

# WALLY'S ADROIT TWIST

14JULY2014=14/1/15. 17JULY2014=16/1/15. 19JULY2014=17/1/15.

## **LEEDS MERCURY, 11 FEBRUARY 30**

Walter Lindrum had a double misfortune yesterday. He was outpointed by Clark McConachy in the first session of his London match, & had a stroke of his declared foul. The incident occurred at the right-hand top pocket just after Lindrum had executed a short run of nursery cannons. He had manipulated the **"TWIST STROKE"** to bring his ball on to the right of the objects, which meant that in all probability he would have scored at least 250 points in another run of close cannons. However, as he played for a cannon, the referee declared the Australian's stroke to be a foul one, on the ground that the cueball & one of the objects had been touching.

## **BIRMINGHAM POST, 21 FEBRUARY 32 4137 BREAK VERSUS JOE DAVIS**

There was a wobble about one red winner which caused anxiety to everybody except Lindrum, & at 3220 he got close cannon position while moving from left to right on the top cushion. An **ADROIT "TWIST" AT THE CORNER**, & Lindrum was travelling the balls along the top cushion in the right-to-left direction, which was much more favourable.

## **TOM NEWMAN, NEWS OF THE WORLD 30 MARCH 30**

The people of Ireland were delighted with his facile mastery of close-cannon play, & dubbed his nurseries "the Shamrock shot" on account of the trefoil arrangement of the three balls when Walter is tapping them along the cushion. .... He ran close-cannons along the top-cushion & back again -- a very difficult movement, if anything at all is difficult to Lindrum.

## **THE TIMES, 4 DEC 1919**

Lindrum .... had begun a run of cannons on the top cushion & was playing towards the right side of the table. This is not the most suitable side, as Lindrum is a left-handed player, but just before he reached the pocket he played a little **FLICK CANNON**, driving the first object ball on to the side cushion & cleverly reversed the position. (THIS IZ PROBLY TURNABOUT 49 (18 IN CH54), OR 61).

## **LINDRUM V DAVIS THE TIMES 15 JAN 1929**

..... The fact that Lindrum was in play with a break of 1,027, which is the 31<sup>st</sup> run of four figures he has made since the tour was opened in the middle of October, caused very great interest to be taken in the play. After making a few losing hazards Lindrum secured position for close cannon play near the top right pocket. He made a few cannons to reach the pocket, **REVERSED** the position cleverly by playing on to the **SHOULDER** of the pocket, & controlling the run of the balls with great cleverness, he "nursed" them to the left corner pocket. From there he worked down the side cushion, & when he reached the middle pocket, which he endeavoured to pass, he gave up the attempt & played a red winner with the run of cannons amounting to 159. .... it was not until... 1,660 that he failed at a red loser. ... The complete break was made in an hour & five minutes... (PROBLY 1ABCDEFG IN CH53).

**ONE STROKE** The term **TWIST STROKE** suggests that the turnabout woz achieved in one stroke. Certainly there are varyus possible one-stroke turnabouts, all izing the sidecush.

**PRE-POZZY** But the term one-stroke probly aint korrekt, theze one-stroke turnabouts uzually need one or two preliminary cannons to achieev good pre-pozzy, unless u happen to find the balls "perfikt".

## **TWIST STROKE ADROIT TWIST FLICK CANNON**

What woz Wally's adroit twist stroke?? Did Wally uze the sidecush?? Or woz it a midcush turnabout?? Woz it one deft stroke, or woz it a sequence?? Woz it something new?? Woz it one that Macka uzed (later in 1932). Duz anyone hav any info on Wally's adroit twist stroke?? I reckon that it must hav been one of the shots shown below, ie 42, 43, 44, 45, 46, 47, 48, or 49. Or praps 18 in Ch54. Or 1ABCDEFGF in Ch53.

**ADROIT (OXFORD).** *Physically or mentally resourcefull, dextrous, skillfull.*

**TWIST (OXFORD).** *The action or an act of twisting (as) on an axis; the condition of being twisted; rotary motion; (a) spin.....*

*Tennis, Cricket etc. Lateral spin imparted to the ball in striking or delivery, causing it to curve in flight; a stroke or shot by which such spin is given;.....*

*Physics. Movement both parallel to and around an axis (as in the motion of a screw);.....*

*A turning aside, a deviation; a point or place at which a road changes direction; a bend, a turning.....*

*Force, pull, or wrench in a specified direction with a turning motion.....*

*Rotate, revolve; turn so as to face another way.....*

*Cause to rotate (as) on an axis; change the form, position, or aspect, of (something) by rotating or turning..*

*Impart lateral spin to the ball in cricket, billiards; cause the ball to rotate while following a curved trajectory.*

*Take a curved course, wind; proceed with frequent turns; turn and proceed in a new direction.....*

## **TWIST (SHAMOS)**

### **THE ILLUSTRATED ENCYCLOPEDIA OF BILLIARDS**

1. (obs.) = DRAW, SCREW. 1806 Phil, 1830 Mingaud 39, 1862 Crawley 20.

The use of "twist" preceded the American term "draw" (not used in the U.K.) by about 60 years.

2. (obs.) = ENGLISH. 1850 Phelan 62 (also mentions correctly that twist can be acquired in rebound from a cushion), 1881 MB 27, 1897 Broadfoot 191.

3. (obs.) = SWERVE. 1859 Leslie's (Apri 2) 283:1.

**TWIST.** Woz the original term for skrew, later praps it meant softskrew, but praps **"INCLINE"** woz the original term for softskrew.

**TURNABOUT** (oxford). 2 An innovator.... 3 A merry-go-round. US...  
4 A change or reversal of direction; fig. an abrupt change of opinion, policy, etc.  
5 A small steamer built so as to be able to turn quickly....

**TURNIP** (oxford) globular root.. vegetable.. swollen edible part of.. plant...

## I THINK THAT "TURNABOUT" IZ THE BEST TERM

**"TWIST"** iznt az good, eg twist-shot, twisting moovment, twistabout, twist-turn.  
**"TURNIP"** & parsnip & carrot & beetroot etc are no good.  
**"TURNING MOOVMENT"** & **"TURN"** shood remain in the realm of  
**"TURNING THE CORNER"**.

## THE CUSHION CRAWLER'S BIBLE

### CHAPTER 52 CORNER J SPOTS

This haz 3 types of turnabout, FCJ-Spot 5C iz skrewy. FCJJ-Spot 6C iz interesting, it iz a turn (allbeit with Y & R in a horrible pozzy), plus at the same time it iz a turnabout, allbeit with the balls now on the sidecush (not on the topcush), from where u kan turn the corner one more time (allbeit going the other way) to then be nursing left-to-rt along the topcush (FCJJ-Spot 6C iz drawn at the rt-toppkt but i am imagining it in the left-toppkt here).

### CHAPTER 53 TURNABOUTS

This haz 5 types of turnabout, No5 kan be a bit skrewy, but unlikely here.

### CHAPTER 54 TRICKY TURNABOUTS

This haz say 10 types of turnabout, a few kan be skrewy or twisty, inklooding 6A, 7ABC, 13ABC, 14ABC, 15ABC, 16ABC, 17ABC.

### CHAPTER 55 LINE TURNABOUTS

This haz 4 types of turnabout, mostly screwy, but unlikely here.

### CHAPTER 56 MIDCUSHION TURNABOUTS

This haz 5 types of turnabout, No28 iz sometimes skrewy. I called it a Time TurnAbout, koz the 2<sup>nd</sup> objektball uzually haztabe bumped aside to allow the 1<sup>st</sup> objektball to pass.

In Ch53 i quoted an article by Philip Sharp & Ray Habgood who showed 3 turnabouts uzed by Macka.

**STROKE 1** This iz TurnAbout 18 in Ch54 (see 49).

**STROKE 2** This iz TurnAbout 1C in Ch53.

**STROKE 3** This iz TurnAbout 1E in Ch53.

And they allso show a **STROKE 4** similar to my 43A (7A in Ch54), but Phil & Ray only inklooded this koz they saw in Daly's billiard book. Therefore we still hav zero evidence that Wally or Macka or Tommy or Joe or Harry ever uzed 7A, & zero evidence that 7A iz the "twist stroke" or the "adroit twist".

## TURNABOUT 42A (6A IN CH 54)

This turnabout is actually one that would be ok out near mid-cushion, but it is even friendlyr near the side-cushion, kozukan uze TURNABOUT 29 OR 37 if u stuff-up.

U havta hit the R very thin, & u havta take the qball throo az far az u dare. A thin half-ball with running-side duz the trick. The Y hazta go past the R, az shown. The uzual stuff-up iz to hav the Y kiss the R. This will stop the Y & bump the R out, giving a kover (& u will need to uze the side-cushion next shot). But played well u will leev an eezy direct cannon (shown), allbeit thin.

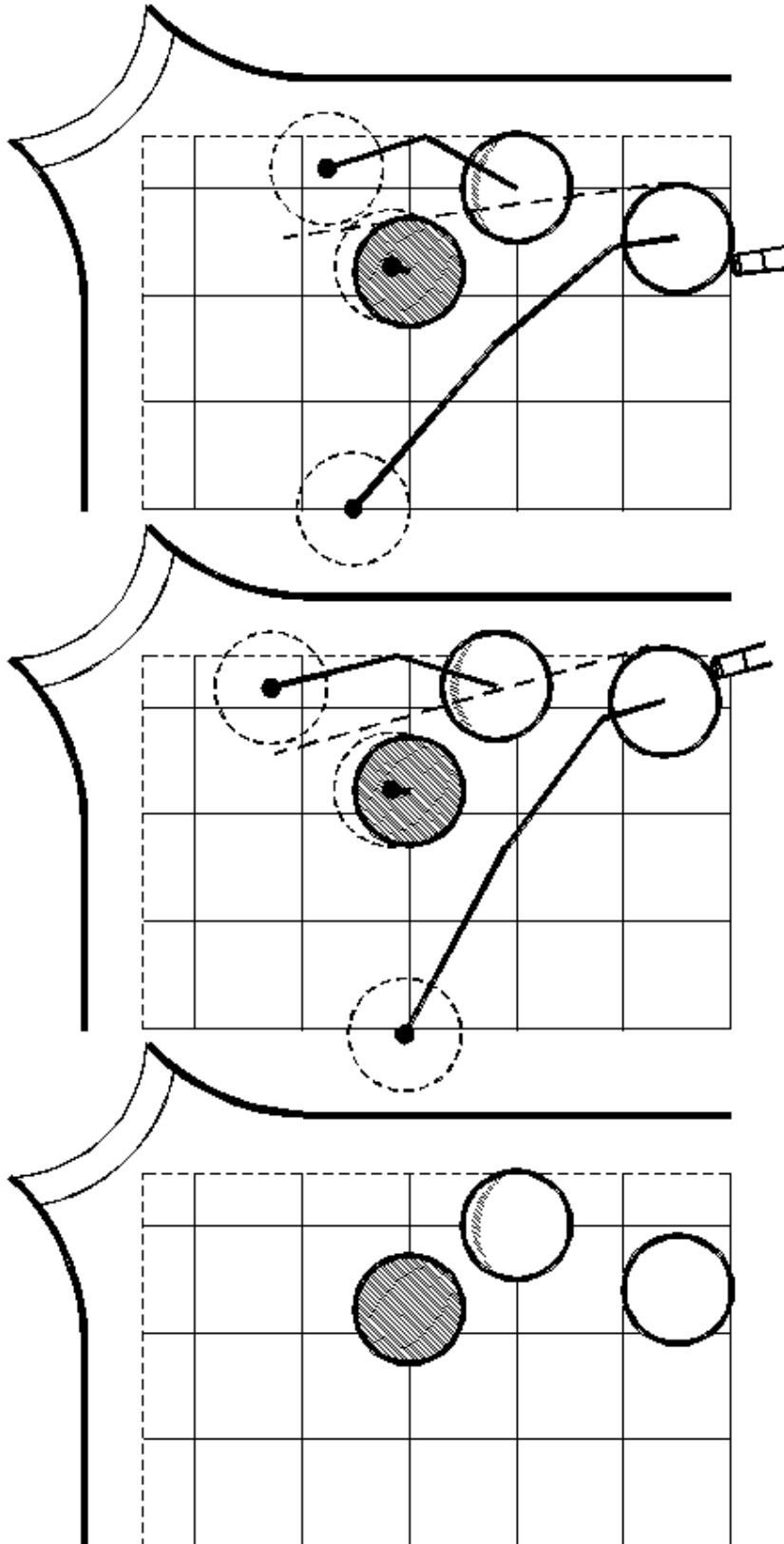
## TURNABOUT 42B (6B IN CH54)

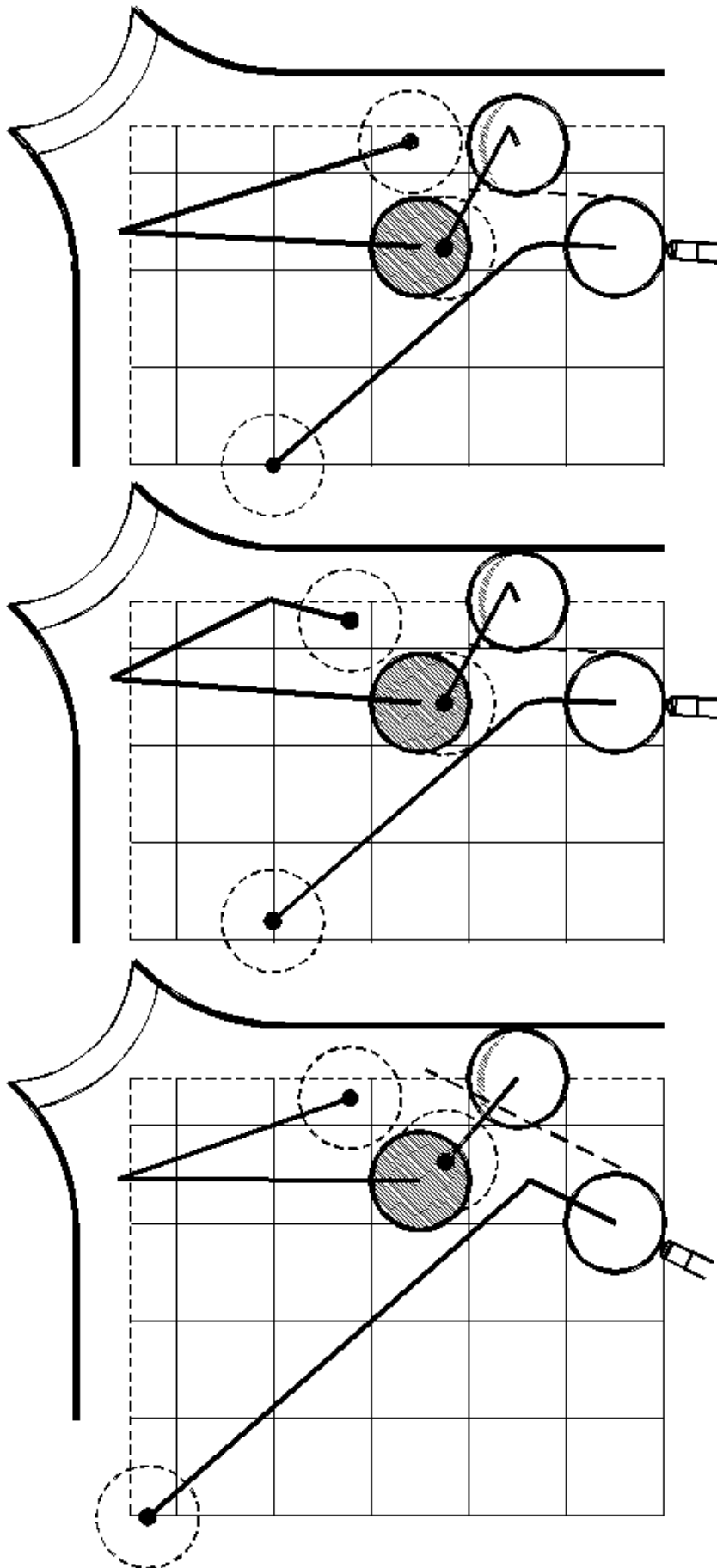
Here iz the same pozzzy but with the qball closer to the cushion.

On this angle it iz eezy to take the Y past the R without risk of a kiss. The down-side iz that (on this angle) we karnt get the qball east of the R. So, we know that we havta bump the Y well ahead. So, we hit the Y half-ball, with check-side, to take it further.

## TURNABOUT 42C (6C IN CH54)

Here the qball iz a little further from the cushion. The pozzzy looks ok, but it iz deceptiv. It iz almost impossible to play this sort of turnabout here. Koz it iz close to ok, u will be tempted to uze soft-skrew, or a little swerv. But, ukan try anything u like and u will fail. U will get the R too thick, or the Y will kiss the R, but uzually u will get both. It's simple geometry. At close range, a few mm's add up to a lot of degrees.





## TURNABOUT 43A (7A IN CH54)

This one needz the side-cushion, it's not az hard az it looks. Take care with the contacts on Y & R, & the pace of both Y & R. The R hazta hit just inside the jaw. At this range there iz a large margin-for-error. The distance from the side-cushion iz perfikt, u don't want to be further & u don't want to be closer. I kood show lots of variations needing a little check-side or running-side (to giv the R a good line), but u know all that stuff.

## TURNABOUT 43B (7B IN CH54)

The same pozzy az 43A, but the Y iz on the cushion. We hit the Y thinner. Even so, the R gets a lot of the jaw, but it still goze to good pozzy (off the top-cushion). Some check-side may help to giv the R a good line. And we havta hit hardish, koz the double-kiss takes pace off the Y.

## TURNABOUT 43C (7C IN CH54)

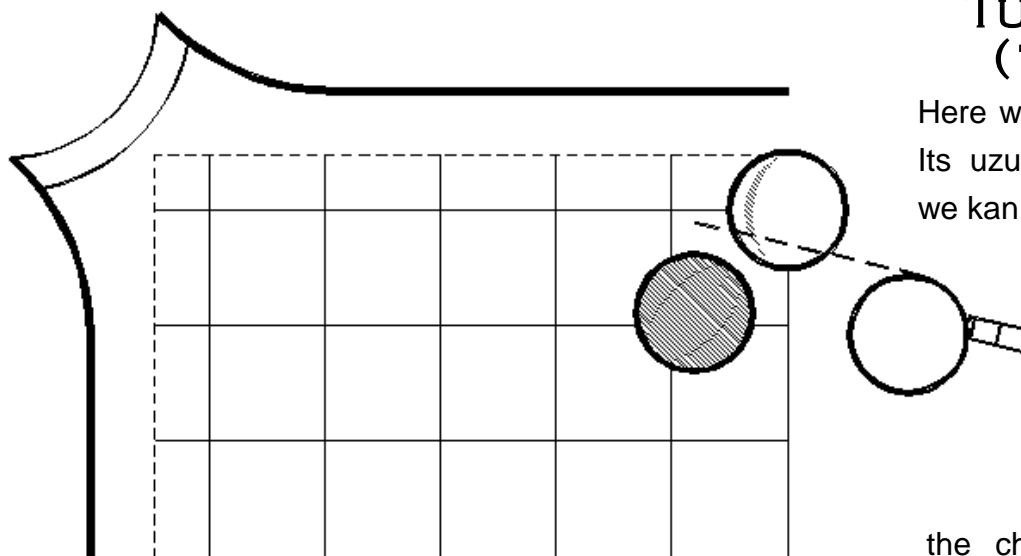
The same pozzy az 43B, but the qball iz well out. If we try to play thinnish on Y the double-kiss will giv the R a good line. But this iz a trap, if u try to hit the Y thin, u will hit the R first. Anyhow, luckyly, here we havta hit the Y thickish, & hardish, koz the double-kiss robs much of the Y's pace.

## TURNABOUT 44A (13A IN CH54)

Here we hav RunAlong AA pozzy. Its uzually eezyer to turnabout if we kan get the balls out further.

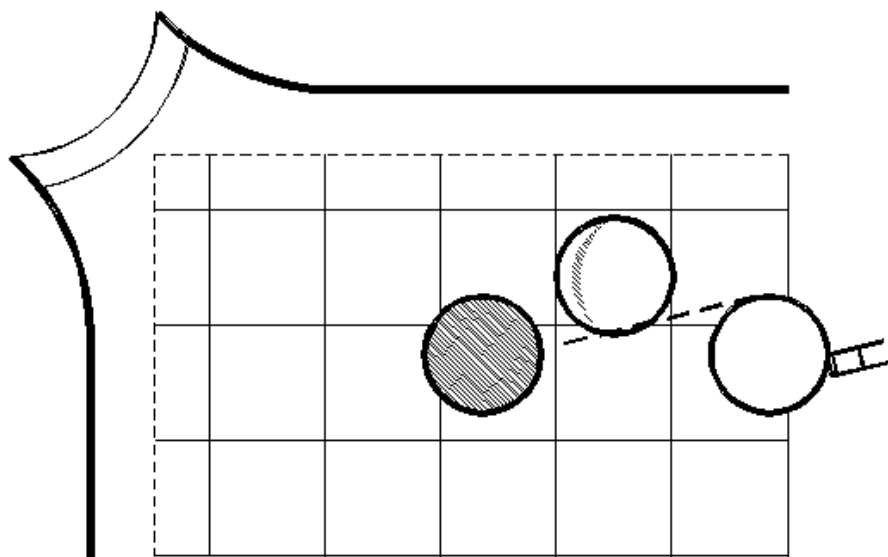
So, we play a crisp  $\frac{1}{4}$  ball on Y, with check-side, to leev 44B. The  $\frac{1}{4}$  ball givs a larger Deflexion Angle, &

the check-side keeps the qball from leaking south.



## TURNABOUT 44B (13B IN CH54)

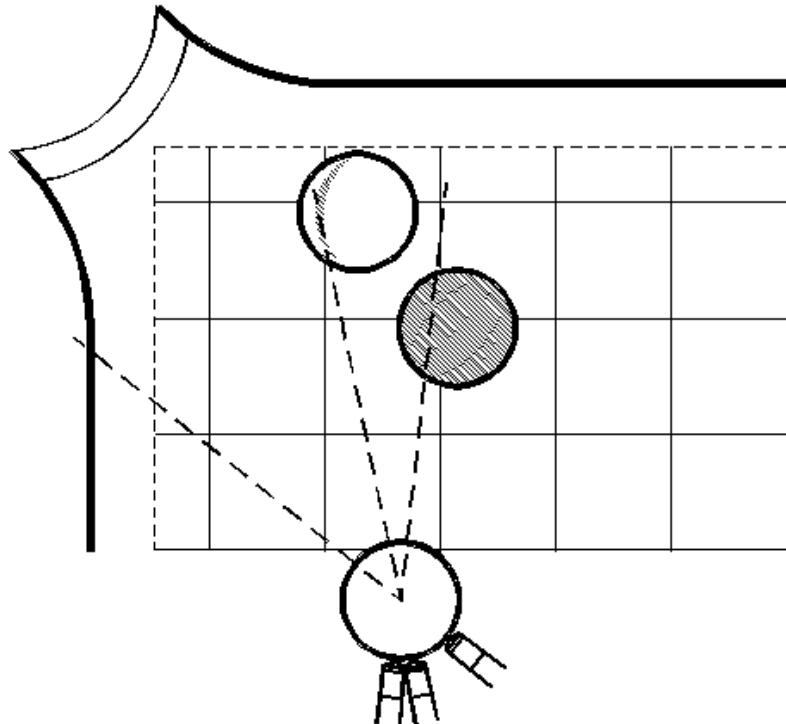
Here we play a thin skrew, to leev 44C. The main thing iz to graze R az thinnly az u dare. Right-hand-side kan make this eezyer to judge. And, the thin contact keeps Y from leaking too far east.

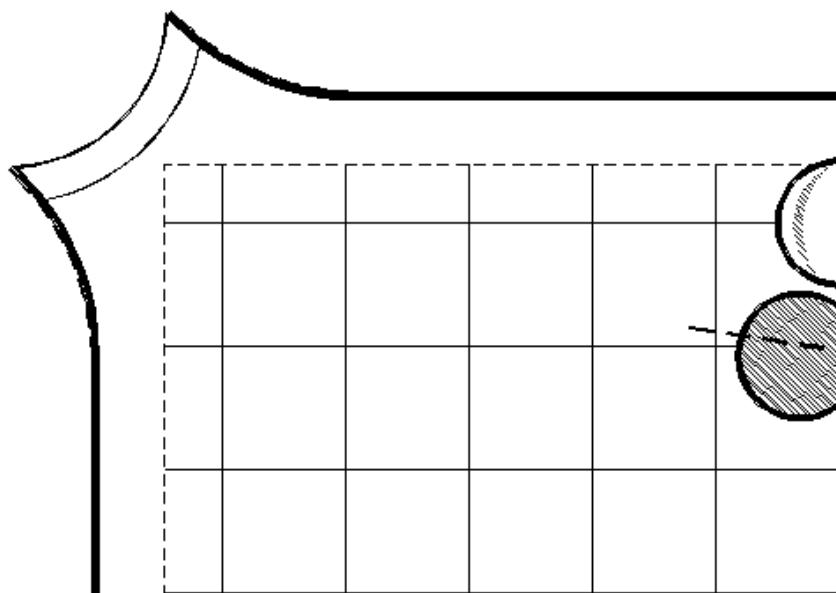


## TURNABOUT 44C (13C IN CH54)

Macka & Wally hav 3 options.

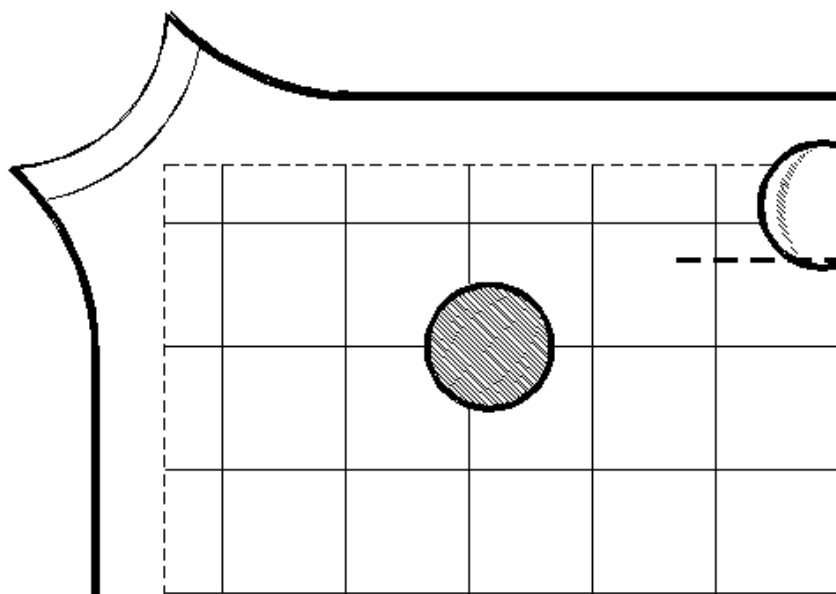
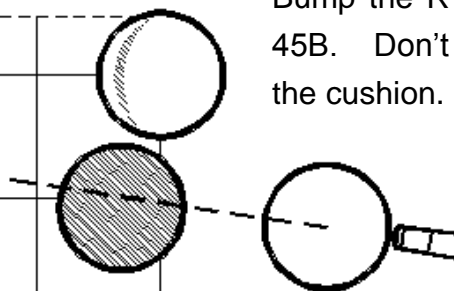
- (1) The thick run-throo.
- (2) The thinnish cannon.
- (3) A cushion-cannon.





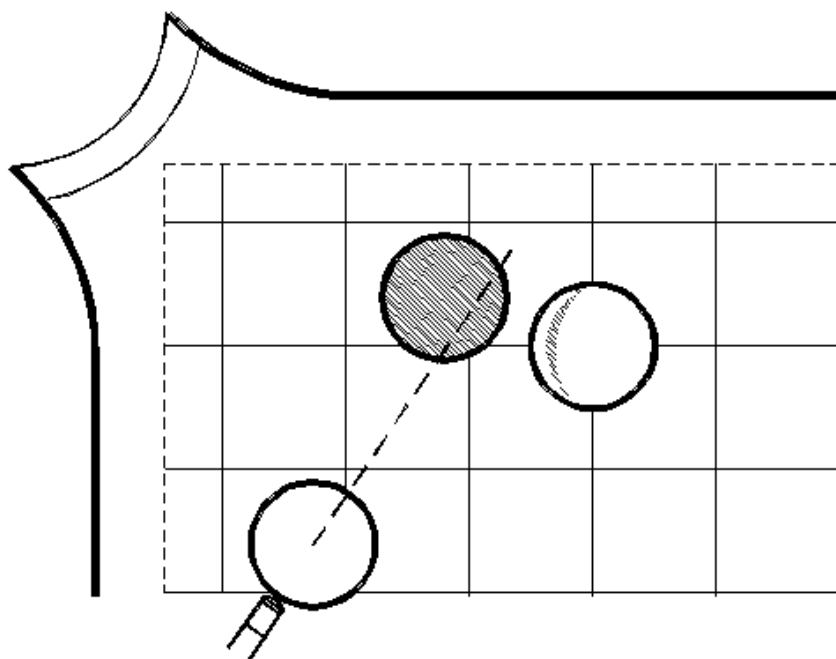
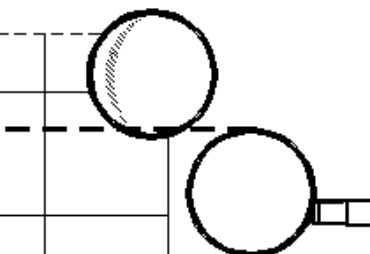
## TURNABOUT 45A (14A IN CH54)

Bump the R well ahead, to leev 45B. Don't bump Y too close to the cushion.



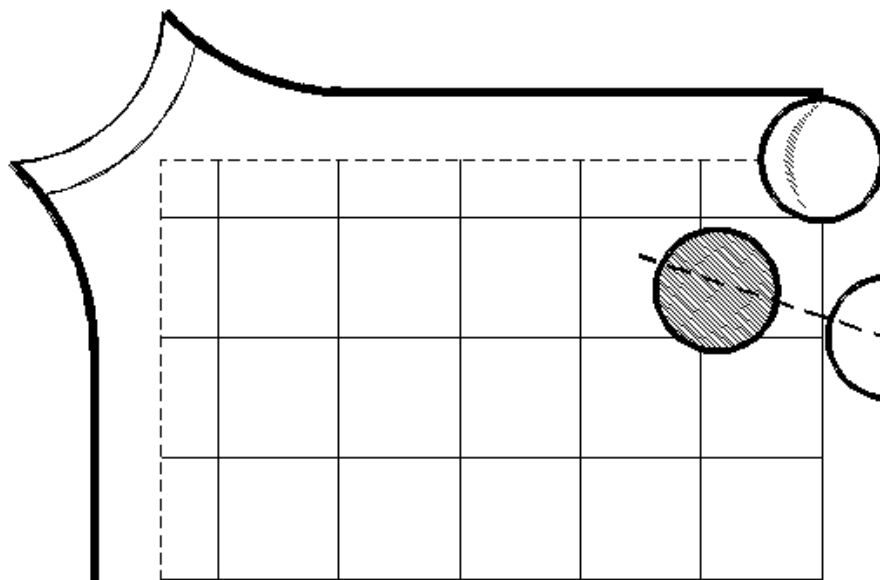
## TURNABOUT 45B (14B IN CH54)

Here iz that thin-skew again. Graze R az thinnly az u dare, leeving 45C. Its amazing how thin u havta hit Y to stop it from going too far west & hitting the R.



## TURNABOUT 45C (14C IN CH54)

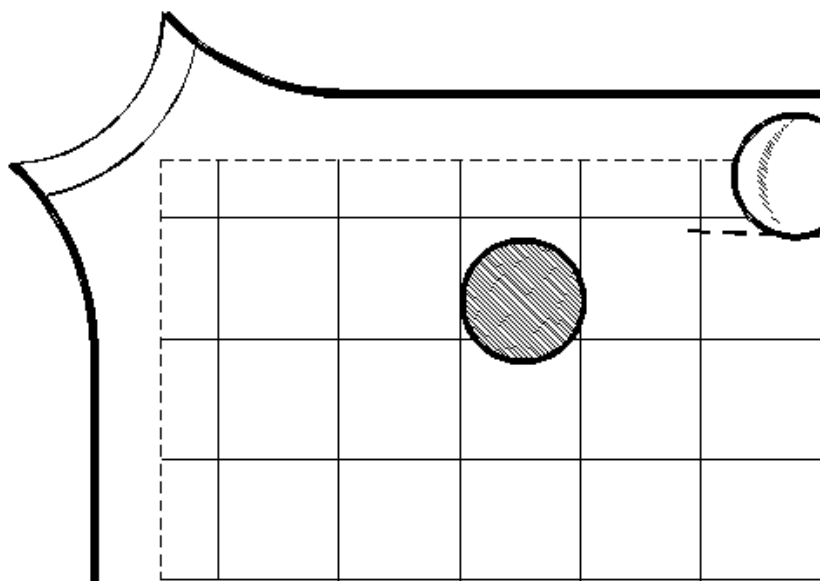
This will uezally be a R-first cannon. Anyhow, this iz another very eezy sequence. The thin-skew iz the key.



## TURNABOUT 46A (15A IN CH54)

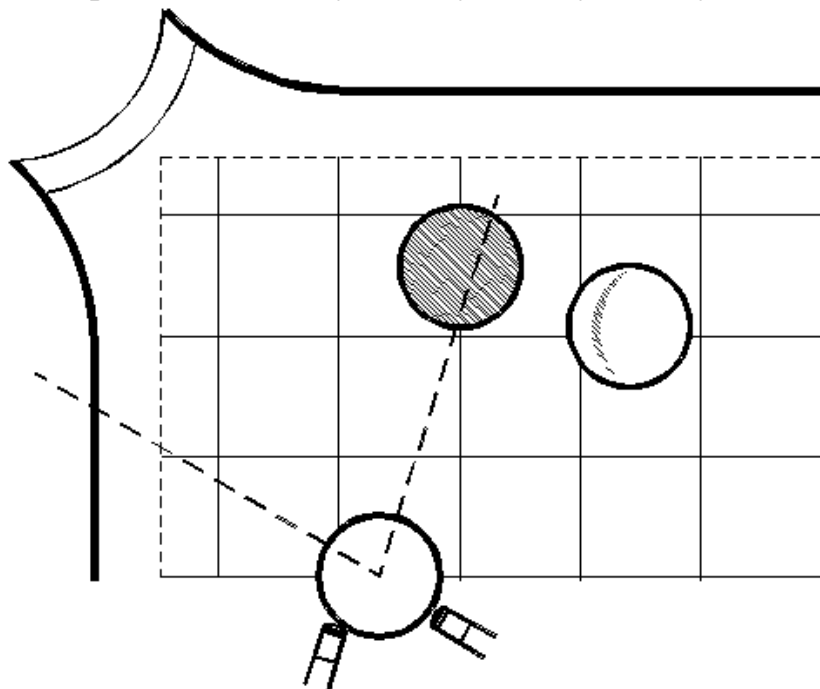
Play fullish on R, with lotsa rhs, to leev 46B. The rhs helps to get the Y off

the cushion. And it keeps the qball east of Y.



## TURNABOUT 46B (15B IN CH54)

The key shot again. A thin-skrew. Chalk-up.



## TURNABOUT 46C (15C IN CH54)

Here the run-throo iz just on. But perhaps u prefer the cushion-cannon. Praktis theze, its amazing how u havta aim further left than u think.



## TURNABOUT 47A (16A IN CH54)

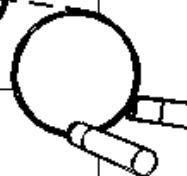
Here u havta play thin on Y with lhs. The main thing iz to make



sure that the Y duznt get to the R before the qball duz. Play softish to leev something like 47B.

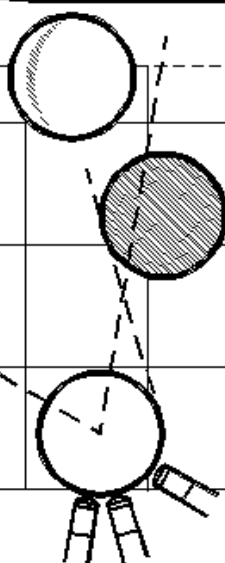
## TURNABOUT 47B (16B IN CH54)

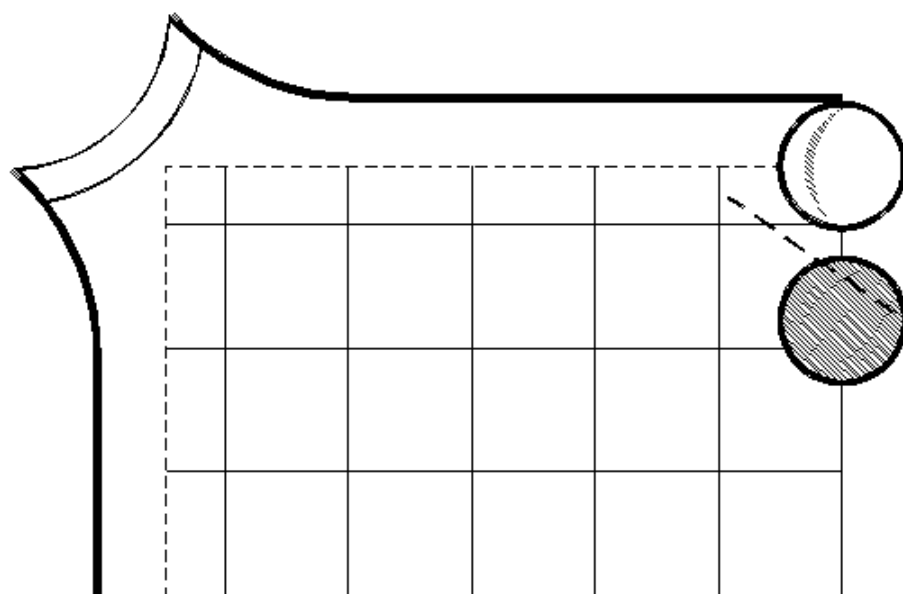
With luck u might hava simple rolling half-ball with rhs or rhs. But more likely u will need a thick stun-shot. Theze are more difficult than a thin-skrew. So, u might prefer to try the eezyer swerv-shot.



## TURNABOUT 47C (16C IN CH54)

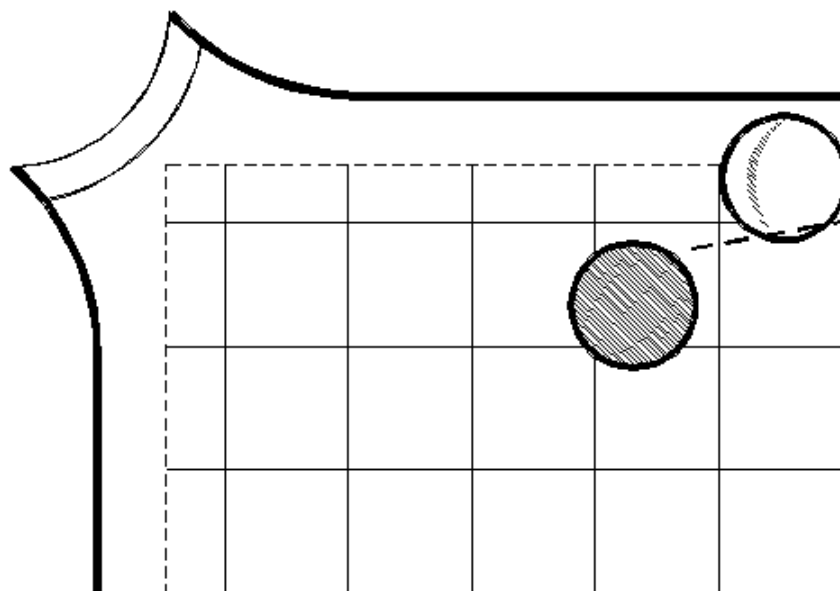
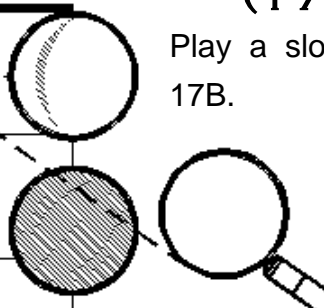
This leev allows three options az uzual.





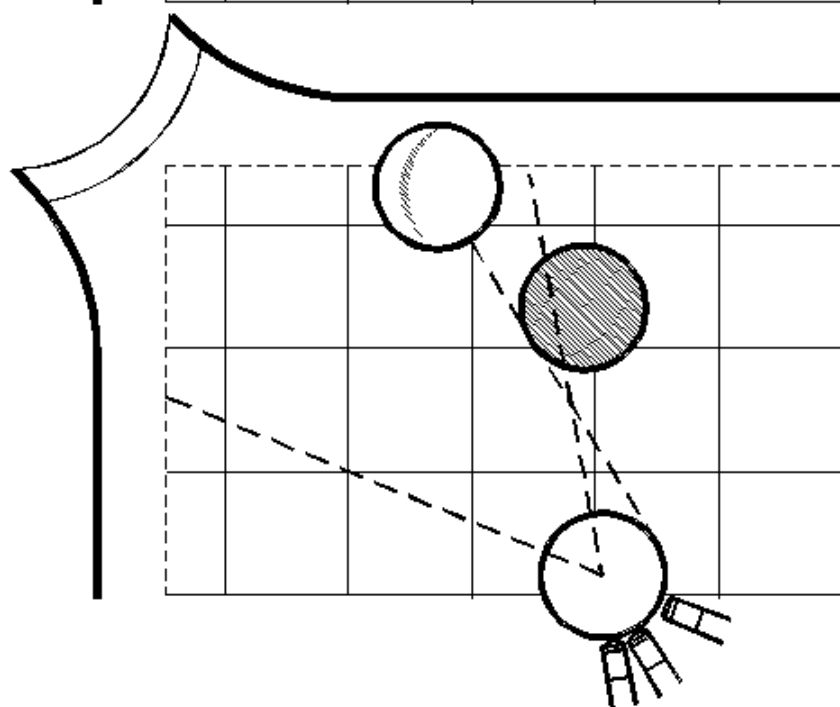
## TURNABOUT 48A (17A IN CH54)

Play a slow thin  $\frac{1}{4}$  ball, to leev  
17B.



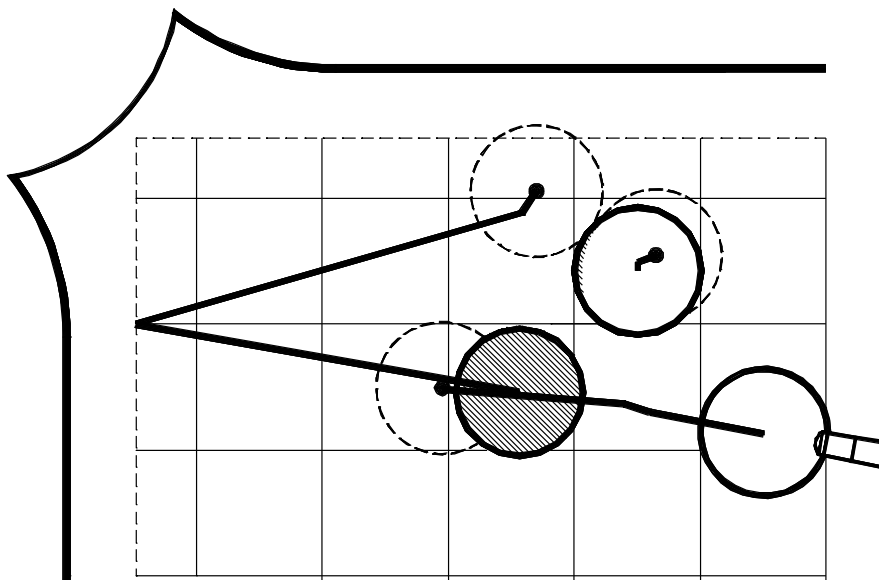
## TURNABOUT 48B (17B IN CH54)

A thick half-ball with lhs will leev  
17C. U shouldn't need anything  
fancy, unless u stuffed-up 17A.



## TURNABOUT 48C (17C IN CH54)

The uzual three optionz.



## TURNABOUT 49 (18 IN CH54)

This iz a (R-Y) cannon, klipping the Y. This woz Wally's "Flick Cannon", & praps it woz allso Wally's "Adroit Twist" & "Twist Stroke".

**FOOTAGE** See Roger Lee's V2 at the 1min 25sec mark showing 1930 footage of Wally doing a run of 23 cannons, mostly stunalongs.

**THAT** iz the best footage u will ever find of Wally's stunalongs, koz the camera iz often looking up the cue. U kan see every little hoik & swoop & jab. And every bit of side, often wiped on with the hoik & swoop akion.

**WALLY** starts by placing the balls (by hand i reckon) for a left-to-rt runalong along the topcush near the rt top-pkt. But Wally placed the balls so that hiz first cannon woz a turnabout, a R-first runthroo slip-past turnabout (identical to TurnAbout18 Ch54).

**TURNABOUT 49** shows a mirror-image of 18 to show how the turnabout looks for us when we are near the left top-pkt. For Wally the R woz the outerball (az in 49), & after the turnabout the R became the innerball (az in 49), & Wally iz then nursing rt-to-left (on hiz good hand)(Wally iz a lefty).

**WALLY** must hav played all or most of hiz turnabouts near the rt-top-pkt, ie when he iz nursing left-to-rt along the topcush (on hiz wrong hand), & after the turnabout he iz nursing in the proper direktion for a lefty, with the whole topcush ahead of him.

**WE KNOW** that newspaper reports called TurnAbout 49 & 18 Wally's "**FLICK CANNON**", & praps the newspaper reports mentioning Wally's "**ADROIT TWIST**" & "**TWIST-STROKE**" were allso in fakt describing TurnAbout 49 & 18. But 49 & 18 need the innerball to be well off the cush (for the outerball to slot inside). For the above footage Wally obviously placed the balls by hand, & made sure the Y woz well off the topcush so that the R kood stop inside it, but not so far that the R kood go kleeer throo the gap. Alltho of course the qball had to klip the Y on the way past, & Wally would hav judged the klip such that it bumped the Y to giv a perfikt gap to trap the incoming R (ie a little less than 1ball).

**IN A GAME** if the Y iz too klose to the topcush then of course u & me & Wally kood play Turnabout 43 or 44 or 45 or 46 or 47 or 48. Or we kood coax the Y out & play az per 49 & 18.

## TURNABOUT 50ABCD

Here i drew the mirror-images of 28ABCD in Ch56. In eech of theze 4 pozzys (50ABCD) u play only one shot & u immediately get one of the 4 nice leevs shown in **LEEVS 50E**.

**TWISTY** TurnAbouts 50ABCD hav a twisty nature in that the qball switches sides (from east to west), whilst the 1<sup>st</sup> ball (the innerball) goze on & off the cush to bekum the outerball, whilst the 2<sup>nd</sup> ball (the outerball) iz bumped closer to the cush to bekum the the innerball. The 3 balls seem to swing around a central point like clockwork.

**LEEVS 50E** The skrewyer the shot then the further away the qball stops (az shown by the cluster of 4 qballs).

**ADROIT TWIST** So, 50 kood be kalled an adroit twist in both senses, twist meening skrew, & twist meening swing-round. It iz i think the most spaktekular & klever turnabout of all.

**AMBIDEXTROUS** However skrewing iz diffikult near the left corner, u needta play left handed, or reeech, or lean over the sidecush to uze your rt hand. Wally woz ambidextrous & he kood hav uzed 50 anytime anywhere.

**PURE ROLL** If lucky u dont need skrew, pure roll will work ok.

**VERY BIG GAP** If u engineer a very big gap tween Y & R u don't even havta bump the Y out of the way (of the R) a little touch on Y giving the cannon will suffice (not shown here, but iz similar to 46ABC).

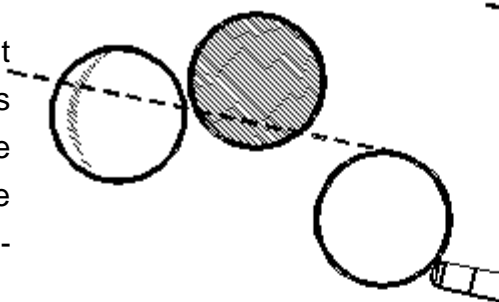
**MIDCUSH** In fakt 50 iz a midcush turnabout, it duznt need a sidecush, but that nearby sidecush iz handy for insurance (for when u stuffup).

**PLEEZED** I kan remember that when experimenting with TurnAbout 50 many years ago i woz pleezed how short-range softskrew (for a turnabout) kan accommodate allmost any arrangement of balls.

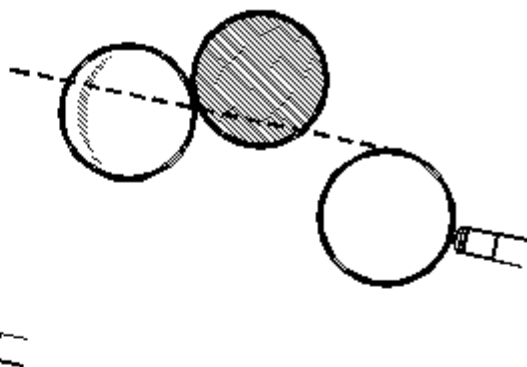
**50A** The R & Y are touching & hence Y will be bumped aside nicely without needing good aim. No side needed.



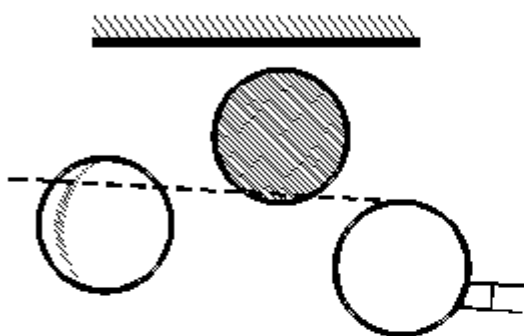
**50B** The R & Y aint touching. Now R needs lots more klearance from the cushion az shown, & we need good aim. Left-hand-side iz needed.



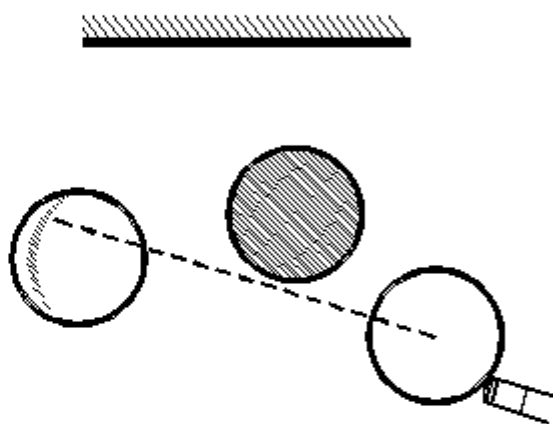
TURNABOUT 50B



TURNABOUT 50A



TURNABOUT 50D

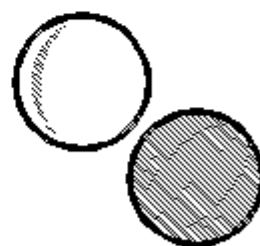


TURNABOUT 50C

**50C** The pozzzy looks fairly eezy, but in fakt it iz on the verge of impossibility. The R iz allmost too close to the cushion.

**50D** A nice turnabout iz still possible, if u uze maximum skrew. Some left-hand-side will help.

**SKREW** makes it possible, no need for perfikt pre-pozzy. Koz, if u are too tentativ & are content to just roll the pills around then u are doomed to needing near perfikt pozzzy for the rest of ya life. Here, u hav a powerful weapon, skrew.

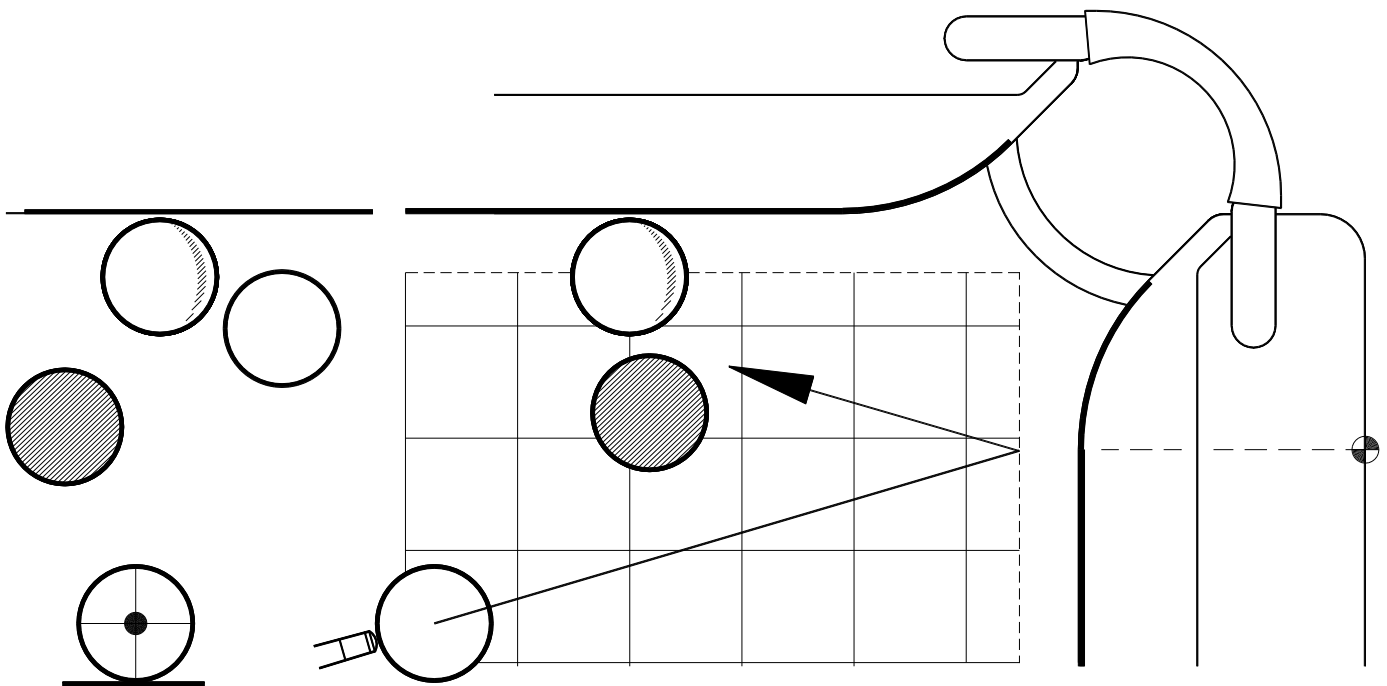


LEEVS 50E

..... The fact that Lindrum was in play with a break of 1,027, which is the 31<sup>st</sup> run of four figures he has made since the tour was opened in the middle of October, caused very great interest to be taken in the play. After making a few losing hazards Lindrum secured position for close cannon play near the top right pocket. He made a few cannons to reach the pocket, **REVERSED** the position cleverly by playing on to the **SHOULDER** of the pocket, & controlling the run of the balls with great cleverness, he "nursed" them to the left corner pocket. From there he worked down the side cushion, & when he reached the middle pocket, which he endeavoured to pass, he gave up the attempt & played a red winner with the run of cannons amounting to 159. .... it was not until... 1,660 that he failed at a red loser. ... The complete break was made in an hour & five minutes...

**PLAYING ONTO THE SHOULDER** probly meens that Wally played the qball onto the shoulder (not the R or Y). If so than he probly uzed TurnAbouts 1ABCDEF in Ch53. I am thinking that 1ABCDEF might well be the turnabouts called an Adroit Twist, or Twist Stroke in other reports (but unlikely i think).

**AKTUALY**, only TurnAbout 1D uzes the jaw in in Ch53, the others uze the flat of the cush near the jaw. In Wally's day the transition tween flat & jaw woz i think longer, & they might well hav called that there tranzition a "shoulder", & they might well hav inklooded the nearest bit of jaw & the nearest bit of flat az a part of the "shoulder of the pocket". So in a sense all ovm uzed the shoulder.



### **TURNABOUT 51 (1A IN CH53)**

Here iz an eezy pozzzy for a turnabout. A simple cushion-first cannon duz the trick, az shown. The reezons that it iz simple are .....

**THE QBALL** iz well out from the cushion. This allowz us to hit the cushion, not the jaw, & we don't hav to uze side-spin.

**THE R** i iz a little out and a little forward of the Y. Both theze thingz help, they inkreec the margin-for-error for the contact, & giv a better chance of a good leev.

**THE R & Y** are not too close to the side-cushion (ie the pocket & jaw).

**THE MAIN STUFF-UP** iz to aim too far right on the side-cushion, & thus miss the cannon by hitting the R too full. U almost allways havta aim further left than u think.

**THE J-SPOT** shown only marks the end of the jaw, it aint the aimpoint.

### **WE HAV FOOTAGE**

of Wally uzing TurnAbout 51 & 1A in hiz 200 break in hiz 1958 exhibition at the Caulfield RSL. When on 136 Wally pots R into the left toppkt, then on 139 plays a gather cannon, then on 141 & 143 plays a cannon heading for the rt toppkt, then on 145 another cannon but bumping the R & Y well ahead, then on 147 he plays a (C-Y-R) turnabout, the Y being the outside ball.

**SO AFTER THE GATHER** Wally played only 3 cannons before he turned about.

**AND** hiz turnabout woz at much longer range than shown in Turnabout 1A, but long-range iz eezy, u aim for the same point on the shoulder az for short-range.

**THEN WALLY NURSED** along the full length of the topcush & after 25 cannons when on 199 Wally played an inoff into the left toppkt to end hiz break on 202.