

A LETTER FROM THE LEAGUE DIRECTOR

We had a great time this weekend at the Captain/Co-Captain's "Poker" Pool Tournament. Thanks to all the players that participated. The results are listed below.

Last week we gave you an update on the MVP program. One thing I forgot to mention is the minimum number of matches required to win the MVP in the trophy divisions will now be (8). I agree that it is difficult for teams with (8) players to meet the previous (9) match requirements, especially if a team is faced with one or two bye spots during the session. The new design makes it fairer for everyone. When I start manually calculating the MVP numbers, I will be going back to week one stats. I wanted to clarify this.

It seems from the postings on the message board, that many players do not care for The Sets as a team tournament venue. The Board met Sunday to discuss this issue and many others. We unanimously decided that if you as players would prefer Skip & Jan's for future Titleholder and Masters events, then that is what we will schedule. As I said on the message board, I've made commitments to The Sets for the upcoming Masters event and the Titleholders for the 3rd Place & Wild cards teams at the end of this session. I am not willing to go back on my word to Harry. That simply would not be fair or professional, but I will bring your concerns to Harry's attention. I don't know if there is anything he can do because of the amount of money he already invested in the renovation, but I will convey your recommendations.

Robert

Captain/Co-Captain "Poker" Pool Tournament "Final Results"

Money Winners

1st Place: Marcos Romero

2nd Place: Jay Champlin

3rd & 4th Place: Spencer Brinkley & Elon Turpin

5th through 8th Place: Jonathan Beck, Floyd Allen, Bill Jeffery, J.R. Ascencion

"Poker" Pool Cue Winner

Leo Reeves (finishing in the top 16)

Poker Highlights

Several players started off the day accumulating three of a kind, which meant it was anyone's game. At this time, Leo Reeves was leading with the highest three-of-a-kind - One-eyed Jack (Wild), Jack, Joker (Wild). He won his next match and drew another Jack, which now gave him four-of-a-kind, and it looked like he was going to be impossible to beat. Several players did have a slim chance, but would now have to win AND draw the perfect card. One-by-one, Leo's closest contenders were eliminated, and he started chomping at the bit for the "Poker" prize of a brand new Cory Deuel 5280 cue, valued at \$180.00. Bill Jeffery was playing in the final 8 round against Elon Turpin. Elon won and drew a Jack of Clubs, which would have given Bill a Royal Flush, guaranteeing him the 5280 cue. Unfortunately, the Jack didn't help Elon at all.

Scoring Reminders and Other Stuff

When marking LOT's (left on table), please remember to use whole number, NOT hash marks. This makes it easier to evaluate player ratings. Even if there are NO balls left on the table, record that match with a zero so I can see the outcomes of EVERY game. Thanks

When preparing to make a shot, the shooting player must declare a specific ball in a specific pocket "or" call a defense shot. If the shooting player does not make this declaration and their opponent feels it was a defense shot, they have the right to have it marked on the score sheet as a defense. Be careful on this one. Just because someone misses a shot that you THINK they should have made, doesn't mean it is automatically a defense. No

matter how good any player is, we've all chumped easy shots and looked up in disbelief. This doesn't mean you call someone on defense and take their shot away after they pocket a ball, just because they didn't declare the pocket. Each player has the obligation to call their shots and each player has the right to request their opponent declare their shot prior to shooting. If you have politely asked your opponent to declare their shots and they continue to disregard your request, you need to call me immediately (911) so I can issue a final warning and explain the consequences. The other option is to fill a Sportsmanship Violation form out on the player.

Voice Your Opinion

Player: I heard about a rule I was not aware of. It's called the Burn Out rule. Something about being able to put up a player that isn't there. Can you please explain this rule? I don't understand exactly how it works.

T.A.P. Guy: It isn't really a rule per se. It just falls under the category of what is legal based on a teams roster and player availability. It is a National strategy guideline. It rarely comes up and most players have probably never considered it as an option. The situation only comes up when a team is short players and must forfeit at least one match because they don't fall under the Team Survival clause. When this occurs, most teams play as many players as they have present and forfeit any remaining matches, which is usually the 5th match. The Burn Out rule allows the following: If a team knows they have to forfeit a match, they don't necessarily have to make it the last match of the night. They can legally put up a player that isn't there that night (as long as the player is on the roster) and Burn Out one of the opposing teams players. For example: The third match is ready to play. Team #1 throws up Jimmy because they want a win and Jimmy is a strong player. Jimmy is a H/C-7. Teams #2 doesn't have anyone on the team present they believe can beat Jimmy and they know they will have to forfeit a match because they are short players. They can throw up Dave who isn't there that night against Jimmy. Dave has 5 minutes to get to the table, but Dave isn't there so Jimmy wins by forfeit.

Several things need to be considered here. First, Jimmy and the team get the win. A win is a win, but may understandably upset Jimmy. He came to play and may feel cheated by this strategy. One way to avoid this is to not throw up your better players blind. Another way is to know who your competition is. You can also count the number of players present to determine if they have 5 or less. This might at least tip you off to a possible Burn Out Strategy. This can be tough during Titleholders where you are playing teams you do not know, but if a team is short players, you will probably recognize it pretty easily. Teams are not required to reveal their roster availability, so be careful and try to determine as best you can whom they have to play.

The main point of this rule is that a forfeited match does not need to be the last match of the night. If a player is on the roster they are legally allowed to be used in the match-ups, whether they are there or not. The time when this rule does not apply is when the player is not qualified to play because they don't have their (6) required matches. This would be in Playoffs and Titleholders.

Side note: You can use an ineligible players handicap for the 25 rule, however. For example: If a team only has 4 players and cannot play someone twice (either because they have too many players on their roster (7 or 8), or during Playoffs and Titleholders), they could play 4 players to 23 (6-6-6-5) if they have a (2) on their roster, whether the (2) is eligible or not. If a player is not present, their H/C can be used towards the 25 rule.

If any one has any comments or questions regarding this rule, please let me know.

Don't forget to check out the latest story from our league writer, Sharkey. "Pool League Romances" [http://www.phoenixtap.com/sharky s corner](http://www.phoenixtap.com/sharky_s_corner)

Advisory Committee Members:

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Participating T.A.P. Locations – Maps can be found at our web site at www.phoenixtap.com/maps :

1st Quarter	4729 E. McDowell, Phoenix	602-267-1010
480 Max & Teds	480 N. Arizona Ave., Chandler	480-899-2268
Allstar Bar & Grill	4929 W. Chandler Blvd., Chandler	480-785-7827
Angelo's	10444 E. Apache Trail, Apache Junction	480-357-2057
Bar Nun	4142 E. Chandler Blvd.	480-706-5564
Brewski's	5235 S. Kyrene Rd. Tempe	480-345-8431
Chasers	8005 E. Roosevelt	480-945-4985
Chico's Paradise	1948 E. McKellips, Mesa	480-615-8636
Copper Canyon Brewery	5945 W. Ray Rd., Tempe	480-705-9700
Chuy's	1948 E. McKellips	480-615-8636
Dukes Sports Bar	7607 E. McDowell, Scottsdale	480-675-9724
Falcon's Roost	4731 E. Falcon Dr., Mesa	480-981-9064
Famous Sam's	430 N. Power Rd., Mesa	480-924-4403
Famous Sam's	720 W. Ray Rd., Gilbert	480-899-9804
Famous Sam's	2860 E. Main Street, Mesa	480-924-0305
Famous Sam's	2730 E. Baseline, Mesa	480-497-1252
Flicka's	2003 N. Scottsdale Rd, Chandler	480-945-3618
Garfield's	10123 E. Apache Trail, A.J.	480-380-0558
Hazelwood's	3626 E. Indian School, Phoenix	602-957-0462
Howies Bar	6045 W. Chandler Blvd., Chandler	480-961-4488
Kay's Place	315 Alma School Rd., Mesa	480-833-0961
Main Street Sports Grill	260 W. Main St. Mesa	480-833-4240
Mesquite Sports Bar	75 W. Baseline Rd. #13, Gilbert	480-892-0807
Payton's Place	Chandler Blvd. & 40th St., Phoenix	480-759-4034
The Sets	93 E. Southern, Tempe	480-829-1822
Skip & Jan's	7700 S. Priest, Tempe	480-598-8611
Q & Brew	3400 S. Mill Ave., Tempe	480-968-3722
R. W. Pockets	1807 E. Baseline, Tempe	480-456-3876
Rack & Q	1328 E. Apache, Tempe	480-968-4346
R. T. O'Sullivan's	1010 W. Southern, Mesa	480-844-1290
SixShooter's	35th Ave. & Peoria/3337 W. Peoria	602-993-5035
SixShooter's	75 th Avenue & Thomas	623-247-8540
Stray Cats	2433 E. University Dr.	480-967-1040
Thunder Pass	9303 Apache, Mesa	480-986-5572

T.J.'s Bar & Grill	1734 E. Main St., Mesa	480-833-1950
The Bar	1212 E. Apache, Tempe	480-446-7468
The Friendly Irish Pub	1423 S. Country Club, Mesa	480-464-8030
The Sets	Southern & Mill, Tempe	480-829-1822
The Wild Hare	801 N. Arizona Ave., Chandler	480-857-3088
The Wild Hare	4910 W. Ray Rd., Chandler	480-897-6200
Thunder Pass	9303 Apache	480-986-5572
U B's	1911 W. Broadway, Mesa	480-962-9000
Uncle Bears	825 S. Cooper, #86	480-792-1945