

AIR CAP POOL LEAGUE NEWS

WEEK 1 ISSUES

WE HAD A FEW ISSUES COME UP ON THE FIRST WEEK OF THIS SESSION THAT MAKE INPUTTING THE MATCHES DIFFICULT. PLEASE HELP US BY FOLLOWING THE STEPS BELOW:

- 1) **CHECK YOUR TEAM AND YOUR OPPONENTS' AVERAGES IN THE BOOK**, DON'T WRITE DOWN THE AVERAGE OR HDCP TOTAL FROM YOUR OPPONENT'S SCORESHEET, LOOK IT UP AND CALCULATE OR YOU MAY BOTH HAVE IT *WRONG!* PLEASE WRITE LEGIBLY!
- 2) **MAKE SURE YOU FILL IN THE TEAM NAMES ON YOUR SCORESHEET. WE HAVE SEVERAL TEAMS OUT OF THE SAME CLUB AND NEED TO KNOW WHICH TEAM TO ENTER!**
- 3) **LIST ALL PLAYERS FIRST AND LAST NAME...** IT IS EXTREMELY DIFFICULT DURING THE FIRST FEW WEEKS TO DETERMINE IF *JIM*, *JIM T.* OR *J.T.* IS AN ESTABLISHED PLAYER AND LINK TO THEIR LIFETIME PLAYING RECORDS. NEW PLAYERS MUST COMPLETE A MEMBERSHIP FORM.

A COUPLE OF OTHER REMINDERS:

- IF A MATCH IS **RUNNING LATER** THAN NORMAL (NOT IN THE 3RD ROUND BY 9 PM) AND ANOTHER TABLE IS AVAILABLE, GO TO TWO TABLES.
- WE USE **BCAPL RULES** FOR ALL MATCHES *EXCEPT* THE TWO VALLEY SANCTIONED DIVISIONS (TUESDAY MASTERS AND THURSDAY MASTERS).
- **MATCHES START AT 7:00 P.M.**, A 15 MINUTE PERIOD CAN BE USED ONCE DURING A MATCH. USING IT TO DELAY THE START OF A MATCH SHOULD BE THE EXCEPTION, NOT THE NORM. GET YOUR TEAMS TO THE MATCH ON TIME OR YOU MAY BE FORFEITING THE FIRST ROUND!

BYE

WE HAVE AN OPPORTUNITY FOR A TEAM THAT WANTS TO PLAY TO FILL THE ONE REMAINING BYE. THE TEAM WILL NEED TO SIGN UP **BEFORE THE END OF THIS WEEK** TO PLAY IN THE FOLLOWING DIVISION:

WEDNESDAY OPEN

AVERAGES

THIS IS THE SECOND WEEK OF LEAGUE. YOU WILL CONTINUE TO USE THE ESTABLISHED AVERAGES IN THE CENTER OF THE PACKET. NEW PLAYERS WILL CALCULATE THEIR AVERAGES BASED ON WHAT THEY SHOOT IN THE MATCH. (A '2' AVERAGE ONLINE IS A DEFAULT NUMBER TO SHOW THAT THIS IS A NEW PLAYER WHO IS STILL ESTABLISHING.) ONCE A PLAYER HAS PLAYED 3 MATCHES IN A DIVISION, THEY WILL HAVE AN ESTABLISHED AVERAGE. ANY QUESTIONS, SEND ME A TEXT. REMEMBER AVERAGES RECALCULATE WEEKLY BASED ON YOUR SESSION TO DATE SCORE (SCORE / # OF GAMES).