

DR. CUE CLASSIC "ARTISTIC" CUP II

IN ASSOCIATION WITH

DR. CUE CLASSIC "ARTISTIC POOL" TOUR

2008

SHOT / CHALLENGE PROGRAM

(8 DISCIPLINES – 5 SHOTS / CHALLENGES EACH)
(THE "ORIGINAL" FORMAT)

PLUS, 2 TIEBREAKER SHOTS

EVENT SCHEDULE AND SPECIAL FEATURES

SPORT HISTORY / STATE OF THE "ART"

SET UP RULES AND REGULATIONS

DETAILED DIAGRAMS / FULL TEXT EXPLANATIONS

PLAYER INFORMATION / RACK ROOM / SPONSORS

LEAGUE TOUR STOP RESULTS...AND MUCH MORE

Computer Services for Classic “Artistic Pool” Tour Shots / Challenges

Provided By

Paul “Professor Q – Ball” Frankel

Classic “Artistic Pool” Tour Shots / Challenges / Scoring Process

Selected By

Tom “Dr. Cue” Rossman

Classic “Artistic” Cup II Event Directors / Tour Administrators

Tom “Dr. Cue” and Marty “Ms. Cue” Rossman

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Purchase Price: \$15.00, plus shipping and handling, if applicable

PROGRAM PAGE GUIDE

Page 1	Front Cover – Program Title and General Inclusions
Page 2	Special Program Credits and Purchase Information
Page 3	Page Guide for All Program Contents
Page 4	APPA (Artistic Pool Playing Artists) Logo
Page 5	Special Article – State of the “Art”
Page 6	Artistic Pool Focus / Message / Purpose / Mission / Images
Pages 7 – 11	Artistic Pocket Logo / Artistic Pool Sport History
Page 12	Dr. Cue Classic Artistic Cup II / Spectator Welcome Banners
Page 13	Artistic Cup II Schedule (Complete Player / Event Sessions)
Pages 14 – 15	RACK Room Banner / RACK Room Amenities
Page 16	Player Entry / Prize Information / Audience Amenities
Page 17	Equipment and Dress Requirements
Page 18	Player Responsibilities / Code of Conduct / Event Rules
Page 19	Shot Setup “Tapping” Penalties, plus Format and Scoring
Page 20	Artistic Pool Definition and Disciplines
Page 21	Shot / Challenge General Rules and Regulations
Pages 22 – 73	Disciplines – Text & Graphic Presentations
Page 74	Special Shot / Challenge Template – Player / Fan Usage
Page 75	Dr. Cue Classic Artistic Pool Tour Sponsors
Pages 76 – 77	League Tour Stops – Special Article and 2007 Results
Pages 78 – 79	2008 League / Inaugural Cup Results / Player Autographs / Special Messages
Page 80	Back Cover – Dr Cue Artistic Pool Tour Banner / Shooting Logo



APPA (Artistic Pool Playing Artists), the new Dr. Cue Promotions entertainment and educational entity for the growing and magnetic sport of “artistic pool”, offers a unique and enhanced positive image for pocket billiards. A three - fold promotional appeal includes beauty, promise, and vision as expressed in the logo image above.

The “cue brush” points the way to a wonderful “vision” for players, fans, and sponsors. The “player’s palette” with the colored and / or numbered balls correlates to the “beauty” of the 8 skillful disciplines of “artistic pool”. The circular palette edge and special “artistic” pattern on top resemble a rainbow of “promise” for the future of our sport in a class act of classy players and classic shots / challenges.

Anyone playing in the new Dr. Cue Classic Artistic Pool Tour is automatically designated as an “Artistic Pool Playing Artist”. If you have ever had an interest in doing “trick shots and so much more” in the competitive environment, we encourage you to participate in our attractive vehicle of sport promotion.

May you experience the greatest of “victories” during your special “artistic” journey – in your game...and life!!

**Tom “Dr. Cue” and Marty “Ms. Cue” Rossman
APPA Administrators and “Artistic Pool” Crusaders**

STATE OF THE “ART”

The “art” of crusading for what you believe in and using the gifts one has been blessed with is indeed a challenging and essential part of our lives. I believe we are obligated to do this...in an energetic and professional manner...putting forth time, talent, and money to the development of each crusade. Making the sport of “artistic pool” magnetic and competitive for all has been one of the most demanding crusades for many individuals over the past two decades. It has especially come full circle from the original days of “trick shot” competitions and selected challenges...to one of current status. The history of “artistic pool” found on pages 7 – 11 is a special fact finding documentation that will help you better understand its growth, changes, and future direction. It is an amazing story that reflects our sport strength.

Please visit: www.artisticpool.org for future sport history updates (click “about” section)

“Artistic pool” event schedules continue to grow at the junior, amateur, and professional levels with the 8th annual WPA World “Artistic Pool” Championship in St. Petersburg, Russia completing the 2007 calendar of events. Hosting the largest international field ever witnessed by our sport, this event remains the credible base for worldwide player recognition with full WPA support and sponsorship. APTSA events add to the international draw of our sport with the US Open Artistic Pool Championship, the Masters Artistic Pool Championship, and player led determination to produce and promote even more events as opportunities arise.

The private promoter side of our sport assures fan interest and player goal focus via two ESPN special events – Trick Shot Magic and World Cup of Trick Shots. In addition, Dr. Cue Promotions offers a foundational base of player friendly attractions via the Dr Cue Classic Artistic Pool Tour with league affiliated events, the inaugural Dr. Cue Classic Artistic Cup and the Dr. Cue Classic Artistic Cup II – the largest “open entry” field size in our sport history. Its amenities include an excellent player prize fund, full field payouts and guaranteed prize money, easy to make shots, plus some unique audience prize offerings so everyone in attendance can walk away a winner.

The “infant” nature of our sport has entered a new and “maturing” world of beauty, vision, and promise for the future. Hundreds of artistic pool champions now adorn the halls of our special art form with specific overall and discipline achievements that have helped many players find their niche in the competitive pool world. In addition, several of these “Artistic Pool Playing Artists” have taken the “sport and show” of “trick shots and so much more” to another level with unique shot creations and special promotions to bolster their career efforts.

Please visit: www.artisticpool.org for complete event results (follow links on home page)

The international marketing of “artistic pool” radiates with an enhanced future for positive expansion in a wholesome and spirit lifting manner...all the while seeking an increased player database and sponsor support of events, plus media promotions and fan attracting benefits for years to come. I declare the “state of the art” is “shining” brighter than ever. May each of you be guided to victory and experience the thrill of “artistic pool” as a player, fan, sponsor, and / or member for 2008 and beyond!!

Best Victories...The “Artistic” Way,

Tom “Dr. Cue” Rossman – Sport Crusader

ARTISTIC POOL FOCUS

To Promote the “Art” of Pocket Billiards

ARTISTIC POOL MESSAGE

Beauty!

Promise!

Vision!

ARTISTIC POOL TOUR PURPOSE / AMENITIES

To bring all players together – Pro, Amateur, Junior, Senior, Men, Women

High make rate shots / challenges

Special audience product prize funds

Excellent player monetary prize funds

Guaranteed player payouts regardless of field size

ARTISTIC POOL MISSION GOAL

To develop highly spirited human resources and professional traits, using the “gifts and talents” of our foundation, resulting in “classy” image and demeanor, plus “classic” skills consideration for regional and cup events

ARTISTIC POOL SPORT IMAGES

(3 sides of sport as developed by various entities)

Political – WPA sanctioned “title” events / WPA Artistic Pool Division

World Championship per WPA guidelines

Other Championships per WPA APD monitor of guidelines

Players – APTSA (Artistic Pool and Trick Shot Association)

“Ranked” events per organizational guidelines

“Unranked” events per organizational guidelines

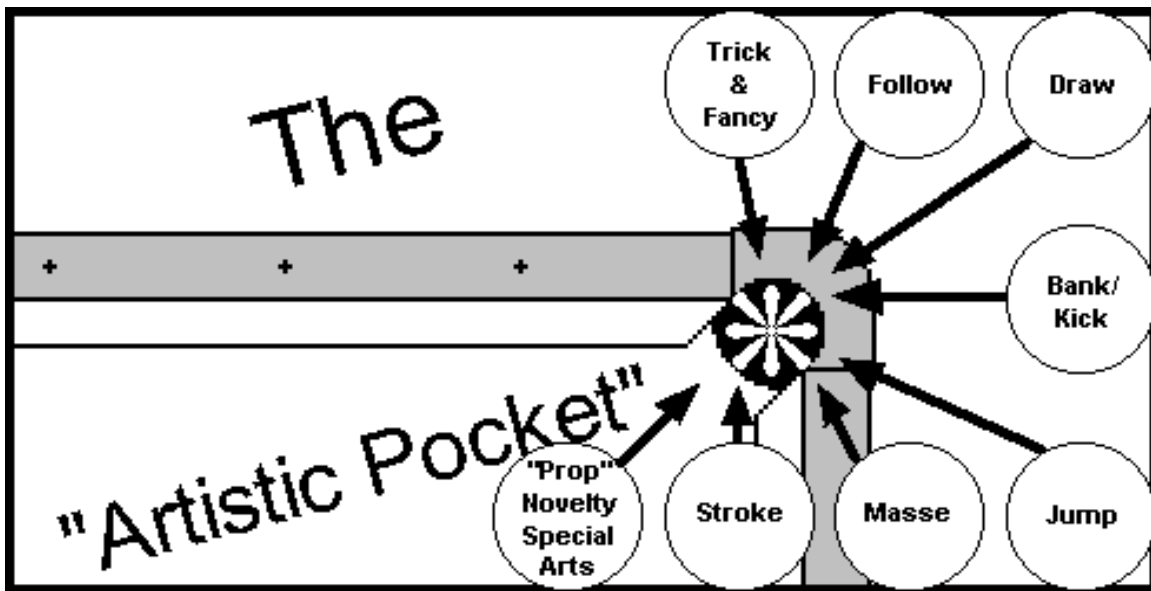
Sanctioned “title” events per WPA guidelines

Private Promoters – Braun, Hearn, Dr. Cue Promotions & More

Sanctioned “title” events per WPA guidelines

“Special” unsanctioned events per promoter creations

“Morale” sanctioned / “Entertainment” recognized events



“ARTISTIC POOL” HISTORY

Prior to 1990: Before the advent of “artistic pool” events, competitions were referred to as “trick shot”, “fancy shot”, and / or “skill shot” challenges / tournaments. Local, regional, national, and international events were held, some conducted by specific associations, such as the BCA (Billiard Congress of America), and others were sponsored and produced by private firms / organizations. Designated “world” and/or “open” title attachments were awarded to the champions of these competitions. The terms – “world” and “open” – were the point of controversy for many years, since each group conducting an event searched for rights, so to speak, for official status over such challenges. “Trick shot” competitors earned event “titles” and used them for market promotion as needed. Each claim to “world” and / or “open” title was generically validated within its own domain or organizational structure.

Note: Paul Gerni pioneered several special “trick shot” events in the international arena during this time...up until the start of the WPA sanctioned “World” Artistic Pool events in 2000. His efforts in this regard were a major catalyst in developing player interest on the competitive scene via a selective “invitation only” process his trick shot organization created. This entity name was the WTSAA (World Trick Shot Artist Association).

Some “titles” were determined by a shot/challenge program, ranging in number of shots from six to seventy-six, and others were determined by something as simple as seeing who could make the most number of balls in one legal stroke. Some were held on the pocket billiard table, and some on the snooker table. Some drew small audience numbers, and large arena groups witnessed others. Some were open to all players and some were restricted to a select few. Some were documented, but most have no public record today with detailed results. Through it all, a common thread was evident – A champion emerged, exhibiting highest skill levels and achieving victory in a competitive format challenging each would be participant.

These titles and/or victories etched a mark of excellence in the minds of those players achieving them, and created a following by thousands of fans...believing that each particular victor was a “true” champion. Each champion, no matter how competitively recognized, was a “world” and/or “open” champion at the time. Aside from the “hype” and marketing validity of each, a continued effort to provide the billiard industry and general public with the truest of “true” champions was warranted.

1979 – BCA National Trick Shot Competition / Championship (Steve Geller – Champion)

1980 – BCA National Trick Shot Competition / Championship (Steve Geller – Champion)

1982 – McDermott Masters “World Open” Trick Shot Championship (Tom Rossman – Champion)

1983 – Fredric Fechter of CueSport College International in Peoria, IL and others discovered and founded the discipline of the “Artistic CueSports”. It was developed and practiced as a non-competitive teaching and learning discipline tool to obtain self awareness of right thinking. It is the core of all artistic cueing disciplines. “Artistic CueSports” goals and purpose are to instill, guide, transform, and appreciate all “artistic” expressions of wholesome values found in what is real, valid, and good. An integration of the “Artistic CueSports” teaching and learning discipline into the mainstream of education has abundantly blessed many individuals. “Artistic CueSports” has greatly helped in the creation of many professionals and talented cueing champions in the world today.

Note: The above “Artistic CueSports” statement was given to me by Fredric Fechter on December 30, 2004...with an assurance that it would be presented in any future releases of our sport history. Having worked with Fred during the formative years of applying the “Artistic CueSports” to specific teaching and learning situations, I, Tom Rossman, agree with this historical connection to our sport.

1990 – “Artistic pocket billiards”, more commonly referred to as “artistic pool”, was envisioned as a special sport “gift” by Tom and Marty Rossman of Dr. Cue Promotions in July...to “crusade” the growth and appeal of pocket billiards worldwide with a new and enlightened discipline image.

1991 – The term “artistic pocket billiards” (“artistic pool”) was copyrighted by Tom Rossman through Banks, Tricks, & Kicks, a “Dr. Cue” training product...designed to instruct and entertain with 70 trick, fancy, skill, and “novelty” challenges. Included was a format of photo, diagram, and objective explanation for each, plus a section entitled “adjustment analysis”, which one could use to help in making fine tuned and intricate adjustments for any particular shot / challenge...if a miss should occur.

Degree of Difficulty (D.O.D.) was assigned to specific challenges in order to provide an idea of how hard they might be, which tended to enhance individual learning curves. In addition, this gave direction in conducting “artistic pool” competitions through a valid scoring process.

The competitive mode was patterned after “artistic billiards”, which is presented on the “carom” table. This had been for many years and is today a popular cue sport activity in Europe and other continental venues. A multitude of “artistic” cueing wizards on the “non pocket” table have long been a fascination to thousands of cue sport fans. The main focus of the infant “artistic pool” concept was on the “beauty” of the art form, as opposed to presenting only the hardest shots possible that could be attempted on a pool table. The modern day pioneering foundation for the new cueing attraction called “artistic pool” had begun.

1992 / 1993 – “Artistic pool” event proposals were sent to industry contacts in the fall of 1992 and competitions were started by Dr. Cue Promotions for amateur players in 1993 at the BCA North American Championships, plus 3 youthful divisions of the BCA Junior Nationals. Player entry response and audience enjoyment was evident from the very beginning. BCA/BEF (Billiard Education Foundation) artistic pool involvement continues to present day for juniors...now with 4 divisions of “artistic” challenge. BCA amateur links continue today under the BCAPL umbrella system. (Venue sites / details at Dr. Cue Promotions website – www.artisticpool.org)

1994 – Canadian “Artistic Pool” Open held at Festival De Billiard (Nick Nikolaidis – Champion)

1995 – Amateur players at the annual VNEA International event joined the competitive process in their inaugural “artistic pool” event...with continued “artistic” play to date. (Venue sites / details at Dr. Cue Promotions website – www.artisticpool.org)

1996 – Junior players for the VNEA began their competitive “artistic pool” journey with 3 age divisions of challenge and repeat renewal each year. (Venue sites / details at Dr. Cue Promotions website – www.artisticpool.org)

1997 – North American Professional Trick and Fancy Championship promoted by TASA (Trick & "Artistic" Shooter's Association – Larry Grindinger, Founder and Sport Pioneer) of Atlanta, GA and sanctioned by the Billiard Congress of America. George Middleditch and Tom Rossman were Co – Champions. Note: Larry also conducted other select state and local events to promote “artistic pool” during this decade timeframe.

1997 / 1998 – World "Artistic Pool" Championships promoted by TASA (Trick & "Artistic" Shooter's Association)
Note: Larry Grindinger served as the dedicated promoter and director for his event productions.

1999 – Jorgen Sandman, President of the WCBS (World Confederation of Billiard Sports) held a meeting in July with Mike Massey, Paul Gerni, Tom Rossman, Belinda Campos, Tom Overbeck (WPA board member), Dick Montgomery, and John Lewis, Secretary / Treasurer of the WPA (World Pool Billiard Association). This meeting berthed a democratically run committee process for developing credible and sanctioned World and Continental Championships for professional “artistic pool”.

The WPA “Artistic Pool” General Committee was formed to develop format structure, shot programs, tournament venue preparations, and sponsor attachments. The initial committee members included Tom Rossman (Chairman), Paul Gerni, Robert Byrne, Michael Shamos, Tom Overbeck, Dick Montgomery, and John Lewis. The “General Committee” evolved into the WPA Artistic Pool Division (WPA APD) in 2002 with official sport discipline recognition by the WPA/WCBS. It enlisted the help of international members Jim Sommer from Denmark, Arkadiy Loshakov from Russia, and Dimitri Yushkovskij from Ukraine. A host of other sport crusaders from around the world have served the WPA Artistic Pool Division in various capacities and during different time periods since 2002...with heartfelt contributions of time, talent, and money to help grow “artistic pool” in the worldwide billiard arena.

Steve Lillis served as Chairman of the “General Committee” (2001 / 2002) and Chairman of the WPA Artistic Pool Division (2002 – 2004). Tom Rossman served as “General Committee” Consultant (2001 and 2002), and WPA Artistic Pool Division President (2002 – 2005). Nate Bryant became President of the WPA Artistic Pool Division on January 1, 2006...assuring emphasis on long term growth for artistic pool within the international billiard community and fulfillment of the primary responsibilities applicable to his position with specific focus on the recognition, promotion, and development of “artistic pool” worldwide. Tom Rossman resigned from the WPA APD after devoting 6+ years of pioneering service to the political side of “artistic pool”...to pursue private promoter interests with his wife Marty, all the while sharing the sport “beauty, promise, and vision” with others.

The WPA Shot Selection Committee was established to take international player input for shots and / or challenges, and then vote on a final program for Continental Championships and the World Finals. This committee was unbiased in shot selection, in that the members on it could not play in future competitions. Those agreeing to this requirement were Chairman Michael Shamos, Robert Byrne, “Fast Eddie” Parker, Willie Jopling (Bill Marshall), and Belinda Campos.

This special committee began their work in earnest, completing their task on December 20, 1999. The final 40 shot program was indeed difficult to develop, as over 325 shots/challenges were player contributed to the initial collection base from throughout the world. Eight disciplines were defined and arranged in priority sequence for orderly player challenge and audience appeal, with “degree of difficulty” assignment to most of the challenges and a “special scoring” process as required in some such as Wing Shots.

Note: In 2001 Fredric Fechter assumed Chairman duties when Michael Shamos became WPA Shot Selection Committee Consultant. “Fast Eddie” Parker passed away the same year...after contributing valuable input and effort to the committee work...in pursuit of a personal dream to see “artistic pool” become an Olympic sport.

The initial championships were BCA/WPA endorsed and sanctioned, producing a hope for worldwide recognition. Each event on the initial “artistic pool” competitive scene and the special events that followed have helped maintain a verifiable and credible accent to “artistic pool” history. The term – “World Title” became a resounding success for the entire sport movement with the WPA as the organizational structure that has Olympic connection, all the while establishing a pocket billiard niche for future events in the international arena of cue sport. Pioneering and blended efforts from the WPA Artistic Pool Division, continental player groups, and a growing base of private promoters would help to assure long term growth, promotional effort, and player harmony vital to any sport development.

2002 – “Artistic Pool” became an official sport discipline as recognized by the WPA, under the WCBS in the international arena of worldwide sport structure established for billiards. A three-fold player message of professional image, professional demeanor, and professional skills became focused amenities for the sport at the pro level with a special bonding to the positive amateur / junior movement, as it garnered new player interest day by day.

Special Note: The sport definition for “artistic pool” and the 8 discipline names with respective definitions under this umbrella word were ratified via a special guidelines document developed exclusively for our sport by the WPA. This gave credibility to the overall “artistic pool” champion and the 8 discipline champions that would be determined at each event held. Similar to gymnastics in its structure, “artistic pool” offered multi-faceted opportunities for receiving championship recognition 9 different ways; thereby creating greater interest in player participation and promotional appeal.

2000 to 2004 – BCA North American “Artistic Pool” Championship events (Venue sites / details per APTSA website)

2002 to 2004 – EPBF European “Artistic Pool” Championship events (Venue sites / details per APTSA website)

2000 to present – WPA World “Artistic Pool” Championship events (Venue sites / details per APTSA and WPA websites)

Note: The trio efforts of junior, amateur, and professional level “artistic pool” challenges enhanced this special “crusade” to give everyone, at any age and any skill level, an opportunity to express skills magnetic to the viewing public.

2003 – Sport support from the newly created International Artistic Poolplayers Association, with its IAPA acronym and “artistic” logo. This was the first player’s group committee to help acquire, direct, and promote future artistic pool events.

Note: In August of 2003 an international request went out to all players for any and all shots of their choice by appropriate text and graphic format. A subsequent vote within the player member database established “fine tuned” challenge selections (56 total) and a “new” program printing by the fall of 2004...for player practice and general market purchase. Annual reviews of this expanded program would be done by the player member database. This would assure a “hands on” approach within the “artistic pool” player structure to update issues of “degree of difficulty” assignment, text/graphic modifications, and selecting appropriate replacement shots, when necessary. A “master book of program shots/challenges” was also planned for the 2005 tour season to increase event shot selection, player challenge, and fan appreciation in consideration of replacement shots. This latter project was completed and placed online according to schedule.

2004 – Sport training / player incentive programs at all skill levels to spur sport interest and reward past participation were created by Dr. Cue Promotions. New competitive concepts and enhanced recognition of all artistic skills, using the gifts / talents of an expanding player/fan base became a main focus of many promoters.

2005 – APTSA (Artistic Pool and Trick Shot Association) acronym replaced the IAPA name as a US based player group. ACS and APA amateur “artistic pool” competitions start and continue yearly.

2006 – 1st ever Lithuanian “Artistic Pool” Championship held and establishment of special training for Lithuanian players interested in “artistic pool” (Conducted by Mark Dimick and Tom Rossman)

2007 Recap (Since 2000) – The sport of “artistic pool” continues to be magnetic at all skill levels and is growing at a fever pace worldwide with internet shot creations, online forum topics, and significant new player interest and contributions around the globe. Notable events contributing to the overall promotional effort follow:

- The 8th Annual WPA World Artistic Pool Championship in St. Petersburg, Russia celebrates the largest international player / country representation ever for this prestigious event
- The various professional events in our short sport history have included the Comet Classic, the Northeastern Artistic Pool Open, the Las Vegas Artistic Pool Open, the Masters Artistic Pool Championship, and the US Open Artistic Pool Championship (Player promotion linked via the IAPA committee originally and now the APTSA “board”).
- ESPN enjoys 8 years of the exciting Trick Shot Magic match play challenge and presents its second year of the World Cup of Trick Shots – a special multi-player format of Team USA vs. Team Europe with 4 players representing each. Both are promoted by Billiards International.
- Barry Hearn continues his ever popular Snooker Trick Shot Challenge in Europe using a special audience review of invited player presentations.
- Select private promoters produce “trick shot” challenges around the world...keeping the public aware of the magnetic appeal of “trick shots and so much more”.
- Production and promotion of Dr. Cue Classic Artistic Pool Tour with 4 league foundational tour stops and a grand finale Dr. Cue Classic “Artistic” Cup event. Development of new player / fan entertainment “sport and show” entity entitled Artistic Pool Playing Artists (APPA).
- New 7 member APTSA “board” starts their term in November with Stacy Mendrick (nicknamed the “1st lady of trick shots”) joining the player led organization.

2008 – The crusade of “artistic pool” marches on with the foundational events of the past, along with new and exciting events in its overall sport journey as follows:

- The Dr. Cue Classic “Artistic” Cup showcased the largest player field size in “artistic pool” sport history in Louisville, KY on January 5, 6, & 7. The players included a stellar base of junior, amateur, and professional “Artistic Pool Playing Artists” from around the world.
- The Extreme Pool Challenge highlights the “trick shots and so much more” trail as an innovative “invited only” competition of ten talented “artistic pool playing artists” from around the world...held at the APA National Team League Championships from August 17 – 21 in Las Vegas, NV.
- ESPN promotes and celebrates 9 years of Trick Shot Magic and 3 years of World Cup of Trick Shots.
- On November 14, 15, & 16 the Dr. Cue Classic “Artistic” Cup II becomes another “artistic pool” first with an expanded field size and prize fund payouts, along with special “talent” nights for select players – Big Shot Billiards and Bar in East Windsor, CT. “Reunion style” atmosphere enjoyed by players, fans, and media!!
- The WPA World Artistic Pool Championship embraces its 9th annual event in Duluth, GA from 12/3 – 12/7.
- APTSA releases new and expanded 120 shot/challenge program for player challenge and fan enjoyment.

The Future –

BEAUTY... PROMISE... VISION...
...For “Artistic Pool” ...Stay Tuned!!

Document compiled and updated by... Tom “Dr. Cue” Rossman August 1, 2008

Special Note: All of the contents in this document are verified by historical records on file for the specific political, player, promoter, event, and select individual affiliations referenced.



“DR. CUE” AND “MS. CUE” WANT TO...

WELCOME ALL PLAYERS AND SPECTATORS TO THE...

DR. CUE CLASSIC “ARTISTIC” CUP II

IN ASSOCIATION WITH

DR. CUE CLASSIC “ARTISTIC POOL” TOUR

8 Cueing Disciplines – 9 Champions

Special Audience Prizes – Everyone can win!!

\$20,000+ Guaranteed in Player Payouts – \$5,000 (1st)

DR. CUE CLASSIC “ARTISTIC” CUP II

(Event Schedule and Details)

November 14, 15, & 16, 2008 (Meeting / Draw / Play) November 13, 2008 (Practice / Training Forum)

Location: Big Shot Billiards & Bar, 2 North Road / Route 140, East Windsor, CT 06088

Note: Take Exit 45 off Interstate 91 – Located in Sofia’s Plaza (Approx. 15 miles north of Hartford)

PH: 860.627.7822 (B) – “DJ” / Carol; 860.508.9636 (C) – “DJ” Email: darrellhoule@sbcglobal.net

A) Thursday (11/13/08) – (1:00PM to 11:00PM) – Player Practice and Registration

B) Thursday (11/13/08) – (7:00PM – 9:00PM) – “Open” Training Forum on “Cup” Shots/Challenges

Note: This session is for any event player or fan that wants to attend.

C) Friday (11/14/08) – (10:00AM – 12:00Noon) – Opening Ceremonies (RACK Room)

Note: Includes “Dr. Cue” welcome message, special prizes, players’ meeting, group draw, and schedule postings for play and practice (Players are encouraged to attend)

D) Friday (11/14/08) – (3:00PM to 7:00PM) – Round #1 for all players (Trick/Fancy & Prop/Novelty/SA)

Note: Starting at this time allows players to fly in early on Friday, if necessary.

E) Friday (11/14/08) – (8:00PM to 10:00PM) – Entertainment, Autograph, and Media Session

F) Saturday (11/15/08) – (10:00AM to 2:00PM) – Round #2 for all players (Draw & Follow)

G) Saturday (11/15/08) – (3:00PM to 7:00PM) – Round #3 for all players (Bank/Kick & Stroke)

H) Saturday (11/15/08) – (8:00PM to 11:00PM) – “Open Table” Talent Night & Special RACK “Fun”d Raiser

I) Sunday (11/16/08) – (8:00AM to 9:00AM) – Sunrise Fellowship Service / Refreshments (RACK Room)

J) Sunday (11/16/08) – (10:00AM to 11:30AM) – Round #4 for those players with total of scores after first 3 rounds in lower half of field (Jump & Masse)

Note: New groups with 2, 3, or 4 players each will be established.

K) Sunday (11/16/08) – (12:00Noon to 1:30PM) – Round #4 for those players with total of scores after first 3 rounds in position 7 thru lowest place in top half of field (Jump & Masse)

Note: New groups with 2, 3, or 4 players each will be established.


L) Sunday (11/16/08) – (2:00PM to 3:30PM) – Round #4 for 6 players with total of scores after first 3 rounds in positions 1 thru 6 (Jump & Masse)

Note: New groups with 3 players each will be established and 2 tables will be used.


Scoring Note: Play by play scoring updates via “large board” process for final 6 players, plus players with highest “in the club house” (RACK Room) final scores displayed for audience viewing...providing excitement for spectators and players.

M) Sunday (11/16/08) – (4:00PM to 5:00PM) – Awards / Closing Ceremonies (RACK Room)

Special Note: Overall event schedule subject to slight changes by event directors!



APPA



DR. CUE

**TAKE A "BREAK"
IN THE "RACK ROOM"!!**

**RACK UP A VICTORY...
IN YOUR GAME...
AND LIFE...**

DR. CUE CLASSIC "ARTISTIC" CUP II RACK ROOM

To help the attraction to this signature tour event a special "RACK ROOM" will be set up as a room of "rest, relaxation, and refreshment" near the venue entrance. Taking a "BREAK" IN THE "RACK" ROOM will allow each person in attendance to feel welcome at the event and will provide them with a list of the various ways they can "win" prizes and / or monetary consideration just by being there.

Anyone visiting the Classic "Artistic" Cup II event will have complimentary access to full tour orientation, player / event updates, shot / challenge training, player relation benefits, and personal development in the life skills of the "artistic cuesports", plus a sundry of event and guest services that will uplift the spirit, warm the heart, and help "Rack Up a Victory" in a person's game...and life. Note: Online access is also available at: www.artisticpool.org

Below is a brief description of the RACK ROOM amenity and special offerings opportunity:

TOUR ORIENTATION:

Details of the "Dr. Cue" Classic Artistic Pool Tour with its event amenities and player opportunities, as well as specific information on how to "participate" in the tour will be available via special handouts, on site, and/or online presentations. An explanation of event formatting, tour costs, and how the overall tour concept evolves to the Dr. Cue Classic "Artistic" Cup II special event will be presented in a simple and yet comprehensive outline.

PLAYER / EVENT UPDATES:

Those individuals that find the tour orientation details attractive and express a desire to become part of the "Dr. Cue" Classic Artistic Pool Tour will be encouraged to provide their email address and/or other contact information, so that they may be included on any and all player / event updates throughout the tour season. Participation site information and / or direct entry options will be provided with applicable costs. Anyone accepting the terms of the tour stops by entry will be designated as an APPA (Artistic Pool Playing Artists) player, which is recognized by "Dr. Cue" Promotions and will receive a special APPA label gift.

SHOT / CHALLENGE AND SPECIALTY TRAINING:

A list of the tour shots/challenges for the Artistic Cup II event will be available through venue program purchase options and online viewing. An “open” forum of shot/challenge questions and answers will be conducted with specific training information being made available by qualified instructors in attendance. “Tips of the Trade” and specific “Adjustment Analysis” will be key factors to help players learn the “twists and turns/dips and dives” of artistic pool.

PLAYER / FAN / GUEST RELATION BENEFITS:

The players at the Artistic Cup II event will receive special amenities and perks for their participation. The RACK ROOM will provide a place of comfort during the active competitive environment and help each player to bond more closely with fellow “Artistic Pool Playing Artists”. Sharing of special moments both in and out of the artistic arena can be done in this venue of welcome refreshment. The fan base that may frequent this room is encouraged to try out some new idea for a shot or challenge with the APPA players present. Sponsor awards and general prizes will be on display in the RACK ROOM and / or other public viewing area.

PERSONAL DEVELOPMENT OF LIFE SKILLS:

The “life” skills of anyone attending will be enhanced by the RACK ROOM haven of rest and relaxation. This social atmosphere of comfort will also be accented with soft background music during the actual event hours of “artistic pool” competition. Specific opportunities will be made available to receive “heart to heart” tips on playing attitudes and demeanor focus, plus how to be victorious both on and off the table. Specific time before the Sunday event rounds of competition will be scheduled for spiritual items of a non-denominational nature, including, but not limited to speaker presentations, and fellowship / personal witness and/or testimony services. Those so inclined will receive a special “refreshment of the heart”.

Note: Handouts on personal witness stories, ministry items, ESPN and other event press releases / stories, and special “artistic” articles will be available for free distribution.

EVENT AND GUEST SERVICES:

The RACK ROOM will work in unison with the “magnetic” aspect of the competitive arena. Entering the event domain one will find the RACK ROOM a place where a person will receive a heartfelt welcome, pick up a special pass ticket daily for prize offerings held during special audience challenge / drawing times. A schedule of events will be available for distribution free of charge. Fans and guests of the Artistic Cup II event will find the RACK ROOM a place they will want to visit daily. Autograph / photo sessions will be established to help bond players to their fan base with media attractions as developed. An overall audience and player friendly environment of friendly camaraderie and comfortable social interaction will be a focused characteristic of the RACK ROOM.

Event group brackets and score boards will be updated in a timely fashion so that all in attendance will be well informed of player / event schedules / timelines for special functions. This room will show “in the RACK ROOM” postings in coordination with player arena results.

We hope the RACK ROOM will become a place that each of you will consider your “home away from home”. We will do our best to provide this area as a “curtain call” to entertainment and a special lifestyle experience that you will enjoy, remember, and share with others.

Rack Up a Victory...in your game and life! Tom and Marty Rossman

CUP II EVENT – PLAYER / FAN “CLASSIC” FEATURES

Field Size:

- 72 players maximum – Open to all Professional, Amateur, Junior players

Entry Fees:

- Special entry fees for select league tour players and specific event juniors
- \$300.00 entry fee for all other players

Guaranteed Player Prize Fund / Awards:

- Over \$20,000 to players per payout structure below
- Cup trophies for 1st thru 6th positions of finish overall
- 8 discipline medals on neck ribbons for champion honors
- 1 sportsmanship medal + special prize – by vote of players
- 1 sportsmanship medal + special prize – selection by directors and select staff
- Special award drawings for “total D.O.D. shots made” (5/10/15/20/25/30/35/40)
- **SPECIAL DISCIPLINE PAYOUTS: \$ 100.00 EACH (\$800.00 TOTAL)**

Player Prize Fund Payout (Regardless of Field Size):

1 st	\$	5000.00
2 nd		3750.00
3 rd		2500.00
4 th		1750.00
5 th		1300.00
6 th		1000.00
7 th		800.00
8 th		600.00
9 th thru 12 th		400.00 each
13 th thru 24 th		250.00 each
25 th thru 36 th		150.00 each
37 th thru 72 nd		100.00 each (minimum)
Total	\$	26,700.00 (minimum with full field)

Special Funding Notes: “Dr. Cue” Promotions guarantees all positional and discipline payouts at event completion. Any “over funding” goes to (APPA Player Incentives and Training – Audience Entertainment Program).

Special Player / Audience Amenities:

- Each entrant is designated as an APPA (Artistic Pool Playing Artists) player and receives a special welcome package with select “participation” gifts
- Select prizes via no cost drawings / give – a – ways for audience members
- RACK ROOM / media night special features for players / guests / sponsors
- And much, much, more, including a special moment in billiard history!!

Equipment:

- WPA specifications for all equipment
- No limit on number of cues that can be used
- Shaft(s) can be changed at any time
- 40-inch minimum jump and masse cues are allowed
- All props and balls must be from venue inventory
- Eight minimum – 7 foot Valley tables for actual competition
- Six maximum – 7 foot Valley tables for practice
- Playfield size of tables – 40 inches x 80 inches
- Slate thickness of tables – Standard 3 / 4 inch
- Cue Balls – TV Pro Cup Cue Ball (6 red dots)
- Ball cleaner – Aramith Ball Cleaner with Aramith Micro-fiber cloths
- Table cloth – Championship Teflon
- Ball racks – Hard plastic with curved bottom
- Bill for Stroke # 4 Challenge provided by event director
- Master blue chalk must be used
- Prop chalk will be a new piece without “well” usage
- Table judge / event director will clean object / cue balls by player request
- Event director has full authority over all equipment / inquiries at venue site

Dress Requirements:

Dr. Cue Classic “Artistic” Cup II and Regional Events:

Casual (Semi-formal) – Look Sharp!! – Be Sharp!!

Dress slacks *

Dress or collared shirt

Dress shoes – Hard or loafer style

Vest and tie optional

*** Women may also wear Capri – style pants, culottes, skirts,
or sleeved dresses of conservative length**

**Headgear (hats / caps), plus open – toed shoes or other “special”
footwear may only be worn for medical reasons (Players must provide
official letter from player’s healthcare provider before the event)**

League Tour Stop Events – Per applicable league guidelines

Player Responsibility / Code of Conduct / Event Rules:

- **Players are responsible for all information on format, diagram, and text details in official program or as explained by event director / table judge**
- **Players in a respective table group that are in a non – shooting position are responsible for judging correct setups and execution by the shooting player. Once a shot is taken it will be assumed to be correctly setup, and any subsequent score from a valid attempt make will be considered good**

Note: Questionable shot executions will be handled by the event director

- **Players are responsible for the reading and understanding of all program contents and event schedule times for play, practice, and special sessions**
- **Players are responsible for posting accurate scores on event score sheets per the scoring process as explained at the players meeting and as detailed under “scoring process / shooting readiness” section of this program**
- **Players are responsible for verifying scores posted by official scorekeeper**
- **Players may ask the table judge and / or the event director for clarification of any specific point of program or event rules**
- **Players are also reminded of the dress requirements, rules of conduct, and special caution rule for “tapping” balls in place as explained in program**
- **Players must exhibit good sportsmanship, demeanor, and image during event or risk loss of entry fee and any prize fund payment due**
- **Players must complete program or they forfeit entry fee and prize money**
- **No doctoring of, or tampering with any venue equipment**

1) No Warning Category – Loss of entry fee and any prize money due

- a) **No gambling (at any time)**
- b) **No drugs (at any time)**
- c) **No intoxication to excess (at any time) – by review**

2) One Warning Category – Subject to review & penalty (points deduction, etc.)

- a) **No smoking or chewing tobacco during competitive matches and per venue restrictions**
- b) **No intoxicants during competition (actual matches)**
- c) **No unsportsmanlike conduct or sharking**
- d) **No foul or indiscriminate language**

Note: Event director may remove any player from competition for violations.

Special Notice on Shot Setups for All Events:

Player “Tapping” Caution Rule: Care should be taken with the “setting into position” of any object ball(s) and/or cue ball(s) by each player! **A gentle “tapping” is allowed only!!** The table judge, official scorekeeper, or event director will caution the offending player of hard and / or hammering hits to ball placements, and remind them to have concern and consideration for other players that follow and their setup efforts. The official score keeper will register point penalties against respective discipline scores of the offending player for repeat abuse of this rule as follows:

- a) 1st Warning – No penalty
- b) 2nd Warning – 1 point deduction from discipline score
- c) 3rd Warning – 3 point deduction from discipline score
- d) 4th Warning – 5 point deduction from discipline score
- e) 5th Warning – Disqualification (Forfeit of entry fee and prize money)

Format (Original) / Positions of Finish:

The total score registered after all 40 program challenges are completed by each player will determine the final position of finish in this event. The initial factors for breaking ties will be 1st, 2nd, 3rd attempt make totals and then the respective point values for them. There are two tiebreaker shots / challenges in the program, which will be used if the other tiebreaker factors do not determine exact positions of finish overall and / or respective discipline champions.

Scoring Process / Shooting Readiness:

Each player will register points on their own score sheet in coordination with scores posted by an official scorekeeper. Player and scorekeeper will verify that both scores posted are the same. If disputed, it will be resolved at once. Non – shooting “group” players will be asked for input if needed, and subsequent dispute settlement will be done by event director. After each round the scorekeeper will initial all score sheets. The event director will then verify all discipline and cumulative score totals for arena display. **Players should be ready when it is their turn to shoot, and they should make every effort to avoid unnecessary playing delays.**

Artistic Pool Definitions & Disciplines

“Artistic” by dictionary definition means beauty, skillfully, and tastefully done, aesthetically pleasing...relating to or characteristic of one who is skilled in public performance, or one who exhibits artistry or skill in his or her work. Art is a skill or “knack”.

“Artistic Pool” is the umbrella word for these skills and / or “knacks”.

There are 8 disciplines of “Artistic Pool”. These follow...with an explanation for each:

Discipline 1 – Trick and / or Fancy

This primarily deals with setup shots, multiple ball configurations, and / or a shot where the cue ball travels in a “kick” pattern to make a final ball(s). It may also include “extreme” cut shots and special skill shots not in other disciplines.

Discipline 2 – “Prop” / “Novelty” / Special Arts

Unusual or new shots of any nature, shots with “props”, such as cues, bridge(s), rack(s), coin(s), chalk, etc., and shots of a unique or “special” art form, such as wing shots, time shots, “legal” or “illegal” follow-thru shots, push shots, roller coaster technique / waterfall specialties, plus demonstrations of one-handed “jack up” shooting, behind the back, under the leg, and more. It is often referred to as the “general amusement” category.

Discipline 3 – Draw

Basic to advanced with cue ball greater than ½ inch from 1st object ball.

Discipline 4 – Follow

Basic to advanced with cue ball greater than ½ inch from 1st object ball.

Discipline 5 – Bank / Kick

“Bank” meaning to hit object ball(s) into cushion(s), and “kick” meaning to hit cue ball into “x” number of cushions first and then into object ball(s), etc.

Discipline 6 – “Stroke”

Cue ball less than ½ inch from 1st object ball, for draw or follow, plus accuracy position shots, speed control shots, or unique “stroke” shots.

Discipline 7 – Jump

Any shot utilizing “jump” technique, other than “prop” shots with bridge(s), and some special “stroke” shots.

Discipline 8 – Masse

Level, half, and full masse – cue elevations over 10 degrees.

Shot / Challenge General Setup Rules / Regulations

- 1) The table judge or event director has the final approval on all setups. The player may ask questions at any time on respective shot / challenge setup text and / or diagram details.
- 2) The table judge or non shooting players in a player group will help place all props or the various “obstacles” and/or “obstacle rows” required in some of the shots / challenges.
- 3) The player has control of placement and / or adjustment for all ball in hand placements of cue ball (s) and / or object ball(s) per diagram explanations.
- 4) The player has control of placement and / or adjustment for all setups of balls placed for allowance of throw effect between balls to respective designated pockets.
- 5) Legal cue ball in hand placement in a zone area or behind an “X” or designated line is determined by the vertical edge of cue ball (must be completely in the zone). Any shot / challenge with a target zone or position of finish is judged by leading and/or trailing edge.
- 6) Object ball(s) which are placed “at or near” pocket(s) may be placed anywhere “at or near” pocket(s) of designation, unless specified otherwise in diagram details.
- 7) Unless otherwise stated, cue ball scratch or miscue does not cancel a successful completion of the shot / challenge.
- 8) At no time may any balls (cue ball or object ball) fly off the table. Penalty: No score for that attempt.
- 9) Unless otherwise stated, the cue ball may always contact an extra cushion(s) near an object ball(s) positioned by a respective pocket
- 10) Players are free to shoot any shot / challenge from either side of the table, as well as shooting the “mirror image” of the shot / challenge. Please note that rotating a shot 90 degrees is not considered the “mirror image” and will not be allowed.
- 11) Accidental nudging of cue ball is not considered a stroke or attempt of shot – player is allowed to shoot attempt again.

Legend for Table Diagrams:

Cue ball(s) – Circle with “c” inside it

Object ball(s) – Circle with wide dark line in it

Wide Solid line(s) – Cue ball(s) travel

Narrow Solid line(s) – Object ball(s) travel

Object ball(s) letters (A, B, C, D, E, and F) – Designated pocket(s) of make

Object ball(s) letters (X, Y, and Z) – Auxiliary balls for specific shot purposes

Special Note: Travel lines are suggested paths only – Different table conditions may require adjustments on part of player!!

DISCIPLINE

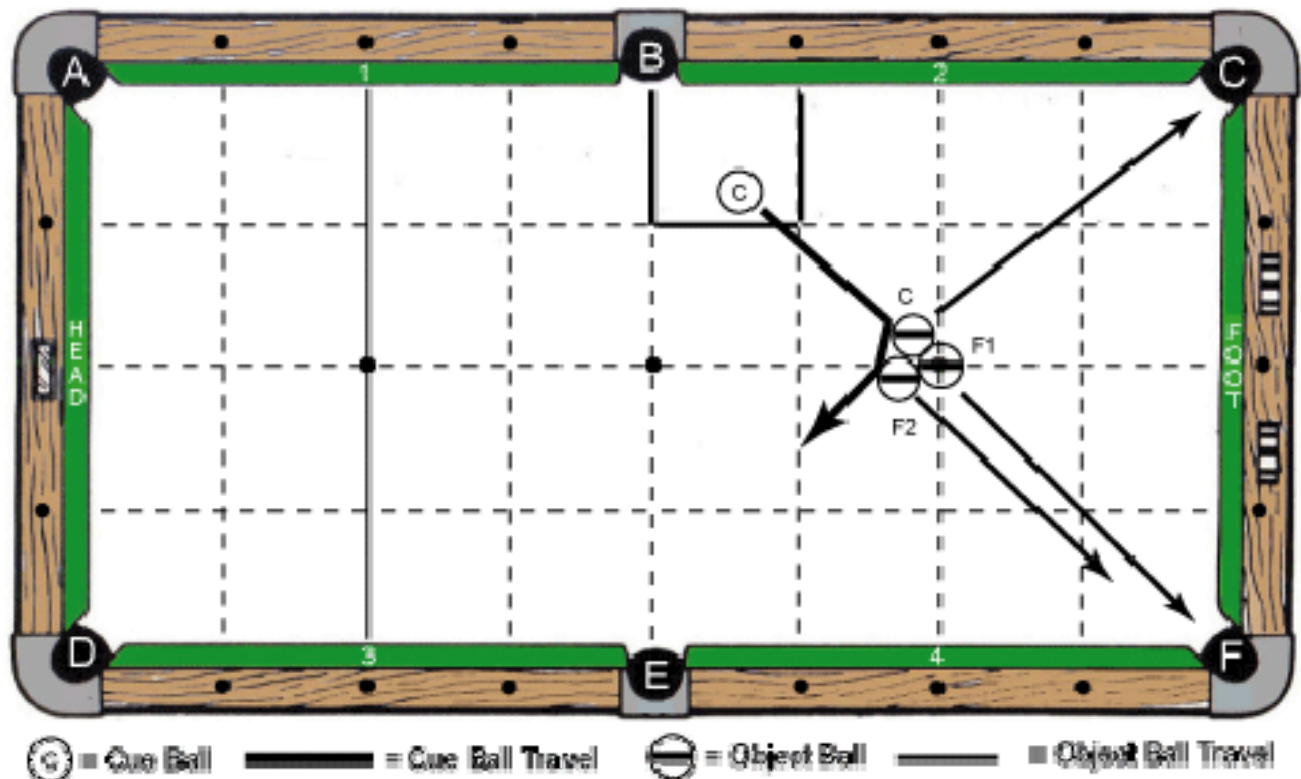
1

**TRICK AND
FANCY
SHOTS**

Discipline: Trick and Fancy Shots

Shot / Challenge #1

Degree of Difficulty: 4.0



Cue Ball(s) Placement:

In hand – anywhere in marked box zone

Object Ball(s) Placement:

“F1” ball on foot spot, “C” ball and “F2” ball frozen to each other, and both balls frozen to “F1” ball

Objective:

Shoot cue ball to “C” ball. Then, cue ball caroms to “F2” ball. Make 3 object balls as pocket letters designate.

Special Notes: None

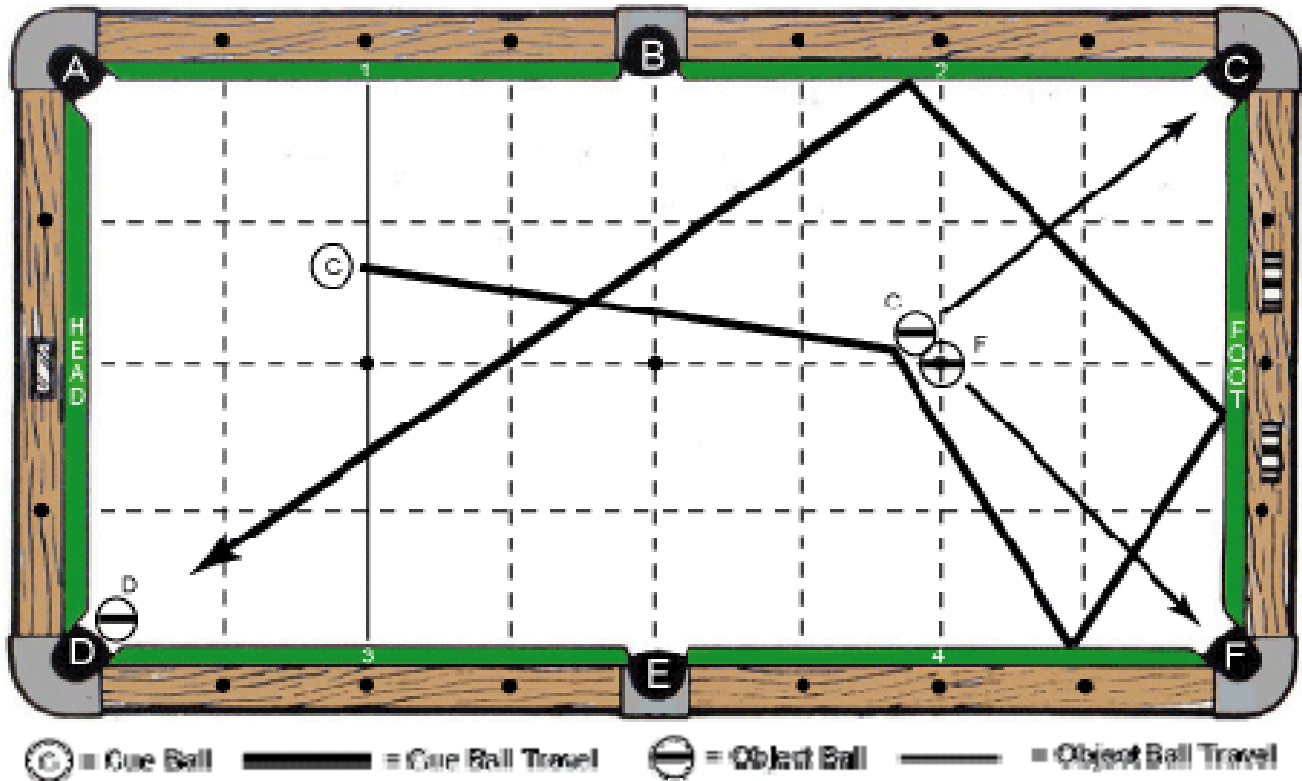
Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Discipline: Trick and Fancy Shots

Shot / Challenge #2

Degree of Difficulty: 5.0



Cue Ball(s) Placement:

In hand – anywhere behind headstring line

Object Ball(s) Placement:

“F” ball on foot spot, “C” ball frozen to “F” ball and “D” ball at or near pocket “D”

Objective:

Shoot cue ball to “C” ball. Then, cue ball travels at least 3 cushions around table to “D” ball. Make 3 object balls as pocket letters designate.

Special Notes: None

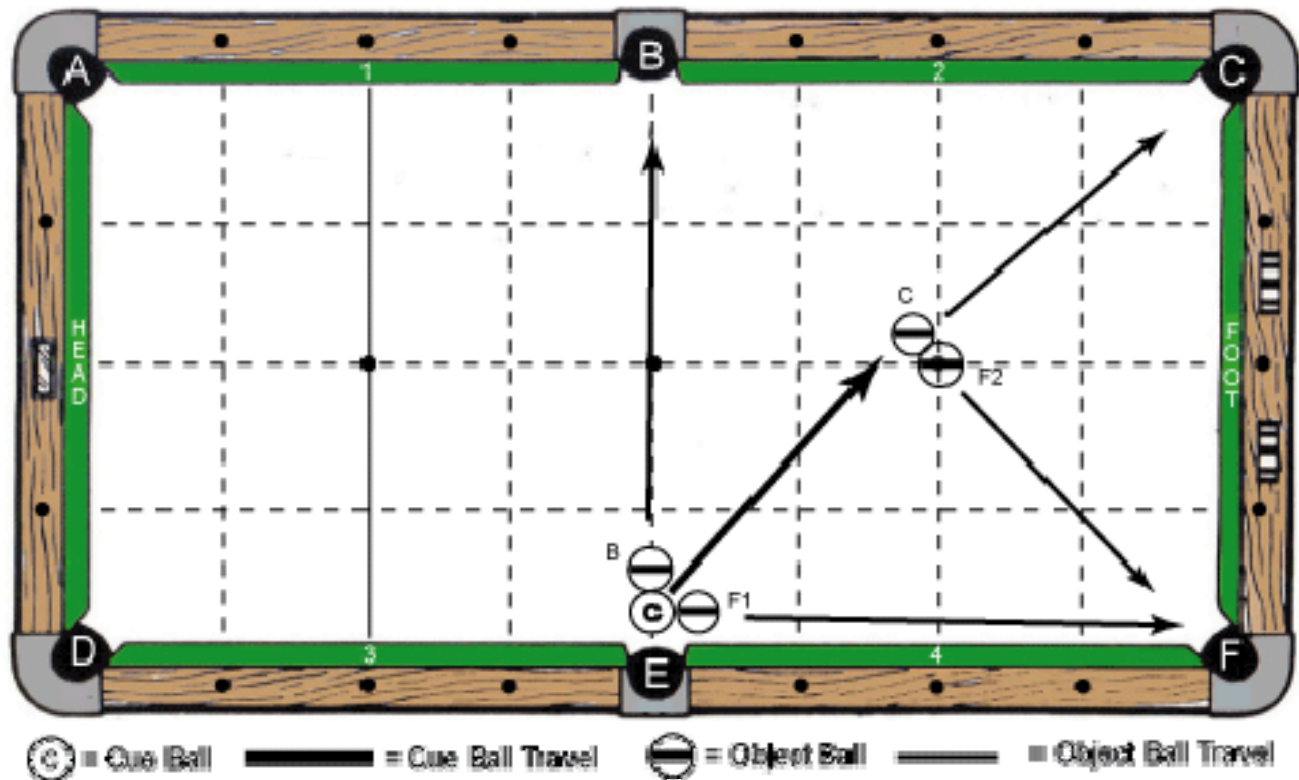
Scoring:

- Attempt #1 – 5 points
- Attempt #2 – 4 points
- Attempt #3 – 3 points

Discipline: Trick and Fancy Shots

Shot / Challenge #3

Degree of Difficulty: 6.0



Cue Ball(s) Placement:

In hand (within 1 ball's width of pocket "E") – frozen to "B" ball and "F1" ball

Object Ball(s) Placement:

"F2" ball on foot spot, "C" ball frozen to "F2" ball, "B" ball and "F1" ball frozen to cue ball as diagram indicates

Objective:

Shoot cue ball into "B" ball and "F1" ball. Then, cue ball will contact "C" ball. Make 4 object balls as pocket letters designate.

Special Notes: None

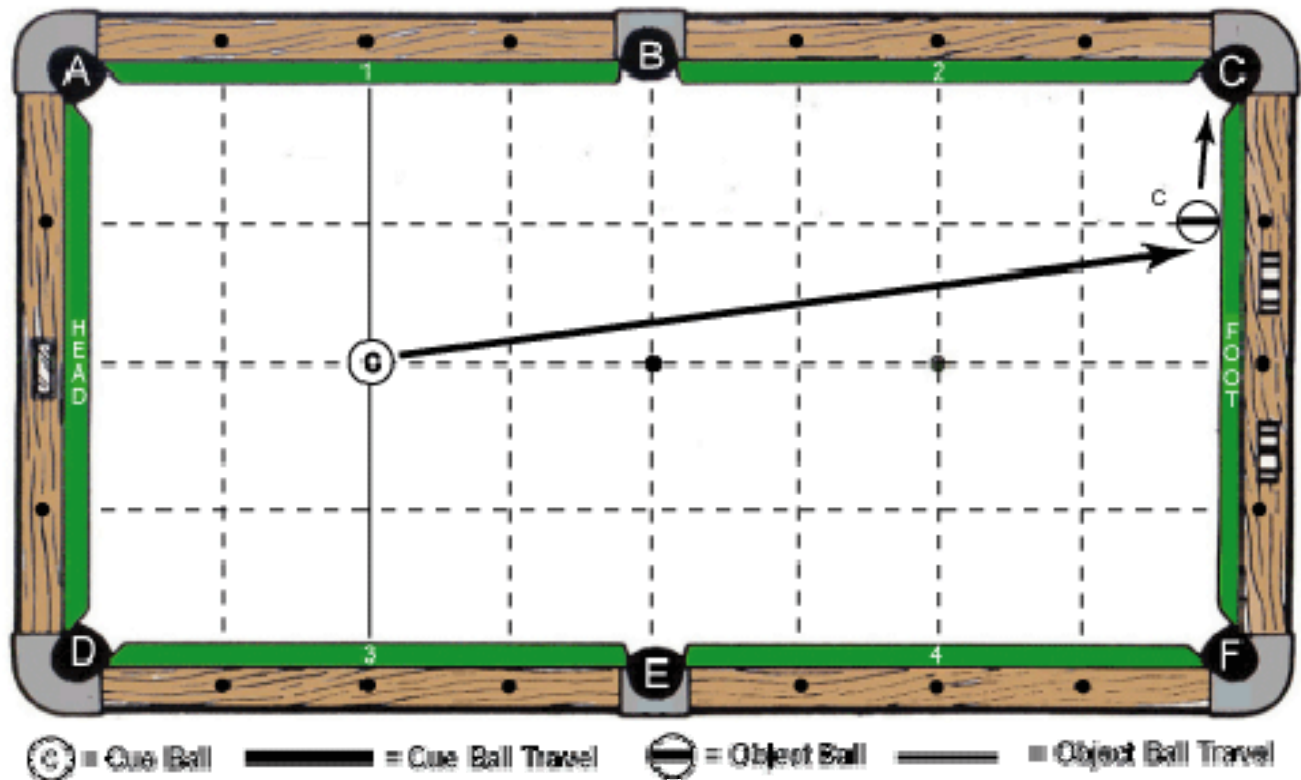
Scoring:

- Attempt #1 – 6 points
- Attempt #2 – 5 points
- Attempt #3 – 4 points

Discipline: Trick and Fancy Shots

Shot / Challenge #4

Degree of Difficulty: 7.0



Cue Ball(s) Placement:

Centered on head spot of table

Object Ball(s) Placement:

“C” ball frozen to foot cushion and centered at one diamond from pocket “C”

Objective:

Shoot cue ball to “C” ball and make “C” ball as pocket letter designates

Special Notes: None

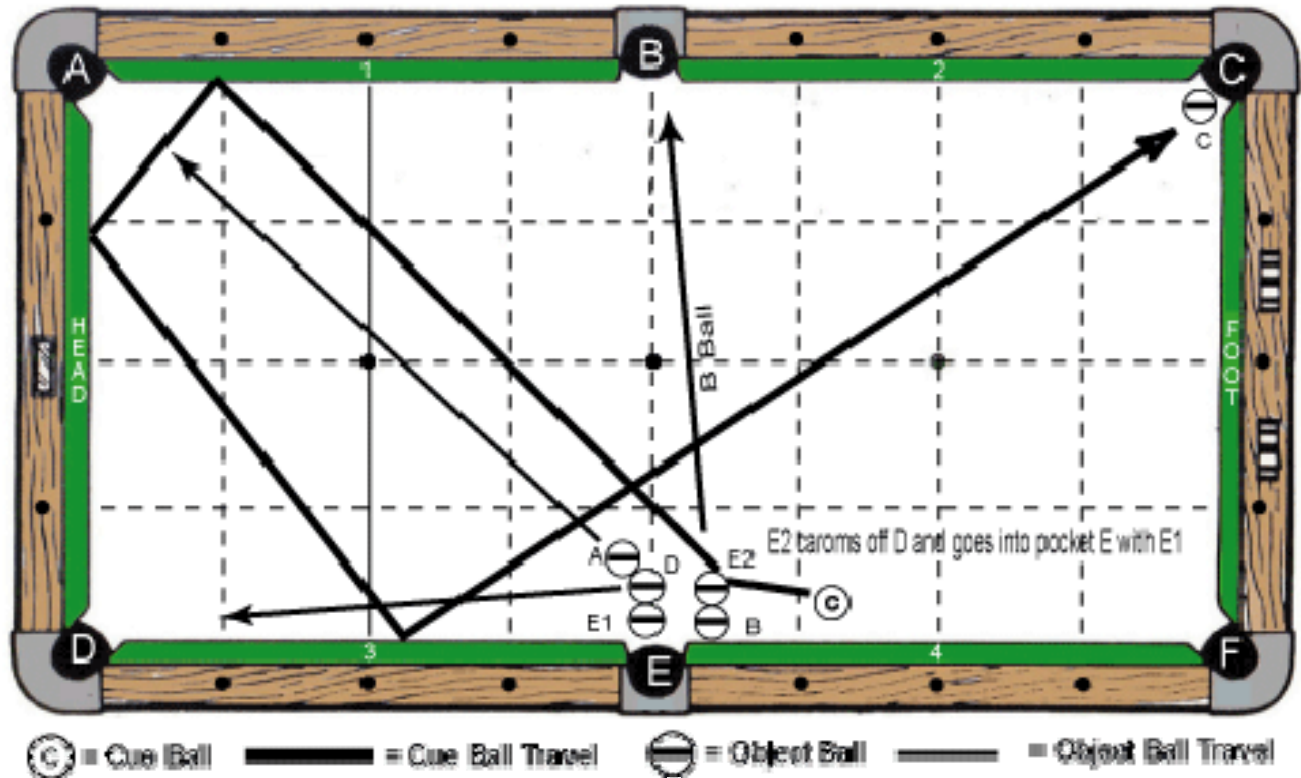
Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

Discipline: Trick and Fancy Shots

Shot / Challenge #5

Degree of Difficulty: 8.0



Cue Ball(s) Placement:

In hand

Object Ball(s) Placement:

"B" ball and "E2" ball in hand and frozen to each other with "B" ball frozen to cushion #4. "A", "D", and "E1" balls in hand and all are frozen to each other. "C" ball is at or near pocket "C".

Objective:

Shoot cue ball to "E2" ball. Then, cue ball travels at least 3 cushions around table to "C" ball. Make all object balls as pocket letters designate.

Special Notes: None

Scoring:

- Attempt #1 – 8 points
- Attempt #2 – 7 points
- Attempt #3 – 6 points

DISCIPLINE

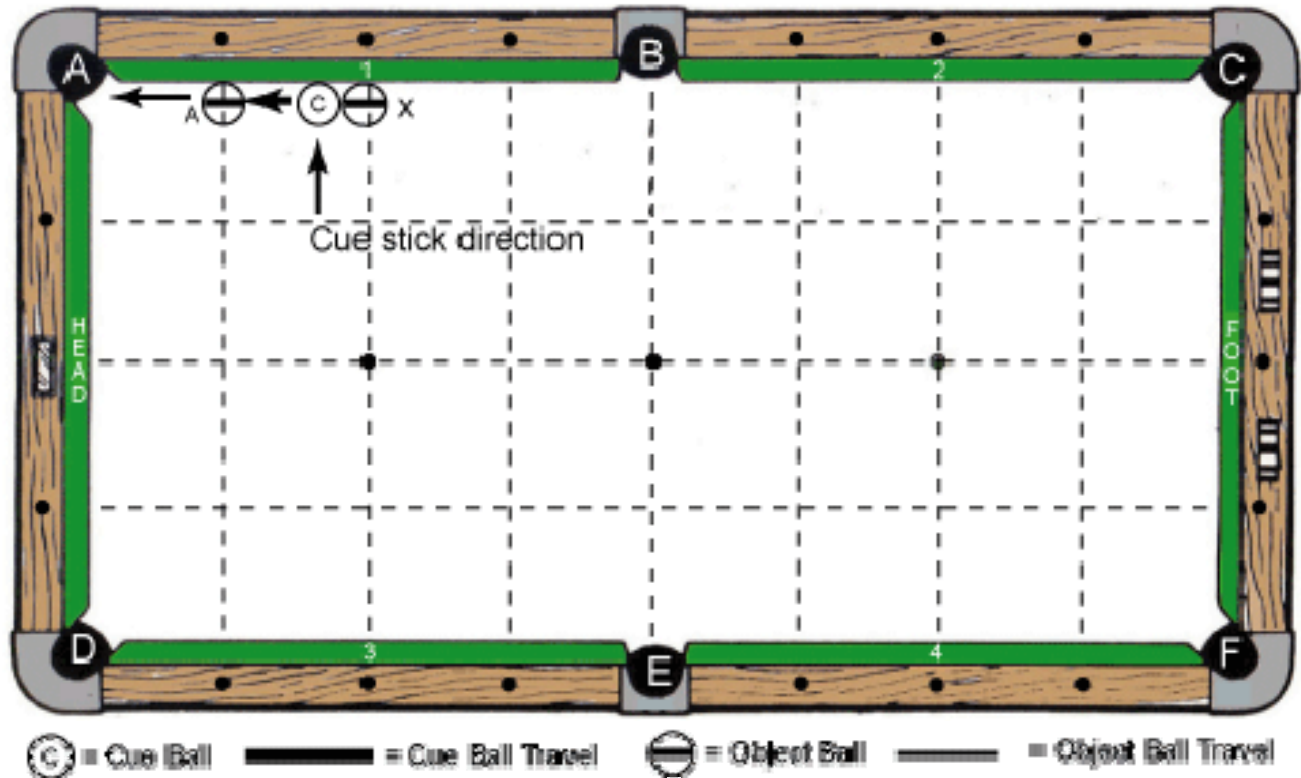
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PROP

NOVELTY

SPECIAL ARTS

Degree of Difficulty: 4.0



Cue Ball(s) Placement:

Frozen to both cushion #1 and “X” ball

Object Ball(s) Placement:

“X” ball frozen to cushion #1 and at center diamond between pocket “B” and pocket “A”, “A” ball frozen to cushion #1 and centered at one diamond from pocket “A”

Objective:

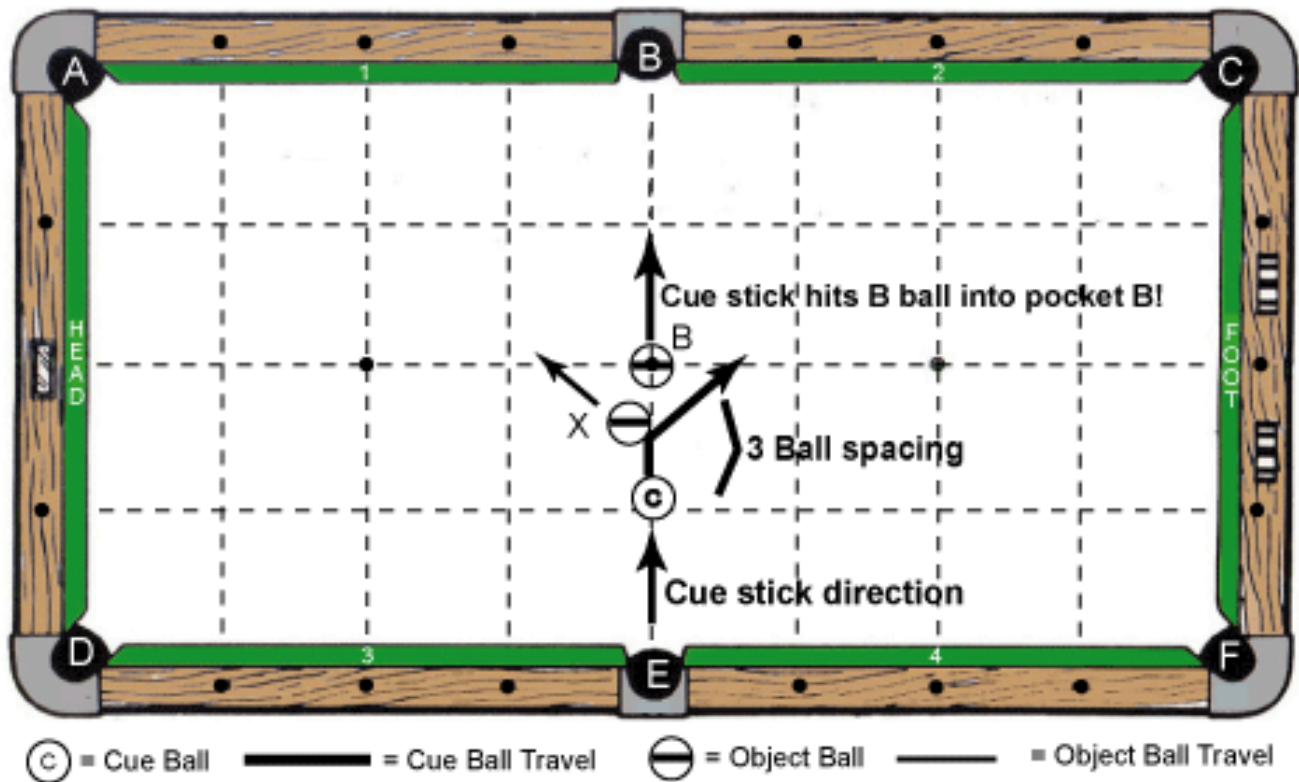
Shoot (push) cue ball into cushion #1. Cue ball will move “X” ball and then carom to “A” ball. Make “A” ball as pocket letter designates.

Special Notes: “X” ball must move for challenge to score, assuming “A” ball is made

Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Degree of Difficulty: 5.0



Cue Ball(s) Placement:

Centered on B – E line and exactly 3 ball spacing from “B” ball

Object Ball(s) Placement:

“B” ball centered on center spot of table, “X” ball is placed so that edge is flush with B – E line and positioned half way between cue ball and “B” ball

Objective:

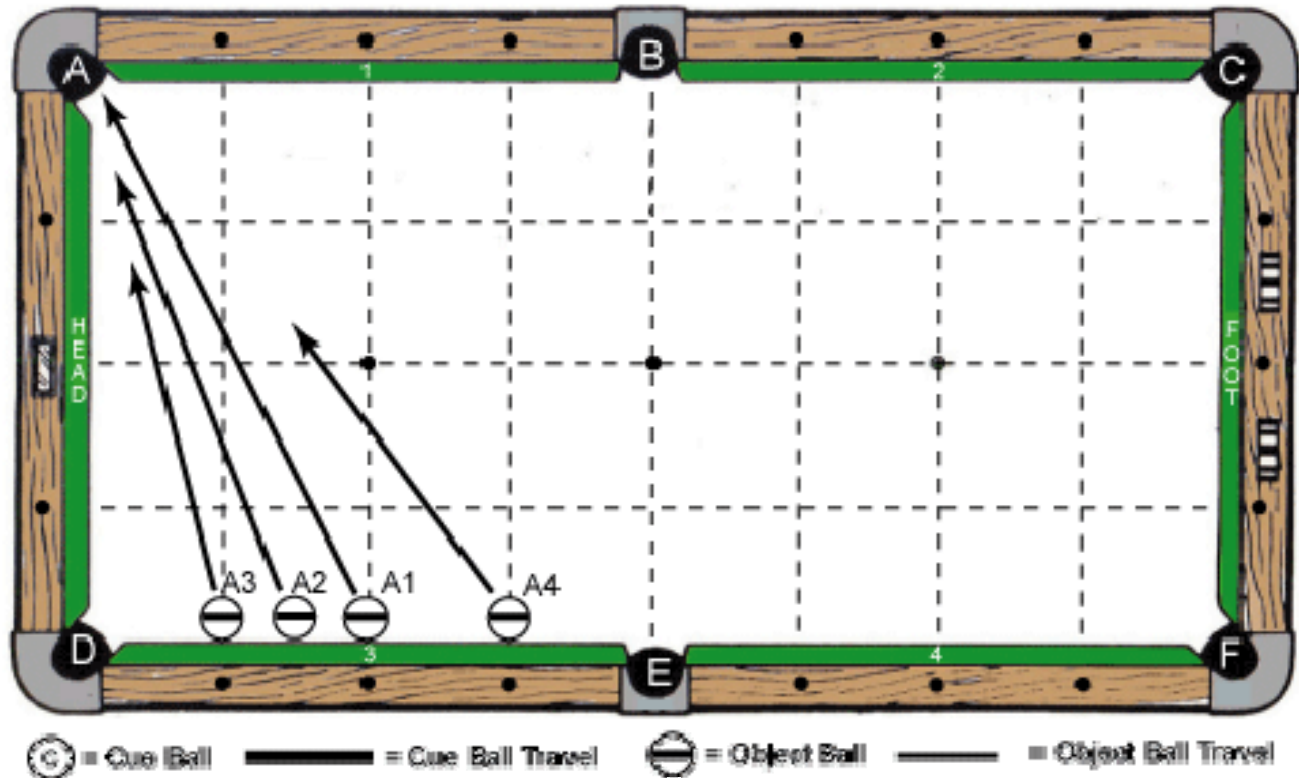
Shoot cue ball straight toward “B” ball. Cue ball will hit half of “X” ball and deflect “out of way” as diagram indicates. Cue stick continues follow thru in one fluent motion, so that tip contacts “B” ball and makes it in pocket “B”

Special Notes: Hesitation on final stroke “forward” movement cancels any attempt score.

Scoring:

- Attempt #1 – 5 points
- Attempt #2 – 4 points
- Attempt #3 – 3 points

Degree of Difficulty: 6.0



Cue Ball(s) Placement: None

Object Ball(s) Placement:

“A1”, “A2”, “A3”, and “A4” balls are frozen to cushion #3, “A4” ball is at 1st diamond to left of pocket “E”, “A1” ball is centered at middle diamond, “A2” ball is one ball spacing to left of “A1” ball, “A3” ball is one ball spacing to left of “A2” ball.

Objective:

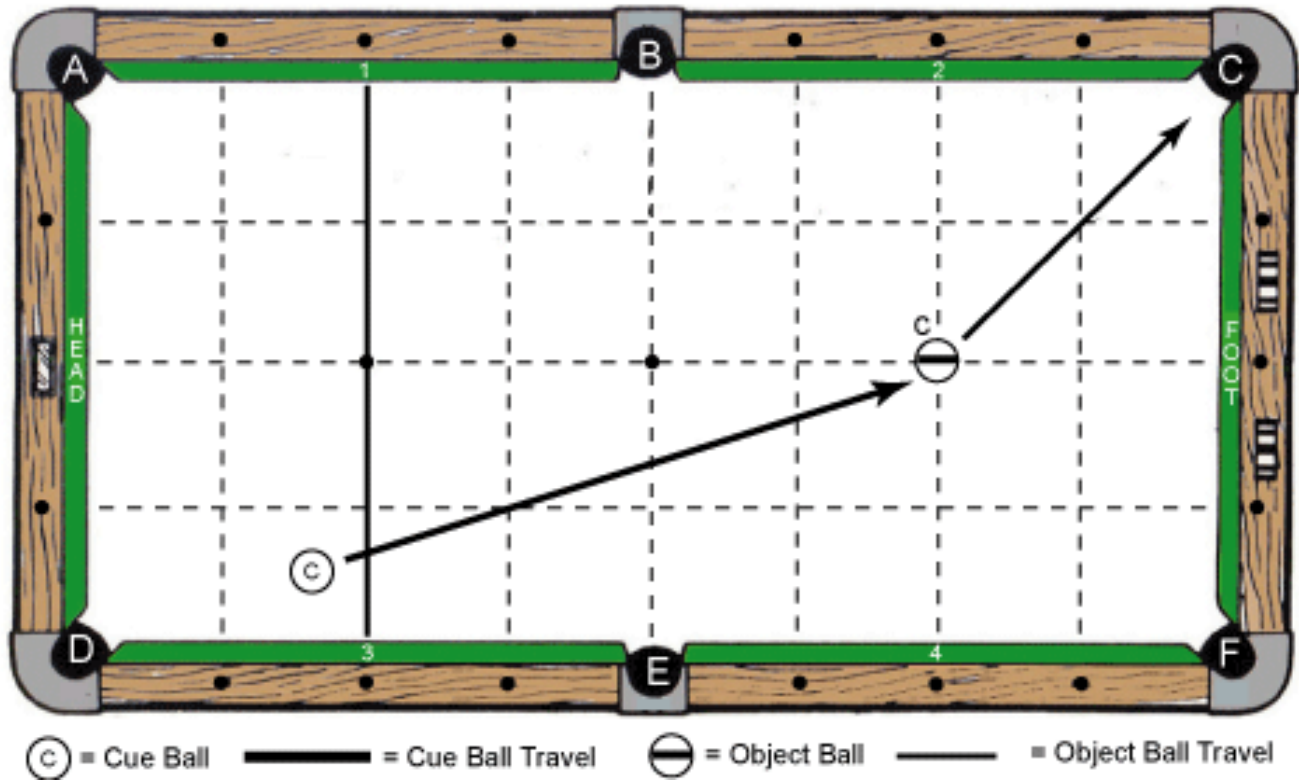
Shoot “A4” ball first toward pocket “A”. While it is moving, shift body position and shoot “A1”, “A2” and “A3” balls in order toward pocket “A”. All 4 balls are made in pocket “A” with “A1” ball going in first, “A2” ball second, “A3” ball third, and “A4” ball going in last.

Special Notes: Balls may contact each other while moving (numerical sequence best for balls)

Scoring:

- Attempt #1 – 6 points
- Attempt #2 – 5 points
- Attempt #3 – 4 points

Degree of Difficulty: 7.0



Cue Ball(s) Placement:

In hand – anywhere behind headstring line

Object Ball(s) Placement:

“C” ball centered on foot spot of table

Objective:

Shoot cue ball to “C” ball one handed. Make “C” ball as pocket letter designates

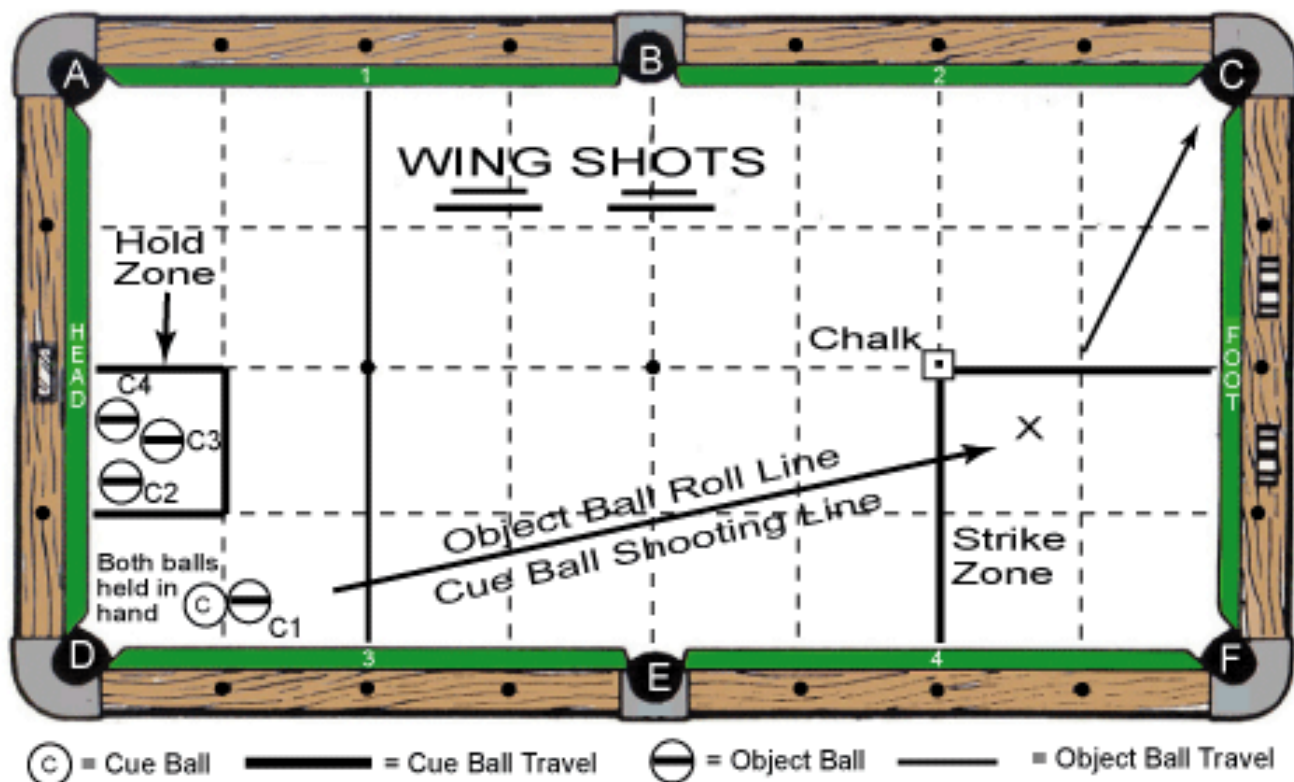
Special Notes:

Player may use table rail or corner pocket to rest cue on while shooting, but may not use “groove” created by pocket / rail as cue guide. Bridge hand may not touch cue during stroke!

Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

Special Scoring: 2 points per shot made (maximum 8 total points)



Cue Ball(s) Placement:

In hand – anywhere behind headstring line. Cue ball must start in hand of shooter and may be placed on table only “after” object ball is released.

Object Ball(s) Placement:

Each “C” ball starts in shooter’s hand with cue ball. Note: Chalk is placed on foot spot of table.

Objective:

Hold cue ball and “C1” ball in hand, roll “C1” ball down table, and position cue ball after “C1” ball is released. Shoot cue ball into “rolling” “C1” ball in “strike zone” and make “C1” ball in pocket “C”. Repeat process with “C2”, “C3”, and “C4” being held in “hold zone”.

Special Notes:

One attempt per wing shot. No abort rolls are allowed. If chalk is touched by object ball – no score on that roll. Each “C” ball must be rolling when cue ball contacts it. If a “C” ball stops rolling before cue ball makes contact, no score on that roll. No guides are allowed when rolling object balls or in positioning of cue ball.

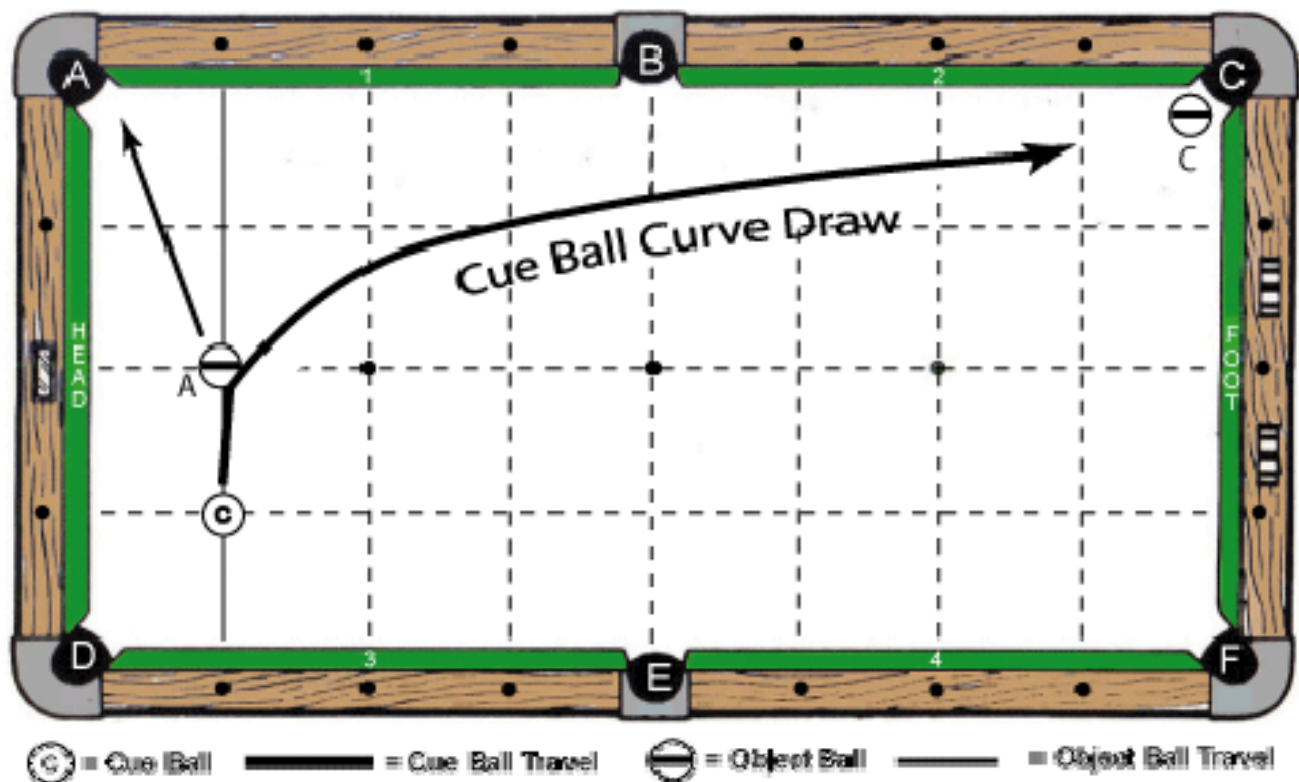
Scoring: 2 points per shot made – maximum 8 total points, if all 4 “wing shots” successful

DISCIPLINE

3

**DRAW
SHOTS**

Degree of Difficulty: 4.0



Cue Ball(s) Placement:

Centered on 1 – 1 diamond point (1 diamond segment off head cushion and cushion #3)

Object Ball(s) Placement:

“A” ball centered on long center line of table and one diamond segment off head cushion, “C” ball at or near pocket “C”

Objective:

Shoot cue ball into “A” ball and draw to “C” ball. “A” ball and “C” ball are made as pocket letters designate.

Special Notes: None

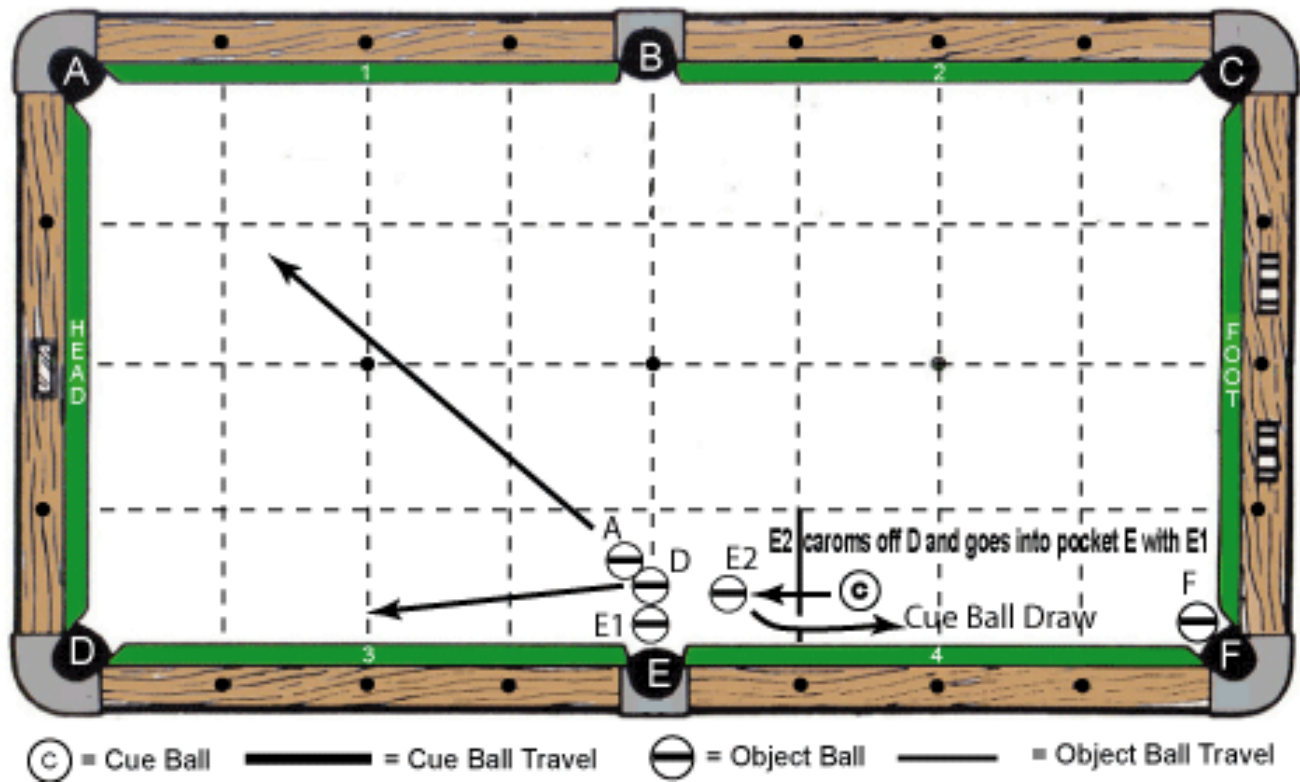
Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Discipline: Draw Shots

Shot / Challenge #2

Degree of Difficulty: 5.0



Cue Ball(s) Placement:

In hand – anywhere behind dark line one diamond segment to right of pocket “E”

Object Ball(s) Placement:

“E2” ball is in hand and one ball spacing off cushion #4, “A”, “D”, and “E1” balls are in hand and all are frozen to each other, “F” ball is at or near pocket “F”.

Objective:

Shoot cue ball into “E2” ball. Then, cue ball draws to “F” ball. Make all object balls as pocket letters designate.

Special Notes: None

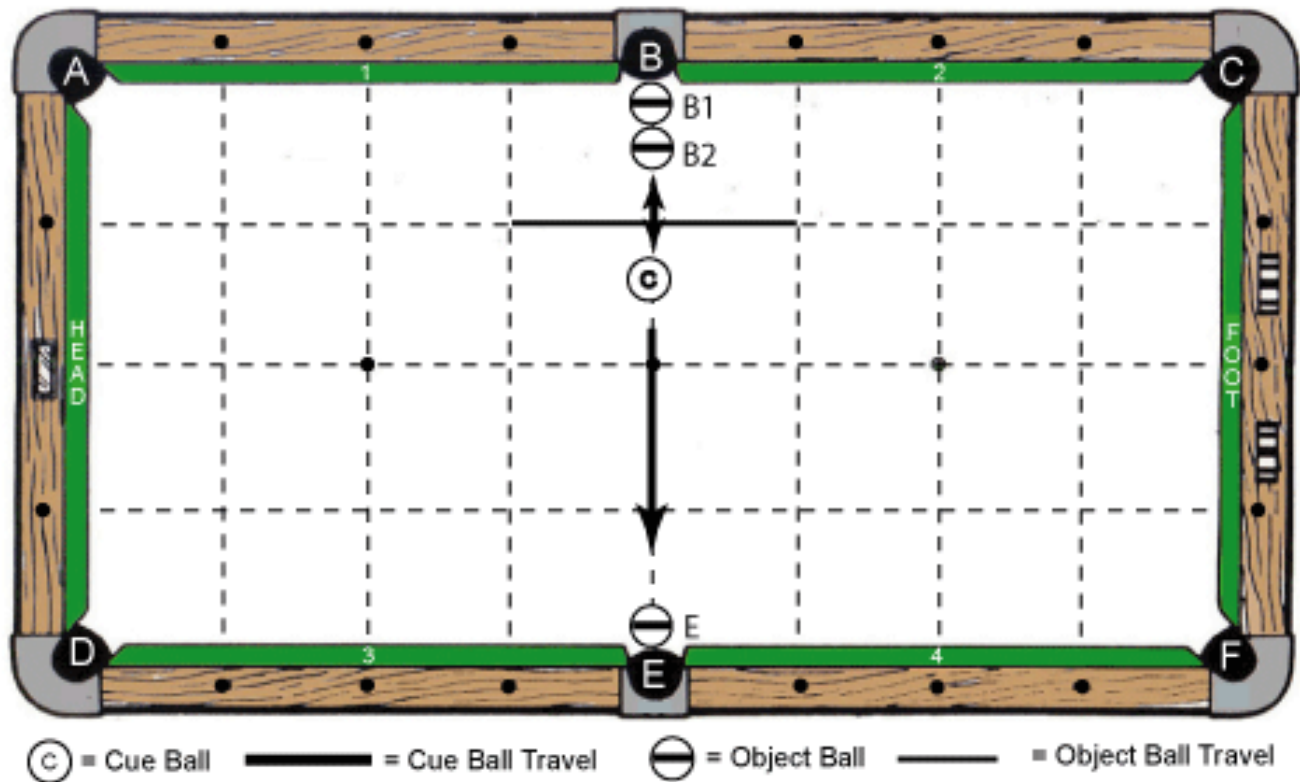
Scoring:

- Attempt #1 – 5 points
- Attempt #2 – 4 points
- Attempt #3 – 3 points

Discipline: Draw Shots

Shot / Challenge #3

Degree of Difficulty: 6.0



Cue Ball(s) Placement:

In hand – anywhere centered on B – E line and behind the dark line 1 diamond segment from the top cushions of the table

Object Ball(s) Placement:

“B1” ball centered on B – E line and back vertical edge of ball even with slate cut, “B2” ball is centered on B – E line and frozen to “B1” ball. “E” ball centered on B – E line and back vertical edge of ball even with slate cut

Objective:

Shoot cue ball to “B2” ball. Then, cue ball draws to “E” ball. Make 3 object balls as pocket letters designate

Special Notes: None

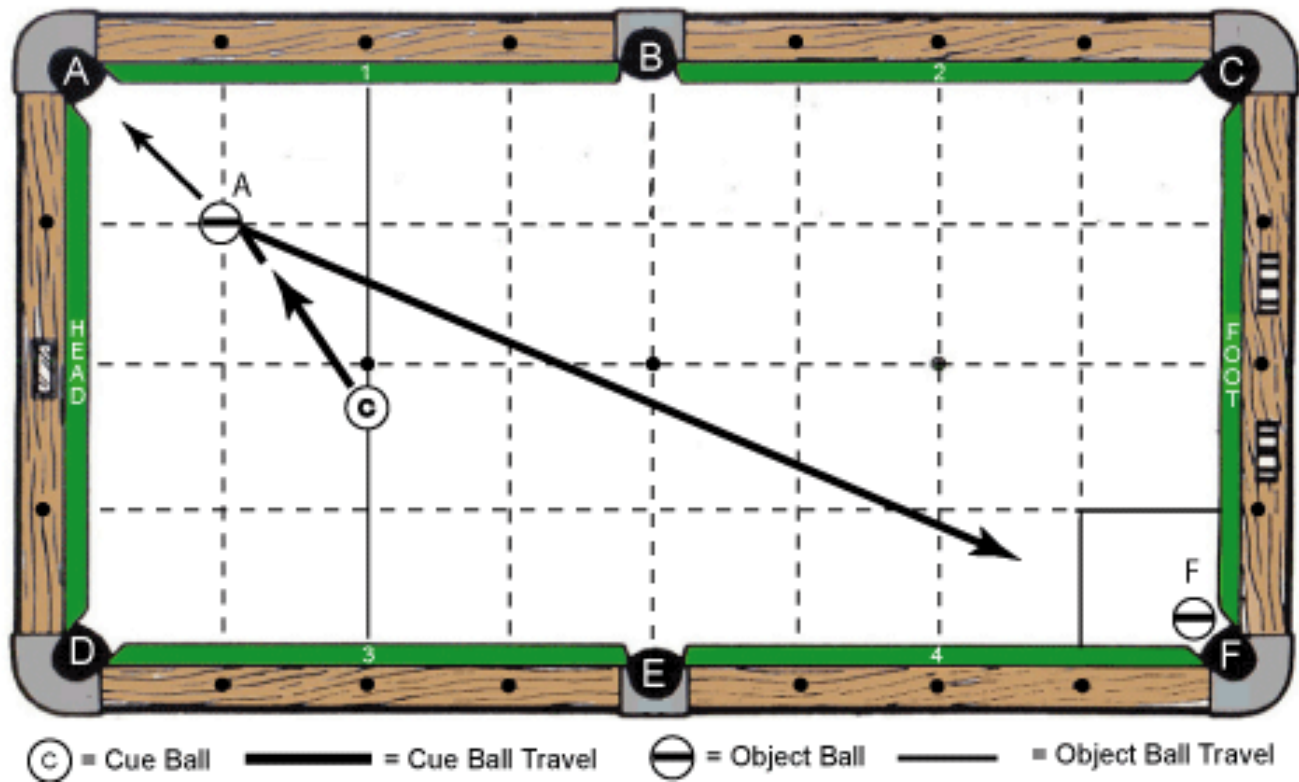
Scoring:

- Attempt #1 – 6 points
- Attempt #2 – 5 points
- Attempt #3 – 4 points

Discipline: Draw Shots

Shot / Challenge #4

Degree of Difficulty: 6.0 + Bonus



Cue Ball(s) Placement:

In hand – anywhere centered on headstring line of table

Object Ball(s) Placement:

“A” ball centered on 1 – 1 diamond point (1 diamond segment off head cushion and cushion #1),
“F” ball at or near pocket “F”

Objective:

Shoot cue ball to “A” ball and make it in pocket “A”. Draw cue ball to finish in marked 1 – 1 diamond zone near pocket “F”. If “F” ball is made by cue ball on the 1st attempt only, a bonus point is awarded, and the shot is considered complete as done.

Special Notes: Cue ball may scratch or leave zone if “F” ball is made on 1st attempt only!

Scoring:

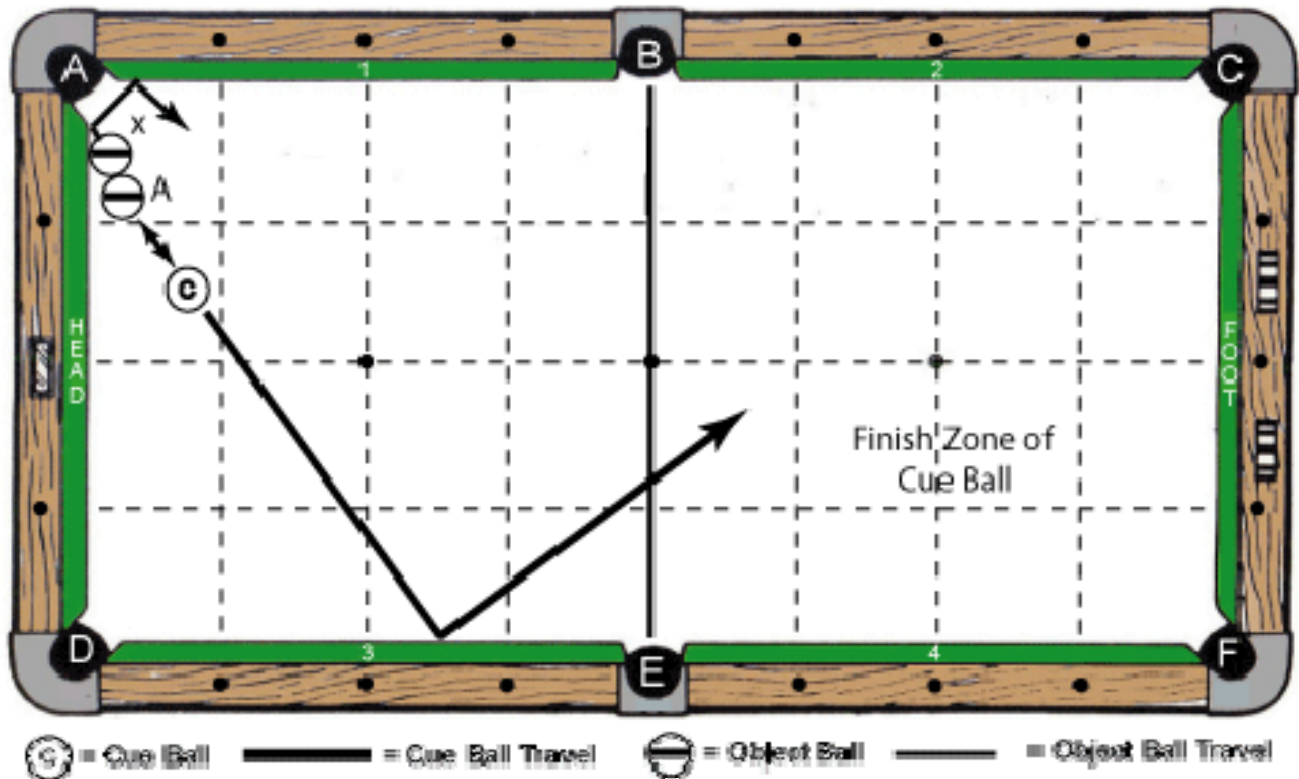
- Attempt #1 – 6 points + 1 point bonus, if “F” ball is made
- Attempt #2 – 5 points
- Attempt #3 – 4 points

Scoring Note: Once score is made, shot is complete!

Discipline: Draw Shots

Shot / Challenge #5

Degree of Difficulty: 8.0



Cue Ball(s) Placement:

In hand

Object Ball(s) Placement:

“X” ball is exactly 2 ball’s spacing distance from edge of pocket “A”, “A” ball is in hand and frozen to “X” ball

Objective:

Shoot cue ball to “A” ball. Cue ball will draw to cushion #3 and into finish zone to right of B – E line. “X” ball banks 2 cushions away from pocket “A”. “A” ball made in pocket “A”.

Special Notes: Cue ball may not scratch and “X” ball does not have to be made

Scoring:

- Attempt #1 – 8 points
- Attempt #2 – 7 points
- Attempt #3 – 6 points

DISCIPLINE

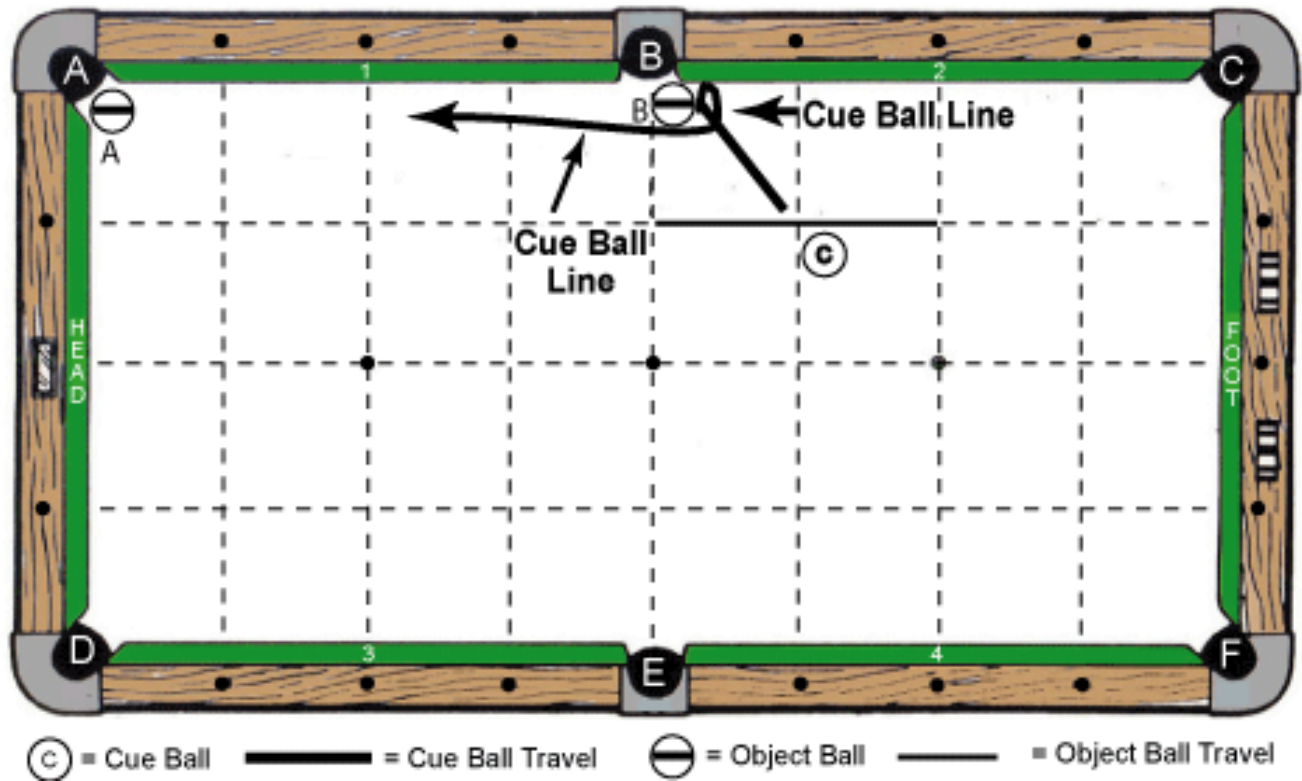
4

**FOLLOW
SHOTS**

Discipline: Follow Shots

Shot / Challenge #1

Degree of Difficulty: 4.0



Cue Ball(s) Placement:

In hand – anywhere behind the dark line 1 diamond segment from the top cushions of the table

Object Ball(s) Placement:

“B” ball in hand near point of pocket “B”, “A” ball at or near pocket “A”

Objective:

Shoot cue ball to “B” ball, carom to cushion #2, then rebound and curve back to “A” ball. Make both object balls as pocket letters designate.

Special Notes: None

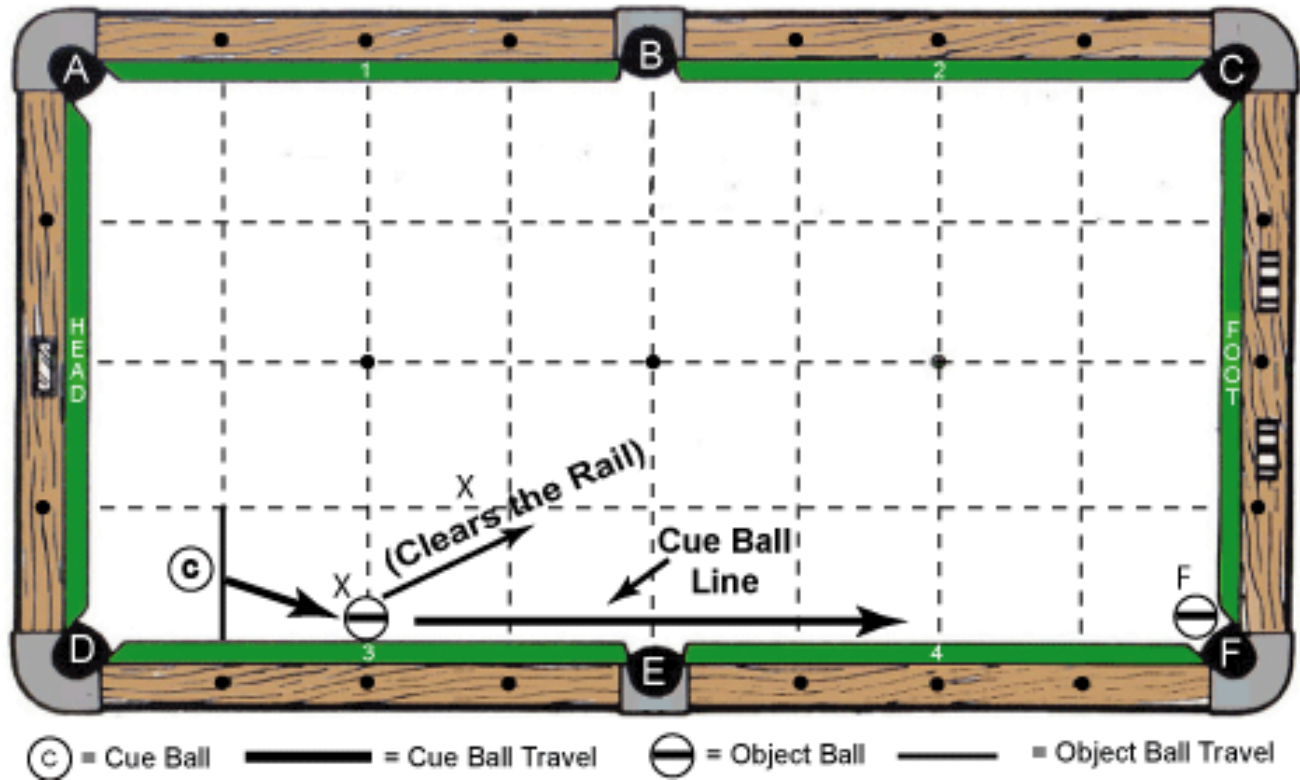
Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Discipline: Follow Shots

Shot / Challenge #2

Degree of Difficulty: 5.0



Cue Ball(s) Placement:

In hand – anywhere behind dark line 1 diamond segment to right of pocket “D”

Object Ball(s) Placement:

“X” ball frozen to cushion #3 and centered at middle diamond, “F” ball at or near pocket “F”

Objective:

Shoot cue ball to “X” ball, which will clear cushion. Then, cue ball will follow to make “F” ball in pocket “F”.

Special Notes: “X” ball does not have to be made

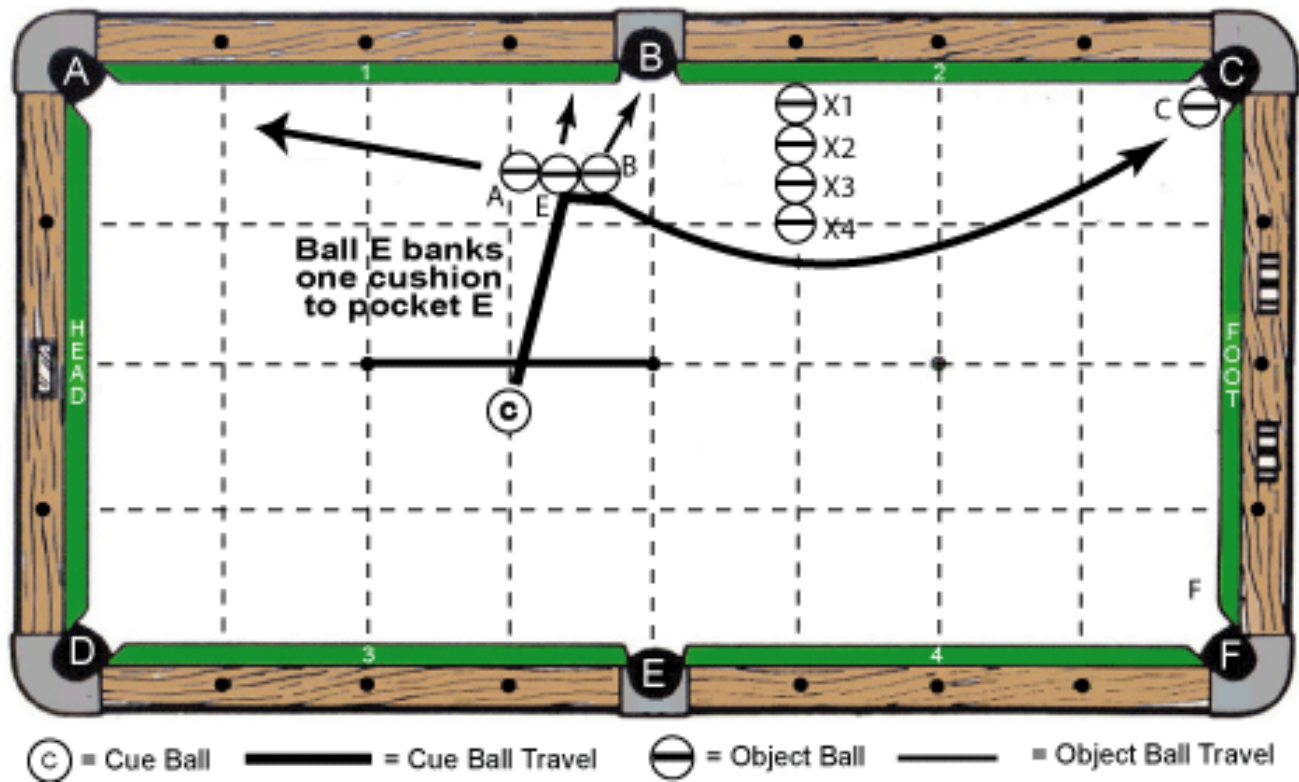
Scoring:

- Attempt #1 – 5 points
- Attempt #2 – 4 points
- Attempt #3 – 3 points

Discipline: Follow Shots

Shot / Challenge #4

Degree of Difficulty: 7.0



Cue Ball(s) Placement:

In hand – anywhere behind dark line shown on center long line of table

Object Ball(s) Placement:

“B” ball and “E” ball are each 2 ball’s spacing distance from cushion #1; “E” ball is frozen to “B” ball, “A” ball is frozen to “E” ball. “B”, “E”, and “A” balls are in hand (2 ball spacing must be maintained for “B” and “E” balls), “C” ball at or near pocket “C”, blocking balls “X1” thru “X4” are frozen to each other 1 diamond right of B – E line, “X1” ball is frozen to cushion #2

Objective:

Shoot cue ball to “E” ball, carom to “B” ball, and curve around blocking balls to “C” ball. Make “B” ball, “E” ball, “A” ball, and “C” ball as pocket letters designate.

Special Notes: Blocking balls may not be touched until “C” ball is made

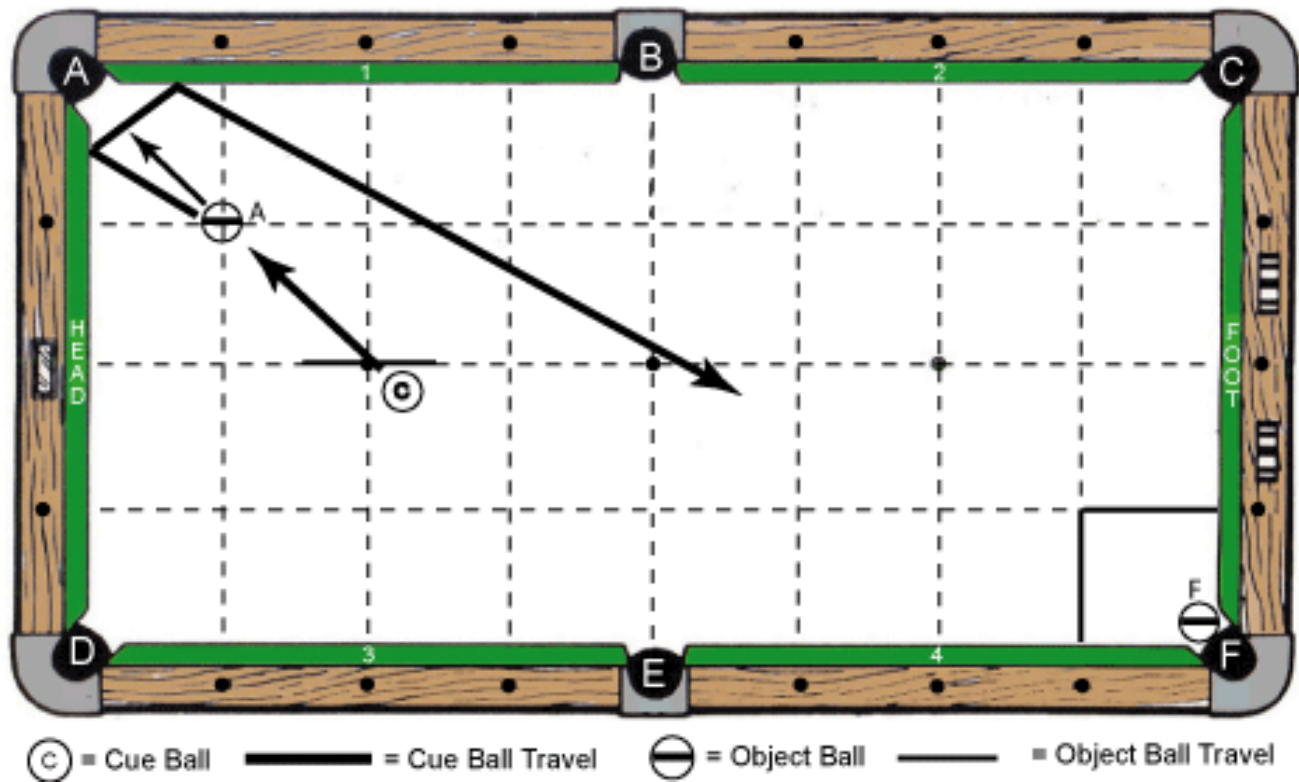
Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

Discipline: Follow Shots

Shot / Challenge #5

Degree of Difficulty: 7.0 + Bonus



Cue Ball(s) Placement:

In hand – anywhere behind dark line shown on long center line of table

Object Ball(s) Placement:

“A” ball centered on 1 – 1 diamond point (1 diamond segment off head cushion and cushion #1),
“F” ball at or near pocket “F”

Objective:

Shoot cue ball to “A” ball and make it in pocket “A”. Follow cue ball to finish in marked 1 – 1 diamond zone near pocket “F”. If “F” ball is made by cue ball on the 1st attempt only, a bonus point is awarded, and the shot is considered complete as done.

Special Notes: Cue ball may scratch or leave zone if “F” ball is made on 1st attempt only!

Scoring:

- Attempt #1 – 7 points + 1 point bonus, if “F” ball is made
- Attempt #2 – 6 points
- Attempt #3 – 5 points

Scoring Note: Once score is made, shot is complete!

DISCIPLINE

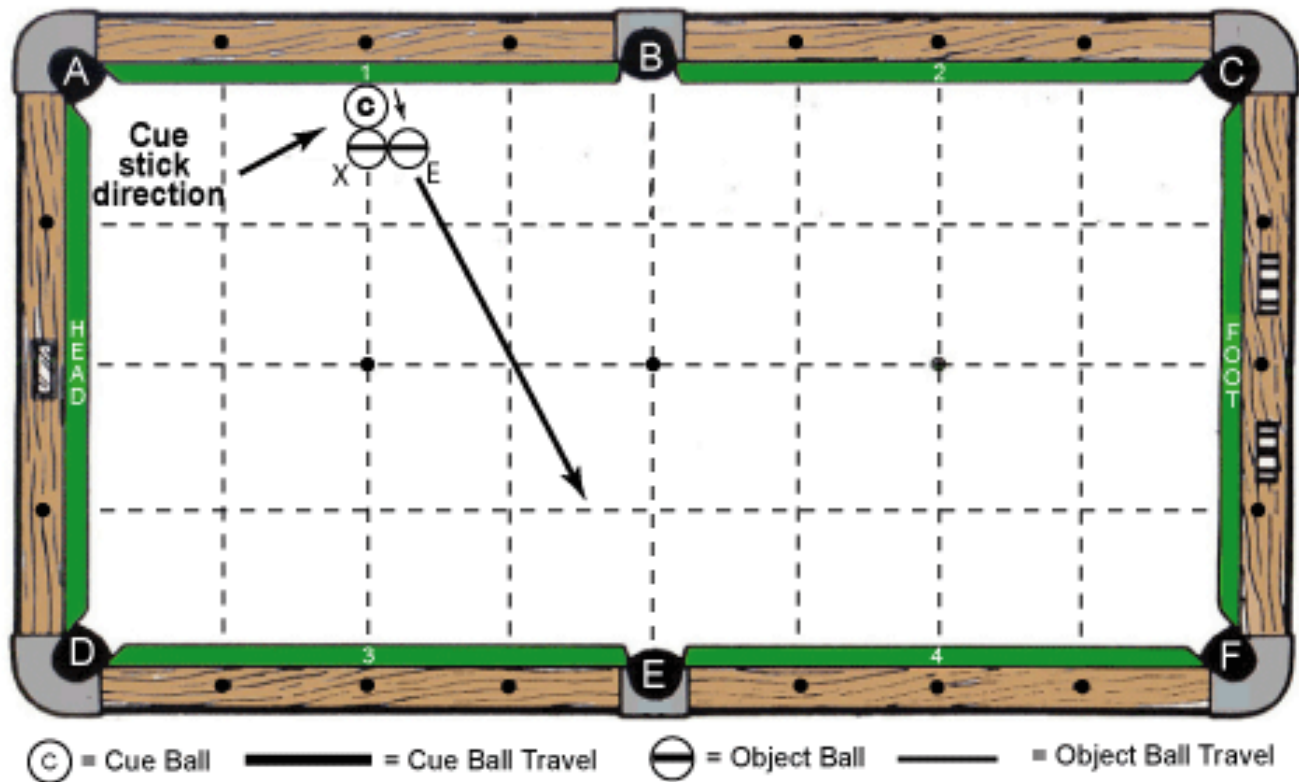
5

**BANK / KICK
SHOTS**

Discipline: Bank / Kick Shots

Shot / Challenge #1

Degree of Difficulty: 4.0



Cue Ball(s) Placement:

Frozen to cushion #1 and centered at middle diamond

Object Ball(s) Placement:

“X” ball frozen to cue ball and centered on headstring line, “E” ball frozen to “X” ball and one ball spacing distance from cushion #1

Objective:

Shoot cue ball into cushion #1. Cue ball will compress cushion and “escape” from behind “X” ball. Then, cue ball will contact “E” ball and make it in pocket “E”.

Special Notes: “X” ball may not move by any means until after “E” ball is made

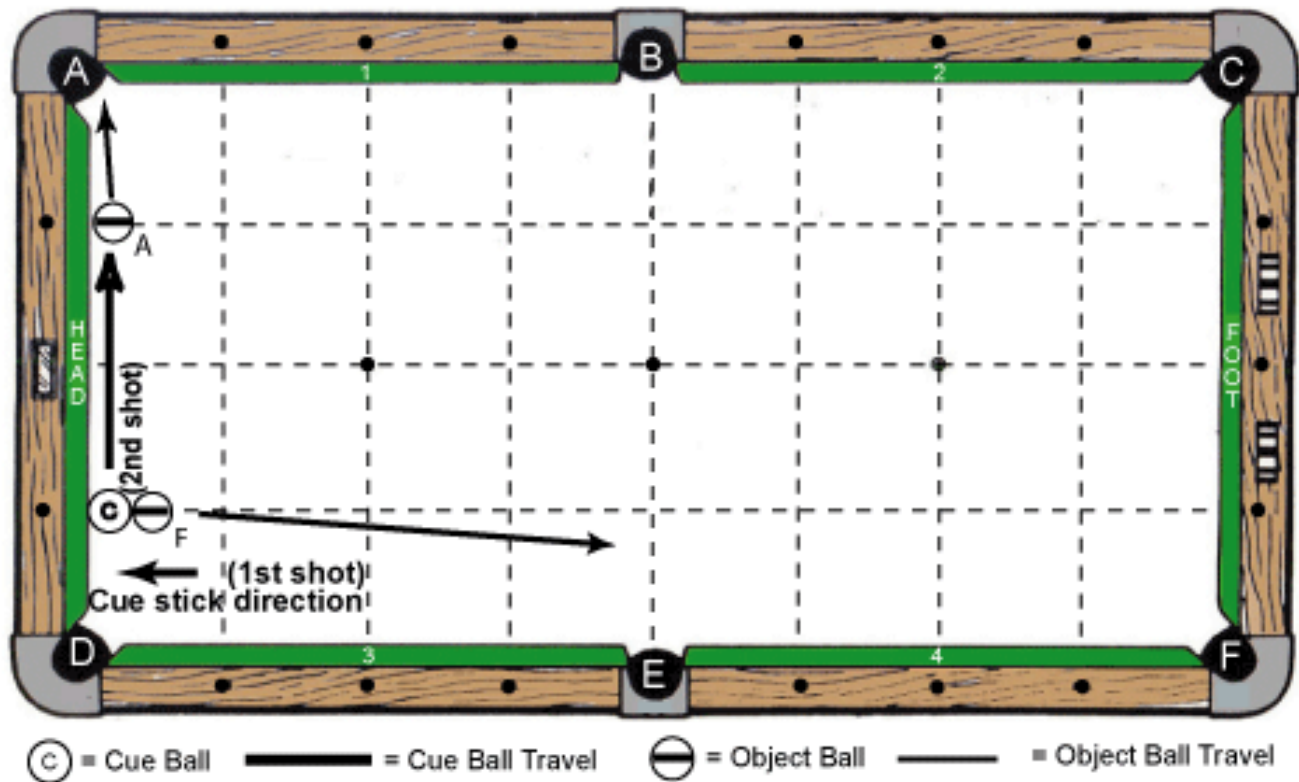
Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Discipline: Bank / Kick Shots

Shot / Challenge #2

Degree of Difficulty: 4.0 + Bonus



Cue Ball(s) Placement:

Frozen to head cushion and centered at 1st diamond from pocket "D"

Object Ball(s) Placement:

"F" ball in hand and frozen to cue ball, "A" ball frozen to head cushion and centered at 1st diamond from pocket "A"

Objective:

Shoot cue ball into head cushion and "kick" object ball "F" to make in pocket "F". On attempt #1 only, shoot cue ball to "A" ball on a 2nd shot and make it in pocket "A" for a 1 point bonus.

Special Notes: Attempt #2 and #3 objective is to make "F" ball only in pocket "F". "A" Ball may not move on any 1st shot taken to kick "F" ball in pocket "F"!!

Scoring:

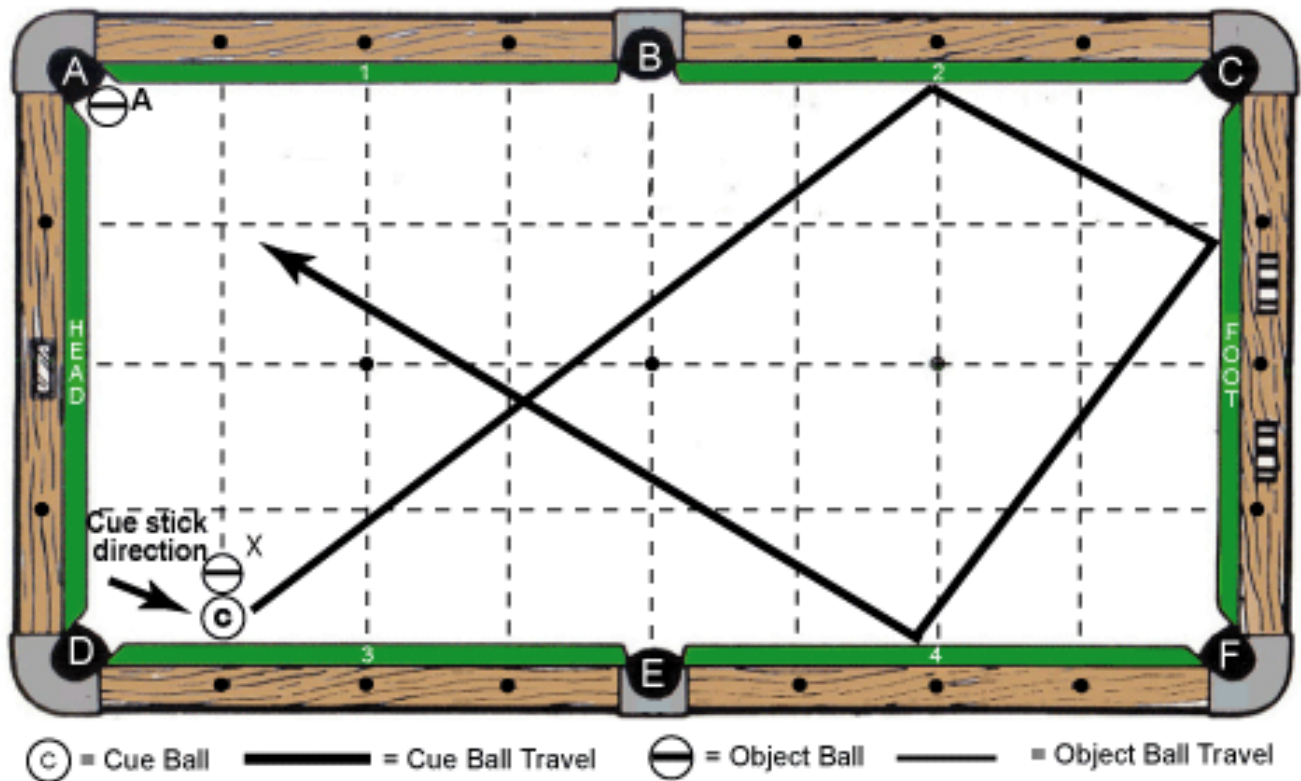
- Attempt #1 – 4 points, plus 1 point bonus, if "A" ball is made on a 2nd shot
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Scoring Note: Once score is made, shot is complete!

Discipline: Bank / Kick Shots

Shot / Challenge #3

Degree of Difficulty: 6.0



Cue Ball(s) Placement:

Frozen to cushion #3 and centered at 1st diamond from pocket "D"

Object Ball(s) Placement:

"X" ball frozen to cue ball and centered on line perpendicular to cue ball, "A" ball at or near pocket "A"

Objective:

Shoot cue ball into cushion #3. Cue ball will compress cushion and "escape" from behind "X" ball. Then, cue ball will travel at least 3 more cushions to make "A" ball in pocket "A".

Special Notes: "X" ball may not move by any means until after "A" ball is made

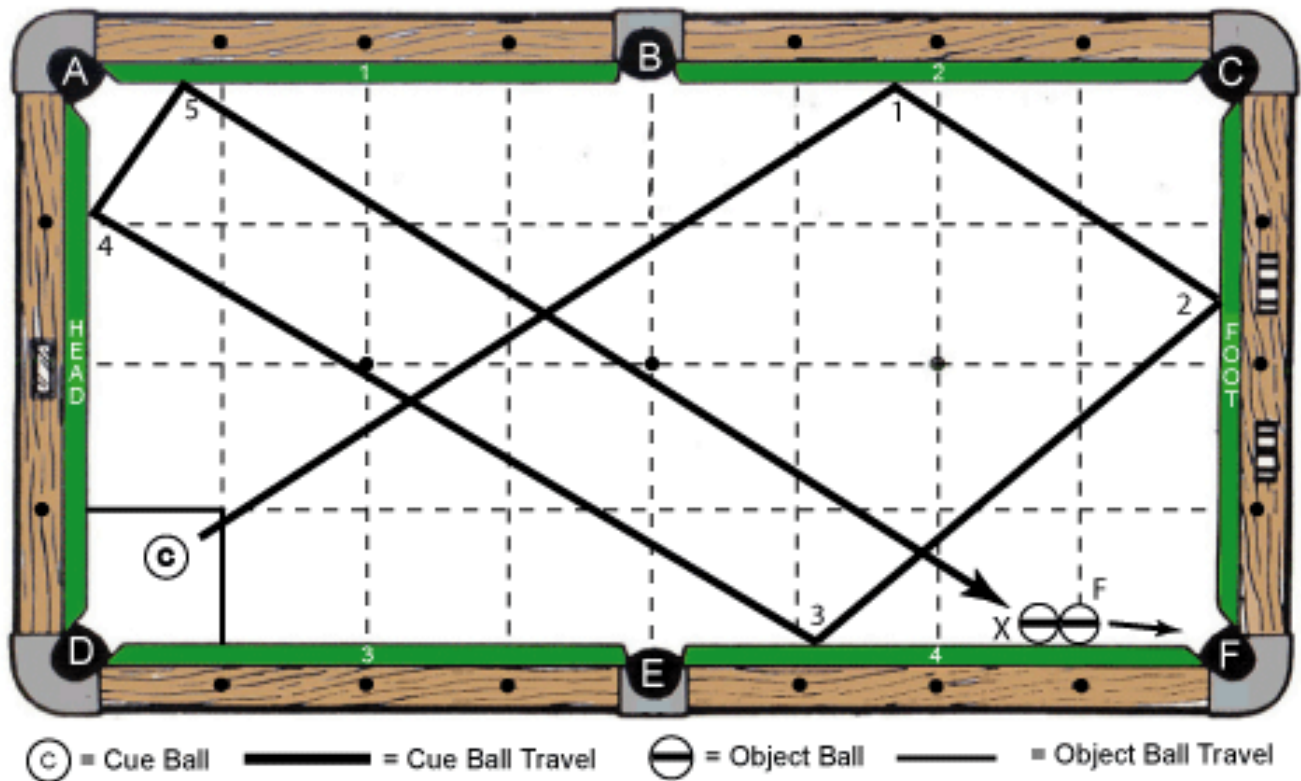
Scoring:

- Attempt #1 – 6 points
- Attempt #2 – 5 points
- Attempt #3 – 4 points

Discipline: Bank / Kick Shots

Shot / Challenge #4

Degree of Difficulty: 7.0



Cue Ball(s) Placement:

In hand – anywhere in marked box zone near pocket “D”

Object Ball(s) Placement:

“F” ball frozen to cushion #4 and 1 diamond from pocket “F”, “X” ball frozen to left side of “F” ball and also cushion #4

Objective:

Shoot cue ball at least 5 cushions around table per pattern in diagram. Then, cue ball will hit “X” ball / ”F” ball combination to make “F” ball in pocket “F”.

Special Notes: None

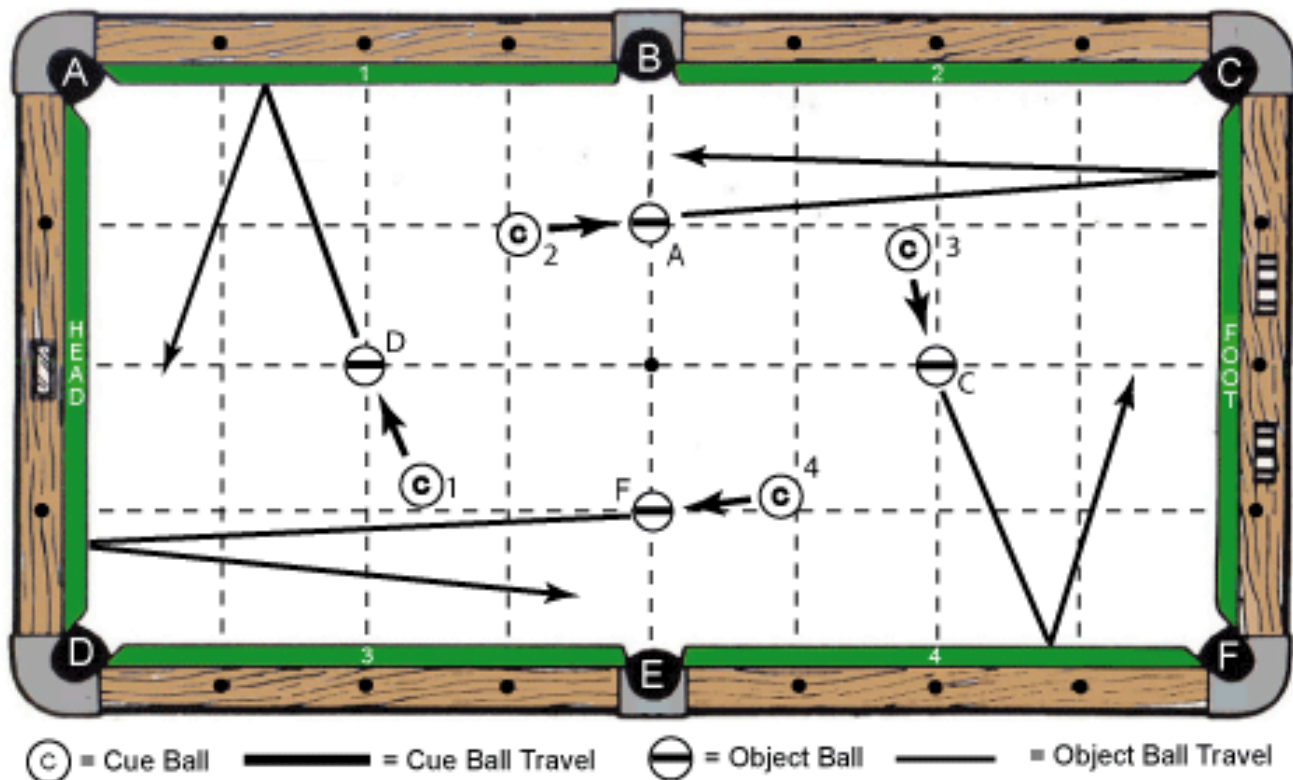
Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

Discipline: Bank / Kick Shots

Shot / Challenge #5

Special Scoring: 2 points per bank made (maximum 8 total points)



Cue Ball(s) Placement:

In hand – anywhere as assigned to make respective banks as noted in “objective” below

Object Ball(s) Placement:

“D” ball centered on head spot, “A” ball centered on B – E line and 1 diamond segment from top cushions on long line, “C” ball centered on foot spot, “F” ball centered on B – E line and 1 diamond segment from bottom cushions on long line.

Objective:

One attempt per bank! Shoot in clockwise or counter clockwise order (“C1” to “D” ball, “C2” to “A” ball, “C3” to “C” ball, “C4” to “F” ball) or (“C1” to “D” ball, “C4” to “F” ball, “C3” to “C” ball, “C2” to “A” ball). Make all 4 object balls as pocket letters designate.

Special Notes:

Once shooting has begun, players must continue rotation until 4 shots are complete.

Scoring:

2 points per bank made – maximum 8 total points, if all 4 “bank shots” successful

DISCIPLINE

6

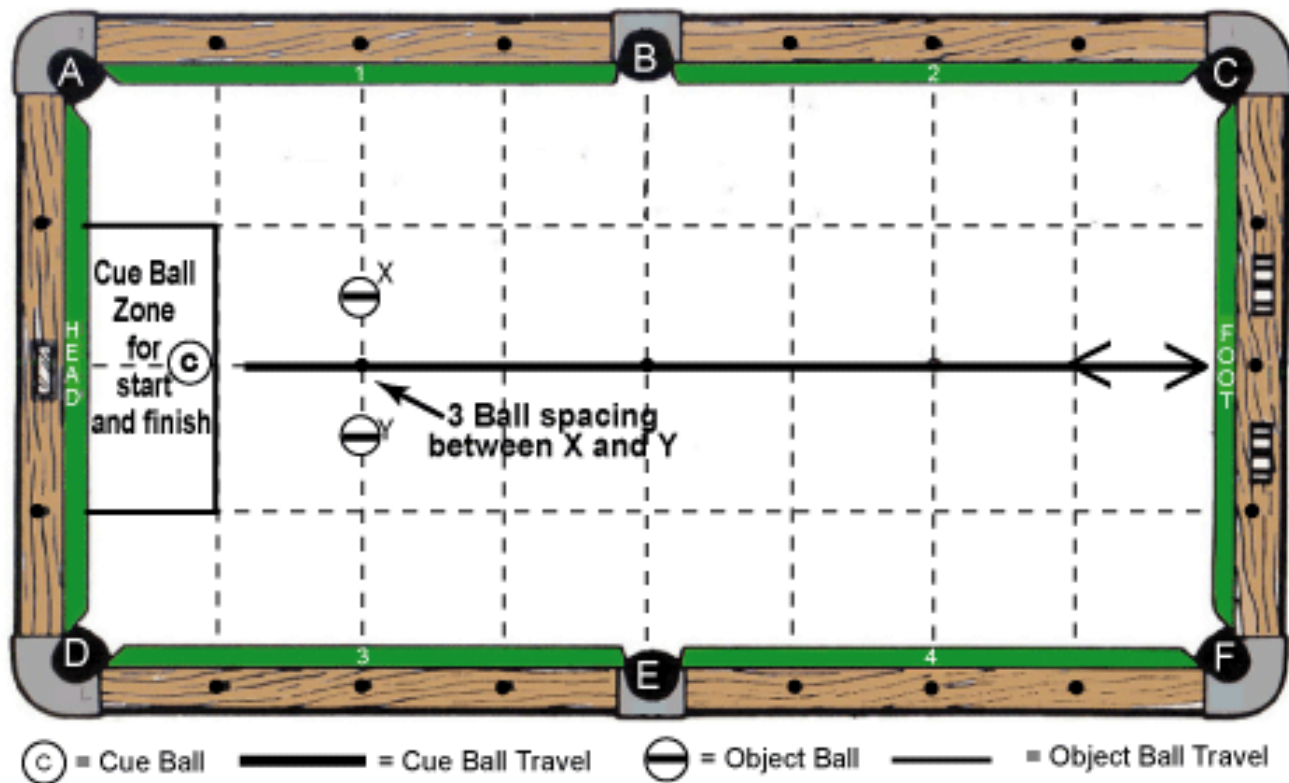
STROKE

SHOTS

Discipline: Stroke Shots

Shot / Challenge #1

Degree of Difficulty: 4.0



Cue Ball(s) Placement:

In hand – anywhere in marked cue ball start / finish zone as shown in diagram

Object Ball(s) Placement:

“X” ball and “Y” ball centered on headstring line and equidistant on each side of long center line of table with 3 ball spacing between them

Objective:

Shoot cue ball from start / finish zone between “X” ball and “Y” ball to foot cushion. Rebound between “X” ball and “Y” ball to stop in start / finish zone for scoring success.

Special Notes: “X” ball and “Y” ball may not move by any means until after shot is complete

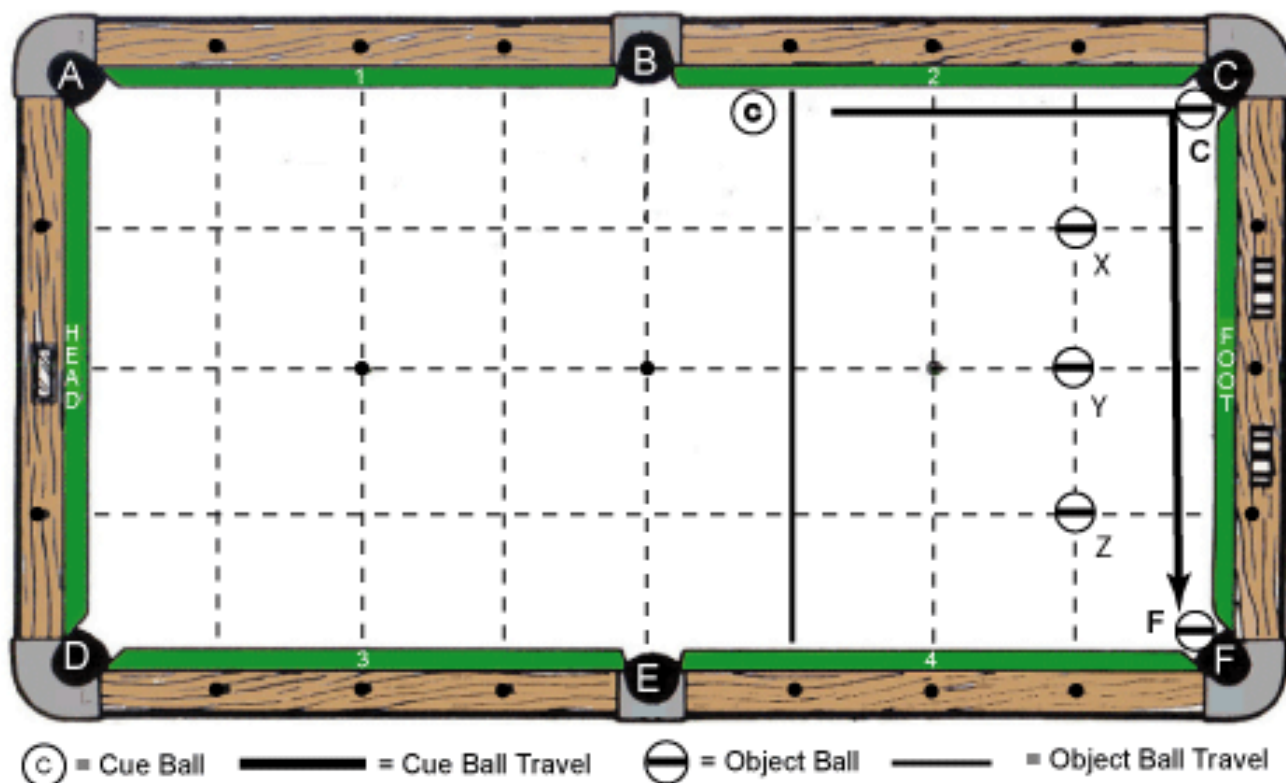
Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Discipline: Stroke Shots

Shot / Challenge #2

Degree of Difficulty: 5.0



Cue Ball(s) Placement:

In hand – anywhere behind dark line 1 diamond segment to right of B – E line

Object Ball(s) Placement:

“C” ball and “F” ball placed between pocket center points and back edge of each should be flush to slate cut of pockets “C” and “F” respectively, “X” ball, “Y” ball, and “Z” ball are on line which is 1 diamond segment from foot cushion and placed on 3 long lines as shown.

Objective:

Shoot cue ball to “C” ball with choice of stroke along foot cushion to contact “F” ball without hitting “X”, “Y”, or “Z” balls. “C” ball and “F” ball are made as pocket letters designate.

Special Notes: “X”, “Y”, and “Z” balls may not be moved by any means until shot is complete

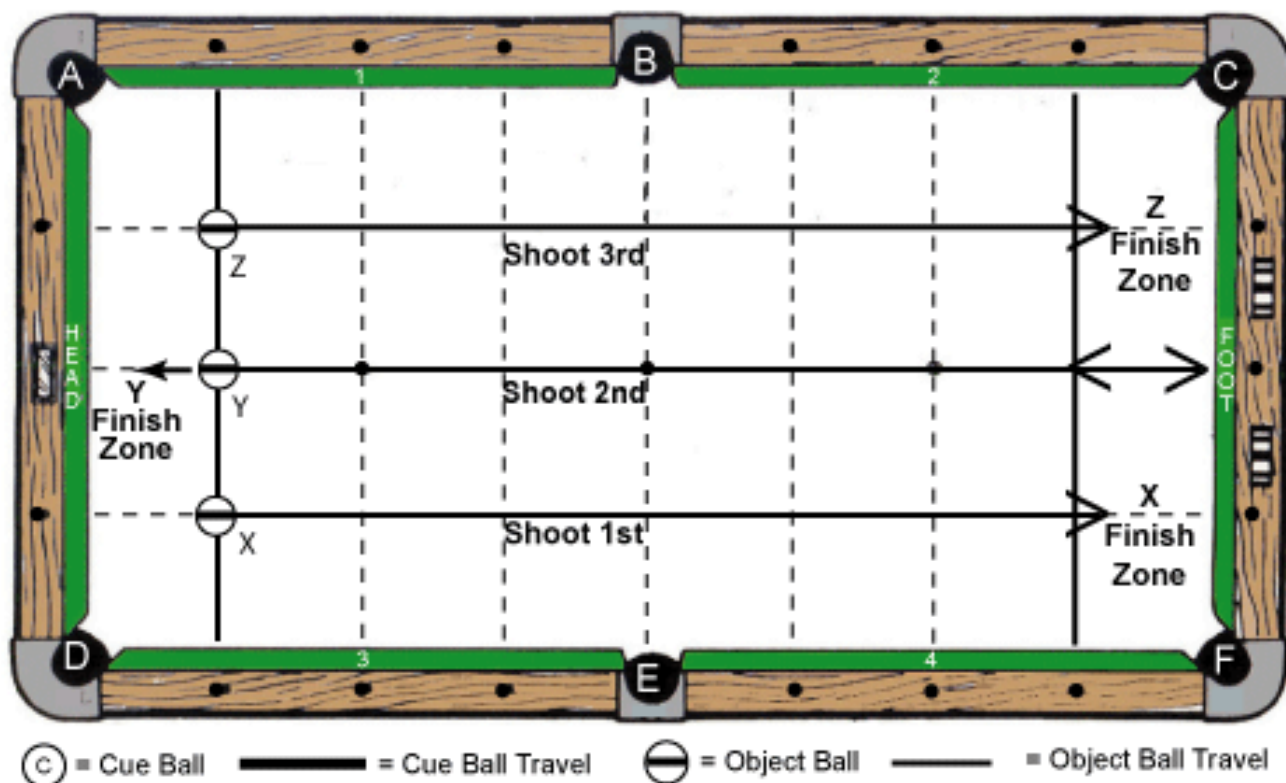
Scoring:

- Attempt #1 – 5 points
- Attempt #2 – 4 points
- Attempt #3 – 3 points

Discipline: Stroke Shots

Shot / Challenge #3

Degree of Difficulty: 6.0



Cue Ball(s) Placement: Not applicable

Object Ball(s) Placement:

“X” ball, “Y” ball, and “Z” ball are on line which is 1 diamond segment from head cushion and placed on 3 long lines as shown.

Objective:

Shoot “X” ball 1st to “X” ball finish zone (approximately 1 table length), shoot “Y” ball 2nd to “Y” ball finish zone (approximately 2 table lengths), and shoot “Z” ball 3rd to “Z” ball finish zone (approximately 1 table length). Finish zones are 1 diamond segment wide off end cushions.

Special Notes: “Y” and “Z” balls must be shot before “X” ball stops – no collisions allowed

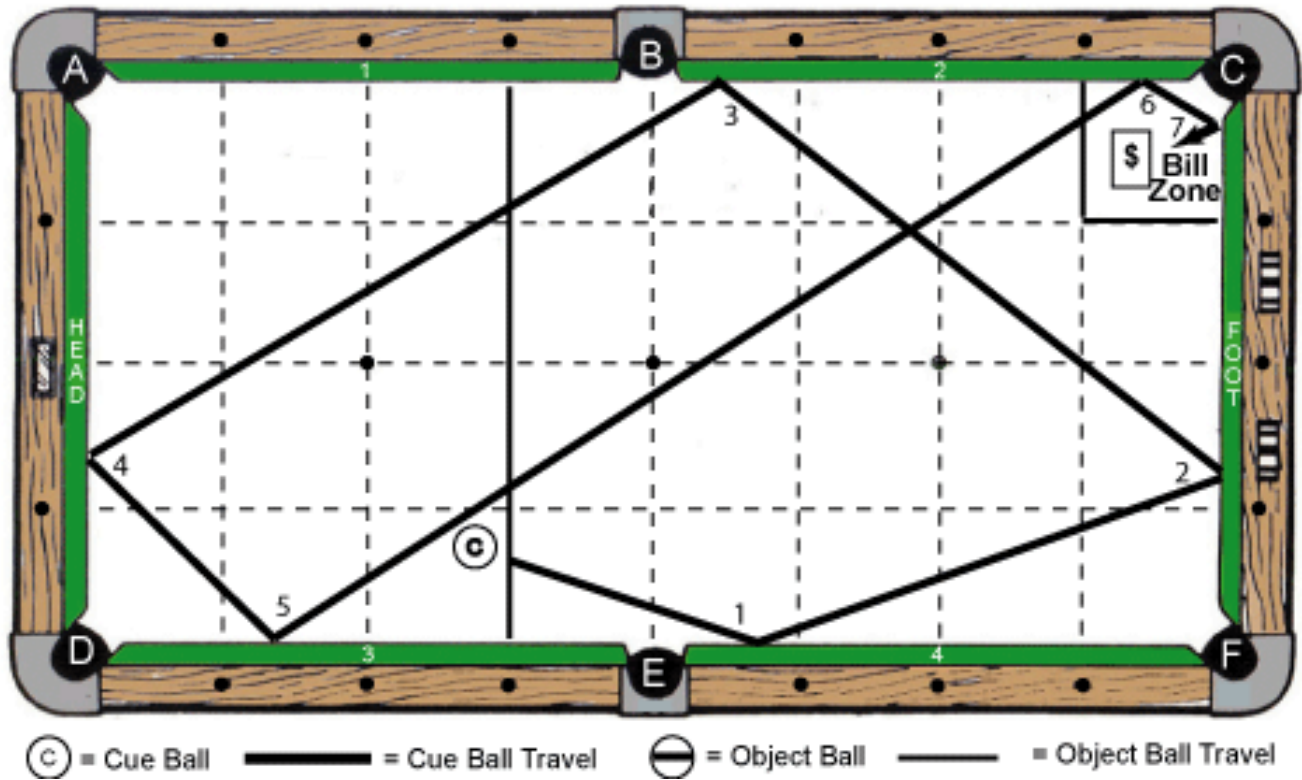
Scoring:

- Attempt #1 – 6 points
- Attempt #2 – 5 points
- Attempt #3 – 4 points

Discipline: Stroke Shots

Shot / Challenge #4

Degree of Difficulty: 7.0



Cue Ball(s) Placement:

In hand – anywhere behind dark line 1 diamond segment to left of B – E line

Object Ball(s) Placement:

No object balls – Dollar bill is in hand, but must be completely inside “bill zone” near pocket “C” as diagram shows. Bill may be rotated as desired. (Dollar bill provided by event director)

Objective:

Shoot cue ball around table per 7 cushion diagram pattern. Cue ball must contact 7 cushions and land on dollar bill...determined by vertical edge of cue ball.

Special Notes: Player may move dollar bill from one attempt to another within “bill zone”

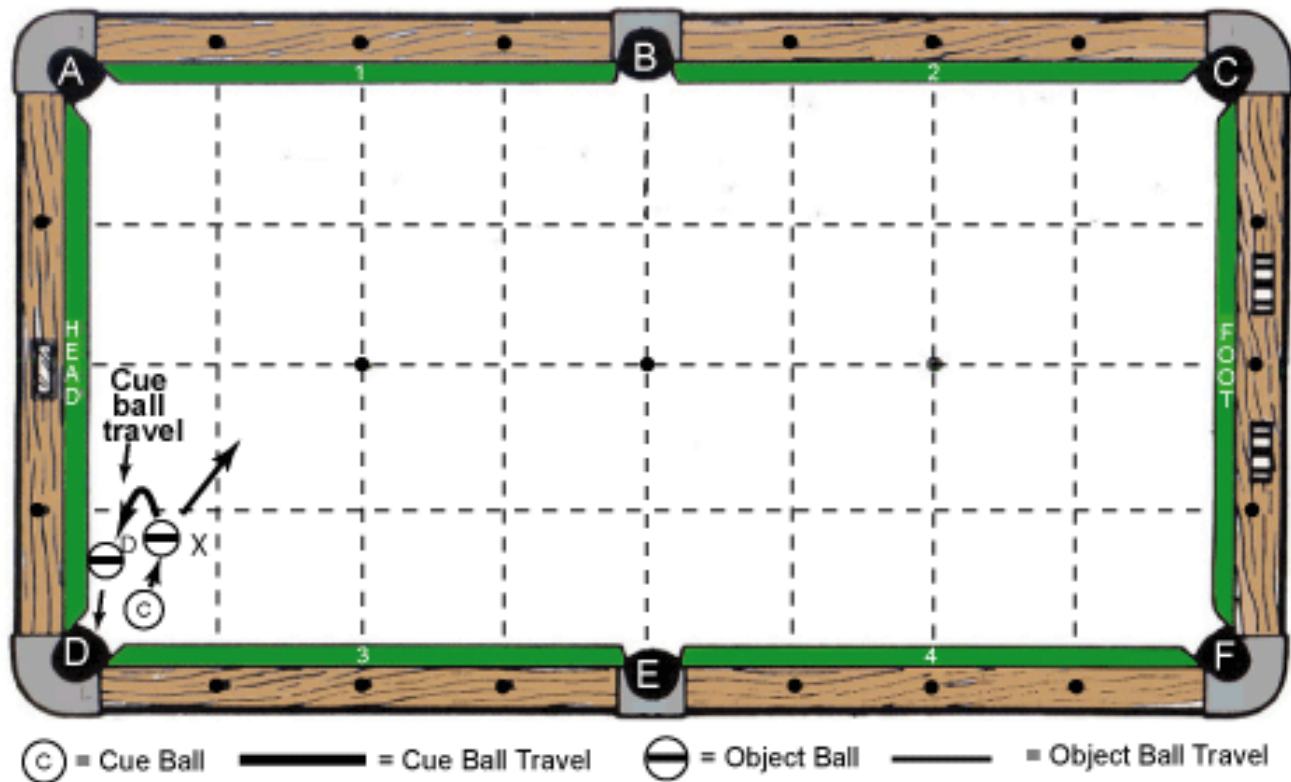
Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

Discipline: Stroke Shots

Shot / Challenge #5

Degree of Difficulty: 8.0



Cue Ball(s) Placement:

In hand – anywhere on table between “X” ball and cushion #3 / pocket “D”

Object Ball(s) Placement:

“D” ball frozen to head cushion and up to 3 ball spacing distance allowed from slate edge of pocket D, “X” ball in hand (approximately one half ball from “D” ball), edge of “X” ball closest to cushion #3 may not be past edge of “D” ball closest to cushion #1.

Objective:

Shoot cue ball into “X” ball and “stroke draw” to make “D” ball in pocket “D”

Special Notes: “X” ball does not have to be made – Multiple hits on “D” ball allowed

Scoring:

- Attempt #1 – 8 points
- Attempt #2 – 7 points
- Attempt #3 – 6 points

DISCIPLINE

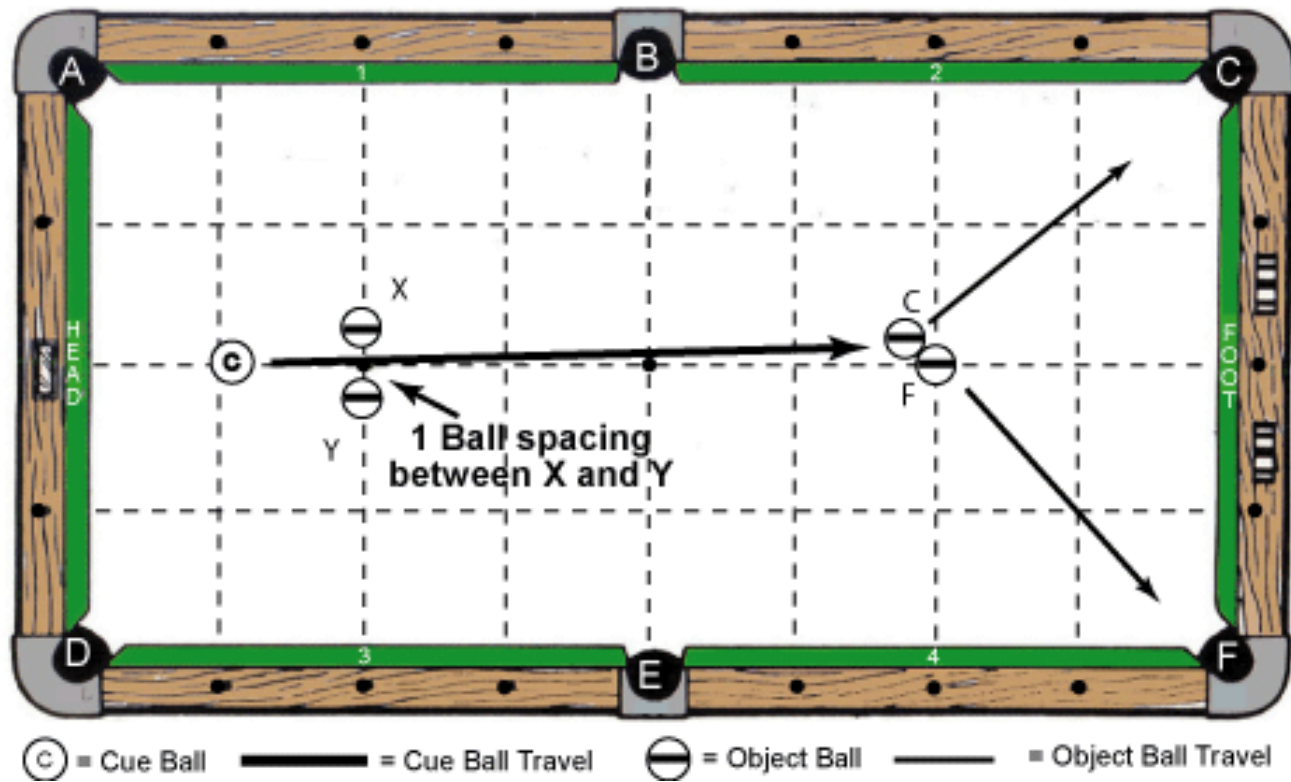
7

**JUMP
SHOTS**

Discipline: Jump Shots

Shot / Challenge #1

Degree of Difficulty: 4.0



Cue Ball(s) Placement:

In hand – anywhere behind “X” and “Y” balls

Object Ball(s) Placement:

“X” ball and “Y” ball centered on headstring line and equidistant on each side of long center line of table with exactly 1 ball spacing between them, “F” ball centered on foot spot, “C” ball frozen to “F” ball

Objective:

Shoot (jump) cue ball between “X” and “Y” balls to make “C” and “F” balls as pocket letters designate

Special Notes: “X” and “Y” balls may not move by any means until “C” and “F” balls are made

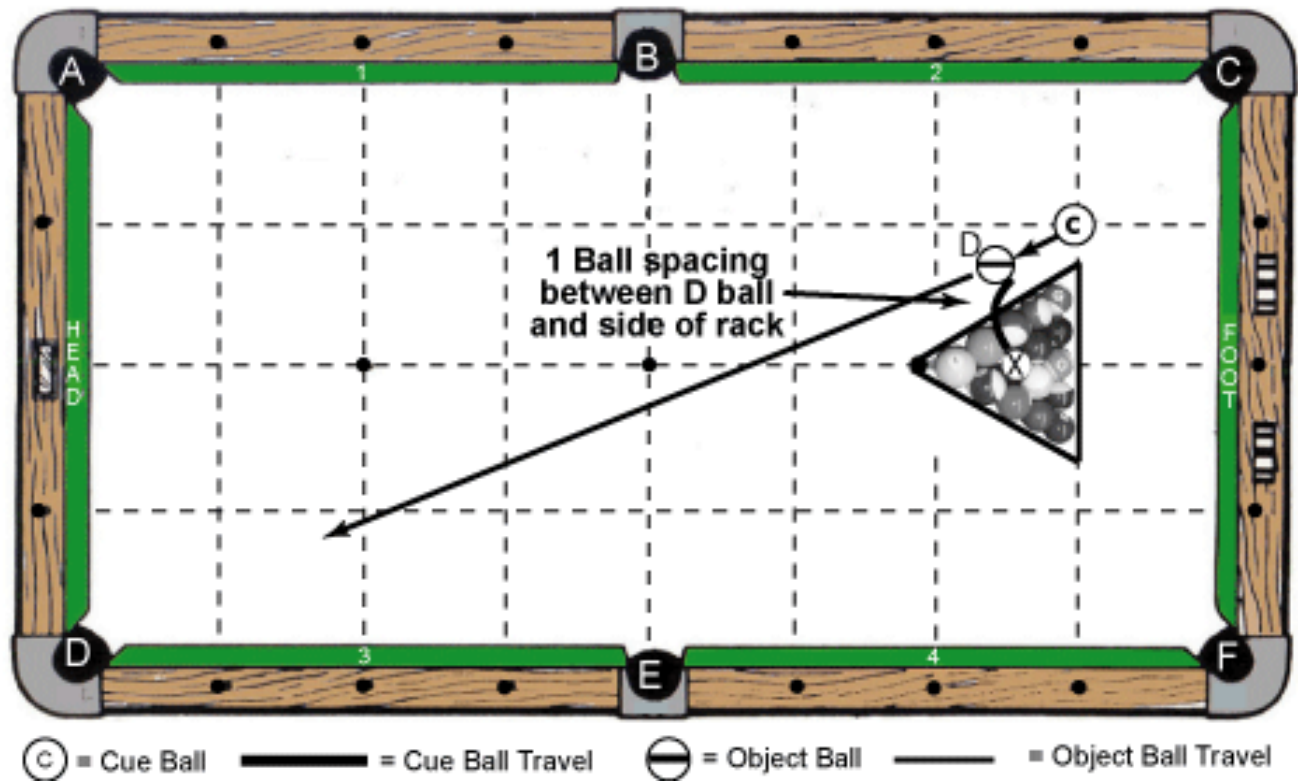
Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Discipline: Jump Shots

Shot / Challenge #2

Degree of Difficulty: 5.0



Cue Ball(s) Placement:

In hand – anywhere as required for execution of jump shot

Object Ball(s) Placement:

14 balls inside of rack (venue provided) with the middle ball in the 3rd row missing, “D” ball in hand outside of rack with 1 ball spacing distance to rack side. Rack is in normal position.

Objective:

Shoot cue ball into “D” ball with “jump” stroke. Cue ball must end up in the “missing ball” hole in the center of the rack when finished and the “D” ball must be made in pocket “D”.

Special Notes: None

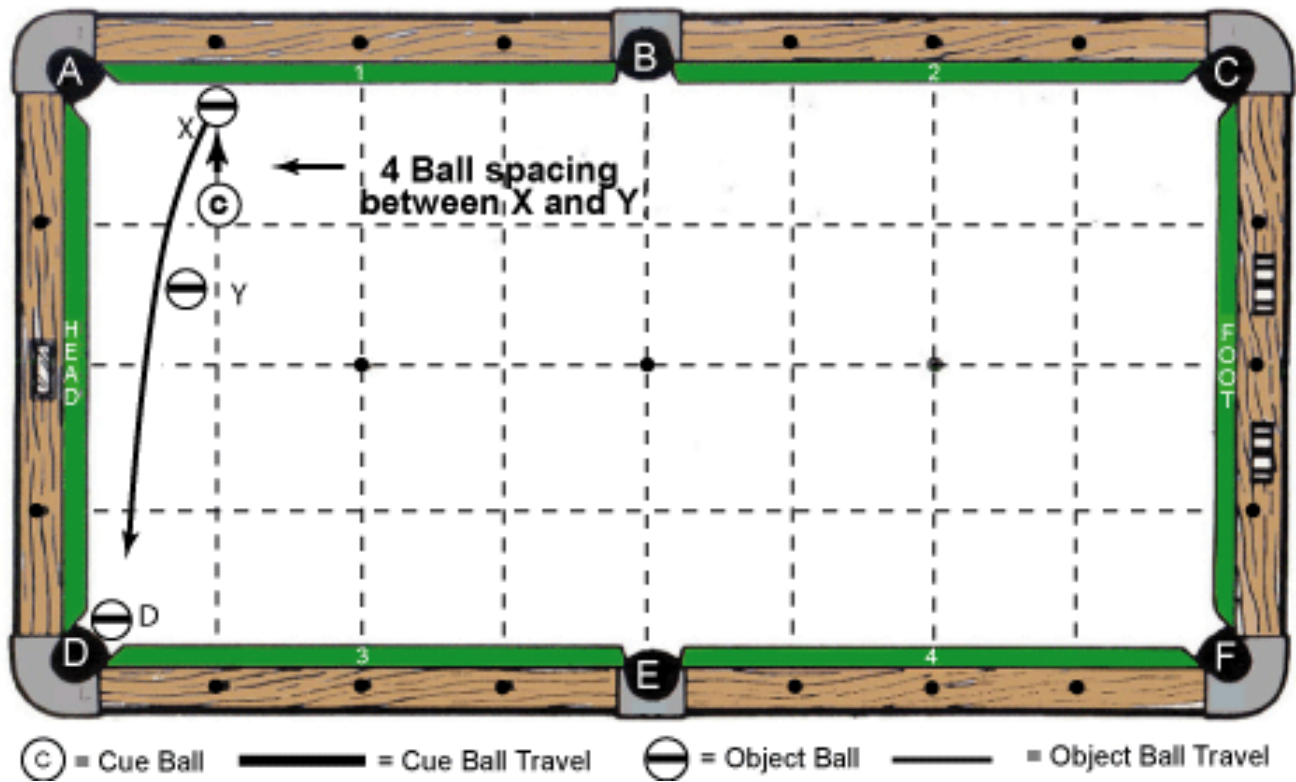
Scoring:

- Attempt #1 – 5 points
- Attempt #2 – 4 points
- Attempt #3 – 3 points

Discipline: Jump Shots

Shot / Challenge #3

Degree of Difficulty: 6.0



Cue Ball(s) Placement:

In hand – anywhere between “X” ball and “Y” ball

Object Ball(s) Placement:

“X” ball frozen to cushion #1 and centered at 1 diamond to right of pocket “A”, “Y” ball is a 4 ball spacing distance from “X” ball and positioned to block direct “on the table” kiss back of cue ball to “D” ball, “D” ball at or near pocket “D”

Objective:

Shoot cue ball into “X” ball with “jump” stroke and kiss back “over” the “Y” ball to make “D” ball in pocket “D”

Special Notes: “Y” ball may not move by any means until shot is complete

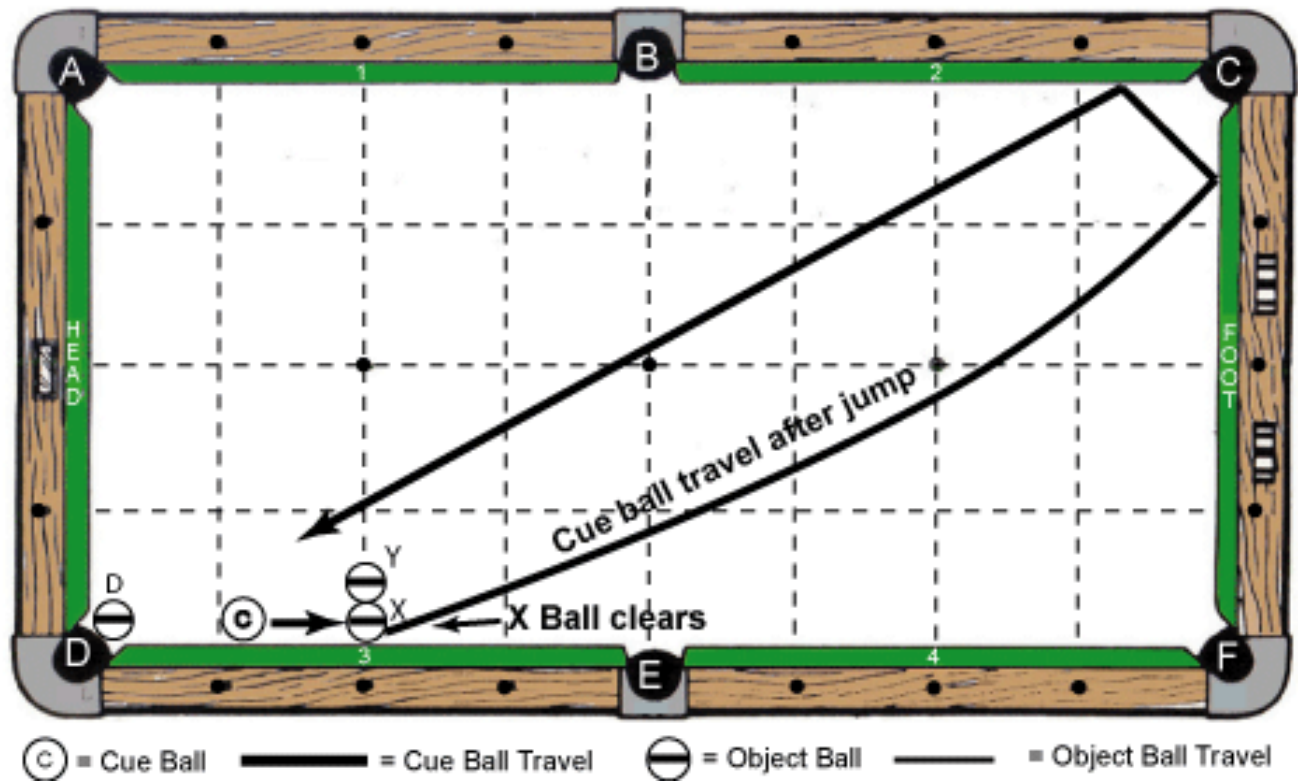
Scoring:

- Attempt #1 – 6 points
- Attempt #2 – 5 points
- Attempt #3 – 4 points

Discipline: Jump Shots

Shot / Challenge #4

Degree of Difficulty: 7.0



Cue Ball(s) Placement:

In hand – anywhere frozen to cushion #3

Object Ball(s) Placement:

“X” ball frozen to cushion #3 and centered on headstring line, “Y” ball is frozen to “X” ball and also centered on headstring line, “D” ball at or near pocket “D”

Objective:

Shoot (jump) cue ball into “X” ball, which will “escape” from its position. Cue ball will jump over “Y” ball and travel at least 2 cushions to make “D” ball in pocket “D”.

Special Notes: “Y” ball may not move until shot done, and “X” ball does not have to be made

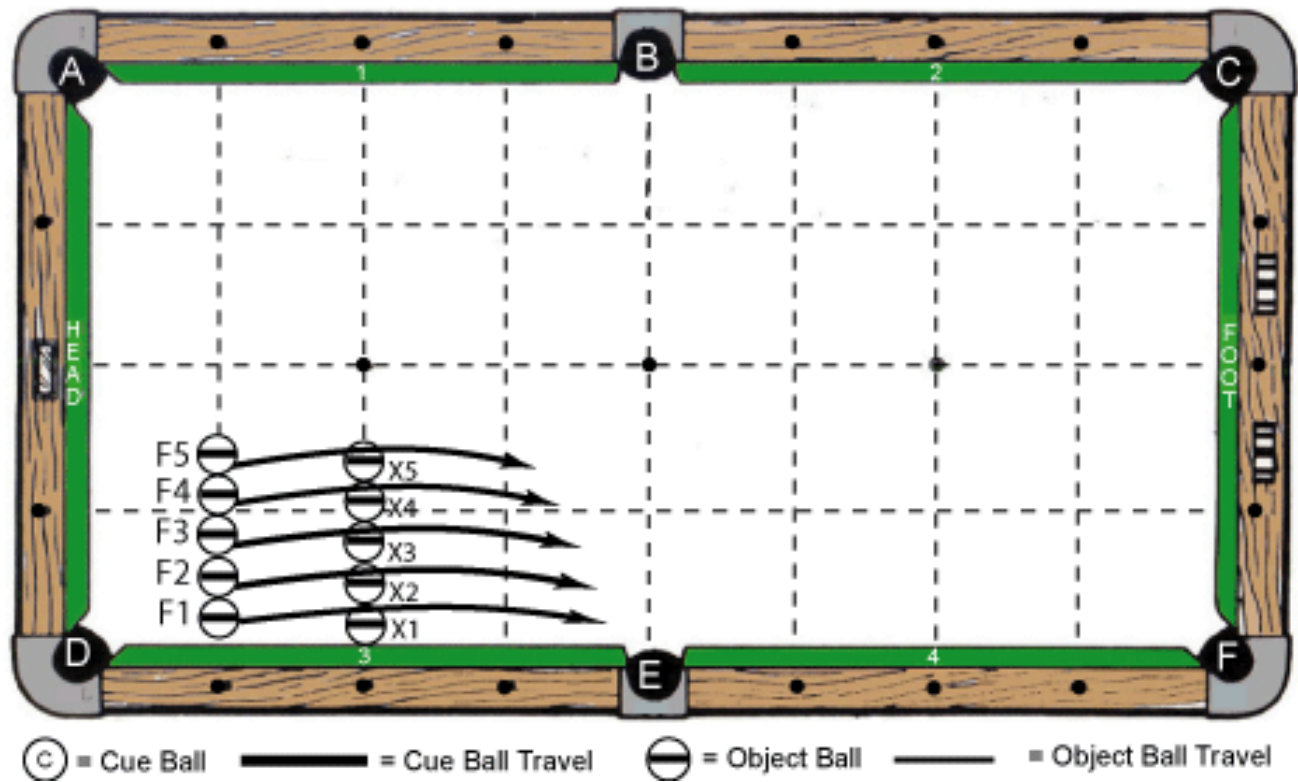
Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

Discipline: Jump Shots

Shot / Challenge #5

Degree of Difficulty: 8.0



Cue Ball(s) Placement:

Not applicable

Object Ball(s) Placement:

“X1” thru “X5” balls all frozen to each other and centered on headstring line, “X1” ball frozen to cushion #3, “F1” thru “F5” balls frozen to each other and centered on line 1 diamond segment from head cushion, “F1” ball is positioned off cushion #3 no more than 1 chalk’s width distance

Objective:

Shoot (jump) “F1” thru “F5” balls in order over “X1 thru “X5” balls. Make “F1”, “F2”, “F3”, “F4”, and “F5” balls in pocket “F”.

Special Notes: “X1” thru “X5” balls may not move by any means until challenge is complete

Scoring:

- Attempt #1 – 8 points
- Attempt #2 – 7 points
- Attempt #3 – 6 points

DISCIPLINE

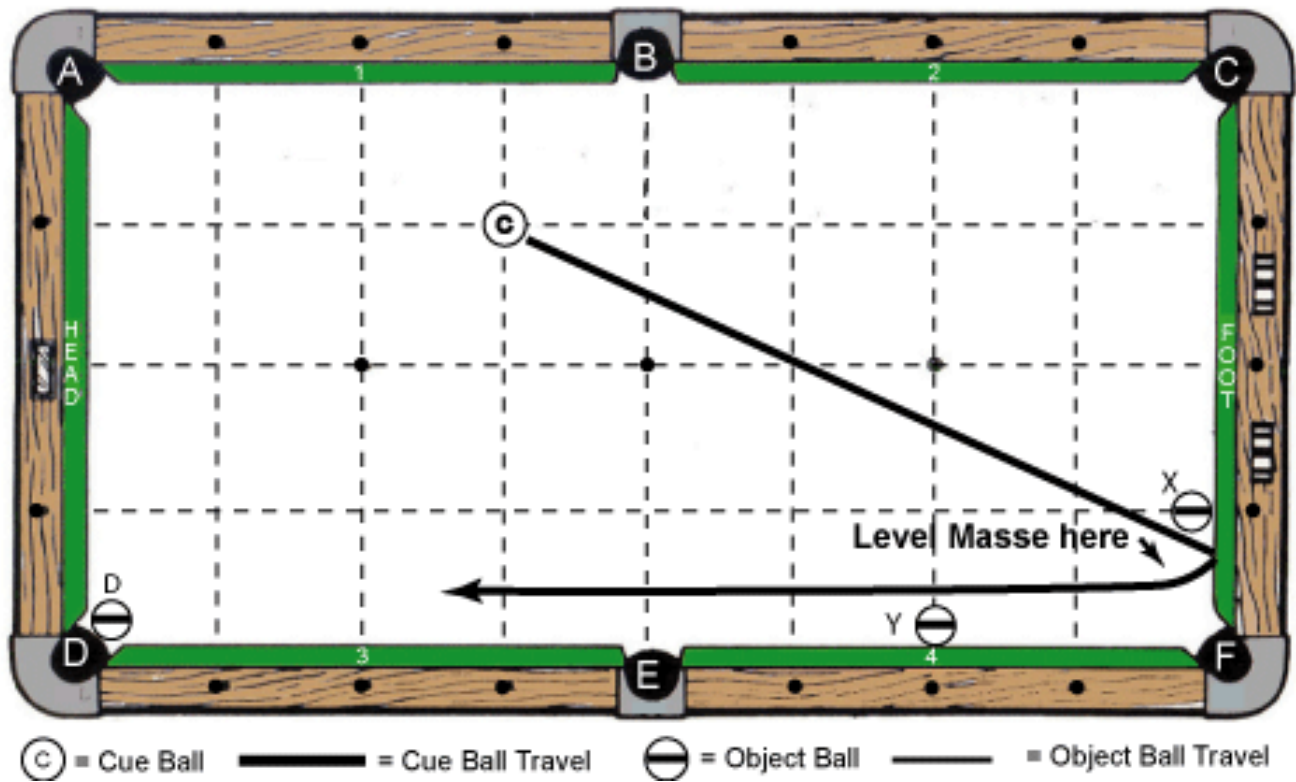
8

**MASSE
SHOTS**

Discipline: Masse Shots

Shot / Challenge #1

Degree of Difficulty: 4.0



Cue Ball(s) Placement:

Centered on long table line 1 segment from cushion #1 and 1 segment to left of B – E line

Object Ball(s) Placement:

“X” ball is frozen to foot cushion and centered at 1 diamond from pocket “F”, “Y” ball is frozen to cushion #4 and centered on footstring line, “D” ball is at or near pocket “D”

Objective:

Shoot cue ball to foot cushion between “X” ball and pocket “F”. Cue ball will “level masse” past “Y” ball to make “D” ball in pocket “D”.

Special Notes: “X” and “Y” balls may not move until after shot is complete

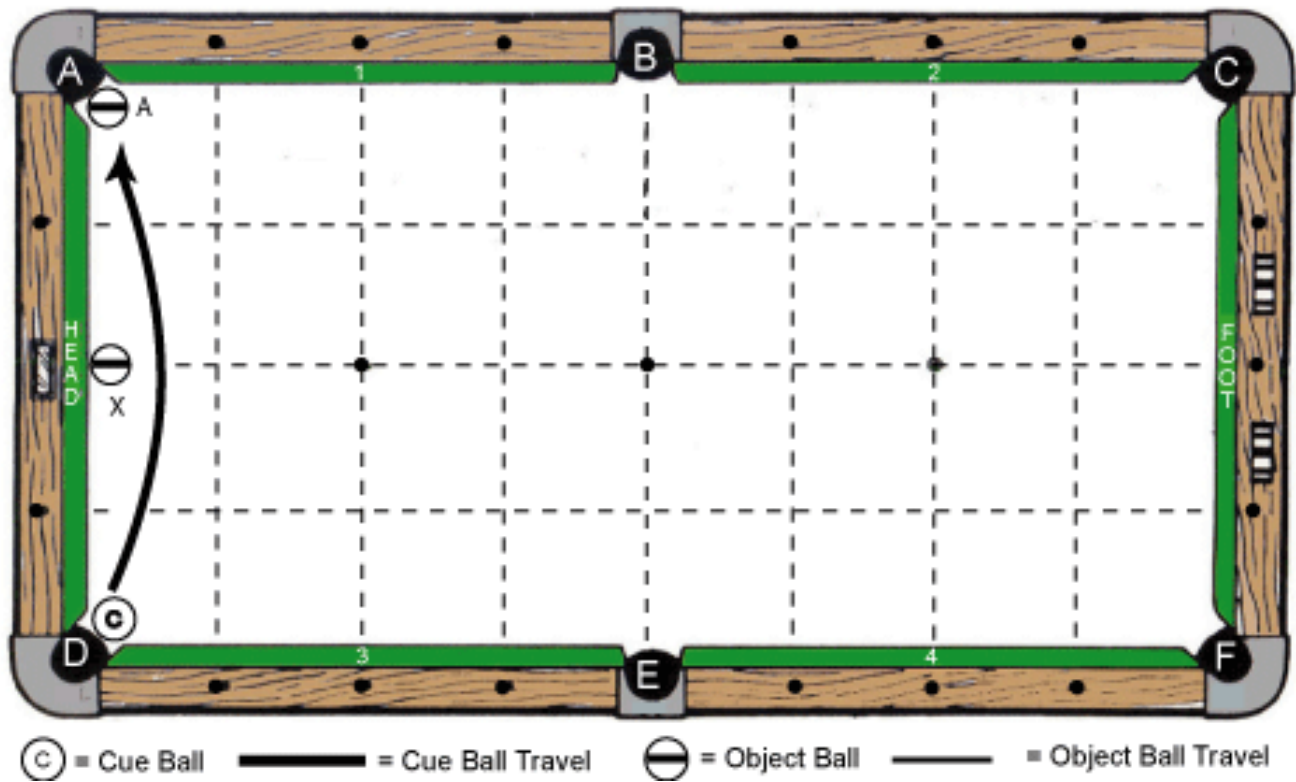
Scoring:

- Attempt #1 – 4 points
- Attempt #2 – 3 points
- Attempt #3 – 2 points

Discipline: Masse Shots

Shot / Challenge #2

Degree of Difficulty: 5.0



Cue Ball(s) Placement:

Centered in pocket "D" with back vertical edge even with slate cut

Object Ball(s) Placement:

"A" ball centered in pocket "A" with back vertical edge even with slate cut, "X" ball frozen to head cushion and centered on middle diamond or long center table line

Objective:

Shoot cue ball with half masse stroke around "X" ball and make "A" ball in pocket "A"

Special Notes: "X" ball may not move until after shot is complete

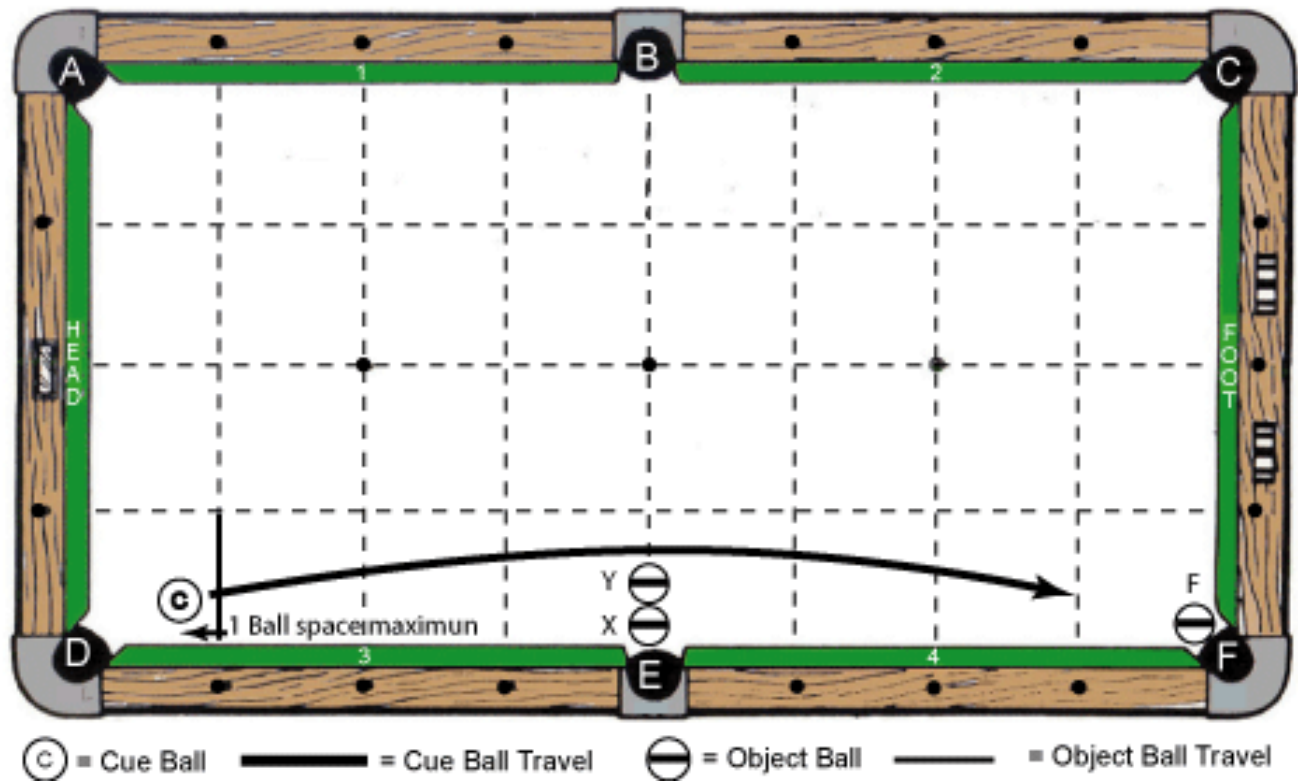
Scoring:

- Attempt #1 – 5 points
- Attempt #2 – 4 points
- Attempt #3 – 3 points

Discipline: Masse Shots

Shot / Challenge #3

Degree of Difficulty: 6.0



Cue Ball(s) Placement:

In hand – anywhere behind dark line 1 diamond segment to right of pocket D, but no more than 1 ball spacing distance off cushion #3

Object Ball(s) Placement:

“X” ball is centered on B – E line with back vertical edge even with slate cut, “Y” ball is frozen to “X” ball and also centered on B – E line, “F” ball is centered in pocket “F” with back vertical edge even with slate cut

Objective:

Shoot cue ball with half masse stroke around “Y” ball and make “F” ball in pocket “F”

Special Notes: “X” and “Y” balls may not move until after shot is complete

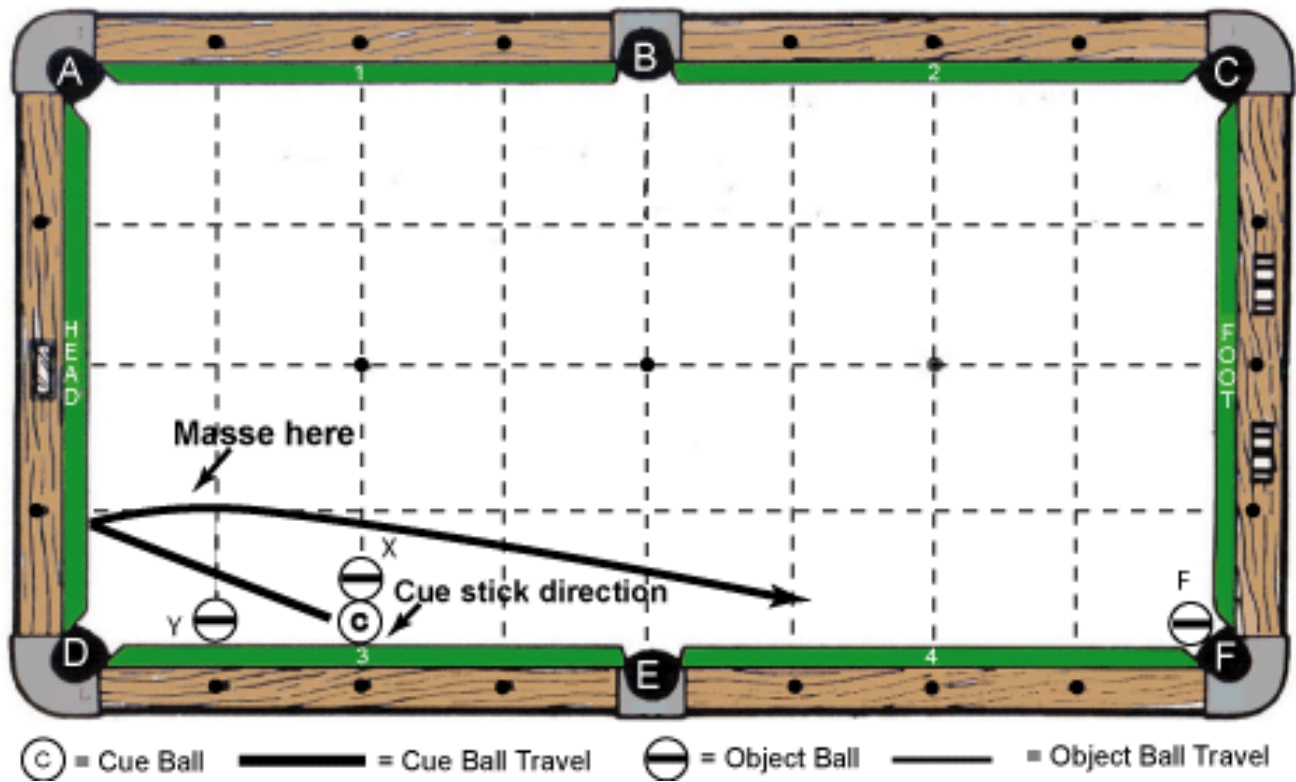
Scoring:

- Attempt #1 – 6 points
- Attempt #2 – 5 points
- Attempt #3 – 4 points

Discipline: Masse Shots

Shot / Challenge #4

Degree of Difficulty: 7.0



Cue Ball(s) Placement:

Frozen to cushion #3 and centered on headstring line

Object Ball(s) Placement:

“X” ball frozen to cue ball and centered on headstring line, “Y” ball frozen to cushion #3 and centered at 1 diamond to right of pocket “D”, “F” ball is at or near pocket “F”

Objective:

Shoot cue ball into cushion #3 with half masse stroke. Cue ball will compress cushion and “escape” to rebound off head cushion with “masse” action around “X” ball. Then, cue ball will make “F” ball in pocket “F”.

Special Notes: “X” and “Y” balls may not move by any means until after shot is complete

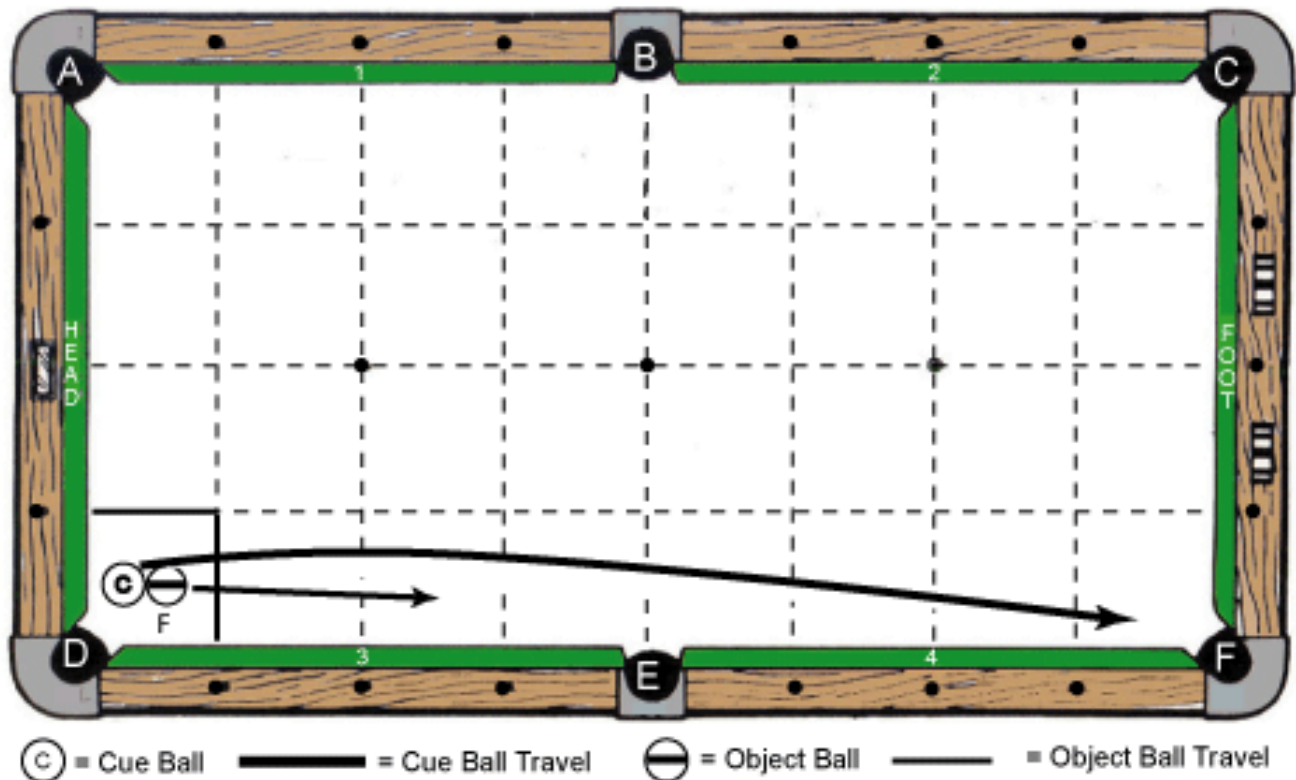
Scoring:

- Attempt #1 – 7 points
- Attempt #2 – 6 points
- Attempt #3 – 5 points

Discipline: Masse Shots

Shot / Challenge #5

Degree of Difficulty: 8.0



Cue Ball(s) Placement:

In hand – anywhere in marked box zone near pocket “D”

Object Ball(s) Placement:

“F” ball frozen to cue ball – anywhere in marked box zone near pocket “D”

Objective:

Shoot cue ball into “F” ball with half masse stroke. Cue ball will go around “F” ball as it travels down table toward pocket “F”. Cue ball and “F” ball make in pocket “F”. Cue ball goes in first.

Special Notes: Multiple hits are allowed between cue ball and “F” ball on way to pocket “F”.

Scoring:

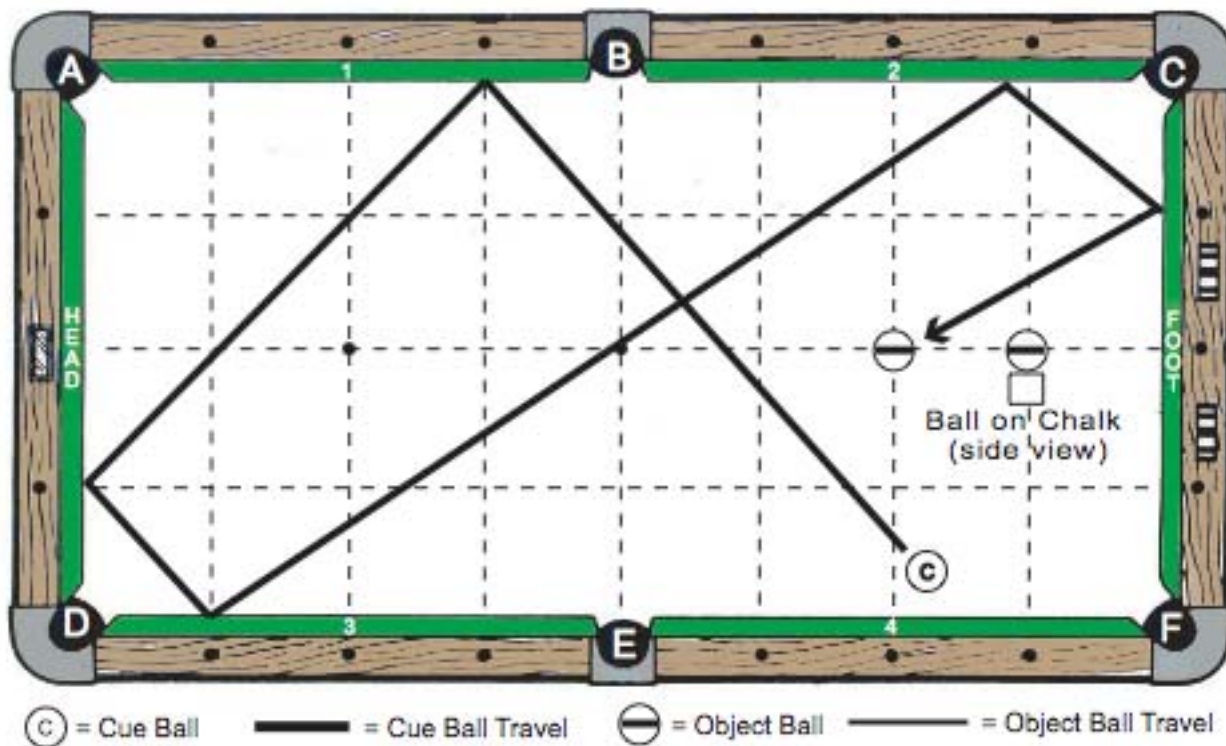
- Attempt #1 – 8 points
- Attempt #2 – 7 points
- Attempt #3 – 6 points

TIEBREAKER CHALLENGE

1

Shot / Challenge (1st Tiebreaker) – Discipline: Stroke Shots

Special Scoring: Cumulative Total for 3 Rolls (6 / 8 / 10)



Cue Ball(s) Placement:

In hand – anywhere behind line (B – E)

Object Ball(s) Placement:

Any object ball is placed on top of a chalk cube on foot spot of table

Objective:

Shoot cue ball 5 cushions as diagram indicates. 6 points awarded if cue ball finishes within 1 ball's width of object ball on chalk. 8 points awarded if cue ball hits object ball on chalk without freezing and ball stays on top of chalk. 10 points awarded if cue ball freezes to ball on top of chalk. 3 rolls are granted and cumulative total for all 3 counts for score.

Special Notes:

New piece of chalk must be used for this shot / challenge

Scoring:

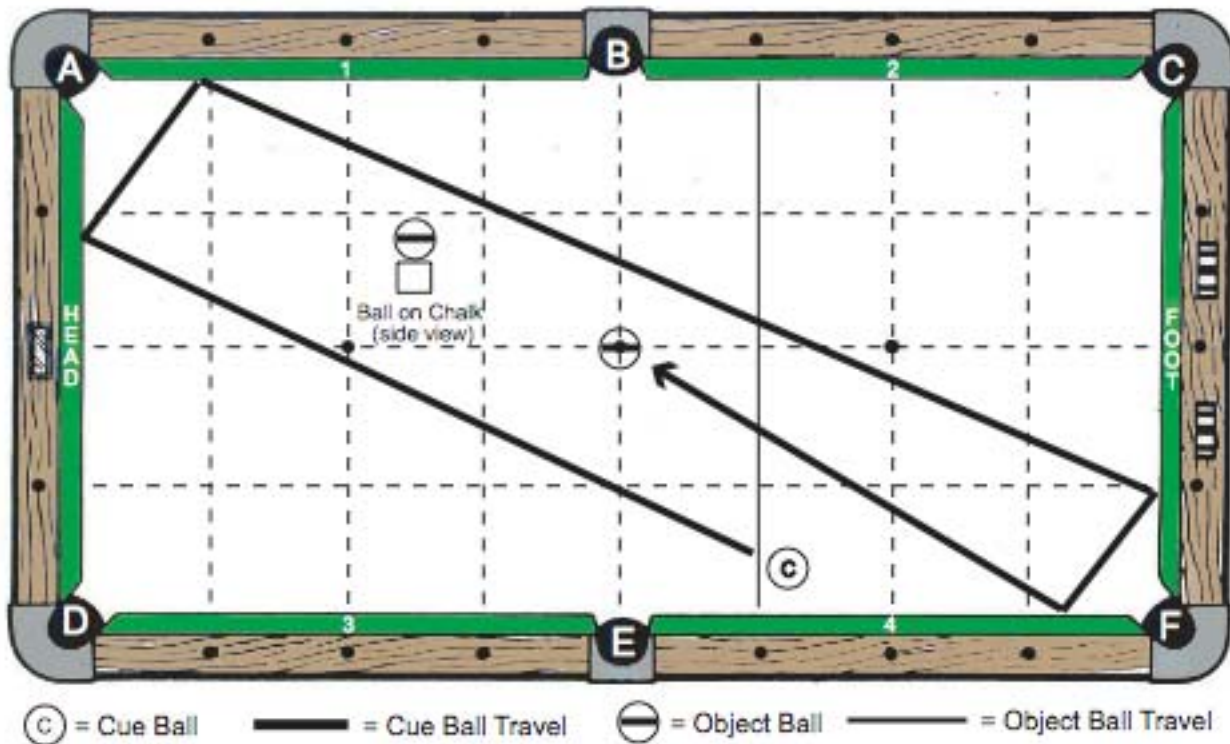
- 3 Attempts – Cumulative total scored (30 points maximum – See “objective” above)

TIEBREAKER CHALLENGE

2

Shot / Challenge (2nd Tiebreaker) – Discipline: Stroke Shots

Special Scoring: Cumulative Total for 3 Rolls (6 / 8 / 10)



Cue Ball(s) Placement:

In hand – anywhere behind a line formed by connecting one diamond right of pocket “B” to one diamond right of pocket “E”

Object Ball(s) Placement:

Any object ball is placed on top of a chalk cube on center spot of table.

Objective:

Shoot cue ball 4 cushions as diagram indicates. 6 points awarded if cue ball finishes within 1 ball’s width of object ball on chalk. 8 points awarded if cue ball hits object ball on chalk without freezing and ball stays on top of chalk. 10 points awarded if cue ball freezes to ball on top of chalk. 3 rolls are granted and cumulative total for all 3 counts for score.

Special Notes:

New piece of chalk must be used for this shot / challenge

Scoring:

- 3 Attempts – Cumulative total scored (30 points maximum – See “objective” above)

A GIFT FOR YOU!!

Discipline:

Shot / Challenge #:

Degree of
Difficulty:

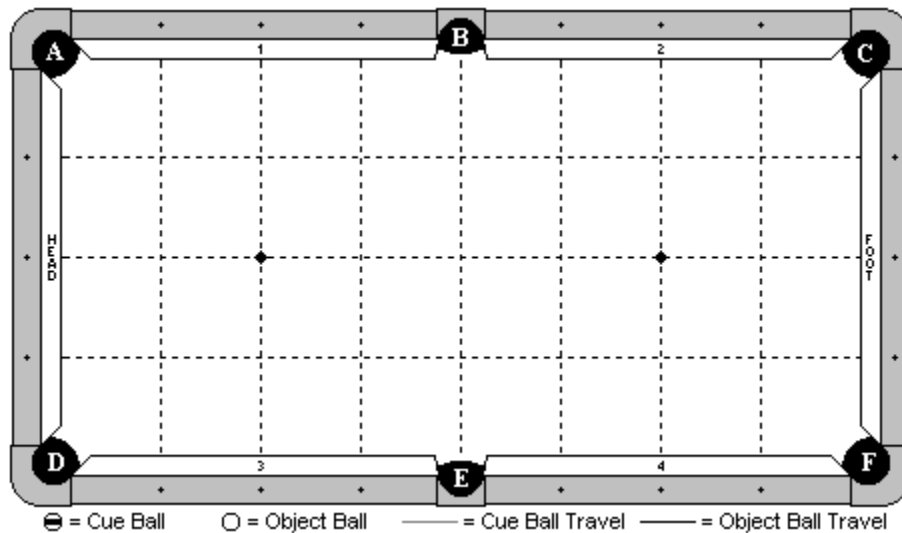
Cue Ball
Placement:

Object Ball(s)
Placement:

Objective:

Special Notes:

Scoring Potential:



Personal Notes:

DR. CUE CLASSIC ARTISTIC POOL TOUR SPONSORS

LEAGUES – MONETARY / AWARDS

BCAPL (Billiard Congress of America Pool League)

APA (American Poolplayers Association)

VNEA (Valley National Eight Ball League Association)

ACS (American CueSports)

Dr. Cue Promotions (Tom “Dr. Cue” and Marty “Ms. Cue” Rossman)

ARTISTIC CUP II EVENT SPECIAL PROMOTIONS

Big Shot Billiards and Bar

Dr. Cue Promotions

Professor – Q – Ball Promotions

APPA (Artistic Pool Playing Artists)

VENUES / EQUIPMENT / LOGISTICS

BCAPL, APA, VNEA, ACS

Diamond Billiard Products, Inc

Brunswick Valley - Dynamo

Aramith / Saluc

Ivan Simonis

Victor Conte

High Country Promotions

Mark “Dr. Popper” Dimick

LODGING / HOSPITALITY

Select Hotels Near Big Shot Billiards and Bar

Riviera Hotel and Casino – Las Vegas, Nevada

AWARDS / PROMOTIONS / COMPUTER / PRODUCTS / VOLUNTEERS

**AS SHOWN IN ARTISTIC CUP RACK ROOM DVD PRESENTATION
AND PER EVENT SPECIAL VENUE ANNOUNCEMENTS**

“CLASSIC” CHAMPIONS CROWNED ON DR. CUE ARTISTIC POOL TOUR

The Dr. Cue Classic Artistic Pool Tour completed its first 4 events for 2007 with a record 500+ entries, guaranteed payouts of \$13,200 and a sundry of award presentations to the top finishers. It all started with the BCAPL National Artistic Pool Championship in the middle of May followed by the VNEA International Artistic Pool Championship in late May / early June, the ACS National Artistic Pool Championship two weeks later, and the APA National Artistic Pool Championship in late August. All events were held at the Riviera Hotel / Casino in Las Vegas, NV.

At each event the top 9 scoring men and the top 3 scoring women from the preliminary rounds competed in playoff rounds to determine the final 12 positions of finish and respective monetary payouts. All tour stops were done as part of a multi-faceted schedule of four foundational league events and the signature “grand finale” on January 5, 6, and 7, 2008 in Louisville, KY called the Dr. Cue Classic “Artistic” Cup.

Each of the league stops guaranteed \$1000 for 1st place, awards to the top 4 positions of finish, and an honorary designation to each participant as an APPA (Artistic Pool Playing Artists) player. 4 players from each of the 4 league affiliations received a reduced entry option to the Dr. Cue Classic “Artistic” Cup by virtue of their respective positions of finish and a specific entry timeline process.

The “Artistic” Cup event presented a guaranteed prize fund of over \$20,000 with \$5000 paid out for 1st place and \$100 minimum for finishing in last place. Special player and audience prizes / give – a – ways, along with entertaining surprises for everyone attending, highlighted the special amenities of the artistic pool experience in Louisville.

For questions on the tour please contact: Tom “Dr. Cue” or “Marty “Ms. Cue” Rossman

Email: drcue@artisticpool.org Phone: 765.795.4968 (Home) or 765.760.7665 (Cell)

Marty and I want to thank each league that worked with us in association with our tour and for contributing monetary support (\$500 added to respective prize funds) and for provision of venue / award services...all a huge factor in making this tour concept a resounding success.

Submitted by, Tom “Dr. Cue” and Marty “Ms. Cue” Rossman

Dr. Cue Classic Artistic Pool Tour / Event Administrators

Below are the top 4 positions of finish for each league tour stop in 2007.

Complete event results, player payouts, championship guidelines, program shots / challenges, and setup / event rules and regulations are available at:

www.artisticpool.org

2007 BCAPL NATIONAL “ARTISTIC POOL” CHAMPIONSHIP

1 st	Rusty Jackson	Allensville, KY	\$ 1000.00
2 nd	Buddy Eick	Norman, OK	750.00
3 rd	Craig Powers	Greenfield, WI	500.00
4 th	Beau Runningen	Falcon Heights, MN	300.00

2007 VNEA INTERNATIONAL “ARTISTIC POOL” CHAMPIONSHIP

1 st	Jamie Moody	Houston, TX	\$ 1000.00
2 nd	Mike Henderson	Lincoln, NE	750.00
3 rd	Brian Haffner	St. Joseph, MN	500.00
4 th	Stacey Lantz	Treasure Island, FL	300.00

2007 ACS NATIONAL “ARTISTIC POOL” CHAMPIONSHIP

1 st	Austin Murphy	Folsom, CA	\$ 1000.00
2 nd	Dustin Gunia	Omaha, NE	750.00
3 rd	Shannon Ducharme	Winnipeg, MB	500.00
4 th	Jerrod Frideres	Fort Dodge, IA	300.00

2007 APA NATIONAL “ARTISTIC POOL” CHAMPIONSHIP

1 st	Jason Kane	New York City, NY	\$ 1000.00
2 nd	Robert Neal	Lambertville, NJ	750.00
3 rd	Jeremiah Owens	Decatur, IL	500.00
4 th	Joe Meuse	West Newfield, ME	300.00

Special Entry Note: 8 shots / challenges and 1 tiebreaker challenge, if needed, were designed for these tour stops. The fee for doing these shots / challenges was 1 entry for \$15.00 or 2 entries for \$25.00. A player could enter as many times as he or she wanted to in order to earn a spot in the final 12 player playoff. Over 25 hours of preliminary qualifying time was available per specific schedule sessions during each of the league events.

Below are the top 4 positions of finish for each league tour stop in 2008.

Note: Record numbers of league entries were established for the 2008 tour season with all players in the final “shootout” playoffs receiving larger discount entry fees to the Cup II event, as well as guaranteed monetary and special award presentations.

Complete event results, player payouts, championship guidelines, program shots / challenges, and setup / event rules and regulations are available at:

www.artisticpool.org

2008 BCAPL NATIONAL “ARTISTIC POOL” CHAMPIONSHIP

1 st	Jason Kane	New York City, NY	\$ 750.00
2 nd	Josh Ulrich	Los Angeles, CA	500.00
3 rd	Buddy Eick	Norman, OK	350.00
4 th	Jamie Moody	Houston, TX	275.00

2008 VNEA INTERNATIONAL “ARTISTIC POOL” CHAMPIONSHIP

1 st	Scott Atkinson	Edmonton, ALB, CN	\$ 750.00
2 nd	Barry Smith	Freeport, Bahamas	500.00
3 rd	Ben Zimmer	Canton, OH	350.00
4 th	Joe Carlin	Rapid City, SD	275.00

2008 ACS NATIONAL “ARTISTIC POOL” CHAMPIONSHIP

1 st	Dan Taylor	Hickory Hills, IL	\$ 500.00
2 nd	Harry Kernodle	Virginia Beach, VA	350.00
3 rd	Danny Smith	Toledo, OH	200.00
4 th	Joe Lynch	Treasure Island, FL	100.00

2008 APA NATIONAL “ARTISTIC POOL” CHAMPIONSHIP

1 st	Jason Kane	New York City, NY	\$ 750.00
2 nd	Chris Woodrum	Pulaski, VA	500.00
3 rd	Abram Diaz	Chula Vista, CA	350.00
4 th	Joe Meuse	West Newfield, ME	275.00

Special Entry Note: 8 shots / challenges and 1 tiebreaker challenge, if needed, were designed for these tour stops. The fee for doing these shots / challenges was 2 entry rounds for \$25.00. A player could enter as many times as he or she wanted to in order to earn a spot in the final player shootout. Over 20 hours of preliminary qualifying time was available per specific schedule sessions during each of the league events.

DR. CUE CLASSIC “ARTISTIC” CUP (INAUGURAL RESULTS)

January 5, 6, & 7, 2008

Executive Inn

Louisville, Kentucky

Field Size: 36 Artistic Pool Playing Artists

<u>Place</u>	<u>Player / Nickname / State</u>	<u>Points</u>	<u>Prize Money</u>
1	Andy “The Magic Man” Segal (NY)	201	\$ 5000.00
2	Eric “Preacher” Yow (TN)	197	3750.00
3	Jamie “The Bayou Bullet” Moody (TX)	189	2500.00
4	Mark “Dr. Popper” Dimick (OK)	178	1750.00
5	Bill “Mynah Bird” Meima (NJ)	176	1300.00
6	Charles “Spitball Charlie” Darling (MO)	175	1000.00

DR. CUE CLASSIC “ARTISTIC” CUP DISCIPLINE CHAMPIONS

Trick and/or Fancy Shots	Dennis Douberteen (IN)	30 out of 30 points
Prop/Novelty/Special Arts	Mark Dimick (OK)	28 out of 30 points
Draw Shots	Mark Kulungian (CT)	30 out of 30 points
Follow Shots	Steve Geller (ND)	29 out of 30 points
Bank/Kick Shots	Jamie Moody (TX)	27 out of 30 points
Stroke Shots	Mike Massey (UT)	30 out of 30 points
Jump Shots	Bob Stangby (TX)	28 out of 30 points
Masse Shots	Bob Stangby (TX)	26 out of 30 points

SPORTSMANSHIP RECIPIENTS

Jim “Coach” Barnard (CA) – By Vote of Players

Richard “Praying Mantis” McAvay (CT) – By Vote of Directors and Select Staff

For Complete Results/Stats: www.artisticpool.org or Email: drcue@artisticpool.org

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## PLAYER AUTOGRAPHS / SPECIAL MESSAGES



# DR. CUE CLASSIC "ARTISTIC POOL" TOUR

Promise

Beauty

Vision

A R T I S T I C P O O L . O R G

"TRICK SHOTS...AND SO MUCH MORE"

"Classic" Shots...

"Classy" Players...

"Class" Act...

# READY...

# SET...

# SHOOT...

