

# TOUCHALONGS

## REECE VERSUS FRED LINDRUM, 1914

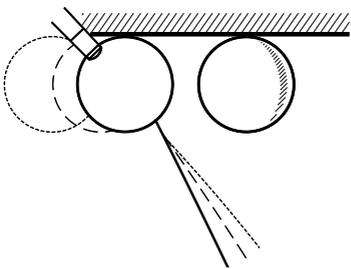
*Reece is much the same. On the first day the pace on the table surely puzzled him. It was the same which boy Lindrum & Miss Roberts had smoothed out for two weeks, & the nap was flat. Tommy prefers a table on the slow side, with a nice rich nap that stands up like a Papuan's wool, so that he may hold the balls along "the fence" for his favourite stroke. On this table they were like quicksilver in a changing temperature. Still he did not kick. He had often been up against even faster tables. Notably in one of his champion matches with Inman..... Reece deserved his win in the match with Lindrum finished on Saturday night, for the reason that he played the better billiards. On the first couple of days their displays were moderate, occasioned, as pointed out at the time, by an extra superfine cloth, which gave the balls much pace. They had the cloth changed to one with more nap, & as it settled down the form of both players improved considerably.*

If the bed-cloth iz fast Eric likes TouchAlongs, a short-range verzion of Ins & Outs KissAlongs etc. U kan play almost any cannon that u might play at long-range, & u hav more options. Mini stuns & mini pique's make things eezy. Spin haz more effekt. But it iz ticklish, u hav the problem of Touching Balls & Clusters & Fouls. Execution bekums the main problem, not knowledge.

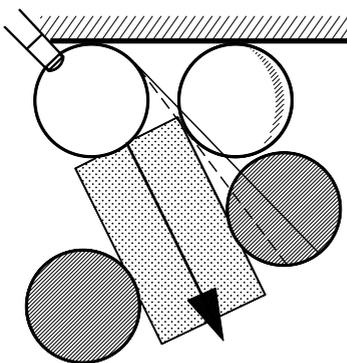
### SHORT-SIGHTED BENEFITS

#### GEZA GAZDAG THE ACCOMPLISHED CUEMAN 1991

Geza sez that the qball iz short-sighted. This means that at short-range u hav the benefit of a wider Deflexion Angle, if u want (see ch80 Deflexion Angles).



**TOUCHALONG 1** This shows the maximum possible Deflexion Angle for each of 3 placings of the qball,  $\frac{1}{4}$  ball clear (solid line),  $\frac{1}{2}$  ball clear (broken line), & 1 ball clear (fine line). The  $\frac{1}{4}$  ball gap givs a wider angle, so, shorter ranges can help runalongs. Also, note that the wider angle iz gotten by aiming thin on yellow, not by aiming halfball.



**2** Here iz that  $\frac{1}{4}$  ball spacing between the qball & yellow in TouchAlong 1. The broken line shows that the qball can see less than  $\frac{1}{4}$  ball of the red. An  $\frac{1}{8}$ <sup>th</sup> ball aim on yellow givs us the maximum Deflexion Angle off the yellow (for pure roll). The cross-hatched zone shows the path of the qball. This  $\frac{1}{8}$ <sup>th</sup> ball aim givs a touch on the red. It allso touches the 2<sup>nd</sup> red which iz sitting nicely for a slip-throo (proably not important for touchalongs). Any contact on yellow thicker than  $\frac{1}{8}$  ball will giv a narrower deflexion, & any contact thinner than  $\frac{1}{8}$  ball will allso giv a narrower deflexion.

## RUNALONG AB

**TOUCHALONG 3** This shows a short-range RunAlong AB, which is not ideal for a TouchAlong, too ticklish. But it's worth looking at the sorts of moves that might prolong RunAlong AB. The check-side shown in TouchAlong 3 is probably there more to help avoid the double-hit foul.

**4** In this position you can keep RunAlong AB going using just side. But here we show some stun & swerve & side.

## LINE-NURSE

**5** Here the position is bad. But a short-range piqué does the trick. You now have a chance of a Line Nurse.

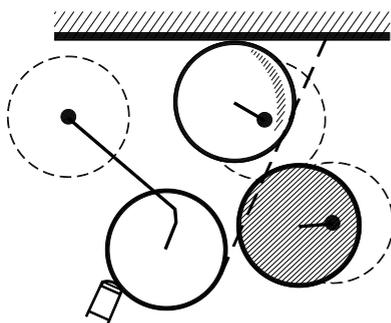
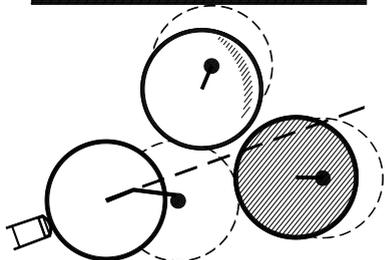
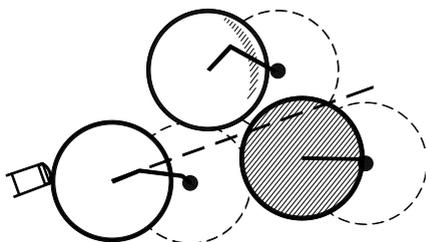
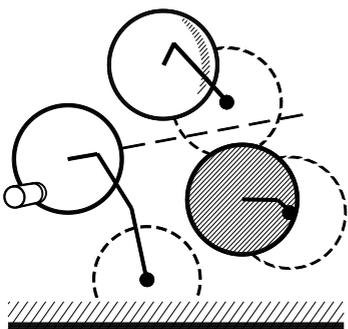
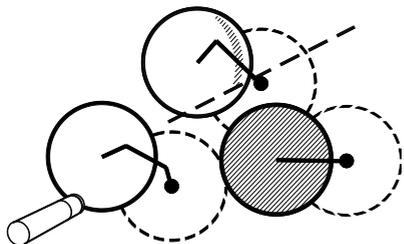
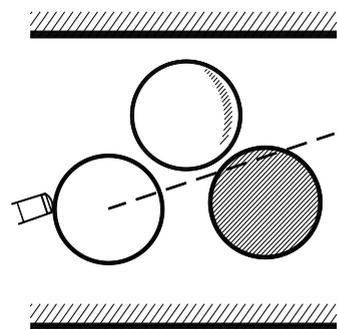
**6** Here you use check to ensure that the yellow doesn't finish between the qball & the red, i.e. giving a cover. Covers are more likely at short range. If you hit the yellow thicker to try to avoid a cluster the yellow will send the red into orbit.

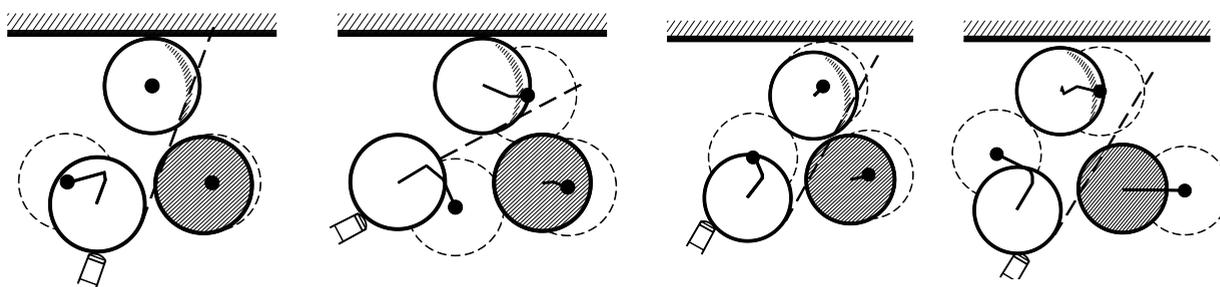
## KISSALONG

**7 (6 AGAIN)** This time you try to leave a KissAlong. You might even get rocker (unlikely, the red is too close to the cushion).

## THINALONG

**8** If after playing TouchAlong 7 you leave TouchAlong 8, you might play to leave a ThinAlong as shown. Here you need lots of left-side to minimize the double-kiss off the frozen yellow, i.e. to leave the qball closer to the cushion. And the left-side threw the yellow east to keep it abreast of the red (good).





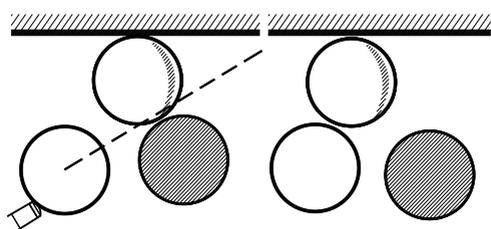
**TOUCHALONG 9A (8 AGAIN)** U play thin on red to leev 9B (ie Ins&Outs). Uze right-side to trap the yellow near the cush.

**9B** Double-kiss off yellow to leev 9C. In 9C u play to leev 9B again, a 2-stroke Ins&Outs sequence. In 9B u hit yellow thickish to keep it well east. Uze running (sometimes check). U don't want the red to be bumped too far from the cush (by the yellow). But in short-range Ins&Outs u will find that the red iz attracted to the cush & needs to be bumped out (by the yellow).

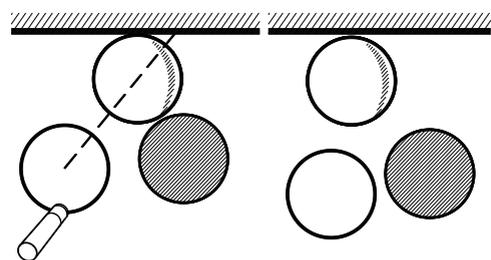
**9C** U play softly to place the yellow back on the cush, az shown, to leev 9B again. Or u kan play 9C like a ThinAlong.

**10** This pozzy shows a rezult of messing up in 9B. Play thin on red to double-kiss off yellow to leev 9B again. Right-side ensures a good double-kiss. Or if u like play 10 to get Rocker.

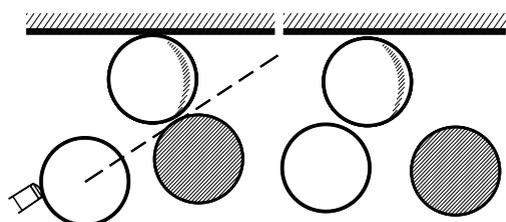
### TRICKY POZZYS



**11** Here the qbball iz closer to the yellow than red, so the yellow-first cannon iz uzuually best. If u play softly with right-side u will get the leev shown, which iz tricky itself. The trap in 11 iz to try to hit the yellow thinly, it karnt be dunn, u will hit the red first & knock it into orbit.



**12 (11 AGAIN)** U kan get a better leev if u aim dead center on yellow with swerv, hitting yellow  $\frac{3}{4}$  ball. But uzing swerv iz risky. If the qbball were equidistant from yellow & red then swerv might be worth trying, it depends on the exact lay of the balls.



**13** This time the qbball iz closer to the red than yellow, so the red-first cannon iz uzuually best. If u play softly with left-side u will get the leev shown, which iz tricky itself. The trap in 13 iz to try to hit the red thinly, it karnt be dunn, u will hit the yellow first & praps miss the cannon altogether. The harder u hit the further east u leev the red, the softer u hit the worse the cluster. It's a worry.

## TRICKY DOUBLE-KISSES

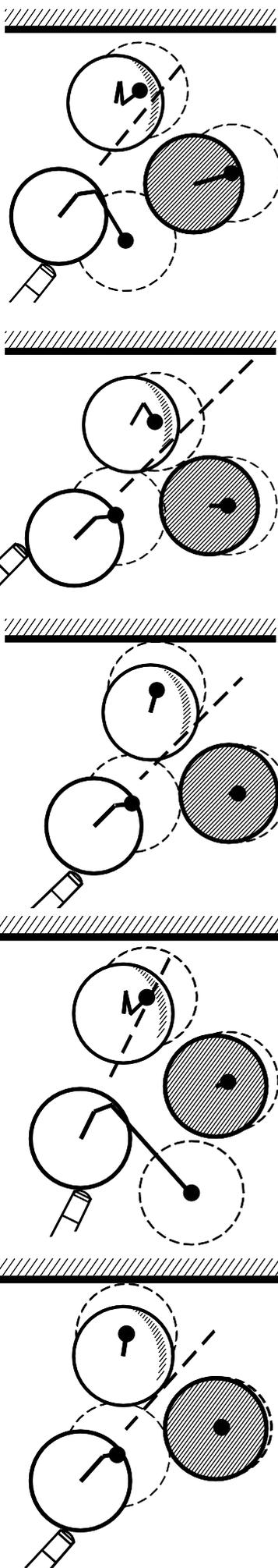
**TOUCHALONG 14** Here u are tempted to play a double-kiss. When the balls are close to the cush u would think that double-kisses would be eezyer. Not so, they are more difficult. Instead of the good rezult shown in 14, u risk missing most of the second kiss koz u hav contacted yellow too thickly. And u find that the yellow sends the red into orbit. Or by contacting yellow too thinly u might find that the yellow ends up between the qball & red, giving a cover (not shown).

**15 (14 AGAIN)** Unless u are sure of the double-kiss in 14 it might be better to avoid the double-kiss az shown in 15. U hit the yellow first uzing lots of left-side. But the leev u get here in 15 iz too clusterish. U were too cute & hence risked touching-balls. It might hav been ok had u hit yellow very thick (to keep the qball clear of yellow), & hardish (to keep the qball clear of red), but this would scatter the red here.

**16 (14 AGAIN)** Praps yor best bet iz to play yellow-first, softly, az shown in 16. The next shot might be a red-first kiss-back. Or it might be a rocker.

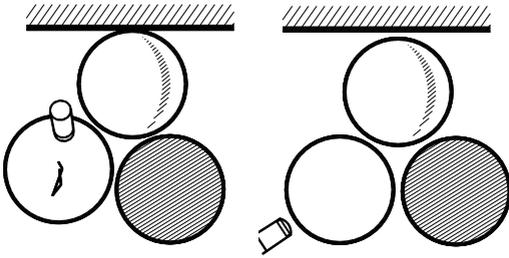
**17** Here the pozzy iz slightly different to what we had in 14, & the double-kiss iz now definitely on. But take care koz if u hit too hard u might go behind the red & leev a cover, az shown here. But if u hit too softly u might get touching-balls, or a cluster. Also if u hit the yellow too thick u might miss the red altogether, trying to minimize the contact on red. Az we sed earlier, double-kisses are not az eezy az u might think, even when, or especially when, the balls are close to the cushion.

**18 (17 AGAIN)** Instead of the double-kiss in 17, the soft yellow-first option shown in 18 iz a good alternativ. It might leev a KissAlong or praps Rocker. This seqence iz i think more certain than the other seqence (ie the double-kiss in 17). Try both ways.

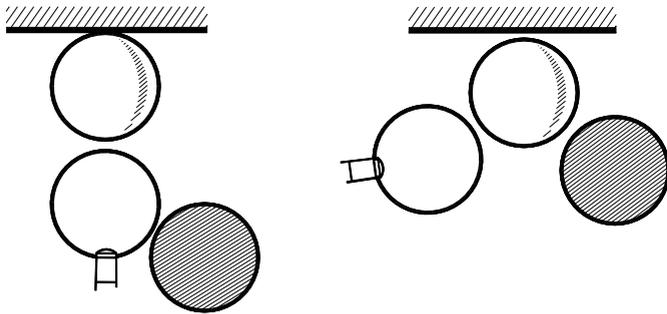


## TICKLISH POZZYS

**TOUCHALONG 19** Ticklish pozzys often stop our run, there are a few such pozzys shown in other chapters, & here's a few more. Here a direct cannon risks the double-hit foul, but a *piqué* avoids the foul as shown. Shoot away from both balls, or aim to touch the red on the way out.



**20 (19 AGAIN) KLEVER STOPPER** In tight spots like this i uze my left hand as a stopper. I grip the cue with my right hand, say 200mm from the tip. The butt lays on the table. I hit the right fist/grip against the left fist/stopper which iz braced firmly on the bed of the table (& acts as a stopper). The stopper also forms a tunnel for the cue. I allow the left fist/stopper to yield a few mm, so that the qtip meets the qball (but then stops). I initially hold the qtip just above the qball equator, with a few mm of daylight tween qtip & ball. If needed i quickly withdraw my stopper & grip during impakt to avoid the double-hit foul on the qball when/if it double-kisses back out. Or i lift. Uzuually i make a few false strokes as i gradually close in on the qball.



**21** U kan play as for 20, using the *stopper*. Chalk-up. Praps *a slip-throo-&-back* would be better.

**22** U kan uze the *stopper*. A *massé* iz eezyer, but the leev iz always dicey.

TouchAlongs are Eric's favorite on a fast table.

