

3 BALL CANNONS

A cannon may be played when (the next stroke to be played is a croquet stroke) the roqueted ball and a live ball are touching. Normally this will occur on a yard line, but it may also occur in open court. The routine is, once balls are in their rightful positions, to move the live ball away, place the striker's ball to the roqueted ball, and then collect the live ball and place it into position.

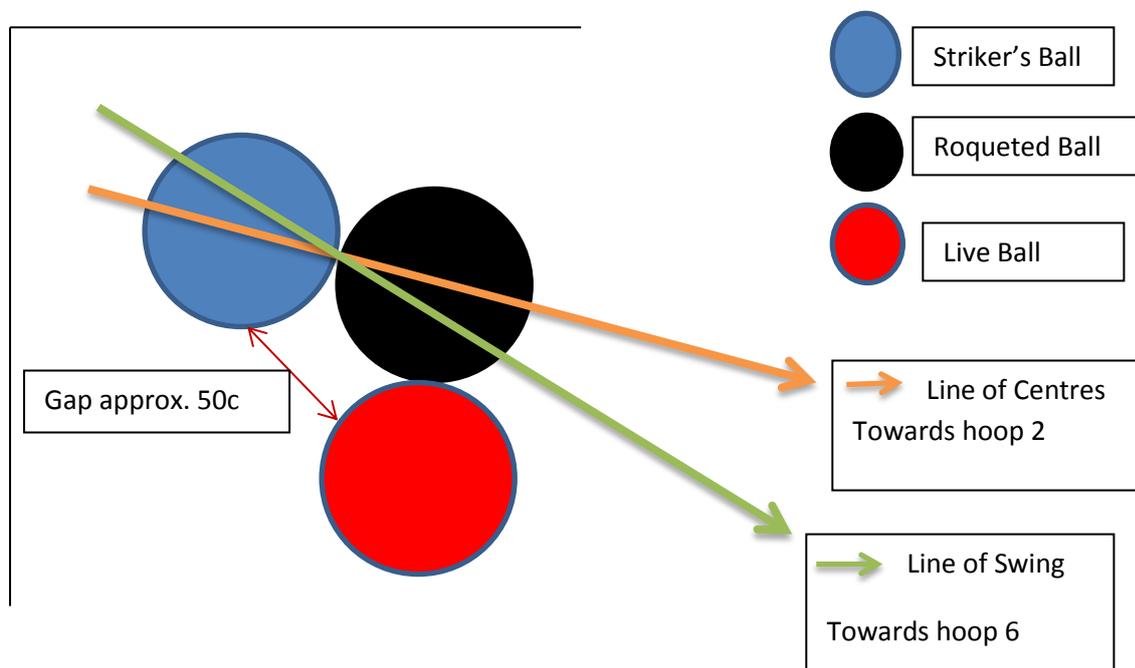
General Principles

- a) The wider the gap between the ball to be croqueted and the live ball, the further the croqueted ball goes in relation to the roqueted ball, and vice versa.
- b) The three variables that determine how far each ball goes are the width of the gap between the striker's ball and the live ball, the line of swing and the type of swing (from stop shot to long flat drive). Players should experiment with these three variables. For example, set the same gap and perform different types of strokes with the same line of swing and observe where the balls end up. Then try different lines of swing using the same type of stroke - to the left of the touching point, through it, and to the right of it.

Types

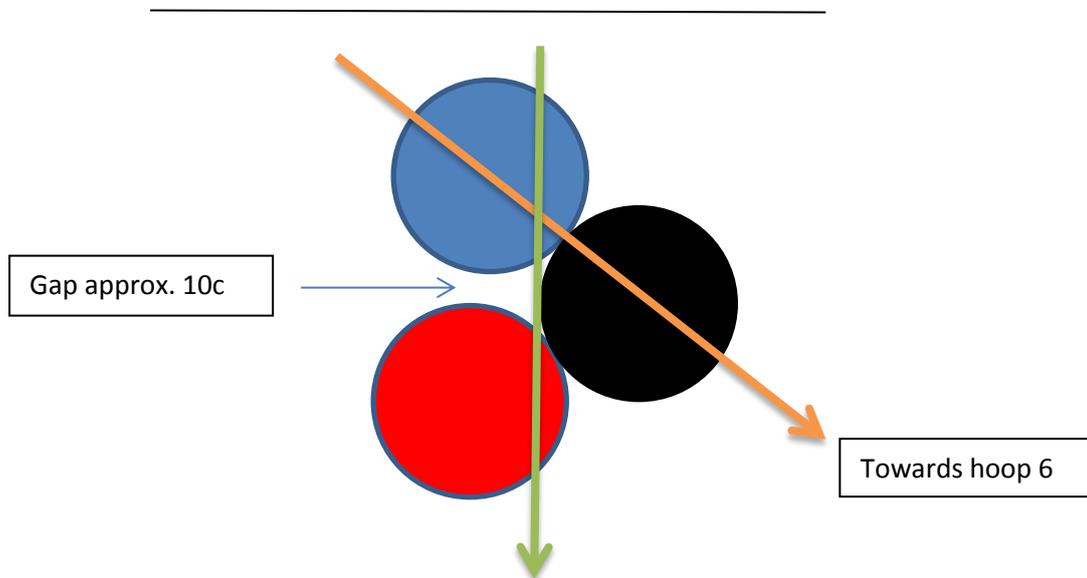
The square (50 cent) cannon

This is the corner cannon that loads hoop + 1 and gets a rush to the near hoop. For corner I, if using Dawson International balls, place the striker's ball behind the roqueted ball so they point at hoop 2. Place the live ball on the right hand side of the roqueted ball so there is a 50 cent gap between it and the striker's ball. The line of swing is towards hoop 6. The old Dawson Mark II balls tend to pull more so point them to at least a pace to the left of hoop 2.



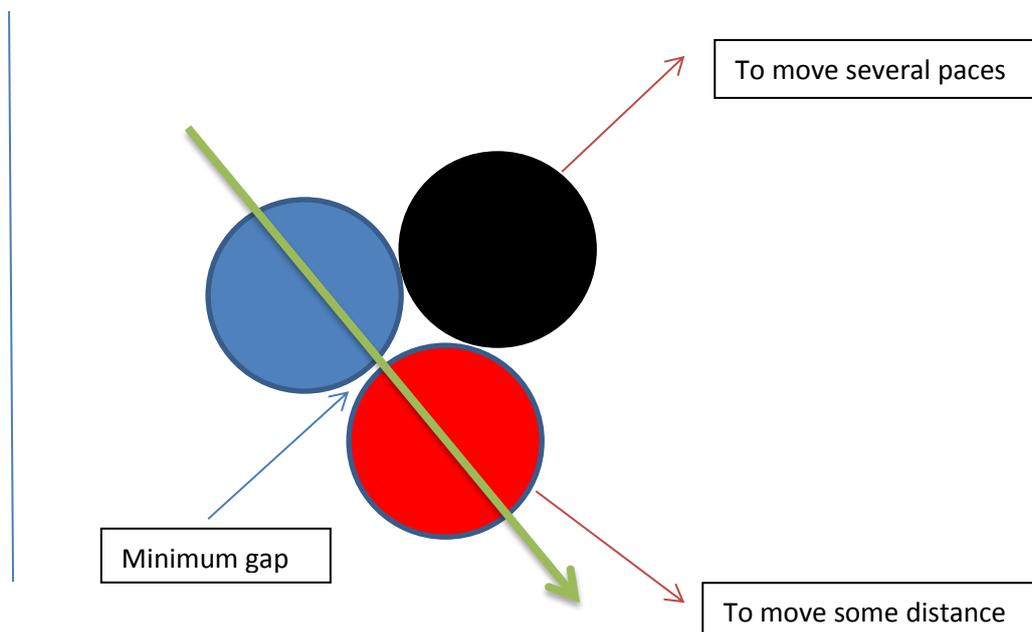
The 10 cent cannon

This is one of the cannons used when a way from a corner. It gets both balls into the court. Practice it opposite the peg, and experiment with the line of swing until you can get hoop 6 loaded and a rush towards hoop 5.



The wafer / feather cannon

This is used when the roqueted ball is to move a short distance and the live ball rushed some distance towards a hoop or another ball. The line of swing is usually through the centres of the striker's ball and the live ball.



The Ball Over The Top (BOTT) cannon

This cannon replaces the boomerang / banana / worm cannon, and was called the triangular cannon. It allows the striker to get an accurate rush to a far hoop.

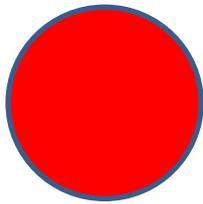
(1) Place the striker's ball to the croqueted ball, with the V pointing to the target hoop.

(2) Pick up the live ball, stand behind the V and face into the court, lift the live ball over the top of the V and place it in contact with the croqueted ball, leaving a small gap between the striker's ball and the live ball.

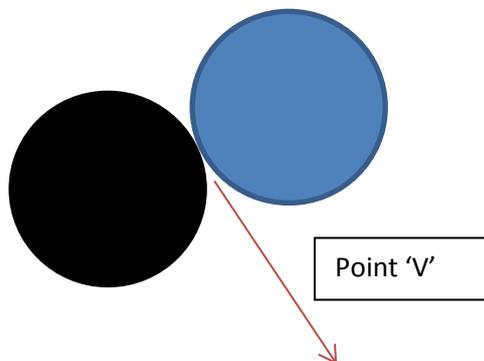
The cannon is done in two strokes.

(3) Spot the point from where you want to play the rush, face outwards and play a gentle split croquet shot to get the striker's ball to the desired position for the rush. Measure the croqueted ball onto the yardline if necessary.

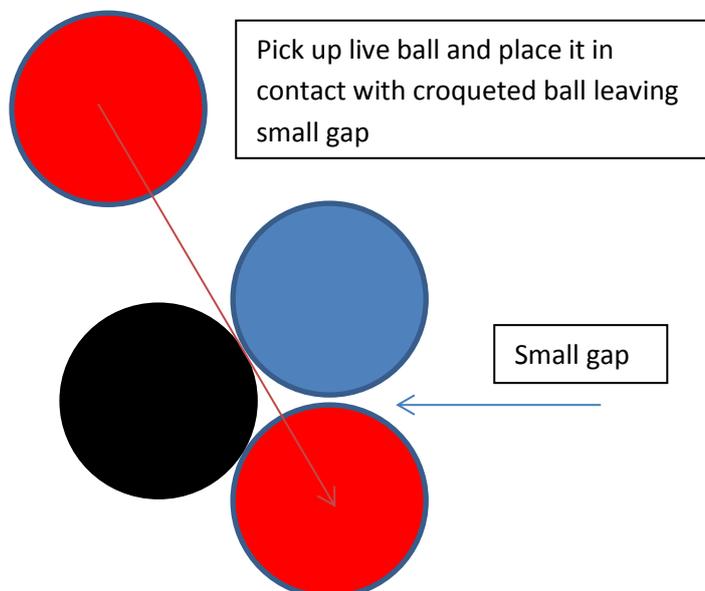
(4) Then rush the live ball to its target.



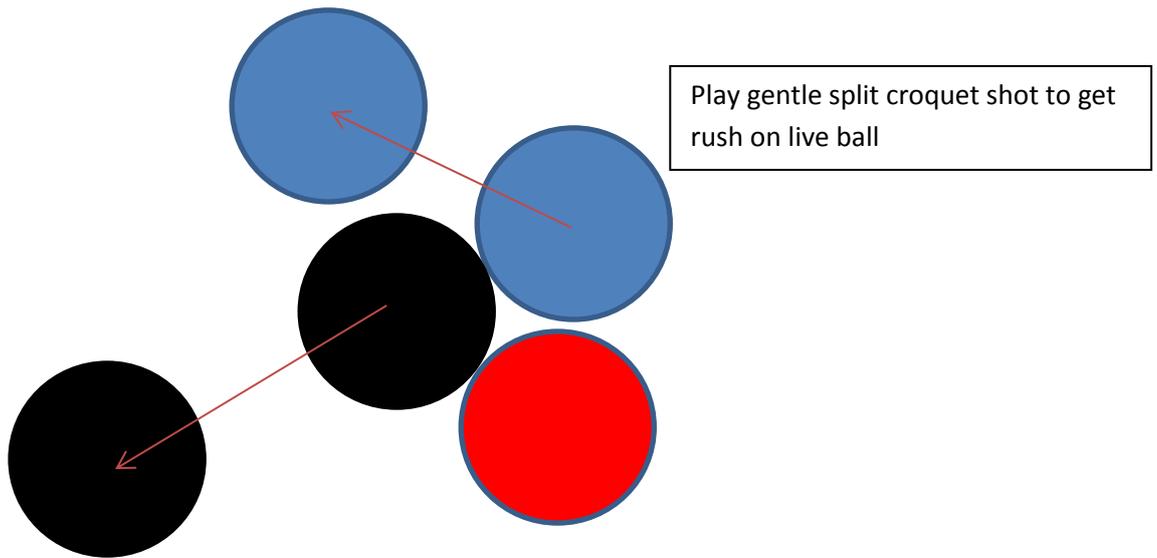
1.



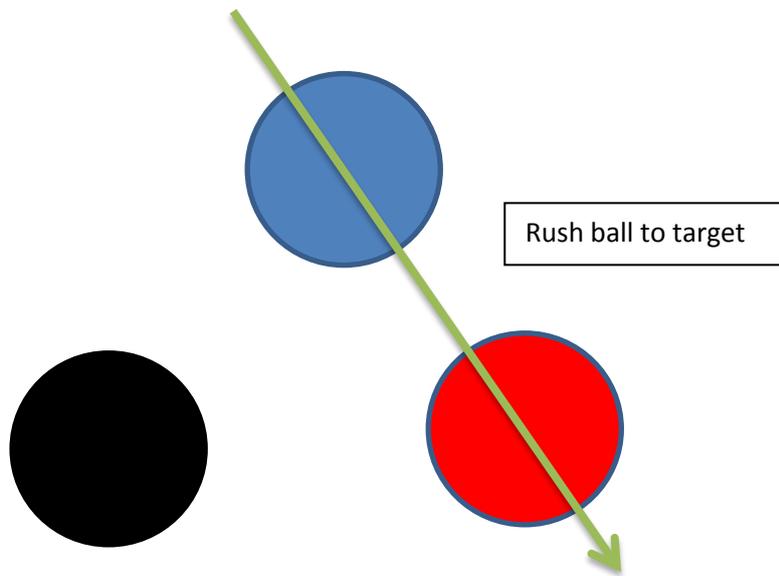
2.



3.



4.

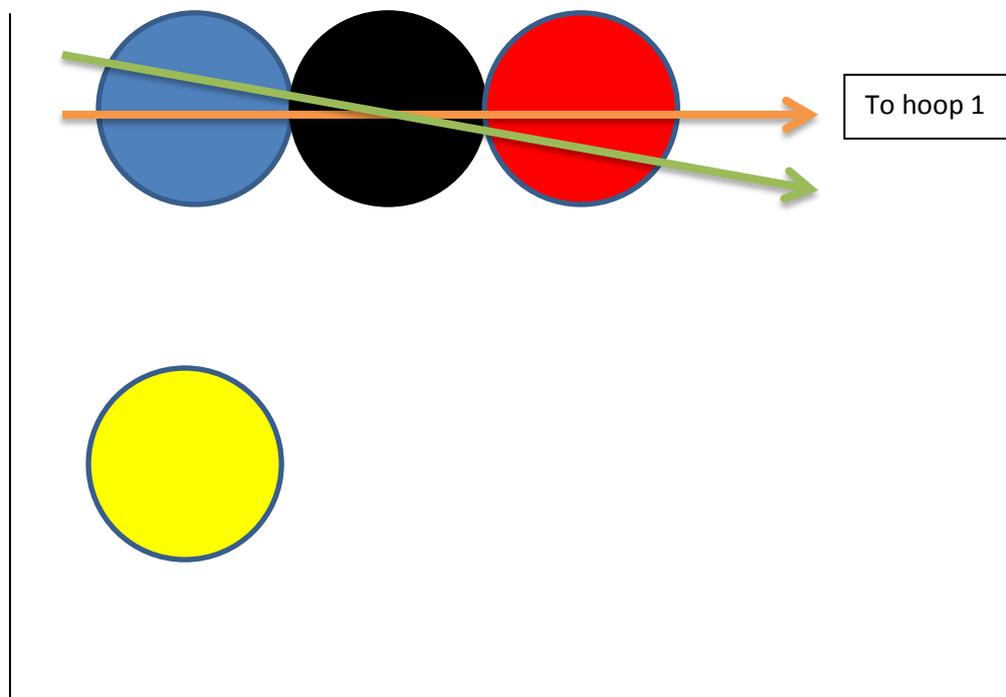


A promotional cannon

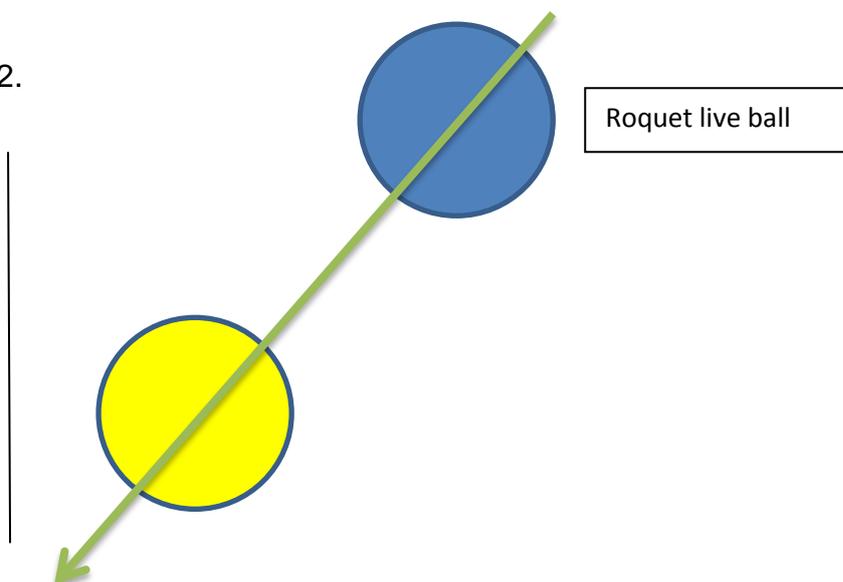
This cannon is used when there is a fourth ball nearby (from a few inches to a few paces). It allows the striker to send a (live) ball towards the hoop, and then use it after roqueting the nearby fourth ball. It most often occurs in the fourth or fifth turn of a game when all balls have been played to a small area of the east boundary.

- (1) Form the cannon with the line of centres pointing towards the target hoop. Stop shot the cannon so that the striker's ball stays close enough to roquet the fourth ball.
- (2) Roquet, and then send the fourth ball towards hoop + 1 while getting a rush on the promoted (live) ball.

1.



2.



A delayed / disjointed cannon

Sometimes the balls do not end up touching on the yardline. If the gap is a few inches and the roqueted ball on the correct side, a disjointed cannon might be possible. If the striker's ball is for a nearby hoop, line the balls up so as to send the roqueted ball out into the court towards hoop+ 1. Calculate a line of swing that will allow the striker's ball to roquet the other ball, hopefully rushing it towards the target hoop. With practice it is possible to get almost the same result as for a cannon. Practise it before using it in a game – as you usually use a fairly hefty swing. If you miss roqueting the second ball in the croquet stroke you end up with a long roquet back onto the ball accidentally left behind.

