

DEE GATHERZ

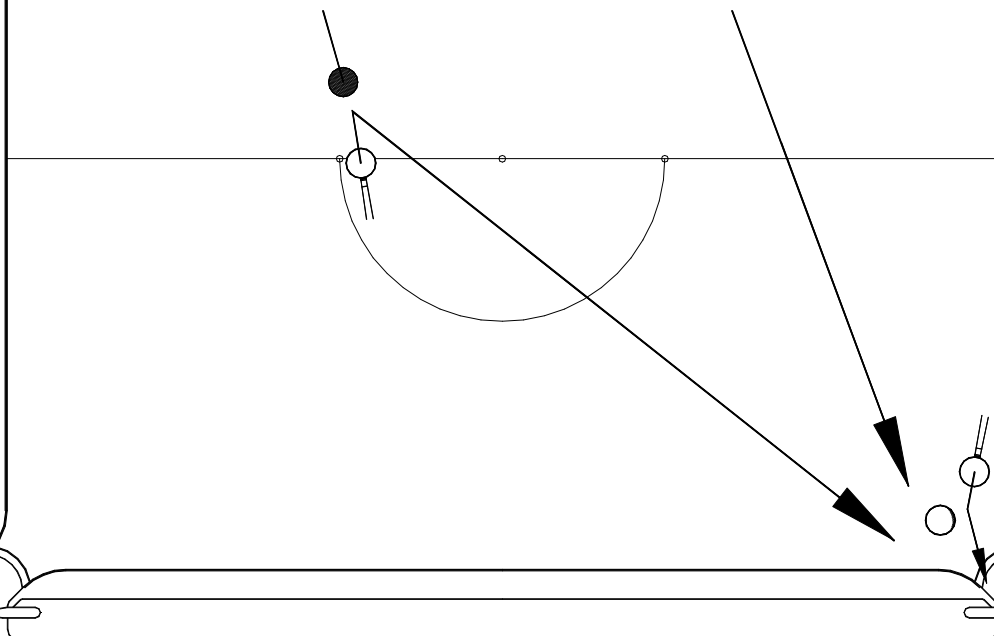
WALLY SPECIAL

DEE - GATHER 1

Murt told me that Wally told him that he played this sequence in a match against Joe.

The first shot woz a thin in-off the white into the right-baulk-pocket. Joe sed that this woz the worst shot that he had ever seen.

The second shot woz a $\frac{3}{4}$ ball screw from red onto the white in baulk, sending the red around the tabl to land nicely on the two white ballz in the corner. This gave Wally nice nurseryz.





KISS-GATHERZ

DEE - GATHER 2

HALF-BALL-LINE

Here iz a goody. When the red & qball are both on the cushion, az shown, a half-ball contact on red givz almost zero kiss-effect -- the Deflexion Angl iz near'nuff our familiar half-ball -- ie the Deflexion Angl we would get if the red were well off the cushion. And the red followz closely by the qball, on the trajectory shown.

DOUBL-KISS-LINE

The strange thing iz that a half-ball kiss-off played from in-hand (in the Dee) givz near'nuff the identical trajectory for the qball -- despite the fact that this time there iz a doubl-kiss on the red. The drawing showz a stroke from the yellow-spot, & a stroke from wider (ie from the green-spot). So, when the red iz on the cushion, & the qball iz on an angl somewhere between the cushion & 40° (ie the center-spot here, ie the blue-spot), all half-ball contacts on red rezult in the same qball trajectory (shown). And all half-ball strokes giv the red a consistent trajectory (shown).



CANNON

In Dee-Gather 2 we show a cannon from red to yellow, the yellow sitting on the cushion, on the half-ball-line. Hence a half-ball aim from almost anywhere on the lower half of the table givz the cannon.

IN HAND

To better judge this natural half-ball trajectory off the red, in a match, usually with the qball in-hand, simply walk around & try to imagine the natural half-ball angle that you would get if the qball were on the cushion. Duz this angle & trajectory give the cannon?? If the answer is yes, then walk back & play half-ball on red. Bingo.

TRAILING

In the drawing, when you play a half-ball kiss-off from the yellow-spot in the Dee, the red will trail the qball by 200mm by the time the qball reaches the yellow. The red drawn 200mm before the yellow is meant to show this result. But, this trailing distance is more the wider the attack (ie from the green-spot), & lesser the narrower the attack (ie from nearer the side-cushion). This can be critical. If for some silly reason you want the red to trail so closely behind the qball that they look joined, then, from the yellow-spot, you will need to contact the red a thick half-ball (ie 9/16). But, if you contact the red a 5/8th ball, the red is likely to win the race to the yellow, & hence rob you of the cannon. The trajectoryz are unchanged, but the trailing distancez are changed, in fact possibly reversed, as is seen.

QUARTER-BALL

It gets better. From the yellow-spot, you can get the cannon if you contact the red as thin as a quarter-ball, or as thick as 9/16. And the qball & red trajectoryz are unchanged, as is seen earlyr. But the trailing-distancez vary, as is seen. So, the margin-for-error for this sort of cannon is goodish. In fact, the margin-for-error is bestish from the green-spot, coz here anything between a quarter-ball & a 5/8th ball is good.

GREEN-SPOT

Actually, the kiss-off-angles from the green-spot are very slightly narrower than from the yellow-spot. Except for the half-ball contact, whence it is identical. And, the red trajectoryz are likewise a little narrower, except for the half-ball contact.

RUNNING-SIDE

left-hand-side here, widen the kiss-off-angle by up to one ball, but only when the contact is thicker than half-ball. As well as leaving the red further behind.

CHECK-SIDE

right-hand-side here, narrow the kiss-off-angle by up to one ball, as well as trailing the red closer behind, for all contacts less than or thicker than a half-ball. Check-side makes no difference to the trajectory if the contact is half-ball -- but gives a poorer margin-for-error for the cannon. Running-side improves the margin-for-error for the cannon compared to a plain stroke -- but might in itself introduce other errors, please yourself.

GO ZONE

The 2 broken balls show the limits of the range of pozzys for red, where a nice gather-cannon is on -- using check-side or running-side or shooting from the Green-Spot etc.

RED OFF CUSHION

If the red is a few mm off the cushion it makes little difference to any or all of the above. But, if a quarter-ball off, the margin-for-error for the cannon is much poorer -- the qball trajectory is wider, & the red trajectory is narrower. The red wants to win the race & spoil the cannon. The green-spot gives a better margin-for-error, as usual.

RED ON SPOT

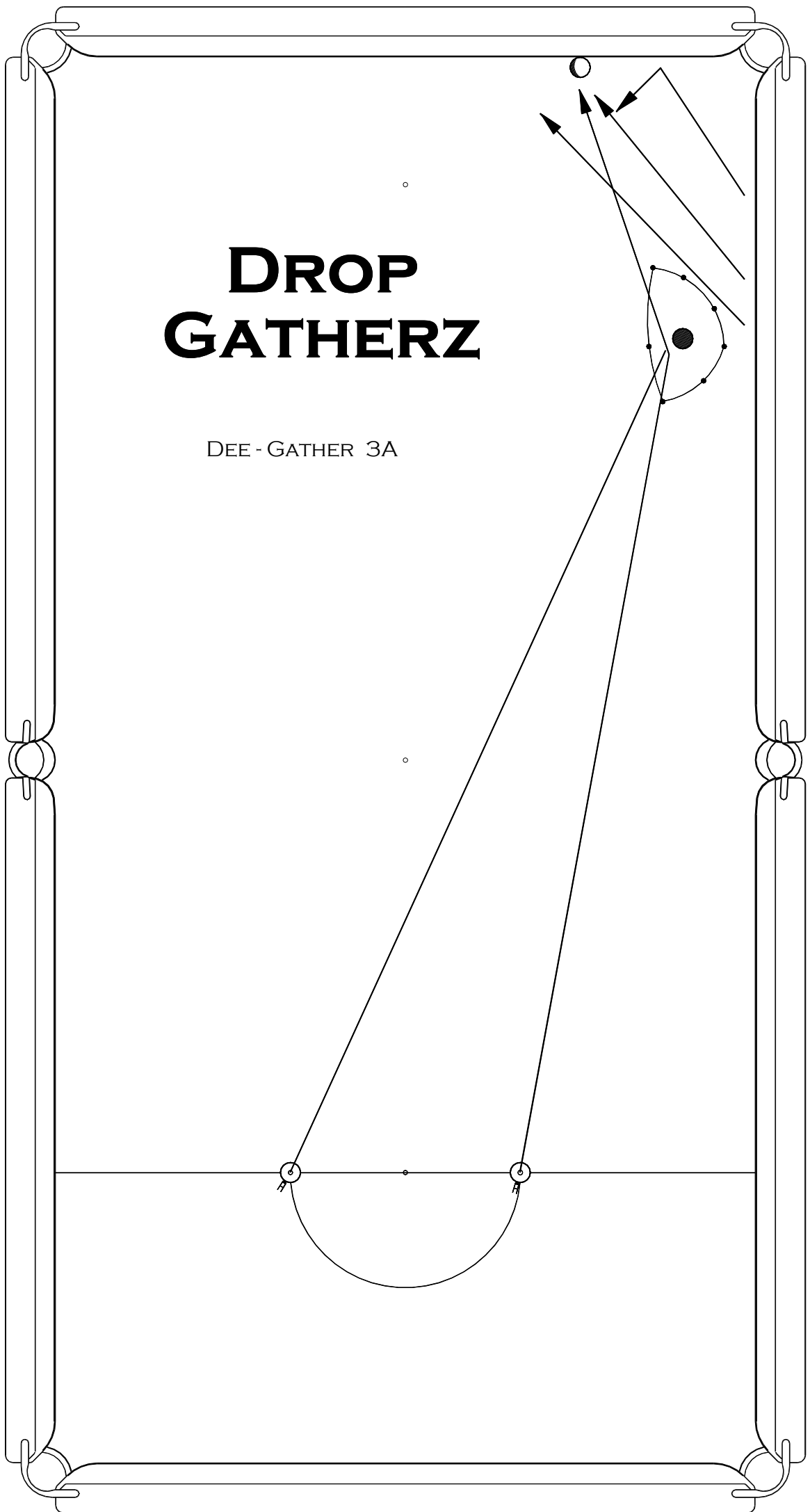
Notice that the qball would hit the red if it were on the spot, ie if the yellow was the kissee, ie first ball on the side-cushion.

RED

From the Dee, you would swear that the red in the drawing was at the third-point of the side-cushion, not the mid-point, not that this matters.

DROP GATHERZ

DEE - GATHER 3A



SAINT WALLY

In hiz book -- **BILLIARDS** -- Wally sez.....

Diagram 58 shows a shot i play with the deliberate intention of leaving nursery cannons. It is a drop cannon from hand, with the object-balls closer together than is typical in this class of shot. Considering what i said concerning the positional treachery of the drop cannon, it may seem singular for me to talk of leaving nurseries from one of them. But there is an exception to every rule, & in this case the exact lie of the balls is the thing to notice.

Wally'z Diagram 58 showz the red in a similar pozzzy to my drawing -- Dee-Gather 3A -- but Wally showz the yellow off the cushion.

LARGE AREA

With the yellow on the quarter-point of the top-cushion (shown), a reasonably eezy cannon iz possibl with the red placed anywhere in a large area (not shown) -- the qball having the whole Dee available az usual. But, not all such cannonz can leev a good gather. The pace of the red iz the key. Also, some red pozzyz within the large area referred to are too risky -- uzzually koz of a possibl doubl-kiss robbing u of the cannon.

PADDOCK

Here the drawn paddock showz the sub-area where there iz a fair chance of a good gather, & not too much risk of missing the cannon, which would be a damn sin.

OPTIONZ

With the red in the middl of the paddock (shown), u hav optionz. Uken spot near the green-spot, & uze lots of running-side (left-hand-side here). Or uken spot for a plain-ball, ie zero sidespin. Or uken spot narrower, & uze check-side (actually this iz not quite on, here).

RED NEAR CUSHION

The drawn paddock duznt include any red less than 1-ball from the cushion -- koz, closer than 1-ball, a robbing doubl-kiss iz possible. If the red iz nearish the cushion, the best play iz uzzually to spot wide, & uze lots of running-side (left-hand-side here), the red uzzually crossing over to the left side of yellow (see arrow), in which case u would try to ensure that the qball landz on the right-hand-side of yellow, to leev nurseryz going anticlockwize (ie ok for a lefty).

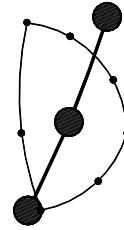
CROSSING OVER

The red can join the yellow 3 basic wayz -- az shown by the 3 arrowz. It can cross-over, to leev nurseryz going anticlockwize. It can doubl straight to the yellow, uzzually colliding with the yellow or the qball. Or the red can kum off the top-cushion. Uzzually only 2 of these wayz are possibl, but in some pozzyz any of the 3 can giv a goodish leev.

GLAD

And uzzually u don't really know which of the 2 or 3 possibilityz will happen. Uzzually u are just glad to get the cannon, & doubly glad if u avoid a bad cover.

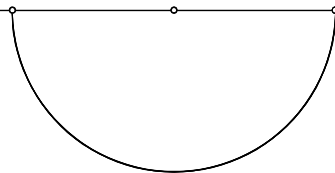
DROP GATHERZ



DEE - GATHER 3B

GATHERZ

Here we show the paddock from 3A, & the red&yellow from 3A, ie with the yellow at the quarter-point of the top-cushion, ie at $4/16^{\text{th}}$. We also show the red&yellow for $3/16^{\text{th}}$ & for $5/16^{\text{th}}$, but these 2 paddocks have been omitted.



REDZ The 3 redz show the best 3 placez for 3 nice gather-cannonz onto the 3 respectiv yellowz, played from 3 respectiv placez in the Dee (not shown). Not that any gather iz eezy. The cannon alone iz by no meanz foolproof.

PLAY WIDE If a red iz well placed, az these 3 redz are, u might hav a choice of wayz of playing the gather. Uzuually u will get more consistent rezults if u play from az wide az possibl in the Dee, uzing lots of running-side (left-hand-side here), hitting the red thickish.

?????? If the red iz not well placed, u havta make a decizion. To cash the cannon, or to giv the gather a go. In any case u might havta uze check-side, & perhaps hit the red very thick. U might even havta rezort to crossing the red over to the left of the yellow, or whatever.

WIDER YELLOWZ Obviously gatherz are possibl with wider placingz of the yellow, 6/16, 7/16, 8/16 etc. The ideal pozzy for the red would then be somewhere along an extension of the curved line shown. But wider placingz get difficult -- u uzuually havta hit red thickish, if u want the red to land at dead pace.

FROZEN YELLOW Having the yellow on the cushion, az shown, iz actually friendly. A good doubl-kiss leevz the yellow where it iz. A thinnish contact bumps the yellow clear of the cushion, & leevz the qball clear of the yellow. Both rezults are rarely bad.

1-BALL OFF

But if the yellow iz 1-ball off the cushion, u will need more luck to avoid a cover.

2-BALLZ OFF

iz littl better.

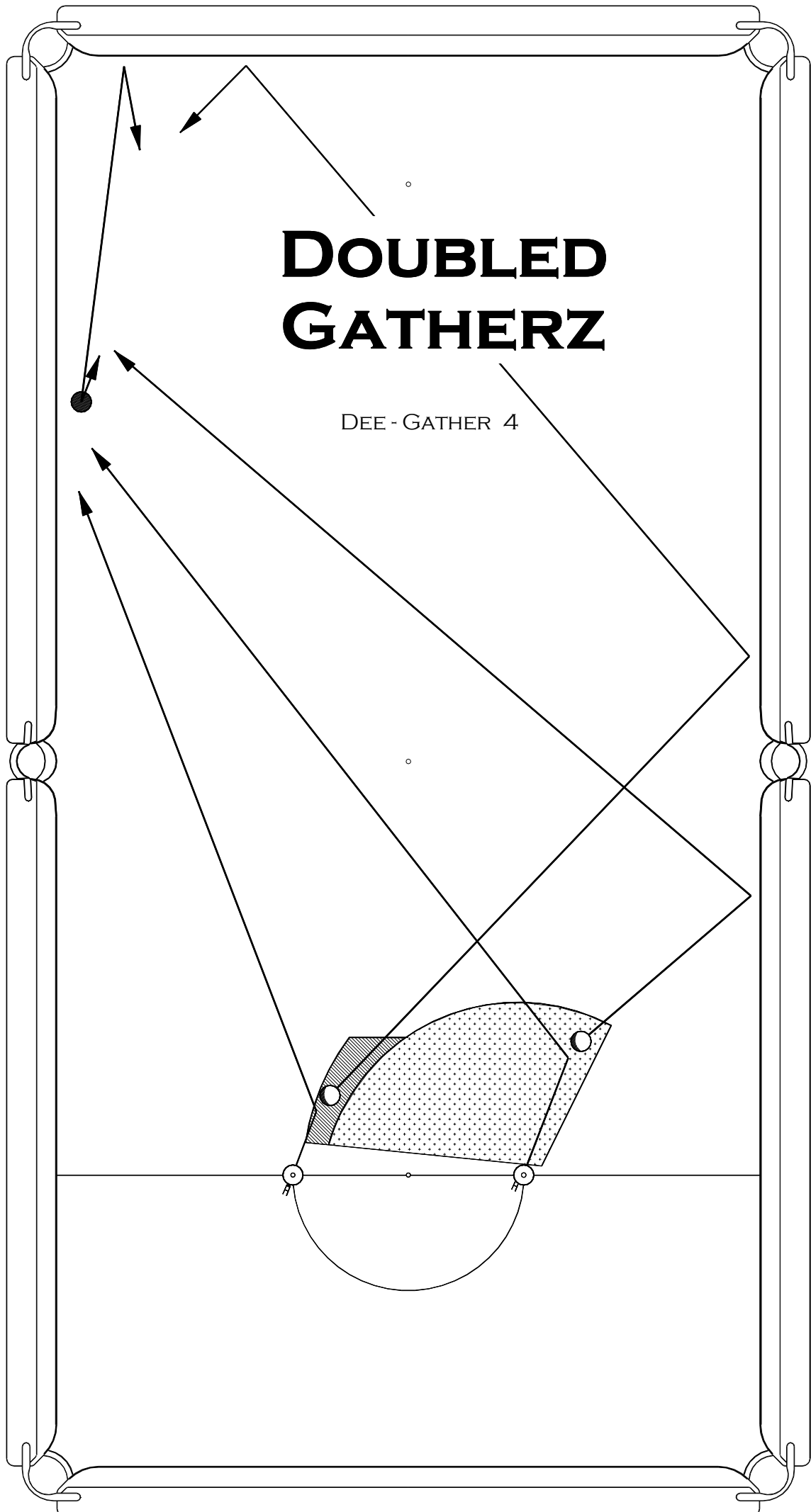
3-BALLZ OFF

iz getting friendly again.

KURV The main troubl with these cannonz iz that drift-kurv sendz the qball off line when uzing zero spin, az duz spin-kurv when u are uzing sidespin. And uken probably include swerv-kurv, due to the raized qbutt. These kurvz are never dependabl, even on your home tabl. Uken allow for say a half-ball of kurv, but get 1-ball. Sometimez the ball goze the wrong way.

DRAG Everyone haz their own way of playing these shots. Some uze drag, with or without sidespin, to reduce the time taken, & koz skidding iz less variabl than rolling, etc. Some uze a 2-finger grip, to reduce squirt, when uzing sidespin. Some uze a firm full-grip, & allow for the xtra squirt. Some prefer zero sidespin & zero drag, hoping that the better judgement of pace will be rewarded.

EYEZ WHITE One littl thing about drop cannonz. There are 4 types. Red-white, white-red, yellow-red, & red-yellow. The eyez see each differently. If i win the string, i pick the white az my qball. If i looz, my opponents uzuually pick yellow anyhow. So, i praktis uzing white az qball. This meenz that i uzuually only havta put up with red-yellow & yellow-red. Ask Joe Minici, Joe couldn't believe the difference. White-red & red-white drop cannonz suck. Same for in-offs. In-off yellow iz not too dissimilar to in-off red. The white iz poizon, it looks smaller or further away or something. Check it out.



DOUBLED GATHERZ

DEE - GATHER 4

CORNER GATHERZ

HATCHED ZONE With the yellow in the hatched zone -- qball in hand -- we can play a rolling cannon, the ballz gathering near the corner-pocket. The key iz to hit the yellow close to the middl-pocket. The problem iz that the red gets too much pace. So, if u hav the guts to hit the yellow thickizh, with some stun, u hav more chance of a nice cluster.

FLOATING WHITE Some playerz would just bump the yellow to a floating-white pozzzy (not shown), & bump the red towardz the pocket. That's ok -- nurseryz will kum soon enuff.

RUNNING-SIDE With the red just off the cushion (az shown), uken uze some right-hand-side, this addz pace to the yellow, while making the red a bigger target.

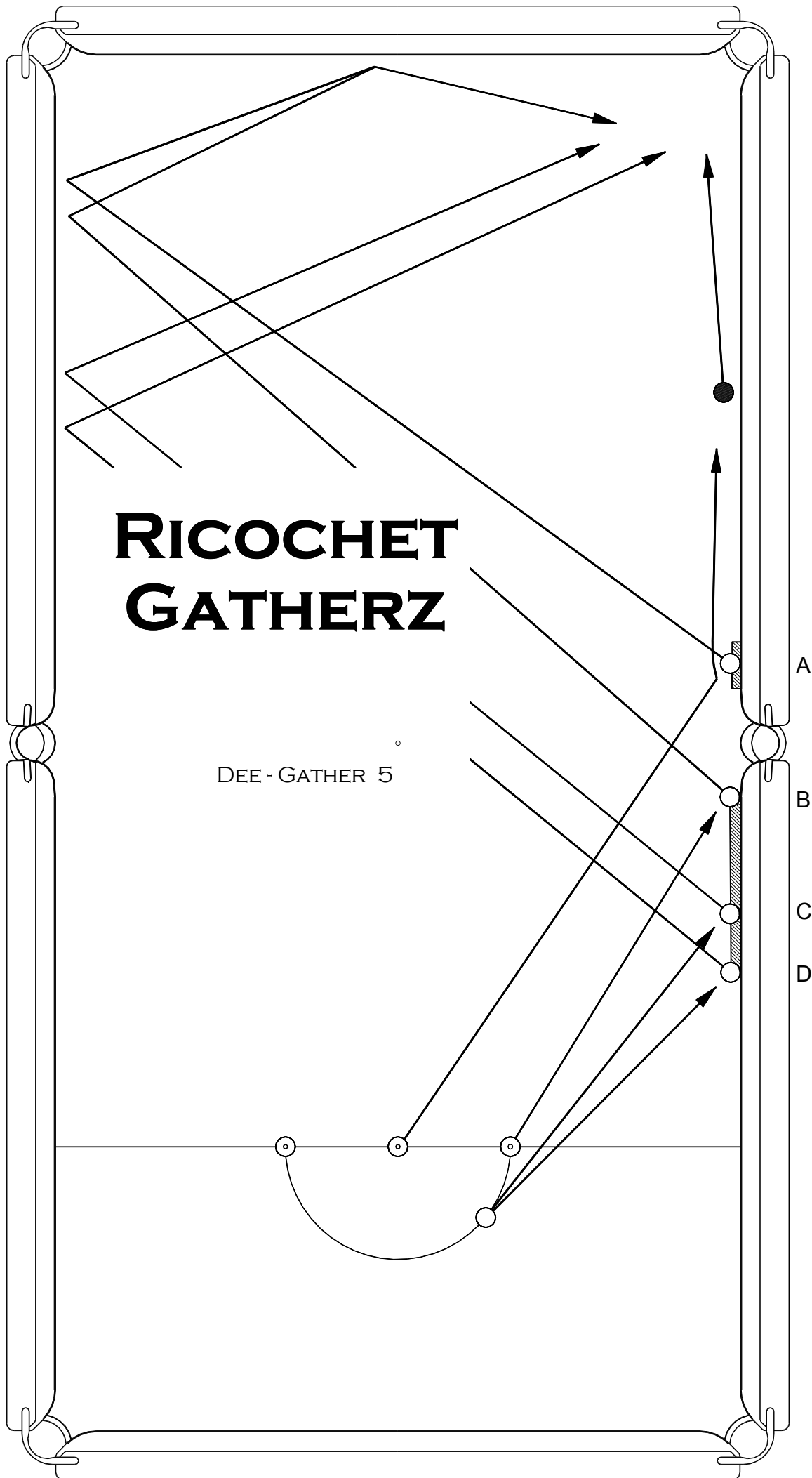
SIDE GATHERZ

X-HATCHED ZONE With the yellow in the X-Hatched Zone, we can play a stun cannon -- the yellow doubling over to the red -- at dead pace. The red iz bumped only say 200mm.

RUNNING- SIDE Uze left-hand-side to take pace off the yellow. The tendency iz to underestimate the throw on yellow, due to the left-hand-side on the qball, which ken send the yellow too far south -- so, hit yellow thicker than u think. Uzuually hit the qball at 7 o'clock or 8 o'clock. Uzuually u need to set up an angl of say 65° , which feelz like 75° . If u set up too narrow the yellow will not reech the red. If the qball iz close to the yellow, the tendency iz to overscrew, & hence miss the cannon. If the yellow iz far away, the tendency iz to underscrew. Uzuually u will need to hit the yellow very close to the middl-pocket. If the red iz almost 1-ball off the cushion, u hav a nice big target.

EEZYST OPTION

Sometimez a Corner Gather or a Side Gather iz the eezyst option. What i meen iz, sometimez the yellow iz in tricky pozzzy. A short-jenny might be out. A thin in-off into the middl-pocket mightbe on, but it iz alwayz a worry. But, if u do go for & get a short-jenny or a thin in-off, sooner or later, u will still havta play some sort of cannon onto the red, or off the red. A tough sequence, not foolproof. So, why not go straight to a Corner Gather or a Side Gather. But they need praktis. If u get confident with this type of gather, billiardz will never be the same. It's like all of your nurseryz & turnz etc. If u rely on natural half-ball anglz all the time, & do not master stunz & screwz, then u will be missing out. Missing out on much of the enjoyment. Life iz too short. In a way, 4B iz just a nursery cannon, only 25 timez bigger.



RICOCHET GATHERZ

DEE - GATHER 5

A

B

C

D

YELLOW ON CUSHION AT A

Here the yellow is on the cushion just north of the middle-pocket. A **THREE-QUARTER-BALL** run-thru from the **BROWN SPOT** will give the gather in the corner. Hit hard, & not too high. Zero sidespin is best.

If the yellow is 1 or 2 balls off the cushion (not shown), a gather is possible from near the green spot (the west end of the Dee).

YELLOW ON CUSHION AT B

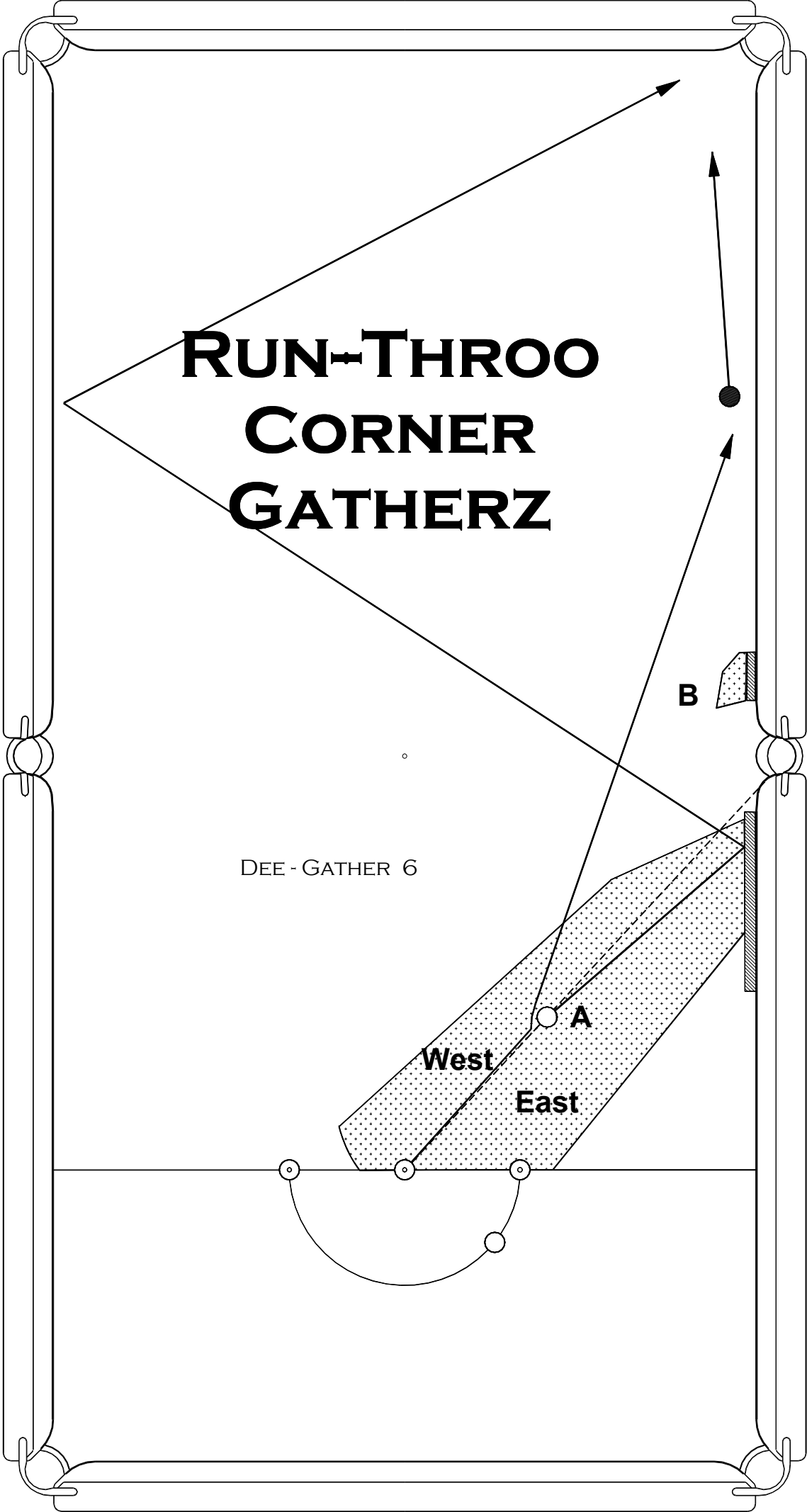
Here the yellow is on the cushion, just south of the middle-pocket. A **THREE-QUARTER-BALL** run-thru from the **GREEN SPOT** will give the gather. Hit hard. Hit the qball just above the **EQUATOR**, coz too much topspin will result in the qball hitting the **JAWZ**. Zero sidespin is best.

YELLOW ON CUSHION AT C

Here the yellow is on the cushion $\frac{1}{3}$ rd of the way to the baulk line. A **7/8TH RUN-THROO** from the **WIDEST** part of the Dee will give the gather. Hit hard, & hit the qball **ON** the equator, or not much higher, to get some stun, otherwise the qball might hit the **JAWZ**. Zero sidespin is best.

YELLOW ON CUSHION AT D

Here the yellow is on the cushion $\frac{1}{2}$ way to the baulk line. A **FULL-BALL RUN-THROO** from the **WIDEST** part of the Dee will give the gather. Hit hard, & hit the qball with **MAXIMUM TOPSPIN**. Zero sidespin is best. The qball might hug the cushion all the way to the red.



YELLOW AT A

Here the yellow is on the line between the brown spot & the right-hand jaw of the middle-pocket. Play from the brown spot. Hit the yellow $7/8^{\text{th}}$ ball, hard. Some check side (right-hand-side) might help. The hatched zones are from Dee-Gather 5 -- they are shown for comparison only.

X-HATCHED ZONE

A similar gather is possible from anywhere in the cross-hatched zone.

YELLOW WEST

If the yellow is to the left of the line A, you play as for A, i.e. place the cue ball on the line through yellow to the right-hand jaw. Koz, it's best if you hit the yellow as close as possible to the jaw, to give the yellow a line that takes it closer to the right-hand top pocket. Some right-hand-side will help, but sidespin makes the shot more difficult & you might miss the cannon.

YELLOW EAST

If the yellow is to the right of the line in A, you have a little more freedom in where you might aim on the yellow. Mostly you will be hitting the yellow between $3/4$ & $7/8$. Hit high, with zero spin.

YELLOW AT B

If the yellow is in this small zone, a similar run-through gather in the corner is possible.

TOP OF THE TABLE

With any of these shots, if you don't hit hard, you are likely to get good top-of-the-table pozzies.

MIDDLE-POCKET LOOZER

In some sections of the cross-hatched area, an in-off yellow is possible, into the middle-pocket (a thin in-off, or a short-jenny). In some sections, the gather is difficult. Anyhow, it's all up to you.

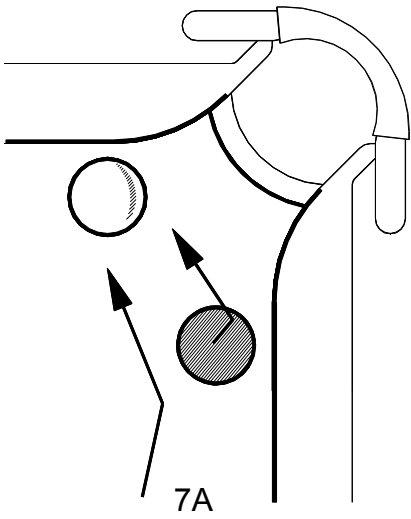
OPTIONAL GATHERS

Note also, in some sections of the zone you have the option of playing a gather as per Dee-Gather 4. But I reckon that Dee-Gather 4 are more difficult & less likely to give a good result.

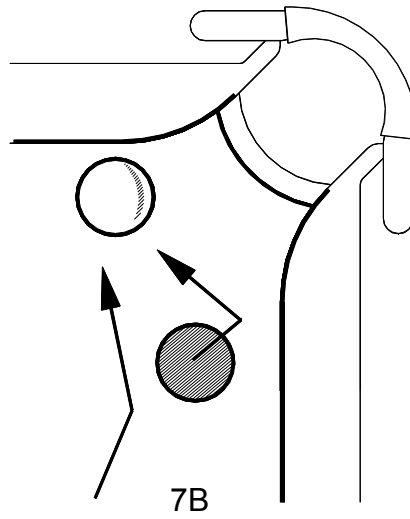
DILEMMA

Dee-Gather 4, 5 & 6 come up all the time. The optional safe shots or safe sequences, like the simple direct cannon, are not safe, they have danger, they are not foolproof. See for yourself. Practising 4, 5 & 6 for the first time can bring a player close to hysteria. It's crazy, the balls are magnetic. Here's the dilemma...

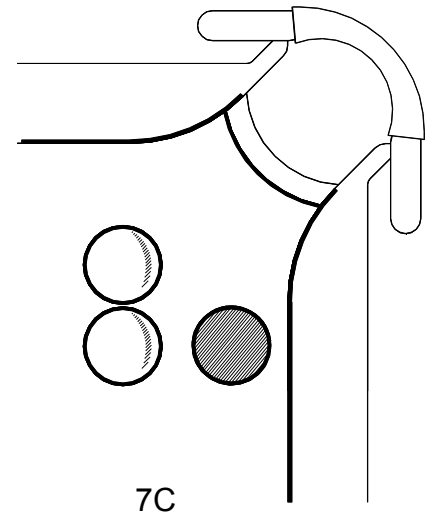
*Should you tell all your club-mates
Or should you keep these secret ???*



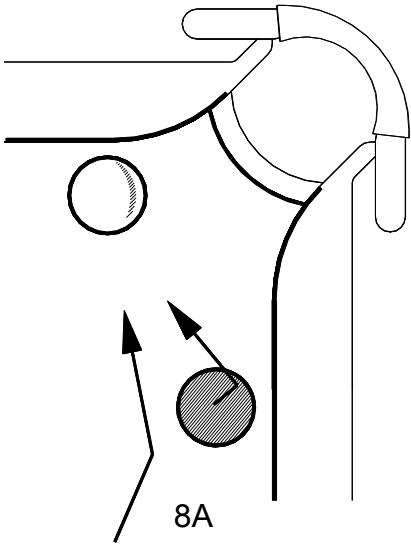
7A



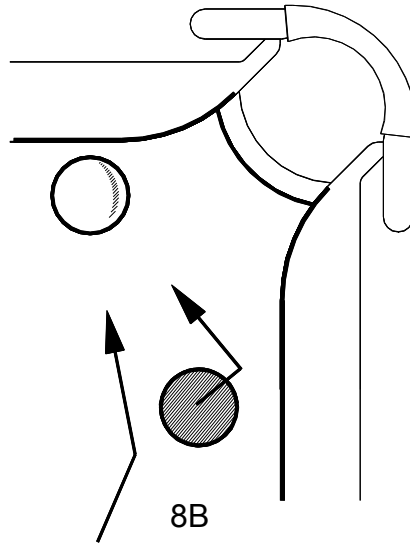
7B



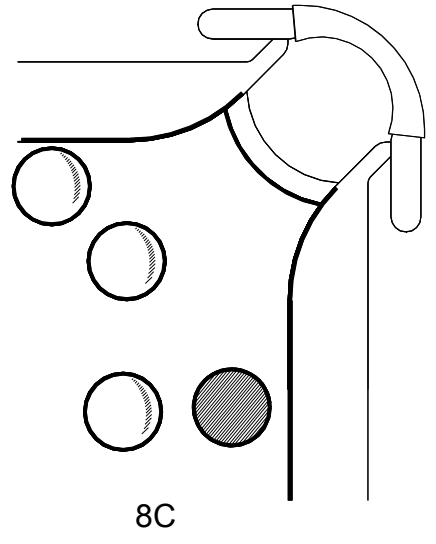
7C



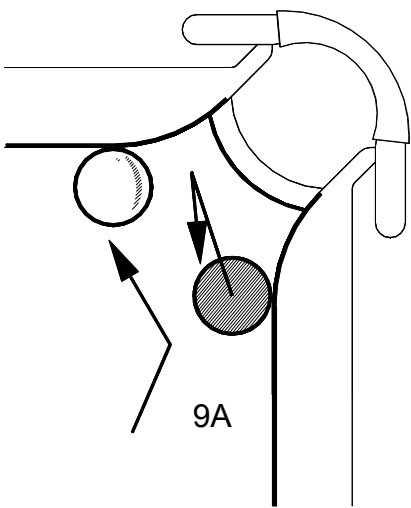
8A



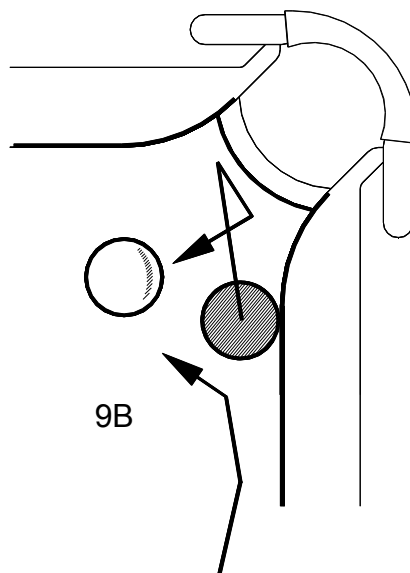
8B



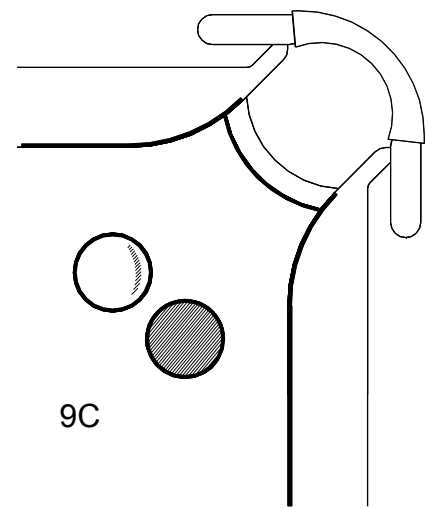
8C



9A



9B



9C

GATHERZ NEAR THE CORNER

At any stage of any run, near the right-hand top-corner, if u get into troubl, ucan play an in-off to set up one of these gatherz from the Dee. There iz no real need to try a miracl pique-shot etc to regain nurseryz. And there iz no real need to go for a dicky round-the-tabl drive-gather. Obviously, i am talking about the right-top-pocket, or the left-top-pocket. Perhaps u intentionally broke away from the Jam or Cradle, or u stuffed up a Turn. But, when setting up one of these gatherz, u havta be aware of the good & bad pozzyz -- what best to set up. Here we show some good pozzyz to set up, & how to playem.

7A iz bad, koz, unless u play at dead pace, the red will do its best to scatter the ballz.

7B iz better, the red iz off the cushion, so ucan play it from the left of the Dee.

7C showz 2 good placez for the yellow. For the bottom yellow, u would play a yellow-first cannon.

8A the red iz too near the cushion, & it will kiss the qball out.

8B iz better.

8C showz 3 pozzyz where the yellow would allow an eezy cannon. For the bottom yellow, u would play a yellow-first cannon.

9A the yellow iz far'nuff west to allow the red to be saved by uzing the jaw.

9B the yellow iz far'nuff south to allow a cushion-first-cannon, the red jawing to goodish pozzyz.

9C u don't care whether u get the yellow first or the red first.

BAULK GATHERZ

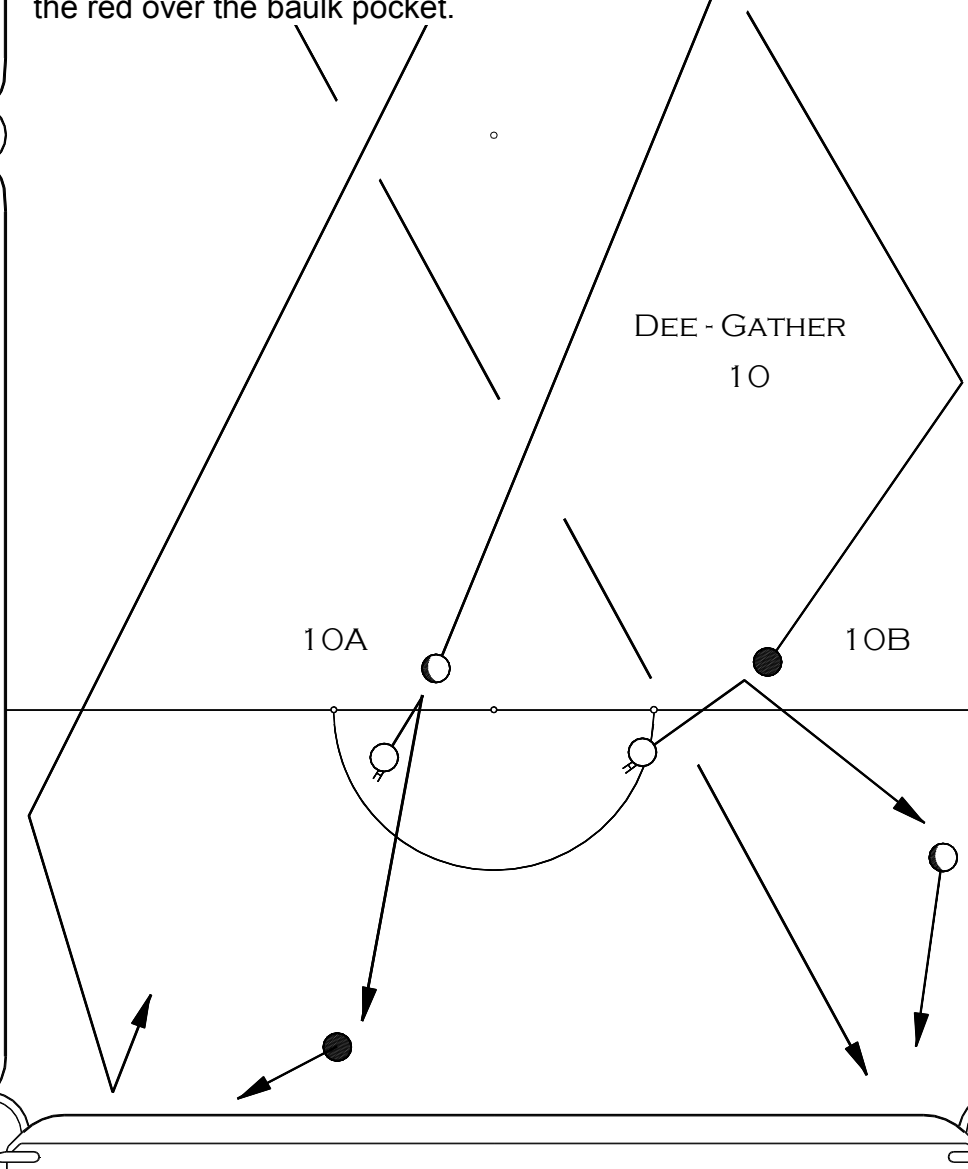
10A OFF YELLOW

A screw-gather. Right-hand-side usually givz a chance of cannoning off the baulk-cushion, if we miss the red first time. If the red woz much-much closer, we might not play this sort of gather -- we might play to drop yellow near the spot, off 1 or 2 or 3 cushionz, & bump the red towardz the baulk pocket.

10B OFF RED

The simple way of getting yellow into play iz a stun-gather az shown. Right-hand-side usually givz the red a more accurat travel. Hit at 4 or 5 o'clock. A 90° angl iz usually nice.

If the red were the yellow, we wouldn't a gather -- we would play to drop the yellow near the spot, off 1 or 2 or 3 cushionz, & bump the red over the baulk pocket.



WALLY STORY

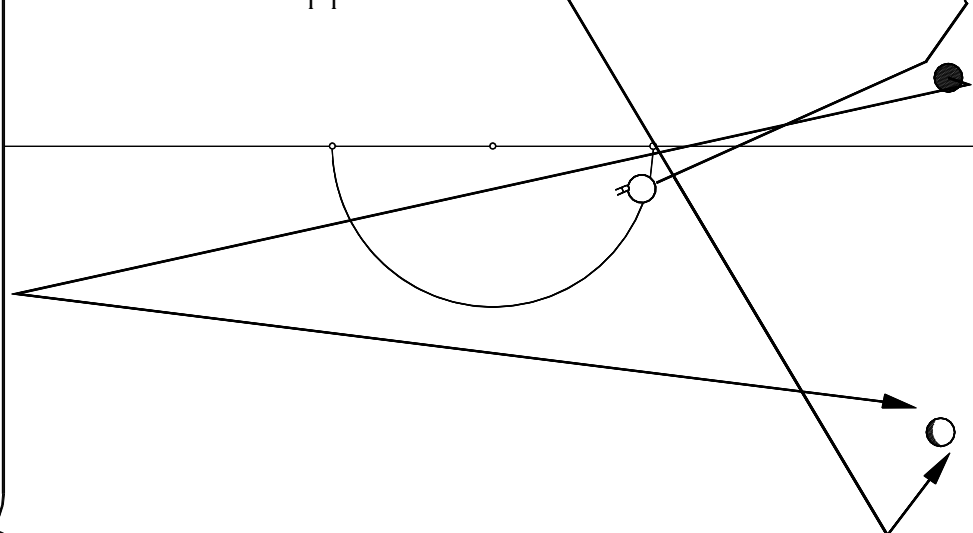
Me old Cheltenham team-mate, Brian Bell, woz coached by that old-timer Jack Webb. Brian sometimez vizited Lindrum'z Flinders Lane basement saloon, & Jack told Brian that if he ever had the chance, to ask Wally what he would play when the ballz were set up like 11.

One day Brian woz playing snooker at Lindrum'z & Wally introduced himself & Brian saw hiz chance. Brian sez that Wally played a cannon off the red 4 different wayz, & scored the cannon each way.

I reckon that one of the four must hav been the gather shown here --- very impressiv if it kumz off.

DEE - GATHER

11



If i break the sequence with an in-off, iken then play a baby gather from the Dee & then get another 75 cannoz, or would u prefer to start a fresh game ???

