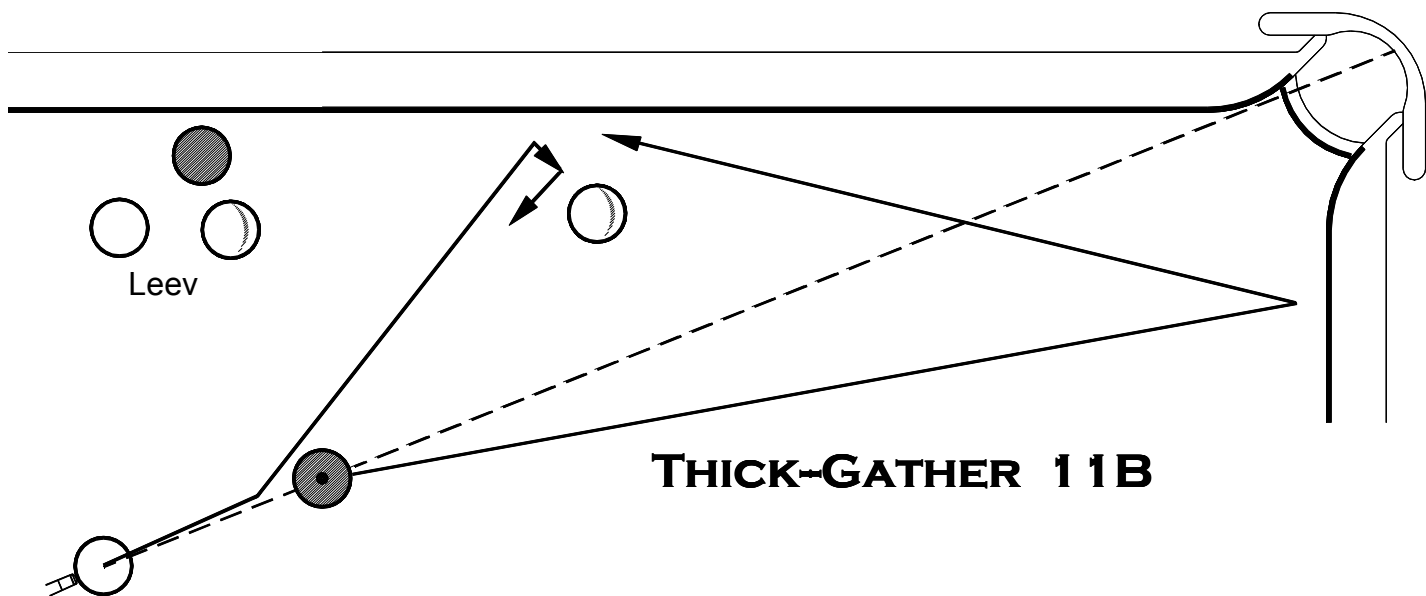
We ken play this kiss-cannon half-ball (or az needed) to place the yellow for top-of-the-table. **Nurseryz will kum soon enuff.**

YELLOW OFF CUSHION



Here the yellow is directly on the line taken by the *q*ball for the $\frac{3}{4}$ ball run-throo that we recommended in Gather 7 -- so we play the same sort of stroke. A *pendulum-cannon* sort of leev is good.

REVERSE IVORY-WALL



Here we ken slot in behind the yellow, to form an ivory-wall with the *q*ball on the inside. The red hopefully hits the *q*ball. The leev is unlikely to be perfikt.

GENERAL

Most of these pozzyz & gatherz, with the red on its spot, perhaps aroze when u lost good **FLOATING-YELLOW** or **POSTMAN'Z-KNOCK** pozzyz whilst playing at top-of-the-table. And most of these gatherz need to be played whether u want to get nurseryz or not. So why not play them in a way that maximizez yor chancez of nurseryz. And praktising these sorts of weird gatherz iz damned good praktis for any player, whether an aspiring cushion-crawler or not. Koz these pozzyz kum up again & again.

And gather praktis iz much more effective if u approach it clinically. For instance, take a closer look at the varyus qball-to-red linez, and the varyus rangez etc. Which combinationz work or don't work. And why not keep a **DIARY** of yor stuff. The simple act of drawing & writing something in yor diary makes u analyze it better, and remember it better -- **ASK WALLY**.

RED OFF ITS SPOT

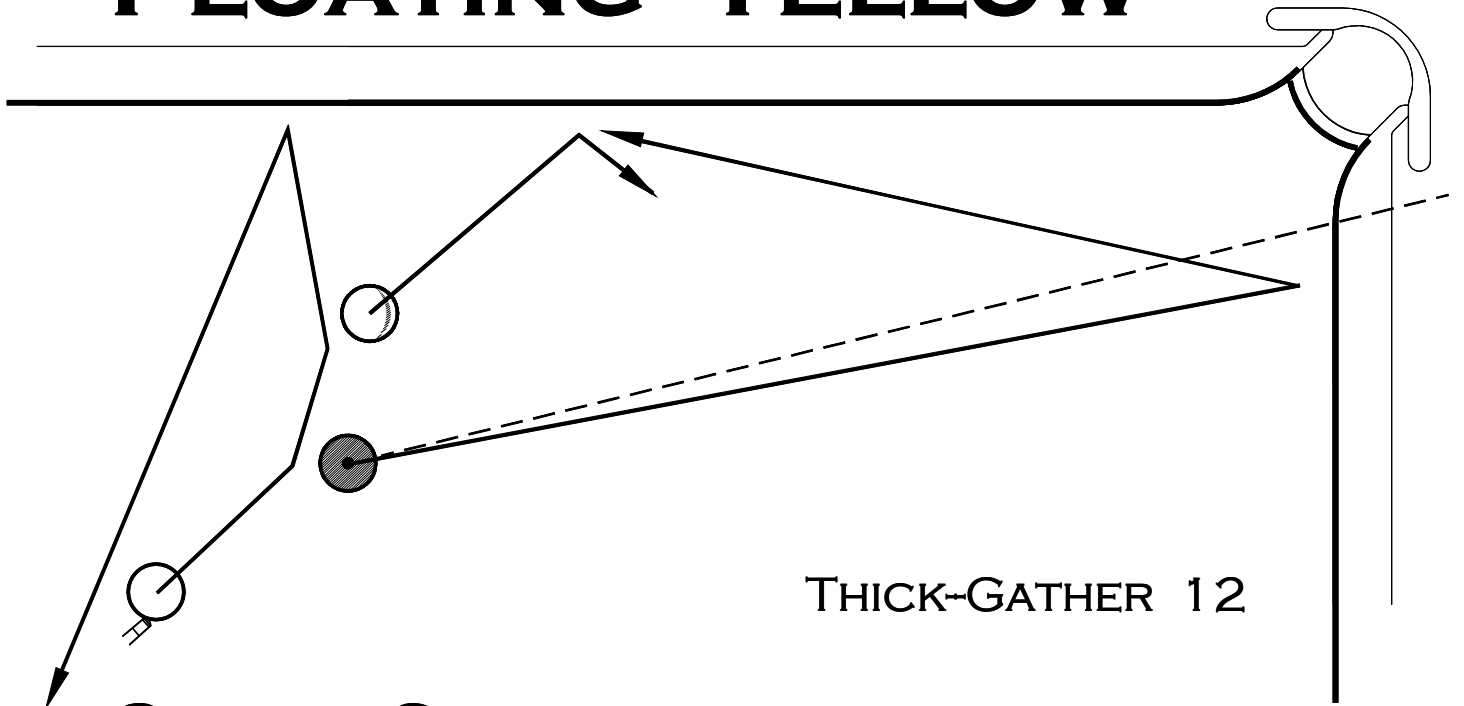
Gatherz 1 to 11 all dealt with pozzyz where the red woz sitting on its spot. There are obviously lots of similar pozzyz and gatherz with the red off its spot, and the yellow where-ever. But the main principlez and optionz are no different. Time spent on these varyus pozzyz iz never wasted.

After all, we are happy to analyze long loozerz to death, and long-jennyz and short-jennyz, and middle-pocket in-offs, & spend **HOURZ** on theze. But **GATHERZ** will repay the time spent on them, whether u want nurseryz or not.

THE DAILY HERALD OCT 30

*Seldom have matters gone so awkwardly for Lindrum in a match as they did at yesterday afternoon's session against Newman at Thurston's, London, in the international tournament. Particularly that applied once when **at his sixth attempt** he secured his favourite close cannon position. But the referee declared that there was a "touch", & the balls were spotted.
Bad luck dogged Lindrum so persistently that at last he was forced to smile.*

FLOATING YELLOW



THICK-GATHER 12

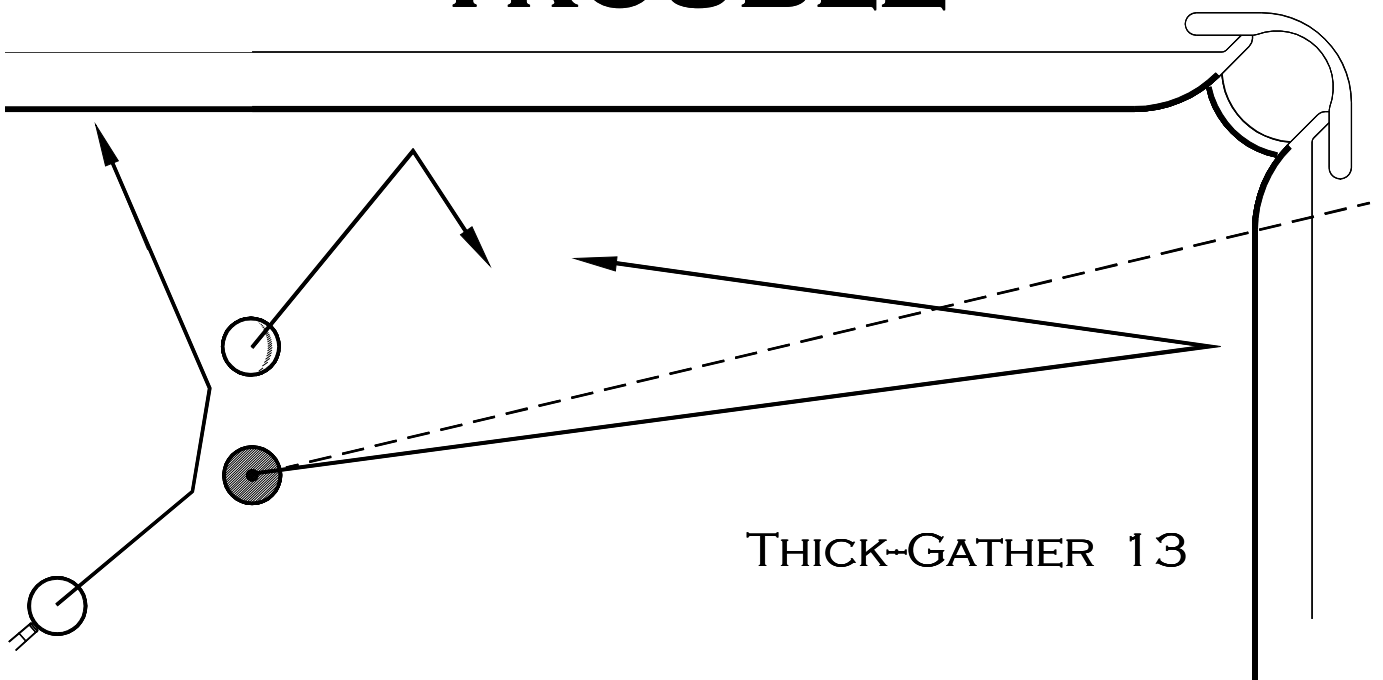
CHECK-SIDE

The best psychiatrist in the world karnt stop u from breaking away from near-perfikt floating-yellow & trying for a gather. Here in 12 a bit of *check-side* will keep the qball closer --- but anything ken happen --- good luck.

RUNNING-SIDE

If u ever need *running-side* (left-hand-side here) to throw the yellow east, be prepared to find the qball a long way away (west), perhaps even frozen on the western side cushion. Hmmmmmm.

TROUBLE

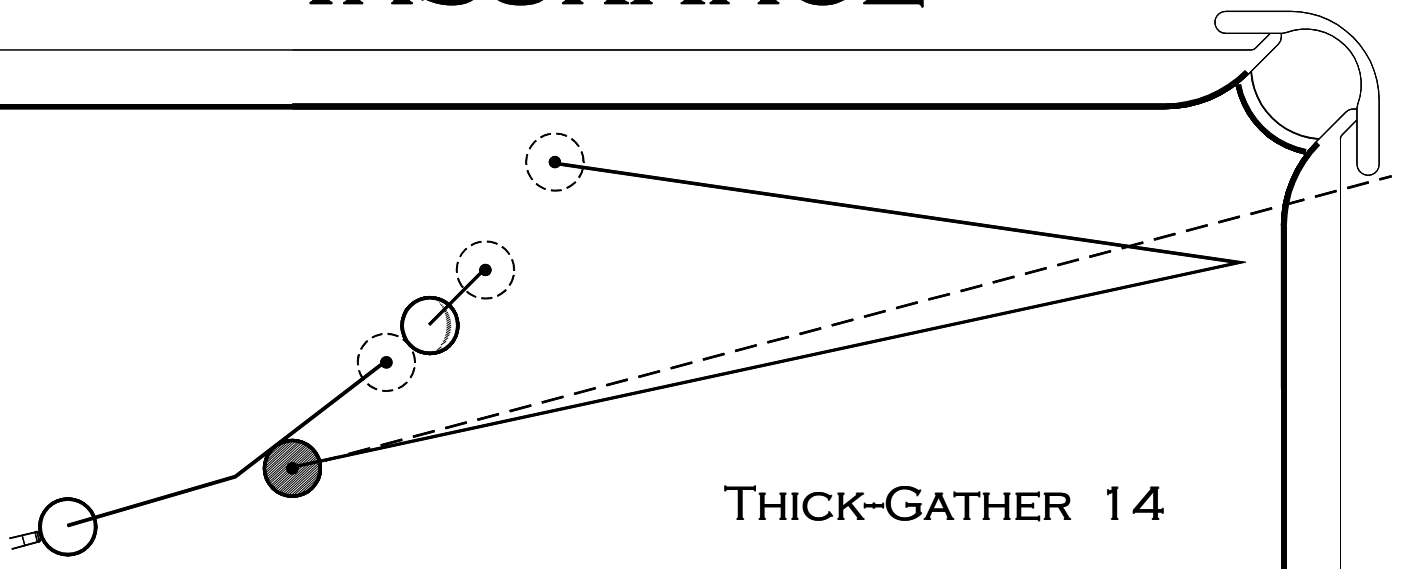


THICK-GATHER 13

BAD LUCK

Anytime u leev the qball near the cushion u dezerv everything that u will surely get. There iz never any good luck for u --- just good luck for yor opponent.

INSURANCE



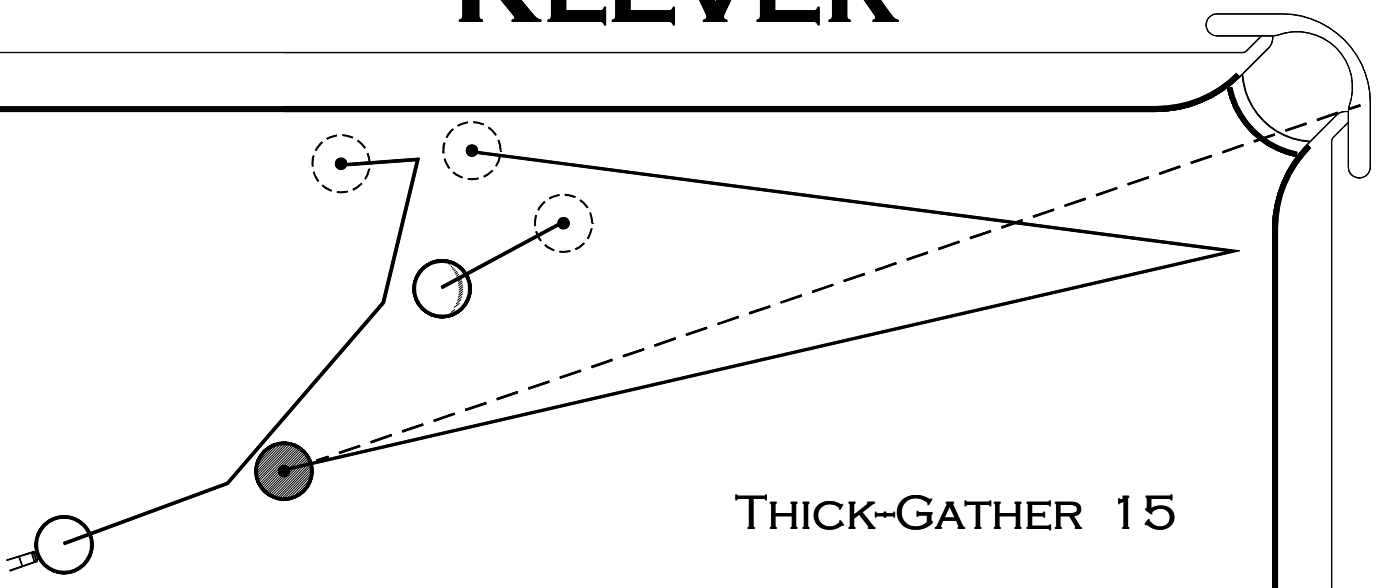
THICK-GATHER 14

If the qball-to-red line (the broken line) iz throo the right jaw, or further right, u havta be xtra carefull of how u drop onto the yellow. U havta giv the yellow a good bump so that u leev at least a 1 ball gap between the qball & yellow, preferably 2 ballz or more. Also, u should try to keep a say 45° angle for the qball-to-yellow line, az we did here. Az shown, if the ballz do happen to line-up, u will hav at least 1 good option. Here in 14 we hav left ourselvz a possible side cushion cannon (yellow-cushion-red), uzually needing check-side, which ken often giv good nurseryz. Or weken take the thin in-off yellow.

XEKUTION

The main difficulty with this gather is xekution --- az it iz with all floating-yellow gatherz. It takes lots of praktis to land on yellow properly. And, if the yellow iz much further away from the red than what we hav here, u will tend to land too softly on yellow just to keep the red from going too far west --- very risky --- best hit hard.

KLEVER

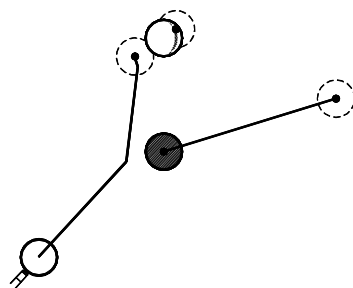


THICK-GATHER 15

Here the qball-to-red line iz throo the pocket, hence u karnt land full on the yellow. All iz not lost. U hit hard, the qball sits near the cushion & blocks the red. U rarely hav any bad luck with this shot --- there iz almost allwayz somthing there for u.

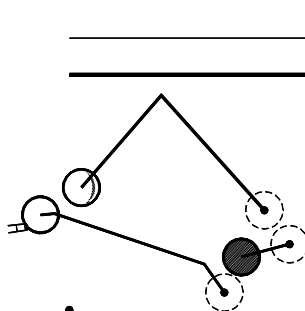
HERDING

A cushion-crawler usually looks for the chance of gathering the ballz on the cushion. If an eezy gather iznt on she ken wait for a better chance later. Here in 16A she might bump the yellow towardz postman'z-knock, there she would soon hav her chance.



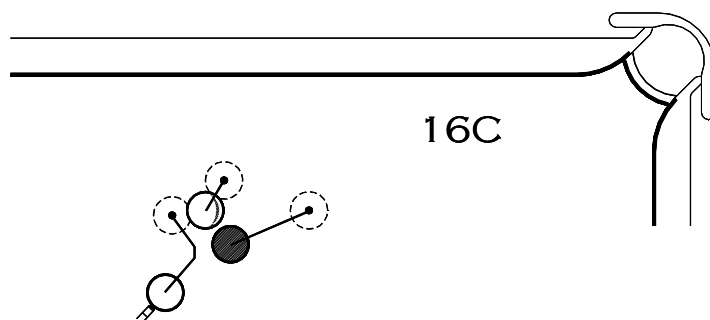
THICK-GATHER 16A

But here instead we will uze our option of a long-shot --- in 16A to 16F we try to herd the ballz to the corner, in az few shots az reezonably possible --- we ignore any chancez of tickling som Edge Nursez etc unless they are absolutely needed for our journey.



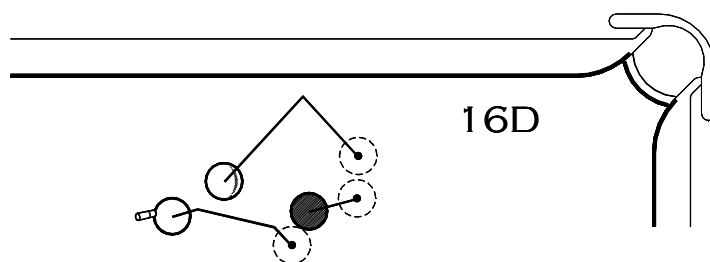
16B

It iz possible i suppoze to get the ballz jammed in say 6 shots --- but we are not trying to set a new world's record here --- here we want to giv ourselvz a fair chance of reeching the corner, whilst of course not unduly risking a miss or some other blunder that would take us back to our seat.



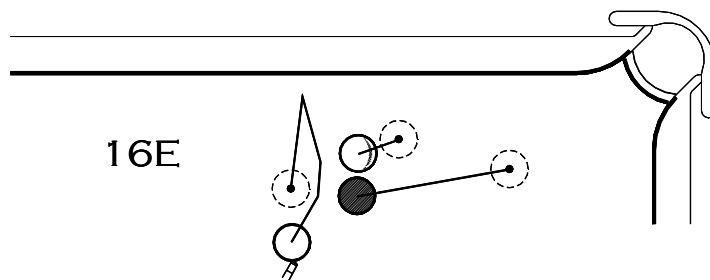
16C

In 16A to F weken uze swerv, stun, check-side, running-side etc. Weken play run-throoz, double-kissez etc. Weken bump the red or yellow off one or two cushions, or uze a jaw-gather etc.



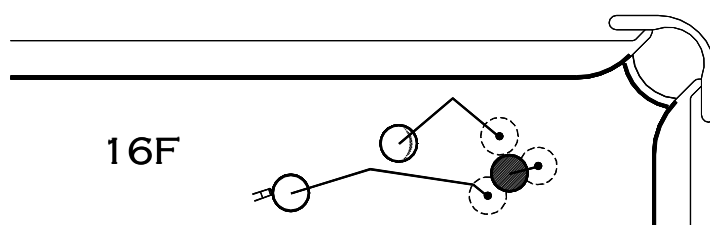
16D

In 16F we now take thingz slow&steady to make sure that we get our well dezerved Jam. It might take another 8 shots or more, making say 14 shots in all.



16E

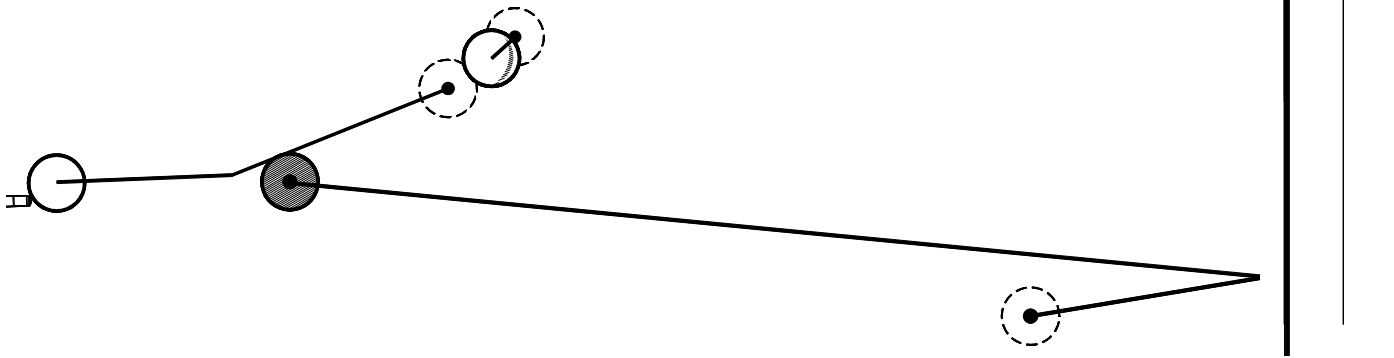
If the bed-cloth & cushionz are ultra-fast, then the Jam might be our best chance of getting a bag-full of cannonz in a hurry. Altho, when thingz are bad for ordinary nurseryz then thingz are allso bad for herding. Hmmmmmm.



16F

DESPERATION

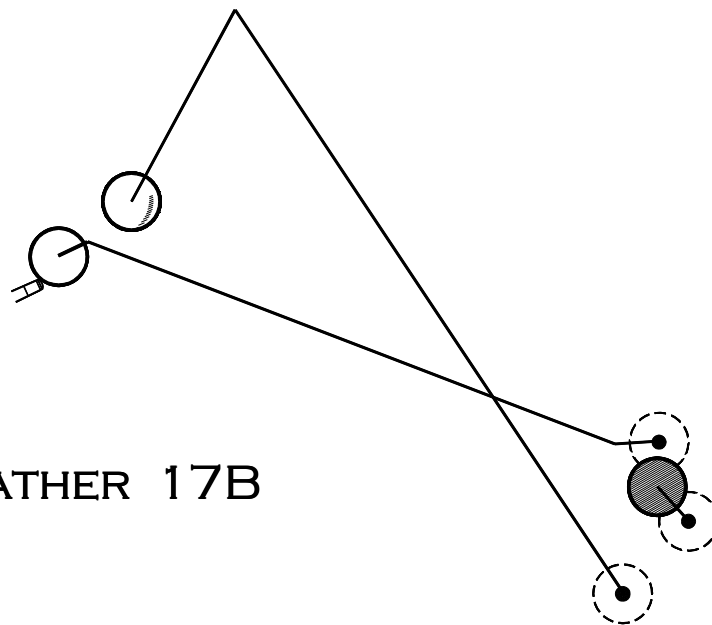
THICK-DRIVE 17A



Its near the end of the game, & u havnt even kum klose to getting any nurseryz. Not only that but the top-of-the-table pozzly here iz woefull -- the yellow iz blocking the pot-red. No worryz. U play the cannon shown, to leev the cushion-gather shown in 17B for yor next shot.

In 17A, uhavta land full or slightly right on yellow. Leev the red just off the cushion, if u can, but uzuually the red will want to kum off the cushion a little further than u would like.

THICK-GATHER 17B



Stunned or screwed cushion-gatherz are fairly eezy to judge. Right-hand-side makes them eezyr. A good gather might leed to a run down the side-cushion, or u might herd them back to the corner.

Here in 17B the yellow reboundz outside the red. But it could go inside, depending on the angl u hav left yorself. Or, it could join the party off the side-cushion. Naturally u will know which-iz-which before u play, if u praktis. And the qball will land on the left or right of red, az needed.