



September 14, 2016

Boomer's Page



INCLEMENT WEATHER

Summer has been nice, but always too short. The nice weather will not last forever. Rain, snow and ice are all part of the experience of living in the beautiful Pacific Northwest. Here is our policy for bad weather. **We never cancel league!** Each team must decide for themselves if their team can make it to league. This needs to be done early enough in the day to notify the other team. If you need to reschedule, you must complete the makeup match as soon as reasonably possible. This means that you may have to play on a different night of the week. As a courtesy also notify the location that you were scheduled to play at that night. If the weather is bad enough and you are not going to be there, they may want to close early. You must contact the league office as soon as you and the other team have decided to reschedule so we can get it marked in the books and you do not get penalized.

If You Want To Change Your Team Name, You Need To Do So By Week 4

To make the change, write the new name next to your old one on the score sheet. Double Jeopardy teams, you need to make the change on both score sheets.

For Those That Send Money Electronically

Recent changes to Paypal, Chase Quick Pay, Clear Exchange and Square Cash have made it so I cannot directly respond to the notice that you have sent money. If your score sheet and money come in close together, I will let you know that the money and score sheet have been received when I download the score sheet. If they come in far apart, I will do my best to let you know that the money has been received, which means I have to hunt down your email address to let you know. I may miss sending you a confirmation. Please feel free to contact me by email to confirm that the money has been received.

You May Not Change Host Locations During the Session

Official team manual, page 32 section 21 "TEAMS MAY NOT CHANGE HOME LOCATIONS DURING A SESSION unless the location closes or the location requests it..." We have an obligation to the host locations as well as the players. Once you have played a home match at your location, you are locked into that location for the rest of the session. If you want to move locations, you need to do so in between sessions.



Chinook Winds Entry Deadlines are Fast Approaching!

Entry Packets were included in each Team Folder or you can go to pacificnw.apaleagues.com to get what you need.

All Unpaid Players Must Be Paid This Week

All players who have not paid their 2016 member dues, must do so by week 4, even if they have not played a match this session. If they are not paid by the time we process your division, they will be removed from your roster. If they have played a match and not paid, those matches will become forfeits. If the forfeit points are less than the points earned by the non-offending team, we will make adjustments to the score, so you will not be penalized in any way. Remember that anyone who pays their member dues the old fashioned way, must also completely fill out a membership application. The application must come in with the dues.

Attention All Divisions Except Thursday

We do not have league scheduled for Thanksgiving day (I have changed the Thursday schedules to reflect this), however, we do have league scheduled for Thanksgiving week. Check with your team mates to see if they will be available to play that week. If you cannot field a team, please contact the opposing team and make arrangements to pre-play that match. The same holds true for Chinoook Winds week. If you cannot field a team for that week, make arrangements to get it pre-played and out of the way. Do not wait until the last minute. Failure to complete all scheduled matches will result in your team becoming ineligible for wild card, playoffs and/or tri-cups no matter what position you hold in the standings.

Number of Times You Must Play

In order to participate with your team in playoffs or tri-cups, a player must have played with your team a minimum of 4 times in the format you are advancing in. Double jeopardy teams, that means 4 times in 8-ball to go to 8-ball playoffs/tri-cups and 4 times in 9-ball to go to 9-ball playoffs/tri-cups. Forfeits and byes do not count as a match played.

Doubles Divisions Are Now Underway

After a rocky start, we finally have all of our doubles divisions up and running. We still have an opening in our Thursday 8 ball only division on the Westside. We have an opening in the every other Saturday, 8 ball division on the East side. An opening in the every other Sunday 9 ball division. Let me know if you want to get in.

Going to Two Tables

You will go to a 2nd table even if only one team wants to do so. Please refer to the Official Team Manual, pages 27, section 10. "Normally a team match is played on only one table. Occasionally, lengthy matches makes it logical to put a second table in action, if one is available. So, if the fourth match has not started by **official League start time plus two hours**, then it would begin on the second table. The fifth match would then be played on whichever table becomes available first. A team is subject to penalty if an *available* table is made *unavailable* for a **splitting matches** situation and it is later determined that they, in any way, caused it to be *unavailable* or resisted using the second table. **Splitting matches** is waived if both teams want to continue on one table." We are seeing way too many matches go into the wee hours of the morning. **If your team is consistently running over the 3 1/2 to 4 hour mark to complete your match, there is time being wasted somewhere. Remember, you are on a 20 second shot clock, 1 minute timeouts and 2 minutes to get the next match started.** Double jeopardy teams may need to put a 3rd table into play if the match is lagging. Let's all work hard to keep the matches moving along at a reasonable pace.

FACTS ABOUT JACK N JILL 8-BALL SCOTCH DOUBLES

Regionals date to be determined-Location to be determined

National tournament will be held tentatively Aug 13-15, 2017 at the Westgate Resort in Las Vegas

Each team will consist of one male and one female player , Combined skill level cap of 10

Each player must be on an active 8-Ball team and have an 8-ball skill level based on a minimum of 20 8-ball scores by the regionals

Once qualified, each player must remain active on an 8-ball team in the 2016 Fall, 2017 Spring and 2017 Summer sessions.

Maximum field at nationals is 256 teams, 100% payback of entry fees to the top 25% of the field

Modified single elimination, The game is 8-ball, with players alternating shots.

One coach per team, per game will be allowed.

We have reserved at least 1 slot for our area for this tournament. The goal is to raise enough money through qualifying rounds to pay the \$100 entry fee, round trip airfare and lodging at the Westgate for each team traveling to Las Vegas for the finals. Entry fee for the qualifying rounds will be \$20 person or 31 incentive points per person, for a total of \$40 or 62 incentive points per team. Those that are participating in our new Doubles divisions, may enter for 1/2 price, provided they meet the eligibility requirements. 100% of the entry fees from the qualifying rounds will go into the travel assistance fund for the finalists. National rules will be used for all qualifying rounds and the regional tournament. One team out of 4 will qualify for the regional tournament. Please pre-register with the league office 503-243-6725 by 5 pm the Friday before the qualifier you wish to participate in.

8-BALL JACK N JILL DOUBLES QUALIFIERS

All of the qualifiers listed below will be held at the Wichita, 6106 SE King Rd, Milwaukie

Saturdays Two Sessions Start time 10 am and 1 pm

Oct 8, Oct 29, Nov 19m Dec 3 and Dec 10

Please note that on the calendar, it should read Jack N Jill qualifiers, not regionals. Regionals will be held in May or June.

Please call the league office 503-243-6725 to pre-register by 5 pm the Friday before the event



Games must win chart

Combined Skill Level	6	7	8	9	10
6	2/2	2/3	2/3	2/4	2/4
7	3/2	3/3	3/3	3/4	3/4
8	3/2	3/3	3/3	3/4	3/4
9	4/2	4/3	4/3	4/4	4/4
10	4/2	4/3	4/3	4/4	4/4

Courtesy, Please!

Along with common sense, courtesy is a must. You and your teammates can make or break an evening of pool by the way you treat the other team. When your team is hosting the match at your location, don't hog all the good seats for yourselves. Make sure that both teams have an equal number of "good" seats around the match tables. We realize that not every location is perfectly set up for pool league, but by sharing the available seating, you can create a more relaxing atmosphere.

Talk to your bartender and make sure that they give everyone, including the visiting team, good service. We have heard of instances, where the bartender treats the home team great and basically ignores the visiting team.

Loud and obnoxious players should be sent home. This is generally caused by a little too much alcohol. If someone is stumbling down drunk, don't play them. They will slow things down, causing frustration by both teams. They will also generally be the first ones to want to argue the rules or argue about a "good hit, bad hit situation". Certainly, do not have them keep score! If they tend to get this way week after week, you should consider replacing them. Their actions do reflect on the entire team, no matter how many times you apologize for them.

Keep an eye on times. Each division has an official start time listed on the score sheet. This is real time, not bar time. 2 minutes to get the next race started. 20 second shot clock. One minute time outs. If things get behind, start the next race on another table, if available, to keep the momentum going and get the match completed in a timely manner.

Be aware that your good time, may not be viewed as a good time by your opponent. There are teams that you can joke and goof around with and there are teams that take things a little more seriously and may take offense to your "fun time". Not everyone will appreciate your sense of humor. They may need to lighten up, but you need to be sensitive to their competitiveness.

Who Can Rack?

Answer: Anyone on the team. There is nothing in the rule book that says only the opposing player can rack. Anyone on the team can rack. Some people have difficulty racking or bending over. It makes sense, rather than delaying the match, to have someone else rack the balls. The shooting player may inspect the rack before breaking and request a re-rack if needed.

NEW PLAYERS AND THEIR SKILL LEVELS

As with every session, we have many new members in the league this session. Anyone with a membership number of 21000 or higher is new to the league. Please be aware that these new players will bounce around the whole skill level range until they get 6 or 7 scores in. We don't mind comments about these new players such as "has good cue ball control" or "good ball selection" but calling these players sandbaggers at this stage in the session does not even make sense. I dare to say that 90% of you did not start at the proper skill level or get there within the first few weeks. Give these new players a chance to get their scores in before assuming that they are purposely keeping their skill levels below what they should be. It is very rare that a player goes straight to their true skill level after only a couple of plays.