



**DIAMOND EIGHT
BILLIARDS**

Straight Pool League

14and1.com

what?

Handicapped Straight Pool!

Straight Pool League and National Championship is organized by 14and1.com.

7 to 12 players per division.

Round robin format runs from 14 to 22 weeks, depending on # of players

how much?

One-time \$15. membership fee

(paid to 14and1.com, per session)

\$15. weekly dues

(\$5. table time, \$9. prize fund, \$1. league fee)

Top two finishers of each session are automatically qualified for **the 2010 National 14and1.com Championships**, to be held in Atlantic City.

National Championship **entry fees will be paid out of prize fund**, with remaining cash split among league members, based on standings.

when?

Thursday nights at 7pm.

First night players' meeting will be held at 6:30pm, with play immediately following. Free practice at 6pm, business permitting.

League matches average 2 hours.

why?

Straight Pool is a great game and is making a comeback!

No teams to worry about. More flexibility.

Score sheets are simple! (handicaps, final score) and are handled in-house; no mailing of paperwork!

Diamond Eight will act as "league operator" to collect score sheets and update handicaps.

Win cash and entry fee to compete in National Championship in Atlantic City in May!

handicap levels

Pro	200	B+	95
Open	185	B	80
AAA	170	B-	65
AA	155	C+	50
A+	140	C	40
A	125	C-	30
A-	110	D	20

If a player wins is/her match by 10 balls or more (including the spot), he/she moves up one handicap level and opponent moves down one level.

Otherwise, handicaps remain the same.

Starting on fourth week of play, bonus points are awarded:

win by 10-14 balls	2 bonus points
win by 15-19 balls	3 bonus points
win by more than 20 balls	4 bonus points

Non-established players start at B level. Existing members use current handicap. Two points are awarded for each win. Starting with the fourth week, bonus points are awarded in addition to the two points for each win.

how do you play?

Straight Pool (or 14.1 Continuous) is a game of calling each ball in a pocket with no regard to solids/stripes or numerical order.

Every object ball that is legally pocketed is worth 1 point. The shooter's inning continues until the player misses or commits a foul. 1 point is subtracted for each foul committed.

Once 14 object balls are pocketed, those 14 balls are re-racked (head ball will be missing). The shooter then aims to pocket the 15th ball and break the rack to continue pocketing balls.

Each rack is worth 14 points. The first player to reach the designated point goal for the game wins the game.

**New session starts
Thursday, Feb. 11th**

*Players' meeting at 6:30 pm;
Play starts immediately following!*