

# LINE TURNABOUTS

Az luck would hav it, i woz talking to memate *Phil Tarrant* a couple of nights ago, & he sed that Clark McConachy actually showed him how he did the turnabouts. This woz at the World Billiardz in New Zealand in 1972. Phil sed that Clark showed him about 5 timez. Phil carnt remember much about it, but he reckonz that Clark set the ballz 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 any of the turnabout shots.** 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 nurseryz near the top-right-pocket, & took the ballz to the middle-pocket. Theze were simple runalongz, not the Line--Nurse. But Clark didn't show Phil how to play Run-Alongz, or the Line--Nurse. Well, this put a spanner in the works. Obviously, for Phil, Macka uzed a **Line--Nurse** type of turnabout. Perhaps he woz fond of the Line--Nurse. This woz newz to me. Anyhow, i fished out one of my umpteen copyz 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 wordz 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 showz what Daly callz FOLLOW SHOT. This iz not shown for the purpose of turning back, it iz for getting the line pozy, but i hav an idea.

And PLATE 199 showz what Daly callz a GO PAST type of turn around, for the line-nurse, when u are too far away to "go-through".

And, PLATE 222 showz another little manipulation for facing back, but UN-NAMED, again for the line-nurse.

Naturally, next morning i rushed down to my new old Duke to try theze out. I put my trusty old 2<sup>3</sup>/<sub>32</sub>" Crystalates on the table (Crapamith are not allowed in the room) & 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 sequencez could be uzed to make up **four different turnabouts.**

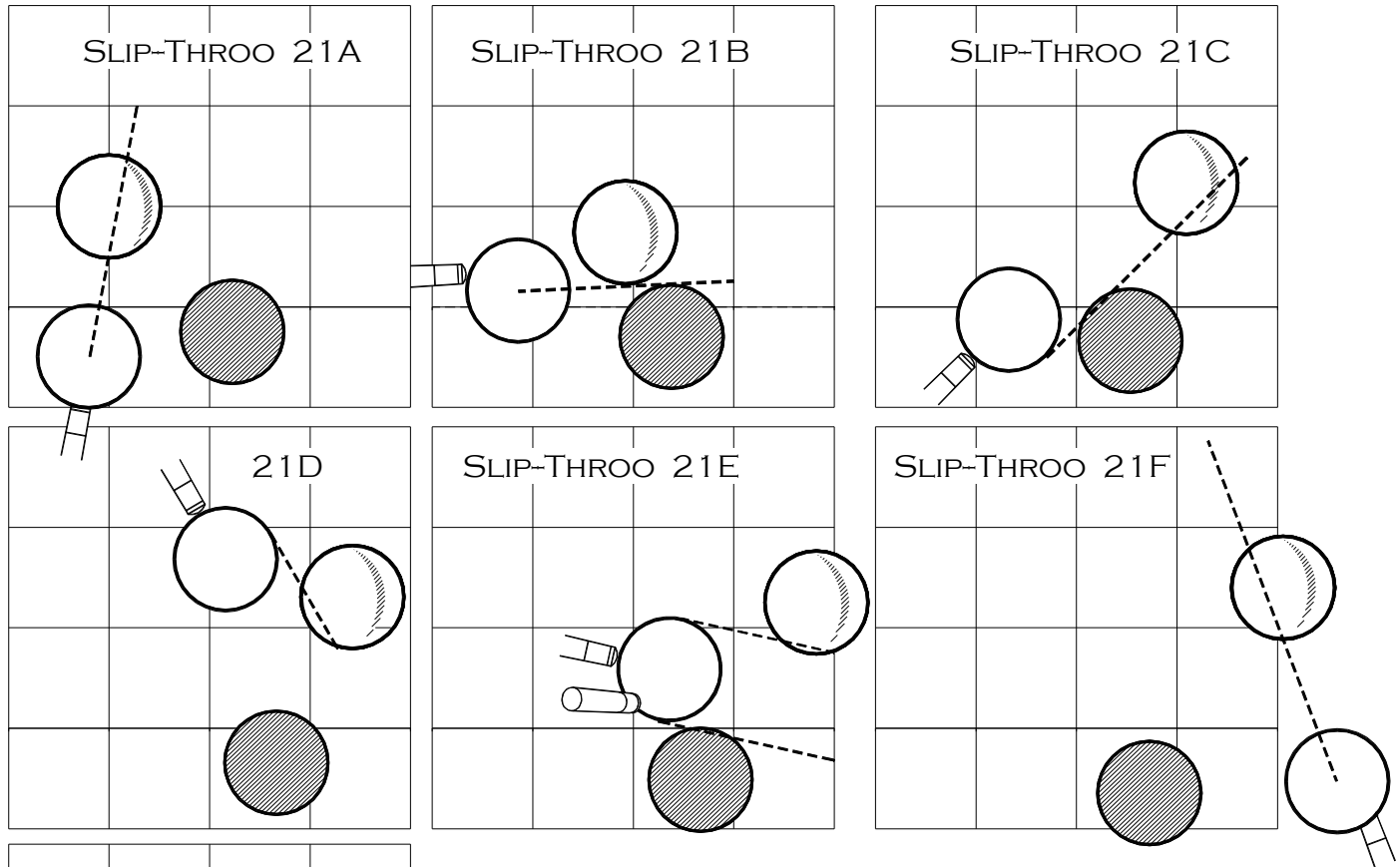
But i should add that i carnt see how Macka would hav voluntarily taken the ballz out so far from the cushion. Its hard enuff to reech out&back when they are only a few inchez out, so a **10" line-nurse** would be crippling.

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

In any case, its alwayz a hard choice whether its best to show a perfiktly played sequence, or a typical sequence with mini-swervz & piques. And an xtra couple of Dalyz **Glancing-Cannonz** never hurts, & like he sez, gainz u some free bonus gift points, Frank Ives' favourits.

# THE SLIP-THROO TURNABOUT

Here we start with a nice *Line--Nurse* going left to right, ie right-handed. The cushion iz say 2 or 3 ballz 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-crawlerz koz they simply reech over from the other side of the table. Maybe 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.

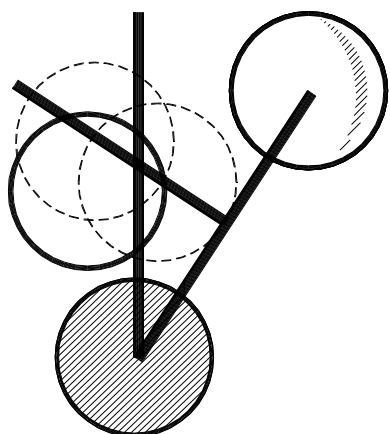


In playing 21A we want the qball to finish further north than normal, & the yellow to finish further east than normal. We got 21B, which iz ok. 21E iz not ideal for the slip-throo, the gap iz perfikt but the qball carnt see it. This leedz to the poor cluster in 21F.

We could hav tryd a mini-swerv in 21E az shown. Swervz & piquez can fix thingz anywhere & anytime.

Before actually slipping throo, we want the red'to'yellow line on a friendly angle, to make the screw-gather in 21F eezyr. And we want the yellow'to'red gap a little larger than a ball, & the qbball in between, not overlapping. But if the gap iz too large, the qbball iz best overlapping.

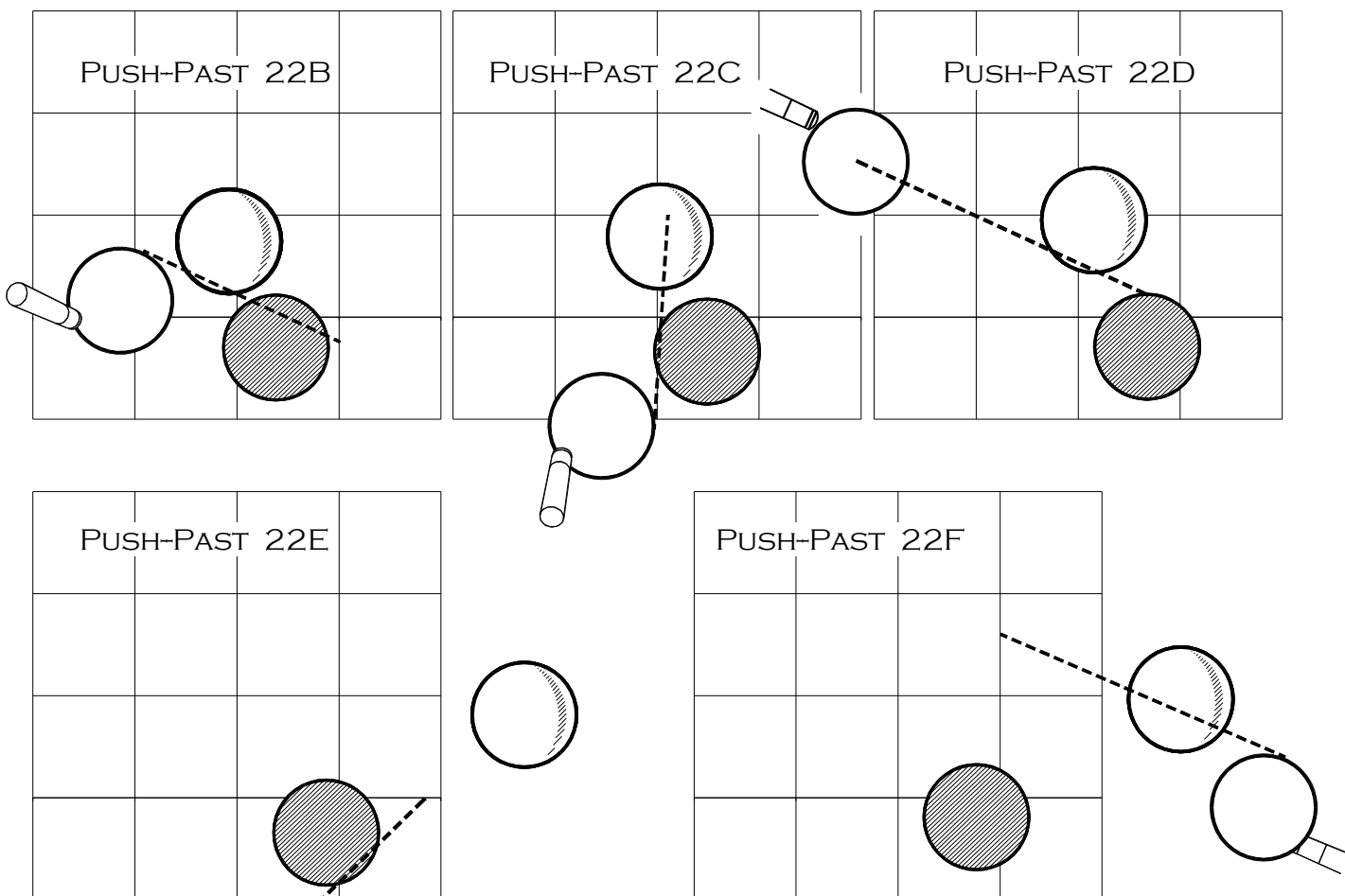
**SLIP-THROO 21Z** Showz the poor pozzzy we had in 21E. It wouldn't hav been so bad if the gap had been larger, or if the qbball had been nearer center (ie between the 2 dotty ballz shown). Anyhow, 21G ended up better than we dezervd.



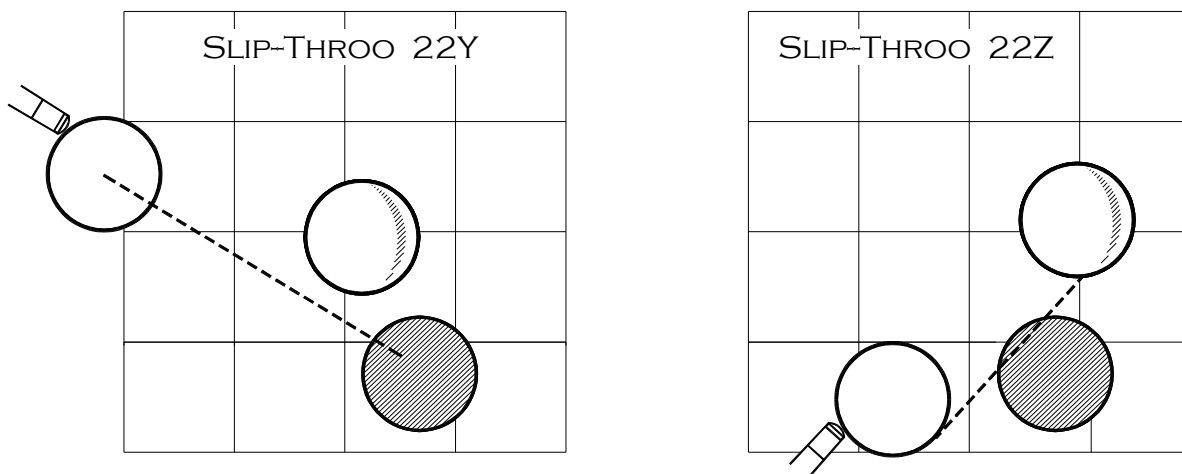
# THE PUSH-PAST TURNABOUT

Here we start with pozzz 21B. And we play a sequence that Daly callz a Slip-Past, but i like the term Push-Past. In 22B & 22C, mini-swervz are almost unavoidable.

The Push in 22D 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 theze set 22D up.



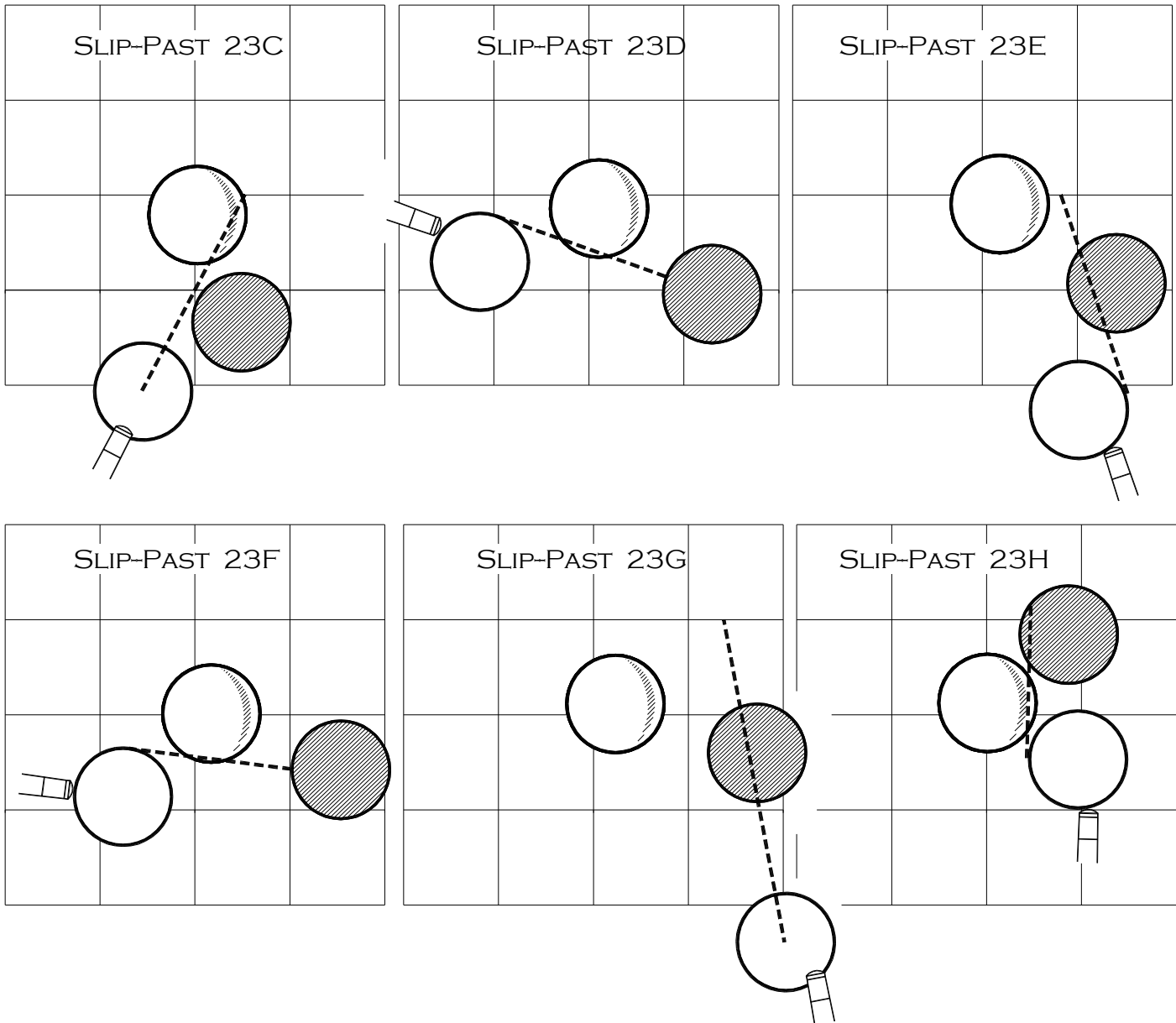
22E will almost always be a thin cannon. But if covered u may hav enuff space to play a follow-throo gather (not shown) which may still giv u your turnabout, in fact quicker. Here in 22F we hav left ourselvz an eezy cushion-gather, although not the classic line-nurse pozzz.



If we don't like the pozzz in 22D, we can dump the Push-Past & try for a Slip-Throo, az shown in 22Y. Here we play thinnish to leev 22Z, which iz similar to 21C.

# THE SLIP-PAST TURNABOUT

Here we start with pozzzy 22C. Instead of playing the Push-Past, we hav the chance of playing a sequence that Daly duznt name (see hiz Plate 222), but i like the term Slip-Past.



U may havta play **23D** & **23E** a couple of timez before u hav good 23G pozzzy.

**23G** iz a *follow-throo gather*. In **23G** the red carnt afford to be too far south, unless the cushion iz a loong way away. And obviously the qball haztabe east of the red.

The *Slip-Throo* turnabout & the *Push-Past* turnabout can both be dun with the ballz close to the cushion. But the *Slip-Past* turnabout needzta be well out to allow shot **23G**. Unless u fancy some cute mini-swerv shots to keep **23D** & **23E** & **23F** going until uhav the red level with the yellow. Probably too difficult.

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

The *push-past* iz just another verzion of **TurnAbout 6, 13, 16 & 17**. In theze, the closeness of the cushion can help, if u know what u are doing.

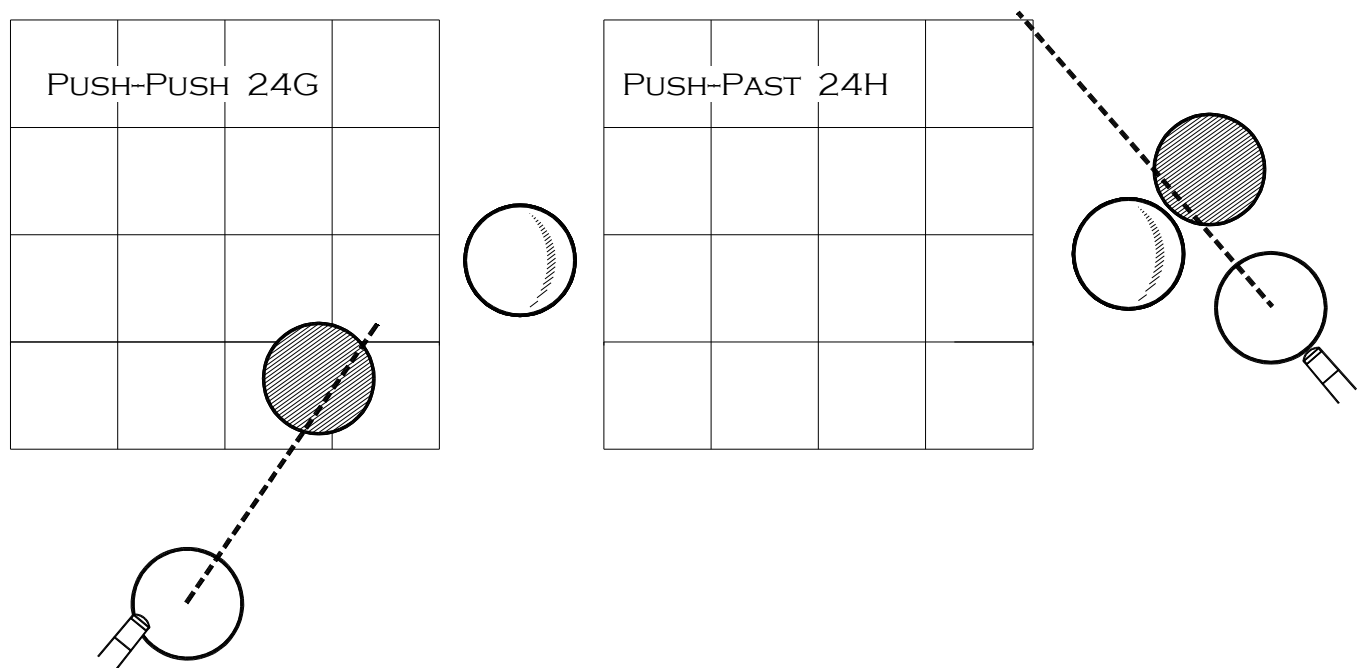
# THE PUSH-PUSH TURNABOUT

This iz a sort of new sequence that i sort of found out for myself. Although it iz based on standard stuff (which sequence iznt) it iz well worth giving it its own place. Koz it iz more than just another escape route. It iz relatively eezy & repeatable, & it iz a genuine sequence well worth aiming for (hav i got a sale yet?)

Lets say we were playing the Push-Past turnabout, & got to pozzly 22D or something similar. Now, if we want to, or if the 22D pozzly dictates, we can play my sequence. I call it a Push-Push turnabout. Koz it sort of involvz two push-pasts.

So, we start by playing the same sort of shot shown in 22D, but we don't need to be az particular about getting a pozzly like 22E for our next shot. We play to leev 24G, which iz much much simpler, or eezyr. This iz the main attraction.

The main difficulty in trying to set up the leev shown in 22E iz that the qball always wants to stop too far west. Hence we tend to get a leev like 24G automatically.



Now, in 24G, we 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 we get the leev shown in 24H. This manipulation iz well known to top-of-the-table playerz.

In fact, both 22D & 24G are the same type of shot, a push (i don't mean the foul push). Hence the push-push. Its just that 24G iz thicker & harder & needz the cushion.

The leev in 24H in the Push-Push iz much more appealing than the sharp screwy longish range cushion gather (21F & 22F) 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 (23G) in the Slip-Past.

