

# LINE TURNABOUTS

Az luck would hav it, i woz talking to memate Phil Tarrant a couple of nights ago, & he sed that Clark McConachy showed him how he did the turnabouts. This woz at the World Billiards in New Zealand in 1972. Phil sed that Clark showed him about 5 times. Phil karnt remember much about it, but he reckons that Clark set the balls up going left to right, about 10" off the top-cushion, near the spot. And, he played 4 or 5 shots, & had them facing the other way. And, he didn't uze a cushion for the turnabout. Phil beat Clark in their match. Clark woz uzing a 34 oz cue, koz of hiz shakes due to Parkinsons. In the match Clark got nurserys near the top-right pocket & took the balls to the middle-pocket. Theze were simple runalongs, not the Line-Nurse. But Clark didn't show Phil how to play RunAlongs, or the Line-Nurse. Well, this put a spanner in the works. Obviously, for Phil, Macka uzed a Line-Nurse type of turnabout. Praps he woz fond of the Line-Nurse. This woz news to me. Anyhow, i fished out one of my umpteen copys of Daly (not my prized 1913 first edition).

## DALY'S BILLIARD BOOK CHAPTER XXIX TURNING BACK WITH THE LINE NURSE

Daly sez that the way to handle this TURNING AROUND iz by the SLIP-THROUGH SHOT, shown in PLATE 155. I could just copy out the full text of this chapter, u couldn't improov on the words used. Its wonderful stuff. But typing iz hard work, anyhow, the book iz in almost every secondhand bookshop, for about \$3 to \$10, & it haz so much good stuff in it. And PLATE 156 shows what Daly calls a FOLLOW SHOT. This iz not shown for the purpose of turning back, it iz for getting the line pozzzy, but i hav an idea. And PLATE 199 shows what Daly calls a GO PAST type of turn around, for the line-nurse, when u are too far away to GO-THROUGH. And, PLATE 222 shows another little manipulation for facing back, but UN-NAMED, again for the line-nurse.

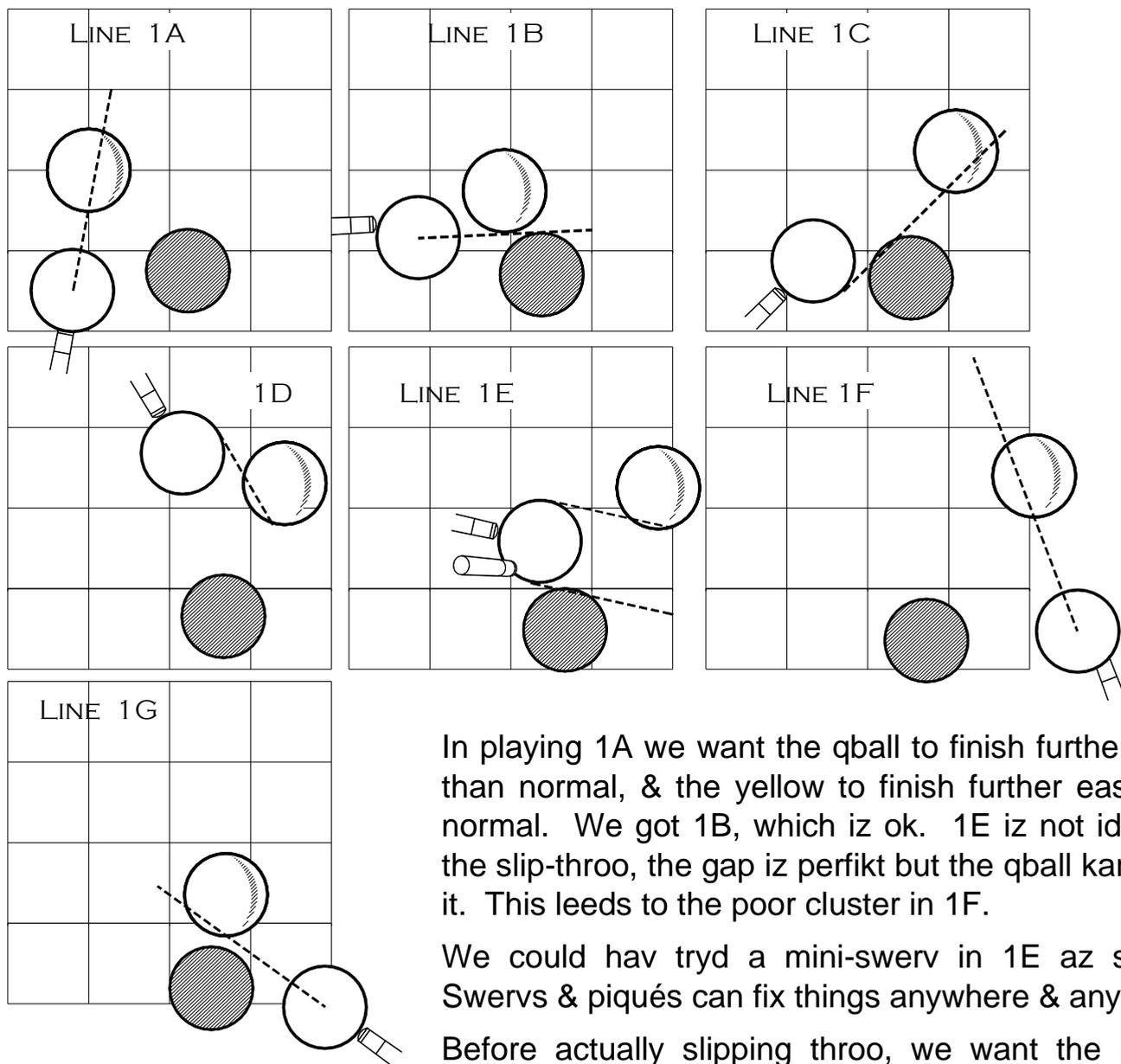
Naturally, next morning i rushed down to my table to try theze out. I put my trusty old  $2\frac{3}{32}$ " Crystalates on the table & a copy of Daly open on page 189. Well, in a short morning i woz pleezed to find that all four of the abov shots or seqences could be uzed to make up four different turnabouts.

But i should add that i karnt see how Macka would hav voluntarily taken the balls out so far from the cushion. Its hard enuff to reeech out & back when they are only a few inches out, so a 10" line-nurse would be crippling.

My drawings are not mm perfikt, i didn't meazure anything accurately. I included a grid in the drawings, but i didn't actually hav one on the table. So don't fuss too much over the exact pozzys. turn the balls

# SLIP-THROO LINE TURNABOUT

**LINE 1 ABCDEFG** Here we start with a nice Line-Nurse going left to right, ie right-handed. The cushion iz say 2 or 3 balls north of yellow, but iz not shown. And we want to turnabout to play left-handed. This wouldn't make any sense to fellow American & European & Asian cushion-crawlers koz they simply reech over from the other side of their 9 foot table. Mightbe they reech on parts of the short side. The grid iz 50 by 50, but it would hav been better one ball by one ball.

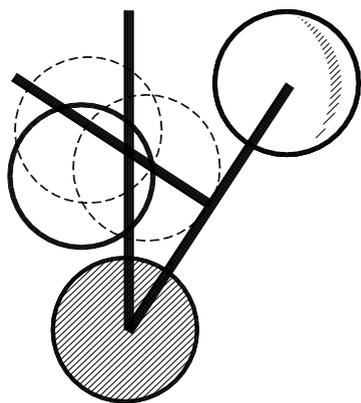


In playing 1A we want the qb to finish further north than normal, & the yellow to finish further east than normal. We got 1B, which iz ok. 1E iz not ideal for the slip-throo, the gap iz perfikt but the qb ball karnt see it. This leads to the poor cluster in 1F.

We could hav tryd a mini-swerv in 1E az shown. Swervs & piqués can fix things anywhere & anytime.

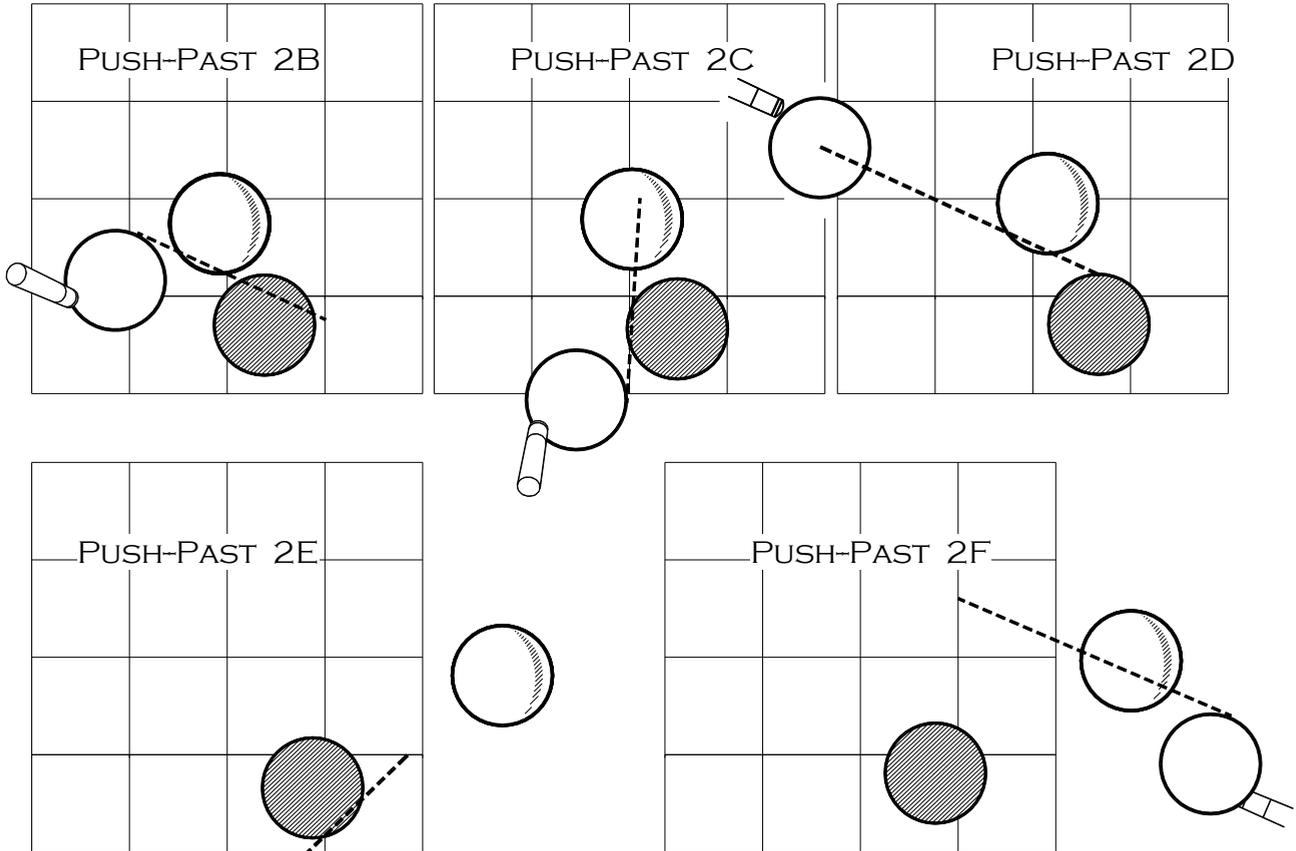
Before actually slipping throo, we want the red-to-yellow line on a friendly angle, to make the screw-gather in 1F eezyer. And we want the yellow-to-red gap a little larger than a ball, & the qb ball in between, not overlapping. But if the gap iz too large, the qb ball iz best overlapping.

**LINE 1E (AGAIN)** Shows the poor pozzy we had in 1E. It wouldn't hav been so bad if the gap had been larger, or if the qb ball had been nearer center (ie between the 2 dotted balls shown). Anyhow, 1G ended up better than we dezerved.

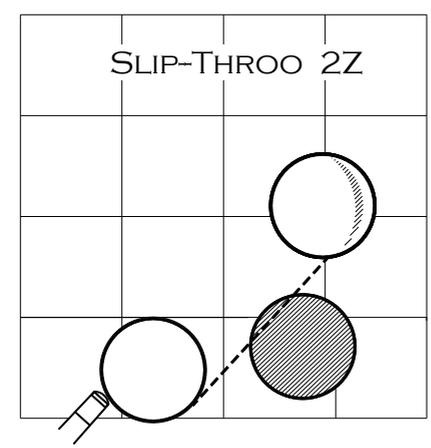
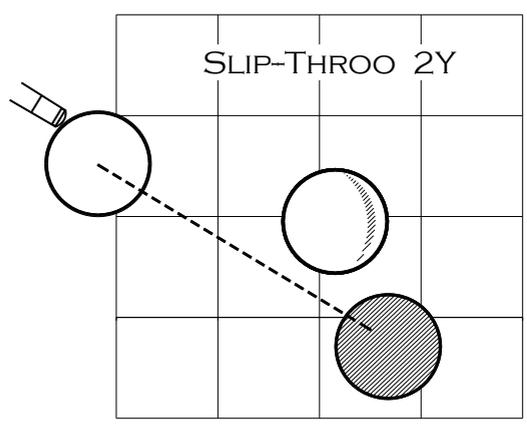


# THE PUSH-PAST LINE TURNABOUT

**LINE 2BCDEF** Here u start with pozzzy 1B. And u play a sequece that Daly calls a Slip-Past, but i like the term Push-Past. In 2B & 2C, mini-swervs are almost unavoidable. The Push in 2D iz the critical shot. But, when i say something like this, what i am really saying iz that the shots before that are the most critical. Koz these set up 2D.



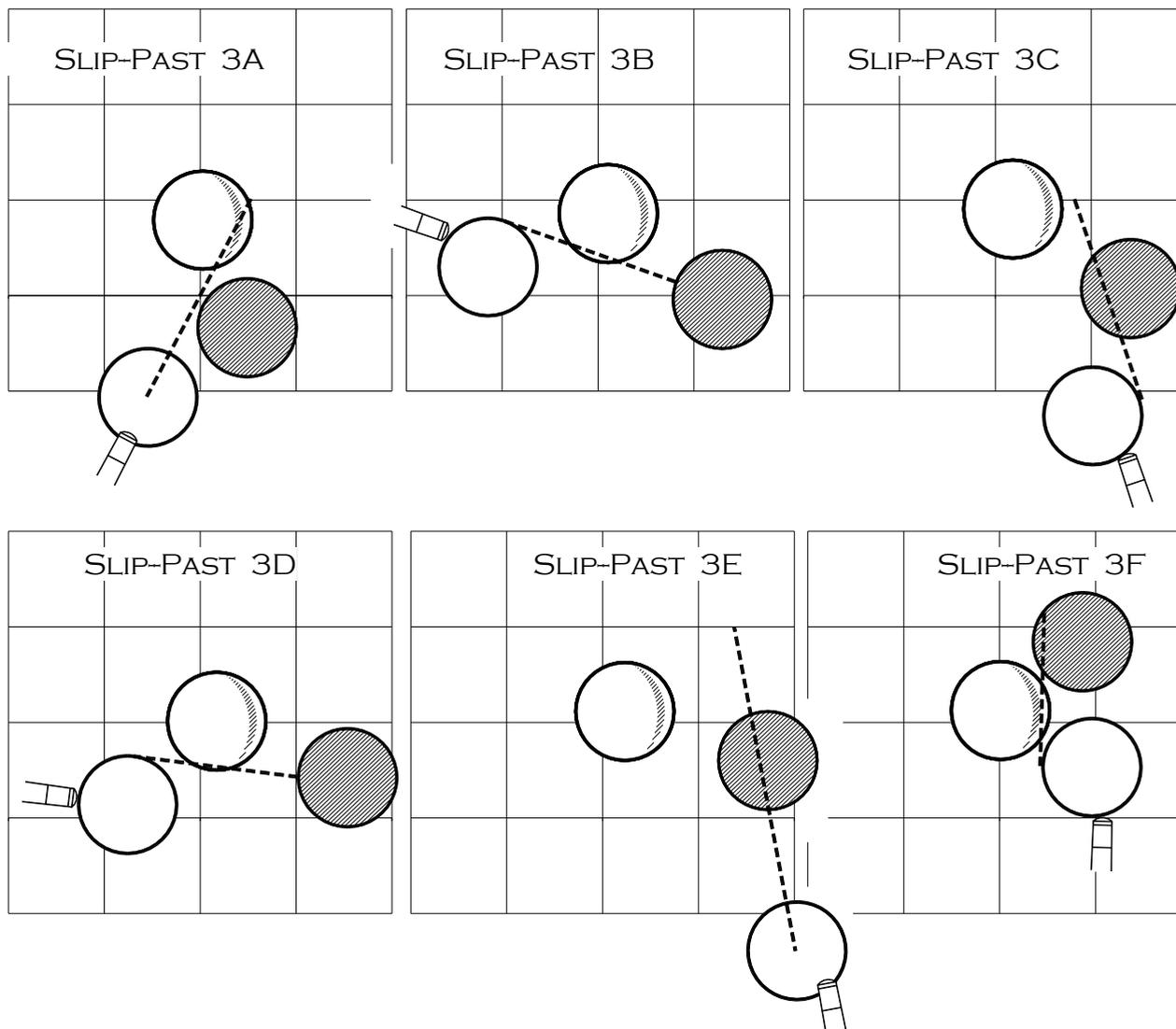
2E will almost always be a thin cannon. But if covered u might hav enuff space to play a follow-throo gather (not shown) which might still giv u your turnabout, in fact quicker. Here in 2F u hav left yorself an eezy cushion-gather, although not the classic line-nurse pozzzy.



**LINE 2YZ** If u don't like the pozzzy in 2D, u can dump the Push-Past & try for a Slip-Throo, az shown in 2Y. Here u play thinnish to leev 2Z, which iz similar to 2C.

# THE SLIP-PAST LINE TURNABOUT

**LINE 3ABCDEF** Here u start with pozzzy 2C. Instead of playing the Push-Past, u hav the chance of playing a sequece that Daly duznt name (see hiz Plate 222), but i like the term Slip-Past.



U might hav to play 3B & 3C a couple of times before u hav good 3E pozzzy.

3E iz a follow-throo gather. In 3E the red karnt afford to be too far south, unless the cushion iz a looong way away. And obviously the qbball haz to be east of the red.

The Slip-Throo turnabout & the Push-Past turnabout can both be dun with the balls close to the cushion. But the Slip-Past turnabout needzta be well out to allow shot 3E. Unless u fancy some cute mini-swerv shots to keep 3B & 3C & 3D going until u hav the red level with the yellow. Proibly too difficult.

So i tend to think that Macka showed Phil the slip-throo or the push-past. The push-past would look trickyer & more puzzling & be more likely to lend itself to, be damned if i can remember exactly how he did it.

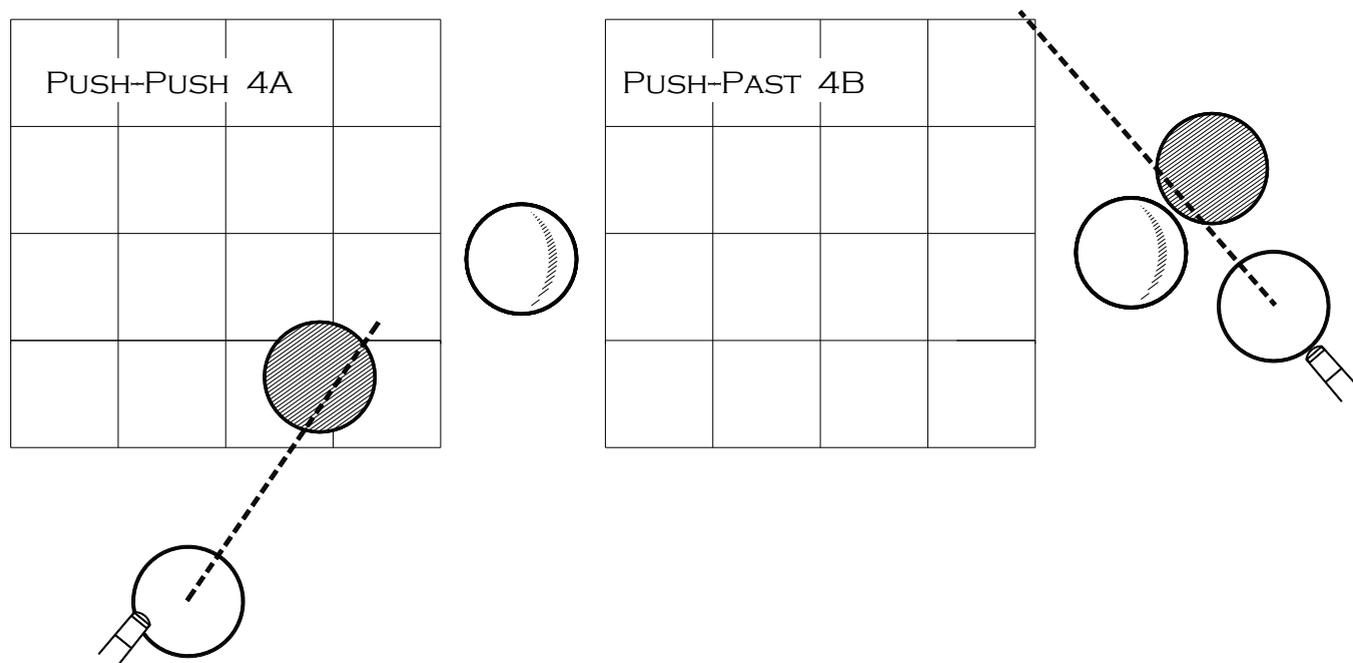
# THE PUSH-PUSH LINE TURNABOUT

**LINE 4AB** This iz a new sequence that i found for myself. Although it iz based on standard stuff (which sequence iznt) it iz well worth giving it its own place. It iz relatively eezy & repeatable, & it iz a genuine sequence well worth aiming for.

Lets say u were playing the Push-Past turnabout , & got to pozy 2C or something similar. Now, if u want to, or if the 2C pozy dictates, u can play my sequence. I call it a Push-Push turnabout, koz it involvs two push-pasts.

So, u start by playing the same sort of shot shown in 2C, but u don't need to be az particular about getting a pozy like 2E for yor next shot. U play to leev 4A, which iz much simpler, or eezyer. This iz the main attraction.

The main difficulty in trying to set up the leev shown in 2D iz that the qball always wants to stop too far west. Hence u tend to get a leev like 4A automatically.



In 4A u play the follow-throo gather-cannon. The cushion iz not shown, but it iz just north of the picture. The further away the better. And u get the leev shown in 4B. This manipulation iz well known to top-of-the-table players.

In fact, both 2C & 4A are the same type of shot, a push (i don't mean the foul push). Hence the push-push. Its just that 4A iz thicker & harder & needs the cushion.

The leev in 4B in the Push-Push iz much more appealing than the sharp screwy longish range cushion gather (1F & 2E) that iz a requirement of the Slip-Throo & the Push-Past. And i reckon that the Push-Push haz about the same degree of difficulty etc az the cushion-gather (3E) in the Slip-Past.