

THOMPSON COBURN

Thompson Coburn LLP
Attorneys at Law

[REDACTED] Plaza
St. Louis, Missouri 63101

FAX [REDACTED]
www.thompsoncoburn.com

February 18, 2004

[REDACTED]
[REDACTED]
FAX [REDACTED]
EMAIL [REDACTED]@
[REDACTED].com

VIA FACSIMILE ([REDACTED])

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See attached pages from our client's Players Manual.

2. Identify the material that you claim is infringing the copyrighted work listed in item #1 above.

The material that our client, American Pool Players Association, Inc., is claiming infringes the copyrighted work listed in item #1 can be found at bJs15.19466\$hp4.536714@newsread1.prod.itd.earthlink.net, starting with "Subject: Re APA Handicapping-repost", a copy of which is attached.

3. Provide information reasonably sufficient to permit Google to contact you (email address is preferred).

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Thompson Coburn LLP
[REDACTED] Plaza
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Google, Inc.
February 18, 2004
Page 2

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I have a good faith belief that use of the copyrighted materials described above on the allegedly infringing newsgroup is not authorized by the copyright owner, its agent, or the law.

I swear, under penalty of perjury, that the information in the notification is accurate and that I am the copyright owner or am authorized to act on behalf of the owner of an exclusive right that is allegedly infringed.

Sincerely,

Thompson Coburn LLP
[REDACTED]

By [REDACTED]

CGC/jmo
Enclosures
cc: [REDACTED]

Subject: APA Handicapping - repost

Date: 2000/06/15

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X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700

X-Complaints-To: abuse@earthlink.net

X-Trace: newsread1.prod.itd.earthlink.net 960911303 208.221.8.234 (Tue, 13 Jun 2000

Organization: EarthLink Inc. -- http://www.EarthLink.net

NNTP-Posting-Date: Tue, 13 Jun 2000 08:48:23 PDT

Newsgroups: rec.sport.billiard, rec.sport.pool

This might be my favorite post of all time. It's from our very own [REDACTED]
[REDACTED] This information might be slightly out of date, but it's
as good as it gets. I'm reposting to avoid losing it from Deja for
eternity.

Subject: APA handicap formula

I probably shouldn't do this, but here goes:

The handicap system is based on "(innings-safeties)/win". In other words,
how many times can I let you shoot (on average) before I need to worry
about you winning the game? Obviously, the better you shoot, the lower your
innings per game will be, and the higher your skill level.

Non-performance shots and safeties (they are different) do not count
toward your inning total for that match.

Your average is based on only your best scores. The bad scores
don't count at all.

Only your last 20 scores count. Old scores are dropped.

If you don't have 20 score in yet (like new players), then your
average is based on the best scores:

- 1 score: That's your average.
- 2 scores: Average the 2.
- 3 scores: Average the best 2 scores.
- 4 scores: Average the best 2 scores.
- 5 scores: Average the best 3 scores.
- 6 scores: Average the best 3 scores.
- 7 scores: Average the best 4 scores.
- 8 scores: Average the best 4 scores.
- 9 scores: Average the best 5 scores.
- 10 scores: Average the best 5 scores.
- 11 scores: Average the best 6 scores.
- 12 scores: Average the best 6 scores.
- 13 scores: Average the best 7 scores.
- 14 scores: Average the best 7 scores.
- 15 scores: Average the best 8 scores.
- 16 scores: Average the best 8 scores.
- 17 scores: Average the best 9 scores.
- 18 scores: Average the best 9 scores.
- 19 scores: Average the best 10 scores.
- 20 scores: Average the best 10 scores.

After that, only the base 10 of your last 20 score count. Old scores are dropped off as new ones are added.

The scores are averaged and will fall into one of these skill levels:

RANGE	SKILL LEVEL
-----	-----
0.00 - 2.00	7
2.01 - 3.00	6
3.01 - 4.00	5
4.01 - 5.00	4
5.01 - 7.00	3
7.01 - 10.00	2

Note that the Bud Light systems does not allow any scores or averages greater than 10 innings per game.

The place where the system gets sneaky is the 'applied scoring'. This is most likely the part that your league operator doesn't want to tell you. Then again he may not know it very well, as it is a little complicated. Basically what the applied score is is a means to help prevent sandbagging. The way it works is this:

Say you're a six afraid of going up to a seven.

You know that the cut-off for being a seven is 2.00 innings per win or less.

You play good enough to win, but pad your innings to make sure that your score for that match is over 2.00 innings per win.

Your league operator inputs a score for you of say: 5 games in 15 innings (3.00 innings per win). The APA system will give you an 'applied score' base on your winning percentage instead of that 3.00 score you worked so hard to get.

These applied scores are used for every match you win in which you shot more innings than your skill level indicates. A side effect of the applied score system is that it is next to impossible to drop a skill level while maintaining a winning percentage above 50%.

Here are the applied scores for the various skill level/winning percentage combinations:

S/L	WIN	APPLIED	S/L	WIN	APPLIED
%	SCORE	% SCORE	%	SCORE	% SCORE
-----	-----	-----	-----	-----	-----
7	100	1.1	6	100	2.1
7	90	1.1	6	90	2.1
7	80	1.2	6	80	2.2
7	70	1.3	6	70	2.3
7	60	1.4	6	60	2.4
7	50	1.5	6	50	2.5
7	40	1.6	6	40	2.6

```

7 30 1.7 6 30 2.6
7 20 1.8 6 20 2.8
7 10 1.9 6 10 2.9

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5 100 3.1 4 100 4.1
5 90 3.1 4 90 4.1
5 80 3.2 4 80 4.2
5 70 3.3 4 70 4.3
5 60 3.4 4 60 4.4
5 50 3.5 4 50 4.5
5 40 3.6 4 40 4.6
5 30 3.6 4 30 4.6
5 20 3.8 4 20 4.8
5 10 3.9 4 10 4.9

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3 100 5.1 2 ALL 7.0
3 90 5.1
3 80 5.2
3 70 5.3
3 60 5.4
3 50 5.5
3 40 5.6
3 30 5.6
3 20 5.8
3 10 5.9

```

The score being added counts toward the winning percentage. For example, I'm a seven with a 90% winning percentage. Last night I beat a six in our super-30 league 7 to 4 in 16 inning with 2 safeties. Since the safeties don't count, my league operator will enter into his computer that I won my 7 games in 14 innings instead of 16. The APA software will compute innings per win and come up with a score of 2.00. Then the software notices that I have a 90% winning percentage, and that my applied score is 1.1. That 1.1 score is what will get stored in my records. It wouldn't matter if I had taken 200 innings to beat the guy - I still would have gotten the applied score of 1.1, because I WON AND SHOT WORSE THAN MY WINING PERCENTAGE INDICATES I SHOULD.

Applied scores are only used for WINS, so if I had lost my match, say 6 to 6 in 16 innings with 2 safeties, then I would get a 2.33 score in my records. That's (16 innings minus 2 safeties) divided by 6 wins.

Also notice that the applied score for all 2s is 7.0, and that 7.0 is actually a 3 skill level. What this does is prevent anybody from being a 2 with a winning percentage. Any time a 2 gets a winning percentage they are automatically bumped up to a 3, since at that time their best scores will be better than 7.01.

The system is fairly complicated, but it's designed pretty well. It's actually the fairest system I've come across. It's possible to sandbag in Bud Light, but it's possible to sandbag in any handicap system.

Good luck!

INTRODUCTION

Dear Member:

On behalf of the American Poolplayers Association (APA), I'd like to welcome you to our ranks and to the exciting world of the APA sanctioned Busch Pool League.

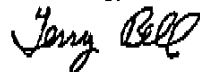
The Busch Pool League is the most exciting development in the history of the sport of pocket billiards and will provide you with year round competitive thrills and amusement. The high point of the Busch Pool League is the National Championship held annually in St. Louis where teams from all over the nation will gather and play for big money and the honor of the National Title. Your membership in the APA automatically qualifies you for play in the Busch Pool League.

The APA's copyrighted handicap system, explained in this Players Manual, equalizes all levels of skill effectively. So 'rack em up' and go after those local pros with confidence. Your skill level also gives you a scale by which you can chart your own improvement.

This APA Players Manual should answer most any question you may have concerning the APA or the Busch Pool League. Some of the rules may be different from those you are used to, but they are designed with fair play and your enjoyment in mind. Please study them carefully, plan your strategy, chalk up and join the competition.

Again, welcome to the American Poolplayers Association.

Sincerely,



Terry Bell, President



PLAYERS MANUAL

This manual ~~supercedes~~ all previous editions and becomes effective June 1, 1982.

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- h. Causing even the slightest movement of the cue ball, even accidentally, is a foul. It is not a foul, however, to accidentally move any other balls unless, during the process of shooting, a player moves a ball and it in turn strikes the cue ball. Even dropping chalk on the cue ball is a foul. Any balls moved accidentally during a shot will be replaced by the opponent after the shot is over and all balls have stopped rolling.
- i. If, during the course of a shot, the cue ball doesn't touch anything.
- j. Only the player and not the coach or the team captain may place the cue ball in a 'ball in hand' situation.
- k. If any of the above fouls are committed then the penalty is 'ball in hand' for the incoming player. 'Ball in hand' might be new for many of our members and therefore warrants further explanation. 'Ball in hand' means that you get to put the cue ball anywhere on the table and shoot at any of your balls (or the eight if all your category of balls have been pocketed) regardless of where that ball is. A player exercising his or her rights under the 'ball in hand' rule may place the cue ball on the table in any way that he or she desires. Even after having addressed the cue ball a player may, if not satisfied with the placement, make further adjustments with the hand, cue stick or any other reasonable piece of equipment. A foul may be called only if the player fouls the cue ball while at the address position, that is the position assumed when intending to stroke the cue ball, or while actually stroking the cue ball, meaning a double hit of the cue ball (sometimes called double clutching). The 'ball in hand' rule penalizes a player for an error. Without this rule, a person can actually benefit by accidentally or purposely scratching or otherwise fouling. In the unlikely event that a game should ever become stalemated, meaning that neither player wants or can make use of 'ball in hand', then the balls would be reracked, the same player breaks and the innings (estimated) for the stalemated game are crossed off the scoresheet.

- 6. How to win—A player has won the game when all the balls of his or her numerical group have been pocketed and he or she has legally pocketed the eight in a called pocket without scratching.

SECTION III

THE HANDICAP SYSTEM

A. The Handicap System

The uniqueness of the APA handicap system is that it brings out the best in both the novice or beginning player and the expert should they meet in a given match. With the APA system, it is feasible for a beginner to have a nearly equal chance in a match with the so-called local pros. The handicap system aids the lesser player by dictating mathematically that he or she needs to win fewer games in order to win a match than his or her superior opponent. In golf and bowling you give or get strokes or pins. In the Busch Pool League you give or get games. The individual player skill levels are computed by the League Operator from the information on the weekly scoresheets (form 1). The weekly scoresheets are completed by the individual players or their team captains during actual league play and submitted to the League Operator.

B. How the Handicap Works

Simply stated, the formula is TOTAL MATCH INNINGS, MINUS SAFETIES, DIVIDED BY THE NUMBER OF GAMES WON EQUALS THE HANDICAP SCORE (I/G). The handicap score (I/G) is then applied to the chart below to determine the skill level of the player. This skill level dictates how many games the player will have to win in subsequent matches. A player's skill level is updated after every match and is subject to change as he or she improves.

HANDICAP SCORE	SKILL LEVEL	GAMES PLAYER MUST WIN
0 to 2	Super Pro	7
Over 2 to 3	B	6
Over 3 to 4	U	5
Over 4 to 5	S	4
Over 5 to 7	C	3
Over 7	H	2

The weekly handicap scores (I/Gs) are kept and computed by the League Operator. The first score (I/G) you get gives you a skill level (see chart on preceding page). The examples in 'C' below demonstrate how the score (I/G) is arrived at. Each time you play your score (I/G) is recorded and your skill level updated. The skill level is updated by averaging your scores as follows:

2 scores	average the 2
3 scores	average the best 2 of 3
4 scores	average the best 3 of 4
5 scores	average the best 3 of 5
6 scores	average the best 4 of 6
7 scores	average the best 4 of 7
8 scores	average the best 5 of 8
9 scores	average the best 5 of 9
10 scores	average the best 5 of 10

Once you have 10 scores behind you, always average the best 5 of the last 10 scores. Old scores are permanently marked out, leaving always 10 active scores.

C. Implementation of the Handicap

To establish your first skill level, a 4 out of 7 or 'race to 4' match is played.

Example 1: John and Mary play and Mary wins 4 games to John's 3 games in 16 innings. John played 1 safety during the match and Mary didn't play any. To determine Mary's handicap score (I/G), divide the 16 innings by her 4 wins which equals 4. According to the chart on the preceding page, 4 falls into the 'over 3 to 4' or 'U' skill level. Mary will have to win 5 games the next time she plays. In John's case 15 (16 minus the 1 safety) divided by 3 equals 5 which falls into the 'over 4 to 5' or 'S' skill level. In John's next match he'll have to win 4 games against whoever he draws.

Example 2: Bill and Pete play and Bill wins 4 games to Pete's 1 game in 21 innings. For Bill, dividing 21 by 4, we arrive at a score of 5.3 or a skill level of 'C'. Pete's skill level is figured by dividing 21 by 1, which equals 21. The highest score that can ever be awarded in the APA system is 12. Pete, therefore gets a 12 which is over 7 or a skill level of 'H'.

When the situation occurs that a player with an

established skill level is pitted against a player who has not yet played, then they must play a '4 out of 7' match just as if neither player had a skill level.

Example: Jean is in her third week of league play and has a skill level of 'H'. No matter who she plays, she should only have to win 2 games. Her opponent George, however, has not yet played and has no skill level. This means that they must ignore Jean's 'H' skill level and play a '4 out of 7' match just as if it were Jean's first week also.

The following is an example of a typical match where both players have a skill level.

Example: Greg is a 'B' player. Susan is an 'H' player. This evening when they play each other, Greg is going to have to win 6 games before Susan can win her second game. Susan could be behind 4 games to 1 game but if she wins that next game, making the score 4 to 2, then the match is over and she wins.

D. Safeties (See Example 1 of C)

Safeties will be indicated on the weekly scoresheet as in the diagram below. Anytime that a player declares that he or she is shooting a 'safety' (players aren't required to declare safeties), it must be marked. In addition, anytime that it is apparent that a player played safe by making no attempt to pocket a ball or, in the case of more advanced players, it is obvious that they played safe by the positioning of the cue ball, a mark will also be made. Remember that safeties are generally very soft and very obvious.

In the weekly computation of your handicap, these safeties will be deducted from the total match innings. In effect, only performance shots (shots designed to pocket balls) will count.

PLAYER CAT.	HANDICAP (I/G)	W/L	MARK NUMBER OF INNINGS HERE
B		W	- MARK 'SAFETIES' FOR UPPER PLAYER HERE
U		L	- MARK 'SAFETIES' FOR LOWER PLAYER HERE

INTRODUCTION

Dear Member:

On behalf of the American Poolplayers Association (APA), I'd like to welcome you to our ranks and to the exciting world of the APA sanctioned Busch Pool League or American Pool League.

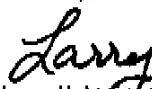
The Busch Pool League, also known as the American Pool League in many areas, is the most exciting development in the history of the sport of pocket billiards and will provide you with year-round competitive thrills and amusement. The high point is the National Championship held annually in St. Louis where teams from all over the nation gather and play for big money and the honor of the National Title. Your membership in the APA automatically qualifies you for play in the League.

The APA's copyrighted handicap system, explained in this Player's Manual, equalizes all levels of skill effectively. So 'rack em up' and go after those local pros with confidence. Your skill level also gives you a scale by which you can chart your own improvement.

This APA Players Manual should answer most any question you may have concerning the APA or the League. Some of the rules may be different from those you are used to, but they are designed with fair play and your enjoyment in mind. Please study them carefully, plan your strategy, chalk up and join the competition.

Again, welcome to the American Poolplayers Association.

Sincerely,



Larry Hubbard, President
American Poolplayers Association, Inc.



ASSOCIATION

SM

PLAYERS MANUAL

EFFECTIVE SUMMER SESSION 1986

SECTION III

THE HANDICAP SYSTEM

A. The Handicap System

The uniqueness of the APA handicap system is that it brings out the best in both the novice or beginning player and the expert should they meet in a given match. With the APA system, it is feasible for a beginner to have a nearly equal chance in a match with the so-called local pros. The handicap system aids the lesser player by dictating mathematically that he or she needs to win fewer games in order to win a match than his or her superior opponent. In golf and bowling you give or get strokes or pins. In the Busch Pool League you give or get games. The individual player skill levels are computed by the League Operator from the information on the weekly scoresheets. The weekly scoresheets are completed by the individual players or their team captains during actual league play and submitted to the League Operator.

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Over 4 to 5	S-4	4
Over 5 to 7	C-3	3
Over 7	H-2	2

The weekly handicap scores (I/Gs) are kept and computed by the League Operator. The first score (I/G) you get gives you a skill level (see chart above). The examples in 'C' demonstrate how the score (I/G) is arrived at. Each time you play, your score (I/G) is recorded and your skill level updated. The skill level is updated by averaging your scores as follows:

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10 scores	average the best 5 of 10

Once you have 10 scores behind you, always average the best 5 of the last 10 scores. Old scores are permanently marked out, leaving always 10 active scores.

C. Implementation of the Handicap

To establish your first skill level, a 3 out of 5 or 'race to 3' match is played.

Example 1: John and Mary play and Mary wins 3 games to John's 2 games in 12 innings. John played 1 safety during the match and Mary didn't play any. To determine Mary's handicap score (I/G), divide the 12 innings by her 3 wins which equals 4. According to the chart on page 20, 4 falls into the 'over 3 to 4' or 'U-5' skill level. Mary will have to win 5 games the next time she plays. In John's case 11 (12 minus the 1 safety) divided by 2 equals 5.5 which falls into the 'over 5 to 7' or 'C-3' skill level. In John's next match he'll have to win 3 games against whoever he draws.

Example 2: Bill and Pete play and Bill wins 3 games to Pete's 1 game in 16 innings. There were no safeties. For Bill, dividing 16 by 3 we arrive at a score of 5.3 or a skill level of 'C-3'. Pete's skill level is figured by dividing 16 by 1, which equals 16. The highest score that can ever be awarded in the APA system is 10. Pete, therefore gets a 10 which is over 7 or a skill level of 'H-2'.

When the situation occurs that a player with an established skill level is pitted against a player who has not yet played, then they must play a '3 out of 5' match just as if neither player had a skill level.

Example: Jean is in her third week of league play and has a skill level of H-2. No matter who she plays, she should only have to win 2 games. Her opponent George, however, has not yet played and has no skill level. This means that they must ignore Jean's H-2 skill level and play a '3 out of 5' match just as if it were Jean's first week also.

The following is an example of a typical match where both players have a skill level.

Example: Greg is a B-6 player. Susan is an H-2 player. This evening when they play each other, Greg is going to have to win 6 games before Susan can win her second game. Susan could be behind 4 games to 1 game but, if she wins that next game, making the score 4 to 2, the match would be over and she would be the winner.

AMERICAN POOLPLAYERS

11/05/09 11:21am P. 007

D. Keeping Score

Please examine the illustration below of a typical scoresheet.

SCORESHEET

RED RIFES vs. SUMMER SUNDAY 7:30 PM
THE 8-BALL vs. THE 9-BALL

Game	Team	Player	Score	Level	Handicap	Mark	Innings	W/L
1	Red Rifles	Tom Baer	8-6	10	1	17	1	W
2	Red Rifles	Cal Jones	8-2	1	1	15	1	W
3	Red Rifles	Bob Coll	8-0	1	1	23	1	W
4	Red Rifles	Bo Smith	8-2	1	1	10	1	W
5	Red Rifles	Karl Kells	8-0	1	1	16	1	W
6	Red Rifles	Barbara Smith	8-2	1	1	10	1	W
7	Red Rifles	Mary Smith	8-4	1	1	10	1	W
8	Red Rifles	Carry Nation	8-3	1	1	16	1	W
9	Red Rifles	Kevin Roberts	8-3	1	1	16	1	W
10	Red Rifles	Michael Morris	8-3	1	1	16	1	W

Team 1: Red Rifles Captain: Tom Baer Points: 1

Team 2: Summer Sunday Captain: Cal Jones Points: 1

The weekly scoresheet is very important and should be filled out completely, correctly and then signed by both team captains. Each team captain fills out and signs a scoresheet so the League Operator receives two scoresheets for each match. The scoresheet is filled out as follows:

1. The heading is self-explanatory but important so fill it out appropriately.
2. Next fill in the team number, name of player and the skill levels of the two players involved in the first match. On the illustrated scoresheet, the two team captains selected Tom Baer and Cal Jones of teams 3 and 1 respectively to represent their teams in the first match. In order to see which name went on top and to see who was to break first, the players lagged (see definitions). Tom won and was entered on top.
3. The 'LO USE ONLY' block is left alone.
4. The SAFETIES AND OTHER NON-PERFORMANCE SHOTS' block - Safeties will be indicated on the weekly scoresheet as in the illustration. Anytime that a player declares that he or she is shooting a 'safety' (players aren't required to declare safeties), it must be marked. In addition, anytime that it is apparent that a player played safe by making no attempt to pocket a ball or, in the case of more

advanced players, it is obvious that they played safe by the positioning of the cue ball, a mark will also be made. Remember that safeties are generally very soft and very obvious.

The handicap system is based on performance shots (shots designed to pocket balls), so deliberately missed shots must also be marked.

In the weekly computation of your handicap these safeties and deliberate misses will be deducted from the total match innings.

IMPORTANT - It is considered an irregularity to ignore this block. The APA or the LO may raise the skill levels of teams and/or players who don't make a practice of marking their safeties and non-performance shots.

5. The 'MARK INNINGS HERE' block - An Inning in pool (see definitions) means a turn apiece. In the first match of the illustration, Tom Baer is the top half of the Inning and Cal Jones is the bottom half - not just for the first game but throughout the match. Each time that Cal Jones misses, it is the end of an Inning. When Cal pockets the 8-ball, the game and possibly the match is over but the Inning is not because it is still his turn. Partial Innings are not marked - example: When Cal pocketed the eight ball to win the match the Inning was not marked because it was not completed. Total the Innings in the Total Innings circle.

NOTE: The marking of a 'safety or other non-performance shot' does not affect the marking of Innings - example: If Cal Jones plays a safety, a mark is made in the 'safety and other non-performance shots' block and a mark is also made in the 'mark Innings here' block because it is the end of the Inning.

6. Keep track of the number of games that each player has won in the 'score' block.
7. Indicate who won or lost the match by a 'W' or 'L' in the 'W/L' block. Each match is worth one point. Point totals are reported at the bottom of the scoresheet near the signatures.