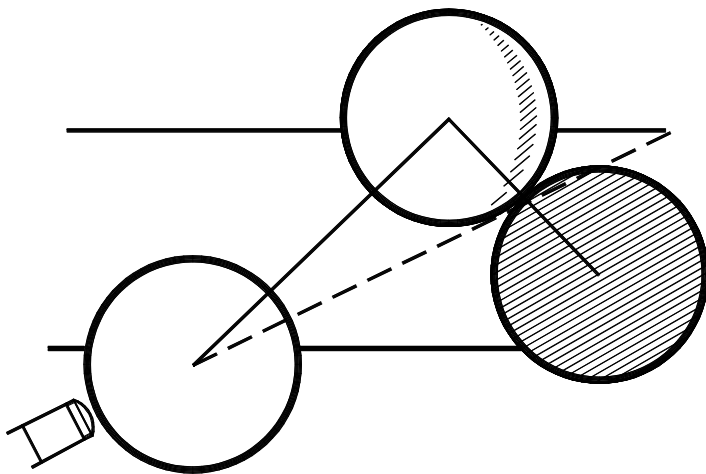


# RUNALONG BB



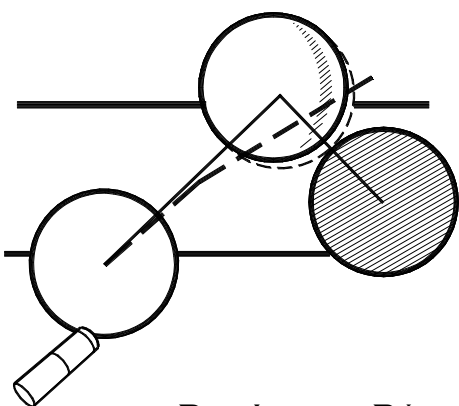
This is like AA but the yellow & red are **touching** or nearly touching & closer to the cushion. If u ask me, AA & BB are near'nuff the same thing, ie we should be talking about RunAlong AB. But the old-timerz seemed to be inflexible about the proper shape of their favorit RunAlong, so who are we to differ.

A **half-ball** roll leevz the same pozzly if the **strength** iz perfikt. The **yellow** might fall just short of **red**, or just **bump** red a little -- so it endz up looking like a mix of AA & BB, no worryz.

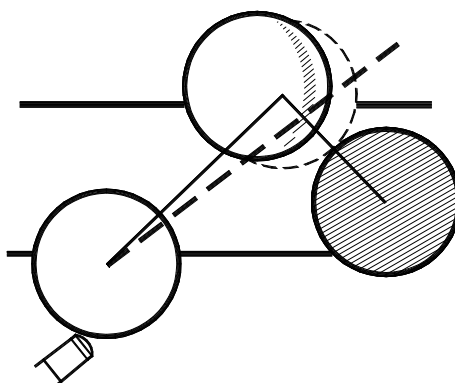
All of the wordage for AA probably applyz to BB equally, so i won't repeat it.

**Hitting the red too hard now bekumz the biggest sin.** Koz then the yellow iz likely to miss the red and finish in between the qb and red, giving a **smother**. So it's best to **err** on the soft side, altho if u overdo this u might az well call it RunAlong AA.

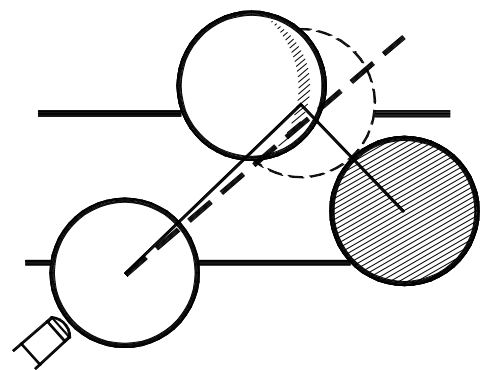
With the yellow and red this **close** (BB) to the cushion, your steerage **medicine**, such az **contact** and **side**, will have more **effect**. And, when u do looz **ideal** pozzly, uwill get it back eezyr and quicker, mostly using **early-double-kissez** and **late-double-kissez**.



RUNALONG B1



RUNALONG B2



RUNALONG B3

The **qb** and **red** are in BB pozzly, but the **yellow** haz gone **awry**

**B1** Play three-quarter ball with running-side and some swerve.

**B2** Play three-quarter ball with running-side to get the **late-double-kiss** on **yellow**. Hit

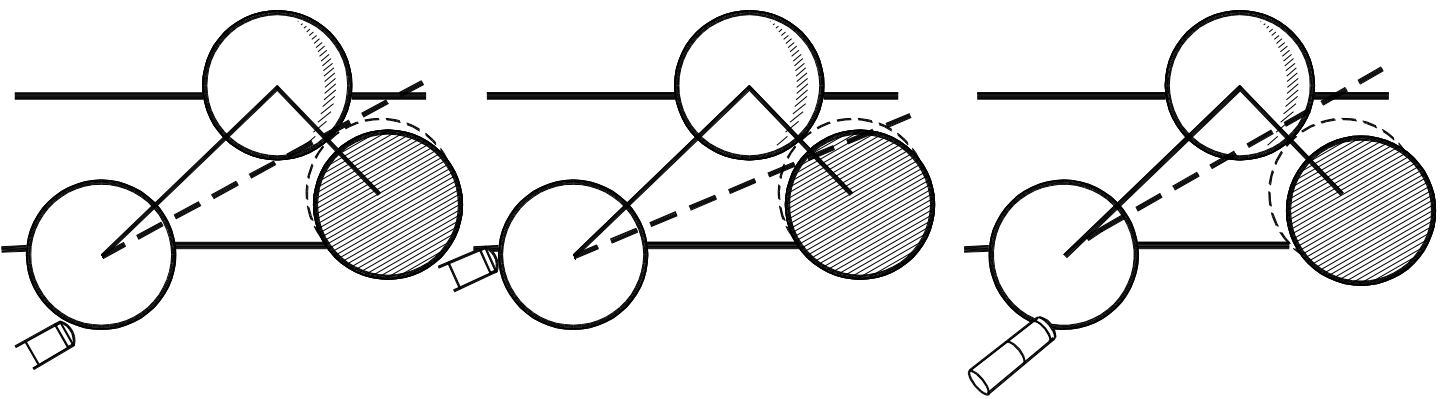
hardish, **perfikt** strength might leev RunAlongish pozzly with **luck**.

**B3** RunAlongz hav **gone**. Just play a thick half-ball **early-double-kiss**, softish, to leev a bit of **this&that** for a while.

RUNALONG B4

B5

B6



The **qball** and **yellow** are in BB pozy, but the **red** haz gone **awry**

**B4** Play thick half-ball with running-side and a little swerv. Hit **downwardz** for **swerv**.

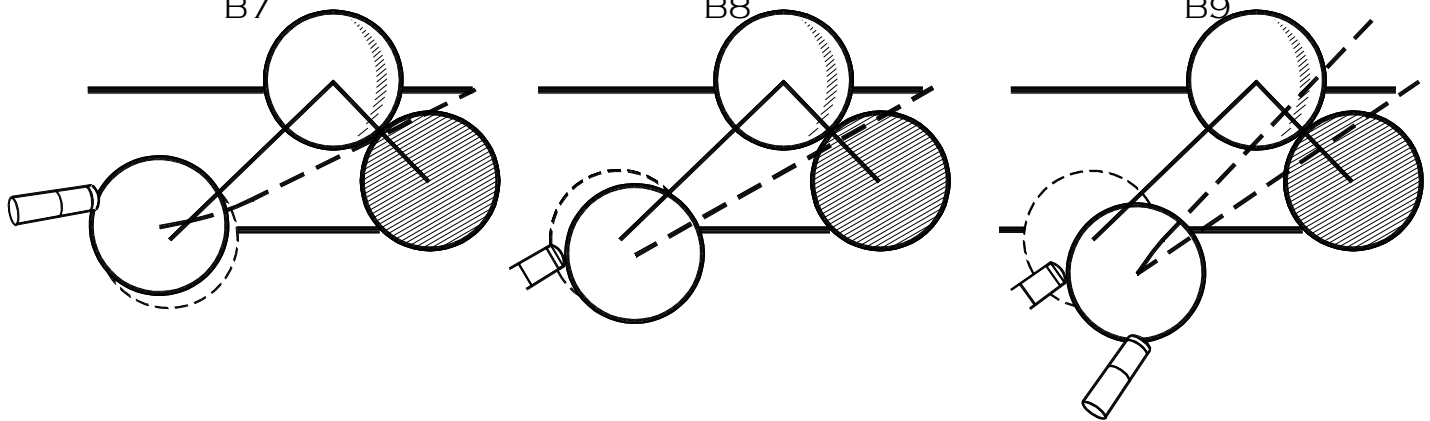
**B5** Same pozy az **B4**. But showz that uken also play a **thin** half-ball with **check-side**. The thin half-ball givz a **wider** Deflexion Angle and the check-side **throwz** the **yellow** ahead. In fact, Roger Buckmaster (St Mary's Billiardz Team) uzez **check-side** for virtually **every** RunAlong he ever playz, whether he needz it or **not**.

**B6** Play very thick half-ball (or three-quarter ball) with **lots** of swerv and running-side. Uze the **tripod** (3 finger bridge) & hit downwardz for swerv.

B7

B8

B9



The **red** and **yellow** are in BB pozy, but the **qball** haz gone **awry**

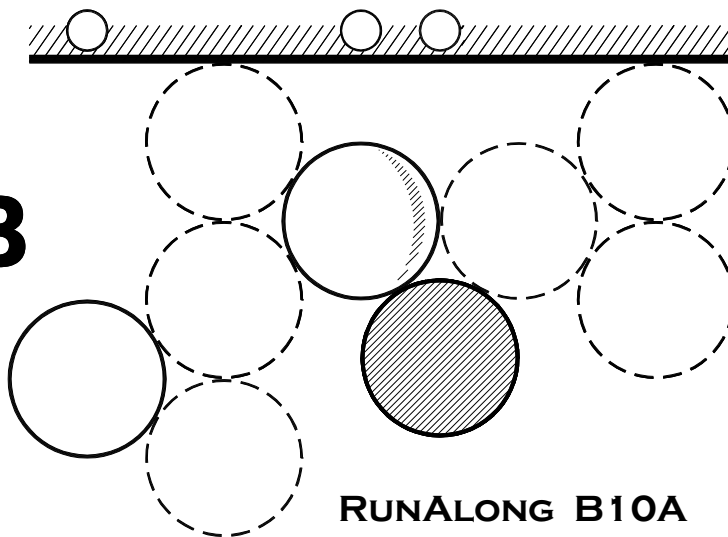
**B7** Play half-ball with swerve (and some check-side which we **carnt avoid** & so havta allow for, but don't need). A soft thin half-ball ken also give **fair** pozy if the **qball** iz close to ideal pozy.

**B8** Play thin half-ball with check-side. The **thin** half-ball givz a **wider** Deflexion Angle and the check-side **throwz** the yellow ahead.

**B9A** Play very thin **half-ball** on yellow with check-side, or **quarter-ball** on yellow if **red** permits.

**B9B** If **9A** iz **not** possible koz u would hit the **red first**, uken play three-quarter ball on yellow with lots of swerve and right-hand-side, softish.

# DRILL BB



**RUNALONG B10A**

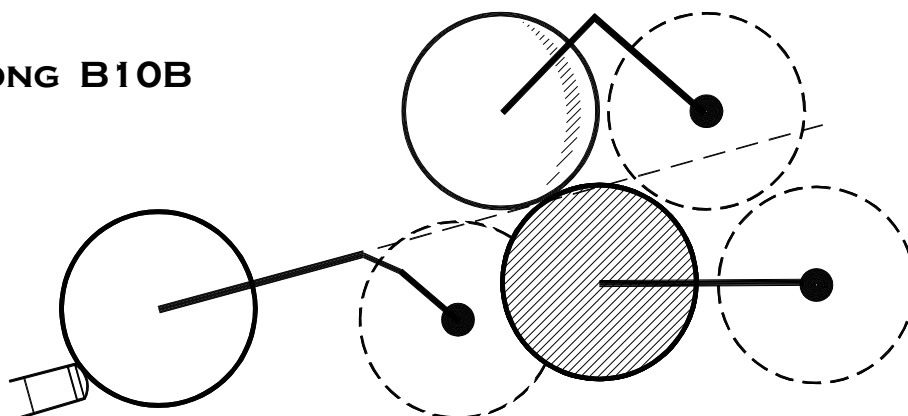
This iz a good drill that u ken set-up without needing linez or chalk dots. Set the ballz az shown uzing 6 spare ballz. Push down on the ballz to make them stay-put. Roll away the spare ballz leeving pozzzy B10B.

U ken set-up this pozzzy uzing only 4 spare ballz if u prefer, or only 3 spare ballz, or only 2, or 1. Mark the pozzyz uzing coinz az shown if u like.

Pozzy B10B iz **not** our **ideal** RunAlong BB. The yellow'to'red angle here iz **60°** instead of the friendly **45°** angle. The yellow iz in effect directly on the 1 ball line, & the *q*ball iz in effect directly on the 2 ball line. The red iz just inside the 2 ball line.



**RUNALONG B10B**



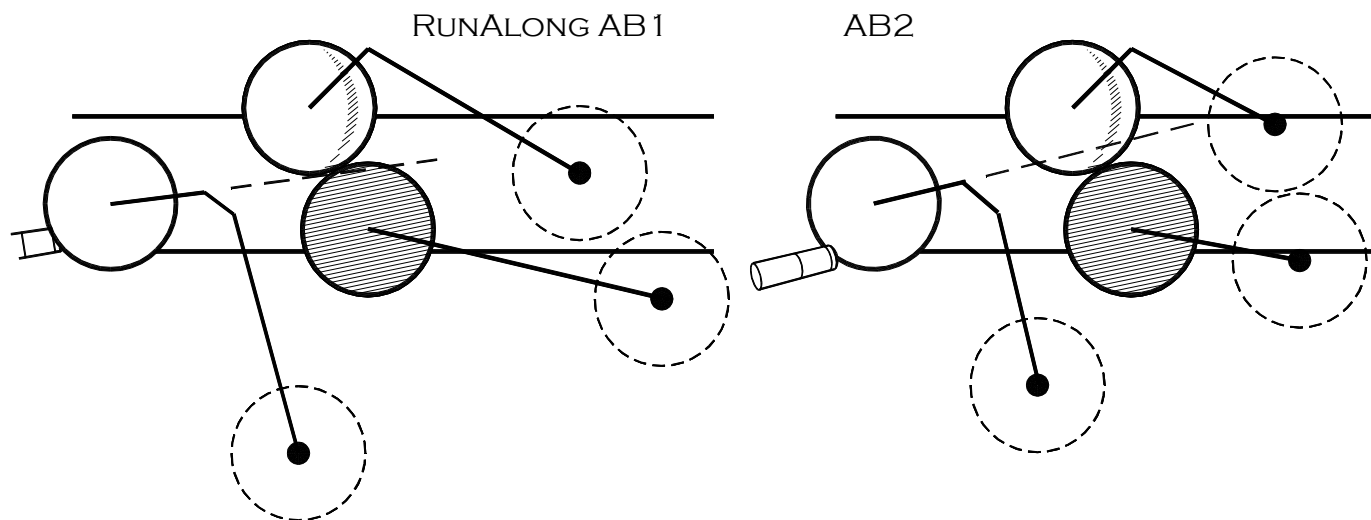
Az i sed, this iz not our ideal RunAlong BB pozzzy. And az uzual we hav the **optional** soft yellow-first drive (not shown), perhaps followed by another soft drive or gather of some sort. **Tricky**. So, this iz one pozzzy where we might az well **try** a RunAlong.

**B10B** showz the result of playing **½ ball** on yellow with some **running-side**. The leev iz about the **best** that we could hope for -- it iz now **closer** to RunAlong BB pozzzy. Good **strength** woz the **key**. The next shot (not shown) might az well be another, which should leed to even better RunAlong BB pozzzy.

Like i sed, with RunAlong BB u allwayz hav at least one other option, but optionz might leed to a very **ticklish** sequence. RunAlong BB ken take u to the **corner** very quickly, where u might get the **Cradle** going, or the **Jam**, & hence u might get to the **75** cannon limit very **cheaply**.

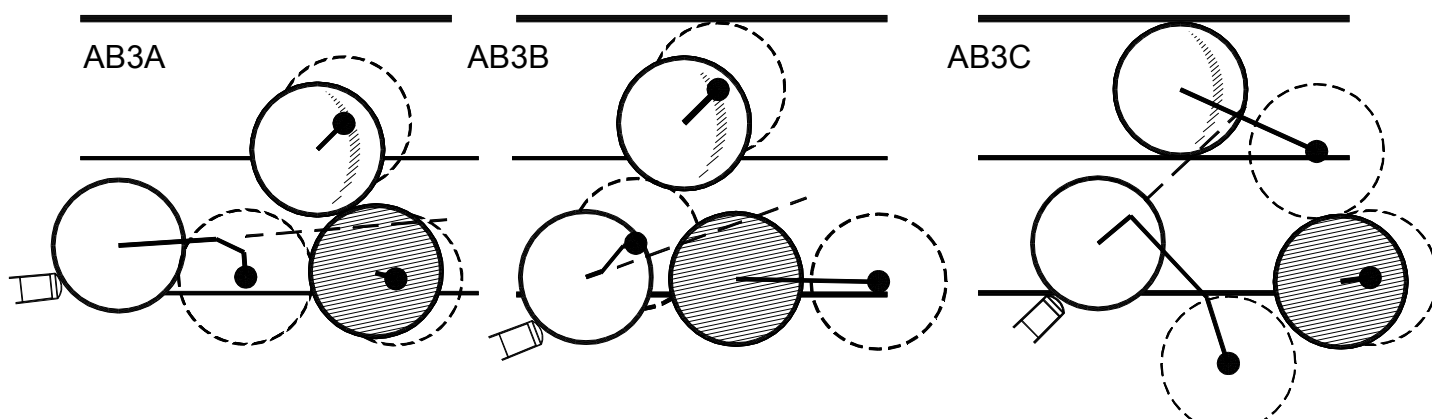
# RUNALONG AB

Mere mortalz will accept a *hybrid* of AA & BB, ie *RunAlong AB*. In the following pozzz we look at 2 long-range optionz, & a softer solution.



**AB1** We bump the red&yellow well ahead to try to regain ideal RunAlong pozzz, which we didn't quite achiev. We hit the qball at **4 o'clock** to *maximize* the right-hand-side, & perhaps get some stun. But the *range* to **yellow** woz probably too great for any real stun-effect. Anyhow, the pozzz haz improved, i think.

**AB2** Same pozzz. We uze swerv, at *slower* pace. The pozzz iz *better* than our AB1 attempt. We didn't achieve *ideal* AB pozzz, but we could hav. But swerv iz *risky*.



**AB3** Same pozzz. Showz a *mini-drive* (yellow-first) followed by a *mini-drive* (red-first) followed by a *kiss-gather*. This *didn't* restore pozzz, so we might nextly play *another* mini-drive (red-first, not shown) which might giv us our ABish pozzz.

Strictly speaking, i reckon that a *drive* involvz hitting **red first** (the *outside* ball). A *gather* iz uzually **yellow-first** (the *inside* ball), & always involvz using a *cushion* to gather the ballz. In fact our ordinary RunAlongz **AA** & **BB** are actually all **yellow-first gatherz**. Anyhow, **AB3** introducez us to our *next* RunAlong, **CC**.