

May 15, 2018

Dear Tri Cup participants,

Enclosed, please find a copy of the tournament bracket and rosters of all the teams involved in this tournament. Your tri cup will be held May 18-20. Play will be split between Wichita Town Pub, 6106 King Rd, Milwaukie and Midway, 1003 7th St, Oregon City. All play on Sunday will be at Wichita. Please look over the bracket carefully and make sure that your team is at the location at the proper time. Your first match has been highlighted. Please make sure that your teammates are at the tournament site at least 15 minutes prior to your first match time.

Table assignments for the first round of each day are set, however, for the rest of the day, the table assignments are subject to change. After round 1 of each day, do not go to the tables that are listed until instructed to do so. There may be play still going on from the previous round and we do not want players bumped in the act of shooting or to be distracted with players shuffling around the match table.

The players listed on the enclosed rosters are the only ones allowed to participate. If there is a line through a player's name and an "I" next to it, they are not eligible. That person is not allowed to play or coach, however, you may use their skill level towards the 23 rule. If two teams with common players meet during the course of the tournament, the common players must sit out during that match only. They may not coach or otherwise participate in the match.

(#) next to a player's name indicates the number of times that person must play in this tri cup in order to be eligible to advance to WPQ (regionals) and/or WPC (nationals). If the player does not get the required number of scores in during this tri cup, they will be removed from your WPQ and WPC team and you will not be able to use their skill level towards the 23 rule. The only scores that count towards this number are the score recorded during this tri cup. Summer session scores do not count.

In order to advance to 9 Ball World Qualifier in June, 2018, your team must finish in the top 8 of this tournament or finish behind an already qualified team in the 9 am Sunday round.

All rules are the same as in playoffs. Skill level 3's and below may receive 2 timeouts, 4's and above one timeout per game. Male skill level 1's are allowed in this tournament. You must be able to prove that had all 5 races been played, you can stay at or below 23 with the lineup that you play, even if you win the match in 3 races. For example, if you play 7,6,5 in the first 3 races, you must have at least 2 players on your roster that add up to 5 or below in order to have a legal lineup. Breaking the 23 rule is automatic forfeiture of the entire match. If the lowest 5 players on your roster add up to more than 23, you may play 4 players to 19 and forfeit the 5th race. If you have players that are not present or ineligible, you may use that person's skill level in the equation. For example, if you have a skill level 2 that is not present or ineligible, you may play 4 players to 21 and forfeit the 5th race. A forfeit is scored 20-0. There are no playbacks allowed in this tournament. If you have any questions, please ask Boomer or Merle before your match starts.

The match is over when it becomes mathematically impossible for a team to win. If that happens in the middle of the race, stop the match and mark DNF (Did Not Finish) in that race. Do not finish the race. In the case of a tie at the end of 5 races, the match will go to the team that won 3 races.

This is a modified-single elimination tournament, which means that every team is guaranteed to play at least two matches. You will be splitting quarters for tables for Friday and Saturday. The tables are 75 cents per rack at both locations. The tables will be open for all Sunday play.

Sudden death will be imposed if your team has not started the fifth race within 3 hours of your official start time. The rack must be broken in the fifth race within that time frame to avoid sudden death. When we get to the point where you will be playing on 2 tables, we will announce the sudden death time. When sudden death is called, you will finish the race that you are currently in normally. In each subsequent race, the value for each ball pocketed will be doubled. Slow play warnings will be carried throughout the course of the tournament and penalties will be assessed as necessary. We have enclosed a flyer on how to avoid sudden death.

Cell phones need to be set on vibrate. Blue tooth, headphones, ear buds, i-pods are not allowed to be worn by a player while they are involved in a match.

Play must be continuous. When a player is named in a match they should be at the table and ready to play immediately. Once a race has begun, both players need to stay in the playing area. No going outside for a quick smoke break between racks. Players found to be stalling or delaying a match may be assessed penalties up to and including forfeiture of their race.

We need a score keeper from each team keeping score for the match, even when we go to two tables. It is the two player's responsibility to see that each ball pocketed is properly marked on the score sheet. If there is a discrepancy, you need to get it worked out before the next game begins. If the two score keepers cannot agree, call over the referee and they will let you know how to proceed. Innings and defensive shots must be scored. These do not have to match between the two score sheets, the only thing that must match is the number of balls legally pocketed by each player. If a referee finds that a team is not properly marking defensive shots, they may mark them in red on the score sheet. Repeat offenses may cause a player's skill level to be adjusted due to improper score keeping. Call all of your defensive shots and make sure that your score keeper is marking them on the score sheet.

Please watch your times. You are on a 20 second on the average shot clock. 1 minute maximum for timeouts and 2 minutes to get the next race started. There will be referees on duty to monitor times, watch close hits and settle disputes.

All teams will receive a minimum of \$150 back with first place receiving \$1,500. Checks will be made out to the captain of the team at the tournament, unless we are told otherwise. Captains, it is your responsibility to pick up the check prior to leaving the tournament. It is also your

responsibility to see that each member of the team receive their share of the prize money. How the money is split should be a team decision.

Patches will be given for 9 on the Break, Break and Run and Skunk. Please ask for the patches when the score sheets are turned in. The winning team needs to bring up both score sheets and is responsible for making sure that both score sheets are filled in completely, including total innings, ball count for each player, team point split for each race, player's names and member numbers, point total for each team listed at the bottom of the score sheet and that both score sheets are signed by both teams. Please also circle the roster of the winning team on the roster side and at the bottom of the scoring side on both score sheets.

Everyone is expected to behave like ladies and gentlemen, treating everyone, including the location staff with respect. Anyone showing poor sportsmanship or being disrespectful to the wait staff will be dealt with accordingly, which could affect the entire team.

Good Luck Everyone,

Merle and Boomer Humphreys

Midway, 1003 7th St, Oregon City 503-656-9501

Note: Do not park lots at Dairy Queen or the Subaru shop. You may be towed without warning. Do not block alley ways or the drive ways of the local residents.

Wichita Town Pub, 6106 King Rd, Milwaukie, 503-954-4201

Note: Please do not park in the spots that are specifically designated for the businesses in the mall, the 15 minute spaces in front of the video store and do not block the drive thru for the coffee shop. You may be towed without warning. There is additional parking available across the street at the community center.

Picture ID is required of all participants.

No one under the age of 21 is allowed at Wichita.

Under 21 are allowed in the Midway for the purpose of consuming food, but are not allowed in the pool table area during the tournament.

Suggested Guidelines to Avoid Sudden Death

1. Review your team roster before arriving at tournament to determine which player will be thrown first in the event your team is the first to put up a player.
2. If you are matching a player to the other team's throw, you have two minutes to decide and inform the other captain.
3. If you are putting up a player in following races: make that decision before the end of the race. Notify your player so they can go to the bathroom, if necessary, and have their sticks ready in advance.
4. Notify the opposing Captain of your player choice as soon as the last ball drops in the last rack of the race. (before that if you can) That captain should respond within two minutes.
5. Confirm scores with both score keepers.
6. Get the players to the table immediately. Lag and get the race started.
7. Calculate total scores and innings after following race has begun.
8. Keep your players shots to 20 seconds on the AVERAGE. Remind them if they are running over average time.
9. Keep coachings to one minute or less. This is not the time to teach.
10. Protect your team. If you have an opponent's player who is excessively slow, notify a referee. If you don't, slow play warnings may be issued to BOTH teams. Slow play or any other sportsmanship warning will follow through out the remainder of the tournament.

Our tournaments are run in a round style format. Each round has a start time. Your cooperation helps keep the rounds on time and keeps sudden death matches to a minimum.

SPORTSMANSHIP PREVAILS!!

Sportsmanship Warning Steps

1. Formal warning given.
2. Ball in hand awarded to opponent.
3. Loss of game.
4. Loss of race.

These are the suggested steps. The tournament director or a referee may determine an infraction serious enough to invoke any step. This may result in ejection from the tournament.

TIME GUIDELINES FOR 8-BALL MATCHES		
Total Games Must Win	Match Time	Average Game
4 – 6	45 minutes	10 minutes
7 – 10	60 minutes	8 minutes

TIME GUIDELINES FOR 9-BALL MATCHES	
Match Time	40-60 minutes

TIME GUIDELINES FOR MASTERS		
Race to	Match Time	Average Game
7	60 minutes	8 minutes