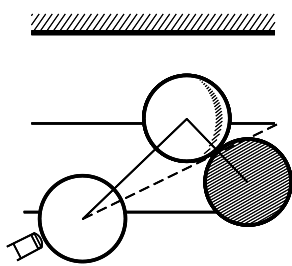
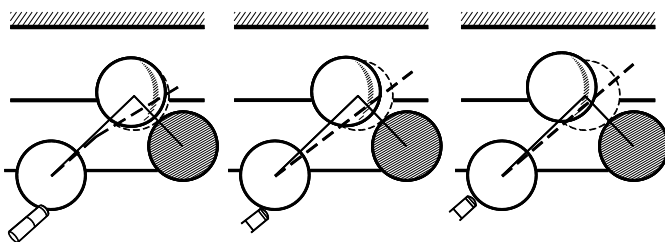


RUNALONG BB



B1 This is like A1 but the yellow & red are touching or nearly touching & closer to the cushion. A1 & B1 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 pozzly if strength iz good. Mostly the yellow stops short of red (ok) or it bumps red a little (ok). The wordage for AA probly appls to BB equally so i won't repeat it.

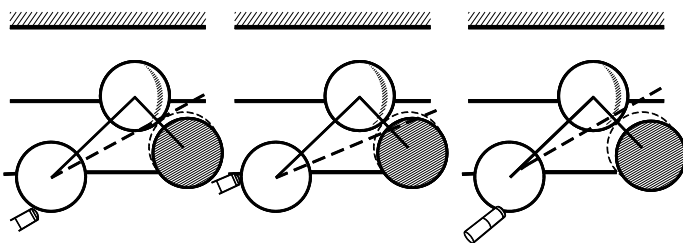
Hitting too hard iz a sin koz then the yellow will stop in between the qball & red & leev a smother. So it's best to err on the soft side, but if u overdo this u might az well call it RunAlong AA. With the yellow and red this close (BB) to the cush, your steers-man-ship such az contact & side will have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



The qball & red are in B1 pozzly but the yellow iz awry **B2** Play three-quarter ball with running & swerve az shown.

B3 Play three-quarter ball with running (az shown) to get a late double

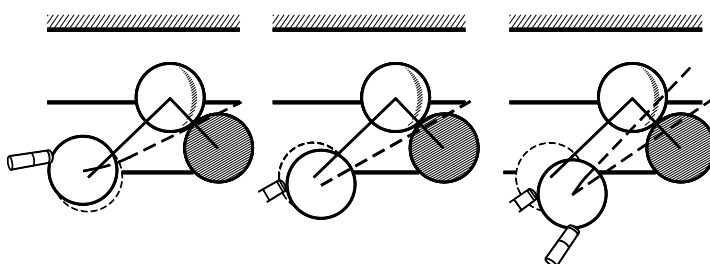
kiss on yellow (YRY). Hit hardish. **B4** B1 haz gone. Play a thick half-ball early double-kiss (YYR), softish, & u might be able to rescue B1 pozzly later.



The qball & yellow are in B1 pozzly, but the red iz awry **B5** Play thick halfball with running & swerv. Hit downwards for swerv.

B6 Same pozzly az B5. 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. **B7** Play very thick halfball (or three-quarter ball) with lots of swerv and running. Uze the tripod (fingertip) bridge to hit downwards for swerv.

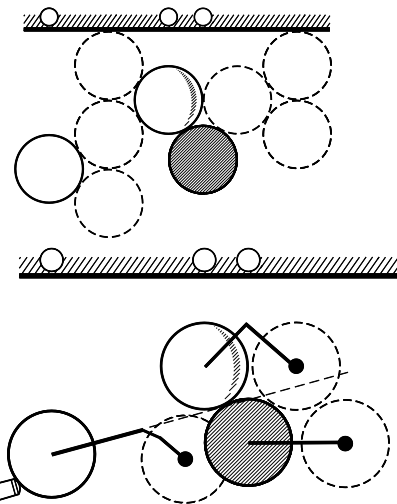


The red & yellow are in B1 pozzly but the qball iz awry. **B8** Play halfball with swerve (& some check which we karnt avoid)(& don't need)(but hav to allow for).

B9 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. **B10A** 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. **B10B** If 10A iz not possible koz u would hit the red first, u kan play three-quarter ball on yellow with lots of swerv and right-side (shown), softish.

DRILL B1 1 This iz a drill that u kan set up without needing chalk lines. Set the 3 balls az 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 az shown if u like. Drill B11 iz not exakly our ideal RunAlong B1 pozy, the qball iz too far behind, & the yellow-to-red angle here iz 60° instead of the friendly RunAlong B1 45° angle. The yellow iz in effect directly on the 1 ball line, & the qball iz in effect directly on the 2 ball line. The red iz just inside the 2 ball line. **DRILL B1 1B** Play halfball on yellow with running (az shown). The leev (the 3 broken balls) iz about the best

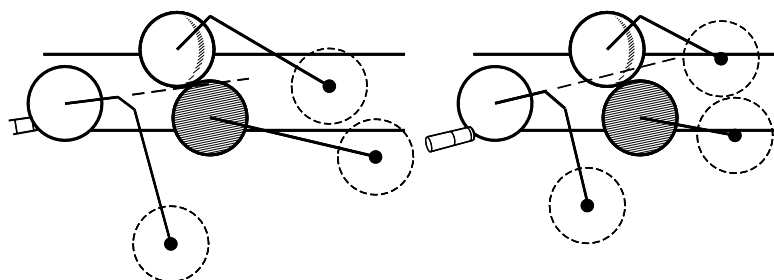


that we could hope for, it iz now closer to RunAlong B1 pozy. Good strength iz the key az usual. The next shot (not shown) will be similar, & it might giv us perfikt RunAlong B1 pozy. With RunAlong B1 & other RunAlongs u allways hav options. That's the good thing about drill pozzys, drills make it eezyer to experiment. U start from exakly the same pozy each time, which makes it eezyer to see the effects of different attacks.

RUNALONG AB

RunAlong AB iz 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.

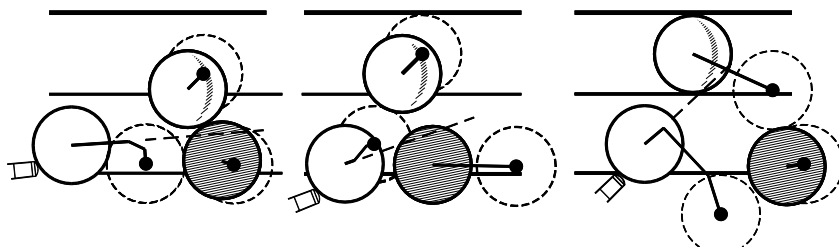
AB1 We bash the red & yellow well ahead to try to improov, which we did i think (the broken balls show the leev). Az shown we hit the qball at 4 o'clock (to maximize the right-side) (& to get some stun). But the range to yellow woz probly too great to get much



stun. **AB2 (AB1 AGAIN)** This time we uze swerv & less bash. The leev iz better than our AB1 attempt, but we still didn't achieve an ideal AB pozy.

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 leev ideal AB pozy, but it got the qball 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 iz the Ins & Outs, which iz a drive-gather-drive-gather etc.