

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
FROM : Halethorpe, MD

Skl	Number	Name
3	45059	Taggart, Crystal
5	40115	Kaczynski, Brendan
5	51374	Helmick, Mark
5	80296	Conner, Anthony
4	48877	Choi, Steven
5	73472	Gardner, Will
6	31662	Lewis, Desharn
2	49085	Johnson, Sean

30403 We Got This N 0000
FROM : Dundalk, MD

Skl	Number	Name
1	55751	Booth, Kristi
6	64280	Morris, Jake
4	40653	Buckley, Lance
7	79289	Booth, Alex
6	43418	Kallenberger, Matt
3	80435	Gallier, Joe
7	79862	Disharoon, Connor
3	35162	Bognar, Roquel

30412 The New Green Room N 0000
FROM : Dundalk, MD

Skl	Number	Name
3	46771	Souders Sr, Wesley
7	38882	Souders Jr, Wesley
6	19110	Wheeler, Jerry
3	38759	Burton, Daniel
4	54933	Hinton, Christopher
8	13066	Portera, Joseph
I 1	58860	Reinhardt, Tara
2	09828	Warren, Bobby

30502 The Take Over N 0000
FROM : Baltimore, MD

Skl	Number	Name
7	37276	Snyder, Henry Bernard
7	29751	Fields, Jeff
3	11420	Goode, Jasper
4	25760	Brice, Samuel
5	48052	Davis, Nakia
3	47572	Mills, Teshanna
4	46278	Hairston, Corey
3	68187	Ballentine, Cozette

30507 We Here For It N 0000
FROM : Baltimore, MD

Skl	Number	Name
6	31037	Kane Jr, Thomas
7	01860	Wees, Sean
6	66048	Jackson, Andre
3	03117	Falcon, Rhonda
3	69593	Parrott, Tiffani
4	23646	Martin, Kimberly
I 4	42981	Wallace, Kellen
I 5	32413	Seward, Erwin

30703 7 Sticks 1 Chick N 0000
FROM : Baltimore, MD

Skl	Number	Name
5	24105	Hoey, Carla
4	32180	Everett, Colby
4	28750	Hadel, Garrett
4	39578	Cruse, Jon
5	00164	Ellis, Michael
3	44205	March, Edward
7	70516	Isennock, Christopher
4	80324	Giorgakis, Emmanouil

30805 90 Day Fiance N 0000
FROM : Dundalk, MD

Skl	Number	Name
8	76221	Morgan, James
3	13490	Morgan, Holly
2	45880	Pearson, Maurice
5	11717	Marion Jr, Samuel
6	80661	Moreno, Eldrihn
5	80679	Moreno, Jesther
4	70574	Nantz, Zachary
3	79330	Edwards, April

30807 Hi N 0000
FROM : Dundalk, MD

Skl	Number	Name
7	12959	Schanberger, Kelsey
7	79487	Kammer, Dylan
5	65514	Schanberger, Robin
1	55751	Booth, Kristi
3	36782	Beccaglia, Caren
3	78301	Baranowski, Amanda
5	79185	Mohr, Kristen
5	36788	Hammond, Michael

30810 Moonshine & Moral Sp N 0000
FROM : Dundalk, MD

Skl	Number	Name
3	35162	Bognar, Roquel
3	74187	Yungandreas, Nickolette
5	01995	Wiley, Kenneth
5	79204	Chavis, Daniel
4	37086	Howard, Kala
7	79289	Booth, Alex
4	35468	Cuthrell, Andrew
6	31140	Ricko, Chris

30908 Still Deciding N 0000
FROM : Parkville, MD

Skl	Number	Name
8	72026	Bambino, David
3	03602	Carmon, Joshua
2	13858	Bambino, Aimee
4	73844	Susnowitz, Ryan
4	28257	Munker, Steve
3	38446	Pulignani, Anthony
5	00512	Brashear, Justin
4	12403	Shifflett, Christopher

30910 Shake His Hand N 0000
FROM : Parkville, MD

Skl	Number	Name
6	41915	Burton, Andre
5	48957	Dinkins, James
5	65217	Cook, Charles
3	03970	Oliver, Tony
4	46278	Hairston, Corey
6	06060	Jackson Jr, Samuel
5	04547	Russell, Alphonzo
I 5	31561	Bacoat, Anthony

31006 El Dragon Sports Bar N 0000
FROM : Baltimore, MD

Skl	Number	Name
6	46353	Madden, Colin
3	80201	Plasencia, Joanna
3	80299	Blackwell, Heather
4	80566	Epstein, Theodore
7	49264	Izzo, Mike
3	80583	James, Andrew
4	80684	Groopman, Alek
4	29902	Shaw, Christopher

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

31007 Team Lil Phils N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	10108	Stausebach, Chris
4	26285	Palatucci, Michael
3	28948	Sisitka, Michael
2	46039	Armstrong, Keith
4	27205	Lutz, Ernest
2	80664	Allen, Tony
5	80813	Lee, Joshua
4	77215	Butler, Bryant

31105 Come On Gurl N 0000
FROM : Columbia, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	00812	Stone, David
7	48184	Nash, Chris
4	57718	Brown, Doug
5	29808	Deleonardo, Brian
4	68466	Yarborough, Ed
4	49005	Fitzgibbon, Jesse
3	80671	Crumpton, Anthony

31608 Goodie Mob N 0000
FROM : Kingsville, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	39223	Cooper, Lashuna
5	35311	Jones, Windsor
3	07238	Norman, Diane
8	44177	Wyatt, Walter
3	55530	Shaw, Sandie
4	39528	Renwick, Leroy
5	02913	Minor, Terence
6	37474	Vann, Quincy

31807 F Around And Find Out N 0000
FROM : Kingsville, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	56808	Tressler, Shane
5	77467	Wetzel, David
5	48924	Wadsworth, Larry
4	46072	Barrett, Chris
4	42423	Tressler, Jack
3	48797	Tressler Jr, Jeffrey
4	10542	Kahl, Chris
4	32886	Harper Jr, Christopher

31808 Below Average N 0000
FROM : Kingsville, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
8	24191	Davis, Robert
6	07443	Stiles, Nicholas
3	79877	McCarthy, Virginia
3	31799	Paugh, Mandy
5	25070	Paugh, Carl
5	59487	Davis, Thurman
3	37532	Davis, Tiffany
4	79721	Bowers Jr, Douglas

31810 867-5309 N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	53830	Venzke, Robert
3	44658	Padgett, Jennifer
8	11824	Shuler, Dean
3	65757	Foy, Hayden
5	65758	Foy, Jennifer
2	76990	Deruchie, Melissa
3	55538	Webster, Janene
7	26126	Padgett, David

31905 Ain't the Beer Cold! N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	75935	Sankey, Michael
4	29479	Mullins, Amy
4	57528	Neel, Robert
5	73313	Marsh, Judy
3	50728	Nally, Diane
3	06769	McFadden, Michele
3	15212	Justice, Nancy
4	38720	Belton, Darius

31907 Balls & Holes N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	02182	Salisbury, Amanda
7	59747	Andrews, Timothy
3	72002	Wilson, Otis
5	42164	Connelly-Fleischman, Jessica
3	48477	Santana, Justin
5	72049	Bauer, Michael
4	08712	Weidow, Brian
4	28289	Wildberger, Christopher

31909 Quiet Storm N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	10954	Witten, Andrea
3	07226	Seymour, Everette
6	79214	Ripley, Jordan
4	24633	Seymour, Larry
6	68374	Laytar, Sean
3	31503	Beaumier, Jaime
3	80317	McDonald, Matthew

32011 Half Cock'd N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	67445	Carroll, Ryan
5	04595	Carroll, Lindsay
3	69324	Leonardi, Karen
6	58217	Alt, Robert
2	39540	Leonardi, Luann
3	03304	Stefanski, Sunny
4	31776	Brown, Fernando
7	38228	Flannery, Jimmy

32701 Fast Learners N 0000
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	78380	Chetelat Sr, Justin
4	45883	Michael, Travis
5	46122	Venuto, Anthony
4	49172	Shannon, Michelle
7	06031	Hammacher, Travis
3	34724	Collins, John
4	52689	Salisbury, Charles
I 2	81013	Smith, Chris

32802 Zynaddicts N 0000
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	13128	Petro, Nicholas
7	06240	James, Michael
6	73181	Lukanich, Nicholas
6	76856	Poling, Dewayne
3	38804	Leyhe, Brandon
5	41599	Abel Jr, Norman
4	76098	Mackenzie, George
3	37532	Davis, Tiffany

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

32803 Rackless Rejects N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	69999	Cook, Daniel
3	46125	Weimer, Steve
8	37452	Bonnell, Anthony
4	40807	Bonnell, Gerald
2	77014	Miller, Dave
6	08093	Dalton, Brian
5	11159	Witemore Jr, Milton
2	01932	Snakovsky, Michelle

33005 Dirty Minds N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	14944	McNamara, Kevin
6	40260	Golt, Michael
4	41060	Golt, Stacey
2	76452	McNamara, Jennifer
4	73175	Taormino, Stephen
4	29163	Taylor, Robert
6	75935	Sankey, Michael
3	44631	Davis, Kylie

33102 All Ballz One Pocket N 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
2	64401	Bowman, Lori
4	65314	Bowman, Dan
5	79975	Buck, Daniel
6	48789	Gorsuch III, Bobby
5	71010	Kiger, Micheal
3	47240	Shaffer, Shawn
3	54755	Breen, Kevin

33302 Can't Feel My Legs N 0000
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
8	24191	Davis, Robert
3	22021	Savage, Zack
6	07443	Stiles, Nicholas
7	51158	Nunamaker, Alex
4	46865	Austraw, Eric
4	36700	Vanhorn, Bill
4	80393	VanHorn, William
3	80564	VanHorn, James

33403 Left Field Pub N 0000
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	35873	Toscano, Frank
4	41888	Rutter, Michael
3	11468	Gomez, Gilbert
6	73304	Amrhein Jr, Andrew
6	73181	Lukanich, Nicholas
3	38804	Leyhe, Brandon
3	42603	Rutter, Laura
3	11961	Rutter, Jim

33408 The No Joe's N 0000
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	74472	Adolfo, Bernardino
7	53436	Davis Jr, Keith
6	69980	Olszewski, Michael
2	75104	Adolfo, Ciara
4	67394	Sullivan, Phillip
2	35298	Boston, Valerie
4	25796	Theis, Eugene
7	28852	Ruzicka, Matthew

33507 Who's Driving Tonight N 0000
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	29258	Purcell, Chance
3	19888	Snyder, Skip
5	34528	Toot, Dale
4	79013	Flinchem, Sylvan
6	24601	Strzegowski, David
4	37315	Strzegowski, Tracey
4	45839	Wetzel, Joseph
6	35356	Freburger, Craig

33704 The Dark Side N 0000
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	02663	Downey III, Ray
2	12446	Downey, Ashley
4	12471	Phillips, Brandon
6	31126	Lockner, Richard
6	74358	Swietkoski, Shawn
5	08159	Fonzi Jr, David
5	65847	Phillips, Andy
4	69693	Seifert, Teresa

59001 Bruce's Legacy N 0000
FROM : Aberdeen, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
8	56786	Campbell, Robert
2	24573	Campbell, Kimberly
5	32310	Curtis, Thomas
2	73527	Rush, Nichole
6	55881	Wilson, David
6	45517	Greer, John
3	11761	Herring, Debbie
3	36830	Alley, Joseph

59101 Green Turtle N 0000
FROM : Bel Air, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	22565	Neil, John
8	08132	Neil, George
4	06397	Mallonee, Sean
3	31431	Spatz, Glenn
3	37283	Defreitas, Keith
3	47654	Yarbrough, Julie
5	32109	Torres, Rob

59105 Cut Bank N 0000
FROM : Bel Air, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	76375	Richardson, Elizabeth
5	37469	Clark, Thomas
7	58691	Tufano, Miguel
5	77866	Zalner, Ken
4	68344	Tufano, Barrie
4	21442	Valente, Susan
3	06733	Michalik, Renee
4	03632	Michalik, Thomas

59107 The Greene Turtle N 0000
FROM : Bel Air, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	48505	Cress, John
8	35888	Wehage, Louis
9	80557	Cress, Nick
2	80563	Insley, Kenneth
3	80711	Cress, Corey
5	80630	Insley, Kevin
I 2	80904	Forrester, Aaron
I 2	80982	Nemec, Joe

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

78101 Brackish Behavior N 0000
FROM : Cambridge, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	06402	Shorter, Jason
6	42660	Shorter, Alex
4	38431	Shorter, Eric
4	45277	Nichols, Austin
5	39437	Dunn, Madison
6	70347	Sard, Jason
2	39675	Harding, Jeff
3	47398	Sta Ana, Angela

78104 We Do It The Hard Way N 0000
FROM : Cambridge, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	46739	Wallace, Phillip
7	11787	Turner, Justin
4	13657	Turner, Hannah
5	67668	Fitchett, Jerome
1	39600	Harvey, Tammy
5	46539	Wallace, William
8	47714	Wallace, Joshua
6	04279	McGlaughlin, Michael

78106 Choptank N 0000
FROM : Cambridge, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
9	35676	Bell, Daniel
2	29162	Valasko, Mary
8	30994	Abbott, Kenneth
5	13293	Brandt, Corey
5	39110	Bolden, Deandre
4	36901	Morse Jr, David
4	80693	Watson, Tywine
2	70416	Manley, Pamela

78702 Sold The Farm N 0000
FROM : Rock Hall, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	18508	Stokes, Kevin
2	43658	Stokes, Amy
3	75266	Alther, Doyal
6	16492	Reynolds Sr, Julius
7	18515	Kendall, Chris
3	80331	Orsino, Nicholas
3	40282	Stickland, Kevin
3	49098	Hague, Tristan

95802 RADIOACTIVE N 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	80135	Hall, William
5	10901	Matthews, Kevin
5	43737	Flores, Alexis
3	44669	Weller, Kenneth
2	11993	Matthews, Connie
7	71294	Conner, Andy
4	41994	Shew, Joe
5	79791	Parker, Keith

96605 Breaking Bad N 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	42337	Delborrell, Ken
4	61718	Johnson, Mark
2	43591	DelBorrell, Laura
2	16279	Anderson, Darlene
5	44622	Ruark, Patrick
5	25110	Monroe, Timothy
7	42974	Christiansen, William
I 6	80669	Lorimer, Grant

96606 Magic Racks! N 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	79566	Shaut, Richalette
5	49721	Mohler, Dave
4	39811	Gessler, Nicholas
3	07649	Koontz, Stephen
7	17099	Kahl, Richard
3	79784	Stephens, Tyler
5	45956	Hewitt II, Charles
7	03753	Gibbons Jr, Larry

96607 Pocket Rockets N 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
2	43375	Hacunda, Tina
7	21801	Hacunda, Paul
7	44982	Hacunda, Hunter
4	45006	Bailey, John
1	45047	Bailey, Valerie
4	51342	Carnell, Curtis
4	79878	Carr, Nicholas
3	25671	Rhea, Rachel

96803 That's How We Roll N 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	60649	Pickett, Bonnie
7	15930	Suter, Scott
4	08378	Pickett, Mark
3	00510	Reynolds, Gabrielle
3	08792	Cooper, Karen
I 5	70639	Stambaugh, Tim
3	45320	Kunes, Michael
4	70640	Nemoga, Paula

96814 Scratchers N 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	45256	Brengle, Christopher
4	79552	Storms, Alex
5	08696	Dupriest, Ronald
5	48908	Kalish, Arkadiy Yevgeniyvich
3	43147	Emory, William
6	79973	Dull, Donnie
5	79473	Green, Andrew
2	79533	Green, Angela

96902 Frederick Moose #371 N 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	31617	Alfred Jr, Mike
2	10146	Alfred, Katelyn
5	73476	McManus, Bryan
5	57423	Alfred, Mike
3	77233	Mills, Ronald
5	49246	Donoghue, Michael
3	42463	Nichol, Dawn
4	12540	White, Thomas

96904 7Players&GrumpyOleMan N 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
2	56943	Harrison, Sheryl
3	00510	Reynolds, Gabrielle
9	60512	Musser, Richard
3	56941	Harrison, Clifton
2	06406	Bowie, Theresa
4	09830	Bowie, Nicholas
4	10210	Boilon, Stephen
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>Skl</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>Skl</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>Skl</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>Skl</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>Skl</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>Skl</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>Skl</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>Skl</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 MEDIOCRESES!!! N 0000

FROM : Martinsburg, WV

<u>Skl</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.*

APA WORLD QUALIFIER CHAMPIONS PERSONALIZED JERSEY ORDER FORM FOR LAS VEGAS

Team Number: _____

Team Captain Name: _____

All Vegas bound teams will receive a free APA “Personalized” Jersey for each eligible player on the team! Please write in the name that each player would like printed on their Personalized Jersey. Also, please circle their size in the table below.

[illegible]

**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-Annals, 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!

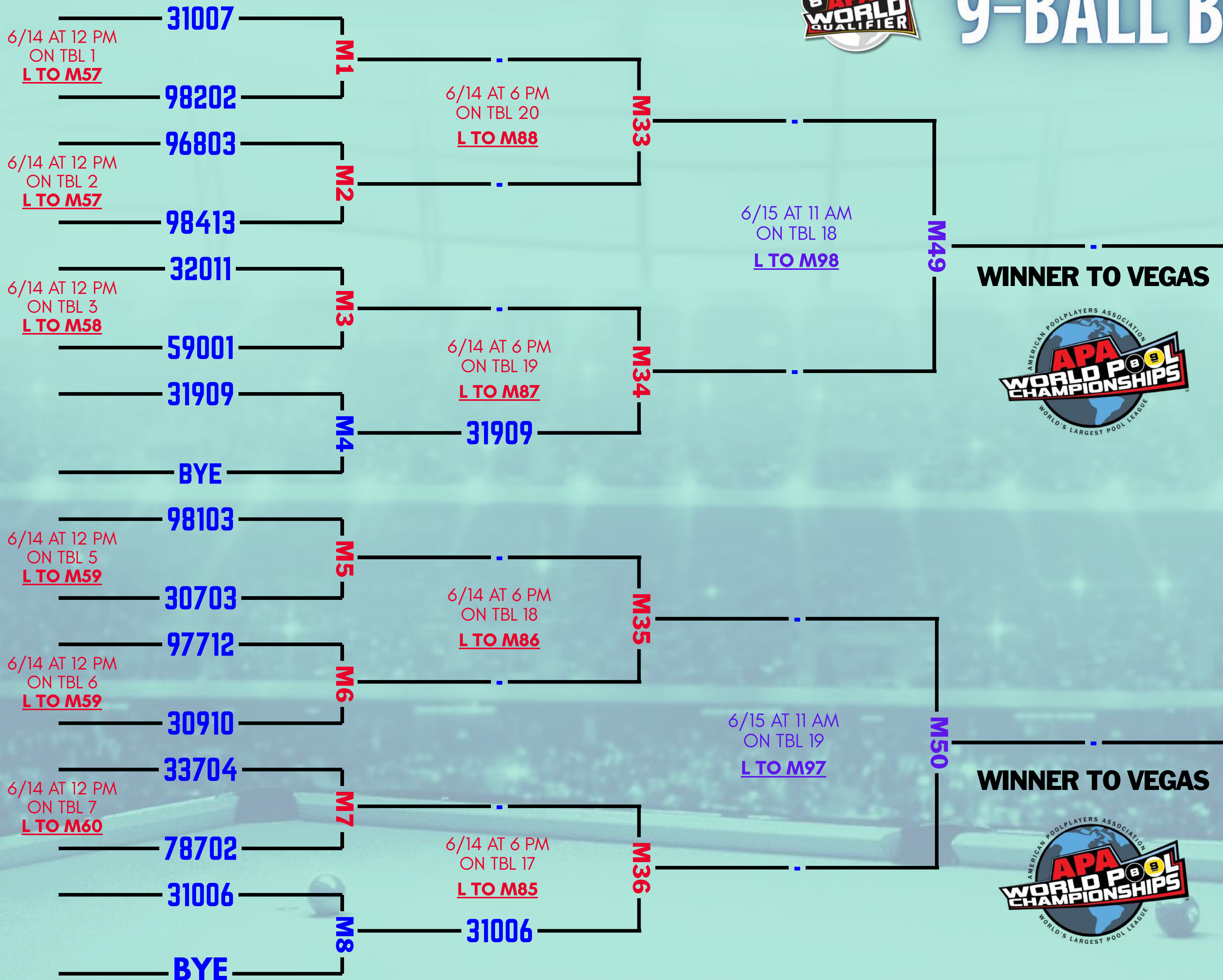


Maryland &
E. West Virginia

2025 WORLD QUALIFIER



9-BALL BRACKET 1 OF 4



swipe

The New
Green Room
Billiards



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

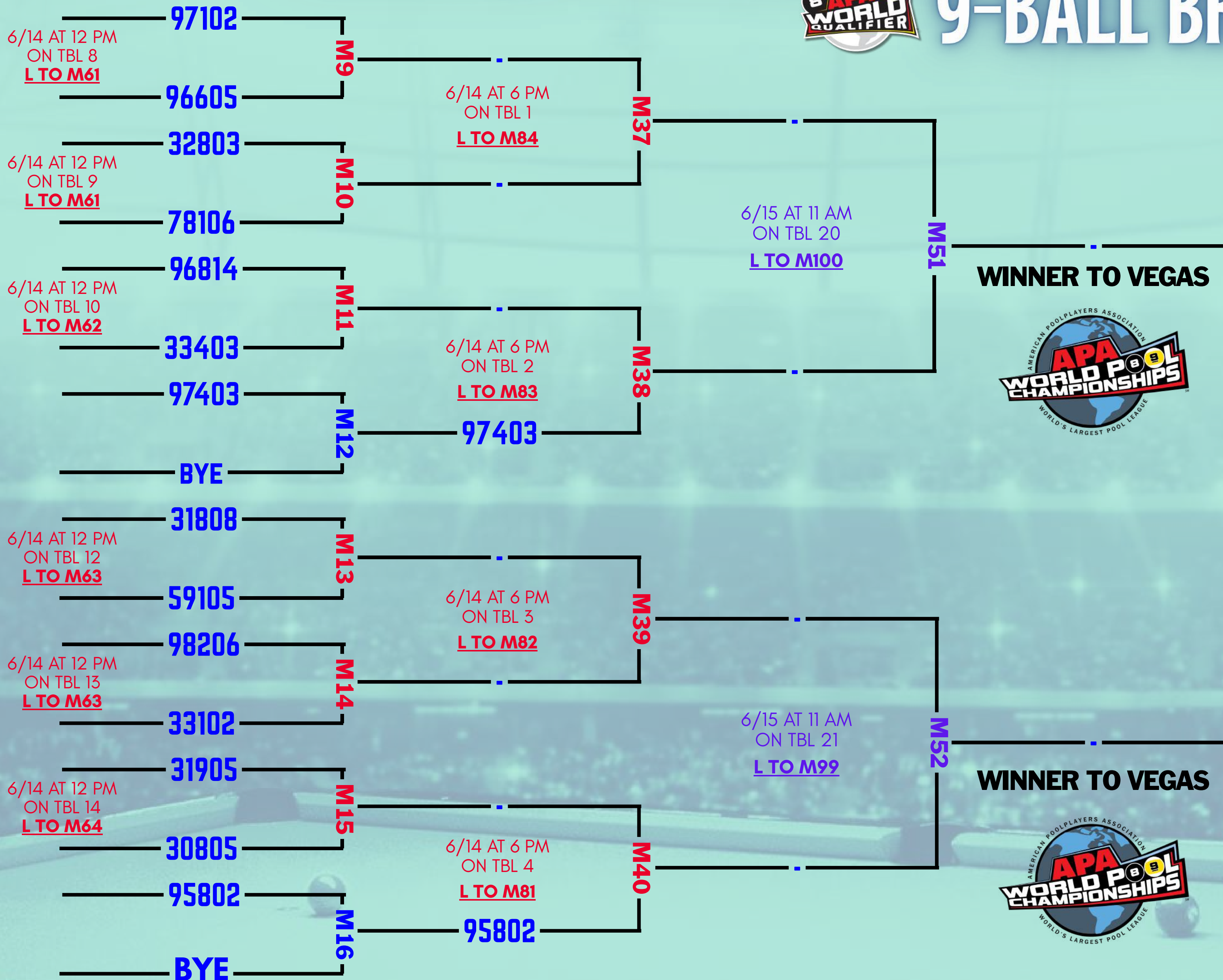


Maryland &
E. West Virginia

2025 WORLD QUALIFIER



9-BALL BRACKET 2 OF 4



swipe

The New
Green Room
Billiards

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

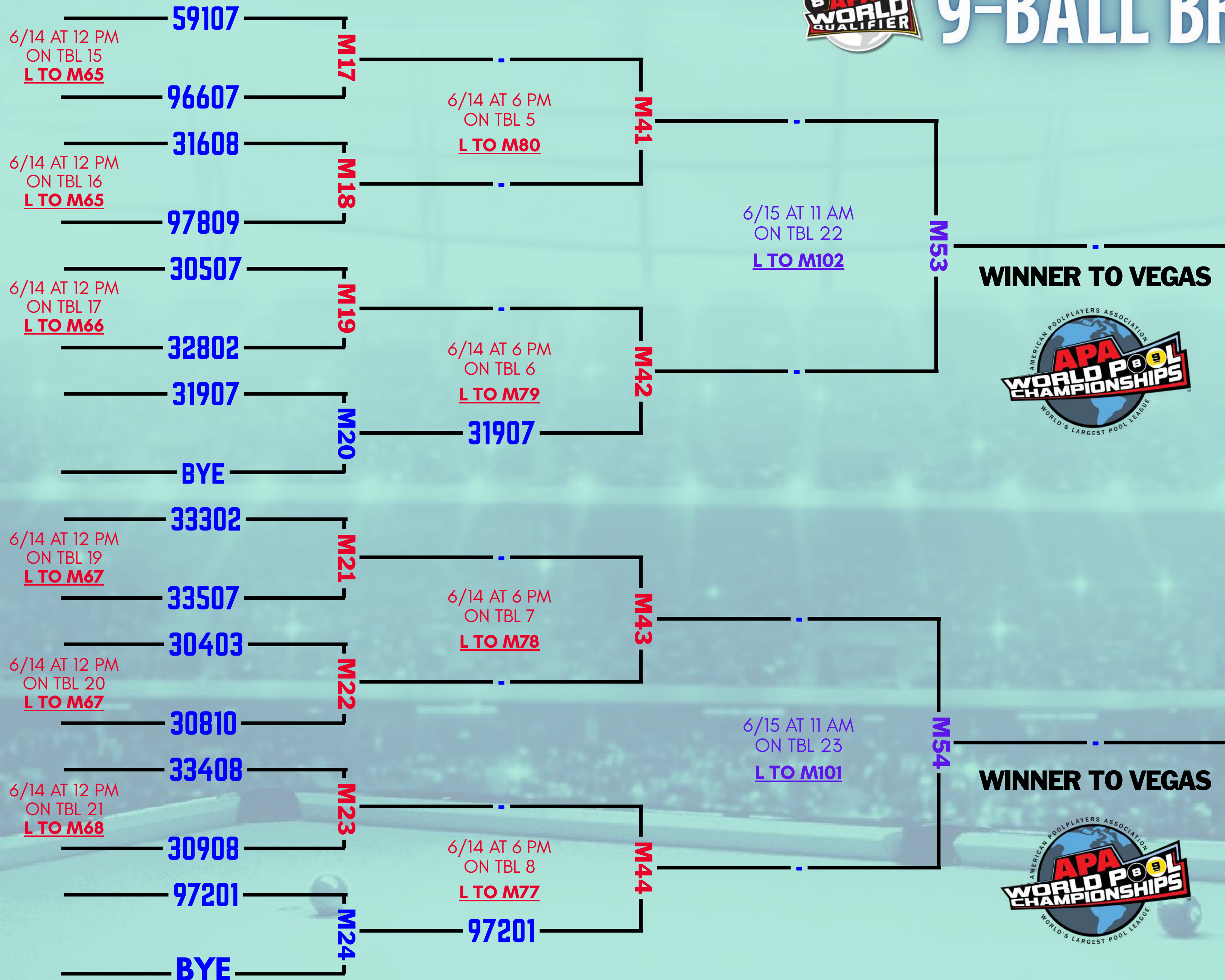


Maryland &
E. West Virginia

2025 WORLD QUALIFIER



9-BALL BRACKET 3 OF 4



swipe >>

The New
Green Room



Billiards

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

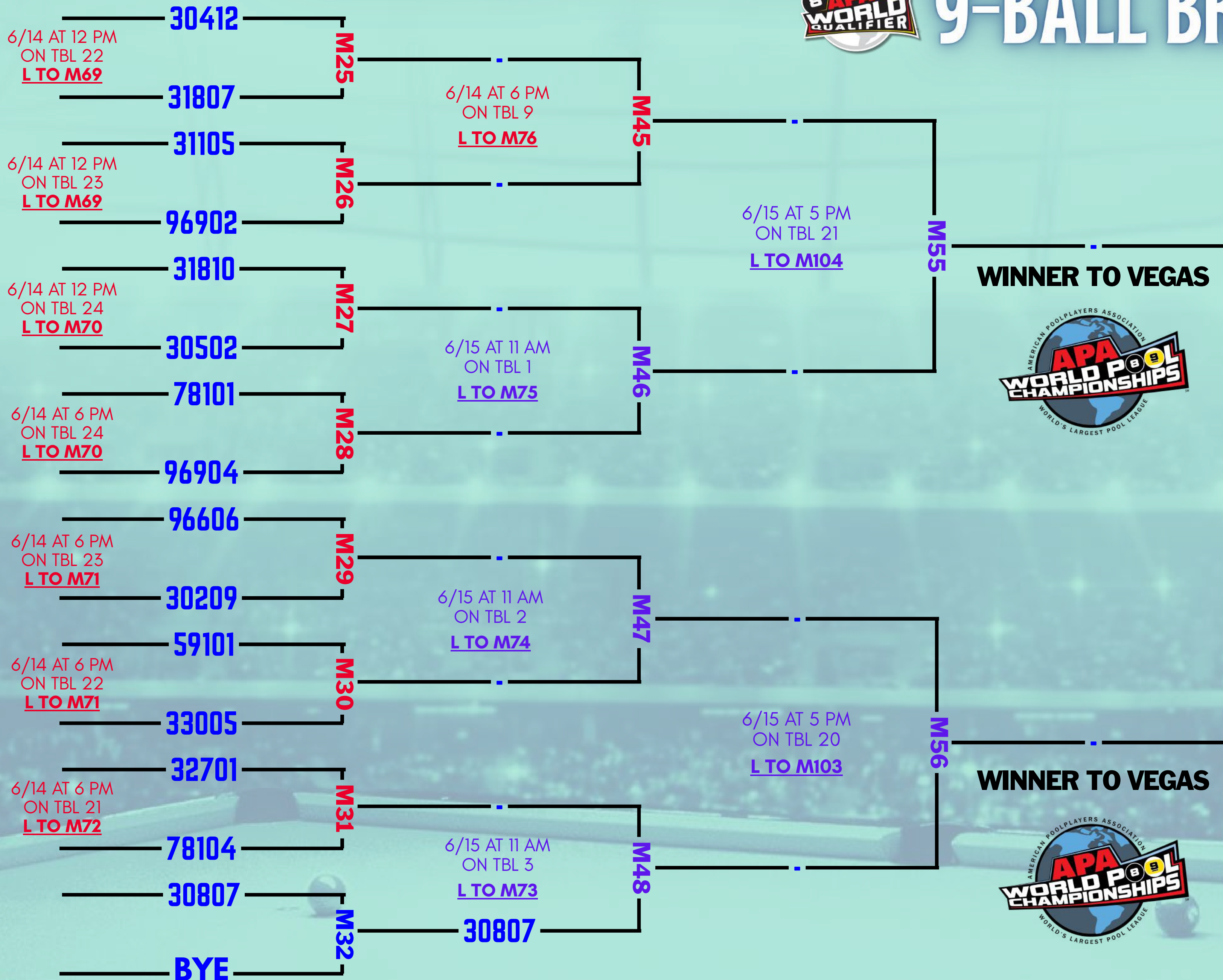


Maryland &
E. West Virginia

2025 WORLD QUALIFIER



9-BALL BRACKET 4 OF 4



swipe

The New
Green Room
Billiards

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



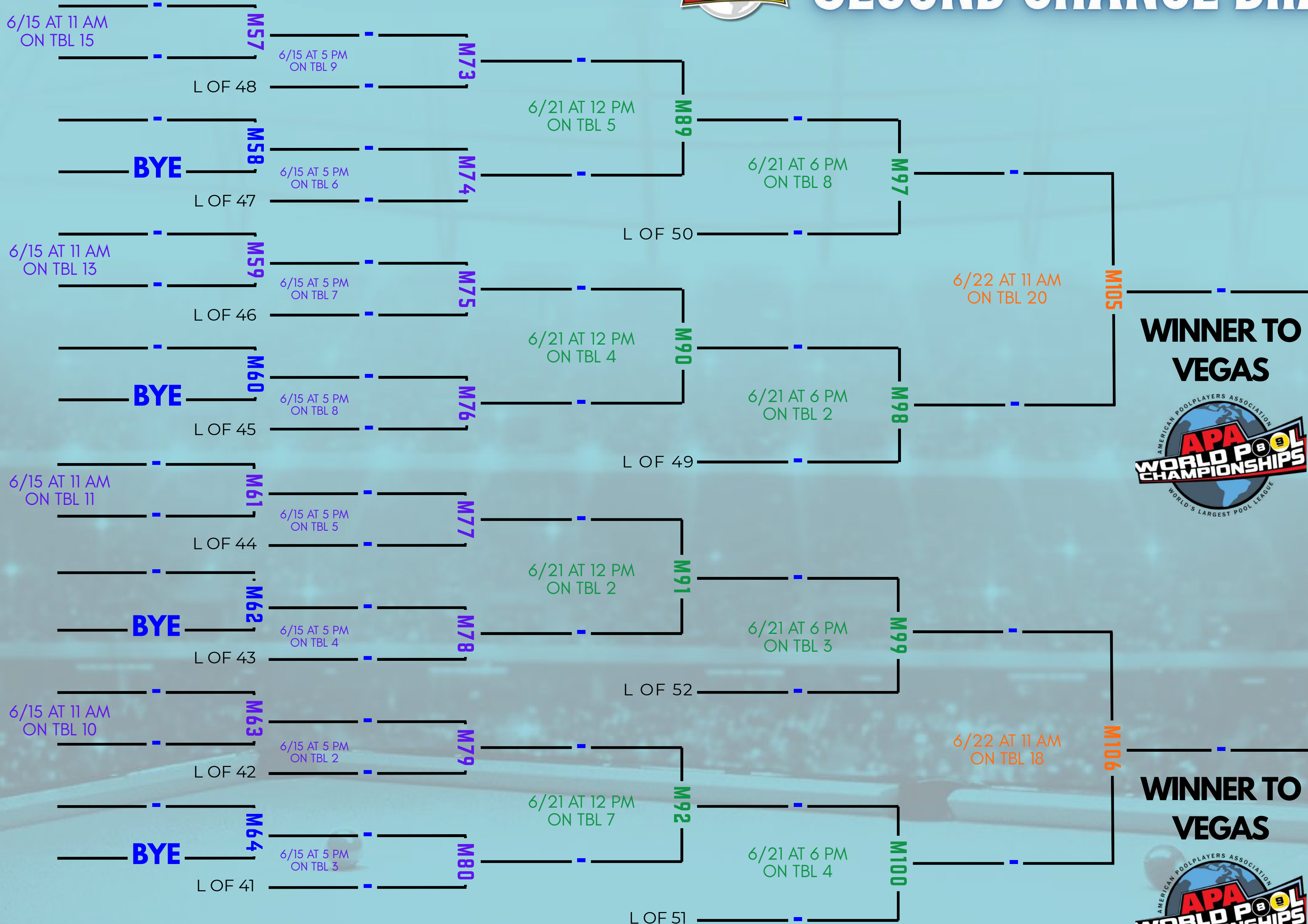
SECOND CHANCE BRACKET 1 OF 2

swipe



The New
Green Room

Billiards



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 2 OF 2

swipe



The New
Green Room

Billiards

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

WINNER TO
VEGAS



WINNER TO
VEGAS

