



CRITIQUE-“THE MARKER SYSTEM” FOR FILM TO BE PRODUCED ONE HOUR AND 16 MINUTES TO TWO HOURS. SET UP “THE MARKER SYSTEM” ON A BILLIARD TABLE WITH THE MUSIC IN THE BACKGROUND CUE STICK ON THE TABLE WITH A RACK OF BALLS.

CUT TO-MR. LUKE SEATED BEFORE THE TABLE EXPLAINING A LITTLE ABOUT THE SYSTEM, WHO HE HAS SHOT WITH AND GUARANTEEING THE SYSTEM. ASK THE BUYER TO READ THE INSTRUCTIONS THREE TIMES. MR. LUKE DOES NOT PROMOTE SHOOTING UNNECESSARY HOOKS.

CUT TO-MR. LUKE WITH CUE IN HAND HOW TO HOLD THE CUE STICK EXPLAINING THE TABLE DIMENSIONS, KITCHEN, HEAD POCKETS, FOOT POCKETS, MIDDLE POCKETS OR SIDE POCKETS ARE SLANG WORD FOR POCKETS. ILLUSTRATE BREAKING STROKE, BREAKS BALLS WITH THE CUE. SET UP MARKERS ON THE SCATTERED BALLS EXPLAINS IMPORTANCE OF A FINGERS DISTANCE FROM THE CENTER OF THE BALLS MARKED AWAY FROM THE ROLL OF THE Q BALL AND THE BALL ITSELF AND THE MOTION OF THE STICK. SHOWS MARKERS FOR BALL SHOOTING AND NEXT BALL TO BE SHOT AND MARKER FOR THE Q BALL AND WHERE THE Q BALL IS TO STOP FOR NEXT BALL TO BE SHOT. EXPLAIN WHERE TO LOOK WHEN YOU ARE ACTUALLY MAKING THE SHOT AND HOW TO STROKE FOR THE SHOT. CORRECT PROCEDURE FOR STROKING WITH THE STICK IS: FIRST DETERMINE WHICH BALL YOU WANT TO SHOOT AT, WHERE YOU WANT THE Q BALL TO STOP, WHICH KIND OF ENGLISH YOU WANT TO USE, SECOND PUT THE TIP OF THE STICK ON THE SPOT ON THE Q BALL, LOOK OVER THE SHOT, THIRD BEGIN THE THREE STROKES CAREFULLY LOOKING OVER THE SHOT, FOURTH STOP AND REST, FIFTH THEN SHOOT KEEPING YOUR EYE ON THE SPOT ON THE OBJECT BALL YOU WISH TO STRIKE IN ORDER TO MAKE THE SHOT. SHOW AND EXPLAIN PSYCHICS IN PLAYING BALLS ON THE TABLE. REPLACE BALLS NOT MADE WITH CORRECT POSITION FOR NEXT BALL TO BE SHOT. YOU CAN USE SOME OF THE OTHER BALLS IN THEIR MARKED POSITION HELPS YOU SAVE TIME AND ENERGY WHEN PRACTICING. WHEN YOU ARE DONE IT IS EASY TO PUT THEM BACK. EXPLAIN THE CLOCK METHOD OF SHOOTING THE Q BALL TO GET DESIRED RESULTS ON SHOTS. IT IS USUALLY BETTER TO MAKE ALL OF YOUR BALLS FROM THE CENTER POSITION OF THE Q BALL AND USE THE ANGLES YOU ARE SHOOTING FROM TO PLACE YOUR Q BALL FOR THE NEXT SHOT. EXPLAIN THE DIFFERENT HAND POSITIONS ON THE STICK TO MAKE DIFFERENT SHOTS. EXPLAIN NO FLY ZONE KEEPING YOUR Q BALL IN THE CENTER OF THE TABLE FOR YOUR SHOTS. LEARN FROM YOUR MISTAKES WITH THE CLOCK METHOD KEEP YOUR STROKES UP. AS GAME PROGRESSES KEEP MARKERS AWAY FROM ROLL OF Q BALL AND STICK AND THEIR NATURAL MISPLACEMENT WITH THE STARS HELPS YOU UNDERSTAND

MORE ABOUT PSYCHICS. REMEMBER TO ADJUST MARKES IN THE CENTER OF THE BALLS. GET YOUR SINUES AND NERVES 100% PERFECTED WITH THE SYSTEM ALLOWING TIGHT CONTROL OF THE CUE BALL WITH YOUR GAME. KEEP YOUR EYE ON THE QUE BALL AFTER YOU PUT IT IN PLAY ALONG WITH WATCHING YOUR OBJECT BALL ROLL INTO ITS POCKET. SHOW HAND POSITIONS ON THE RAIL AND KEEPING UP WITH YOUR CHALK. PUT MARKERS QUICKLY UNDER THE RAIL AFTER USE KEEP READY FOR NEXT GAME CAREFUL THAT YOU DO NOT PUT THE MARKES TOO FAR UNDER THE RAIL TO LOSE THEM YOU CAN ORDER SOME MORE 800 # HOWEVER THERE SHOULD BE SOME EXTRA MARKERS IN THE SYSTEM TO HELP AVOID THIS IMMEDIATE PROBLEM. END OF THE MARKER SYSTEM EXERCISE ALL BALLS SHOULD BE IN POCKETS.

CUT TO "THE PROFESSIONAL TOUCH" ACTUALLY PLAY A GAME USING YOUR RIGHT HAND AGAINST THE LEFT HAND KEEP SCORE SEE WHICH ONE WINS. THIS IS ANOTHER PSYCHIC RESPONSE THAT TRAINS YOU THAT YOUR WEAKER HAND IS OFTEN BETTER THAN THE STRONGER HAND, ONE GOOD REASON, YOU OFTEN ARE BEING A LITTLE MORE CAREFUL BEFORE SHOOTING WITH THE WEAKER HAND. DO THIS OFTEN AND YOU WILL SEE THAT YOUR WEAKER HAND QUICKLY ADVANCES OVER YOUR STRONGER HAND UNQUESTIONALBY. THIS ALSO MAKES YOU A MUCH BETTER ALL AROUND PLAYER. NOW ADD THE ADVANCED RULES AND SEE HOW IT PROMOTES YOU AS A COMBINATION SHOT, JUMP BALL AND BANK BALL PLAYER. IF YOU WISH HAVE OUT SOME MARKERS TO USE ON SOME SPECIAL SHOTS YOU FEEL LIKE YOU WANT TO PERFECT.

CUT TO SHOW ILLUSTRATIONS WITH THE MARKER SYSTEM FOR: JUMP SHOTS, COMBINATION SHOTS, CAROM KISS SHOTS, WEDGE SHOTS, RAIL TO BALL, SHORT BANKS, LONG BANKS, BANKS WITH ENGLISH, SIZEING UP BANKS EQUALS ONE HALF THE DISTANCE OF THE RAIL TO THE POCKET IS GENERAL RULE. POWER OF THE MIND AND PSYCHICS IS ALL IMPORTANT IN BANKS ON SHOTS. WHEN YOU ARE HOOKED, HOOKED BY A RAIL, UNUSUAL PROBLEM SHOTS, 9 BALL COMBINATIONS, 8 BALL BANK SHOTS VS HOOK SHOTS WHEN TO SHOOT A HOOK. I NEVER PROMOTE SHOOTING HOOK SHOTS. ITS ALMOST ALWAYS BETTER TO SHOOT THRU INSTEAD OF A HOOK SHOT. PUT MARKERS ON YESTERDAYS PROBLEM SHOTS THAT HAD YOU BEHIND MAKES YOU A MUCH BETTER PLAYER. EXPLAIN YOUR FEELINGS COUNT ALWAYS FOLLOW YOUR FEELINGS FOR A SHOT OVER ANOTHER SHOT. WHEN YOU ARE BENT OVER AND CHANGE YOUR MIND ABOUT A SHOT MAYBE YOU WANT TO SHOOT ANOTHER BALL ON THE TABLE OR YOU JUST DO NOT FEEL RIGHT ABOUT THIS BALL YOU ARE SHOOTING. DON'T BE AFRAID TO STAND UP AND LOOK OVER THE SHOT AGAIN BEFORE BENDING OVER AND BEGIN STROKING

AGAIN. TO DETERMINE HOW TO STRIKE A OBJECT BALL SOMETIMES IT IS IMPORTANT TO LOOK DIRECTLY OVER THE BALL YOU ARE SHOOTING AT IN RELATION TO THE POCKET YOU ARE SHOOTING FOR. MOVE AROUND THE TABLE AND CHECK OUT THE ROLL MAKING SURE IT HITS IN THE POCKET IN THE RIGHT WAY. LEARN TO TAKE YOUR TIME AND BE REALLY CONFIDENT WHEN YOU MAKE EACH SHOT, IT DOESN'T TAKE THAT MUCH MORE TIME. IT IS USUALLY BETTER EACH TIME YOU SHOOT TO PICK OUT THE BALL THAT IS CLOSEST TO YOUR Q BALL AND THE POCKET YOU WANT TO PUT IT IN TO SHOOT AT BUT NOT EVERY TIME. LEARN FROM THE MARKER SYSTEM USING ALL KINDS OF ENGLISH ON THE Q BALL ALLOWS YOU TO PLACE THE Q BALL IN DIFFERENT PARTS OF THE TABLE. ILLUSTRATE HOW TO SHOOT OVER A BALL AND A Q BALL ON THE RAIL AND AROUND A BALL THAT IS IN YOUR WAY OF THE OBJECT BALL. WHEN YOU ARE PRACTICING WITH THE MARKER SYSTEM SET YOUR BALLS UP WITH OTHER BALLS PLACED NEAR THE PATH OF YOUR OBJECT BALL TO ITS POCKET BUT NOT COMPLETELY BLOCKING THE POCKET WILL HELP YOUR SENSE OF POLARITY AND PSYCHICS IN SHOOTING YOUR OBJECT BALL INTO ITS POCKET. THIS CAN BE ILLUSTRATED IN BANKS AND REVERSE SPINS OF THE Q BALL WHEN YOU NEED TO MISS THESE OTHER BALL FOR A CORRECT POSITION ON THE TABLE. USE THE MECHANICAL BRIDGE ON SOME SHOTS IN RANDOM.

CUT TO SOME ILLUSTRATIONS IN DIFFERENT GAMES HOW THE MARKER SYSTEM CAN BE USED TO ADVANCE YOUR GENERAL PLAY. SOME OF THE GAMES ARE: 9 BALL, STRAIT 8 BALL, 8 BALL NEW RULES, 8 BALL OLD RULES, ROTATION, ONE POCKET, KISS POOL, 14.1 CONTINUOUS.