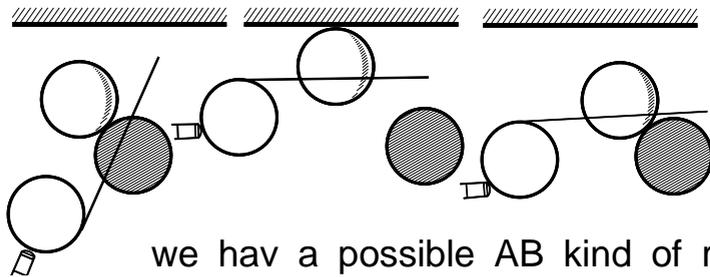
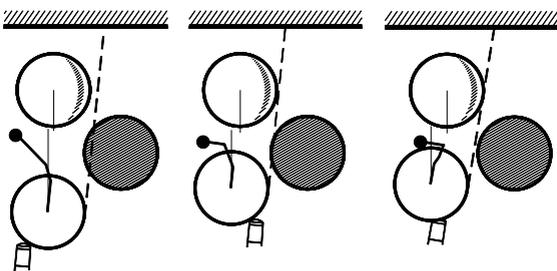


INS & OUTS CC

Ins & Outs are a series of drives & gathers (ie YR-RY-YR-RY etc), a repeating 2-shot sequence. Sometimes called Hi & Lows, or what Tom Reece calls an In & Out. In fakt in the best footage of Tommy doing a run for the camera Tommy duznt do hiz favorit runalong, no, Tommy duz an In & Out. Likewize Wally in some of Hiz footages. Anyhow here is a typical Ins & Outs sequence.



C1A Play $\frac{1}{4}$ ball on red (a drive)(RY) to leev C1B. **C1B** A kiss-cannon gather (YR) to leev C1A pozzy again. A repeating 2-stroke sequence. The kiss iz often a double-kiss (YYR) **C2** Here we hav a possible AB kind of runalong, or we kan play very softly (not shown) to leev something like C1A where we can start an Ins & Outs. If it gets congested and ticklish (koz the red haz an attraction for the cush) u kan uze the yellow in C1B to bump the red out a little. Ins & Outs are eezy. It feels like cheating. And u get plenty of chances for getting a rocker of some kind.



VARYATIONS

C3 Another verzion of the drive in C1A. Play thin off red with running (az shown) to leev C1B or similar. There iz no double-kiss on the yellow (az shown)(ie it iz RY).

C4 C3 again xcept that the red iz further west. Play thin on red to double-kiss off yellow (az shown)(RYY), with check, to leev C1B. The check ensures the double-kiss (if u miss the kiss the yellow will finish between the qball & red) (a smother).

C5 C4 again xcept that the qball iz further west. Play a stun-kiss (YRY) with right-side (az shown), to leev C1B or similar. The right-side ensures that the qball iz thrown east to get the red & ensure the cannon, plus the rhs throws the yellow west to ensure the double-kiss.

DOUBLE-KISSES There are 3 types of double-kiss on the yellow. (YYR) The early double-kiss (az seen in C1B). (YRY) The late double-kiss (az seen in C5). (RYY) The indirect double-kiss (az seen in C4).

THE BILLIARD BOOK CAPTAIN CRAWLEY 1866

Pardon makes one of the earlyst English references to (a) runalongs, (b) passing the midpocket, (c) the Jam, & (d) the eez of playing a succession of cannons. He also advizes that (e) you should keep the balls together & ahead, (f) that you may need to uze left-side or right-side, & (g) that if you looz pozzy near midpocket, go inoff. He writes on page 88 ...

.....When the balls lie pretty close together, a succession of Cannons may be easily made. I recollect winning a game.... by a series of Cannons, when my chance was almost gone. The balls lay together in a triangle, thus , close to the cushion inside the baulk.

I played gently, & drove the two balls before me from end to end of the table, always taking care to use just sufficient force to send one ball a very little way in front of the other, & reversing their positions with every stroke.

Arrived at the top cushion, i had the two balls in front of the corner pocket, where they remained partially fixed. I made several Cannons on to them, while in this position, & ended by driving the red ball into the pocket, following in after it, & winning the game.

I think i made nineteen Cannons in this break, & a six stroke to finish with -- in all, forty-four.....

Try this, & you will find it by no means so difficult as it appears. Your principal object is to avoid the spreading apart of the balls. To keep your own ball behind the others, it will be necessary to use a very slight 'side', reversing it with every stroke.

In passing the middle-pocket be careful not to run in; but if you find the balls getting wider & wider, then the best way is to make a Losing Hazard & start again from the baulk.

Pardon got 19 cannons he thinks, & several (say 3) were made near the corner. So he travelled say 2800mm with say 16 running cannons, which suggests an average of 175mm per cannon. When Pardon writes.....

.....always taking care to send one ball a very little way in front of the other, & reversing their positions with every stroke.....

.....he must be writing about a run of ins & outs. The "reversing" duznt meen that the yellow woz sometimes further from the cushion than the red, that somehow they swapped places. It simply meens that the qball woz sometimes the furthest from the cushion, & sometimes not. And that sometimes the yellow woz the closer ball to the qball, & sometimes the red woz closer (the nearer ball uzuually needz to be hit first). More than that, Pardon meens that theze reversals happened each & every cannon. Theze are our standard ins & outs. When Pardon writes

.....To keep your own ball behind the others, it will be necessary to use a very slight 'side', reversing it with every stroke.....

..... it iz entirely probable that some running will help to keep the qball high or low, & throw the yellow & red to best pozzy also, particularly az Pardon iz going 'with-the-nap'. So, one uzes running each shot, which meens that one uzes say left-side & nextly right-side. So, one may reverse it with every stroke, but it iz all running-side anyhow.