



October 21, 2015



OPAL: Putting The Fun Back Into Playing League

# Boomer's Page

## Important Tips for the Mail-In Divisions.

### 1. Do not send cash through the mail.

### 2. Put your return address on the envelope

You can make up your own labels, write your address on the back of the envelope or use the free labels that you get in your junk mail. That way, if for some reason, your envelope does not get to us, it will be returned to you.

### 3. Thick or heavy envelopes need extra postage

We provide you with self-addressed, stamped envelopes to cover a standard letter. If you are including several membership applications, multiple Chinook entry forms or score sheets for a make up match, you may need to add additional postage. An envelope that is short postage can be delayed up to two weeks.

### 4. Do not mail your envelope from home or work.

Most Postal delivery personnel work from a delivery unit. In most cases, that delivery unit does not postmark the mail. The mail goes from the delivery unit to a central processing station. If your carrier's vehicle breaks down, has to deliver part of another route or gets bogged down during their route with excessive mail or packages, there is a good chance that they will not get back to their delivery unit in time for the mail to get processed that day. This means that it will sit in their station overnight and not get postmarked until the next day. Just because you get it to the post office before they close, does not mean it will get postmarked that day. Contract stations, such as UPS stores or Postal Plus, have varying pick up times.

### 5. Next day Service Not Available for First Class Mail.

Recent changes to Postal Service standards means there is no longer next day service for first class mail. There is a minimum of 2 days delivery time. When there is a holiday in the week, you can add up to 3 extra days for your mail to get to us and for us to get it back to you. If you do not get your score sheet in time for your day of play, you will need to print your score sheet off the web site at [www.poolplayers.com](http://www.poolplayers.com). Anyone on your team can print it for you. If you need help with this, please contact us and we will take you through it. It's very easy!

## MAKE UP MATCHES NEED TO BE COMPLETED

All make up matches, including matches from Chinook Winds week, need to be completed by November 21. Thanksgiving matches need to be pre-played if you will not be able to field a team for that week. If you have not made arrangements with the other team to get your make up or pre-plays completed, you need to do so immediately. Failure to complete a make up match may result in your team not being eligible for playoffs or tri-cups no matter what position you hold in the standings. Makeup and pre-play matches need to be turned in when your next week's score sheet are due, even if you have a bye that week, to be considered on time. Be sure and call the league office before you do a make up to get the most current skill levels. Remember, the office is closed all day on Sunday.

## NUMBER OF TIMES YOU MUST PLAY

In order to advance to playoffs and tri-cups, you must play at least 4 times with your team this session. In double jeopardy, you must play 4 times with the 8-ball team to advance with the 8-ball team. In order to advance with the 9-ball team, you must play 4 times with the 9-ball team.

## UNDERSTANDING DEFENSIVE SHOTS

Official Team Manual (Page 34-35) Section 23. “.....With the proper understanding and marking of Defensive Shots by the scorekeeper and his teammates during Weekly League Play, The Equalizer handicap system will work perfectly.

A Defensive Shot is a shot where the shooter deliberately misses so as to pass his turn at the table to his opponent. Simply stated, it is a shot where there is no intent on the part of the shooter to legally pocket a ball of his category. **Intent is the** determining factor. Think of it this way, **any time you are not playing offense, you are playing defense.**

Defensive shots fall into two basic categories. The first category is safeties. A safety is a defensive action taken when a player has no makeable or high percentage shot, or chooses to leave his opponent in a difficult situation. Safeties are perfectly ethical, yet intentional misses nonetheless and must be marked as Defensive Shots.... The shooter’s intent is the determining factor in these situations. Sometimes intent can be a matter of opinion and judgment, but the scorekeeper’s judgment must be accepted by the opposing player.

The second category is intentionally missed shots for the purpose of manipulating one’s handicap, also referred to as sandbagging. Players of all levels of skill who learn to recognize this unethical conduct can make it much more difficult for player to unfairly manipulate his handicap.

Players with integrity call all safeties and intentionally missed shots. ..... It is not unusual for scoresheets to differ as to the number of Defensive Shots (editor’s note: There should never be an argument as to what is or is not being marked as a defensive shot. It is up to each score keeper to mark defensive shots as they see them).

Note: If a player has a nearly impossible shot and does the best he can do to hit **and make** one of his object balls, but fails to make contact with his object ball, it does not fall into the category of defensive shots, as defined here.”

**Proper score keeping is essential in making sure that all players are properly rated.** Over marking defensive shots is just as bad as not marking enough. All players on your team should know how to recognize a defensive shot and to keep score properly.

There is an excellent video on our web site [pacificnw.apaleagues.com](http://pacificnw.apaleagues.com) showing what you should be looking for when marking defensive shots. We strongly recommend that everyone view that video.

## Tips For Sending Your Paperwork Electronically

**Please note that this option is available for all teams, even if you are not in an electronic division.**

1. Scanning and emailing to [apaboomer@aol.com](mailto:apaboomer@aol.com) is the preferred method. Please have your score keepers keep score in blue or black ink. Pencil does not copy well. Use white out for those occasional errors. We would prefer to get a messy score sheet that we can read, rather than one that we cannot read at all. Remember we need both sides of the 9 ball score sheet.
2. If you are using your smart phone to take pictures, make sure that you have good lighting. Pool table lights generally do not provide enough light to get a good clear image. Please make sure to get close enough that we can read the score sheet. We need to be able to see the entire score sheet. There is important information at the top of the score sheet that we need. Again pen must be used in order for us to get a clear image. Unreadable score sheets may cause your team to lose bonus points.
3. If sending by email, I will always send you a confirmation stating that I have received your paperwork. If you do not get a confirmation by your deadline, you need to investigate. Always put something in the subject line indicating what team name or number the score sheets are for. If I am not here, the office staff will only open what they need to process for that day. If there is nothing in the subject line, your email may be skipped. Please open the confirmation, there may be questions that we have regarding your paperwork that we need clarification on.
4. Anything that is paper can be sent by email including special performance forms, nickname changes and applications. We do not need the originals. Sending a copy of your check or money order, is not proof of payment.
5. We do Paypal, Chase QuickPay, Capitol One Person2Person and Square Cash. Before sending your first Paypal payment, please contact the league office. We have a specific way we need to have this sent. You can set up a Paypal account by going to [Paypal.com](http://Paypal.com). Payments and score sheets must be received by the deadline for your division in order to receive the maximum number of bonus points.