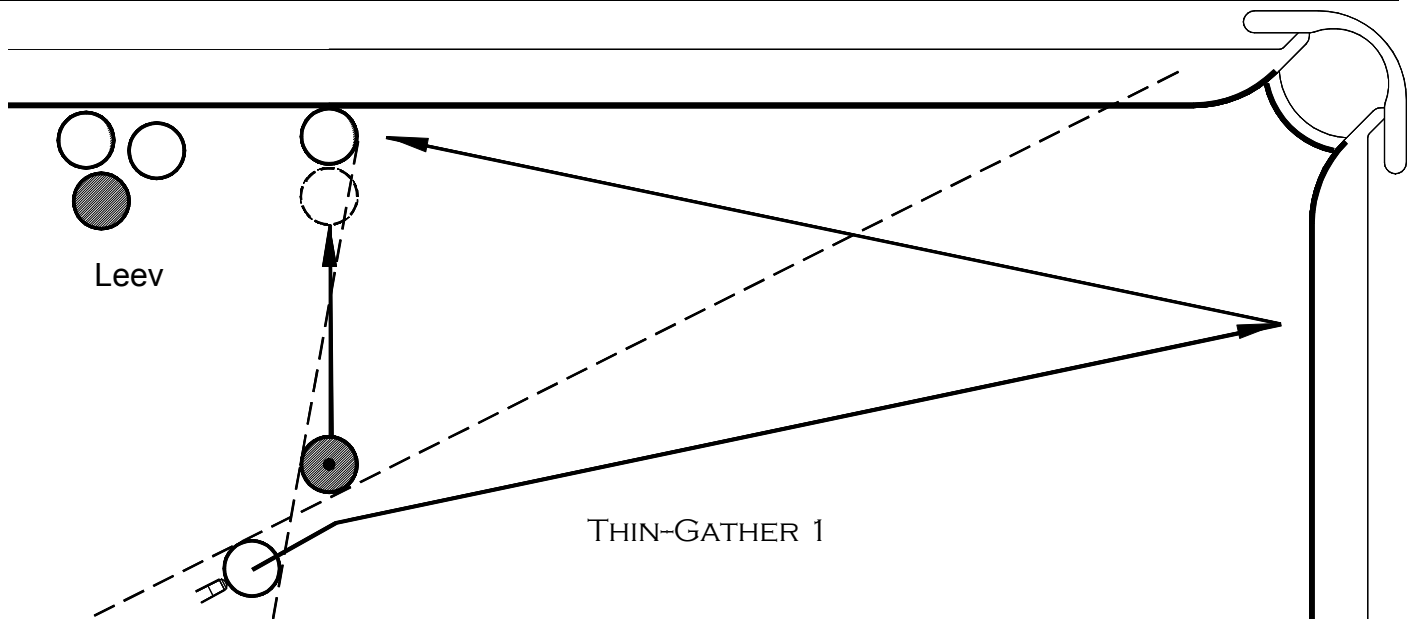


THIN-GATHERZ



POSTMAN'Z KNOCK Here we were flogging postman's-knock but stuffed-up, and the qball pozy iz now looking sick. It iz too close to the red, and almost covered. The qball ken just see the centre of the yellow past the red, and so a thin cannon iz possibl but difficult. And u probably karnt leen out far enuff to aim properly anyhow.

*But, in fact, this sort of pozy iz God'z gift to Cushion Crawlerz
Koz, now, we ken play a Thin--Gather*

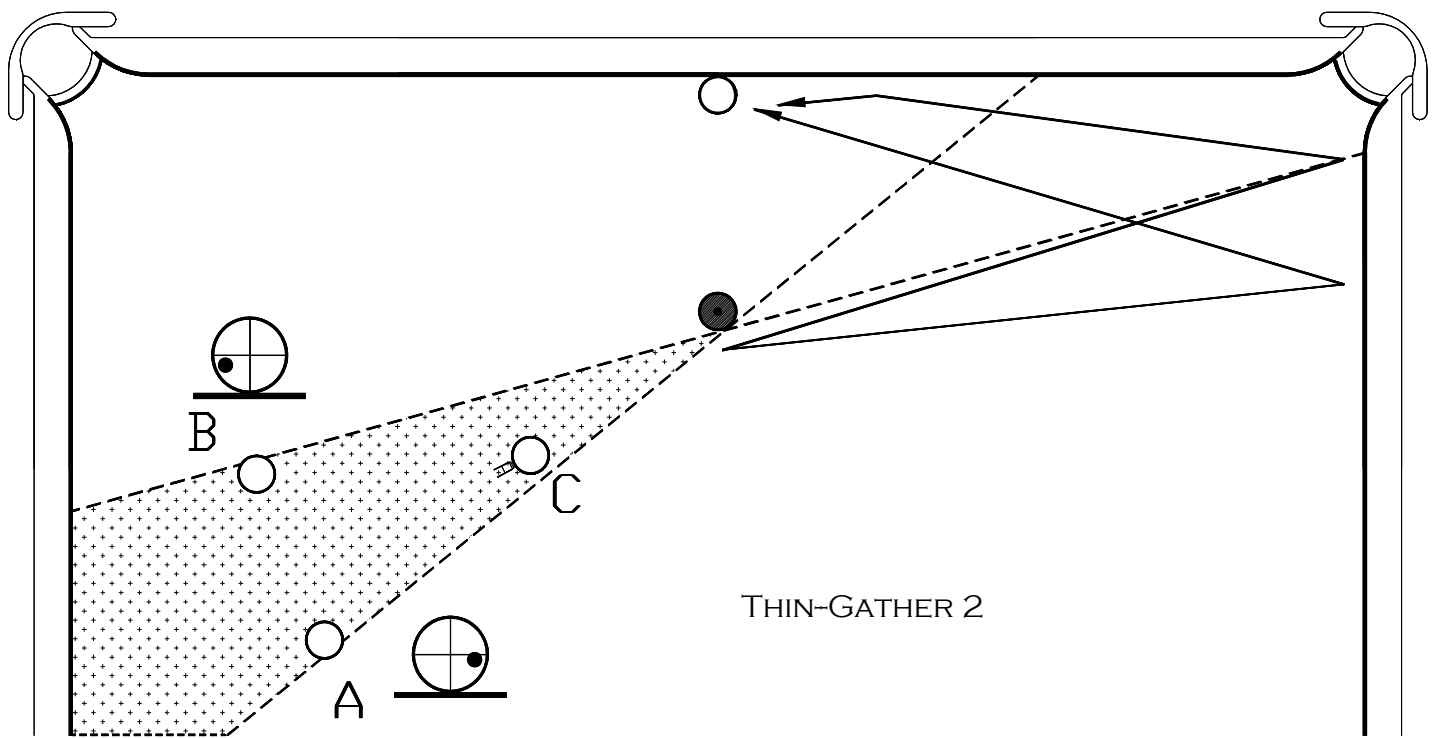
We simply play thin on the right-hand-side of the red, to get the cannon off the side-cushion. And the postman's-knock type of thin-gather haztabe the eezyst of them all.

IVORY WALL The postman's-knock thin-gather almost playz itself. I meen, u karnt avoid cutting the red over to the yellow, and the yellow and red always do their best to form an ivory wall. If the qball landz softly on the yellow, the three ballz will be well placed for nurseryz. In Thin--Gather 1 the edge-of-qball to edge-of-red line (the broken line shown) passez a littl left of the left jaw. Judge the contact on the red to giv the qball the needed line for the cannon. Also, if the line iz correct, the red will kiss the yellow full-ball.

THIN Too thin on red iz better than too thick. Too thick and the qball missez the yellow. Too thin (u know what i meen) and u probably get the cannon but the red stops short of good pozy. Also, too thick, the red hits the yellow almost half-ball on the right-hand-side, and blocks any cannon anyhow.

HARD Too hard iz better than too soft. U needta land softly on yellow, but too soft and u giv the opponent a prezent. So, don't get too cute, especially on a strange table.

MIRROR IMAGE Right-handed playerz would naturally prefer the mirror-image, ie a thin-gather off the left-cushion. But, the uzual leev in Thin--Gather 1 iz a natural for a slip-throo turnabout, so never pass-up a chance of a thin-gather off the ryht-hand cushion.



THIN GATHER ZONE

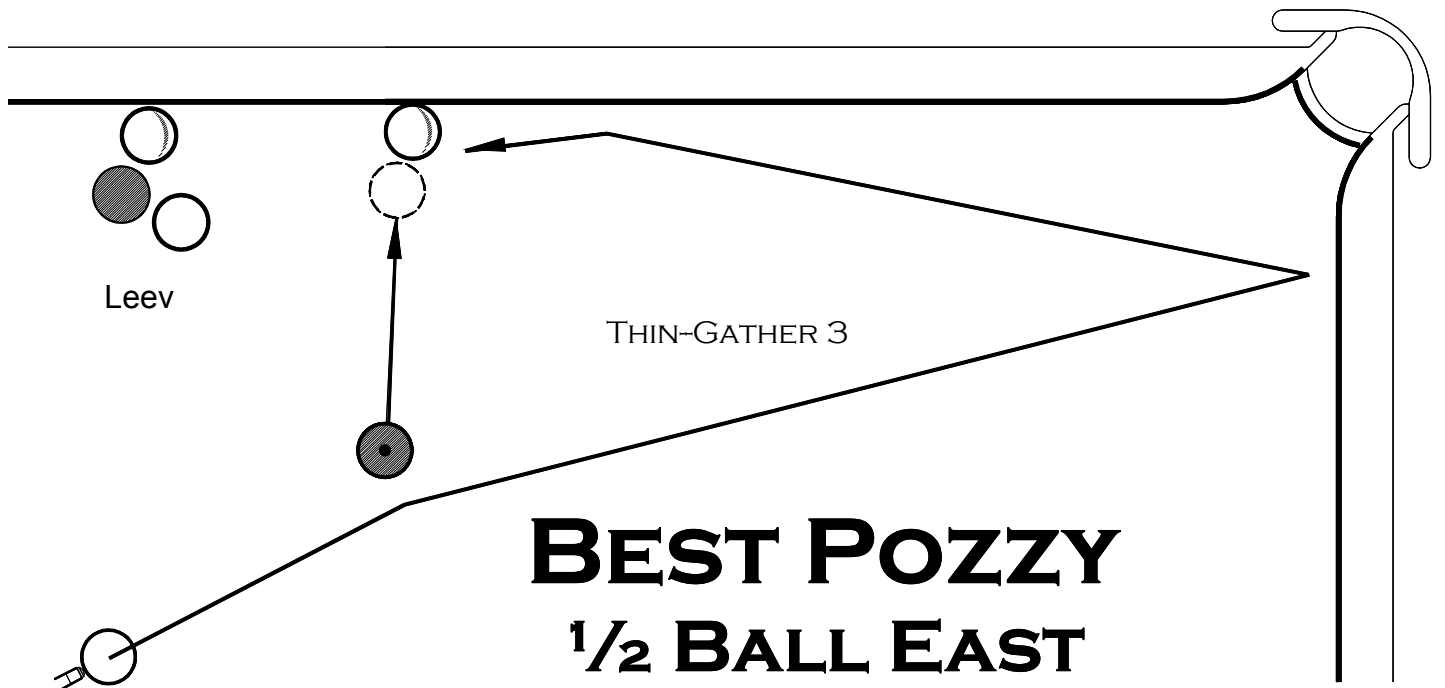
The thin-gather iz so eezy that it iz tempting to play it when the qball iz a long way from the red. Even when an eezy direct cannon (postman's-knock) iz on offer. Theoretically, there iz a very large zone (shown hatched) where we ken play a thin-gather. But, realistically, the further away from the red, and the nearer to the edgez of the area, the riskyr the gather, u miht miss the cannon.

NEAR B Here u need to hit the red thin with left-hand-side, & near A hit thick with right-hand-side. The arrowz show the possibl qball trajectoryz.

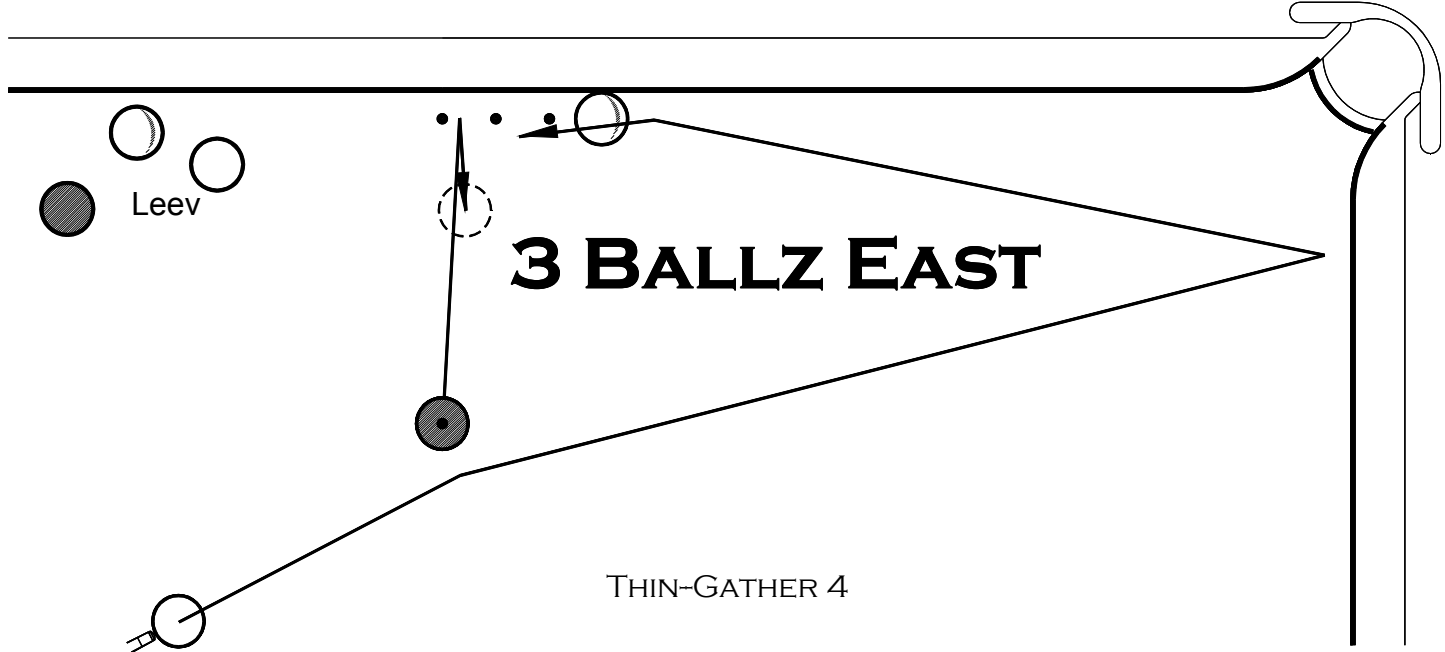
AT C The *qball at C* iz in perfekt postman's-knock pozy. Here uken play a *thick-gather* or the simplest of *thin-gatherz* (with no side). Try all optionz to see which one yieldz u more points. If u are good at postman's-knock then u should save the gather for when u looz good postman's-knock pozy.

NEAR A The *qball at A* iz on the same postman's-knock line az C, but here uwill need a thick contact plus *right-hand-side* az already mentioned. The thicker contact will keep the qball away from the *jaw*, and the right-hand-side will giv the qball a squarer rebound off the side cushion to ensure the cannon. The right-hand-side will also keep the *red* from landing east on *yellow & robbing* the cannon. And the right-hand-side will keep the *red quieter*, to reduce the kiss-back off *yellow*. The uzual leev iz the *Pendulum Rocker*. Hmmm.

RED BALL For the thinnest cannonz (B), the *red* will stop just a littl *short* of yellow. Therefor, hit a little harder, to get the red closer, but don't overdo it, koz we don't want the qball to land on the yellow too hard.

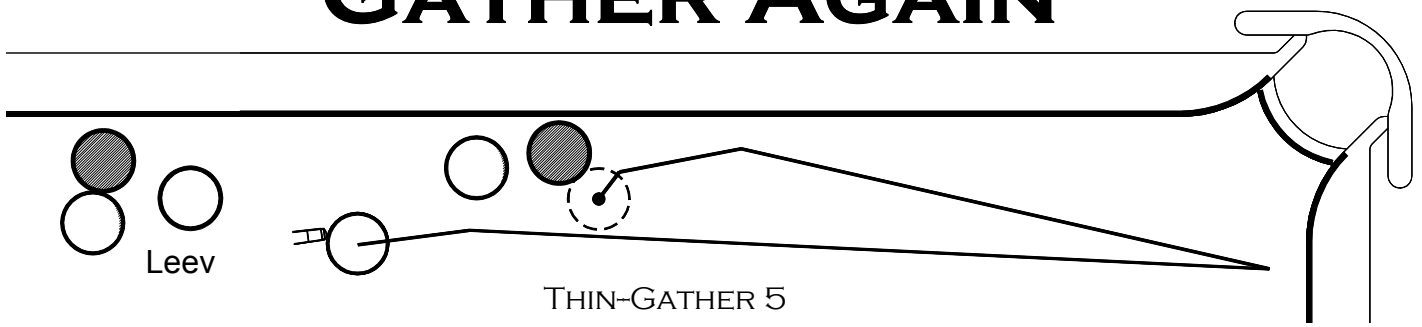


Here the yellow haz drifted a half-ball east of perfikt postman's-knock pozzzy. Geet would probably play a direkt cannon with some check-side. But, a Cushion-Crawler seez THIN-GATHER 3 az the **bestest all-time No 1 thin-gather pozzzy**. Koz here the **red** will not land on the **east** side of **yellow**. Henc, ucan play thickish on the red without having to worry about the red **blocking** the cannon. And, the **red** iz more eager to form an **ivory wall**. And, the ivory wall iz more **solid**, koz the red sits a little behind yellow. So, now we ken play the thin-gather with more **pace**. We don't havta land softly on yellow, in fact **harder iz better**. The red holdz the yellow from scattering. The best strategy iz to play a littl thinner than uzual, and with a littl more left-hand-side (and harder), to get a littl bit of the **top-cushion** before the yellow (shown). Lots of different leevz ken rezult, mostly pretty perfikt (sput sput sput). **Right-handerz** will prefer the mirror-image of this set-up, uzing the left-hand cushion. So don't forget to practice both wayz.



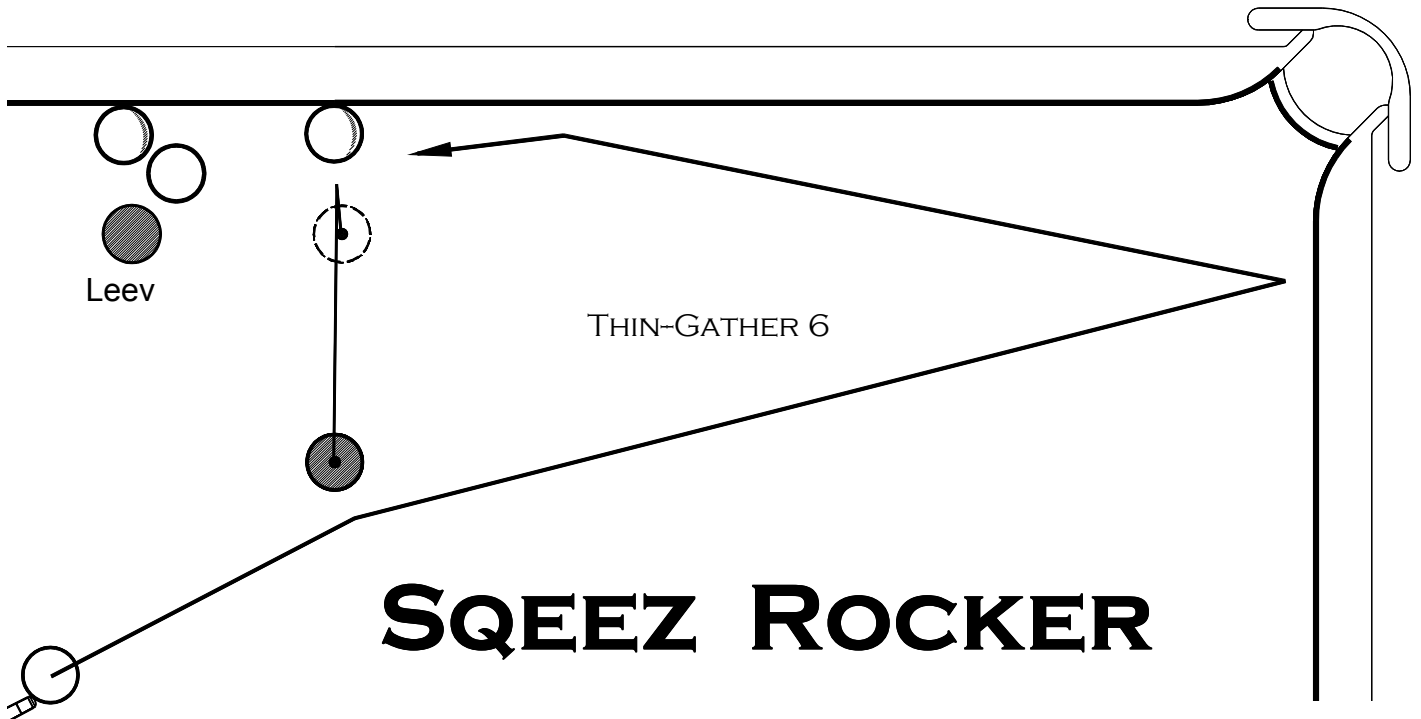
Here the yellow haz drifted **3 ballz** east of perfikt postman's-knock pozzzy. Now uken play even **harder**, to bump the yellow closer to the red. Uken get fair gatherz with the yellow say up to **6 ballz** east, or even **8 ballz**. So eezy.

GATHER AGAIN



Here, u stuffed up a gather, or perhaps a pendulum-cannon. Chancez are that u karnt even get a thin in-off -- most playerz would call this **Trouble**. With practice, it iz eezy to turn this sort of thing into a good gather, az shown. Hit yellow thinner than u think. Uze more side than u think.

So, for cushion-crawlerz, it iz actually another one of thozе friendly pozzyz that we should pray for -- a **gift from God**. And u don't havta pray much, koz it kumz up heaps, for cushion-crawlerz.



SQUEEZ ROCKER

Here iz that thin-gather leeding to a Pendulum-Rocker, that i mentioned earlyr. But i only show it here for interest -- it iz riskyr than the eezyr gatherz shown earlyr -- so why not wait for a better pozzyz. Squeez-Rocker iz not somthing u would uzually try for -- it iz really only a wellkum accident -- not az dependable az other rockerz etc.

Here in Thin-Gather 6 pozzyz, u uzually hav to hit hardish, about an 1/8th ball on red or thicker, & uzually with a bit of right-hand-side -- hence the cannon iz risky. The red hits yellow allmost full, & bouncez back allmost 1 ball. The uzual thing iz to hit red too thick, & hence the red hits the yellow too much east of center -- very badly dunn the red blocks the qball & hence zero cannon. Pleez yorself.

WALTER LINDRUM

SUNDAY EXPRESS 15 DECEMBER 29

I achieved the ambition of my life when the marker at the Memorial Hall, Farringdon-street, announced that i had made a break of 3262.

My father had the same ambition for me i think, for his cablegram of congratulations reads : "Acrobatic jollifications here over break. Bravo, Walter. Regards."

I suppose everybody is talking about the skill of such a feat as a 3000 break, & yet i cannot help thinking that it is largely a matter of having the right system of play.

I have perfected my system. Quite early in my career as a billiards player i studied the methods of famous English cueists who visited Australia, & in particular i noted how long they took to score. I saw that if they made 700 or 800 points in an hour i had to find methods which would enable me to score at the rate of, day, from 1200 to 1400 in the hour. I set about seeking a combination of play or manoeuvres at the table which would give me this advantage, & it took me three years to perfect my present system. It is quite different to the methods employed by other players.

It had two vital phases in which i had to be perfect. Weakness in one would have spoiled the entire combination. I refer to top-of-the-table play & nursery cannons.

I noticed that most of the noted professionals when making a break stuck to the one method until they broke down,

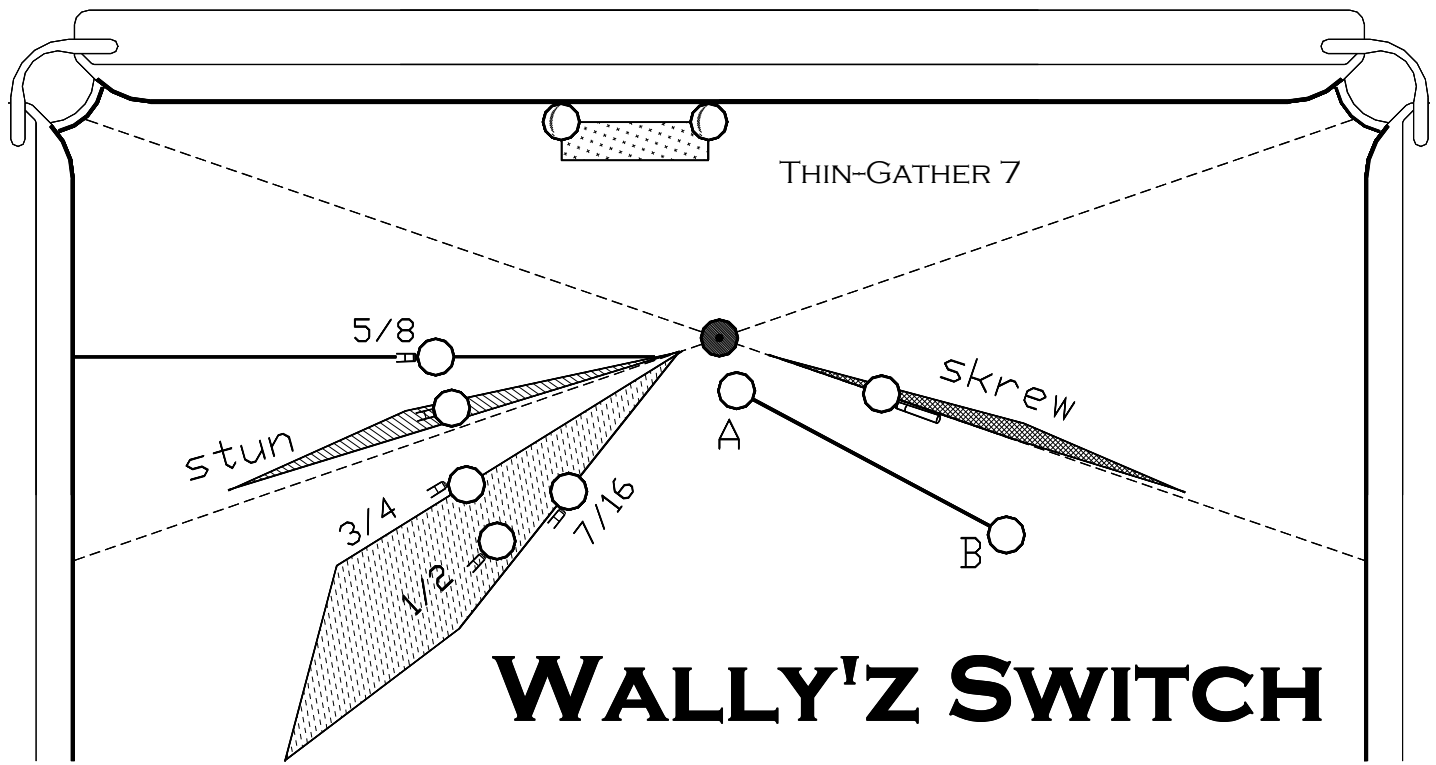
but i have a certain move at the spot end of the table by which i can switch from the top-of-the-table to the nursery cannons at one stroke, & at any moment i select for the move.

This relieves the monotony & strain when making a large break, & by this method i can score 1000 points in thirty minutes, whereas other players take fifty to sixty minutes to score the same number of points.

Now you have an idea how i came to score a break of 3000 without undue physical or mental fatigue, &, indeed, i could have gone on indefinitely but for that hair from the brush which deviated my ball by a fraction of an inch.

COMMENTS

Hmmmmm. I reckon that Wally actually must hav sed **moovz**, koz there are lots of different wayz of playing nursery gatherz, i meen lots of different pozzyz needing different wayz. I suppoz that there are lotsa pozzyz at top where uken **switch** to nurseryz **at one stroke**, but here again i reckon that Wally must hav been misquoted. Koz, mostly uwillhavta firstly set up a friendly pozy, in which kase u will take 2 or more shots befor u actually try a switch. What Wally possibly ment woz that he didn't kare where the **yellow** woz.... but surely the **qball** haztabe suitably placed. When Wally sed **at any moment i select for the moov**, that duznt meen that he could make the moov at any moment, all it meenz to me iz that Wally makes the moov at a moment that Wally selekts.... See ??? Thin-Gather 7 looks into some of this stuff.



WALLY'Z SWITCH

Here we look at one family of **moovz** that Wally might hav uzed to prepare for a switch. Thick stun-gatherz & thick roll-throo gatherz & jaw-gatherz kenbe played from almost anywhere. And they kenbe set-up from anywhere. Here we look at the best wayz of potting red to set up a **thin-gather** type of switch with the chance of falling back on a thick-gather.

LINE A-B With the yellow somewhere in the box, the ideel leev for the qball to allow a thin-gather switch iz on the **Line A-B**. Thin-Gather 7 showz **4 zonez** from which weken eezily place the qball on **Line AB**.

5/8 LINE The eezyst way to land on Line AB iz from the 5/8 line. The 5/8 line iz actually parallel to the top-cushion, & level with the southern part of the red. A slow 5/8th pot-red will leev the **qball at B**, which iz a littl further from red than we would like. If the qball iz a littl off the 5/8 line u possibly karnt do it, koz left-side or right-side won't help. Cheating the pocket might help.

STUN ZONE This iz ok, but needz good xekution if the qball iz a long way from red. These pots are the first pots off the spot, otherwise the red would go onto the center-spot.

SKREW ZONE This zone iz smaller than u might think. The drawn qball iz on the line to the pocket... here **Murt** sez to aim az if to hit the red for the left jaw, raize the qbutt, & uze left-hand swerv & skrew to force the qball onto Line AB. Perhaps **Wally** showed Murt.

CUSHION ZONE If the qball iz in the broken hatch zone, get the qball onto Line AB by potting red & kumming off the top-cushion. A slow half-ball pot-red woud leev the qball at A (uze a littl right-hand-side to leev the qball east of A). A 3/4 ball pot would leev the qball at B (uze som left-hand-side to keep west of B). A 7/16 pot will need lots of right-hand-side to keep well east of A.

U should praktis getting Line AB from the whole of each zone. Then play the switch, then a run of nurseryz. Try these with the yellow in varyus pozyz in the box. And praktis the **mirror-imagez** for these zonez (not shown), ie az if left-handed. All of this stuff iz bound to change ya konfidenc & ya outlook. Befor long, u will know how **Saint Wally** must hav felt.