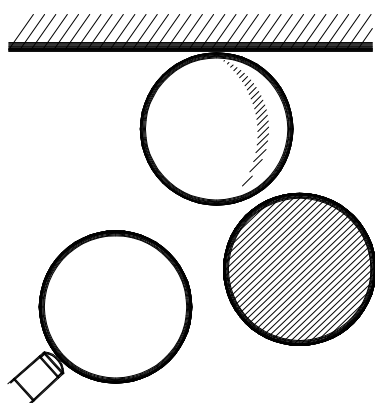


MIDCUSHION TURNABOUTS

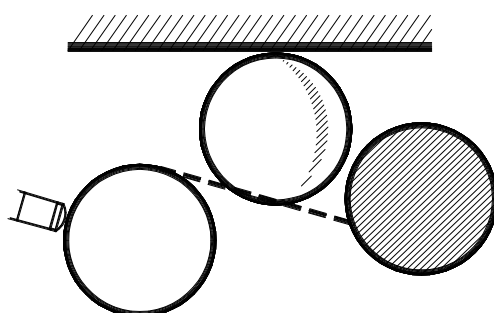
The following sequencez etc ken be played near mid-cushion, they don't need a corner.

PENDULUM TURNABOUT

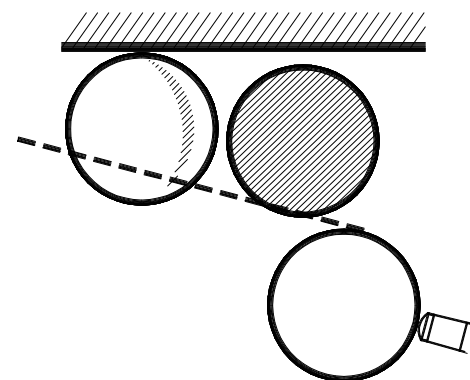
The first one here iz based on the *Pendulum*, & on *Rudolphs Nurse*. This sequence (25A to 25E) iz a good one to praktis. It ken come in handy anywhere, any time. And if u feel mercenary, uken pile up lots of points, almost like a rocker.



TURNABOUT 25A



TURNABOUT 25B

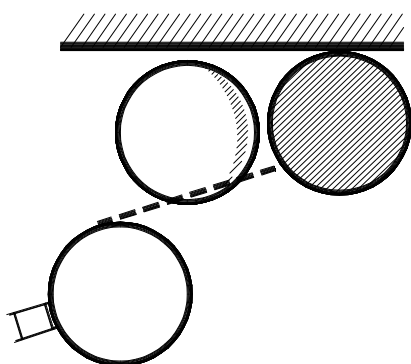


TURNABOUT 25C

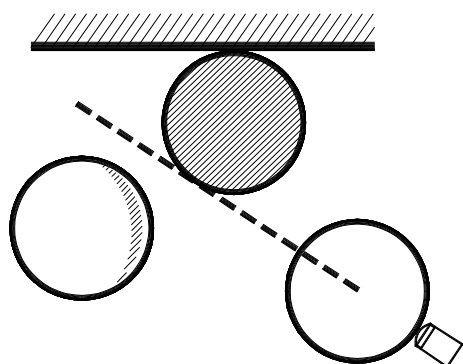
25A We bump red over to what would normally be a dreadful pozzly (for a beginner).

25B We bump the red over som more. 25A and 25B ken take u say six shots if u want.

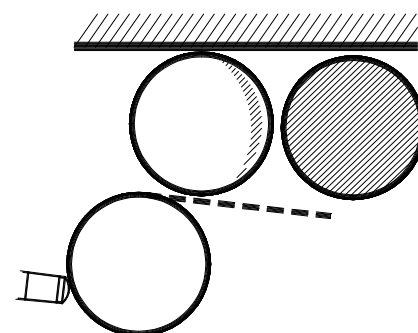
25C Thin on red and thickish on yellow will bring the yellow out a bit. The drawingz show plain-ball shots, but uzually u are better off uzing a little running-side each shot.



TURNABOUT 25D



TURNABOUT 25E



TURNABOUT 25F

25D Now that the yellow iz out a bit, we stun az thick az possible on yellow, thin on red, to bring yellow well out, to leev 25E. Not too far out, but not too little.

25E A double-kiss gather, thickish on red, will hav us facing the other way nicely. The turnabout iz complete.

25F Somtimizez, when u need a thin contact on both ballz, u hit the yellow too thick, and the qbball missez the red altogether. This iz koz the nap effect pushez the qbball up the table.

25F cont. The nap effect iz particularly strong in the first 10mm of travel, for a softish shot. So, it's best to aim thinner than u think, perhaps u even havta aim to miss.

But the nap effect ken help u too. When the cannon looks too thin and impossible, aim outside the yellow, with som running-side. The curve givez a thin contact on yellow. Then after it leevz the yellow, the qball curvez som more and givez a thin contact on red. The hardest part of the whole sequence iz to avoid touching-ballz.

25Z Pendulum Cannon (not shown). This iz similar to **25F. Riso Levi**, in **Strokes of the Game**, sez that **Tom Reece** haz the record, **40** cannonz. The red&yellow gradually get further apart, until softish thin shots become too hard to control, and then the pozzzy suddenly breaks up in one or two shots. So, what u havta do iz to repeat **25D & 25E** before its too late, which gets em back close together again. And then it's back to **25A** etc. Uken turnabout a number of timez. I wonder if **Tommy** had to gather the ballz like this in hiz **40** cannonz (probably not). And i wonder whether the **touching-ballz rule** woz in force (probably not).

Daley mentionz the **Anchor Nurse**, and sez that this woz made famous by **Schaefer** and **Ives**. One ball woz frozen on the cushion (anchored), and a second ball (the rocker) sat a little off the cushion, next to the first. The second ball stayz (rocks) in its own footprint. We would call this a **Rocker Cannon**. Nowadayz the **touching-ballz rule** makes this **Anchor** too difficult. I suppoze that u could keep your eyez open, and if u saw the rocker sit down in a "hole" in the cloth u could take advantage (dreamz). Anyhow the above turnabout sequence (**25A** to **25E**) ken be played out to the nth degree, and then turned and repeated, again and again, which would make it the modern mobile equivalent to the old **Schaefer&Ives Anchor**.

MURT O'DONOGHUE

RACV CLUB MELBOURNE 1985

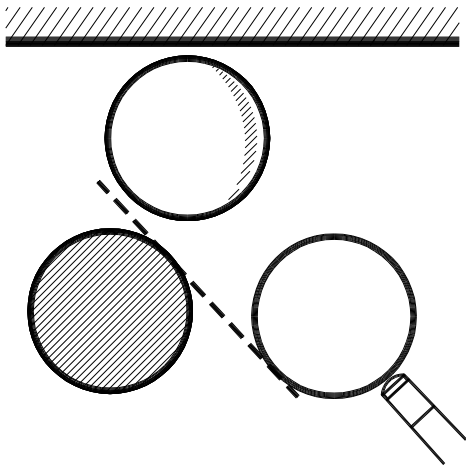
Gorden Sexton tellz me that **Frank Freston** got **Murt O'Donoghue** to do an exhibition at the RACV Club, Melbourne. Murt played one of the memberz in a **500up** match, & **Murt** went out in **2 or 3 inningz**. Gordon, a certifyd referee, refereed the match. He rememberz that before the match Murt sed that hiz eyesight woz gone, he could only see half the table, & asked that for the purposez of the match the uzual **75 limit** on cannonz be waived.

At hiz second or third vizit, Murt got the ballz together near the middle of the top-cushion, & that's where they stayed until he ran to game. He got almost **250** cannonz in that run. Gordon sez that Murt took the ballz 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 cannonz Murt milked.

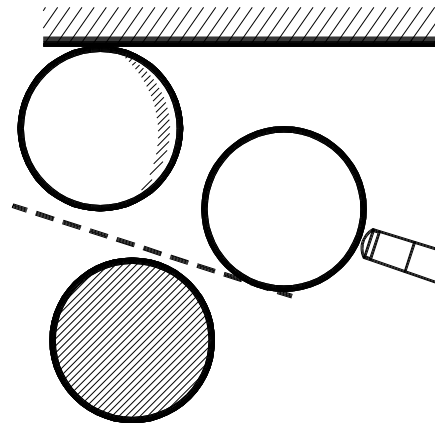
I reckon that Murt would hav uzed the lot -- the Rocker, the Anchor & som Pendulumz for good meazure. Perhaps som ThinAlongz & KissAlongz were also on the menu, az these are the next best thing to anchorz & rockerz, ie lots of cannonz per cm. Likewise, i reckon that Murt probably uzed lots of turnabouts -- mainly the Pendulum & the Slip-Throo probably. 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'z, & he woz az keen az a lad. Gordon sez that Frank woz one of the few amateurz who could do well at nurseryz.

SLIPTHROO TURNABOUTS

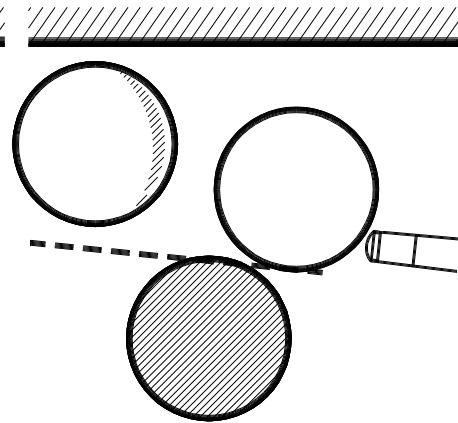
This iz a repeat of one of the slip-throo'z shown in the chapter *Slip--Throo'z*.



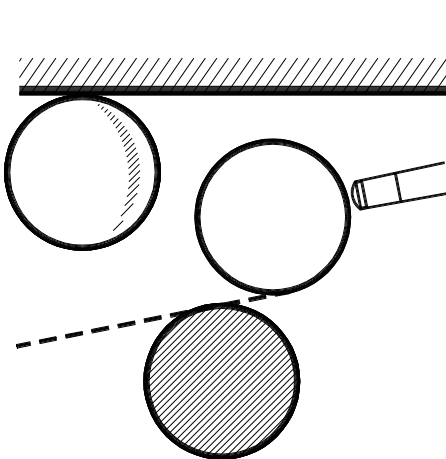
TURNABOUT 26A



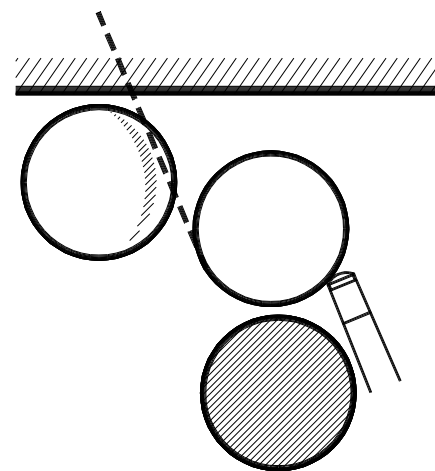
TURNABOUT 26B



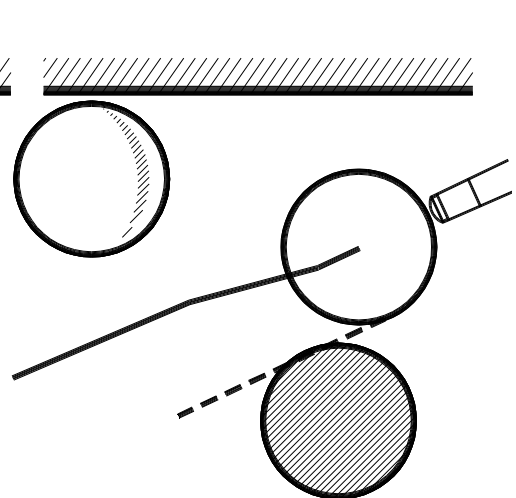
TURNABOUT 26C



TURNABOUT 26D



TURNABOUT 26E



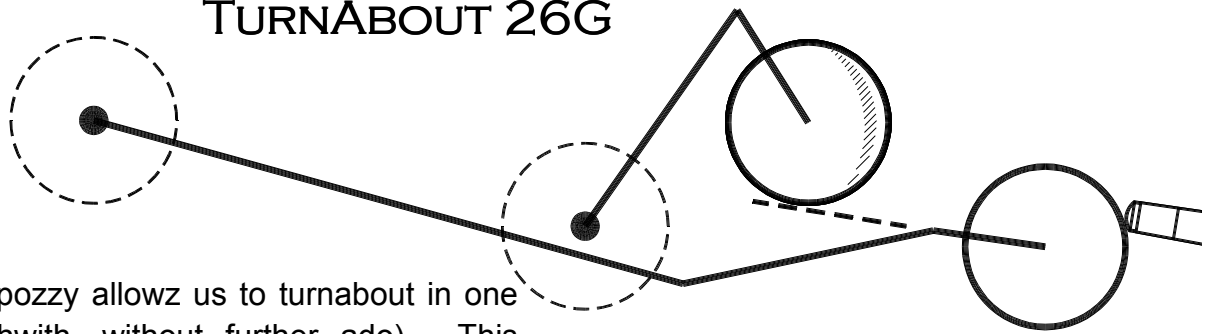
TURNABOUT 26F

We are going along left-handed & want to change to right-handed. **26G** (not shown) will be a kiss-gather, to get the ballz back close together.

This slip-throo iz more difficult than the slip-throo in *TurnAbout 3A*. In *3A* we uzed the pocket jaw for the kiss-gather, and the slip-throo woz eezyr and virtually fool-proof.

In **26F** the uzual stuffup iz to hit too softly, u alwayz havta go well throo to leev good pozy for a kiss-gather.

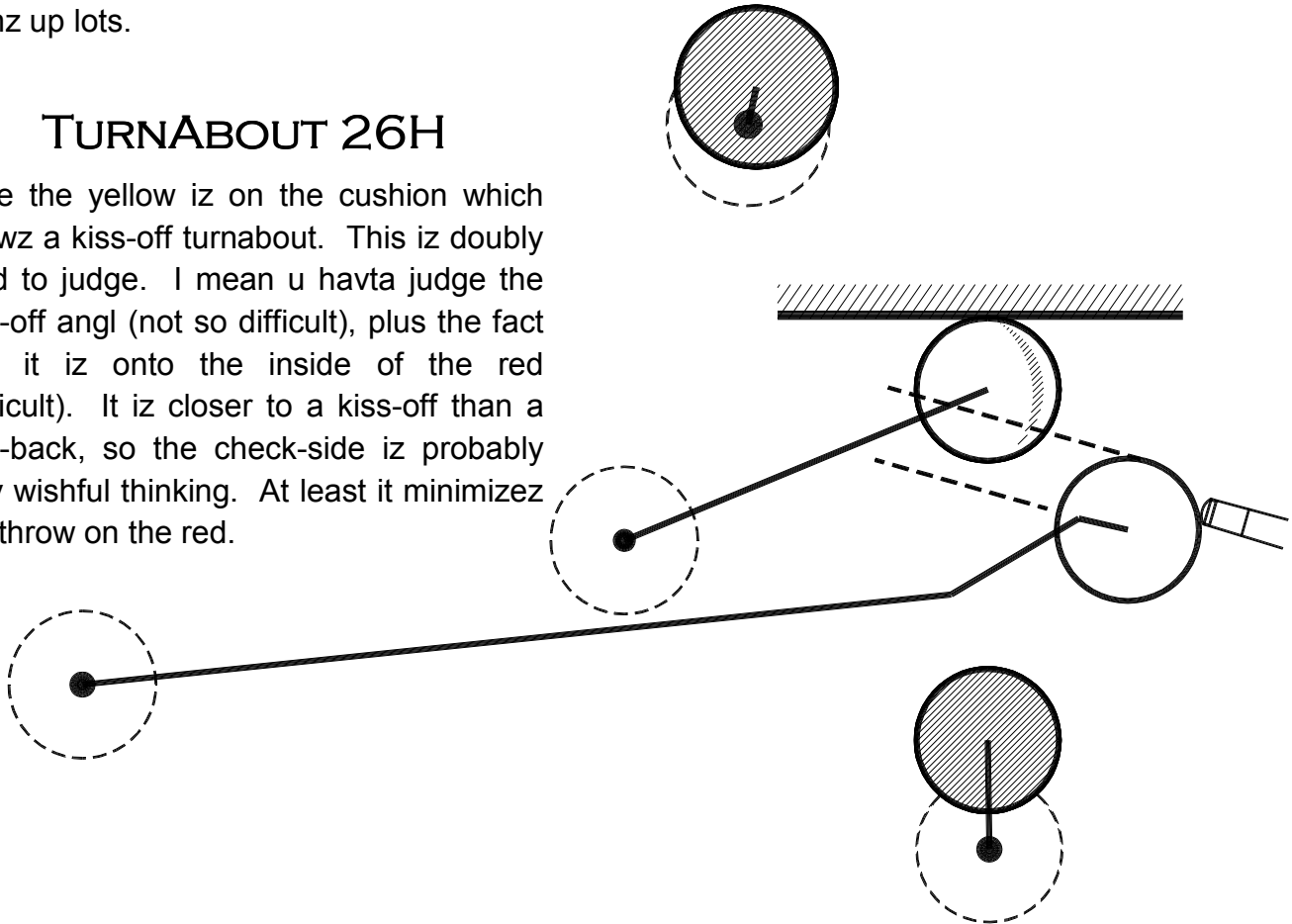
TURNABOUT 26G



Here the pozzz allowz us to turnabout in one shot (forthwith, without further ado). This kumz up lots.

TURNABOUT 26H

Here the yellow iz on the cushion which allowz a kiss-off turnabout. This iz doubly hard to judge. I mean u havta judge the kiss-off angl (not so difficult), plus the fact that it iz onto the inside of the red (difficult). It iz closer to a kiss-off than a kiss-back, so the check-side iz probably only wishful thinking. At least it minimizez the throw on the red.



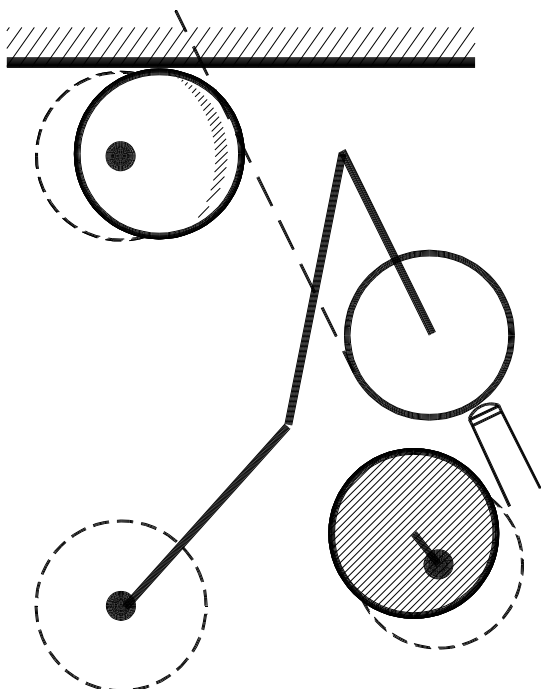
SIDE CUSHION

TURNABOUT 26J

Here we hav stuffed-up, & the gap etc are no good for a slip-throo. No worryz, the side-cushion iz never far away. We play a thin-thin cannon to get below red (az shown), & we leev a Line-Nurse type of drive-gather.

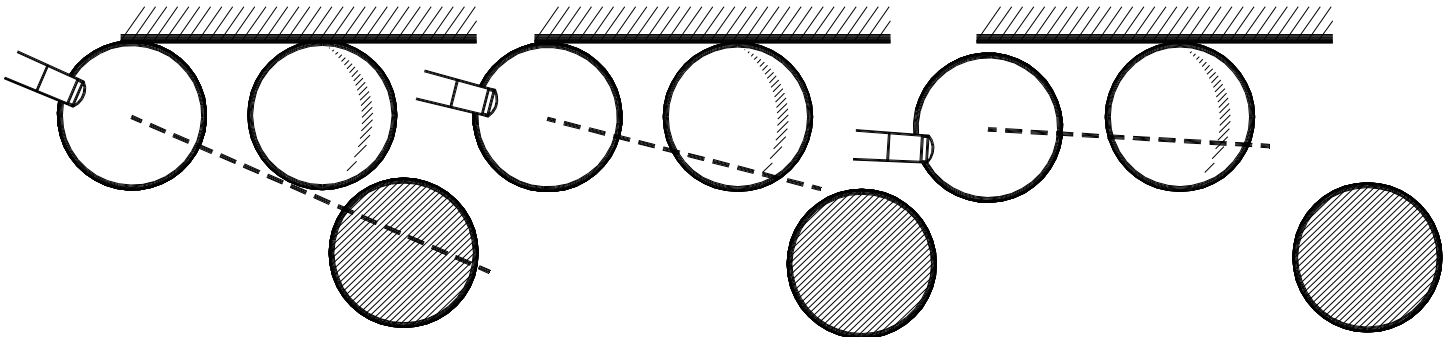
The drive-gather sendz the red off the side-cushion (not shown), or off the top cushion using the jaw to bring it back (not shown). We make sure that the qball finishez west of yellow. This leevz perfikt run-along pozzz, or another gather of som sort.

This sort of backup (the side-cushion) iz always there to help u, & it works for a thousand other troublz.



THICKALONG TURNABOUTS

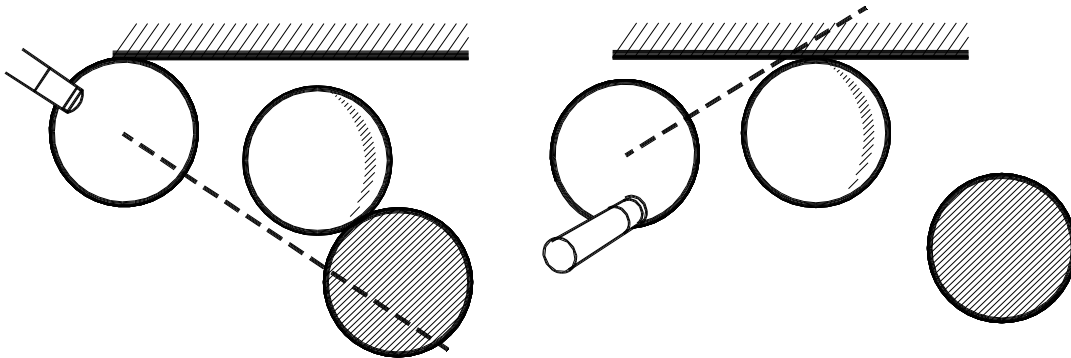
Som of the pozzyz that we meet when playing thick-alongz ken somtimez be uzed for a turnabout, if u carnt get normal nursery pozzy, or if u ken but u elect to play the shot much harder. Here we hav 5 pozzyz that look bad, but ken leed to something like 27F, if we wish.



TURNABOUT 27A

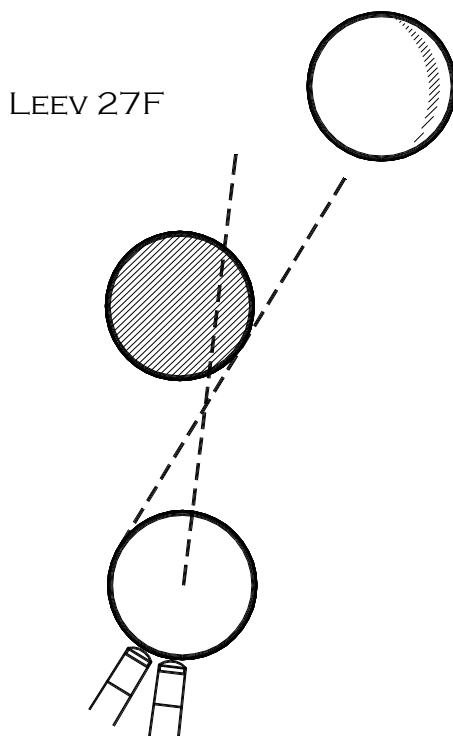
TURNABOUT 27B

TURNABOUT 27C



TURNABOUT 27D

TURNABOUT 27E



LEE V 27F

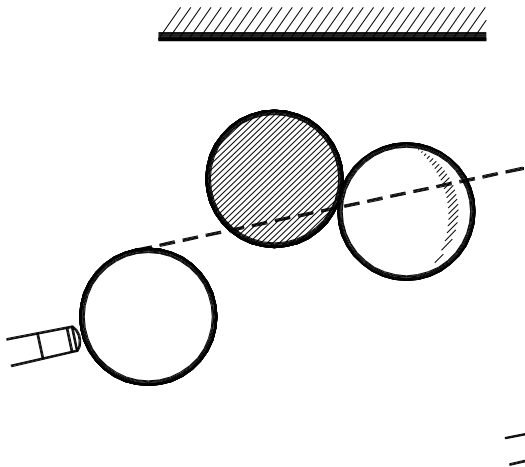
In most of these, particularly 27C, running-side will help, if the gap to the yellow allowz, but if the qbball iz too close best stick to top only.

There are countless varyationz to these pozzyz. One could write a chapter on varyationz to 27E alone.

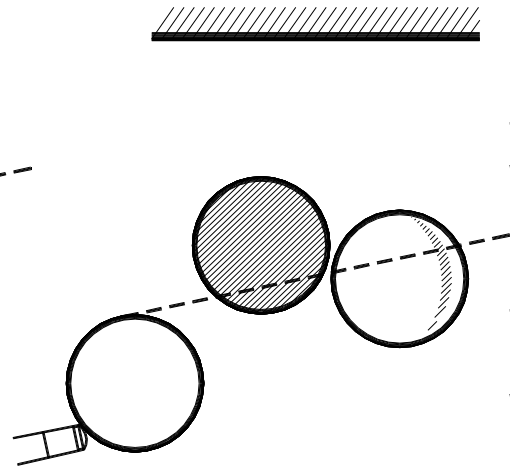
This little sucker (27E) never ceasez to amaze. Put the red further east & its still no problem. U don't need to set a world record for a mini-masse', a simple downish & outish flourish hitting the qbball at 4 oclock or 5 oclock duz the trick. Az long az u don't hit cushion first by mistake. The cue angl shown iz probably too steep, u don't need any angl at all mostly.

TIME TURNABOUTS

In the following 4 pozzyz, a turnabout iz possible if uken clear the yellow out of the way of the rebounding red, just in the nick of time. Robert Byrne would call theze time-cannonz. They ken all leev somthing like 28E.



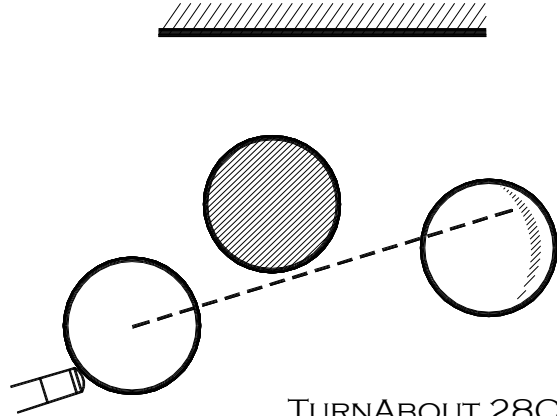
TURNABOUT 28A



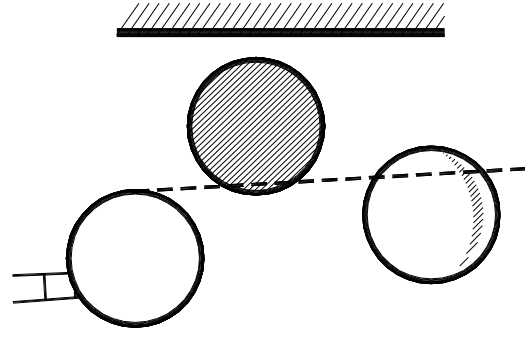
TURNABOUT 28B

28A the red&yellow are touching. So we don't need to worry az much about our aim & we don't need any side.

28B the red&yellow arnt touching. Now we need more clearance from the cushion, & we do need care with the aim. Right-hand-side helps.



TURNABOUT 28C



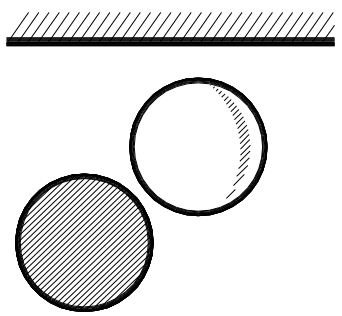
TURNABOUT 28D

28C the pozzzy looks fairly eezy, but in fact it iz on the verge of impossibility. The red iz almost too close to the cushion.

28D a nice turnabout iz still possible, if u uze maximum screw. Som right-hand-side will help.

Screw makes it eezy. No more need for perfikt pre-pozzy. Koz, if u are too tentativ (or too afraid) & are content to just roll the pillz around, then u are doomed to needing near perfikt pozzzy for the rest of ya life. Here, u hav a powerful weapon, screw, so don't be afraid to use it.

If u hav the knowledge & feel (& guts), uken uze screw to handle almost any such pozzzy. And u will hav, if u xperiment & praktis.



LEEVEZ 28E

