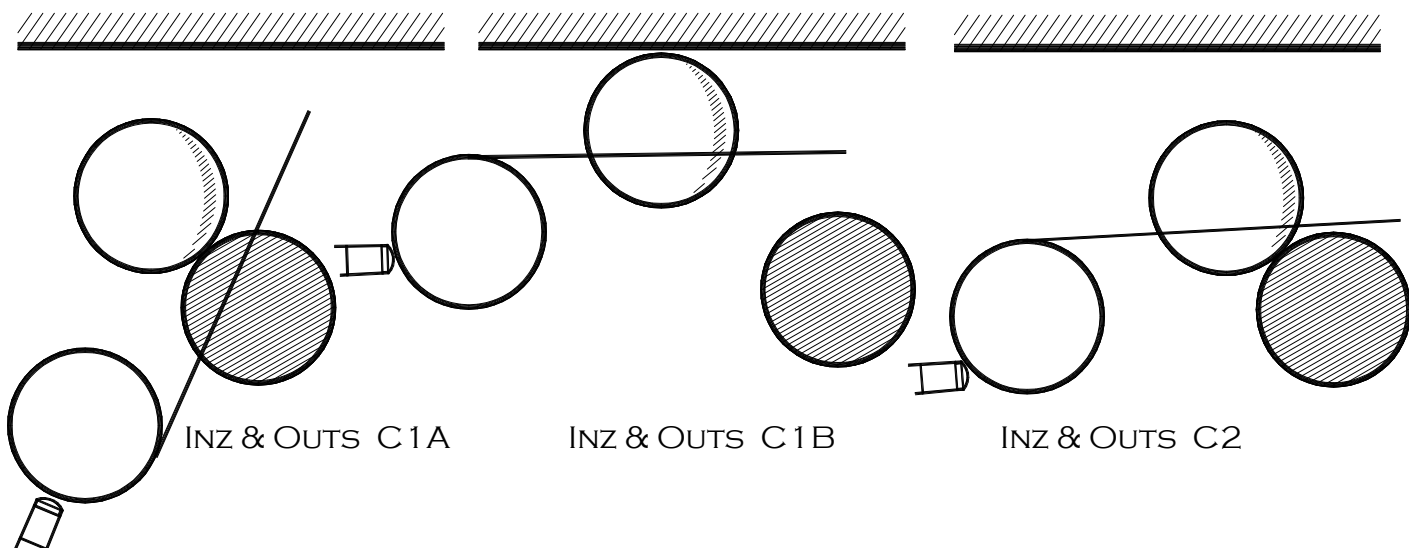


INZ & OUTS CC

Technically speaking, pure **RunAlong AA** & **BB** kum to an end when u havta hit the **red** first (the outside ball). But now uken play some **Inz & Outs CC** -- a repeating **2-shot sequence**, sometimez called **Hi & Lowz**, or what **Tommy** callz an **In & Out**. In fakt, in the best **footage** of Tommy doing a long run for the **camera**, Tommy duznt do hiz supposedly **fast & certain** favorit **RunAlong AA**, nnoooo, Tommy duz hiz **In & Out**. Likewize **Wally**. Anyhow, here'z some of the shots that make up **CC**.



- 1A** We hav **lost BB** pozzly koz we havta hit **red first**. Play quarter-ball on red to leev **1B**.
1B We play a **kiss-cannon**, to leev **1A** pozzly again, a repeating 2-stroke sequence.
C2 But, we might leev something like **C2** where we play yellow-first to leev something like **1A**.

So, **Inz & Outs CC** iz made up of **1A** and **1B**. But every now & then uhavta throw in **C2**, or perhaps an **AA** or a **BB**. Where hav they been hiding this all these yearz ??

When uget out of pozzly in **AA** and **BB**, u uzually leev **CC**. Once u are in **CC** uken try to get **AA** or **BB** back again, or uken stick to **CC**. So now thingz are eezyr. It's probably more accurate to call it **RunAlong ABC**.

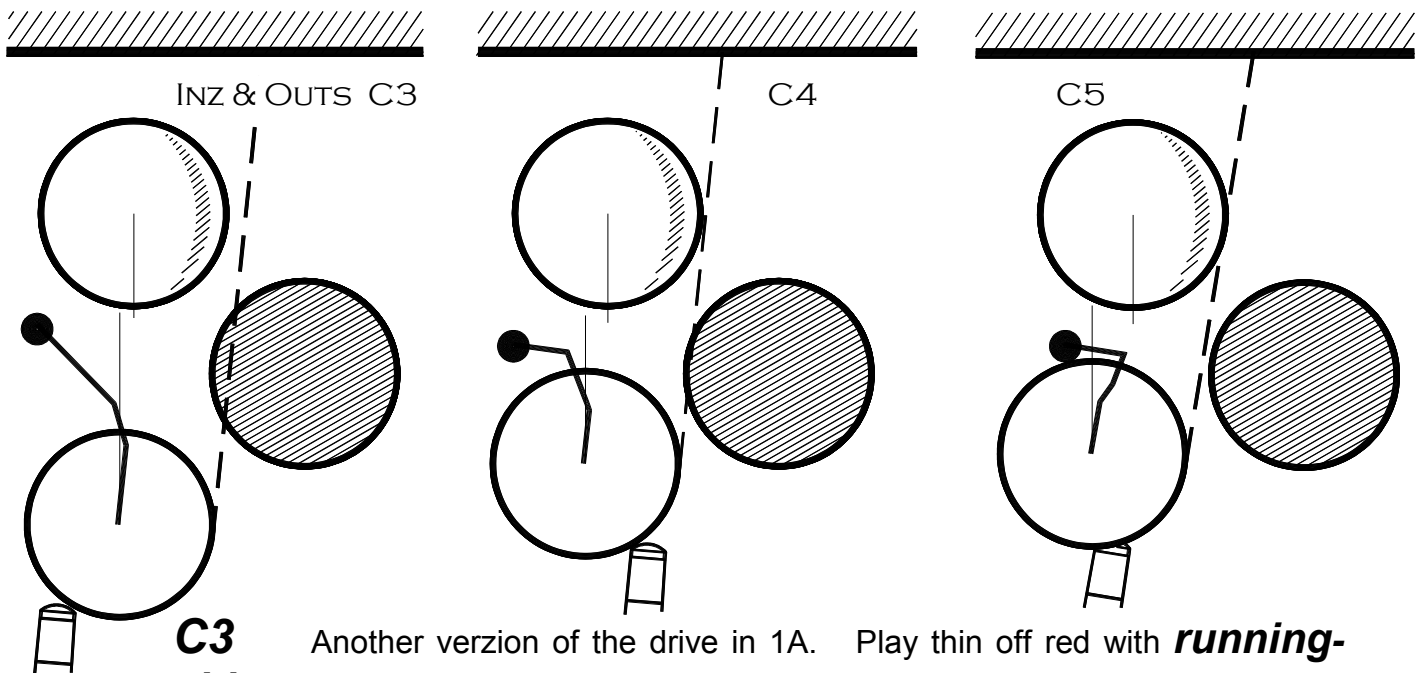
Now we are **cycling** along a **cobbled** creek bed but we hav thrown away the **blindfold**. If u hav good control uken average **one** cannon per **ball** of cushion, but if u need to play a lot of long-range **1Bz** u will **eat** up cushion space at a high rate. **Inz & Outs CC** iz more **forgiving** than **AA** & **BB** koz the ballz uzually keep **well clear** of each other, or, if they do gather closely (cluster), at least this happenz **well clear** of the cushion.

When it starts to get a bit congested and **ticklish** (koz the **red** haz an **attraction** for the cushion), u uze the **yellow** in **1B** to **bump** the **red outish** to giv yaself some room, just a teeny **little** bump koz a **big** bump would tend to leev the **yellow behind**.

So, at last uken play an **impressiv** looking run of **healthy** cannonz, and at an **impressiv** pace. U have broken free of the **gravitational** pull of that world of **ticklish** little cannonz that **spiral** ever inwardz towardz a prize-winning **foul**. Looking ahead to when u hav thrown away your L-plates, u will find that u are ready to **shoot** az soon az the ballz kum to **rest**. In fact, u will find yourself **waiting** for that last ball to **stop** rolling.

VARYATIONZ

Here'z a few varyionz to the type of drive that we played in pozyzy 1A.



C3 Another verzion of the drive in 1A. Play thin off red with **running-side** to leev 1B or C2 or similar. There iz no doubl-kiss on the yellow.

C4 Here iz C3 pozyzy again, but with the red further west. Play thin on red to **double-kiss** off yellow, with **check-side**, to leev 1B or C2 or similar. The check-side ensurez the doubl-kiss, koz if u miss the kiss the yellow would finish in between the qball & red.

C5 Here iz the C4 pozyzy again, but with the red further west. Play a **stun-kiss**, yellow-red-yellow, with **right-hand-side**, to leev 1B or C2 or similar. The right-hand-side ensurez that the qball iz thrown east to ensure the cannon, plus, it throwz the yellow west to ensure the doubl-kiss.

DOUBL-KISSEZ

Notice that there are 3 types of doubl-kiss on the yellow.


The first type iz the early-double-kiss which we saw in 1B.	YELLOW-YELLOW-RED
The second type iz the late-double-kiss which we saw in C5.	YELLOW-RED-YELLOW
The third type iz the indirect double-kiss.. which we saw in C4.	RED-YELLOW-YELLOW

GENERAL

In some of the strokes in Inz & Outs CC (& AA & BB etc) u hav **other better optionz** which i don't mention. Koz i am talking about one particular type of RunAlong i uzually show strokes that keep that run going hell or high water. So, when u return to some of these strokes u will often see **better** strokes to play, but we don't want to bog down too much. Eric's & Mac's Nobel Prize for Billiardz seemz to be getting further away every day az it iz.

THE BILLIARD BOOK CAPTAIN CRAWLEY 1866

Pardon makes one of the earlyst English referencez to (a) RunAlongz, (b) passing the middle-pocket, (c) the Jam, & (d) the eez of playing a succession of cannonz. He also givz some good advice, that (e) you should keep the ballz together & ahead, (f) that you may need to uze left-hand-side or right-hand-side, & (g) that if you looz pozzy near the middle-pocket, go in-off. He sez...

.....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 cannonz, & say 3 were in the corner. So he travelled at least 1½ cushionz in 16 cannonz. This iz say 2700mm, which suggests an average of 170mm per cannon. When Pardon sez.....

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

.....he iz talking about a run of inz & outs.

The "reversing" duznt meen that the yellow woz sometimez further from the cushion than the red, that somehow they swapped placez. It simply meenz that the qball woz sometimez the furthest from the cushion, & sometimez not. And that sometimez the yellow woz the closer ball to the qball, & sometimez the red woz closer (the nearer ball uzually needz to be hit first). More than that, Pardon meenz that theze reversalz happened each & every cannon. These are our standard inz & outs.

When Pardon sez

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

C7 Pardon showz a ruff drawing of the pozzz of the ballz at the commencement of the seriez (see C7).

The gather shown in C7 uez say 200mm of cushion, & it leevz say C8 pozzz.

C8 The drive (uzually yellow first) in C8 uez say 60mm of cushion, & leevz C7 pozzz again.

The average iz 130mm, not quite the 170mm we were looking for. But, what actually happenz when u play such long-range inz & outs iz that, with all due respect to Pardon, it iz almost impossible to get a longish pure run. Koz, u will sometimez get the pozzz shown in C9.

C9 Here, instead of a 60mm drive, u would play a long-range RunAlong AA. This could regain C8'ish pozzz or perhaps leev another C9'ish pozzz. And it could raize the average to Pardon'z 170mm. Hmmmmm.

