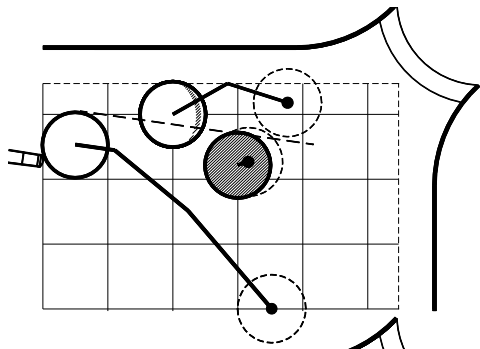
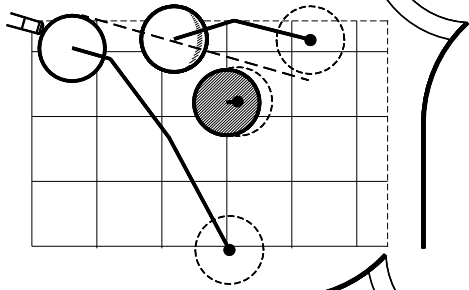


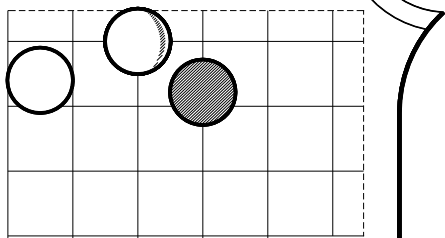
# TRICKY TURNABOUTS



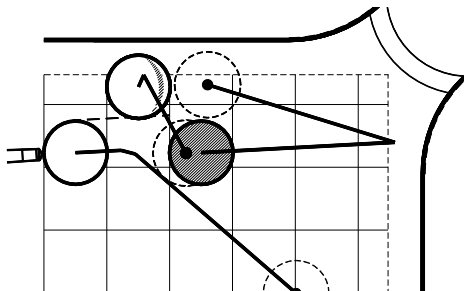
**TRICKY 1** This turnabout is ok near mid-cush, & very friendly near the side-cush coz u kan uze TurnAbout 1 if u stuff-up. Hit the red very thin, & take the qball well throo. The yellow has to go past the red. The usual stuff-up is to hav the yellow kiss the red. This will stop the yellow & bump the red out, giving a cover. But played well u will leev an eezy direct cannon.



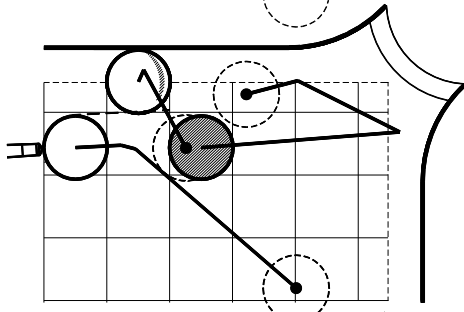
**TRICKY 2** Here is the same pozzy, but with the qball closer to the cush. On this angle it is eezy to take the yellow past the red without risk of a kiss. The down-side is that (on this angle) u karnt get the qball east of the red. So, u know that u havta bump the yellow well ahead. So, u hit the yellow half-ball, with check-side, to take it further.



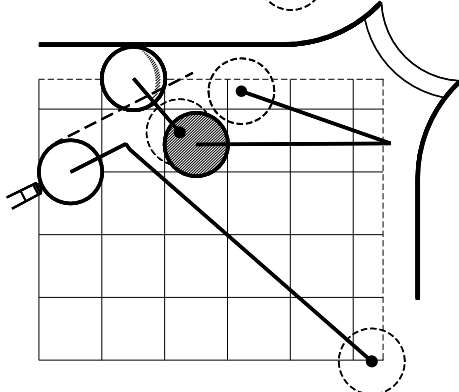
**TRICKY 3** Here the qball is further from the cush. The pozzy looks ok, but it is almost impossible. U will be tempted to uze soft-screw, or a little swerv, but u will fail. U will get the red too thick, or the yellow will kiss the red, or both. It's simple geometry, at close range a few mm's add up to a lot of degrees.



**TRICKY 4** This one needs the side-cush. The contacts & pace need to be very good. The red has to hit just inside the jaw. At this range there is a large margin-for-error, but be careful all the same. The distance from the side-cush is perfikt, u don't want to be further (the margin-for-error is smaller) & u don't want to be closer.



**TRICKY 5** The same pozzy as 4, but the yellow is on the cush. Hit the yellow thinner. Even so, the red gets a lot of the jaw, but it still goes to good pozzy (off the top-cush). Some check-side may help to give the red a good line. And we havta hit hardish, coz the double-kiss takes pace off the yellow.



**TRICKY 6** The same pozzy as 5, but the qball is well out. If we try to play thinnish on yellow, the double-kiss will give the red a good line. But this is a trap, if u try to hit the yellow thin, u will hit the red first. Anyhow, luckily, here we havta hit the yellow thickish, & hardish, coz the double-kiss robs much of the yellow's pace.

CJ

FCJ

**TRICKY 7** Here u stun off yellow, sending yellow just left of the FCJ-Spot. The main thing iz to graze the red az thin az possible. In other pozzys u may need to screw back onto the red.

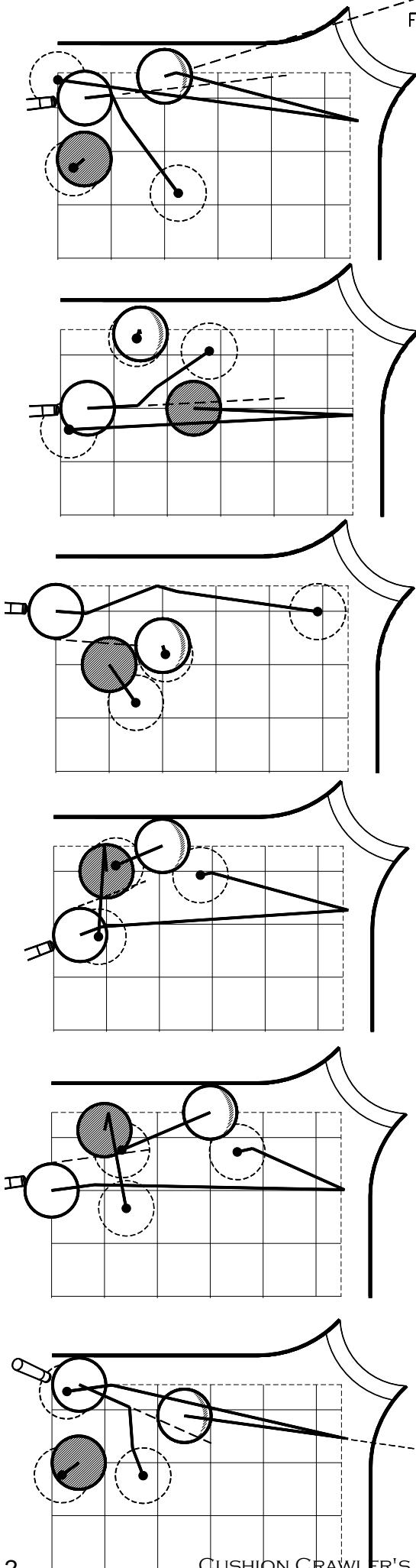
**TRICKY 8** Here u follow throo, grazing the yellow. The main thing iz to take care of the line taken by the red. This should be just inside the end of the jaw, ie just left of the tangent point. In other pozzys u might need to screw back onto the red.

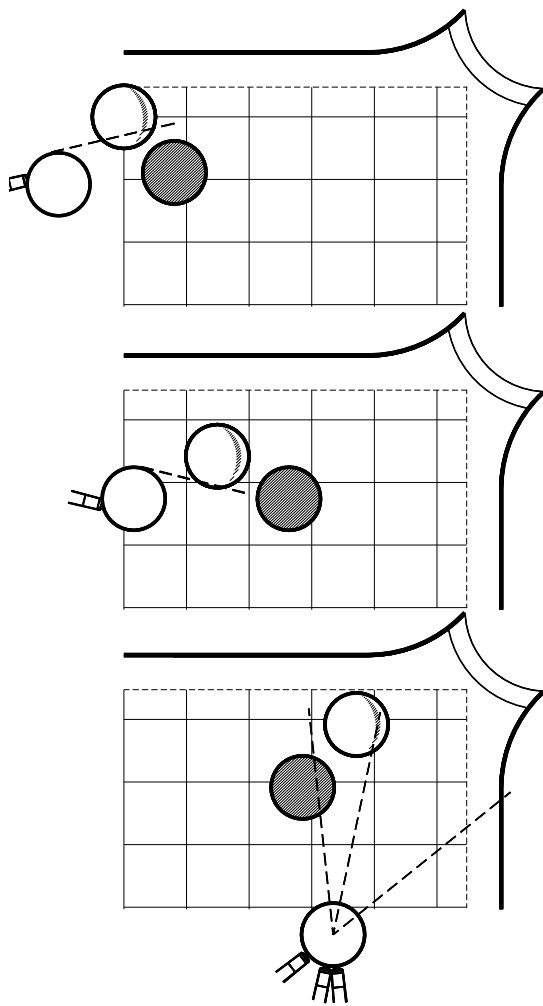
**TRICKY 9** This iz another one that would be ok near mid-cush. But, it's a ticklish & flukey pozzy for sure. The main thing iz the size of the gap between the yellow & cush. Graze the yellow az thinnish az possible. In some pozzys u need to get the yellow before the cush. Or u may havta uze check-side or running-side.

**TRICKY 10** Here u double the red off the cush into nice pozzy. Uze feel to judge the correct contact on red, & the correct contact on the jaw. For accuracy play by reeching over the western side-cush.

**TRICKY 11** Here iz a varyation of 10. This time we havta uze lots of check-side. The uzual stuff-up iz to hit the red too thick, & to uze too little side-spin.

**TRICKY 12** The yellow needs to be hit just left of the J-Spot. If in trouble, u kan try to set up this sort of pozzy. It needz a large gap between red & yellow. U will hav to hit down, due partly to the cush.

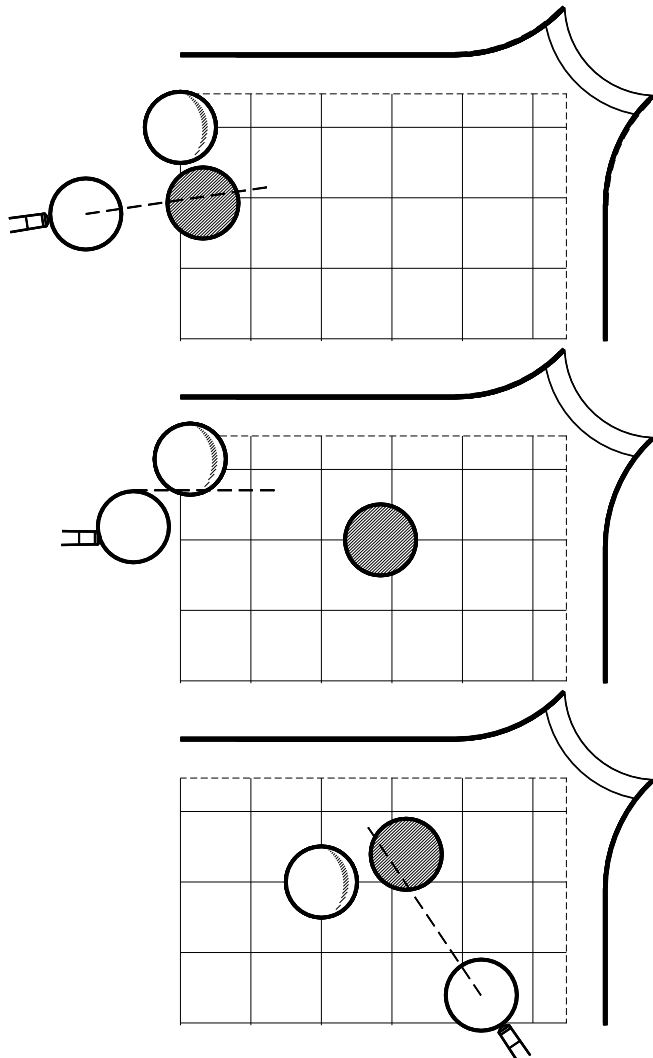




**TRICKY 13A** Ok, here iz how Macka probly did it. Let's start with RunAlong AA pozzy. Now, its uzually eezyer to turn-about if u can get the balls out further. So, u play a crisp  $\frac{1}{4}$  ball on yellow, with check-side, to leev 13B. The  $\frac{1}{4}$  ball givs a larger deflexion angle, & the check-side keeps the qball from leaking south.

**TRICKY 13B** It would be nice to hav perfikt pozzy, like Tricky 1, where u could just roll the pills every shot, mightbe uzing some side. But, most of the time Macka would get something like 13B. Here Macka has to play a thinish screw, to leev 13C. The main thing iz to graze red az thinly az u dare. Right-side can make this eezyer to judge. And, the thin contact keeps yellow from leaking too far east.

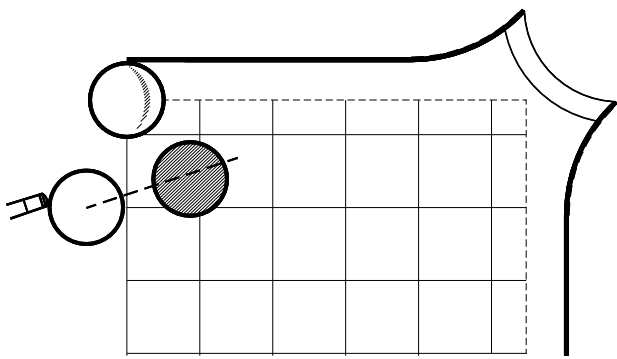
**TRICKY 13C** Macka now haz 3 options. (i) The thick run-throo. (ii) The thinnish cannon. (iii) A cush-cannon. The problem with (i) & (ii) iz that a right-hander haz to reech out & back, or uze her left hand, or uze the rest. Having the thin-screw up yor sleev makes it the eezyest.



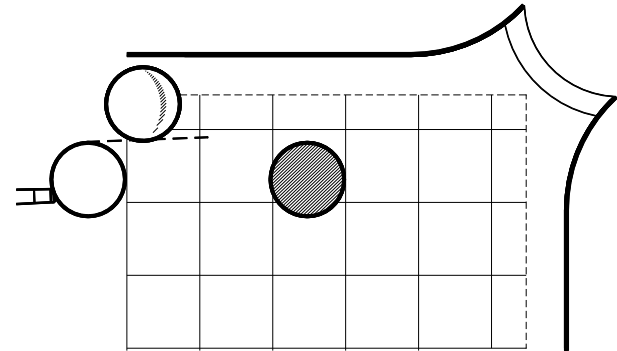
**TRICKY 14A** Here i reckon Macka would bump the red well ahead, to leev 14B. Don't bump yellow too close to the cush.

**TRICKY 14B** Here iz that thin-screw again. Graze red az thinnly az u dare, leaving 14C. Its amazing how thin u havta hit yellow to stop it from going too far east & hitting the red.

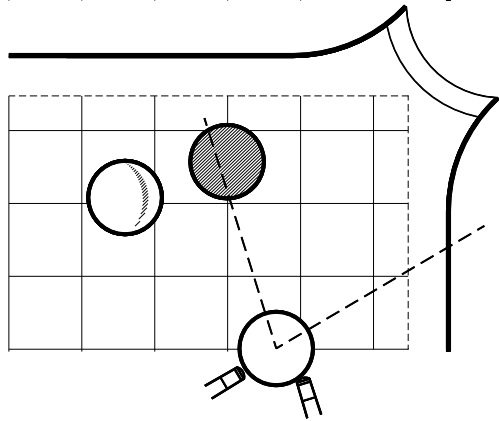
**TRICKY 14C** This will uzually be a red-first cannon. Anyhow, this iz another eezy seqence. The thin-screw iz the key. But, right-handers should praktis all of this near the left top-pocket, mirror-image, koz that's where it will be of most use. Praktis the mirror-image of the thin-screw, the key shot.



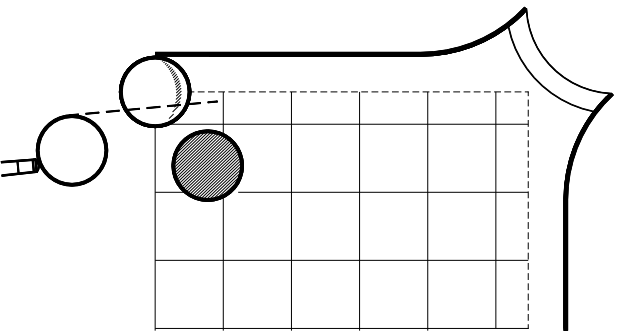
**TRICKY 15A** Here i reckon Macka would play fullish on red, with lotsa left-side, to leev 15B. The left-side helps to get the yellow off the cush. And it keeps the qball west of yellow.



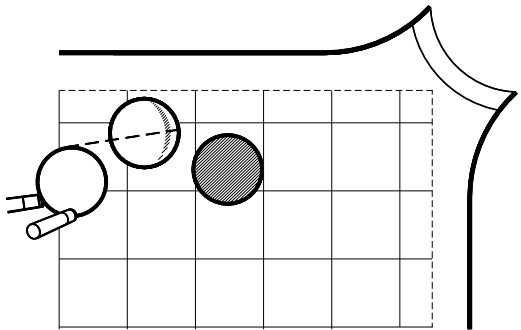
**TRICKY 15B** The key shot again. A thin-screw. Chalk-up.



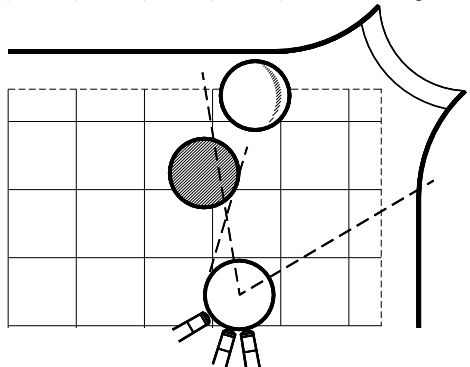
**TRICKY 15C** Here the run-throo iz just on. But praps u would prefer the cush-cannon. Praktis theze, its amazing how u havta aim further left than u think.



**TRICKY 16A** Here u havta play thin on yellow with right-side. The main thing iz to make sure that the yellow duznt get to the red before the qball. Play softish to leev something like 16B.



**TRICKY 16B** With luck u might hav a simple rolling half-ball with left-side or right-side. But more likely u will need a thick stun-shot. Theze are more difficult than a thin-screw. So u may be inclined to try the eezyer swerv-shot.



**TRICKY 16C** This leev allows three options.

**TRICKY 17A** Play a slow thin ¼ ball, to leev 17B.

**TRICKY 17B** A thick half-ball with right-side will leev 17C. U shouldn't need anything fancy, unless u stuffed-up 17A.

**TRICKY 17C** Here we hav our uzual three options.

**TRICKY 18** Here u hit red first. It's a good backup for when Tricky 13 goze haywire.

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.*

**TRICKY 19** This iz in the same family az Tricky 7 & 12.

**TRICKY 20** This pozy kums up lots. And i could write a chapter on it. Uze lotsa right-side to clear the red to the west. U should praktis varyations, ie different angles & gaps etc. The main thing iz to avoid the yellow kissing the red twice. Get a feel for what iz needed to maximize yor chances of getting good nursery cannon pozy.

