

THREE-CUSHION BILLIARDS

"Diamond System"

by

ROBERT L. CANNEFAX
FORMER WORLD'S CHAMPION

CANNEFAX CHARTS

IMPROVE YOUR GAME

EASY TO LEARN

ELIMINATE GUESSWORK

Learn the "DIAMOND SYSTEM" and
turn defeat into victory

"DIAMOND SYSTEM" makes accuracy
—Accuracy makes champions

10 Charts

35 Shots Illustrated

Price 50c

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INSTRUCTIONS FOR THE "Diamond System"

To get accurate results you must use natural ranging English below center on all shots played with the SYSTEM.

The numbers shown on the enclosed charts are "starting point" numbers for the cue ball only. Memorize these numbers and the "starting points" they cover. For the purpose of calculating object ball "locations" for diamonds retain these regular numbers from 1 to 7 ascending away from the first object rail which the cue ball will strike.

This is important to remember as the system is based on the principle that the total of the contact points on the two long rails will equal the number of the "starting point." For example, (see 1st Diamond (1) System). From the "starting point" (1) you will need by following each angle that the contact points of the lines on the two long rails will total 1 diamond.

Fit this principle in your mind and the following method of calculating all angles will be easily mastered.

First figure the "location" of the object balls by marking the diamond or space between the diamonds on the SECOND long rail where your cue ball must strike in order to shoot a corner, then subtract the number representing the object ball "location" from the "starting point" number of your cue ball and the result will be the number on the diamond or space between the diamonds to strike on the FIRST long rail. To make this in actual practice, place your cue ball in the corner (2) and the object balls on the line of the angle extending from the third diamond on the second long rail; advance the object ball "location" (3) from cue ball "starting point" (4) giving (1) as the diamond to strike on the first long rail.

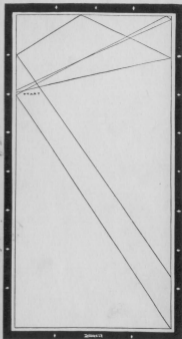
"Starting point" or "location" numbers can be given to any space or any part of the space between any of the diamonds. For instance, if the cue ball is placed exactly half way between (4th) and (3rd) "starting point" number would be (4th). If the object balls were then placed on a line extending from the middle of the space between the third and fourth diamond on the SECOND long rail, the object ball "location" number would be (17th), the cue ball "starting point" or the exact place to strike on the FIRST long rail.

After you have carefully calculated the angle, concentrate your attention on striking the FIRST long rail at the right place. Forget about the object balls. The angles will take care of themselves if you shoot your shot right.

The lines drawn on the enclosed charts show the course the cue ball takes. Therefore, it will be plain to the reader that if the cue ball is placed at any point on the line drawn from the "starting point" to the first long rail, and the object balls at any point on the extension of the same line from the second long rail, the scoring of the point will be made certain by correctly striking the right place on the first long rail. The cue will be true if any imaginary line that the reader will draw if correctly figured on the method used in this system.

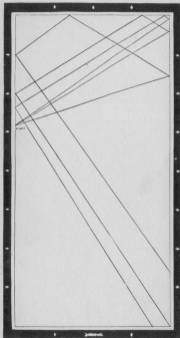
After you have become thoroughly familiar with the "starting point" numbers and the method of calculating the object ball "locations," carry your study and practice farther by learning the results of angles which are shown on the charts by the lines drawn from the second long rail to the finishing points.

This system is based on World's Championship playing conditions, on Brunswick 188 Cushions. Accurate results will be obtained by making allowances for varying conditions. You will quickly learn the correct allowances to be made by carefully observing the results of a few practice shots.



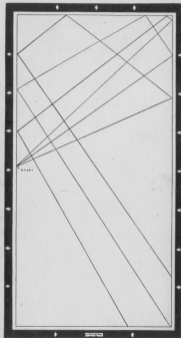
DIAMOND (1) SYSTEM

Marks on two long rails prove 2 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



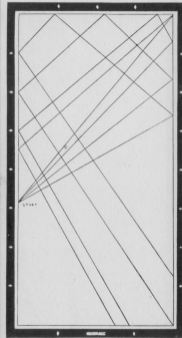
DIAMOND (2 1/2) SYSTEM

Marks on two long rails prove 2 1/2 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



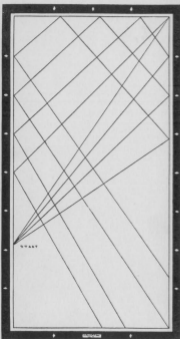
DIAMOND (3) SYSTEM

Marks on two long rails prove 3 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



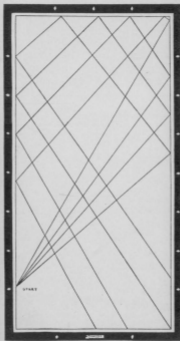
DIAMOND (3 1/2) SYSTEM

Marks on two long rails prove 3 1/2 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



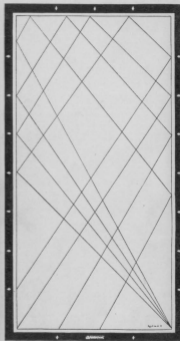
DIAMOND (4) SYSTEM

Marks on two long rails prove 4 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



DIAMOND (4 1/2) SYSTEM

Marks on two long rails prove 4 1/2 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



DIAMOND (5) SYSTEM

Marks on two long rails prove 5 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



SPOT (5 1/2) SYSTEM

Marks on two long rails prove 5 1/2 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



DIAMOND (6) SYSTEM

Marks on two long rails prove 6 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER



DIAMOND (7) SYSTEM

Marks on two long rails prove 7 diamonds and results of angles
USE NATURAL ENGLISH BELOW CENTER