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The OPAL 'GEM' EXPRESS

JULY 23, 2012

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SERVING YOU:	OPAL-APA
Merle Humphreys Boomer Humphreys	League Operators
Donna Kingsbury, Cindy Maddox, & Ann Simmons	13871279 Office Staff
John Blue: 503-481-0323	Area Manager
Office: 503-243-6725	Cell: 503-381-6725



Merle - 50
LB's Ago

When you're up to your Ass in Alligators sometimes it's difficult to remember that the initial objective was to drain the Swamp! (Anonymous)

How do you practice or "Warm Up" for an important pool event? Is it productive? Or, do you just drop the balls and start banging away trying to pocket as many of the balls without direction, or purpose, like 90% of the vast majority of other poolplayers do in a feeble attempt to get in stroke??? Well 90+ % of the time (and I emphasize the "+") I'd be correct in saying that you just "Bang Balls." You may start out with good intentions, and try to productively practice, but practice is a freakin' boring thing. It only takes a few minutes of that monotony, before your mind begins to wander and your attention span goes bye bye. Unconsciously, you begin looking around for any kind of diversion, or excuse, to justify allowing yourself to get out of practicing. It's both the uncomfortable truth and fact of the matter of human behavior.

However, there's a way around this dilemma that is both productive, and fun. You can do this alone, or with a partner—(best if it's a partner with equal or better ability.) I call it the 22 point game and I took it from one of Robert Byrnes books "The Standard Book of Pool." It involves 11 different shots that you will see one or more of (or a slight variation thereof) in almost every game you play. The shots are so diversified—yet so very common—that you will wind up developing muscle memory and remember what to do when the given situation comes up in a match—and believe me, you will noticeably become aware just how frequently these shots WILL come up.

It only takes about 15 minutes to play the 11 shot set, but while doing so—you will not only find yourself concentrating and remaining focused much more, but you will also discover that you've gotten yourself warmed up in the process and in stroke. This exercise will enable you to psych yourself up, be even more successfully competitive, and enhance your playing performance. (Continued Page 2.)

HIDDEN (Except when in parenthesis) Somewhere right inside this Newsletter are "5" more APA Membership numbers just waiting to be discovered—perhaps by YOU!

From the July 9th Newsletter No One Else has called into the league office to Join Jeremy in avoiding this weeks loser's corner...NO ONE! This means however that there's going to be a Loser Party of FOUR for your jeering pleasure and ridicule this week—Aren't you just Thrilled? !!! so be sure and let 'em have it, and don't forget to thank 'em for leaving a shirt in the box for you!

From the July 16th newsletter we congratulate Mr. **Dwight Arms** (97210293) who plays for Ringo's "Get Felt" in the Southwest Double Jeopardy division for finding his number and calling in to the league office with the magic words. Still, this means, there are four more numbers out there from that newsletter plus the FIVE ("5") new ones hidden somewhere in the walls of this newsletter—a grand total of "9" undiscovered numbers still out there for you to find.

Is one of them yours? Better go and look if you haven't yet! No excuses either 'cause they're even published on our web site : (www.pacificnw.apaleagues.com) Just in case, your captain didn't show you the newsletter that he got in the mail! So get with the program and go look! We wish you the best of Happy Hunting ☺.

REMEMBER, You have only until the writing of the 2nd Newsletter following the one your number is in to call the league office with the magic words **"Gimme My Shirt"** Otherwise, it's off you go to where everyone can see you and laugh, giggle, snort, snicker, tee hee, ha ha, because they know there'll be a shirt waiting for them seeing how you obviously weren't serious enough about wanting yours— **INSTEAD--BE AN OPAL WINNER -- FIND YOUR NUMBER!**



(Continued from Page 1) At right are three pool table diagrams. They are color coded. The first 5 shots are on Diagram #1, Shots 6-8 on Diagram #2, and 9 through 11 on the last Diagram #3.

Doing this with a fellow competitor is probably better because it helps you to develop more of an focused and competitive edge. Here's the game: Lag to see who goes first. Whoever wins the lag get's one point—the other person gets a big fat zero!

There are 11 different shots other than the lag, and you get three consecutive attempts to execute each of the shots—both players must complete their attempts at a shot, before moving on to the next numbered shot, and so-on-and-so-forth. If you make the shot on the very first try you give yourself 3 points. If you make the shot on the 2nd try then you get 2 points, and if you make it on the third try then you receive 1 point. If you don't make the shot in three tries you give yourself a big fat Zero, and after the game go do a few practices of that shot to nail it down. Ok Moving right along:

Shot #1. On either end rail place an object ball 1/4 inch off the rail at the closest diamond to the pocket. Place the Cue ball one diamond away. Pocket the object ball & draw the cue ball back to pocket the 9-Ball hanging in the other corner.

Shot #2. From a diamond and 1/2 away pocket the object ball in the corner while making the cue ball follow on to within one ball's width of the side rail.

Shot #3. Place an object ball exactly on the point where the two corner diamonds intersect. Place the cue ball at least 1 diamond away. Fire the object ball in the pocket and draw the cue ball back to the side rail stopping within one balls width of the cushion.

Shot #4. Set up the same as shot #2, but using more follow, pocket the object ball and then rebound off of the rail to roll all the way back across the table to the other side rail making the cue ball stop within just 2 ball widths of that rail.

Shot #5. Set up the shot the same exactly the same way as #1, but using the long side rails instead of the short end rail..

Shot #6. (Diagram #2) Using just a bit of inside English, pocket the object ball in the side pocket, follow down table, rebounding off of the far end rail, back to the near end rail, and then back to the far end rail again stopping the cue ball within one diamond of that rail without hitting a side rail.

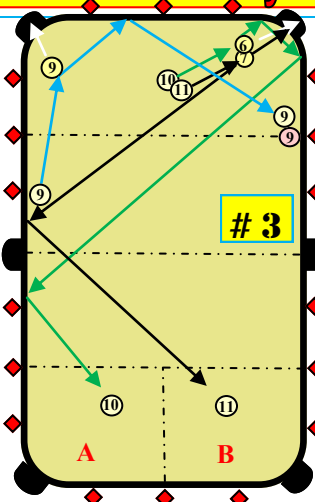
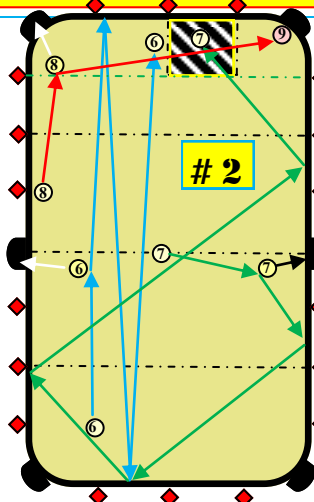
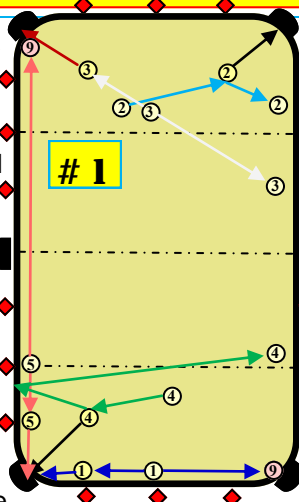
Shot #7. Place the cue ball in the center of the table and pocket the object ball in the side pocket using bottom running English to travel 3,4, or 5, rails into the shaded square between diamonds 1 and 2 at the other end of the table.

Shot #8. Place the cue ball next to the first diamond past the side pocket, and place the object ball two ball widths out from the cushion about 1/2 way from the last diamond and the pocket. Pocket the object ball and draw across the end rail to pocket the 9-ball in the opposite corner.

Shot #9. (Diagram #3) Same set up as Shot #8, but using top right English pocket the object ball going forward to the end rail and then rebound off of it to the other side rail to hit and break out the 9-Ball.

Shot #10. (Force Follow) Set up with the object ball on line with the left edge of the corner pocket with the cue ball no more then a diamond and 1/2 away from the object ball. Using high right (Running) English use enough stroke force to send the cue ball following to the left of the pocket, doubling the corner and ending up down table in the left two diamond quadrant of Area "A."

Shot #11. (Force Draw) Set up pretty much the same as shot #10. Using bottom left (Inside) English you must pocket the object ball and draw back with enough force that the English will catch on the side rail and propel itself into the double diamond quadrant of area "B" down table.



The 4 people person listed below is the only loser from the July 9th Newsletter. If you happen to know, or see one of 'em them—relentlessly give 'em the old "L" sign, and be sure to thank 'em for leaving a shirt in the box for YOU!

1—JEFF WILSON(97205840) who plays for Jo's "Gladiators" in the Willamette Double Jeop. division.

2—BJORN JOHNSON(97213523) who plays for Silver Star's "Avenging Dragons" in the Mt. St. Helens div

3—GAURAY AJWANI97212652 (97218995) who plays for Ballard Town's "Honey Badgers." in the Southwest Double Jeopardy division.

4—CAITLAND GRIM(97218695) who plays for McAnulty & Barry's "Team Blackout" in the Southeast div.

If you don't want to be caught here for everyone to see, then look to see if your number isn't hidden somewhere. **REMEMBER**, it is possible for your number to come up at any time. Therefore, pay attention to detail, **READ THE NEWSLETTER..!**

