Midwest Tournament Association

2024-2025 Captain's Guide

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$85,000*
Midwest 8-Ball Championships
April 30-May 4, 2025
Seaboard Triumph Expo Center • 550 Expo Center Dr. • Sioux City, Iowa

*Based on 2024 tourney entries

Host Hotels: https://exploresiouxland.com/sioux-city-sports-commission/midwest-pool-championships/

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

- 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 •
- Singles Ratings will be derived from both 8-Ball & 9-Ball Events •
- All singles and team matches will be paperless scoring •

DEADLINE:

SCHEDULE OF EVENTS:

Wednesday, April 30, 2025

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
3:00 PM . . . . Open Masters 9-Ball Singles Begin Play

Thursday, May 1, 2025

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

Friday, May 2, 2025

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, May 3, 2025

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

Sunday, May 4, 2025

7:30 AM . . . . Doors Open in Main Arena
9:00 AM . . . . Team Play Resumes For All Divisions
10:00 AM . . . . Junior Singles Event

1) **EXACT TIME** of your team's first match will be available from **www.compusport.us** by **APRIL 28, 2025.**
2) Official Midwest Registration certificate for all teams and singles players must be on file at the tournament. Players may be required to show proper I.D. or Registration Certificate if requested.
3) All of your team's players for this tournament (subs included) must be listed on the "white" copy of the certificate and updated in Compusport **before** your team plays a match in the tournament.

*2025 Projected paybacks reflect 2024 player count & added money.

*Open and Women's Master teams are Triple Elimination with modified finals. All other brackets are Double Elimination.

Team Championships	Entry Fee	Game Format	Projected 1st	Based On	Places Pd
Open Masters (optional $125 sidepot)	$400	25	$2500	14	3
Open Intermediate	$300	25	$2200	43	12
Open Advanced	$250	20	$2000	78	24
Open Regular	$250	20	$2000	63	16
Women's Masters (optional $100 sidepot)	$240	16	$880	7	2
Women's Intermediate	$200	16	$800	9	2
Womens Regular	$200	12	$900	16	4
Singles Championships	**Entry Fee**	**Race**	**Projected 1st**	**Based On**	**Places Pd**
Open Masters 8-Ball	$90	5	$1000	34	8
Open Intermediate 8-Ball	$75	4	$1100	68	16
Open Advanced 8-Ball	$75	4	$925	101	32
Open Regular 8-Ball	$75	3	$1300	183	48
Open Seniors 8-Ball (Ages 50 & up)	$75	3	$500	15	4
Open Super Seniors 8-Ball (Ages 65 & up)	$75	3	$550	17	4
Women's Masters 8-Ball	$90	5	$600	11	3
Women's Intermediate 8-Ball	$75	4	$650	25	6
Womens Regular 8-Ball	$75	3	$1000	48	12
Open Masters 9-Ball	$125	7	$1200	28	8
Open Intermediate 9-Ball	$75	5	$700	29	8
Open Advanced 9-Ball	$75	4	$800	44	12
Open Regular 9-Ball	$75	4	$1000	103	32
Open Seniors 9-Ball (Ages 50 & up)	$75	4	$400	6	2
Open Super Seniors 9-Ball (Ages 65 & up)	$75	4	$500	9	2

*Singles Finals 8-Ball and 9-Ball in open divisions will lose their losses for the final Brackets
*Master Teams "Optional Sidepot" will pay approximately the top 25% investors
Open Intermediate, Open Advanced, Open Regular Team Hard Luck for teams not in the money and eliminated from main tournament by 7pm on Saturday Night: Entry Fee - $75/Team
Women's Rated Team Hard Luck: Entry Fee – $60/Team
Hard Luck Entry Fee includes $10/Team "Greens Fee"
100% Payback (less Admin/Greens Fee). Single Elimination
Awards for 1st and 2nd places
*Hardluck - Teams may draft one registered player from any operator that has been eliminated from the team event.

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

ELIGIBILITY (PROOF REQUIRED):

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

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' 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 29, 2024.

SINGLES: All league players must have played in a minimum of 12 regularly scheduled league matches since April 29, 2024

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, 2024: DEADLINE TO SUBMIT MIDWEST HALL OF FAME NOMINATIONS
MARCH 1, 2025: DEADLINE TO SUBMIT FORM TO REQUEST NAME REMOVAL FROM MASTERS OR INTERMEDIATE LIST
MARCH 25, 2025: 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 must be played on Midwest member-owned tables only!!

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

Midwest Association

2025 Midwest Dart Championships
Hotel Blocks until December 20, 2024

Group Name: Midwest Dart Championship

End Date: December 20, 2024

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

2025 Midwest Pool Championships
Hotel Blocks until March 1, 2025

Group Name: Midwest 8-Ball Championship

End Date: March 1, 2025

Hotel Room Block Link:
bit.ly/MidwestPoolHotelRoomBlocks

or scan the QR code below

21st Annual Great Plains 8-Ball Shootout

Handicapped Team Tournament

JANUARY 24-26, 2025

Sandhills Global 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 3rd**
Late entries **may** be accepted after **operator deadline**, but no later than January 3rd if the tournament director allows.
All late entries **must** come through your operator and a late fee of $20 / player for singles entry, and $80 / team entry will apply.

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

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

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

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

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

**Note: Women's Masters and Women's Regular will be combined into 1 Singles division with Masters Race (4 / 3) and Regular Race (3 / 2) if we don't get at least 8 entries for Women's Masters Singles. Or any Women's player may choose to play in the appropriate Open Division.

Singles players who are not on a tournament team must add a $10.00 Membership Fee to their Singles Entry. **

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

** AE Leagues-Nebraska - Great Plains 4 Player Membership Fees are discounted since 1/2 of those fees were included in your league sanctions.
** All AE-Lincoln leagues since April 1, 2024 are eligible for Great Plains 8-ball Shootout.

Only players from league systems invited by Tournament Host, Accel Entertainment are allowed!
Team: All but one member listed on the form must have played a minimum of 6 league nights and the final member listed must have played a minimum of 4 league nights since April 1, 2024. Each match all teams must consist of at least two original players from their league team. The remaining players may come from any team within that Great Plains invited league system. 5 player teams rotating in a match is allowed.
Singles: All players must have played a minimum of **6** regularly scheduled league matches in an "invited" league system.
Great Plains Singles Masters, Intermediate and Advanced List will be available at www.CentralNE.aeleagues.com by 12-1-2024.

Friday, January 24, 2025	Saturday, January 25, 2025	Sunday, January 26, 2025
8:00 AM Doors Open	7:30 AM Doors Open	8:00 AM Doors Open
9:00 AM **Open Regular Singles Begin**	8:30 AM **Open Team Begins**	8:30 AM Teams resume play
9:00 AM **Open Advanced Singles Begin**	12:30 PM **Women's Team Begins**	11:00 AM **Last Chance "Rated" 9-Ball**
9:00 AM **Open Intermediate Singles Begin**	**6:00 PM DYP-SCOTCH DOUBLES**	**Open & Women's Divisions**
9:00 AM **Women's Regular Singles Begin**	Must have played GP Singles or on a GP Team.	Entry - $20 / player - No Green Fees
9:00 AM **Women's Master Singles Begin**	9:30 PM Singles Resume (if needed)	Must have played GP team or Singles
9:00 AM Open Master Singles Begin	9:30 PM 2nd Chance Mini Tournaments	
6:00 PM Mini Tournaments Begin	for those eliminated from other events	**11:00 AM Junior Singles Championships**
Must have played GP Singles or on a GP Team.		

Participating League Operators will donate $25 / team from their system to help offset administrative expenses.

Promoted By:

ACCELENTERTAINMENT.

Player Ratings

SCAN ME

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Pool Rules – Effective September 1, 2024

1. **Midwest 8-Ball Championships**
   A. **Players must be in good standing with all Midwest Operators or not be allowed to play in any Midwest Association Tournament.**
   B. Players must be at least 14 years of age. Players under 18 must be accompanied by a legal guardian.
   C. **All players must gain eligibiltiy through a Midwest sanctioned program.**
   D. In order to promote the integrity of the sport of pool, Prize Money for the Top Two Places will not be paid out until the Finals Match is played out to the fullest ability of the players. Any player who is deemed by a Midwest observer to have sandbagged in the Finals will be suspended from Midwest for one year. Any participant whose second loss in the tournament comes by forfeit will not receive prize money. Midwest decision is final.

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

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

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

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

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

Minimum League Nights: The tournament registration form has room to list a maximum of seven players. All but one member listed on the form must have played a minimum of 12 league nights and the final member listed must have played a minimum of six league nights since April 29, 2024. Illegal players who get caught will forfeit games 10-0.

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

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

8-Ball Singles Entry Fees:

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

8-Ball Singles Race:

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

9-Ball Singles Entry:

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

9-Ball Singles Race:

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

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

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

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

2. TOURNAMENT LINE-UPS:

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

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

Tournament Substitution:

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

Wrong player(s) playing in a given game:

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

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

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

3. CAPTAIN'S DUTIES:

A. Coaching:

1. Coaching will not be allowed around the table. Conversation is allowed away from the table when it **is not your turn**. Any violation of this rule will be treated as a foul.

2. It is considered to be your turn as soon as your opponent has completed his turn!

B. Tournament Protest Procedure

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

C. Officiating:

1. Only the players involved may call an infraction! A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing player may protest.

2. All fouls must be called and acknowledged before the next shot is taken (exception: scratching). If your opponent commits a foul and you did not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul (exception: scratching).

3. An "Official Referee" can (and should) be called by any player to judge a potentially controversial shot before the shot is taken! When called, the referee is in complete charge of the game. He makes all decisions, and they are final; unless the penalized player cites rules that substantiate a protest, in which case, the referee may reverse his decision. A judgment call cannot be protested!

4. The captains should try to settle any dispute that arises, however, a referee should immediately be called if a settlement is not quickly attained!

4. MATCH SCHEDULES:

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

TEAM FORFEIT RULE:

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

5. TOURNAMENT SCORING:

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

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

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

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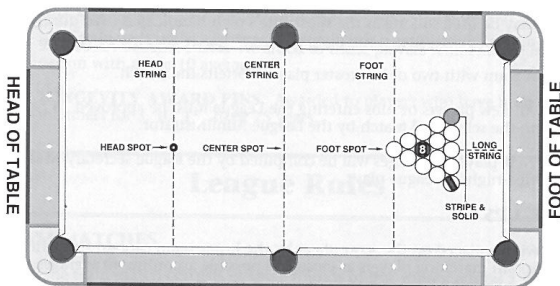
receive "Ball in Hand." If the point (ball) to tie or win is pocketed on a shot resulting in a loss of game foul (example: kicking the 8-Ball in early or scratching on the 8-Ball) that shooter will lose the game but not be given credit for that point (ball) that won or tied the match. These special rules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

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

6. 8-BALL RULES OF PLAY

A. **BALLS AND RACKING:**

The Pocket Billiard Table

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

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

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

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

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

C. **OPEN TABLE**

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

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

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

D. **GAME**

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

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

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

E. **PLAY**

1. If a shooter inadvertently pockets his opponent's ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.

2. Each player continues to shoot so long as he legally pockets any of his object balls (Exception: calling a safety). Should a player fail to pocket his designated group ball, he shall lose his turn.

3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. **When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand.**

4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.

5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game.
Any jumped object balls are spotted in numerical order.

6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referee's judgment will prevail and both players will be timed.

7. STALEMATED GAME: If in three consecutive turns at the table by each player (six turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be reracked and the breaker of the stalemated game will break again. Please Note: Three consecutive fouls by one player is not a loss of game.

F. **LOSS OF GAME**

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.

2. Pocketing the 8-ball on the same stroke as the last of his group of balls.

3. Scratching while pocketing the 8-ball is a loss of game.

4. Jumping or knocking the 8-ball off the table at any time.

5. Pocketing the 8-ball in a pocket other than the one designated.

6. Fouling while (pocketing) the 8-ball in the designated pocket.

7. Third infraction of the slow play rule.
Note: All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

G. **LEGAL SHOTS**

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail.
(There are two groups of balls: stripes and solids).

Once the groups of balls have been determined, players cannot change their group of balls at anytime during a game. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, **any group ball** must be pocketed, OR the cue ball or any **other** ball must contact a rail.

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

H. **FOULING**

All fouls must be called and acknowledged before the next shot is taken **(exception: scratching).**

The following results in fouls:

1. Failure to make a legal shot as noted above.

2. Shooting the cue ball into a pocket or off table.

3. It is a foul when a player scratches on the break, or deflects the

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

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

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

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

7. Object Ball Frozen to Cushion or Cue Ball.
This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:
    a) A ball being pocketed, or;
    b) The cue ball contacting a cushion, or;
    c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
    d) Another object ball being caused to contact a cushion with which it was not already in contact.
Failure to satisfy one of those four requirements is a foul.
A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or the players involved prior to that object ball being involved in a shot.

8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed, it is loss of game if called by the opponent before the next shot is taken.) Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball; it will be considered a foul.
    a) **If you accidentally move an object ball during a shot and it moves into the path of the cue ball, it is a foul if those balls collide.**
    b) **If you accidentally touch and move a ball and it falls in a pocket, it is a foul. Your opponent has the choice of leaving the ball down or replacing it on the table as close as possible to its original position.**
    c) If you **intentionally** touch a ball, it is a foul. (Example: Intentionally resting your hand on a ball to stabilize your bridge.)

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

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

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

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

13. Jumping object balls off the table.

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

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

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

I. PENALTY FOR FOULING

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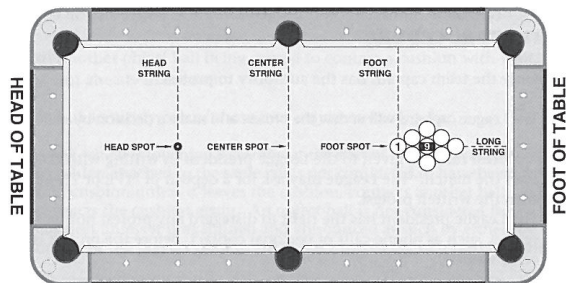
call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break) **or immediately after a foul on the break.**

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

7. 9-BALL RULES OF PLAY:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

General Definitions of Pocket Billiards

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

1. STRIKING CUE BALL. Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.
2. POCKETED BALLS. A ball is considered as a pocketed ball, if, as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table is not a pocketed ball.
3. POSITION OF BALLS. The position of a ball is judged where its base (or center) rests.
4. FOOT ON THE FLOOR. It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal in regard to size, shape, and the manner in which it is worn. Junior League exception.
5. KITCHEN DEFINED. The headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball, when being put in play from the kitchen (cue ball behind the string), may not be placed directly on the headstring; it must be behind it.
6. FOULS BY DOUBLE HITS. It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgment, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (Note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke.) Nonetheless, if it is judged by virtue of sound, ball position, and action and stroke used that there were two separate contacts of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.
7. PUSH SHOT FOULS. It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot (Such shots are usually referred to as push shots.)
8. JUMPED CUE BALL. When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not to be considered a foul.

9. ILLEGAL JUMPING OF BALL. It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if, for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.
10. PLAYER RESPONSIBILITY FOULS. The player is responsible for chalk, bridge, files, and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item make contact with a cue ball.
11. BALLS JUMPED OFF THE TABLE. Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rails surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper.)

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

15. NON-PLAYER INTERFERENCE. If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc.

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

17. Object Ball Frozen to Cushion or Cue Ball.

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

a) A ball being pocketed, or;

b) The cue ball contacting a cushion, or;

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

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

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

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

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

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

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

FORMAL PETITION FOR REMOVAL OF NAME FROM
MIDWEST POOL TOURNAMENT MASTERS / INTERMEDIATE / ADVANCED LIST
(OFFICIAL DEADLINE IS MARCH 1)

DATE: _____   **PLEASE PRINT**

TO: **MIDWEST POOL TOURNAMENT COMMITTEE**

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

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

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

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

_____   _____

Player Signature   **Date**

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

 (Office Use Only)

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

2024 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 2025 Tourney

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

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

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

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

Name	Code	Name	Code	Name	Code
Christine Mulhair	WIS	Corey Sheibal (nts)	OIT	Dan Cubrich (nts)	OAT
Christine Riedel (mg)	WMS	Cory Beck (acm)	OAS	Dan Daniels (acm)	OAT
Christine Rosenbaugh (nts)	WMS	Cory Dillow (nts)	OAS	Dan Ekeren (mg)	OAT
Chuck Barnes (gpp)	OAT	Cory Putzier	OIS	Dan Graybeal (ae)	OAT
Chuck Bates (rie)	OAS OIT	Cory Richmond (ae)	OAS	Dan Groenwold	OIT
Chuck Compton (nts)	OAT	Cory Schiltz (kc)	OIT	Dan Guzman (mm)	OIT
Chuck Fattig (ae)	OIS	Cory Wulf (ae)	OAT	Dan Halverson (nts)	OAT
Chuck Huff (acm)	OAS OMT	Courtney Kelly (mg)	OMT	Dan Hein (mg)	OMS
Chuck Limoges	OIT	Craig Ansbach (ae)	OIT	Dan Hickman	OIS
Chuck Moss	OIS	Craig Arehart (ae)	OAT	Dan Kapke (ae)	OAT
Chuck Nielsen	OIS	Craig Biggs (grn)	OAT	Dan Kelly (nts)	OAT
Chuck Rich (aesc)	OAS	Craig Carroll (aesc)	OAT	Dan Kerkaert (cn)	OIT
Chuck Sohm	OIT	Craig Cooper (grn)	OAT	Dan Kern (cn)	OIS
Chuck Wenther	OIS	Craig Grothen (cn)	OMT	Dan Klutman (mg)	OIT
Chuck Wykert (aa)	OIS	Craig Himmelberg (ae)	OAT	Dan Kuhl (mm)	OMS
Cindy Bulman (mm)	WIT	Craig Meyer (ae)	OAT	Dan Lamkins (ae)	OMS
Cindy Detrixhe (nb)	WIS	Craig Swanson	OIS	Dan Lane (aesc)	OAT
Cindy Hess (ae)	WIS	Craig Tassin (mm)	OIT	Dan Lieder	OIT
Cindy Norman (grr)	WMS	Cris Vorwerk (cn)	WMT	Dan Lingle (cn)	OIT
Cindy Pinter (mm)	WIS	Crystal Cunningham (nts)	WIS	Dan Moscato (nts)	OAT
Cindy Reedy (car)	WIT	Crystal Drake (grr	WMS	Dan Parker (ae)	OIS
Cindy Wessling (aa)	OAT	Curt Stierler (cn)	OIS OMT	Dan Powers (grn)	OAT
Cirino Caniglia (nts)	OMS	Curtis R Meier (grr)	OAT	Dan Reynolds	OIT
Clancy Cox (nts)	WIT	Curtis Sellers (mm)	OIS OMT	Dan Schmieder (ae)	OIS
Clare Marsh (nts)	OIT	Curtis Shinn (aa)	OAT	Dan Smith (nts)	OAS
Clare Marsh (nts)	WIS WMT	Curtis Strampe (nts)	OIT	Dan Sorenson	OIS
Clark Budahl (mg)	OMT	Dakota Summers (acm)	OMS	Dan Stinson (aa)	OAT
Claude McClain (acm)	OIS OMT	Dakota Wallace (acm)	OAT	Dan Tanner (nts)	OAT
Clayton Jones (nts)	OAT	Dale East (nts)	OAS	Dan Thompson (ae)	OIS
Cliff Feuerborn (aa)	OIT	Dale Maurer (nts)	OIT	Dan Wardner (mg)	OIS OMT
Clinton Bruhn (ae)	OAT	Dale Riedel	OIS	Dan Weyer (ae)	OMS
Coby Young (nts)	OIS	Dale Thornton (nts)	OAT	Dana Gillotte	OIS
Cody Dunagan (ae)	OMS	Dallas Benjamin (ae) (2025)	OIS	Dana Marquardt (ae)	OIT
Cody Edwards (mm)	OAS OIT	Dallas Kelliker	OIS	Daniel Armendariz (nts)	OAS OIT
Cody Hodgins (aesc)	OIS	Dallas Smith (aesc)	OIT	Daniel Murphy	OIS
Cody Lindstrom (grn)	OIT	Dalton Humberg (aesc)	OAS	Daniel Ortego (nts)	OIT
Cody Penning (cn)	OAS OMT	Dalton Stolpe (aesc)	OAT	Daniel Wheeler (aa)	OIS
Cody Vollmer (cn)	OIT	Damian Bell (mm)	OIT	Danny Bennett (mm)	OIS
Cole Foster (ae)	OMS	Damian Gomez (nts)	OAT	Danny Burns (acm)	OAT
Colin Daniels (ae)	OAS	Damian Haddock (aa)	OMT	Danny Roach (grn)	OMS
Colin Milander (mg)	OAT	Damian Solverson (grn)	OIT	Danny Williams	OIT
Connie Fletcher	WIT	Damon Gatewood (aa)	OAS	Dante Fuller (mg)	OAT
Connie McGough-Kaurman (grr)	WIT	Damon Ooten (aesc)	OMS	Darcie Johnson (mg)	OAT
Connie Tyler (nb)	WIT	Dan Angstead (aa)	OMS	Darcie Johnson (mg)	WIS WMT
Connie Westcott	WIS	Dan Black (aesc)	OIT	Darin Drake (gpp)	OAS OIT
Corey Hanson (nts)	OAT	Dan Bower	OIT	Darin Grummert	OIS
Corey Kremer (mg)	OAT	Dan Box (grn)	OIT	Darrell Budlong (nts)	OAT
Corey Palmer (acm)	OAT	Dan Brunton (nts)	OAT	Darrell Edwards (grr)	OIS
Corey Pratt (grn)	OAS	Dan Collier (nts)	OAS	Darrell Knudsen (nts)	OAT

Name	Code	Name	Code	Name	Code
Darren Hay (aesc)	OAT	Dave Pinkerton (ae)	OAS	Debra Pieper (rie)	WIS
Darren Rames (mg)	OIT	Dave Pownell (mg)	OAS OMT	Debra Sullivan (nts)	WIS OAT
Darrin Tebeest (mg)	OIT	Dave Radley (aesc)	OAT	Dee Thompson (ae)	WIT
Darryl Smith (aa)	OMS	Dave Russell (ae)	OIT	Deepak Hemnani (nts)	OIT
Daryl Lier (mg)	OAS	Dave Smith (aesc)	OAT	Del Hodgin (ae)	OAT
Daryl Strutzenberg	OIS	Dave Stevenson (aesc)	OIT	Denis Sumrall (aa)	OIT
Dave Allen (mg)	OAS OIT	Dave Teed (acm)	OIS	Denise Garcia (ae)	WIT
Dave Anderson (grn)	OIT	Dave Urwin (nts)	OAT	Dennis Diemer (nts)	OAT
Dave Ballard (nts)	OAS	Dave Walker (grn)	OAS	Dennis Diemer, Jr (nts)	OAT
Dave Bartlett (nts)	OAS	Dave Westphal (grr)	OAT	Dennis Dumdei (mg)	OIT
Dave Benning (mg)	OMT	Dave Woodle (grn)	OMT	Dennis Famestad (mg)	OIS
Dave Berger (ae)	OAS	Dave Wulf (ae)	OAS	Dennis Favero (nts)	OMS
Dave Briese (grn)	OAS	Davey Taylor	OIT	Dennis Isaacson (ae)	OAT
Dave Brown (aa)	OAS OIT	David Belitz (nts)	OAT	Dennis Kelly (nts)	OAT
Dave Brown (ae)	OIT	David Bentler	OIT	Dennis Kolarik (car) (2024)	OIS
Dave Burke	OIS	David Cantrell (aa)	OIT	Dennis Muhs (ae)	OIT
Dave Buth (mg)	OIT	David Cottle (nts)	OIS OMT	Dennis Nighswonger (aa)	OAT
Dave Corcoran (mm)	OIT	David Engel (aa)	OMS	Dennis Roberts (aa)	OIS OMT
Dave Crull (nts)	OIT	David Feerick (mg)	OIT	Denny Davis	OIS
Dave Czerwony (mg)	OIS	David Heinonen	OIS	Denny Golden (aesc)	OAT
Dave Damman (aesc)	OMS	David Karnof (mg)	OIT	Denny King (nts)	OIS
Dave Dicus	OIS	David Mindham (mm)	OIT	Denny Kohrt	OIT
Dave Dorpat (ae)	OIT	David Olsen (cn)	OAT	Denny Moore (mm)	OIT
Dave Ekeren (mg)	OAT	David Ray (nts)	OAS	Denny White (mg)	OIS
Dave Funke (aesc)	OIS	David Rhoten (nts)	OIS	Deon Utterback (nts)	OMS
Dave Glasebrook (nts)	OAT	David Shields (mm)	OAT	Derald Judson	OIS
Dave Hantz	OIT	David Shupe	OIT	Derek Benson-Williams (aesc)	OMS
Dave Hartman (mg)	OAT	David Stinson (aa)	OAS	Derek Deger (ae)	OMS
Dave Hartz	OIS	David Taylor (car)	OIS	Derek Murray (mg)	OAT
Dave Hexamer (mg)	OIS	David Wykert (acm)	OIT	Derek Sulley (nts)	OIT
Dave Hoff (mg)	OIS	Davy Buckley (nts)	OAS	Derek Swenson (cn)	OAS
Dave Hopkins	OIT	Dawn Hauptmeier (ae)	WIS	Derrick Bowens (nts)	OIT
Dave Janecek (nts)	OAT	Dawn VanEgmond (aa)	WMS	Derrick Scoular (grr)	OAS
Dave Jennings (mg)	OIS OMT	Dean Bleil (aesc)	OIS	Desiree Johnson (mm)	WIT
Dave Johnson	OIT	Dean Gjertson (mg)	OIS OMT	Devin Olson (aesc)	OMS
Dave Knupp	OAS	Dean Maeyaert (cn)	OIT	Dian Stoakes (ae)	WIS
Dave Kosiske	OIS OMT	Dean Moss (mg)	OIS	Diane Colborn (ae)	WIS
Dave Langford (ae)	OIT	Dean Thooft	OIT	Diane Waltke (ae)	WIT
Dave Larson (nts)	OAS OIT	Deana Mills (aa)	WIS	Dianne Rankin (nb)	WMS
Dave McGrath (mm)	OIT	Deanna Schuldeis (ae)	WIS	Dick Cook	OIS
Dave Mitchell (ae)	OIS	Deanne Caniglia (nts)	WIT	Dick Marsack	OAT
Dave Molberg (cn)	OIT	Deb McKenzie (ae)	WMT	Dick Sporven (nts)	OIT
Dave Newman (ae)	OAT	Deb Novak (car)	WMS	Dillon Aksamit (ae)	OIT
Dave Noell (ae)	OAT	Deb Roberts (ae)	WIT	Dixon Benshoof	OIT
Dave Olson (mg)	OMS	Deb Schneider (mm)	WIS WMT	D J Hoffman (mm)	OIT
Dave Owens (nts)	OAS	Debi Himmelberg (ae)	WIT	Doc Pierce (acm)	OAT
Dave Pardee (aa)	OAS OIT	Debi Nicotero (nts)	WIS WIT	Don Bieghler (mm)	OIS
Dave Parks (aa)	OIS	Debbie Schjodt (mg)	OIS	Don Cacek (grr)	OAT
Dave Pickett	OAT	Debbie Smith	WIS	Don Coenen (nts)	OAT

Don Davis (ae)	OIS	Dustin Gunia (nts)	OMS	Erin Menking (nts)	OIT
Don Harris	OAT	Dustin Iiams (mg)	OAT	Ernie Lance (acm)	OAS
Don Henderson (cn)	OIS	Dustin Lovre (mg)	OAT	Ernie Marmon (aa) (2027)	OIT
Don Hodgins, Sr (aesc)	OAT	Dustin Smith (nts)	OAT	Evan Keithley (ae)	OIS
Don Jones (aesc)	OAS	Dusty Meyer (aa)	OIS OIT	Ezequiel Ramirez (aesc)	OMS
Don Novak (car)	OAS	Dusty Rardin	OIS	Fernando Sheeler (mm)	OIT
Don Plymell	OIS	Dwane Pospisil (ae)	OAS OIT	Fletcher Finch (aa)	OAS
Don Roggane	OIS	Dylan Helton (acm)	OIS	Floyd Manley (gpp)	OAS OIT
Don Sauers	OIT	Earl Crouch (mm)	OIT	Fran Archambeau (mg)	OAT
Don Shelton (nb)	OIS	Earl Rector (nts)	OIT	Frank Certa (nts)	OMS
Don Stevens (nts)	OAT	Ed Carroll (nts)	OMS	Frank Cretsinger (kc)	OAT
Don Tanner (mg)	OMT	Ed Gulbronson (aesc)	OAT	Frank Flenniken (nts)	OIT
Donna Hensel (cn)	WMT	Ed Hepburn	OIS	Frank Francis (grn)	OIS
Donna Jurgens (car)	WIS	Ed Loubey (acm)	OAT	Fred Detrixhe (nb)	OIS
Donelle Hiers (nts)	WIS	Ed Moore (car)	OAS	Fred Huffman	OIT
Donnetta Hoffman (car)	WIT	Ed Noland	OIS	Fred McCoy (nts)	OAT
Donnie Devers (aa)	OIS OMT	Eddie Brown (nts)	OAT	Fred Morrill (gpp)	OAT
Donnie Hodgins (aesc)	OAT	Eddie Carrera	OIT	Fred Putman (acm)	OIS OMT
Donnie Meyer	OIT	Eddie Ellis (acm)	OAT	Fred Weyer (ae)	OAT
Donny Robbins	OIS	Eddie Helsel (acm)	OAS	Gabby Cervantes (nts)	WIS
Dot Cyr (aa)	WMS	Eddie Montez (nts)	OAT	Gabe Ratzlaff (grn)	OAS OMT
Doug Austin	OAT	Eddie Robinson, Jr (mm)	OIS	Gage Stinson (ae)	OAS OIT
Doug Bolton	OIS	Eddy Andresen (nts)	OAS	Gail Engelman (car)	OAS OIT
Doug Doran (aesc)	OIT	Eldon Steinfort	OIT	Gail (Gator) Wilwerding (rie) (2025)	
Doug Duncan	OIS OMT	Elece Kellerman (aa)	WIT		OAS OIT
Doug Gable (ae)	OAT	Emmy Heltzel	WMT	Gale Vogt (mg)	OAT
Doug Horn (ae)	OIT	Eric Book (rie)	OIT	Galen Boeck (nts)	OAS
Doug Jansen (ae)	OAT	Eric Hagood (car)	OIT	Garnet Gabriel (car)	WIT
Doug Kapfenstein (mg)	OAT	Eric Hall (nts)	OAT	Garret Davis	OIS OMT
Doug LeClair	OIS	Eric Hoffman (ae)	OAS	Garry Bauer (gpp)	OAT
Doug Morrow (gpp)	OIT	Eric Jones (aa)	OAS OMT	Gary Allen (aesc)	OAT
Doug Noble	OIT	Eric Kyle (ae)	OIT	Gary Davis (mm)	OAS
Doug Otteman (nts)	OAS	Eric Machmuller (mg)	OIT	Gary Dewaele (nts)	OIS
Doug Richey (aesc)	OMS	Eric McMurry (ae)	OAT	Gary Ford (nts)	OIS
Doug Sager (mg)	OAT	Eric McSorley (nts)	OIT	Gary Gronewald (car)	OAT
Doug Schultz (ae)	OIS	Eric Newell (ae)	OAT	Gary Hansel (ae)	OAT
Doug Sherrill (aesc) (2027)	OIS	Eric Obermeier (acm)	OMS	Gary Harders	OIS
Doug Simek (mg)	OAT	Eric Reed (mg)	OIS	Gary Henning (cn)	OAT
Doug Zuraff (mg)	OIT	Eric Roether (ae)	OAT	Gary Kluck (aa)	OAS OIT
Drew Knudsen (cn)	OIT	Eric Schnuerle (ae)	OIS	Gary Kludt	OIS
Drew Longman (mg)	OAT	Eric Seibert (ae)	OAT	Gary Kozak	OAT
Duane Boerboom (mg)	OIT	Eric Spencer (ae)	OIS OMT	Gary Meggs	OIS
Duane Johnson (mg)	OAS	Eric Spilker	OIT	Gary Nath	OIT
Duane Starner	OIS	Eric Sullivan (nts)	OIT	Gary Oldfield	OAT
Dudley Beyer (ae)	OIS	Eric Sweazey (grn)	OAS	Gary Shannon (mm)	OIT
Dustin Boyle (aesc)	OMS	Eric Tangye	OIT	Gary Sillik (nts)	OMS
Dustin Branster	OIT	Eric Witt (mg)	OIT	Gary Sockel	OIT
Dustin Collins (ae)	OMT	Erica Bricker (grr)	WIT	Gary Stokes (aesc)	OIS
Dustin Evink (mg)	OAT	Erin Dewaele (nts)	WIT	Gary Stuart (nts)	OAS

Gary Wells (mm)	OIS	Greg Wendland (grn)	OAS	Jaime Gonzales (nts)	OAT
Gary Whisenhunt (aa)	OAS OMT	Gregg Baumbach	OIS	Jake Allen (nts)	OAS
Gene Dalsing (aa) (2025)	OIT	Gretchen Miller (acm)	WIS	Jake Green (nb)	OIT
Gene Flynn (ae)	OIS	Gwen Berg (mm)	WMT	Jake Jacobson (nts)	OIT
Gene Outland	OIS	Ha Tran (mg)	OIS OMT	Jake Jurgens (ae)	OAT
Gene Richardson (mm)	OIS	Hal Hickman	OIT	Jake Stollar (ae)	OMS
Geoff Rice (mm)	OMS	Hal Porter (nts)	OAS	James (Matt) Bieberly (aa)	OIS
George Lingo (mm)	OIT	Hank Donner (nts)	OAS	James Bryan (aa)	OAS OMT
George McClain (acm)	OAT	Hank Eldrington	OIS	James Cook (mm)	OIS
George McNamara (nts)	OAT	Hank Nelson	OIT	James Davis	OIS
George Weiland (mm)	OIT	Hans VonNiessen (car)	OAS	James Fletcher	OIS
Gerad Setter (aa)	OAS OIT	Harley Klimesh	OAS	James Gibson (grr)	OAS
Gerald Bechman, Jr (grr)	OAT	Harold Turner (aa)	OAS OIT	James Hines (nts)	OAT
Gerald (JJ) Caligari (mm)	OAT	Harvey Helm (mm)	OIS	James Johnson (mg)	OIT
Gerry Angermann (aesc)	OAT	Heath Moore (grn)	OIS	James Jennings (aesc)	OAT
Gerry Van Voorst (mg)	OAT	Heather Siek (mm)	WIT	James Madsen (mg)	OIT
Glade Skinner (ae)	OIT	Heidi Barck (mg)	WIT	James Markley (aa)	OIS OMT
Glen Atwell(nb)	OMS	Heidi Confer (nts)	WMT	James Werner (nts)	OIS
Glen Byous	OIS	Heidi Slonka (aa)	WMS	Jami Decker (mg)	WIS
Glenna (Charlie) Jones (nts)	WIS WMT	Henry Bot (cn)	OIT	Jamie Ackerly	OIT
Glenna (Charlie) Jones (nts)	OIT	Henry Williford (car)	OMT	Jamie Augustine (nts)	OIS
Gloria Roubideaux (mg)	OAT	Herb Lichtenberger (mm)	OIS	Jamie Bender (ae)	WIS OIT
Gordon Coleman (aesc)	OAT	Hunter Baird (cn)	OAT	Jamie Bennett	OIS
Gordon Hough (rie)	OAS	Ika Svintradze (nb)	OIS	Jamie Courtney	OIT
Gordy Engesmoe (mg)	OIT	Irvin Risley (nts)	OAT	Jamie Fenton (mm)	OMS
Gordy Peterson (grn)	OMS	Isaac Myers (aesc)	OAS	Jamie Ferguson (acm)	OMT
Grant Coover (nts)	OAS	Isaac Newton	OIS	Jamie Havenridge (nts)	OAS
Greg Arndt (cn)	OIS	Ismael Chavez (nts)	OIT	Jamie Kobylasz (nts)	OIT
Greg Bean (aesc)	OAT	Ismael Tirado (nts)	OIT	Jamie Kockler	OIS
Greg Carr (acm)	OIT	Ismael Zambrano (nts)	OAS	Jamie Monson (cn)	WMT
Greg Formanek (car)	OAT	Israel Swanson (grn)	OAS	Jamie Petsche (rie)	OIT
Greg Frase (car)	OAS	Ivory Wynne (nts)	OAT	Jamin Walters (nts)	OIS
Greg Guenther (car)	OAT	Izzy Reedy	OIT	Jamison Gall (nts)	OMS
Greg Kellogg	OIS OMT	J D Christian	OIS	Jan Foster (aesc)	WMS
Greg Kohlmier (nb)	OIT	J D Riley (nts)	OMS	Jan Monroe (aa)	OMT
Greg Lamb (aa)	OIT	J R Jones (car)	OAT	Jane Ormseth (mg)	WMT
Greg Marsh (mg)	OMS	J R Rosenbaugh (nts)	OIS	Jane (J D) Nelson (mm)	WMT
Greg Martin (ae)	OAT	J R Yakel (aa)	OAT	Janelle Boeding (kd)	WIS
Greg Narke (nts)	OIS OMT	J T Shively (grr)	OIT	Janelle Melohn (mm)	WMS
Greg Ridenour (cn)	OMS	Jack Ferrini (aesc)	OIT	Janette Talley (nts)	WMS
Greg Sill (acm)	OAS OIT	Jack Morgan (nb)	OIS	Jann Brakke (mg)	WIS
Greg Spence (ae)	OIT	Jack Myers (nts)	OAT	Jared Schaffer (mg)	OAT
Greg Spilker (car)	OAT	Jack Ritonya (nts)	OIT	Jared Wright (nts)	OAT
Greg Spurlin (mg)	OAT	Jack Robertson (nts)	OIT	Jarod Pieper (car)	OAT
Greg Stratton (mg)	OMS	Jack Stevenson (ae)	OAT	Jarrett Chase (aesc)	OAT
Greg Teet (ae)	OMS	Jackie Haase (rie)	WIT	Jarrett Jones (acm)	OAT
Greg Thornes (mg)	OIS OMT	Jacob Felber (cn)	OAT	Jarrod Solomon (aesc)	OIT
Greg Travis (acm)	OIS OMT	Jacob McFarland (grn)	OAT	Jason Aldren (mg)	OAT
Greg Wagner (aa)	OAT	Jacob Stevenson (nts)	OAS	Jason Andersen (nts)	OIS

Jason Brehmer (nts)	OAT	Jeff Benson (nts)	OAT	Jeremy Albright (nts)	OIT
Jason Chance (mm)	OMT	Jeff Biggerstaff (aesc)	OAS	Jeremy Ames (car)	OIS
Jason Coleman (aa)	OIT	Jeff Boukal (nts)	OAT	Jeremy Bates (cn)	OIT
Jason Crisp (ae)	OMT	Jeff Buckmaster (nts)	OMT	Jeremy Brenden (mg)	OAT
Jason Diaz (ae)	OIT	Jeff Buol (nts)	OAS	Jeremy Fales (aa)	OAS OMT
Jason Dubray (car)	OAS	Jeff Donnelly	OIT	Jeremy Froisland (car)	OIT
Jason Forstrom (nts)	OAT	Jeff Eichmann (aesc)	OIS OMT	Jeremy Frost (mg)	OMS
Jason Froehling (mg)	OMS	Jeff Eilers (tnt)	OAS	Jeremy Gardner (mg)	OAS
Jason Graham (acm)	OIS OMT	Jeff Ellsworth (acm)	OIS	Jeremy Goodner (grn)	OIS
Jason Harpham (ae)	OAS	Jeff Finke (ae)	OIS	Jeremy McHugh (ae)	OMS
Jason Heldenbrand (mm)	OAT	Jeff Flanagan (aa)	OIS	Jeremy Moon (ae)	OAT
Jason Honig (nts)	OAS	Jeff Hazen (aa)	OIT	Jeremy Plantenberg (mg)	OIS
Jason Husted (aesc)	OIS	Jeff Hudson (ae)	OIS	Jeremy Shuey (grr)	OIT
Jason Kampas (mm)	OMS	Jeff Jorgensen (mm)	OIS	Jeremy Swanson (ae)	OAT
Jason Kurvink	OIT	Jeff Koppenheffer (nb)	OIS	Jeremy Sweet	OIT
Jason Leader (nts)	OIT	Jeff Lamontagne (nts)	OIS OMT	Jeremy Urwin (nts)	OMT
Jason Leaver (aesc)	OIT	Jeff Law (gpp)	OIT	Jeremy Zurcher (mg)	OMT
Jason Long (mg)	OMT	Jeff Leidy	OIS	Jeri Bouvette	WIS
Jason Naglestad (mg)	OMT	Jeff Liberstein (mg)	OAT	Jerome Anderson (gpp)	OIT
Jason Nida (aa)	OIS	Jeff Marso (mg)	OAT	Jeromie Wiskus (rie)	OAS OIT
Jason Page (mg)	OAT	Jeff Maurer (cn) (2027)	OAT	Jerrod Frideres (nts)	OMS
Jason Preul (nts)	OMS	Jeff McNaught (ae)	OIS OAT	Jerry Benning (mg)	OIT
Jason Richardson (mm)	OMS	Jeff Miller	OIS	Jerry Cooper (nb)	OIT
Jason Schneiders (aesc)	OAS	Jeff Montgomery (aa)	OIS OMT	Jerry Harrison (grn)	OAS OIT
Jason Seemen (mg)	OMT	Jeff Morton (nts)	OAS OIT	Jerry Heinen (nb)	OIS
Jason Smith (nts)	OMS	Jeff Nemitz (mm)	OAT	Jerry Ivey (acm)	OMT
Jason Sorenson (grn)	OAS	Jeff Parker (nts)	OIT	Jerry Junker (car)	OAT
Jason Surber (aesc)	OAS OIT	Jeff Pittenger (mg)	OIT	Jerry Kockelman (mg)	OIS
Jason Swords (acm)	OAT	Jeff Powell (ae)	OIS	Jerry Montgomery (mg)	OMT
Jason Tebeest (mg)	OAS OIT	Jeff Rabbitt (aesc)	OIT	Jerry Ritonya (nts)	OAS
Jason Thornton	OIS	Jeff Reitz (nts)	OAT	Jerry Schroeder (cn)	OMT
Jason Truett (kc)	OAT	Jeff Roemeling (cn)	OIT	Jesse Bannor (mm)	OIS
Jason Vanis	OIT	Jeff Synak (ae)	OIT	Jesse Borschel (mg)	OAT
Jason Vidlak	OIT	Jeff Thompson	OIS	Jesse Ellis (acm)	OAT
Jason Wathor (ae)	OIS	Jeff Turner (ae)	OIS	Jesse Hoage (ae)	OAT
Jason Weston (aesc)	OAT	Jeff Wagner (ae)	OIS	Jesse Hunter (grn)	OAS
Jay Dvorak (mg)	OIS	Jeff Warner (ae)	OAS OIT	Jesse Kleinhesselink (aesc)	OIS OMT
Jay Green	OIS	Jeff Whitmore (rie)	OAS	Jesse Laughlin (rie)	OAS
Jay Mueller (aa)	OAT	Jeff Wolfe (ae)	OIS	Jesse Letsche (mg)	OAT
Jay Thompson (ae)	OIS	Jen Krant (cn)	WMT	Jesse Reynolds (acm)	OAS
Jay Zender (cn)	OIT	Jenelle Lee (nts)	WIT	Jesse Verdeck (cn)	OIS
Jayson Harp (grn)	OAT	Jennifer Blanchard (mm)	WIT	Jesse Yager (ae)	OIT
Jayson Vermule (nts)	OIT	Jennifer Combs (aa)	WMS	Jessica Farrell (acm)	WIS
Jeanie Parratt (car)	WIT	Jennifer Major-Berry (acm)	WIT	Jessica Frideres (nts)	WMS OIS
Jeanne Collins (nts)	WIS	Jennifer Stovall (nts)	WMT	Jessica Frideres (nts)	OMT
Jeb Crom (rie)	OIT	Jennifer Zucca (nts)	WIT	Jessie Hall (acm)	WIS
Jeff Baker (nts)	OIS	Jenny Shafer (nb)	WMS	Jessie Seelye (nb)	WMS
Jeff Ball (ae)	OIT	Jeramy Ehlers (aesc)	OIS	Jill Jasek (nts)	WMT
Jeff Barnett (ae)	OAT	Jered Tiedeman (car)	OAT	Jill Nagel (nts)	WMS

Jim Chapman (mm)	OIS	Joe Alvarez (grn)	OIT	John Mize (nb)	OMS
Jim Denelsbeck (cn)	OIT	Joe Anderson (mg)	OIT	John Mossman (nts)	OAT
Jim Diller (car)	OIS	Joe Brown (nts)	OMS	John Nelson (mm)	OIT
Jim Eneix (aa)	OIT	Joe Clemons (grn)	OIT	John Newman (ae)	OIT
Jim Foarde	OIT	Joe Cooper (mg)	OIT	John Nisbet (nb)	OIS
Jim Havelaar	OIT	Joe Devlaeminck (cn)	OMT	John Penn (aesc)	OIS
Jim Hemmer (mg)	OMT	Joe Dorpinghouse (kc)	OIT	John Powers (rie)	OIS
Jim Hopkins (nts)	OAS OIT	Joe Erwin (mg)	OAT	John Ramert (mg)	OAT
Jim Hoyland (grr)	OAS	Joe Feerick (mg)	OIT	John Ray (car)	OAT
Jim Johnson (D & D)	OMS	Joe Henderson (ae)	OAT	John Roche (aesc)	OAT
Jim Kelly (aesc)	OAS OIT	Joe Huffman (nts)	OAT	John Seibert (cn)	OIT
Jim King (ae)	OIS OMT	Joe Jones (mm)	OIT	John Septer (grr)	OAT
Jim Kohtz (car)	OAS	Joe Kepford (nts)	OIS	John Shifflet (mg)	OMT
Jim Kreikemeier (nts)	OAT	Joe Kidd	OIS	John Shuput (nts)	OIS OMT
Jim Lane (aesc)	OIT	Joe Madison (aesc)	OAS	John Signor	OIS
Jim Lucas (nts)	OAS	Joe Martin (acm)	OAS OIT	John Snyder (car)	OIS
Jim McConnell (mg)	OAT	Joe Northup (ae)	OIT	John Stewart (nts)	OAT
Jim Meyer (nts)	OIT	Joe Ritonya (nts)	OIT	John Street (aesc)	OMS
Jim Miller (ae)	OIT	Joe Schulte (ae)	OIT	John Todd (nb)	OIT
Jim Olejniczak (rcac)	OAS OIT	Joe Shanks (nts)	OIS OMT	John Towns (aa)	OIT
Jim Orren (cn)	OIT	Joe Skluzacek	OAS OIT	John Turner (ae)	OAT
Jim Petzoldt (rcac)	OAS	Joe Smith (aa)	OAS OIT	John Ward (aesc)	OIT
Jim Prchal (nts)	OMS	Joe Woods (nts)	OAS	John Woods (aesc)	OMS
Jim Preul (nts)	OMT	Joel Brott (ae)	OIT	Johnathan Portwood (aa)	OAT
Jim Reed	OMT	Joel Fini (grr)	OAS	Johnna Obermier (acm)	WIS
Jim Rigney (aa)	OMT	Joel Ford (aesc)	OIS	Johnny Krick (nts)	OAT
Jim Ritzman (mg)	OMT	Joey Kuhns (mg)	OIT	Jon Allen (nts)	OIT
Jim Shannon (nts)	OIS	John Berg	OIT	Jon Aymar (mg)	OIT
Jim Shively (gpp)	OIT	John Bishop (mg)	OIT	Jon Chase (nts)	OIS
Jim Stoutland (cn)	OIT	John Borden (grr)	OAS	Jon Conover (aesc)	OMT
Jim Tucker (mm)	OIT	John Bot (cn)	OMS	Jon Freemont	OIS
Jim Vanderheiden (kc)	OIT	John Britton (car)	OAT	Jon Jones (aa)	OIT
Jim Woodside (ae)	OAT	John Buche (mg)	OIS	Jon Ray (nts)	OAT
Jimmie Helton (acm)	OAS	John Bussey (ae)	OIS	Jon Skogen (mg)	OIS
Jimmy Bulanda (nts)	OAT	John Chase (nts)	OAT	Jon Snapp (acm)	OAT
Jimmy Busick (gpp)	OAS OIT	John Clark (nts)	OIS	Jon Sunderman (mg)	OIT
Jimmy Cheng (mm)	OIT	John Crooks (aa)	OAT	Jon C Brown (mm)	OMS
Jimmy Gilpin (nts)	OIT	John Deneui (mg)	OAT	Jonah Alvarez (ae)	OIT
Jimmy Highshaw (nts)	OAT	John Firestine (ae)	OAT	Jordan Davis (aa)	OMS
Jimmy Koletcky (mg)	OIT	John Fox (cn)	OMS	Jordan Gall (nts)	OAS
Jimmy Nosavan (mm)	OMS	John Freinage (rie)	OAT	Jordan Helms (aa)	OMT
Jimmy Sundene (nts)	OAS	John Gantt	OIT	Jordan Larson (nts)	OAS
Joan Barber (ms)	WMT	John Hetherington (car)	OIT	Jorge Stein (rie)	OAT
Jodee Andelt (car)	WIS	John Hipes (acm)	OAS OIT	Jose Bautista (aesc)	OIS
Jodi Peckham (nts)	WIS WMT	John Jennings (ae)	OIT	Jose Vega (acm)	OAS
Jodie Lee (nts)	WIS WMT	John Lane (nb)	OIT	Josh Bauer (nts)	OMT
Jody Belding (acm)	WIS	John Larsen (nts)	OAS OIT	Josh Burger (car)	OAS
Jody Lewis (nts)	OAS	John McMillin (nts)	OAS	Josh Burtzel (mg)	OMS
Jody McLaughlin (mm)	OIT	John Miller (ae)	OAS	Josh Cover (ae)	OAS OIT

Name	Code	Name	Code	Name	Code
Josh Coyle (mg)	OMS	Karen Thuman (nts)	WMT	Kenny Ferguson (nts)	OIT
Josh Erenhard (nts)	OAT	Kari Morstad (mg)	WMT	Kenny Hollensen (cn)	OAS
Josh Jordan (car)	OAS	Karl Sontheimer (acm)	OAT	Kenny Rearick (mg)	OIT
Josh Kohout (nts)	OIS	Karla Dowding (nts)	WIS WMT	Kenny Spicer (acm)	OIT
Josh Lacy (ae)	OAT	Karry Auten (grn)	WIT	Kent Dinkelman (nts)	OIS
Josh McCurley (ae)	OAT	Kashe O'Neal (nts)	OAS	Kent Huemoeller (mg)	OIT
Josh McPhereson (nts)	OAS	Kate Pearce (aa)	WIS	Keri Boyle (aesc)	WIS
Josh Nielsen (rie)	OAT	Kathleen Morast (aa)	WMS OIT	Kerri Morrison (aa)	WMT
Josh Ray (nts)	OAT	Kathy Mathiesen (kd)	WIT	Kerry Taylor (aesc)	OAS
Josh Ray (ae)	OIS	Kathy Pinney (aesc)	WIS	Keven Willard (mg)	OMT
Josh Runge (grn)	OAS OMT	Kathy Rupe (nts)	WMS	Kevin Barnes (ae)	OAT
Josh Slater (rie)	OIT	Katie Vongphasouk (mm)	WIS	Kevin Blackford (mm)	OAS OIT
Josh Soupir (cn)	OIS	Kaycee Matheason (grn)	WIS WMT	Kevin Copple (aa)	OAT
Josh Stern (ae)	OIS	Keaton Kozak (mg)	OAT	Kevin Kidd (mg)	OIT
Josh Underwood	OIT	Keith Bowman (ae)	OIT	Kevin Kracht (car)	OAS
Josh Vanderweide (cn)	OIT	Keith Deschepper (mg)	OAT	Kevin Kramer (cn)	OIS
Josh Vermule (nts)	OAS OIT	Keith Hanssen (mg)	OIS	Kevin Lundgren (aesc)	OAS
Joshua Clark (aa)	OAT	Keith Herndon	OIS	Kevin Miller (car)	OIS
Joshua Rehnelt (cn)	OAT	Keith Hinzman (ae)	OIS	Kevin Oswald (ae)	OIT
Juan Gonzales (nts)	OAT	Keith Kaufman (rie)	OIT	Kevin Staumbach (aa)	OAT
Judy Kelling (cn)	WMT	Keith Kontor (ae)	OAS	Kevin Sullivan (nts)	OMS
Julian Martinez (ae)	OIT	Keith Lee	OIT	Kevin Totman (aesc)	OAS OIT
Julie Hoyland (mm)	OAS WMS	Keith Luedke (ae)	OAT	Kevin Waterman (nts)	OIT
Julie Meints (car)	WIS	Keith Stewart (ae)	OMT	Kevin Whisman (ae)	OIT
Julie Nielson (ae)	OAS WMS	Keith Wolfe (mg)	OAT	Kevin Whitlock (nts)	OAT
Julio Bibian	OIT	Keith Wyatt (nb)	OIT	Kevin Willard (mg)	OIS
Junior Luke (ae)	OAT	Kelley Hayes (mg)	WMT	Kevin Workman (ae)	OIT
Justin Beck (nts)	OIT	Kelli Finke (ae)	OAT	Kia Lundgren (aesc)	WIS
Justin Bigley (rie)	OIS	Kelli Finke (ae)	WIS WMT	Kim Alexander (mg)	WMT
Justin Brannan	OIS	Kelli Kelderman (grr)	WIT	Kim Blecha (nts)	WIS WMT
Justin Engstrom (grr)	OAT	Kelli Tech (rie)	WIS	Kim Carnes (ae)	OAT
Justin Frye (nb)	OMT	Kellie Selby (nts)	WMS	Kim Carnes (ae)	WIS WMT
Justin Grosnickle (nts)	OIS OMT	Kelly Cyr (nts)	OIS	Kim Elder (ae)	OIS
Justin Gunderson (nts)	OAT	Kelly Harper (mm)	WIS WMT	Kim Shupe (nts)	OIS OMT
Justin Hajek (car)	OAT	Kelly Heptig (nb)	OIT	Kim Trouten (mg)	WMT
Justin Huisenga (nts)	OAT	Kelly Lokken (car)	OAT	Kirk Cairney	OIS
Justin Jamison (aa)	OIT	Kelly Spangenburg (mm)	WMS	Kirk Glass (grr)	OIS
Justin Jones (car)	OAT	Kelly Stoutenberg (mm)	OIT	Kirk Ripa (car)	OAT
Justin Junge (mg)	OAT	Ken Barnhart (mg)	OIT	Kirk Sims (nts)	OAT
Justin Richardson (mm)	OMT	Ken Kendall (nts)	OIS	Kirk Spearman (ae)	OAS OIT
Justin Roach (acm)	OAT	Ken Kerkaert (mg)	OAT	Kirk Stevens (ae)	OMT
Justin Sellhorn (ae)	OAS	Ken Murrow (gpp)	OAT	Kirsten Adams (grr)	WIS
Justin Wallace (nts)	OIT	Ken Shoning (nts)	OIT	Klori Sheppard (mg)	WIS WMT
Justin Weig (cn)	OAS OIT	Ken Squires (ae)	OIT	Kodey Lee (nts)	OIT
Justine Griesse (mg)	OAT WMS	Ken Uhlenkamp (mm)	OIT	Kody Campa (rcac)	OIS
Kale Wicks (nts)	OAT	Ken Zale (nts)	OAT	Kolbe Kalvig (grr)	OAT
Karen Hashimoto (mg)	WIS WMT	Kendal Roper (grn)	OIT	Korby Bertrand (ae)	OAS
Karen Huth (nts)	WMT	Kenneth Girard	OIS	Kori Green (grr)	WIT
Karen Lincoln (aa)	WMS OAT	Kenny Crampton (aesc)	OIS	Kori Oberembt (mg)	WIS

Name	Code	Name	Code	Name	Code
Kris Bliven (aesc)	OAT	Larry Shupe (nts)	OMS	Lucas Leinen (nts)	OAS OIT
Kris Carrillo WIS	WMT	Larry Sutton (nb)	OIT	Lucas Thomas (aa)	OAT
Kristy Hein (mg)	WIS	Larry Walker	OMS	Lucky Sisouvong (car)	OAT
Kristy McCown (car)	WIS	Larry Weddell	OIT	Lucus Campion (cn)	OIT
Kurt Bord	OIT	Larry Youngmon	OIT	Luke Goodon (aesc)	OAT
Kurt Facile (mg)	OIT	Laura Baker (mg)	WMS	Luvern Hanson (mg)	OIS
Kurt Krajicek (nts)	OAT	Laura Ritonya (nts)	WMT	Ly Lo	OMS
Kurt Peterson (mg)	OIT	Laurel Newlon (ae)	WIT	Lyle Bates (kc)	OAT
Kurt Reichelt (mg)	OMT	Laurie Chandler (rie)	WIS	Lyle Roucka (nts)	OIS
Kurt Sabin (grn)	OMS	Leanne Paulson (mg)	WMS	Lynell Green (nts)	OAT
Kurt Vanourney (ae)	OIS	Lee French (aesc)	OIS OMT	Lynn Ferguson	WMT
Kylan Poulson (cn)	OAT	Lee Gourneau, IV (mg)	OIS OMT	Lynn Lux (nts)	WIT
Kyle Bonstead (aesc)	OMS	Lee Greaves (mg)	OAT	Lynn Skogen (mg)	WIS
Kyle Britton (aesc)	OIS OMT	Lee Norton (nts)	OMS	Mackenzie Cuda (ae)	WMS OAT
Kyle Brunick	OIS	Lee Smith (car)	OAT	Mackenzie Jaeger (nts)	WIT
Kyle Miller (ae)	OAT	Lee Welsh (nb)	OIS	Mandi Young (nts)	WIT OAT
Kyle Nelson (aesc)	OAS	Lee Ann Weidenfeller (nts)	WIS WMT	Mandy Hatfield (nts)	WIT
Kyle Nichols (aa)	OAS	Lehi Tonga (aesc)	OMS	Mandy King (ae)	WIT
Kyle Placek (mg)	OAT	Leo Maddalena (nts)	OAT	Mandy Standley (nts)	WIT
Kyle Sohl (nts)	OIT	Leon Mace (acm)	OIT	Marc Horner (nts)	OIT
Kyle Sorenson (grn)	OIS OMT	Leonard Klug	OIS	Marc Jacobson (mg)	OMT
Kyle Taylor (nts)	OAS OIT	Leslie Groendyke (aesc)	WMT	Marc Pangborn (car)	OAS OIT
Kyle Wooten	OIT	Leslie Lane (acm)	WIS	Marc Phillips (mg)	OMT
Lance Lerch (nts)	OIT	Leslie Williams (acm)	WIS	Mardi Ratzlaff (grn)	WIS
Lane Ehlers (car)	OAT	Lewis Lamb (acm)	OAT	Marguerite Pircer (mm)	WIS
Lannie Hallowell (nts)	OIS	Linda Brown (mm)	WMS OAT	Mariah Budlong (nts)	WIS
Lanny Hayes (mg)	OIS	Linda Allen (ae)	WIT	Mariah Thurman (nts)	WIT
Lanny Lammers (cn)	OIT	Lisa Aude (ae)	WMS	Marilyn Smith (nts)	WMS OAT
Larry Ackerman (nts)	OIS	Lisa Davis	WIS	Mark Becker (cn)	OIT
Larry Anderson (mg)	OMT	Lisa Fisher (aa)	WIS	Mark Boyle (aa)	OAS OIT
Larry Anseeuw (cn)	OIT	Lisa Schumacher (mm)	WIT	Mark Brower (nts)	OIS
Larry Bamsey (cn)	OIT	Lisa Snyders (grt)	WMT	Mark Bussey (ae)	OIS
Larry Cottle (nts)	OIS	Lisa Sypersma (rcac)	WIS	Mark Chapin (mm)	OIT
Larry Cummings (mg)	OIT	Lloyd Kinnan (ae)	OIT	Mark Denton (acm)	OMS
Larry Davis (nb)	OMT	Lloydie Buhr (nts)	OAS	Mark Dewitt (mm)	OIT
Larry Ehlers (aesc)	OIT	Lois Slechta (rie)	WIT	Mark Erickson (ae)	OMT
Larry Fisher (nts)	OIS OMT	Lonnie Ekeren (mg)	OAT	Mark Foss (nts)	OIS OMT
Larry Gilleland (ae)	OIS	Lonny Hertel	OIT	Mark Fouraker (acm)	OIS
Larry Hatton (nb)	OIS	Loren Jorgensen, Jr (nts)	OIS	Mark Garrow	OIS
Larry Horacek (nts)	OIS	Loren Niemand (grn)	OAS	Mark Gering (aa)	OAS
Larry Jensen (mg)	OIS	Lori Reinert	WIS	Mark Hunt (nts)	OIS
Larry Lane (acm)	OIT	Lorri Kerns (acm)	WIS	Mark Jenkins (grr)	OAT
Larry Lashley (ae)	OAT	Lorrie Lanham (nts)	WIS WMT	Mark LeClair (acm)	OIS
Larry Lewis (acm)	OIT	Lou Krohn	OIT	Mark Leonardi (acm)	OIS
Larry McCullough (kc)	OIT	Lou Lends His Horse (mg)	OMT	Mark Moffet (nb)	OIS
Larry Mitchener (aa)	OIT	Lou Lopez (aa)	OMS	Mark O'Connor (mg)	OIS OMT
Larry Newman (ae)	OIS	Louie Ramos (ae)	OIT	Mark Osborn (ae)	OIS
Larry Perera (aesc)	OIS	Louis Campagnone (nb)	OIT	Mark Packard (ae)	OIT
Larry Roland	OIS	Lu Book (rie)	WIS WMT	Mark Rafuse (aa)	OAT

Mark Rainey	OIS	Matt Schroeder (car)	OAT	Mike Burney (aa)	OIS
Mark Rogers (mg)	OIT	Matt Slosson (ae)	OAT	Mike Cain (aa)	OAT
Mark Rogge (car)	OIS	Matt Smith (mm/acm)	OMS	Mike Calhoun (mm)	OAS
Mark Sheldon (ae)	OIS	Matt Stoner (ae)	OMS	Mike Chase (ae)	OIT
Mark Sherry (car)	OIS	Matt Tillman (nts)	OAS OIT	Mike Church (ae)	OIT
Mark Sloppy (mm)	OMT	Matt Vlcek (ae)	OIS	Mike Cook (cn)	OAT
Mark Sweisberger (aesc)	OAT	Matt Weida (nts)	OAS	Mike Coyle (nts)	OMT
Mark Teel (ae)	OAT	Matt Wilson	OIS	Mike Donigan (aa)	OIS
Mark Tweet (mg)	OAT	Maurey Johnson (mg)	OIS	Mike Dreyer (mg)	OIT
Mark Wagoner (grr)	OIT	Max Christensen (kc)	OIS	Mike Durand (mm)	OIT
Marla Ronk (car)	WIT	Mel Marsh (nts)	OIS	Mike Erickson (mg)	OIT
Marnie Zimmerman (aa)	WMS OAT	Mel Nededog	OIS	Mike Foor (nb)	OIT
Martin Almazon (nts)	OIS	Melanie Philmalee (nts)	WMT	Mike Foxworthy (nts)	OAT
Martin Rodriguez	OIT	Melissa Anderson (acm)	WIS	Mike Gegnoche (grn)	OAS
Marty Heldenbrand (acm)	OMS	Melissa Fawley	WIS	Mike Gerkin (ae)	OIT
Marty Lusk (mg)	OAS OIT	Melissa Hills (mm)	WMS	Mike Harvey (ae)	OIS
Marty Mattison (aa)	OIT	Merlyn Meyer (mg)	OIT	Mike Hassin (mm)	OIT
Marty Ourada (ae)	AT	Merv March (aesc)	OIT	Mike Henderson (mm)	OMS
Marty Schuttpelz (aesc)	OAS	Micaela Hayden (nts)	WIT	Mike Hopkins (aa)	OIT
Marv Becker (cn)	OIT	Michael Brzostowski (aesc)	OAS	Mike Hughes (mg)	OMS
Marvin Fuller (ae)	OIT	Michael Cooper (ae)	OIS	Mike Hyland	OMS
Marvin Sollars (acm)	OIS	Michael Heinsmann (nts)	OMT	Mike Janssen (ae)	OIT
Marvin Thomas (acm)	OIS OMT	Michael Mahoney (ae)	OIS	Mike Johnson (grr)	OIS
Mary Stoltenberg (nts)	WIS	Michael Malin (ae)	OAS	Mike Johnson (aa)	OIS
Mason Kalin (tnt)	OAT	Michael Moore (mm)	OAS OIT	Mike Lemke (mm)	OAS OIT
Mat Banitt (ae)	OAT	Michael Sandquist (nts)	OMS	Mike Lenz	OIT
Matt Bebensee (ae)	OAS OIT	Michal Peltier	WIS	Mike Lowe (gpp)	OIT
Matt Berry (acm)	OAT	Michelle Ely (grn)	WMT	Mike Masoner (acm)	OAS
Matt Cady (mg)	OIS OMT	Michelle Hagge (kd)	WIS	Mike McDonnell (grn)	OAT
Matt Goodwin	OIS	Michelle Heiman (aa)	WIS OAT	Mike McGraw (mg)	OAT
Matt Hagge (mm)	OIT	Michelle Kment (nts)	WMT	Mike McPeck (nts)	OAT
Matt Hall (aesc)	OIS	Michelle Mahoney (nts)	WIS OAS	Mike Meskimen (ae)	OAT
Matt Heitman (acm)	OAS	Michelle Moore (nts)	WIS	Mike Miller (nts)	OIT
Matt Hook (mg)	OMT	Mick Fisher (nts)	OAT	Mike Moore (ae)	OIT
Matt Jaminet	OIT	Mick Sturges (aesc)	OIS	Mike Morford (mg)	OIS
Matt Kappes (grt)	OAT	Micke Hansen (aesc)	OAT	Mike Mulligan (nts)	OAT
Matt King (ae)	OIT	Mickey Mix (mg)	OAT	Mike Murray (ae)	OAT
Matt Kizzier (nts)	OMT	Micki Kain (cn)	WIS WMT	Mike Nowatzke (rie)	OIS
Matt Lee (nts)	OIT	Micky Reinking (cn)	OMT	Mike O'Neill (aa)	OIS OMT
Matt Loos (ae)	OAS OIT	Mike Adams (mm)	OAT	Mike Oliver (acm)	OIT
Matt Manning (cn)	OIT	Mike Ancell	OIT	Mike Onnen (rie)	OAS
Matt McKain (nts)	OIT	Mike Andresen (nts)	OIT	Mike Ortiz (nts)	OAT
Matt McKenna (mm)	OIS	Mike Angstead (mm)	OIS	Mike Phillips (mg)	OIT
Matt Miller (ae)	OAT	Mike Bennett (kd)	OMS	Mike Plambeck (nts)	OAT
Matt Montgomery (mg)	OMT	Mike Berschorner (aesc)	OIT	Mike Powers	OIS
Matt Moreland (nts)	OAS	Mike Blankenship (nts)	OIS	Mike Premer (ae)	OAT
Matt Moreland (nts)	OAT	Mike Bloomberg (mg) 2025	OIS OMT	Mike Reidel (mg)	OMT
Matt Mosher (aesc)	OMT	Mike Bock (car)	OIS	Mike Rieken (ae)	OIS
Matt Peterson (nb)	OIT	Mike Brown (nts)	OAS OIT	Mike Rios (nts)	OIS

Mike Rockwood (nts)	OIS	Nic Fulton (ae)	OAS OIT	Pat Hauswirth (nts)	OAS
Mike Ruppert	OIS	Nic Hitz (ae)	OIT	Pat Jones (aesc)	OAS OIT
Mike Salazar (gpp)	OAS	Nichole Allen	WIT	Pat Kalar (nts)	OAS OIT
Mike Schatzke (gpp)	OIT	Nick Bair (grn)	OIT	Pat Kowalski (aa)	OMS
Mike Schiefelbein	OIT	Nick Barnes (nts)	OIS	Pat Kurtenbach	OIT
Mike Schoville (nts)	OAS OMT	Nick Baxter (acm)	OAT	Pat Livingston (aesc)	OAS OIT
Mike Seim (ae)	OIS	Nick Campos (nts)	OIT	Pat Powers (acm) (2025)	OIS
Mike Stevenson (nts)	OAT	Nick Davids (ae)	OAT	Pat Synak (ae)	OAT
Mike Stinger (nts)	OIS	Nick Dreyer (mg)	OIT	Pat Wancewicz (nts)	OMS
Mike Sullivan (ae)	OAT	Nick Faulk (aesc)	OMS	Patrick Travis (nts)	OIS
Mike Teddar (aa)	OMT	Nick Graves (grn)	OAT	Patty Haselhorst (mg)	WMT
Mike Vaughn (nts)	OAT	Nick Izzo (ae)	OIT	Paul Allpress (nts)	OAS
Mike Welborn (nts)	OAS	Nick Larsen (aesc) (2025)	OIS	Paul Ashmore (aesc)	OIS
Mike Worthington (mm)	OIT	Nick Restau (ae)	OAT	Paul Baker (grn)	OIT
Mikki Hoffman (car)	WIT	Nick Stevens (ae)	OAT	Paul Bragg (nts)	OAT
Mindy Randeris (rie)	WIT	Nick Stewart (aesc)	OIT	Paul Ererski (mm)	OIT
Missy Beck (nts)	WIS	Nick Troxel (car)	OIT	Paul Johnson (car)	OAS
Missy Ruch (cn)	WMT	Nick Weihs (rie)	OAT	Paul Johnson (cn)	OAT
Mitch Glover (mg)	OIS OMT	Nick Westphal (grr)	OAT	Paul Kendall (mg)	OAT
Mitch Meierdierks (ae)	OAT	Nick Zimbelman (mg)	OIT	Paul Lemke (kc)	OAT
Mitch Swanson (rie)	OAS	Nick Zipf (aa)	OIT	Paul Nutsch	OIS
Mo Newton (acm)	OIT	Nicki Hughes (mm)	WMT	Paul Paden	OIT
Modusti Bushbaum (mm)	WMS	Nicole Gall (nts)	WMT	Paul Penny (nts)	OIS
Molly McGuire (nts)	WIS	Nicole Martin (ae)	WIS	Paul Prosolow (nts)	OAS
Monica Mohlman (ae)	WIS	Nicolette Ducey (aa)	WMT	Paul Revord (nts)	OIT
Monte Ohrt (ae)	OAS	Nikki Barnhart (mg)	OAT	Paul Rodriguez (ae)	OIS
Monte Reeves (grn)	OAS OMT	Nils McConnell (ae)	OIS	Paul Smith (nts)	OIT
Morgan Hullinger (mg)	OIT	Noah Ferry (nts)	OIT	Paul Thompson	OIS
Morgan Rose (aa)	OAS OIT	Noe Solis (nts)	OIS OMT	Paul Welburn (nts)	OIT
Morley Foster (mg)	OAT	Noel Chladek (mm)	OAT	Paula Gloe (nts)	WMT
Mozell Sterling (nts)	OAS	Norm Downing	OIS OMT	Paula Kontz (mg)	WIS WMT
Myrna Stuefen (mg)	WIS	Norm Strehlow (cn)	OMT	Paula Oldenkamp (mg)	WMT
Nancy Evans (nts)	WMT	Orv Slotten	OIS OMT	Paula Reeder (nb)	WMS
Nancy Huber (car)	WIS	Orville Barnes (ae)	OAT	Pearl Richey (aesc)	WIS
Nancy Lane	WIS	Orville Kenowith (aesc)	OAS	Pedro Castro (nts)	OMS
Nancy Lacarbo (nts)	WMT	Oscar Escobar (nts)	OMS	Peggy Breit-Matlock (aa)	WMS
Nate Allen (mg)	OAS	P B (Butch) Rudshagen	OIS	Peggy Fusselman (aa)	WMS
Nate Cain (aa)	OIT	Pam Brinkman (car)	WIS	Peggy McKenzie (nts)	WIS
Nate Castle (acm)	OAS	Pam McClaren (mg)	WIS	Perry Jurgens (car)	OAT
Nate Clover (ae)	OAS	Pam Oltman (car)	WIS	Perry Sweazey (grn)	OAT
Nate Parr (nts)	OAT	Pamela Boden (aa)	OAT	Pete Cherrier (nts)	OIS OMT
Nate Schiessler (nts)	OAS	Paseuth Philthilath (mg)	OIS	Pete Smith (ae)	OAT
Nate Wackerbarth (mm)	OIT	Pat Bragg (nts)	OAT	Pete Vigants (mg)	OMT
Nathan Cunningham (gpp)	OAS OIT	Pat Brown (aa)	OIS OMT	Phil Anderson	OIS
Nathan Haiar (mg)	OAT	Pat Casey (nts)	OIS	Phil Bonacorso (ae)	OAT
Nathan Lange (mg)	OMT	Pat Croushorn (nts)	OAT	Phil Loseke (car)	OAT
Neil Promes (mg)	OAT	Pat Garry (mg)	OIT	Phil Olson (ae)	OAT
Neil Thelen (nts)	OAS	Pat Good (car)	OIS	Phil Runyan (aa)	OIS OMT
Nic Borzekorski (car)	WIT	Pat Hampe	OIS	Phil Steiger (nts)	OMS

Name	Code	Name	Code	Name	Code
Phil Stinger	OIT	Renee Cook (mm)	WIT	Rick Smith (ae)	OIT
Phil Tindrell	OIS	Rex Jones (acm)	OIS	Rick Underwood (rie)	OAS
Philip Ware (ae)	OAS	Rex Kelly (acm)	OAS	Rick Vierstaete (cn)	OIT
Phillip Goodwin (ae)	OMT	Rex Yoder (ae)	OIS	Ricky Skillet (car)	OAT
Phillip Mays (car)	OIT	Rich Andrews (nts)	OIS OMT	Rikki Herring (acm)	WIS
Preston Boeh (ae)	OIS	Rich Bender (ae)	OAS OMT	Rita Powell (aesc)	WIS
Quiana Greaves (mg)	WMT	Rich Borrego (nts)	OAT	Rob Bish (nts)	OIS
Rachel Bennett (mm)	WMT	Rich Callahan (aesc)	OAS OIT	Rob Campbell (aa)	OIT
Rachel Bicego (kd)	WIS WMT	Rich Couch (ae)	OAT	Rob Firchow (ae)	OIS
Rafael Vargas (mg) (2025)	OAT	Rich Dike (car)	OAT	Rob Groves (aesc)	OIS OMT
Ralph Hamm	OIT	Rich Erickson (mg)	OIT	Rob Johns (ae)	OAT
Ralph Shepherd (nts)	OIT	Rich Harding (cn)	OAT	Rob Leckband (aesc)	OIS
Ralph Stirrett (nb)	OIS	Rich Hildreth (ae)	OIT	Rob McKinley (nb)	OIS
Randy Bates (nts)	OIS	Rich Pitcher (gpp)	OIT	Rob Montgomery (ae)	OIS OMT
Randy Blazek (ae)	OIS	Rich Reuwsaat (mg)	OMT	Rob Natal (nts)	OAT
Randy Block (mg)	OIT	Rich Snodgrass (nts)	OAT	Rob Ouellette (aesc)	OAS
Randy Frerking (car)	OIT	Richard Lang (nts)	OIT	Rob Pilcher (nts)	OAS
Randy Geer (ae)	OAT	Richard Marshall (aa)	OIT	Rob Shum (ae)	OAS
Randy Hamm (mg)	OIS OMT	Richard Powers (nb)	OIT	Rob Steele (aa)	OAT
Randy Hodgins (aesc)	OAS	Richard Spain (mg)	OIT	Rob Sunderman (car)	OIT
Randy Homolka (car)	OAT	Richard (Chip) Thomas (grr)	OAT	Rob Voeltz (mg)	OAT
Randy Jaragoske (mg)	OMT	Richard Zahnow (mg)	OIS	Rob Waterbury (mg)	OMT
Randy Kaufman (ae)	OMS	Richie Miller (mg)	OIS OMT	Robb Schenk (nts)	OIS
Randy Kirchhoff (car)	OAT	Richie Thomas (grr)	OAT	Robbie Hasler (aesc)	OIT
Randy Laubscher (ae)	OAT	Rick Bent (car)	OIT	Robert Broderick (mg)	OMT
Randy Nielson	OIS	Rick Boehrns (ms)	OIS OMT	Robert Eacret (acm)	OAS OMT
Randy Peters (mm)	OIS	Rick Boggy	OIS	Robert Ferdig (aesc)	OAS
Randy Pinney (cn)	OAT	Rick Carlton (aa)	OMT	Robert Hyatte (aa)	OIT
Randy Rasmussen (rie)	OIS	Rick Cessna (aa)	OIT	Robert Lohmann, Jr (nts)	OAT
Randy Rector (nts)	OAS OIT	Rick Christianson (nts)	OAS	Robert Plambeck (nts)	OIT
Randy Reid (ae)	OIT	Rick Collings (acm)	OIT	Robert Reis (rie)	OIS
Randy Rezny (car)	OAS	Rick Dodge (ae)	OAS OIT	Robert Rice (aesc)	OAS
Randy Schneider (aesc)	OAS	Rick Fowler (aesc)	OAS OIT	Robert Tully	OIS
Randy Schuldeis (ae)	OAT	Rick Gillette (mg)	OIT	Robert Whitney (aa)	OAS
Randy Sigler (ae)	OAS OIT	Rick Goulden (rie)	OIS	Robin Bruck (rie)	OIS
Randy Snell (ae)	OAT	Rick Kerner (ae)	OIT	Robin Stratton (mg)	OIT
Randy Soper	OIT	Rick Kirchhoff (ae)	OIT	Rochelle Ehlers (aesc)	WIT
Randy Thompson (mg)	OIS OMT	Rick Kuhnert (mg)	OMT	Rocky Miller (mg)	OMT
Randy Zimmerman (aa)	OAS	Rick Lee (nts)	OIS	Rocky Nowak (acm)	OIS OMT
Ray Glanzer (mg)	OMT	Rick Lemke (mg)	OMT	Rod Allen (nts)	OAT
Ray Sheibal (nts)	OIS	Rick Marshall (ae)	OIT	Rod Betke (ae)	OIT
Ray Whitten	OIT	Rick Meyer (nts)	OIT	Rod Gregg, Jr (aesc)	OIT
Raymond Lenox (gpp)	OAT	Rick Milleson (nb)	OMS	Rod Harms (mg)	OAT
Rebecca Ramos (nb)	WIS	Rick Millzsgo	OIS	Rod Knudsen (kc)	OIT
Reed Larson (aesc)	OAT	Rick Ochs (mg)	OMT	Rod Liles	OIS
Reggie Gay (nts)	OIS	Rick Schutt	OIT	Rod Mallison (grn)	OAS OIT
Reggie Suess (mg)	OIS	Rick Scott (aesc)	OAT	Rod Neiss (nts)	OIS
Reid Downing (mm)	OIS	Rick Skillet (car)	OAT	Rod Weisbeck	OIT
Renae Sell (cn)	WMT	Rick Stoneburner (acm)	ORS	Rodney Keithley (ae)	OIS

Roger Adams (mg)	OIS	Russ Ekeren (mg)	OAT	Scot Sonius (gpp)	OAT
Roger Arnburg (rcac)	OAT	Russ Leedom (nts)	OAT	Scott Allen (ae)	OAT
Roger Carlson (cn)	OIT	Russ Liggett	OIS	Scott Bacon (mm)	OAS
Roger Carnes (ae)	OIT	Russ Uhl (aesc)	OIT	Scott Barnhill (ae)	OAT
Roger Edgar (nts)	OMS	Rusty Caudell (nts)	OIS	Scott Beck (mg)	OIS OMT
Roger Evert (cn)	OIT	Rusty Vanek (nts)	OAT	Scott Benson (ae)	OIT
Roger Houseman, Jr (mg)	OIS	Ryan Anderson (aa)	OIS OMT	Scott Blankman (nts)	OIT
Roger O'Banion (aa)	OIS	Ryan Baird (aa)	OAT	Scott Crees (ae)	OIT
Roger Preul (rie)	OAT	Ryan Bonsack	OIS	Scott Deutschman (cn)	OMT
Roger Schlechta	OIS	Ryan Bowman (nts)	OAS	Scott Ducey (aa)	OAT
Roger Spooner (mm)	OIT	Ryan Carter	OIS OMT	Scott Finch (nts)	OIT
Roger Stevenson (ae)	OIS	Ryan Cobb (ae)	OMS	Scott Gatewood (acm)	OAS
Roger Stiefel (nts)	OAT	Ryan Deighton (mg)	OMS	Scott Godberson (nts)	OAT
Roger Williams (ae)	OMS	Ryan Edmiston (aa)	OIT	Scott Holloway (kc)	OIS
Roland Craig	OIS	Ryan Fulton (ae)	OIS	Scott Iwen (cn)	OIS OMT
Roland Sweet (nts)	OIS	Ryan Griffin (acm)	OAT	Scott Jacobson	OIT
Ron Avery (mm)	OIT	Ryan Hajek (ae)	OAT	Scott Jergens (nts)	OAS
Ron Culwell (ae)	OIS	Ryan Jenkins (grr)	OAT	Scott Jones (nts)	OMS
Ron Denney (aesc)	OIS	Ryan Johnston (grr)	OAT	Scott Krei (aesc)	OAS
Ron Gadeken (ae)	OIT	Ryan Kamarad (ae)	OIS	Scott Maas (nts)	OIT
Ron Graham (mm)	OMT	Ryan Lange (cn)	OIS OMT	Scott Meier (mg)	OIT
Ron Hagberg (cn)	OIS	Ryan Lee (car)	OAS	Scott Myers (car)	OAT
Ron Hawes	OIS	Ryan McGinnis (acm)	OIT	Scott Saienga (mm)	OIT
Ron Heistuman	OIS	Ryan Newell (ae)	OAT	Scott Schurman (nts)	OIS OMT
Ron Hubel (nts)	OAT	Ryan Ostrem (mm)	OAT	Scott Snoozy	OIS
Ron Leach (ae)	OAT	Ryan Parks (nts)	OIT	Scott Sorenson (mg)	OIT
Ron Miller (acm)	OIS OMT	Ryan Petersen (nts)	OAS	Scott Tempel (grn)	OAT
Ron (Doc) Pierce (acm)	OAT	Ryan Peterson (mg)	OIT	Scott Thompson (nts)	OAS OIT
Ron Rasmussen (aesc)	OAT	Ryan Peterson (ae)	OIT	Scott Vanoverbeke	OIT
Ron Reis (rie)	OIT	Ryan Root (acm)	OIS	Scott Wallace (aa)	OIS
Ron Reynoldson (ae)	OAS	Ryan Ward (aa)	OIT	Scott Witte (ae)	OIT
Ron Rushing (gpp)	OAT	Ryan Wells (mm)	OIT	Scott Woods (nts)	OAS
Ron Sasse (car)	OAT	Ryan Wendel (ae)	OIT	Sean Clark (car)	OAS
Ron Sibbel (nts)	OIS	Ryder Wicker (nts)	OIT	Sean DeClue (nts)	OIT
Ron Sieber (ae)	OIT	Rylan Yoder (nts)	OMS	Sean Harold (aa)	OAT
Ron Smart (mg)	OIS OMT	Sabrina McCormick (mm)	WMS OAS	Sean Stilen (nts)	OIS
Ron Stegemann (car)	OIT	Sam Cole (nb)	OIS	Seann Gerken (ae)	OIT
Ron Stoddard (nb)	OIS	Sam Disse (mg)	OMT	Shad Krueger (mg)	OIS
Ron Sully (mg)	OIS OMT	Sam Donahoo (ae)	OIS	Shala Cutler (mm)	WIT
Ron Utterback (nts)	OIS OMT	Sam Goddard (ae)	OIT	Shandy Dvorak (mg)	OMT
Ron Williams (nts)	OAS	Sam Hahn (mg)	OAS OIT	Shandy Faughn (nts)	OAT
Ronda Tietjen	WIS	Samuel Parrish (aa)	OAS	Shane Church (ae)	OAT
Ronnie Miller (acm)	OMT	Sandy Milius (car)	WIT	Shane Hagen (nts)	OAS OMT
Ronnie Rasmussen, III (aesc)	OAT	Sandy Neal (mm)	WIS WMT	Shane Harrison (grn)	OMT
Roosevelt Chapman (mg)	OAT	Santiago Garcia (nts)	OIT	Shane Johanning (cn)	OIT
Rose Popken (nts)	WIT	Sara Cobb (ae)	WIT OAT	Shane Kellerman (aa)	OMT
Rowdy Woodard (nts)	OIT	Sarah Allard (kd)	WIT	Shane Nielson (ae)	OIS OMT
Roy Ferrill (ae)	OAT	Sarah Baltzer (mg)	WIT	Shane Rath (mg)	OIT
Roy Spangenburg (mm)	OAS	Sarah Pagel (rie)	WMS	Shane Shafer (nb)	OIS OMT

Name	Code	Name	Code	Name	Code
Shane Shandera (ae)	OIS	Stacy Betts (grn)	WIT	Steve Uchytil (cn)	OMT
Shane Smith (aa)	OIT	Stacy Grover (cn)	WMT	Steve Zimmell (mg)	OIT
Shane Wendland (grn)	OIS	Stacy Roberts (mg)	OIT	Steven Davis	OIS
Shane Woehler (aesc)	OAS	Stacy Schubert (acm)	WIS	Steven Haynes (acm)	OAT
Shannon Glass (grr)	WIS	Stan Fimple (nts)	OMT	Steven Hill (ae)	OAT
Shannon Green	WIT	Stan Jensen (cn)	OIS	Steven Wilwerding (grn)	OMS
Shannon Rink (ae)	OAT	Stan Schloer (aa)	OMT	Stuart Bishop (nts)	OIS
Shannon Spronk (mg)	OIT	Stan Sunblade (ae)	OAT	Su Campagnone (nb)	WIS
Shannon Stewart (aesc)	OAT	Stan Sweisberger (aesc)	OAS	Sue Jones (nts)	WIS
Shannon Wingrove (rie)	WMT	Stef Clausen (mm)	WIT	Sue Larson (mg)	WIS OIT
Shannon (Shae) Cornett (mm)	WIT	Steph Chase (ae)	OIT	Sue Martin (car)	WIT
Shantel Jennings (mg)	WMS	Stephanie Baker (nts)	WMS	Sue Oberle (aa)	WIS WMT
Sharen Vermule (nts)	WMS	Stephanie Utterbeck (nts)	WIS	Sue Oberle (aa)	OAT
Shari Densberger (ae)	WIS	Stephanie Wilson (ae)	WIT	Sue Pew (mg)	WMT
Shari Rice (nts)	WMS	Stephen Bekish (nts)	OIS	Sue Raine (cn)	WMT
Sharon Rinkert (mm)	WMS	Steve Bales	OIS	Tad Blanton (acm)	OAS
Sharon Shook (ae)	WIS WMT	Steve Beckler (ae)	OMT	Tad Haskins (nts)	OAS
Shaun Hill (ae)	OIT	Steve Boyd (aa) (2026)	OIS OMT	Tait Evenson (nts)	OIT
Shawn Cepurnieks (ae)	OMS	Steve Burnett (aa)	OAT	Talan Rowley (ae)	OAT
Shawn Feuerborn (aa)	OAT	Steve Burnham	OIS	Tamara Thompson (ae)	WIT
Shawn Green (grr)	OAT	Steve Caporale (car)	OIS	Tami Brinkhoff (ae)	OAT
Shawn Guffin (mg)	OAT	Steve Chester (nts)	OIS	Tami Swanson (grn)	WMT
Shawn Huntington (ae)	OIS	Steve Coufal (ae)	OAT	Tamme Klutman (grr)	WMT
Shawn McNelly (mm)	OIT	Steve Driazic (nts)	OAT	Tammy Beltz	WIS WMT
Shawn Purvis	OIS	Steve Dummermuth (mg)	OAT	Tammy Chalup (mm)	WMS
Shawn Talley (nts)	WMT	Steve Engeman (mm)	OMT	Tammy Hardenberger (nts)	WIS WMT
Shawn Zimmerman (ae)	OAS	Steve Fagan (ae)	OAS	Tanner Lee (ae)	OIT
Shawnda Raabe (mm)	WIS WMT	Steve Fisher (mg)	OIT	Tanner Watts (mg)	OAT
Sheehan Desouza (mg)	OAT	Steve Gibson (acm)	OAS	Taylor Cobb (ae)	OMS
Sheila Rozeboom (mg)	WIS	Steve Heirigs (mg)	OIT	Ted Lane (mm)	OIT
Sheila Smith-Hahn (mg)	WMS	Steve Himmelberg (ae)	OAT	Ted Thompson (ae)	OIT
Sheila Williams (ae)	WIS	Steve Hoover (gpp)	OIS	Ted Webb (mm)	OIT
Shelby Mertins (ae)	WIS	Steve House (aa)	OIT	Tenaha Patterson (nts)	WIS
Shelley Fulton (ae)	WIS WMT	Steve Juhl (car)	OIT	Teresa Whitaker (aa)	WIS
Shelley Kampfe (aesc)	WIS	Steve Junck (aesc)	OAT	Terri Beek (cn)	WIS WMT
Shelley Kelly	WIS	Steve Miteff (aa)	OIS OMT	Terri Lang (mg)	WMS
Shelly Gylling	WIT	Steve Nelson (ae)	OMS	Terry Beck (nts) (2025)	OAS OIT
Shelly Hagen (nts)	WIT	Steve Nooum	OIS	Terry Bloomquist (cn)	OIT
Shelly Hanson (nts)	WMT	Steve Peck (nts)	OIT	Terry Christian (acm)	OIS
Sheresa Hampton (nts)	WIS	Steve Poe (acm)	OIS	Terry Drennen (acm)	OAT
Sheri Lampe (car)	WIT	Steve Prins (ae)	OIS	Terry Greske (mm)	OIT
Sherri Cuda (ae)	WIS	Steve Radigan (mg)	OMT	Terry Guess	OIS
Sherrie Gillan (ae)	WIS	Steve Schwelder (aesc)	OAT	Terry Johnson (nb)	OIS
Sid Hart (mg)	OAT	Steve Sladek (nts)	OAT	Terry Kohrt (mg)	OMT
Sid Mosher (aesc)	OIS OMT	Steve Smith (mg)	OIT	Terry Markhardt	OIS
Sis Whipple (aesc)	WMS	Steve Stahl (mm)	OAS OIT	Terry Narum (mg)	OMT
Somphet Thongsouk (mm)	OIS OMT	Steve Stark (nts)	OMT	Terry Roach, II (aa)	OAS
Spencer Stutzman (car)	OAT	Steve Stokey (nts)	OAS	Terry Thompson (car)	OIS
Stacey Kommers (ae)	WIS WMT	Steve Thomas (acm)	OIS	Terry Wiebke (ae)	OIT

Name	Code	Name	Code	Name	Code
Theo Lee (mm)	OIS OMT	Todd Matura (nts)	OAT	Tony Ourada (nts)	OIT
Thomas Morgan (nts)	OAS	Todd Murra (mg)	OMT	Tony Pisci	OIS
Thomas Spidell (nts)	OIT	Todd Neff (ae)	OIT	Tony Rivera (nts)	OAT
Thomas Vanik	OIS	Todd Nicewonger (ae)	OAS	Tony Schultes (grn)	OIS
Tighe Ladd (nts)	OAS OIT	Todd Schreier	OIS	Tony Weidenfeller (nts)	OIS
Tim Anderson (ae)	OAT	Todd Sisco (aa)	OAS	Tony Zezulka (ae)	OIS
Tim Blair (nts)	OAS	Todd Smith (nts)	OIS	Tracey Norton (rie)	OAS OIT
Tim Burton (ae)	OAT	Todd Taggert (nts)	OAS	Tracey Pomerson	WMT
Tim Christiansen (cn)	OIT	Todd Voss (mg)	OMS	Traci Thoreson (mg)	WIS
Tim Cloyd (nts)	OIS	Todd Zehr (ae) (2025)	OIS	Tracy Ernst (grn)	OMT
Tim Diller	OIT	Todd Zimmerman (ae)	OAT	Tracy Galter (ae)	OIT
Tim Hulzebos (mg)	OAT	Tom Anderson (ae)	OIT	Tracy Johnson (nts)	OIS
Tim Lahood (nts)	OIS	Tom Bender (ae)	OMS	Tracy Salisbury (nts)	OIS
Tim Manker (aa)	OAT	Tom Buchanan (aesc)	OAT	Tracy Salts (ae)	OAT
Tim Martin (mm)	OIT	Tom Clarey (acm)	OAS	Tracy Sheeler (mm)	WIT
Tim Northup (ae)	OIS	Tom Dentlinger (kc)	OIS	Travis Freyberg (mg)	OIS OMT
Tim Perera (aesc)	OAS OIT	Tom Erickson (ae)	OIS	Travis Gallup (aa)	OMS
Tim Peterson (mg)	OMS	Tom Fassett	OMS	Travis Hanson (nts)	OAS OIT
Tim Taylor (car) (2026)	OIS	Tom Gemelke (ae)	OAS	Travis Hartland (mg)	OIT
Tim Temme (ae)	OAS OIT	Tom Hladky (mg)	OAT	Travis Logsdon (gpp)	OAS
Tim Tucknott (ae)	OMT	Tom Jacobs (aa)	OAT	Travis Mayo (ae)	OAS
Tim West (nts)	OAS	Tom Kibler (ae)	OAS OIT	Travis Page (mg)	OAT
Tim Zuehlke (mm)	OIT	Tom Knapp (mm)	OIT	Travis Roberts (ae)	OIS
Timothy Campbell (aa)	OAT	Tom Kotas (mg)	OIT	Travis Rodecker (nts)	OAT
Timothy Waterman (nts)	OAS OIT	Tom Lane (aesc)	OIS	Travis Schlueter (nts)	OIS
Tina Burkhead (mm)	WIS WMT	Tom McDavitt (nts)	OAS OIT	Travis Tyler (mg)	OAT
Tina Larsen (nts)	WMS	Tom Morse (ae)	OIT	Travis Wilson (nts)	OIT
Tinna Hung (aa)	WMS	Tom Northup (ae)	OIT	Trel Wemhoff (nts)	WIS
T J Justus (ae)	OAT	Tom Poust (mg)	OAT	Trent Nessman (aesc)	OAT
T J Lipari (aa)	OAT	Tom Robinett (aa)	OIT	Trent Reis (rie)	OIS
Tobey Carrel (aa)	WIS WMT	Tom Rokes (grn)	OIT	Trevor Anderson (aesc)	OAT
Toby Hamilton (aa)	OAS OIT	Tom Ronk (car)	OAS	Trevor Reece (rie)	OIS
Toby Herring (acm)	OAS	Tom Spidell (nts)	OIT	Trevor Snyders (mg)	OIT
Toby Kerkaert (cn)	OMT	Tom Walewski (gpp)	OIS	Trey Miller (acm)	OAT
Toby Noll (aa)	OAS OIT	Tom Westaby (mg)	OIT	Trinity Bishop (aesc)	OIT
Tod Davenport (ae)	OIS OMT	Tommy Bower (car)	OMS	Trish Vermule (nts)	WMS
Todd Broderson (nts)	OAS	Tommy Flores (grr)	OAT	Tristin Zenor (rie)	OIS
Todd Brunken (mg)	OIT	Tommy Lacarbo (ae)	OMS	Troy Arens (mg)	OIT
Todd Burns (mg)	OIS OMT	Tommy Schmeiding (mg)	OIT	Troy Bryan (mm)	OIT
Todd Diekman (car)	OIT	Tonja Hoffman (ae)	WIS WMT	Troy Deboer	OIS
Todd Dilley	OIS	Tony Ascherl (grn)	OAT	Troy Downey (ae)	OAT
Todd Farah (mm)	OMT	Tony Brooks (aa)	OAT	Troy Hirachita (grn)	OIS
Todd Filipi (car)	OIS	Tony Campa (ae)	OAS	Troy Honeycutt (mm)	OMS
Todd Gochanour (nts)	OAT	Tony Castro (nts)	OIS	Troy Lawrence (nts)	OIS
Todd Hansen (gpp)	OIT	Tony Epperson (nb)	OIS	Troy Miller (car)	OIS
Todd Hoppe (nts)	OIS OMT	Tony Majerus (cn)	OMT	Troy Oberembt (mg)	OMS
Todd Johnson (mg)	OAT	Tony McCallan (acm)	OAS OIT	Troy Rockers (aa) (2026)	OAS OIT
Todd Kabella (nts)	OAS	Tony Melillo (mg)	OIT	Troy Sauers (mg)	OMT
Todd Lampe (ae)	OAT	Tony Mork (mg)	OIT	Troy Schafer (ae)	OMS

Troy Sowers (mm)	OIT	Will Rauch (aesc)	OAS OIT	
Tuan Chau (ae)	OMS	William Carver (ae)	OIT	
Tylar Schmidt (mg)	OAT	Willis Peterson	OIS	
Tyler Casey (grr)	OIT	Xavier Moreland (aesc)	OAT	
Tyler Hooper (car)	OAT	Zach Bronson	OIT	
Tyler Lisenbee (acm)	OAT	Zach Dickson (gpp)	OAT	
Tyler Reisch (mg)	OIT	Zach Myers (nts)	OIS	
Tyler Ruhland (aesc)	OAS	Zach Weidner (gpp)	OAT	
Tyler Schmieder (grn)	OAT	Zack Willis (nts)	OMS	
Tyler Smith (aa)	OIT	Zeb Sheppard (mg)	OIS	
Tyler Stamey (car)	OAS			
Tyler Vance (mg)	OAT			
Tylor Mapson (ae)	OAT			
Tyson Hodgins (aesc)	OMS			
Tyson Krause (mm)	OIS			
Valerie Dukich (nts)	WMS			
Vanessa Burkdoll (nb)	WIT			
Venny Vencill (ae)	OAS			
Vernon McGee (nb)	OIS OMT			
Vic Mears (cn)	OIT			
Vicki O'Connor (mm)	WIT			
Vicki Saienga (mm)	WMS			
Vickie Perera (aesc)	WIS			
Victor Grandstaff	OIS			
Vince Friedt (aa)	OIT			
Vince Lieb (ae) (2025)	OAT			
Vince Warner (ae)	OIS			
Virg Skala (ae)	OMS			
Virgil Bray (car)	OIT			
Wade Scott (acm)	OIS OMT			
Wade Whitacre (cn)	OMT			
Wally Wendland (grn)	OAS			
Walter Aude (ae)	OIS			
Walter Holloway	OIS			
Ward Cline (mg)	OMT			
Wayne Ely (grn)	OAT			
Wayne Hergott (ae)	OIT			
Wayne Krumpus (ae)	OIS			
Wayne Nielsen (aesc)	OAS			
Wayne O'Tool	OMT			
Wayne Sanders (mg)	OIT			
Wendy Mork (mg)	IWMT			
Wes Booth (nts)	OIS			
Wes Franks (nts)	OIT			
Wes Nemmers (gpp)	OMS			
Wesley Lunt (mg)	OAT			
Will Blakeman (gpp/mm/nts)	OMT			
Will Gantzert (nts)	OIS			
Will Henderson (mm)	OMT			

Midwest Pool Hall of Fame

Adam H. Simonetti
A & W Amusement – NE

Amy Hughes
NTS – NE

Ben Diggs
NTS – NE

Bill Lane
River City Amusement – IA

Billy Myers
AE Leagues – SC-IA

Bob Bent
Ray's Music/Cardinal – NE

Bob Lund
River City Amusement – IA

Brad Bent
VVS/Cardinal – NE

Carolyn Nelson
Cardinal Amusement – NE

Chris Wilken
VVS, Inc. – NE

Claire Scheideler
Cardinal Amusement – NE

Clare Marsh
NTS – NE

Cole Foster
VVS, Inc. – NE

Dan Thompson
AE Leagues – NE

Dave Remmers
Cardinal Amusement – NE

David A. Bishop
NTS – NE

Deb King
J & B Amusement – IA

Deb Murray
VVS, Inc. – NE

Deb Novak
Cardinal Amusement – NE

Dee Northup
VVS, Inc. – NE

Dick Varilek
VVS – NE

Dot Cyr
NTS – NE

Dustin Gunia
NTS – NE / IA

Frank Cretsinger
Kelly Coin – IA

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

Gary Andresen
VVS / NTS – NE

Gene Flynn
VVS, Inc. – NE

Gene Richardson
Melodee Music – IA

Ginny Keeler
VVS, Inc. – NE

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

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

Jamie Richardson
NTS-NE

Jan Foster
River City Amusement – IA

Jesse Kleinhesselink
AE Leagues – SC-IA

Jerrod Frideres
NTS / Green – NE / IA

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

Jerry Vanderwoude
NTS – NE

Jessica Frideres
NTS / Green – NE / IA

Jill Nagel
NTS – NE

Jim Woodside
VVS, Inc. – NE

Joe Audino
River City Amusement – IA

Jodee Skala
Cardinal Amusement – NE

Midwest Pool Hall of Fame

John Bussey
VVS, Inc. – NE

John Stewart
NTS – NE

Julie Luedtke Nielson
AE Leagues – NE

Kathy Rupe
NTS – NE

Kelli Finke
AE Leagues – NE

Kellie Selby
NTS – NE / IA

Kelly Goins
Kelly Coin – IA

Kevin Sullivan
AE Leagues – NE

Kim Carnes
VVS, Inc. – NE

Larry Shupe
NTS – NE

Larry Siebe
VVS/Cardinal – NE

Loyall "Pappy" Newell
Newell Billiards – KS

Marilyn M. Smith
NTS – NE

Mark Packard
VVS, Inc. – NE

Marge Hedrick
AE Leagues – SC-IA

Marshall Kohtz
VVS, Inc. – NE

Marty Heldenbrand
Acme Vending – MO

Nils McConnell
VVS, Inc. – NE

Penny Woodside
VVS, Inc. – NE

Randy Kaufman
VVS, Inc. – NE

Rhea Williams
Melodee Music – IA

Rhonda Pomajzl Nennemann
Cardinal Amusement – NE

Rick Fowler
River City Amusement – IA

Rod & Marilyn Kruse
NTS – NE

Roger Edgar
NTS – NE

Roger Williams
VVS – NE

Ron Reynoldson
VVS – NE

Ron Rich
Kelly Coin – IA

Ron Sully
MG Leagues – SD

Ronald D. Culwell
VVS, Inc. – NE

Scott Jones
NTS – NE / IA

Sharen Vermule
NTS – NE

Stan Dinges
Stan's Music – NE

Stan Fimple
NTS – NE

Stan "Buffalo" Wilson
NTS – NE

Tom Madsen
VVS, Inc. – NE

Terry Thompson
VVS, Inc. – NE

Tom Weidenfeller
NTS – NE

Tommy Bower
Cardinal – NE

Virgil Skala
VVS / Cardinal – NE

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

MIDWEST POOL HALL OF FAME
NOMINATION FORM

Deadline for submission is November 15.

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

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

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

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

- ○ **Tournament Official**

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

- ○ **Supporter**

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

Mailing Address of Nominee: _____

_____

City _____ State _____ Zip _____

Email Address of Nominee: _____

The Nomination Process:

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

Your Name: _____ Phone: _____

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

$90,000*
MIDWEST
DART CHAMPIONSHIPS
January 31-February 2, 2025

* Based on 2024 Tourney Entries

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

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

- **Advance Registration Required for All Events! No On Site Registration Accepted! No Late Fees!** **(Except the Saturday Draw Partner)**
- **Player Ratings:** Your highest MPR (from any league in which you played at least 12 games) that ends during the Eligibility Period of January 29, 2024 - December 31, 2024 will be used for Skill Level Placement. Past Midwest Tournament performance will also be used in your evaluation! Each player will be required to list all leagues they have played including Midwest and Non-Midwest Sanctioned.
- 45 second shot clock rule will be enforced. Round Limits: 01 – 20 Rounds Cricket – 25 Rounds
- **Complete dart may not exceed 20 grams in weight!**
- **Tournament Director reserves the right to refuse admittance or remove any player(s) or spectator(s) in any and all situations.**
- **$2400 Added to Best of the Best Singles** - Midwest Remote League qualifiers only

Friday, January 31, 2025   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 1, 2025   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   • 4 person team must have 2 original team members   • **Number of divisions determined by number of entries**

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

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

Sunday, February 2, 2025   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 DOUBLES CHAMPIONSHIPS - BRING YOUR PARTNER
    • **Tourney Begins: 9:00 a.m.**   • Entry Fee: $80/Team
MIDWEST BOTB DOUBLES CHAMPIONSHIP – TOP 24 BOTB TEAMS - 9:00 a.m.
-Must play with your BOTB partner (only one doubles event allowed)

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

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

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 January 29, 2024 – December 31, 2024
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, 2024)

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 January 29, 2024 – December 31, 2024.
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 January 29, 2024 – December 31, 2024 will be used for Skill Level Placement.
Past Midwest Tournament performance will also be used in your evaluation!
Each player will be required to list all leagues they have played including Midwest and non-Midwest Sanctioned.
Youth darters who gain eligibility through a Midwest Sanctioned Program will be allowed to participate as long as they are at least 14 years of age as of January 1, 2024.
Players under the age of 18 must be acompanied by a legal guardian.
45 second shot clock rule will be enforced. Round Limits: 501 – 20 Rounds   Cricket – 25 Rounds
Complete dart may not exceed 20 grams in weight!

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

No flash photography is allowed during tournament play.

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

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

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

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

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

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

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

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

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

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

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

3. For team events:

   Team Substitution

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

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

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

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

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

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

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

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

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

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

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

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

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

TIE-BREAKER PROCEDURE FOR ADVANCING

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

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

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

PLAYER CORRECTABLE FEATURES

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

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

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

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

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

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

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

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

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

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

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

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

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

APPROVED SCORE CORRECTIONS BY A REFEREE

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

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

WARM-UP DARTS

No practice darts are to be thrown after your match has begun.

THERE IS NO RULE AGAINST COACHING.

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, 2024)
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.

ESTABLISHED 1997

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