Midwest Tournament Association

2023-2024
Captain's Guide

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$85,000*
Midwest 8-Ball Championships
April 24-28, 2024

*Based on 2023 tourney entries

ALL ENTRY FEES RETURNED TO THE PLAYERS AS PRIZE MONEY!!! (LESS "GREENS FEE")

Seaboard Triumph Expo Center • 550 Expo Center Dr. • Sioux City, Iowa

Host Hotels: Courtyard by Marriott – 901 4th Street – 712.202.2700 • Marina Inn Hotel - 402.494.4000
AVID Hotel – 300 3rd Street – 712.522.3640 • Stoney Creek Hotel - 300 3rd St. - 712-234-1100

- Players with Team Rating (Only) are allowed to play Singles one Skill Level below their Team Rating within their gender! •
- Players with a Women's Rating (Only) are allowed to play two Skill Levels below their Rating when playing in the Open Division •
- Players with Open Advanced Team Rating (Only) are allowed to play Open Regular Singles •
- Singles Ratings will be derived from both 8-Ball & 9-Ball Events •
- All singles and team matches will be paperless scoring •

DEADLINE:

SCHEDULE OF EVENTS:

Wednesday, April 24, 2024

11:00 AM . . . . Midwest Hall of Fame Banquet – $25 Advance registration

2:00 PM . . . . Doors Open in Main Arena
3:00 PM . . . . Open Advanced 9-Ball Singles Begin Play
3:00 PM . . . . Open Regular 9-Ball Singles Begin Play
3:00 PM . . . . Open Intermediate 9-Ball Singles Begin Play
3:00 PM . . . . Open Seniors 9-Ball Singles Begin Play
3:00 PM . . . . Open Super Seniors 9-Ball Singles Begin Play

Thursday, April 25, 2024

8:00 AM . . . . Doors Open in Main Arena
8:00 AM . . . . 9-Ball Singles Resumes if feasible.
Otherwise 9-Ball Singles will finish on Friday
9:00 AM . . . . Open Masters 8-Ball Singles Begin Play
9:00 AM . . . . Open Advanced 8-Ball Singles Begin Play
9:00 AM . . . . Open Regular 8-Ball Singles Begin Play
9:00 AM . . . . Women's Masters 8-Ball Singles Begin Play
2:00 PM . . . . Open Intermediate 8-Ball Singles Begin Play
2:00 PM . . . . Open Seniors 8-Ball Singles Begin Play
4:00 PM . . . . Open Super Seniors 8-Ball Singles Begin Play
4:30 PM . . . . Women's Intermediate 8-Ball Singles Begin Play
4:30 PM . . . . Women's Regular 8-Ball Singles Begin Play
9:00 PM . . . . Open Masters 9-Ball Singles Begin Play

Friday, April 26, 2024

8:00 AM . . . . Doors Open in Main Arena
8:00 AM . . . . 8-Ball & 9-Ball Singles Resume and will play until completion
9:00 AM . . . . Entries close for Open Scotch Doubles
$40 / Team (Includes $5 / Team Admin/Greens Fee)
2 Skill Levels – Masters / Intermediate & Advanced / Regular
Single Elimination. Race to 3
Midwest Sanctioned Players Only. 6 League Nights Minimum
Cannot Enter if you are still playing singles
10:00 AM . . . . Open Scotch Doubles Begins
6:00 PM . . . . Open Intermediate Teams Begin Play
6:00 PM . . . . Open Advanced Teams Begin Play
6:00 PM . . . . Open Regular Teams Begin Play
6:00 PM . . . . Open Masters Teams Begin Play

Saturday, April 27, 2024

7:30 AM . . . . Doors Open in Main Arena
9:00 AM . . . . All Women's Team Divisions Begin Play
9:00 AM . . . . Other Open Team Play Resumes
7:00 PM . . . . Open Hard Luck Team Tournament
7:00 PM . . . . Womens Hard Luck Team Tournament

Sunday, April 28, 2024

7:30 AM . . . . Doors Open in Main Arena
9:00 AM . . . . Team Play Resumes For All Divisions

1) **EXACT TIME** of your team's first match will be available from **www.compusport.us** by **APRIL 25, 2024.**
2) Official Midwest Registration certificate for all teams and singles players must be on file at the tournament. Players may be required to show proper I.D. or Registration Certificate if requested.
3) All of your team's players for this tournament (subs included) must be listed on the "white" copy of the certificate and updated in Compusport **before** your team plays a match in the tournament.

IMPORTANT DATES

NOVEMBER 15, 2023: DEADLINE TO SUBMIT MIDWEST HALL OF FAME NOMINATIONS
MARCH 1, 2024: DEADLINE TO SUBMIT FORM TO REQUEST NAME REMOVAL FROM MASTERS OR INTERMEDIATE LIST
MARCH 25, 2024: MOTEL RESERVATION CUT-OFF DATE FOR MIDWEST POOL BLOCK OF ROOMS

*2024 Projected paybacks reflect 2023 player count & added money.
*Open and Women's Master teams are Triple Elimination with modified finals. All other brackets are Double Elimination.

Team Championships	Entry Fee	Game Format	Projected 1st	Based On	Places Pd
Open Masters (optional $125 sidepot)	$400	25	$2000	13	4
Open Intermediate	$300	25	$2500	49	12
Open Advanced	$250	20	$1900	81	24
Open Regular	$250	20	$2000	48	16
Women's Masters (optional $100 sidepot)	$240	16	$1000	8	3
Women's Intermediate	$200	16	$700	7	3
Womens Regular	$200	12	$900	19	6
Singles Championships	Entry Fee	Race	Projected 1st	Based On	Places Pd
Open Masters 8-Ball	$90	5	$1000	31	8
Open Intermediate 8-Ball	$75	4	$900	68	16
Open Advanced 8-Ball	$75	4	$1000	105	32
Open Regular 8-Ball	$75	3	$1400	225	64
Open Seniors 8-Ball (Ages 50 & up)	$75	3	$550	31	8
Open Super Seniors 8-Ball (Ages 65 & up)	$75	3	$360	12	4
Women's Masters 8-Ball	$90	5	$550	14	4
Women's Intermediate 8-Ball	$75	4	$600	31	8
Womens Regular 8-Ball	$75	3	$800	48	12
Open Masters 9-Ball	$125	7	$1100	28	8
Open Intermediate 9-Ball	$75	5	$750	35	8
Open Advanced 9-Ball	$75	4	$800	44	12
Open Regular 9-Ball	$75	4	$925	103	32
Open Seniors 9-Ball (Ages 50 & up)	$75	4	$350	15	4
Open Super Seniors 9-Ball (Ages 65 & up)	$75	4	$250	7	2

*Master Teams "Optional Sidepot" will pay approximately the top 25% investors
Open Intermediate, Open Advanced, Open Regular Team Hard Luck for teams not in the money and eliminated from main tournament by 7pm on Saturday Night: Entry Fee - $75/Team
Women's Rated Team Hard Luck: Entry Fee – $60/Team
Hard Luck Entry Fee includes $10/Team "Greens Fee"
100% Payback (less Admin/Greens Fee). Single Elimination
Awards for 1st place only
*Hardluck - Teams may draft one registered player from any operator that has been eliminated from the team event.

$25 Green fees per player/per event
Added money is calculated: Sponsorships funds + Green fees - Tournament expenses

ELIGIBILITY (PROOF REQUIRED):

ALL PLAYERS MUST BE AT LEAST 14 YEARS OF AGE. PLAYERS UNDER 18 MUST BE ACCOMPANIED BY A LEGAL GUARDIAN. IF YOU PLAY IN THE ADULT TOURNAMENT YOU WILL NOT BE ALLOWED TO PLAY THE JUNIOR EVENT.
*Tournament Director reserves the right to approve/refuse admittance or to remove any player(s) in any and all situations.

TEAM: Each match all Open and Women's teams must consist of at least **two original players** from their league team. Remaining players may come from any team within that particular Midwest members' league system. The tournament registration form has room to list a maximum of seven players. All but one member listed on the form must have played a minimum of twelve league nights, and the final member listed must have played a minimum of six league nights since April 30, 2023.

SINGLES: All league players must have played in a minimum of 12 regularly scheduled league matches since April 30, 2023

Entry permitted in only one original 8-Ball Singles and one original 9-Ball Singles Division; Open, Women's, Seniors, or Super Seniors. Singles Master players are not allowed in Seniors or Super Seniors.

MIDWEST RULES: Cue ball fouls. 8 on break is not a win or loss.
• 1099 Forms will be issued •

$1 Admission Fee per person is included. Admission Fee includes Sales Tax.

MIDWEST POOL LEAGUES ARE PROMOTED LOCALLY BY:

All leagues must be sanctioned by the Midwest Pool Association. All matches must be played on Midwest member-owned tables only!!

For more information, call 402-477-9757 or contact your local Midwest Coin Operator.
Complete Midwest Captain's Guide available at CentralNE.aeleagues.com or your local charter website.

Midwest Association

2024 Midwest Dart Championship Hotel Blocks until December 26, 2023

Group Name: Midwest Dart Championship

End Date: December 26, 2023

Hotel Room Blocks:

Ramkota (Host Hotel) – 3200 W Maple St. – 605-336-0650

Americinn – 3300 W Russell St. – 605-274-1180

Days Inn (Airport) - 5001 N Cliff Ave - 605-331-5959

2024 Midwest Pool Championships Hotel Blocks until March 25, 2024

Group Name: Midwest 8-Ball Championship

End Date: March 25, 2024

Hotel Room Blocks:

Courtyard by Marriott – 901 4th Street – Sioux City, IA – 712.202.2700

Avid Hotel – 101 Court Street – Sioux City, IA – 712-522-3640

Stoney Creek Hotel – 300 3rd Street – Sioux City, IA – 712-234-1100

Marina Inn Hotel – South Sioux City Marriott Riverfront – 402.494.4000

20ᵗʰ Annual Great Plains 8-Ball Shootout

Handicapped Team Tournament

JANUARY 26-28, 2024

Lancaster Event Center - 4100 N. 84ᵗʰ St - Lincoln, NE

100% Payback! (Less Greens & Admin Fees) **PLUS ADDED CASH!**

At least 25% of the entries in each event will receive a cash payback!
Pool tables will be on Free Play for Tournament and Practice! CompuSport Tournament Software!
$20 / Player / Event "Greens Fee" is included in each Singles Entry Fee.

Advance Entry Required!

DEADLINE:

***Absolutely No Refunds / No Entries after January 5ᵗʰ**
Late entries **may** be accepted after **operator deadline**, but no later than January 5ᵗʰ if the tournament director allows. All late entries **must** come through your operator and a late fee of $20 / player for singles entry, and $80 / team entry will apply.

Team Championships   4 Player / 16 Game Format   Handicap (0 – 2 – 5 – 7 – 10 – 12 - 15)
Each player in the tournament will be assigned a rating number based on G P & Midwest Performance & operator evaluation.

- **Great Plains (Reverse Bonus) Handicap: Open & Women's Division**

- **Open:** Entry Fee - $220 per team - Projected First Place Estimated: **$2400** (based on 96 teams) – 24 places paid
- **Women's:** Entry Fee - $220 per team - Projected First Place Estimated: **$900** (based on 16 teams) – 4 places paid
- ****ATTENTION: $40 / Team Membership Fee & $60 / Team Green Fee is included in your 4 player Team Entry Fee. ****
  Please add $10 per player for the 5ᵗʰ, 6ᵗʰ, or 7th players added to a roster unless the player paid the membership fee for singles.

**NOTE: Teams that play in the evening & nighttime hours on Saturday may be required to play on 3-4 tables for the first 2+ rounds to accommodate scheduling.

Singles Championships
- **Open Masters:** Entry Fee - $75 - Projected First Place: **$650** (based on 24 players) – 6 places paid
- **Open Intermediate**: Entry Fee - $65 - Projected First Place **$625** (based on 48 players) – 12 places paid
- **Open Advanced**: Entry Fee - $55 - Projected First Place **$650** (based on 96 players) – 24 places paid
- **Open Regular**: Entry Fee - $55 - Projected First Place **$650** (based on 96 players) – 24 places paid
- **Women's Masters:** Entry Fee - $75 - Projected First Place **$380** (based on 12 players) – 3 places paid
- **Women's Regular:** Entry Fee - $55 - Projected First Place **$400** (based on 32 players) – 8 places paid

**Note: Women's Masters and Women's Regular will be combined into 1 Singles division with Masters Race (4 / 3) and Regular Race (3 / 2) if we don't get at least 8 entries for Women's Masters Singles. Or any Women's player may choose to play in the appropriate Open Division.
Singles players who are not on a tournament team must add a $10.00 Membership Fee to their Singles Entry. **

All Masters Singles:	Race to 4 All Matches.
Open Intermediate & Open Advanced Singles:	Race to 3 All Matches
All Regular Singles:	Winners Bracket - Race to 3. Losers Bracket - Race to 2

** AE League Players-Great Plains 4 Player Membership Fees are discounted since 1/2 of those fees were included in your league sanctions.
** All 2023 AE Leagues since April 1 are eligible for Great Plains 8-Ball Shootout.

Only players from league systems invited by Tournament Host, Accel Entertainment are allowed!
Team: All but one member listed on the form must have played a minimum of 6 league nights and the final member listed must have played a minimum of 4 league nights since April 1, 2023. Each match all teams must consist of at least two original players from their league team. The remaining players may come from any team within that Great Plains invited league system. 5 player teams rotating in a match is allowed.
Singles: All players must have played a minimum of **6** regularly scheduled league matches in an "invited" league system.
Great Plains Singles Masters, Intermediate and Advanced List will be available at www.CentralNE.aeleagues.com by 12-1-2023.

Friday, January 26, 2024	Saturday, January 27, 2024	Sunday, January 28, 2024
8:00 AM Doors Open	7:30 AM Doors Open	8:00 AM Doors Open
9:00 AM Open Regular Singles Begin	**8:30 AM Open Team Begins**	8:30 AM Teams resume play
9:00 AM Open Advanced Singles Begin	**12:30 PM Women's Team Begins**	**11:00 AM Last Chance "Rated" 9-Ball**
9:00 AM Open Intermediate Singles Begin	**6:00 PM DYP-SCOTCH DOUBLES**	**Open & Women's Divisions**
9:00 AM Women's Regular Singles Begin	Must have played GP Singles or on a GP Team.	Entry - $20 / player - No Green Fees
9:00 AM Women's Master Singles Begin	9:30 PM Singles Resume (if needed)	Must have played GP team or Singles
11:00 AM Open Master Singles Begin	9:30 PM 2ⁿᵈ Chance Mini Tournaments	
6:00 PM Mini Tournaments Begin	for those eliminated from other events	**11:00 AM Junior Singles Championships**
Must have played GP Singles or on a GP Team.		

Participating League Operators will donate $20 / team from their system to help offset administrative expenses.

Promoted By: *Player Ratings*

SCAN ME

Pool Rules – Effective September 1, 2023

1. Midwest 8-Ball Championships

A. **Players must be in good standing with all Midwest Operators or not be allowed to play in any Midwest Association Tournament.**

B. Players must be at least 14 years of age. Players under 18 must be accompanied by a legal guardian.

C. **All players must gain eligibiltiy through a Midwest sanctioned program.**

D. In order to promote the integrity of the sport of pool, Prize Money for the Top Two Places will not be paid out until the Finals Match is played out to the fullest ability of the players. Any player who is deemed by a Midwest observer to have sandbagged in the Finals will be suspended from Midwest for one year. Any participant whose second loss in the tournament comes by forfeit will not receive prize money. Midwest decision is final.

Team: Each Midwest Charter Holder League will be allowed to purchase spots at the ratio of one spot for every two teams in their Midwest-sanctioned league. All players in the league must pay a **$4.00** sanction fee to the Midwest Pool Association to offset tournament expense.

Tournament Entry Fees: Pool tables are set on Free Play. A "Greens" fee of $25/Player is included in each Team and 8-Ball Singles entry.

Open Regular Team – $250.00
Open Advanced Team – $250.00
Open Intermediate Team – $300.00
Open Masters Team – $400.00 (optional $125 sidepot)
Women's Regular Team – $200.00
Women's Intermediate Team – $200.00
Women's Masters Team – $240.00 (optional $100 sidepot)

Player Eligibility: All players must have played the minimum requirements within a Midwest member's sanctioned pool league on Midwest member operator owned equipment. Registration forms and player entries must be submitted by the Midwest Tournament Association member where all eligibility requirements were met. All team members (subs included) must be listed on the "white" copy of the official Midwest Registration Certificate before your team plays a match in the tournament.

TEAM: Each match all Open and Women's teams must consist of at least **two original players** from their league team. Remaining players may come from any team within that particular Midwest members' league system. The tournament registration form has room to list a maximum of seven players.

Minimum League Nights: The tournament registration form has room to list a maximum of seven players. All but one member listed on the form must have played a minimum of 12 league nights and the final member listed must have played a minimum of six league nights since April 29, 2023. Illegal players who get caught will forfeit games 10-0.

Match Formats: (All main Team Events are Double Elim. except for Open Masters)

Team: Open Masters – 25 Game - Round Robin
Open Intermediate – 25 Game
Open Advanced – 20 Game
Open Regular – 20 Game
Women's Masters – 16 Game
Women's Intermediate – 16 Game
Women's Regular – 12 Game

8-Ball Singles Entry Fees:

Regular – Open and Women's – $75.00
Advanced – Open – $75.00
Intermediate – Open and Women's – $75.00
Masters – Open and Women's – $90.00
Seniors and Super Seniors – $75.00

8-Ball Singles Race:

Regular – Race to 3 all matches
Advanced – Race to 4 all matches
Intermediate – Race to 4 all matches
Masters – Race to 5 all matches
Seniors and Super Seniors – Race to 3 all matches

9-Ball Singles Entry:

Regular – Open – $75.00
Advanced – Open – $75.00
Intermediate – Open – $75.00
Masters – Open – $125.00
Seniors and Super Seniors – Open – $75.00

9-Ball Singles Race:

Regular – Open – Race to 4 all matches
Advanced – Open – Race to 4 all matches
Intermediate – Race to 5 all matches
Masters – Race to 7 all matches
Seniors and Super Seniors – Race to 4 all matches

Entry permitted in only one original 8-Ball Singles and one original 9-Ball Singles Division: Open, Seniors or Super Seniors.

Open Seniors – Age 50-64;
Super Senior – Open – Age 65 and up.

* Singles matches may resume as needed throughout the tournament dependant upon the start time of scheduled main events.

2. TOURNAMENT LINE-UPS:

The opposing team captains will determine home and visitor by toss of a coin. Each captain shall have his own scoresheet and place his lineup without knowledge of the other team's lineup except: **When one team is short a player, they must notify the opposing team as to which position will be vacant.**

- Start of Match All matches will start at their posted time if the assigned table is available. If a player/players is absent, the match must still begin and the absent player/players will have until the end of that round to show up. If they are not there by the end of the round, the absent person/persons will lose that game 10-0. This rule is the same for all the rounds.

Tournament Substitution:

1. A team may use one substitute player during a match if the following criteria are met:
    A. The opposing team captain must be notified before the start of the round in which the substitution is being made.
    B. A substitute player will not be allowed to play any opposing player more than once.
    C. Once a player has played, he/she must keep that same position unless removed for a round and reinstated in a later round.
2. To be eligible to play in the finals a player must play in at least one match with that team prior to the 3rd Place Match on the Winners or Losers side of the Bracket.

Wrong player(s) playing in a given game:

If noticed before the game is completed, the game will be restarted with the correct players playing.

If the game has been completed and those two players are scheduled to play each other in a later game in the match, the result will be moved to the round where they correctly play each other.

If the game has been completed but those two players are not scheduled to play each other in the match, the result of the game that they played will be deleted and that game will be replayed with the correct players playing.

3. CAPTAIN'S DUTIES:

A. Coaching:

1. Coaching will not be allowed around the table. Conversation is allowed away from the table when it **is not your turn**. Any violation of this rule will be treated as a foul.
2. It is considered to be your turn as soon as your opponent has completed his turn!

B. Tournament Protest Procedure

In the event a person or team wishes to protest a player's or a team eligibility, the protesting team or person will be required to deposit $100 with tournament officials. If protesters are correct in their protest, they will be refunded their deposit and the tournament officials will take proper measures in dealing with the situation. If protesters are incorrect in their protest, they will forfeit their deposit.

C. Officiating:

1. Only the players involved may call an infraction! A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing player may protest.
2. All fouls must be called and acknowledged before the next shot is taken (exception: scratching). If your opponent commits a foul and you did not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul (exception: scratching).
3. An "Official Referee" can (and should) be called by any player to judge a potentially controversial shot before the shot is taken! When called, the referee is in complete charge of the game. He makes all decisions, and they are final; unless the penalized player cites rules that substantiate a protest, in which case, the referee may reverse his decision. A judgment call cannot be protested!
4. The captains should try to settle any dispute that arises, however, a referee should immediately be called if a settlement is not quickly attained!

4. MATCH SCHEDULES:

Teams should check in 30 minutes prior to match time to formulate the lineups on the score sheet. **Slow play will not be tolerated.**

TEAM FORFEIT RULE:

All matches begin at the scheduled match time. The minimum amount of players needed to begin at the scheduled match time is three in the Open and two in the Women's division. If you do not have the minimum needed to begin at the scheduled match time, you will forfeit. A "legal team" consists of at least four players shooting in the Open division and at least three players shooting in the Women's division. It is a forfeit if a "legal team" is not present at 30 minutes after the scheduled match time even if the players present are not finished shooting. It is a forfeit if the players present finish their first round match and the player needed to make a "legal team" has not arrived, even if it is not yet 30 minutes past the scheduled match time.

5. TOURNAMENT SCORING:

Each player receives one point for each of his group of balls (stripes or solids) legally pocketed, plus three points when the 8-ball is legally pocketed. A player is always credited with ten points when he wins a game. If the shooter pockets the 8-ball before it is legal to do so or if he scratches on the 8-ball, the opponent receives ten points. The loser cannot score more than seven points.

The team with the highest point total at the end of the match is the winner. When the match is mathematically impossible for a team to win, **the match is over** and the winning team captain should

immediately report the result to the tournament director's table. Check the match score each game because if a dispute in scoring should arise, the **Home Sheet will be considered official!**

- **Ties:** If total points are tied at the end of the regulation match, **one game will be played between a player selected from each team (Break will be determined by coin toss).**
- **Team Match Point:** (Midwest Sanctioned Tournaments only): **A match cannot be won or tied by a player pocketing the match point (ball) for his team on an illegal shot or a shot resulting in a ball in hand or loss of game foul.** If the point (ball) to tie or win is pocketed on an illegal shot or a shot resulting in a ball in hand, the point (ball) will be spotted and the opponent will
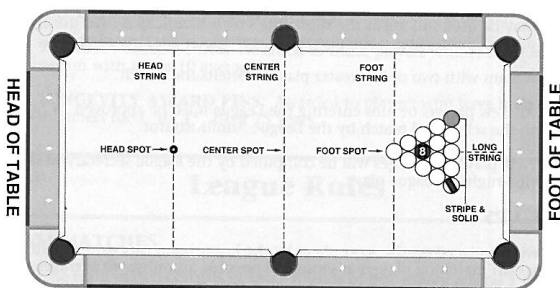
receive "Ball in Hand." If the point (ball) to tie or win is pocketed on a shot resulting in a loss of game foul (example: kicking the 8-Ball in early or scratching on the 8-Ball) that shooter will lose the game but not be given credit for that point (ball) that won or tied the match. These special rules apply only to points (balls) that win or tie a match.

Both Team Captains will sign the scoresheet before it is turned in!

6. 8-BALL RULES OF PLAY

A. **BALLS AND RACKING:**

The Pocket Billiard Table

1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then LEGALLY POCKET THE 8-BALL which then wins the game.

B. **BREAK SHOT – All games are "Rack Your Own Breaks."**

1. Teams will flip a coin to determine home team. Start of play, order of play, and breaker is determined by score sheet. Singles: First game "break" determined by coin toss. The break alternates thereafter.
2. If the breaker hits the racked balls with the cue ball driving four

or more **numbered** balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls reracked and shooting the break himself or have original breaker rebreak.

3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).
5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. Please Note: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball **whose base is not outside** the headstring, unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. **If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.**
6. **The opposing player must inform the breaking player of improper position of the cue ball before the shot is made**. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball.
7. 8-Ball made on the break will not determine the outcome (win or loss) of the game. With an 8-ball legally pocketed on the break, the breaker may rerack the balls and break again or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting the table in position or racking the balls and assuming the break. Should the incoming player decide to spot the 8-ball, he must shoot from behind the headstring, that is, from "the kitchen".
8. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
9. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order.

C. **OPEN TABLE**

The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. **Note: The table is always open immediately after the break shot.** When the table is open, it is legal to hit any solid or stripe or the 8-ball first

in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

Note: The score of a game will automatically be 10-0 if the outcome is decided before the groups of balls have been determined!

D. **GAME**

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of turn. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called pocket." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has pocketed all of the balls in his group, he then shoots at the 8-ball.

E. **PLAY**
1. If a shooter inadvertently pockets his opponent's ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls (Exception: calling a safety). Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. **When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand.**
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game.
    Any jumped object balls are spotted in numerical order.
6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referee's judgment will prevail and both players will be timed.
7. STALEMATED GAME: If in three consecutive turns at the table by each player (six turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be reracked and the breaker of the stalemated game will break again. Please Note: Three consecutive fouls by one player is not a loss of game.

F. **LOSS OF GAME**
1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Scratching while pocketing the 8-ball is a loss of game.
4. Jumping or knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one designated.
6. Fouling while (pocketing) the 8-ball in the designated pocket.
7. Third infraction of the slow play rule.
    Note: All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

G. **LEGAL SHOTS**

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail.
(There are two groups of balls: stripes and solids).
Once the groups of balls have been determined, players cannot change their group of balls at anytime during a game. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, **any group ball** must be pocketed, OR the cue ball or any **other** ball must contact a rail.

"SAFETY" SHOT: For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. **If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent or verbally declare a pocket other than the one in which he intends to shoot the ball.** If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

H. **FOULING**

All fouls must be called and acknowledged before the next shot is taken **(exception: scratching).**
The following results in fouls:
1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into a pocket or off table.
3. It is a foul when a player scratches on the break, or deflects the

cue ball prior to hitting the racked balls. The incoming player receives (cue ball in hand behind the headstring).

4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

5. Shooting without at least one foot touching the floor.

6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.

7. Object Ball Frozen to Cushion or Cue Ball.

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

   a) A ball being pocketed, or;

   b) The cue ball contacting a cushion, or;

   c) The frozen ball being caused to contact a cushion attached to a separate rail, or;

   d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or the players involved prior to that object ball being involved in a shot.

8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed, it is loss of game if called by the opponent before the next shot is taken.) Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball; it will be considered a foul.

   a) **If you accidentally move an object ball during a shot and it moves into the path of the cue ball, it is a foul if those balls collide.**

   b) **If you accidentally touch and move a ball and it falls in a pocket, it is a foul. Your opponent has the choice of leaving the ball down or replacing it on the table as close as possible to its original position.**

   c) If you **intentionally** touch a ball, it is a foul. (Example: Intentionally resting your hand on a ball to stabilize your bridge.)

9. Picking up or shooting the cue ball while any balls are still in motion is a foul.

10. Push shots and/or double hits will be considered fouls. See General Definitions of Pocket Billiards.

11. With cue ball in hand, touching any object ball with the cue ball is a foul, or touching any object ball with your hand while touching the cue ball is a foul.

12. When the slow play rule is enforced, taking longer than ONE MINUTE between shots is a foul.

13. Jumping object balls off the table.

14. **After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots, it is a foul.**

15. **If your opponent commits a foul and you did not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul (exception: scratching).** Note: If neutral referees are making a call, the opponent acknowledgment is not necessary if the referee has called a foul.

16. **Illegal jumping of ball**. (See General Definitions #9)

I. PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul
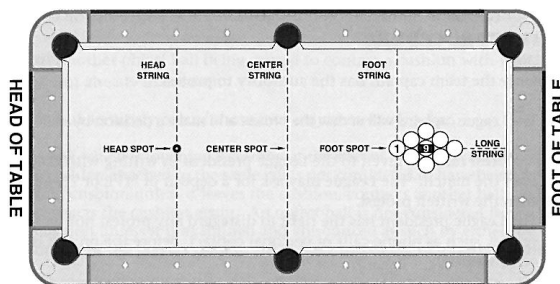
call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break) **or immediately after a foul on the break.**

2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing player may protest.

7. 9-BALL RULES OF PLAY:

A. **OBJECT OF THE GAME**. 9-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may place the cue ball anywhere on the table. Players are not required to call any shot.

B. **RACKING THE BALLS.** The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the

foot spot., the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the headstring.

C. **START OF PLAY**. Singles: First game "break" determined by coin toss. The break alternates thereafter. A game starts as soon as the cue ball crosses over the headstring on the opening break.

D. **LEGAL BREAK SHOT.** The rules governing the break shot are the same as for other shots except:

1. The breaker must strike the one-ball first and either pocket a ball or drive at least four numbered balls to a rail, failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a rerack with cue ball behind the headstring.

2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.

3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted.

4. Making the nine ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the nine ball, the nine ball is respotted (using another stripe from tray).

E. **CONTINUING PLAY.** On the shot immediately following a legal break, the shooter may play a "push out." If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.

F. **PUSH OUT.** The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rails, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed, except for the nine ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

G. **FOULS.** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

1. All fouls must be called and acknowledged before the next shot is taken.
2. Touching or moving the cue ball is a foul.
3. Coaching is a foul.
4. Shooting the cue ball into a pocket or off the table is a foul.
5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.
7. Pocketing the nine ball and the cue ball with the same stroke is a foul.
8. Shooting without at least one foot on the floor is a foul.
9. An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted and play continues.

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

H. **NOTES**: A player's turn begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

I. **END OF GAME.** The game ends at the end of a legal shot which pockets the nine ball; or when a player forfeits the game as the result of a foul.

• **Good sportsmanship will prevail at all times to assure fun and a pleasant time for all.**

• **UNSPORTSMANLIKE CONDUCT**
1. Unsportsmanlike conduct is cause for automatic disqualification.
2. Two basic types: a) one warning before disqualification; and b) immediate disqualification.

General Definitions of Pocket Billiards

CUE SPECIFICATIONS:
- **WIDTH OF TIP:** Not to exceed 15 mm.
- **LENGTH OF CUE:** 40 inches minimum
- Devices are not allowed for Jump Shots.
- Alternative Racking Devices are not allowed.

1. STRIKING CUE BALL. Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.
2. POCKETED BALLS. A ball is considered as a pocketed ball, if, as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table is not a pocketed ball.
3. POSITION OF BALLS. The position of a ball is judged where its base (or center) rests.
4. FOOT ON THE FLOOR. It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal in regard to size, shape, and the manner in which it is worn. Junior League exception.
5. KITCHEN DEFINED. The headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball, when being put in play from the kitchen (cue ball behind the string), may not be placed directly on the headstring; it must be behind it.
6. FOULS BY DOUBLE HITS. It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgment, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (Note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke.) Nonetheless, if it is judged by virtue of sound, ball position, and action and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.
7. PUSH SHOT FOULS. It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot (Such shots are usually referred to as push shots.)
8. JUMPED CUE BALL. When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not to be considered a foul.
9. ILLEGAL JUMPING OF BALL. It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if, for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.
10. PLAYER RESPONSIBILITY FOULS. The player is responsible for chalk, bridge, files, and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item make contact with a cue ball.
11. BALLS JUMPED OFF THE TABLE. Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rails surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper.)

    When a stroke results in the cue ball or any object balls being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in 9-Ball) when all balls have stopped moving.
12. BALLS MOVING SPONTANEOUSLY. If a ball shifts, settles, turns or otherwise moves "by itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.
13. SPOTTING BALLS. A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string beginning on the foot spot and advancing towards the foot rail.
14. JAWED BALLS. If two or more balls are locked between the jaws or side of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure; he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that, in his judgement, would fall in a pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referees assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.
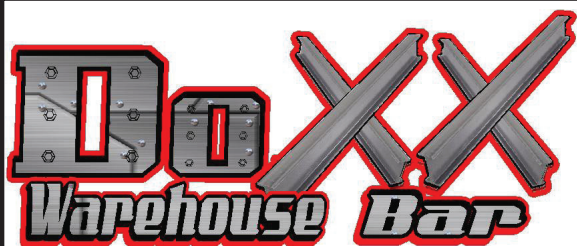
15. NON-PLAYER INTERFERENCE. If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc.

16. PLAY BY INNINGS. Players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

17. Object Ball Frozen to Cushion or Cue Ball.

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

a) A ball being pocketed, or;

b) The cue ball contacting a cushion, or;

c) The frozen ball being caused to contact a cushion attached to a separate rail, or;

d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or the players involved prior to that object ball being involved in a shot.

18. PLAYING FROM BEHIND THE STRING. When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.

19. SLOW PLAY RULE. Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play the team captains will assign a player to time your opponent for the rest of the match. After a warning, any longer than one minute between shots will be a foul. The third infraction will result in a loss of game.

20. SCRATCH. Cue ball pocketed or knocked off the table.

FORMAL PETITION FOR REMOVAL OF NAME FROM
MIDWEST POOL TOURNAMENT MASTERS / INTERMEDIATE / ADVANCED LIST

(OFFICIAL DEADLINE IS MARCH 1)

DATE: _____   **PLEASE PRINT**

TO: **MIDWEST POOL TOURNAMENT COMMITTEE**

FROM: **Player Name**   _____
               Address   _____
               Phone   _____
               Email Address   _____
               Midwest Operator Member _____

Circle the Midwest List(s) from which you are requesting to be removed:

Open Masters Singles	**Open Masters Team**
Open Intermediate Singles	**Open Intermediate Team**
Open Advanced Singles	**Open Advanced Team**
Womens Master Singles	**Womens Master Team**
Womens Intermediate Singles	**Womens Intermediate Team**

I HAVE ACTIVELY COMPETED AT THE DESIGNATED RATING FOR 3 OR MORE YEARS AND HAVE NOT PLACED IN THE MONEY IN ANY EVENT AT A HIGH ENOUGH LEVEL TO MAINTAIN THAT RATING.
Also; Players who have not played in the tournament 3 times in a span of 8 years can petition to have their rating evaluated!

_____   _____

Player Signature   **Date**

Participating below your correct rating could result in you and / or your team being disqualified from the tournament and forfeiture of Entry Fees and Prize Money.

(Office Use Only)

Midwest List:				Midwest List:		
Year Placed On List:				**Year Placed On List:**		
Participation Years	**Yes**	**No**		**Participation Years**	**Yes**	**No**
1				1		
2				2		
3				3		
4				4		
5				5		
6				6		
7				7		
8				8		
9				9		
10				10		

2023 MIDWEST 8-BALL CHAMPIONSHIPS
OPEN & WOMENS MASTERS /
INTERMEDIATE ADVANCED LISTS

OMS   Open Master Singles

Players listed as OMS will automatically be placed in the Open Singles Masters Division

OMT   Open Master Team

Any Open Team registered for the Midwest 8-Ball Championships that has two players listed on their roster as either or both OMS or OMT will automatically be placed in the Open Masters Team Division.

OIS   Open Intermediate Singles

Players listed as OIS are allowed to play Open Singles Intermediate or Masters Division.

OIT   Open Intermediate Team

Any Open Team registered for the Midwest 8-Ball Championships that has two players listed on their roster as either or both OIS or OIT will automatically be placed in the Open Intermediate Team Division.

OAS   Open Advanced Singles

Players listed as OAS are allowed to play Open Singles Advanced, Intermediate or Masters Division.

OAT   Open Advanced Team

Any Open Team registered for the Midwest 8-Ball Championships that has two players listed on their roster as either or both OAS or OAT will automatically be placed in the Open Advanced Team Division.

WMS   Women's Master Singles

Players listed as WMS will automatically be placed in the Women's Singles Masters Division.

WMT   Women's Master Team

Any Women's Team registered for the Midwest 8-Ball Championships that has two players listed on their roster as either or both WMS or WMT will automatically be placed in the Women's Masters Team Division.

WIS   Women's Intermediate Singles

Players listed as WIS are allowed to play Women's Singles Intermediate or Masters Division.

WIT   Women's Intermediate Team

Any Women's Regular Team registered for the Midwest 8-Ball Championships that has two players listed on their roster as either or both WIS or WIT will automatically be placed in the Women's Intermediate Team Division.

Players listed as either WMS or WMT **will not be allowed to play** in the Women's Regular Team division.

Note: Rated Women playing in the Open Division will be handled on a case by case basis unless they also have an Open Rating.

Any player rated as OMS, OMT, OIS, OIT, WMS, or WMT will NOT be allowed to play in the Open Regular Team Division.

Any player rated as OMS, OMT, OIS, OIT, OAS, WMS or WMT will NOT be allowed to play in the Open Regular Singles Division.

1. Player Names will be listed until a **Formal Petition for Removal of Name from Midwest Pool Tournament Masters and / or Intermediate List** is submitted by the player and reviewed by the Midwest Pool Association. (At least three years of participation or players who have not played in the tournament three times in a span of eight years may petition to come off Midwest Advanced, Intermediate, or Masters List) Petition forms are available from any Midwest Operator Member and must be filed with the Midwest Association by March 1 prior to the tournament.

2. These Player Lists are not all inclusive as the Midwest Pool Association retains final discretion, in all cases, in placement of individuals of known ability into Masters and Intermediate Divisions.

3. Players with only a Team Rating are allowed to play Singles one Skill Level below their Team Rating within their gender. Women with only a Women's Rating are allowed to play two Skill Levels below their Rating when playing in the Open Division. Players with only an Open Advanced Team Rating are allowed to play Open Regular Singles.

4. Players can always volunteer to play in any Skill Level ABOVE their Rating. Players not named on a Midwest List can voluntarily play any level, UNLESS THEY ARE CONSIDERED "PLAYERS OF KNOWN ABILITY."

5. Players listed in **red text** are not allowed to play Seniors or Super Seniors until after the year shown next to their name.

Midwest Open & Women's Rating List Combined for 2023 Tourney

All players in red text cannot play Seniors or Super Seniors divisions until after the year shown next to their name.

Name		Name		Name	
Aaron Guenther (ae)	OIT	Alex Wells (ae)	OIT	Angel Lopez (nts)	OIS
Aaron Haiar (mg)	OAT	Alex Wendland (grn)	OIS	Angelique Damstrom (grr)	WIS WMT
Aaron Johnson (rc)	OAS OMT	Alfredo Carrillo (nts)	OMS	Angie Hallows (aa)	OAT
Aaron Lilleoien (aa)	OAS OIT	Allan Good	OIT	Angie Johnson (car)	WIT
Aaron Neumann (nts)	OIS	Allan Pauley (mm)	OIT	Angie Klinnert (mg)	WIT
Aaron Roesler (car)	OIS	Allen Frazier (nts)	OAS	Angie Montgomery (mg)	WIS WMT
Aaron Schmadke (cn)	OIT	Allen Knowles (rc)	OAT	Ann Oren (cn)	WIT
Aaron Sieve (cn)	OIS	Allie Fitzgerald (ae)	OIT	Anne Kunkel (nts)	WMT
Aaron Stoterau (mg)	OIS	Allie Ladd (nts)	WIT	Anthony Asher (rc)	OIT
Aaron Wulf (rie)	OAS	Allyn Shively (ae)	OIS	Anthony Brienzo (ae)	OIT
Aaron Larue Johnson (rc)	OAS	Amanda Kuhl (mm)	WIS WMT	Anthony Minard (grn)	OAS
AB Moodie (mg)	OMT	Amber Callahan (nts)	WIT	Anthony Wair (nts)	OIT
Abby Davidson (nts)	WIS	Amber Harrison (nts)	WMS	April Hatcher (ae)	WIT
Abby Hausmann (kd)	WMT	Amber Kunkel (nts)	WMT	April Jackson (nts)	WIS WMT
Abby Wiles (nts)	WIT	Amber Olson (ms)	WMS	April Parlet (mg)	WIS
Adam Carman (nts)	OMT	Amber Weyer (ae)	WIT	April Perales (nts)	WIT
Adam Gottlieb (aa)	OAS	Amy Bender (mg)	OAT	April Sorenson (nts)	WMT
Adam John (ae)	OIS	Amy Bent (car)	WIT	Apryl McGill (aa)	WIS WMT
Adam Ilgen (ae)	OIT	Amy Boulware (aa)	WMS	Arden Baty (mm)	OIT
Adam Kitto (nts)	OIT	Amy Combs (nts)	WIT	Arley Mooney (ae)	OIT
Adam Larsen (mm)	OAT	Amy Gunn	WIS	Arnie Koopman (mg)	OIS
Adam Pfeiffer (aa)	OMS	Amy Havenridge (nts)	WMS	Art Handy (ae)	OIT
Adam Suhrbier (grn)	OAS	Amy Heinen (grr)	WMS	Art Rhodes (nts)	OAT
Adrien Barrera (rc)	OMT	Amy Hughes (nts)	WMS	Ashlie Hanson (rc)	WIT
Aidan Reed	OIS	Amy Knowles	WIS	Athena Combs (nts)	WMT
Aimee Meyerink (mg)	WMS	Amy Lancaster (nts)	WIS	Austen Orth (grn)	OAT
A J Johnson (nts)	OMT	Amy Sturges (rc)	WIS	Austin Donaldson (nts)	OIT
A J Suess (mg)	OAT	Amy Vermule (nts)	WMT	Austin Gotch (aa)	OIS OMT
Al Daugherty (ae)	OIT	Andre Rhodes	OIS	Austin Pinney (cn)	OAT
Al Deschepper (mg)	OAT	Andrea Harrison (grn)	WIS	Austin Sissel (rc)	OMS
Al Dietrech (aa)	OIT	Andrea Trushcheff (grn)	WMT OAT	Baillie Shores (acm)	OAT
Al Hall (aa)	OIS	Andrew Heffelfinger (mm)	OAT	Barb Arens (nts)	WIS
Al Koekkoek (acm)	OAS	Andrew Sandquist	OIT	Barb Avery (mm)	WIS
Al Korb (ae)	OIT	Andrew Shirley (nts)	OIS	Barry Brown (mm)	OIT
Al Logeman (aa)	OIS	Andrew Thompson (nts)	OAT	Barry Jack (nb)	OIS
Al Pederson (aa)	OIS	Andrew Ward (nts)	OAT	Barry Shaw (mg)	OAS
Al Rensch (rc)	OIT	Andrew Zobel (rc)	OAS	Bart Howard (nts)	OIT
Al Vandentop (mg)	OIT	Andy Barnard (aa)	OAT	Basil Johnson (grn)	OAT
Alan Bloodgood (mm)	OIS	Andy Bent (ae)	OIS	Becky Albright (nts)	WMS OIT
Alan Burbach (ae)	OIS	Andy Carpenter (nts)	OAS	Becky Dick	WIS
Alan Fagan (ae)	OAS OIT	Andy Fritzinger (acm)	OIS OMT	Becky Minshall (nts)	OAS WMS
Alan Hightree (mg)	OAS OIT	Andy McClure (ae)	OIS OMT	Ben Diggs (nts)	OIS OMT
Alan Huelsmann (nb)	OMT	Andy Pomerson (rc)	OMS	Ben Landis (ae)	OMT
Alan Johnson (ae)	OAT	Andy Seitz (nts)	OAT	Ben Martin (rc)	OIT
Alex Strickland (car)	OIS	Andy Stewart (aa)	OIT	Ben Young (mm)	OAS

Name	Code	Name	Code	Name	Code
Bernie Esser (mg)	OIT	Bob Christianson (nts)	OIS OMT	Brandon Stephenson (gpp)	OIS
Bernie Jelinek (ae)	OIS	Bob Conklin (mm)	OMT	Brandon Sturges (rc)	OIS
Bert Jahn (rc)	WMT	Bob Connolly (nts)	OAT	Brandon Stutzman (car)	OAS
Beth DeVries (kd)	WIT	Bob Down (ae)	OAT	Brandon Wagner (aa)	OAT
Beth Wambsgans (aa)	WIS WMT	Bob Eyer (car)	OIT	Brandon J March (rc)	OAS OIT
Beth Wamgsgans (aa)	OAT	Bob Ferguson (aa)	OIS OMT	Brandy Scheer	WIS
Bill Anderson (cn)	OIS	Bob Finke (ae)	OAS OIT	Brant Doke (nts)	OAT
Bill Arndt	OIT	Bob Heinz (nb)	OMT	Brant Setterholm (mg)	OIT
Bill Blacketer (acm)	OAS OIT	Bob Kogel (mg)	OAT	Brenda Goodner (grn)	WIT
Bill Erickson (grt)	OAT	Bob Krueger (gpp)	OAT	Brenda Greenwood	WIS
Bill Hawks	OIS	Bob McGinnis (rc)	OAT	Brenda Guenther (car)	WIS
Bill Jones (rc)	OAS	Bob Miner (acm)	OAT	Brenda Kellen	WIT
Bill Kennedy (nts)	OIT	Bob Monlux (mg)	OIS	Brenda Laflin	WIT
Bill Kieser (mg)	OIT	Bob Nusser (nts)	OAS OIT	Brenda Little (nts)	WIS
Bill Lane (rc)	OIS	Bob Rhynalds (ae)	OAS	Brenda Lundgren (mg)	WMT
Bill Lansdowne, Jr (nts)	OIS	Bob Roberts, Jr	OIT	Brenda Suess (mg)	OIT
Bill Lowe (cn)	OIS OMT	Bob Robinett	OIT	Brennon Schroeder (car)	OIT
Bill Maas	OIT	Bob Schultz	OIT	Brent Johnson (rc)	OIS OMT
Bill Miller (nts)	OAS	Bob Smith (grr)	OAT	Brent Martin (rc)	OIS
Bill Montgomery (aa)	OAS	Bob Solverson (grn)	OIS	Brent Widtfeldt (nts)	OIS
Bill Moon	OIS	Bob Stinson (aa)	OAT	Brett Bishop (nb)	OIT
Bill Mueller (ae)	OIS OMT	Bob Tiefenthaler (rc)	OAS OIT	Brett Dutton	OIT
Bill Mulloy (ae)	OMS	Bob Walsh (grr)	OAS	Brian Alloway (ae)	OIS OMT
Bill Myers (rc)	OAS OIT	Bob Warnke (kc)	OAT	Brian Bartles (nts)	OAT
Bill Osmond (gpp)	OAT	Bob Winters (ae)	OAT	Brian Beck (mg)	OAS OIT
Bill Peters (kc)	OIS	Bobbi Namanny (rie)	WIS WMT	Brian Bent (car)	OIT
Bill Peterson (kc)	OIT	Bobbi Ford (grn)	WIS WMT	Brian Berke	OIT
Bill Rutt (ae)	OAT	Bobbie Gropp (ae)	WIT	Brian Classen (car)	OIT
Bill Sample (acm)	OIS	Bonn Thepsombandith (aa)	OAT	Brian Cole (aa)	OAS
Bill Thompson (rc)	OAS	Boogie Hulbert (ae)	OAT	Brian Erwin (mg)	OAT
Bill Triplette (ae)	OIT	Boyd Kesler (cn)	OAT	Brian Hobbs	OIT
Bill Vollmer (cn)	OIS	Brad Baker (mm)	OIS OMT	Brian Horner (acm)	OIS OMT
Bill Wheeler (ae)	OIT	Brad Bent (car)	OMS	Brian Huls (ae)	OAS
Bill Wilson (ae)	OMS	Brad Facile (cn)	OIT	Brian Iron Whiteman (aa)	OIS
Billie Kephart (nts)	WMS	Brad Florian (nts)	OIS	Brian Jasper (mg)	OIT
Billy Lansdowne, III (nts)	OMT	Brad Huffman (acm)	OIS	Brian Kallhoff (ae)	OAS
Billy Snell (car)	OAS	Brad Leckband (rc)	OIS OMT	Brian Kirchmeier (rc)	OIT
Billy Wilson (mm)	OAT	Brad March (rc)	OIS	Brian Lambertz (mg)	OAT
B J Helmstadter (ae)	OIT	Brad Mork (mg)	OMT	Brian Leisure (nts)	OIS OMT
Blade Johnson (mg)	OAS OIT	Brad Nelson (rc)	OAT	Brian Marshall (rc)	OAS
Blake Umthun (mm)	OIT	Brad Neuharth (mg)	OIT	Brian McKaig	OIS
Blane Morgan (aa)	OIT	Brad Neverve (ae)	OIS	Brian Morris (ae)	OIT
Bob Anderson (rie)	OAS	Brad Poulson	OIT	Brian Ruth (mg)	OIS OMT
Bob Andrews (nts)	OMS	Brad Ratliff (nts)	OAT	Brian Schubert (acm)	OAS OIT
Bob Arenholz (aa)	OIT	Brandi Slosson (ae)	WIT	Brian Sharp	OIS
Bob Bentele (aa)	OIT	Brandon Dietrich (nts)	OIS	Brian Sipes (acm)	OAT
Bob Brinkhuis (ms)	OAS OIT	Brandon Heldenbrand (acm)	OMS	Brian Thompson (mm)	OMT
Bob Brown (nts)	OIS OMT	Brandon Ingram (nb)	OAT	Brian Turk (nts)	OIS
Bob Carlberg (mg)	OAT	Brandon Mapes (rie)	OIT	Brian Whisler (nts)	OMS

Name	Code	Name	Code	Name	Code
Brian Whiteman (aa)	OMT	Chad Dahlke (ae)	OIT	Chris King (mg)	OAT
Brian Wolff (mg)	OAT	Chad Erickson (mg)	OAT	Chris Kluge (aa)	OIS OMT
Brock Krohne (aa)	OAS OIT	Chad Fletcher (nts)	OAT	Chris Kowal	OIS
Bronson Kidwell (acm)	OMS	Chad Giebelhaus (ae)	OAT	Chris Kuehl	OIT
Bruce Abraham (gpp)	OAS	Chad Hodgins (rc)	OIT	Chris Loew (rie)	OIS
Bruce Berg (mm)	OIT	Chad Murray (rc)	OIS	Chris Love (ae)	OMS
Bruce Hausman	OIS	Chad Pew (mg)	OIS OMT	Chris Manning (nts)	OIT
Bruce Hodgins (rc)	OMT	Chad Porter (rc)	OIS	Chris McDannel (mm)	OAS
Bruce Huisman (cn)	OIT	Chad Ray (car) OIS	OMT	Chris Neppel (grn)	OAS OIT
Bruce Irons (ae)	OAT	Chad Schlichte (nts)	OAT	Chris Parnell (ae)	OAT
Bruce Johnson (mm)	OMT	Chad Schlumbaum (rc)	OMS	Chris Petersen (ae)	OIS
Bruce Krueger (cn)	OIT	Chad Schmadke (rie)	OIT	Chris Putthoff (aa)	OIT
Bruce Leeck (grn)	OAT	Chad Thorton (mm)	OIT	Chris Radley (rc)	OIS
Bruce Marks (cn)	OMS	Chad Worm (ae)	OIS	Chris Rich (nts)	OIT
Bruce Mead (cn)	OIT	Chae Pak (aa)	OAT	Chris Sandin (ae)	OIS
Bruce Watson (ae)	OIT	Chance Adkins (aa)	OAS OIT	Chris Savage (aa)	OIT
Bryan Kirchmeier (rc)	OIT	Chans Vongphasouk (mm)	OIS	Chris Schilke (nts)	OAS OIT
Bryan Montgomery (ae)	OMT	Charles Beckham (acm)	OAS	Chris Siefken (nts)	OMS
Bryan Sandquist (nts)	OIS	Charles Godfrey, Jr (nts)	OAS	Chris Slotten	OMT
Bryan Smolik (ae)	OIT	Charles Harris (nb)	OAS	Chris Stapleton (vvs)	OAT
Bryon Dutton	OIT	Charles Huff (acm)	OAT	Chris Sweet	OIT
Buck Brouwer (nts)	OIS	Charles Thomas (aa)	OIT	Chris Talbot (ae)	OAS
Buck Wilson (mg)	OAS	Charlie Morales (mg)	OAT	Chris True	OIT
Bud Erickson	OIT	Charlie Ridgway (gpp)	OIT	Chris Wegner (nts)	OAS OIT
Butch Karnof	OIT	Charlie Weeks (nb)	OIT	Chris Willert (nts)	OAS
Butch McGinnis (acm)	OIT	Charlie (Glenna) Jones (nts)	WMT	Chris Williams (ae)	WMS
Butch Sathoff (nts)	WMT	Charlotte Johnson (mg)	WMT OAT	Chrissie Smith (mm)	WIS
Byron Peterson (ae)	OAS	Chas Clauss (ae)	OIT	Christa Hernandez (mm)	WIS
Cale Coffey (ae)	OMS	Chase Lottman	OIT	Christina Becker (nts)	WIS WMT
Calli Kohl (car)	WIT	Chase Mauer (nts)	OAS OMT	Christina Hauck	WIS WMT
Calvin Glissman (aa)	OMT	Chase Reed (car)	OAS	Christine Mulhair	WIS
Cam Facile (mg)	OIT	Chase Siefken (ae)	OMT	Christine Baumann (nts)	WMT
Cameron Edwards (gpp)	OAS	Chasity Griffis (nts)	WIT	Christine Riedel (mg)	WMS
Cameron Vermule (nts)	OIT	Cheryl Bronson (mm)	WIS WMT	Christine Rosenbaugh (nts)	WMS
Cara Shelley (mm)	WIS WMT	Chip Baird (aa)	OAT	Chuck Barnes (gpp)	OAT
Carissa Hulsizer (nts)	WIT	Chopper Engel (rc)	OAS	Chuck Bates (rie)	OAS OIT
Carl Seelye (nb)	OIS	Chris Anderson (rie)	OIT	Chuck Compton (nts)	OAT
Carl Strutzenberg	OIT	Chris Belding (car)	OIT	Chuck Fattig (ae)	OIS
Carlos Barrera (rc)	OAS	Chris Burton (aa)	OAS OIT	Chuck Huff (acm)	OAS OMT
Carlos Solis (nts)	OIT	Chris Campos (nts)	OMS	Chuck Limoges	OIT
Carol Talkington (car)	WIT	Chris Daffer (nts)	OIT	Chuck Moss	OIS
Carolyn Coordsen (car)	WIS	Chris Driskell	OIT	Chuck Nielsen	OIS
Carolyn Meyer (car)	WIT	Chris Gall (nts)	OAT	Chuck Rich (rc)	OAS
Carrie Diemer (nts)	WIT	Chris Hammer (mg)	OAS	Chuck Sohm	OIT
Carrie Drummond	WIS	Chris Harbaugh	OIT	Chuck Wenther	OIS
Cary Davis	OIS	Chris Harrison (grn)	OAS	Chuck Wykert (aa)	OIS
Casey Hoskinson (nts)	OIT	Chris Heuertz (gpp)	OAT	Cindy Bulman (mm)	WIT
Chad Black (mm)	OIS	Chris Joe (acm)	OAS	Cindy Detrixhe (nb)	WIS
Chad Chaput (mg)	OIS	Chris Kester (car)	OAT	Cindy Hess (ae)	WIS

Cindy Norman (grr)	WMS	Curt Stierler (cn)	OIS OMT	Dan Stinson (aa)	OAT
Cindy Pinter (mm)	WIS	Curtis R Meier (grr)	OAT	Dan Tanner (nts)	OAT
Cindy Reedy (car)	WIT	Curtis Sellers (mm)	OIS OMT	Dan Thompson (ae)	OIS
Cindy Wessling (aa)	OAT	Curtis Shinn (aa)	OAT	Dan Wardner (mg)	OAS
Cirino Caniglia (nts)	OMS	Curtis Strampe (nts)	OIT	Dan Weyer (ae)	OMS
Clare Marsh (nts)	OIT	Dakota Summers (acm)	OMS	Dana Gillotte	OIS
Clare Marsh (nts)	WIS WMT	Dakota Wallace (acm)	OAT	Dana Marquardt (ae)	OIT
Clark Budahl (mg)	OMT	Dale East (nts)	OAS	Daniel Armendariz (nts)	OIT
Claude McClain (acm)	OIS OMT	Dale Maurer (nts)	OIT	Daniel Murphy	OIS
Clayton Jones (nts)	OAT	Dale Riedel	OIS	Daniel Ortego (nts)	OIT
Cliff Feuerborn (aa)	OIT	Dale Thornton (nts)	OAT	Daniel Wheeler (aa)	OIS
Clinton Bruhn (ae)	OAT	Dallas Benjamin (ae)	OIS	Danny Bennett (mm)	OIS
Coby Young (nts)	OIS	Dallas Kelliker	OIS	Danny Burns (acm)	OAT
Cody Dunagan (ae)	OMS	Dallas Smith (rc)	OIT	Danny Roach (grn)	OMS
Cody Edwards (mm)	OAS OIT	Damian Bell (mm)	OIT	Danny Williams	OIT
Cody Hodgins (rc)	OMS	Damian Gomez (nts)	OAT	Dante Fuller (mg)	OAT
Cody Lindstrom (grn)	OIT	Damian Haddock (aa)	OMT	Darcie Johnson (mg)	OAT
Cody Penning (cn)	OAS	Damian Solverson (grn)	OIT	Darcie Johnson (mg)	WIS WMT
Cody Vollmer (cn)	OIT	Damon Gatewood (aa)	OAS	Darin Drake (gpp)	OAS OIT
Cole Foster (ae)	OMS	Damon Ooten (rc)	OIS	Darin Grummert	OIS
Colin Daniels (ae)	OAT	Dan Angstead (aa)	OMS	Darrell Budlong (nts)	OAT
Colin Milander (mg)	OAT	Dan Bower	OIT	Darrell Edwards (grr)	OIS
Connie Fletcher	WIT	Dan Box (grn)	OIT	Darrell Knudsen (nts)	OAT
Connie McGough-Kaurman (grr)	WIT	Dan Brunton (nts)	OAT	Darrell Phillips (mg) (2024)	
Connie Tyler (nb)	WIT	Dan Collier (nts)	OAS	Darren Hay (rc)	OAT
Connie Westcott	WIS	Dan Cubrich (nts)	OAT	Darren Rames (mg)	OIT
Corey Hanson (nts)	OAT	Dan Daniels (acm)	OAT	Darrin Tebeest (mg)	OIT
Corey Kremer (mg)	OAT	Dan Graybeal (ae)	OAT	Darryl Smith (aa)	OMS
Corey Palmer (acm)	OAT	Dan Groenwold	OIT	Daryl Lier (mg)	OAS
Corey Pratt (grn)	OAS	Dan Guzman (mm)	OIT	Daryl Strutzenberg	OIS
Corey Sheibal (nts)	OIT	Dan Halverson (nts)	OAT	Dave Allen (mg)	OAS OIT
Cory Beck (acm)	OAS	Dan Hein (mg)	OMS	Dave Anderson (grn)	OIT
Cory Dillow (nts)	OAS	Dan Hickman	OIS	Dave Ballard (nts)	OAS
Cory Putzier	OIS	Dan Kelly (nts)	OAT	Dave Bartlett (nts)	OAS
Cory Richmond (ae)	OAT	Dan Kerkaert (cn)	OIT	Dave Benning (mg)	OMT
Cory Schiltz (kc)	OIT	Dan Kern (cn)	OIS	Dave Berger (ae)	OAS
Cory Wulf (ae)	OAT	Dan Klutman (mg)	OIT	Dave Brown (aa)	OAS OIT
Courtney Kelly (mg)	OMT	Dan Kuhl (mm)	OMS	Dave Burke	OIS
Craig Ansbach (ae)	OIT	Dan Lamkins (ae)	OMS	Dave Buth (mg)	OIT
Craig Arehart (ae)	OAT	Dan Lane (rc)	OAT	Dave Corcoran (mm)	OIT
Craig Carroll (rc)	OAT	Dan Lauer (rc)	OAT	Dave Crull (nts)	OIT
Craig Grothen (cn)	OMT	Dan Lieder	OIT	Dave Czerwony (mg)	OIS
Craig Himmelberg (ae)	OAT	Dan Lingle (cn)	OIT	Dave Damman (rc)	OMS
Craig Meyer (ae)	OAT	Dan Moscato (nts)	OAT	Dave Dicus	OIS
Craig Swanson	OIS	Dan Parker (ae)	OIS	Dave Dorpat (ae)	OAT
Craig Tassin (mm)	OIT	Dan Powers (grn)	OAT	Dave Funke (rc)	OMS
Cris Vorwerk (cn)	WMT	Dan Reynolds	OIT	Dave Glasebrook (nts)	OAT
Crystal Cunningham (nts)	WIS	Dan Schmieder (ae)	OIS	Dave Hantz	OIT
Crystal Drake (grr)	WMS	Dan Sorenson	OIS	Dave Hartman (mg)	OAT

Dave Hartz	OIS	David Wykert (acm)	OIT	Derrick Bowens (nts)	OIT
Dave Hexamer (mg)	OIS	Davy Buckley (nts)	OAS	Derrick Scoular (grr)	OAS
Dave Hoff (mg)	OIS	Dawn Hauptmeier (ae)	WIS	Desiree Johnson (mm)	WIT
Dave Hopkins	OIT	Dawn VanEgmond (aa)	WMS	Devin Olson (rc)	OMS
Dave Janecek (nts)	OAT	Dean Bleil (rc)	OIS	Dian Stoakes (ae)	WIS
Dave Jennings (mg)	OIS OMT	Dean Gjertson (mg)	OIS OMT	Diane Colborn (ae)	WIS
Dave Johnson	OIT	Dean Maeyaert (cn)	OIT	Diane Waltke (ae)	WIT
Dave Knupp	OIS	Dean Moss (mg)	OIS	Dianne Rankin (nb)	WMS
Dave Kosiske	OIS OMT	Dean Thooft	OIT	Dick Cook	OIS
Dave Langford (ae)	OIT	Deana Mills (aa)	WIS	Dick Lang (nts)	OAT
Dave Larson (nts)	OAS OIT	Deanna Schuldeis (ae)	WIS	Dick Marsack	OAT
Dave McGrath (mm)	OIT	Deanne Caniglia (nts)	WIT	Dick Sporven (nts)	OIT
Dave Mitchell (ae)	OIS	Deb McKenzie (ae)	WMT	Dick Varilek (ae)	OIS
Dave Molberg (cn)	OIT	Deb Novak (car)	WMS	Dillon Aksamit (ae)	OIT
Dave Newman (ae)	OAT	Deb Roberts (ae)	WIT	Dixon Benshoof	OIT
Dave Noell (ae)	OAT	Deb Schneider (mm)	WIS WMT	D J Hoffman (mm)	OIT
Dave Olson (mg)	OMS	Debbie Smith	WIS	Doc Pierce (acm)	OAS
Dave Owens (nts)	OAS	Debi Himmelbert (ae)	WIT	Don Bieghler (mm)	OIS
Dave Pardee (aa)	OAS OIT	Debi Nicotero (nts)	WIS WMT	Don Coenen (nts)	OAT
Dave Parks (aa)	OIS	Debra Pieper (rie)	WIS	Don Davis (ae)	OIS
Dave Pickett	OAT	Debra Sullivan (nts)	WIS OAT	Don Harris	OAT
Dave Pinkerton (ae)	OAS	Dee Thompson (ae)	WIT	Don Henderson (cn)	OIS
Dave Pownell (mg)	OAS OMT	Deepak Hemnani (nts)	OIT	Don Jones (rc)	OAS
Dave Radley (rc)	OAT	Del Hodgin (ae)	OAT	Don Novak (car)	OAS
Dave Russell (ae)	OIT	Denis Sumrall (aa)	OIT	Don Plymell	OIS
Dave Smith (rc)	OAT	Denise Garcia (ae)	WIT	Don Roggane	OIS
Dave Stevenson (rc)	OAS OIT	Dennis Diemer (nts)	OAT	Don Sauers	OIT
Dave Teed (acm)	OIS	Dennis Dumdei (mg)	OIT	Don Shelton (nb)	OIS
Dave Urwin (nts)	OAT	Dennis Famestad (mg)	OIS	Don Stevens (nts)	OAT
Dave Walker (grn) (2024)	OAS	Dennis Favero (nts)	OMS	Don Tanner (mg)	OMT
Dave Wardner (mg)	OAS	Dennis Isaacson (ae)	OAT	Donna Hensel (cn)	WMT
Dave Woodle (grn)	OMT	Dennis Kelly (nts)	OAT	Donna Jurgens (car)	WIS
Dave Wulf (ae)	OAS	Dennis Kolarik (car) (2024)	OIS	Donnetta Hoffman (car)	WIT
Davey Taylor	OIT	Dennis Muhs (ae)	OIT	Donnie Devers (aa) OIS	OMT
David Belitz (nts)	OAT	Dennis Nighswonger (aa)	OAT	Donnie Hodgins (rc)	OAT
David Bentler	OIT	Dennis Roberts (aa)	OIS OMT	Donnie Meyer	OIT
David Cantrell (aa)	OIT	Denny Davis	OIS	Donny Robbins	OIS
David Cottle (nts) OIS	OMT	Denny Golden (rc)	OAT	Dot Cyr (aa)	WMS
David Engel (aa)	OMS	Denny King (nts)	OIS	Doug Austin	OAT
David Feerick (mg)	OIT	Denny Kohrt	OIT	Doug Bolton	OIS
David Heinonen	OIS	Denny Moore (mm)	OIT	Doug Doran (rc)	OIT
David Karnof (mg)	OIT	Denny White (mg)	OIS	Doug Duncan OIS	OMT
David Mindham (mm)	OIT	Deon Utterback (nts)	OMS	Doug Gable (ae)	OAT
David Ray (nts)	OAT	Derald Judson	OIS	Doug Horn (ae)	OAT
David Rhoten (nts)	OIS	Derek Benson-Williams (rc)	OIS	Doug Jansen (ae)	OAT
David Shields (mm)	OAT	Derek Deger (ae)	OMS	Doug Kapfenstein (mg)	OAT
David Shupe	OIT	Derek Murray (mg)	OAT	Doug LeClair	OIS
David Stinson (aa)	OAS	Derek Sulley (nts)	OIT	Doug Morrow (gpp)	OIT
David Taylor (car)	OIS	Derek Swenson (cn)	OAS	Doug Noble	OIT

Doug Otteman (nts)	OAS	Eric McMurry (ae)	OAT	Gary Kluck (aa)	OAS OIT
Doug Richey (rc)	OMS	Eric Newell (ae)	OAT	Gary Kludt	OIS
Doug Sager (mg)	OAT	Eric Obermeier (acm)	OMS	Gary Kozak	OAT
Doug Schultz (ae)	OIS	Eric Reed (mg)	OIS	Gary Meggs	OIS
Doug Sherrill (rc)	OMS	Eric Roether (ae)	OAT	Gary Nath	OIT
Doug Simek (mg)	OAT	Eric Schnuerle (ae)	OIS	Gary Oldfield	OAT
Doug Zuraff (mg)	OIT	Eric Seibert (ae)	OAT	Gary Shannon (mm)	OIT
Drew Knudsen (cn)	OIT	Eric Spencer (ae)	OIS OMT	Gary Sillik (nts)	OMS
Drew Longman (mg)	OAT	Eric Spilker	OIT	Gary Sockel	OIT
Duane Boerboom (mg)	OIT	Eric Sullivan (nts)	OIT	Gary Stokes (rc)	OIS
Duane Johnson (mg)	OAS	Eric Tangye	OIT	Gary Stuart (nts)	OAS
Duane Starner	OIS	Eric Witt (mg)	OIT	Gary Wells (mm)	OIS
Dudley Beyer (ae)	OIS	Erin Dewaele (nts)	WIT	Gary Whisenhunt (aa) (2024)	OAS OMT
Dustin Boyle (rc)	OMS	Erin Menking (nts)	OIT	Gene Dalsing (aa)	OIT
Dustin Branster	OIT	Ernie Lance (acm)	OAS	Gene Flynn (ae)	OIS
Dustin Collins (ae)	OMT	Ernie Marmon (aa)	OIT	Gene Outland	OIS
Dustin Evink (mg)	OAT	Eva Silcott (acm)	WIS	Gene Richardson (mm)	OIS
Dustin Gunia (nts)	OMS	Evan Keithley (ae)	OIS	Geoff Rice (mm)	OMS
Dustin Iiams (mg)	OAT	Ezequiel Ramirez (rc)	OMS	George Lingo (mm)	OIT
Dustin Lovre (mg)	OAT	Fernando Sheeler (mm)	OIT	George McClain (acm)	OAT
Dustin Smith (nts)	OAT	Fletcher Finch (aa)	OAS	George McNamara (nts)	OAT
Dusty Meyer (aa)	OIS OIT	Floyd Manley (gpp)	OAS OIT	George Weiland (mm)	OIT
Dusty Rardin	OIS	Fran Archambeau (mg)	OAT	Gerad Setter (aa) (2024)	OAS OIT
Dwane Pospisil (ae)	OAS OIT	Frank Certa (nts)	OMS	Gerald (JJ) Caligari (mm)	OAT
Dylan Helton (acm)	OIS	Frank Cretsinger (kc)	OAT	Gerry Angermann (rc)	OAT
Earl Crouch (mm)	OIT	Frank Flenniken (nts)	OIT	Gerry Van Voorst (mg)	OAT
Earl Rector (nts)	OIT	Frank Francis (grn)	OIS	Glade Skinner (ae)	OIT
Ed Carroll (nts)	OMS	Fred Detrixhe (nb)	OIS	Glen Atwell(nb)	OMS
Ed Gulbronson (rc)	OAT	Fred Huffman	OIT	Glen Byous	OIS
Ed Hepburn	OIS	Fred McCoy (nts)	OAT	Glenna (Charlie) Jones (nts)	WIS WMT
Ed Loubey (acm)	OAT	Fred Morrill (gpp)	OAT	Glenna (Charlie) Jones (nts)	OIT
Ed Moore (car)	OAS	Fred Putman (acm)	OIS OMT	Gloria Roubideaux (mg)	OAT
Ed Noland	OIS	Fred Weyer (ae)	OAT	Gordon Coleman (rc)	OAT
Eddie Brown (nts)	OAT	Gabby Cervantes (nts)	WIS	Gordon Hough (rie)	OAS
Eddie Carerra	OIT	Gabe Ratzlaff (grn)	OAS	Gordy Engesmoe (mg)	OIT
Eddie Ellis (acm)	OAT	Gage Stinson (ae)	OAS OIT	Gordy Peterson (grn)	OMS
Eddie Helsel (acm)	OAS	Gail Engelman (car)	OAS OIT	Grant Coover (nts)	OAS
Eddie Montez (nts)	OAT	Gail (Gator) Wilwerding (rie) (2025)	OAS OIT	Greg Arndt (cn)	OIS
Eddie Robinson, Jr (mm)	OIS	Garnet Gabriel (car)	WIT	Greg Bean (rc)	OAT
Eddy Andresen (nts)	OAS	Garret Davis OIS	OMT	Greg Carr (acm)	OIT
Eldon Steinfort	OIT	Garry Bauer (gpp)	OAT	Greg Formanek (car)	OAT
Elece Kellerman (aa)	WIT	Gary Allen (rc)	OAT	Greg Frase (car)	OAS
Emmy Heltzel	WMT	Gary Davis (mm)	OAS	Greg Guenther (car)	OAT
Eric Book (rie)	OIT	Gary Dewaele (nts)	OIS	Greg Kellogg OIS	OMT
Eric Hagood (car)	OIT	Gary Ford (nts)	OIS	Greg Kohlmier (nb)	OIT
Eric Hoffman (ae)	OAS	Gary Gronewald (car)	OAT	Greg Lamb (aa)	OIT
Eric Jones (aa)	OAS OMT	Gary Hansel (ae)	OAT	Greg Marsh (mg)	OMS
Eric Kyle (ae)	OIT	Gary Harders	OIS	Greg Martin (ae)	OAT
Eric Machmuller (mg)	OIT	Gary Henning (cn)	OAT	Greg Narke (nts)	OIS OMT

Greg Ridenour (cn)	OMS	Jack Ferrini (rc)	OIT	Jann Brakke (mg)	WIS
Greg Sill (acm)	OAS OIT	Jack Morgan (nb)	OIS	Jared Schaffer (mg)	OAT
Greg Spence (ae)	OIT	Jack Myers (nts)	OAT	Jared Wright (nts)	OAT
Greg Spilker (car)	OAT	Jack Ritonya (nts)	OIT	Jarod Pieper (car)	OAT
Greg Spurlin (mg)	OAT	Jack Robertson (nts)	OIT	Jarrett Chase (rc)	OAT
Greg Stratton (mg)	OAS	Jack Stevenson (ae)	OIT	Jarrett Jones (acm)	OAT
Greg Teet (ae)	OMS	Jackie Haase (rie)	WIT	Jarrod Solomon (rc)	OIT
Greg Thornes (mg)	OIS OMT	Jacob McFarland (grn)	OAT	Jason Aldren (mg)	OAT
Greg Travis (acm)	OIS OMT	Jacob Stevenson (nts)	OAT	Jason Andersen (nts)	OIS
Greg Wagner (aa)	OAT	Jaime Gonzales (nts)	OAT	Jason Brehmer (nts)	OAT
Greg Wendland (grn)	OAS	Jake Allen (nts)	OAS	Jason Chance (mm)	OMT
Gregg Baumbach	OIS	Jake Green (nb)	OIT	Jason Coleman (aa)	OIT
Gretchen Miller (acm)	WIS	Jake Jacobson (nts)	OIT	Jason Crisp (ae)	OMT
Gwen Berg (mm)	WMT	Jake Jurgens (ae)	OAT	Jason Diaz (ae)	OIT
Ha Tran (mg)	OIS OMT	Jake Stollar (ae)	OIS	Jason Dubray (car)	OAS
Hal Hickman	OIT	James (Matt) Bieberly (aa)	OIS	Jason Forstrom (nts)	OAT
Hal Porter (nts)	OAS	James Bryan (aa)	OAS OMT	Jason Froehling (mg)	OMS
Hank Donner (nts)	OAT	James Cook (mm)	OIS	Jason Graham (acm)	OIS OMT
Hank Eldrington	OIS	James Davis	OIS	Jason Harpham (ae)	OAS
Hank Nelson	OIT	James Fletcher	OIS	Jason Heldenbrand (mm)	OAT
Hans VonNiessen (car)	OAS	James Gibson (grr)	OAS	Jason Honig (nts)	OAS
Harley Klimesh	OAS	James Hines (nts)	OAT	Jason Husted (rc)	OIS
Harold Turner (aa)	OAS OIT	James Jennings (rc)	OAT	Jason Kampas (mm)	OMS
Harvey Helm (mm)	OIS	James Madsen (mg)	OIT	Jason Kurvink	OIT
Heath Moore (grn)	OIS OIT	James Markley (aa) OIS	OMT	Jason Leader (nts)	OIT
Heather Siek (mm)	WIT	James Werner (nts)	OIS	Jason Leaver (rc)	OIT
Heidi Barck (mg)	WIT	James K Johnson (mg)	OIT	Jason Long (mg)	OMT
Heidi Confer (nts)	WMT	Jami Decker (mg)	WIS	Jason Naglestad (mg)	OMT
Heidi Slonka (aa)	WMS	Jamie Ackerly	OIT	Jason Nida (aa)	OIS
Henry Bot (cn)	OIT	Jamie Augustine (nts)	OIS	Jason Page (mg)	OAT
Henry Williford (car)	OMT	Jamie Bender (ae)	WIS OIT	Jason Preul (nts)	OMS
Herb Lichtenberger (mm)	OIS	Jamie Bennett	OIS	Jason Richardson (mm)	OMS
Hunter Baird (cn)	OAT	Jamie Courtney	OIT	Jason Seemen (mg)	OMT
Ika Svintradze (nb)	OIS	Jamie Fenton (mm)	OMS	Jason Smith (nts)	OMS
Irvin Risley (nts)	OAT	Jamie Ferguson (acm)	OMT	Jason Sorenson (grn)	OAS
Isaac Myers (rc)	OAS	Jamie Havenridge (nts)	OAS	Jason Surber (rc)	OAS OIT
Isaac Newton	OIS	Jamie Kobylasz (nts)	OIT	Jason Swords (acm)	OAT
Ismael Chavez (nts)	OIT	Jamie Kockler	OIS	Jason Tebeest (mg)	OAS OIT
Ismael Tirado (nts)	OIT	Jamie Monson (cn)	WMT	Jason Thornton	OIS
Ismael Zambrano (nts)	OAS	Jamie Petsche (rie)	OIT	Jason Truett (kc)	OAT
Israel Swanson (grn)	OAS	Jamin Walters (nts)	OIS	Jason Vanis	OIT
Ivory Wynne (nts)	OAT	Jamison Gall (nts)	OMS	Jason Vidlak	OIT
Izzy Reedy	OIT	Jan Foster (rc)	WMS	Jason Wathor (ae)	OIS
J D Christian	OIS	Jan Monroe (aa)	OMT	Jason Weston (rc)	OAT
J D Riley (nts)	OMS	Jane Ormseth (mg)	WMT	Jay Dvorak (mg)	OIS
J R Jones (car)	OAT	Jane (J D) Nelson (mm)	WMT	Jay Green	OIS
J R Rosenbaugh (nts)	OIS	Janelle Boeding (kd)	WIS	Jay Mueller (aa)	OAT
J R Yakel (aa)	OAT	Janelle Melohn (mm)	WMS	Jay Thompson (ae)	OIS
J T Shively (grr)	OAT	Janette Talley (nts)	WMS	Jay Zender (cn)	OIT

Jayson Harp (grn)	OAT	Jennifer Stovall (nts)	WMT	Jim Denelsbeck (cn)	OIT
Jayson Vermule (nts)	OMT	Jenny Shafer (nb)	WMS	Jim Diller (car)	OIS
Jeanie Parratt (car)	WIT	Jeramy Ehlers (rc)	OIS	Jim Eneix (aa)	OIT
Jeanne Collins (nts)	WIS	Jered Tiedeman (car)	OAT	Jim Foarde	OIT
Jeb Crom (rie)	OIT	Jeremy Albright (nts)	OAT	Jim Havelaar	OIT
Jeff Baker (nts)	OIS	Jeremy Ames (car)	OIS	Jim Hemmer (mg)	OMT
Jeff Barnett (ae)	OAT	Jeremy Bates (cn)	OIT	Jim Hopkins (nts)	OAS
Jeff Benson (nts)	OAT	Jeremy Fales (aa)	OAS OMT	Jim Hoyland (grr)	OAS
Jeff Biggerstaff (rc)	OAT	Jeremy Froisland (car)	OIT	Jim Johnson (D & D)	OMS
Jeff Boukal (nts)	OAT	Jeremy Gardner (mg)	OAS	Jim Kelly (rc)	OAS OIT
Jeff Buckmaster (nts)	OMT	Jeremy Goodner (grn)	OIS	Jim King (ae) OIS	OMT
Jeff Donnelly	OIT	Jeremy McHugh (ae)	OMS	Jim Kohtz (car)	OAS
Jeff Eichmann (rc)	OIS OMT	Jeremy Moon (ae)	OAT	Jim Kreikemeier (nts)	OAT
Jeff Eilers (tnt)	OAS	Jeremy Plantenberg (mg)	OIS	Jim Lane (rc)	OIT
Jeff Ellsworth (acm)	OIS	Jeremy Swanson (ae)	OAT	Jim Lucas (nts)	OAS
Jeff Finke (ae)	OIS	Jeremy Sweet	OIT	Jim McConnell (mg)	OAT
Jeff Flanagan (aa)	OIS	Jeremy Urwin (nts)	OMT	Jim Meyer (nts)	OIT
Jeff Hazen (aa)	OIT	Jeri Bouvette	WIS	Jim Miller (ae)	OIT
Jeff Hudson (ae)	OIS	Jerome Anderson (gpp)	OIT	Jim Olejniczak (rcac)	OAS OIT
Jeff Jorgensen (mm)	OIS	Jeromie Wiskus (rie)	OAS OIT	Jim Orren (cn)	OIT
Jeff Koppenheffer (nb)	OIS	Jerrod Frideres (nts)	OMS	Jim Petzoldt (rcac)	OAS
Jeff Lamontagne (nts)	OIS OMT	Jerry Benning (mg)	OIT	Jim Prchal (nts)	OMS
Jeff Law (gpp)	OIT	Jerry Cooper (nb)	OIT	Jim Preul (nts)	OMT
Jeff Leidy	OIS	Jerry Harrison (grn)	OAS OIT	Jim Reed	OMT
Jeff Liberstein (mg)	OAT	Jerry Heinen (nb)	OIS	Jim Rigney (aa)	OMT
Jeff Marso (mg)	OAT	Jerry Ivey (acm)	OMT	Jim Ritzman (mg)	OMT
Jeff McNaught (ae)	OIS OAT	Jerry Junker (car)	OAT	Jim Shannon (nts)	OIS
Jeff Miller	OIS	Jerry Kockelman	OIS	Jim Shively (gpp)	OIT
Jeff Montgomery (aa)	OIS OMT	Jerry Montgomery (mg)	OMT	Jim Stoutland (cn)	OIT
Jeff Morton (nts)	OAS OIT	Jerry Ritonya (nts)	OAS	Jim Tucker (mm)	OMT
Jeff Nemitz (mm)	OAT	Jerry Schroeder (cn)	OMT	Jim Vanderheiden (kc)	OIT
Jeff Parker (nts)	OIT	Jesse Bannor (mm)	OIS	Jim Woodside (ae)	OAT
Jeff Pittenger (mg)	OIT	Jesse Borschel (mg)	OAT	Jimmie Helton (acm)	OAS
Jeff Powell (ae)	OIS	Jesse Ellis (acm)	OAT	Jimmy Bulanda (nts)	OAT
Jeff Rabbitt (rc)	OIT	Jesse Hoage (ae)	OAT	Jimmy Busick (gpp)	OAS OIT
Jeff Reitz (nts)	OAT	Jesse Kleinhesselink (rc)	OIS OMT	Jimmy Cheng (mm)	OIT
Jeff Roemeling (cn)	OIT	Jesse Laughlin (rie)	OAS	Jimmy Gilpin (nts)	OIT
Jeff Stocking (acm)	OAS	Jesse Letsche (mg)	OAT	Jimmy Highshaw (nts)	OAT
Jeff Synak (ae)	OIT	Jesse Reynolds (acm)	OAS	Jimmy Koletcky (mg)	OIT
Jeff Thompson	OIS	Jesse Verdeck (cn)	OIS	Jimmy Nosavan (mm)	OMS
Jeff Turner (ae)	OIS	Jesse Yager (ae)	OIT	Jimmy Sundene (nts)	OAS
Jeff Wagner (ae)	OIS	Jessica Farrell (acm)	WIS	Joan Barber (ms)	WMT
Jeff Warner (ae)	OAS OIT	Jessica Frideres (nts)	WMS OIS	Jodee Skala (car)	WIS
Jeff Whitmore (rie)	OAS	Jessica Frideres (nts)	OMT	Jodi Peckham (nts)	WIS WMT
Jeff Wolfe (ae)	OIS	Jessie Hall (acm)	WIS	Jodie Lee (nts)	WIS WMT
Jen Krant (cn)	WMT	Jessie Seelye (nb)	WMS	Jody Belding (acm)	WIS
Jennifer Blanchard (mm)	WIT	Jill Jasek (nts)	WMT	Jody McLaughlin (mm)	OIT
Jennifer Combs (aa)	WMS	Jill Nagel (nts)	WMS	Jody Lewis (nts)	OAS
Jennifer Major-Berry (acm)	WIT	Jim Chapman (mm)	OIS	Joe Alvarez (grn)	OIT

Joe Anderson (mg)	OIT	John Newman (ae)	OIT	Josh Lacy (ae)	OAT
Joe Brown (nts)	OMS	John Nisbet (nb)	OIS	Josh McCurley (ae)	OAT
Joe Clemons (grn)	OIT	John Penn (rc)	OIS	Josh McPhereson (nts)	OAS
Joe Cooper (mg)	OIT	John Powers (rie)	OIS	Josh Nielsen (rie)	OAT
Joe Dorpinghouse (kc)	OIT	John Ramert (mg)	OAT	Josh Ray (nts)	OAT
Joe Erwin (mg)	OAT	John Ray (car)	OAT	Josh Ray (ae)	OAS
Joe Feerick (mg)	OIT	John Roche (rc)	OAT	Josh Runge (grn)	OAS
Joe Henderson (ae)	OAT	John Seibert (cn)	OIT	Josh Slater (rie)	OIT
Joe Huffman (nts)	OAT	John Septer (grr)	OAT	Josh Soupir (cn)	OIS
Joe Jones (mm)	OIT	John Shifflet (mg)	OMT	Josh Stern (ae)	OIS
Joe Kepford (nts)	OIS	John Shuput (nts)	OMT	Josh Underwood	OIT
Joe Kidd	OIS	John Signor	OIS	Josh Vanderweide (cn)	OIT
Joe Madison (rc)	OAS	John Snyder (car)	OIS	Josh Vermule (nts)	OIS OMT
Joe Martin (acm)	OAS OIT	John Stewart (nts)	OAT	Joshua Clark (aa)	OAT
Joe Northup (ae)	OIT	John Street (rc)	OMS	Juan Gonzales (nts)	OAT
Joe Ritonya (nts)	OIT	John Todd (nb)	OIT	Judy Kelling (cn)	WMT
Joe Schulte (ae)	OIT	John Towns (aa)	OIT	Julian Martinez (ae)	OIT
Joe Shanks (nts)	OIS OMT	John Turner (ae)	OAT	Julie Hoyland (mm)	OAS WMS
Joe Skluzacek	OAS OIT	John Ward (rc)	OIT	Julie Meints (car)	WIS
Joe Smith (aa)	OAS OIT	John Woods (rc)	OMS	Julie Nielson (ae)	OAS WMS
Joe Woods (nts)	OAS	Johnathan Portwood (aa)	OAT	Julio Bibian	OIT
Joel Brott (ae)	OIT	Johnna Obermier (acm)	WIS	Junior Luke (ae)	OAT
Joel Ford (rc)	OIS	Jon Allen (nts)	OIT	Justin Beck (nts)	OIT
Joey Kuhns (mg)	OIT	Jon Aymar (mg)	OIT	Justin Bigley (rie)	OAS
John Berg	OIT	Jon Chase (nts)	OIS	Justin Brannan	OIS
John Bishop (mg)	OIT	Jon Conover (rc)	OMT	Justin Engstrom (grr)	OAT
John Borden (grr)	OAS	Jon Freemont	OIS	Justin Frye (nb)	OMT
John Bot (cn)	OMS	Jon Jones (aa)	OIT	Justin Grosnickle (nts)	OIS OMT
John Britton (car)	OAT	Jon Ray (nts)	OAT	Justin Gunderson (nts)	OAT
John Buche (mg)	OIS	Jon Skogen (mg)	OIS	Justin Hajek (car)	OAT
John Bussey (ae)	OMS	Jon Snapp (acm)	OAT	Justin Huisenga (nts)	OAT
John Chase (nts)	OAT	Jon Sunderman (mg)	OIT	Justin Jamison (aa)	OIT
John Clark (nts)	OIS	Jon C Brown (mm)	OMS	Justin Junge (mg)	OAT
John Crooks (aa)	OAT	Jonah Alvarez (ae)	OIT	Justin Richardson (mm)	OMT
John Deneui (mg)	OAT	Jordan Davis (aa)	OMS	Justin Roach (acm)	OAT
John Firestine (ae)	OAT	Jordan Gall (nts)	OAS	Justin Sellhorn (ae)	OAS
John Fox (cn)	OMS	Jordan Helms (aa)	OMT	Justin Wallace (nts)	OMT
John Freinage (rie)	OAT	Jordan Larson (nts)	OAS	Justin Weig (rc)	OAS
John Gantt	OIT	Jorge Stein (rie)	OAT	Justine Griesse (mg)	OAT WMS
John Hetherington (car)	OIT	Jose Bautista (rc)	OIS	Kale Wicks (nts)	OAT
John Hipes (acm) OAS	OIT	Jose Vega (acm)	OAS	Karen Hashimoto (mg)	WIS WMT
John Jennings (ae)	OIT	Josh Bauer (nts)	OMT	Karen Huth (nts)	WMT
John Lane (nb)	OIT	Josh Burger (car)	OAS	Karen Lincoln (aa)	WMS OAT
John Larsen (nts)	OAS	Josh Burtzel (mg)	OMS	Karen Thuman (nts)	WMT
John McMillin (nts)	OAS	Josh Cover (ae)	OAS OIT	Kari Morstad (mg)	WMT
John Miller (ae)	OAS	Josh Coyle (mg)	OMS	Karl Sontheimer (acm)	OAT
John Mize (nb)	OMS	Josh Erenhard (nts)	OAT	Karla Dowding (nts) WIS	WMT
John Mossman (nts)	OAT	Josh Jordan (car)	OAS	Karry Auten (grn)	WIT
John Nelson (mm)	OIT	Josh Kohout (nts)	OIS	Kashe O'Neal (nts)	OAS

Kate Pearce (aa)	WIS	Keven Willard (mg)	OMT	Kyle Britton (rc)	OIS OMT
Kathleen Morast (aa)	WMS OIT	Kevin Barnes (ae)	OAT	Kyle Brunick	OIS
Kathy Mathiesen (kd)	WIT	Kevin Blackford (mm)	OAS OIT	Kyle Loehnig (acm)	OAT
Kathy Pinney (rc)	WIS	Kevin Copple (aa)	OAT	Kyle Miller (ae)	OAT
Kathy Rupe (nts)	WMS	Kevin Kidd (mg)	OMT	Kyle Nelson (rc)	OAS
Katie Vongphasouk (mm)	WIS	Kevin Kracht (car)	OAS	Kyle Nichols (aa)	OAS
Kaycee Matheason (grn)	WIS WMT	Kevin Kramer (cn)	OIS	Kyle Placek (mg)	OAT
Keith Deschepper (mg)	OAT	Kevin Lundgren (rc)	OAS	Kyle Sohl (nts)	OIT
Keith Hanssen (mg)	OIS	Kevin Miller (car)	OIS	Kyle Sorenson (grn)	OIS OMT
Keith Herndon	OIS	Kevin Oswald (ae)	OIT	Kyle Taylor (nts)	OAS OIT
Keith Hinzman (ae)	OIS	Kevin Staumbach (aa)	OAT	Kyle Ward (acm)	OAT
Keith Kaufman (rie)	OIT	Kevin Sullivan (nts)	OMS	Kyle Wooten	OIT
Keith Kontor (ae)	OAS	Kevin Totman (rc)	OAS OIT	Lance Lerch (nts)	OIT
Keith Lee	OIT	Kevin Waterman (nts)	OIT	Lane Ehlers (car)	OAT
Keith Luedke (ae)	OIT	Kevin Whisman (ae)	OIT	Lannie Hallowell (nts)	OIS
Keith Stewart (ae)	OMT	Kevin Willard (mg)	OIS	Lanny Hayes (mg)	OIS OMT
Keith Wolfe (mg)	OAT	Kia Lundgren (rc)	WIS	Lanny Lammers (cn)	OIT
Keith Wyatt (nb)	OIT	Kim Blecha (nts)	WIS WMT	Larry Ackerman (nts)	OIS
Kelley Hayes (mg)	WMT	Kim Carnes (ae)	OAT	Larry Anderson (mg)	OMT
Kelli Finke (ae)	OAT	Kim Carnes (ae)	WIS WMT	Larry Anseeuw (cn)	OIT
Kelli Finke (ae)	WIS WMT	Kim Elder (ae)	OIS	Larry Bamsey (cn)	OIT
Kelli Tech (rie)	WIS	Kim Shupe (nts)	OIS OMT	Larry Cottle (nts)	OIS
Kellie Selby (nts)	WMS	Kim Trouten (mg)	WMT	Larry Cummings (mg)	OIT
Kelly Cyr (nts)	OIS	Kirk Cairney	OIS	Larry Davis (nb)	OMT
Kelly Harper (mm)	WIS WMT	Kirk Glass (grr)	OIS	Larry Ehlers (rc)	OIT
Kelly Heptig (nb)	OIT	Kirk Ripa (car)	OAT	Larry Fisher (nts)	OIS OMT
Kelly Lokken (car)	OAT	Kirk Sims (nts)	OAT	Larry Gilleland (ae)	OIS
Kelly Spangenburg (mm)	WMS	Kirk Spearman (ae)	OAS OIT	Larry Hatton (nb)	OIS
Kelly Stoutenberg (mm)	OIT	Kirk Stevens (ae)	OMT	Larry Horacek (nts)	OIS
Ken Barnhart (mg)	OIT	Kirsten Adams (grr)	WIS	Larry Jensen (mg)	OIS
Ken Kerkaert (mg)	OAT	Klori Sheppard (mg)	WIS	Larry Lane (acm)	OIT
Ken Kendall (nts)	OIS	Kodey Lee (nts)	OIT	Larry Lashley (ae)	OAT
Ken Murrow (gpp)	OAT	Kody Campa (rcac)	OIS	Larry Lewis (acm)	OIT
Ken Shoning (nts)	OIT	Kolbe Kalvig (grr)	OAT	Larry McCullough (kc)	OIT
Ken Squires (ae)	OIT	Kori Oberembt (mg)	WIS	Larry Mitchener (aa)	OIT
Ken Uhlenkamp (mm)	OIT	Kori Green (grr)	WIT	Larry Newman (ae)	OIS
Ken Zale (nts)	OAT	Kragen Graham (ae)	OAS	Larry Perera (rc)	OIS
Kendal Roper (grn)	OIT	Kris Bliven (rc)	OAT	Larry Roland	OIS
Kenneth Girard	OIS	Kris Carrillo	WIS WMT	Larry Shupe (nts)	OMS
Kenny Crampton (rc)	OIS	Kristy Hein (mg)	WIS	Larry Sutton (nb)	OIT
Kenny Ferguson (nts)	OIT	Kristy McCown (car)	WIS	Larry Walker	OMS
Kenny Hollensen (cn)	OAT	Kurt Bord	OIT	Larry Weddell	OIT
Kenny Rearick (mg)	OIT	Kurt Facile (mg)	OIT	Larry Youngmon	OIT
Kenny Spicer (acm)	OIT	Kurt Krajicek (nts)	OAT	Laura Baker (mg)	WMS
Kent Dinkelman (nts)	OIS	Kurt Peterson (mg)	OIT	Laura Ritonya (nts)	WMT
Kent Huemoeller (mg)	OIT	Kurt Reichelt (mg)	OMT	Laurel Newlon (ae)	WIT
Keri Boyle (rc)	WIS	Kurt Sabin (grn)	OMS	Laurie Chandler (rie)	WIS
Kerri Morrison (aa)	WMT	Kurt Vanourney (ae)	OIS	Leanne Paulson (mg)	WMS
Kerry Taylor (rc)	OAS	Kyle Bonstead (rc)	OMS	Lee French (rc)	OIS OMT

Lee Gourneau, IV (mg)	OIS OMT	Mackenzie Cuda (ae)	WIS OAT	Martin Almazon (nts)	OIS
Lee Greaves (mg)	OAT	Mackenzie Jaeger (nts)	WIT	Martin Rodriguez	OIT
Lee Norton (nts)	OMS	Mandi Young (nts)	WIT OAT	Marty Heldenbrand (acm)	OMS
Lee Smith (car)	OAT	Mandy Hatfield (nts)	WIT	Marty Lusk (mg)	OAS OIT
Lee Welsh (nb)	OIS	Mandy King (ae)	WIT	Marty Mattison (aa)	OIT
Lee Ann Weidenfeller (nts)	WIS WMT	Mandy Standley (nts)	WIT	Marty Ourada (ae)	OAT
Lehi Tonga (rc)	OIS OMT	Marc Horner (nts)	OIT	Marty Schuttpelz (rc)	OAS
Leo Maddalena (nts)	OAT	Marc Jacobson (mg)	OMT	Marv Becker (cn)	OIT
Leon Mace (acm)	OIT	Marc Pangborn (car)	OAS OIT	Marvin Fuller (ae)	OIT
Leonard Klug	OIS	Marc Phillips (mg)	OMT	Marvin Sollars (acm)	OIS
Leslie Groendyke (rc)	WMT	Mardi Ratzlaff (grn)	WIS	Marvin Thomas (acm)	OIS OMT
Leslie Lane (acm)	WIS	Marguerite Pircer (mm)	WIS	Mary Stoltenberg (nts)	WIS
Leslie Williams (acm)	WIS	Mariah Budlong (nts)	WIS	Mason Kalin (tnt)	OAT
Lewis Lamb (acm)	OAT	Mariah Thurman (nts)	WIT	Mat Banitt (ae)	OAT
Linda Brown (mm)	WMS OAT	Marilyn Smith (nts)	WMS OAT	Matt Bebensee (ae)	OAS OIT
Linda Allen (ae)	WIT	Mark Becker (cn)	OIT	Matt Berry (acm)	OAT
Lisa Aude (ae)	WMS	Mark Boyle (aa)	OAS OIT	Matt Cady (mg)	OIS OMT
Lisa Davis	WIS	Mark Brower (nts)	OIS	Matt Goodwin	OIS
Lisa Fisher (aa)	WIS	Mark Bussey (ae)	OIS	Matt Hagge (mm)	OIT
Lisa Schumacher (mm)	WIT	Mark Chapin (mm)	OIT	Matt Hall (rc)	OAS OIT
Lisa Snyders (grt)	WMT	Mark Denton (acm)	OMS	Matt Hook (mg)	OMT
Lisa Sypersma (rcac)	WIS	Mark Dewitt (mm)	OIT	Matt Jaminet	OIT
Lloyd Kinnan (ae)	OIT	Mark Erickson (ae)	OMT	Matt Kappes (grt)	OAT
Lois Slechta (rie)	WIT	Mark Foss (nts)	OIS OMT	Matt King (ae)	OIT
Lonny Hertel	OIT	Mark Fouraker (acm)	OIS	Matt Kizzier (nts)	OMT
Loren Jorgensen, Jr (nts)	OIS	Mark Garrow	OIS	Matt Lee (nts)	OIT
Loren Niemand (grn)	OAS	Mark Gering (aa)	OAS	Matt Loos (ae)	OAS OIT
Lori Reinert	WIS	Mark Hunt (nts)	OIS	Matt Manning (cn)	OIT
Lorri Kerns (acm)	WIS	Mark Jenkins (grr)	OAT	Matt McKain (nts)	OIT
Lorrie Lanham (nts)	WIS WMT	Mark LeClair (acm)	OIS	Matt McKenna (mm)	OIS
Lou Krohn	OIT	Mark Leonardi (acm)	OIS	Matt Miller (ae)	OAT
Lou Lends His Horse (mg)	OMT	Mark Moffet (nb)	OIS	Matt Montgomery (mg)	OMT
Lou Lopez (aa)	OMS	Mark O'Connor (mg)	OIS OMT	Matt Moreland (nts)	OAS
Louie Ramos (ae)	OIT	Mark Osborn (ae)	OIS	Matt Moreland (nts)	OAT
Louis Campagnone (nb)	OIT	Mark Packard (ae)	OIT	Matt Mosher (rc)	OMT
Lu Book (rie)	WIS WMT	Mark Rafuse (aa)	OAT	Matt Peterson (nb)	OIT
Lucas Leinen (nts)	OAS OIT	Mark Rainey	OIS	Matt Schroeder (car)	OAT
Lucas Thomas (aa)	OAT	Mark Rogers (mg)	OIT	Matt Slosson (ae)	OAT
Lucky Sisouvong (car)	OAT	Mark Rogge (car)	OIS	Matt Smith (mm/acm)	OMS
Lucus Campion (cn)	OIT	Mark Sheldon (ae)	OIS	Matt Stoner (ae)	OMS
Luke Goodon (rc)	OAT	Mark Sherry (car)	OIS	Matt Tillman (nts)	OAS OMT
Luvern Hanson (mg)	OIS	Mark Sloppy (mm)	OMT	Matt Vlcek (ae)	OIS
Ly Lo	OMS	Mark Sweisberger (rc)	OAT	Matt Weida (nts)	OAS
Lyle Bates (kc)	OAT	Mark Teel (ae)	OAT	Matt Wilson	OIS
Lyle Roucka (nts)	OIS	Mark Tweet (mg)	OAT	Maury Johnson (mg)	OIS
Lynell Green (nts)	OAT	Mark Wagoner (grr)	OAS	Max Christensen (kc)	OAS
Lynn Ferguson	WMT	Marla Ronk (car)	WIT	Mel Marsh (nts)	OIS
Lynn Lux (nts)	WIT	Marnie Zimmerman (aa)	WIS WMT	Mel Nededog	OIS
Lynn Skogen (mg)	WIS	Marnie Zimmerman (aa)	OAT	Melanie Philmalee (nts)	WMT

Name	Code	Name	Code	Name	Code
Melissa Anderson (acm)	WIS	Mike Hassin (mm)	OIT	Missy Ruch (cn)	WMT
Melissa Fawley	WIS	Mike Henderson (mm)	OMS	Mitch Glover (mg)	OIS OMT
Melissa Hills (mm)	WMS	Mike Hopkins (aa)	OIT	Mitch Meierdierks (ae)	OAT
Merlyn Meyer (mg)	OIT	Mike Hughes (mg)	OMS	Mitch Swanson (rie)	OAS
Merv March (rc)	OIT	Mike Hyland	OMS	Mo Newton (acm)	OIT
Micaela Hayden (nts)	WIT	Mike Janssen (ae)	OIT	Modusti Bushbaum (mm)	WMS
Michael Cooper (ae)	OIS	Mike Johnson (grr)	OIS	Monica Mohlman (ae)	WIS
Michael Heinsmann (nts)	OMT	Mike Johnson (aa)	OIS	Monte Ohrt (ae)	OAS
Michael Mahoney (ae)	OIS	Mike Lemke (mm)	OAS OIT	Monte Reeves (grn)	OAS OIT
Michael Malin (ae)	OIS	Mike Lenz	OIT	Morgan Hullinger (mg)	OIT
Michael Moore (mm)	OAS OIT	Mike Lowe (gpp)	OIT	Morgan Rose (aa)	OAS OIT
Michael Sandquist (nts)	OMS	Mike Masoner (acm)	OAS	Mozell Sterling (nts)	OAS
Michal Peltier	WIS	Mike McDonnell (grn)	OAT	Myrna Stuefen (mg)	WIS
Michelle Ely (grn)	WMT	Mike McGraw (mg)	OAT	Nancy Huber (car)	WIS
Michelle Hagge (kd)	WIS	Mike McPeck (nts)	OAT	Nancy Evans (nts)	WMT
Michelle Heiman (aa)	OAT	Mike Meskimen (ae)	OAT	Nancy Lane	WIS
Michelle Kment (nts)	WMT	Mike Miller (nts)	OIT	Nancy Sand (nts)	WMT
Michelle Mahoney (nts)	WIT	Mike Moore (ae)	OIT	Nate Allen (mg)	OAS
Michelle Moore (nts)	WIS	Mike Morford (mg)	OIS	Nate Cain (aa)	OIT
Mick Fisher (nts)	OAT	Mike Mulligan (nts)	OAT	Nate Castle (acm)	OAS
Mick Sturges (rc)	OAS OIT	Mike Murray (ae)	OAT	Nate Clover (ae)	OAS
Micki Kain (cn)	WIS WMT	Mike Nowatzke (rie)	OIS	Nate Parr (nts)	OAT
Mickey Mix (mg)	OAT	Mike O'Neill (aa)	OIS OMT	Nate Schiessler (nts)	OAS
Micky Reinking (cn)	OMT	Mike Oliver (acm)	OIT	Nate Wackerbarth (mm)	OIT
Mike Adams (mm)	OAT	Mike Onnen (rie)	OAS	Nathan Cunningham (gpp)	OAS OIT
Mike Ancell	OIT	Mike Ortiz (nts)	OAT	Nathan Haiar (mg)	OAT
Mike Andresen (nts)	OIT	Mike Plambeck (nts)	OIT	Nathan Lange (mg)	OMT
Mike Angstead (mm)	OIS	Mike Powers	OIS	Neil Promes (mg)	OAT
Mike Bennett (kd)	OMS	Mike Premer (ae)	OIT	Neil Thelen (nts)	OAS
Mike Berschorner (rc)	OIT	Mike Reidel (mg)	OMT	Nic Borzekorski (car)	WIT
Mike Blankenship (nts)	OIS	Mike Rieken (ae)	OIS	Nic Fulton (ae) OAS	OIT
Mike Bloomberg (mg) 2025	OIS OMT	Mike Rios (nts)	OIS	Nic Hitz (ae)	OIT
Mike Bock (car)	OIS	Mike Rockwood (nts)	OIS	Nichole Allen	WIT
Mike Brown (nts) OIS	OMT	Mike Ruppert	OIS	Nick Bair (grn)	OIT
Mike Burney (aa)	OIS	Mike Salazar (gpp)	OAS	Nick Barnes (nts)	OIS OMT
Mike Cain (aa) (2024)	OAT	Mike Schatzke (gpp)	OIT	Nick Baxter (acm)	OAT
Mike Calhoun (mm)	OIS	Mike Schiefelbein	OIT	Nick Campos (nts)	OIT
Mike Chase (ae)	OIT	Mike Schoville (nts)	OAS OMT	Nick Davids (ae)	OAT
Mike Church (ae)	OAT	Mike Seim (ae)	OIS	Nick Dreyer (mg)	OIT
Mike Cook (cn)	OAT	Mike Stevenson (nts)	OAT	Nick Faulk (rc)	OMS
Mike Coyle (nts)	OMT	Mike Stinger (nts)	OIS	Nick Izzo (ae)	OIT
Mike Donigan (aa)	OIS	Mike Sullivan (ae)	OAT	Nick Larson (rc)	OIS
Mike Dreyer (mg)	OIT	Mike Teddar (aa)	OMT	Nick Restau (ae)	OAT
Mike Durand (mm)	OIT	Mike Vaughn (nts)	OAT	Nick Stevens (ae)	OAT
Mike Erickson (mg)	OIT	Mike Welborn (nts)	OAS	Nick Stewart (rc)	OIT
Mike Foor (nb)	OIT	Mike Worthington (mm)	OIT	Nick Troxel (car)	OIT
Mike Foxworthy (nts)	OAT	Mikki Hoffman (car)	WIT	Nick Weihs (rie)	OAT
Mike Gerkin (ae)	OIT	Mindy Randeris (rie)	WIT	Nick Zimbelman (mg)	OAT
Mike Harvey (ae)	OIS	Missy Beck (nts)	WIS	Nick Zipf (aa)	OIT

Name	Code	Name	Code	Name	Code
Nicki Hughes (mm)	WMT	Paul Prosolow (nts)	OAS	Randy Kirchhoff (car)	OAT
Nicole Gall (nts)	WMT	Paul Revord (nts)	OIT	Randy Nielson	OIS
Nicole Martin (ae)	WIS	Paul Rodriguez (ae)	OIS	Randy Peters (mm)	OIS
Nicolette Ducey (aa)	WMT	Paul Smith (nts)	OIT	Randy Rasmussen (rie)	OIS
Nikki Barnhart (mg)	OAT	Paul Spicer (acm)	OAS	Randy Rector (nts)	OIT
Nils McConnell (ae)	OIS	Paul Thompson	OIS	Randy Reid (ae)	OIT
Noah Ferry (nts)	OIT	Paul Welburn (nts)	OIT	Randy Rezny (car) (2024)	OAS
Noe Solis (nts)	OIS OMT	Paula Gloe (nts)	WMT	Randy Schneider (rc)	OAS
Noel Chladek (mm)	OAT	Paula Kontz (mg)	WIS WMT	Randy Schuldeis (ae)	OAT
Norm Downing	OIS OMT	Paula Oldenkamp (mg)	WMT	Randy Sigler (ae)	OAS OIT
Norm Strehlow (cn)	OMT	Paula Reeder (nb)	WMS	Randy Soper	OIT
Orv Slotten	OIS OMT	Pearl Richey (rc)	WIS	Randy Thompson (mg)	OIS OMT
Orville Barnes (ae)	OAT	Pedro Castro (nts)	OMS	Randy Zimmerman (aa)	OAS
Orville Kenowith (rc)	OAS	Peggy Breit-Matlock (aa)	WMS	Ray Glanzer (mg)	OMT
Oscar Escobar (nts)	OMS	Peggy Fusselman (aa)	WMS	Ray Sheibal (nts)	OIS
P B (Butch) Rudshagen	OIS	Peggy McKenzie (nts)	WIS WMT	Ray Whitten	OIT
Pam Brinkman (car)	WIS	Perry Jurgens (car)	OAT	Raymond Lenox (gpp)	OAT
Pam McClaren (mg)	WIS	Pete Cherrier (nts)	OIS OMT	Rebecca Ramos (nb)	WIS
Pam Oltman (car)	WIS	Pete Smith (ae)	OAT	Reggie Gay (nts)	OIS
Pamela Boden (aa)	OAT	Pete Vigants (mg)	OMT	Reggie Suess (mg)	OIS
Paseuth Philthilath (mg)	OIS	Phil Anderson	OIS	Reid Downing (mm)	OIS
Pat Bragg (nts)	OAT	Phil Bonacorso (ae)	OAT	Renae Sell (cn)	WMT
Pat Brown (aa)	OIS OMT	Phil Loseke (car)	OAT	Renee Cook (mm)	WIT
Pat Casey (nts)	OIS	Phil Olson (ae)	OAT	Rex Jones (acm)	OIS
Pat Croushorn (nts)	OAT	Phil Runyan (aa)	OIS OMT	Rex Kelly (acm)	OAS
Pat Garry (mg)	OIT	Phil Steiger (nts)	OMS	Rex Yoder (ae)	OIS
Pat Good (car)	OIS	Phil Stinger	OIT	Rich Andrews (nts)	OIS OMT
Pat Hampe	OIS	Phil Tindrell	OIS	Rich Bender (ae)	OAS OMT
Pat Hauswirth (nts)	OAS	Philip Ware (ae)	OAS	Rich Borrego (nts)	OAT
Pat Jones (rc)	OAS OIT	Phillip Goodwin (ae)	OMT	Rich Callahan (rc)	OAS OIT
Pat Kalar (nts)	OAS OMT	Phillip Mays (car)	OIT	Rich Couch (ae)	OAT
Pat Kowalski (aa)	OMS	Preston Boeh (ae)	OIS	Rich Damauskas (nts)	OAT
Pat Kurtenbach	OIT	Quiana Greaves (mg)	WIT	Rich Dike (car)	OAT
Pat Livingston (rc)	OAS OIT	Rachel Bennett (mm)	WMT	Rich Erickson (mg)	OIT
Pat Powers (acm) (2025)	OIS	Rachel Bicego (kd)	WIS WMT	Rich Harding (cn)	OAT
Pat Synak (ae)	OAT	Rafael Vargas (mg)	OAT	Rich Hildreth (ae)	OIT
Pat Wancewicz (nts)	OMS	Ralph Hamm	OIT	Rich Pitcher (gpp)	OIT
Patrick Travis (nts)	OIS	Ralph Shepherd (nts)	OIT	Rich Reuwsaat (mg)	OMT
Patty Haselhorst (mg)	WMT	Ralph Stirrett (nb)	OIS	Rich Snodgrass (nts)	OAT
Paul Ashmore (rc)	OIS	Randy Bates (nts)	OIS	Richard Lang (nts)	OIT
Paul Baker (grn)	OIT	Randy Blazek (ae)	OIS	Richard Marshall (aa)	OIT
Paul Bragg (nts)	OAT	Randy Block (mg)	OIT	Richard Powers (nb)	OIT
Paul Ererski (mm)	OIT	Randy Frerking (car)	OIT	Richard Spain (mg)	OIT
Paul Johnson (car)	OAS	Randy Geer (ae)	OAT	Richard (Chip) Thomas (grr)	OAT
Paul Kendall (mg)	OAT	Randy Hamm (mg)	OIS OMT	Richard Zahnow (mg)	OIS
Paul Lemke (kc)	OAT	Randy Hodgins (rc)	OAS	Richie Miller (mg)	OAS OMT
Paul Nutsch	OIS	Randy Homolka (car)	OAT	Richie Thomas (grr)	OAT
Paul Paden	OIT	Randy Jaragoske (mg)	OMT	Rick Bent (car)	OIT
Paul Penny (nts)	OIS	Randy Kaufman (ae)	OMS	Rick Boehrns (ms)	OIS OMT

Rick Boggy	OIS	Robert Hyatte (aa)	OIT	Ron Leach (ae)	OAT
Rick Carlton (aa)	OMT	Robert Lohmann (nts)	OAT	Ron Miller (acm)	OIS OMT
Rick Cessna (aa)	OIT	Robert Plambeck (nts)	OIT	Ron (Doc) Pierce (acm)	OAS
Rick Christianson (nts)	OAS	Robert (Bob) Raabe (grr) (2024)		Ron Rasmussen (rc)	OAT
Rick Collings (acm)	OIT	Robert Reis (rie)	OIS	Ron Reis (rie)	OIT
Rick Dodge (car)	OIT	Robert Rice (rc)	OAS	Ron Reynoldson (ae)	OAS
Rick Fowler (rc)	OAS OIT	Robert Tully	OIS	Ron Rushing (gpp)	OAT
Rick Gillette (mg)	OIT	Robert Whitney (aa)	OAS	Ron Sasse (car)	OAT
Rick Goulden (rie)	OIS	Robin Bruck (rie)	OIS	Ron Sibbel (nts)	OIS
Rick Kerner (ae)	OIT	Robin Stratton (mg)	OAT	Ron Sieber (ae)	OIT
Rick Kirchhoff (ae)	OIT	Rochelle Ehlers (rc)	WIT	Ron Smart (mg)	OIS OMT
Rick Kuhnert (mg)	OMT	Rocky Miller (mg)	OMT	Ron Stegemann (car)	OIT
Rick Lee (nts)	OIS	Rocky Nowak (acm)	OIS OMT	Ron Stoddard (nb)	OIS
Rick Lemke (mg)	OMT	Rod Allen (nts)	OAT	Ron Sully (mg) (2024)	OIS OMT
Rick Marshall (ae)	OIT	Rod Betke (ae)	OIT	Ron Utterback (nts)	OIS OMT
Rick Meyer (nts)	OIT	Rod Gregg, Jr (rc)	OIT	Ron Williams (nts)	OAS
Rick Milleson (nb)	OMS	Rod Harms (mg)	OAT	Ronda Tietjen	WIS
Rick Millzsgo	OIS	Rod Knudsen (kc)	OIT	Ronnie Miller (acm)	OMT
Rick Ochs (mg)	OMT	Rod Liles	OIS	Ronnie Rasmussen, III (rc)	OAT
Rick Schutt	OIT	Rod Mallison (grn)	OAS OIT	Roosevelt Chapman (mg)	OAT
Rick Scott (rc)	OAT	Rod Neiss (nts)	OIS	Rose Popken (nts)	WIT
Rick Stoneburner (acm)	ORS	Rod Weisbeck	OIT	Rowdy Woodard (nts)	OIT
Rick Skillett (car)	OAT	Rodney Keithley (ae)	OIS	Roy Ferrill (ae)	OAT
Rick Smith (ae)	OIT	Roger Adams (mg)	OIS	Roy Spangenburg (mm)	OAS
Rick Underwood (rie)	OAS	Roger Arnburg (rcac)	OAT	Russ Leedom (nts)	OAT
Rick Vierstaete (cn)	OIT	Roger Carlson (cn)	OIT	Russ Liggett	OIS
Ricky Skillet (car)	OAT	Roger Carnes (ae)	OIT	Russ Uhl (rc)	OIT
Rikki Herring (acm)	WIT	Roger Edgar (nts)	OMS	Rusty Caudell (nts)	OIS
Rita Powell (rc)	WIS	Roger Evert (cn)	OIT	Rusty Vanek (nts)	OAT
Rob Bish (nts)	OIS	Roger Houseman, Jr (mg)	OIS	Ryan Anderson (aa)	OIS OMT
Rob Campbell (aa)	OIT	Roger O'Banion (aa)	OIS	Ryan Baird (aa)	OAT
Rob Firchow (ae)	OIS	Roger Preul (rie)	OAT	Ryan Bonsack	OIS
Rob Groves (rc)	OIS OMT	Roger Schlechta	OIS	Ryan Bowman (nts)	OAS
Rob Leckband (rc)	OIS	Roger Spooner (mm)	OIT	Ryan Carter	OIS OMT
Rob McKinley (nb)	OIS	Roger Stevenson (ae)	OIS	Ryan Cobb (ae)	OMS
Rob Montgomery (ae)	OIS OMT	Roger Stiefel (nts)	OAT	Ryan Deighton (mg)	OMS
Rob Natal (nts)	OAT	Roger Williams (ae)	OMS	Ryan Edmiston (aa)	OIT
Rob Ouellette (rc)	OAS	Roland Craig	OIS	Ryan Fulton (ae)	OIS
Rob Pilcher (nts)	OAS	Roland Sweet (nts)	OIS	Ryan Griffin (acm)	OAT
Rob Shum (ae)	OAS	Ron Avery (mm)	OIT	Ryan Hajek (ae)	OAT
Rob Steele (aa)	OAT	Ron Belding (car)	OIT	Ryan Jenkins (grr)	OAT
Rob Sunderman (car)	OIT	Ron Culwell (ae)	OIS	Ryan Johnston (grr)	OAT
Rob Voeltz (mg)	OAT	Ron Denny (rc)	OIS	Ryan Kamarad (ae)	OIS
Rob Waterbury (mg)	OMT	Ron Gadeken (ae)	OIT	Ryan Lange (cn)	OIS
Robb Schenk (nts)	OIS	Ron Graham (mm)	OMT	Ryan Lee (car)	OAS
Robbie Hasler (rc)	OIT	Ron Hagberg (cn)	OIS	Ryan McGinnis (acm)	OIT
Robert Broderick (mg)	OMT	Ron Hawes	OIS	Ryan Newell (ae)	OAT
Robert Eacret (acm)	OAS OMT	Ron Heistuman	OIS	Ryan Ostrem (mm)	OAT
Robert Ferdig (rc)	OAS	Ron Hubel (nts)	OAT	Ryan Parks (nts)	OIT

Ryan Peterson (mg)	OIT	Scott Strehlo (cn) (2024)		Shawn Zimmerman (ae)	OAS
Ryan Peterson (ae)	OIT	Scott Tempel (grn)	OAT	Shawnda Raabe (mm)	WIS WMT
Ryan Root (acm)	OIS	Scott Thompson (nts)	OIS OMT	Sheehan Desouza (mg)	OAT
Ryan Ward (aa)	OIT	Scott Vanoverbeke	OIT	Sheila Rozeboom (mg)	WIS
Ryan Wells (mm)	OIT	Scott Wallace (aa)	OIS	Sheila Smith-Hahn (mg)	WMS
Ryan Wendel (ae)	OIT	Scott Witte (ae)	OIT	Sheila Williams (ae)	WIS
Ryder Wicker (nts)	OIT	Scott Woods (nts)	OAS	Shelby Mertins (ae)	WIS
Rylan Yoder (nts)	OMS	Sean Clark (car)	OAS	Shelley Fulton (ae)	WIS WMT
Sabrina McCormick (mm)	WMS WMT	Sean DeClue (nts)	OIT	Shelley Kampfe (rc)	WIS
Sabrina McCormick (mm)	OAS	Sean Harold (aa)	OAT	Shelley Kelly	WIS
Sam Cole (nb)	OIS	Sean Stilen (nts)	OIS	Shelly Gylling	WIT
Sam Disse (mg)	OMT	Seann Gerken (ae)	OAT	Shelly Hagen (nts)	WIT
Sam Donahoo (ae)	OIS	Shad Krueger (mg)	OIS	Shelly Hanson (nts)	WMT
Sam Goddard (ae)	OIT	Shala Cutler (mm)	WIT	Sheresa Hampton (nts)	WIS
Sam Hahn (mg)	OAS OIT	Shandy Dvorak (mg)	OMT	Sheri Lampe (car)	WIT
Samuel Parrish (aa)	OAS	Shandy Faughn (nts)	OAT	Sherri Cuda (ae)	WIS
Sandy Milius (car)	WIT	Shane Church (ae)	OAT	Sherrie Gillan (ae)	WIS
Sandy Neal (mm)	WMS	Shane Hagen (nts)	OAS OMT	Sid Hart (mg)	OAT
Santiago Garcia (nts)	OIT	Shane Harrison (grn)	OIT	Sid Mosher (rc)	OIS OMT
Sara Cobb (ae)	OAT	Shane Johanning (cn)	OIT	Sis Whipple (rc)	WMS
Sarah Allard (kd)	WIT	Shane Kellerman (aa)	OMT	Somphet Thongsouk (mm)	OIS OMT
Sarah Baltzer (mg)	WIT	Shane Nielson (ae)	OIS OMT	Spencer Stutzman (car)	OAT
Sarah Pagel (rie)	WMS	Shane Shafer (nb)	OIS OMT	Stacey Kommers (ae)	WIS WMT
Scot Sonius (gpp)	OAT	Shane Shandera (ae)	OIS	Stacy Betts (grn)	WIT
Scott Allen (ae)	OAT	Shane Smith (aa)	OIT	Stacy Grover (cn)	WMT
Scott Bacon (mm)	OAS	Shane Wendland (grn)	OIS	Stacy Roberts (mg)	OIT
Scott Barnhill (ae)	OAT	Shane Woehler (rc)	OAS	Stacy Schubert (acm)	WIS
Scott Beck (mg)	OIS	Shannon Glass (grr)	WIS	Stan Fimple (nts)	OMT
Scott Benson (ae)	OIT	Shannon Green	WIT	Stan Jensen (cn)	OIS
Scott Blankman (nts)	OIT	Shannon Rink (ae)	OAT	Stan Schloer (aa)	OMT
Scott Crees (ae)	OIT	Shannon Spronk (mg)	OIT	Stan Sunblade (ae)	OAT
Scott Deutschman (cn)	OMT	Shannon Stewart (rc)	OAT	Stan Sweisberger (rc)	OAS
Scott Ducey (aa)	OAT	Shannon Wingrove (rie)	WMT	Stef Clausen (mm)	WIT
Scott Finch (nts)	OIT	Shannon (Shae) Cornett (mm)	WIT	Steph Chase (ae)	OIT
Scott Gatewood (acm)	OAS	Shantel Jennings (mg)	WMS	Stephanie Baker (nts)	WMS
Scott Godberson (nts)	OAT	Sharen Vermule (nts)	WMS	Stephanie Wilson (ae)	WIT
Scott Holloway (kc)	OIS	Shari Densberger (ae)	WIS	Stephanie Utterbeck (nts)	WIS
Scott Iwen (cn)	OIS OMT	Shari Rice (nts)	WMS	Stephen Bekish (nts)	OIS
Scott Jacobson	OIT	Sharon Rinkert (mm)	WMS	Steve Bales	OIS
Scott Jergens (nts)	OAS	Sharon Shook (ae)	WIS WMT	Steve Beckler (ae)	OMT
Scott Jones (nts)	OMS	Shaun Hill (ae)	OIT	Steve Boyd (aa) (2026)	OIS OMT
Scott Krei (rc)	OAS	Shawn Cepurnieks (ae)	OMS	Steve Burnham	OIS
Scott Maas (nts)	OIT	Shawn Feuerborn (aa)	OAT	Steve Burnett (aa)	OAT
Scott Meier (mg)	OIT	Shawn Green (grr)	OAT	Steve Caporale (car)	OIS
Scott Myers (car)	OAT	Shawn Guffin (mg)	OAT	Steve Chester (nts)	OIS
Scott Saienga (mm)	OIT	Shawn Huntington (ae)	OIS	Steve Driazic (nts)	OAT
Scott Schurman (nts)	OIS OMT	Shawn McNelly (mm)	OIT	Steve Engeman (mm)	OMT
Scott Snoozy	OIS	Shawn Purvis	OIS	Steve Fagan (ae)	OAS
Scott Sorenson (mg)	OIT	Shawn Talley (nts)	WMT	Steve Fisher (mg)	OIT

Steve Franks (ae)	OAT	Tanner Lee (ae)	OIT	T J Lipari (aa)	OAT
Steve Gibson (acm)	OAS	Taylor Cobb (ae)	OMS	Tobey Carrel (aa)	WIS WMT
Steve Heirigs (mg)	OIT	Ted Lane (mm)	OIT	Toby Hamilton (aa)	OAS OIT
Steve Himmelberg (ae)	OAT	Ted Thompson (ae)	OIT	Toby Herring (acm)	OAS
Steve Hoover (gpp)	OIS	Ted Webb (mm)	OIT	Toby Keikaert (cn)	OAT
Steve House (aa)	OIT	Tenaha Patterson (nts)	WIS	Toby Noll (aa) OAS	OIT
Steve Juhl (car)	OIT	Teresa Whitaker (aa)	WIS	Tod Davenport (ae)	OIS OMT
Steve Junck (rc)	OAT	Terri Beek (cn)	WIS WMT	Todd Broderson (nts)	OAS
Steve Miteff (aa)	OIS OMT	Terri Lang (mg)	WMS	Todd Brunken (mg)	OIT
Steve Nelson (ae)	OMS	Terry Beck (nts)	OAS OIT	Todd Burns (mg)	OIS OMT
Steve Nooum	OIS	Terry Bloomquist (cn)	OIT	Todd Diekman (car)	OIT
Steve Peck (nts)	OIT	Terry Christian (acm)	OIS	Todd Dilley	OIS
Steve Poe (acm)	OIS	Terry Drennen (acm)	OAT	Todd Farah (mm)	OMT
Steve Prins (ae)	OIS	Terry Greske (mm)	OIT	Todd Filipi (car)	OIS
Steve Radigan (mg)	OMT	Terry Guess	OIS	Todd Gochanour (nts)	OAT
Steve Schultz (ae)	OIT	Terry Johnson (nb)	OIS	Todd Hansen (gpp)	OIT
Steve Schwelder (rc)	OAT	Terry Kohrt (mg)	OMT	Todd Hoppe (nts)	OIS OMT
Steve Sladek (nts)	OAT	Terry Markhardt	OIS	Todd Johnson (mg)	OAT
Steve Smith (mg)	OIT	Terry Narum (mg)	OMT	Todd Kabella (nts)	OAS
Steve Stahl (mm)	OAS OIT	Terry Roach, II (aa)	OAS	Todd Lampe (ae)	OAT
Steve Stark (nts)	OMT	Terry Thompson (car) (2024)	OIS	Todd Matura (nts)	OAT
Steve Stokey (nts)	OAS	Terry Wiebke (ae)	OIT	Todd Murra (mg)	OMT
Steve Thomas (acm)	OIS	Theo Lee (mm)	OIS OMT	Todd Neff (ae)	OIT
Steve Uchytil (cn)	OMT	Thomas Spidell (nts)	OMT	Todd Nicewonger (ae)	OAS
Steve Zimmell (mg)	OIT	Thomas Vanik	OIS	Todd Schreier	OIS
Steven Davis	OIS	Tighe Ladd (nts)	OAS OIT	Todd Sisco (aa)	OAS
Steven Haynes (acm)	OAT	Tim Anderson (ae)	OAT	Todd Smith (nts)	OIS
Steven Hill (ae)	OAT	Tim Blair (nts)	OAS	Todd Taggert (nts)	OAS
Steven Wilwerding (grn)	OMS	Tim Burton (ae)	OAT	Todd Voss (mg)	OMS
Stuart Bishop (nts)	OIS	Tim Christiansen (cn)	OIT	Todd Zehr (ae)	OIS
Su Campagnone (nb)	WIS	Tim Cloyd (nts)	OIS	Todd Zimmerman (ae)	OAT
Sue Jones (nts)	WIS	Tim Diller	OIT	Tom Anderson (ae)	OIT
Sue Larson (mg)	WIS OIT	Tim Lahood (nts)	OIS	Tom Bender (ae)	OMS
Sue Martin (car)	WIT	Tim Manker (aa)	OAT	Tom Clarey (acm)	OAS
Sue Oberle (aa)	WIS WMT	Tim Martin (mm)	OIT	Tom Dentlinger (kc)	OIS
Sue Oberle (aa)	OAT	Tim Northup (ae)	OIS	Tom Erickson (ae)	OIS
Sue Pew (mg)	WMT	Tim Perera (rc)	OAS OIT	Tom Fassett	OMS
Sue Raine (cn)	WMT	Tim Peterson (mg)	OMS	Tom Gemelke (ae)	OAS
Tad Blanton (acm)	OAT	Tim Taylor (car) (2026)	OIS OIT	Tom Hladky (mg)	OAT
Tad Haskins (nts)	OAS	Tim Temme (ae)	OAS OIT	Tom Jacobs (aa)	OAT
Tait Evenson (nts)	OIT	Tim Tucknott (ae)	OMT	Tom Kibler (ae)	OIS
Talan Rowley (ae)	OAT	Tim West (nts)	OAS	Tom Knapp (mm)	OIT
Tamara Thompson (ae)	WIT	Tim Zuehlke (mm)	OIT	Tom Kotas (mg)	OIT
Tami Brinkhoff (ae)	OAT	Timothy Campbell (aa)	OAT	Tom Lane (rc)	OIS
Tami Swanson (grn)	WMT	Timothy Waterman (nts)	OAS OIT	Tom McDavitt (nts)	OAS OIT
Tamme Klutman (grr)	WMT	Tina Burkhead (mm)	WIS WMT	Tom Morse (ae)	OIT
Tammy Beltz WIS	WMT	Tina Larsen (nts)	WMS	Tom Northup (ae)	OIT
Tammy Chalup (mm)	WMS	Tinna Hung (aa)	WMS	Tom Robinett (aa)	OIT
Tammy Hardenberger (nts)	WIS WMT	T J Justus (ae)	OAT	Tom Rokes (grn)	OIT

Name	Code	Name	Code	Name	Code
Tom Ronk (car)	OAS	Trevor Reece (rie)	OIS	Wayne Nielsen (rc)	OAS
Tom Spidell (nts)	OIT	Trey Miller (acm)	OAT	Wayne O'Tool	OMT
Tom Walewski (gpp)	OIS	Trinity Bishop (rc)	OIT	Wayne Sanders (mg)	OIT
Tom Weidenfeller (nts)	OIS	Trish Vermule (nts)	WIS WMT	Wendy Mork (mg)	WIT
Tom Westaby (mg)	OIT	Tristin Zenor (rie)	OIS	Wes Booth (nts)	OIS OMT
Tommy Bower (car)	OMS	Troy Bryan (mm)	OIT	Wes Franks (nts)	OIT
Tommy Flores (grr)	OAT	Troy Deboer	OIS	Wes Nemmers (gpp)	OMS
Tommy Lacarbo (ae)	OIT	Troy Downey (ae)	OAT	Wesley Lunt (mg)	OAT
Tommy Schmeiding (mg)	OIT	Troy Hirachita (grn)	OIS	Will Blakeman (gpp/mm/nts)	OMT
Tonja Hoffman (ae)	WIS WMT	Troy Honeycutt (mm)	OMS	Will Gantzert (nts)	OIS
Tony Ascherl (grn)	OAT	Troy Lawrence (nts)	OIS	Will Henderson (mm)	OMT
Tony Brooks (aa)	OAT	Troy Miller (car)	OIS	Will Rauch (rc)	OAS OIT
Tony Castro (nts)	OIS	Troy Oberembt (mg)	OMS	William Carver (ae)	OIT
Tony Epperson (nb)	OIS	Troy Rockers (aa) (2026)	OIT	Willis Peterson	OIS
Tony Majerus (cn)	OMT	Troy Sauers (mg)	OMT	Zach Bronson	OIT
Tony McCallan (acm)	OAS OIT	Troy Schafer (ae)	OMS	Zach Dickson (gpp)	OAT
Tony Melillo (mg)	OIT	Troy Sowers (mm)	OIT	Zach Myers (nts)	OIS
Tony Minard (grn)	OAS	Troy Sowers (mm)	OIT	Zach Weidner (gpp)	OAT
Tony Mork (mg)	OMT	Tuan Chau (ae)	OMS	Zack Willis (nts)	OMS
Tony Ourada (nts)	OIT	Tylar Schmidt (mg)	OAT	Zeb Sheppard (mg)	OIS
Tony Pisci	OIS	Tyler Casey (mm)	OAT		
Tony Rivera (nts)	OAT	Tyler Lisenbee (acm)	OAT		
Tony Schultes (grn)	OIS	Tyler Ruhland (rc)	OAS		
Tony Weidenfeller (nts)	OIS	Tyler Smith (aa)	OIT		
Tony Zezulka (ae)	OIS	Tyler Stamey (car)	OAS		
Tracey Norton (rie)	OAS OIT	Tyler Vance (mg)	OAT		
Tracey Pomerson	WMT	Tyson Hodgins (rc)	OMS		
Traci Thoreson (mg)	WIS	Tyson Krause (mm)	OIS		
Tracy Ernst (grn)	OMT	Valerie Dukich (nts)	WMS		
Tracy Galter (ae)	OIT	Vanessa Burkdoll (nb)	WIT		
Tracy Johnson (nts)	OIS	Vernon McGee (nb)	OIS OMT		
Tracy Salisbury (nts)	OIS	Vic Mears (cn)	OIT		
Tracy Salts (ae)	OAT	Vicki O'Connor (mm)	WIT		
Tracy Sheeler (mm)	WIT	Vicki Saienga (mm)	WMS		
Travis Freyberg (mg)	OIS OMT	Vickie Perera (rc)	WIS		
Travis Gallup (aa)	OMS	Victor Grandstaff	OIS		
Travis Hanson (nts)	OAS OIT	Vince Friedt (aa)	OIT		
Travis Logsdon (gpp)	OAS	Vince Lieb (ae)	OAT		
Travis Mayo (ae)	OAS	Vince Warner (ae)	OIS		
Travis Page (mg)	OAT	Virg Skala (ae)	OMS		
Travis Roberts (ae)	OIS	Virgil Bray (car)	OIT		
Travis Rodecker (nts)	OAT	Virgil Bray (car)	OIT		
Travis Schlueter (nts)	OIS	Wade Scott (acm)	OIS OMT		
Travis Tyler (mg)	OAT	Wade Whitacre (mg)	OMT		
Travis Wilson (nts)	OIT	Wally Wendland (grn)	OAS		
Trel Wemhoff (nts)	WIS WMT	Walter Aude (ae)	OIS		
Trent Nessman (rc)	OAT	Walter Holloway	OIS		
Trent Reis (rie)	OIS	Ward Cline (mg)	OMT		
Trevor Anderson (rc)	OAT	Wayne Hergott (ae)	OIT		
		Wayne Krumpus (ae)	OIS		

Midwest Pool Hall of Fame

Adam H. Simonetti
A & W Amusement – NE

Amy Hughes
NTS – NE

Ben Diggs
NTS – NE

Bill Lane
River City Amusement – IA

Billy Myers
River City Amusement – IA

Bob Bent
Ray's Music/Cardinal – NE

Bob Lund
River City Amusement – IA

Brad Bent
VVS/Cardinal – NE

Carolyn Nelson
Cardinal Amusement – NE

Chris Wilken
VVS, Inc. – NE

Claire Scheideler
Cardinal Amusement – NE

Clare Marsh
NTS – NE

Cole Foster
VVS, Inc. – NE

Dan Thompson
VVS / AE League – NE

Dave Remmers
Cardinal Amusement – NE

David A. Bishop
NTS – NE

Deb King
J & B Amusement – IA

Deb Murray
VVS, Inc. – NE

Deb Novak
Cardinal Amusement – NE

Dee Northup
VVS, Inc. – NE

Dick Varilek
VVS – NE

Dot Cyr
NTS – NE

Dustin Gunia
NTS – NE / IA

Frank Cretsinger
Kelly Coin – IA

Frank Francis
Green Amusement /
Amuse-O-Matic – IA

Gary Andresen
VVS / NTS – NE

Gene Flynn
VVS, Inc. – NE

Gene Richardson
Melodee Music – IA

Ginny Keeler
VVS, Inc. – NE

Gordon Peterson
KD / Green Amusement /
Amuse-O-Matic – IA

J. L. and Rosella Ray
Ray's Music – NE

Jamie Richardson
NTS-NE

Jan Foster
River City Amusement – IA

Jerrod Frideres
NTS / Green – NE / IA

Jerry Harrison
Green Amusement /
Amuse-O-Matic – IA

Jerry Vanderwoude
NTS – NE

Jessica Frideres
NTS / Green – NE / IA

Jill Nagel
NTS – NE

Jim Woodside
VVS, Inc. – NE

Joe Audino
River City Amusement – IA

Jodee Skala
Cardinal Amusement – NE

Midwest Pool Hall of Fame
CONTINUED

John Bussey
VVS, Inc. – NE

John Stewart
NTS – NE

Julie Luedtke Nielson
VVS / AE League – NE

Kathy Rupe
NTS – NE

Kelli Finke
VVS / AE League – NE

Kellie Selby
NTS – NE / IA

Kelly Goins
Kelly Coin – IA

Kevin Sullivan
VVS– NE

Kim Carnes
VVS, Inc. – NE

Larry Shupe
NTS – NE

Larry Siebe
VVS/Cardinal – NE

Loyall "Pappy" Newell
Newell Billiards – KS

Marilyn M. Smith
NTS – NE

Mark Packard
VVS, Inc. – NE

Marge Hedrick
RCA – IA

Marshall Kohtz
VVS, Inc. – NE

Marty Heldenbrand
Acme Vending – MO

Nils McConnell
VVS, Inc. – NE

Penny Woodside
VVS, Inc. – NE

Randy Kaufman
VVS, Inc. – NE

Rhea Williams
Melodee Music – IA

Rhonda Pomajzl Nennemann
Cardinal Amusement – NE

Rick Fowler
River City Amusement – IA

Rod & Marilyn Kruse
NTS – NE

Roger Edgar
NTS – NE

Roger Williams
VVS – NE

Ron Reynoldson
VVS – NE

Ron Rich
Kelly Coin – IA

Ron Sully
MG Leagues – SD

Ronald D. Culwell
VVS, Inc. – NE

Scott Jones
NTS – NE / IA

Sharen Vermule
NTS – NE

Stan Dinges
Stan's Music – NE

Stan Fimple
NTS – NE

Stan "Buffalo" Wilson
NTS – NE

Tom Madsen
VVS, Inc. – NE

Terry Thompson
VVS, Inc. – NE

Tom Weidenfeller
NTS – NE

Tommy Bower
VVS / Cardinal – NE

Virgil Skala
VVS / Cardinal – NE

Wanda L. Simonetti
A & W Amusement – IA/NE"

MIDWEST POOL HALL OF FAME
NOMINATION FORM

Deadline for submission is November 15.

I hereby nominate (name of nominee) _____
for consideration for induction into the Midwest Pool Hall of Fame.

I believe this person deserves recognition based on their work as a (pick all that apply):

○ **Player – Approximate years participated** _____ **to**_____

        Prior to 1997 – please provide detailed accounting of events won/participated on a separate piece of paper
        1997 and after – no statistics required

○ **Tournament Official**

        Provide a detailed explanation of specific actions that lead you to believe the nominee is worthy of the Midwest Pool Hall of Fame

○ **Supporter**

        Provide a detailed explanation of specific actions that lead you to believe the nominee is worthy of the Hall of Fame

Mailing Address of Nominee: _____

_____

City _____ State _____ Zip _____

Email Address of Nominee: _____

The Nomination Process:

1. Nominee will be notified of nomination and allowed opportunity to add to their submission package
2. Packet with picture of nominee will be forwarded to current Hall of Fame members for input
3. Top 3 candidates will be forwarded to Midwest Board for final selection

Your Name: _____ Phone: _____

Deadline for submission is November 15.
Nominations may be made to your charter holder or directly to Marshall Kohtz (mlkohtz@gmail.com).
Nominations received after November 15 will be considered with next year's candidates.

$85,000*
MIDWEST
DART CHAMPIONSHIPS
January 26-28, 2024

* Based on 2023 Tourney Entries

Ramkota (Host Hotel) – 3200 W Maple St. – 605-336-0650
AmericInn – 3300 W Russell St. – 605-274-1180 • Days Inn (Airport) - 5001 N Cliff Ave 605-331-5959

Best Western Plus Ramkota Hotel   3200 W Maple St., Sioux Falls, SD

- **Advance Registration Required for All Events! No On Site Registration Accepted! No Late Fees!** (Except the Saturday Draw Partner)
- <u>Player Ratings:</u> Your highest MPR (from any league in which you played at least 12 games) that ends during the Eligibility Period of February 1, 2023 - December 31, 2023 will be used for Skill Level Placement.
  Past Midwest Tournament performance will also be used in your evaluation!
  Each player will be required to list all leagues they have played including Midwest and Non-Midwest Sanctioned.
- 45 second shot clock rule will be enforced. Round Limits: 01 – 20 Rounds Cricket – 25 Rounds
- Complete dart may not exceed 20 grams in weight!
- Tournament Director reserves the right to refuse admittance or remove any player(s) or spectator(s) in any and all situations.
- **Best of the Best Singles Championship** - Midwest Remote League qualifiers only

Friday, January 26, 2024   Doors open at 10:00 AM

- All Singles Are Open to Men & Women   *   Number of divisions determined by number of entries   *   All Matches: Race to 2

<u>MIDWEST SINGLES CHAMPIONSHIPS</u>   • **Tourney Begins: 11 AM**   • Entry Fee: $40/Player

<u>MIDWEST MIXED TRIPS CHAMPIONSHIP - "-01" Stacked</u>   • **Tourney Begins: 6:00 p.m** • Entry Fee: $105/Team
- At Least 6 Skill Levels   • Must have at least 1 male and 1 female on a team.   • All Matches: Race to 2

Saturday, January 27, 2024   Doors open at 8:00 AM

<u>MIDWEST TEAM CHAMPIONSHIPS - 01/Cricket Combo</u>
- • **Check In: 8:00-8:30 a.m.**   • **Tourney Begins: 9:00 a.m.**   • Entry Fee: $160/Team

- 4 Player Open Teams   • **Number of divisions determined by number of entries**

<u>LUCK OF THE DRAW DOUBLES - Cricket</u> This event <u>only</u> is open to any interested darter, not just Midwest members.
- **Sign Up between 6:00-7:00 p.m.**   • Tourney Begins: 7:30 p.m.   • Entry Fee: $20/Player which INCLUDES board fee
  (Can sign up the night of the tourney for this event only)   • Double Elimination. Race: 2 / 1
- **• If you're still playing in the team event, you cannot sign up for the LOD.**
- **• Can only sign up 1 person at a time.**

<u>Best of the Best Singles @ 7pm</u> - **The 32 BOTB entries will need to play Level 2 or higher: Team Only**

Super Sunday, January 28, 2024   Doors open at 8:00 AM

All Doubles Are Open to Men & Women   *   Number of divisions determined by number of entries   *   All Matches: Race to 2

<u>MIDWEST SUPER DOUBLES CHAMPIONSHIPS - BRING YOUR PARTNER</u>
- • **Tourney Begins: 9:00 a.m.**   • Entry Fee: $80/Team

Cost of Dart Games Is Pre-Paid!   A "Board Fee" of $7 / Player / Event included in each entry.
Administration Fee of $5 / player / event is included in each entry to help offset tournament expense.

ALL ENTRY FEE MONEY RETURNED TO THE PLAYERS IN CASH & PRIZES!!! (Less Board & Administration Fee)

<u>Eligibility For Team, Singles, Mixed Trips and Bring Your Partner Doubles:</u> All players must have played a minimum of six league nights in a Midwest Association Sanctioned League during the Eligibility Period of February 1, 2023 – December 31, 2023
<u>Team, Mixed Trips and Doubles:</u> All players must be from the same Midwest Charter System.

Tournament Director reserves the right to change formats to allow for board and/or time constraints.
BASED ON NDA RULES OF PLAY

REGISTRATION FORMS MUST BE TURNED IN TO YOUR MIDWEST OPERATOR

CONTACT YOUR LOCAL MIDWEST COIN OPERATOR FOR MORE INFORMATION

Midwest Association

* NO BACKPACKS

DEADLINE:

Midwest Dart Tournament Rules (Effective September 1, 2023)

Eligibility for Team, Singles, Mixed Trips and Bring Your Partner Doubles: Advance registration required for these events!
All players must have played a minimum of six league nights during Eligibility Period of February 1, 2023 – December 31, 2023.
Team, Mixed Trips and Doubles: All players must be from the same Midwest Charter system.

Player Ratings: Your highest MPR (from any league in which you played at least twelve games) that ends during the Eligibility Period of February 1, 2023 – December 31, 2023 will be used for Skill Level Placement.
Past Midwest Tournament performance will also be used in your evaluation!
Each player will be required to list all leagues they have played including Midwest and non-Midwest Sanctioned.
Youth darters who gain eligibility through a Midwest Sanctioned Program will be allowed to participate as long as they are at least 14 years of age as of January 1, 2024.
Players under the age of 18 must be acompanied by a legal guardian.
45 second shot clock rule will be enforced. Round Limits: 501 – 20 Rounds   Cricket – 25 Rounds
Complete dart may not exceed 20 grams in weight!

PROPER BEHAVIOR

Proper behavior, conduct and sportsmanship are required of players at all times. Decisions made by the tournament officials on disputes are FINAL. NO PHYSICAL CONTACT OR INTENT TO HARM OTHER PLAYERS IS ALLOWED ON THE TOURNAMENT FLOOR. PHYSICAL ABUSE TO THE TOURNAMENT LOCATION FACILITIES OR PROPERTY CONTAINED WITHIN AND/OR THE BREAKING OF TOURNAMENT LOCATION RULES, WILL NOT BE TOLERATED ALONG WITH PHYSICAL ABUSE OF ANY KIND TO THE DART MACHINES IS REASONABLE CAUSE FOR FORFEITURE OF GAME OR GAMES, MATCH OR MATCHES, OR UP TO REMOVAL FROM THE TOURNAMENT AT THE DISCRETION OF THE TOURNAMENT DIRECTOR.

No flash photography is allowed during tournament play.

Cell phones must not have an audible ring during tournament play.

CHEATING

Player(s) caught cheating in any way will be penalized, including, but not limited to, immediate ejection from the Tournament or suspension from all Midwest events for a length of time to be determined by the Tournament Committee. The Tournament Committee has full authority and the final determination as to the penalty issued.

PLAYER IDENTIFICATION

Any player or team making unauthorized changes to their rosters or falsifying their identity(ies) may be disqualified by tournament management from this and all future Midwest Dart Association events. Players may be asked for picture identification at any time during the competition.

DART BOARD ASSIGNMENTS

Once a match is called on a specific numbered board, that match must take place on that board unless moved by a tournament official. There are NO EXCEPTIONS. Failure to comply could result in loss of match.

THE TOURNAMENT MATCH

1.   Both players/teams pay equally for all games.
2.   The player who throws the first dart in a game must announce to the opponent that he/she is starting the game. It is his/her responsibility to make sure the machine is set on the correct game.
3.   If the machine is set on the incorrect game and play has begun, the game will be started over. The person who threw the first dart will be responsible for all quarters.

DIDDLING

When diddling, the dart that is closest to the center will determine the winning dart. You may continue throwing until one dart sticks in the target. If the first player hits the center hole in the bull's-eye, the dart will be removed to allow the other player the opportunity to tie.

In the event they are the same distance from the center of the bull's-eye, the players will continue diddling and reverse the order until a winner is determined. The darts will remain in the board.

The winner of the coin toss will have the option to "see or show" on the diddle.

SCHEDULING CONFLICTS AND PROCEDURES

1.   No-show player or team: If a player/team is not at the board ready to play 15 minutes after the official start of the event, it will be a loss of match. Scoresheets for no shows should be taken to your control station.
2.   For singles and doubles: Five minutes after the official start of play, if a player's/team's opponent is not at the assigned board for that match, proceed to the control station handling that level for that event. The player/team MUST STAY at the control station until such time as a forfeit is called or play can begin. The tournament official in charge of that control station will begin making a series of two calls for the absent player/team. Each call will ask the player/team to meet their opponents at the

control station to begin play. The first call will be made once the referee is notified; the second call will be made five minutes later and allow the player/team one minute. The no-show player or team rule then takes effect (see 1. above).

If a player is late for reasons beyond his/her control but shows up before the start of the second round of play, he/she will be placed in the losers' bracket as space allows

3. For team events:

Team Substitution

All players in a given match must be listed on the official (white) Midwest Team Registration Form for your team.

Entire match must be played with the same players once the match begins.

To be eligible to play in the Final Bracket, a player must play in at least one match during the Round Robin Qualifier.

a. A team will be given a 15-minute grace period for first-round matches on the first day of the event. There will be no grace period after the first round.

b. If less than three players are present 15 minutes after the scheduled start time, that team will be forfeited from the event.

c. If a team is missing a player after the 15-minute grace period, it may begin the match with three players, and it must finish the entire round robin with those three players. The vacant spot is passed with no score during the entire game.

d. If a team is late for reasons beyond its control but shows up before the start of the second round of play, that match will be rescheduled for the end of the round robin set. This can only be done by a tournament official.

4. Incapacitated Player: Is defined as a player who is unable to compete. If a player is deemed incapacitated and no qualified substitute player is on that team's roster, that team will be forfeited from the event. It is the responsibility of the players and teams to prevent this from occurring, and NO EXCEPTIONS will be made.

5. Forfeiting Team: If a team should not finish a round robin for any reason, the following procedures will apply:

a. If the advancement of teams is affected, all wins obtained against the offending team will be subtracted from the win totals.

b. If no team advancement is affected, all win totals will stay intact.

c. Any team (all rostered players) not completing a round robin may be suspended from competition in all Midwest-sponsored events for a period of two calendar years.

6. The Tournament Committee has the discretion to expedite play as needed, including, but not limited to, having one team play on two boards. When starting on two boards, the home team starts on board one and the visitor team starts on board two as identified by the Referee.

TIE-BREAKER PROCEDURE FOR ADVANCING

- Head to head rule for tie-breaker from pod play to bracket play – IF 2 teams are tied, the score of their head to head match will determine who advances to bracket play.

- If 3 or more teams are tied and it cannot be broken by head to head rule, then one game of no score cricket will be played. (First team to close everything regardless of score.) All 4 players will be on the same score.

- STARTING ORDER: Flip for diddle, diddle will decide starting order. 1st team to 21 marks will advance to bracket play. If any of the remaining teams are to advance, their advancement will be made on the basis of their head to head match in pod play. IF after one game more than 2 teams are still tied and cannot be broken by head to head, repeat the above to determine who advances.

PLAYER CORRECTABLE FEATURES

These rules apply only on machines that are set up with the "back up feature."

It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

The backup feature should be used to correct the following player errors:

- Shooting out of turn.
- Wrong player shooting.
- Manually scored darts.

The correction must be made in the turn the error occurred, prior to the next player throwing a dart. Both team captains must agree the error falls within the above categories to use the backup feature. Otherwise, a referee must be called.

The backup feature can be used two times per game. If the backup button must be pushed more than one time consecutively to correct the error, this counts as only one use of the feature.

The referee may override the use of the backup feature at his/her discretion if deemed appropriate.

If a player has thrown no more than three darts during his/her turn, he/she will be allowed to make use of the backup feature per the following rules. The backup feature can be used no more than twice, by either team, during a game. AFTER THE SECOND USE OF THE BACKUP FEATURE, ANY INFRACTION WILL BE TREATED AS A FOUL AND A REFEREE MUST BE CALLED.

1. Both team captains must agree to the use of the backup

feature and the only uses for this feature are as follows.

2. If the player throws while the machine is displaying that player's partner or an opponent's number, this will not constitute a foul. If the player has thrown no more than three darts, the backup feature should be used in the presence of both team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.

3. If a player throws all three darts on his/her partner's score and the following opponent throws his/her darts before the infraction is noticed A REFEREE MUST BE CALLED. The backup feature will be used to remove all darts involved in the infraction. Play will restart with the correct player from the offending team. The following opponent would have the option of rethrowing or keeping his/her original score.

4. Manually scored points: On an opponent's score, player's own score or partner's score uses the backup feature to remove the manually scored points. Advance player change button to the correct player position and continue play.

APPROVED SCORE CORRECTIONS BY A REFEREE

1. **Shooters Advantage: Any dart that sticks in the board, but does not register that segment, will be manually scored by an official. A dart that flights a beneficial mark on the way in, but sticks in another segment, will not be manually unscored. Call a Referee, all play must be stopped, darts left in the board and a Midwest referee will make necessary changes. If darts are removed, play continues and the score remains the same.** Otherwise, refer to SCORING ON THE ELECTRONIC DART MACHINE. #1. (In the Midwest Captain's Guide)

2. Any dart that sticks in the board and registers two or more times will be corrected by removing the extra points awarded by that one dart. However, a referee must be called to witness the situation and only a referee can make the necessary correction to the score using the back-up feature.

WARM-UP DARTS
No practice darts are to be thrown after your match has begun.

THERE IS NO RULE AGAINST COACHING.

Dart Rules (Effective September 1, 2023)
BASED ON NDA RULES OF PLAY

DART MACHINE SPECIFICATIONS:

8 ft. (96") from Face of Target to Front Edge of Foul Line
5 ft., 8 in. (68") from Floor to Center of Bull's Eye

THROWING AREA

The area that is directly in front of the assigned dartboard, not to exceed either dart board on the left or right of the assigned board, is considered the official "throw area." Up until the time a player has thrown a dart, he/she is allowed to leave the throw area. Once a dart has been thrown, a player is not allowed to completely leave the throw area to the rear or the side. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul. The "players box" located directly behind the foul line has been reserved for the players competing in the match. This area is considered part of the throw area. The only player allowed in the box is the one that is currently shooting. Any player who completely removes himself from the throw area has indicated that their turn is complete. For wheelchair bound participants, the torso can be on but not across the foul line.

GENERAL RULES OF PLAY

1. Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across, the line.
2. Players may use their own darts if they meet the following specifications:
   A. They must be plastic-tip darts.
   B. Flights may be any length as long as they do not exceed 8" in total length.
   C. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four wings.
   D. Complete darts may not exceed 20 grams in weight.
   E. Darts may not have broken or cut off tips.
   F. Darts will be inspected upon request.
3. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's number is lit.
4. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always be allowed to throw all three darts unless a foul occurs.
5. Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out, or if it misses the board completely. A player may not throw any darts over again. Dropped darts may be thrown again.
6. Darts on the board may not be touched until the turn is over, the "Player Change" is activated, and the machine recognizes the end of the turn. Exception: When a dart is in the board and machine reads "Stuck Segment," that dart must be removed by opposing team captain before other darts are thrown.
7. A round is defined as the period of time from the end of a player's turn to the start of their next turn. On games with stacked teams (players on one score), a round is defined as the end of the player's turn to the start of their partner's turn.

RULES OF PLAY - 301/501

1. The game is 301/501 Any In-Any Out. The Bull's Eye will count 50 points.
2. All players start with 301/501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn.
3. When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If a player reaches zero when they are "blocked" or "frozen," the win will be credited to the opposing team as a team win only.
4. All general rules of play will apply.

RULES OF PLAY - CRICKET

1. The game of Cricket will be played with a double Bull's Eye.
2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and Bull's Eye in any order before your opponent(s). The player/team that closes all numbers and the Bull's Eye first, and has a greater or equal point score, wins.
3. An outer Bull's Eye will count 25 points and an inner Bull's Eye will count 50 points.
4. All general rules of play will apply.

FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from site, expulsion from future leagues or tournaments. The tournament officials identified by official Midwest credentials will make all decisions concerning fouls without specific penalties. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

1. Adherence to all general foul rules is required.
2. Fouls must be called within the round in which the foul was committed.
3. Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul. Throwing on a non-coined machine is considered a distraction.
4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose their next three darts.
5. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

    If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. **If the infraction is noticed after the second round, it will be a loss of game for the offending team.** If the infraction is noticed after the start of the next game, the preceding game will stand.

    If the player throws while the machine is displaying an opponent's number, this constitutes a foul.

    a) If the player has thrown fewer than three darts, the machine is advanced to their correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.

    b) If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.

    c) If a player throws out of turn and ends the game on that turn, their team loses that game.

    If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.

    a) If the player has thrown all three darts, their turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

    b) If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

6. Manually scored points

    a) on opponents score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player that committed the foul loses their next turn.

    b) on players own score constitutes a foul. Advance player change button to the correct player position and continue play, except that both players from that team lose their next turn.

7. If a machine resets due to power failure or other reason beyond control, the game will be started over (replayed from the start).

8. If a player reaches zero in a round in which that player or that player's partner committed a foul, that player/team loses the game.

9. Any machine reset, tilt, or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.

10. Abuse of equipment, poor sportsmanship, or unethical conduct as judged by a league director or tournament official may constitute a foul.

11. Any player/team that commits three fouls in one game will forfeit that game.

12. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protest about weight of darts must be

made before completion of the 3rd game, and will not be allowed once a match has been concluded.

13. Disregard of any rules may constitute a foul.

14. All decisions by referees of tournament committee will be final.

SCORING ON THE ELECTRONIC DART MACHINE

1. **If you are playing on a machine that has "back up dart" capability, you should refer to PLAYER CORRECTABLE FEATURES and APPROVED SCORE CORRECTIONS BY A REFEREE under MIDWEST DART TOURNAMENT RULES found in the Captain's Guide.**

2. The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on the "Last Dart-Winning Dart" that meets the following criteria:

   A. The "Last Dart-Winning Dart" must stick.

   B. If the dart does not stick and the machine awards the win, the machine is right and the game is over.

   C. The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score, or scores incorrectly, the player/team will be credited with the win in that game. Example: Player's score is 24 at the beginning of their turn. Their first dart hits and sticks in the single 9 but does not register or score. Their second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart," that player/team wins the game.

3. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.

4. If there is any question to whether the machine is scoring or working properly, STOP THE GAME. Do not remove darts or activate the "Player Change." The team captains must try to solve the problem. If they are unable to do so, they will need to call for service. If the situation cannot be resolved, play will need to be moved to an available board. Scores will be re-entered and play will continue. In tournament play, a referee must be called to resolve the problem.

5. If a dart bounces off the board, it is considered a dart thrown even if it does not score. It may not be thrown again.

6. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

OFFICIAL SKILL RATING PROCEDURE

Marks Per Round (MPR) is the official means of classifying and ranking players.

- **MPR:** Marks Per Round is used for all Cricket games. To obtain a MPR, divide the total number of marks scored by the actual number of darts thrown then multiply by three (3). Example: Player #1 wins the game with their 46th dart. They have achieved a total of 59 marks. Their MPR is 3.85 (59 / 46 x 3 = 3.85). Handicap rounds do not count for the players without darts in that round. When two (2) players are partners on the same number, they record their results individually.

- Cricket: Standard scoring Cricket games with a split (25/50) Bull's Eye on a 15.5 inch target.

PLAYER ACHIEVEMENTS

301 FEATS

- 6, 7, 8 or 9 Dart Outs (Abbreviated 6DO, 7DO, etc.) A perfect game is accomplished with 6 darts. A 7 Dart Out occurs when you win the game while only throwing 7 darts. The same is true for 8 and 9 Dart Outs.

- 4th Round Out (Abbreviated 4RO) Winning the game on either your 10th, 11th or 12th dart.

- Low Ton (Abbreviated LT) A score of 100 to 150 points in one turn. (A Hat Trick is not counted as a Low Ton.)

- High Ton (Abbreviated HT) A score of 151 to 180 points in one turn.

- Ton Over Same as High Ton.

- Hat Trick (Abbreviated HAT) All three darts registering in either the inner or outer portion of the Bull's Eye on one turn.

- Assist (Abbreviated A) When a player receives credit for his/her partner winning the game.

- Win (Abbreviated W) What a player receives when he/she throws the winning dart.

501 FEATS

- 9, 10, 11 or 12 Dart Outs (Abbreviated 9DO, 10DO, etc.) A perfect game is accomplished with 9 darts. A 10 Dart Out means that you won the game while only throwing 10 darts. The same is true for 11 and 12 Dart Outs.

- 5th Round Out (Abbreviated 5RO) Winning the game on either your 13th, 14th or 15th dart.

- Low Ton - same as in 301

- High Ton - same as in 301

- Ton Over - same as in 301

- Hat Trick - same as in 301

- Assist - same as in 301

- Win - same as in 301

CRICKET FEATS

- 8 Dart Out and 9 Dart Out (Abbreviated 8DO and 9DO) 8 Dart Out is a perfect game when there is a Double Bull's Eye. 9 Dart Out is a perfect game if there is not a Double Bull's Eye.

- White Horse (Abbreviated WH) 3 darts registering 3 different

Cricket triples in 1 turn that have not previously been marked or scored upon by your team. (While there are 9 marks in a White Horse it is not scored as a 9 Mark. See: 9 Mark)

- 9 Mark (Abbreviated 9M) Registering 3 Cricket triples in one turn. This could be three different triples that have previously been scored upon by your team, 2 triples that are same and a different triple or the same 3 triples.

- 8 Mark (Abbreviated 8M) Registering 2 triples and 1 double (could be a double Bull's Eye) in one turn.

- 7 Mark (Abbreviated 7M) Registering 2 triples and 1 single. 1 triple and 2 doubles (could be two double Bull's Eye) in one turn.

- 6 Mark (Abbreviated 6M) Registering 2 triples, 1 triple and 1 double (could be a double Bull's Eye) and 1 single, or 3 doubles in one turn.

- 5 Mark (Abbreviated 5M) Registering 1 triple and 1 double (could be a double Bull's Eye), 1 triple and 2 singles, or 2 doubles (could be two double Bull's Eye) and 1 single in one turn.

- 4 Mark (Abbreviated 4M) Registering 1 triple and 1 single, 2 doubles (could be two double Bull's Eye), or 1 double (could be a double Bull's Eye) and 2 singles in one turn.

- Crick Hat (Abbreviated CHT) All three darts registering in either the inner or outer circle of the Bull's Eye in one turn. A Hat Trick in Cricket will register anywhere from 3 marks up to 6 marks depending on whether they land in the Bull's Eye's inner or outer circle.

- Assist - same as in 301

- Win - same as in 301

SPECIALTY ACHIEVEMENTS

- Perfect Attendance Player participates/plays on every night of their scheduled league play.

- Captain Player who is Captain of their respective team.

- League Champion Player/team champion at the conclusion of the league season.

- Very Improved Given to a player whose performance has improved greatly during the league season.

- Top Gun Player who is the top shooter.

- 5 Year Member Player who has been sanctioned for 5 consecutive years.

- Three In A Bed All three darts registering in the same triple in one turn.

- Top Hat Player who has registered the most Hat Tricks.

- Ton 80 Player registers 3 triple 20's in one turn.

GLOSSARY OF TERMS

- Actual Darts Thrown: Counting the actual darts that are used, not passed, in a match. Only approved means of tracking feats for the NDA's Team Dart Tournament.

- Blocked: A player is BLOCKED when his or her partner's score is higher than the combined score of their opponents. The player may still throw to get his or her points lower but cannot go out without losing the game because of his or her partner's high score. The following will result in a loss: When a player reaches 0 but his or her partner's score is not equal to or lower than their opponents combined score. Remember you can go out on a tie.

- Classified League: Any league which consists of teams with similar or closely matched team averages.

- Closed: When a team has scored 3 Marks on the same number or Bull's Eye in Cricket.

- Feats: Various darting accomplishments. (See: 301, 501 & Cricket Feats)

- Frozen: A player is FROZEN when his or her score is at 1 point (2 points in "Double Out") and his or her partner's score is higher than the combined score of their opponents. The player may not get his score any lower without losing the game (See: BLOCKED

- Games: The individual components of a dart match.

- Geographic League: Any league which consists of teams from the same area or location of town.

- Ladies: Teams consisting of only females.

- League: All teams that compete directly against each other in a season.

- League Division: Teams in a specified combination or skill level.

- League System: All of the Charter Holder's Leagues.

- MPR: Marks Per Round - The system for averaging the "marks" that a player throws each turn in a game of Cricket. The higher the MPR, the better the player.

- Mark: Any throw that registers on a number either to help close the number or score points. The Single segment portion of the Cricket number scores "1" mark. The Doubles segment scores 2 marks while the Triple segment scores 3 marks. The outer portion of the Bull's Eye scores 1 mark and the inner section scores 2 marks.

- Match: The sum total of games played per league night.

- Mixed Doubles: Teams made up of a equal number of males and females. In each game a female and male throw together.

- Open: Teams made up of any combination of males and/or females.

- PPD: Points Per Dart - The system for averaging the points that a player throws each dart in an '01 game. The higher the PPD the better the player.

- Passed Darts: Darts not thrown during a round or game for one reason or another.

- Round: This is defined as a player/team's turn during a game. Each player has the option of throwing 0, 1, 2 or 3 darts each round.

- Spot Darts: A way of handicapping players, teams and leagues.

The better the player the fewer darts he/she would be permitted to throw at the beginning of the game.

- Spot Round(s): The first or opening rounds of a spot handicapped game.
- Turn: A player is entitled to a maximum of 3 darts per turn. A player may opt to throw 0, 1, 2 or 3 darts.

- Unclosed: When a team has 2 or less Marks on a number or Bull's Eye.

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