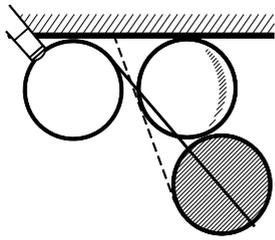
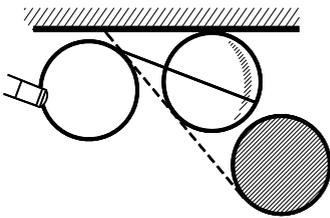


THICKALONG GG

ThickAlongs are not a repeating RunAlong. ThinAlongs & ThickAlongs both partly rely on Geza's notion that the balls are short-sighted. In ThinAlongs this means that thin shots give a wider Deflexion Angle than a red-ball player might think. In ThickAlongs this notion means that thick contacts give a narrower Deflexion Angle than a red-ball player might think. ThickAlongs are clever cannons & effects that keep a RunAlong going without needing to change course or speed.



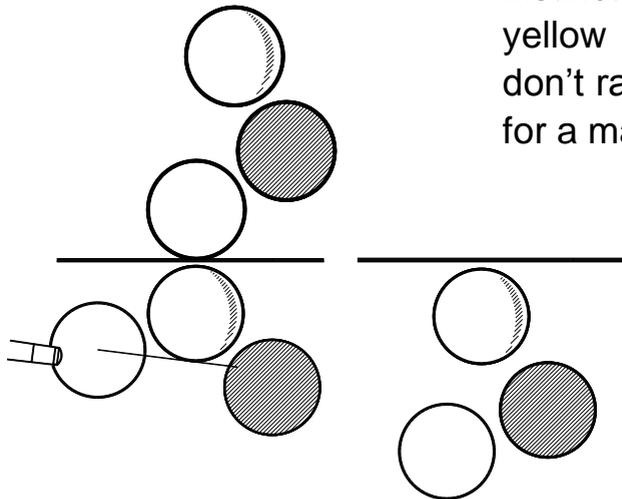
G1 This ThinAlong pozzy looks tricky, u havta hit thin or u miss the red. No. Hitting thicker hits the red thicker. Strange stuff to a red-ball player. The yellow won't go far koz it iz trapped by the red. And the yellow bumps the red south, which ensures the cannon (sometimes this iz vital, but not here).



G2A U can get the cannon & keep nice pozzy when the yellow & red are at 45°, & the qball karnt see any of the red (az shown by the broken line). Uze top & right-side, aim half-ball or thicker, leeving **G2B**. Contrary to one's instincts right-side (shown) helps the shot. It keeps the yellow & red quiet, while maximizing the napkurv. But don't raize the butt & get swerv, swerv hurts. So, no need for a masse', it looks impossible to a red-ball player.



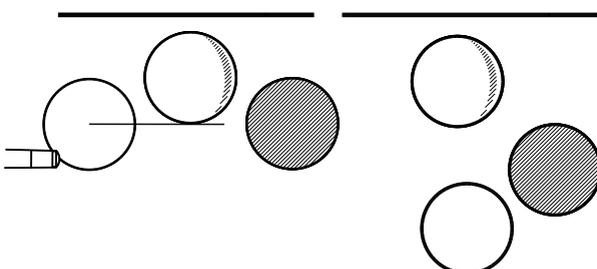
CLOSE FOLLOWS



G3A If u hav got the ability to play a close-range follow-shot u don't need a masse. A half-ball follow on yellow, & a touch of right-side on the qball, leevs **G3B**. The right-side keeps the yellow quieter, but the more right-side that u uze

the less top that u get. In difficult pozzys the red squeezes out to give the qball an eezy target.

G4A A half-ball on yellow with lots of right-side leevs **G4B**. Hit harder than u think, there will be lots of kissing but things turn out alright.



MISSCUE OR DOUBLE-HIT 4A looks eezy & many players would not chalk their cue. And many would double-hit too.

So EEZY

G5A This iz my favourit trouble stroke, so eezy. It looks like a masse iz needed but $\frac{1}{4}$ ball with right-side (Y-C-R) duz the trick. U leev **G5B**. In G5A avoid the double-hit foul. A raized butt maximizes the swerv. Chalk-up. In difficult pozzys the red sqeezes out & givs an eezyer target.

GOOD OPTION

G6A A direct cannon (YR) (not shown) iz obvious but tricky when the yellow & red are touching (az shown) or close to touching. U would havta hit softly & risk a cluster, or hit hard & send the red into orbit. But here in G6A we show a thin cannon with right-side (YCR) to leev **G5B**.

In G5A & G6A watch out for the cush-first surprize mentioned in ThinAlong F12.

RUN-THROO RESCUE

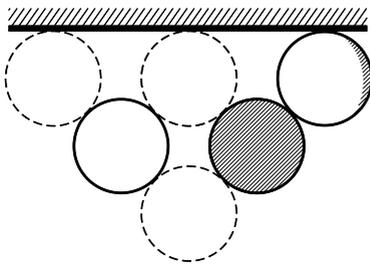
G7A This iz handy for saving the red. Hit high & harder than u think, leeving **G7B** which givs a kiss-gather.

If u playing a say 70° ThinAlong & u find that the red iz leaking too far east of the yellow (ie past an angle of 45°), u should bump the red well past the yellow so that the red haz a clear path to the cush (ie u set up C7A), & then u play the red offa the cush (az per C7A) to restore the 70° ThinAlong.

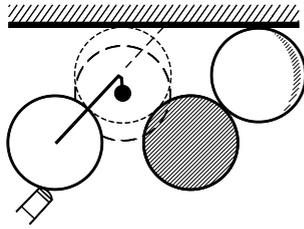
G7C This varyation of G7A shows the red at about the limit for a run-throo rescue. U can get the cannon, but the red iz sent too far south.

Near this limit **CHECK-SIDE** can help the qball to run-throo more eezyly while keeping the red relatively quiet. But in G7C type pozzys a right handed player uzuually karnt **REEECH** out-&-back well enuff to uze check-side accurately.

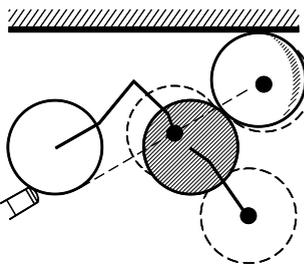
DRILL G8



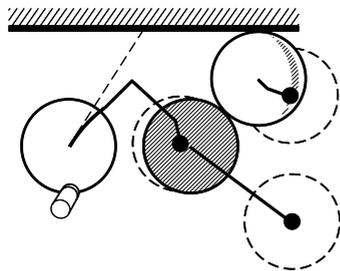
G8A Set-up the qball & red & yellow using 3 dummy balls, the yellow & red are at a 45° angle.



TRAP G8B The cushion-first cannon (C-R-Y) using running is tempting, but deceptive. G8B shows that you will accidentally hit the red thicker than you want, & the qball doesn't go near the yellow. You aimed left of the dotted ball shown, to miss the red, to get a thin contact on red after hitting the cushion. But the gap between red & cushion needs to be larger & you hit the red almost fullball.

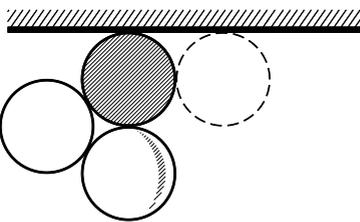


G8C To avoid the trap aim 1/4 ball on red, with right-side, as shown. You will usually get 2 kisses on the red, but the leave can nonetheless be OK, as shown, if the strength is soft enough. The shot is more certain if you raise the butt to get some swerve (not shown). Actually you can get a similar cannon by hitting the red a 1/2 ball, or thicker, but the leave is not as good.

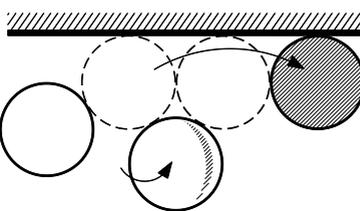


TRAP G8D I show the qball closer to the red. You need a mini-masse' as shown. Don't hit the cushion-first, because you might get the result we saw in G8B. Hit the red first, a 1/4 ball. In effect this is similar to G8C, except that you are using more swerve. Use plenty of pace.

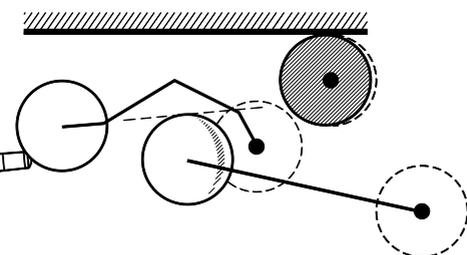
DRILL G9



G9A Place the 3 balls & a spare ball as shown.



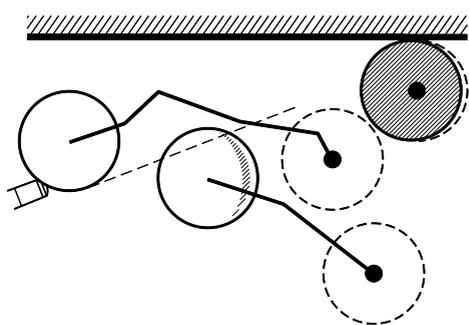
G9B Move the yellow to where shown, then move the red, then lift the spare ball, to leave G9C.



G9C You have 3 easy ways of cannoning. You can play a cushion-first cannon (not shown). You can play yellow-first, thin, with right-side, getting 2 kisses on yellow before hitting the red (also not shown). Both ways send the yellow a long way away.

G9C shows the best way. Half-ball on yellow, with right-side. With good strength the yellow is promoted to useful pozie, as shown. The leave is better if you hit the qball low at 4:30 o'clock, hardish. This gives some short-range drag that maximizes the action of the sidespin. Don't raise the butt, swerve is not productive here. The right-side throws the yellow north, closer to the red, giving a better leave than one might think.

DRILL G10



G10 This iz the G9C pozy, xcept that we hav mooved the red a $\frac{1}{2}$ ball east. Even so the G9C yellow-first $\frac{1}{2}$ ball cannon iz still gettable & should leev a good leev, but iz praps a risky shot to play at this range (u might miss the cannon). However in G10 pozy the best play might now be to get the 2 kisses on yellow. Best meening giving the best leev az well az giving less risk of a mishap. In fakt, the best leev iz gotten by playing thickish (up to $\frac{1}{4}$ ball) on yellow to get a very late double-kiss, & hence leev yellow closer (az shown here). Hitting the yellow thinnish (say $\frac{1}{8}$ th ball) will get a double-kiss, & the cannon, but it will send yellow further south, & leev it behind also, ie too far west (not shown). In fakt the thickish late doubl-kiss iz not risky. Koz if u miscalculate & hence miss the second kiss u will still get the cannon (if u hav lots of sidespin), but the rezulting leev will be poor.

DRILL G11

G11A & G11B This Drill iz tricky. U havta hit the yellow thinnish, but if u aim too thin u will hit the cush first, & zero cannon. But if u hit the yellow too thick, the yellow will hit the red fullish, & zero cannon also. The correct contact here iz a thick half-ball. Secondly u havta maximize the right-spin so that the qball takes off & hunts the red. So we hit the qball low at 4:30 o'clock hardish for some short-range drag that maximizes the action of the sidespin. Swerv iz not productiv here, so don't try to maximize it. But a little bit of swerv iz unavoidable, so to get a thick half-ball contact u will probly havta aim az if to get a thin half-ball.

