



Midwest Tournament Association

2012-2013 Captain's Guide

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Midwest Dart Association

\$18,000* MIDWEST DART CHAMPIONSHIPS

February 8-10, 2013

* Based on 2012 Tourney Entries

The Cornhusker Hotel - Lincoln, NE
Host Motel: The Cornhusker Hotel 333 South 13th St. 402-474-7474

-
- **Friday, February 8, 2013** **Doors open at 6:00 PM**

MIDWEST MIXED TRIPS CHAMPIONSHIP - "701" OI/DO

Check In: 6:30-7:00 p.m. Tourney Begins: 7:30 p.m. (Advance registration required)
At Least A & B Skill Levels Must have at least 1 male and 1 female on a team. All Matches: Race to 2
Entry Fee: \$60/Team Late entry accepted for this event (\$90/Team) until 7:00 p.m.; February 8.

-
- **Saturday, February 9, 2013** **Doors open at 8:00 AM**

MIDWEST TEAM CHAMPIONSHIPS - -01/Cricket Combo

Check In: 9:00-9:30 a.m. Tourney Begins: 10:00 a.m.
4 Player Open Teams At least 4 Skill Levels - Based on MPR
Entry Fee: \$105/Team **Late Entries Not Accepted For Team!**

LUCK OF THE DRAW DOUBLES - Cricket

Sign Up: 6:30-7:00 p.m. Tourney Begins: 7:30 p.m. This event only is open to any interested darter, not just Midwest members.
Entry Fee: \$10/Player (Can sign up the night of the tourney for this event only) Double Elimination. Race: 2 / 1

-
- **Sunday, February 10, 2013** **Doors open at 8:00 AM**
All Doubles and Singles Are Open * At Least 4 Skill Levels * All Matches: Race to 2

MIDWEST DOUBLES CHAMPIONSHIPS - BRING YOUR PARTNER

Players Choice: Cricket, 501 OI-OO, 301 DI-DO
Check In: 8:00-8:30 a.m. Tourney Begins: 9:00 a.m. (Advance registration required)
Entry Fee: \$50/Team Late entry accepted for this event (\$80/Team) until 8:30 a.m.; February 10.

MIDWEST SINGLES CHAMPIONSHIPS

Players Choice: Cricket, 501 OI-OO, 301 DI-DO
Check In: 1:00-1:30 p.m. Tourney Begins: 2:00 p.m. (Advance registration required)
Entry Fee: \$25/Player Late entry accepted for this event (\$40/Player) until 1:30 p.m.; February 10.

ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE.

Cost of Dart Games Is Pre-Paid!

A "Board Fee" of \$6 / Player / Event is included in each entry.
An Administration Fee of \$5 / Team is included in each 4 Player Team Entry to help offset tournament expense.

ALL ENTRY FEE MONEY RETURNED TO THE PLAYERS AS PRIZE MONEY!!! (Less Board Fee)

Eligibility For Team, Singles, Mixed Trips and Bring Your Partner Doubles: Advance registration required for these events!

All players must have played a minimum of six league nights since January 1, 2012 in a Midwest Association sanctioned league with the stipulation that at least one of those league nights was played after September 1, 2012 in that charter system.

Team, Mixed Trips and Doubles: All players must be from the same Midwest Charter System.

REGISTRATION FORMS MUST BE TURNED IN TO YOUR MIDWEST OPERATOR

CONTACT YOUR LOCAL MIDWEST COIN OPERATOR FOR MORE INFORMATION

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Midwest Association

DEADLINE:

Pool Rules – Effective September 1, 2012

1. Midwest 8-Ball Championships

- All registered players must be at least 21 years of age.**
- Tournament players will be required to show proper I.D. upon request.
- At no time will a player be allowed to compete on more than one team at any given team tournament, regardless of division separations.**
- In order to promote the integrity of the sport of pool, Prize Money for the Top Two Places will not be paid out until the Finals Match is played out to the fullest ability of the players. Any player who is deemed by a Midwest observer to have sand-bagged in the Finals will be suspended from Midwest for one year. Any participant whose second loss in the tournament comes by forfeit will not receive prize money. Midwest decision is final.

Team: Each Midwest Charter Holder League will be allowed to purchase spots at the ratio of one spot for every two teams in their Midwest-sanctioned league. All players in the league must pay a **\$3.00** sanction fee to the Midwest Pool Association to offset tournament expense.

Tournament Entry Fees: Pool tables are set on Free Play. A "Greens" fee of \$11/Player is included in each Team and 8-Ball Singles entry. An Administration Fee of \$5 is included in each Team entry to help offset tournament expense.

Open Regular Team – \$155.00
 Open Intermediate Team – \$180.00
 Open Masters Team – \$205.00
 Women's Regular Team – \$128.00
 Women's Intermediate Team – \$148.00
 Women's Masters Team – \$168.00

Player Eligibility: Each match Open teams must consist of at least three original players from their league team. Each match Women's teams must consist of at least two original players from their league team. Remaining players may come from any team within that particular Midwest members' league system. **All of your team's players for this tournament (subs included) must be listed on the "white" copy of the official Midwest Registration Certificate before your team plays a match in the tournament.**

Minimum League Nights: The tournament registration form has room to list a maximum of seven players. All but one member listed on the form must have played a minimum of 12 league nights and the final member listed must have played a minimum of six league nights since June 1, 2012. Illegal players who get caught will forfeit games 10-0.

Match Formats: (All Team Events are Double Elim.)

Team: Open Masters – 25 Game
 Open Intermediate – 20 Game
 Open Regular – 15 Game
 Women's Masters – 16 Game

Women's Intermediate – 16 Game

Women's Regular – 12 Game

8-Ball Singles Entry Fees:

Regular – Open and Women's – \$45.00

Intermediate – Open and Women's – \$55.00

Masters – Open and Women's – \$70.00

Seniors – Open and Women's – \$55.00

Eligibility: Sanctioned league players must have played **twelve** league nights since June 1, 2012 (**proof required**).

Entry permitted in only one 8-Ball Singles Division: Open, Women's or Seniors. Singles Master players are not allowed in Seniors.

Open Seniors – Age 50 and up;

Women's Seniors – Age 45 and up.

Singles Race:

Regular – Race to 3 all matches

Intermediate – Race to 3 all matches

Masters – Race to 4 all matches

Seniors – Race to 3 all matches

2. TOURNAMENT LINE-UPS:

The opposing team captains will determine home and visitor by toss of a coin. Each captain shall have his own scoresheet and place his lineup without knowledge of the other team's lineup **except: When one team is short a player, they must notify the opposing team as to which position will be vacant.**

•When a team is short a player for a match, the team captain must declare before the match whether a player is "**absent**" or "**on the way**." A player declared to be "absent" will receive six points for his games and is not allowed to play in any rounds of the match even if he arrives before the match is over. A player declared to be "on the way" will receive zero points for any games for which he is not present, but will be allowed to play after his arrival in any rounds where the last game of the round has not been completed.

Tournament Substitution:

- A team may use one substitute player during a match if the following criteria are met:
 - The opposing team captain must be notified before the start of the round in which the substitution is being made.
 - A substitute player will not be allowed to play any opposing player more than once.
 - Once a player has played, he/she must keep that same position unless removed for a round and reinstated in a later round.
- To be eligible to play in the finals a player must play in at least one match with that team prior to the 3rd Place Match on the Winners or Losers side of the Bracket.

9th Annual Great Plains 8-Ball Shootout Handicapped Team Tournament

JANUARY 11-13, 2013

Pershing Center - Lincoln, NE

100% Payback! (Less Green Fees) **+ \$1,000 ADDED CASH**

At least 25% of the entries in each event will receive a cash payback!

Pool tables will be on Free Play for Tournament and Practice!

\$10 / Player / Event "Green Fees" is included in each Team and Singles Entry Fee.

Advance Entry Required! DEADLINE: December 20, 2012

Singles Only: Late entries will be accepted (with a \$20 Late Charge) until 12:30 PM on Friday.

Team Championships (4 Player / 16 Game Format)

- **Open:** Entry Fee - \$115 per team - Projected First Place: **\$1300** (based on 64 teams) – 16 places paid
 - **Women's:** Entry Fee - \$115 per team - Projected First Place: **\$500** (based on 16 teams) – 4 places paid
- ATTENTION: \$15 / Team Membership Fee is included in your Team Entry Fee. ****

Singles Championships

- **Open Masters:** Entry Fee - \$50 - Projected First Place: **\$450** (based on 32 players) – 8 places paid
- **NEW Open Intermediate:** Entry Fee - \$40 - Projected First Place **\$400** (based on 64 plyrs) – 16 places paid
- **Open Regular:** Entry Fee - \$30 - Projected First Place **\$350** (based on 128 players) – 32 places paid
- **Women's Masters:** Entry Fee - \$50 - Projected First Place **\$240** (based on 12 players) – 3 places paid
- **Women's Regular:** Entry Fee - \$30 - Projected First Place **\$200** (based on 32 players) – 8 places paid

Note: Womens Masters and Womens Regular will be combined into 1 Singles division with Masters Race (4 / 3) and Regular Race (3 / 2) if we don't get at least 8 entries for Womens Masters Singles.

Singles players who are not on a tournament team must add a \$5.00 Membership Fee to their Singles Entry. **

All Masters Singles: Winners Bracket - Race to 4. Losers Bracket - Race to 3

NEW Open Intermediate Singles: Race To 3 All Matches

All Regular Singles: Winners Bracket - Race to 3. Losers Bracket - Race to 2

** VVS Great Plains 4 Player and VVS Hastings Teams and Singles are exempt from Membership Fees.

Those fees were included in your league sanctions.

Attention: VVS Great Plains 4 Player Leagues are the only Lincoln Leagues eligible for Great Plains 8-Ball Shootout.

ELIGIBILITY (Proof Required): ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE!

Only players from league systems invited by Tournament Host, VVS, Inc. are allowed!

Team: All but one member listed on the form must have played a minimum of 6 league nights and the final member listed must have played a minimum of four league nights since April 1, 2012. Each match all teams must consist of at least two original players from their league team.

Remaining players may come from any team within that particular Great Plains' invited league system.

A team may use the substitute player during a match if VVS tournament substitute criteria are met.

Singles: All players must have played a minimum of 6 regularly scheduled league matches in an "invited" league system.

Great Plains Singles Masters & Intermediate List is available at www.vvsleagues.com.

Friday, January 11, 2013		Saturday, January 12, 2013		Sunday, January 13, 2013	
11:30 AM	Doors Open	8:00 AM	Doors Open	8:00 AM	Doors Open
12:30 PM	Deadline for Late Singles Entries \$20 late charge for Friday Entries	9:00 AM	Open Team Begins	8:30 AM	Teams resume play
1:30 PM	Open Regular Singles Begin	1:30 PM	Women's Team Begins	Noon	Last Chance 9-Ball
1:30 PM	Open Intermediate Singles Begin	9:30 PM	Singles Resume (if needed)		Entry - \$10 / player - No Green Fees
1:30 PM	Womens Regular Singles Begin	9:30 PM	2 nd Chance Mini Tournaments	1:00 PM	Must have played GP team or singles
3:00 PM	Open Masters Singles Begin		for those eliminated from other events (no green fees)		Junior Singles Championships
3:00 PM	Womens Masters Singles Begin		Must have played GP Team or Singles.		
6:30 PM	Mini Tournaments Begin				
Must have played GP Singles or on a GP Team.					

Participating League Operators will donate \$15 / team from their system to help offset administrative expenses.

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Tournament Director: Marshall Kohtz



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Wrong player(s) playing in a given game:

If noticed before the game is completed, the game will be restarted with the correct players playing.

If the game has been completed and those two players are scheduled to play each other in a later game in the match, the result will be moved to the round where they correctly play each other.

If the game has been completed but those two players are not scheduled to play each other in the match, the result of the game that they played will be deleted and that game will be replayed with the correct players playing.

3. CAPTAIN'S DUTIES:**A. Coaching:**

1. Coaching will not be allowed around the table. Conversation is allowed away from the table when it **is not your turn**. Any violation of this rule will be treated as a foul.

2. It is considered to be your turn as soon as your opponent has completed his turn!

B. Tournament Protest Procedure

In the event a person or team wishes to protest a player's or a team eligibility, the protesting team or person will be required to deposit \$100 with tournament officials. If protesters are correct in their protest, they will be refunded their deposit and the tournament officials will take proper measures in dealing with the situation. If protesters are incorrect in their protest, they will forfeit their deposit.

C. Officiating:

1. Only the players involved may call an infraction! A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing player may protest.

2. All fouls must be called and acknowledged before the next shot is taken (exception: scratching). If your opponent commits a foul and you did not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul (exception: scratching).

3. An "Official Referee" can (and should) be called by any player to judge a potentially controversial shot before the shot is taken! When called, the referee is in complete charge of the game. He makes all decisions, and they are final; unless the penalized player cites rules that substantiate a protest, in which case, the referee may reverse his decision. A judgment call cannot be protested!

4. The captains should try to settle any dispute that arises, however, a referee should immediately be called if a settlement is not quickly attained!

4. MATCH SCHEDULES:

Teams should check in 30 minutes prior to match time to formulate the lineups on the score sheet. **Slow play will not be tolerated.**

TEAM FORFEIT RULE:

All matches begin at the scheduled match time. The minimum amount of players needed to begin at the scheduled match time is three in the Open and two in the Women's division. If you do not have the minimum needed to begin at the scheduled match time, you will forfeit. A "legal team" consists of at least four players shooting in the Open division and at least three players shooting in the Women's division. It is a forfeit if a "legal team" is not present at 30 minutes after the scheduled match time even if the players present are not finished shooting. It is a forfeit if the players present finish their first round match and the player needed to make a "legal team" has not arrived, even if it is not yet 30 minutes past the scheduled match time.

5. TOURNAMENT SCORING:

Each player receives one point for each of his group of balls (stripes or solids) legally pocketed, plus three points when the 8-ball is legally pocketed. A player is always credited with ten points when he wins a game. If the shooter pockets the 8-ball before it is legal to do so or if he scratches on the 8-ball, the opponent receives ten points. The loser cannot score more than seven points.

The team with the highest point total at the end of the match is the winner. When the match is mathematically impossible for a team to win, the match is over and the winning team captain should immediately report the result to the tournament director's table. Check the match score each game because if a dispute in scoring should arise, the **Home Sheet will be considered official!**

•**Ties:** If total points are tied at the end of the regulation match, **the team that has won the most 8-Ball Games** shall be the winner. If 8-Ball Games are also tied, One game will be played between a player selected from each team (Break will be determined by coin toss).

•**Team Match Point:** (Midwest Sanctioned Tournaments only): **A match cannot be won or tied by a player pocketing the match point (ball) for his team on an illegal shot or a shot resulting in a ball in hand or loss of game foul.** If the point (ball) to tie or win is pocketed on an illegal shot or a shot resulting in a ball in hand, the point (ball) will be spotted and the opponent will receive "Ball in Hand." If the point (ball) to tie or win is pocketed on a shot resulting in a loss of game foul (example: kicking the 8-Ball in early or scratching on the 8-Ball) that shooter will lose the game but not be given credit for that point (ball) that won or tied the match. These special rules apply only to points (balls) that win or tie a match.

Both Team Captains will sign the scoresheet before it is turned in!



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shot so long as he has legally pocketed any object ball on the break.

When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, physically designating his pocket with a pocket marker.

Marking the pocket on the 8-Ball:

- The Official 8-Ball Pocket marker will be the **Midwest Disc!** Disc placement is the responsibility of the player shooting the 8-Ball.

If a dispute arises and a ruling from the stage is requested, substitute markers will not be considered!

The marker is to be placed on the table **completely within the first two diamonds on either side of the pocket**. The area between the diamonds included. You do not have to touch or move the marker if it is already at your intended pocket.

- It is not a loss of game if you do **not pocket** the 8-Ball, even if the pocket was not marked (playing safe or simply missing the shot) assuming that it was not a cue ball scratch.

E. PLAY

1. If a shooter inadvertently pockets his opponent's ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.

2. Each player continues to shoot so long as he legally pockets any of his object balls (Exception: calling a safety). Should a player fail to pocket his designated group ball, he shall lose his turn.

3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. **When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand.**

4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.

5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.

6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referee's judgment will prevail and both players will be timed.

7. STALEMATED GAME: If in three consecutive turns at the table by each player (six turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be reracked and the breaker of the stalemated game will break again.

Please Note: Three consecutive fouls by one player is not a loss of game.

F. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.

2. Pocketing the 8-ball on the same stroke as the last of his group of balls.

3. Scratching while pocketing the 8-ball is a loss of game.

4. Jumping or knocking the 8-ball off the table at any time.

5. Pocketing the 8-ball in a pocket other than the one designated.

6. Fouling while (pocketing) the 8-ball in the designated pocket.

7. Third infraction of the slow play rule.

8. **Not correctly marking the pocket while pocketing the 8-ball.**

Note: All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

G. LEGAL SHOTS

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail.

- (There are two groups of balls: stripes and solids).

Once the groups of balls have been determined, players cannot change their group of balls at anytime during a game.

Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, **any group ball** must be pocketed, OR the cue ball or any **other** ball must contact a rail.

"SAFETY" SHOT: For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. **If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent or verbally declare a pocket other than the one in which he intends to shoot the ball.** If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. FOULING

All fouls must be called and acknowledged before the next shot is taken (**exception: scratching**).

The following results in fouls:

1. Failure to make a legal shot as noted above.

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2. Shooting the cue ball into a pocket or off table.
3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives (cue ball in hand behind the headstring).
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. Object Ball Frozen to Cushion or Cue Ball.

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

- a) A ball being pocketed, or;
- b) The cue ball contacting a cushion, or;
- c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or the players involved prior to that object ball being involved in a shot.

8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed, it is loss of game if called by the opponent before the next shot is taken.) Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball; it will be considered a foul.

- a. **If you accidentally move an object ball during a shot and it moves into the path of the cue ball, it is a foul if those balls collide.**
- b. **If you accidentally touch and move a ball and it falls in a pocket, it is a foul. Your opponent has the choice of leaving the ball down or replacing it on the table as close as possible to its original position.**
- c. If you **intentionally** touch a ball, it is a foul. (Example: Intentionally resting your hand on a ball to stabilize your bridge.)
9. Picking up or shooting the cue ball while any balls are still in

motion is a foul.

10. Push shots and/or double hits will be considered fouls. See General Definitions of Pocket Billiards.

11. With cue ball in hand, touching any object ball with the cue ball is a foul, or touching any object ball with your hand while touching the cue ball is a foul.

12. When the slow play rule is enforced, taking longer than ONE MINUTE between shots is a foul.

13. Jumping object balls off the table.

14. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots, it is a foul.

15. If your opponent commits a foul and you did not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul (exception: scratching). Note: If neutral referees are making a call, the opponent acknowledgment is not necessary if the referee has called a foul.

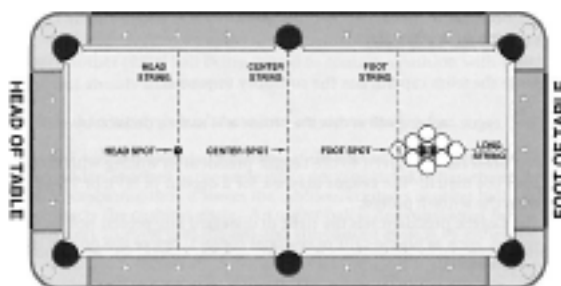
16. **Illegal jumping of ball.** (See General Definitions #9)

I. PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break) **or immediately after a foul on the break.**

2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing player may protest.

7. 9-BALL RULES OF PLAY:



- A. **OBJECT OF THE GAME.** 9-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may place the cue



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Mon. 2pm-2am
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Open 7 Days a Week • Drink Specials Daily
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Mon. & Tues.-Moonlight Happy Hour and

1/2 Price pool 9:30-Midnight

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Curt Green - Owner

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Bryce Juhl

515-570-1374

Ryan Green

515-570-5363

Chris Harrison

515-570-1444

Rod Mallison

515-570-7402

ball anywhere on the table. Players are not required to call any shot.

- B. **RACKING THE BALLS.** The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot., the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the headstring.
- C. **START OF PLAY.** Singles: First game “break” determined by coin toss. The break alternates thereafter. A game starts as soon as the cue ball crosses over the headstring on the opening break.
- D. **LEGAL BREAK SHOT.** The rules governing the break shot are the same as for other shots except:
 - 1. The breaker must strike the one-ball first and either pocket a ball or drive at least four numbered balls to a rail, failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a rerack with cue ball behind the headstring.
 - 2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
 - 3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted.
 - 4. Making the nine ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the nine ball, the nine ball is respotted (using another stripe from tray).
- E. **CONTINUING PLAY.** On the shot immediately following a legal break, the shooter may play a “push out.” If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.
- F. **PUSH OUT.** The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rails, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed, except for the nine ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

G. **FOULS.** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

- 1. All fouls must be called and acknowledged before the next shot is taken.
- 2. Touching or moving the cue ball is a foul.
- 3. Coaching is a foul.
- 4. Shooting the cue ball into a pocket or off the table is a foul.
- 5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
- 6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.
- 7. Pocketing the nine ball and the cue ball with the same stroke is a foul.
- 8. Shooting without at least one foot on the floor is a foul.
- 9. An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted and play continues.

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

- H. **NOTES:** A player's turn begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

When there are only two object balls on the table and a player scratches while pocketing the ball before the nine, it shall be brought up and placed on the footspot (using another ball from the tray).

- I. **END OF GAME.** The game ends at the end of a legal shot which pockets the nine ball; or when a player forfeits the game as the result of a foul.

- **Good sportsmanship will prevail at all times to assure fun and a pleasant time for all.**
- **UNSPORTSMANLIKE CONDUCT**
 - 1. Unsportsmanlike conduct is cause for automatic disqualification.
 - 2. Two basic types: a) one warning before disqualification; and b) immediate disqualification.

**FORMAL PETITION FOR REMOVAL OF NAME FROM
MIDWEST POOL TOURNAMENT MASTERS / INTERMEDIATE LIST**

(OFFICIAL DEADLINE IS DECEMBER 31, 2012)

DATE: _____

PLEASE PRINT

TO: MIDWEST POOL TOURNAMENT COMMITTEE

FROM: Player Name _____

 Address _____

 Phone _____

 Email Address _____

 Midwest Operator Member _____

Circle the Midwest List(s) from which you are requesting to be removed:

Masters Open Singles

Masters Open Team

Intermediate Open Singles

Intermediate Open Team

Womens Master Singles

Womens Master Team

Womens Intermediate Singles

Womens Intermediate Team

**I HAVE ACTIVELY COMPETED AT THE DESIGNATED RATING FOR 3 OR MORE YEARS
AND HAVE NOT PLACED IN THE MONEY IN ANY EVENT AT A HIGH ENOUGH LEVEL
TO MAINTAIN THAT RATING DURING ANY OF THOSE YEARS.**

Player Signature

Date

Participating below your correct rating could result in you and / or your team being disqualified
from the tournament and forfeiture of Entry Fees and Prize Money.

(Office Use Only)

Midwest List:			Midwest List:		
Year Placed On List:			Year Placed On List:		
Participation Years	Yes	No	Participation Years	Yes	No
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
10			10		

2013 MIDWEST 8-BALL CHAMPIONSHIPS OPEN & WOMENS MASTERS / INTERMEDIATE LISTS

MOS Master Open Singles

Players listed as MOS will automatically be placed in the Open Singles Masters Division.

MOT Master Open Team

Any Open Team registered for the 2013 Midwest 8-Ball Championships that has three players listed on their roster as either or both MOS or MOT will automatically be placed in the Open Masters Team Division.

IOS Intermediate Open Singles

Players listed as IOS are allowed to play Open Singles Intermediate or Masters Division. Players listed in **bold print** are not allowed to play Senior Singles.

IOT Intermediate Open Team

Any Open Regular Team registered for the 2013 Midwest 8-Ball Championships that has three players listed on their roster as either or both IOS or IOT will automatically be placed in the Open Intermediate Team Division.

Players listed as either MOS or MOT **will not be allowed to play** in the Open Regular Team division.

WMS Women's Master Singles

Players listed as WMS will automatically be placed in the Women's Singles Masters Division.

WMT Women's Master Team

Any Women's Team registered for the 2013 Midwest 8-Ball Championships that has two players listed on their roster as either or both WMS or WMT will automatically be placed in the Women's Masters Team Division.

WIS Women's Intermediate Singles

Players listed as WIS are allowed to play Women's Singles Intermediate or Masters Division. Players listed in **bold print** are not allowed to play Senior Singles.

WIT Women's Intermediate Team

Any Women's Regular Team registered for the 2013 Midwest 8-Ball Championships that has two players listed on their roster as either or both WIS or WIT will automatically be placed in the Women's Intermediate Team Division. Players listed as either WMS or WMT **will not be allowed to play** in the Women's Regular Team division.

Note: Rated Women playing in the Open Division will be handled on a case by case basis unless they also have an Open Rating.

1. Player Names will be listed until a **Formal Petition for Removal of Name from Midwest Pool Tournament Masters and / or Intermediate List** is submitted by the player and reviewed by the Midwest Pool Association. (At least three years of participation) Petition forms are available from any Midwest Operator Member and must be filed with the Midwest Association by December 31 prior to the tournament.
2. These Player Lists are not all inclusive as the Midwest Pool Association retains final discretion, in all cases, in placement of individuals of known ability into Masters and Intermediate Divisions.
3. A player who is named on the Open Team or Womens Team Masters / Intermediate List or is playing in either Team Masters / Intermediate Division **will not automatically be placed** in Master / Intermediate Singles (unless they qualify as a player of known ability).
4. Players listed as Intermediate Singles can volunteer to play Masters but cannot play Regular singles division. Players not named on Masters or Intermediate Singles List can voluntarily play any level, unless they are considered "players of known ability."

MIDWEST OPEN RATING LIST FOR 2013 TOURNEY

Jamie Ackerly	IOT	Greg Bean	IOS	Phil Bonacorso	IOT	Matt Cady	IOS	MOT	
Larry Ackerman	IOS	Brian Beck	IOS	MOT	Ryan Bonsack	IOS	Kirk Cairney	IOS	
Roger Adams	IOS	Mark Becker	IOT	Kyle Bonstead	IOS	Richard Callahan	IOT		
Jeremy Albright	IOS	Marv Becker	IOT	Eric Book	IOT	Louis Campagnone	IOT		
Dave Allen	MOT	Steve Beckler	IOT	Wes Booth	IOT	Robert Campbell	IOT		
Gary Allen	IOT	Stephen Bekish	IOS	Kurt Bord	IOT	Timothy Campbell	IOT		
Brian Alloway	IOS	MOT	Chris Belding	IOT	John Borden	IOS	Chris Campos	MOS	
Martin Almazon	IOS	Ron Belding	IOT	Rich Borrego	IOT	Nick Campos	IOT		
Jeremy Ames	IOS	MOT	Damian Bell	IOT	Henry Bot	IOT	Cirino Caniglia	IOS	MOT
Mike Ancell	IOT	Jamie Bender	IOT	John Bot	MOS	Steve Caporale	IOS		
Bill Anderson	IOS	Tom Bender	IOS	MOT	Dan Bower	IOT	Eddie Carerra	IOT	
Bob Anderson	IOS	Dallas Benjamin	MOS	Tommy Bower	MOS	Roger Carlson	IOT		
Chris Anderson	IOT	Jamie Bennett	IOS	Dan Box	IOT	Adam Carman	MOT		
Dave Anderson	IOT	Mike Bennett	MOS	Dustin Boyle	MOS	Roger Carnes	IOT		
Joe Anderson	IOT	Dave Benning	IOT	Justin Brannan	IOS	Greg Carr	IOT		
Phil Anderson	IOS	Jerry Benning	IOT	Dustin Branster	IOT	Alfredo Carrillo	MOS		
Ryan Anderson	MOT	Dixon Benshoof	IOT	Virgil Bray	IOT	Ed Carroll	MOS		
Tom Anderson	MOT	Derek Benson	IOS	MOT	Jason Brehmer	IOT	Ryan Carter	MOT	
Ed Andresen	IOS	Scott Benson	IOT	Tami Brinkhoff	IOT	William Carver	IOT		
Mike Andresen	IOT	Andy Bent	IOS	MOT	Bob Brinkhuis	IOS	Pat Casey	IOT	
Bob Andrews	MOS	Brad Bent	MOS	Randy Brinkman	IOT	Tyler Casey	IOT		
Richard Andrews	IOS	MOT	Brian Bent	MOT	Kyle Britton	IOT	Pedro Castro	MOS	
Dan Angstead	IOS	MOT	Rick Bent	IOT	Robert Broderick	MOT	Tony Castro	IOS	
Craig Ansbach	IOT	David Bentler	IOT	Joe Bronson	MOS	Rusty Caudell	IOS		
Larry Anseeuw	IOT	Bruce Berg	IOT	Zach Bronson	IOT	Shawn Cepurnieks	IOS		
Bill Arndt	IOT	John Berg	IOT	Joel Brott	IOT	Frank Certa	MOS		
Greg Arndt	IOS	Dave Berger	IOT	Buck Brouwer	IOS	MOT	Rick Cessna	IOS	
Paul Ashmore	MOS	Brian Berke	IOT	Mark Brower	MOS	Jason Chance	MOT		
Glen Atwell	MOS	Mike Berschorner	IOT	Barry Brown	IOT	Jim Chapman	IOS		
Walter Aude	IOS	Dudley Beyer	IOS	Bob Brown	IOS	MOT	Chad Chaput	IOS	
Joe Audino	MOS	Julio Bibian	IOT	Dave Brown	IOT	Mike Chase	IOT		
Jamie Augustine	IOS	Matt Bieberly	IOS	Joe Brown	IOT	Steph Chase	IOT		
Doug Austin	IOS	Don Bieghler	IOS	Jon C Brown	MOS	Ismael Chavez	IOT		
Ron Avery	IOT	Rob Bish	IOS	Mike Brown	IOS	Jimmy Cheng	IOT		
John Aymar	MOT	Brett Bishop	IOT	Pat Brown	MOT	Pete Cherrier	IOS	MOT	
Butch Bade	IOT	John Bishop	IOT	Robin Bruck	IOS	Steve Chester	IOT		
Brad Baker	IOS	Stuart Bishop	IOS	Kyle Brunick	IOS	Nick Chleborad	IOS		
Jeff Baker	IOS	Trinity Bishop	IOT	Todd Brunken	IOT	Max Christensen	IOS		
Paul Baker	IOT	Bill Blacketer	IOS	MOT	Dan Brunton	IOT	Bob Christenson	IOT	
Steve	Bales IOS	Kevin Blackford	IOT	John Buche	IOS	J.D. Christian	IOS		
Dave Ballard	IOS	Tim Blair	IOS	Jeff Buckmaster	MOT	Terry Christian	IOT		
Larry Bamsey	IOT	Randy Blazek	MOS	Clark Budahl	MOT	Tim Christiansen	IOT		
Kevin Barnes	IOS	Dean Bleil	IOS	MOT	Alan Burbach	MOS	Bob Christianson	IOS	MOT
Nick Barnes	IOS	MOT	Randy Block	IOT	Mike Burcham	IOT	Rick Christianson	IOS	
Ken Barnhart	IOT	Alan Bloodgood	IOS	Dave Burke	IOS	Tom Clarey	IOS		
Scott Barnhill	IOT	Mike Bloomberg	MOS	Steve Burnham	IOS	Brian Classen	IOT		
Chuck Bates	IOT	Terry Bloomquist	IOT	Danny Burns	IOT	Shon Clausen	IOT		
Jeremy Bates	IOT	Mike Bock	MOS	Todd Burns	IOS	MOT	Stef Clausen	IOT	
Lyle Bates	IOT	Preston Boeh	IOS	Josh Burtzel	IOS	Chase Clauss	IOT		
Randy Bates	IOS	Rick Boehrns	IOS	MOT	John Bussey	MOS	Joe Clemons	IOT	
Josh Bauer	IOT	Duane Boerboom	IOT	Dave Buth	IOT	Ward Cline	MOT		
Gregg Baumbach	IOS	Rick Boggy	IOS	Glen Byous	IOS	Tim Cloyd	IOS		
Jose Bautista	IOS	Doug Bolton	IOS	Dan Cade	IOT	Ryan Cobb	MOS		

Sam Cole	IOS	Jim Diller	IOS	Bob Ferguson	IOS MOT	Walt Gnat	IOT
Chuck Compton	IOT	Tim Diller	IOT	Jamie Ferguson	MOT	Charles Godfrey, Jr	IOT
Bob Conklin	MOT	Todd Dilley	IOS	Kenny Ferguson	IOT	Denny Golden	IOT
John Conover	MOT	Kent Dinkelman	IOS	Todd Filipi	IOT	Jaime Gonzales	IOT
Dick Cook	IOS	Rick Dodge	IOT	Stan Fimple	MOT	Allan Good	IOT
Cecil Coombs	IOT	Sam Donahoo	IOS	Bob Finke	IOS	Pat Good	IOS
Jerry Cooper	IOT	Jeff Donnelly	IOT	Jeff Finke	IOS	Jeremy Goodner	IOS MOT
Kevin Copple	IOT	Dave Dorpat	IOS	Rob Firchow	IOS	Angie Goodon	IOT
Dave Corcoran	IOT	Joe Dorpinghouse	MOT	Bryan Fisher	MOS	Matt Goodwin	IOS
David Cottle	IOS	Bob Down	IOT	Larry Fisher	IOS MOT	Rick Goulden	IOS
Jamie Courtney	IOT	Norm Downing	IOS MOT	Allie Fitzgerald	IOT	Jason Graham (MO)	MOT
Mike Coyle	MOT	Reid Downing	IOS	Jeff Flanagan	IOS	Victor Grandstaff	IOS
Roland Craig	IOS	Mike Dreyer	IOT	Brian Fleshman	IOT	Jay Green	IOS
Scott Crees	IOT	Chris Driskell	IOT	James Fletcher	IOS	Terry Greske	IOT
Frank Cretsinger	IOT	Bill Duncan	IOS	Brad Florian	MOS	Dan Groenwold	IOT
Jason Crisp	MOT	Doug Duncan	IOS MOT	Gene Flynn	IOS MOT	Justin Grosnickle	IOS
Jeb Crom	IOT	Brett Dutton	IOS	Jim Foarde	IOT	Craig Grothen	MOT
Earl Crouch	IOT	Bryon Dutton	IOT	Mike Foor	IOT	Rob Groves	IOS
Ron Culwell	MOS	Jay Dvorak	IOS	Gary Ford	IOS	Darin Grummert	IOS
Larry Cummings	IOT	Shandy Dvorak	MOT	Joel Ford	IOS	Aaron Guenther	IOT
Dave Czerwony	IOS	Roger Edgar	MOS	Greg Formanek	IOT	Terry Guess	IOS
Chris Daffer	IOT	Ryan Edmiston	IOT	Mark Foss	IOS	Dustin Gunia	MOS
Chad Dahlke	IOT	Jeremy Ehlers	IOS	Cole Foster	MOS	Dan Guzman	IOT
Dave Damman	MOS	Lane Ehlers	IOT	Mark Fouraker	IOS	Damian Haddock	MOT
Al Daugherty	IOT	Jeff Eichmann	MOS	Rick Fowler	MOT	Ron Hagberg	IOS
Tod Davenport	IOS	Kim Elder	IOS	John Fox	MOS	Shane Hagen	IOT
Cary Davis	IOS	Hank Eldrington	IOS	Frank Francis	IOS MOT	Matt Hagge	IOT
Denny Davis	IOS	Jeff Ellsworth	IOS	Steve Franks	IOT	Eric Hagood	IOT
Don Davis	IOS	Jim Eneix	IOT	Wes Franks	IOT	Sam Hahn	IOT
Garret Davis	IOS MOT	Chopper Engel	IOT	Jon Freemont	IOS	Dennis Hale	IOT
James Davis	IOS	Gail Engelman	IOS	Lee French	IOS	Al Hall	IOS
Jordan Davis	MOS	Steve Engeman	MOT	Randy Frerking	IOT	Ralph Hamm	IOT
Larry Davis	IOT	Gordy Engesmoe	IOT	Travis Freyberg	IOS MOT	Randy Hamm	IOS MOT
Paul Davis	IOT	Tony Epperson	IOS	Jerrold Frideres	MOS	Pat Hampe	IOS
Steven Davis	IOS	Paul Ererski	IOT	Jessica Frideres	MOT	Art Handy	IOT
Troy Deboer	IOS	Bud Erickson	IOT	Jason Froehling	MOS	Keith Hannsen	IOS MOT
Sean DeClue	IOT	Mark Erickson	MOT	Marvin Fuller	IOT	Todd Hansen (DM)	IOT
Derek Deger	IOS MOT	Mike Erickson	IOT	Ryan Fulton	IOS MOT	LuVern Hanson	IOS
Ryan Deighton	IOT	Rich Erickson	IOT	Ron Gadeken	IOT	Dave Hantz	IOT
Jim Denelsbeck	IOT	Tom Erickson	IOS	Travis Gallup	MOT	Chris Harbaugh	IOT
Ron Denny	IOS	Tracy Ernst	MOT	Tracy Galter	IOT	Gary Harders	IOS
Tom Dentlinger	MOS	Oscar Escobar	MOS	John Gantt	IOT	Rich Harding	IOT
Fred Detrixhe	IOS	Roger Evert	IOT	Santiago Garcia	IOT	Brad Harris	MOS
Scott Deutschman	MOT	Bob Eyer	IOT	Mark Garrow	IOS	Don Harris	IOS
Gary Dewaele	IOS	Brad Facile	MOS	Pat Garry	IOT	Chris Harrison	IOT
Mark Dewitt	IOT	Dennis Famestad	IOS	Reggie Gay	IOS MOT	Jerry Harrison	IOS MOT
Jason Diaz	IOT	Todd Farah	MOT	Randy Geer	IOT	Shane Harrison	MOT
Dave Dicus	IOS	Tom Fassett	MOS	Mike Gerkin	IOT	Dave Hartman	IOT
Todd Diekman	IOT	Chuck Fattig	IOS	Chad Giebelhaus	IOT	Dave Hartz	IOS
Dennis Diemer	MOT	Nick Faulk	MOS	Larry Gilleland	MOS	Mike Harvey	MOS
Al Dietrech	IOT	Dennis Favero	MOS	Dana Gillotte	IOS	Larry Hatton	IOS
Brandon Dietrich	IOS MOT	David Feerick	IOT	Kenneth Girard	IOS	Bruce Hausman	IOS
Ben Diggs	IOS MOT	Joe Feerick	IOT	Dean Gjertson	IOS MOT	Jim Havelaar	IOT
Rich Dike	IOT	Jamie Fenton	MOS	Kirk Glass	MOT	Ron Hawes	IOS

Bill Hawks	IOS	Jeff Hudson	MOS	David Karnof	IOT	Bob Krueger	IOT
Lanny Hayes	IOS MOT	Kent Huemoeller	IOS MOT	Keith Kaufman	IOT	Bruce Krueger	IOT
Dan Hein	IOS	Brad Huffman	IOS	Randy Kaufman	MOS	Shad Kruger	IOS
Jerry Heinen	IOS	Fred Huffman	IOT	Evan Keithley	IOT	Wayne Krumpus	IOS MOT
David Heinonen	IOS	Mike Hughes	MOS	Rod Keithley	IOS	Chris Kuehl	IOT
Bob Heinz	MOT	Bruce Huisman	IOT	Shane Kellerman	MOT	Rick Kuhnert	MOT
Steve Heirigs	IOT	Brian Huls	IOS	Dallas Kelliker	IOS	Joey Kuhns	IOT
Ron Heistuman	IOS	Mark Hunt	IOS	Greg Kellogg	IOS MOT	Pat Kurtenbach	IOT
Brandon Heldenbrand	MOS	Shawn Huntington	IOS	Courtney Kelly	IOT	Jason Kurvink	IOT
Marty Heldenbrand	MOS	Jason Husted	IOS	Jim Kelly	IOS	Eric Kyle	IOT
Harvey Helm	IOS	Robert Hyatte	IOT	Ken Kendall	IOS	Tim Lahood	IOS
BJ Helmstadter	IOT	Mike Hyland	MOS	Bill Kennedy	IOT	Dan Lamkins	IOS MOT
Jim Hemmer	MOT	Brian Iron Whiteman	IOS	Orville Kenowith	IOS	Lanny Lammers	IOT
Don Henderson	MOS	Bruce Irons	IOT	Dan Kerkaert	IOT	Jeff Lamontagne	IOS MOT
Mike Henderson	MOS	Dennis Isaacson	IOT	Dan Kern	IOS	Ernie Lance	IOT
Will Henderson	MOT	Jerry Ivey	MOT	Rick Kerner	IOT	Ben Landis	MOT
Al Hensley	IOT	Scott Iwen	IOS MOT	Tom Kibler	IOS	Bill Lane	IOS
Ed Hepburn	IOS	Nick Izzo	IOT	Joe Kidd	IOS	Jim Lane	IOT
Kelly Heptig	IOT	Barry Jack	IOS	Kevin Kidd	MOT	John Lane	IOT
Wayne Hergott	IOT	Mark Jackson	IOT	Bill Kieser	IOT	Ted Lane (DM)	IOT
Keith Herndon	IOS	Jake Jacobsen	IOT	Ron Kiner	IOS MOT	Richard Lang	MOT
Toby Herring	IOT	Scott Jacobson	IOT	Denny King	IOS	Ryan Lange	IOS
Lonny Hertel	IOT	Matt Jaminet	IOT	Jim King	IOS	Dave Langford	IOT
John Hetherington	IOT	Brian Jasper	IOT	Matt King	IOT	Billy Lansdowne, III	MOT
Dave Hexamer	IOS	Dave Jennings	IOS MOT	Rick King	IOT	Bill Lansdowne, Jr	IOS MOT
Dan Hickman	IOS	Larry Jensen	IOS	Lloyd Kinnan	IOT	Dave Larson	IOS
Hal Hickman	IOT	Stan Jensen	IOS	Brian Kirchmeier	IOS	Nick Larson	IOT
Alan Hightree	IOS	Shane Johanning	IOT	Matt Kizzier	MOT	Sue Larson	IOT
Rich Hildreth	IOT	Brent Johnson	IOS	Jesse Kleinhesselink	MOS	Troy Lawrence	IOS
Craig Himmelberg	IOT	Bruce Johnson	IOT	Gary Kluck	IOT	Ron Leach	IOT
Steve Himmelberg	IOT	Dave Johnson	IOT	Gary Kludt	IOS	Brad Leckband	IOS
James Hines	IOT	James K Johnson	IOT	Leonard Klug	IOS	Doug LeClair	IOS
Keith Hinzman	IOS	Maurey Johnson	IOS MOT	Drew Knudsen	IOT	Mark LeClair	IOS
John Hipes	IOS MOT	Mike Johnson	IOS	Rod Knudsen	IOT	Keith Lee	IOT
Troy Hirachita	IOS	Paul Johnson	IOS	Dave Knupp	IOT	Matt Lee	IOT
Brian Hobbs	IOT	Terry Johnson	IOS	Jamie Kobylasz	MOT	Rick Lee	IOT
Cody Hodgins	IOS	Tracy Johnson	IOS	Jerry Kockelman	IOS	Tanner Lee	IOT
Randy Hodgins	IOS	Jim Johnson (D & D)	MOS	Jamie Kockler	IOS	Theo Lee	IOS MOT
Tyson Hodgins	MOS	Clayton Jones	IOT	Al Koekkoek	IOT	Jeff Leidy	IOS
Dave Hoff	MOS	Glenna Jones	IOT	Josh Kohout	IOS	Brian Leisure	MOS
Scott Holloway	IOS	Jarrett Jones	IOS	Denny Kohrt	IOT	Rick Lemke	MOT
Walter Holloway	IOS	Pat Jones	IOS	Terry Kohrt	MOT	John Lentis	IOT
Troy Honeycutt	MOS	Rex Jones	IOS	Jim Kohtz	IOS	Mike Lenz	IOT
Jason Honig	IOS	Scott Jones	MOS	Dennis Kolarik	IOS	Larry Lewis	IOT
Steve Hoover	IOS	Jeff Jorgensen	IOS	Arnie Koopman	IOS	Herb Lichtenberger	IOS
Dave Hopkins	IOT	Loren Jorgensen, Jr	MOS	Jeff Koppenheffer	IOS	Vince Lieb	IOS
Jim Hopkins	IOS	Jeff Jorgenson	IOT	Dave Kosiske	IOS	Dan Lieder	IOT
Todd Hoppe	IOS MOT	Derald Judson	IOS	Tom Kotas	IOT	Russ Liggett	IOS
Larry Horacek	IOS	Steve Juhl	IOT	Chris Kowal	IOS	Rod Liles	IOS
Doug Horn	IOT	Steve Junck	IOS	Pat Kowalski	MOS	Chuck Limoges	IOT
Brian Horner	IOT	Jerry Junker	IOT	Kevin Kramer	IOS	Karen Lincoln	IOT
Gordon Hough	IOS	Alan Jurgens	IOS	Jim Kreikemeier	IOT	Dan Lingle	IOT
Roger Housman	MOT	Jason Kampas	MOS	Corey Kremer	IOT	George Lingo	IOT
Bart Howard	IOT	Butch Karnof	IOT	Lou Krohn	IOT	Pat Livingston	IOT

Ly Lo	MOS	Matt McKain	IOT	Bill Myers	IOS	MOT	Wayne O'Tool	MOT			
Chris Loew	IOS	Matt McKenna	IOS	Vern Nadrchal	MOT		Doug Otteman	IOS			
Al Logeman	IOS	Rob McKinley	IOS	Jason Naglestad	MOT		Tony Ourada	IOT			
Angel Lopez	IOS	John McMillin	IOS	Greg Narke	IOS	MOT	Gene Outland	IOS			
Lou Lopez	IOS	Eric McMurry	IOT	Terry Narum	MOT		Mark Packard	IOT			
Chase Lottman		Bruce Mead	IOT	Gary Nath	IOT		Paul Paden	IOT			
Ed Loubey	IOT	Vic Mears	IOT	Mel Nededog	IOS		Marc Pangborn	IOS			
Chris Love	IOT	Brian Meehan	IOT	Rod Neiss	IOS		Dan Parker	IOS			
Bill Lowe	IOS	MOT	Gary Meggs	IOS	John Nelson	IOT	Dave Parks	MOS			
Michael Lowe	IOS		Erin Menking	IOT	Steve Nelson	MOS	Ryan Parks	IOT			
Keith Luedke	IOT		Donnie Meyer	IOT	Wes Nemmers	MOS	Steve Peck	IOT			
Junior Luke	IOT		Merlyn Meyer	IOT	Chris Neppel	IOS	MOT	Al Pederson	IOS		
Kevin Lundgren	IOS		Rick Meyer	IOT	Brad Nerverve	MOS		John Penn	MOT		
Bill Maas	IOT		Bill Miller	IOS	Loyall Newell	IOT		Larry Perera	MOS		
Scott Maas	IOT		Jeff Miller	IOS	Aaron Newman	IOT		Tim Perera	IOS		
Leon Mace	IOT		Kevin Miller	IOS	Larry Newman	IOS		Bill Peters	IOS		
Dean Madsen	IOT		Kyle Miller	IOT	Richard Newman	IOS		Randy Peters	MOS		
Dean Maeyaert	IOT		Matt Miller	IOT	Isaac Newton	IOS		Bill Peters	IOS		
Tony Majerus	MOT		Rocky Miller	MOT	Mo Newton	IOT		Randy Peters	MOT		
Rod Mallison	IOS	MOT	Ron Miller	IOS	MOT	Chuck Nielsen	IOS	Chris Petersen	IOS		
Brandon Mapes	IOT		Ronnie Miller	MOT		Randy Nielson	IOS	Gordon Peterson	MOS		
Brad March	MOS		Troy Miller	IOS		Shane Nielson	MOT	Kurt Peterson	IOT		
Brandon J. March	IOS		Rick Milleson	MOS		Loren Niemand	IOS	Matt Peterson	IOT		
Merv March	IOT		Rick Millzgo	IOS		John Nisbet	IOS	Ryan Peterson	MOT		
Terry Markhardt	IOS		David Mindham	IOT		Dave Noell	IOT	Tim Peterson	MOS		
James Markley	IOT		Becky Minshall	IOT		Ed Noland	IOS	Willis Peterson	IOS		
Bruce Marks	MOS		Dave Mitchell	IOS		Steve Nooum	IOS	Jamie Petsche	IOT		
Dana Marquardt	IOT		Larry Mitchener	IOT		Joe Northup	MOT	Chad Pew	MOT		
Dick Marsack	IOT		Steve Miteff	IOS	MOT	Tim Northup	IOS	MOT	Adam Pfeifer	IOT	
Clare Marsh	IOT		John Mize	MOS		Tom Northup	IOT		Paul Pfundt	IOT	
Gregg Marsh	IOS		Dave Molberg	IOT		Lee Norton	MOS		Dave Pickett	IOT	
Mel Marsh	IOS		Bob Monlux	IOS		Tracey Norton	IOT		Tony Pisci	IOS	
Richard Marshall(astro)	IOT		Jan Monroe	MOT		Jimmy Nosavan	MOS		Richard Pitcher	IOS	
Rick Marshall (vvs)	IOT		Jeff Montgomery	IOT		Don Novak	IOS		Jeff Pittenger	IOT	
Brent Martin	IOS	MOT	Jerry Montgomery	MOT		Rocky Nowak	IOS	MOT	Mike Plambeck	IOT	
Greg Martin	IOT		Matt Montgomery	MOT		Mike Nowatzke	IOS		Don Plymell	IOS	
Julian Martinez	IOT		Rob Montgomery	MOS		Paul Nutsch	IOS		Steve Poe	MOS	
Scot Mass	IOT		Bill Moon	IOS		Roger O'Banion	IOS		Andy Pomerson	MOS	
Marty Mattison	IOT		Ed Moore	IOS		Troy Oberembt	MOS		Chad Porter	IOS	
Dale Maurer	IOS	MOT	Heath Moore	IOS	MOT	Eric Obermier	MOS		Brad Poulson	IOT	
Phillip Mays	IOT		Herb Moore	IOS		Rick Ochs	MOT		Jeff Powell	IOS	
Tony McCallen	IOT		Jack Morgan	IOS		Mark O'Connor	IOS	MOT	John Powers	IOS	
Claud McClain	IOS		Brad Mork	MOT		Gary Oldfield	IOT		Mike Powers	IOS	
George McClain	IOT		Tony Mork	MOT		Jim Olejniczak	IOS	MOT	Pat Powers	IOS	MOT
Andy McClure	IOS		Brian Morris	IOT		Mike Oliver	IOT		Richard Powers	IOT	
Nils McConnell	MOS		Jeff Morton	IOT		Dave Olson	MOS		Dave Pownell	MOT	
Larry McCullough	IOT		Matt Mosher	MOT		Devin Olson	MOS		Jim Prchal	MOS	
Chris McDannel	IOS		Sid Mosher	IOS	MOT	Mike O'Neill	IOS		Mike Premer	MOT	
Tom McDavitt	IOT		Chuck Moss	IOS		Mike Onnen	IOT		Jason Preul	IOS	MOT
Vernon McGee	IOS		John Mossman	IOT		Damon Ooten	IOS		Jim Preul	MOT	
Butch McGinnis	MOT		Mike Mulligan	IOT		Jim Orren	IOT		Roger Preul	IOT	
Ryan McGinnis	IOT		Bill Mulloy	MOS		Daniel Ortego	IOT		Steve Prins	IOS	
Jeremy McHugh	MOS		Daniel Murphy	IOS		Mark Osborn	IOS		Roger Pruel	IOT	
Brian McKaig	IOS		Todd Murra	MOT		Kevin Oswald	IOT		Shawn Purvis	IOS	

Fred Putman	IOS	MOT	Jim Ritzman	MOT	Dan Schneider	MOT	Steve Sladek	IOT
Cory Putzier	IOS		Danny Roach	MOT	Tommy Schmeiding	IOT	Josh Slater	IOT
Steve Radigan	MOT		Danny Roach	MOS	Dan Schmieder	IOS	Mark Sloppy	MOT
Chris Radley	MOS		Terry Roach	IOT	Eric Schnuerle	IOS	Chris Slotten	MOT
Dave Radley	IOT		Donny Robbins	IOS	Todd Schreier	IOS	Orv Slotten	IOS MOT
Mark Rainey	IOS		Stacy Roberts	IOT	Jerry Schroeder	MOT	Ron Smart	IOS
Darren Rames	IOT		Travis Roberts	IOS	Matt Schroeder	IOT	Darryl Smith	MOS
Louie Ramos	IOT		Bob Roberts Jr.	IOT	Brian Schubert	MOT	Jason Smith	MOS
Mark Randall	IOT		Bob Robinett	IOT	Brian Schubert	IOS	Paul Smith	IOT
Dusty Rardin	IOS		Tom Robinett	IOT	Randy Schuldeis	IOS	Todd Smith	IOS
Randy Rasmussen	IOS		Eddie Robinson, Jr	IOS	Joe Schulte	IOT	Bryan Smolik	IOT
Gary Ratkovec	IOS		Martin Rodriguez	IOT	Tony Schultes	IOS MOT	Billy Snell	IOS
Chad Ray	IOS	MOT	Paul Rodriguez	IOS	Bob Schultz	IOT	Scott Snoozy	IOS
Josh Ray	IOS		Jeff Roemeling	IOT	Doug Schultz	IOS	John Snyder	MOT
John Ray (car)	IOT		Aaron Roesler	IOS MOT	Steve Schultz	IOT	Gary Sockel	IOT
Jon Ray (nts)	IOT		Mark Rogers	IOT	Scott Schurman	IOS MOT	Chuck Sohm	IOT
Randy Rector	IOS	MOT	Don Roggane	IOS	Rick Schutt	IOT	Carlos Solis	IOT
Trevor Reece	MOT		Mark Rogge	IOS MOT	Marty Schuttpeltz	IOT	Noe Solis	IOS MOT
Aidan Reed	IOS		Tom Rokes	IOT	Wade Scott	IOS MOT	Marvin Sollars	IOS
Bart Reed	IOT		Larry Roland	IOS	Carl Seelye	MOS	Bob Solverson	MOS
Eric Reed	IOS		Tom Ronk	IOS	Jason Seemen	MOT	Damian Solverson	IOT
Jim Reed	MOT		Ryan Root	IOS	Curtis Sellers	IOS MOT	Karl Sontheimer	IOS
Izzy Reedy	IOT		Kendal Roper	IOT	Justin Sellhorn	IOT	Randy Soper	IOT
Ed Reeves	IOS	MOT	David Rosalez	IOS	Brant Setterholm	IOT	Dan Sorenson	IOS
Monte Reeves	IOS		J.R. Rosenbaugh	IOS	Joe Shanks	MOS	Kyle Sorenson	IOS
Mike Reidel	MOT		Lyle Roucka	IOS	Jim Shannon	IOS	Scott Sorenson	IOT
Micky Reinking	MOT		P.B.(Butch)Rudshagen	IOS	Brian Sharp	IOS	Josh Soupир	IOS
Rob Reis	IOT		Phil Runyan	IOS	Barry Shaw	IOS	Troy Sowers	IOT
Robert Reis	IOS		Mike Ruppert	IOS	Ray Sheibal	MOS	Greg Spence	IOT
Ron Reis	IOT		Dave Russell	IOT	Mark Sheldon	IOS	Eric Spencer	IOS MOT
Trent Reis	IOS		Brian Ruth	IOT	Don Shelton	IOS	Kenny Spicer	IOS MOT
Nick Restau	IOT		Bill Rutt	IOT	Glenn Shepherd	IOS	Paul Spicer	IOS
Rich Reuwsaat	MOT		Kurt Sabin	MOS	Ralph Shepherd	IOT	Eric Spilker	IOT
Paul Revord	IOT		Tracy Salisbury	IOS	Zeb Sheppard	IOS	Roger Spooner	IOT
Dan Reynolds	IOT		Bill Sample	IOS	Doug Sherrill	MOS	Dick Sporven	IOT
Ron Reynoldson	IOS	MOT	Wayne Sanders	IOT	Mark Sherry	IOS	Ken Squires	MOT
Randy Rezny	IOS		Bud Sandin	IOT	John Shifflet	MOT	Steve Stark	IOT
Andre Rhodes	IOS		Chris Sandin	IOS	Allyn Shively	IOS	Duane Starner	IOS
Art Rhodes	IOT		Andrew Sandquist	IOT	Jim Shively	IOT	Ron Stegemann	IOT
David Rhoten	MOS		Bryan Sandquist	IOS	JT Shively	IOT	Phil Steiger	MOS
Geoff Rice	MOS		Michael Sandquist	IOT	David Shupe	MOT	Eldon Steinfott	IOT
Robert Rice	IOS		Don Sauers	IOT	Larry Shupe	MOS	Josh Stern	IOS
Chris	Rich	IOT	Troy Sauers	MOT	Ron Sibbel	IOS	Kirk Stevens	MOT
Gene Richardson	IOS		Troy Schafer	MOS	Chris Siefken	MOS	Dave Stevenson	IOT
Jamie Richardson	IOS	MOT	Mike Schatzke	IOT	Jerry Siefken	IOT	Jack Stevenson	IOS
Jason Richardson	MOS		Claire Scheideler	MOS	Aaron Sieve	IOS	Mike Stevenson	IOT
Justin Richardson	MOT		Robb Schenk	MOS	Randy Sigler	IOS	Roger Stevenson	IOS
Doug Richey	MOS		Mike Schiefelbein	IOT	John Signor	IOS	John Stewart	IOS
Cory Richmond	IOS		Roger Schlechta	IOS	Greg Sill	IOS MOT	Keith Stewart	MOT
Greg Ridenour	MOS		Travis Schleuter	MOT	Austin Sissel	MOS	Curt Stierler	IOS MOT
Dale Riedel	IOS		Stan Schloer	MOT	Virgil Skala	MOS	Mike Stinger	IOS
Jim Rigney	MOT		Chad Schlumbaum	MOS	Glade Skinner	IOT	Phil Stinger	IOT
J.D. Riley	IOS	MOT	Aaron Schmadke	IOT	Joe Skluzacek	IOS MOT	Ralph Stirrett	IOS
Joe Ritonya	IOT		Chad Schmadke	IOT	Jon Skogen	IOS	Mike Stoakes	IOT

Ron Stoddard	IOS	Steve Thomas	IOS	Jesse Verdeck	IOS	Brian Whiteman	MOT
Gary Stokes	IOS	Bill Thompson	IOS MOT	Josh Vermule	IOS	Jeff Whitmore	IOS
Matt Stoner	IOT	Brian Thompson	MOT	Jason Vidlak	IOT	Ray Whitten	IOT
Kelly Stoutenberg	IOT	Dan Thompson	IOS MOT	Rick Vierstaete	IOT	Brent Widtfeldt	IOS
Jim Stoutland	IOT	Jay Thompson	MOT	Pete Vigants	IOT	Terry Wiebke	IOT
Todd Strain	IOS	Jeff Thompson	IOS	Bill Vollmer	IOS	Keven Willard	IOS MOT
Curtis Strampe	IOT	Paul Thompson	IOS	Cody Vollmer	IOT	Danny Williams	IOT
Robin Stratton	IOT	Randy Thompson	IOS MOT	Chans Vongphasouk	IOS	Roger Williams	MOS
John Street	MOS	Scott Thompson	IOS	Todd Voss	MOS	Henry Williford	MOT
Norm Strehlow	MOT	Ted Thompson	IOT	Larry Waddell	IOS	Zach Willis	MOS
Carl Strutzenberg	IOT	Terry Thompson	IOS MOT	Jeff Wagner	IOS	Bill Wilson	IOS MOT
Daryl Strutzenberg	IOS	Somphet Thongsouk	IOS MOT	Tom Walewski	IOS	Matt Wilson	IOS
Brandon Sturges	IOS	Dean Thooff	IOT	Larry Walker	MOS	Gail (Gator) Wilwerding	IOS
Mick Sturges	IOT	Greg Thornes	IOS MOT	Pat Wancewicz	MOS	Steven Wilwerding	IOS
Reggie Suess	IOS MOT	Jason Thornton	IOS	Ryan Ward	IOT	Jeromie Wiskus	IOS MOT
Adam Suhrbier	IOS	Chad Thorton	IOT	Vince Warner	IOS	Scott Witte	IOT
Eric Sullivan	MOT	Bob Tiefenthaler	IOS MOT	Rob Waterbury	MOT	Shane Woehler	IOS
Kevin Sullivan	MOS	Randy Tilk	IOS	Kevin Waterman	IOT	Aaron Wolf	IOS
Mike Sullivan	IOT	Phil Tindrell	IOS	Tim Waterman	IOT	Jeff Wolfe	IOS
Ron Sully	IOS MOT	Ismael Tirado	IOT	Jason Wathor	IOS	Keith Wolfe	IOT
Jon Sunderman	IOT	John Todd	IOT	Bruce Watson	IOT	Rowdy Woodard	IOT
Rob Sunderman	IOT	Kevin Totman	IOT	Larry Weddell	IOT	Dave Woodle	MOT
Ika Svintadze	IOS	John Towns	IOT	Charlie Weeks	IOT	John Woods	IOS
Irakli Svintradze	IOT	Ha Tran	IOS MOT	Matt Weida	IOT	Mike Woodson	IOT
Craig Swanson	IOS	Greg Travis	IOS	Tom Weidenfeller	IOS MOT	Kyle Wooten	IOT
Israel Swanson	IOS	Chris True	IOT	Tony Weidenfeller	IOS	Aaron Wulf	IOT
Mitch Swanson	IOT	Jason Truett	MOT	George Weiland	IOT	Cory Wulf	IOS
Mark Swedzinski	IOS	Jim Tucker	MOT	Rod Weisbeck	IOT	Dave Wulf	IOS
Chris Sweet	IOT	Tim Tucknott	MOT	Mike Welborn	IOS	Keith Wyatt	IOT
Jeremy Sweet	IOT	Robert Tully	IOS	Lee Welch	IOT	Charles Wykert	IOS
Roland Sweet	IOS	Brian Turk	IOS	Gary Wells	IOS	David Wykert	IOT
Stan Sweisberger	IOS	Harold Turner	MOT	Lee Welsh	IOS	Rex Yoder	MOT
Jason Swords	IOT	Jeff Turner	IOS	Ryan Wendel	IOT	Coby Young	IOS
Chris Talbot	IOS	Steve Uchtyl	MOT	Greg Wendland	IOS	Larry Youngmon	IOT
Dan Tanner	IOT	Ken Uhlenkamp	IOT	Shane Wendland	IOS	Richard Zahnow	IOS
Davey Taylor	IOT	Josh Underwood	IOT	Wally Wendland	IOS	Ken Zale	IOS
Kirk Taylor	IOS	Rick Underwood	IOS	Chuck Wenther	IOS	Todd Zehr	IOS
Tim Taylor	IOS MOT	Jeremy Urwin	IOT	James Werner	IOS	Jay Zender	IOT
David Taylor (Wymore)	IOS	Deon Utterback	IOS	Tom Westaby	IOT	Tristin Zenor	IOS
Mike Teddar	MOT	Ron Utterback	IOS	Dan Weyer	IOS	Tony Zzulka	IOS
Dave Teed	IOS MOT	Thomas Vanik	IOS	Bill Wheeler	MOT	Steve Zimmell	IOT
Mark Teel	IOS	Jason Vanis	IOT	Daniel Wheeler	IOS	Shawn Zimmerman	IOT
Greg Teet	IOS MOT	Kurt Vanourney	IOS	Brian Whisler	IOS MOT	Todd Zimmerman	IOT
Tim Temme	IOS	Scott Vanoverbeke	IOT	Kevin Whisman	IOT	Doug Zuraff	IOT
Marvin Thomas	IOS MOT	Dick Varilek	IOS MOT	Denny White	IOS		

MIDWEST WOMEN'S RATING LIST FOR 2013 TOURNEY

Kirsten Adams	WIS	Sherrie Cuda	WIS	Dawn Hauptmeier	WIS	Kia Lundgren	WIS
Sarah Allard	WIT	Dot Cyr	WMS	Abby Hausmann	WMT	Lynn Lux	WIT
Nichole Allen	WIT	Angelique Damstrom	WIT	Amy Havenridge	WIT	Clare Marsh	WIS WMT
Debra Allender	WIS	Abby Davidson	WIS	Micaela Hayden	WIT	Nicole Martin	WIS WMT
Becky Anderson	WMS	Lisa Davis	WIS	Kelley Hayes	WMT	Sue Martin	WMT
Melissa Anderson	WIS	Jami Decker	WIS	Kristy Hein	WIS	Kathy Mathiesen	WIT
Vonda Apking	WMT	Beth DeVries	WIT	Amy Heinen	WIS WMT	Shelli Mayer	WIS
Barb Arens	WMS	Becky Dick	WIS	Emmy Heltzel	WMT	Pam McClaren	WIS
Lisa Aude	WMS	Carrie Diemer	WIS	Donna Hensel	WMT	Sabrina McCormick	WMS
Barb Avery	WMS	Karla Dowding	WIS WMT	Cindy Hess	WIS	Kristy McCown	WIS
Laura Baker	WMS	Lucy Down	WMT	Melissa Hills	WMS	Apryl McGill	WIS
Stephanie Baker	WIS	Carrie Drummond	WIS	Donnetta Hoffman	WIT	Deb McKenzie	WMT
Sarah Baltzer	WIT	Lynn Dubray	WIT	Mikki Hoffman	WIT	Peggy McKenzie	WIS
Christi Scribner	WIS	Rochelle Ehlers	WMT	Tonja Hoffman	WIS	Julie Meints	WIS
Joan Barber	WMT	Cindy Detrixhe (Eustice)WIS		Dawn Honeycutt	WIT	Janelle Melohn	WIS WMT
Heidi Barck	WIT	Nancy Evans	WMT	Amy Hughes	WMS	Shelby Mertens	WIS
Andrea Bean	WIT	Melissa Fawley	WIS	Nicole Hughes	WMT	Carolyn Meyer	WIT
Missy Beck	WMS	Lynn Ferguson	WMT	Tinna Hung	WIS WMT	Aimee Meyerink	WIS
Christina Becker	WIS	Kelli Finke	WIS WMT	Karen Huth	WMT	Lu Mick	WIS WMT
Terri Beek	WIS WMT	Lisa Fisher	WIS	Bert Jahn	WMT	Sandy Milius	WIT
Tammy Beltz	WIS WMT	Connie Fletcher	WIT	Shantel Jennings	WMS	Becky Minshall	WIS
Jamie Bender	WIS	Stephanie Flynn	WIS WMT	Tammy Jepsen	WIS	Monica Mohlman	WIS
Julie Benson	WIS	Bobbie Ford	WMS	Angie Johnson	WIT	Jamie Monson	WMT
Amy Bent	WIT	Chris Foster	WMT	Charlie Jones	WIS	Angie Montgomery	WMT
Rachel Bicego	WIS WMT	Jan Foster	WIS	Sue Jones	WIS	Michelle Moore	WIS
Kim Blecha	WIS	Linda Fotinos	WIS	Donna Jurgens	WIS	Kathleen Morast	WMS
Janelle Boeding	WIS	Jessica Frideres	WMS	Micki Kain	WIS WMT	Christine Mulhair	WIS
Nic Borzekorski	WIT	Shelley Fulton	WIS	Shelley Kampfe	WIS	Jill Nagel	WMS
Jeri Bouvette	WIS	Peggy Fusselman	WMT	Brenda Kellen	WIT	Bobbi Namanny	WIS WMT
Keri Boyle	WIS	Garnet Gabriel	WMT	Elece Kellerman	WMT	Sandy Neal	WMS
Jann Brakke	WIS	Sherrie Gillan	WIS	Judy Kelling	WMT	Laurel Newlon	WIT
Peggy Breit-Matlock	WIS	Paula Gloe	WMT	Shelley Kelly	WIS	Debi Nicotero	WIS WMT
Pam Brinkman	WIS	Brenda Goodner	WIT	Billie Kephart	WMS	Cindy Norman	WIS
Cheryl Bronson	WIS WMT	Shannon Green	WIT	Mandy King	WIT	Deb Novak	WMS
Linda Brown	WMS	Brenda Greenwood	WIS	Angie Klinnert	WIT	Kori Oberembt	WIS
Tina Burkhead	WIS WMT	Leslie Groendyke	WMT	Amy Knowles	WIS	Sue Oberle	WIS WMT
Becky Busboom	WIS	Stacy Grover	WMT	Calli Kohl	WIT	Johnna Obermier	WIS
Modusti Bushbaum	WMS	Amy Gunn	WIS	Stacey Kommers	WIS WMT	Paula Oldenkamp	WMT
Bonnie Butthman	WIS	Julie Guzman	WMS	Paula Kontz	WIS WMT	Amber Olson	WMS
Su Campagnone	WIS	Shelly Gylling	WIT	Jen Krant	WMT	Pam Oltman	WIS
Kim Carnes	WIS WMT	Jackie Haase	WIT	Amanda Kuhl	WMT	Ann Oren	WIT
Kris Carrillo	WIS WMT	Shelly Hagen	WIT	Anne Kunkel	WIT	Jane Ormseth	WMT
Gabby Cervantes	WIS	Michelle Hagge	WIS	Carrie Kusy	WIS	Sarah Pagel	WMS
Tammy Chalup	WMS	Missi Haman	WIT	Brenda Laffin	WIT	April Parlet	WIS
Laurie Chandler	WIS	Sheresa Hampton	WIS	Sheri Lampe	WIT	Jeanie Parratt	WIT
Diane Colborn	WIS	Ashlie Hanson	WIT	Nancy Lane	WIS	Chris Patterson	WIT
Amy Combs	WIT	Shelly Hanson	WMT	Terri Lang	WMS	Tenaha Patterson	WIS
Athena Combs	WMT	Tammy Hardenberger	WIS WMT	Lorrie Lanham	WIS WMT	Leanne Paulson	WMS
Jennifer Combs	WMS	Kelly Harper	WIS WMT	Sue Larson	WIS	Kate Pearce	WIS
Renee Cook	WIT	Amber Harrison	WMS	Jodie Lee	WIS	Jodi Peckham	WMT
Carolyn Coordsen	WIS	Patty Haselhorst	WMT	Karen Lincoln	WMS	Michal Peltier	WIS
Shannon (Shae) Cornett	WIT	Karen Hashimoto	WIS WMT	Julie Luedtke	WIS WMT	Vickie Perera	WIS
Clancy Cox	WIT	Christina Hauck	WIS WMT	Brenda Lundgren	WMT	Sue Pew	WMT

Melanie Philmalee	WMT	Sheila Rozeboom	WIS	Heidi Slonka	WMS	Sandy Travis	WIS
Debra Pieper	WIS	Missy Ruch	WMT	Crystal Smith	WIS	Kim Trouten	WMT
Cindy Pinter	WIS	Kathy Rupe	WMS	Debbie Smith	WIS	Stephanie Utterbeck	WIS
Rhonda Pomajzl	WMT	Tami Ryder	WIS	Marilyn Smith	WMS	Judy Vance	WIT
Tracey Pomerson	WMT	Mindy Sasse	WIS	Chrissie Smith (Parks)	WMS	Dawn VanEgmond	WMS
Rita Powell	WIS	Butch Sathoff	WMT	Sheila Smith-Hahn	WMS	Sharen Vermule	WMS
Sue Raine	WMT	Brandy Scheer	WIS	Lisa Snyders	WMT	Trish Vermule	WIS WMT
Rebecca Ramos	WIS	Deb Schneider	WIS WMT	April Sorenson	WIT	Crystal Vertrees	WIT
Mindy Randeris	WIT	Stacy Schubert	WIS	Kelly Spangenburg	WMS	Katie Vongphasouk	WIS
Dianne Rankin	WMS	Deanna Schuldeis	WIT	Patsy Stanton	WIS	Cris Vorwerk	WMT
Paula Reeder	WMS	Lisa Schumacher	WIT	Sara Stevens	WIS WMT	Diane Waltke	WIT
Cindy Reedy	WIT	Jessie Seelye	WMS	Dian Stoakes	WIS	Jane Warne	WIT
Lori Reinert	WIS	Renae Sell	WMT	Mary Stoltzenberg	WIS	Lee Ann Weidenfeller	WIS WMT
Shari Rice	WIS WMT	Jenny Shafer	WIS	Myrna Stuefen	WIS	Trel Wernhoff	WIT
Lori Richards	WIS	Tracy Sheeler	WIT	Tami Swanson	WIT	Connie Westcott	WIS
Pearl Richey	WIS	Cara Shelley	WIS WMT	Lisa Sypersma	WIS	Sis Whipple	WMS
Christine Riedel	WMS	Klori Sheppard	WIS	Carol Talkington	WIT	Chris Williams	WMS
Sharon Rinkert	WMS	Sharon Shook	WIS WMT	Shawn Talley	WIS	Sheila Williams	WIS
Laura Ritonya	WMT	Laurie Silcott	WIS	Kelli Tech	WIS	Shannon Wingrove	WMT
Deb Roberts	WIT	Jodee Skala	WIS	Dee Thompson	WIS	Mandi Young	WIS
Marla Ronk	WIT	Lynn Skogen	WIS	Karen Thuman	WMT		
Christine Rosenbaugh	WMS	Lois Slechta	WIT	Ronda Tietjen	WIS		



Two Locations in Lincoln!

Thank you to all of our Pool and Dart Teams for their support!

We would like to extend congratulations to last year's teams and their major accomplishments:

VVS City Pool Tournament Champions:

Heidelberg's South "Handlers"

Heidelberg's North "Old Duffers" – GP4 Spring

VVS Pool League Champions:

Wild Blue – Heidelberg's South "Street Doggz"

Bacardi Silver – Heidelberg's South "Longshots"

Budweiser – Heidelberg's South "Handlers"

Bud Light – Heidelberg's North "Never Know"

**GOOD LUCK TO ALL OUR TEAMS
THIS COMING SEASON!**

**SPONSORSHIPS STILL AVAILABLE
FOR NEW TEAMS:**

CONTACT JOHN AT 402-540-0338

(email: john@heidelbergssusa.com)

OR THROUGH OUR WEBSITE AT

www.heidelbergssportsbars.com

Facebook: Heidelberg's Sports Bars



General Definitions of Pocket Billiards

CUE SPECIFICATIONS:

WIDTH OF TIP: Not to exceed 15 mm.

LENGTH OF CUE: 40 inches minimum

1. **STRIKING CUE BALL.** Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.
2. **POCKETED BALLS.** A ball is considered as a pocketed ball, if, as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table is not a pocketed ball.
3. **POSITION OF BALLS.** The position of a ball is judged where its base (or center) rests.
4. **FOOT ON THE FLOOR.** It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal in regard to size, shape, and the manner in which it is worn. Junior League exception.
5. **KITCHEN DEFINED.** The headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball, when being put in play from the kitchen (cue ball behind the string), may not be placed directly on the headstring; it must be behind it.
6. **FOULS BY DOUBLE HITS.** It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgment, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (Note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke.) Nonetheless, if it is judged by virtue of sound, ball position, and action and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.
7. **PUSH SHOT FOULS.** It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot (Such shots are usually referred to as push shots.) With a cue and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called.
8. **JUMPED CUE BALL.** When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not to be considered a foul.
9. **ILLEGAL JUMPING OF BALL.** It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if, for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.
10. **PLAYER RESPONSIBILITY FOULS.** The player is responsible for chalk, bridge, files, and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item make contact with a cue ball.
11. **BALLS JUMPED OFF THE TABLE.** Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rails surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper.)
When a stroke results in the cue ball or any object balls being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in 9-Ball) when all balls have stopped moving.
12. **BALLS MOVING SPONTANEOUSLY.** If a ball shifts, settles, turns or otherwise moves "by itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.
13. **SPOTTING BALLS.** A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string beginning on the foot spot and advancing towards the foot rail.
14. **JAWED BALLS.** If two or more balls are locked between the jaws or side of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure; he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that, in his judgment, would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.
15. **NON-PLAYER INTERFERENCE.** If the balls are moved (or a player is

bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc.

16. **PLAY BY INNINGS.** Players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

17. **Object Ball Frozen to Cushion or Cue Ball.**

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

- a) A ball being pocketed, or;
- b) The cue ball contacting a cushion, or;
- c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or the players involved prior to that object ball being involved in a shot.

18. **PLAYING FROM BEHIND THE STRING.** When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.

19. **SLOW PLAY RULE.** Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play the team captains will assign a player to time your opponent for the rest of the match. After a warning, any longer than one minute between shots will be a foul. The third infraction will result in a loss of game.

20. **SCRATCH.** Cue ball pocketed or knocked off the table.

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Dart Rules – Effective September 1, 2012

ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE.

Eligibility for Team, Singles, Mixed Trips and Bring Your Partner Doubles: Advance registration required for these events! All players must have played a minimum of six league nights since January 1, 2012 in a Midwest Association sanctioned league with the stipulation that at least one of those league nights was played after September 1, 2012 in that charter system. **Team, Mixed Trips and Doubles:** All players must be from the same Midwest Charter system.

DART MACHINE SPECIFICATIONS:

8 ft. (96") from Face of Target to Front Edge of Foul Line
5 ft., 8 in. (68") from Floor to Center of Bull's Eye

THROWING AREA

The area that is directly in front of the assigned dartboard, not to exceed either dart board on the left or right of the assigned board, is considered the official "throw area." Up until the time a player has thrown a dart, he/she is allowed to leave the throw area. Once a dart has been thrown, a player is not allowed to completely leave the throw area to the rear or the side. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul. The "players box" located directly behind the foul line has been reserved for the players competing in the match. This area is considered part of the throw area. The only player allowed in the box is the one that is currently shooting. Any player who completely removes himself from the throw area has indicated that their turn is complete. For wheelchair bound participants, the torso can be on but not across the foul line.

GENERAL RULES OF PLAY

1. Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across, the line.
2. Players may use their own darts if they meet the following specifications:
 - A. They must be plastic-tip darts.
 - B. Flights may be any length as long as they do not exceed 8" in total length.
 - C. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four wings.
 - D. Complete darts may not exceed 18 grams in weight.
 - E. Darts may not have broken or cut off tips.
 - F. Darts will be inspected upon request.
3. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's number is lit.
4. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always

be allowed to throw all three darts unless a foul occurs.

5. Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out, or if it misses the board completely. A player may not throw any darts over again. Dropped darts may be thrown again.

6. Darts on the board may not be touched until the turn is over, the "Player Change" is activated, and the machine recognizes the end of the turn. Exception: When a dart is in the board and machine reads "Stuck Segment," that dart must be removed by opposing team captain before other darts are thrown.

7. A round is defined as the period of time from the end of a player's turn to the start of their next turn. On games with stacked teams (players on one score), a round is defined as the end of the player's turn to the start of their partner's turn.

RULES OF PLAY - 301/501

1. The game is 301/501 Any In-Any Out. The Bull's Eye will count 50 points.
2. All players start with 301/501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn.
3. When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If a player reaches zero when they are "blocked" or "frozen", the win will be credited to the opposing team as a team win only.
4. All general rules of play will apply.

RULES OF PLAY - CRICKET

1. The game of Cricket will be played with a double Bull's Eye.
2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and Bull's Eye in any order before your opponent(s). The player/team that closes all numbers and the Bull's Eye first, and has a greater or equal point score, wins.
3. An outer Bull's Eye will count 25 points and an inner Bull's Eye will count 50 points.
4. All general rules of play will apply.



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FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from site, expulsion from future leagues or tournaments. The tournament officials identified by official Midwest credentials will make all decisions concerning fouls without specific penalties. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

1. Adherence to all general foul rules is required.
2. Fouls must be called within the round in which the foul was committed.
3. Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul. Throwing on a non-coined machine is considered a distraction.
4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose their next three darts.
5. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. **If the infraction is noticed after the second round, it will be a loss of game for the offending team.** If the infraction is noticed after the start of the next game, the preceding game will stand.

If the player throws while the machine is displaying an opponent's number, this constitutes a foul.

- a) If the player has thrown fewer than three darts, the machine is advanced to their correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
- b) If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
- c) If a player throws out of turn and ends the game on that turn, their team loses that game.

If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.

- a) If the player has thrown all three darts, their turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.
- b) If a player has thrown less than three darts when the infraction is no-

ticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

6. Manually scored points

- a) on opponents score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player that committed the foul loses their next turn.
- b) on players own score constitutes a foul. Advance player change button to the correct player position and continue play, except that both players from that team lose their next turn.
7. If a machine resets due to power failure or other reason beyond control, the game will be started over (replayed from the start).
8. If a player reaches zero in a round in which that player or that player's partner committed a foul, that player/team loses the game.
9. Any machine reset, tilt, or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.
10. Abuse of equipment, poor sportsmanship, or unethical conduct as judged by a league director or tournament official may constitute a foul.
11. Any player/team that commits three fouls in one game will forfeit that game.
12. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the 3rd game, and will not be allowed once a match has been concluded.
13. Disregard of any rules may constitute a foul.
14. All decisions by referees of tournament committee will be final.

SCORING ON THE ELECTRONIC DART MACHINE

1. The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on the "Last Dart-Winning Dart" that meets the following criteria:

- A. The "Last Dart-Winning Dart" must stick.
- B. If the dart does not stick and the machine awards the win, the machine is right and the game is over.
- C. The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score, or scores incorrectly, the player/team will be credited with the win in that game. Example: Player's score is 24 at the beginning of their turn. Their first dart hits and sticks in the single 9 but does not register or score. Their second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart," that player/team wins the game.
2. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.



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3. If there is any question to whether the machine is scoring or working properly, STOP THE GAME. Do not remove darts or activate the "Player Change". The team captains must try to solve the problem. If they are unable to do so, they will need to call for service. If the situation cannot be resolved, play will need to be moved to an available board. Scores will be re-entered and play will continue. In tournament play, a referee must be called to resolve the problem.

4. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.

5. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

OFFICIAL SKILL RATING PROCEDURE

Marks Per Round (MPR) is the official means of classifying and ranking players.

- **MPR:** Marks Per Round is used for all Cricket games. To obtain a MPR, divide the total number of marks scored by the actual number of darts thrown then multiply by three (3). Example: Player #1 wins the game with their 46th dart. They have achieved a total of 59 marks. Their MPR is $3.85 (59 / 46 \times 3 = 3.85)$. Handicap rounds do not count for the players without darts in that round. When two (2) players are partners on the same number, they record their results individually.

- **Cricket:** Standard scoring Cricket games with a split (25/50) Bull's Eye on a 15.5 inch target.

PLAYER ACHIEVEMENTS

301 FEATS

- 6, 7, 8 or 9 Dart Outs (Abbreviated 6DO, 7DO, etc.) A perfect game is accomplished with 6 darts. A 7 Dart Out occurs when you win the game while only throwing 7 darts. The same is true for 8 and 9 Dart Outs.
- 4th Round Out (Abbreviated 4RO) Winning the game on either your 10th, 11th or 12th dart.
- Low Ton (Abbreviated LT) A score of 100 to 150 points in one turn. (A Hat Trick is not counted as a Low Ton.)
- High Ton (Abbreviated HT) A score of 151 to 180 points in one turn.
- Ton Over Same as High Ton.
- Hat Trick (Abbreviated HAT) All three darts registering in either the inner or outer portion of the Bull's Eye on one turn.
- Assist (Abbreviated A) When a player receives credit for his/her partner winning the game.
- Win (Abbreviated W) What a player receives when he/she throws the winning dart.

501 FEATS

- 9, 10, 11 or 12 Dart Outs (Abbreviated 9DO, 10DO, etc.) A perfect game is accomplished with 9 darts. A 10 Dart Out means that you won

the game while only throwing 10 darts. The same is true for 11 and 12 Dart Outs.

- 5th Round Out (Abbreviated 5RO) Winning the game on either your 13th, 14th or 15th dart.
- Low Ton - same as in 301
- High Ton - same as in 301
- Ton Over - same as in 301
- Hat Trick - same as in 301
- Assist - same as in 301
- Win - same as in 301

CRICKET

- 8 Dart Out and 9 Dart Out (Abbreviated 8DO and 9DO) 8 Dart Out is a perfect game when there is a Double Bull's Eye. 9 Dart Out is a perfect game if there is not a Double Bull's Eye.

- White Horse (Abbreviated WH) 3 darts registering 3 different Cricket triples in 1 turn that have not previously been marked or scored upon by your team. (While there are 9 marks in a White Horse it is not scored as a 9 Mark. See: 9 Mark)

- 9 Mark (Abbreviated 9M) Registering 3 Cricket triples in one turn. This could be three different triples that have previously been scored upon by your team, 2 triples that are same and a different triple or the same 3 triples.

- 8 Mark (Abbreviated 8M) Registering 2 triples and 1 double (could be a double Bull's Eye) in one turn.

- 7 Mark (Abbreviated 7M) Registering 2 triples and 1 single. 1 triple and 2 doubles (could be two double Bull's Eye) in one turn.

- 6 Mark (Abbreviated 6M) Registering 2 triples, 1 triple and 1 double (could be a double Bull's Eye) and 1 single, or 3 doubles in one turn.

- 5 Mark (Abbreviated 5M) Registering 1 triple and 1 double (could be a double Bull's Eye), 1 triple and 2 singles, or 2 doubles (could be two double Bull's Eye) and 1 single in one turn.

- 4 Mark (Abbreviated 4M) Registering 1 triple and 1 single, 2 doubles (could be two double Bull's Eye), or 1 double (could be a double Bull's Eye) and 2 singles in one turn.

- Crick Hat (Abbreviated CHT) All three darts registering in either the inner or outer circle of the Bull's Eye in one turn. A Hat Trick in Cricket will register anywhere from 3 marks up to 6 marks depending on whether they land in the Bull's Eye's inner or outer circle.

- Assist - same as in 301

- Win - same as in 301

SPECIALTY ACHIEVEMENTS

- Perfect Attendance Player participates/plays on every night of their scheduled league play.

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- Very Improved Given to a player whose performance has improved greatly during the league season.
- Top Gun Player who is the top shooter.
- 5 Year Member Player who has been sanctioned for 5 consecutive years.
- Three In A Bed All three darts registering in the same triple in one turn.
- Top Hat Player who has registered the most Hat Tricks.
- Ton 80 Player registers 3 triple 20's in one turn.

GLOSSARY OF TERMS

- Actual Darts Thrown: Counting the actual darts that are used, not passed, in a match. Only approved means of tracking feats for the NDA's Team Dart Tournament.
- Blocked: A player is BLOCKED when his or her partner's score is higher than the combined score of their opponents. The player may still throw to get his or her points lower but cannot go out without losing the game because of his or her partner's high score. The following will result in a loss: When a player reaches 0 but his or her partner's score is not equal to or lower than their opponents combined score. Remember you can go out on a tie.
- Classified League: Any league which consists of teams with similar or closely matched team averages.
- Closed: When a team has scored 3 Marks on the same number or Bull's Eye in Cricket.
- Feats: Various darting accomplishments. (See: 301, 501 & Cricket Feats)
- Frozen: A player is FROZEN when his or her score is at 1 point (2 points in "Double Out") and his or her partner's score is higher than the combined score of their opponents. The player may not get his score any lower without losing the game (See: BLOCKED)
- Games: The individual components of a dart match.
- Geographic League: Any league which consists of teams from the same area or location of town.
- Ladies: Teams consisting of only females.
- League: All teams that compete directly against each other in a season.
- League Division: Teams in a specified combination or skill level.
- League System: All of the Charter Holder's Leagues.
- MPR: Marks Per Round - The system for averaging the "marks" that a player throws each turn in a game of Cricket. The higher the MPR, the better the player.
- Mark: Any throw that registers on a number either to help close the number or score points. The Single segment portion of the Cricket number scores "1" mark. The Doubles segment scores 2 marks while the Triple segment scores 3 marks. The outer portion of the Bull's Eye scores 1 mark and the inner section scores 2 marks.
- Match: The sum total of games played per league night.
- Mixed Doubles: Teams made up of an equal number of males and females. In each game a female and male throw together.
- Open: Teams made up of any combination of males and/or females.
- PPD: Points Per Dart - The system for averaging the points that a player throws each dart in an '01 game. The higher the PPD the better the player.
- Passed Darts: Darts not thrown during a round or game for one reason or another.
- Round: This is defined as a player/team's turn during a game. Each player has the option of throwing 0, 1, 2 or 3 darts each round.
- Spot Darts: A way of handicapping players, teams and leagues. The better the player the fewer darts he/she would be permitted to throw at the beginning of the game.
- Spot Round(s): The first or opening rounds of a spot handicapped game.
- Turn: A player is entitled to a maximum of 3 darts per turn. A player may opt to throw 0, 1, 2 or 3 darts.
- Unclosed: When a team has 2 or less Marks on a number or Bull's Eye.



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PROPER BEHAVIOR

Proper behavior, conduct and sportsmanship are required of players at all times. Decisions made by the tournament officials on disputes are FINAL. NO PHYSICAL CONTACT OR INTENT TO HARM OTHER PLAYERS IS ALLOWED ON THE TOURNAMENT FLOOR.

No flash photography is allowed during tournament play.

Cell phones must not have an audible ring during tournament play.

CHEATING

Player(s) caught cheating in any way will be penalized, including, but not limited to, immediate ejection from the Tournament or suspension from all Midwest events for a length of time to be determined by the Tournament Committee. The Tournament Committee has full authority and the final determination as to the penalty issued.

PLAYER IDENTIFICATION

Any player or team making unauthorized changes to their rosters or falsifying their identity(ies) may be disqualified by tournament management from this and all future Midwest Dart Association events. Players may be asked for picture identification at any time during the competition.

DART BOARD ASSIGNMENTS

Once a match is called on a specific numbered board, that match must take place on that board unless moved by a tournament official. There are NO EXCEPTIONS. Failure to comply could result in loss of match.

THE TOURNAMENT MATCH

1. Both players/teams pay equally for all games.
2. The player who throws the first dart in a game must announce to the opponent that he/she is starting the game. It is his/her responsibility to make sure the machine is set on the correct game.
3. If the machine is set on the incorrect game and play has begun, the game will be started over. The person who threw the first dart will be responsible for all quarters.

DIDDLING

When diddling, the dart that is closest to the center will determine the winning dart. You may continue throwing until one dart sticks in the target. If the first player hits the center hole in the bull's-eye, the dart will be removed to allow the other player the opportunity to tie.

In the event they are the same distance from the center of the bull's-eye, the players will continue diddling and reverse the order until a winner is determined. The darts will remain in the

board.

The winner of the coin toss will have the option to "see or show" on the diddle.

SCHEDULING CONFLICTS AND PROCEDURES

1. No-show player or team: If a player/team is not at the board ready to play 15 minutes after the official start of the event, it will be a loss of match. Scoresheets for no shows should be taken to your control station.

2. For singles and doubles: Five minutes after the official start of play, if a player's/team's opponent is not at the assigned board for that match, proceed to the control station handling that level for that event. The player/team MUST STAY at the control station until such time as a forfeit is called or play can begin. The tournament official in charge of that control station will begin making a series of two calls for the absent player/team. Each call will ask the player/team to meet their opponents at the control station to begin play. The first call will be made once the referee is notified; the second call will be made five minutes later and allow the player/team one minute.

The no-show player or team rule then takes effect (see 1. above).

If a player is late for reasons beyond his/her control but shows up before the start of the second round of play, he/she will be placed in the losers' bracket as space allows.

3. For team events:

Team Substitution

All players in a given match must be listed on the official (white) Midwest Team Registration Form for your team.

Entire match must be played with the same players once the match begins.

To be eligible to play in the Final Bracket, a player must play in at least one match during the Round Robin Qualifier.

a. A team will be given a 15-minute grace period for first-round matches on the first day of the event. There will be no grace period after the first round.

b. If less than three players are present 15 minutes after the scheduled start time, that team will be forfeited from the event.

c. If a team is missing a player after the 15-minute grace period, it may begin the match with three players, and it must finish the entire round robin with those three players. The vacant spot is passed with no score during the entire game.

d. If a team is late for reasons beyond its control but shows up before the start of the second round of play, that match will be rescheduled for the end of the round robin set. This can only be done by a tournament official.

4. Incapacitated Player: Is defined as a player who is unable to compete. If a player is deemed incapacitated and no qualified

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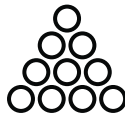

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substitute player is on that team's roster, that team will be forfeited from the event. It is the responsibility of the players and teams to prevent this from occurring, and NO EXCEPTIONS will be made.

5. Forfeiting Team: If a team should not finish a round robin for any reason, the following procedures will apply:

a. If the advancement of teams is affected, all wins obtained against the offending team will be subtracted from the win totals.

b. If no team advancement is affected, all win totals will stay intact.

c. Any team (all rostered players) not completing a round robin may be suspended from competition in all Midwest-sponsored events for a period of two calendar years.

6. The Tournament Committee has the discretion to expedite play as needed, including, but not limited to, having one team play on two boards. When starting on two boards, the home team starts on board one and the visitor team starts on board two as identified by the Referee.

TIE-BREAKER PROCEDURE FOR ADVANCING

If two or more teams are tied in total games won at the end of a round robin that will advance the winner to the next level, the following procedures will apply:

* The first team to win one game of "no score" cricket. (First team to close everything regardless of score.) All players will be on one score.

* Starting Order: Flip for diddle; a diddle will determine who starts first, second, etc., in the game. After one team advances, the remaining teams will flip and diddle.

PLAYER CORRECTABLE FEATURES

These rules apply only on machines that are set up with the "back up feature."

It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

The backup feature should be used to correct the following player errors:

- * Shooting out of turn.
- * Wrong player shooting.
- * Manually scored darts.

The correction must be made in the turn the error occurred, prior to the next player throwing a dart. Both team captains must agree the error falls within the above categories to use the backup feature. Otherwise, a referee must be called.

The backup feature can be used two times per game. If the backup button must be pushed more than one time consecutively to correct the error, this counts as only one use of the feature.

The referee may override the use of the backup feature at his/her discretion if deemed appropriate.

If a player has thrown no more than three darts during his/her turn, he/she will be allowed to make use of the backup feature per the following rules. The backup feature can be used no more than twice, by either team, during a game. **AFTER THE SECOND USE OF THE BACKUP FEATURE, ANY INFRACTION WILL BE TREATED AS A FOUL AND A REFEREE MUST BE CALLED.**

1. Both team captains must agree to the use of the backup feature and the only uses for this feature are as follows.

2. If the player throws while the machine is displaying that player's partner or an opponent's number, this will not constitute a foul. If the player has thrown no more than three darts, the backup feature should be used in the presence of both team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.

3. If a player throws all three darts on his/her partner's score and the following opponent throws his/her darts before the infraction is noticed **A REFEREE MUST BE CALLED.** The backup feature will be used to remove all darts involved in the infraction. Play will restart with the correct player from the offending team. The following opponent would have the option of rethrowing or keeping his/her original score.

4. Manually scored points: On an opponent's score, player's own score or partner's score uses the backup feature to remove the manually scored points. Advance player change button to the correct player position and continue play.

APPROVED SCORE CORRECTIONS BY A REFEREE

a. Any dart that sticks in the board and registers as a dart thrown (or does not register at all) but does not score will be corrected. If Dart 1, both captains must agree that the dart was not thrown before the machine said to Throw Darts! A referee must be called to witness the situation and only a referee can make the necessary correction to the score using the back-up feature if needed. Correction can be made as soon as the dart is thrown or at the end of the round.

Otherwise, refer to SCORING ON THE ELECTRONIC DART MACHINE. #1. (In the Midwest Captain's Guide)

b. Any dart that sticks in the board and registers two or more times will be corrected by removing the extra points awarded by that one dart. However, a referee must be called to witness the situation and only a referee can make the necessary correction to the score using the back-up feature.

WARM-UP DARTS

No practice darts are to be thrown after your match has begun.

2013 MIDWEST POOL HALL OF FAME OFFICIAL NOMINATION BALLOT

2013 MIDWEST HALL OF FAME NOMINEE:

NOMINEE'S ASSOCIATION MEMBER

NOMINEE SUBMITTED BY

SUBMITTERS TELEPHONE #

**PLEASE ATTACH A SEPARATE SHEET TO EXPLAIN IN DETAIL THE
NOMINEE'S QUALIFICATIONS** (please type or print).

1. **A picture of the nominee must be enclosed.**
2. **Electronic nominations and pictures will be accepted by email to:
marshall.kohtz@vvscaenteen.com**

Thousands of pool players and administrators from the Midwest have displayed their talents in the Midwest Tournament over the last 46 years. These people are all very important. However, not all of these people will ever join the ranks of Willie Mosconi, Johnny Archer or Efen Reyes but a handful of them possess an incomparable desire to accomplish goals that far exceed normal involvement in the Midwest Association. For these extraordinary players and those people with other special skills, the Midwest Hall of Fame was created in 2005.

Individuals, who stand out in their local area and have been associated with the Midwest Tournament for at least 10 years, will be eligible for Midwest Hall of Fame Induction. *An inductee does **not** have to be a current Midwest member. Deceased inductees will be honored posthumously.*

Talent, good sportsmanship, longevity and/or hard work are qualities displayed by a Midwest Hall of Famer.

If you believe that a player/person in your league system has been a positive Midwest influence and you feel is deserving of being titled a Midwest Hall of Famer, we encourage you to complete this Official Ballot and return it to your Midwest Operator by November 15, 2012.

The nominations will be reviewed by the existing Hall of Fame Members and The Midwest Association. The comments on your ballots and reviews from existing Hall of Fame Members will be factored in when deciding if your nominee is deserving of the honor.

The Midwest Association has final determination of who is inducted into the Midwest Hall of Fame.

Midwest Pool Hall Of Fame

Gary Andresen
VVS / NTS – NE

Joe Audino
River City Amusement – IA

Bob Bent
Ray's Music/Cardinal – NE

David A. Bishop
NTS – NE

John Bussey
VVS, Inc. – NE

Kim Carnes
VVS, Inc. – NE

Frank Cretsinger
Kelly Coin – IA

Ronald D. Culwell
VVS, Inc. – NE

Ben Diggs
NTS – NE

Stan Dinges
Stan's Music – NE

Roger Edgar
NTS – NE

Gene Flynn
VVS, Inc. – NE

Cole Foster
VVS, Inc. – NE

Frank Francis
Green Amusement /
Amuse-O-Matic – IA

Kelly Goins
Kelly Coin – IA

Jerry Harrison
Green Amusement /
Amuse-O-Matic – IA

Marty Heldenbrand
Acme Vending – MO

Randy Kaufman
VVS, Inc. – NE

Ginny Keeler
VVS, Inc. – NE

Deb King
J & B Amusement – IA

Marshall Kohtz
VVS, Inc. – NE

Bill Lane
River City Amusement – IA

Clare Marsh
NTS – NE

Nils McConnell
VVS, Inc. – NE

Deb Murray
VVS, Inc. – NE

Jill Nagel
NTS – NE

Carolyn Nelson
Cardinal Amusement – NE

Loyall "Pappy" Newell
Newell Billiards – KS

Dee Northup
VVS, Inc. – NE

Deb Novak
Cardinal Amusement – NE

Gordon Peterson
KD / Green Amusement /
Amuse-O-Matic – IA

J. L. and Rosella Ray
Ray's Music – NE

Dave Remmers
Cardinal Amusement
Crete, NE

Ron Rich
Kelly Coin – IA

Gene Richardson
Melodee Music – IA

Kathy Rupe
NTS – NE

Claire Scheideler
Cardinal Amusement – NE

Larry Shupe
NTS – NE

Larry Siebe
VVS/Cardinal – NE

Adam H. Simonetti
A & W Amusement – NE

Wanda L. Simonetti
A & W Amusement – IA/NE

Jodee Skala
Cardinal Amusement – NE

Virgil Skala
VVS / Cardinal – NE

Marilyn M. Smith
NTS – NE

Jerry Vanderwoude
NTS – NE

Dick Varilek
VVS – NE
Sharen Vermule
NTS – NE

Tom Weidenfeller
NTS – NE

Chris Wilken
VVS, Inc. – NE

Rhea Williams
Melodee Music – IA

Roger Williams
VVS, Inc. – NE

Stan "Buffalo" Wilson
NTS – NE

Jim Woodside
VVS, Inc. – NE

Penny Woodside
VVS, Inc. – NE



*Based on 2012 tourney entries

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The 47th Annual \$42,000* Midwest 8-Ball Championships April 18-21, 2013

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- Team "Hard Luck" Tournament for Open Regular, Open Intermediate, and Women's!
- Cost of Pool Games is Pre-Paid!

SCHEDULE OF EVENTS – ENTRY DEADLINE:

Thursday, April 18, 2013	Friday, April 19, 2013	Saturday, April 20, 2013	Sunday, April 21, 2013
8:30 am Midwest Referee Certification Class \$25 advance registration 11:00 am Midwest Hall of Fame Banquet \$25 advance registration 3:00 pm Doors Open in tournament room 4:00 pm Open Masters Singles begin 4:00 pm Open Intermediate Singles begin 4:00 pm Open Senior Singles begin 7:00 pm Open Regular Singles begin	7:00 am Doors Open in Tournament Room 8:00 am All Women Singles begin 9:00 am Open Singles resume as needed 6:00 pm All Open Teams begin Start of Team Play Takes Precedence Over Remaining Singles Matches	7:00 am Doors Open in Tournament Room 8:00 am All Womens Teams begin 8:00 am Open Teams continue 6:30 pm Hard Luck Team Tournament Open Regular & Open Intermediate. Women's Masters, Intermediate, & Regular will be combined into Women's "Handicapped" Hard Luck. Teams will be determined by where they exit the tournament brackets. Play with same team members and match formats. Attention: It will be Tournament Director's discretion to schedule matches on more than two tables if time is a factor.	7:30 am Doors Open in Tournament Room 8:00 am Teams resume play 10:00 am Singles 9-Ball Open and Women's • 100% payback Tables Open. No "Greens Fee" for 9-Ball 9-Ball is handicapped in this manner: Masters: Race to 5; Intermediate: Race to 4; Regular: Race to 3. Sign-up is limited to players not currently playing in any other event. Midwest Sanctioned League players only (any Midwest Charter). Six league nights. Proof of eligibility required. \$10/Player • Single Elimination

TEAM CHAMPIONSHIPS

Open "Masters": Entry Fee – \$205 per team – 25 game match format
 First Place: **\$1000** (based on 16 teams) – 4 places paid

Open "Intermediate": Entry Fee – \$180 per team – 20 game match format
 First Place: **\$1200** (based on 64 teams) – 16 places paid

Open "Regular": Entry Fee – \$155 per team – 15 game match format
 First Place: **\$850** (based on 96 teams) – 24 places paid

Women's "Masters": Entry Fee – \$168 per team – 16 game match format
 First Place: **\$800** (based on 12 teams) – 4 places paid

Women's "Intermediate": Entry Fee \$148 per team – 16 game match format
 First Place: \$650 (based on 12 teams) – 4 places paid

Women's "Regular": Entry Fee – \$128 per team – 12 game match format
 First Place: **\$500** (based on 16 teams) – 4 places paid

Open Regular Team & Open Intermediate Team Hard Luck: Entry Fee – \$60/Team

Women's Regular Team Hard Luck: Entry Fee – \$50/Team

Entry Fee includes \$10/Team "Admin/Greens Fee"

100% Payback (less Admin/Greens Fee). **Single Elimination**

(Team & Single payouts are **projected only**, based on number of teams shown!)

A "Greens" Fee of \$11/Player is included in each Team and 8-Ball Singles entry.

An Administration Fee of \$5 is included in each Team entry to help offset tournament expense.

SINGLES CHAMPIONSHIPS

Open "Masters": First Place: **\$700** (based on 48 players) – 12 places paid

Open "Intermediate": First Place: **\$500** (based on 120 players) – 32 places paid

Open "Regular": First Place: **\$500** (based on 240 players) – 64 places paid

Open Seniors (Age 50 & Up): First Place: **\$400** (based on 40 players) – 12 places paid

Women's "Masters": First Place: **\$450** (based on 20 players) – 6 places paid

Women's "Intermediate": First Place: **\$350** (based on 32 players) – 8 places paid

Women's "Regular": First Place: **\$300** (based on 50 players) – 16 places paid

Women's Seniors (Age 45 & Up): First Place: **\$200** (based on 12 players) – 4 places paid

All "Masters" Singles: Entry Fee – \$70. Race to 4 all matches.

All "Intermediate" and "Seniors" Singles: Entry Fee – \$55. Race to 3 all matches.

All "Regular" Singles: Entry Fee – \$45. Winner's Bracket: Race to 3 all matches.

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Midwest Association

ELIGIBILITY (PROOF REQUIRED):

ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE

TEAM: Each match Open teams must consist of at least three original players from their league team. Each match Women's teams must consist of at least two original players from their league team. Remaining players may come from any team within that particular Midwest members' league system. The tournament registration form has room to list a maximum of seven players. At but one member listed on the form must have played a minimum of twelve league nights and the final member listed must have played a minimum of six league nights since June 1, 2012. **A team may use one substitute player during a match if the following criteria are met: a) The opposing team captain must be notified before the start of the round in which the substitution is being made; b) A substitute player will not be allowed to play any opposing player more than once; c) Once a player has played, he/she must keep that same position unless removed for a round and reinstated in a later round.**

SINGLES: All league players must have played in a minimum of 12 regularly scheduled league matches since June 1, 2012. **Entry permitted in only one 8-Ball Singles Division; Open, Women's or Seniors. Singles Master players are not allowed in Seniors.**

NOTE:

- 1) **EXACT TIME** of your team's first match will be available from www.vvsleagues.com by **APRIL 17, 2013**.
- 2) Official Midwest Registration certificate for all teams and singles players must be on file at the tournament. Players may be required to show proper I.D. or Registration Certificate if requested.
- 3) All of your team's players for this tournament (subs included) must be listed on the "white" copy of the certificate **before** your team plays a match in the tournament.

MIDWEST RULES: Cue ball fouls. 8 on break is not a win or loss.
 • 1099 Forms will be issued •

Now: In order to promote the integrity of the sport of pool, Prize Money for the Top 2 Places will not be paid out until the Finals Match is played out to the fullest ability of the players. Any player who is deemed by a Midwest observer to have sandbagged in the Finals will be suspended from Midwest for one year. Any participant whose second loss in the tournament comes by forfeit will not receive prize money. Midwest decision is final.

**MIDWEST POOL LEAGUES ARE PROMOTED
LOCALLY BY:**

IMPORTANT DATES

NOVEMBER 15, 2012: DEADLINE TO SUBMIT MIDWEST HALL OF FAME NOMINATIONS

DECEMBER 31, 2012: DEADLINE TO SUBMIT FORM TO REQUEST NAME REMOVAL FROM MASTERS OR INTERMEDIATE LIST

APRIL 1, 2013: MOTEL RESERVATION CUT-OFF DATE FOR MIDWEST POOL BLOCK OF ROOMS

All leagues must be sanctioned by the Midwest Pool Association. All matches played on Midwest member-owned tables only!!
CALL 1-800-662-2924 OR CONTACT YOUR LOCAL MIDWEST COIN OPERATOR FOR MORE INFORMATION!