

# MACKA'S TURNABOUTS

In this article we are nursing rt-to-left along the topcush (proably left handed), & near the left toppkt we turnabout & then nurse back the other way (now on our good hand). All of the turns and turnabouts in Ch51, 52, 53, 54, 55 & 56 in The Cushion Crawler's Bible were drawn at the rt toppkt, & now they can be uzed ok at our left toppkt uzing mirror-image. In this here prezent article we hav a mirror-image look at some of theze old turnabouts, plus i draw some new turnabouts (some serious, some for thrillseekers).

## **HUTT NEWS 4 MAY 1932 BILLIARDS SENSATION**

*Clark McConachy has made the greatest sporting gesture of the century in the world of billiards, writes a correspondent in an English paper. Having made a world's record of **297** close cannons, he sets aside all personal kudos, and states bluntly that his record proves the need for further limitation of close cannons "in the best interests of English billiards."*

*He is right, but he alone could make an effective stand for the change he advocates. His position as record-holder places him above all criticism on the grounds that he wants to eliminate what he cannot execute. The "**TURNING MOVEMENT**" he sprung on at Thurston's is creative art of the highest order; the game has never seen a more beautiful example of glorious ball-control. It is as far removed as anything can be from some of the perpetual scoring methods of the past, which called for no great skill to pile up points when once a set position was attained.*

*McConachy's **MANOEUVRE** is nothing like the above. He tells me he has worked out **FIVE OR SIX** different **METHODS** by which he can execute his "**TURNING MOVEMENT**".*

*In one instance with the cue ball he plays a shimmering shot which barely brushes the first ball, sends his ball to the side cushion and brings it back on the second object ball to leave ideal cannon position in a new cushion direction.*

*Control of the first object ball is the secret of the "**TURN**." McConachy plays a fullish shot-on that ball which brings it back off the side cushion clear of the second ball and completes the cannon with such delicate precision that his ball runs on far enough to stop beyond the ball which comes away from the cushion, thus offering close cannons again all along the top cushion. [THIS MIGHT BE TURNABOUT-18].*

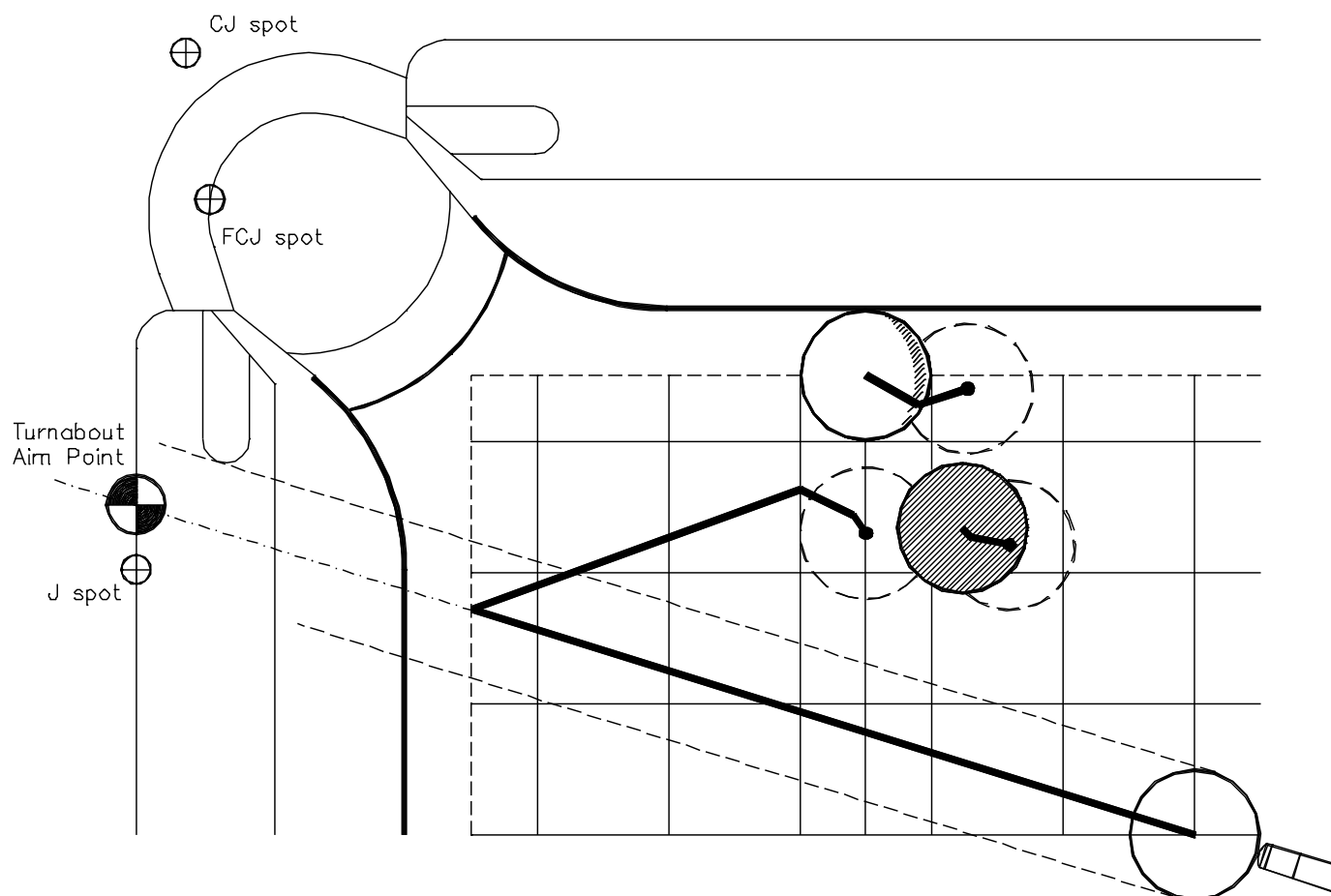
*Both these **MOVEMENTS**, and others more complicated are only of playing interest to **SIX** professionals at the most, a point which must be kept clearly in mind when limitation is discussed. Amateurs are not interested — the whole problem is outside their playing capacity. Very few indeed of them can nurse the balls past a corner pocket in the usual way; McConachy's **TURNING MOVEMENTS** are something far more advanced and utterly beyond the amateur game.....*

# TURNABOUT AIM POINT

We want to play a cush-first turnabout, landing halfball on the Y (C-Y-R). To help judge the needed aim we stand well back & hold our cue midway tween the Y & the qball with cue laying parallel to the topcush (not shown). The cue points at the needed aimpoint on the face of the sidecush. We shoot at that point.

**TURNABOUT AIM POINT** Stick a blob of **BLUETACK** on (or near) the back of the rail (not the face of the cush) so that aiming at the bluetack gives a halfball kiss on the Y. Now moov the qball a little north south east or west. That there bluetack (the TurnAbout Aim Point) still yields a halfball kiss on the Y.

**END OF BRASS** The rules don't allow bluetack, but when shooting at the bluetack the right-hand edge of the qball iz heading for the left-end of the brass of the pocket. This brass-end iz your secret guide, just aim a halfball left of the brass. This works for any sensible pozzys of the qball & Y, but aim a bit left or right if the Y iznt 3balls kleeer from the sidecush (or if off the cush). Nothing kan stop u now.



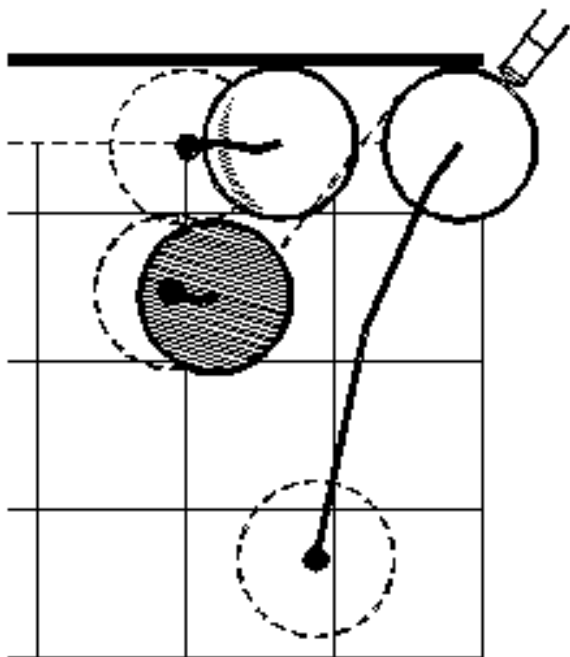
## TURNABOUT 29

- IF** the qball might catch the jaw or undercut then best aim for the flat & uze rhs.
- IF** the R blocks your aim then "just miss" the R izing a suitable amount of rhs.
- IF** the R iz level with the Y then play a (C-R-Y) turnabout izing the brass exactly az for a (C-Y-R) turnabout (ignoring the R), the qball hits the R first nicely.
- FOR** other pozzys of the R & Y the brass will be an initial guide only.

# THINALONG TURNABOUTS

Thinalongs are one of the friendliest ways of nursing rt-to-left on your wrong hand, & thinalongs are allso very friendly for setting up a turnabout. Turnabouts 2C & 2D in Ch53 show 2 moovs for setting up a turnabout (which will be played off the sidecush next shot). Below i show mirror-images of 2C & 2D.

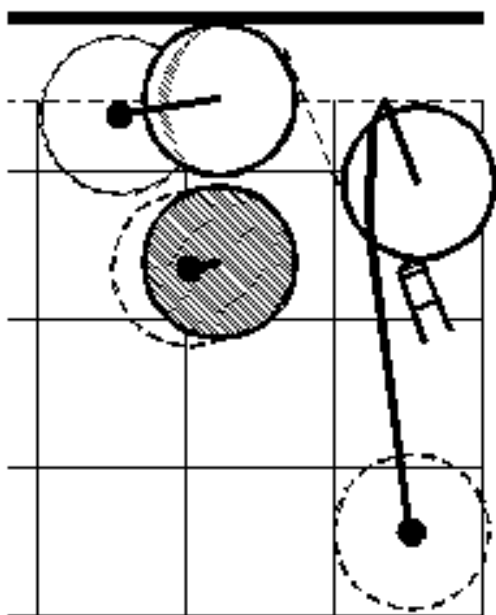
## TURNABOUT 30 (2C IN CH53)



Here (playing the Y-R cannon shown) u kan play it to place the Y (& R) wherever u want. Uzuallly u bump the Y a little ahead of the R, but here i havnt hit Y thicknuff (see dotty balls). Now, how to play the turnabout. I might play az per Turnabout 1A (C-R-Y) (see CH53), or az per Turnabout 1B (C-C-Y-R).

Had the (dotty) qball finished further north i might play a R-first turnabout az per Turnabout 1C (R-C-Y). R-first turnabouts are praps the eezyest of all (if the balls are sitting nicely), but if the qball iz too far north then u will need to play that R-first cannon with rhs. Or u might hav such a bad kover that u need to play the turnabout side-cush-first, with lots of slow rhs (see Turnabout 1F).

## TURNABOUT 31 (2D IN CH53)



Here (playing the C-Y-R cannon shown) u hit cush-first with lhs to get a thick kontakt on Y & hencely a thin kontakt on R.

If the Y were sitting a little rt of where it iz drawn then u might still play a cush-first-cannon, but this would land thin on Y & would leev the Y behind. So, a Y-first (Y-C-R) cannon would be better koz u would bump the Y further ahead.

Either way, the uzual stuff-up iz to get the R too thick, & the R ends up left of the Y, & (praps worse) further from the cushion, & (worserer) the R might giv such a bad kover that u need to play the turnabout side-cush-first, with lots of slow rhs. Kan u sneak-in to hav another try??

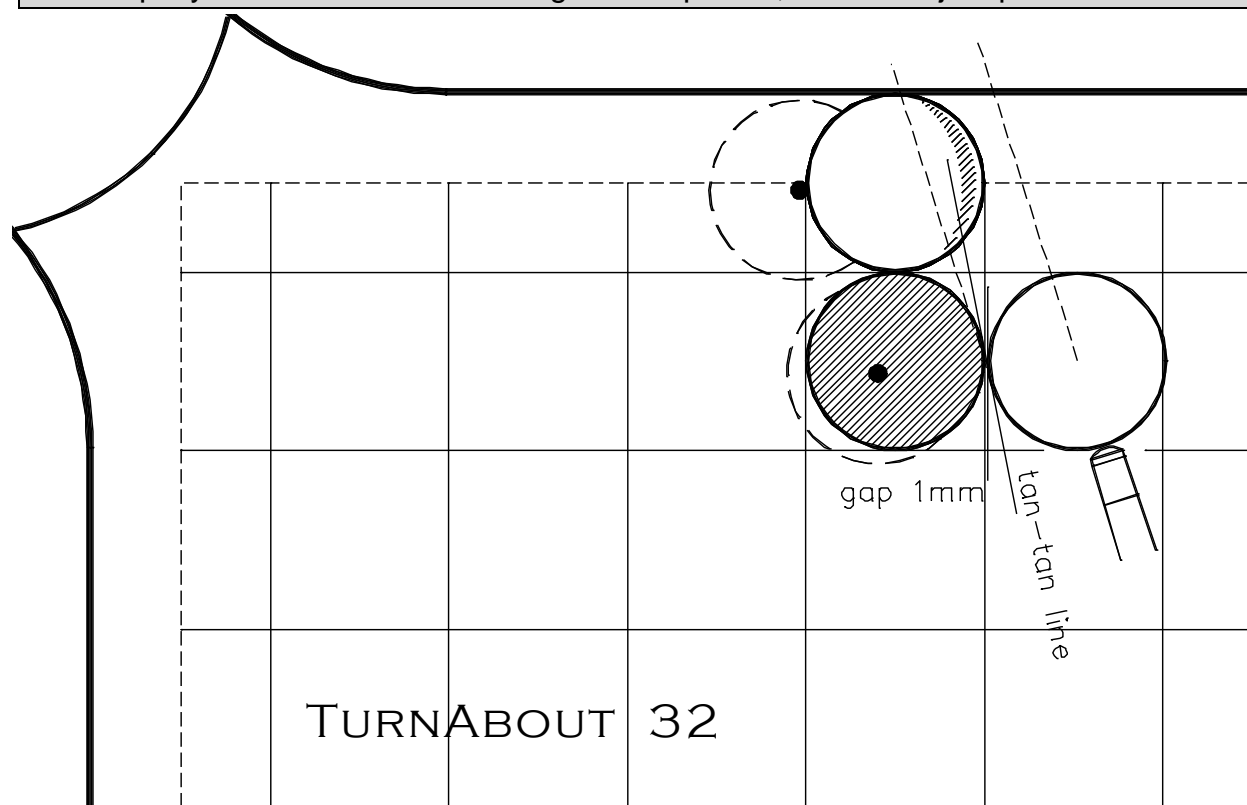
**TURNABOUT 32** Here we have three options for setting up a turnabout, (R-Y-C), az shown, or (Y-C-R) izing lots of lhs, or (C-Y-R) izing lots of lhs & swerv. We show (R-Y-C). There are 5 variables that affect which of the three options will work ok, & whether u need a thin or thick kontakt, & sidespin .....

1. The Y-R angle might be less than 90dg (good) or more than 90dg (bad).
2. The Y might be hardup (good) or 1mm or 2mm or more kleeer (gooder).
3. The R might be touching Y az shown (bad, R gets kissed out by Y) or 1mm or 2mm or more kleeer (better).
4. The qball might be the same dist from the topcush az R (az shown)(good), or it might be closer (good) or farther (good).
5. The qball might be 1mm kleeer of the R (az shown)(ok), or 2mm or more (better).

Me myself i look at two more variables.

6. The gap tween the qball & the tangent-tangent line tween Y & R (1mm here).
7. Where the tangent-tangent-line (tween qball & R) kuts the Y (1/3ball here).

These seven help me decide (for any thinalong pozzy). If things don't look good then i play some more thinalongs to improov, before i jump.



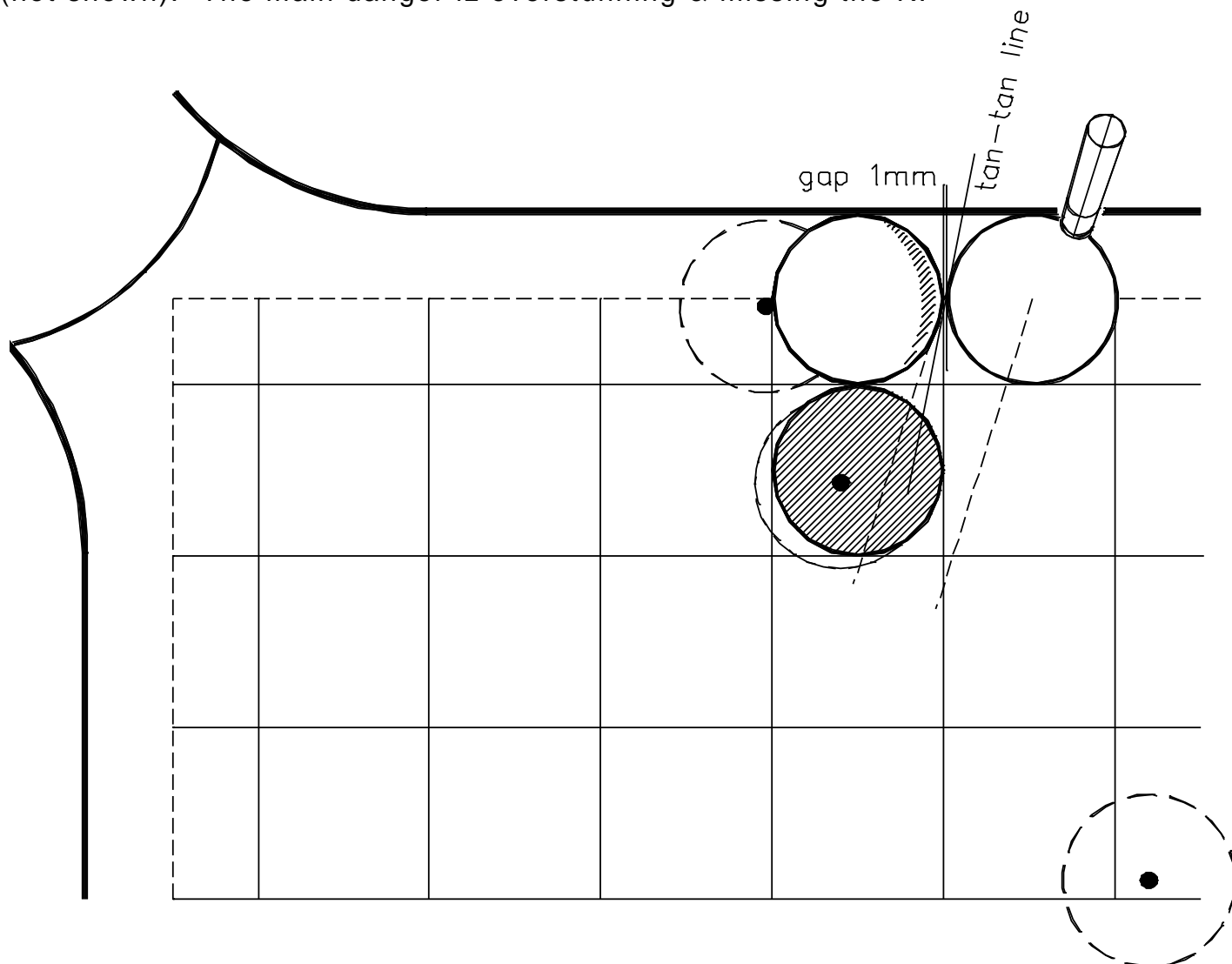
(6) I lean over the sidecush & get down low to squint along an imaginary line touching the extreme edges of the R & Y, & i estimate the kleeer daylighte tween that line & the qball (1mm here).

(7) If i lean a bit further i will be squinting along an imaginary line touching the qball & R. This line kuts the Y at about 1/3ball az shown (i would prefer 1/4ball). I play (R-Y-C) az shown (thin on R, thickish on Y), & i get the dotty leeves shown (not bad).

But if in TurnAbout 32 i were to moov the qball east so that (3)&(6) are 3mm, then (7) bekums 1/2ball (not shown), & i best play (Y-C-R) with lhs (not shown).

**TURNABOUT 33** Here the Y & R are in TurnAbout 32 pozzy, but the qball iz hardup 1mm kleeer of the Y. If we shoot away from the topcush playing a Y-R cannon (to set up a turnabout next shot) we will get a surprize, we will hit the R too thick & the R will go too far out & too far ahead. Hitting the Y thicker wont help.

**JACK-UP.** So, we jackup 45dg az shown & play thin on the Y with soft stun, to drive the Y ahead, while hitting the R thin, leeving a friendly (C-Y-R) turnabout (not shown). The main danger iz overstunning & missing the R.



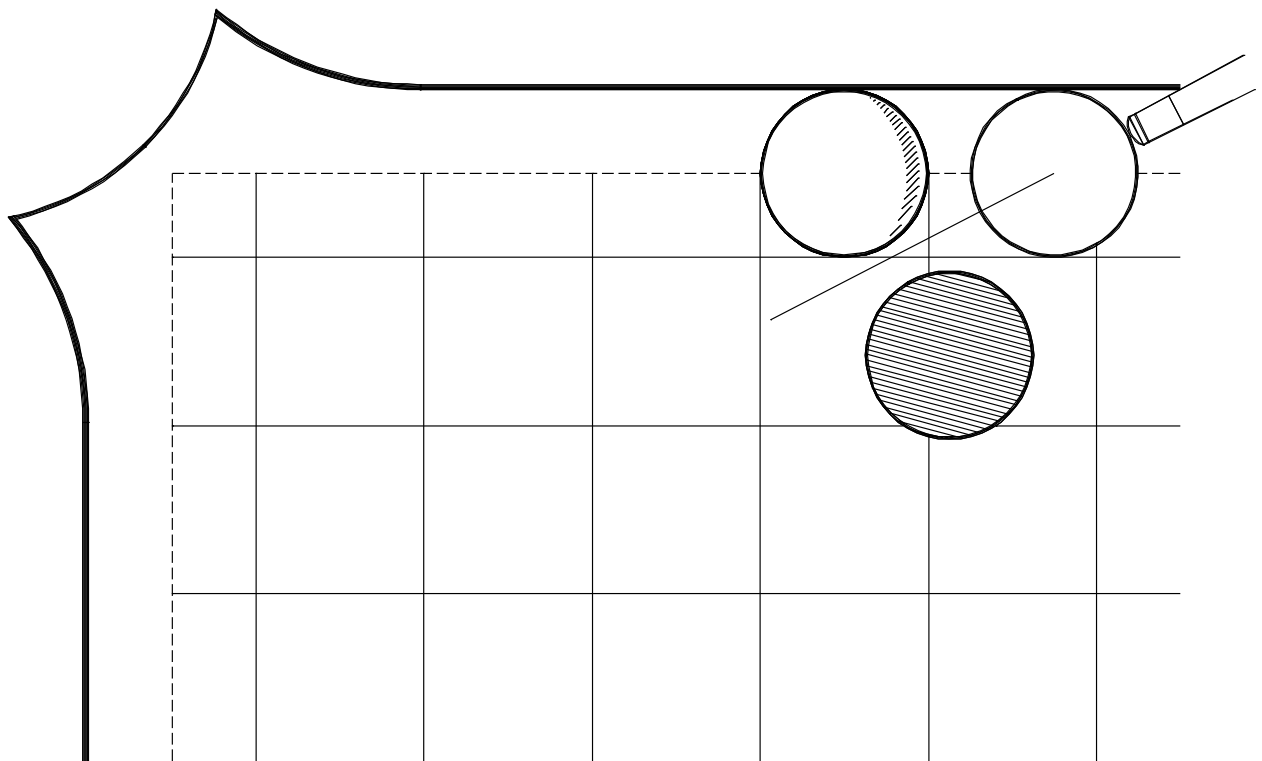
## TURNABOUT 33

**CREEP OUT.** Sometimes a safer option might be to creep out, playing a very soft Y-R cannon, barely getting to R, leeving an eezyer TurnAbout 32 type of pozzy. But there are variations in this pozzy where u needn't creep out. U might need to hit the Y thick, mightbe with lhs, without needing to jack-up. In any case u will need to consider the same (7) varyables az in TurnAbout 32. If the Y iz hardup (see 2) and touching the R (see 3) then these are allways a major consideration.

# YELLOW GOT AHEAD TREFOIL DRILL

**TURNABOUT 34** This pozzy iz a good praktis drill. Experiment with turningabout uzing the sidecush & jaws.

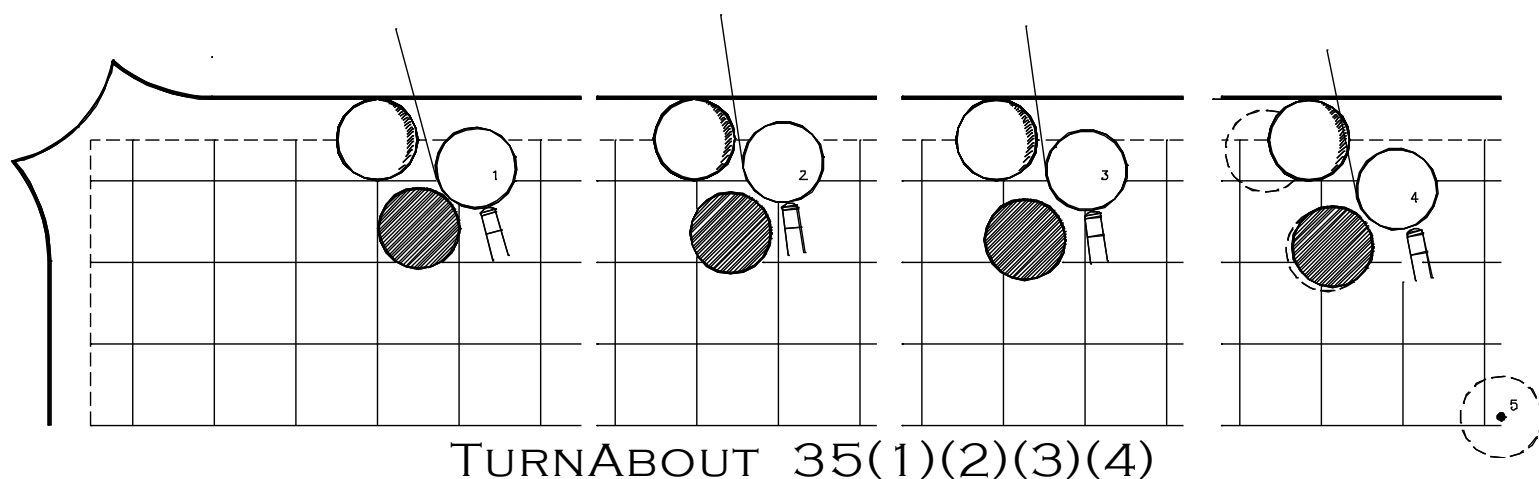
**U LEARN BY YOUR MISTAKES** (they say), good, koz u will hav heaps ovem here. There are two types of mistakes, firstly mistakes due to lack of **KNOWLEDGE** of good moovs & bad moovs, secondly mistakes in **EXECUTION**. The main mistakes in execution will be fouls (pushes & double hits & missed-cues), plus hitting too softly (falling short of the cannon)(& getting touching balls)(& getting kovers).



TURNABOUT 34

# YELLOW GOT AHEAD THINALONG SOLUTION

**TURNABOUT 35.** Elsewhere i sayd that when the Y iz a 1/2ball ahead of R (a 1/2ball underlap) its too diffikult to play a thinalong to setup a (C-Y-R) turnabout (ie u need to uze some other method of setting up a turnabout). The good news iz that if the underlap iz a 1/2ball then a thinalong method might yet be playable.



**AZ SHOWN** in (1)(2)(3) i play a few little (C-Y-R) tickles & miraculously the R underlap gradually reduces from 1/2ball to praps 1/4ball, & now u kan go for it. A 1/4ball underlap kan be reduced to 1/8ball if u want, but here in (35) we don't go there, koz every time u tickle the R goze further south, & in (4) the R iz allready far south.

Reducing the underlap iz half the battle, but the other main thing iz that in (4) u hav the qball sitting close to the Y az shown (i meen that u hav the qball sitting well west). Here in (4) I play (Y-C-R) thin on Y, onto the topcush, grazing the R on the way out, the qball finishing at (5). A little rhs might be needed (az shown).

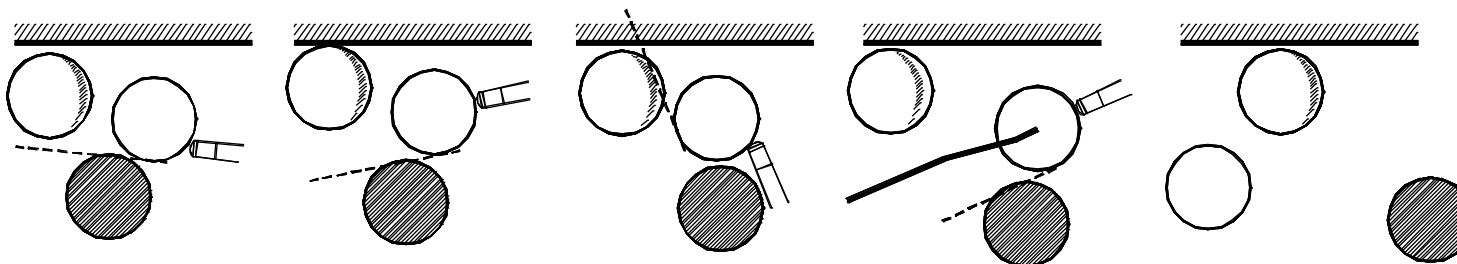
**REMEMBER** (if u want to leev an eezy (C-Y-R) turnabout) u want the Y to be sitting at least 1ball ahead of the R (az shown i managed to get it about 3/4ball ahead, not ideal), & u want the qball to finish well below the R az shown at (5) so that the R duznt block the qball's aim-point on the sidecush .

For the thinalong, if in (4) u don't hav the qball close to the Y then u will need lots of rhs when u play (4). And uzing lots of rhs iz hard to judge, so, it might be best to back-off & sneak-in one more time instead.

# YELLOW GOT AHEAD SLIPTHROO SOLUTIONS

## TURNABOUT 36

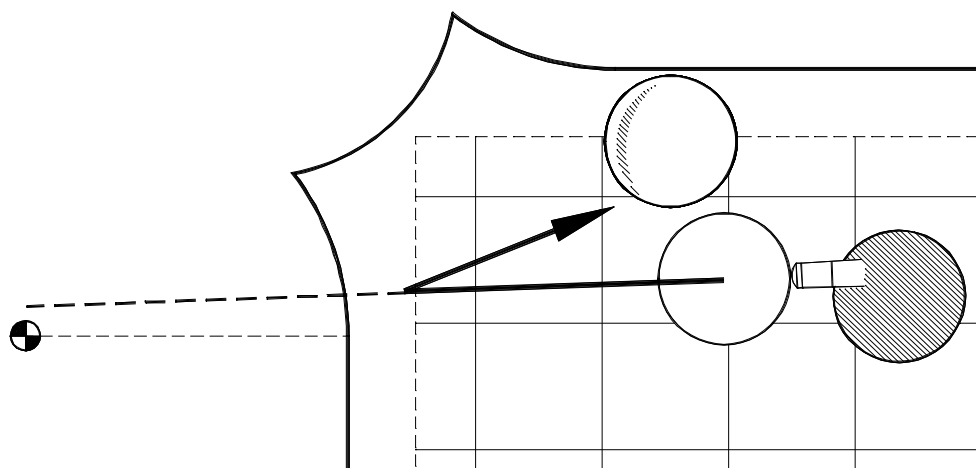
U are approaching the left-corner but u are making a mess of the runalong koz the Y (innerball) haz gotten too far ahead of the R (1/2 ball ahead iz too far). We kan play a slipthroo&back az shown in TurnAbout 36. This iz a midcushion turnabout (not needing the sidecush). Ch33 might giv u lots more slipthroo ideas.



TURNABOUT 36 (26CDEFG IN CH56).

A slipthroo iz eezy, but the "back" iz the main problem. Luckily near the pkt the sidecush kan help save the day, az shown in TurnAbout 37.

## TURNABOUT 37 (3 IN CH53)



## TURNABOUT 37

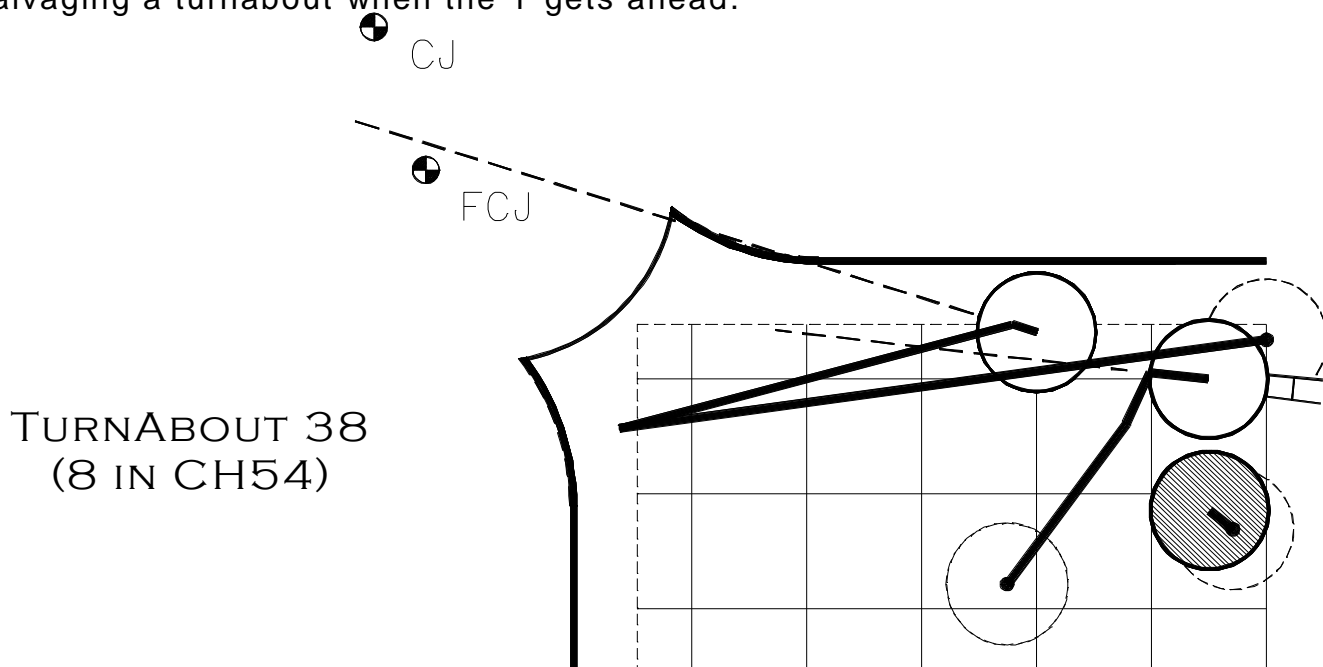
We aim a bit rt of the J-Spot (uzing feel or a guess) to try to hit the Y a thick halfball. If we aim direktly at the J-Spot the qball will return to where it started (koz that's the definition of the J-Spot) & we will miss the Y.

Aktually in TurnAbout 37 the R iz shown too close to the topcush. The qball will kiss-off the Y & miss the R. This iz koz we played the eezy slipthroo without thinking ahead, we shoold hav realized that for that there pozzty of the Y the R hadtabe further out (south). We koodnt do much about the pozzty of the Y, but we did hav kontrol of the R.

In playing harder & thicker on the R (to get it further south) the qball would probly hav finished further south too, probly south of the J-Spot. The J-Spot iz only used when the qball iz north of the J-Spot, ie when/where u will be aiming to hit the jaw when playing the turnabout. But if the qball iz south of the J-Spot, u might be aiming to hit the flat of the sidecush, & your aimpoint might needtabe the



TurnAbout Aim Point (mentioned in Turnabout 29). Actually it aint kleeer, when u are in no-man's-land there iz hi-jinx, koz the qball will be hitting near the junktion of the jaw & the flat. Here on most tables the underkut (if any) haz a different radius & starting point kompared to the jaw. The oldenday jaws had a very soft junktion tween jaw & flat (on St Wally's home table the junktion goze for miles, the softest i hav ever seen), but on some modern tables the junktion iz more severe (allmost a pool-table sort of knuckle on some). Anyhow on my home table there iznt any hi-jinx when in no-man's-land. The Bible shows **FOUR OTHER WAYS** of salvaging a turnabout when the Y gets ahead.



## TURNABOUT 38 (SEE 8 IN CH54)(SEE ALLSO 40)

Open a big gap tween Y&R. Nextly skrew from Y to R, sending the Y at the FCJ-Spot. Y hits topcush then jaw & returns to sit next to R. I love it. When u are close to the corner, & with Y hardup (frozen) on the topcush, the FCJ-Spot iz nearnuff the vizible edge of the topjaw (FC means frozen to cush)(Spot means aim-point). Shoot the Y at the edge-of-jaw & it returns to where it woz. A soft skrew hardly moovs the R, if the pace iz good the Y stops next to the R az shown.

**WARNING No1.** The qball needs to leev room for the Y to get past.

**WARNING No2.** When stunning the Y the extra ball-to-ball friktion trys to send the Y a tad outside the edge-of-jaw (especially so at soft pace).

**WARNING No3.** If the qball & Y are both hardup and close together then u karnt send the Y at the edge-of-jaw. The Y will hit C-J-J (frozenscush-jaw-jaw) & head off down the sidecush (goodbye Y). Uzing left-sidespin (on the qball) might help, it throws the Y wider (& the tranzmitted rhs given to the Y helps the Y to get a wider rebound off the topcush too).

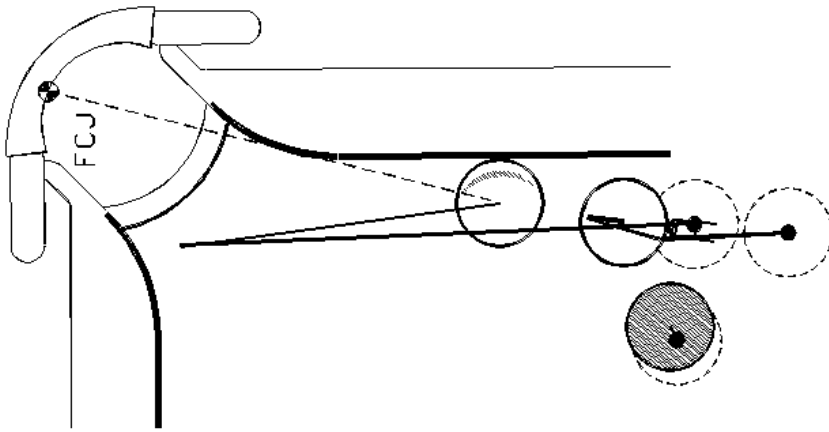
**HINT No1.** If the qball iz well off the cush u might havta kontakt the Y rt-of-center to send it towards the edge-of-jaw.

**HINT No2.** If the qball iz on a certain angle u will hav the luxury of both options, left-of-center on Y, & rt-of-center.

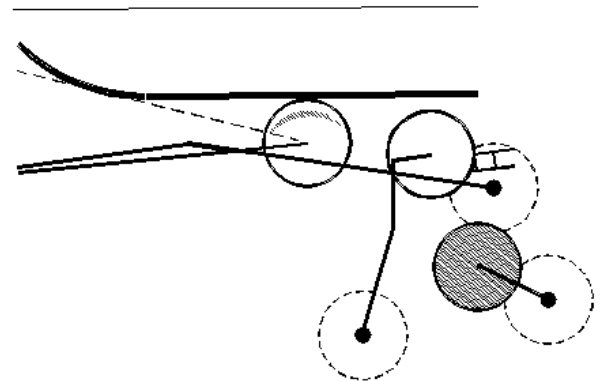
**HINT No3.** U might prefer to skrew to inside the R to form an ivory-wall to block the returning Y az shown in **TURNABOUT 39**. This might improov the pozzy in some way. For example if u skrew well back inside the red the Y might kum back to sit level with the R (it woz initially ahead of the R), & then u might do your favorit thinalong-turnabout.

**HINT No4.** If Y iz more than 3mm off the topcush (instead of frozen) then u need to shoot it a tad inside the edge-of-jaw. (This iz the exakt pozzy shown in Turnabout 38).

**HINT No5.** If the Y iz hardup but a longish distance from the corner then here too u havta shoot it a tad inside the edge-of-jaw. In fakt i play this when near midcush (az a re-gather rather than turnabout), in which case i havta shoot the Y well inside the edge-of-jaw (ie i havta uze the real FCJ-Spot, see Ch52).



TURNABOUT 39  
(FCJ-SPOT 5B IN CH52)

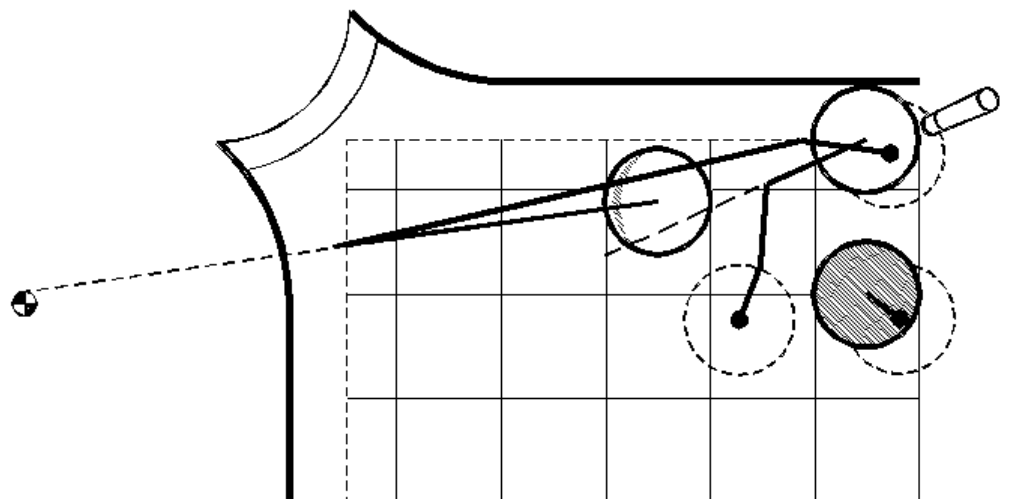


TURNABOUT 40  
(FCJ-SPOT 5C IN CH52)

**TURNABOUT 41 (12 IN CH54)** Similar to TurnAbout 38, but sending the Y at the J-Spot. This shows a pique sort of shot, but if the balls are closer together & nearer the sidecush rolling iz uzually ok (no stun needed).

Mostly u don't uze the J-Spot for a turnabout, u uze it with an ivory wall, to improov (in which case u will need that there pique to keep the Y quieter). Pique allows a soft action (otherwize the Y returns too hot).

TURNABOUT 41  
(12 IN CH54)



# PYRAMID AIM-SPOT (Y-C-J-R)

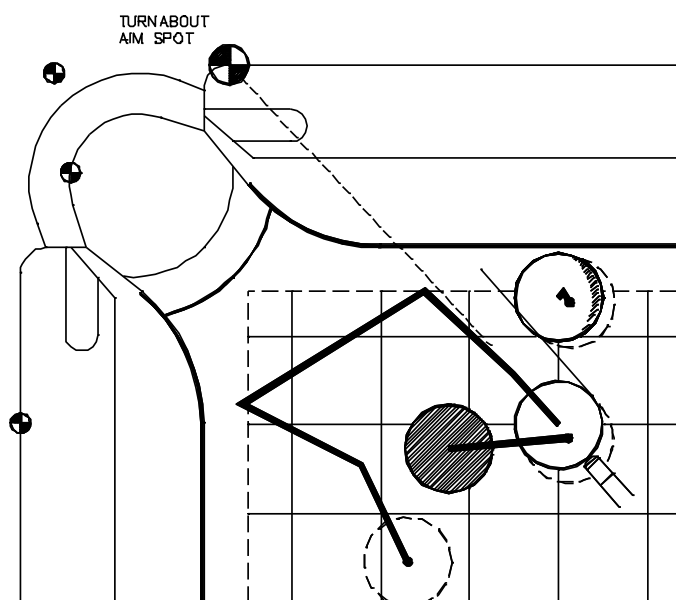
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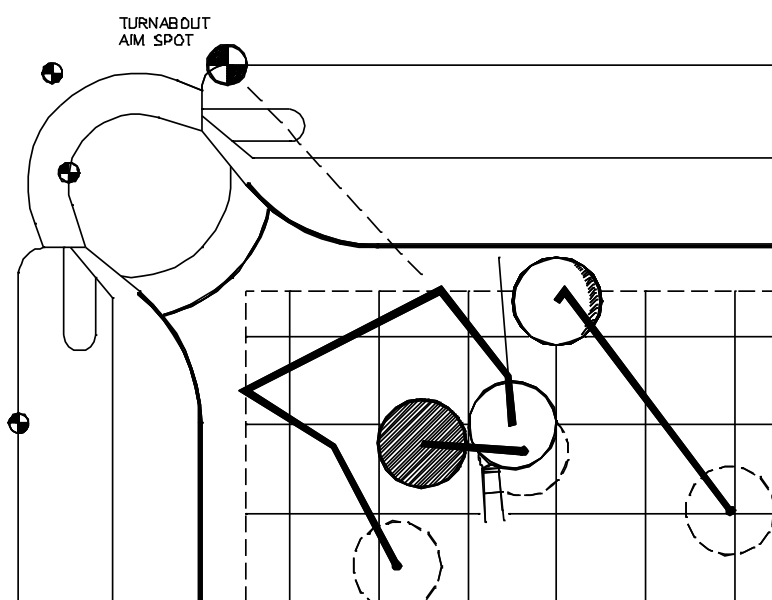
## I FOUND A NEW TURNABOUT & NEW AIM-SPOT

Ch52 of The Bible shows 6 aim-spots (& their 6 mirror-images) applicable to each of the 4 corner pockets. These aim-spots result in a ball hitting the jaw(s) & (A) returning to where it started, or (B) running along one cushion, or (C) running along the other cushion. The Pyramid Aim-Spot doesnt do any of that, it makes a ball (D) jaw out & run towards the pyramid-spot.

**TURNABOUT 51A** U play (thin uzually) on the Y, such that the qball then heads for the Pyramid Aim-Spot, the qball hits the topcush very near the topjaw, then hits the sidejaw, then rolls towards the pyramid-spot, cannoning on the R (sitting on or near a line from the pkt to the pyramid-spot).



TURNABOUT 51A



TURNABOUT 51B

**FINDING THE PYRAMID AIM-SPOT** To find the aim-spot on your table hit the qball onto the topcush near the end of the topjaw, untill u find the aim-line where the qball hits the sidejaw & then travels over the pyramid spot. The Pyramid Aim-Spot iz at the junktion of all such aim-lines.

**TOPJAW** The aim-spot wont apply if the qball catches a bit of the topjaw, alltho i found that one kan make an allowance here ok (for minor infringements).

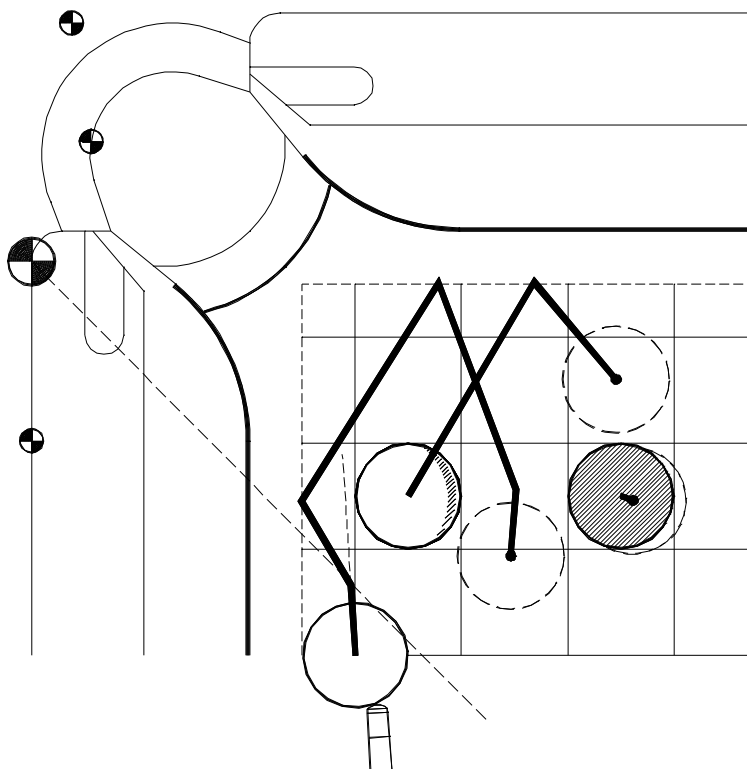
**IMAGINATION** There are a myriad of pozzys where a (Y-C-J-R) cannon kan save the day, limited only by your imagination. Uzing the jaws sounds fraught, but when the R iz nearish the pocket it iz allmost unmissable, the real problem being to land well on R. And the R duznt havtabe on the line to the pyramid spot, it kan be well off, in which case u will aim a tad left or right of the Pyramid Aim-Spot.

# PYRAMID AIM-SPOT (TURN)

25/2/13 (=16APRIL2013).

## NEW TURN TURNABOUT

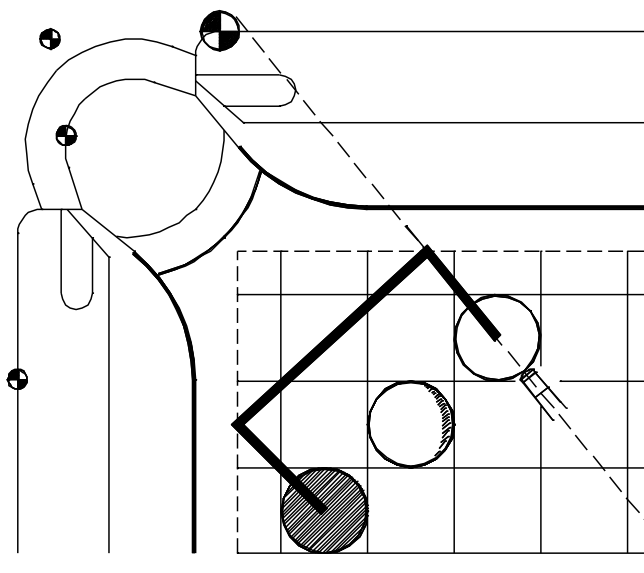
The Pyramid Aim-Spot kan allso be used az a guide for turning the corner. Prior to TurnAbout 52 we wanted a turnabout but the balls went awry, so in TurnAbout 52 we play a turn (uzing the Pyramid Aim-Spot) & get a nice result & we hav belatedly rezurrekted our original turnabout.



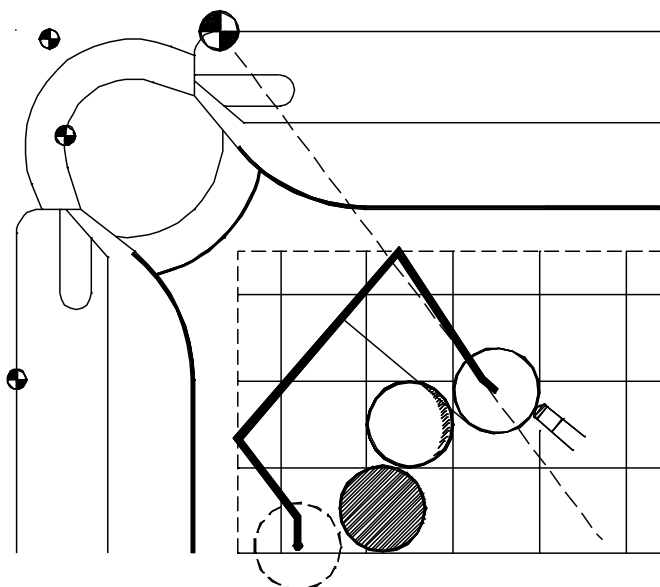
## TURNABOUT 52

Hit Y thin with running side 9rhs (here) to keep the Y quiet while giving pace to the qball. The main thing with the turn cannon iz that (A) the Y shoold keep kleeer of the qball's path to the topcush sidecush & R, & (B) the Y shoold not bump the R, & (C) the Y shoold park next to the R but not block the qball.

**FEEL** I had good rezults by just uzing feel. The Pyramid Aim-Spot iznt aktually much help here koz this sort of shot uzually needs lots of running side.



TURNABOUT 53



TURNABOUT 54

## TURNABOUT 53

A praktis drill. Aiming just outside the Pyramid Aim-Spot rezults in the qball missing both jaws.

## TURNABOUT 54

Here we miss both jaws to get the (Y-C-C-R) cannon on R. And i uzed a little rhs to land on the far side of the R.

# PIQUE TURNABOUTS

7june2014 21/5/15

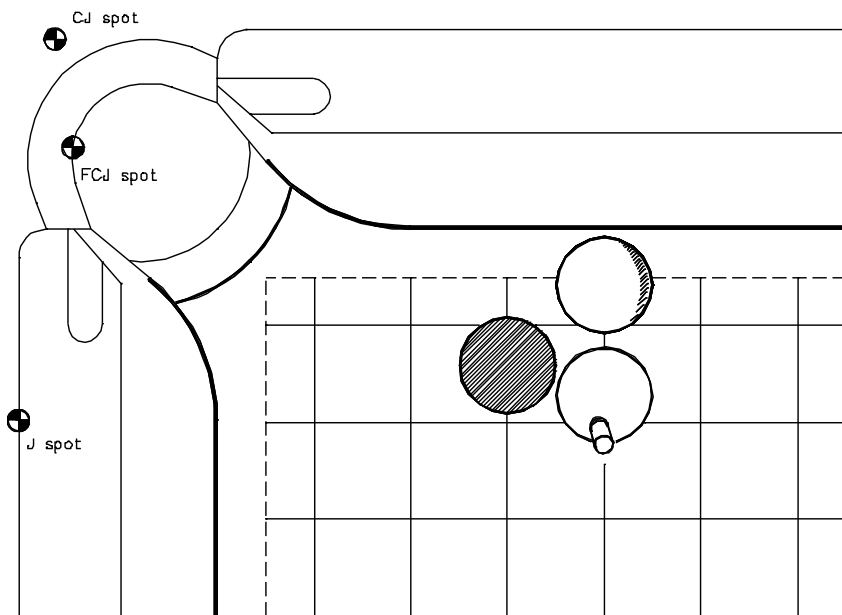
**TURNABOUT 55A** Play a soft pique cannon (Y-R). The pique brings the Y out level with the R (not shown) or preferably well below the R (as shown in 55B).

**R FIRST** It is possible to play a R-first pique (R-Y) but you will have to hit R very thin else it goes miles ahead.

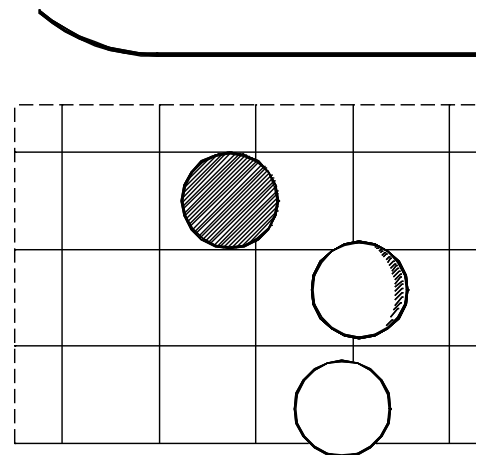
**HARDUP** If the Y is hardup (not shown) you can still play a pique turnabout, but it is difficult to get the Y well out without sending the cue ball to midtable. So with Y hardup it is best to firstly play a mini-pique to coax the Y off the cushion by a few mm (giving 55A).

**TURNABOUT 55B** Play a thick (Y-R) runthru (not shown), bumping the R nearer the cushion, & the Y rebounds back out (not shown)

**OPTION** In 55B we also have the option of a thin (Y-R) cannon (not shown) working R & Y closer to the cushion.



TURNABOUT 55A



TURNABOUT 55B

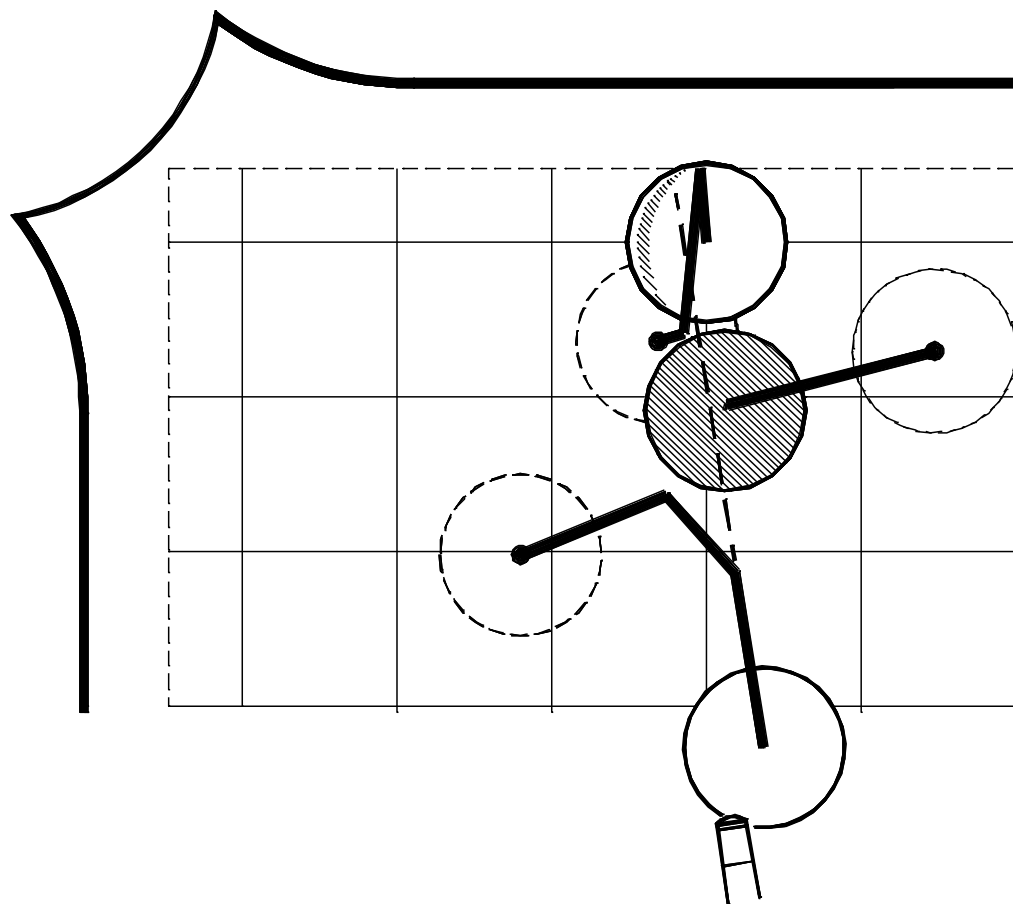
**PIQUES ARE DIFFIKULT** It is easy to miss the cannon, or to foul. Use a short masse cue.

**GOOD NEWS** Pique turnabouts are easier here at the left top pocket because you are leaning over the side cushion & you are close to the shot. Also the lightshade won't be in the way (but the referee will hold the shade aside).

# KISS KISS KISS TURNABOUTS

## TURNABOUT 56

I found this on Xmas Day whilst xperimenting with Pique-TurnAbouts. Then today i saw it in The Bible (TurnAbout 20, Ch54, Tricky Turn-Abouts). It shoold hav been in Ch56 (MidCushion TurnAbouts) but it woz stuck on the end of Ch54 to help fill the page (silly). Balls are in line (or nearly). U runthroo for the cannon. There are lotsa kisses (praps 5), & u might get a turnabout (or in a shot or two). Most kiss-kiss-cannons need outside english (lhs here) to throw the R inside to leev more space for the rebounding Y which (here) hits R a 2<sup>nd</sup> time (but not enuff to rob the cannon).



# LONG RANGE TURNABOUTS

**DRILL 1A**(left) Place Y & R & qball hardup at mid-topcush az shown, on the centerline of the table. Shoot at the left-sidecush parallel to the topcush, with rhs, to get a cannon (C-Y-R) (or C-R-Y). U shoot parallel to avoid the jaw.

**DRILL 1B**(left) Repeat uzing more rhs to cannon off the topcush (C-C-Y-R).

**DRILL 1AB**(right) Repeat 1A & 1B shooting at the rt-sidecush.

**DRILL 2AB** Repeat 1A&1B after mooving R a halfball right (east)(& west).

**DRILL 3AB** Repeat 1A&1B after mooving the qball 1 ball kleeer of R (south).

**DRILL 4AB** Repeat 1A&1B after mooving the qball 2 balls kleeer of R (south).

**ZERO SIDESPIN** In Drill3 the qball iz 3balls kleeer of the topcush. U aim near the end of the flat of the side-cush & natural napkurv will help get your angle (no need for spin). But u need sidespin to help hit the topcush in Drill3B.

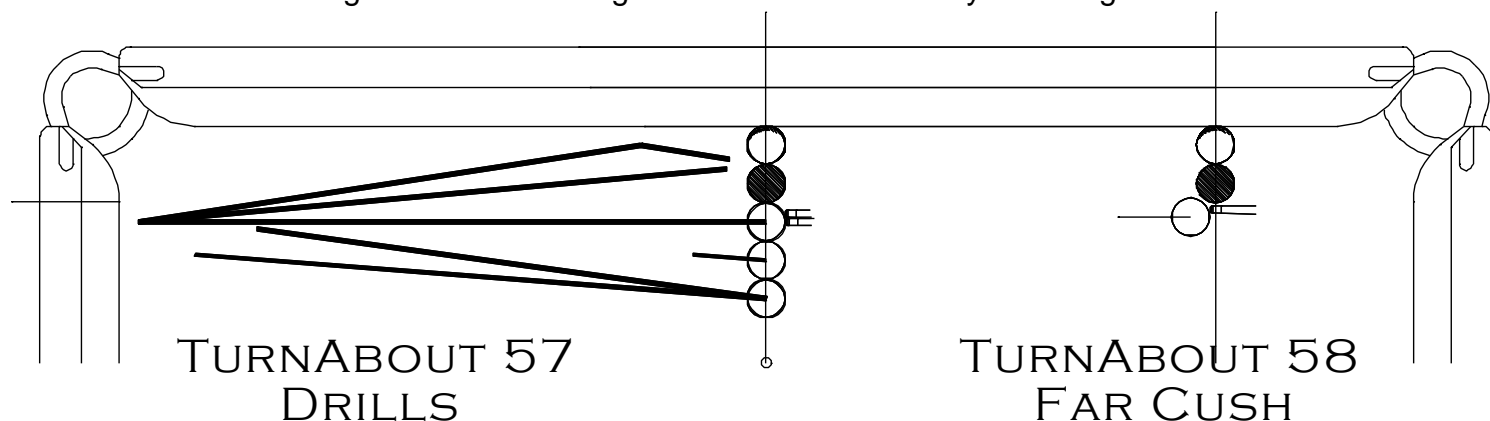
**IN DRILL4B** the qball iz 4balls kleeer, here u might not need sidespin for hitting the topcush. Anyhow Drill3&4 cannons are eezy if not uzing sidespin, u often get the cannon & a good leev. Pace iz the key.

**SIDESPIN** Drills1&2 aint eezy. The qball iz 2balls kleeer of the topcush, & u need sidespin (unless u fancy uzing a bit of the jaw). Sidespin iz fraught at this here longrange, & playing at deadpace with side iz fraught.

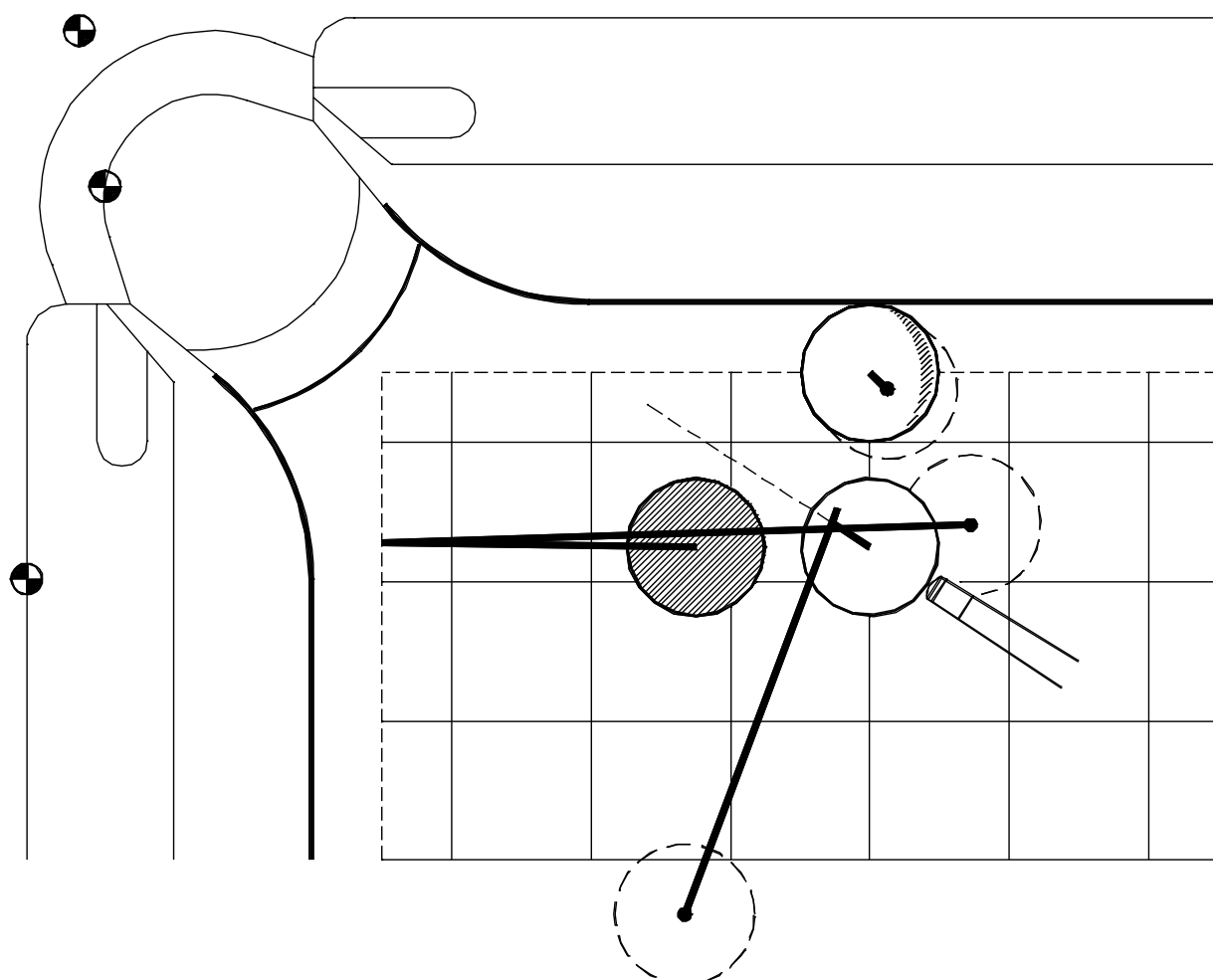
**WELL OUT** These sorts of cannons (with the balls near midcush) might kum up after a dropcannon or gather, rather than being a planned turnabout. If u want to setup a longrange turnabout, then theze drills show that it iz best to get the qball well out so that u don't need sidespin.

**MASSE'** With clusters near mid-topcush sometimes u hav the option of playing a masse' or a direkt follow-throo kiss-kiss-kiss cannon. But a cannon off the sidecush might be eezyr.

**FAR CUSH** Near mid-topcush u hav 2 options, the left-cush & the right-cush. The far-cush might be better if Y&R prezent a better target. Today i woz praktising playing onto the left-cush when only inches from the right-cush az shown in TurnAbout 58. Long-range sidecush cannons are surprizingly eezy, range duznt seem to be a huge factor re margin-for-error. Hencely don't ignore the far-cush.



# ROCKER TURNABOUT



**TURNABOUT 59** Here if the R were nearly touching the qball u would hav rocker. There are lots of options leading to a turnabout of some kind.

I show a (R-Y) cannon hitting R a bit less than halfball izing stun. If pace iz good the R stops just east of Y (az shown). U havtahit harder than u might think.

The kontakt on the R might be 3/4ball, u want the R to miss the jaw by a little. If the kontakt on R iz 1/4ball then the qball will finish a long way south (further than shown). Right-hand-side might help giv the R a good line.

**DRILL** This rocker (nearly) pozzy iz a nice drill. Try other ways of salvaging a turnabout, izing the sidecush & jaws.

**DRILLS** I like to experiment & praktis izing drills. In a drill i place the balls in a certain geometry, uzually squarish, not so much in an exakt pozzy that often kums up, its more of a simple shape that iz eezyly setup & repeated during praktis, & will etch in your mind (& look friendly in a game).

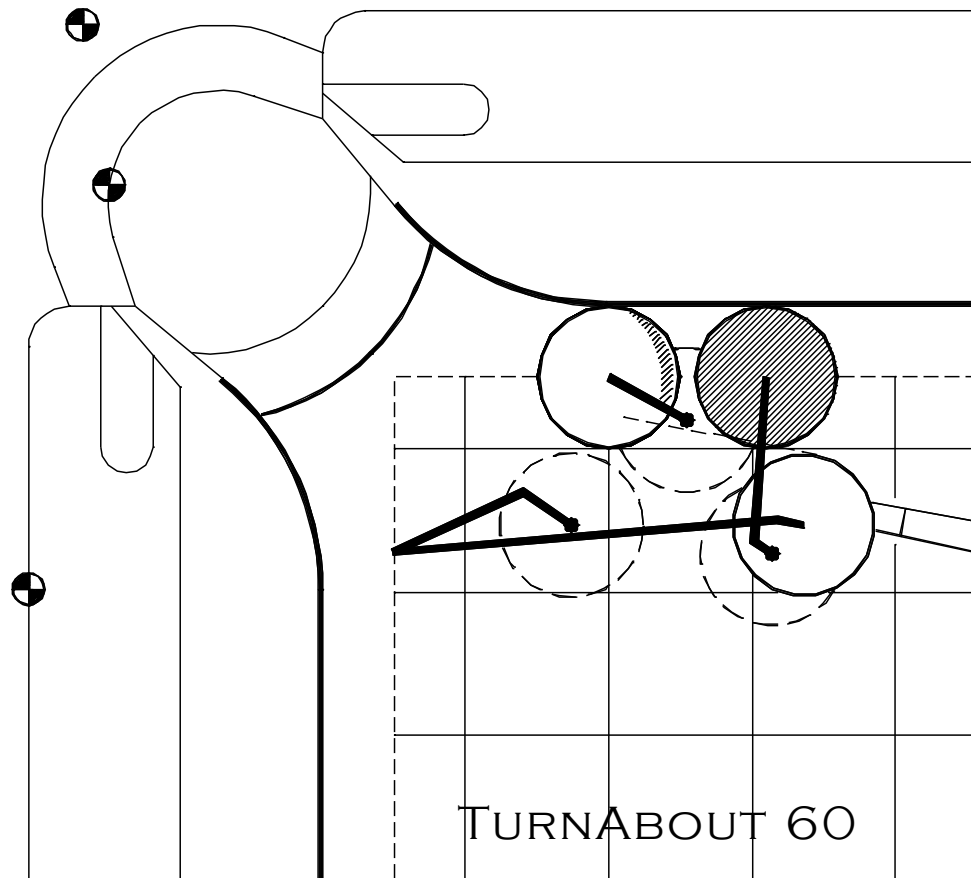
**IF** u setup identikal pozzy time after time u quickly see & understand & learn the different things that kan happen.

**IF** u setup a slightly different pozzy time after time, progress will be slow.



# PENDULUM TURNABOUT

diary = 29JUNE2014 = 5/1/15.



**PENDULUM CANNONS** Here in TurnAbout 60 u hav a good pendulum cannon pozzzy. U kan skim softly to&fro akross the R & Y, sometimes without mooving them, but uzually the R & Y drift apart (especially if klumzy). Ch45 (Pendulum Cannon) & Ch45 (Anchor Nurse) & Ch56 (Midcushion Turnabouts) hav some good ideas, but all of them are at midcushion (not near a corner).

**PENDULUM TURNABOUT** In TurnAbout 60 we show a (R-J-Y) cannon. In a midcushion situation the R & Y havtabe in a very friendly pozzzy to allow a skrewy (R-Y) midcush turnabout, but here in TurnAbout 60 we play an eezy turnabout (even tho the Y & Y are hardup) by izing the jaw (az shown).

**VARYATION** I like to place the R say 5mm kleeer of the topcush.

# BIZARRE TURNABOUT

In TurnAbout 37 (3 in Ch53) u play a few cannons to open the balls, then sliphthoo a short distance, then turnabout by shooting away from the R&Y, shooting the qball at the J-Spot, the qball returning for a (J-Y-R) cannon.

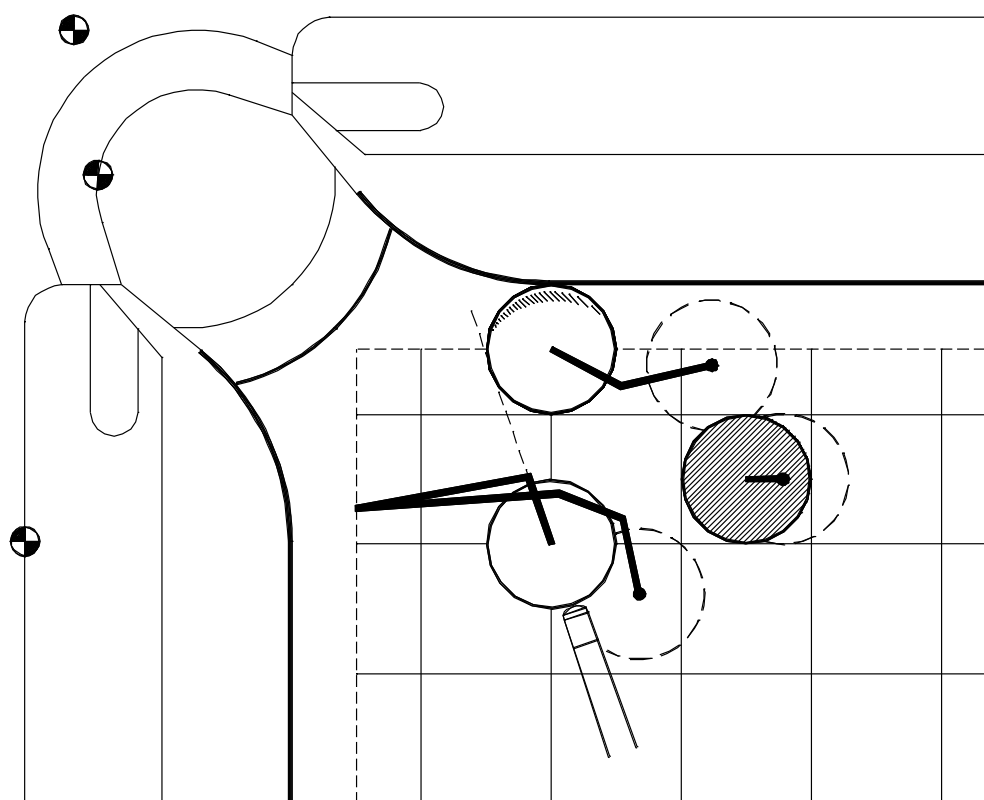
That there J-Spot turnabout iz ok if the Y-to-R angle iz 40dg (or more) to the cush. But if the Y-to-R angle iz 30dg (or less) then the (J-Y-R) cannon wont work, the qball kisses out wide of the R (bad luck). The limit iz approx 35dg.

This 35dg iz our good'ol standard 1/2ball loozer deflexion-angle. Surprizingly u get the same 35dg deflexion when the qball kisses-off the Y when Y iz hardup.

U shoold be ableto judge whether the (J-Y-R) turnabout kiss-cannon iz on by simply looking (at the Y) along the rail & estimating whether u would get the (Y-R) cannon if the cush woznt there. But it duznt work that way. Redball players kan judge which jaw the qball might touch for a good'ol familiar longloozer, but they aren't so sure about unfamiliar short-range inoffs, & they are totally lost about unfamiliar close-cannons.

Anyhow, if the (J-Y-R) cannon iznt possible (koz the Y-to-R angle iz less than 35dg) then u havta play something else.

## TURNABOUT 61 A BIZARRE TURNABOUT THAT KAN HANDLE THE DEFICIENT ANGLE



Here u play 1/2ball on the left of Y. The qball double-kisses onto the side-jaw. The Y kisses out off the cush a small dist towards the R. The qball meets the stationary Y & then the R. Its a (YY-J-Y-R) turnabout (YY meaning a double-kiss off Y).

**IF** the Y-qball gap iz 1/4ball then aim 3/8 ball on Y (but this duznt work koz the Y moovs along too little).

**IF** the Y-qball gap iz 3/8ball then aim 1/2 ball on Y.

**IF** the Y-qball gap iz 1/2ball then aim 9/16ball on Y.

**IF** the Y-qball gap iz 3/4ball then aim 5/8 ball on Y.

**IF** the Y-qball gap iz 1 ball then aim 11/16ball on Y.

**IF** the Y-R gap iz 1-1/2ball u aim 3/4 ball on Y (but this duznt work koz the Y moovs too much & hits the R away).

Here abov the qball iz at 90dg from the Y. If your qball iznt at 90dg, then imagin a qball sitting on the intended aim-line where it intersects a line at 90dg from the Y. Chooz the needed kontakt (& aim) based on that imaginary qball. If u change your aim then repeat this process.

The double-kiss on Y takes the Y a little off the cush & towards the R, & the 3rd kontakt on the Y takes the Y the rest of the way to the R. If u miss that 3rd kontakt on Y then u will hit the R for the cannon, but u will leev the Y behind (& it aint a successfull turnabout). No worrys, koz now u might hav a friendly Y-to-R angle for a J-Spot TurnAbout (J-Y-R).

**IF** the Y iz 2balls kleeer of the sidecush (or if slightly inside the jaw), uze the same aim on Y plus a bit of lhs.

**IF** the Y iz 4balls kleeer of the side-cush then uze the same aim plus a bit of rhs (check)(or aim a bit thicker).

**KONTAKT** The Bizarre-Turnabout iz eezy if u kan remember the needed kontakt. If u aim too thick on Y the qball goze wide of the R. If u aim too thin on Y the 3rd kontakt on Y iz too thick & the qball duznt reech the R. Pace iz crucial (az allways).

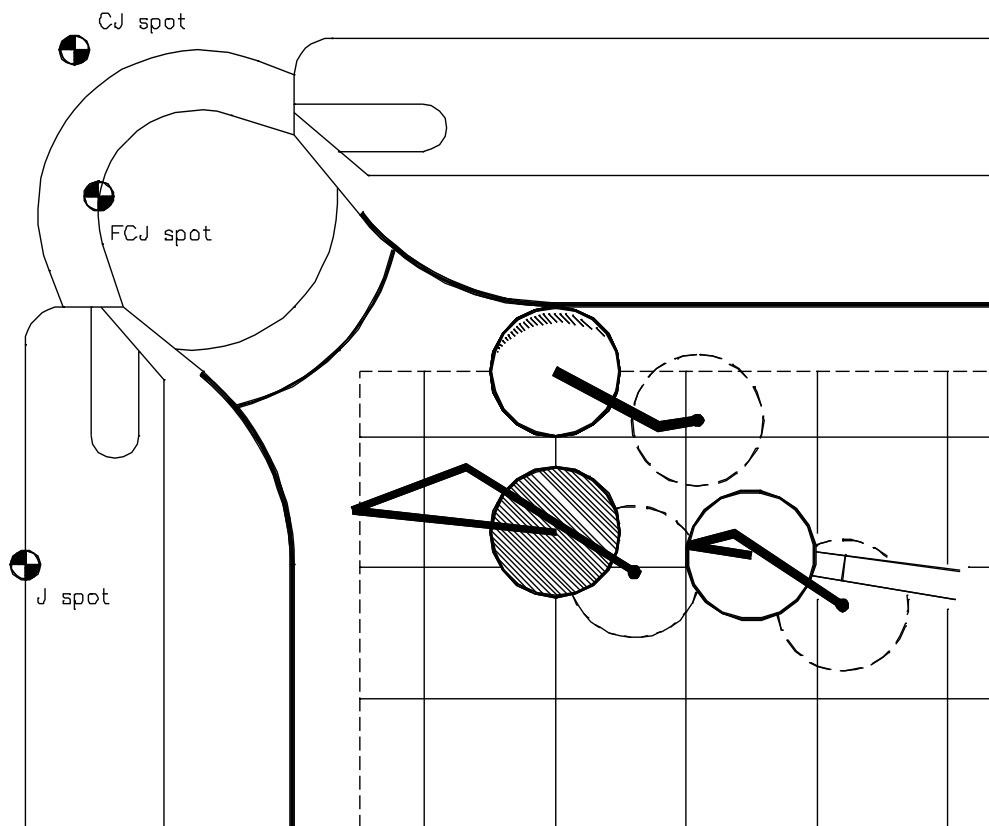
**THE BIBLE** haz zero drawings even remotely similar to the Bizarre-Turnabout. In effekt u are kissing-off the Y such that the qball heads a little left of the J-Spot. But i doubt that anyone would benefit by uzing the J-Spot az a guide, just uze feel.

**LHS OPTION** U kan double-kiss the Y all the way over to the R if u uze lhs (running). Here a 3rd kontakt with the Y iznt needed. Its a (YY-J-R) turnabout. But if u do get a non-intentional 3rd kontakt with the Y then the leev might be ok anyhow.

# SAVING YELLOW

I found a way of saving Y from the jaws of death.

U are nursing along the topcush towards the left-toppkt (my macka's stuff iz allways near the left-toppkt). U try to setup a turnabout, but mess-up, & Y (the innerball) iz now getting too close to the jaw. In other words all of the balls are getting too close to the jaw, but i mention Y koz loozing Y iz the main worry.



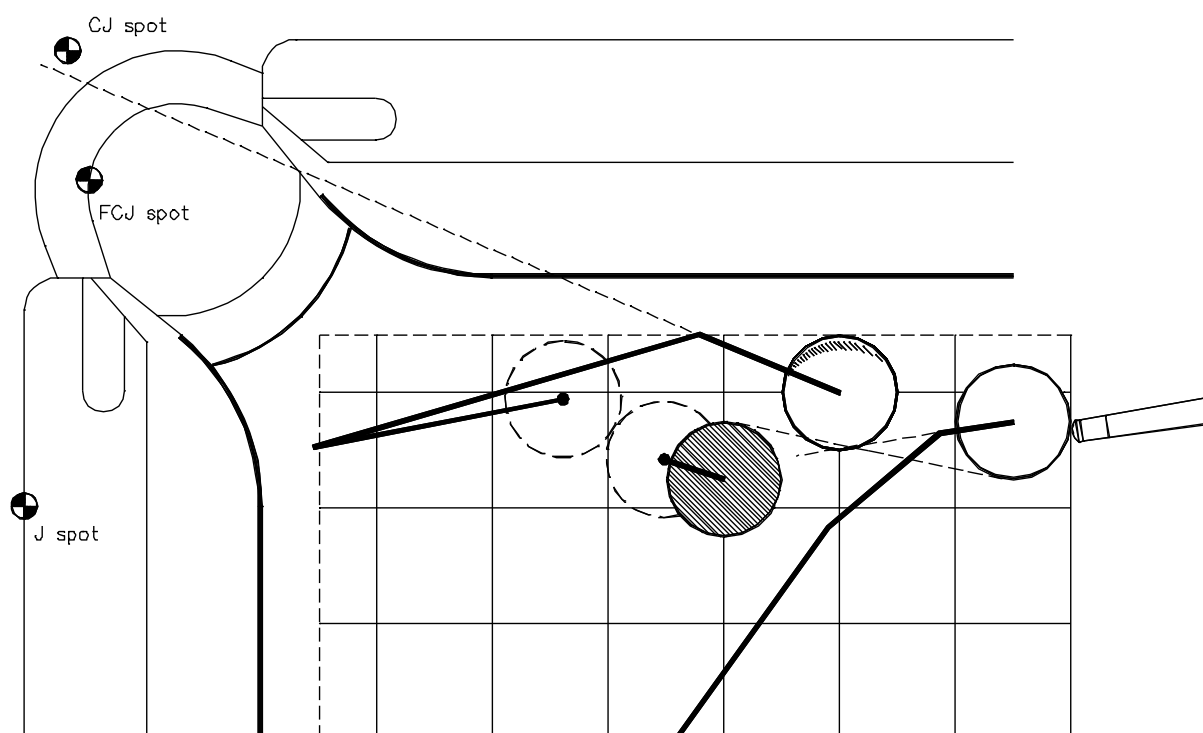
**TURNABOUT 62** Hit R at the sidejaw, skewing back a little. The R hits jaw then Y. The Y rolls east to meet the stationary qball (for the cannon). The Y iz now further from the jaw (mission accomplished).

**PIQUE** Uzing pique takes the qball further back, which gets the Y further back, but u hav a smaller margin-for-error (the Y might miss the qball).

**UNFORTUNATELY** i found it diffikult to judge the leev of the R. The R hazta hit the jaw proper, to hit the Y proper, to get the Y to hit the qball proper. U havnt much choice. And only rarely duzz the R then try to take up a friendly pozzy (u mainly get a line-up).

**OPTIONS** U don't havta try a Y-save, there are options. U kan get cradle, or jam, or just turn the corner & go down the sidecush. Its a moral issue, how badly do u want a turnabout.

## SO SIMPLE TURNABOUT



## TURNABOUT 63

**TURNABOUT 63** Play throo to graze past the R, finishing the gap tween R & cush & hits top the R (az shown). If the pace woz



3/4ball on left of Y, the qball running near the sidecush. The Y goze throo cush & sidejaw & returns to sit inside nextly u hav a longrange cannon.

**HINT 1** U will be sending the Y towards the CJ-Spot.

**HINT 2** The window for this turnabout aint big, & its diffikult to nail, but if it goze awry u hav a cannon to go on with (& u might yet salvage a turnabout).

**HINT 3** The window aint big, but nonetheless the Y can be a long way from R, & the qball can be a long way from the Y.

**HINT 4** In fakt a big Y-to-R gap iz better (t makes grazing past the R eezyer).

**HINT 5** This turnabout karnt be dunn when in classic Runalong-AA pozzy. U must (intentionally or nonintentionally) looz good runalong shape.

**HINT 6** The turnabout iz uzually a goer if the qball-to-Y line (center-to-center) points at the vizible edge of the topjaw (ie if it iz tangent to the topjaw).

**WARNING 1** The R haztabe well kleeer of the topcush. U need more daylite than u think (1-1/8balls kleeer aint enuff).

**WARNING 2** The qball haztabe further from the topcush than the Y, especially if the qball iz close to the Y.

**WARNING 3** If u karnt send the Y at the CJ-Spot, whilst grazing past the R, then play some other shot.

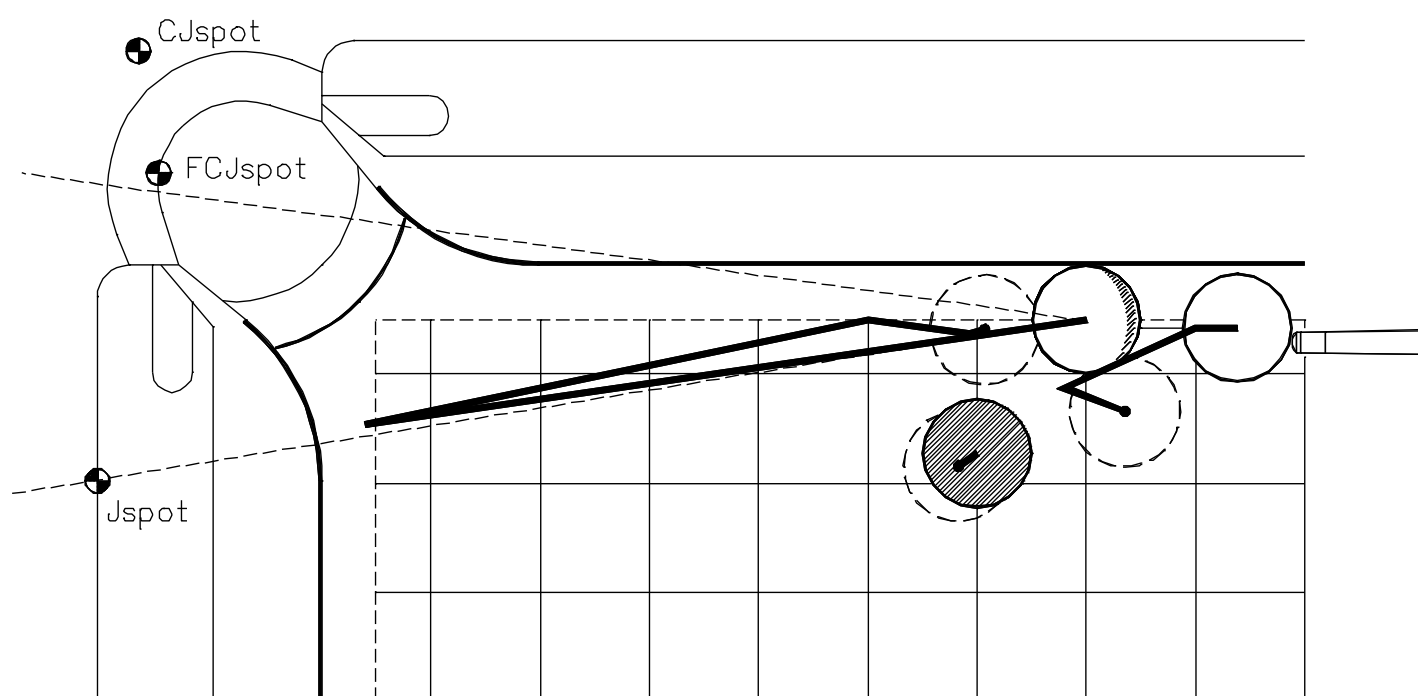
## TURNABOUT 63

When i rediscovered the So-Simple-Turnabout i woz praktising nursing rt-to-left starting near theSpot. The balls were very badly spread, & i saw the So-Simple-Turnabout & i played it & got it. It iz the sort of hail mary get-out-of-trouble-shot that i kan do anywhere along the topcush when the nursery haz gone sour, but in the past i woz allways going left-to-rt.

U send the Y throo the gap tween R & cush, the Y returning to hopefully improov (& allow a continuation of your nursery). U might land full on R to bump it ahead (not shown). Or u might park the qball on the north or south of R to form an ivory-wall (see TurnAbout 64). But for a turnabout u must graze past the outside of the R (az shown).

If a long way from the pkt, u might play a So-Simple-Turnabout if the Y iz hardup (& the qball nearly)(not shown). Here the R might havtabe over 1-1/4balls kleeer of the topcush. But praps knot. Koz, with the Y hardup, your aimpoint iz no longer the CJ-Spot, it iz the FCJ-Spot (FC = frozen-cush)(J = jaw). Hencely u don't need az much daylighte tween R & cush. And if u are further from the pocket then that iz another reason why u dont need az much daylighte (koz the needed attack angle into the topcush iz lesserer).

## TURNABOUT OR KEEP GOING



## TURNABOUT 64

Here i sent the Y throo the gap tween R & cush, & i parked the qball tween the R & topcush to form an ivory-wall, & the returning Y hit the qball. Actually the pozzy in 62 woznt all that bad, & i kood hav kept going without rezorting to this fraught re-gather. Anyhow, u kan uze this kind of shot to turnabout (63), or to keep going (64).