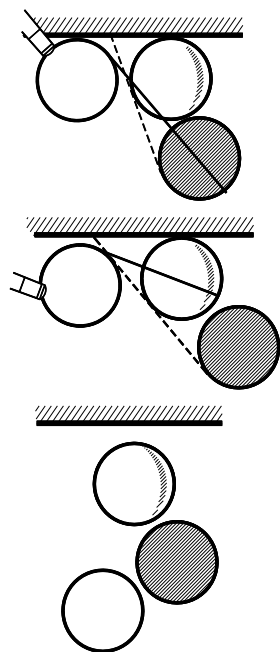


THICKALONG GG

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 giv a wider Deflexion Angle than a red-ball player might think. In ThickAlongs this notion means that thick contacts giv a narrower Deflexion Angle than a red-ball player might think. ThickAlongs are clever cannons & effects that kan keep a RunAlong going without needing to change course.



G1 This ThinAlong pozzly 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 kan get the cannon & keep nice pozzly 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

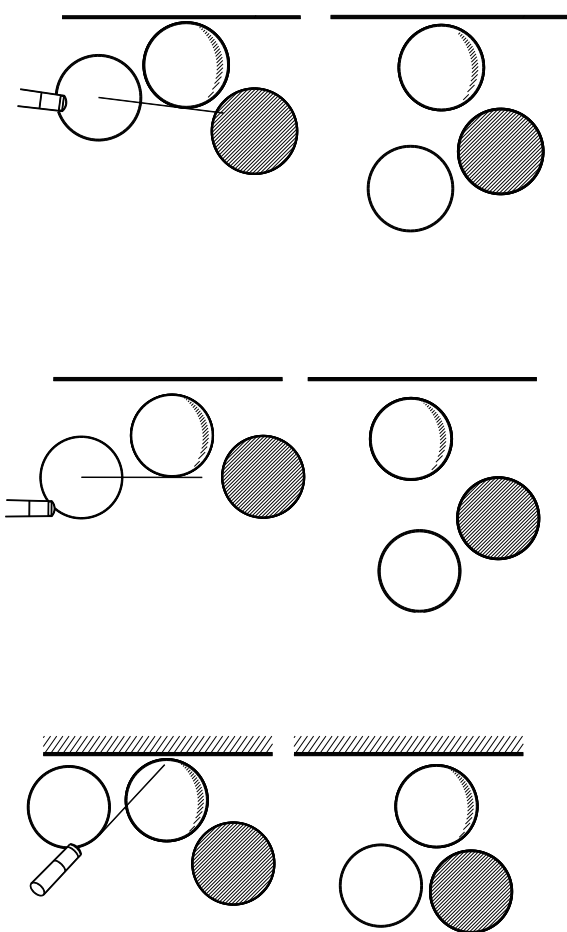
G3A If u hav got the ability to play a close-range follow-shot u don't need a masse. A half-ball follow on yellow, & a touch of right-side on the qball, leevs **G3B**. The right-side keeps the yellow quieter, but the more right-side that u uze the less top that u get. In difficult pozzys the red squeezes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

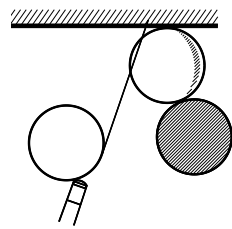
SO EEZY

G5A This iz my favourit trouble stroke, so eezy. It looks like a masse iz needed but ¼ ball with right-side (YCR) 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 squeezes out & givs an eezyer target.



GOOD OPTION

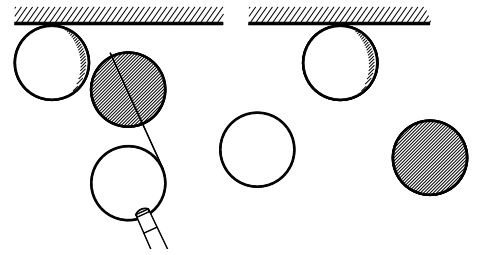
G6A A direct cannon (YR) (not shown) is obvious but tricky when the yellow & red are touching (as shown) or close to touching. You would have to hit softly & risk a cluster, or hit hard & send the red into orbit. But here in G6A we show a thin cannon with right-side (YCR) to leave **G5B**.



In G5A & G6A watch out for the cushion-first surprise mentioned in ThinAlong F12.

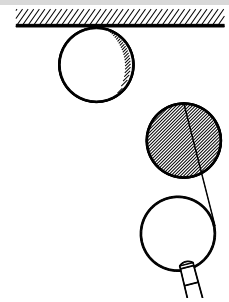
RUN-THROO RESCUE

G7A This is handy for saving the red. Hit high & harder than you think, leaving **G7B** which gives a kiss-gather.



If you are playing a say 70° ThinAlong & you find that the red is leaking too far east of the yellow (ie past an angle of 45°), you should bump the red well past the yellow so that the red has a clear path to the cushion (ie you set up G7A), & then you play the red off the cushion (as per G7A) to restore the 70° ThinAlong.

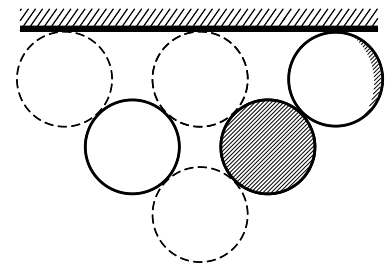
G7C This variation of G7A shows the red at about the limit for a run-throo rescue. You can get the cannon, but the red is sent too far south. Near this limit **CHECK-SIDE** can help the cue ball to run-throo more easily while keeping the red relatively quiet. But in G7C type pozzys a right-handed player usually can't **REEECH** out-&-back well enough to use check-side accurately.



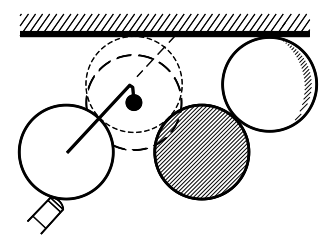
DRILL G8

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

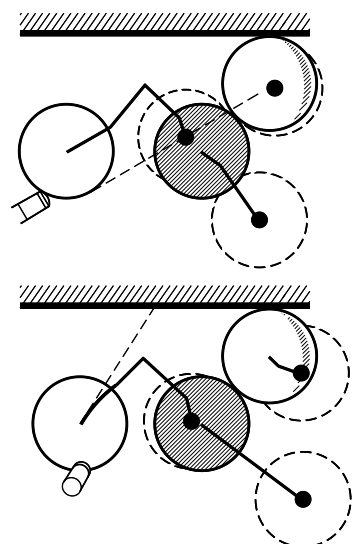
TRAP G8B The cushion-first cannon (CRY) using running is tempting, but deceptive. G8B shows that you will accidentally hit the red thicker than you want, & the cue ball doesn't go near the yellow. You aimed left of the dotted ball shown, to miss the red, to get a thin contact on red after hitting the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



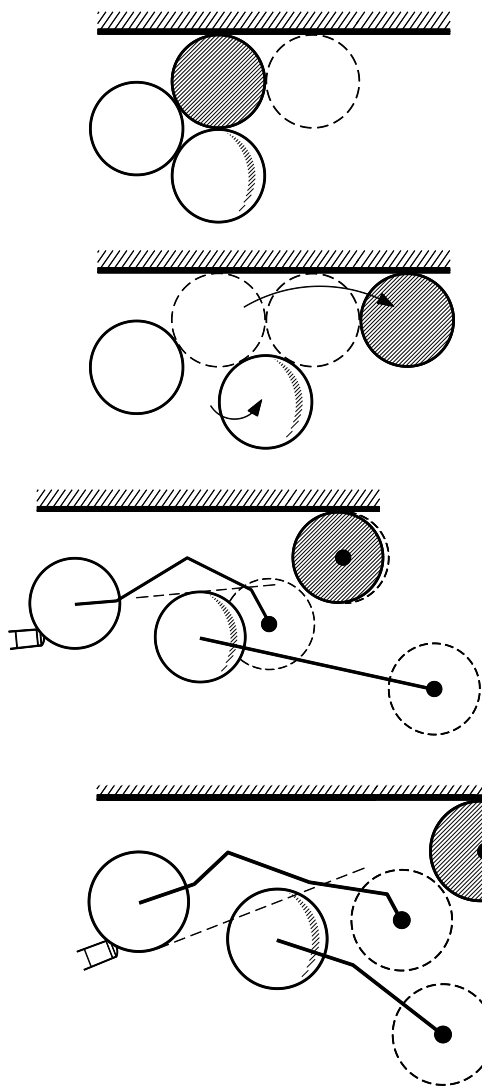
G8C To avoid the trap aim 1/4 ball on red, with right-side, as shown. You will usually get 2 kisses on the red, but the leave can nevertheless be ok, as shown, if the strength is soft enough. The shot is more certain if you raise the butt to get some swerve (not shown). Actually you can get a similar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



TRAP G8D I show the cue ball closer to the red. You need a mini-massé 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



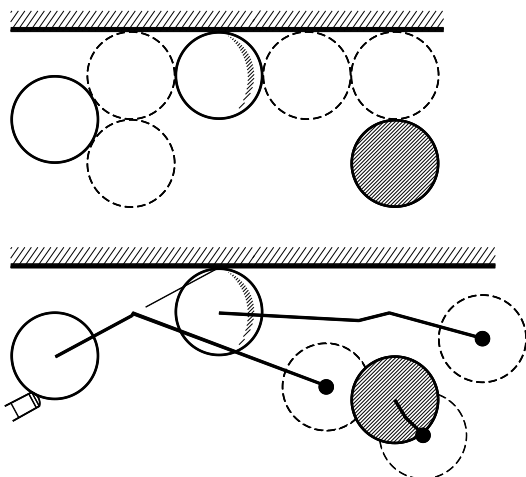
G9A Place the 3 balls & a spare ball as shown. **G9B** Move the yellow to where shown, then move the red, then lift the spare ball, to leave G9C. **G9C** You have 3 easy ways of cannoning. You can play a cushion-first cannon (not shown). You can play yellow-first, thin, with right-side, getting 2 kisses 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 pozy, 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 is the G9C pozy, except that we have moved the red a 1/2 ball east. Even so the G9C yellow-first 1/2 ball cannon is still gettable & should leave a good leave, but it is probably a risky shot to play at this range (you might miss the cannon). However in G10 pozy the best play might now be to get the 2 kisses on yellow (best meaning giving the best leave as well as giving less risk of a mishap).

In fact, the best leave is gotten by playing thickish (up to 1/4 ball) on yellow to get a very late double-kiss, & hence leave yellow closer (as shown here). Hitting the yellow thinnish (say 1/8th ball) will get a double-kiss, & the cannon, but it will send yellow further south, & leave it behind also, i.e. too far west (not shown). In fact the thickish late double-kiss is not risky. Because if you miscalculate & hence miss the second kiss you will still get the cannon (if you have lots of sidespin), but the resulting leave will be poor.

DRILL G11



G11A & G11B This Drill is tricky. You have to hit the yellow thinnish, but if you aim too thin you will hit the cushion first, & zero cannon. But if you hit the yellow too thick, the yellow will hit the red fullish, & zero cannon also. The correct contact here is a thick half-ball. Secondly you have to 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. Swerve is not productive here, so don't try to maximize it. But a little bit of swerve is unavoidable, so to get a thick half-ball contact you will probably have to aim as if to get a thin half-ball.