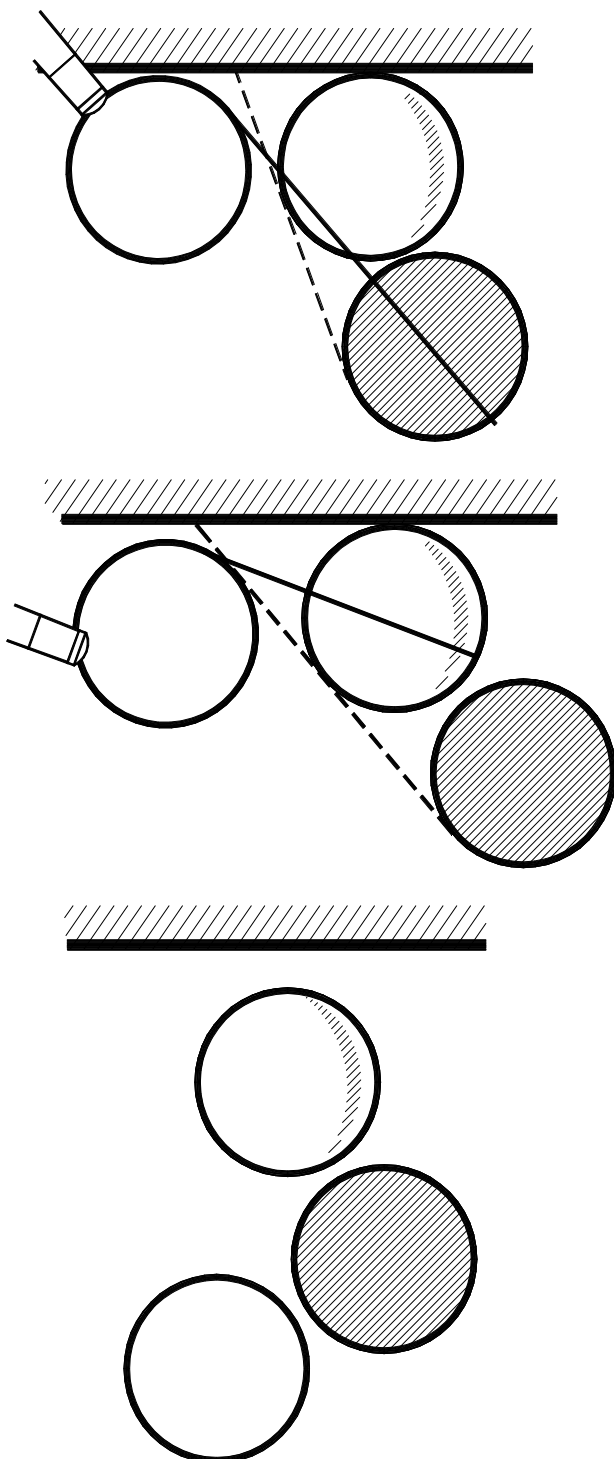


THICKALONG GG

ThickAlongz are not so much a style of repeating RunAlong that ken keep going for ever. ThickAlongz are more a **family** of varyus cannonz that liv in a zone somewhere in between ThinAlongz and KissAlongz and Inz-&-Outs. U could say that ThinAlongz & ThickAlongz both partly rely on Geza'z notion that the ballz are **short-sighted**. In ThinAlongz this notion meenz that **thin** shots & Tom'z **clippingz** giv u a **wider** Deflexion Angle than a red-ball player might think. In ThickAlongz this same notion meenz that **thickish** contacts giv a **narrower** Deflexion Angle than a red-ball player might think. Most ThickAlongz are **clever** little cannonz & **effects** that ken handle some seemingly **ticklish** pozzyz -- thusly they ken **help** u to keep a RunAlong going without needing to **change** course or speed.



THICKALONG G1

Here we hav a ThinAlong pozzyz. It looks tricky. It looks like u havta hit it very thin otherwise u risk missing wide of the red. But in fact, any soft shot will get the cannon, koz of the nap & DriftKurve etc. In fact, the **thicker** u contact the yellow the more of the red u will get. Strange stuff to a red-ball player. The yellow won't go far, koz it iz **trapped** by the cushion and the red. And the yellow **bumps** the red south, which helps to insure that the cannon will be made (but this bump iz not the reason that i say abov -- *the more of the red u will get*).

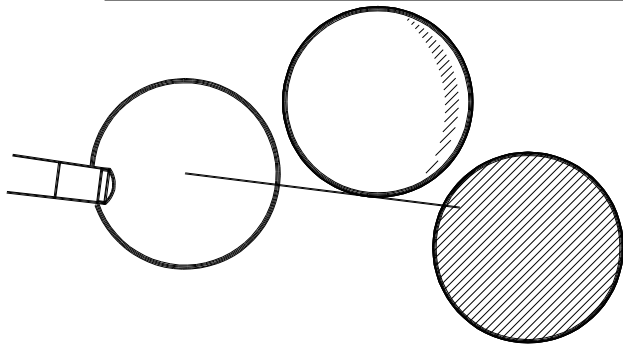
THICKALONG G2A

Here we show that u ken still get the cannon and keep uzeable pozzyz when the yellow and red are at almost 45°, and when the **qball karnt see** any of the red (az shown by the broken line). Az shown, uze top and right-hand-side, aim half-ball or **thicker** on yellow, leeving something like 2B. Contrary to one'z instincts, right-hand-side (shown) **helps** the shot. It keeps the yellow and red **quiet**, while maximizing the **napkurve**. But don't raize the butt & get swerve, swerve will hurt. So, no need to **panic**, and no need for a masse'. Looks impossible to a red-ball player.

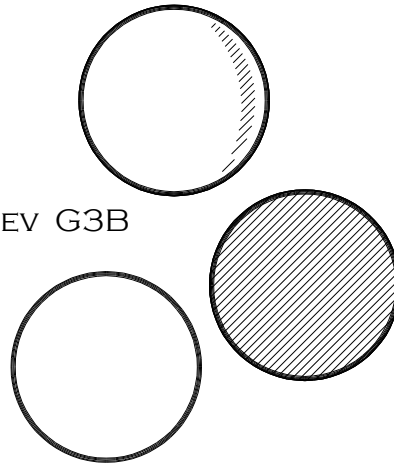
LEEY G2B

Don't hit this too thin, & don't hit it too thick. It looks friendly, but this little sucker ken bite.

VERY CLOSE-FOLLOWZ



THICKALONG G3A

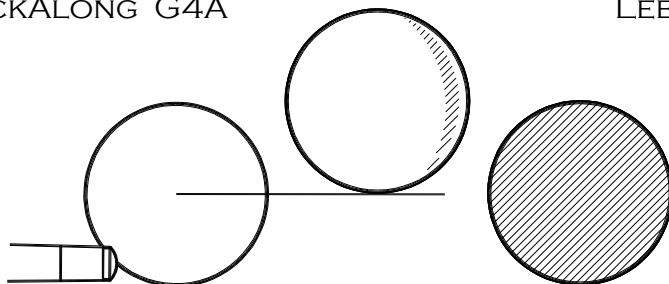


LEEV G3B

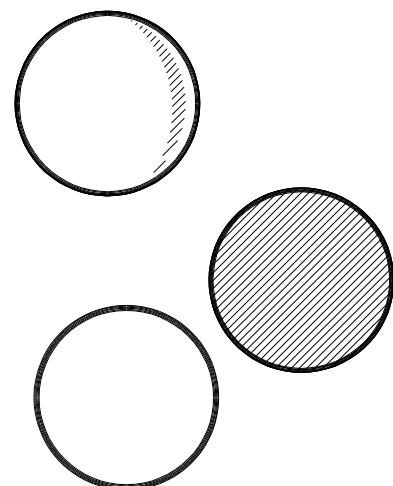
If u hav got the ability to play a **close-range** follow-shot u don't need a **masse**. A half-ball follow on yellow, and a touch of right-hand-side on the **qball**, often leevz 3B, and often not. The **right-hand-side** keeps the yellow quieter, but, the **more** right-hand-side that u uze the **less** top that u will get. So, **don't** overdo right-hand-side when the **qball** & yellow are so close. In the most difficult pozzyz, the red **squeezez** out enuff to giv the **qball** an eezyr target.

In 3A i show the **qtip** high up on the **qball** -- but, if u address the **qball** like this, u will **never** get a difficult close-follow -- u will get lots of double-hit **foulz** while trying. What u havta do iz this. Firstly, (a) hold ya cue **shortish** (nearer midpoint), (b) hold the **qball low** (just above the equator) & at least a half-ball **away** from the **qball**, (c) on the shot, uze a kurved **upward** follow-throo (and here a bit of **outward** follow-throo to help the right-hand-side), & (d) make the cue **leev ya bridge** well **before** it hits the **qball** (the **qtip** should be already going **up** befor it hits the **qball**). This sort of attack helps to get **powerful** follow at close-range whilst minimizing the **risk** of a double-hit foul. U will often hav an **air-shot** befor u finally make contact, which bringz a laugh. Chalk-up.

THICKALONG G4A



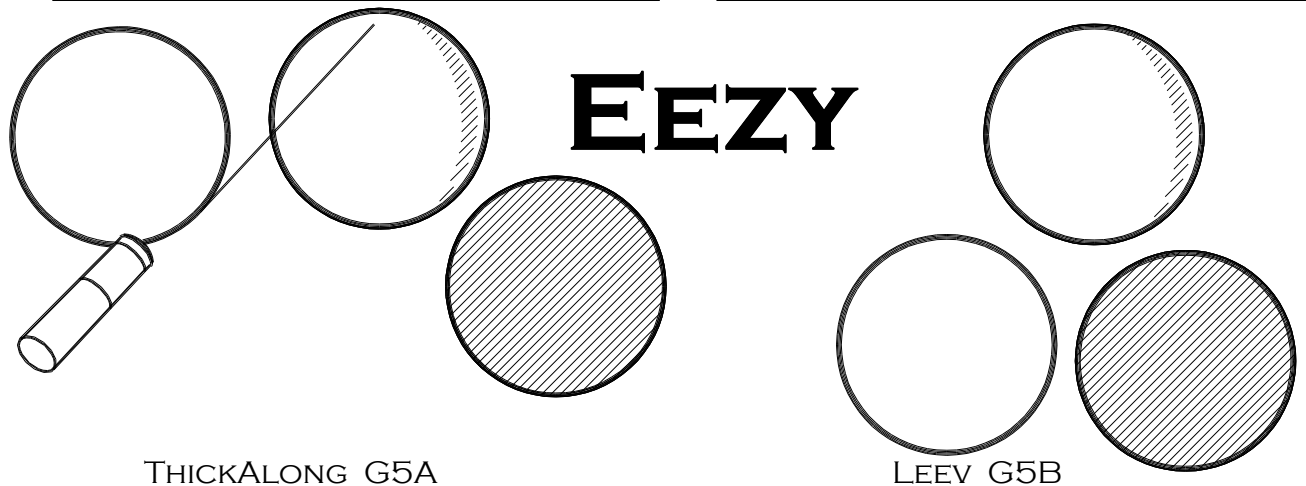
LEEV G4B



A half-ball on yellow with lots of right-hand-side ken leev 4B. Best hit **harder** than uthink, there will be lots of **kissing** going on, & thingz often turn out alright.

MISCUE OR DOUBLE-HIT

The main problem iz that 4A looks eezy, so i reckon most players would not chalk their cue, and i reckon most players would not take special care to avoid the double-hit push. So, i reckon most players would miscue or foul on what should be one of the eezyest shots in the book.



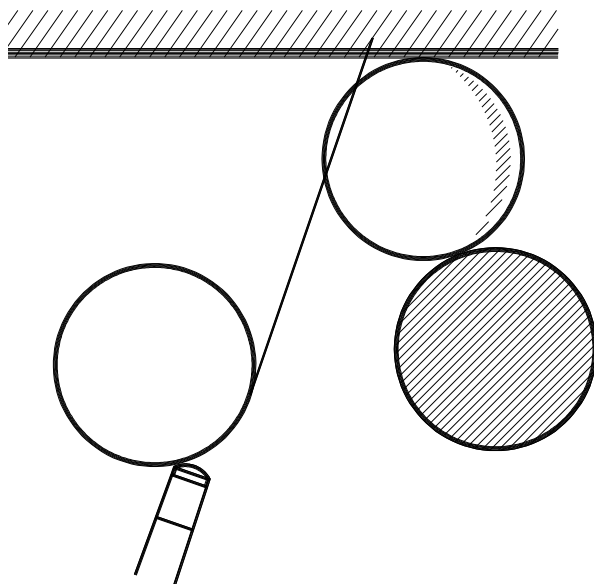
THICKALONG G5A

LEEVEV G5B

This iz my **favourit** troubl stroke -- no-one ken believe how eezy it iz. It looks like a **masse** iz the only shot, but a ¼ ball with right-hand-side duz the trick. A downwardz & outwardz kurved **flourish** type of follow-throo maximizetz the **spin** on the qball, & helps to avoid the **foul**. A **raized** butt maximizetz the **swerv**. Chalk-up. The yellow iz **braked** by the cushion and the red. The right-hand-side on the qball makes it take off from the cushion **hungry** for the red. In the most difficult pozzyz, the red **squeezez** out enuff to giv the qball an eezyr target. U uzually get leev 5B or similar.

GOOD OPTION

THICKALONG G6

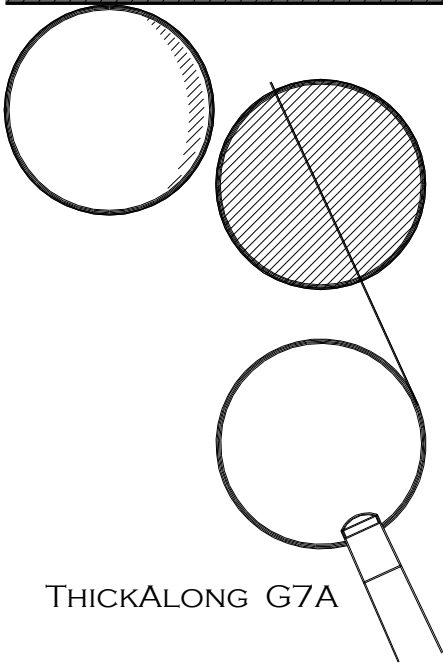
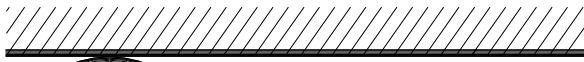


Here the qball iz not covered, a direct cannon (not shown) iz obvious but tricky when the yellow & red are **touching** (az shown) or very close to touching. U would havta hit **softly** & hence risk a cluster, or hit hard & send the red into orbit. Not much good. But here we show a **good option** that iz often eezyr & eezyly overlooked -- a thin yellow-first cannon with lots of right-hand-side -- which ken leev something like 5B. The pozzyz shown here in G6 iz possibly at the limit of what iz eezy.

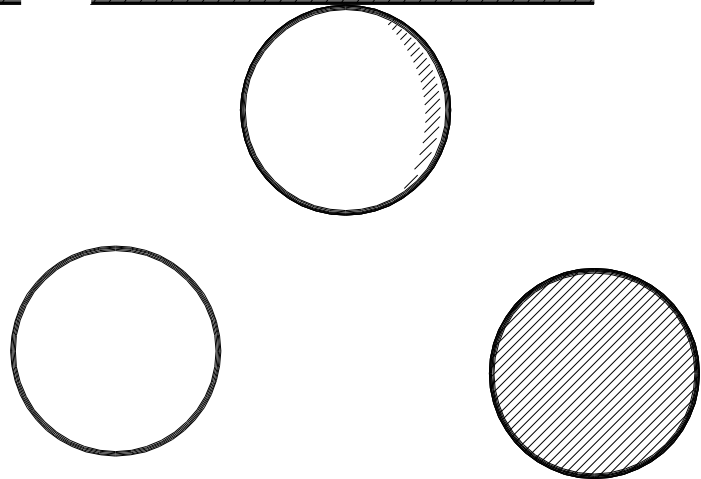
U & YOR CUE

Whether this sort of cannon iz possible dependz on lots of thingz. It dependz of course mainly on the anglez, & on the yellow to red gap. But it also dependz heavily on how well u & yor cue work az a team on these sorts of strokes -- particularly when u havt reech-out-&-back & hold the cue half-way in a death grip. Praktis will tell u what u kan & karnt do.

RUN-THROOZ

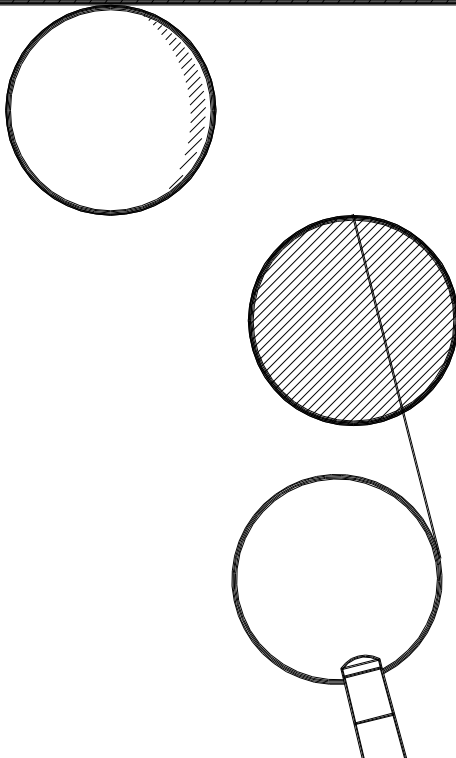
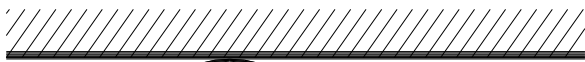


THICKALONG G7A



LEEVE G7B

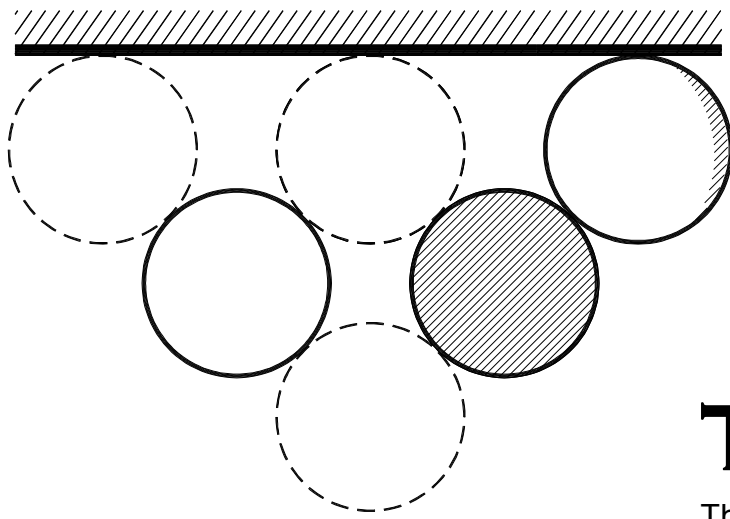
This iz a very handy sequence for **saving** the red. Hit high and **harder** than uthink, leeving 7B, which iz an eezy little kiss-gather. Whenever the red iz leaking too far east of the yellow, ie past an angle of 45° from the yellow, u ken set up the rescue shown in 7A. U bump the red well east, just past the yellow, ie to where it iz shown in 7A, so that the red haz a **clear** passage to the cushion, & away u go.



THICKALONG G7C

This variation of 7A shows the red at about the **limit** for this shot. When i say limit, there iz no limit for scoring a run-throo cannon. With the red this far south, u might get the cannon, but u won't leev a friendly 7Bish pozzy. The long-range run-throo needed would send the red too far south of good pozzy for a friendly gather next stroke. But all of this limit stuff dependz just az much on the *q*ball to red angle & gap etc.

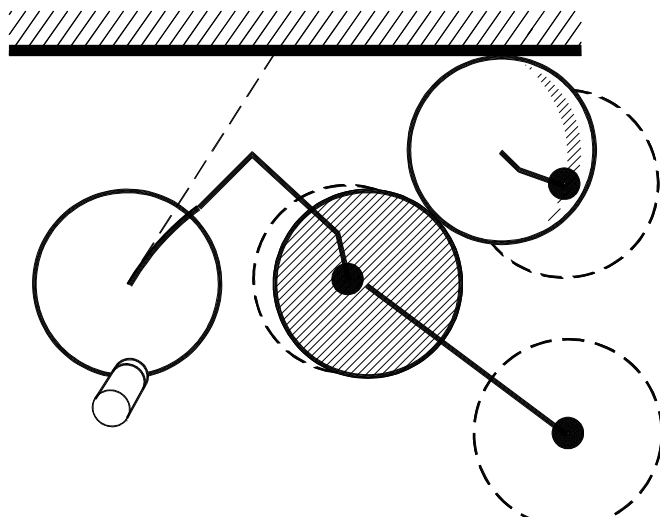
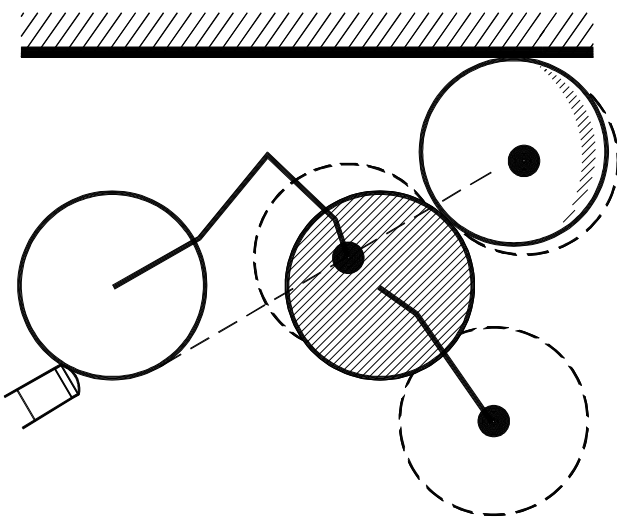
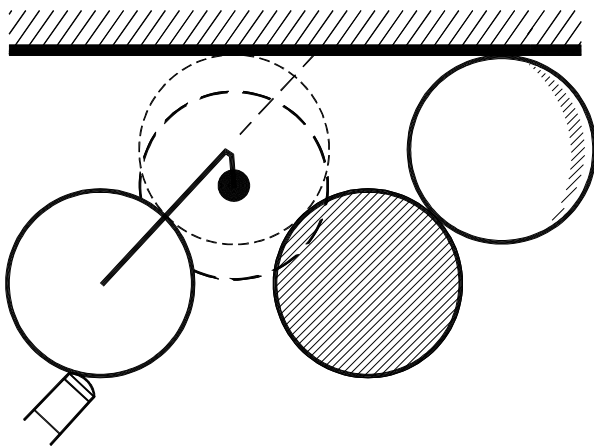
Near the limit, **check-side** ken **help** (not shown) to take pace off the red & hence help to save the red from leaking too far south, but in 7C type pozzyz u uzually karnt reech well enuff to uze side accurately, so forget i ever mentioned it.



DRILL G8

THICKALONG G8A

Set-up the *qball&red&yellow* using 3 dummy ballz -- the yellow&red are at a 45° angle -- i havnt been able to devize a foolproof way of setting ballz at 45°, short of making a template, or using ya eyez az we do here.



TRAP THICKALONG G8B

The cushion-first cannon using running-side iz *tempting*, but the anglz & the gaps are *deceptiv*. 8B showz that we will accidentally hit the red thicker than we want, & the *qball duznt* go anywhere near the yellow. We aimed just left of the *dotty* ball shown, to just *miss* the red, & we think that we would get a thinnish kontakt on red after hitting the cushion. But the *gap* between red & cushion *needztabe larger* than we think -- we found that we hit the red allmost fullball. Actually, this attempt iz a *near* thing, somtizez it kumz off, but often not. *Moov* the *qball* west or north & the cushion-first cannon iz much *eezyr*.

THICKALONG G8C

To *avoid* the trap aim $\frac{1}{4}$ *ball* on red, with right-hand-side, az shown. U will uzuually get 2 kissez on the red, but the leev ken nuntheless be ok, az shown, if the *strength* iz soft enuff. The shot iz more certain if u *raize* the *butt* & dig down into the shot. This givz a bit of *swerv*, & it givz som short-range *drag* that maximizez the action of the sidespin. In fact, uken get a similar cannon by hitting the red a $\frac{1}{2}$ ball, or thicker, but the leev iz not az good.

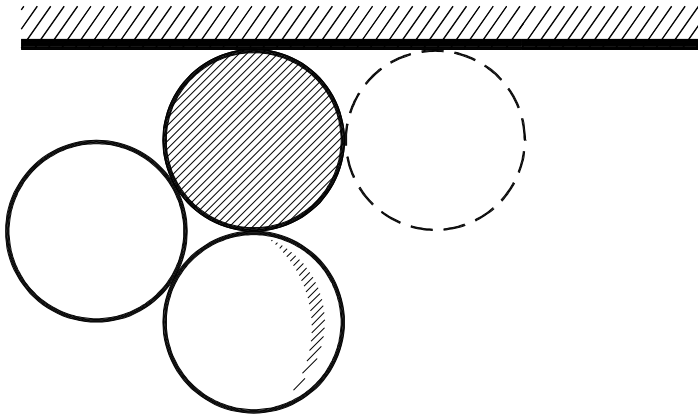
TRAP THICKALONG G8D

The *qball* iz *closer* to the red -- we need a *mini-masse'* az shown. But don't try to hit the *cushion-first*, koz u might get the rezult we saw in 8B. Uhavta hit the *red first*, perhaps a $\frac{1}{4}$ ball. In effekt this iz similar to 8C, xcept that we are using *more swerv* that's all. Uze plenty of pace, *don't* get too *cute*.

DRILL G9

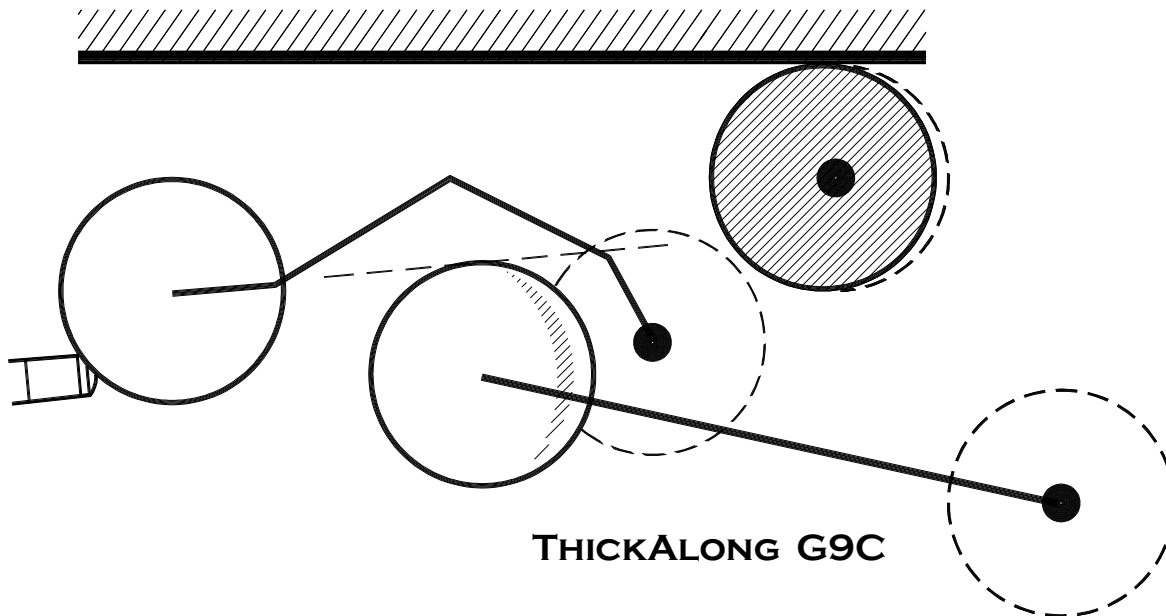
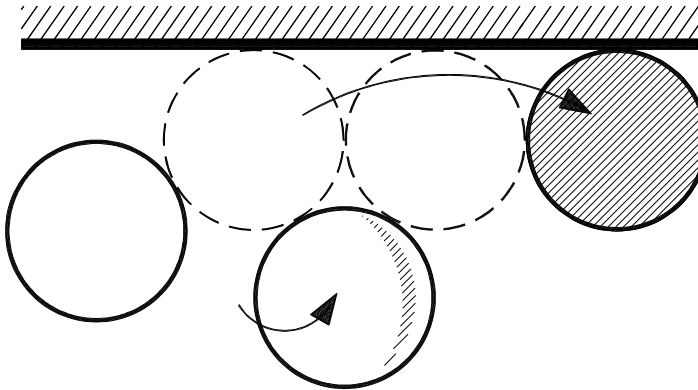
THICKALONG G9A

Place the 3 ballz & a spare ball az shown.



THICKALONG G9B

Moov the yellow to where shown, then moov the red, then lift the spare ball -- to leev 9C.



THICKALONG G9C

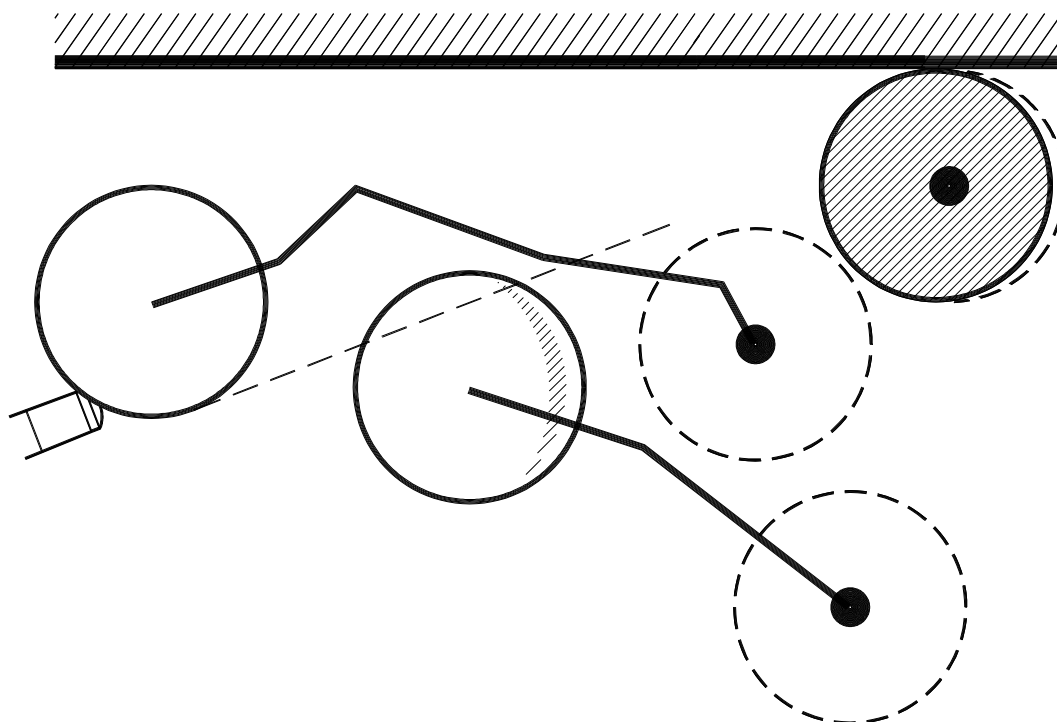
U HAV 3 EEZY WAYZ OF CANNONING

Uken play a **cushion-first** cannon (not shown).

Uken play **yellow-first**, thin, with right-hand-side, getting 2 kissez on yellow befor hitting the red (also not shown). Both wayz send the yellow a looong way away.

9C showz the **best** way. Half-ball on yellow, with right-hand-side. With good strength, the yellow iz promoted to usefull pozzz, az shown. The leev iz better if u hit the qball **low** at 4:30 o'clock, hardish. This givz som short-range **drag** that maximizetz the action of the sidespin. Don't raize the butt, **swerv iz not productiv** here. The **deceptiv** thing here iz that the right-hand-side **throwz** the yellow north, closer to the red, giving a much better leev than one might think.

DRILL G10



THICKALONG G10

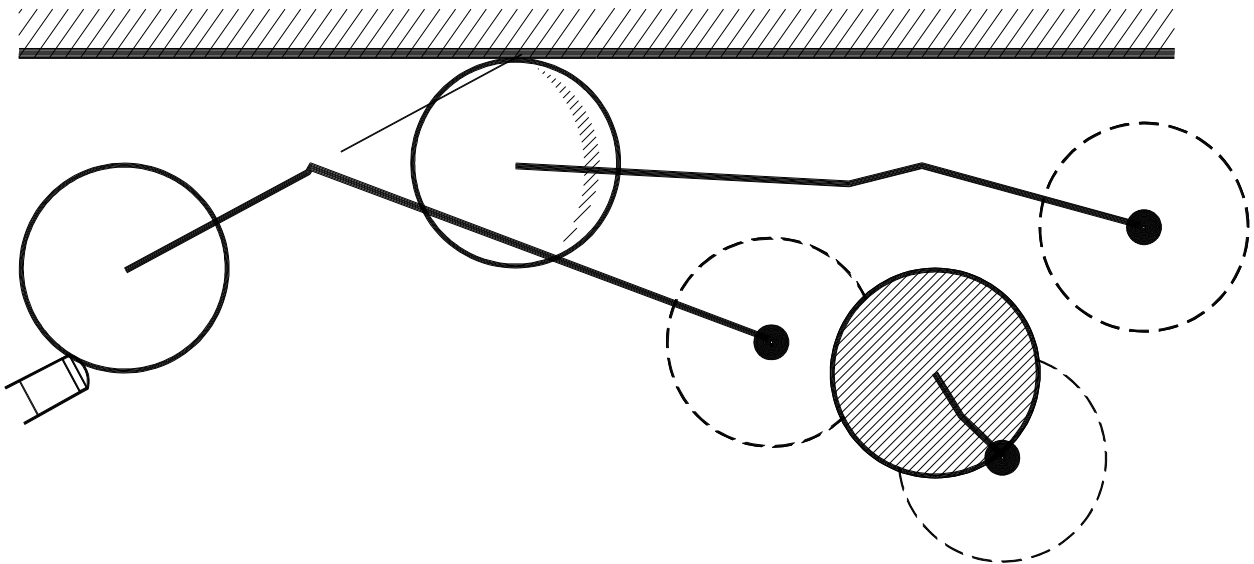
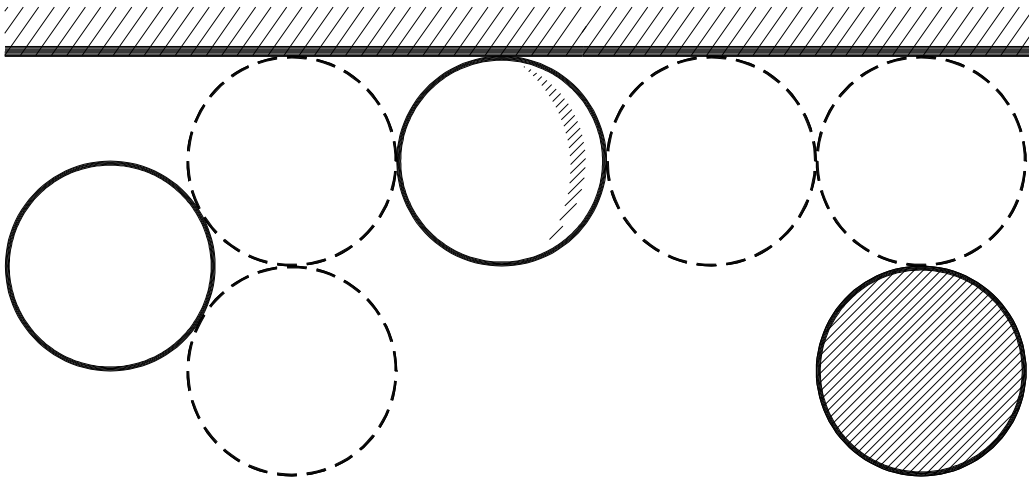
This iz the 9C pozzy, xcept that we hav mooved the red a $\frac{1}{2}$ **ball east**. Even so, the **9C** yellow-first $\frac{1}{2}$ ball cannon iz still gettable & should leev a good leev, but iz perhaps a **risky** shot to play at this range (u might miss the cannon).

However, in **G10** pozzy, the **best** play might now be to get the **2 kissez** 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 kiss**, & henc leev yellow **closer** (az shown here). Hitting the yellow **thinnish** (say $\frac{1}{8}^{\text{th}}$ ball) will get a doubl-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 miskalkulate, & henc **miss** the sekund kiss, uwill still **get** the cannon (if u hav lots of sidespin), but the rezulting **leev** will be poor.

DRILL G11



THICKALONG G11A & G11B

This Drill iz tricky. U havta hit the yellow thinish, but if u aim **too thin**, u will hit the cushion 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-hand-spin, so that the *q*ball takes off & hunts the red.

So, we hit the *q*ball **low at 4:30 o'clock**, hardish, for some short-range **drag** that maximizeth 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 probably havta **aim** az if to get a thin half-ball.