Midwest Tournament Association

2022-2023 Captain's Guide

Pool –
- Rules
- Masters List
- Intermediate List
- Advanced List
- Formal Petition for Removal
- Hall of Fame Information
- Tournament Flyer

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MIDWEST TOURNAMENT ASSOC

*Based on 2022 tourney entries

$85,000*
Midwest 8-Ball Championships
April 26-30, 2023
Siouxland Expo Center • 550 Expo Center Dr. • Sioux City, Iowa

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

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

Shuttle services will be available for commuting to and from the Expo Center when staying at the host hotels. Specific details will be available in early 2023.

• Players with Team Rating or Singles rating will not be allowed to play Open Regular Teams. •
• 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 •

DEADLINE:

SCHEDULE OF EVENTS:

Wednesday, April 26, 2023

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 27, 2023

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 28, 2023

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 29, 2023

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
TBA ..... Open Hard Luck Team Tournament
TBA ..... Womens Hard Luck Team Tournament

Sunday, April 30, 2023

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, 2023.**
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 **before** your team plays a match in the tournament.

***2023 Projected paybacks reflect 2022 player count & added money.**

Team Championships	Entry Fee	Game Format	Projected 1st	Based On	Places Pd
Open Masters (optional $125 sidepot)	$400	RR	$2,000	20	6
Open Intermediate	$300	25	$2,200	45	12
Open Advanced	$250	20	$3,200	94	24
Open Regular	$250	20	$2,000	42	12
Women's Masters (optional $100 sidepot)	$240	16	$1,000	9	2
Women's Intermediate	$200	16	$780	9	3
Womens Regular	$200	12	$940	13	3
Singles Championships	**Entry Fee**	**Race**	**Projected 1st**	**Based On**	**Places Pd**
Open Masters 8-Ball	$90	5	$920	33	8
Open Intermediate 8-Ball	$75	4	$870	78	24
Open Advanced 8-Ball	$75	4	$1,100	122	32
Open Regular 8-Ball	$75	3	$1,500	206	64
Open Seniors 8-Ball (Ages 50 & up)	$75	3	$520	18	4
Open Super Seniors 8-Ball (Ages 65 & up)	$75	3	$420	13	3
Women's Masters 8-Ball	$90	5	$520	14	3
Women's Intermediate 8-Ball	$75	4	$670	34	8
Womens Regular 8-Ball	$75	3	$720	52	16
Open Masters 9-Ball	$125	7	$1,200	30	8
Open Intermediate 9-Ball	$75	5	$680	37	12
Open Advanced 9-Ball	$75	4	$940	58	16
Open Regular 9-Ball	$75	4	$1,175	89	24
Open Seniors 9-Ball (Ages 50 & up)	$75	4	$200	5	2
Open Super Seniors 9-Ball (Ages 65 & up)	$75	4	$200	5	2

*Master Teams "Optional Sidepot" will pay approximately the top 25% investors
Open Intermediate, Open Advanced, Open Regular Team Hard Luck for teams eliminated from main tournament on Friday 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

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

ELIGIBILITY (PROOF REQUIRED):

ALL PLAYES MUST BE AT LEAST 14 YEARS OF AGE. PLAYERS UNDER 18 MUST BE ACOMPANIED 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 24, 2022.

SINGLES: All league players must have played in a minimum of 12 regularly scheduled league matches since April 24, 2022

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 •

IMPORTANT DATES

NOVEMBER 15, 2022: DEADLINE TO SUBMIT MIDWEST HALL OF FAME NOMINATIONS
MARCH 1, 2023: DEADLINE TO SUBMIT FORM TO REQUEST NAME REMOVAL FROM MASTERS OR INTERMEDIATE LIST
MARCH 25, 2023: MOTEL RESERVATION CUT-OFF DATE FOR MIDWEST POOL BLOCK OF ROOMS

$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 played on Midwest member-owned tables only!!

For more information, call 712-255-5475 or contact your local Midwest Coin Operator.
Complete Midwest Captain's Guide available at www.vvsleagues.com or your local charter website.

Midwest Association

2023 Midwest Dart Championship Hotel Blocks until January 2, 2023

Group Name: Midwest Dart Championship

End Date: January 2, 2023

2023 Midwest Pool Championships Hotel Blocks until March 22, 2023

Group Name: Midwest 8-Ball Championship

End Date: March 22, 2023

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

19th Annual Great Plains 8-Ball Shootout

Handicapped Team Tournament

JANUARY 27-29, 2023

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 6th**

Late entries may be accepted after operator deadline, but no later than January 6th 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 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.
** AE League 2022 Fall GP 4 Player Leagues and all 2022 AAIO Leagues are the only Lincoln Leagues eligible for Great Plains 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, 2022. Each match all teams must consist of at least two original players from their league team. Remaining players may come from any team within that particular 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.vvsleagues.com by 12-1-2022.

Friday, January 27, 2023	Saturday, January 28, 2023	Sunday, January 29, 2023
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 (NEW)**	**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 Masters Singles Begin		Must have played GP team or Singles
11:00 AM Open Masters Singles Begin	9:30 PM Singles Resume (if needed)	
6:00 PM Mini Tournaments Begin	9:30 PM 2nd Chance Mini Tournaments	**11:00 AM Junior Singles Championships**
Must have played GP Singles or on a GP Team.	for those eliminated from other events	

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

Promoted By:

ACCELENTERTAINMENT.

AE LEAGUES

Player Ratings

SCAN ME

Pool Rules – Effective September 1, 2022

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 24, 2022. 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.

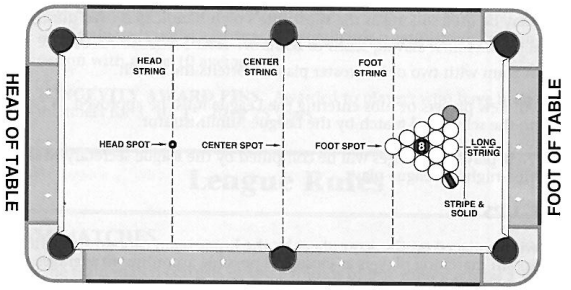
5. TOURNAMENT SCORING:

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

FRATERNAL ORDER OF
EAGLES
CRETE, NEBRASKA
132 W.12TH
BIG SCREEN TV POOL TABLES
VIDEO GOLF [402] 826-4044

"Let the Fun Begin"
Welcome to
My Bar
915 Main • Crete, Nebraska
Pool • Darts • Games
Shuffleboard • Keno

North Dakota
Minnesota
Wyoming
Nebraska
Iowa
Hub Music & Vending
M.G. LEAGUES
Underwood Vendors
Music Service
Your BEST Choice for
Dart and Pool Leagues
throughout the State of South Dakota
TNT Enterprises
IT'S TIME TO PLAY

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:

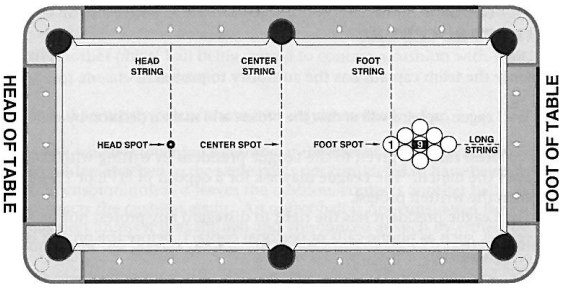
1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into a pocket or off table.
3. It is a foul when a player scratches on the break, or deflects the

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.

When there are only two object balls on the table and a player scratches while pocketing the ball before the nine, it shall be brought up and placed on the footspot (using another ball from the tray).

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.) With a cue and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called.
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.

Melodee Music Pool League

Des Moines, Iowa

Renee Cook – League Coordinator

515-971-0281

Email – melodeeleague@msn.com

Jack Woods – Owner/Operator

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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

Revised - November 1, 2022

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

Aaron Guenther (vvs)	OIT	Allie Fitzgerald (vvs)	OIT	April Perales (nts)	WIT
Aaron Johnson (rcac)	OAS	Allie Ladd (nts)	WIT	April Sorenson (nts)	WMT
Aaron Lilleoien (aa)	OAS OIT	Allyn Shively (vvs)	OIS	Apryl McGill (aa)	WIS WMT
Aaron Neumann (nts)	OIS	Amanda Kuhl (mm)	WIS WMT	Arden Baty (mm)	OIT
Aaron Roesler (car)	OIS	Amber Callahan (nts)	WIT	Arley Mooney (vvs)	OIT
Aaron Schmadke (cn)	OIT	Amber Harrison (nts)	WMS	Arnie Koopman (mg)	OIS
Aaron Sieve (cn)	OIS	Amber Kunkel (nts)	WMT	Art Handy (vvs)	OIT
Aaron Stoterau (mg)	OIS	Amber Olson (ms)	WMS	Art Rhodes (nts)	OAT
Aaron Wulf (ries)	OAS	Amy Bender (mg)	OAT	Ashlie Hanson (rcac)	WIT
Aaron Larue Johnson (rcac)	OAS	Amy Bent (car)	WIT	Athena Combs (nts)	WMT
AB Moodie (mg)	OMT	Amy Boulware (aa)	WMS	Austin Donaldson (nts)	OIT
Abby Davidson (nts)	WIS	Amy Combs (nts)	WIT	Austin Gotch (aa)	OIS OMT
Abby Hausmann (kd)	WMT	Amy Gunn	WIS	Austin Sissel (rcac)	OMS
Abby Wiles (nts)	WIT	Amy Havenridge (nts)	WMS	Baillie Shores (acm)	OAT
Adam Carman (nts)	OMT	Amy Heinen (mm)	WIS WMT	Barb Arens (nts)	WIS
Adam Gottlieb (aa)	OAS	Amy Hughes (nts)	WMS	Barb Avery (mm)	WIS
Adam John (vvs)	OAS	Amy Knowles	WIS	Barry Brown	OIT
Adam Ilgen (vvs)	OIT	Amy Lancaster (nts)	WIS	Barry Jack (nb)	OIS
Adam Kitto (nts)	OIT	Amy Sturges (rcac)	WIS	Barry Shaw (mg)	OAS
Adam Larsen (mm)	OAT	Amy Vermule (nts)	WMT	Bart Howard	OIT
Adam Pfeiffer (aa)	OMS	Andre Rhodes	OIS	Becky Albright (nts)	WMS OIT
Adam Suhrbier (grn)	OAS	Andrea Harrison (grn)	WIS	Becky Dick	WIS
Adrien Barrera (rcac)	OMT	Andrea Reeves (Trushcheff) (grn)	OAT WIT	Becky Minshall (nts)	OAS WMS
Aidan Reed	OIS	Andrew Heffelfinger (mm)	OAT	Ben Diggs (nts)	OIS OMT
Aimee Meyerink (mg)	WMS	Andrew Sandquist	OIT	Ben Landis (vvs)	OMT
A J Johnson (nts)	OMT	Andrew Shirley (nts)	OAT	Ben Martin (rcac)	OIT
A J Suess (mg)	OAT	Andrew Thompson (nts)	OAT	Ben Young (mm)	OAS
Al Daugherty (vvs)	OIT	Andrew Ward (nts)	OAT	Bernie Esser (mg)	OIT
Al Deschepper (mg)	OAT	Andrew Zobel (rcac)	OAS	Bernie Jelinek (vvs)	OIS
Al Dietrech (aa)	OIT	Andy Barnard (aa)	OAT	Bert Jahn (rcac)	WMT
Al Hall (aa)	OIS	Andy Bent (vvs)	OIS	Beth DeVries (kd)	WIT
Al Koekkoek (acm)	OAS	Andy Carpenter (nts)	OAS	Beth Wambsgans (aa)	WIS WMT
Al Korb (vvs)	OIT	Andy Fritzinger (acm)	OIS OMT	Beth Wamgsgans (aa)	OAT
Al Logeman	OIS	Andy McClure (vvs)	OIS OMT	Bill Anderson (cn)	OIS
Al Pederson	OIS	Andy Pomerson (rcac)	OMS	Bill Arndt	OIT
Al Rensch (rcac)	OIT	Andy Seitz (nts)	OAT	Bill Blacketer (acm)	OAS OMT
Al Vandentop (mg)	OIT	Andy Stewart (aa)	OIT	Bill Coomer (aa) (2023)	
Alan Bloodgood (mm)	OIS	Andy Zobel (rcac)	OAT	Bill Erickson (grt)	OAT
Alan Burbach (vvs)	OIS	Angel Lopez (nts)	OIS	Bill Hawks	OIS
Alan Fagan (vvs)	OAS	Angelique Damstrom (mm)	WIS WMT	Bill Jones (rcac)	OAS
Alan Hightree (mg)	OAS OIT	Angie Hallows (aa)	OAT	Bill Kennedy (nts)	OIT
Alan Huelsmann (nb)	OMT	Angie Johnson (car)	WIT	Bill Kieser (mg)	OIT
Alan Johnson (vvs)	OAT	Angie Klinnert (mg)	WIT	Bill Lane (rcac)	OIS
Alex Strickland (car)	OIS	Angie Montgomery (mg)	WIS WMT	Bill Lansdowne, Jr (nts)	OIS
Alex Wells (vvs)	OAT	Ann Oren (cn)	WIT	Bill Lowe (cn)	OIS OMT
Alex Wendland (grn)	OIS	Anne Kunkel (nts)	WMT	Bill Maas	OIT
Alfredo Carrillo (nts)	OMS	Anthony Asher (rcac)	OIT	Bill Miller (nts)	OAS
Allan Good	OIT	Anthony Wair (nts)	OIT	Bill Montgomery (aa)	OAS
Allan Pauley (mm)	OIT	April Hatcher (vvs)	WIT	Bill Moon	OIS
Allen Frazier (nts)	OAT	April Jackson (nts)	WIS WMT	Bill Mueller (vvs)	OIS OMT
Allen Knowles (rcac)	OAT	April Parlet (ms)	WIS	Bill Mulloy (vvs)	OMS

Bill Myers (rcac)	OAS OIT	Brad Bent (vvs/car)	OMS	Brian Leisure (nts)	OIS OMT
Bill Osmond (gpp)	OAT	Brad Facile (cn)	OIT	Brian Marshall (rcac)	OAS
Bill Peters (kc)	OIS	Brad Florian (nts)	OIS	Brian McKaig	OIS
Bill Peterson (kc)	OIT	Brad Huffman (acm)	OIS	Brian Morris (vvs)	OIT
Bill Rutt (vvs)	OAT	Brad Leckband (rcac)	OIS OMT	Brian Ruth (mg)	OIS OMT
Bill Sample (acm)	OIS	Brad March (rcac)	OIS	Brian Schubert (acm)	OIS OMT
Bill Thompson (rcac)	OIS	Brad Mork	OMT	Brian Sharp	OIS
Bill Triplette (vvs)	OIT	Brad Nelson (rcac)	OAT	Brian Sipes (acm)	OAT
Bill Vollmer (cn)	OIS	Brad Neuharth (mg)	OIT	Brian Thompson (mm)	OMT
Bill Wheeler (vvs)	OIT	Brad Neverve (vvs)	OIS	Brian Turk (nts)	OIS
Bill Wilson (vvs)	OMS	Brad Poulson	OIT	Brian Whisler (nts)	OMS
Billie Kephart (nts)	WMS	Brad Ratliff (nts)	OAT	Brian Whiteman (aa)	OMT
Billy Lansdowne, III (nts)	OMT	Brandon Dietrich (nts)	OIS	Brian Wolff (mg)	OAT
Billy Snell (car)	OIS	Brandon Heldenbrand (acm)	OMS	Brock Krohne (aa)	OAS OIT
Billy Wilson (mm)	OAT	Brandon Ingram (nb)	OAT	Bronson Kidwell (acm)	OMS
B J Helmstadter (vvs)	OIT	Brandon Mapes	OIT	Bruce Abraham (gpp)	OAS
Blade Johnson (mg)	OAS OIT	Brandon Stephenson (gpp)	OIS	Bruce Berg (mm)	OIT
Blake Umthun (mm)	OIT	Brandon Sturges (rcac)	OIS	Bruce Hausman	OIS
Blane Morgan (aa)	OIT	Brandon Stutzman (car)	OAS	Bruce Huisman (cn)	OIT
Bob Anderson (ries) OAS		Brandon Wagner (aa)	OAT	Bruce Irons (vvs)	OAT
Bob Andrews (nts)	OMS	Brandon J March (rcac)	OAS OIT	Bruce Johnson (mm)	OMT
Bob Arenholz (aa)	OIT	Brandy Scheer	WIS	Bruce Krueger	(cn) OIT
Bob Bentele (aa)	OIT	Brant Doke (nts)	OAT	Bruce Leeck (grn)	OAT
Bob Brinkhuis (ms)	OAS OIT	Brant Setterholm (mg)	OIT	Bruce Marks (cn)	OMS
Bob Brown (nts)	OIS OMT	Brenda Goodner (grn)	WIT	Bruce Mead (cn)	OIT
Bob Carlberg (grt)	OAT	Brenda Greenwood	WIS	Bruce Watson (vvs)	OIT
Bob Christianson (nts)	OIS OMT	Brenda Guenther (car)	WIS	Bryan Kirchmeier (rcac)	OIT
Bob Conklin (mm)	OMT	Brenda Kellen	WIT	Bryan Montgomery (vvs)	OMT
Bob Connolly (nts)	OAT	Brenda Laflin	WIT	Bryan Sandquist (nts)	OIS
Bob Down (vvs)	OAT	Brenda Little (nts)	WIS	Bryan Smolik (vvs)	OIT
Bob Eyer (car)	OIT	Brenda Lundgren (mg)	WMT	Bryon Dutton	OIT
Bob Ferguson (aa)	OIS OMT	Brenda Suess (mg)	OIT	Buck Brouwer (nts)	OIS
Bob Finke (vvs)	OAS OIT	Brennon Schroeder (car)	OIT	Buck Wilson (mg)	OAS
Bob Heinz (nb)	OMT	Brent Johnson (rcac)	OIS	Bud Erickson	OIT
Bob Kogel (grt)	OAT	Brent Martin (rcac)	OIS	Butch Karnof	OIT
Bob Krueger (gpp)	OAT	Brent Widtfeldt (nts)	OIS	Butch McGinnis (acm)	OIT
Bob McGinnis (rcac)	OAT	Brett Bishop	OIT	Butch Sathoff (nts)	WMT
Bob Miner (acm)	OAT	Brett Dutton	OIT	Byron Peterson (vvs)	OAS
Bob Monlux (mg)	OIS	Brian Alloway (vvs)	OIS OMT	Cale Coffey (vvs)	OMS
Bob Nusser (nts)	OAS OIT	Brian Bartles (nts)	OAT	Calli Kohl (car)	WIT
Bob Rhynalds (vvs)	OAS	Brian Beck (mg)	OIS	Calvin Glissman (aa)	OIT
Bob Roberts, Jr	OIT	Brian Bent (car)	OMT	Cam Facile (mg)	OIT
Bob Robinett	OIT	Brian Berke	OIT	Cameron Edwards (gpp)	OAS
Bob Schultz	OIT	Brian Classen (car)	OIT	Cara Shelley (mm)	WIS WMT
Bob Solverson (grn)	OIS	Brian Cole (aa)	OAS	Carissa Hulsizer (nts)	WIT
Bob Stinson (aa)	OAT	Brian Erwin (mg)	OAT	Carl Seelye (nb)	OIS
Bob Tiefenthaler (rcac)	OAS OIT	Brian Fejfar (tnt)	OAT	Carl Strutzenberg	OIT
Bob Warnke (kc)	OAT	Brian Hobbs	OIT	Carlos Barrera (rcac)	OAS
Bob Winters (vvs)	OAT	Brian Horner (acm)	OIS OMT	Carlos Solis (nts)	OIT
Bobbi Namanny (ries)	WIS WMT	Brian Huls (vvs)	OIS	Carol Talkington (car)	WIT
Bobbie Ford (grn)	WIS	Brian Iron Whiteman (aa)	OIS	Carolyn Coordsen (car)	WIS
Bobbie Gropp (vvs)	WIT	Brian Jasper (mg)	OIT	Carolyn Meyer (car)	WIT
Bonn Thepsombandith (aa)	OAT	Brian Kallhoff (vvs)	OAS	Carrie Diemer (nts)	WIS
Boogie Hulbert (vvs)	OAT	Brian Kirchmeier (rcac)	OIT	Carrie Drummond	WIS
Brad Baker (mm)	OIS OMT	Brian Lambertz (mg)	OAT	Cary Davis	OIS

Casey Hoskinson (nts)	OIT	Chris Kuehl	OIT	Cliff Feuerborn (aa)	OIT
Chad Black (mm)	OIS	Chris Loew (ries)	OIS	Clinton Bruhn (vvs)	OAT
Chad Chaput (grt)	OIS	Chris Love (vvs)	OMS	Coby Young (nts)	OIS
Chad Dahlke	OIT	Chris Manning (nts)	OAT	Cody Dunagan (vvs)	OMS
Chad Erickson (mg)	OAT	Chris McDannel (mm)	OAS	Cody Edwards (mm)	OAS OIT
Chad Fletcher (nts)	OAT	Chris Neppel	OAS OIT	Cody Hodgins (rcac)	OMS
Chad Giebelhaus (vvs)	OAT	Chris Parnell (vvs)	OAS	Cody Lindstrom (grn)	OIT
Chad Hodgins (rcac)	OIT	Chris Petersen (vvs)	OIS	Cody Penning (mg)	OAS
Chad Murray (rcac)	OIS	Chris Putthoff (aa)	OIT	Cody Vollmer (cn)	OIT
Chad Pew (grt)	OIS OMT	Chris Radley (rcac)	OIS	Cole Foster (vvs)	OMS
Chad Porter (rcac)	OIS	Chris Rich (nts)	OIT	Colin Daniels (vvs)	OAT
Chad Ray (car)	OIS OMT	Chris Sandin (vvs)	OIS	Colin Milander (mg)	OAT
Chad Schlichte (nts)	OAT	Chris Savage (aa)	OIT	Connie Fletcher	WIT
Chad Schlumbaum (rcac)	OMS	Chris Schilke (nts)	OAS OIT	Connie Tyler (nb)	WIT
Chad Schmadke (ries)	OIT	Chris Siefken (nts)	OMS	Connie Westcott	WIS
Chad Thorton (mm)	OIT	Chris Slotten	OMT	Corey Hanson (nts)	OAT
Chad Worm (vvs)	OIS	Chris Stapleton (vvs)	OAT	Corey Kremer (mg)	OAT
Chae Pak (aa)	OAT	Chris Sweet	OIT	Corey Palmer (acm)	OAT
Chance Adkins (aa)	OAS OIT	Chris Talbot (vvs)	OAS	Corey Pratt (grn)	OAT
Chans Vongphasouk (mm)	OIS	Chris Wegner (nts)	OAS OIT	Corey Sheibal (nts)	OIT
Charles Beckham (acm)	OAS	Chris Willert (nts)	OAS	Cory Beck (acm)	OAS
Charles Godfrey, Jr (nts)	OAS	Chris Williams (vvs)	WMS	Cory Dillow (nts)	OAS
Charles Harris (nb)	OAS	Chris True (vvs)	OIT	Cory Putzier	OIS
Charles Huff (acm)	OAT	Chrissie Smith (mm)	WIS	Cory Richmond (vvs)	OAT
Charles Thomas (aa)	OIT	Christa Hernandez (mm)	WIS	Cory Schiltz (kc)	OIT
Charlie Morales (tnt)	OAT	Christina Becker (nts)	WIS WMT	Cory Wulf (vvs)	OAT
Charlie Ridgway (gpp)	OIT	Christina Hauck	WIS WMT	Courtney Kelly (mg)	OMT
Charlie Weeks (nb)	OIT	Christine Mulhair	WIS	Craig Ansbach (vvs)	OIT
Charlie (Glenna) Jones (nts)	WMT	Christine (Patterson) Baumann (nts)	WMT	Craig Arehart (vvs)	OAT
Charlotte Johnson (mg)	WMTOAT	Christine Riedel (ms)	WMS	Craig Carroll (rcac)	OAT
Chas Clauss (vvs)	OIT	Christine Rosenbaugh (nts)	WMS	Craig Grothen (cn)	OMT
Chase Lottman	OIT	Chuck Barnes (gpp)	OAT	Craig Himmelberg (vvs)	OAT
Chase Mauer (nts)	OAS OMT	Chuck Bates (ries)	OAS OIT	Craig Meyer (vvs)	OAT
Chase Reed (car)	OAS	Chuck Compton (nts)	OAT	Craig Swanson	OIS
Chase Siefken (vvs)	OMT	Chuck Fattig (vvs)	OIS	Craig Tassin (mm)	OIT
Chasity Griffis (nts)	WIT	Chuck Huff (acm)	OAS OMT	Cris Vorwerk (cn)	WMT
Cheryl Bronson (mm)	WIS WMT	Chuck Limoges	OIT	Crystal Cunningham (nts)	WIS
Chip Baird (aa)	OAT	Chuck Moss	OIS	Crystal Vertrees (mm)	WMS
Chopper Engel (rcac)	OAS	Chuck Nielsen	OIS	Curt Stierler (cn)	OIS OMT
Chris Anderson (ries)	OIT	Chuck Rich (rcac)	OAS	Curtis Sellers (mm)	OIS OMT
Chris Beck (vvs)	OAS	Chuck Sohm	OIT	Curtis Shinn (aa)	OAT
Chris Belding (car)	OIT	Chuck Wenther	OIS	Curtis Strampe (nts)	OIT
Chris Burton (aa)	OAS OIT	Chuck Wykert (aa)	OIS	Dakota Summers (acm)	OMS
Chris Campos (nts)	OMS	Cindy Bulman (mm)	WIT	Dakota Wallace (acm)	OAT
Chris Daffer (nts)	OIT	Cindy Detrixhe (nb)	WIS	Dale East (nts)	OAS
Chris Driskell	OIT	Cindy Hess (vvs)	WIS	Dale Maurer (nts)	OIT
Chris Gall (nts)	OAT	Cindy Norman (mm)	WMS	Dale Riedel	OIS
Chris Hammer (mg)	OAS	Cindy Pinter (mm)	WIS	Dale Thornton (nts)	OAT
Chris Harbaugh	OIT	Cindy Reedy (car)	WIT	Dallas Benjamin (vvs)	OIS
Chris Harrison (grn)	OAS	Cindy Wessling (aa)	OAT	Dallas Kelliker	OIS
Chris Heuertz (gpp)	OAT	Cirino Caniglia (nts)	OMS	Damian Bell (mm)	OIT
Chris Joe (acm)	OAS	Clare Marsh (nts)	OIT	Damian Gomez (nts)	OAT
Chris Kester (car)	OAT	Clare Marsh (nts)	WIS WMT	Damian Haddock (aa)	OMT
Chris King (mg)	OAT	Clark Budahl (ms)	OMT	Damian Solverson (grn)	OIT
Chris Kluge (aa)	OIS OMT	Claude McClain (acm)	OIS OMT	Damon Gatewood (aa)	OAS
Chris Kowal	OIS	Clayton Jones (nts)	OAT	Damon Ooten (rcac)	OIS

Dan Angstead (aa)	OMS	Darrin Tebeest (mg)	OIT	David Bentler	OIT
Dan Bower	OIT	Darryl Smith (aa)	OMS	David Cantrell (aa)	OIT
Dan Box (grn)	OIT	Daryl Lier (grt)	OAS	David Cottle (nts)	OIS OMT
Dan Brunton (nts)	OAT	Daryl Strutzenberg	OIS	David Davidson (vvs)	OAT
Dan Collier (nts)	OAS OIT	Dave Allen (mg)	OAS OIT	David Engel (aa)	OMS
Dan Cubrich (nts)	OAT	Dave Anderson (grn)	OIT	David Feerick (mg)	OIT
Dan Daniels (acm)	OAT	Dave Ballard (nts)	OAS	David Heinonen	OIS
Dan Degarmo (vvs)	OAT	Dave Bartlett (nts)	OAS	David Karnof (mg)	OIT
Dan Graybeal (vvs)	OAT	Dave Benning (mg)	OMT	David Mindham (mm)	OIT
Dan Groenwold	OIT	Dave Berger (vvs)	OAS	David Ray (nts)	OAT
Dan Guzman (mm)	OIT	Dave Brown (aa)	OAS OIT	David Rhoten (nts)	OIS
Dan Halverson (nts)	OAT	Dave Burke	OIS	David Shields (mm)	OAT
Dan Hein (mg)	OMS	Dave Buth (mg)	OIT	David Shupe	OIT
Dan Hickman	OIS	Dave Corcoran (mm)	OIT	David Stinson (aa)	OAS
Dan Kelly (nts)	OAT	Dave Crull (nts)	OIT	David Taylor (car)	OIS
Dan Kerkaert (cn)	OIT	Dave Czerwony (ms)	OIS	David Wykert (acm)	OIT
Dan Kern (cn)	OIS	Dave Damman (rcac)	OMS	Davy Buckley (nts)	OAS
Dan Klutman (mg)	OIT	Dave Dicus	OIS	Dawn Hauptmeier (vvs)	WIS
Dan Kuhl (mm)	OMS	Dave Dorpat (vvs)	OAT	Dawn VanEgmond (aa)	WMS
Dan Lamkins	OIS	Dave Funke (rcac)	OMS	Dean Bleil (rcac)	OIS
Dan Lane (rcac)	OAT	Dave Glasebrook (nts)	OAT	Dean Gjertson (mg)	OIS OMT
Dan Lauer (rcac)	OAT	Dave Hantz	OIT	Dean Maeyaert (cn)	OIT
Dan Lieder	OIT	Dave Hartman (mg)	OAT	Dean Moss (mg)	OIS
Dan Lingle (cn)	OIT	Dave Hartz	OIS	Dean Thooft	OIT
Dan Moscato (nts)	OAT	Dave Hexamer (mg)	OIS	Deana Mills (aa)	WIS
Dan Parker (vvs)	OIS	Dave Hoff (mg)	OIS	Deanna Schuldeis (vvs)	WIS
Dan Powers (grn)	OAT	Dave Hopkins	OIT	Deanne Caniglia (nts)	WIT
Dan Reynolds	OIT	Dave Jennings (ms)	OIS OMT	Deb McKenzie (vvs)	WMT
Dan Schmieder (vvs)	OIS	Dave Johnson	OIT	Deb Novak (car)	WMS
Dan Sorenson	OIS	Dave Knupp	OIS	Deb Roberts (vvs)	WIT
Dan Stinson (aa)	OAT	Dave Kosiske	OIS OMT	Deb Schneider (mm)	WIS WMT
Dan Tanner (nts)	OAT	Dave Langford (vvs)	OIT	Debbie Smith	WIS
Dan Thompson (vvs)	OIS OMT	Dave Larson (nts)	OAS OIT	Debi Nicotero (nts)	WIS WMT
Dan Wardner (mg)	OAS	Dave McGrath (mm)	OIT	Debra Haley (nts)	WIS OAT
Dan Weyer (vvs)	OMS	Dave Mitchell (vvs)	OIS	Debra Pieper (ries)	WIS
Dana Gillotte	OIS	Dave Molberg (cn)	OIT	Dee Thompson (vvs)	WIS
Dana Marquardt (vvs)	OIT	Dave Newman (vvs)	OAT	Deepak Hemnani (nts)	OIT
Daniel Murphy	OIS	Dave Noell (vvs)	OIT	Del Hodgin (vvs)	OAT
Daniel Ortego (nts)	OIT	Dave Olson (mg)	OMS	Denis Sumrall (aa)	OIT
Daniel Wheeler (aa)	OIS	Dave Owens (nts)	OAS	Denise Garcia (vvs)	WIT
Danielle Red Owl (vvs)	WIT	Dave Pardee (aa)	OAS OIT	Dennis Diemer (nts)	OAT
Danny Bennett (mm)	OIS	Dave Parks (aa)	OIS	Dennis Dumdei (mg)	OIT
Danny Burns (acm)	OAT	Dave Pinkerton (vvs)	OAS	Dennis Famestad (grt)	OIS
Danny Roach (grn)	OMS	Dave Pownell (mg)	OAS OMT	Dennis Favero (nts)	OMS
Danny Williams	OIT	Dave Radley (rcac)	OAT	Dennis Isaacson (vvs)	OAT
Dante Fuller (mg)	OAT	Dave Russell (vvs)	OIT	Dennis Kelly (nts)	OAT
Darcie Johnson (mg)	OAT	Dave Smith (rcac)	OAT	Dennis Kolarik (car) (2024)	OIS
DarcieJohnson (mg)	WIS WMT	Dave Stevenson (rcac)	OAS OIT	Dennis Muhs (vvs)	OAT
Darin Drake (gpp)	OAS OIT	Dave Teed (acm)	OIS	Dennis Roberts (aa)	OIS OMT
Darin Grummert	OIS	Dave Urwin (nts)	OAT	Denny Davis	OIS
Darrell Budlong (nts)	OAT	Dave Walker (grn) (2024)		Denny Golden (rcac)	OAT
Darrell Edwards (gpp/mm)	OIS OIT	Dave Woodle (grn)	OMT	Denny Hale (vvs)	OAT
Darrell Knudsen (nts)	OAT	Dave Wulf (vvs)	OAS	Denny King (nts)	OIS
Darren Hay (rcac)	OAT	Davey Taylor	OIT	Denny Kohrt	OIT
Darren Rames (mg)	OIT	David Belitz (nts)	OAT	Denny Moore (mm)	OIT

Denny White (mg)	OIS	Doug Otteman (nts)	OAS	Eric Spencer (vvs)	OIS OMT
Deon Utterback (nts)	OMS	Doug Richey (rcac)	OMS	Eric Spilker	OIT
Derald Judson	OIS	Doug Sager (grt)	OAT	Eric Sullivan (nts)	OIT
Derek Benson-Williams (rcac)	OIS	Doug Schultz (vvs)	OIS	Eric Tangye	OIT
Derek Deger (vvs)	OMS	Doug Sherrill	OMS	Eric Witt (mg)	OIT
Derek Murray (mg)	OAT	Doug Simek (tnt)	OAT	Erin Dewaele (nts)	WIT
Derek Sulley (nts)	OIT	Doug Zuraff (mg)	OIT	Erin Menking (nts)	OIT
Derek Swenson (mg)	OAS	Drew Knudsen (cn)	OIT	Ernie Lance (acm)	OAS
Derrick Bowens (nts)	OIT	Drew Longman (mg)	OAT	Ernie Marmon (aa)	OIT
Derrick Scoular (mm)	OAS	Duane Boerboom (mg)	OIT	Eva Silcott (acm)	WIS
Desiree Johnson (mm)	WIT	Duane Johnson (tnt)	OAS	Evan Keithley (vvs)	OIS
Devin Olson (rcac)	OMS	Duane Starner	OIS	Ezequiel Ramirez (rcac)	OMS
Dian Stoakes (vvs)	WIS	Dudley Beyer (vvs)	OIS	Fernando Sheeler (mm)	OIT
Diane Colborn (vvs)	WIS	Dustin Boyle (rcac)	OMS	Fletcher Finch (aa)	OAS
Diane Waltke (vvs)	WIT	Dustin Branster	OIT	Floyd Manley (gpp)	OAS OIT
Dianne Rankin (nb)	WMS	Dustin Evink (mg)	OAT	Fran Archambeau (mg)	OAT
Dick Lang (nts)	OAT	Dustin Gunia (nts)	OMS	Frank Certa (nts)	OMS
Dick Sporven (nts)	OIT	Dustin Iiams (mg)	OAT	Frank Cretsinger (kc)	OAT
Dick Varilek (vvs)	OIS	Dustin Lovre (mg)	OAT	Frank Flenniken (nts)	OIT
Dillon Aksamit (vvs)	OIT	Dustin Smith (nts)	OAT	Frank Francis	OIS OMT
Dixon Benshoof	OIT	Dusty Meyer (aa)	OIS OIT	Fred Detrixhe (nb)	OIS
D J Hoffman (mm)	OIT	Dusty Rardin	OIS	Fred Huffman	OIT
Doc Pierce (acm)	OAS	Dwane Pospisil (vvs)	OAS OIT	Fred McCoy (nts)	OAT
Don Bieghler (mm)	OIS	Dylan Helton (acm)	OIS	Fred Morrill (gpp)	OAT
Don Coenen (nts)	OAT	Earl Crouch (mm)	OIT	Fred Putman (acm)	OIS OMT
Don Davis (vvs)	OIS	Earl Rector (nts)	OIT	Fred Weyer (vvs)	OAT
Don Harris	OAT	Ed Andresen (nts)	OIS	Gabby Cervantes (nts)	WIS
Don Henderson (cn)	OMS	Ed Carroll	OMS	Gabe Ratzlaff (grn)	OAS
Don Jones (rcac)	OAS	Ed Gulbronson (rcac)	OAT	Gage Stinson (vvs)	OAS OIT
Don Novak (car)	OAS	Ed Hepburn	OIS	Gail Engelman (car)	OAS OIT
Don Plymell	OIS	Ed Loubey (acm)	OAT	Gail (Gator) Wilwerding (rie)(2025)	OAS OIT
Don Roggane	OIS	Ed Moore (car)	OAS	Garnet Gabriel (car)	WIT
Don Sauers	OIT	Ed Noland	OIS	Garret Davis	OIS OMT
Don Shelton (nb)	OIS	Eddie Brown (nts)	OAT	Garry Bauer (gpp)	OAT
Don Stevens (nts)	OAT	Eddie Carerra	OIT	Gary Allen (rcac)	OAT
Don Tanner (mg)	OMT	Eddie Ellis (acm)	OAT	Gary Davis (mm)	OAS
Donna Hensel (cn)	WMT	Eddie Helsel (acm)	OAS	Gary Dewaele (nts)	OIS
Donna Jurgens (car)	WIS	Eddie Montez (nts)	OAT	Gary Ford (nts)	OIS
Donnetta Hoffman (car)	WIT	Eddie Robinson, Jr (mm)	OIS	Gary Gronewald (car)	OAT
Donnie Devers (aa)	OIS OMT	Eldon Steinfort	OIT	Gary Hansel (vvs)	OAT
Donnie Hodgins (rcac)	OAT	Elece Kellerman (aa)	WIT	Gary Harders	OIS
Donnie Meyer	OIT	Emmy Heltzel	WMT	Gary Kluck (aa)	OAS OIT
Donny Robbins	OIS	Eric Book (ries)	OIT	Gary Kludt	OIS
Dot Cyr (aa)	WMS	Eric Hagood (car)	OIT	Gary Kozak	OIT
Doug Austin	OAT	Eric Hoffman (vvs)	OAS	Gary Meggs	OIS
Doug Bolton	OIS	Eric Jones (aa)	OAS	Gary Nath	OIT
Doug Doran	OIT	Eric Kyle (vvs)	OIT	Gary Oldfield	OAT
Doug Duncan	OIS OMT	Eric Machmuller (mg)	OIT	Gary Shannon (mm)	OIT
Doug Gable (vvs)	OAT	Eric McMurry (vvs)	OAT	Gary Sillik (nts)	OMS
Doug Horn (vvs)	OAT	Eric Newell (vvs)	OAT	Gary Sockel	OIT
Doug Jansen (vvs)	OAT	Eric Obermeier (acm)	OMS	Gary Stokes (rcac)	OIS OMT
Doug Kapfenstein (mg)	OAT	Eric Reed (mg)	OIS	Gary Stuart (nts)	OAS
Doug LeClair	OIS	Eric Roether (vvs)	OAT	Gary Wells (mm)	OIS
Doug Morrow (gpp)	OIT	Eric Schnuerle (vvs)	OIS	Gary Whisenhunt (aa) (2024)	OAS OMT
Doug Noble	OIT	Eric Seibert (vvs)	OAT	Gene Dalsing (aa)	OIT

Gene Flynn (vvs)	OIS	Hans VonNiessen (car)	OAS	Jamie Augustine (nts)	OIS
Gene Outland	OIS	Harley Klimesh	OAS	Jamie Bender (vvs)	WIS OIT
Gene Richardson (mm)	OIS	Harold Turner (aa)	OAS OIT	Jamie Bennett	OIS
Geoff Rice (mm)	OMS	Harvey Helm (mm)	OIS	Jamie Courtney	OIT
George Lingo (mm)	OIT	Heath Moore	OIS OMT	Jamie Fenton (mm)	OMS
George McClain (acm)	OAT	Heather Siek (mm)	WIT	Jamie Ferguson	OMT
George McNamara (nts)	OAT	Heidi Barck (mg)	WIT	Jamie Havenridge (nts)	OIS
George Weiland (mm)	OIT	Heidi Slonka (aa)	WMS	Jamie Kobylasz (nts)	OIT
Gerad Setter (aa)	OAS OIT	Henry Bot (cn)	OIT	Jamie Kockler	OIS
Gerald (JJ) Caligari (mm)	OAT	Henry Williford (car)	OMT	Jamie Monson (cn)	WMT
Gerry Angermann (rcac)	OAT	Herb Lichtenberger (mm)	OIS	Jamie Petsche	OIT
Gerry Van Voorst (mg)	OAT	Ika Svintradze (nb)	OIS	Jamin Walters (nts)	OIS
Glade Skinner (vvs)	OIT	Irvin Risley (nts)	OAT	Jan Foster (rcac)	WMS
Glen Atwell(nb)	OMS	Isaac Myers (rcac)	OAS	Jan Monroe	OMT
Glen Byous	OIS	Isaac Newton	OIS	Jane Ormseth (ms)	WMT
Glenna (Charlie) Jones (nts)	WIS WMT	Ismael Chavez (nts)	OIT	Jane Warne (vvs)	WIT
Glenna (Charlie) Jones (nts)	OIT	Ismael Tirado (nts)	OIT	Jane (J D) Nelson (mm)	WMT
Gloria Roubideaux (mg)	OAT	Ismael Zambrano (nts)	OAS	Janelle Boeding (kd)	WIS
Gordon Coleman (rcac)	OAT	Israel Swanson (grn)	OAS	Janelle Melohn (mm)	WMS
Gordon Hough (ries)	OAS	Ivory Wynne (nts)	OAT	Janette Catron (nts)	WIS
Gordy Engesmoe (mg)	OIT	Izzy Reedy	OIT	Janette Talley (nts)	WMS
Gordy Peterson (grn)	OMS	J D Christian	OIS	Jann Brakke (ms)	WIS
Grant Coover (nts)	OAS	J D Riley (nts)	OMS	Jared Schaffer (mg)	OAT
Greg Arndt (cn)	OIS	J R Jones (car)	OAT	Jared Wright (nts)	OAT
Greg Bean (rcac)	OAT	J R Rosenbaugh (nts)	OIS	Jarod Pieper (car)	OAT
Greg Carr (acm)	OIT	J R Yakel (aa)	OAT	Jarrett Chase (rcac)	OAT
Greg Formanek (car)	OAT	J T Shively (gpp)	OIT	Jarrett Jones (acm)	OAT
Greg Frase (car)	OAS	Jack Ferrini (rcac)	OIT	Jarrod Solomon (rcac)	OIT
Greg Guenther (car)	OAT	Jack Morgan	OIS	Jason Andersen (nts)	OIS
Greg Kellogg	OIS OMT	Jack Myers (nts)	OAT	Jason Brehmer (nts)	OIT
Greg Kohlmier (nb)	OIT	Jack Ritonya (nts)	OIT	Jason Chance (mm)	OMT
Greg Lamb (aa)	OIT	Jack Robertson (nts)	OIT	Jason Coleman (aa)	OIT
Greg Marsh (mg)	OMS	Jack Stevenson (vvs)	OIT	Jason Crisp (vvs)	OIT
Greg Martin (vvs)	OAT	Jackie Haase (ries)	WIT	Jason Diaz (vvs)	OIT
Greg Narke (nts)	OIS OMT	Jacob Stevenson (nts)	OAT	Jason Dubray (car)	OAS
Greg Ridenour (cn)	OMS	Jaime Gonzales (nts)	OAT	Jason Froehling (mg)	OMS
Greg Sill (acm)	OAS OIT	Jake Allen (nts)	OAS	Jason Graham (acm)	OIS OMT
Greg Spence (vvs)	OIT	Jake Green (nb)	OIT	Jason Harpham (vvs)	OAS
Greg Spilker (car)	OAT	Jake Jacobson	OIT	Jason Heldenbrand (mm)	OAT
Greg Spurlin (mg)	OAT	Jake Jurgens (vvs)	OAT	Jason Honig (nts)	OAS
Greg Stratton (mg)	OAS	Jake Stollar (vvs)	OIS	Jason Husted	OIS
Greg Teet (vvs)	OMS	James (Matt) Bieberly (aa)	OIS	Jason Kampas	OMS
Greg Thornes (ms)	OIS OMT	James Bryan (aa)	OAS OMT	Jason Kurvink	OIT
Greg Travis (acm)	OIS OMT	James Cook (mm)	OIS	Jason Leader (nts)	OIT
Greg Wagner (aa)	OAT	James Davis	OIS	Jason Leaver (rcac)	OIT
Greg Wendland (grn)	OAS	James Fletcher	OIS	Jason Long (mg)	OMT
Gregg Baumbach	OIS	James Gibson (mm)	OAS	Jason Naglestad (mg)	OMT
Gretchen Miller (acm)	WIS	James Hines (nts)	OAT	Jason Nida (aa)	OIS
Gwen Berg (mm)	WMT	James Hopkins (nts)	OIT	Jason Page (mg)	OAT
Ha Tran (mg)	OIS OMT	James Madsen (mg)	OIT	Jason Preul (nts)	OMS
Hal Hickman	OIT	James Markley (aa)	OIS OMT	Jason Richardson (mm)	OMS
Hal Porter (nts)	OAS	James Werner (nts)	OIS	Jason Seemen (mg)	OMT
Hank Donner (nts)	OAT	James K Johnson	OIT	Jason Smith	OMS
Hank Eldrington	OIS	Jami Decker (ms)	WIS	Jason Sorenson (grn)	OAT
Hank Nelson	OIT	Jamie Ackerly	OIT	Jason Surber (rcac)	OAS OIT

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

Joe Huffman (nts)	OAT	John Towns (aa)	OIT	Justin Brannan	OIS
Joe Jones (mm)	OIT	John Turner (vvs)	OAT	Justin Frye	OMT
Joe Kepford (nts)	OAS	John Ward (rcac)	OIT	Justin Grosnickle (nts)	OIS OMT
Joe Kidd	OIS	John Woods (rcac)	OMS	Justin Gunderson (nts)	OAT
Joe Madison	OAS	Johnathan Portwood (aa)	OAT	Justin Hajek (car)	OAT
Joe Martin (acm)	OAS OIT	Johnna Obermier	WIS	Justin Huisenga (nts)	OAT
Joe Northup (vvs)	OIT	Jon Allen (nts)	OIT	Justin Jamison (aa)	OIT
Joe Ritonya (nts)	OIT	Jon Aymar (mg)	OIT	Justin Richardson (mm)	OMT
Joe Schulte (vvs)	OIT	Jon Chase (nts)	OIS	Justin Roach (acm)	OAT
Joe Shanks (nts)	OIS OMT	Jon Conover	OMT	Justin Sellhorn (vvs)	OAS
Joe Skluzacek	OAS OIT	Jon Freemont	OIS	Justin Wallace (nts)	OMT
Joe Smith (aa)	OAS OIT	Jon Jones (aa)	OIT	Justin Weig (rcac)	OAS
Joe Woods (nts)	OAS	Jon Ray (nts)	OAT	Justine Griesse (mg)	OAT WMS
Joel Brott (vvs)	OIT	Jon Skogen (mg)	OIS	Kale Wicks (nts)	OAT
Joel Ford (rcac)	OIS	Jon Snapp (acm)	OAT	Karen Hashimoto (mg)	WIS WMT
Joey Kuhns	OIT	Jon Sunderman	OIT	Karen Huth (nts)	WMT
John Berg	OIT	Jon C Brown (mm)	OMS	Karen Lincoln (aa)	WMS OIT
John Bishop (mg)	OIT	Jonah Alvarez (vvs)	OIT	Karen Thuman (nts)	WMT
John Borden (mm)	OAS	Jordan Davis	OMS	Kari Morstad (mg)	WMT
John Bot (cn)	OMS	Jordan Gall (nts)	OAS	Karl Sontheimer (acm)	OAT
John Britton (car)	OAT	Jordan Larson (nts)	OAT	Karla Dowding (nts)	WIS WMT
John Buche (grt)	OIS	Jorge Stein (ries)	OAT	Karry Auten (grn)	WIT
John Bussey (vvs)	OMS	Jose Bautista (rcac)	OIS	Kashe O'Neal (nts)	OAS
John Chase (nts)	OAT	Jose Vega (acm)	OAS	Kate Pearce (aa)	WIS
John Clark (nts)	OIS	Josh Bauer (nts)	OMT	Kathleen Morast (aa)	WMS OIT
John Crooks (aa)	OAT	Josh Burger (car)	OAS	Kathy Mathiesen (kd)	WIT
John Deneui (grt)	OAT	Josh Burtzel (mg)	OMS	Kathy Pinney (rcac)	WIS
John Firestine (vvs)	OAT	Josh Cover (vvs)	OAS OIT	Kathy Rupe (nts)	WMS
John Fox (cn)	OMS	Josh Coyle (mg)	OMS	Katie Vongphasouk (mm)	WIS
John Freinage (ries)	OAT	Josh Erenhard (nts)	OAT	Keith Deschepper (mg)	OAT
John Gantt	OIT	Josh Jordan (car)	OAS	Keith Hanssen (mg)	OIS
John Hetherington (car)	OIT	Josh Kohout	OIS	Keith Herndon	OIS
John Hipes (acm)	OAS OIT	Josh Lacy (vvs)	OAT	Keith Hinzman (vvs)	OIS
John Jennings (vvs)	OIT	Josh McCurley (vvs)	OAT	Keith Kaufman	OIT
John Lane (nb)	OIT	Josh McPhereson (nts)	OAS	Keith Kontor (vvs)	OAS
John Larsen (nts)	OAS	Josh Nielsen (ries)	OAT	Keith Lee	OIT
John McMillin	OAS	Josh Ray (nts)	OAT	Keith Luedke (vvs)	OIT
John Miller (vvs)	OAS	Josh Ray (vvs)	OAS	Keith Stewart (vvs)	OMT
John Mize (nb)	OMS	Josh Runge (grn)	OAS	Keith Wyatt (nb)	OIT
John Mossman (nts)	OAT	Josh Slater	OIT	Kelley Hayes (mg)	WMT
John Nelson	OIT	Josh Soupir	OIS	Kelli Finke (vvs)	OAT
John Newman (vvs)	OIT	Josh Stern (vvs)	OIS	Kelli Finke (vvs)	WIS WMT
John Nisbet (nb)	OIS	Josh Underwood	OIT	Kelli Tech (ries)	WIS
John Penn (rcac)	OIS	Josh Vermule (nts)	OIS OMT	Kellie Selby (nts)	WMS
John Powers (ries)	OIS	Joshua Clark (aa)	OAT	Kelly Cyr (nts)	OIS
John Ramert (grt)	OAT	Juan Gonzales (nts)	OAT	Kelly Harper (mm)	WIS WMT
John Ray (car)	OAT	Judy Kelling (cn)	WMT	Kelly Heptig	OIT
John Roche (rcac)	OAT	Julian Martinez (vvs)	OIT	Kelly Lokken (car)	OAT
John Shifflet	OMT	Julie Hoyland (mm)	OAS WMS	Kelly Spangenburg (mm)	WMS
John Shuput (nts)	OMT	Julie Meints (car)	WIS	Kelly Stoutenberg (mm)	OIT
John Signor	OIS	Julie Nielson (vvs)	OAS WMS	Ken Barnhart (mg)	OIT
John Snyder (car)	OIS	Julio Bibian	OIT	Ken Kerkaert (mg)	OAT
John Stewart (nts)	OAT	Junior Luke (vvs)	OAT	Ken Kendall (nts)	OIS
John Street (rcac)	OMS	Justin Beck (nts)	OIT	Ken Murrow (gpp)	OAT
John Todd (NB)	OIT	Justin Bigley (ries)	OAS	Ken Shoning (nts)	OIT

Ken Squires (vvs)	OIT	Kurt Krajicek (nts)	OAT	Lee French (rcac)	OIS OMT
Ken Uhlenkamp (mm)	OIT	Kurt Peterson	OIT	Lee Gourneau, IV (mg)	OIS OMT
Ken Zale (nts)	OAT	Kurt Reichelt (mg)	OMT	Lee Greaves	OIT
Kendal Roper	OIT	Kurt Sabin (vvs)	OMS	Lee Norton (nts)	OMS
Kenneth Girard	OIS	Kurt Vanourney (vvs)	OIS	Lee Smith (car) 2023	OAT
Kenny Crampton (rcac)	OIS	Kyle Bonstead (rcac)	OMS	Lee Welsh (nb)	OIS
Kenny Ferguson	OIT	Kyle Britton (rcac)	OIS	Lee Ann Weidenfeller (nts)	WIS WMT
Kenny Rearick (mg)	OIT	Kyle Brunick	OIS	Lehi Tonga (rcac)	OIS OMT
Kenny Spicer (acm)	OIT	Kyle Loehnig (acm)	OAT	Leo Maddalena (nts)	OAT
Kent Dinkelman (nts)	OIS	Kyle Miller (vvs)	OAT	Leon Mace (acm)	OIT
Kent Huemoeller	OIT	Kyle Nelson (rcac)	OAS	Leonard Klug	OIS
Keri Boyle (rcac)	WIS	Kyle Nichols (aa)	OAS	Leslie Groendyke (rcac)	WMT
Kerri Morrison (aa)	WMT	Kyle Placek (tnt)	OAT	Leslie Lane (acm)	WIS
Kerry Taylor (rcac)	OAS	Kyle Sohl (nts)	OIT	Leslie Williams (acm)	WIS
Keven Willard (ms)	OMT	Kyle Sorenson	OIS OMT	Lewis Lamb (acm)	OAT
Kevin Barnes (vvs)	OAT	Kyle Taylor (nts)	OIT	Linda Brown (mm)	WMS OAT
Kevin Blackford (mm)	OAS OIT	Kyle Ward (acm)	OAT	Linda Allen (vvs)	WIT
Kevin Copple	OAT	Kyle Wooten	OIT	Lisa Aude (vvs)	WMS
Kevin Kidd (mg)	OMT	Lan Lamkins	OIT	Lisa Davis	WIS
Kevin Kracht (car)	OAT	Lance Lerch (nts)	OIT	Lisa Fisher (aa)	WIS
Kevin Kramer	OIS	Lane Ehlers (car)	OAT	Lisa Schumacher (mm)	WIT
Kevin Lundgren (rcac)	OAS	Lannie Hallowell (nts)	OIS	Lisa Snyders (grt)	WMT
Kevin Miller	OIS	Lanny Hayes (mg)	OMS	Lisa Sypersma (rcac)	WIS
Kevin Oswald (vvs)	OIT	Lanny Lammers (cn)	OIT	Lloyd Kinnan (vvs)	OIT
Kevin Staumbach (aa)	OAT	Larry Ackerman (nts)	OIS	Lois Slechta (ries)	WIT
Kevin Sullivan (nts)	OMS	Larry Anderson (mg)	OMT	Lonny Hertel	OIT
Kevin Totman (rcac)	OAS OIT	Larry Anseeuw (cn)	OIT	Loren Jorgensen, Jr (nts)	OIS
Kevin Waterman (nts)	OIT	Larry Bamsey (cn)	OIT	Loren Niemand	OAS
Kevin Whisman (vvs)	OIT	Larry Cottle (nts)	OIS OMT	Lori Reinert	WIS
Kevin Willard (mg)	OIS	Larry Cummings (mg)	OIT	Lorri Kerns (acm)	WIS
Kia Lundgren (rcac)	WIS	Larry Davis	OMT	Lorrie Lanham (nts)	WIS WMT
Kim Blecha (nts)	WIS WMT	Larry Ehlers (rcac)	OIT	Lou Krohn	OIT
Kim Carnes (vvs)	OAT	Larry Fisher (nts)	OIS OMT	Lou Lends His Horse (mg)	OMT
Kim Carnes (vvs)	WIS WMT	Larry Gilleland (vvs)	OIS	Lou Lopez (aa)	OMS
Kim Elder (vvs)	OIS	Larry Hatton	OIS	Louie Ramos (vvs)	OIT
Kim Shupe (nts)	OIS OMT	Larry Horacek (nts)	OIS	Louis Campagnone (nb)	OIT
Kim Trouten (ms)	WMT	Larry Jensen	OIS	Lu Book (ries)	WIS WMT
Kirk Cairney	OIS	Larry Lane (acm)	OIT	Lucas Thomas (aa)	OAT
Kirk Glass (mm)	OIS	Larry Lashley (vvs)	OAT	Lucky Sisouvong (car)	OAT
Kirk Ripa (car)	OAT	Larry Lewis	OIT	Luke Goodon (rcac)	OAT
Kirk Sims (nts)	OAT	Larry McCullough (kc)	OIT	Luvern Hanson (mg)	OIS
Kirk Spearman (vvs)	OAT	Larry Mitchener	OIT	Ly Lo	OMS
Kirk Stevens (vvs)	OMT	Larry Newman (vvs)	OIS	Lyle Bates (kc)	OAT
Kirsten Adams	WIS	Larry Perera (rcac)	OIS	Lyle Roucka	OIS
Klori Sheppard (ms)	WIS	Larry Roland	OIS	Lynell Green (nts)	OAT
Kody Campa (rcac)	OIS	Larry Shupe (nts)	OMS	Lynn Ferguson	WMT
Kori Oberembt (ms)	WIS	Larry Sutton (nb)	OIT	Lynn Lux (nts)	WIT
Kori Green (mm)	WIT	Larry Walker	OMS	Lynn Skogen (ms)	WIS
Kragen Graham (vvs)	OAS	Larry Weddell	OIT	Mackenzie Jaeger (nts)	WIT
Kris Bliven (rcac)	OAT	Larry Youngmon	OIT	Mandi Young (nts)	WIT OAT
Kris Carrillo	WIS WMT	Laura Baker (mg)	WMS	Mandy Hatfield (nts)	WIT
Kristy Hein	WIS	Laura Ritonya (nts)	WMT	Mandy King (vvs)	WIT
Kristy McCown (car)	WIS	Laurel Newlon (vvs)	WIT	Mandy Standley (nts)	WIT
Kurt Bord	OIT	Laurie Chandler (ries)	WIS	Marc Horner (nts)	OIT
Kurt Facile (mg)	OIT	Leanne Paulson (mg)	WMS	Marc Jacobson (mg)	OMT

Marc Pangborn (car)	OAS OMT	Matt Bebensee (vvs)	OAS OIT	Mick Sturges (rcac)	OAS OIT
Marc Phillips (mg)	OMT	Matt Berry (acm)	OAT	Micki Kain (cn)	WIS WMT
Mardi Ratzlaff (grn)	WIS	Matt Cady	OIS OMT	Mickey Mix (mg)	OAT
Marguerite Pircer (mm)	WIS	Matt Goodwin	OIS	Micky Reinking (cn)	OMT
Mariah Budlong (nts)	WIS	Matt Hagge (mm)	OIT	Mike Adams (mm)	OAT
Mariah Thurman (nts)	WIT	Matt Hall (rcac)	OAS OIT	Mike Ancell	OIT
Marilyn Smith (nts)	WMS OAT	Matt Hook (mg)	OMT	Mike Andresen (nts)	OIT
Mark Becker (cn)	OIT	Matt Jaminet	OIT	Mike Angstead (mm)	OIS
Mark Boyle (aa)	OAS OIT	Matt Kappes (grt)	OAT	Mike Bennett	OMS
Mark Brower (nts)	OIS	Matt King	OIT	Mike Berschorner (rcac)	OIT
Mark Bussey (vvs)	OIS	Matt Kizzier (nts)	OMT	Mike Blankenship (nts)	OIS
Mark Chapin (mm)	OIT	Matt Lee (nts)	OIT	Mike Bloomberg (mg) 2025	OIS OMT
Mark Denton (acm)	OMS	Matt Loos (vvs)	OAS OIT	Mike Bock (car)	OIS
Mark Dewitt (mm)	OIT	Matt McKain (nts)	OIT	Mike Brown (nts)	OIS OMT
Mark Erickson (vvs)	OMT	Matt McKenna (mm)	OIS	Mike Burney (aa)	OIS
Mark Foss (nts)	OIS OMT	Matt Miller (vvs)	OAT	Mike Calhoun (mm)	OIS
Mark Fouraker	OIS	Matt Montgomery (mg)	OMT	Mike Chase (vvs)	OIT
Mark Garrow	OIS	Matt Moreland (nts)	OAS	Mike Church (vvs)	OAS
Mark Gering (aa)	OAS	Matt Moreland (nts)	OAT	Mike Coyle	OMT
Mark Hunt	OIS	Matt Mosher (rcac)	OMT	Mike Donigan (aa)	OIS
Mark LeClair	OIS	Matt Peterson (nb)	OIT	Mike Dreyer (mg)	OIT
Mark Leonardi (acm)	OIS	Matt Schroeder (car)	OAT	Mike Durand (mm)	OIT
Mark Moffet (nb)	OIS	Matt Slosson (vvs)	OAT	Mike Erickson (mg)	OIT
Mark O'Connor (mg)	OIS OMT	Matt Smith (mm/acm)	OMS	Mike Foor (nb)	OIT
Mark Osborn (vvs)	OIS	Matt Stoner (vvs)	OMS	Mike Foxworthy (nts)	OAT
Mark Packard (vvs)	OIT	Matt Tillman (nts)	OAS OMT	Mike Gerkin (vvs)	OIT
Mark Rafuse (aa)	OAT	Matt Vlcek (vvs)	OIS	Mike Harvey (vvs)	OIS
Mark Rainey	OIS	Matt Weida	OAS	Mike Hassin (mm)	OIT
Mark Rogers	OIT	Matt Wilson	OIS	Mike Henderson	OMS
Mark Rogge (car)	OIS	Maury Johnson (mg)	OIS	Mike Hopkins (aa)	OIT
Mark Sheldon (vvs)	OIS	Max Christensen (kc)	OAS	Mike Hughes (mg)	OMS
Mark Sherry (car)	OIS	Mel Marsh (nts)	OIS	Mike Hyland	OMS
Mark Sloppy (mm)	OMT	Mel Nededog	OIS	Mike Janssen (vvs)	OIT
Mark Swedzinski	OIS	Melanie Philmalee (nts)	WMT	Mike Johnson (mm)	OIS
Mark Sweisberger (rcac)	OAT	Melissa Anderson	WIS	Mike Johnson (aa)	OIS
Mark Teel (vvs)	OAT	Melissa Fawley	WIS	Mike Lemke (mm)	OAS OIT
Mark Tweet (mg)	OAT	Melissa Hills (mm)	WMS	Mike Lenz	OIT
Mark Wagoner (mm)	OAT	Merlyn Meyer (mg)	OIT	Mike Lowe (gpp)	OIT
Marla Ronk (car)	WIT	Merv March	OIT	Mike Masoner (acm)	OAS
Marnie Zimmerman (aa)	WIS WMT	Micaela Hayden (nts)	WIT	Mike McGraw (mg)	OAT
Marnie Zimmerman (aa)	OAT	Michael Cooper (vvs)	OIS	Mike McPeck (nts)	OAT
Martin Almazon (nts)	OIS	Michael Heinsmann (nts)	OMT	Mike Meskimen (vvs)	OAT
Martin Rodriguez	OIT	Michael Mahoney (vvs)	OIS	Mike Miller (nts)	OIT
Marty Heldenbrand (acm)	OMS	Michael Malin	OIS	Mike Moore (vvs)	OIT
Marty Lusk (mg)	OAS OIT	Michael Moore (mm)	OAS OIT	Mike Morford (mg)	OIS
Marty Mattison (aa)	OIT	Michael Sandquist (nts)	OMS	Mike Mulligan (nts)	OAT
Marty Ourada (vvs)	OAT	Michal Peltier	WIS	Mike Murray (vvs)	OAT
Marty Schuttpelz (rcac)	OAS	Michelle Diemer (nts)	WIT	Mike Nowatzke	OIS
Marv Becker (cn)	OIT	Michelle Ely (grn)	WIT	Mike O'Neill	OIS OMT
Marvin Fuller (vvs)	OIT	Michelle Hagge (kd)	WIS	Mike Oliver	OIT
Marvin Sollars	OIS	Michelle Heiman (aa)	OAT	Mike Onnen (ries)	OAS
Marvin Thomas	OIS OMT	Michelle Kment (nts)	WMT	Mike Ortiz (nts)	OAT
Mary Stoltenberg (nts)	WIS	Michelle Mahoney (nts)	WIT	Mike Plambeck (nts)	OIT
Mason Kalin (tnt)	OAT	Michelle Moore (nts)	WIS	Mike Powers	OIS
Mat Banitt (vvs)	OAT	Mick Fisher (nts)	OAT	Mike Premer	OIT

Mike Reidel (mg)	OMT	Nick Davids (vvs)	OAT	Paul Johnson (car)	OAS
Mike Rieken (vvs)	OMS	Nick Dreyer (mg)	OIT	Paul Kendall (mg)	OAT
Mike Rios (nts)	OIS	Nick Faulk (rcac)	OMS	Paul Lemke (kc)	OAT
Mike Rockwood (nts)	OIS	Nick Izzo (vvs)	OIT	Paul Nutsch	OIS
Mike Ruppert	OIS	Nick Larson (rcac)	OIS	Paul Paden	OIT
Mike Salazar (gpp)	OAS	Nick Restau (vvs)	OIT	Paul Penny (nts)	OIS
Mike Schatzke (gpp)	OIT	Nick Stevens (vvs)	OAT	Paul Prosolow (nts)	OAS
Mike Schiefelbein	OIT	Nick Stewart (rcac)	OIT	Paul Revord (nts)	OIT
Mike Schoville (nts)	OAS OMT	Nick Troxel (car)	OIT	Paul Rodriguez	OIS
Mike Seim (vvs)	OAS OIT	Nick Weihs (ries)	OAT	Paul Smith (nts)	OIT
Mike Stevenson (nts)	OAT	Nick Zimbelman (mg)	OAT	Paul Spicer (acm)	OAS
Mike Stinger (nts)	OIS	Nick Zipf (aa)	OIT	Paul Thompson	OIS
Mike Sullivan (vvs)	OAT	Nicki Hughes (mm)	WMT	Paul Welburn (nts)	OIT
Mike Teddar	OMT	Nicole Gall (nts)	WMT	Paula Gloe (nts)	WMT
Mike Vaughn (nts)	OAT	Nicole Martin (vvs)	WIS	Paula Kontz (ms)	WIS WMT
Mike Welborn	OAS	Nicolette Ducey (aa)	WMT	Paula McClain (acm)	WIT
Mike Worthington (mm)	OIT	Nikki Barnhart (mg)	OAT	Paula Oldenkamp (ms)	WMT
Mikki Hoffman (car)	WIT	Nils McConnell (vvs)	OIS	Paula Reeder (nb)	WMS
Mindy Randeris (ries)	WIT	Noe Solis (nts)	OIS OMT	Pearl Richey (rcac)	WIS
Missy Beck (nts)	WIS	Noel Chladek (mm)	OAT	Pedro Castro (nts)	OMS
Missy Ruch (cn)	WMT	Norm Downing	OIS OMT	Peggy Breit-Matlock (aa)	WMS
Mitch Glover (mg)	OIS	Norm Strehlow (cn)	OMT	Peggy Fusselman (aa)	WMS
Mitch Meierdierks (vvs)	OAT	Orv Slotten	OIS OMT	Peggy McKenzie (nts)	WIS WMT
Mitch Swanson (ries)	OAS	Orville Barnes (vvs)	OAT	Perry Jurgens (car)	OAT
Mo Newton	OIT	Orville Kenowith (rcac)	OAS	Pete Cherrier (nts)	OIS OMT
Modusti Bushbaum (mm)	WMS	Oscar Escobar (nts)	OMS	Pete Vigants (mg)	OMT
Monica Mohlman (vvs)	WIS	P B (Butch) Rudshagen	OIS	Phil Anderson	OIS
Monte Ohrt (vvs)	OAS	Pam Brinkman (car)	WIS	Phil Bonacorso (vvs)	OAT
Monte Reeves (grn)	OIS	Pam McClaren (ms)	WIS	Phil Loseke (car)	OAT
Morgan Hullinger (mg)	OIT	Pam Oltman (car)	WIS	Phil Olson (vvs)	OAT
Morgan Rose (aa)	OAS OIT	Paseuth Philthilath (mg)	OIS	Phil Runyan (aa)	OIS OMT
Mozell Sterling (nts)	OAS	Pat Bragg (nts)	OAT	Phil Steiger (nts)	OMS
Myrna Stuefen (ms)	WIS	Pat Brown (aa)	OIS	Phil Stinger	OIT
Nancy Huber (car)	WIS	Pat Casey (nts)	OIS	Phil Tindrell	OIS
Nancy Evans (nts)	WMT	Pat Croushorn (nts)	OAT	Philip Ware (vvs)	OAS
Nancy Lane	WIS	Pat Garry	OIT	Phillip Goodwin (vvs)	OMT
Nancy Sand (nts)	WMT	Pat Good (car)	OIS	Phillip Mays (car)	OIT
Nate Allen (mg)	OAS	Pat Hampe	OIS	Preston Boeh (vvs)	OIS
Nate Cain (aa)	OIT	Pat Hauswirth (nts)	OAS	Rachel Bennett (mm)	WMT
Nate Castle (acm)	OAS	Pat Jones (rcac)	OAS OIT	Rachel Bicego	WIS WMT
Nate Parr (nts)	OAT	Pat Kalar (nts)	OAS OMT	Rafael Vargas (mg)	OAT
Nate Schiessler (nts)	OAS	Pat Kowalski (aa)	OMS	Ralph Hamm	OIT
Nate Wackerbarth (mm)	OIT	Pat Kurtenbach	OIT	Ralph Shepherd	OIT
Nathan Cunningham (gpp)	OAS OIT	Pat Livingston	OAS OIT	Ralph Stirrett (nb)	OIS
Nathan Lange (mg)	OMT	Pat Powers (acm) (2025)	OIS	Randy Bates (nts)	OIS
Neil Thelen (nts)	OAS	Pat Synak (vvs)	OAT	Randy Blazek (vvs)	OIS
Nic Borzekorski (car)	WIT	Pat Wancewicz (nts)	OMS	Randy Block	OIT
Nic Fulton (vvs)	OAS OIT	Patrick Sparks (tnt)	OAT	Randy Frerking (car)	OIT
Nic Hitz (vvs)	OIT	Patrick Travis (nts)	OIS	Randy Geer (vvs)	OAT
Nichole Allen	WIT	Patty Haselhorst (mg)	WMT	Randy Hamm (ms)	OIS OMT
Nick Bair (grn)	OIT	Paul Ashmore (rcac)	OIS	Randy Hodgins (rcac)	OAS
Nick Barnes (nts)	OIS OMTT	Paul Baker (grn)	OIT	Randy Jaragoske (mg)	OMT
Nick Baxter (acm)	OAT	Paul Bragg (nts)	OAT	Randy Kaufman (vvs)	OMS
Nick Campos (nts)	OIT	Paul Ererski (mm)	OIT	Randy Kirchhoff (car)	OAT

Randy Nielson	OIS	Rick Kuhnert	OMT	Rod Liles	OIS
Randy Peters	OIS	Rick Lee (nts)	OIS	Rod Mallison (grn)	OAS OIT
Randy Rasmussen (ries)	OIS	Rick Lemke	OMT	Rod Neiss (nts)	OIS
Randy Rector (nts)	OIT	Rick Marshall (vvs)	OIT	Rod Weisbeck	OIT
Randy Reid (vvs)	OIT	Rick Meyer (nts)	OIT	Rodney Keithley (vvs)	OIS
Randy Rezny (car) (2024)	OIS	Rick Milleson	OMS	Roger Adams (mg)	OIS
Randy Schuldeis (vvs)	OAT	Rick Millzsgo	OIS	Roger Arnburg (rcac) (2023)	OAT
Randy Sigler (vvs)	OAS OIT	Rick Ochs (mg)	OMT	Roger Carlson (cn)	OIT
Randy Soper	OIT	Rick Schutt	OIT	Roger Carnes (vvs)	OIT
Randy Thompson (grt)	OIS OMT	Rick Scott (rcac)	OAT	Roger Edgar (nts)	OMS
Randy Zimmerman (aa)	OAS	Rick Stoneburner (acm)	ORS	Roger Evert (cn)	OIT
Ray Sheibal (nts)	OIS	Rick Skillett (car)	OAT	Roger Houseman, Jr (mg)	OIS
Ray Whitten	OIT	Rick Smith (vvs)	OIT	Roger O'Banion (aa)	OIS
Raymond Lenox (gpp)	OAT	Rick Underwood (ries)	OAS	Roger Preul (ries)	OAT
Rebecca Ramos	WIS	Rick Vierstaete (cn)	OIT	Roger Schlechta	OIS
Reggie Gay (nts)	OIS	Ricky Skillet (car)	OAT	Roger Spooner (mm)	OIT
Reggie Suess (mg)	OIS	Rikki Herring (acm)	WIT	Roger Stevenson (vvs)	OIS
Reid Downing (mm)	OIS	Rita Powell (rcac)	WIS	Roger Stiefel (nts)	OAT
Renae Sell (cn)	WMT	Rob Bish (nts)	OIS	Roger Williams (vvs)	OMS
Renee Cook (mm)	WIT	Rob Campbell (aa)	OIT	Roland Craig	OIS
Rex Jones (acm)	OIS	Rob Firchow (vvs)	OIS	Roland Sweet (nts)	OIS
Rex Yoder (vvs)	OIS	Rob Groves (rcac)	OIS OMT	Ron Avery (mm)	OIT
Rich Andrews (nts)	OIS OMT	Rob Leckband (rcac)	OIS	Ron Belding (car)	OIT
Rich Borrego (nts)	OAT	Rob McKinley (nb)	OIS	Ron Culwell (vvs)	OIS
Rich Callahan (rcac)	OAS OIT	Rob Montgomery (vvs)	OIS OMT	Ron Denny (rcac)	OIS
Rich Couch (vvs)	OAT	Rob Natal (nts)	OAT	Ron Gadeken (vvs)	OIT
Rich Damauskas (nts)	OAT	Rob Ouellette (rcac)	OAS	Ron Graham (mm)	OMT
Rich Dike (car)	OAT	Rob Pilcher (nts)	OAS	Ron Hagberg (cn)	OIS
Rich Erickson (mg)	OIT	Rob Shum (vvs)	OAS	Ron Hawes	OIS
Rich Harding	OIT	Rob Steele (aa)	OAT	Ron Heistuman	OIS
Rich Hildreth (vvs)	OIT	Rob Sunderman (car)	OIT	Ron Hubel (nts)	OAT
Rich Pitcher (gpp)	OIT	Rob Voeltz (mg)	OAT	Ron Leach (vvs)	OAT
Rich Reuwsaat (mg)	OMT	Rob Waterbury (mg)	OMT	Ron Miller (acm) OIS	OMT
Rich Snodgrass (nts)	OAT	Robb Schenk (nts)	OIS	Ron (Doc) Pierce (acm)	OAS
Richard Lang (nts)	OIT	Robbie Grover	OAT	Ron Rasmussen (rcac)	OAT
Richard Marshall (aa)	OIT	Robbie Hasler (rcac)	OIT	Ron Reis (ries)	OIT
Richard Newman (vvs)	OIS	Robert Broderick (mg)	OMT	Ron Reynoldson (vvs)	OAS
Richard Powers (nb)	OIT	Robert Eacret (acm)	OAS OMT	Ron Rushing (gpp)	OAT
Richard Spain (mg)	OIT	Robert Ferdig (rcac)	OAS	Ron Sasse (car)	OAT
Richard Zahnow (mg)	OIS	Robert Hyatte (aa)	OIT	Ron Sibbel (nts)	OIS
Richie Miller (mg)	OAS OMT	Robert Lohmann (nts)	OAT	Ron Sieber (vvs)	OIT
Rick Bent (car)	OIT	Robert Plambeck (nts)	OIT	Ron Smart (mg)	OIS OMT
Rick Boehrns (ms)	OIS OMT	Robert Reis (ries)	OIS	Ron Stegemann (car)	OIT
Rick Boggy	OIS	Robert Rice	OAS	Ron Stoddard (nb)	OIS
Rick Carlton	OMT	Robert Tully	OIS	Ron Sully (mg)	OIS OMT
Rick Carney (vvs)	OAT	Robert Whitney (aa)	OAS	Ron Utterback (nts)	OIS OMT
Rick Cessna (aa)	OIT	Robin Bruck (ries)	OIS	Ron Williams (nts)	OAS
Rick Christianson	OAS	Robin Stratton (mg)	OIT	Ronda Tietjen	WIS
Rick Collings (acm)	OIT	Rochelle Ehlers (rcac)	WIT	Ronnie Miller (acm)	OMT
Rick Dodge (car)	OIT	Rocky Miller (mg)	OMT	Ronnie Rasmussen, III (rcac)	OAT
Rick Fowler (rcac)	OAS OIT	Rocky Nowak (acm)	OIS OMT	Roosevelt Chapman (grt)	OAT
Rick Gillette (mg)	OIT	Rod Allen (nts)	OAT	Rose Popken (nts)	WIT
Rick Goulden (ries)	OIS	Rod Gregg, Jr (rcac)	OIT	Rowdy Woodard (nts)	OIT
Rick Kerner (vvs)	OIT	Rod Harms (mg)	OAT	Roy Ferrill (vvs)	OAT
Rick Kirchhoff (vvs)	OIT	Rod Knudsen (kc)	OIT	Roy Spangenburg (mm)	OAS

Russ Leedom (nts)	OAT	Scott Godberson (nts)	OAT	Shawn McNelly (mm)	OIT
Russ Liggett	OIS	Scott Holloway (kc)	OIS	Shawn Purvis	OIS
Russ Uhl (rcac)	OIT	Scott Iwen (cn)	OIS OMT	Shawn Talley (nts)	WMT
Rusty Caudell (nts)	OIS	Scott Jacobson	OIT	Shawn Zimmerman (vvs)	OAS
Rusty Vanek (nts)	OAT	Scott Jergens (nts)	OAS	Shawnda Raabe (mm)	WIS WMT
Ryan Anderson (aa)	OIS OMT	Scott Jones (nts)	OMS	Sheila Rozeboom (ms)	WIS
Ryan Baird (aa)	OAT	Scott Krei (rcac)	OAS	Sheila Smith-Hahn (mg)	WMS
Ryan Bonsack	OIS	Scott Maas (nts)	OIT	Sheila Williams (vvs)	WIS
Ryan Bowman (nts)	OAS	Scott Meier (grt)	OIT	Shelby Mertins (vvs)	WIS
Ryan Carter	OIS OMT	Scott Myers (car)	OAT	Shelley Fulton (vvs)	WIS WMT
Ryan Cobb (vvs)	OMS	Scott Saienga (mm)	OIT	Shelley Kampfe (rcac)	WIS
Ryan Deighton (mg)	OMS	Scott Schurman (nts)	OIS OMT	Shelley Kelly	WIS
Ryan Edmiston (aa)	OIT	Scott Snoozy	OIS	Shelly Gylling	WIT
Ryan Fulton (vvs)	OIS	Scott Sorenson (mg)	OIT	Shelly Hagen (nts)	WIT
Ryan Griffin (acm)	OAT	Scott Thompson (nts)	OIS OMT	Shelly Hanson (nts)	WMT
Ryan Hajek (vvs)	OAT	Scott Vanoverbeke	OIT	Sheresa Hampton (nts)	WIS
Ryan Kamarad (vvs)	OAS	Scott Wallace (aa)	OAS OIT	Sheri Lampe (car)	WIT
Ryan Lange (cn)	OIS	Scott Witte (vvs)	OIT	Sherri Cuda (vvs)	WIS
Ryan Lee (car)	OAS	Scott Woods (nts)	OAS	Sherrie Gillan (vvs)	WIS
Ryan McGinnis (acm)	OIT	Sean Clark (car)	OAS	Sid Hart (mg)	OAT
Ryan Newell (vvs)	OAT	Sean DeClue (nts)	OIT	Sid Mosher (rcac)	OIS OMT
Ryan Ostrem (mm)	OAT	Sean Harold (aa)	OAT	Sis Whipple (rcac)	WMS
Ryan Parks (nts)	OIT	Sean Stilen (nts)	OIS	Somphet Thongsouk (mm)	OIS OMT
Ryan Peterson (grt)	OIT	Shad Krueger (mg)	OIS	Spencer Stutzman (car)	OAT
Ryan Peterson (vvs)	OIT	Shala Cutler (mm)	WIT	Stacey Kommers (vvs)	WIS WMT
Ryan Root (acm)	OIS	Shandy Dvorak (mg)	OMT	Stacy Betts (grn)	WIT
Ryan Ward (aa)	OIT	Shandy Faughn (nts)	OAT	Stacy Grover (cn)	WMT
Ryan Wells (mm)	OIT	Shane Church (vvs)	OAT	Stacy Roberts (mg)	OIT
Ryan Wendel (vvs)	OIT	Shane Hagen (nts)	OAS OMT	Stacy Schubert (acm)	WIS
Ryder Wicker (nts)	OIT	Shane Harrison (grn)	OMT	Stan Fimple (nts)	OMT
Sabrina McCormick (mm)	WMS WMT	Shane Johanning (cn)	OIT	Stan Jensen (cn)	OIS
Sabrina McCormick (mm)	OAS	Shane Kellerman (aa)	OMT	Stan Schloer (aa)	OMT
Sam Cole (nb)	OIS	Shane Nielson (vvs)	OIS OMT	Stan Sunblade (vvs)	OAT
Sam Disse (mg)	OMT	Shane Shafer (nb)	OIS OMT	Stan Sweisberger (rcac)	OAS
Sam Donahoo (vvs)	OIS	Shane Shandera (vvs)	OIS	Stef Clausen (mm)	WIT
Sam Hahn (mg)	OAS OIT	Shane Smith (aa)	OIT	Steph Chase (vvs)	OIT
Samuel Parrish (aa)	OAT	Shane Wendland (grn)	OIS	Stephanie Baker (nts)	WMS
Sandy Milius (car)	WIT	Shane Woehler (rcac)	OAS	Stephanie (Flynn) Wilson (vvs	WIT
Sandy Neal (mm)	WMS	Shannon Glass (mm)	WIS	Stephanie Utterbeck (nts)	WIS
Santiago Garcia (nts)	OIT	Shannon Green	WIT	Stephen Bekish (nts)	OIS
Sara Cobb (vvs)	OAT	Shannon Rink (vvs)	OAT	Steve Bales	OIS
Sarah Allard (kd)	WIT	Shannon Spronk (mg)	OIT	Steve Beckler (vvs)	OMT
Sarah Baltzer (mg)	WIT	Shannon Stewart (rcac)	OAT	Steve Boyd (aa)	OIS OMT
Sarah Pagel (ries)	WMS	Shannon Wingrove (ries)	WMT	Steve Burnham	OIS
Scot Sonius (gpp)	OAT	Shannon (Shae) Cornett (mm)	WIT	Steve Caporale (car)	OIS
Scott Bacon (mm)	OAS	Shantel Jennings (ms)	WMS	Steve Chester (nts)	OIS
Scott Barnhill (vvs)	OAT	Sharen Vermule (nts)	WMS	Steve Driazic (nts)	OAT
Scott Beck (mg)	OIS	Shari Densberger (vvs)	WIS	Steve Engeman (mm)	OMT
Scott Benson (vvs)	OIT	Shari Rice (nts)	WMS	Steve Fagan (vvs)	OAS
Scott Blankman (nts)	OIT	Sharon Rinkert (mm)	WMS	Steve Fisher (mg)	OIT
Scott Crees (vvs)	OIT	Sharon Shook (vvs)	WIS WMT	Steve Franks (vvs)	OAT
Scott Deutschman (cn)	OMT	Shawn Cepurnieks (vvs)	OMS	Steve Gibson (acm)	OAS
Scott Ducey (aa)	OAT	Shawn Feuerborn (aa)	OAT	Steve Heirigs (mg)	OIT
Scott Finch (nts)	OIT	Shawn Guffin (mg)	OAT	Steve Himmelberg (vvs)	OAT
Scott Gatewood (acm)	OAS	Shawn Huntington (vvs)	OIS	Steve Hoover (gpp)	OIS

Steve House (aa)	OIT	Terry Johnson (nb)	OIS	Todd Murra (ms)	OMT
Steve Juhl (car)	OIT	Terry Kohrt (mg)	OMT	Todd Neff (vvs)	OIT
Steve Junck (rcac)	OAT	Terry Markhardt	OIS	Todd Nicewonger (vvs)	OAS
Steve Miteff (aa)	OIS OMT	Terry Narum (mg)	OMT	Todd Schreier	OIS
Steve Nelson (vvs)	OMS	Terry Roach, II (aa)	OAS	Todd Sisco (aa)	OAS
Steve Nooum	OIS	Terry Thompson (car/vvs) (2024)		Todd Smith (nts)	OIS
Steve Peck (nts)	OIT	OIS		Todd Strain (vvs)	OAT
Steve Poe (acm)	OIS	Terry Wiebke (vvs)	OIT	Todd Taggert (nts)	OAS
Steve Prins (vvs)	OIS	Theo Lee (mm)	OIS OMT	Todd Voss (mg)	OMS
Steve Radigan (mg)	OMT	Thomas Spidell (nts)	OMT	Todd Zehr (vvs)	OIS
Steve Schultz (vvs)	OIT	Thomas Vanik	OIS	Todd Zimmerman (vvs)	OAT
Steve Schwelder (rcac)	OAT	Tighe Ladd	OAS OMT	Tom Anderson (vvs)	OIT
Steve Sladek (nts)	OAT	Tim Anderson (vvs)	OAT	Tom Bender (vvs)	OIS
Steve Smith (mg)	OIT	Tim Blair (nts)	OAS	Tom Bitsos (mg)	OAT
Steve Stahl	OAS OIT	Tim Burton (vvs)	OAT	Tom Clarey (acm)	OAS
Steve Stark (nts)	OMT	Tim Christiansen (cn)	OIT	Tom Dentlinger (kc)	OIS
Steve Stokey (nts)	OAS	Tim Cloyd (nts)	OIS	Tom Erickson (vvs)	OIS
Steve Thomas (acm)	OIS	Tim Diller	OIT	Tom Fassett	OMS
Steve Uchytil (cn)	OMT	Tim Lahood (nts)	OIS	Tom Gemelke (vvs)	OAS
Steve Zimmell (mg)	OIT	Tim Manker (aa)	OAT	Tom Hladky (tnt)	OAT
Steven Davis	OIS	Tim Martin (mm)	OIT	Tom Jacobs (aa)	OAT
Steven Haynes (acm)	OAT	Tim Northup (vvs)	OIS	Tom Kibler (vvs)	OIS
Steven Wilwerding (grn)	OMS	Tim Perera (rcac)	OAS OIT	Tom Knapp (mm)	OIT
Stuart Bishop (nts)	OIS	Tim Peterson (mg)	OMS	Tom Kotas (mg)	OIT
Su Campagnone (nb)	WIS	Tim Taylor (car)	OIS OMT	Tom Lane (rcac)	OIS
Sue Jones (nts)	WIS	Tim Temme (vvs)	OAS OIT	Tom McDavitt (nts)	OAS OIT
Sue Larson (mg)	WIS OIT	Tim Tucknott (vvs)	OMT	Tom Morse (vvs)	OIT
Sue Martin (car)	WIT	Tim West (nts)	OAS	Tom Northup (vvs)	OIT
Sue Oberle (aa)	WIS WMT	Tim Zuehlke (mm)	OIT	Tom Robinett (aa)	OIT
Sue Oberle (aa)	OAT	Timothy Campbell (aa)	OIT	Tom Rokes (grn)	OIT
Sue Pew (mg)	WMT	Timothy Waterman (nts)	OAS OIT	Tom Ronk (car)	OAS
Sue Raine (cn)	WMT	Tina Burkhead (mm)	WIS WMT	Tom Spidell (nts)	OIT
Tad Blanton (acm)	OAT	Tina Larsen (nts)	WMS	Tom Walewski (gpp)	OIS
Tad Haskins (nts)	OAS	Tinna Hung (aa)	WMS	Tom Weidenfeller (nts)	OIS
Talan Rowley (vvs)	OAT	T J Justus (vvs)	OAT	Tom Westaby (mg)	OIT
Tami Brinkhoff (vvs)	OAT	T J Lipari (aa)	OAT	Tommy Bower (car)	OMS
Tami Swanson (grn)	WIT	Tobey Carrel (aa)	WIS WMT	Tommy Flores (mm)	OAT
Tammy Beltz	WIS WMT	Toby Hamilton (aa)	OAS OIT	Tommy Schmeiding (mg)	OIT
Tammy Chalup (mm)	WMS	Toby Herring (acm)	OAT	Tonja Hoffman (vvs)	WIS WMT
Tammy Hardenberger (nts)	WIS WMT	Toby Noll (aa)	OAS OIT	Tony Ascherl (grn)	OAT
Tanner Lee (vvs)	OIT	Tod Davenport (vvs)	OIS OMT	Tony Brooks (aa)	OAT
Taylor Cobb (vvs)	OAS	Todd Broderson (nts)	OAS	Tony Castro (nts)	OIS
Ted Lane (mm)	OIT	Todd Brunken (mg)	OIT	Tony Epperson (nb)	OIS
Ted Thompson (vvs)	OIT	Todd Burns (mg)	OIS OMT	Tony Majerus (cn)	OMT
Ted Webb (mm)	OIT	Todd Diekman (car)	OIT	Tony McCallan (acm)	OAS OIT
Tenaha Patterson (nts)	WIS	Todd Dilley	OIS	Tony Melillo (mg)	OIT
Teresa Whitaker (aa)	WIS	Todd Farah (mm)	OMT	Tony Minard (grn)	OAS
Terri Beek (cn)	WIS WMT	Todd Filipi (car)	OIS	Tony Mork (mg)	OMT
Terri Lang (mg)	WMS	Todd Gochanour (nts)	OAT	Tony Ourada (nts)	OIT
Terry Beck (nts)	OAS OIT	Todd Hansen (gpp)	OIT	Tony Pisci	OIS
Terry Bloomquist (cn)	OIT	Todd Hoppe (nts)	OIS OMT	Tony Rivera (nts)	OAT
Terry Christian (acm)	OIS	Todd Johnson (grt)	OAT	Tony Schultes (grn)	OIS
Terry Drennen (acm)	OAT	Todd Kabella (nts)	OAS	Tony Weidenfeller (nts)	OIS
Terry Greske (mm)	OIT	Todd Lampe (vvs)	OAT	Tony Zezulka (vvs)	OIS
Terry Guess	OIS	Todd Matura (nts)	OAT	Tracey Norton (ries)	OAS OIT

Tracey Pomerson	WMT	Vic Mears (cn)	OIT	
Traci Thoreson (mg)	WIS	Vicki O'Connor (mm)	WIT	
Tracy Ernst (grn)	OMT	Vicki Saienga (mm)	WIS WMT	
Tracy Galter (vvs)	OIT	Vickie Perera (rcac)	WIS	
Tracy Johnson (nts)	OIS	Victor Grandstaff	OIS	
Tracy Salisbury (nts)	OIS	Vince Friedt (aa)	OIT	
Tracy Salts (vvs)	OAT	Vince Lieb (vvs)	OAT	
Tracy Sheeler (mm)	WIT	Vince Warner (vvs)	OIS	
Travis Freyberg (mg)	OIS OMT	Virg Skala (vvs)	OMS	
Travis Gallup (aa)	OMS	Virgil Bray (car)	OIT	
Travis Hanson (nts)	OAS OIT	Wade Scott (acm)	OIS OMT	
Travis Logsdon (gpp)	OAS	Wade Whitacre (mg)	OMT	
Travis Mayo (vvs)	OAS	Wally Wendland (grn)	OAS	
Travis Page (mg)	OAT	Walter Aude (vvs)	OIS	
Travis Patefield (nts)	OAT	Walter Holloway	OIS	
Travis Roberts (vvs)	OIS	Ward Cline (mg)	OMT	
Travis Rodecker (nts)	OAT	Wayne Hergott (vvs)	OIT	
Travis Schlueter (nts)	OIS	Wayne Krumpus (vvs)	OIS	
Travis Tyler (mg)	OAT	Wayne Nielsen (rcac)	OAS	
Travis Wilson (nts)	OIT	Wayne O'Tool	OMT	
Trel Wemhoff (nts)	WIS WMT	Wayne Sanders (mg)	OIT	
Trent Nessman (rcac)	OAT	Wes Booth (nts)	OIS OMT	
Trent Reis (ries)	OIS	Wes Franks (nts)	OIT	
Trevor Anderson (rcac)	OAT	Wes Nemmers (gpp)	OMS	
Trevor Reece (ries)	OIS	Wesley Lunt (mg)	OAT	
Trey Miller (acm)	OAT	Will Blakeman (gpp/mm/nts)	OMT	
Trinity Bishop (rcac)	OIT	Will Gantzert (nts)	OIS	
Trish Vermule (nts)	WIS WMT	Will Henderson (mm)	OMT	
Tristin Zenor (ries)	OIS	Will Rauch (rcac)	OAS OIT	
Troy Bryan (mm)	OIT	William Carver (vvs)	OIT	
Troy Deboer	OIS	Willis Peterson	OIS	
Troy Downey (vvs)	OAT	Zach Bronson	OIT	
Troy Hirachita (grn)	OIS	Zach Dickson (gpp)	OAT	
Troy Honeycutt (mm)	OMS	Zach Myers (nts)	OAS OIT	
Troy Lawrence (nts)	OIS	Zach Weidner (gpp)	OAT	
Troy Miller (car)	OIS	Zack Willis (nts)	OMS	
Troy Oberembt (mg)	OMS	Zeb Sheppard (mg)	OIS	
Troy Rockers (aa)	OIT			
Troy Sauers (ms)	OMT			
Troy Schafer (vvs)	OMS			
Troy Sowers (mm)	OIT			
Troy Sowers (mm)	OIT			
Tuan Chau (vvs)	OMS			
Tylar Schmidt	OAT			
Tyler Casey (mm)	OIT			
Tyler Lisenbee (acm)	OAT			
Tyler Smith (aa)	OIT			
Tyler Stamey (car)	OAS			
Tyler Vance (mg)	OAT			
Tyson Hodgins (rcac)	OMS			
Tyson Krause (mm)	OIS			
Vanessa Burkdoll (nb)	WIT			
Vernon McGee (nb)	OIS OMT			

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Joe Audino
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Jodee Skala
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NTS – NE

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Ron Rich
Kelly Coin – IA

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MG Leagues – SD

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NTS – NE

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Stan's Music – NE

Stan Fimple
NTS – NE

Stan "Buffalo" Wilson
NTS – NE

Tom Madsen
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Terry Thompson
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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.

$65,000*
MIDWEST DART CHAMPIONSHIPS
February 3-5, 2023

* Based on 2022 Tourney Entries

Courtyard by Marriott (Host Hotel) – 901 4th Street – 712.202.2700
AVID Hotel – 101 Court Street – 712.522.3640 • Stoney Creek Hotel - 300 3rd St. - 712-234-1100

Sioux City Convention Center 801 4th St. Sioux City, IA

- **Advance Registration Required for All Events! No On Site Registration Accepted! No Late Fees! (Except the Saturday Draw Partner)**
- **Player Ratings: Your highest MPR (from any league in which you played at least 12 games) that ends during the Eligibility Period of February 1, 2022 - December 31, 2022 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 to remove any player(s) in any and all situations.**
- **Best of the Best Singles Championship - Midwest Remote League qualifiers only**

Friday, February 3, 2023 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**

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

MIDWEST MIXED TRIPS CHAMPIONSHIP - "-01" Stacked • **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, February 4, 2023 Doors open at 8:00 AM

MIDWEST TEAM CHAMPIONSHIPS - 01/Cricket Combo
- **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**

LUCK OF THE DRAW DOUBLES - Cricket This event only is open to any interested darter, not just Midwest members.
- **Sign Up between 6:00-7:00 p.m.** (Can sign up the night of the tourney for this event only)
- Tourney Begins: 7:30 p.m.
- Entry Fee: $20/Player
- $5 Board Fee
- 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.**

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

Super Sunday, February 5, 2023 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

MIDWEST SUPER DOUBLES CHAMPIONSHIPS - BRING YOUR PARTNER
- **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 AS PRIZE MONEY!!! (Less Board & Administration Fee)

Eligibility For Team, Singles, Mixed Trips and Bring Your Partner Doubles: All players must have played a minimum of six league nights in a Midwest Association Sanctioned League during the Eligibility Period of February 1, 2022 – December 31, 2022.
Team, Mixed Trips and Doubles: 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, 2022)

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, 2022 – December 31, 2022.
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, 2022 – December 31, 2022 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, 2023.
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. **<u>Shooters Advantage:</u> 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.

GREEN
AMUSEMENT
1801 15TH AVE S. FORT DODGE, IA 50501
515-955-6149

Chris Harrison - 515.570.1444 • Co-Owner
Ryan Green - 515.570.5363 • Co-Owner
Tom Underberg - 515.574.9638 • Co-Owner
Jason Sorenson - 515.408.7290 • Pool/Dart League Coordinator

Dart Rules (Effective September 1, 2022)
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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