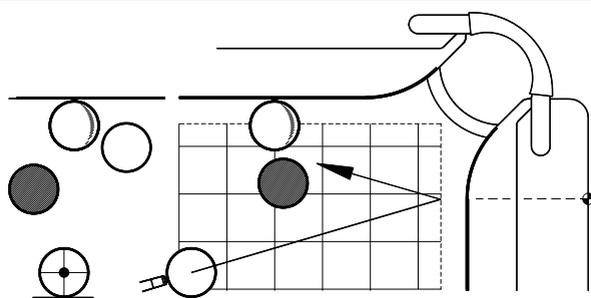


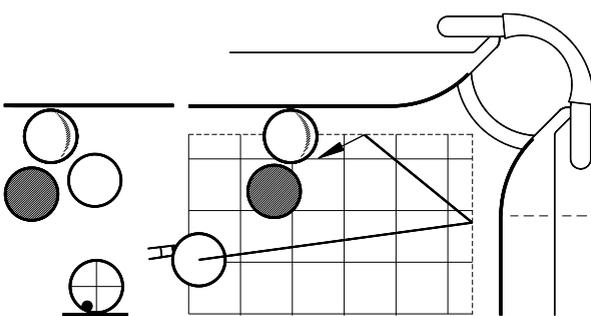
TURNABOUTS

In Manchester, in 1932, Clark McConachy nursed the balls along the top-cushion nine times, getting 464 cannons. So he must hav turned the balls 8 times. There duznt seem to be any good record of how he turned, or how he prepared for the turn. I seem to recall a diagram showing that he uzed the side-cushion. Derek Gibb had some lessons off Macka in about 1973, and Macka showed him how to take them along, turn, and take them back, but Derek karn't recall the exact details. TurnAbouts arnt really needed in English billiards nowadays. In the old days u had the 25 or 35 Indirect-Cannon-Rule, so u couldn't jam'em or play the cradle. But there woz otherwise no limit on cannons, so players uzually turned the corner & kept going, or they turned'about & kept going. And Macka could play left-handed, so he woz happy to turnabout. Also, it iz safer to stay on the top-cush, koz if u get into trouble u kan soon go away from nurserys. I think that Stevenson & Co thort this way also. Turnabouts kan kum in handy if u are going the wrong way, & want to get back on your good hand. Or sometimes u might be in trouble, & a turnabout shot or seqence might be the best way of fixing things. Anyhow, i hav experimented with TurnAbouts, & there are a few tricks that could kum in handy for crawlers. Firstly we look at how Macka might hav dun it.



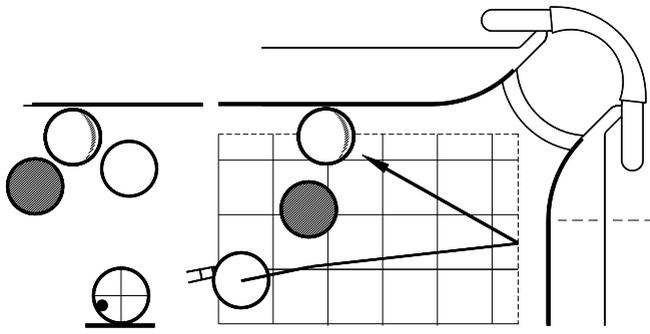
TURNABOUT 1 Here iz an eezy pozzy for a turnabout. A simple cush-first cannon duz the trick, az shown. The reezons that it iz simple are, (a) The qbball iz well out from the cush, this allows us to hit the cush, not the jaw, & we don't hav to uze side-spin, (b) the red iz a little out & a little forward of the yellow, both theze things help, they increase the margin-for-error for the contact, & giv a better chance of a good leev. (c) the red & yellow are not too close to the side-cush (ie the pocket and jaw). The main stuff-up iz to aim too far right on the side-cush, & thus miss the cannon by hitting the red too full. U almost always havta aim further left than u think. The J-Spot shown only marks the end of the jaw.

The main stuff-up iz to aim too far right on the side-cush, & thus miss the cannon by hitting the red too full. U almost always havta aim further left than u think. The J-Spot shown only marks the end of the jaw.



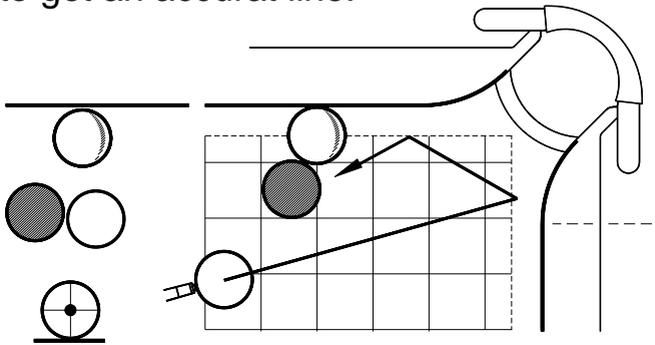
TURNABOUT 2 Here the best shot iz to hit the side-cush wide of the jaw, uzing lots of left-side, to get a 2-cush cannon. Uze drag to max the side-spin while allowing a softish shot. Kumming off two cushions givs a more consistent leev. The direct cannon similar to 1A might appear eezyer, but playing both ways a number of times will confirm that the two-cush

cannon iz best. Bob Marshall told me so. The pozzy here iz probly at the limit. Any closer to the side-cush & the two-cush cannon would be too difficult unless the qbball woz very wide. Setting up the turn further from the cush iz good thinking, ie at say 250mm (the 5th line) or even at 300mm (the 6th line).



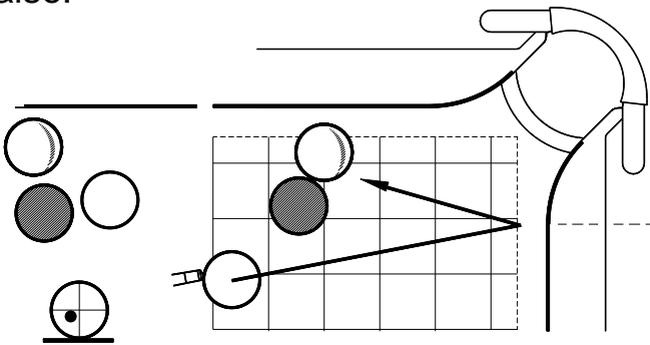
TURNABOUT 3 Here u kan play a 2-cush cannon, but the percentage shot iz to hit thinnish on red, with lots of left-side, to cannon on yellow off one cush (az shown). The reezon iz that there iz a big gap between red and yellow. The thin touch on red results in a closer gather. And az u hav already hit the red, any touch on yellow

counts. We could show a few varyations to this pozzy & shot, but u kan soon work them out for yorselvs. If the qball woz wider u could uze nil side. Wider again and u could uze right-side, off the jaw. 3 iz best played by reeching out over the left cush to get an accurat line.

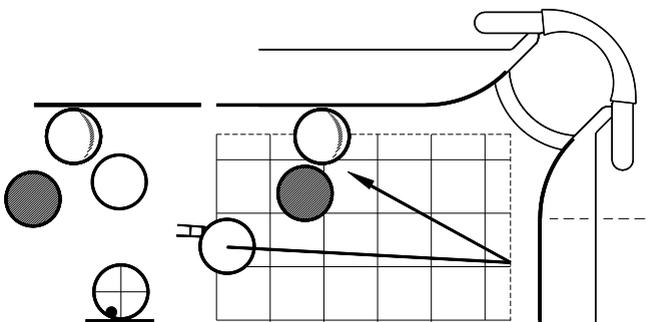


TURNABOUT 4 Here the red & yellow are touching & on a biggish angle. The best shot iz to kum off the jaw with nil side. This takes some judgement, but the payoff iz that the margin-for-error iz actually better. On the angle taken by the qball, almost any contact on yellow will lead to a cannon. A 2

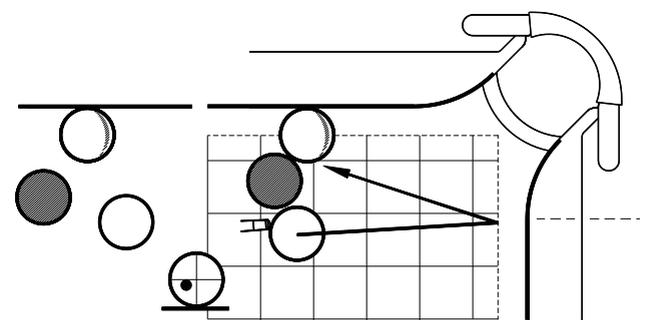
cush cannon would hav less chance of scoring. And the 1-cush cannon iz high risk also.



TURNABOUT 5 Here the red & yellow are touching but off the cush. The best shot iz the 1-cush cannon with a little left-side. Try to hit the yellow first, this iz uzually more forgiving.

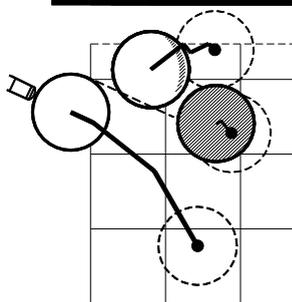


TURNABOUT 6 Here the red blocks the 2-cush cannon, so u havta play a 1-cush cannon, uzing max left-side. An alternativ iz to postpone the turnabout & nurse the balls into a better pozzy, where u kan play yor favourit two-cush cannon.

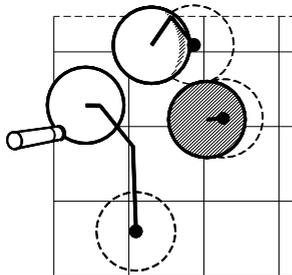


TURNABOUT 7 Here u got a cover after playing a two-cush cannon. No worries. U just hav another go. The red & yellow are not laying nice enuff for a two-cush cannon, so we play a 1-cush cannon with a little left-side. Here we try to hit the yellow first, koz if u hit the red first (in this exact pozzy) it will go a mile.

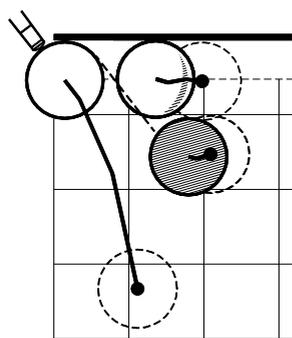
PRE-POZZY NEEDS GOOD PRE-PRE-POZZY



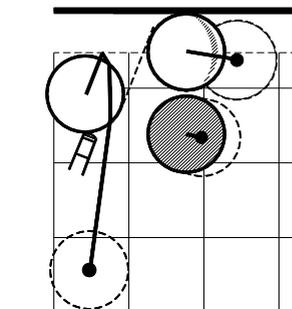
TURNABOUT 8 If the balls are friendly they might arrange themselves as shown, in which case you play the simple cannon. The usual stuff-up is to hit too softish, & leave the qball too close to the red, or even snookered for the cush-cannon.



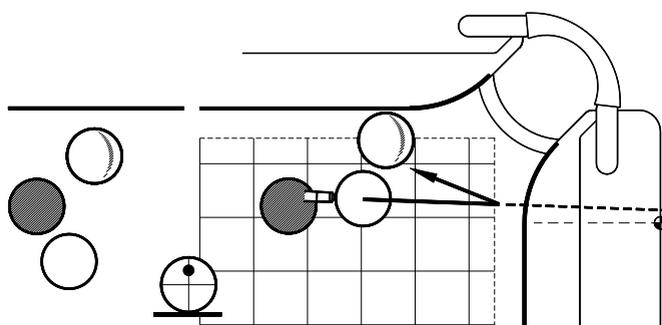
TURNABOUT 9 Here a piqué does the trick. The balls are going to end up off the cush, so the turnabout will be a 1-cush cannon. If the yellow is on (or near) the cush, the piqué is the shot to play coz an ordinary kiss-back will result in the yellow kissing the red outish.



TURNABOUT 10 If you can get the qball close to the cush, a thinnish cannon will do the trick. Here you have the chance to place the yellow (& red) where you want. Usually you will try to place the yellow a little right of the red, to give the best pozzie for your favourite two-cush cannon. But if the red is a little too outish from the cush you might decide to leave the yellow a little left of the red, to leave a red-first 1-cush cannon.

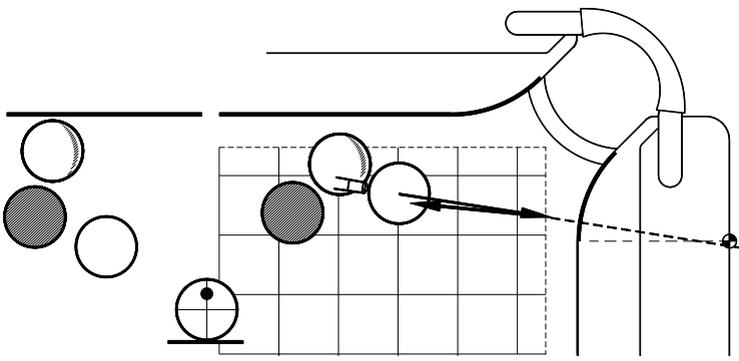


TURNABOUT 11 The best way to get good pre-pozzie is to set up a thin cush cannon. I reckon that this would have been Macka's favourite. And the best type of cush-cannon is the cush-first cannon. The yellow-first cush-cannon is hard to judge, you usually get the red too thick. Use right-side to get a thick contact on yellow, & hence a thin contact on red. If the yellow is sitting a little left of the red you can still play a cush-first cannon, but the yellow-first cannon will probably be best coz it will bump the yellow to the right of red. The usual stuff-up is to get the red too thick, & it ends up right of the yellow, & (praps worse) too far from the cush.

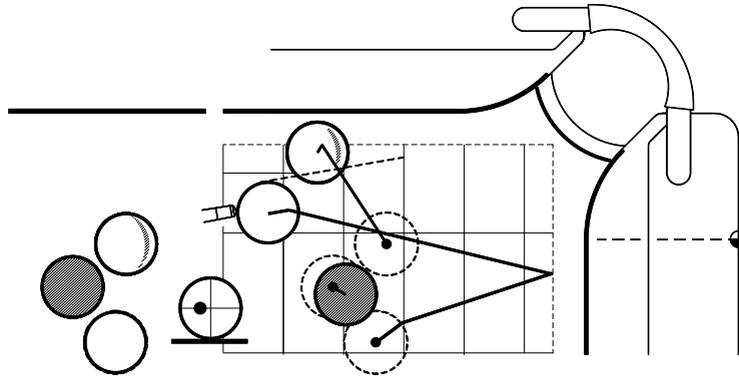


TURNABOUT 12 Praps Macka did the turnabout like this (at least sometimes). This is a variation of the common slip-throo. With the common slip-throo you have to get well past the yellow to get an angle for the gather, but here we only need to go out enough to see the J-Spot (shown). Much eezier. And it's eezier to get the pre-pre-pozzie. And you

can do it closer to the jaws than the turnabouts we were looking at earlier. It's a good recovery shot to fall back on if you stuffed-up during a run. Praps you were a bit clumsy and allowed the red to wander away from the cush, with little room to get it back. No worries, you let the red get further behind, & set up this No 3 pozzie. In 12 you have the options of playing left of the J-Spot (shown), or you can aim at the J-Spot & use left-side (not a good choice when you have to shoot over the red).



TURNABOUT 13 Here we have got a cover after playing a shot similar to 3. No worries. We just have another go. This time we aim a little right of the J-Spot, to get a half-ball contact on yellow.



TURNABOUT 14 Here's the latest one, that I found today whilst messing about. It looks like a good backup for when you stuff up, especially if you really want the turnabout. I found that it was deceptive. You need more left-side than you think, because you tend to miss the red on the outside, because you get a larger deflexion angle off yellow than you think. If the cue ball is too far south (not shown) you need to use a thin contact on yellow plus

screw plus praps a touch of right-side. Too thick a contact on yellow & the yellow will get away. The shot in 14 is easyish, but setting it up is difficult. The trouble is that the red has to sit further out than you think. And the yellow has to sit westish. But this type of pozzie will obviously come up, praps after a stuff-up, or after a goodish gather. And when it does I will recognize it as a new friend.

LINDRUM V DAVIS

THE TIMES 15 JAN 1929

.....The fact that Lindrum was in play with a break of 1,027, which is the 31st 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.....

TOM REECE CANNONS & BIG GUNS 1928

Probably the reason that I specialised in the anchor & pendulum strokes was that I have always been very fond of nursery cannons & delicate close-ball work of that kind.

Another player who is a great master of this kind of billiards is **HW Stevenson**. One of his favourite & cleverest manoeuvres is to nurse the balls all along the top-cushion

until he reaches the pocket & then to execute a marvellous turning movement & nurse them all the way back again.

Just az some writers hav been described az the novelists' novelist, so i think Stevenson is the players' player. I consider him the greatest artist who ever held a cue. There is more absolute technique in a 100 break by Stevenson than in a similar break by any other player i know....

.... I remember that he uzed to do amazing technical things, like stabbing or screwing on to the outside edge of the second object-ball & gathering the balls together.

TOM NEWMAN IN 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.

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.

COMMENTS. This description of the use of the twist stroke makes it look like Wally uzed a TurnAbout. The foul would have been a couple of shots later.

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