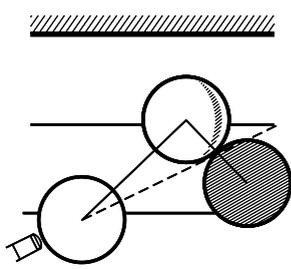
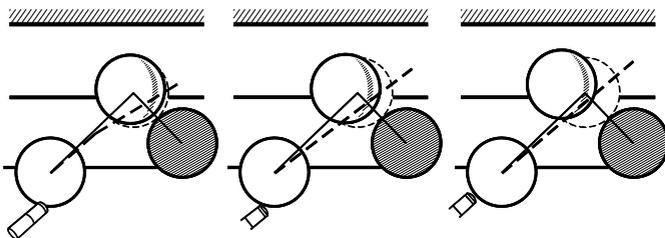


RUNALONG BB

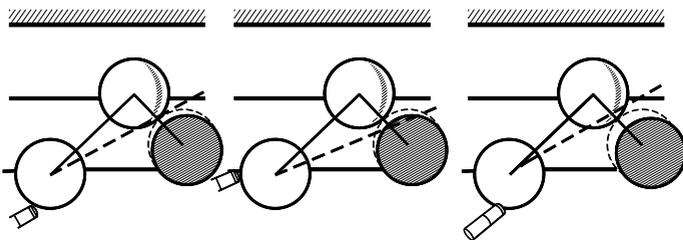


This is like AA but the yellow & red are touching or nearly touching & closer to the cushion. AA & BB are near'nuff the same, but the old-timers treated them separately so who are we to differ. A plain halfball roll leevs the same pozy if strength iz good. Mostly the yellow stops short of red (ok) or it bumps red a little (ok). The wordage for AA probly aplys to BB equally so i won't repeat it.

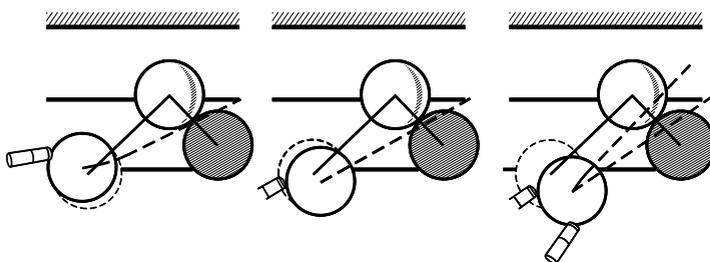
Hitting too hard iz a sin koz then the yellow will stop in between the qball & red & leev a smother. So it's best to err on the soft side, but if u overdo this u might az well call it RunAlong AA. With the yellow and red this close (BB) to the cush, your steers-man-ship such az contact & side will have more effekt (when u looz ideal pozy). Early double-kisses (YYR) & late double-kisses (YRY) will often fix things.



The qball & red are in BB pozy but the yellow iz awry **B1** Play three-quarter ball with running & swerve az shown. **B2** Play three-quarter ball with running (az shown) to get a late double kiss on yellow (YRY). Hit hardish. **B3** BB haz gone. Play a thick halfball early double-kiss (YYR), softish, & u might be able to rescue BB pozy later.

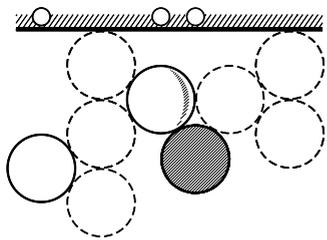


The qball & yellow are in BB pozy, but the red iz awry **B4** Play thick halfball with running & swerv. Hit downwards for swerv. **B5** Same pozy az B4. But shows that u kan play thin half-ball With check. The thin halfball gives a wider Deflexion Angle & the check throws the yellow ahead. In fact Roger Buckmaster (Melbourne) uezes check for nearly every RunAlong he ever plays, whether he needs it or not. **B6** Play very thick halfball (or three-quarter ball) with lots of swerv and running. Uze the tripod (fingertip) bridge to hit downwards for swerv.

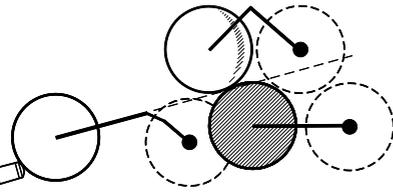


The red & yellow are in BB pozy but the qball iz awry. **B7** Play halfball with swerve (& some check which we karnt avoid)(& don't need)(but hav to allow for). **B8** Play thin halfball with check. The thin halfball gives a wider

Deflexion Angle and the check throws the yellow ahead. But don't accidentally hit red first. **B9A** Play very thin halfball on yellow with check (not shown), or quarter-ball with check (shown) if u are sure that u will not accidentally hit red first. **B9B** If 9A iz not possible koz u would hit the red first, u kan play three-quarter ball on yellow with lots of swerve and right-side (shown), softish.



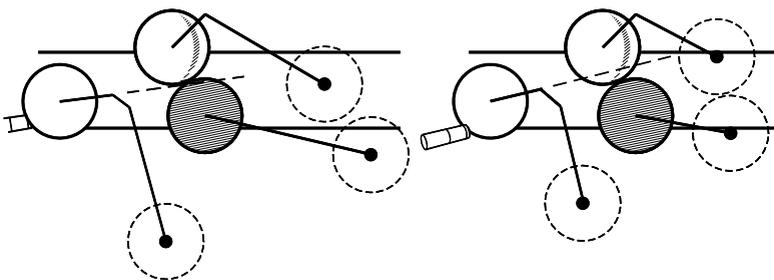
DRILL B10 This is a drill that you can set up without needing chalk lines. Set the 3 balls as shown using 6 spare (broken) balls. Push down on the 9 balls to make them stay put. Roll away the spare balls. Mark the pozzys using coins as shown if you like. Drill B10 is not exactly our ideal RunAlong BB pozzey, the qbball is too far behind, & the yellow-to-red angle here is 60° instead of the friendly RunAlong BB 45° angle. The yellow is in effect directly on the 1 ball line, & the qbball is in effect directly on the 2 ball line. **DRILL B10B** Play halfball on yellow with running (as shown). The leev (the 3 broken balls)



is about the best that we could hope for, it is now closer to RunAlong BB pozzey. Good strength is the key as usual. The next shot (not shown) will be similar, & it might give us perfect RunAlong BB pozzey. With RunAlong BB & other RunAlongs you always have options. That's the good thing about drill pozzys, drills make it easier to experiment. You start from exactly the same pozzey each time, which makes it easier to see the effects of different attacks.

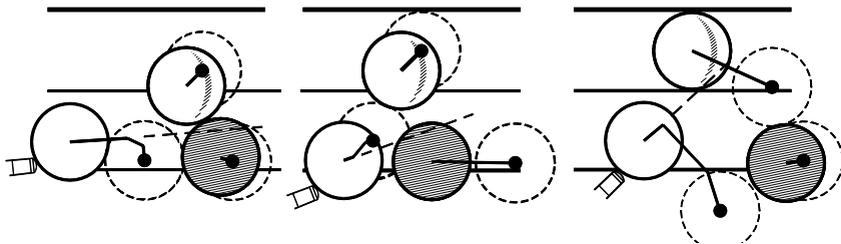
RUNALONG AB

RunAlong AB is a combination of BB & AA. In the following three AB pozzys we look at a long-range bash, a medium-range bash, & a short-range option.



AB1 We bash the red & yellow well ahead to try to improve, which we did I think (the broken balls show the leev). As shown we hit the qbball at 4 o'clock (to maximize the right-side) (& to get some stun). But the range to yellow was probably too great to get much

stun. **AB2 (AB1 AGAIN)** This time we use swerve & less bash. The leev is better than our AB1 attempt, but we still didn't achieve an ideal AB pozzey.



AB3A (AB1 AGAIN)

Shows a mini-drive (yellow-first) followed by a mini-drive **AB3B** (red-first) followed by a double-kiss gather **AB3C**. This 3 shot

sequence didn't leave ideal AB pozzey, but it got the qbball south of the balls.

Strictly speaking, I reckon that the term *drive* (during a runalong) implies hitting red first (the outside ball). A *gather* implies hitting yellow-first (the inside ball), & the yellow rebounds to join the red. RunAlongs AA & BB are both a series of gathers (when pure). Anyhow, AB3 brings us to our next runalong which is the Ins & Outs, which is a *drive-gather-drive-gather* etc.