

6 THINGS YOU SHOULD KNOW...

...ABOUT BEING A PERSONAL PROTECTION SPECIALIST

by Carlos "Pablo" Cosby, Bodyguard for Terrell Owens

David Stuart

1. WE'RE NOT JUST RANDOM MUSCLEHEADS.

"Yes, I'm 6'3", 300 pounds, but I went to VTI & Associates in Las Vegas for executive-protection and firearms education. To stay fit, I work out four times a week and do cardio and MMA training. It helps sharpen my mind and teaches me how to take a punch."

2. DANGEROUS ISN'T THE WORD I'D USE.



"I focus on keeping away unruly fans and paparazzi and watching for threats. Anyone approaching him has to get by me first. I can't recall a situation in which I really had to get physical. In the end, the job is 85% mental—like making sure that, at the mall, he stays close to the wall as I walk slightly behind. I don't have to worry about safety at home; he lives in a high-rise with security."

3. FANS LOSE IT. I CAN'T.

"I mostly need to deal with people who want him to sign or want to tell him he's on their fantasy team. I try to be nice if we're at a fan event, but if he's on a date, that's his time, and I keep people away. I've been called everything by angry fans, but as long as no one touches me, we're all good. I'm a reflection of my client, so I have to be respectful."

4. T.O. TAKES CARE OF ME, TOO.

"Some bodyguards charge \$300 to \$500 an hour. I don't, but Terrell makes sure I'm set. And there are perks. I get to travel with him and meet the people he does. I once spoke with Bill Clinton at a charity golf tournament."

5. I ONLY PACK IF I HAVE TO.

"Depending on where we're going, I may bring a concealed weapon. Some states don't let nonresidents carry, but I'm licensed in Florida, Georgia and Utah, and there's reciprocity in most states, so I'm usually covered. A gun is good as a last resort, but I've never had to use one. There's a downside, too.

Health insurance is expensive. Companies want to know if I carry. They also want to know who I protect. When they think it's a high-risk situation, premiums go up."

6. IT'S NOT JUST A JOB. "It helps that Terrell and I were friends first. He knows I won't air his business. In this work, discretion and trust matter most."

(As told to Stacey Pressman)

6 THINGS YOU SHOULD KNOW ...

... About being a tennis umpire

by Norm Chryst, 24-year chair umpire (as told to Mark Pinto)

1. HAVING THE BEST SEAT MEANS NO PLACE TO HIDE.

"My first Grand Slam final was the 1991 U.S. Open between Stefan Edberg and Jim Courier. I was excited to be working with the best line umpires in the world, but I was nervous about making a mistake in front of millions of TV viewers. I remained calm, concentrated on my job, trusted my line judges and survived."



2. THE KEY IS TO STAY CALM ...

"When you're confronted by an emotional player it's important to have empathy. Maybe the player is upset about a perceived bad call, crowd noise or movement by fans. Or maybe he or she is in a bad mood because they're sick or injured. I try to show I'm willing to listen."

3. ... AND BE PREPARED.

"You have to pack a lot of stuff: the PDA that keeps score and tracks stats, spare balls, tissues, a coin to toss, a tape measure, bandages. A visit to the restroom before going to work is essential; you never know how long a match will last."

4. THE ROAD GOES ON FOREVER.

"Most full-time chair umpires do more than 225 matches a year. Sure, you get to travel the world and the ATP pays most of the expenses. But we work seven days a week at events. And we're away from home so much, flying from one tournament to the next. It's not fun managing your personal life from a suitcase."

5. TENNIS CROWDS ARE EASY.

"Fans seldom get overly involved. Occasionally, when a call goes against a player they're rooting for, they boo. But I've never had to deal with a disruptive incident. A couple times fans have approached me to tell me they thought I made an incorrect call. I politely thank them for their input and walk away."

6. INSTANT REPLAY WORKS.

"Best innovation since the tiebreak. It makes the game fairer and helps us get close ones right. Everyone—chair umps, line judges, players—makes mistakes. It's made some chair umps more conservative about overruling calls, and some players more willing to admit they don't always see the ball correctly. No one is perfect."

7 THINGS YOU SHOULD KNOW ...

... about being a low-ranked tennis player.

by Jill Craybas, currently 63rd on the WTA Tour (as told to Charles Curtis)



1. IT AIN'T CHEAP.

"I made \$218,000 last year, but I have a lot of expenses. Coach, trainers, massage therapists—it adds up quickly. We save where we can. I fly coach instead of business class and stay in nonluxury hotels. In some cities I even have host families. I've stayed with my 'family' in Australia for 10 years now."

2. WE'RE ALWAYS PAYING OUR DUES.

"Top 100 players are set, because they automatically get into the main draw of Grand Slams, which pay the best. If you're ranked lower, you have to win three rounds in a qualifier just to get into the main draw. Playing extra matches is tough, but it can get you loose if you haven't played in a while."

3. THEY AREN'T ALL WIMBLEDON.

"There are four tiers of tournaments. Top 50 players, who have to enter a certain number of higher tournaments, are discouraged from the low-tier ones. Then again, someone like me may play in the qualifying draw of a Tier I instead of the main draw of a Tier IV because I can earn points—and a higher ranking."

4. EVENTUALLY, WE HAVE TO QUIT OUR DAY JOBS.

"I'm 33 and I've been at this for 12 years, so I've begun to think about what to do after I retire. It's not something we discuss with each other. I know a lot of girls take online classes. You see them studying around the courts. At the same time, some girls don't enjoy playing, but they stay on the Tour because it's better than being in an office."

5. PERKS DON'T PLAY FAVORITES ...

"There's always talk that better-known players get preferential treatment, but that's rarely the case. Sometimes

seeded players have bigger lockers, but usually we all get the same amenities."

6. ... BUT THAT'S ALL WE DO.

"It's fun to be the underdog. No one expects you to win, so you're relaxed. But you can't overthink it. If I'm beating a Top 10 player and I suddenly realize, Oh my god, I can win this match, I get tight."

7. ENDORSEMENTS? HAH!

"The top players will always get more attention, and since they get people to watch tennis, I'm all for it. Of course, I wouldn't mind if I were more marketable. Women are always going to be a little jealous, right?"

11 THINGS YOU SHOULD KNOW ABOUT BEING A PRO GAMER

One of MLG's finest on what it's like playing Halo for a living.

by Tom "Tsquared" Taylor, from Major League Gaming (As told to Neil Janowitz)

1. EVERYONE IS WELCOME. "There are 16 pro teams in MLG, but you have to win to keep the tag. Most events have two brackets, amateur and pro. As many as 256 teams—four guys to a team—can enter the amateur bracket. If you finish in the top 16, you advance to the pro level and start to earn points. The 16 teams with the most points get to be the pros at the next event. I've been pro since 2003."



2. WE STICK TO OUR STRENGTHS. "My team, Str8 Rippin, competes in Halo 3, which is like the Texas hold 'em of MLG. Everyone has a specialty. Eric 'Snipedown' Wrona is good with a sniper, Bryan 'Legit' Rizzo handles objective work, such as capturing the flag, and Kyle 'ElamiteWarrior' Elam can do it all. I'm the oldest, at 21, so I try to lead."

3. PRACTICE? YEAH, A BIT. "My teammates live all over the country, so sometimes we fly to meet up. We practice by scrimmaging against other teams on Xbox Live anywhere from eight to 16 hours a day. But we've played together so much, we know how to win. It's mostly a matter of outsmarting the other guys."

4. PRO GAMING IS FLUSH. "Str8 Rippin is sponsored by Dr Pepper, and I'm sponsored by Panasonic. In addition to the money, they fulfill our needs for stuff like new equipment and hotel suites. But that's icing on the cake, considering the travel stipends MLG gives the pro teams and the money we make from tournaments. First prize at the national championships in Vegas will be \$100,000. If you're good, you can easily make six figures."

5. THE FACE OF GAMING IS CHANGING. "Most MLG players don't fit the stereotype. For one, we're athletic; I try to stay in shape, not just for appearance and health reasons but for confidence when I play. There are also more female gamers. Bonnie 'Xena' Burton was first. She proved girls could compete with guys. And she's great in interviews."

6. WE DON'T CARE. "I'll let other people debate whether or not gaming is a sport. I know it's a competition that we play at a high level against other people who are just as skilled. Ultimately it's a game, just like basketball and football are."

7. IT'S SOME SERIOUS COMP. "Teams can trade or recruit free agents, but rosters lock before tournaments begin. We also have a coach, Zac Lammie. Before matches he studies the gameplay of opponents, and during events he roams behind us, keeping us coordinated and monitoring our power-ups. We make fun of him because we're better than him at the game, but he knows more about Halo than anybody."

8. SCHOOL'S ON THE RADAR, TOO. "It's easier to balance college with gaming because you don't have to get up so early. Eric's in high school, though he still manages to wake up at 6 a.m. for school and then practice Halo until midnight. I've heard of parents getting upset about the idea of their kid being a professional gamer, but then they'll go to a tourney, see the media coverage and realize how legit it all is."

9. "FANS" IS AN UNDERSTATEMENT. "Our fans range from 18-year-old girls to 14-year-old boys to

dad groupies who follow you around and want pictures and autographs. We see college kids with body paint and giant signs. It's crazy to think our team logo is recognized by tens of thousands of people around the world. I've even seen MySpace pages on which our logo is the profile photo. It's like, Don't you want a picture of yourself?"

10. PEOPLE ONLY GET HURT IN THE GAME. "No one's been put on the IR yet. After my second tourney I got a blister on my right index finger, my shooting finger. I just put some superglue on it to prevent the blister from coming back. That's the only injury I've suffered. But we do get very tired. There's a lot of mental strain. We need to take frequent breaks and get our sleep."

11. I STILL LOVE TO PLAY. "But there are a lot of opportunities with other MLG league games like Gears of War, Rainbow 6 Vegas 2 or World of Warcraft; I just happened to grow up playing Halo, and that's what they picked for the main game. I don't play anything else during the season; sometimes the settings are different and can throw off your aim. But I look forward to the off-season, when I can take a month off Halo and play all the games that have come out."