

SPRING 2018 9-BALL TIER-2 TRI-ANNUALS

Player Information Packet



Tournament Directors:

Troy Myers & Joe Cabezas



9-Ball Captains Higher Level Tournament Qualifying Criteria

National APA Rules require all APA players to have at least 10 actually played 9-Ball scores in their record prior to entering our APA World Qualifier. If they do not, they are not eligible to advance with the team and their name is automatically dropped from the APA World Qualifier roster by the computer!

If you have new players on your team that finish the Spring Session with only 6 or 7 lifetime APA 9-Ball scores, you may need to play them in both the semi-finals and the finals, and in multiple Tri-Annual matches in order to gain their eligibility to compete at the APA World Qualifier or the Vegas Nationals. **Subsequent Summer Session matches do not count toward the minimum of 10 required scores.**

Note: Each player must advance to the APA World Qualifier with the highest session-ending handicap he/she had from the time the team became qualified to their Spring session-ending handicap. The highest session-ending handicap must be based on 10 actual League match scores in the format in which he/she is advancing.

SPIN & WIN SYSTEM

8-Ball Tier-1

The top 16 teams who qualify in Tier-1 will win \$1,000 and spin the APA Bonus Wheel for a chance to double their money. If a team lands on the APA logo (which counts as 16 and is considered the highest number on the wheel), they will DOUBLE their money (win an additional \$1,000). If no team lands on the APA logo, then the team who spins the highest number doubles their money (wins the additional \$1,000). In case of a tie for the high number, both teams double their money. If a team lands on either the 7, 8, or 9 ball (and that number is not the highest number spun), they receive an additional \$500 in Bonus Cash.

8-Ball Tier-2

The top 8 teams who qualify in Tier-2 will win \$750 and spin the APA Bonus Wheel for a chance to double their money. If a team lands on the APA logo (which counts as 16 and is considered the highest number on the wheel), they will DOUBLE their money (win an additional \$750). If no team lands on the APA logo, then the team who spins the highest number doubles their money (wins the additional \$750). In case of a tie for the high number, both teams double their money. If a team lands on either the 7, 8, or 9 ball (and that number is not the highest number spun), they receive an additional \$500 in Bonus Cash.

9-Ball Tier-1

The top 8 teams who qualify in Tier-1 will win \$1,000 and spin the APA Bonus Wheel for a chance to double their money. If a team lands on the APA logo (which counts as 16 and is considered the highest number on the wheel), they will DOUBLE their money (win an additional \$1,000). If no team lands on the APA logo, then the team who spins the highest number doubles their money (wins the additional \$1,000). In case of a tie for the high number, both teams double their money. If a team lands on either the 7, 8, or 9 ball (and that number is not the highest number spun), they receive an additional \$500 in Bonus Cash.

9-Ball Tier-2

The top 4 teams who qualify in Tier-2 will win \$750 and spin the APA Bonus Wheel for a chance to double their money. If a team lands on the APA logo (which counts as 16 and is considered the highest number on the wheel), they will DOUBLE their money (win an additional \$750). If no team lands on the APA logo, then the team who spins the highest number doubles their money (wins the additional \$750). In case of a tie for the high number, both teams double their money. If a team lands on either the 7, 8, or 9 ball (and that number is not the highest number spun), they receive an additional \$500 in Bonus Cash.

Tri-Annual Championship

Captains Guide

Tournament Directors:
Troy Myers, and Joe Cabezas

“SPORTSMANSHIP - # 1 PRIORITY”

We will not tolerate any smart-remarks, name-calling, or intimidating behavior at the tournament site. Such action can get your team disqualified and your players suspended from playing in the APA. The moment someone from the opposing team is rude or acts up in any way, come see one of the Tournament Directors at the control counter. We will stop the problem before it goes any farther! Sportsmanship and fair play are our # 1 concerns in the APA. Team Leaders and fellow team members will be held responsible for the action of their teammates! If someone starts to act up, diffuse the situation before it escalates and get them out of the tournament facility. We're here to assist you in any way possible. You can never play a match under protest! The moment a concern arises, politely stop the match and calmly come up to the control counter to get proper clarification and direction. *If you continue the match in question, the match stands and no protest may be made at a later time!*

PROBLEMS - HOW TO PROPERLY HANDLE THEM

Your team should not attempt to handle a match-play problem by itself. Temporarily stop the current match and explain the situation to a Tournament Director. The issue will be handled for you. Never argue with, or confront the other team.

Don't worry about skill levels ... that's our job! If you “perceive” that someone on the other team may be under-rated, **do not come up to the control counter and bring it to our attention vocally**, simply write a note on the back of your scoresheets and we'll research the player, and if the complaint is substantiated, the team will be disqualified and your team may have another opportunity in the tournament (based upon when the team is actually disqualified).

REFEREES - HOW TO PROPERLY USE THEM

Never give the referees a hard time; they are responsible league members who are here to help you. Referees are only available for “Good Hit-Bad Hit” calls. They are instructed not to answer rules questions, so please **verify all rules with a Tournament Director**. Referees may be watching as many as four tables, and your team should call a “Referee Time-Out” in order to make sure that the referee has plenty of time to get into position, and is able to find out which category of balls is being played. If you fail to do this, the referee may not be able to make the call properly.

SCORESHEETS / SCOREKEEPING - CHECKING AND VERIFYING

Skill levels can go up or down during this event. Prior to each of your team matches, please make sure that you check the skill levels of all of your members. If you don't, you may accidentally break the “23 Point Rule”.

Score keepers are to sit side-by-side at the score keepers table; coaches to their left and right; team members sit in the bleachers behind them. Verify with the other scorekeeper the number of time-outs taken after each one is called, and announce scores after each game. Mark safeties, even if the shooter forgets to call them!

IDENTIFICATION - HOW AND WHEN TO ASK FOR I.D.

Per national rules, **always carry a valid picture I.D. with you.** Captains, do not shoot a player if they do not have a picture I.D. If you shoot a player who is under-age, your team will be disqualified. You are allowed to ask for I.D. prior to the start of that player match, or after that player match is over, but not during that player match. **If you choose to have a player carded after a match is over,** simply contact a Tournament Director and they will handle it from there. That player will be required to obtain and show proper I.D. before the subsequent round (unless waived by the League Operator), or that specific match will be forfeited. Your team may also face disqualification.

TRI-CUP PAPERWORK - PLAQUES - APA CHAMPION T-SHIRTS - INDIVIDUAL PLAQUES - PHOTOS

Paperwork, Division Champion Host Location plaques and APA Division Champion T-Shirts or Individual Plaques will be handed out at the Captains meeting before the start of the event. Note that in our Tier-1 format, High Point Finisher patches, plaques, and T-Shirts or individual plaques will be presented to our 13-16 team divisions. **If you win your match,** carefully check the Tournament Charts for all future rounds (need help reading the board, see a Tournament Director).

Please turn in your scoresheets at the control counter when you finish your match; team fees are not due for this event; losing teams don't forget to pick-up your prize money when you turn in your scoresheet.

Teams from the Satellite areas ... once you complete your first match (win or lose), turn in your scoresheet and get your team together for a Division Champion picture. The picture will be printed onsite and placed in your Host Location plaque for you to take with you back to your Host Location.

Teams that win in the Qualifying Round will be presented Tri-Cup trophies, and have a Tri- Cup Championship team picture taken with their trophies.

ABOUT THE NEW GREEN ROOM

Charlie's Cue Repair is located in the main arena area! Supplies, cue repair, raffle tickets, etc. No food or drinks may be brought in from outside. Coin machine and phones in the front lobby by the kitchen; Cue balls for Coin-Op tables available at the bar, rental tables (when available) may be rented from the bar personnel. **ATM machine** located at the bar.

TOURNAMENT RULES TO REMEMBER

The current Bylaws of the league are used, unless specifically modified below for this event.

“COMMON PLAYERS” RULE

If you have 2 or more common players on your team (both players are on the same roster of another team in the tournament), your teams will be placed on side-by-side tables, if possible. If you receive your table assignment and your teams are not on side-by-side tables, immediately call it to the attention of the Tournament Director before starting your match. **Teams with 2 or more common players on their team roster may now call for 1 official “waiting” time-out** (not to exceed 30 minutes) to wait for a player common both to their team and another Tri-Annual team (still competing in another match on another table) to finish that match. **To stay warmed-up,** their opponent will be permitted to practice (by themselves on the assigned table) until the common player completes their match for the other team on the other table. **When it’s your turn to put up a player and the player you want to put up is still involved in a match for another team on another table,** simply notify the opposing captain as to the player you are choosing to put up, and that you need to call an official “waiting” time-out. **Mark the back of both scoresheets with the starting time of the “waiting” time-out (using the time indicated on the clock at the Tournament Director’s control desk).** Remember, a team may only call for a maximum of 1 “waiting” time-out and the time may not exceed 30 minutes! Once the time reaches 25 minutes, ask the Tournament Director to come to the scoring table. If the other match is not completed at the end of the combined 30 minute period, the team will have to immediately put up another player or forfeit the remaining matches. **If the match is finished within 30 minutes,** the players originally chosen must play the assigned match and cannot be changed. **If the match is not completed within 30 minutes,** and the team with the common player must choose a different player to put up, then the opposing team will be allowed to also choose a different player, even if their team was the first to put up! Players common to 2 or more teams can only coach **one** match.

If two teams with common players are matched against one another, the common players are not allowed to play or coach for either team, and the team match may be shortened by the Tournament Director, based on the number of common players involved.

PLAYING AREA

No one is allowed in the playing arena (at any time) except for the shooters and their coaches and only during an official time-out! Do not walk in front of the scorekeeper tables at any time!

BREAKING - PRACTICE RACK

Lagging is mandatory at the Tri-Cups unless “both” players agree to flip for the break. If you lag, it is permissible to contact the end rail, but contacting the side rails, or scratching, loses the lag; if the balls collide, you lag over again. Both players will receive a chance to familiarize themselves with the table. Hit a couple of balls; check out the roll of the table; turn the table over to your opponent ... then get your match underway. Please limit your practice time at the table to 2-3 minutes per player!

TIME-OUTS

Only 1 time-out per game regardless of the skill level of the shooter. Calling for a non- available time-out by the coach (or other teammate) is illegal coaching and results in a ball-in-hand foul; if called for by the shooter, no penalty applies. Teams may call for a “Rule-Interpretation” time-out (not counted as one of your team time-outs) at any time to clear up a rule.

“SUDDEN DEATH”

4-Hour Sudden Death Rule is in effect. A team may officially choose to forfeit any match to save time and avoid Sudden Death (notify the opposing team and the Tournament Director before sudden death is officially announced).

ILLEGAL COACHING

Be careful what you yell out to your shooter so that you aren't charged with an illegal coaching foul. It is permissible to say "take your time", however anything construed by the Tournament Director as "instructional" in nature i.e. "easy does it" will result in a ball-in-hand foul!

5-STAR SPORTSMANSHIP PROGRAM

The "FUN FACTOR" system works as follows: Write a number from 1 to 5 on the scoresheet (in the section which reads: "Team #xxxxx receives a ___-Star rating this match"). You will score the team only after all matches are over and only after both Captains have signed the scoresheet. Don't let the opposing team know that you are giving them a bad rating, unless you want them to get even and give you a bad rating in return. Write their rating in **privacy** ... before turning in your scoresheet at the Control Counter. The rating you give them will be 100% confidential.

SMOKING AT THE GREEN ROOM

If you are a smoker, you must take your smoke break prior to the start of your match. Your match officially starts when your name is called and/or you are put up for a player match.

Do not wait until your name is called to run outside for a smoke even if your opponent says it's okay! If you do, the first game of your match will be forfeited to your opponent!

Do not run outside for a smoke break between games either (even if your opponent says it's okay), same penalty applies ... loss of the next scheduled game!

Do not run outside for a smoke break even if your opponent takes a bathroom break (even if your opponent says it's okay) ... penalty is loss of the game in progress or loss of the next scheduled game!

Smoking in the bathroom or other areas of the facility is loss of match and suspension from the APA!

SMOKE EITHER BEFORE YOUR NAME IS CALLED OR WAIT UNTIL THE MATCH IS OVER TO SMOKE!

GOOD LUCK AND GOOD SHOOTING AND THANKS FOR PLAYING IN THE APA!

ELIGIBILITY REQUIREMENTS

2018 APA WORLD QUALIFIERS

Section I

(For Teams Who Qualify in the Summer 2017, Fall 2017, or Spring 2018 Tri-Annuals)

If your team wins a APA World Qualifiers slot (at one of the above Tri-Annual Championships), this information applies to you! Congratulations and please read this info very, very, carefully.

The first rounds of the \$80,000 8-Ball APA World Qualifiers begin (8:00pm) Friday, June 15, 2018 at The New Green Room (tables available for practice at 7:00pm). There will be 72 teams competing in a modified double-elimination tournament with 16 of the teams advancing to the APA \$500,000 APA World Pool Championships held in August 2018 at the Westgate Las Vegas Resort and Casino in Las Vegas, Nevada.

The first rounds of the \$55,000 9-Ball APA World Qualifiers begin (1:00pm) Saturday, June 16, 2018 at The New Green Room. There will be 36 teams competing in a modified double-elimination tournament with 11 teams advancing to the APA \$100,000 APA World Pool Championships held in August 2018 at the Westgate Las Vegas Resort and Casino.

- ★ **For a team to retain its team eligibility** to compete in the above APA World Qualifiers and have the opportunity to advance to the APA World Pool Championships, the team (once qualified) must play all subsequent sessions leading up to the June APA World Qualifier. If qualified in 8-Ball, the team must remain in an APA 8-Ball league and if qualified in 9-Ball, the team must remain in an APA 9-Ball league. This eligibility requirement helps guarantee currentness and accuracy of skill level ratings. Teams who play in the Spring Session are already current and do not need to continue play in the Summer session. **For a qualified team to retain its team eligibility, the team must maintain at least four (4) original team members on their roster during all subsequent sessions leading up to the June APA World Qualifiers.** The team must also remain competitive during subsequent sessions, especially the Spring Session. All non-competitive teams will be subject to a strict review by the APA Executive Review Committee and may face handicap re-evaluations or team disqualifications. **Individual players must also remain personally competitive during the Spring Session. Non-competitive individual team members (felt to be dumping) will be reviewed by the APA Executive Review Committee and may face handicap re-evaluation or suspension.**

- ★ **For an eligible team member to retain their individual player eligibility** and be able to advance with their team to the APA World Qualifiers and have the opportunity to advance to the APA World Pool Championships, **all eligible team members must be listed on the qualified team Spring roster and shoot at least 4 times during regular Spring session play.... and they must have at least 10 actually shot league match scores in their record prior to finishing the Spring Session program and entering the APA World Qualifiers.**

- ★ **If a player who was eligible to shoot on a team in the Spring Tri-Annuals, did not shoot enough times (in that specific format) during the end-of-session playoffs and the Spring Tri-Annuals to accumulate at least 10 total scores in their record (before exiting the Spring Tri-Annuals), they lose eligibility** and cannot advance with their team to the APA World Qualifiers (they also lose eligibility to receive additional awards and prizes). Subsequent **Summer Session scores do not count** towards the 10 required scores.

ELIGIBILITY REQUIREMENTS

2018 APA WORLD QUALIFIERS

Section II

- ★ **If a team that qualifies in the Summer Tri-Annuals elects to drop an eligible player from their Fall roster, that player loses their individual player “originality” and “eligibility” and can no longer advance with their team to the APA World Qualifiers or the APA World Pool Championships unless** they are re-added to the team by week # 4 of the Spring session and shoot at least 4 times with the team during the Spring session. If re-added to the roster (before week # 4 of the Spring session); and if they shoot at least 4 times with the team during the Spring session, and if they have at least 10 actually shot league scores in their record by the end of the Spring session the player regains both their “eligibility” and “originality” and are again eligible to shoot with the team in all levels of Higher Level Tournament play, including the APA World Qualifiers, if the team should advance that far.

- ★ **The only players eligible to advance with a Qualified team to the APA World Qualifiers are those players listed on the Qualified team’s “Spring” roster (as of week # 4 of the Spring session) who are deemed eligible by the following criteria:** (1) they were listed as eligible players on the team’s roster when the team qualified in the Tri-Annuals; they have at least 10 scores in their record by the end of the Spring Tri-Annual Championships; and they have shot with the team at least four times during the Spring session; or (2) they are replacement players who meet all “replacement” player eligibility, have been approved by the League Operator/League Manager, and have shot at least four times with the team during the Spring session. Any player dropped from your qualifying roster and not re-added to the Spring roster (by week #4) has lost their eligibility to advance with the team and share in any awards or prize monies. **Exception:** Since our Fall Session Tri-Annuals do not finish until after the 4th week of the Spring Session, those teams that qualify after week # 4 will be allowed last minute roster changes. They may elect to add back players who were originally on their Fall roster, or replace any non-eligible players. If the player they add to their Spring roster is currently active on another team, that team will be allowed to add a replacement player.

- ★ **If a team elects to replace a dropped player(s) with a “new” or “non-established” (less than 10 scores in their record) or non-approved player on their Spring roster, or if a team elects to keep a player on the roster who was “non-established” when the team qualified, that “new” (or non-established/non-approved) player will not be eligible , nor can they ever gain eligibility,** to play with the team in the APA World Qualifiers or the APA World Pool Championship or share in any prizes or awards (**unless your team again “qualifies” in the Spring Tri-Annual**). The player they replaced is also non-eligible to compete or share in any prizes or awards. New, non-eligible players are automatically removed from your APA World Qualifiers roster (think twice before carrying non-eligible players on your Spring roster and limiting your APA World Qualifiers roster to less than a full field of eight players).

- ★ **Your team may elect to replace a dropped player(s) with a veteran/“established” APA member approved by the League Operator. Replacement player(s) must meet the following criteria:** (1) they must have had at least 10 scores in their record (preferably 20 scores) as of the date your team qualified in the Tri-Annual Championship; (2) they must have shot in our local APA league area, and in the same format within the past 12-18 months; (3) they must be approved by the APA League Operator/League Manager (your request must be submitted to the league office prior to week #4 of the Spring Session); and (4) they must have shot with the team at least four times during the regular Spring session. Don’t try to find the “best 4”, etc. Replacement players will be carefully reviewed and if they are “borderline” players or have “limited” scores in their record (10 minimum), they will be authorized only after their skill level is adjusted to a proper level.

9-Ball Roster & Handicap Report

30106 Top Hat N 3047 FROM : Parkville, MD <u>SkI Number Name</u> 4 07226 Seymour, Everette 3 24633 Seymour, Larry 4 69518 King, Andrew 3 10954 Witten, Andrea 3 31503 Beaumier, Jaime 3 79214 Ripley, Jordan	30207 Just For Fun N 3039 FROM : Halethorpe, MD <u>SkI Number Name</u> 4 17346 Tsottles, Kelly 2 12255 Martin, Anthony 2 12285 Smith, Alexandra 4 04712 Freer, Kevin 9 03010 Whittington, Chuck 5 47463 Anderson, Heather 3 55103 Smith, Andrew 5 26260 Rivas, Cody	30404 Balls Deep N 3037 FROM : Dundalk, MD <u>SkI Number Name</u> 4 56405 Turner, Bill 6 44287 Whitley, Paul 5 30061 Miller, Bryan I 5 65952 <i>bayer, michae</i> 3 00635 Harris, Ronald 2 17067 Topal, Manny 3 77298 Dawson, Tammy 3 09292 Wendt, Timothy	30503 Team Sheldons N 3076 FROM : Baltimore, MD <u>SkI Number Name</u> 4 64336 Jackson, Antoine 7 31749 Gee, Thomas 3 46960 Alfred, Eve 3 40687 Dinkins, Vernice 5 29788 Bess, Rico 5 78411 Thomas, Frederick 3 09996 Keeling, David 4 11717 Marion Jr, Samuel	30605 Fish Head Cantina N 3080 FROM : Halethorpe, MD <u>SkI Number Name</u> 3 00609 Grow, Cheryle 3 00190 Grow, Mike 5 78008 Ellis, Benjamin 4 01455 Albaugh, James 5 77645 Spicer II, James 7 67134 McGee, Derek 4 04667 Graham, Eric	30704 This Is How We Roll N 3041 FROM : Baltimore, MD <u>SkI Number Name</u> 5 75811 Buck, Christopher 6 64025 Kutnik, Will 2 12386 Miller, Steve 3 02277 Reed, Amanda 6 68374 Laytar, Sean 3 25956 Conley, Brenda 5 53402 Huovinen, Chris 4 93245 Ferguson, Robert
30813 Organized Chaos N 3034 FROM : Dundalk, MD <u>SkI Number Name</u> 9 25595 Sutton Sr, Keith 4 70574 Nantz, Zachary 7 76221 Morgan, James 4 03072 Bauer, Bill 1 06866 Bauer, Sandra 5 67477 Terasawa, Maaku 2 59539 Sutton, Lisa 4 65822 Tabor, Gary	30915 Lady & the Tramps N 3034 FROM : Parkville, MD <u>SkI Number Name</u> 7 76564 Hughes, Damon 4 67496 Amos, Dominic 4 20612 Watkins Jr, Hallot 3 68189 Yates-Arkward, Stephanie 5 77166 Good Jr, George I 3 72002 <i>wilson, otis</i> 4 52295 Haysbert, Reginald 5 52557 Walston, Arthur	31008 Trouble Shooters N 3041 FROM : Canton, MD <u>SkI Number Name</u> 6 34349 Cooke Sr, Donald 3 18460 Stinyard, Victor 2 38552 Horner, Bill 3 40899 Rozankowski, Paulette 6 06127 Reinfeldler, David 6 17961 Stalfort, Gary 3 48429 Hall, Caroline 4 48865 Lucke, Henry			
31102 9 Balls So Hard N 3043 FROM : Columbia, MD <u>SkI Number Name</u> 4 75397 French, David 4 75396 French, James 5 78546 Miller, Joshua 4 32464 Kingsland, Harald 4 03782 Brooks, Michael 5 77360 Ahmed, Bilal 3 01248 Albert, Ira 4 00950 Poltilove, Stuart	31209 "The Regulators" N 3046 FROM : Gwynn Oak, MD <u>SkI Number Name</u> 4 03641 Jacobs, Maurice 4 78464 Thomas, Darlene 3 21823 Johnson, Darrel 3 04191 Holt, Omar 3 01949 Alexander, Channel 4 78226 Alexander, Keith 3 08297 Wallace, Pernell 5 37009 Jackson, Tyrone	31309 "Just Kiss It 2" N 3049 FROM : Sparrows Point, MD <u>SkI Number Name</u> 5 02857 Brittain, Jay 5 03514 Brittain, Jay 6 08694 Cochran Jr, Eugene 6 09619 House, Bryan I 3 12635 <i>watts, john</i> 2 14952 Civiletti, Chris 3 11002 Brittain, Matt 4 01745 Civiletti, Michael			

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

9-Ball Roster & Handicap Report

31407 Q Squad N 3049 FROM : Curtis Bay, MD <u>SkI Number Name</u> 3 64472 Galloway, Quayealorna 5 71178 Allen, Henry 3 66795 Bowie, Tonia 5 55647 Johnson, Michael 5 44919 Tate, Darryl 3 57797 Morgan, Barbara 2 64725 Tate, Rena 2 03117 Falcon, Rhonda	31502 Wait For It N 3037 FROM : Baltimore, MD <u>SkI Number Name</u> 5 52921 Larrimore, Rob 6 09107 Wild, Brian 3 03696 Holland, Melissa 4 03778 Eckhardt, Greg 4 72216 Ondeck, Scott 4 23045 Oden 3rd, Howard 6 65859 Fisher Jr, Valdez 3 08712 Weidow, Brian	31612 No Balls Left Behind N 3080 FROM : Kingsville, MD <u>SkI Number Name</u> 7 09743 Sills, Leonard 6 50682 Akers, Jeffrey 4 19838 Hartman, Debbie 2 14583 Sullivan, Kaitlin * 8 23616 Dreisch, Bert 4 06140 Wolfe, Steve 4 74520 Turner, Curtis
31701 "We Got Game " N 3035 FROM : Dundalk, MD <u>SkI Number Name</u> 4 47311 Randolph, Arthur 7 06699 Salmon, Jeff 4 65857 Bock, Charles 4 32966 Smith, Sunday 2 52243 Randolph, Lynnear 4 08280 Carter Jr, William 3 06700 Salmon, Gussie I 3 12311 <i>jones, william</i>	31814 Dew Drop N 3043 FROM : Kingsville, MD <u>SkI Number Name</u> 5 76620 Smallwood, Matthew 7 09743 Sills, Leonard 2 20270 Hedrick, Erin 2 14583 Sullivan, Kaitlin 3 75534 Vailati, Chris 5 25031 Smallwood, Stanley	31906 Ventures Night N 3040 FROM : Baltimore, MD <u>SkI Number Name</u> 3 71932 Bonczewski, Karen 3 71934 Michaloski, Denise 6 01716 Alvey, Thomas 4 78494 Stoneburner, Jason 3 19784 Randall, Irene 7 20867 Powers, Vincent 3 20407 Vega, Dora 5 13761 Fellner, Joseph
32016 Too Drunk to Care N 3047 FROM : Essex, MD <u>SkI Number Name</u> 7 03857 Mericle, Jeffrey 4 02182 Salisbury, Amanda 2 04599 Russo, Crystal 5 03835 Russo, Jason 3 73987 Wayland, Melissa 5 70688 Groth, Stephen 5 52921 Larrimore, Rob 3 13203 Delair, Michael	32105 Sorry not Sorry! N 3074 FROM : Dundalk, MD <u>SkI Number Name</u> 7 32513 Connelly, Brian 4 09645 Icenrode, Joshua 2 11732 Schoppert, Tyler 4 12408 Volz, James 4 47212 Calabrese, Jim 4 51154 Lund Jr, Charles 4 13192 Volz, Jonathan 6 11680 Stielper Jr, Dennis	32202 Wednesday's Misfits N 3075 FROM : Baltimore, MD <u>SkI Number Name</u> 4 71509 Riffey, John 6 71557 Rubin, Josh 5 31306 Sizemore Jr, James 2 08778 Edwards, Bobby 7 76086 Huber, Brandon 4 48973 Vaughn, Ricky 2 64642 Edwards, Ann 4 64864 Seabrease, Robert
32412 Misfits N 3077 FROM : Dundalk, MD <u>SkI Number Name</u> 4 10158 Brown, Gene 7 05281 Johnson Jr, Mike 5 54603 Lohrmann Jr, Robert 4 61001 Clark, Elmer 2 23776 Brown, Marie I 9 30503 <i>fleming, charles</i> 5 58179 Jackson, Robert 3 49523 Orlandi, Amy	32610 Who Knew Is Back N 3079 FROM : Dundalk, MD <u>SkI Number Name</u> 3 02567 Cooper, Leonard 5 53500 Carney, Alphonso 3 72259 McLeod, James 3 29470 Fleming, Brenda 9 30503 Fleming, Charles 5 03846 Grant, Louis I 2 13820 <i>macy, lamoni</i> 4 78072 Prietz III, Frederick	32703 Get Back To Having Fun N 3051 FROM : Baltimore, MD <u>SkI Number Name</u> 3 00484 Cabral, Darlene 4 15757 Klingelhofer, Tyania 2 55262 Leppo, Melody 2 08390 Miller, Doloretta 4 60229 Christopher, Troy 4 55511 Yeager, Charles 5 73178 Ludwig, Michael I 9 01924 <i>welch, doug</i>

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

9-Ball Roster & Handicap Report

32806 In The Hole N 3036 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 10043 Albankis, Lawrence 5 22644 Marsee, Mike 3 12111 Gonshor, Robert 2 12177 Davis, Denise 5 27905 Prochaska, George 4 17230 Andreasik, Charlene 6 02143 Anoweck Sr, Tom I 3 42665 <i>fabrizio, margie</i>	33104 Crazy Train N 3036 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 38539 Wiatrowski, John 5 11725 Turnbaugh, Joshua 3 11761 Herring, Debbie 2 15796 Lee, Mary 5 79166 Anders, Gary 2 23957 Rosario, Destiny 5 44894 Rossi, John	33209 "Need A Tissue" N 3042 FROM : Dundalk, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 46789 Pfaff, Richard 3 61004 Gorsuch, Tamara 5 51826 Jansen, Troy 3 11621 Chapman, Stephen 2 01525 Pfaff, Megan 4 65705 Wienhold, Niki 3 68542 Roberts, David 5 48789 Gorsuch III, Bobby
33303 Boh's and O's N 3075 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 72001 Cumberland Jr, David 3 76350 Mapp, Lisa 4 75076 Mapp Jr, John 3 05447 Kessel, Michael 4 06165 Rohlfling, Gregory 4 04464 Mapp, Steven 7 57190 Lawrence, Tony 5 56094 Francis, William	33405 Smoke Deezees N 3078 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 20231 Moricle, Offer 6 64614 Ward Jr, James 2 62518 Halcott, Steffanie 4 17230 Andreasik, Charlene I 3 22313 <i>zamenski, donna</i> 6 77708 Rose IV, William 3 40177 Halcott, Gelana 3 08995 Edelmann, Brittany	33507 Left Field Pub N 3045 FROM : Dundalk, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 10429 Collurafici, Vincent 7 73837 Shiflett, Russell 2 10421 Sevison, Jennifer I 7 57190 <i>lawrence, tony</i> 2 08582 Miller, Ryan 4 01615 Leach, Wayne 4 71010 Kiger, Micheal 6 44732 Folk, Jason
33604 The Band of Misfits N 3038 FROM : Essex, MD <u>Skl</u> <u>Number</u> <u>Name</u> 2 53989 Clements, Debralee * 5 23410 Chapline, Mike 6 28800 Elmore, Mike 4 59979 Wyatt, Jerry 6 64668 Pritt, Brandon 4 21140 Black Jr, Jeffery I 3 21735 <i>donati, stacey</i> 3 12471 Phillips, Brandon	33706 Don't Piss Her Off N 3044 FROM : Essex, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 10532 Spriggs, Nick 5 65847 Phillips, Andy 5 04170 Chapline, Mark 3 12471 Phillips, Brandon 3 51395 Spriggs, Anna 3 44884 Corbin, Kathy 4 04907 Kowalczyk, Steven 2 79070 Murray, Tina	59009 Shooting With The 9's N 3038 FROM : Aberdeen, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 73623 Nine, Robert 3 11278 Nine, Joy 4 10227 Stamper, Eddie 5 14275 Cain, Frances 4 02030 Coakley III, Leo 7 22074 Shiflett, Charles 2 24095 Shiflett, Mary 5 51867 Taylor, Brandon
59111 Just A Bit Outside N 3050 FROM : Forest Hill, MD <u>Skl</u> <u>Number</u> <u>Name</u> 7 04756 Busch, Mark 6 11429 Denbow, Mike 4 11501 Ligon, Ryan 4 16610 Hauer, Jim 3 11442 Innella, Allison 4 58847 Baur, Matt 6 03670 Hauer, Kevin 4 06976 Hauer, Brandon	78313 Queen City Elks Lodge N 3048 FROM : Salisbury, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 28620 Mister, George 5 06868 Granger, Joshua 3 42254 Fisher, Raymond 3 73381 Lankford, Preston 4 05179 Evans, Ryan 4 55352 Thornton, Richard 6 36092 Fonte, Matthew 2 25885 Nelson Jr, Raymond	78704 That 9 Ball Team N 3039 FROM : Chestertown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 2 10221 Watters, Tracey 5 78108 Watters, Jonathon 5 45604 Barrett, Devon 3 16477 Davis, Thomas 3 50983 Smith, Dee 5 24503 Walbert Sr, David 5 58750 Bentley, Bob 2 47065 Blackmore, Neil

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

9-Ball Roster & Handicap Report

96001 Your Mom Roots 4 Us N 3079 FROM : Frederick, MD <u>Skl Number Name</u> 7 66727 Joy, James 5 75300 Seabolt, Martin 3 05092 Theisen, Emily 5 49072 Bamforth, Ted 4 02934 Combs, Tristan 3 76920 Nuttall, Helen 4 53745 Pellak, Joe 4 09100 Greenwood, Carol	96114 Dilly Dilly N 3051 FROM : Finksburg, MD <u>Skl Number Name</u> 4 66495 Shimer, Christopher 3 03142 Woods, Kristine 6 40796 Murray, Raymond 5 00152 Williams, Ray 3 74733 Bonsal, David 4 53865 France, Richard 4 37555 Vaughn, Paul 6 76250 Carder, Bruce	96507 Red Man's N 3045 FROM : Frederick, MD <u>Skl Number Name</u> 7 35164 Miller, Larry 5 36443 Robey, Russell 2 74676 Bell, Carolyn 5 39161 Weber, James 3 65374 Barnes, James 7 65148 Smith, Ralph 2 71546 Smith, Donna 3 36684 Robey, Becky
96603 Pappy's Patriots N 3033 FROM : Frederick, MD <u>Skl Number Name</u> 5 35207 Oden Jr, Rick 7 16779 Jahnke, John 3 54661 Horman, Opie 5 11589 Spohr, Steve 4 76207 Stockman, Byron 3 01325 Mitten, Jefferson 4 01912 Sellers, Robert 3 65875 Fogle, Nicole	96705 Champion Billiards N 3048 FROM : Frederick, MD <u>Skl Number Name</u> 5 17095 Bowers Jr, Jim 4 63652 Clark, David 5 57423 Alfred, Mike 1 10146 Alfred, Katelyn 6 57923 Powers, Joe 3 60618 Rohland, Mary Ann 4 49246 Donoghue, Michael 1 25809 Sweeney, Tiffany	96803 That's How We Roll N 3077 FROM : Frederick, MD <u>Skl Number Name</u> 4 75307 Higgins, Drew 6 60649 Pickett, Bonnie 3 75612 Ellison, Robert 2 78970 Reno, Carolyn 4 70639 Stambaugh, Tim 3 08378 Pickett, Mark 6 15930 Suter, Scott 6 62437 Bruce, Greg
97110 Hustlers, Horns & Halo's N 3040 FROM : Clear Spring, MD <u>Skl Number Name</u> 8 19755 Bartles, Robert 5 20146 Martin, Thomas 2 58814 Johnson, Tania 1 03954 Smith, Rita 5 48212 Miller, Bill 2 70629 Casey, Christine 4 01955 Johnson, William	97206 Caught StrokIn N 3050 FROM : Hagerstown, MD <u>Skl Number Name</u> 4 08415 Albright, Lake 2 04423 Wallace, Megan 2 02837 Kimbrough, Jasmine 4 17299 Wentling, Andrew 5 23449 Spencer, Mark 3 17834 Frazer, James 2 07526 Remsburg, Tashana 4 10720 McClain, Jonathan	97416 Four Corners N 3035 FROM : Inwood, WV <u>Skl Number Name</u> 4 30436 Fries, Sidney 4 10156 Breeden III, Morris 1 23933 Hart, Lauren 5 09382 Ross, Randy 5 11793 Sherrard, Chad 6 24877 Novak, Scott 3 01746 Dunbar, Warren 3 06088 Williams, Dennis
97601 Win Or Lose We Booze N 3044 FROM : Clear Spring, MD <u>Skl Number Name</u> 5 48212 Miller, Bill 4 04272 Getz, Robert 1 03954 Smith, Rita 3 04231 Mills, Denny 3 03596 Shroyer, Diane 5 48705 Mellott Sr, Charles 7 65647 Kline, John 3 76969 Reeder, Kimberly	97701 Take A Chance N 3042 FROM : Funkstown, MD <u>Skl Number Name</u> 6 14551 Barnhart, Charles 6 43135 Wenner Jr, Butch 4 43834 Lescalleet, Denise 3 08740 Shilling, James 3 43692 Barnhart, Kristie 2 76682 Callahan, Maggie 3 77854 Parrish, John 3 58311 Durboraw Jr, Denny	97808 The Rock N 3033 FROM : Martinsburg, WV <u>Skl Number Name</u> 7 52211 Hull, Rusty 4 14851 Justice, Elmer I 6 03861 <i>funkhouser, wayne</i> 3 17513 Roberts, William 2 10023 Shade, Jennifer I 5 12695 <i>gelormini, carl</i> 5 22422 Jolley, Steven * 5 24653 Woods, Mike

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

9-Ball Roster & Handicap Report

97901 Sure Shots

N 3078

FROM : Hagerstown, MD

<u>Sk#</u>	<u>Number</u>	<u>Name</u>
4	63612	Sprankle, Krista
7	76171	Cosens III, Reginald
3	27709	Robinson, Chris
5	48235	Robinson Jr, Dave
2	02300	Jordan, Heather
3	06093	Cooper, Thomas
4	12009	Hawkins, Robert
7	05105	Sanchez, Raymundo

98002 Harmans

N 3076

FROM : Hagerstown, MD

<u>Sk#</u>	<u>Number</u>	<u>Name</u>
3	27709	Robinson, Chris
4	63612	Sprankle, Krista
5	48235	Robinson Jr, Dave
7	76171	Cosens III, Reginald
4	25558	Robinson Sr., David
4	10056	Robinson, Devin
2	02300	Jordan, Heather
6	52200	Smith, Dwayne

98205 The Family Feud

N 3046

FROM : Sharpsburg, MD

<u>Sk#</u>	<u>Number</u>	<u>Name</u>
6	47422	Moats, Ronald
5	04903	Fraleley, Terry
4	02476	Fraleley, Marvin
3	77386	Gay, Kenny
2	12232	Fraleley II, Terry
4	43419	Cameron, Keith
2	12367	Cameron, Al
I 1	24844	washington, angela

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

SUDDEN DEATH

NOW IN EFFECT AT THE NEW GREEN ROOM!

SUDDEN DEATH FORMAT:

Sudden death will go into effect four (4) hours after the official starting time. At that time, any match in progress will finish in its entirety, however all subsequent matches will be played under Sudden Death rules.

9-Ball Sudden Death:

All balls pocketed in a 9-Ball Sudden Death match will count as "DOUBLE POINTS". The 1-8 count as two (2) points each, while the 9-Ball counts as four (4) points.

8-Ball Sudden Death:

A Sudden Death match in 8-Ball will consist of two (2) games ... the first game will be worth two (2) points ... the second game (if needed) will be worth one (1) point. If the two (2) points won in the first game determine a clear winner (where there is no way the opposing team can come back and win the overall team match) the match is over. If the two (2) points earned in the first game of a Sudden Death match do not determine a clear winner, the Sudden Death match continues with a second game (worth 1 point). Since the first game of a SD match is worth more points than the second game, the winner of the first game will receive credit for that specific individual player match (for tie-breaking purposes) should the teams end up tied in total points at the end of the team match.

If after playing both games in the final Sudden Death match (Match 5), the teams are tied in total points, the winner will be the team that won three (3) of the five (5) individual player matches.

SUGGESTED TIME GUIDELINES FOR 8-BALL MATCHES

<u>Total Games Must Win</u>	<u>Match Time</u>	<u>Average/Game</u>
4-6	45 minutes	10 minutes
7-10	60 minutes	8 minutes

SUGGESTED TIME GUIDELINES FOR 9-BALL MATCHES

Match Time
40-60 minutes

ADDITIONAL SUGGESTED TEAM GUIDELINES

Each 8-Ball Team Match	4 Hours
Each 9-Ball Team Match	3 Hours
Each New Player Selection	2 Minute Limit Each Coaching
1 Minute Limit Average Shot	20 Seconds
Special Shooting Situation	45 Seconds (Maximum)



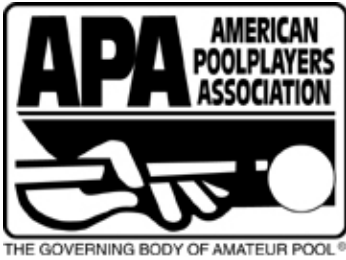
REFEREE GUIDE / INFORMATION

TEAM RESPONSIBILITIES

- ◆ Teams are required to show the highest respect for the referees at all times. Giving the referees a “hard time” will place the team member(s) involved in the “very possible danger” of being immediately disqualified from the event, removed from the premises, and indefinitely suspended from the league.
- ◆ Teams have the right to request a referee change at any time. No reason required.
- ◆ Referee calls are binding and final, and cannot be protested.

REFEREE RESPONSIBILITIES

- ◆ Referees are instructed to report sportsmanship problems to the tournament officials.
- ◆ Referees are asked not to give rule interpretations, or answer rules questions. The requesting Captain, coach, or player is responsible for temporarily halting the match, in order to seek clarification or confirmation from the Tournament Director, whenever a rule is involved. This eliminates mistakes and misunderstandings. Referees only make calls concerning “good hit-bad hit”, “frozen” ball and other possible playing foul situations. Note that Local League Bylaws over-ride the APA National Rules for local events.
- ◆ Referees are not responsible for watching every roll of the balls on their assigned tables. On potentially close-hit shots, it is the responsibility of the Captains, coaches, and players to protect themselves by calling an official referee time-out (prior to the shot actually being executed). Remember, close-hit calls go to the shooter.
- ◆ Referees are instructed to always make an attempt to “watch a hit” (whenever requested), however, it is the responsibility of the non-shooting player to “hold up the shooter” before asking the referee to watch a hit.
- ◆ Referees are asked to never offer calls, even if they see an obvious foul. It is your responsibility to ask them if they saw the shot and if the shot was “bad”. If they are 100% sure it was bad, then you will be awarded ball-in-hand. If they forget and initiate a call, remember “a foul is still a foul” and the call stands.
- ◆ Referees are asked to never discuss “game strategy/shot selection” with any of the players during their match.



HOW TO REQUEST REFEREE ASSISTANCE

Captains, coaches and match players should use one of the following methods to request referee help:

- 1.) If a shot looks to be “close” and you feel that a foul might occur, your team should **call for a free “referee time-out” and temporarily stop the match before the shot is played.** Note that the other team’s player may not recognize your voice, and may continue with their shot. Hold up the shooter by getting the attention of “YOUR” shooter (since your player will immediately recognize your voice). **Example: Joe, “HOLD UP THE SHOOTER, we need a referee to watch the hit!”** Having “YOUR” player hold up the shooter gives the referee time to determine the situation on the table, and to get into position to watch the hit. It may take time for the referee to get into place (because of activity on a nearby table), so be patient. When making a call, note that unless the referee is 100% sure that the hit was “BAD”, they are instructed to call the hit as “GOOD”. APA rules state that “SPLIT” hits are good and go to the shooter. It must be obvious to the referee that the hit was “BAD” for a ball-in-hand foul to be awarded.
- 2.) If a shot did not look to be “CLOSE” (before it was shot) or if something unexpected occurred during the shot (that you think might have been a foul), **call a free “referee time-out” and temporarily stop the match (before another shot is played).** If a referee happened to be looking at your table at that time, and is 100% certain that the hit was “BAD”, they will give you a call. Their call is final and binding. Remember, the referees have been asked not to “initiate” any calls, even if they see a foul occur. You must “**VERBALLY**” ask them if they saw the shot, and if they could determine whether or not a foul occurred. If they are not 100% sure that the hit was “BAD”, the hit is considered “GOOD” and the call goes to the shooter.

Captains, coaches, and match players, *should not* simply “point at” or “yell for” a referee. In order to properly protect your team, please stop the match, by telling “YOUR” player to “Stop the Shooter” before seeking referee assistance.

PLEASE—

NO FLASH PHOTOGRAPHY

Please be courteous of other players while they are shooting.

If you would like to take pictures,
you may do so only without use of a flash.

BE CAREFUL!

KEEP AN EYE ON YOUR POSSESSIONS!!!

When you travel, be aware of pickpockets and purse/cue snatchers.

**PLEASE
BE AWARE OF YOUR SURROUNDINGS!**

**THERE IS ABSOLUTELY NO DRINKING IN
THE PARKING LOT OR TAKING ALCOHOL IN
OR OUT OF THE NEW GREEN ROOM**



If you are caught taking any alcohol outside of the building, bringing alcohol inside the building, or drinking in the parking lot, you will face being barred from the facility and a minimum 30-day to 1-year suspension from the APA. If your actions were to cause the New Green Room to lose their beverage license, we would lose our tournament facility! This is a serious matter!



PICTURE I.D. REQUIRED

All participants at Higher Level Tournaments are required to present a current state certified positive picture I.D. in the form of a state I.D. from their state of residence, a passport, or a Military I.D. prior to competing in any APA Higher Level Tournament. This includes all Tri-Annuals, all of our APA World Qualifiers and all Mega and Regional Singles events.

Even though this requirement will not be mandatory (at this time) for the Divisional Playoffs or during regular session play, keep in mind that the opposing team still has the right to request I.D. prior to the start of any APA player match.

If you have a legal problem that does not allow you to obtain a Driver's License, **this rule still applies**. You may still obtain a picture I.D. (age majority card) from the MVA. If you do not have a proper I.D., check with your state officials to obtain a picture I.D. PRIOR to the event.

Also note that if traveling to the World Pool Championships, all airlines also require a positive picture I.D. for air travel.

**If you do not have a proper picture I.D.,
you will not be allowed to play!**

Exception: This rule may be waived by the Tournament Director or League Operator when it is felt that a player is who they say they are. Note that if it is later found out that the player was not who they were thought to be, the team will be disqualified and the Team Captain will be suspended from the APA!



DEFENSIVE SHOTS

HAVE FUN ... MEET PEOPLE ... PLAY POOL
START CALLING & MARKING DEFENSIVE SHOTS!

Make League Play More Fun! - Learn About Defensive Shots!

If you "call" and mark Defensive Shots on yourself and your team, no one will accuse you of sandbagging!

If you mark Defensive Shots played by your opponent or the opposing team, no one can sandbag and everyone will have more fun!

Have every member on your team learn about Defensive Shots by watching the APA Defensive Shots video at apapool.com

- 1. Please remember to call all defensive shots (SAFETIES) out loud ... simply say SAFETY!**
- 2. If you feel your opponent just played a DEFENSIVE SHOT (SAFETY) without verbally calling it, simply mark the DEFENSIVE SHOT on YOUR SCORESHEET.**
- 3. Do not say anything about a player not calling, what you thought was a defensive shot. They may have felt that the shot was not a defensive shot and challenging them COULD LEAD TO A CONFRONTATION AND RESULT IN SPORTSMANSHIP PROBLEMS AND POSSIBLE SUSPENSIONS.**
- 4. Teams who play defensive shots, but fail to mark them on their scoresheets (to try and keep their skill levels down) will be flagged for special handicap review.**
- 5. Teams who FALSELY mark safeties for the purpose of trying to get their opponents handicaps raised, will face suspensions.**

Also check out the ... How To Keep Score ... videos on our website!



UNACCEPTABLE BEHAVIOR

***CAPTAINS - TALK WITH YOUR PLAYERS ABOUT UNACCEPTABLE BEHAVIOR!
HAVE FUN ... MEET PEOPLE ... PLAY POOL!***

Make APA Play More Fun! - Conduct Yourselves Properly!

1. The moment an APA member conducts themselves in an inappropriate manner, our Referees will temporarily stop the match!
This includes, but is not limited to banging balls/cue sticks on the table; throwing chalk or other objects; profanity; making sexist or racist comments; or making smart remarks out loud (where someone might hear it) about a player's skill level ability - either to your opponents or to your own team mates. If you feel someone is dogging shots, mark DEFENSIVE SHOTS on the scoresheet and write them up.
2. Our Referees will politely inform the APA member(s) violating these policies that their behavior is unacceptable! We expect the problem to immediately go away and not return for the duration of the team match.
3. Based upon how the APA member responds to the warning, the referee may either restart the match immediately ... or call for the assistance of a Tournament Director or Floor Manager (at which time penalties may apply). Our Tournament Officials are here to help you, and are not to be verbally abused.
4. If the situation is not immediately resolved, APA members involved are subject to immediate suspension ... which could cost your team the chance of advancing to the next round. **It is in the team's best interest to police it's own members and avoid this type of situation.**

Please make every member on your team aware of these new policies and inform them that unacceptable behavior at the tournament site will no longer be tolerated.

**Terry Justice,
APA League Operator**

Poolplayers Etiquette

Good Sportsmanship



Have pride in yourself.

Respect your opponent.

Win or Lose -
it's how you accept victory or defeat.

Control your emotions...
don't let them control you.

Accept victories and losses with
goodwill and dignity.

Be an example of Good Sportsmanship.

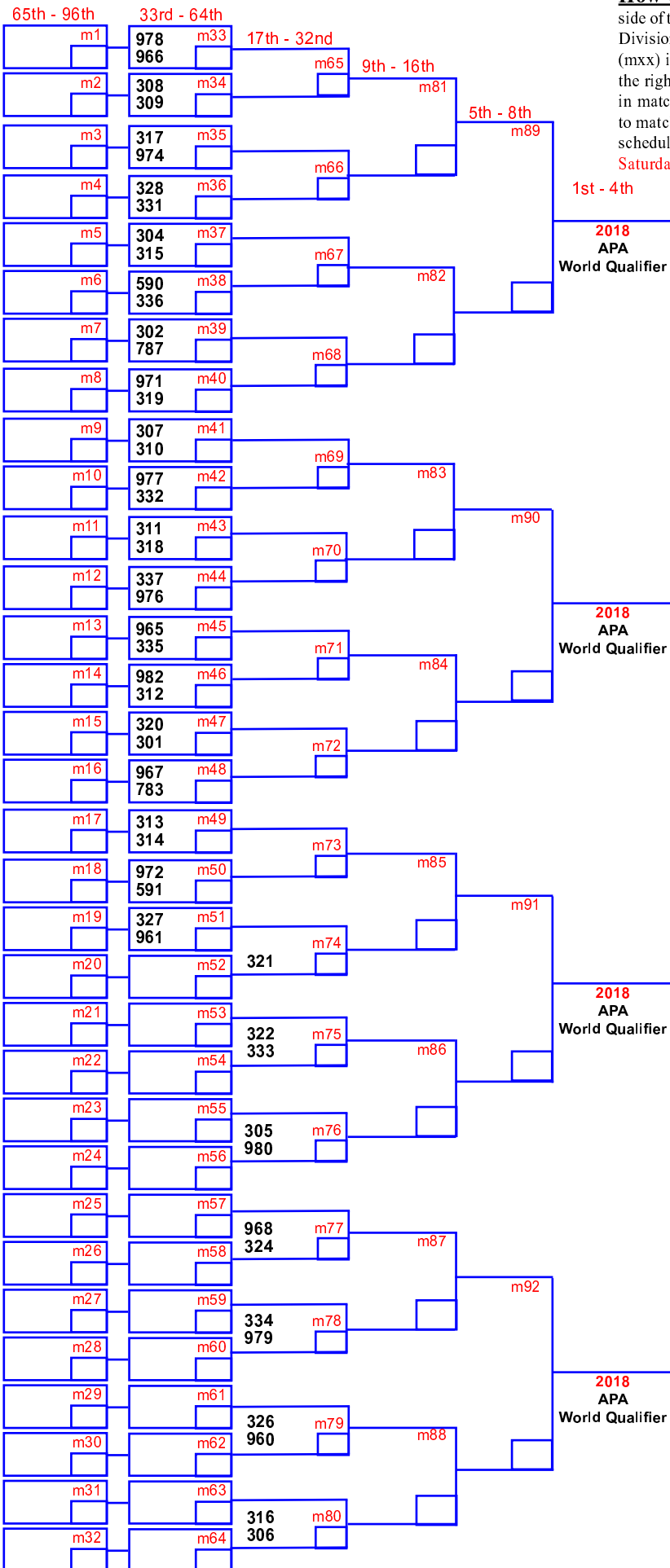
Win with Sportsmanship...Others will Follow!



This message brought to you by



How to read the chart: (1) Find your Division # (Div. xxx) on the left side of the chart; (2) Find your match# (mxx) located inside the same box as your Division #; (3) Look at the "Match Times" chart to find when your specific match (mxx) is scheduled. If you win your starting round, simply follow the chart to the right to see when you play next! **Example:** Div. 978 & Div. 966 start play in match #33 (m33) scheduled for **Friday, June 1 at 8pm**; the winner advances to match 65 (m65) scheduled for **Friday, June 8 at 8pm**; then to match 81 (m81) scheduled for **Saturday, June 9 at 1pm**; then to match 89 (m89) scheduled for **Saturday, June 9 at 7pm**.



Match	Day	Date	Time
33-51	Friday	June 1	8:00pm
65-80	Friday	June 8	8:00pm
81-88	Saturday	June 9	1:00pm
89-92	Saturday	June 9	7:00pm

The #'s listed above are MATCH #'s **not** division #'s!

Top 4 teams receive trophies and advance to the \$55,000 2018 APA World Qualifier



TIER-2 SPRING 2018 TRI-ANNUAL



\$ 13,000

PRIZE FUND
Spin & Win to
Double your Money

Top "4" teams	\$750
5th-8th place	\$300
9th-16th place	\$250
17th-32nd place	\$200
33rd-64th place	\$150

Top "4" teams receive trophies and advance