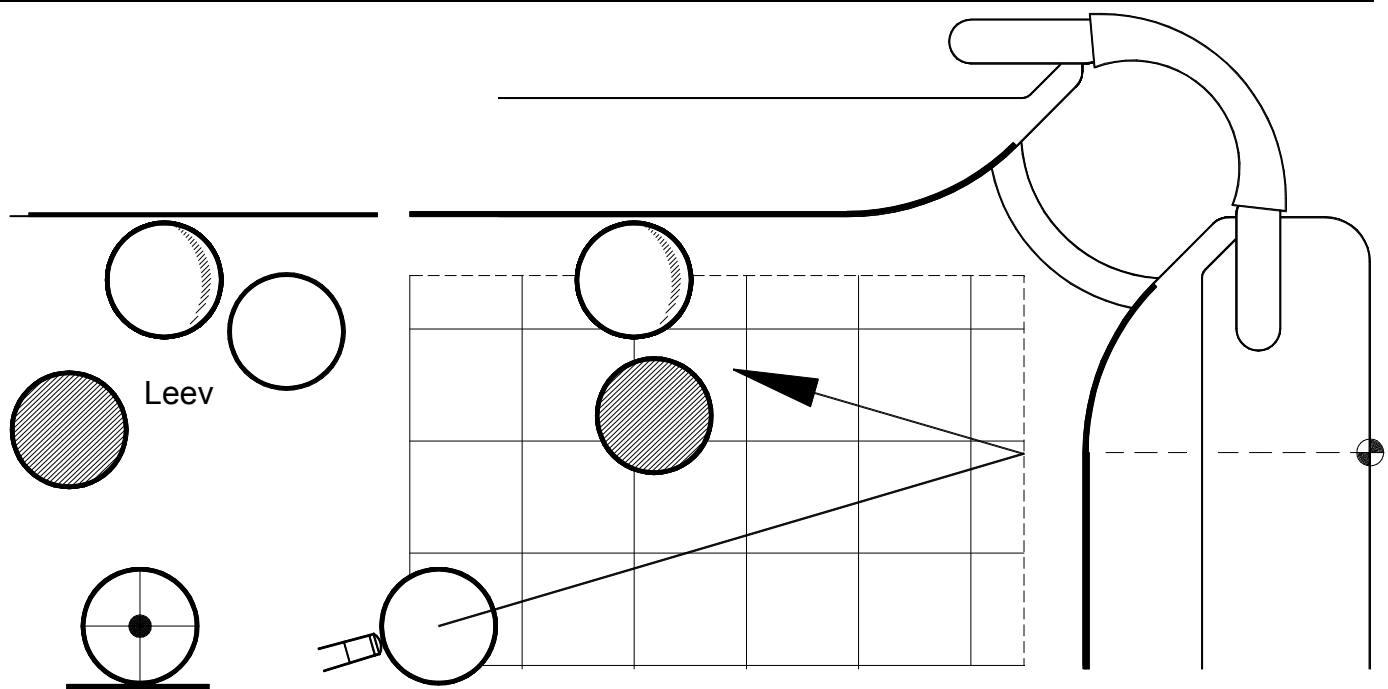


TURNABOUTS

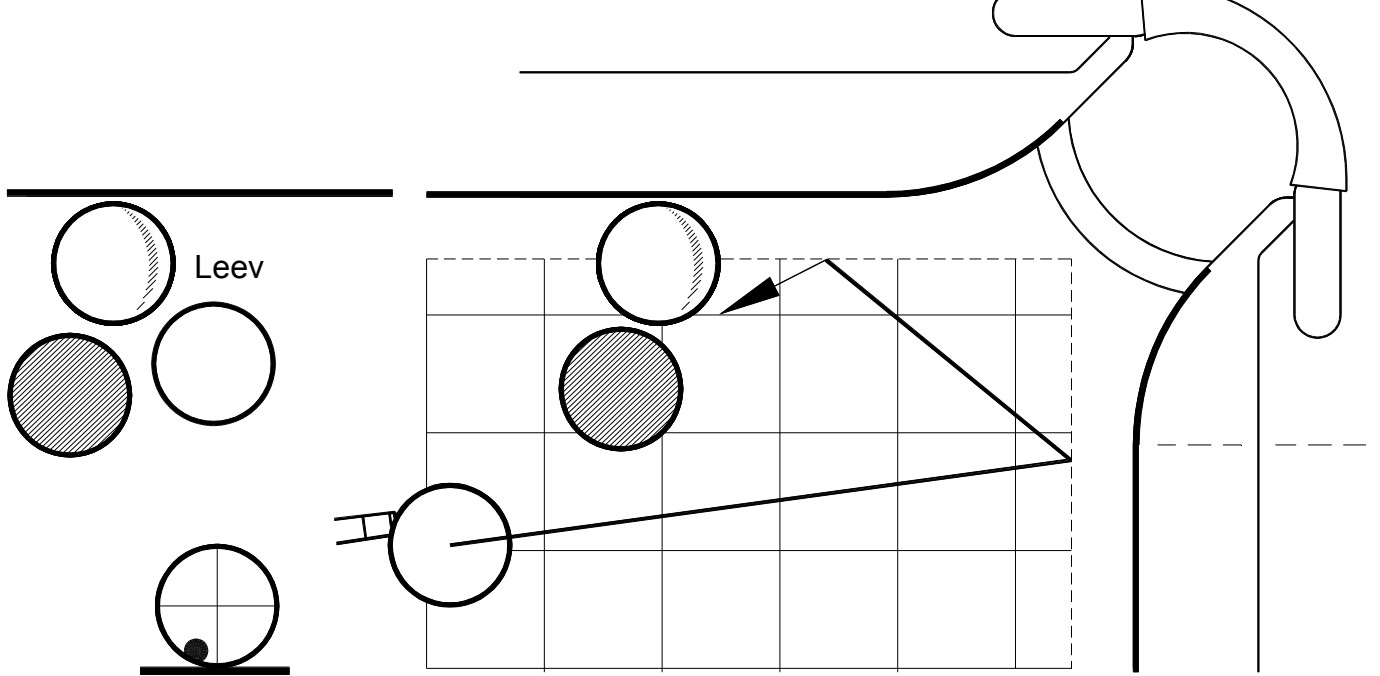
In Manchester, in 1932, Clark McConachy nursed the ballz along the top-cushion nine times, getting 464 cannons. So he must hav turned the ballz 8 timez. There duznt seem to be any good record of how he turned, or how he prepared for the turn. I seem to recall a diagram showing that he uzed the side-cushion. Derek Gibb had some lessonz off Macka in about 1973, and Macka showed him how to take them along, turn, and take them back, but Derek can't recall the exact detailz. TurnAbouts arnt really needed in English billiardz nowadays. In the old dayz u had the 25 or 35 Indirect-Cannon-Rule, so u couldn't jam'em or play the cradl. But there woz otherwise no limit on cannonz, so playerz 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-cushion, koz if u get into troubl uken soon go away from nurseryz. I think that Stevenson and Co thort this way also. Turnabouts ken kum in handy if u are going the wrong way, & want to get back on your good hand. Or sometimez u might be in troubl, & a turnabout shot or sequence might be the best way of fixing thingz. Anyhow, i hav experimented with TurnAbouts, and there are a few tricks that could kum in handy for enthuziasts. Firstly we look at how Macka might hav dun it.



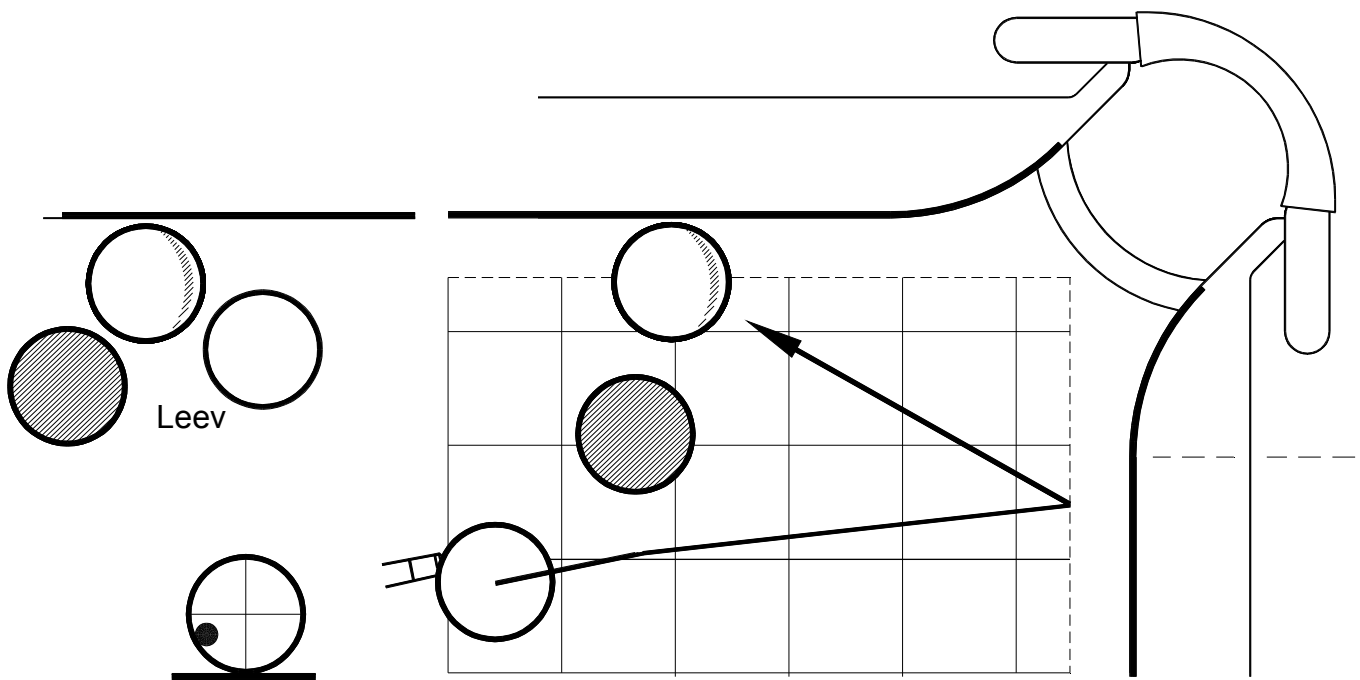
TURNABOUT 1A Here iz an eezy pozy for a turnabout. A simpl cushion-first cannon duz the trick, az shown. The reezonz that it iz simpl are

- The qbball iz well out from the cushion. This allowz us to hit the cushion, not the jaw, and we don't hav to uze side-spin.
- The red iz a littl out and a littl forward of the yellow. Both theze thingz help, they increase the margin-for-error for the contact, and giv a better chance of a good leev.
- The red&yellow are not too close to the side-cushion (ie the pocket and jaw).

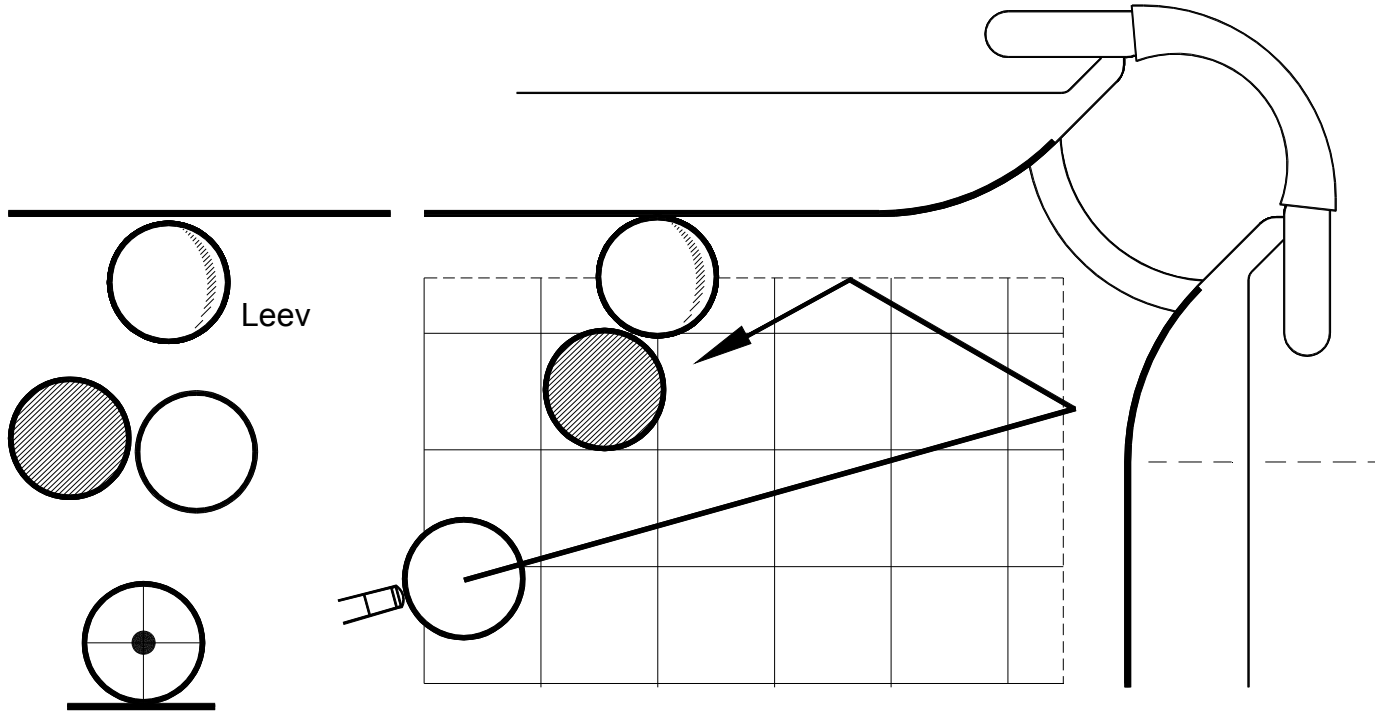
The main stuff-up iz to aim too far right on the side-cushion, and thus miss the cannon by hitting the red too full. U almost alwayz havta aim further left than u think. The J-Spot shown only marks the end of the jaw.



TURNABOUT 1B Here the best shot iz to hit the side-cushion wide of the jaw, izing lots of left-hand-side, to get a 2-cushion cannon. Uze drag to maximize the side-spin while allowing a softish shot. Kumming off two cushionz givz a more consistent leev. The direct cannon similar to 1A might appear eezyr, but playing both wayz a number of timez will confirm that the two-cushion cannon iz best. Bob Marshall told me so. The pozy here iz probably at the limit. Any closer to the side-cushion and the two-cushion-cannon would be too difficult unless the qball woz very wide. Setting up the turn further from the cushion iz good thinking, ie at say 250mm (the 5th line) or even at 300mm (the 6th line).

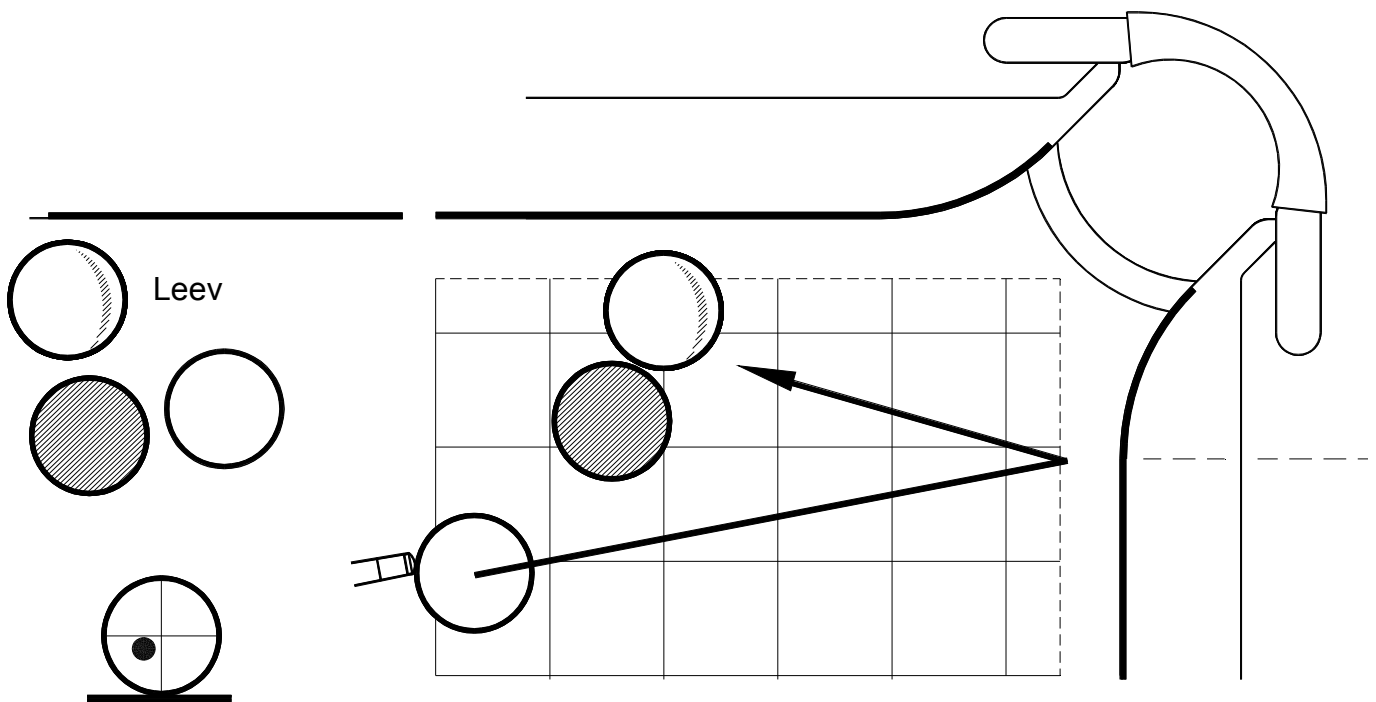


TURNABOUT 1C Here we ken play a 2-cushion-cannon, but the percentage shot iz to hit thinnish on red, with lots of left-hand-side, to cannon on yellow off one cushion (az shown). The reezon iz that there iz a big gap between red and yellow. The thin touch on red rezults in a closer gather. And az we hav already hit the red, any touch on yellow counts. We could show a few varyationz to this pozy and shot, but u ken soon work them out for yaselfs. For instance, if the qball woz wider u could uze nil side. Wider again and u could uze right-hand-side, off the jaw. 1C etc iz best played by reeeching out over the left cushion, to get an accurat line.

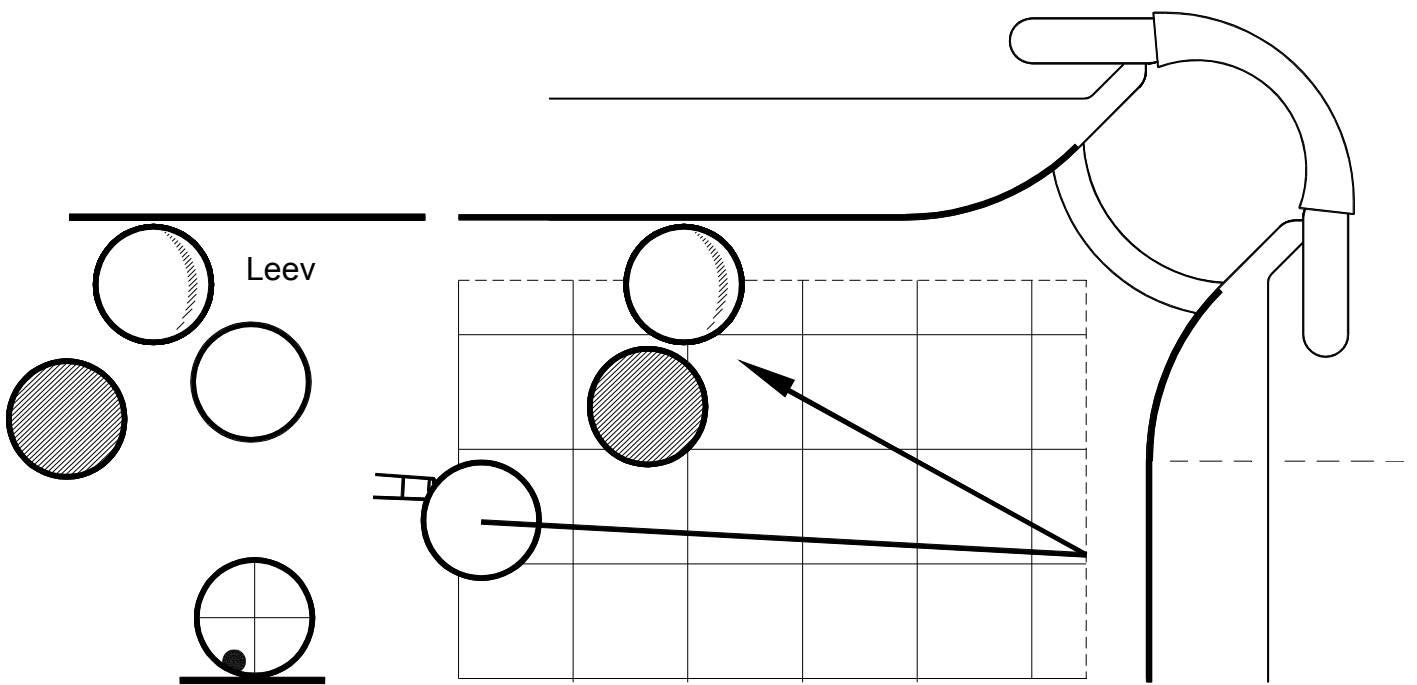


TURNABOUT 1D Here the red&yellow are touching and on a biggish angl. The best shot iz to kum off the jaw with nil side.

This takes some judgement, but the payoff iz that the margin-for-error iz actually better. On the angl taken by the qball, almost any contact on yellow will lead to a cannon. A 2-cushion-cannon would hav less chance of scoring. And the 1-cushion-cannon iz high risk also.



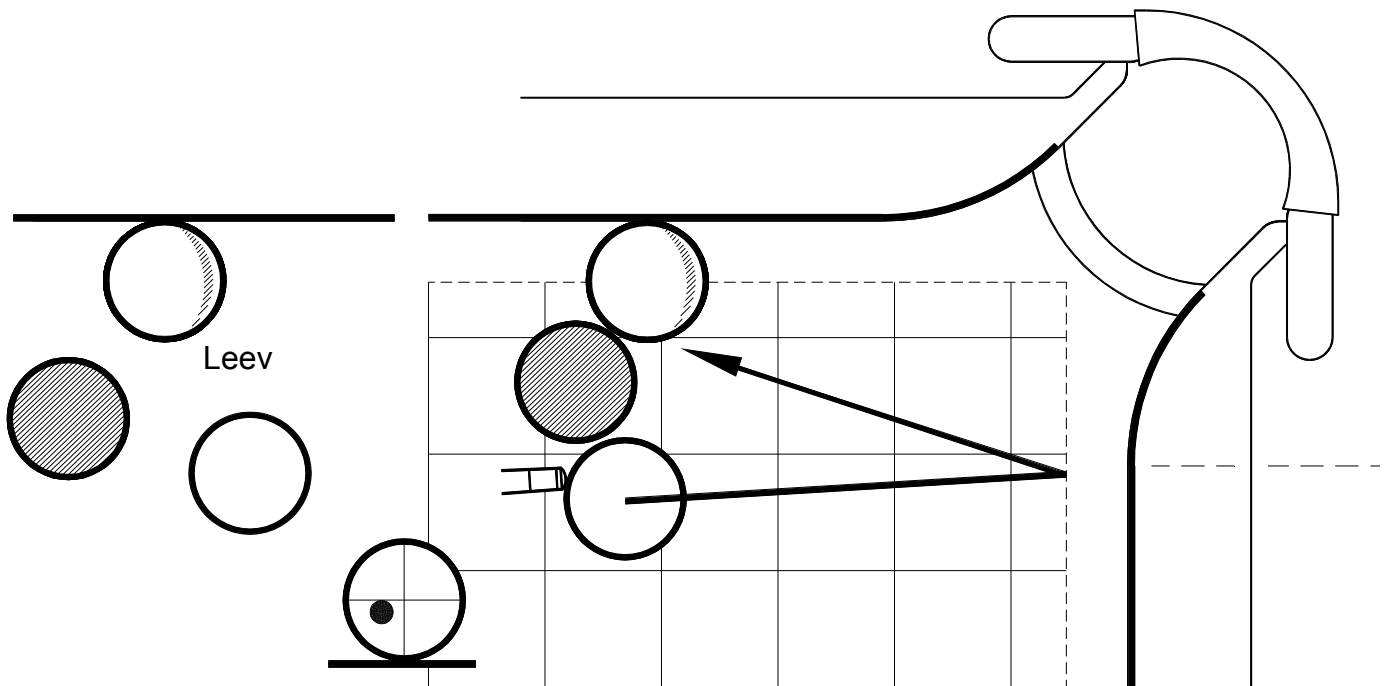
TURNABOUT 1E Here the red&yellow are touching but off the cushion. The best shot iz the 1-cushion-cannon with a littl left-hand-side. Try to hit the yellow first. This iz uzually more forgiving.



TURNABOUT 1F

Here the red blocks the 2-cushion-cannon. So we havta play a 1-cushion-cannon, uzing maximum left-hand-side.

An alternativ iz to postpone the turnabout and to nurse the ballz into a better pozy, where we ken play our favourit littl two-cushion-cannon.



TURNABOUT 1G

Here we got a cover after playing a two-cushion-cannon. No worryz. We just hav another go.

The red&yellow are not laying nice enuff for a two-cushion-cannon, so we play a 1-cushion-cannon with a littl left-hand-side.

Here we try to hit the yellow first, koz if u hit the red first (in this exact pozy) it will go a mile.

PRE-→PRE-→ POZZYZ

Side-cushion turnabouts 1A to 1G are eezy compared to the difficulty of getting the pre-pozy. And to get a good pre-pozy u havta get a good pre-pre-pozy. Here we look at a few pre-pre-pozyz, and what to do.

TURNABOUT 2A

If the ballz are very friendly they might arrangelthemselvz az shown, in which case u ken play the simpl cannon. The uzual stuff-up iz to hit too softish, and leev the qball too close to the red, or even snookered for the cushion-cannon shown.

TURNABOUT 2B

Here a pique duz the trick. The ballz are going to end up off the cushion. So the turnabout will be a 1-cushion-cannon.

If the yellow iz on (or near) the cushion, the pique iz the shot to play also. Koz an ordinary kiss-back will rezult in the yellow kissing the red outish.

TURNABOUT 2C

If u ken get the qball close to the cushion, a thinnish cannon will do the trick. Here u hav the chance to place the yellow (and red) where u want.

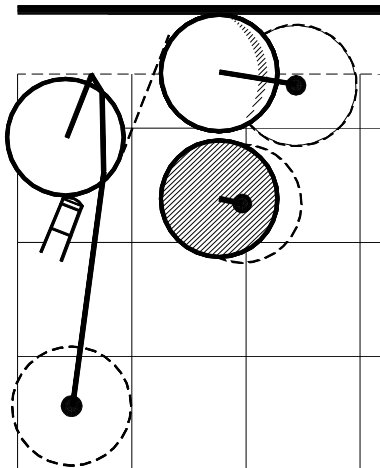
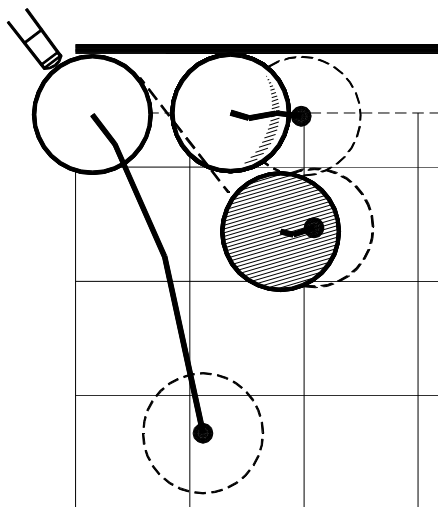
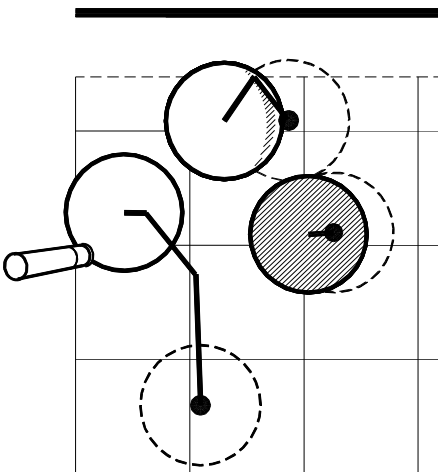
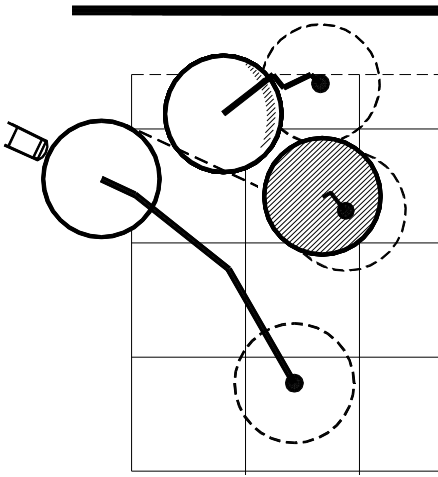
Uzually u will try to place the yellow a littl right of the red, to giv the best pozy for our favourit two-cushion-cannon.

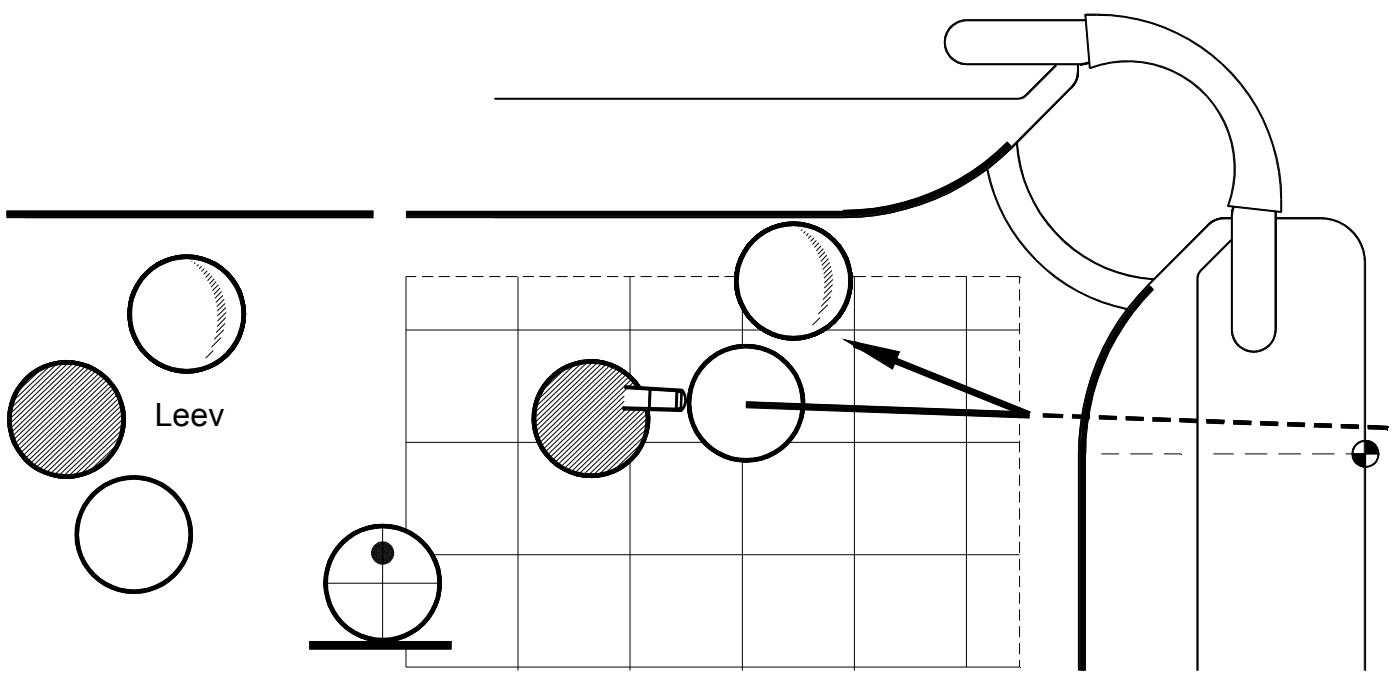
But if the red iz a littl too outish from the cushion, u might decide to leev the yellow a littl left of the red, to leev a red-first 1-cushion-cannon.

TURNABOUT 2D

The best way to get good pre-pozy iz to set up a thin cushion cannon. This iz real eezy to set up, and i reckon that this would hav been Macka'z favourit. And the best type of cushion-cannon iz the cushion-first-cannon. The yellow-first cushion-cannon iz hard to judge, u uzually get the red too thick. And the best cushion-first-cannon iz the type where u uze right-hand-side to get a thick contact on yellow, and hence a thin contact on red.

If the yellow iz sitting a littl left of the red uken still play a cushion-first-cannon, but the yellow first cannon will probably be best. Koz it will bump the yellow to the right of red. The uzual stuff-up iz to get the red too thick, in which case it endz up right of the yellow, and (perhaps worse) too far from the cushion.



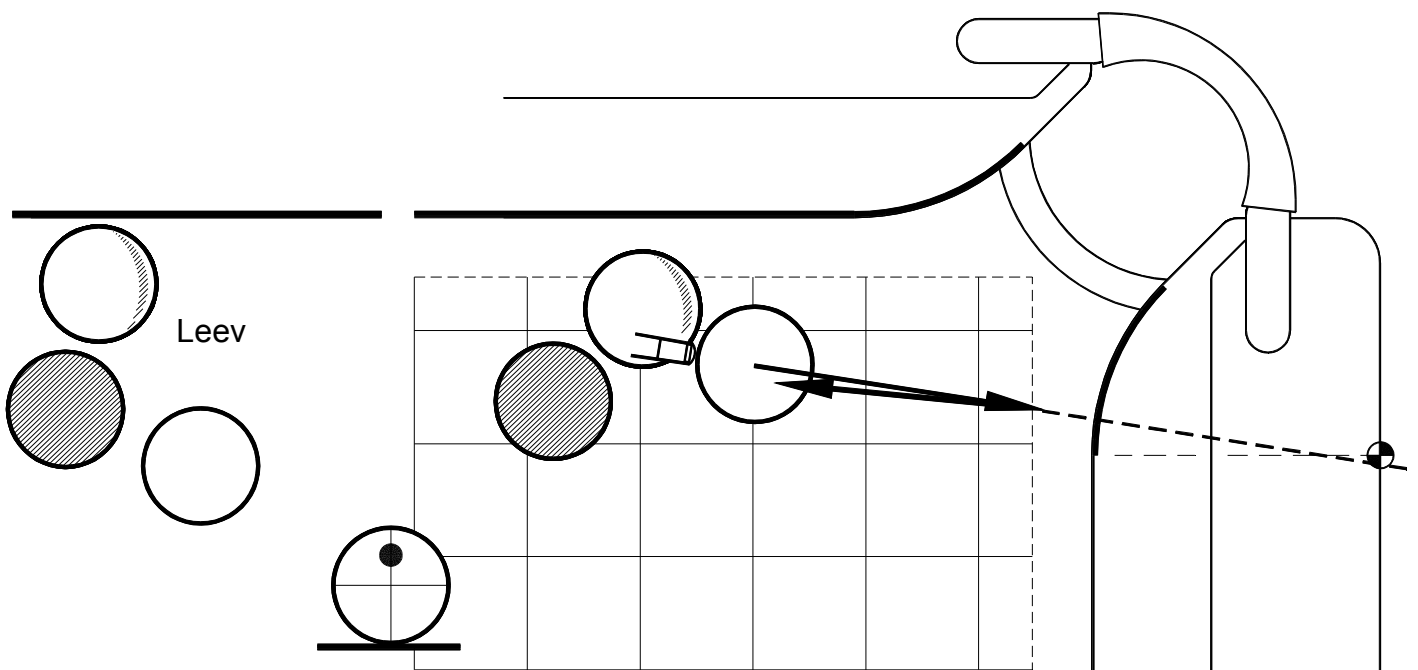


TURNABOUT 3 Perhaps Macka did the turnabout like this (at least sometimez). This iz a variation of the common slip-throo.

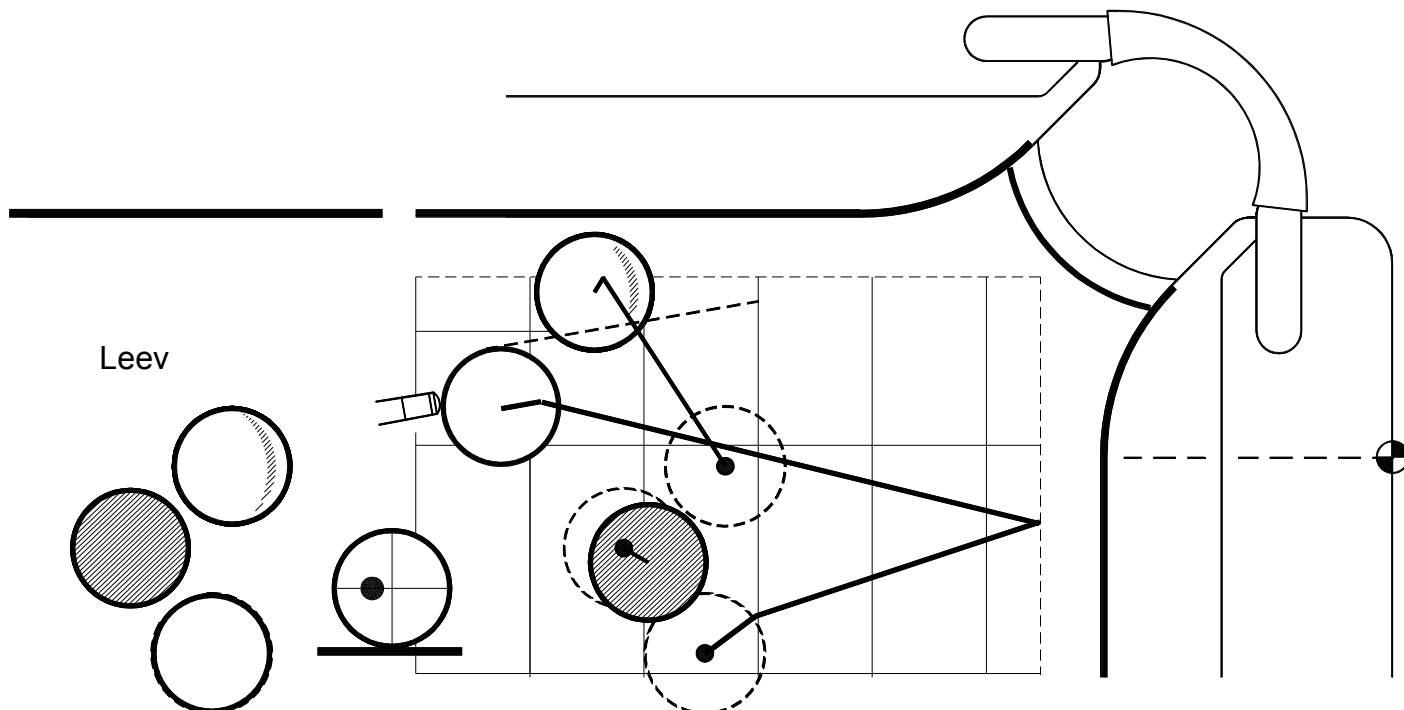
With the common slip-throo, u havta get well past the yellow, to get an angl for the gather, but here we only need to go out enuff to see the J-Spot (shown). Much eezyr.

And it's eezy to get the pre-pre-pozzy. And uken do it closer to the jawz than the turnabouts we were looking at earlyr. It's a good recovery shot to fall back on if u stuffed-up during a run. Perhaps u were a bit clumsy and allowed the red to wander away from the cushion, with littl room to get it back. No worryz, u let the red get further behind, & set up this No 3 pozzzy.

In 3 we hav the optionz of playing left of the J-Spot (shown), or we ken aim at the J-Spot and uze left-hand-side (not a good choice when u havta shoot over the red).



TURNABOUT 4 Here we hav got a cover after playing a shot similar to 3. No worryz. We just hav another go. This time we aim a littl right of the J-Spot, to get a half-ball contact on yellow.



TURNABOUT 5 Here'z the latest one, that i found today whilst messing about. It looks like a good backup for when u stuff up, especially if u really want the turnabout.

I found that it woz deceptiv. U need more left-hand-side than u think, koz u tend to miss the red on the outside, koz u get a larger Deflexion Angl off yellow than u think.

If the qball iz too far south (not shown) u needta uze a thin contact on yellow plus screw plus perhaps a touch of right-hand-side. Too thick a contact on yellow, & the yellow will get away.

The shot in 5 iz eezyish. But setting it up on purpose iz very difficult. The troubl iz that the red hazta sit further out than u think. And the yellow hazta sit westish. But this type of pozzly will obviously kum up, perhaps after a stuff-up, or after a goodish gather. And, when it duz, i will recognize it az 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.....

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 iz a great master of this kind of billiards iz **HW Stevenson**. One of hiz 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.*

THIS DESCRIPTION OF THE USE OF THE TWIST STROKE MAKES IT LOOK LIKE WALLY UZED TURNABOUT 28D ???! 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*

Recently i contacted Ray Habgood & Philip Sharp (New Zealand) in search of anyone who had any knowledge of Macka'z turnabouts. I woz very pleezed to find that they had written the abov book. Phil kindly sent me this excerpt & gave me permission to include it in the Bibl.

..... *When Davis, Lindrum, McConachy & Newman first started making significant use of nursery cannons in matches, the nurses were usually started near a top pocket & taken along the top cushion to the opposite top pocket, then past the pocket & down the side cushion.*

*On February 18, 1932, in a game against Davis, McConachy made a run of **297 cannons** in which he took the balls **nine times** to & fro across the top cushion. This run of cannons was significant in two ways: it broke the record of **284 made by Lindrum** a few weeks earlier, & it was the first large run to be made to & fro across the top cushion without using the side cushions.*

*Twelve days later, in another game against Davis, McConachy made a run of **424 cannons** in which the balls were taken **twelve times** to & fro across the top cushion. In the same game ten days later, McConachy made a run of **464 cannons** in the same way.*

*The idea of nursing the balls to & fro across the top cushion had been introduced by Newman, but it was McConachy who turned it into a formidable scoring weapon. The main difficulty in nursing the balls in this way was **turning them back** at the corner pockets. There was also the difficulty that the reach could be awkward for some cannons when playing in the wrong direction (left to right for left-handers & vice-versa for right-handers).*

*According to an article in the February 28, 1932 edition of **The News Of The World**, McConachy had **five or six different methods** by which he executed his turning movements.*

Two of the methods, depicted in Diagram 8, were given in the article.

- *In **stroke 1**, the cueball is played almost full onto the white with sufficient strength to drive the white off the side cushion & leev it near the top cushion. The cue-ball runs through for a fine contact on the red.*
- *In **stroke 2**, the cue-ball makes a very fine contact on the white, & then kumz off the side cushion to cannon onto the red.*
- *The March 1, 1931 edition of **The Manchester Evening News** gives a third method, **stroke 3** of Diagram 8. The stroke is an indirect cannon played off the side cushion.*

*What other turning movements could have McConachy ized? One possibility is given by **stroke 4** of Diagram 8. The stroke is based on one given in Maurice Daly's **Daly's Billiard Book**, a book on Carom Billiards. The cue-ball is played very thinly on to the white & slightly to the right of centre on the red. The red bounces off the side cushion & the white bounces back a short distance off the top cushion.*

Mac's comments -- Until now i woz just guessing. So this revelation from Phil'z & Ray'z book makes me feel much better. And it looks az if i havnt missed any obvious methodz of turning about. It appearz that Macka woznt a heavenly god, with some miraculous manipulation beyond the scope of mere mortalz, he woz just an earthly god. There iz no great gain in re-drawing the four drawings, koz these methodz & drawingz are more or less identical to some of the drawingz we looked at earlyr, or further on, az followz. Stroke 1 iz similar to TurnAbout 18, ie ball -- ball. Stroke 2 iz similar to TurnAbout 1C, ie ball -- cushion -- ball. Stroke 3 iz similar to TurnAbout 1E, ie cushion -- ball -- ball. Stroke 4 iz similar to TurnAbout 7A, ie ball -- ball -- cushion.

