

2025 \$78,000 APA 9-BALL WORLD QUALIFIER

Player Information Packet



On-Site Tournament Director:

Troy Myers

Assistant Tournament Directors:

Michael Johnson – Steve Peacock – Derek Justice

Office Tournament Manager:

Linda Corwin

League Operator:

Melissa Frank

APA World Qualifier

Captains Guide

On-Site Tournament Director: Troy Myers

Assistant Tournament Directors:

Mike Johnson, Steve Peacock, & Derek Justice

“SPORTSMANSHIP - # 1 PRIORITY”

We will not tolerate any smart-remarks, name-calling, or intimidating behavior at the tournament site. Such action can get your team disqualified and your players suspended from playing in the APA. The moment someone from the opposing team is rude or acts up in any way, come see one of the Tournament Directors at the control counter. We will stop the problem before it goes any further! Sportsmanship and fair play are our # 1 concerns in the APA. Team Leaders and fellow team members will be held responsible for the action of their teammates! If someone starts to act up, diffuse the situation before it escalates and get them out of the tournament facility. We're here to assist you in any way possible. You can never play a match under protest! The moment a concern arises, politely stop the match, and calmly come up to the control counter to get proper clarification and direction. *If you continue the match in question, the match stands, and no protest may be made at a later time!*

PROBLEMS - HOW TO PROPERLY HANDLE THEM

Your team should not attempt to handle a match-play problem by itself. Temporarily stop the current match and explain the situation to a Tournament Director. The issue will be handled for you. Never argue with or confront the other team.

Don't worry about skill levels ... that's our job! If you “perceive” that someone on the other team may be under-rated, **do not come up to the control counter and bring it to our attention vocally**, simply write a note on the back of your scoresheets and we'll research the player, and if the complaint is substantiated we will take appropriate action and your team may have another opportunity in the tournament (based upon if and when the team is actually disqualified).

REFEREES - HOW TO PROPERLY USE THEM

Never give the referees a hard time; they are responsible league members who are here to help you. Referees are only available for “Good Hit-Bad Hit” calls. They are instructed not to answer rules questions, **so please verify all rules with the Tournament Director**. Referees may be watching as many as four tables, and your team should call a “Referee Time-Out” in order to make sure that the referee has plenty of time to get into position and is able to find out which category of balls is being played. If you fail to do this, the referee may not be able to make the call properly.

SCORESHEETS / SCOREKEEPING - CHECKING AND VERIFYING

Skill levels can go up or down during this event. Prior to each of your team matches, please make sure that you check the skill levels of all your members. If you don't, you may accidentally break the “23 Point Rule”.

Score keepers are to sit side-by-side at the score keepers table; coaches to their left and right; team members sit in the bleachers behind them. Verify with the other scorekeeper the number of time-outs taken after each one is called and announce scores after each game. Mark safeties, even if the shooter forgets to call them!

IDENTIFICATION - HOW AND WHEN TO ASK FOR I.D.

Per national rules, **always carry a valid picture I.D. with you.** Captains, do not shoot a player if they do not have a picture I.D.. If you shoot a player under another player's name, or a player who is under-age, your team will be disqualified. You are allowed to ask for I.D. prior to the start of that player match, or after that player match is over, but not during that player match.

If you choose to have a player carded after a match is over, simply contact a Tournament Director and they will handle it from there. That player will be required to obtain and show proper I.D. before the subsequent round (unless waived by the League Operator), or that specific match may be forfeited, and their team may also face disqualification.

PAPERWORK - PATCHES - TOURNAMENT CHARTS - PHOTOS - TROPHIES

Paperwork and World Qualifier patches will be available at your assigned table prior to the start of your first round. Turn in your score sheets at the control counter when you finish your match. If you win your match, carefully check the Tournament Chart for all future rounds. If you need help reading the chart, see a Tournament Director.

If your team wins in the qualifying round, head to the photo room to pick-up your World Qualifier Trophies, your Las Vegas World Championship Information Packet and get your free photo shoot (photo shoot area is located in the back room). Winners receive individual trophies along with a large trophy for your hosting location.

ABOUT THE NEW GREEN ROOM

Charlie's Cue Repair is located in the main arena area! Supplies, cue repair, raffle tickets, etc. No food or drinks may be brought in from outside. A coin machine is located in the front lobby by the kitchen; Cue balls for Coin-Op tables are available at the bar, rental tables (when available) may be rented from the bar personnel. **ATM machine located at the bar.**



TOURNAMENT RULES TO REMEMBER

The current Bylaws of the league are used, unless specifically modified below for this event.

“COMMON PLAYERS” RULE

Teams with 2 or more common players on their team roster may now call for 1 official “waiting” time-out (not to exceed 30 minutes) to wait for a player common both to their team and another World Qualifier team (still competing in another match on another table) to finish that match. **To stay warmed-up**, their opponent will be permitted to practice (by themselves on the assigned table) until the common player completes their match for the other team on the other table. **When it’s your turn to put up a player and the player you want to put up is still involved in a match for another team on another table**, simply notify the opposing captain as to the player you are choosing to put up, and that you need to call an official “waiting” time-out. **Mark the back of both scoresheets with the starting time of the “waiting” time-out (using the time indicated on the clock at the Tournament Director’s control desk)**. Remember, a team may only call for a maximum of 1 “waiting” time-out and the time may not exceed 30 minutes! Once the time reaches 25 minutes, ask the Tournament Director to come to the scoring table. If the other match is not completed at the end of the combined 30-minute period, the team will have to immediately put up another player or forfeit the remaining matches. **If the match is finished within 30 minutes**, the players originally chosen must play the assigned match and cannot be changed. **If the match is not completed within 30 minutes**, and the team with the common player must choose a different player to put up, then the opposing team will be allowed to also choose a different player, even if their team was the first to put up! Players common to 2 or more teams can only coach **one** match.

If two teams with common players are matched against one another, the common players are not allowed to play or coach for either team and the team match may be shortened by the Tournament Director, based on the number of common players involved.

PLAYING AREA

No one is allowed in the playing arena (at any time) except for the shooters and their coaches and only during an official time-out! Do not walk in front of the scorekeeper tables at any time!

BREAKING - PRACTICE RACK

Lagging is mandatory at the World Qualifier unless “both” players agree to flip for the break. If you lag, it is permissible to contact the end rail, but contacting the side rails, or scratching, loses the lag; if the balls collide, you lag over again. Both players will receive a chance to familiarize themselves with the table. Hit a couple of balls; check out the roll of the table; turn the table over to your opponent ... then get your match underway. Please limit your practice time at the table to 2-3 minutes per player!

TIME-OUTS

Only 1 time-out per game regardless of the skill level of the shooter. Calling for a non- available time-out by the coach (or other teammate) is illegal coaching and results in a ball-in-hand foul; if called for by the shooter, no penalty applies. Teams may call for a “Rule-Interpretation” time-out (not counted as one of your team time-outs) at any time to clear up a rule.

“SUDDEN DEATH”

4-Hour Sudden Death Rule is in effect. A team may officially choose to forfeit any match to save time and avoid Sudden Death (notify the opposing team and the Tournament Director before sudden death is officially announced). A forfeit does not give your opponent an automatic 3-0 or 20-0. You are simply forfeiting the remaining game or balls needed for your opponent to receive the win. You still receive credit for the games you won or balls you made.

ILLEGAL COACHING

Be careful what you yell out to your shooter so that you aren't charged with an illegal coaching foul. It is permissible to say, "take your time", however anything construed by the Tournament Director as "instructional" in nature i.e. "easy does it" will result in a ball-in-hand foul!

5-STAR SPORTSMANSHIP PROGRAM

The "FUN FACTOR" system works as follows: Write a number from 1 to 5 on the scoresheet (in the section which reads: "Team #xxxxx receives a __-Star rating this match"). You will score the team only after all matches are over and only after both Captains have signed the scoresheet. Don't let the opposing team know that you are giving them a bad rating unless you want them to get even and give you a bad rating in return. Write their rating in **privacy** ... before turning in your scoresheet at the Control Counter. The rating you give them will be 100% confidential.

SMOKING/VAPING AT THE GREEN ROOM

There is no smoking/vaping in The New Green Room. If you are a smoker/vaper, you must take your smoke break prior to the start of your match (and do so outside). Your match officially starts when your name is called, and/or you are put up for a player match.

Do not wait until your name is called to run outside for a smoke even if your opponent says it's okay! If you do, the first game of your match will be forfeited to your opponent!

Do not run outside for a smoke break between games either (even if your opponent says it's okay), same penalty applies ... loss of the next scheduled game!

Do not run outside for a smoke break even if your opponent takes a bathroom break (even if your opponent says it's okay) ... penalty is loss of the game in progress or loss of the next scheduled game!

Smoking in the bathroom or other areas of the facility is loss of match and suspension from the APA!

SMOKE EITHER BEFORE YOUR NAME IS CALLED OR WAIT UNTIL THE MATCH IS OVER TO SMOKE!

GOOD LUCK ... GOOD SHOOTING ... AND THANKS FOR PLAYING IN THE APA!

9-Ball Roster & Handicap Report

30209 Cue Disaster	N 0000	30403 We Got This	N 0000	30412 The New Green Room	N 0000
FROM : Halethorpe, MD		FROM : Dundalk, MD		FROM : Dundalk, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
3 45059 Taggart, Crystal		1 55751 Booth, Kristi		3 46771 Souders Sr, Wesley	
5 40115 Kaczynski, Brendan		6 64280 Morris, Jake		7 38882 Souders Jr, Wesley	
5 51374 Helmick, Mark		4 40653 Buckley, Lance		6 19110 Wheeler, Jerry	
5 80296 Conner, Anthony		7 79289 Booth, Alex		3 38759 Burton, Daniel	
4 48877 Choi, Steven		6 43418 Kallenberger, Matt		4 54933 Hinton, Christopher	
5 73472 Gardner, Will		3 80435 Gallier, Joe		8 13066 Portera, Joseph	
6 31662 Lewis, Desharn		7 79862 Disharoon, Connor		I 1 58860 Reinhardt, Tara	
2 49085 Johnson, Sean		3 35162 Bogнар, Roquel		2 09828 Warren, Bobby	
30502 The Take Over	N 0000	30507 We Here For It	N 0000	30703 7 Sticks 1 Chick	N 0000
FROM : Baltimore, MD		FROM : Baltimore, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
7 37276 Snyder, Henry Bernard		6 31037 Kane Jr, Thomas		5 24105 Hoey, Carla	
7 29751 Fields, Jeff		7 01860 Wees, Sean		4 32180 Everett, Colby	
3 11420 Goode, Jasper		6 66048 Jackson, Andre		4 28750 Hadel, Garrett	
4 25760 Brice, Samuel		3 03117 Falcon, Rhonda		4 39578 Cruse, Jon	
5 48052 Davis, Nakia		3 69593 Parrott, Tiffani		5 00164 Ellis, Michael	
3 47572 Mills, Teshanna		4 23646 Martin, Kimberly		3 44205 March, Edward	
4 46278 Hairston, Corey		I 4 42981 Wallace, Kellen		7 70516 Isennock, Christopher	
3 68187 Ballentine, Cozette		I 5 32413 Seward, Erwin		4 80324 Giorgakis, Emmanouil	
30805 90 Day Fiance	N 0000	30807 Hi	N 0000	30810 Moonshine & Moral Sp	N 0000
FROM : Dundalk, MD		FROM : Dundalk, MD		FROM : Dundalk, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
8 76221 Morgan, James		7 12959 Schanberger, Kelsey		3 35162 Bogнар, Roquel	
3 13490 Morgan, Holly		7 79487 Kammer, Dylan		3 74187 Yungandreas, Nickolette	
2 45880 Pearson, Maurice		5 65514 Schanberger, Robin		5 01995 Wiley, Kenneth	
5 11717 Marion Jr, Samuel		1 55751 Booth, Kristi		5 79204 Chavis, Daniel	
6 80661 Moreno, Eldrihn		3 36782 Beccaglia, Caren		4 37086 Howard, Kala	
5 80679 Moreno, Jesther		3 78301 Baranowski, Amanda		7 79289 Booth, Alex	
4 70574 Nantz, Zachary		5 79185 Mohr, Kristen		4 35468 Cuthrell, Andrew	
3 79330 Edwards, April		5 36788 Hammond, Michael		6 31140 Ricko, Chris	
30908 Still Deciding	N 0000	30910 Shake His Hand	N 0000	31006 El Dragon Sports Bar	N 0000
FROM : Parkville, MD		FROM : Parkville, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
8 72026 Bambino, David		6 41915 Burton, Andre		6 46353 Madden, Colin	
3 03602 Carmon, Joshua		5 48957 Dinkins, James		3 80201 Plasencia, Joanna	
2 13858 Bambino, Aimee		5 65217 Cook, Charles		3 80299 Blackwell, Heather	
4 73844 Susnowitz, Ryan		3 03970 Oliver, Tony		4 80566 Epstein, Theodore	
4 28257 Munker, Steve		4 46278 Hairston, Corey		7 49264 Izzo, Mike	
3 38446 Pulignani, Anthony		6 06060 Jackson Jr, Samuel		3 80583 James, Andrew	
5 00512 Brashear, Justin		5 04547 Russell, Alphonzo		4 80684 Groopman, Alek	
4 12403 Shifflett, Christopher		I 5 31561 Bacoat, Anthony		4 29902 Shaw, Christopher	

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9-Ball Roster & Handicap Report

31007 Team Lil Phils	N 0000	31105 Come On Gurl	N 0000	31608 Goodie Mob	N 0000
FROM : Baltimore, MD		FROM : Columbia, MD		FROM : Kingsville, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
5 10108 Stausebach, Chris		6 00812 Stone, David		4 39223 Cooper, Lashuna	
4 26285 Palatucci, Michael		7 48184 Nash, Chris		5 35311 Jones, Windsor	
3 28948 Sisitka, Michael		4 57718 Brown, Doug		3 07238 Norman, Diane	
2 46039 Armstrong, Keith		5 29808 Deleonardo, Brian		8 44177 Wyatt, Walter	
4 27205 Lutz, Ernest		4 68466 Yarborough, Ed		3 55530 Shaw, Sandie	
2 80664 Allen, Tony		4 49005 Fitzgibbon, Jesse		4 39528 Renwick, Leroy	
5 80813 Lee, Joshua		3 80671 Crumpton, Anthony		5 02913 Minor, Terence	
4 77215 Butler, Bryant				6 37474 Vann, Quincy	
31807 F Around And Find Out	N 0000	31808 Below Average	N 0000	31810 867-5309	N 0000
FROM : Kingsville, MD		FROM : Kingsville, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
5 56808 Tressler, Shane		8 24191 Davis, Robert		6 53830 Venzke, Robert	
5 77467 Wetzel, David		6 07443 Stiles, Nicholas		3 44658 Padgett, Jennifer	
5 48924 Wadsworth, Larry		3 79877 McCarthy, Virginia		8 11824 Shuler, Dean	
4 46072 Barrett, Chris		3 31799 Paugh, Mandy		3 65757 Foy, Hayden	
4 42423 Tressler, Jack		5 25070 Paugh, Carl		5 65758 Foy, Jennifer	
3 48797 Tressler Jr, Jeffrey		5 59487 Davis, Thurman		2 76990 Deruchie, Melissa	
4 10542 Kahl, Chris		3 37532 Davis, Tiffany		3 55538 Webster, Janene	
4 32886 Harper Jr, Christopher		4 79721 Bowers Jr, Douglas		7 26126 Padgett, David	
31905 Ain't the Beer Cold!	N 0000	31907 Balls & Holes	N 0000	31909 Quiet Storm	N 0000
FROM : Baltimore, MD		FROM : Baltimore, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
6 75935 Sankey, Michael		5 02182 Salisbury, Amanda		4 10954 Witten, Andrea	
4 29479 Mullins, Amy		7 59747 Andrews, Timothy		3 07226 Seymour, Everette	
4 57528 Neel, Robert		3 72002 Wilson, Otis		6 79214 Ripley, Jordan	
5 73313 Marsh, Judy		5 42164 Connelly-Fleischman, Jessica		4 24633 Seymour, Larry	
3 50728 Nally, Diane		3 48477 Santana, Justin		6 68374 Laytar, Sean	
3 06769 McFadden, Michele		5 72049 Bauer, Michael		3 31503 Beaumier, Jaime	
3 15212 Justice, Nancy		4 08712 Weidow, Brian		3 80317 McDonald, Matthew	
4 38720 Belton, Darius		4 28289 Wildberger, Christopher			
32011 Half Cock'd	N 0000	32701 Fast Learners	N 0000	32802 Zynaddicts	N 0000
FROM : Baltimore, MD		FROM : Dundalk, MD		FROM : Dundalk, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
7 67445 Carroll, Ryan		6 78380 Chetelat Sr, Justin		4 13128 Petro, Nicholas	
5 04595 Carroll, Lindsay		4 45883 Michael, Travis		7 06240 James, Michael	
3 69324 Leonardi, Karen		5 46122 Venuto, Anthony		6 73181 Lukanich, Nicholas	
6 58217 Alt, Robert		4 49172 Shannon, Michelle		6 76856 Poling, Dewayne	
2 39540 Leonardi, Luann		7 06031 Hammacher, Travis		3 38804 Leyhe, Brandon	
3 03304 Stefanski, Sunny		3 34724 Collins, John		5 41599 Abel Jr, Norman	
4 31776 Brown, Fernando		4 52689 Salisbury, Charles		4 76098 Mackenzie, George	
7 38228 Flannery, Jimmy		I 2 81013 Smith, Chris		3 37532 Davis, Tiffany	

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9-Ball Roster & Handicap Report

32803 Rackless Rejects	N 0000	33005 Dirty Minds	N 0000	33102 All Ballz One Pocket	N 0000
FROM : Baltimore, MD		FROM : Baltimore, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
5 69999 Cook, Daniel		5 14944 McNamara, Kevin		2 64401 Bowman, Lori	
3 46125 Weimer, Steve		6 40260 Golt, Michael		4 65314 Bowman, Dan	
8 37452 Bonnell, Anthony		4 41060 Golt, Stacey		5 79975 Buck, Daniel	
4 40807 Bonnell, Gerald		2 76452 McNamara, Jennifer		6 48789 Gorsuch III, Bobby	
2 77014 Miller, Dave		4 73175 Taormino, Stephen		5 71010 Kiger, Micheal	
6 08093 Dalton, Brian		4 29163 Taylor, Robert		3 47240 Shaffer, Shawn	
5 11159 Witemore Jr, Milton		6 75935 Sankey, Michael		3 54755 Breen, Kevin	
2 01932 Snakovsky, Michelle		3 44631 Davis, Kylie			
33302 Can't Feel My Legs	N 0000	33403 Left Field Pub	N 0000	33408 The No Joe's	N 0000
FROM : Dundalk, MD		FROM : Dundalk, MD		FROM : Dundalk, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
8 24191 Davis, Robert		6 35873 Toscano, Frank		5 74472 Adolfo, Bernardino	
3 22021 Savage, Zack		4 41888 Rutter, Michael		7 53436 Davis Jr, Keith	
6 07443 Stiles, Nicholas		3 11468 Gomez, Gilbert		6 69980 Olszewski, Michael	
7 51158 Nunamaker, Alex		6 73304 Amrhein Jr, Andrew		2 75104 Adolfo, Ciara	
4 46865 Austraw, Eric		6 73181 Lukanich, Nicholas		4 67394 Sullivan, Phillip	
4 36700 Vanhorn, Bill		3 38804 Leyhe, Brandon		2 35298 Boston, Valerie	
4 80393 VanHorn, William		3 42603 Rutter, Laura		4 25796 Theis, Eugene	
3 80564 VanHorn, James		3 11961 Rutter, Jim		7 28852 Ruzicka, Matthew	
33507 Who's Driving Tonight	N 0000	33704 The Dark Side	N 0000	59001 Bruce's Legacy	N 0000
FROM : Essex, MD		FROM : Essex, MD		FROM : Aberdeen, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
3 29258 Purcell, Chance		6 02663 Downey III, Ray		8 56786 Campbell, Robert	
3 19888 Snyder, Skip		2 12446 Downey, Ashley		2 24573 Campbell, Kimberly	
5 34528 Toot, Dale		4 12471 Phillips, Brandon		5 32310 Curtis, Thomas	
4 79013 Flinchem, Sylvan		6 31126 Lockner, Richard		2 73527 Rush, Nichole	
6 24601 Strzegowski, David		6 74358 Swietkoski, Shawn		6 55881 Wilson, David	
4 37315 Strzegowski, Tracey		5 08159 Fonzi Jr, David		6 45517 Greer, John	
4 45839 Wetzal, Joseph		5 65847 Phillips, Andy		3 11761 Herring, Debbie	
6 35356 Freburger, Craig		4 69693 Seifert, Teresa		3 36830 Alley, Joseph	
59101 Green Turtle	N 0000	59105 Cut Bank	N 0000	59107 The Greene Turtle	N 0000
FROM : Bel Air, MD		FROM : Bel Air, MD		FROM : Bel Air, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
4 22565 Neil, John		5 76375 Richardson, Elizabeth		5 48505 Cress, John	
8 08132 Neil, George		5 37469 Clark, Thomas		8 35888 Wehage, Louis	
4 06397 Mallonee, Sean		7 58691 Tufano, Miguel		9 80557 Cress, Nick	
3 31431 Spatz, Glenn		5 77866 Zalner, Ken		2 80563 Insley, Kenneth	
3 37283 Defreitas, Keith		4 68344 Tufano, Barrie		3 80711 Cress, Corey	
3 47654 Yarbrough, Julie		4 21442 Valente, Susan		5 80630 Insley, Kevin	
5 32109 Torres, Rob		3 06733 Michalik, Renee		I 2 80904 Forrester, Aaron	
		4 03632 Michalik, Thomas		I 2 80982 Nemeck, Joe	

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9-Ball Roster & Handicap Report

78101 Brackish Behavior	N 0000	78104 We Do It The Hard Way	N 0000	78106 Choptank	N 0000
FROM : Cambridge, MD		FROM : Cambridge, MD		FROM : Cambridge, MD	
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
5 06402 Shorter, Jason		4 46739 Wallace, Phillip		9 35676 Bell, Daniel	
6 42660 Shorter, Alex		7 11787 Turner, Justin		2 29162 Valasko, Mary	
4 38431 Shorter, Eric		4 13657 Turner, Hannah		8 30994 Abbott, Kenneth	
4 45277 Nichols, Austin		5 67668 Fitchett, Jerome		5 13293 Brandt, Corey	
5 39437 Dunn, Madison		1 39600 Harvey, Tammy		5 39110 Bolden, Deandre	
6 70347 Sard, Jason		5 46539 Wallace, William		4 36901 Morse Jr, David	
2 39675 Harding, Jeff		8 47714 Wallace, Joshua		4 80693 Watson, Tywine	
3 47398 Sta Ana, Angela		6 04279 McGlaughlin, Michael		2 70416 Manley, Pamela	
78702 Sold The Farm	N 0000	95802 RADIOACTIVE	N 0000	96605 Breaking Bad	N 0000
FROM : Rock Hall, MD		FROM : Frederick, MD		FROM : Frederick, MD	
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
7 18508 Stokes, Kevin		4 80135 Hall, William		7 42337 Delborrell, Ken	
2 43658 Stokes, Amy		5 10901 Matthews, Kevin		4 61718 Johnson, Mark	
3 75266 Alther, Doyal		5 43737 Flores, Alexis		2 43591 DelBorrell, Laura	
6 16492 Reynolds Sr, Julius		3 44669 Weller, Kenneth		2 16279 Anderson, Darlene	
7 18515 Kendall, Chris		2 11993 Matthews, Connie		5 44622 Ruark, Patrick	
3 80331 Orsino, Nicholas		7 71294 Conner, Andy		5 25110 Monroe, Timothy	
3 40282 Stickland, Kevin		4 41994 Shew, Joe		7 42974 Christiansen, William	
3 49098 Hague, Tristan		5 79791 Parker, Keith		I 6 80669 Lorimer, Grant	
96606 Magic Racks!	N 0000	96607 Pocket Rockets	N 0000	96803 That's How We Roll	N 0000
FROM : Frederick, MD		FROM : Frederick, MD		FROM : Frederick, MD	
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
3 79566 Shaut, Richalette		2 43375 Hacunda, Tina		6 60649 Pickett, Bonnie	
5 49721 Mohler, Dave		7 21801 Hacunda, Paul		7 15930 Suter, Scott	
4 39811 Gessler, Nicholas		7 44982 Hacunda, Hunter		4 08378 Pickett, Mark	
3 07649 Koontz, Stephen		4 45006 Bailey, John		3 00510 Reynolds, Gabrielle	
7 17099 Kahl, Richard		1 45047 Bailey, Valerie		3 08792 Cooper, Karen	
3 79784 Stephens, Tyler		4 51342 Carnell, Curtis		I 5 70639 Stambaugh, Tim	
5 45956 Hewitt II, Charles		4 79878 Carr, Nicholas		3 45320 Kunes, Michael	
7 03753 Gibbons Jr, Larry		3 25671 Rhea, Rachel		4 70640 Nemoga, Paula	
96814 Scratchers	N 0000	96902 Frederick Moose #371	N 0000	96904 7Players&GrumpyOleMan	N 0000
FROM : Frederick, MD		FROM : Frederick, MD		FROM : Frederick, MD	
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
4 45256 Brengle, Christopher		4 31617 Alfred Jr, Mike		2 56943 Harrison, Sheryl	
4 79552 Storms, Alex		2 10146 Alfred, Katelyn		3 00510 Reynolds, Gabrielle	
5 08696 Dupriest, Ronald		5 73476 McManus, Bryan		9 60512 Musser, Richard	
5 48908 Kalish, Arkadiy Yevgeniyvich		5 57423 Alfred, Mike		3 56941 Harrison, Clifton	
3 43147 Emory, William		3 77233 Mills, Ronald		2 06406 Bowie, Theresa	
6 79973 Dull, Donnie		5 49246 Donoghue, Michael		4 09830 Bowie, Nicholas	
5 79473 Green, Andrew		3 42463 Nichol, Dawn		4 10210 Bilon, Stephen	
2 79533 Green, Angela		4 12540 White, Thomas		6 41063 Howlett, Edward	

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

9-Ball Roster & Handicap Report

97102 Hit & Run N 0000
FROM : Williamsport, MD

<u>SkI</u>	<u>Number</u>	<u>Name</u>
7	33673	Moats, Mick
4	29293	Barr, Cory
3	10327	Higgins, William
3	02479	Cunningham-Brown, Krista
6	14572	Twigg, David
4	79282	Ray, Brittany
5	70558	May, Philip
3	13057	Hannon, Grace

97201 Accidental Greatness #1 N 0000
FROM : Martinsburg, WV

<u>SkI</u>	<u>Number</u>	<u>Name</u>
7	73558	Greist, Brian
5	02912	Schreckengost, Robbie
3	35636	Zinzow, John
5	07269	Day, Mark
5	79694	Gilpin, Branden
4	39377	Robey, Marcus
4	79423	Michael, Joseph
6	57108	Dodson, Adam

97403 Jakkis N 0000
FROM : Inwood, WV

<u>SkI</u>	<u>Number</u>	<u>Name</u>
6	76200	Dinch, David
7	11221	Cogle, Calvin
6	13644	Cross, William
4	39880	Cogle, Lisa
5	71194	Fuston, Joe
3	48152	Hunter, Robert
4	48326	Dinterman Jr, Martin
2	80835	Lupien, Nathalie

97712 We Are Back N 0000
FROM : Hagerstown, MD

<u>SkI</u>	<u>Number</u>	<u>Name</u>
7	00908	Rudisill, Steven
3	73406	Selzer, Sheri
4	42277	Rauch, Nicholas
4	44561	Rauch, Savana
5	60486	Gossard, Brian
4	72765	Shoemaker, Krista
5	42261	Shoemaker, Ronald
7	21680	Taylor, Jason

97809 No Sleep Till Vegas N 0000
FROM : Martinsburg, WV

<u>SkI</u>	<u>Number</u>	<u>Name</u>
4	30685	Grabiak, Ida
4	01746	Dunbar, Warren
4	43235	Sampson, Kristopher
5	70632	Demko, Joe
5	79507	Kidwell, Todd
6	10133	Gunter, Charles
4	43614	Quick, Erich
2	67062	Keefer, Rick

98103 Misfits N 0000
FROM : Funkstown, MD

<u>SkI</u>	<u>Number</u>	<u>Name</u>
5	77856	Snyder, Keith
4	42547	McCleaf, James
5	06897	Funk, Curtis
3	35599	Hartman, Jason
3	13690	Mongan, Ryan
6	12541	Turner II, Ron
3	62918	Saunders, Chad
3	26744	Cosgrove, Paul

98202 9-Ball Wizards N 0000
FROM : Funkstown, MD

<u>SkI</u>	<u>Number</u>	<u>Name</u>
5	06897	Funk, Curtis
2	24407	Purdum, Regina
6	53362	McElroy, Ben (VET)
5	77856	Snyder, Keith
5	03268	Webber, Jason
2	70631	McElroy, Judy
5	54322	Horner, Mark
4	42547	McCleaf, James

98206 Scratchin Balls N 0000
FROM : Funkstown, MD

<u>SkI</u>	<u>Number</u>	<u>Name</u>
6	37700	Cook Jr, Donald
5	01148	Beyer, Bethany
2	08728	Cook, April
1	09950	Davis, Melanie
4	47419	Everhart, Linda
6	61678	Varriale, Andrew
4	48142	Cucuzza, Antonio
3	46748	Harden, Chris

98413 THE MEDIOCRE!!! N 0000
FROM : Martinsburg, WV

<u>SkI</u>	<u>Number</u>	<u>Name</u>
6	71470	Hart, Gary
6	11518	Semak, Pete
4	79778	Sims, Christopher
4	80125	Waugh, Cory
2	46488	Thorne, Brent
4	80390	Mallory, Damien
5	35621	Schildtknecht, Brandon
5	27413	Widmeyer, Eric

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.



DEFENSIVE SHOTS

**HAVE FUN ... MEET PEOPLE ... PLAY POOL
START CALLING & MARKING DEFENSIVE SHOTS!**

Make League Play More Fun! - Learn About Defensive Shots!

If you "call" and mark Defensive Shots on yourself and your team, no one will accuse you of sandbagging!

If you mark Defensive Shots played by your opponent or the opposing team, no one can sandbag and everyone will have more fun!

Have every member on your team learn about Defensive Shots by watching the APA Defensive Shots video at www.apapool.com.

- 1. Please remember to call all defensive shots (SAFETIES) out loud ... simply say SAFETY!**
- 2. If you feel your opponent just played a DEFENSIVE SHOT (SAFETY) without verbally calling it, simply mark the DEFENSIVE SHOT on YOUR SCORESHEET.**
- 3. Do not say anything about a player not calling, what you thought was a defensive shot. They may have felt that the shot was not a defensive shot and challenging them COULD LEAD TO A CONFRONTATION AND RESULT IN SPORTSMANSHIP PROBLEMS AND POSSIBLE SUSPENSIONS.**
- 4. Teams who play defensive shots but fail to mark them on their scoresheets (to try and keep their skill levels down) will be flagged for special handicap review.**
- 5. Teams who FALSELY mark safeties for the purpose of trying to get their opponents handicaps raised, will face suspensions.**

Also, check out the ... How To Keep Score ... videos on our website!

SUDDEN DEATH

NOW IN EFFECT AT THE NEW GREEN ROOM!

SUDDEN DEATH FORMAT:

Sudden death will go into effect four (4) hours after the official starting time. At that time, any match in progress will finish in its entirety, however all subsequent matches will be played under Sudden Death rules.

9-Ball Sudden Death:

All balls pocketed in a 9-Ball Sudden Death match will count as "DOUBLE POINTS". The 1-8 count as two (2) points each, while the 9-Ball counts as four (4) points.

8-Ball Sudden Death:

A Sudden Death match in 8-Ball will consist of two (2) games ... the first game will be worth two (2) points ... the second game (if needed) will be worth one (1) point. If the two (2) points won in the first game determine a clear winner (where there is no way the opposing team can come back and win the overall team match) the match is over. If the two (2) points earned in the first game of a Sudden Death match do not determine a clear winner, the Sudden Death match continues with a second game (worth 1 point). Since the first game of a SD match is worth more points than the second game, the winner of the first game will receive credit for that specific individual player match (for tie-breaking purposes) should the teams end up tied in total points at the end of the team match.

If after playing both games in the final Sudden Death match (Match 5), the teams are tied in total points, the winner will be the team that won three (3) of the five (5) individual player matches.

SUGGESTED TIME GUIDELINES FOR 8-BALL MATCHES

<u>Total Games Must Win</u>	<u>Match Time</u>	<u>Average/Game</u>
4-6	45 minutes	10 minutes
7-10	60 minutes	8 minutes

SUGGESTED TIME GUIDELINES FOR 9-BALL MATCHES

Match Time
40-60 minutes

ADDITIONAL SUGGESTED TEAM GUIDELINES

Each 8-Ball Team Match	4 Hours
Each 9-Ball Team Match	3 Hours
Each New Player Selection	2 Minute Limit Each Coaching
1 Minute Limit Average Shot	20 Seconds
Special Shooting Situation	45 Seconds (Maximum)

PLEASE—

NO FLASH PHOTOGRAPHY

Please be courteous of other players while they are shooting.

If you would like to take pictures,
you may do so only without use of a flash.

BE CAREFUL!

KEEP AN EYE ON YOUR POSSESSIONS!!!

When you travel, be aware of pickpockets and purse/cue snatchers.

**PLEASE
BE AWARE OF YOUR SURROUNDINGS!**

Poolplayers Etiquette

Good Sportsmanship



Have pride in yourself.

Respect your opponent.

Win or Lose -
it's how you accept victory or defeat.

Control your emotions...
don't let them control you.

Accept victories and losses with
goodwill and dignity.

Be an example of Good Sportsmanship.

Win with Sportsmanship...Others will Follow!



This message brought to you by





UNACCEPTABLE BEHAVIOR

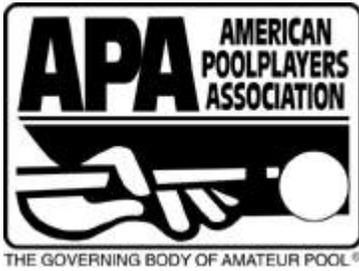
***CAPTAINS - TALK WITH YOUR PLAYERS ABOUT UNACCEPTABLE BEHAVIOR!
HAVE FUN ... MEET PEOPLE ... PLAY POOL!***

Make APA Play More Fun! - Conduct Yourselves Properly!

1. The moment an APA member conducts themselves in an inappropriate manner, our Referees will temporarily stop the match! This includes but is not limited to banging balls/cue sticks on the table; throwing chalk or other objects; profanity; making sexist or racist comments; or making smart remarks out loud (where someone might hear it) about a player's skill level ability - either to your opponents or to your own team mates. If you feel someone is dogging shots, mark DEFENSIVE SHOTS on the scoresheet and write them up.
2. Our Referees will politely inform the APA member(s) violating these policies that their behavior is unacceptable! We expect the problem to immediately go away and not return for the duration of the team match.
3. Based upon how the APA member responds to the warning, the referee may either restart the match immediately ... or call for the assistance of a Tournament Director or Floor Manager (at which time penalties may apply). Our Tournament Officials are here to help you and are not to be verbally abused.
4. If the situation is not immediately resolved, APA members involved are subject to immediate suspension ... which could cost your team the chance of advancing to the next round. **It is in the team's best interest to police it's own members and avoid this type of situation.**

Please make every member on your team aware of these new policies and inform them that unacceptable behavior at the tournament site will no longer be tolerated.

**Terry Justice,
APA League Operator**



REFEREE GUIDE / INFORMATION

TEAM RESPONSIBILITIES

- ◆ Teams are required to show the highest respect for the referees at all times. Giving the referees a “hard time” will place the team member(s) involved in the “very possible danger” of being immediately disqualified from the event, removed from the premises, and indefinitely suspended from the league.
- ◆ Teams have the right to request a referee change at any time. No reason required.
- ◆ Referee calls are binding and final, and cannot be protested.

REFEREE RESPONSIBILITIES

- ◆ **Referees are instructed to report sportsmanship problems** to the tournament officials.
- ◆ **Referees are asked not to give rule interpretations, or answer rules questions.** The requesting Captain, coach, or player is responsible for temporarily halting the match, in order to seek clarification or confirmation from the Tournament Director, whenever a rule is involved. This eliminates mistakes and misunderstandings. Referees only make calls concerning “good hit-bad hit”, “frozen” ball and other possible playing foul situations. Note that Local League Bylaws over-ride the APA National Rules for local events.
- ◆ **Referees are not responsible for watching every roll of the balls on their assigned tables.** On potentially close-hit shots, it is the responsibility of the Captains, coaches, and players to protect themselves by calling an official referee time-out (prior to the shot actually being executed). Remember, close-hit calls go to the shooter.
- ◆ **Referees are instructed to always make an attempt to “watch a hit” (whenever requested),** however, it is the responsibility of the non-shooting player to “hold up the shooter” before asking the referee to watch a hit.
- ◆ **Referees are asked to never offer calls,** even if they see an obvious foul. It is your responsibility to ask them if they saw the shot and if the shot was “bad”. If they are 100% sure it was bad, then you will be awarded ball-in-hand. If they forget and initiate a call, remember “a foul is still a foul” and the call stands.
- ◆ **Referees are asked to never discuss “game strategy/shot selection” with any of the players during their match.**



HOW TO REQUEST REFEREE ASSISTANCE

Captains, coaches and match players should use one of the following methods to request referee help:

- 1.) If a shot looks to be “close” and you feel that a foul might occur, your team should **call for a free “referee time-out” and temporarily stop the match before the shot is played.** Note that the other team’s player may not recognize your voice, and may continue with their shot. Hold up the shooter by getting the attention of “YOUR” shooter (since your player will immediately recognize your voice). **Example: Joe, “HOLD UP THE SHOOTER, we need a referee to watch the hit!”** Having “YOUR” player hold up the shooter gives the referee time to determine the situation on the table, and to get into position to watch the hit. It may take time for the referee to get into place (because of activity on a nearby table), so be patient. When making a call, note that unless the referee is 100% sure that the hit was “BAD”, they are instructed to call the hit as “GOOD”. APA rules state that “SPLIT” hits are good and go to the shooter. It must be obvious to the referee that the hit was “BAD” for a ball-in-hand foul to be awarded.
- 2.) If a shot did not look to be “CLOSE” (before it was shot) or if something unexpected occurred during the shot (that you think might have been a foul), **call a free “referee time-out” and temporarily stop the match (before another shot is played).** If a referee happened to be looking at your table at that time, and is 100% certain that the hit was “BAD”, they will give you a call. Their call is final and binding. Remember, the referees have been asked not to “initiate” any calls, even if they see a foul occur. You must “**VERBALLY**” ask them if they saw the shot, and if they could determine whether or not a foul occurred. If they are not 100% sure that the hit was “BAD”, the hit is considered “GOOD” and the call goes to the shooter.

Captains, coaches, and match players, *should not* simply “point at” or “yell for” a referee. In order to properly protect your team, please stop the match, by telling “YOUR” player to “Stop the Shooter” before seeking referee assistance.

2025 LAS VEGAS APA 9-BALL WORLD POOL CHAMPIONSHIP

VEGAS TRAVEL ASSISTANCE FUND - (\$6,500/TEAM)

This year, we will again allow the winning teams to purchase their own airline tickets. However, to guarantee rooms at the Westgate, we will be booking the rooms for you and deducting the cost of the rooms from your travel assistance fund. If you wish to go earlier or extend your stay in Vegas, you may have to do this directly with the Westgate.

If they are filled, you may try www.hotels.com for information on rooms at other hotels in the area. The APA does have sub-blocks at Circus Circus, Harrah's, and the Hilton Grand Vacations, if you would like to stay at one of these facilities.

Here are a few website suggestions on booking airline tickets:

www.orbitz.com

www.cheaptickets.com

www.hotwire.com

www.travelocity.com

www.expedia.com

Each winning team has been allotted two rooms (which will accommodate from two to four people per room). **A THIRD room can now be provided upon request.** Please note that the Westgate cannot "guarantee" your request for a room with two double beds. Your request will be filled on an availability basis only.

The APA National Office has blocked rooms at the Westgate, and we have sub-blocked two rooms for your team for six nights with check-in on Monday, August 11th and check-out on Sunday morning, August 17th. We had to pre-pay for the two rooms for the entire six nights in order to guarantee our quota of rooms in the sub-block, so unless other teams request more rooms, you will not be able to turn in the two rooms that have been assigned to your team.

If your team wants additional rooms, we will try to accommodate (based upon availability).

Room rates at the Westgate Hotel & Casino are as follows:

\$88.00 per night + 13.38% sales tax (\$11.77) = \$99.77 per night

6 nights x \$99.77 per night = \$598.62 per room

To receive your rooms keys, you must check in with Melissa Frank at the International Bar (located as soon as you walk in the main entrance of the Westgate). Please call Melissa at 410-255-5400 Ext. 122 once a team member listed on the room has arrived at Westgate. She will be given keys in bulk from the Westgate once all of the rooms are ready.

2025 VEGAS 9-BALL TRAVEL ASSISTANCE FUND WORKSHEET

TOTAL TRAVEL DOLLARS AVAILABLE TO YOUR TEAM IS \$6,500.00.

One night at \$99.77 x 6 nights x 2 rooms = \$ 1,197.24
Team Registration Fee = \$ 250.00

TOTAL WITHHELD FROM \$6,500 TRAVEL FUND = \$ _____

Balance due to the team = \$ _____ divided by ____ (# of team members) = \$ _____ per player
(Individual checks will be sent 7-10 days after the WQ is finished and after receipt of this form)

Division/Team #: _____

Please check us in on Monday, August 11th, checking out on Sunday morning, August 17th. If a different check-in date is required, please list it under Special Booking Instructions or call Linda at 410-255-5400 Ext. 112.

The first name listed on each hotel room below must be the person physically checking-in at the Westgate. The Westgate will not allow someone else to check-in for them. Please contact Linda if changes need to be made.

	Single (1 King Bed)	Double (2 Double Beds)
Name on 1 st Hotel Room: _____	<input type="checkbox"/>	<input type="checkbox"/>
2 nd Occupant: _____		
3 rd Occupant: _____		
4 th Occupant: _____		
Name on 2 nd Hotel Room: _____	<input type="checkbox"/>	<input type="checkbox"/>
2 nd Occupant: _____		
3 rd Occupant: _____		
4 th Occupant: _____		
Name on 3 rd Hotel Room: _____	<input type="checkbox"/>	<input type="checkbox"/>
(**available upon request)		
2 nd Occupant: _____		
3 rd Occupant: _____		
4 th Occupant: _____		

Special Booking Instructions: _____

If you need to make any changes to your room reservations, you must call Linda Corwin no later than Noon on Tuesday (following the WQ) ... at 410-255-5400 Ext. 112!

Players electing not to travel to Vegas to participate with their team in the World Pool Championships will forfeit their share of the Travel Assistance money allocated to the team. Once the rooms are booked and the deposit is sent in, all excess monies will be equally divided among "all" eligible team members and checks will be issued. Players electing not to go to Vegas with the team are to return their travel assistance money to their team. If they do not, they will no longer be eligible to share in the APA's travel assistance fund, should they win trips in the future. *Captains, if any team member wants separate accommodations (and you request us to book the room out of your travel funds), it is your responsibility to collect the required monies from that member and "equally" disperse the money to "each" other member on your team.*

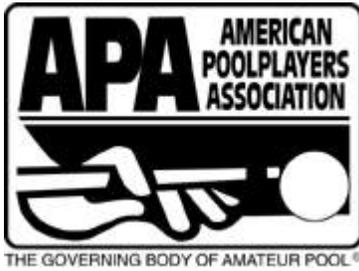
**THERE IS ABSOLUTELY NO DRINKING IN
ALLOWED THE PARKING LOT OR TAKING
ALCOHOL IN OR OUT OF THE NEW GREEN
ROOM!**

If you are caught taking any alcohol outside of the building, bringing alcohol inside the building, or drinking in the parking lot, you will face being barred from the facility and a minimum 30-day to 1-year suspension from the APA. If your actions were to cause The New Green Room to lose their beverage license, we would lose our tournament facility! This is a serious matter!



**NEW POLICY: THERE IS ABSOLUTELY NO
SMOKING/VAPING ALLOWED IN THE NEW
GREEN ROOM!**





PICTURE I.D. REQUIRED

All participants at Higher Level Tournaments are required to present a current state certified positive picture I.D. in the form of a state I.D. from their state of residence, a passport, or a Military I.D. prior to competing in any APA Higher Level Tournament. This includes all Tri-Annuals, all of our APA World Qualifiers and all Mega and Regional Singles events.

Even though this requirement will not be mandatory (at this time) for the Divisional Playoffs or during regular session play, keep in mind that the opposing team still has the right to request I.D. prior to the start of any APA player match.

If you have a legal problem that does not allow you to obtain a Driver's License, **this rule still applies**. You may still obtain a picture I.D. (age majority card) from the MVA. If you do not have a proper I.D., check with your state officials to obtain a picture I.D. PRIOR to the event.

Also note that if traveling to the World Pool Championships, all airlines also require a positive picture I.D. for air travel.

**If you do not have a proper picture I.D.,
you will not be allowed to play!**

Exception: This rule may be waived by the Tournament Director or League Operator when it is felt that a player is who they say they are. Note that if it is later found out that the player was not who they were thought to be, the team will be disqualified and the Team Captain will be suspended from the APA!

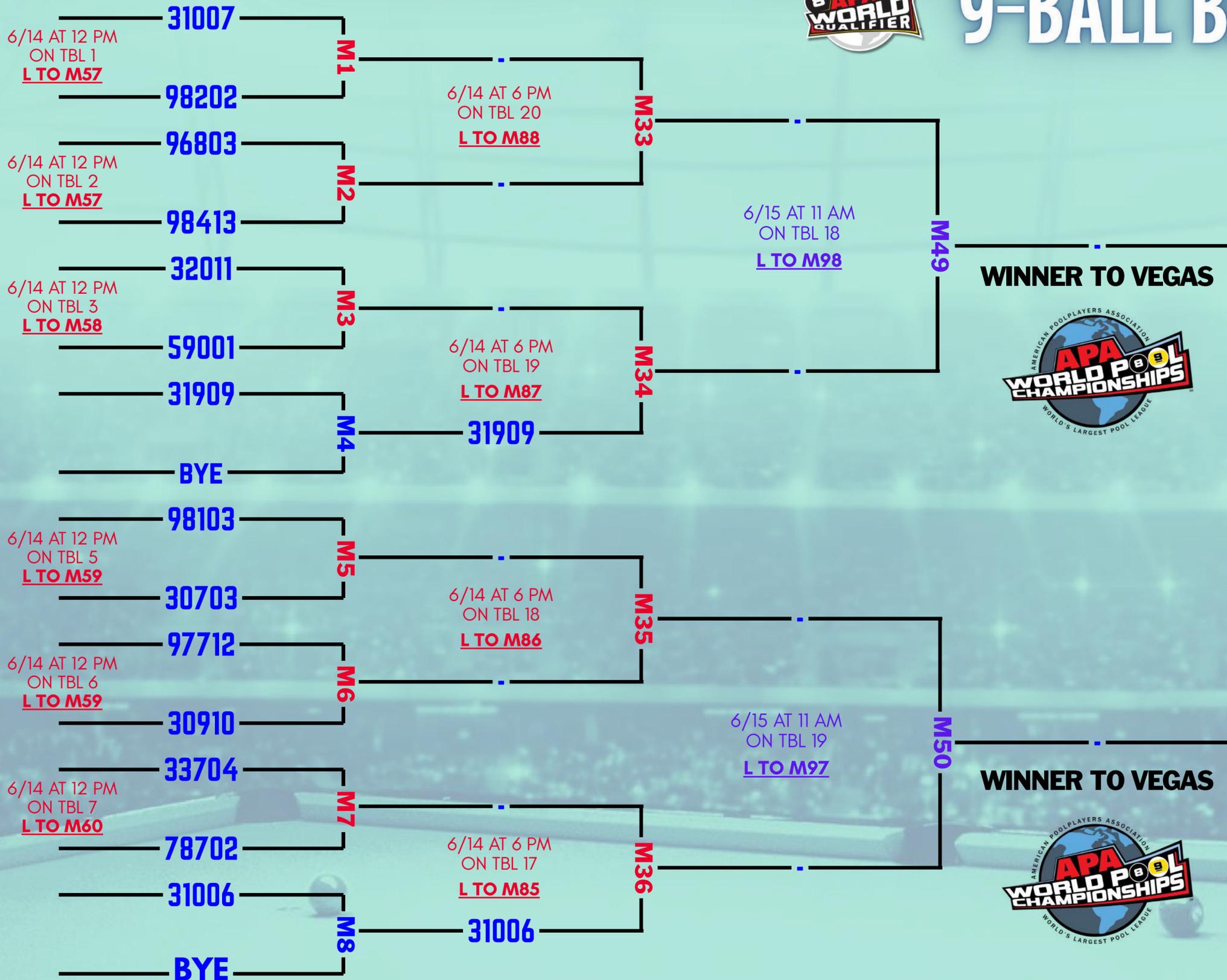


Maryland & E. West Virginia

2025 WORLD QUALIFIER



9-BALL BRACKET 1 OF 4



WINNER TO VEGAS



WINNER TO VEGAS



DATE	TIME	MATCH #
6/14	NOON	1-27
6/14	6 PM	28-45
6/15	11 AM	46-54 & 57-72
6/15	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

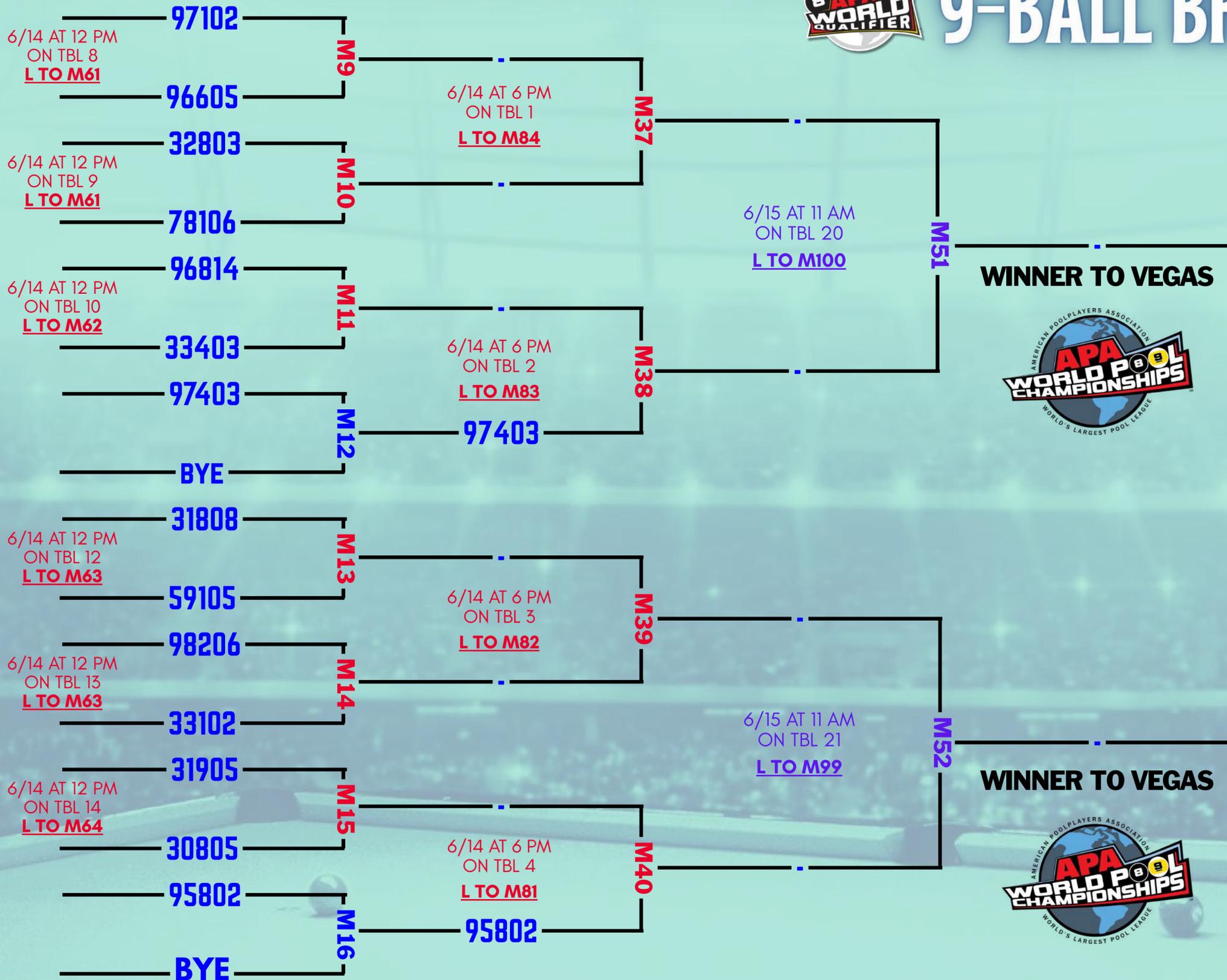


Maryland & E. West Virginia

2025 WORLD QUALIFIER



9-BALL BRACKET 2 OF 4



DATE	TIME	MATCH #
6/14	NOON	1-27
6/14	6 PM	28-45
6/15	11 AM	46-54 & 57-72
6/15	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

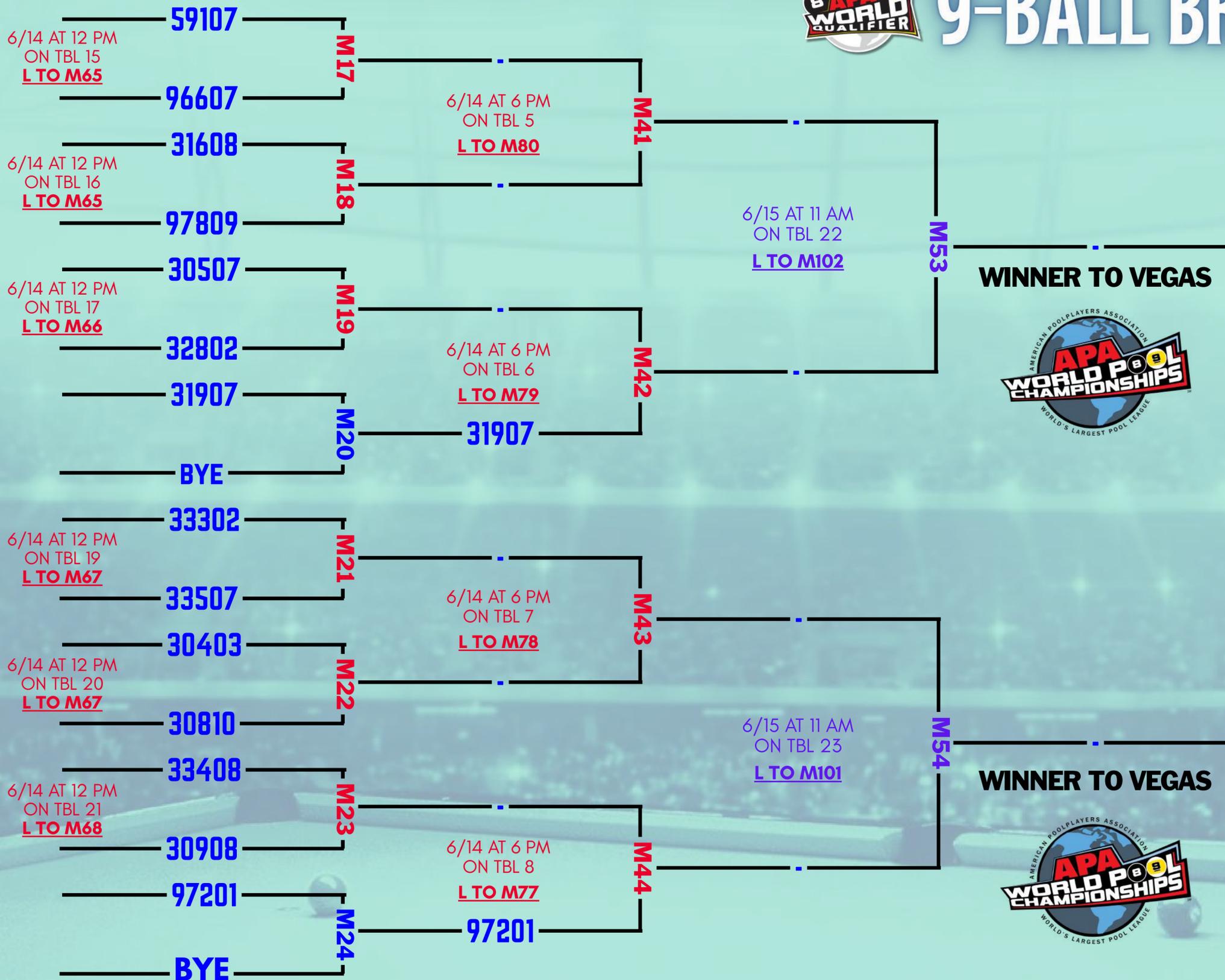


Maryland & E. West Virginia

2025 WORLD QUALIFIER



9-BALL BRACKET 3 OF 4



WINNER TO VEGAS



WINNER TO VEGAS



DATE	TIME	MATCH #
6/14	NOON	1-27
6/14	6 PM	28-45
6/15	11 AM	46-54 & 57-72
6/15	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

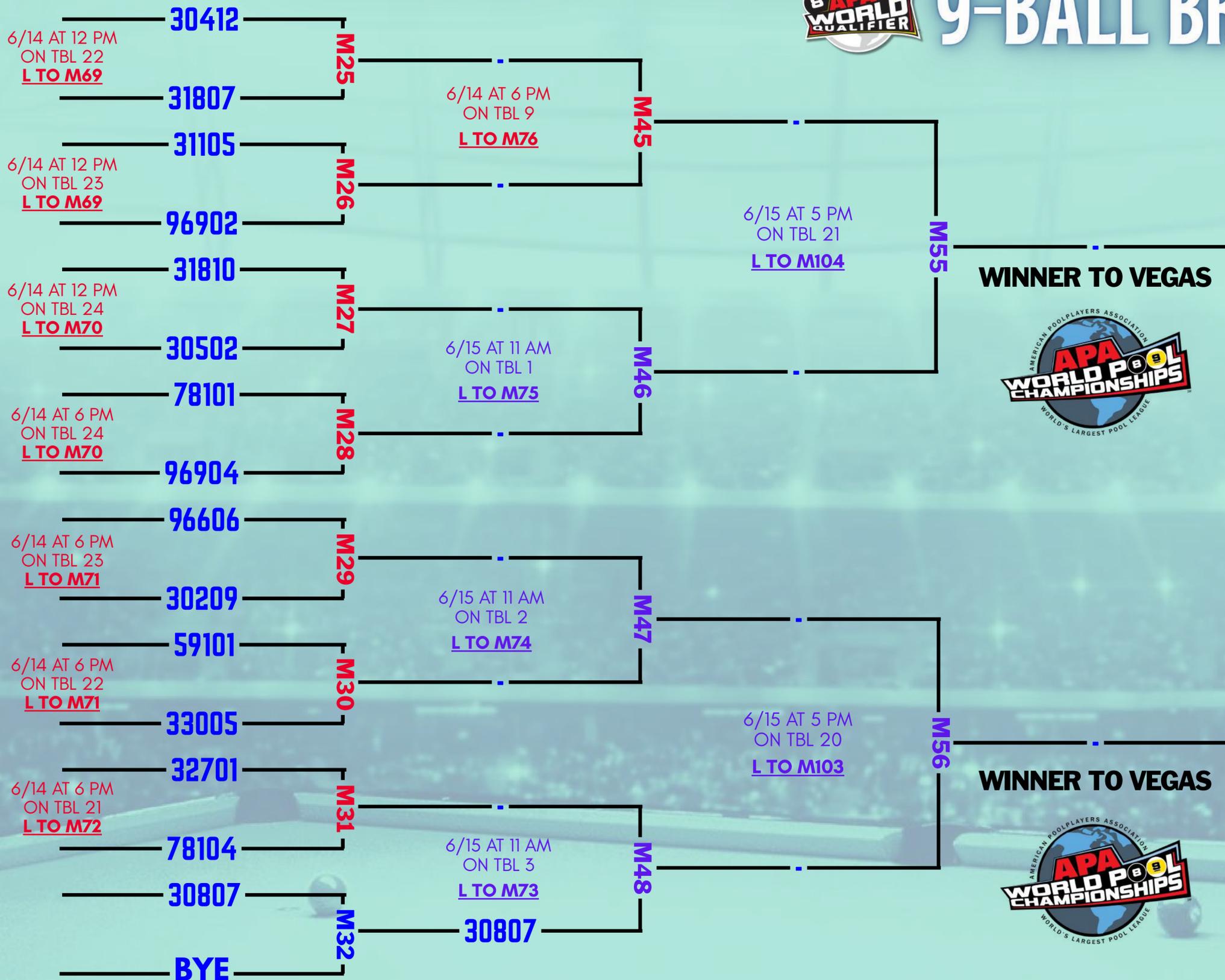


Maryland & E. West Virginia

2025 WORLD QUALIFIER



9-BALL BRACKET 4 OF 4



WINNER TO VEGAS



WINNER TO VEGAS



DATE	TIME	MATCH #
6/14	NOON	1-27
6/14	6 PM	28-45
6/15	11 AM	46-54 & 57-72
6/15	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

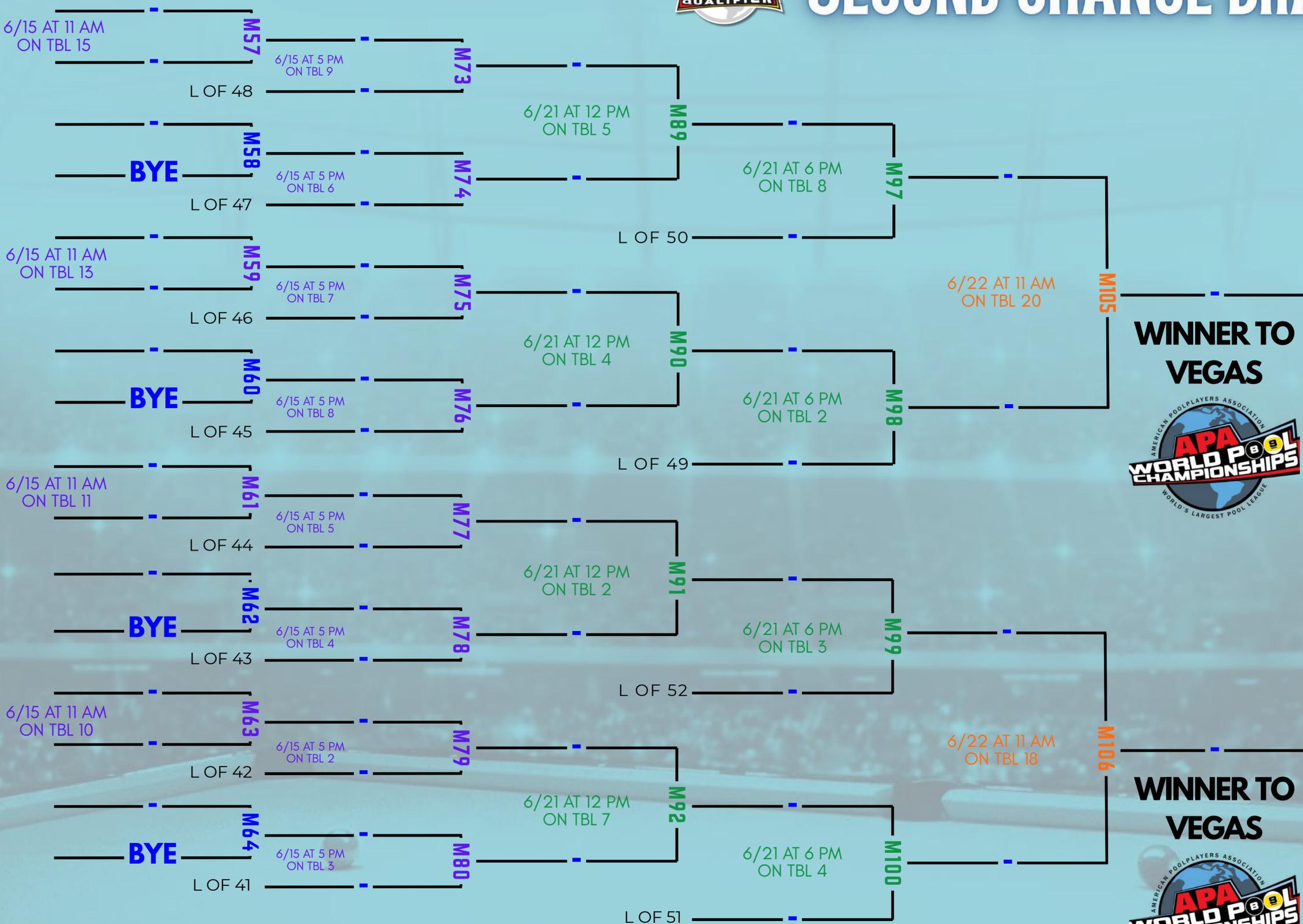


Maryland & E. West Virginia

2025 WORLD QUALIFIER



SECOND CHANCE BRACKET 1 OF 2



WINNER TO VEGAS



WINNER TO VEGAS



DATE	TIME	MATCH #
6/14	NOON	1-27
6/14	6 PM	28-45
6/15	11 AM	46-54 & 57-72
6/15	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

