



*OPAL: Putting The Fun Back Into Playing League*



## Boomer's Page



### 8 Ball Tri Cup Scores Are In

The scores from 8 Ball Tri Cups have been averaged in each participant's permanent record. You may find that a player's skill level has changed even though they did not play last week.

### **\$\$\$ NEXT TO A PLAYER'S NAME**

\$\$\$ next to a player's name means that player owes us money. It could be from a returned check or money owed from a previous session. **That money needs to be paid or that person will not be allowed to play in playoffs or tri-cups and may not be allowed to return next session.** Encourage your players to call the office to make arrangements to get this taken care of.

### **NON-RATED PLAYERS MUST PLAY BY WEEK 7**

All non-rated players, those without a skill level, must play by week 7 or they will be dropped from your roster. Non-rated players are those who have not played an APA match, they show up with 0 under skill level on your score sheet. Double jeopardy teams, your non-rated players must play in both 8-ball and 9-ball to get a skill level in each. If they only play in one or the other, they will be dropped from the roster in which they have not played. Please see page 30 of the official team manual.

### **RESCHEDULED MATCHES**

If you need to reschedule your Thanksgiving match, you need to make arrangements now. Thanksgiving matches need to be pre-played. Thanksgiving is November 24 and all divisions, except Thursday divisions, are scheduled to play that week. Same goes for the week of Chinook Winds. Make arrangements now to get that match pre-played if you will not be able to field a team that week. When a team gives advance notice that a match needs to be rescheduled, the opposing team must do everything in their power to accommodate them. If you are having trouble agreeing on a time and place, give us a call, we will set the date and time, which may not be to your best advantage. Do the best you can to work things out between you. Failure to show up for a match may disqualify your team for playoffs or tri-cups, even if your team is in first place and you will be responsible for both team fees. Get with your team and make arrangements now.

**Get a jump on Spring session. Pay your 2017 member dues online starting October 1 at [www.poolplayers.com](http://www.poolplayers.com)**

# WHAT CONSTITUTES A SKILL LEVEL?

Remember, that 2's and 3's attract other 2's and 3's. Treat them well and they will be more likely to bring in their family and friends.

Please read this information over and share it with your teammates. Below is a guideline on what we generally look for when we are trying to determine a skill level of a particular player. **Please, keep in mind that this is a general description and will not come into play until the person has 6 or more scores in. Any player can get in the zone for one or two games; it is the consistency that we look at when evaluating skill levels. This guide may also be useful when looking for new players for a team.**

**SKILL LEVEL 2-**A real novice. Knows what a cue stick is and the object of the game. Lacks confidence and has little cue ball control. Does not usually think of defensive play, will usually go for the shot, not thinking of what they will do next. May pick up one aspect of the game that they can do pretty well such as cuts, banks or kick shots. Will almost always unintentionally mess up the way the balls are setting or unintentionally hook their opponent. Will more often than not, miss a straight in shot or have the cue ball follow the object ball into the pocket. Innings are usually very high.

**SKILL LEVEL 3-**Shows a little more confidence and a little better form. Can generally make a straight in shot from 3' away. Has a little more knowledge of cue ball speed and control, but usually will not have the skill to make things happen to their advantage. Starting to look for ways to play defense, but will usually try to play it at the wrong time. Shot selection is a little better, but still needs a lot of work. May pick up some aspect of the game that they do pretty well such as cuts, banks or kick shots. Usually can make 2 or 3 balls in a row, if the balls are setting just right. Starts to think 1 shot ahead, but will not usually possess the skill to make things work the way they want. Starts asking for time-outs instead of waiting for the coach to call them. Will try extremely hard shots, and sometimes make them, not really realizing how hard that shot is.

**SKILL LEVEL 4-**Shows more confidence. Form is better. Sometimes think that they know more than they do. Will usually pick up some aspect of the game that they do quite well, such as banks, cuts or kick shots. Starts thinking more about defense and can make it happen about half the time. Starts thinking more than one shot ahead. If given ball-in-hand or if the balls are set just right, can run 3 or 4 balls in a row consistently. Might even do a table run, if the balls are set just right. Will usually wait until their entire category of balls is off the table before they take a time-out, when it was the shot before that they should have taken it. Knows most of the rules and learning to use english, even though they may not have total control of the concept. 4's are the most dangerous skill level, as they have just enough knowledge to win a match 50% of the time, no matter what the skill level of their opponent.

**SKILL LEVEL 5-**Shows more confidence and good form. At this point they are better than average. Stroke has settled down and has more control of the cue ball. Can usually think 2 or 3 shots ahead. Will generally pick up 2 or more aspects of the game they can perform confidently and with some regularity. Is playing "smarter" pool by using defense more often. Picks their time-outs carefully. May get a little over confident at times and try a low percentage shot when a safety would have been a better choice. Usually can use the correct english at the right time. Can usually make good use of a ball-in-hand situation and is pretty good at shot selection. Is capable of completing a table run or break and run under the right circumstances.

**SKILL LEVEL 6** Shows confidence in their game. Good form, shot selection, cue ball control and table strategy. Will resist using a time-out unless they are totally stumped. Uses defense to their advantage most of the time. Can get out of tough situations. Is almost always thinking ahead and has the skill to make it happen. Are in the final stages of development. Generally know their own weaknesses and work to improve on them. Generally, striving for perfection and often end up frustrated. Break and runs and table runs are common. Consistency is usually the only thing keeping them from rising to a 7.

**SKILL LEVEL 7** Shows confidence in their game. They show high concentration and rarely let the little things get them out of stroke. They have a smooth stroke and highly developed cue ball control. Know when and where to use defense to the greatest advantage. Show great skill in all aspects of the game. Will take full advantage of a ball-in-hand situation on a regular basis. Rarely asks for a time out. Break and runs and table runs are involved in nearly every match. If the opponent misses, will usually be able to run the table. Have a fully developed table sense and can read the table and plot out a table run as soon as the balls are broken. Most missed shots will be on purpose, with the intention of leaving their opponent bad. Generally make the game of pool look easy.

**Remember that these are just guidelines. On any given night a 5 can shoot like a 7 and a 7 can shoot like a 2. A high 2 can play like a 3 or 4 at times. It is their overall ability and consistency that we are looking at.** Making smart remarks such as "This guy is a sandbagger" or "Quite a run for a skill level 3" just makes you look like a poor loser and makes everyone uncomfortable. **This is also sharking!** If you have constructive comments that you would like the office to know about, please write them on the back of your score sheet. **Remember that 99% of our players are honest and your best defense against sandbaggers is to keep score properly!**

**Get Your Chinook Winds Entries in Early!**