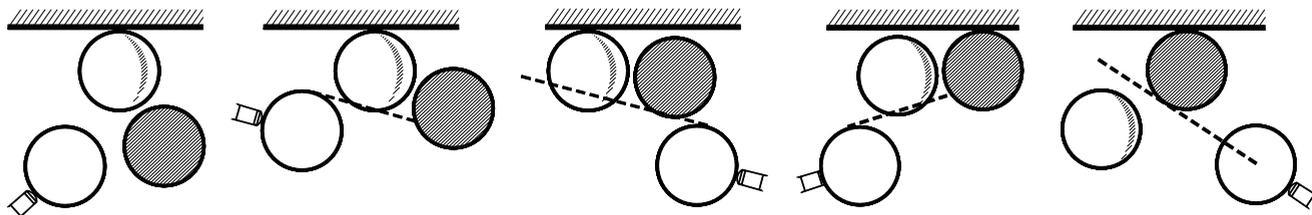


MIDCUSH TURNABOUTS

The following sequences can be played near mid-cush, they don't need a corner.

PENDULUM & ANCHOR TURNABOUT

MIDCUSH 1ABCDE Ch45 Pendulum Cannons & Rudolphe's Nurse deals with this kind of sequence. Plus we have Ch57 Anchor Nurse & Dion's Nurse. In MidCush 1ABCDE we look at using these for a midcush TurnAbout.



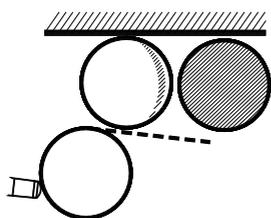
MIDCUSH 1A Bump red over to what would normally be a dreadful pozzey.

1B Bump the red over some more. This might need say six shots.

1C Thin on red and thickish on yellow will bring the yellow out a bit. The drawings show plain-ball shots, but you might use running.

1D Now that the yellow is out a bit, you stun thickish on yellow, thin on red, to bring yellow well out (not too far)(not too little), to leave 1E.

1E A double-kiss gather, thickish on red, will have us running right to left.



MIDCUSH 2 Sometimes when you need a thin contact on both balls you hit the yellow too thick, & the cue ball misses the red altogether. This is because of the NapEffect's curve the cue ball up the table, i.e. north (you are on the topcush here). So it's best to aim thinner than you think, perhaps aim to miss (as shown).

The NapEffect can help too. When the cannon looks too thin & impossible aim to miss yellow, with some running-side (shown). The curve gives a thin contact on yellow. Then the cue ball curves some more & gives a thin contact on red. Avoid touching-balls.

MURT O'DONOGHUE

RACV CLUB MELBOURNE 1985

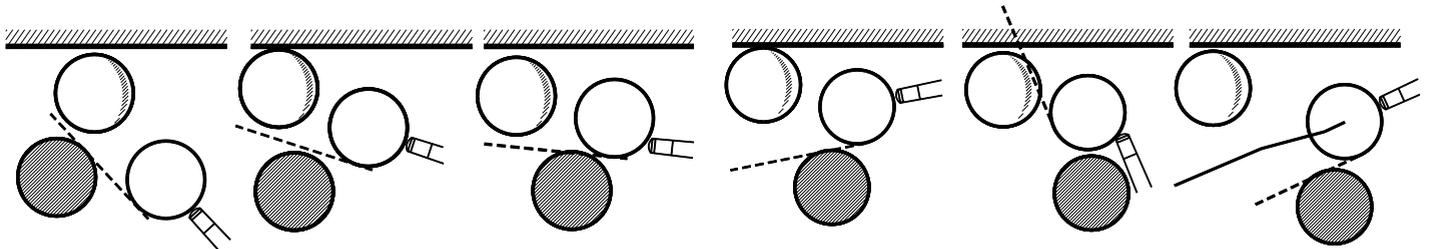
Gorden Sexton tells me that Frank Freston got Murt O'Donoghue to do an exhibition at the RACV Club, Melbourne. Murt played one of the members in a **500up** match, & Murt went out in **2 or 3 innings**. Gordon, a certified referee, refereed the match. He remembers that before the match Murt said that his eyesight was gone, he could only see half the table, & asked that for the purposes of the match the usual **75 limit** on cannons be waived.

At hiz second or third vizit, Murt got the balls together near the middle of the top-cush, & that's where they stayed until he ran to game. He got almost 250 cannons in that run. Gordon sez that Murt took the balls along a little in one direction, & then turned & went a little the other way, then turned again etc. He never got anywhere near a corner. But Gordon karnt remember what sort of cannons Murt milked.

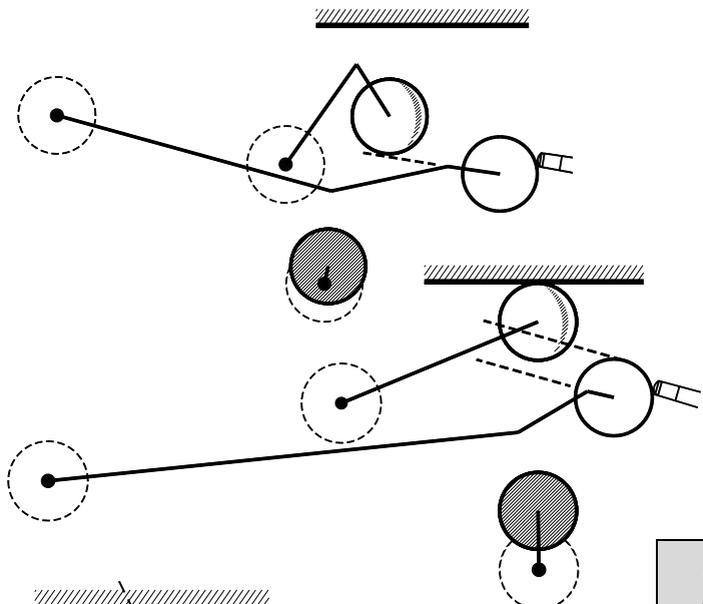
I reckon that Murt would hav uzed the Rocker, the Anchor & some Pendulums. Praps some ThinAlongs & KissAlongs were also on the menu, az these are the next best thing to anchors & rockers (ie lots of cannons per cm). Likewise, i reckon that Murt probly uzed lots of turnabouts, mainly the Pendulum probly. Frank Freston woz one of the old school, & he once played Walter Lindrum. I saw Frank play a club match at Cheltenham in the late 80's, & he woz az keen az a lad. Gordon sez that Frank woz one of the few amateurs who could do well at nurseries.

SLIPTHROO MIDCUSH TURNABOUTS

MIDCUSH 3ABCDEF These are from Ch33 SlipThroos.



U are going along left-handed & u turnabout. MidCush 3G (not shown) will be a kiss-gather. In 3F the uzual stuffup iz to hit too softly.



MIDCUSH 4 U turnabout in one shot.

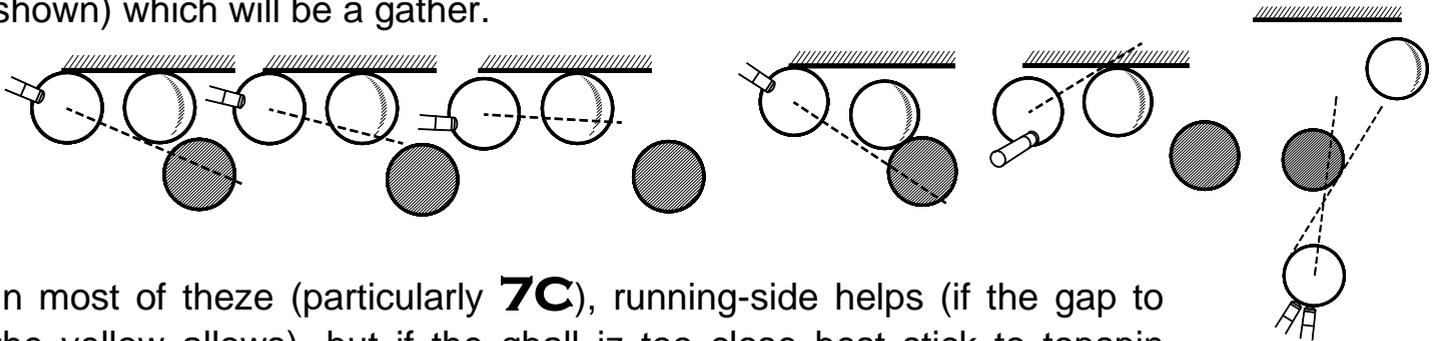
MIDCUSH 5 The yellow iz on the cush which allows a kiss-off turnabout. U havta judge the kiss-off angle (not difficult), plus the kontakt on the inside of the red (difficult). It iz closer to a kiss-off than a kiss-back, so the check-side iz probly useless.

SIDE CUSH RESCUE

MIDCUSH 6 Here the gap etc iz no good for a slip-throo. A side-cush iz never far away. Play a thin-thin cannon to get below red (az shown), to leev a Line-Nurse type of drive-gather offa the right cush (not shown). Or off the top cush & jaw (see Ch41 Corner J-Spots & Ch53 Jaw Gathers). This sort of side-cush rescue works for a thousand troubles.

THICKALONG MIDCUSH TURNABOUTS

MIDCUSH 7ABCDEF Some of the pozzys that we meet when playing thickalongs (see Ch27 ThickAlongs) can be used for a turnabout. In **7F** u might play thin on red or thick on red depending (az shown by the 2 cues). It leevs **7G** (not shown) which will be a gather.

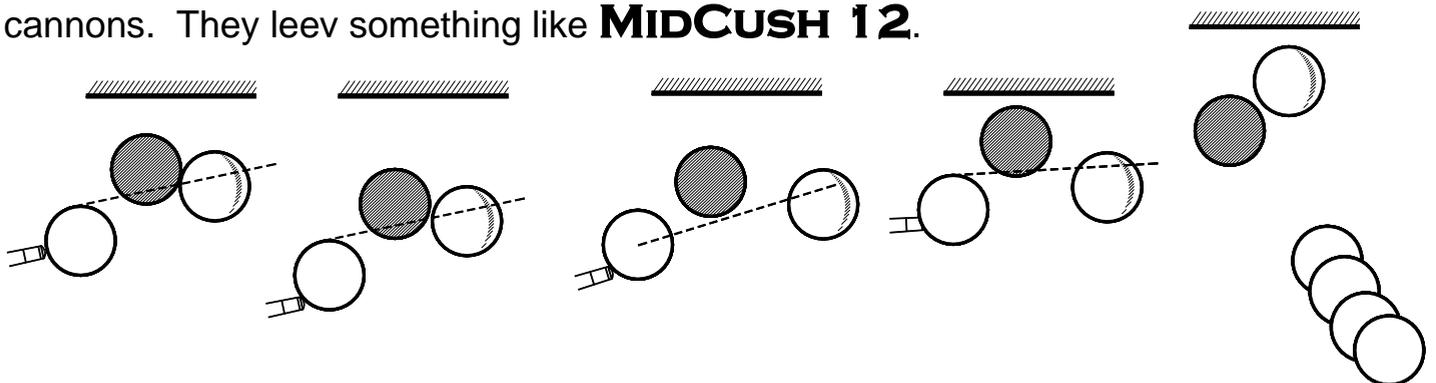


In most of these (particularly **7C**), running-side helps (if the gap to the yellow allows), but if the qball iz too close best stick to topspin only.

7E never ceases to amaze, put the red further east & its still no problem, u don't need a massé, a simple downish & outish flourish hitting the qball at 4 o'clock duz the trick, but don't hit cushion-first by mistake. The cue angle shown iz probly too steep, u don't need any angle mostly.

TIME MIDCUSH TURNABOUTS

In the following four pozzys a turnabout iz possible if u kan clear the yellow out of the way of the rebounding red, in the nick of time. Robert Byrne would call these time-cannons. They leev something like **MIDCUSH 12**.



MIDCUSH 8 The red & yellow are **TOUCHING**. So u don't need to worry much about aim, & u don't need any side.

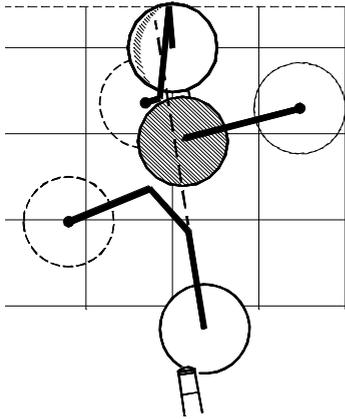
MIDCUSH 9 The red & yellow arn't touching. Now the balls need a larger **GAP** to the cushion (az shown), & u do need care with the aim. Right-side helps.

MIDCUSH 10 The pozzy looks eezy, but in fact it iz on the verge of impossibility, koz the red iz a bit too close to the cushion.

MIDCUSH 11 A turnabout iz possible if u uze maximum **SCREW** so that the qball grazes the yellow (& also it bumps the yellow to make way for the red). Some right-side helps.

SCREW often makes it eezy. No more need for perfikt pre-pozzy. With nurserys, in general, if u are too tentativ & just roll the pills around, then u are **DOOMED** to needing near perfikt pozzy for the rest of yor life.

KISSKISSKISS MIDCUSH TURNABOUTS



MIDCUSH 12 This iz a mirror-image of Tricky 20 in Ch54 Tricky TurnAbouts. The balls are in line (or nearly). U runthru for the cannon. There are lotsa kisses (praps 5), & u might get a turnabout (or in a shot or two). Most kiss-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 2nd time (but not enuff to rob the cannon).

THE SLIP-PAST LINE TURNABOUT

MIDCUSH 13ABCDEF This iz from Line3ABCDEF in Ch56 Line TurnAbouts. Ch56 inkloods three other kinds of Line TurnAbout, all are possible MidCush TurnAbouts.

