

# 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).

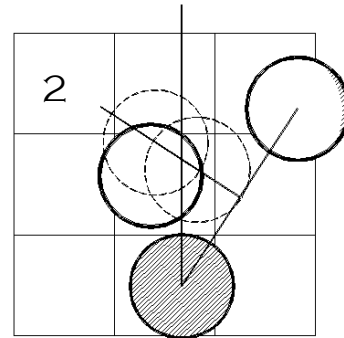
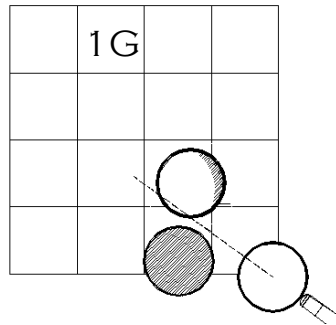
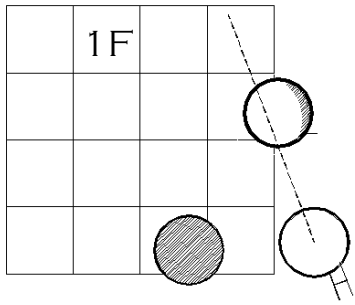
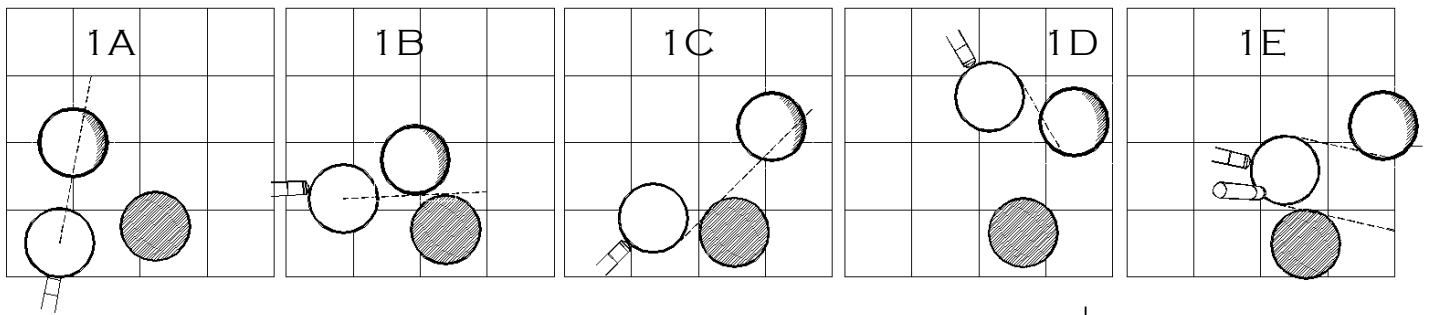
## DALY'S BILLIARD BOOK CHAPTER XXIX TURNING BACK WITH THE LINE NURSE

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. The book iz in most secondhand bookshops, for about \$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 pozzy, 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  $2^{3/32}$ " 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 reech 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.

### SLIP-THROO LINE TURNABOUT

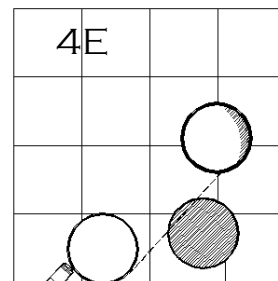
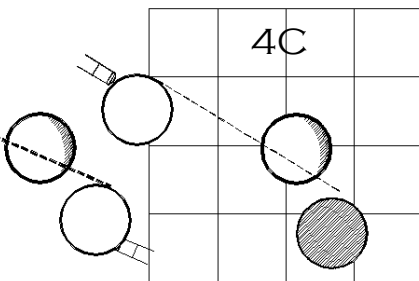
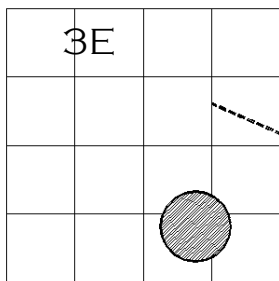
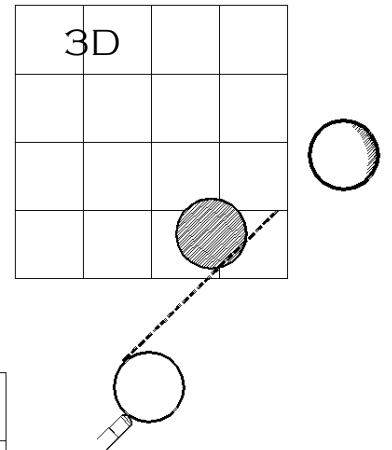
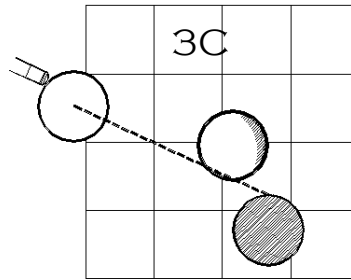
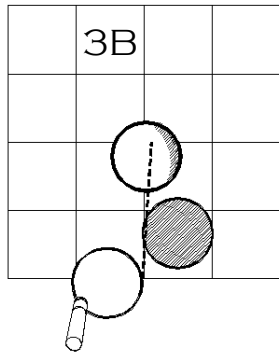
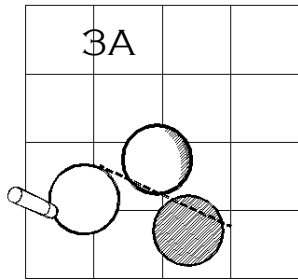
**LINE 1 ABCDEFG** A Line-Nurse going left to right, ie right-handed. The cushion iz say 2 or 3 balls north of yellow, but iz not shown. And we want to turnabout to play left-handed. The grid iz 50 by 50, but it would hav been better one ball by one ball. In playing 1A we want the qball to finish further 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 qball karnt see it. This leads to the poor cluster in 1F. We could hav tryd a mini-swerv in 1E az shown. 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 qball in between, not overlapping. But if the gap iz too large, the qball iz best overlapping



**LINE 2** Shows the poor pozy we had in 1E. It wouldn't have been so bad if the gap had been larger, or if the qbball had been nearer center (ie between the 2 dotted balls shown). Anyhow, 1G ended up better than we deserved.

### THE PUSH-PAST LINE TURNABOUT

**LINE 3ABCDE** Here u start with pozy 1B. And play a seqence that Daly calls a Slip-Past, but i like Push-Past. In 3A & 3B mini-swervs are uzually needed. The Push in 3C iz the critical shot (actually, the shots before that)(koz theze set up 3C).

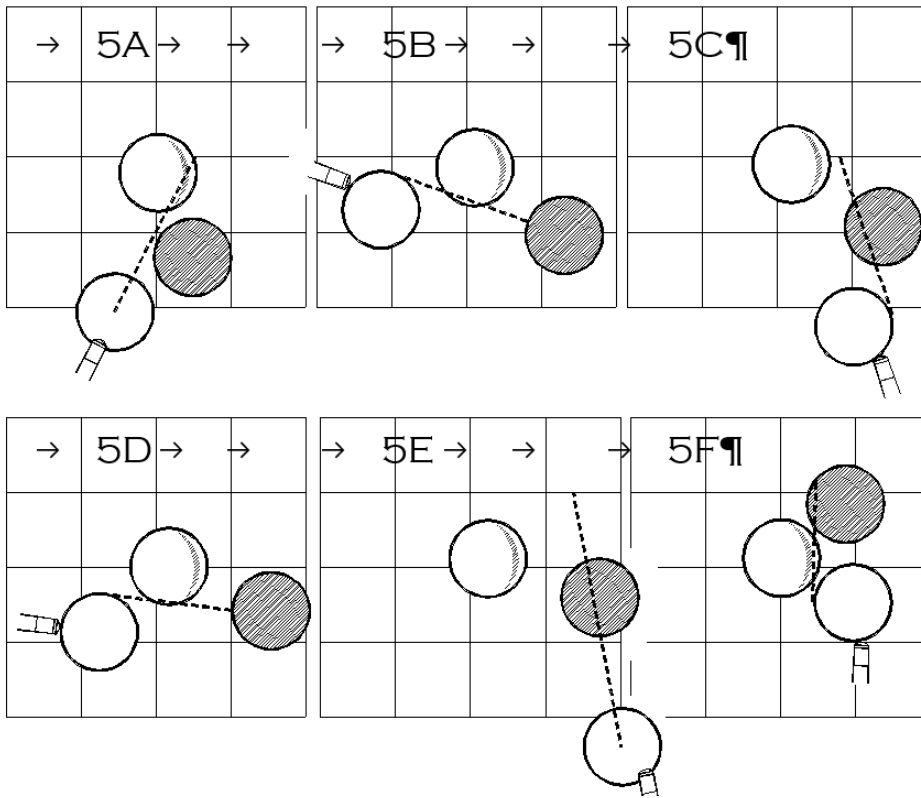


3D will almost always be a thin cannon. But if covered u might hav enuff space to play a follow-throo gather (not shown) which might still giv u your turnabout. In 3E u hav left yorself an eezy cushion-gather (altho not the classic line-nurse pozy). **LINE 4C** If u don't like the pozy in 3C u can dump the Push-Past & try for a Slip-Throo. In 4C u play thinnish to leev 4E (which iz similar to 1C).

### THE SLIP-PAST LINE TURNABOUT

**LINE 5ABCDEF** Here u start with pozy 3B. Instead of playing the Push-Past, u play a seqence that Daly duznt name (see hiz Plate 222), but i like the term Slip-Past. U might hav to play 5B & 5C a couple of times before u hav good 3E pozy.

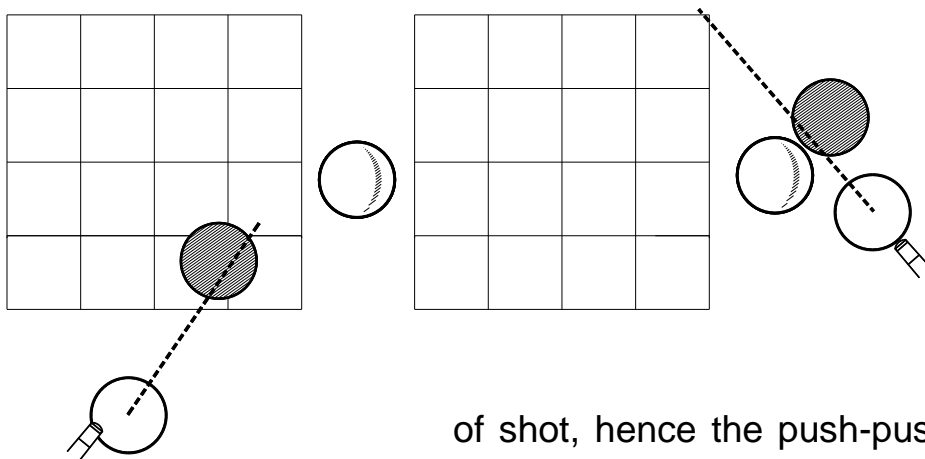
5E iz a follow-throo gather. In 5E the red karnt afford to be too far south, unless the cushion iz a looong way away. And obviously the qball haz to be east of the red.



The Slip-Throo turnabout & the Push-Past turnabout can both be dunn with the balls close to the cushion. But the Slip-Past turnabout needzta be well out to allow shot 5E. Unless u fancy some cute mini-swerv shots to keep 5B & 5C & 5D going until u hav the red level with the yellow. Probly 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 kan remember exactly how he did it.

### THE PUSH-PUSH LINE TURNABOUT

**LINE 6AB** This iz a new seqence that i found for myself. Lets say u were playing the Push-Past turnabout & got to pozzzy 3C. Now if u want to u kan play my seqence. 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 3C, but u don't need to be az particular about getting a pozzzy like 3E for yor next shot. U play to leev 6A which iz much simpler or eezyer. The main difficulty in trying to set up the leev shown in 3E iz that the qball always wants to stop too far west, hence u tend to get a leev like 6A automatically.



In 6A u play the follow-throo gather-cannon. The cushion iz not shown but iz just north of the picture (the further away the better). And u get the leev shown in 6B. This manipulation iz well known to top-of-the-table players. In fact, both 3C & 6A are the same type

of shot, hence the push-push, its just that 6A iz thicker & harder & needs the cushion. The leev in 6B in the Push-Push iz more appealing than the screwy longish range cushion gather (1F & 3E) needed in 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 (5E) in the Slip-Past.