

Runout Drill System

Break

Ball in Hand after every break
 No penalty for a scratch on the break
 Balls pocketed on the break stay down
 (unless 8 in 8-ball rules: re-spot or re-rack)

Progression

A successful run has no misses or fouls
 2 out of 3 racks - advance to next level
 1 out of 3 racks - stay at current level
 0 out of 3 racks - drop to previous level

Level	Rack	Balls Required	Rules Followed	Extra BiH
1	A	Any 6	Direct	
2	A	Any 6	Straight	5
3	A	Any 6	Straight	3
4	A	Any 6	Straight	2
5	A	Any 6	Straight	1
6	B	3 sol, 3 str & 8 (Total 7)	8-ball	1
7	C	Any 9	Straight	1
8	D	4 sol, 4 str & 8 (Total 9)	8-ball	1
9	E	All 15	Straight	2
10	A	Any 6	Rotation	
11	E	All 15	Straight	
12	E	All 15	8-ball	
13	D	4 sol, 4 str & 8 (Total 9)	8-ball & Rotation	
14	C	Balls 1-9	9-ball	
15	E	All 15	8-ball & Rotation	
16	E	All 15	Rotation	

Rules	Order	Pocket Call
Direct	Pocket balls directly with the cue	Call
Straight	Any order	Call
8-ball	All solids or stripes, then 8	Call
Rotation	Hit lowest ball first, pocket any, run all balls	Slop
8-ball & Rotation	All solids or stripes, then 8, then remainder in order	Call, Slop
9-ball	Hit lowest ball first, pocket any, done when 9 pocketed	Slop

