



Spike Lewis

Flow Masters Pool League



WEEKLY PACKET INFO – SESSION #8, FOLLOWING WEEK #16 OF 17 (DATED 24 AUG 2026)
SPRING/SUMMER SESSION
SESSION PERIOD: 04 MAY 2026 – 31 AUGUST 2026

FMP ONE-POCKET, MONDAY AFTERNOONS, TRIPLE 9'S

WEB: www.flowmasterspool.com/onepocket, **Email:** flowmasterspool@gmail.com, **FB:** "Flow Masters Pool"
Phone/Text: 410-440-6317
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***** MESSAGE FROM THE FMP LEAGUE OPERATOR (SPIKE) *****

28 August 2026, by Spike Lewis, re: Monday Afternoons FMP One-Pocket, Triple 9's, 9ft. Tables

Flow Masters Pool League One-Pocket – the only One-Pocket league in Maryland (likely, the East Coast)!

(Newest notes are highlighted in red or purple!)

GENERAL (SESSION #8)

- **Great job, folks! We had another good regular session. No hiccups and a good time had by all! At all skill levels, there were some hard battles fought! Another fine session is almost under our belts! The only thing left is playoffs, which will be held on Monday, 31 August 2026. For Playoffs, we will try to finish it all in one day. If we need to continue, the next round will be held on Saturday, September 5, 2026. Doors open at 12 pm. As usual, we will begin our playoffs with a mandatory players meeting.**
- **New Session Start. We will take a small hiatus and then restart the new session, Session #9, on 19 October 2026.**
- **Please mark your calendars and begin your recruitment campaigns for more players! Our One-Pocket league is growing! But we need more players! Let's use all the table for One-Pocket! Spread the word! This is the only One-Pocket league in Maryland!**
- **REMINDER: If anyone wants to look at the books, both play data and money, simply ask and we'll make arrangements to meet. I'll bring my laptop. All you need is your questions! Keep that in your back (or front) pocket!**
- **WE WILL BE COLLECTING MONEY DURING PLAYOFFS IN ORDER TO HELP BOOST PRIZE MONEY PAYOUTS!**
- **Adjustments to Handicaps and Ball Counts**
 - **Rob Armstead has a Ball Count Adjustment (BCA) of 2, meaning 2 balls are subtracted from the ball count.**
 - **Hdcp Adj's are re-evaluated every 5 weeks and are based on performance.**

ADMIN/FEES (SESSION #8)

- **Absences/Missed Matches.**
 - **To date, we have experienced [16] cumulative absences, totaling [\$240] in lost revenue!**
- **Green Fees. To date, we have paid Triple Nines a total of [\$1, 090] for Green Fees for table use.**



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ANNUAL FMP DUES (SESSION #8)

- Nothing to report.

PLAYOFFS INFORMATION (SESSION #8)

- **Playoffs Dates.** Playoffs will take place on Monday, 31 August 2026 (and if necessary, Saturday, 05 September 2026; likely not necessary). Mark your calendars now! Picture-taking will take place the day of playoffs.
- We will hold a mandatory Rules Meeting prior to the start.
- We will disseminate the end of session MVP prize money at that time also.
- However, due to the fact that we will attempt to play as many matches as we can early, I am posting the playoffs rules, the pre-playoffs notes that we discussed on Monday afternoon, and a generic scoresheet that can be printed and used for scorekeeping, for your convenience!
- **IF YOU CAN/DO PLAY EARLY, PLEASE TEXT ME THE RESULTS SO I CAN UPDATE THE PLAYOFFS BRACKET AND REPORT RESULTS VIA THE FLOWMASTERS WEBSITE!!! IMPORTANT!!**
- If you have any questions at all, please don't hesitate to call me or text me with anything you have!
- **Playoffs Seeding.** All players will be seeded according to where they finished in the session standings for their skill level. Remember, only "like skill levels" will compete against each other! The brackets are posted below.
- **Playoffs Brackets by Skill Level.**
 - The playoffs brackets for Skill Levels 8 through 5 are shown below. Award Prizes money is shown on the page, as well.
 - By vote on last session, we decided to merge skill levels, where only one person was left in a bracket. This affected Skill levels 5 and 6. They will be merged for the tournament. However, handicap ball counts will remain.
- **Playoffs Rounds.**
 - Playoffs (Round 1 and Round 2) begin on Monday, 31 August 2026, around 12:45 pm.
 - If you are not available to start your match after 15 minutes, your first game will be forfeited. Subsequent games will have the same time limits and outcome.
 - If necessary, we will conduct the remaining playoffs on Saturday, 05 September 2026. On Saturday, doors will open at 12 pm; play will begin at 12:30 pm.
- **Playoffs Tables.**
 - As we've done for each Playoffs, each skill level will be assigned two tables to conduct their playoff rounds. Table selections will take place by skill level in this order: SL5 (pick one), then SL6 (pick one), then SL7 (pick one), then SL8 (pick one), then SL8 again, then SL7, SL6, and then SL5. This order permits you to pick the table you want to play on for your skill level playoff matches. There are no exceptions!

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- **End of Session MVP Awards.**
 - **MVP awards are given to those players in each skill level displaying the best match/games record within their skill level. Awardees are listed below. Congratulations to all!**
 - **SL8 – Mike Cesenaro (\$75)**
 - **SL7 – Spike Lewis (\$75)**
 - **SL6 – Robert Day (\$75)**
 - **SL5 – Rob Armstead (\$75)**

GOOD LUCK TO ALL IN THE PLAYOFFS!!!

***** MESSAGE END *****

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FLOW MASTERS MONDAYS ONE-POCKET WEEKLY PERFORMANCE TOTALS

Player ID	Name	HDCP	HRC	Matches				Games				Match Misses	Hdcp Chg
				Won	Lost	Total	MWP	Won	Lost	Total	GWP		
10173	Michael Cesenaro	8	38	13	3	16	81%	34	14	48	71%	0	
10128	Darrell Randolph	8	38	12	4	16	75%	34	14	48	71%	0	
10142	John Shea	8	40	12	4	16	75%	32	16	48	67%	0	
10001	Spike Lewis	7	36	11	5	16	69%	30	18	48	63%	0	
10190	Paul Poole	7	34	9	7	16	56%	29	19	48	60%	0	
10143	Linda Shea	7	33	9	6	15	60%	28	17	45	62%	1	
10277	Wilfred Zeuch	7	34	8	7	15	53%	25	20	45	56%	1	
10217	Bruce Lowden	7	37	8	8	16	50%	24	24	48	50%	0	
10279	Reggie Barksdale	7	36	8	5	13	62%	22	17	39	56%	3	
10216	Peter Boyer	7	34	6	10	16	38%	22	26	48	46%	0	
10182	George Hammerbacher	7	33	5	7	12	42%	16	20	36	44%	2	
10275	Robert Day	6	31	5	11	16	31%	16	32	48	33%	0	
10174	Judie Wilson	6	30	3	11	14	21%	12	30	42	29%	2	
10182	Lynn Richard	6	30	3	10	13	23%	7	32	39	18%	3	
10013	Rob Armstead	5	25	0	12	12	0%	4	32	36	11%	4	
Match Misses Count												16	

Sort order, which also determines MVP order, by skill level is: Handicap, followed by most Matches Won, followed by Total Matches played, followed by most Games Won, followed by Total Games played, followed by fewest Matches Lost, followed by fewest Games Lost, followed by lowest ID (oldest member ID).

	= Red in Matches/Games section means "ineligible to participate in playoffs!"
	= Must pay missed match fees (\$75) to be eligible to participate in playoffs! Or play make-ups to make up their missed matches.
	= New/late players come in one point below the lowest in their skill level!
HDCP	= Handicap
HRC	= Handicap Range Count
MWP	= Match Win Percentage
GWP	= Game Win Percentage
\$	= Annual Dues due (\$35)

HDCP RANGE		
SL	SL RANGE	NEW
SL8	38 - 45	40
SL7	32 - 37	35
SL6	27 - 31	30
SL5	20-26	25

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WHO PLAYED WHO

04 MAY 2026 THRU 31 AUG 2026

	B L	D R	G H	J S	J W	L S	L R	M C	P P	P B	R B	R A	R D	S L	W Z	FI LL
Bruce Lowden (BL)		L2	L	L	W	W	W	L2	L	W	W	W	W	L	W	
Darrell Randolph (DR)	W2		W	L	W	L	W	W	LW	W	W	W	W	L	W	
George Hammerbacher (GH)	W	L		L	W	L	W	L	L	W		W	L		L	
John Shea (JS)	W	W	W		W	W	L	LW	L	W2	L	W	W	W	W	
Judie Wilson	L	L	L	L		L	W	L	L	L	L	W	L	L	W	
Linda Shea (LS)	L	W	W	L	W		W	W	W	W	L	W	LW	L	L	
Lynn Richard (LR)	L	L	L	W	L	L		L	L	L		W	W	L	L	
Michael Cesenaro (MC)	W2	L	W	WL	W	L	W		W	W	W	W	W	W	W	
Paul Poole (PP)	W	WL	W	W	W	L	W	L		LW	L	W	W	L	L	
Peter Boyer (PB)	L	L	L	L2	W	L	W	L	WL			W	L	L	W2	
Reggie Barksdale (RB)	L	L		W	W	W		L	W				W	W	L	W2L
Rob Armstead (RA)	L	L	L	L	L	L	L	L	L	L			L		L	
Robert Day (RD)	L	L	W	L	W	WL	L	L	L	W	L	W		L2	L	
Spike Lewis (SL)	W	W		L	W	W	W	L	W	W	L		W2		L	W2L
Wilfred Zeuch (WZ)	L	L	W	L	L	W	W	L	W	L2	W	W	W	W		
FILLER											L2W			LW		

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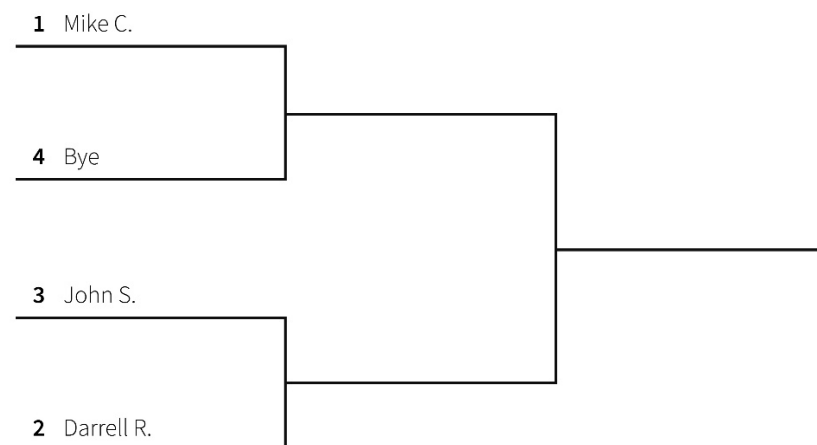
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**PLAYOFFS WILL BE ON MONDAY, 31 AUG 2026 (AND 5 SEP 2026, AS NECESSARY)
TRIPLE 9'S, 9-FT TABLES**

DOORS OPEN AT 12PM, PLAY BEGINS: IMMEDIATELY FOLLOWING PLAYERS MEETING

SKILL LEVEL 8'S

Skill Level 8



PLAYOFFS PRIZE MONEY

1ST PLACE - \$340 *

2ND PLACE - \$200 *

*** MONIES FROM SL5 HAS BEEN DIVIDED EQUALLY ACROSS ALL REMAINING SKILL LEVEL POTS**

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DOORS OPEN AT 12PM, PLAY BEGINS: IMMEDIATELY FOLLOWING PLAYERS MEETING

SKILL LEVEL 7'S

Skill Level 7



PLAYOFFS PRIZE MONEY

1ST PLACE - \$285 *

2ND PLACE - \$175 *

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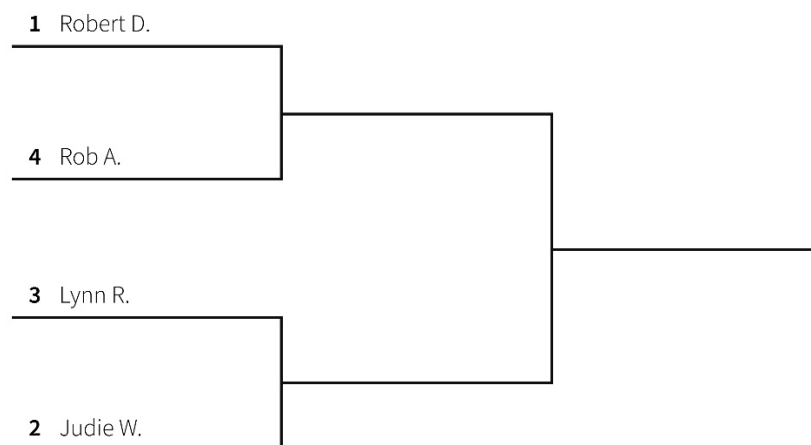
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DOORS OPEN AT 12PM, PLAY BEGINS: IMMEDIATELY FOLLOWING PLAYERS MEETING

SKILL LEVEL 6'S

Skill Level 6/5



PLAYOFFS PRIZE MONEY

1ST PLACE - \$240 *

2ND PLACE - \$150 *

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TRIPLE 9'S, 9-FT TABLES

DOORS OPEN AT 12PM, PLAY BEGINS: IMMEDIATELY FOLLOWING PLAYERS MEETING

SKILL LEVEL 5'S

* MONIES FROM SL5 HAS BEEN DIVIDED EQUALLY ACROSS ALL REMAINING SKILL LEVEL POTS

PLAYOFFS PRIZE MONEY

1ST PLACE - \$163 *

1ST PLACE - \$88 *

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One-Pocket Playoffs Rules of Play

Respect and Courtesy

1. Unsportsman-like conduct will not be tolerated.
2. Unsportsmanlike conduct calls will be made at the sole discretion of the FLOW Masters Pool League Operator or a designated representative. Penalties may include: a ball-in-hand, loss of game, loss of match, suspension, or expulsion from the league.
3. Please be a good steward of the game. Our watchwords are: courtesy, respect, and diplomacy.

General

4. We will use the same rules as used in the regular session.
5. All players are bracketed in playoffs by skill level.
6. Matches are single elimination.

Game Play

7. Matches will be a "Race to 2", i.e., the first player to win two games is the winner.
8. Use the One-Pocket Scoresheet.
9. You can flip or lag to determine who will break first. Thereafter, it's alternate breaks. The break for the third game will be by coin flip or lag.
10. Once I finish the rules, that is the start time of all matches. A match must start within fifteen (15) minutes. Anything after that will be designated as a game forfeiture for the player not present.
11. Each new game must begin within 15 minutes or it will result in a similar forfeit for the player not present.
12. Rack your own balls.
13. Making a ball on the break will constitute a re-rack. The player breaks again.
14. On the break, the cue-ball may be stroked directly or indirectly into the rack. But after contacting the rack, the cue ball OR at least one object ball must be driven to a rail, otherwise it is a one ball foul penalty.
15. If a pocket scratch occurs, any balls pocketed are spotted, the breaker is penalized one ball for the scratch, and the incoming player receives ball in hand behind the line.
16. A player can execute a jump shot, but only with their present cue. No specialty cue is allowed.

Game Forfeits

17. The following will be considered automatic forfeit of a game:
 - a. If the opponent offers to shake hands before the ball is shot;

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- b. If the opponent picks up the rack before the last (winning) ball is shot;
- c. If a player breaks apart their shooting cue while the opponent is shooting the last (winning) ball (or balls).

Fouls

- 18. Disturbing a single object ball is not a foul as long as there is no effect on the shot. Just move it back within close proximity. Placement agreement rest with the non-shooter.
- 19. However, it is a foul if two or more balls are disturbed.
- 20. And it is always a foul if you disturb the cue-ball.
- 21. Three consecutive fouls in a row IS a loss of game. But a warning at two must be issued.

Other Rules

- 22. Absolutely no play assistance of any kind is acceptable, i.e., no coaching of any kind or form.
- 23. Your cell phone and other electronic devices must be silenced while in the playing area.
- 24. You may not talk or text while playing a match, except under emergency or security conditions.
- 25. Matches will not be held up for smoke breaks.
- 26. Up to two (2) five-minute bio breaks are allowed for bathroom visits.

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Instruction for Upcoming Playoffs Portion of the Session

Playoffs begin on 31 August 24, 2026.

There will be no play on 7 September 2026.

Continuation on September 5, 2026.

This time, I will allow players to play early if possible.

You can play your match on any day you and your opponent agree. There must be complete agreement.

We will pick up on 31 August 2026 from where things are.

We will quickly go over the rules – mandatory – so we can get started. If there aren't many questions, we'll get started right away.

As was done last session, I will be combining any skill level with a single player contained within with players from the next higher skill level.

Ball count will be determined using the typical chart.

All races will be 8/8, meaning the first player to pocket 8 balls in their pocket is the winner.

Players with PPA adjustments will be used unless the player denies its application. Rob's PPA is a ball count adjustment of -2 balls, meaning an 8/6 race.

Picture trophies will be done if everything is finalized prior to my surgery. If not, they will be done as soon as I am able to get back to the computer.

I will coordinate with and ask Rob to handle all remaining money pot disbursements and take pictures (portrait and landscape) for trophy-making purposes.

If you play early, scoresheets will be at the front desk in the Black FMP One-Pocket box.

The official final day is 5 September 2026, start time 12:30 pm, following a brief 30-minute warmup. You can begin early that day if both parties agree.