

"Having a shot is not
the same as having a
run out."

High Run Society

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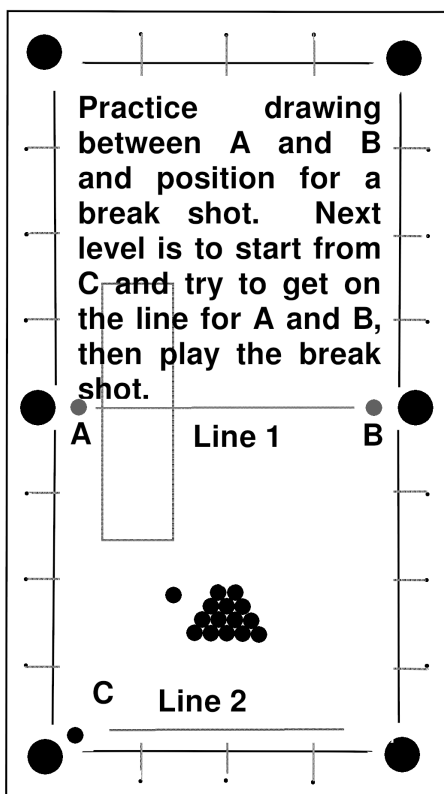
Cue Control and Pattern Play

Author DAN HARRIMAN

Control is about stroke power. Position the cue ball one line 1 and try to pocket A and B with draw shots, then leave the cue ball with a clear shot to break the rack. Ignore ball C until you mastered draw control.

If the previous exercise is too demanding then position the cue ball on line 2 to build experience with a fractional ball hit. Your goal is to pocket C. After pocketing C you can choose your goal. Position for the break shot. Or position for line 1 to play the draw shots then the break shot.

After you master both strokes, try to runout CBA or CAB.

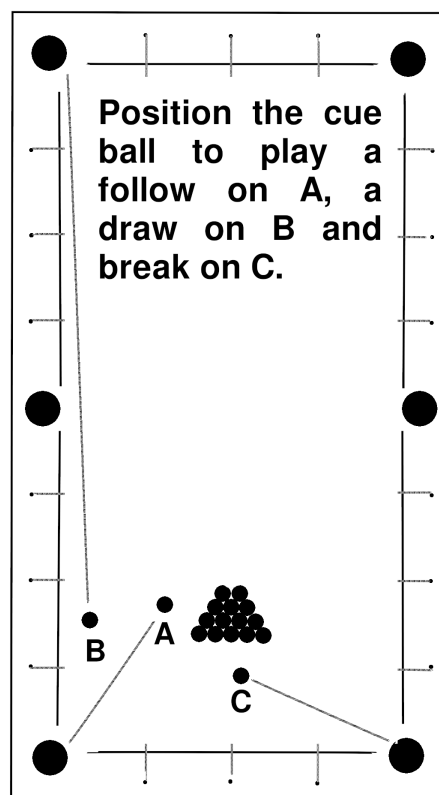


Controlled Draw and Controlled Cut

A run out pattern is about planning. You can position the cue ball at various distances. The main goal is to have a controlled follow, draw and break. If you do not have enough control on

your follow for A, then start the exercise from B.

Pocket B and try to draw for a position with an angle on C to get the break. The purpose of the B shot is to practice a close range draw shot to pocket the length of the table.



ABC Runout

Coaching Corner

Author DAN HARRIMAN

Transitioning from a player that makes shots to a player that runs the table is about having the experience to select the right shots and positions. Practice this exercise a few times and track progress over time. Newer players have tendencies to under hit or over hit. Learn to play the shot the right way to keep the run out.