



TESTIMONIAL OF INVENTION

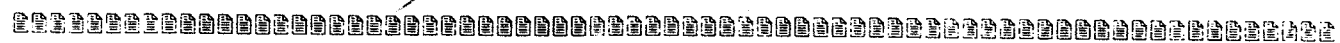
This Testimonial of Invention form is an important record of your invention. It is a part of your evidence of conception. After you have completed the drawings and description, have two persons who fully understand your invention witness and date this form in the space below.

To Whom It May Concern

BE IT KNOWN THAT MR MRS MS Luther W. Fortinberry
CURRENTLY RESIDING AT 300 So. Olive St. Apt. 1302
CITY Los Angeles STATE CA ZIP 90013
TELEPHONE (213) 687-3713 BUSINESS () Same

HAS CONCEIVED THE INVENTION DESCRIBED AND ILLUSTRATED IN THIS TESTIMONIAL FORM
NAMED AS The Marker System & Professional Touch
AND HAS THIS 11 DAY OF Oct 20 01 DISCLOSED TO US THIS
INVENTION AND WE FULLY UNDERSTAND ITS CONSTRUCTION AND USE.

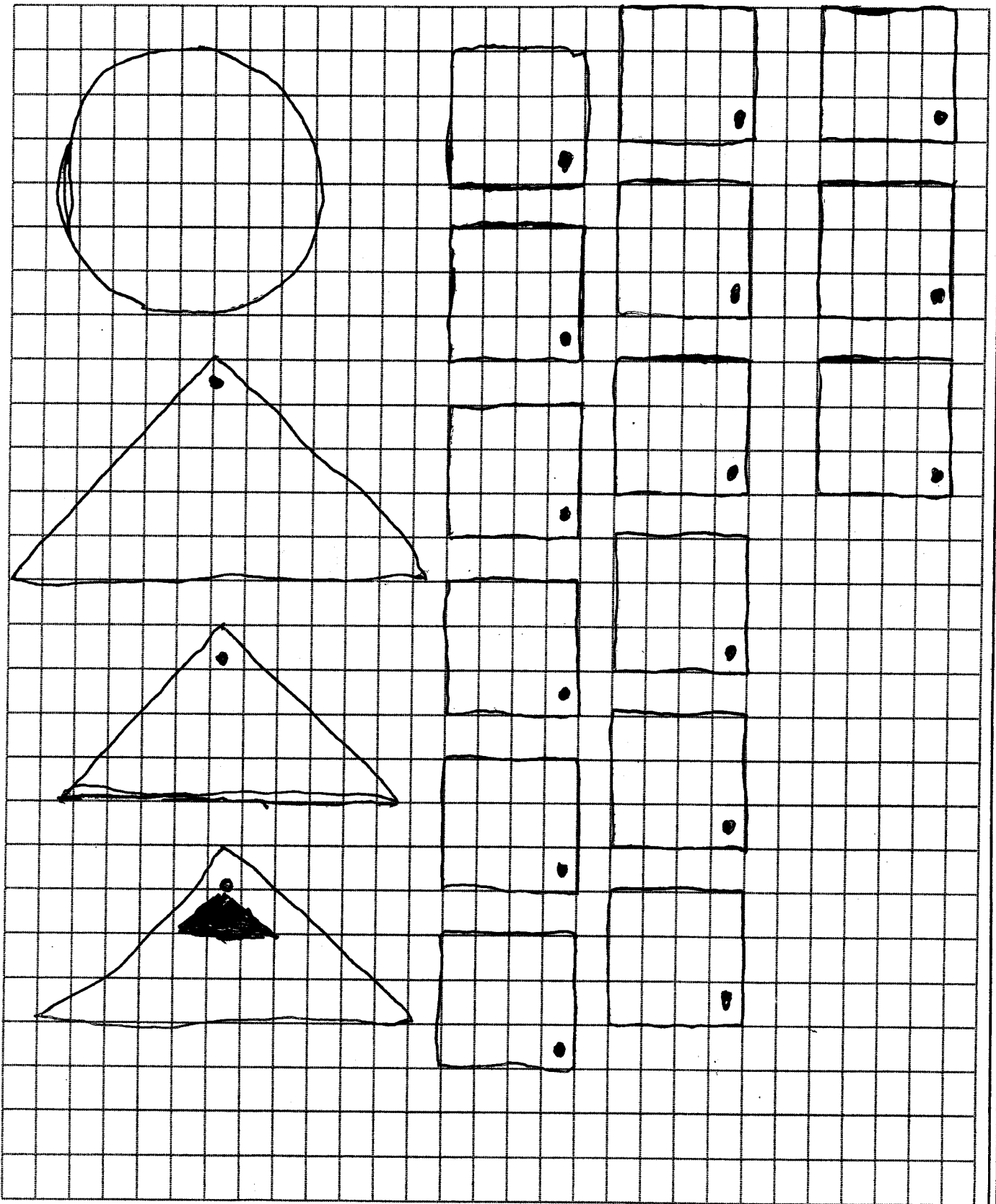
WITNESS _____
WITNESS [Signature]



DATE OF ORIGINAL CONCEPTION January 1, of 2000
DATE FIRST DISCLOSED TO OTHERS ~~March~~ January 1 of 2001
IS THIS INVENTION PATENTED? NO IF YES, GIVE DATE OF ISSUE _____
IF UNPATENTED HAS A PATENT SEARCH BEEN CONDUCTED? NO
DO YOU HAVE A WORKING MODEL OR PROTOTYPE? yes
DO YOU HAVE ANY MOLDS / DIES OR OTHER TOOLS REGARDING YOUR INVENTION? yes
IF YES, EXPLAIN January of 2000

SKETCH OF INVENTION

To the best of your ability, sketch your invention or attach a photograph if it depicts your idea accurately. Please be sure to label parts or components.

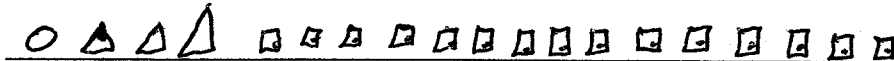


In your own words, please answer the following questions. Attach other written material if needed. Please print clearly.

1. Describe the idea. The idea allows a regular Pool player to advance to professional Level in a short period of Time. Helps beginners & experts keep the game up & shooting professionally

2. Describe how it works: It allows the player to calculate his mistakes on a much shorter time basis. It allows the player to have fun as he or she learns. It does not allow the player to fall into slumps while shooting. It allows players to learn the psychics in pool

3. Dimensions and Characteristics

A) Shape 

B) Measurements... Height or Length +/- 1 to 2' Width +/- 1" to 2"

Depth +/- paper Circumference (if circular) 1" to 2"

C) Materials Needed Paper or Plastic better Smooth to roll over

4. What problem does this idea solve? The player that is not shootin thru in pool.

5. What features make this idea unique and appealing to the end user?

His shots are being made, His Q ball is moving to and advantaged spot for next shot.

6. What specific groups of people would use this invention?

Novice - medium players - experts

7. How did you develop this idea? I had dreams about A much improved player by using this system.

8. Are you aware of any products that are similar to this idea? NO

9. Additional Comments This is a specially designed system to improve players shooting ability whether he is a novice regular around town player or a sharp expert. After using this system a short time you get extensive training a shoot really improved.

DECLARATION

I, Luther Winston Fortinberry, being duly
(Print Name)

sworn upon oath, depose and state that I believe myself to be the original, first and sole inventor of the device described herein, and that all dates and statements made in this document are true to the best of my knowledge and belief.

Luther Winston Fortinberry
Signature

State of California County of Los Angeles

Sworn and Subscribed before me this 11 day of October

20 01

Notary Public _____ Seal

NEWS Release

Contact: Donna J. Hardiman
Media Dept
Re: 13518
(843) 237-5915 Ext 306
(843) 457-7854 Cell

FOR IMMEDIATE RELEASE:

Inventor: (213) 687-3713
Luther Fortinberry
{Tel # not for publication}

Improve pool playing skills ...

... with The Marker System and Professional Touch

LOS ANGELES, CA—Attention Pool/Billiard enthusiasts! Do you fully understand and use the psychic when playing pool or billiards? If not, then you will want to check out the new instructional video—Professional Touch: The Marker System. Use of this marker system could easily improve the ability and skill of all pool players, whether they are beginners, novices or experts. The Marker System and Professional Touch helps players understand and use the psychic in billiards and it also promotes combination shots, jump shots and mechanical bridge as well as teaches players how to shoot with the right or left hand. It allows a regular pool player to advance to a professional level in a short period of time. As an added benefit, it also teaches Q ball control, clock system of hitting the Q ball and teaches hand position on the Q stick. The creator of this product said, "this offers billiard enthusiasts an affordable and effective way to improve pool playing skills in all areas." When you learn this system and put it to use, be ready for the favorable comments of the spectators regarding your prowess at the table!

Developed by **Luther Fortinberry of Los Angeles, CA**, the Patent Pending "**Marker System and Professional Touch**" is a set of circular and triangular markers that would be used while playing a game of pool to aid players in making shots and achieving 'shape' to improve their pool playing skills. To view this product on the Advent Website, type: www.adventproduct.net/13518/default.htm. *Please see the enclosed brochure for additional information on design features, target markets, distribution channels, advantages and benefits, and to view a graphic of the Marker System and Professional Touch.* Since it requires no new technology, production would be fairly straightforward, making the "Marker System and Professional Touch" an economically viable product to the buying public.

The "Marker System and Professional Touch" will appeal to pool and billiard enthusiasts. This product will benefit pool instructors, consumers who own a pool table and all pool halls. The "Marker System and Professional Touch" will also benefit sales at retail outlets providing this type of product to the consumer in both the domestic and international marketplace. For more information about the "Marker System and Professional Touch", now available to manufacturers for licensing or sale, contact the Licensing Department, (843-237-5915), at 313 Commerce Drive, Pawleys Island, SC 29585. www.adventproduct.net

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Advent Product Development, Inc., 313 Commerce Drive • Pawleys Island, SC 29585 • (843) 237-5915 • FAX (843) 237-0291

DATE

COMPANY NAME
COMPANY ADDRESS

ATTENTION: NEW PRODUCT MANAGER

REFERENCE: The Marker System and Professional Touch - Product # 13518

Advent Product Development searches for companies with an interest in licensing, manufacturing, distributing, marketing or buying-out our clients' products. As a full service product development company, Advent works diligently to introduce new ideas into the marketplace. Enclosed is a brochure describing The Marker System and Professional Touch.

Conceptually speaking, The Marker System and Professional Touch, is a set of circular, rectangular, and triangular markers that would be used while playing a game of pool to aid players in making shots and achieving "shape" to improve their pool playing skills.

If your company requires a Non-Disclosure Agreement, please do not hesitate to send a copy to the above address to the attention of the undersigned, and we would be more than happy to forward it for signature to the inventor, Luther Fortinberry.

After reviewing the brochure, please advise us if you would be interested in manufacturing the product. If you have any questions or require further information, please do not hesitate to call the undersigned at 843-237-5915 Ext., 304 or e-mail; mariond@sc.rr.com.

Thank you for your interest.

Very truly yours,
Marion Duguay
Licensing Agent

Enclosure: Product Brochure

cc: Luther Fortinberry

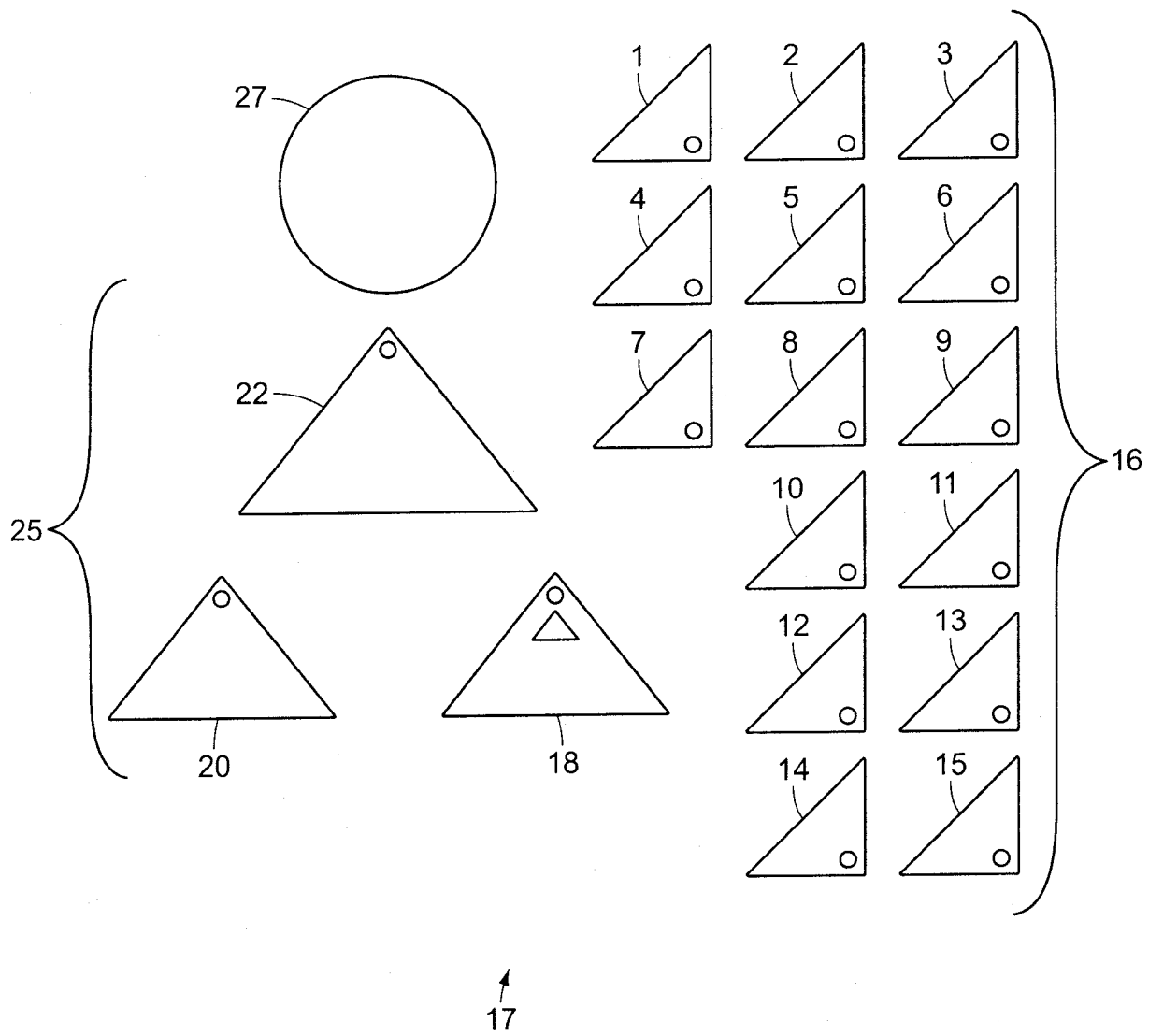


FIG. 1

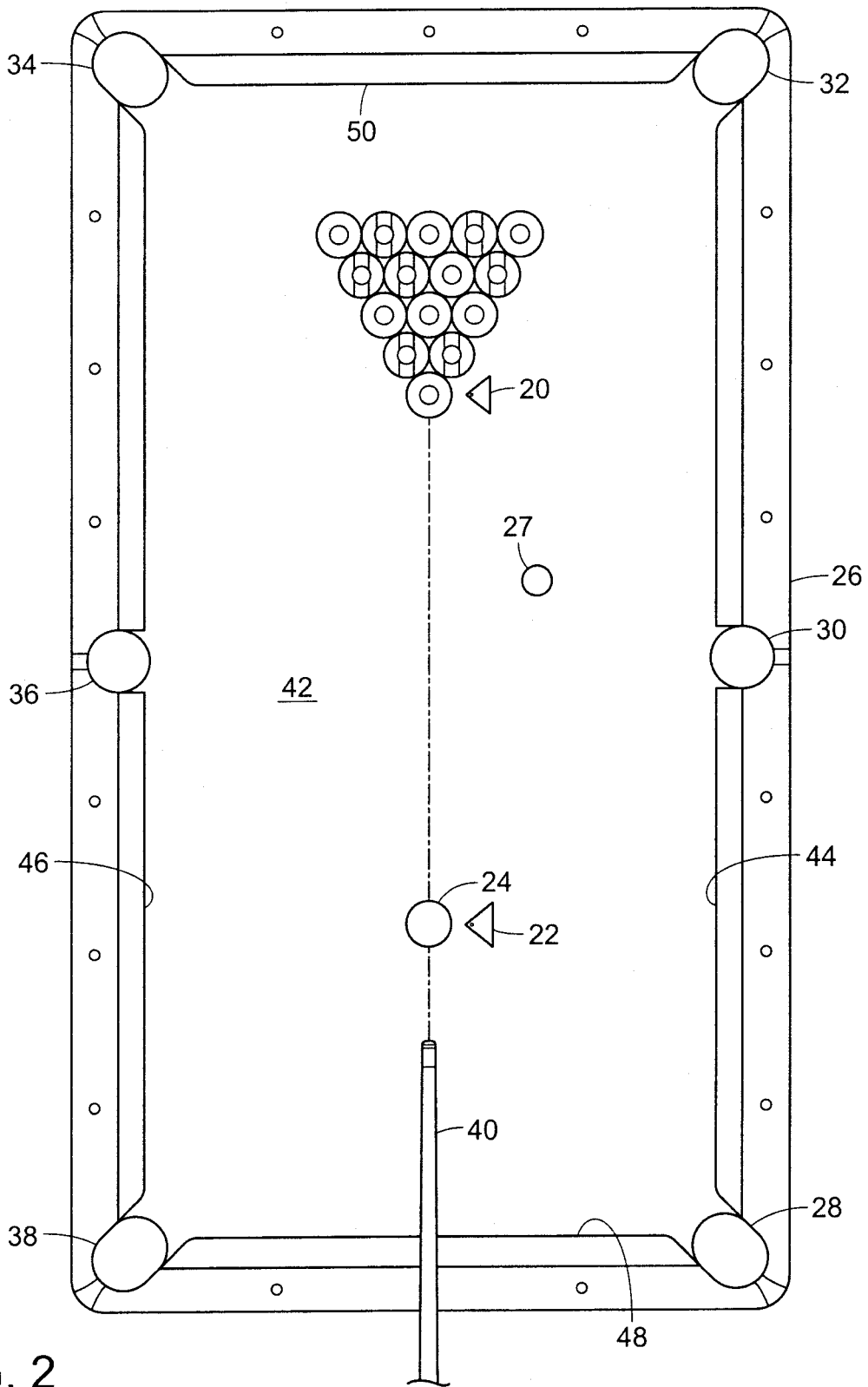


FIG. 2

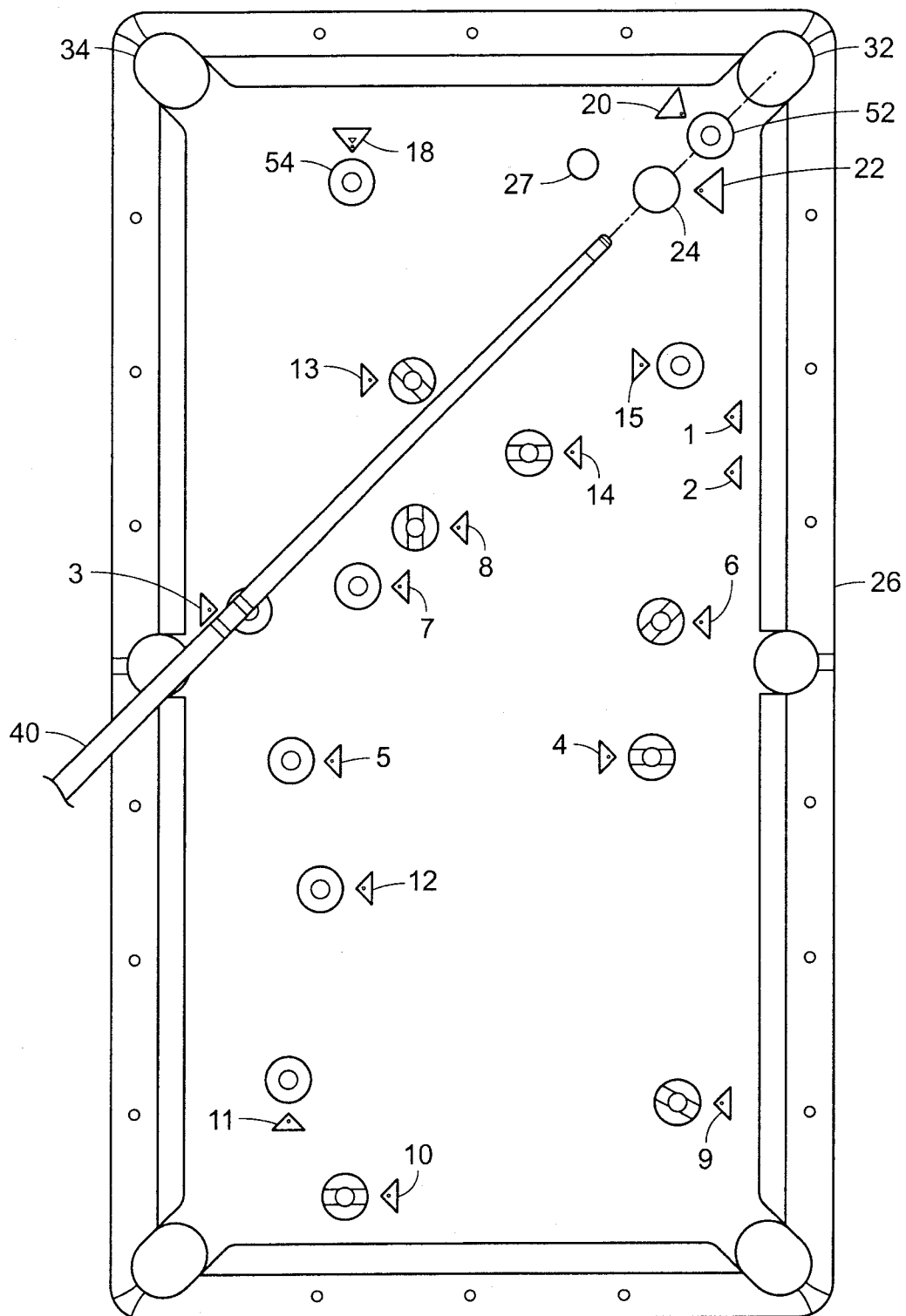


FIG. 3

C 2001 BY LUTHER WINSTON FORTINBERRY

"THE BILLIARDS' MARKER SYSTEM"

PLACE THE MARKERS OUT OF THE WAY OF THE Q BALL ROLL AND Q STICK ACTION AS MUCH AS POSSIBLE. ALIGN TRIANGLES ON CUE BALL AND OBJECT BALL CENTER ABOUT A FINGERS DISTANT FROM BALL. ALIGN MARKER TRIANGLE ON NEXT BALL TO BE SHOT. PLACE CIRCLE WHERE YOU WISH CUE BALL TO STOP AROUND AFTER SHOT. PLACE SMALLER SQUARES WITH MARKER SYSTEM ON OTHER BALLS. PRACTICE MAKES PERFECT. HOWEVER IF YOU DO NOT GET PERFECT SHAPES ON YOUR NEXT BALL AND YOU HAVE SHAPES ON ANOTHER DON'T WORRY TAKE THAT ONE. YOU ARE ADVANCING FASTER THAN YOU THINK. KEEP IT SIMPLE AND SHOOT THRU ONLY WHAT YOU LIKE. OR GET TOUGH BE BETTER STILL SHOOT TILL YOU GET YOUR SHAPES FOR NEXT CALLED BALL. TRY BOTH AND TRULY UNDERSTAND THE BENEFIT. YOU CAN USE THE MARKER SYSTEM WHEN YOU ARE PLAYING ANY OF YOUR OTHER GAMES MAKES YOU AND YOUR OTHER FRIENDS MUCH BETTER.

THE PROFESSIONAL TOUCH

BEGINNERS RULES: AFTER THE BREAK BALL IN HAND FOR EITHER PLAYER. NO BALL POCKETED ON BREAK PLAYER FORFEITS ONLY HIS SHOT. OBJECT OF THE GAME IS TO CALL THE BALL YOU ARE SHOOTING AND SHAPES FOR THE NEXT BALL TO BE SHOT. YOU DO NOT HAVE TO MAKE THE BALL YOU ARE SHOOTING BUT YOU HAVE TO GET SHAPES FOR THE NEXT BALL OR RECEIVE PENALTY BALL AND BALL IN HAND FOR OPPONENT. PLAYER WITH MOST BALLS AT END OF GAME LOSES. AFTER SHOOTING BALL CALLED AND GETTING GOOD SHAPES FOR YOUR NEXT BALL PLAYER MAY CHOOSE ANOTHER BALL FOR SHAPES ON NEXT CALLED BALL. IF THE OPPONENT FEELS PLAYER DOES NOT HAVE GOOD ENOUGH SHAPES FOR CALLED POCKET HE MAY ASK THE PLAYER TO MAKE THE SHOT. PLAYER MAY FORFEIT THE SHOT OR SHOOT AND MISS ONE BALL PENALTY BALL IN HAND FOR OPPONENT, IF HE MAKES IT BALL PENALTY ON OPPONENT BALL IN HAND FOR PLAYER. IF A BALL GETS IN THE WAY OF NEXT CALLED BALL PLAYER MAY MAKE COMBINATION SHOT WITH CALLED BALL OR JUMP SHOT. YOU ARE ASSIGNED A POCKET ALL OTHER BALLS GO IN OVERFLOW POCKETS. ONE BALL PENALTY BALL IN HAND FOR ANY COMMITTED FOUL TOUCHING OTHER BALL ETC. AL . . . IF THERE ARE NO BALLS IN OVERFLOW OR OPPONENTS POCKET FOR PENALTY PLAYER MAY PICK BALL FROM PREFERABLY A CLUSTERED AREA. LAST BALL HAS TO BE CALLED POCKET MISS NO BALL PENALTY NO BALL IN HAND. PLAYER MAKES THE SHOT ONE BALL PENALTY ON THE OPPONENT. SCRATCH ON LAST BALL OR MAKE ANY FOUL ONE BALL PENALTY BALL SPOTTED NEXT PLAYER SHOOT FROM KITCHEN. UPON A TIE BALLS IN OVERFLOW POCKETS ARE PUT IN A RACK SPOTTED AND LAST PLAYER SHOOTING BREAKS.

ADVANCED PLAYER RULES

MULTIPLE PENALTY BALLS ON ANY ONE SHOT. PLAYER MISSES BALL ASKED SCRATCHES MISSES BALL TRIES SAFE SHOT JUMPS BALL OFF TABLE PUTS A CALLED BALL IN WRONG POCKET 2 BALL PENALTY ON PLAYER BALL IN HAND FOR OPPONENT. IF A BALL COMES WITHIN FIVE BALL DISTANCE OF A POCKET PLAYER HAS TWO SHOTS BEFORE HE HAS TO MAKE OR MOVE THE BALL AWAY FROM THE POCKET 2 BALL PENALTY BALL IN HAND FOR OPPONENT. PLAYER MAKES KISS SHOT BANK SHOT COMBINATION SHOT JUMP SHOT AND HOLDS GOOD SHAPES FOR NEXT CALLED BALL 2 BALL PENALTY ON OPPONENT. MAKES 2 BALL COMBINATION OR BANK 3 BALL PENALTY ON OPPONENT ETC. AND UP. PLAYER MAKES ASKED BALL OR LAST BALL 3 BALL PENALTY ON OPPONENT. PLAYER SHOOTING NEXT TO LAST BALL UPON MAKING HAS TO PUT LAST BALL IN PRE-CALLED POCKET OR 3 BALL PENALTY NO BALL IN HAND. SCRATCH ON LAST BALL OR MAKE ANY FOUL LOSS OF GAME FOR SHOOTER.

PROFESSIONAL PLAYERS RULES

FOR MORE PROFESSIONAL PLAYERS MAY BE REQUIRED TO MAKE BALL CALLED WITH SHAPES FOR HIS NEXT SHOT WITHOUT A PENALTY AND BALL IN HAND FOR OPPONENT.

C 2001 BY LUTHER WINSTON FORTINBERRY

ADVANTAGES

HELPS PLAYERS UNDERSTAND AND HOW TO USE PSYCHIC IN BILLIARDS

HELPS PROFESSIONAL PLAYERS AND NOVICE

HELPS PLAYERS IMPROVE ON ANY BILLIARD GAME

CUTS PRACTICE TIME PHENOMENALLY

TEACHES Q BALL CONTROL

TEACHES PLAYER TO KEEP STROKE UP

PROMOTES COMBINATION SHOTS JUMP SHOTS AND MECHANICAL BRIDGE

TEACHES Q BALL CONTROL

TEACHES PLAYER TO KEEP STROKE UP

TEACHES PLAYERS HOW TO SHOOT WITH RIGHT OR LEFT HAND

TEACHES CLOCK SYSTEM OF HITTING Q BALL

TEACHES PLAYER TO KEEP STROKE UP

TEACHES HAND POSITIONS ON Q STICK

JUNE 21,2003

“POCKET MARKER SYSTEM”
BY LUTHER WINSTON FORTINBERRY

ELECTRONIC HAND HELD DEVICE THAT ALLOWS YOU TO STORE UNLIMITED KEY SHOTS THAT YOU MISSED IN NUMERICAL ORDER. YOU CAN PRACTICE ON THEM WHEN YOU HAVE SPARE TIME. DON'T KNOW HOW TO MAKE A SHOT, ASK? “MR. LUKE” GIVES YOU CORRECT ENGLISH, SPEED, WHAT EVER IT TAKES FOR MAKING BALL & IF YOU WANT ADD OTHER BALLS FOR NEXT BALL SHOT POSITIONING. NOT SATISFIED WITH ANSWERE, LET MR. LUKE SHOOT IT FOR YOU AND SEE THE PERFECT SHAPES. GIVES ALTERNATE APPROACHES TO SOLVE THE SHOT. SOLVES ANY KIND OF COMBINATION OF SHOTS. FULLY EQUIPPED WITH THE MARKER SYSTEM AND PROFESSIONAL TOUCH. PLAY 9 BALL, STRAIT 8 BALL, 8 BALL NEW RULES 8 BALL OLD RULES, ONE POCKET, THE NUMBERS GAME, KISS POOL & ROTATION AGAINST “MR. LUKE” LEARN HIS SECRETES & GET TUTORED ON YOUR SHOTS IF YOU PERFER. DON'T WORRY ANY FOULS OR QUESTIONS ASK THE OFFICIAL ONLINE REFEREE. MISS A SHOT, RECALL IT UNTIL YOU GET IT PERFECT. THERE IS EVEN SOME DRILLS FOR YOU TO PRATICE ON TO IMPROVE YOUR GENERAL PLAY.

