

NOTES FOR FMP ONE-POCKET PLAY

THIS SESSION

- OUR SESSION BEGINS ON THURSDAY 22, SEPTEMBER AND WILL RUN APPROXIMATELY 16 WEEKS.

FEES

- ANNUAL REGISTRATION FEE OF \$35. IF ALREADY AN FMP ACTIVE MEMBER, NO REGISTRATION FEE NEEDED.
- NIGHTLY MATCH FEE IS \$13.

YOUR MATCH

- EACH WEEK, YOU WILL BE MATCHED UP WITH A DIFFERENT OPPONENT. PLEASE BE PRESENT AND ON TIME!
- BECAUSE WE HAVE FOUR TABLES ONLY, WE'RE THINKING WE CAN CONDUCT PLAY IN WAVES (4 TABLES X 2 PLAYERS) IN A SPAN OF 1 ½ HOURS.
- NIGHTLY PLAY BEGINS AT 6 PM, PRACTICE BEGINS AT 5 PM.
- PLAY BETWEEN PLAYERS CAN START EARLIER, BUT NOT REPEAT NOT WITHOUT FMP OPERATORS PRESENT (NO EXCEPTIONS!)
- TWENTY PLAYERS WOULD BE COMPLETED IN THREE (1 ½ HOURS) WAVES.
- SOMETIMES YOU WILL PLAY IN THE BEGINNING WAVE AND OTHER TIMES, YOU'LL PLAY IN THE LATTER WAVES.
- RACK YOUR OWN BALLS.
- WE KEEP TRACK OF YOUR MATCHES PLAYED, GAMES PLAYED, MATCH WIN PERCENTAGE, GAME WINS PERCENTAGE, OPPONENT RATING AGGREGATE, PERFORMANCE RATING.
- YOU PLAY A MAXIMUM OF THREE GAMES PER NIGHT (ONE POINT PER GAME WIN, ONE MATCH POINT FOR TWO OR MORE GAME WINS WITHIN MATCH).
- YOU ARE AUTHORIZED AN HOUR AND A HALF (1 ½ HOURS) TIME LIMIT. AFTER 1 1/4 HOURS, ANY NEW GAME(S) WILL CONVERT TO "1-BALL ONE-POCKET". YOU WILL BE ABLE TO COMPLETE YOUR THREE GAMES.
- IN THE EVENT YOUR SCHEDULED OPPONENT IS NOT PRESENT, WE WILL ASK EITHER A RANDOM PLAYER WHO HAS ALREADY PLAYED THEIR MATCH TO PLAY AGAINST YOU OR FMP OPERATORS OR THE DIVISION REP WILL PLAY YOU. NO PLAY FEES TO RANDOMLY SELECTED PLAYER THAT PLAYS AGAINST REGULARLY SCHEDULED PLAYER.
- FORFEITED MATCHES WINS 3-0 (GAME POINTS) AND 1-0 (MATCH POINTS).

RULES

- WE GO BY A SET OF RULES THAT IS PATTERNED AFTER THE RULE SET FOUND ON ONEPOCKET.ORG WEBSITE.
- WE WILL USE AN FMP-DEVELOPED HANDICAP SYSTEM (DERIVED FROM ONEPOCKET.ORG AND "SIX POCKETS TUESDAY NIGHT 8-BALL LEAGUE").
- YOU MUST BE AT LEAST AN APA/TAP SKILL LEVEL 5 (SL5) TO PLAY FMP ONE-POCKET.
- TAKING NO MORE THAT 20 PLAYERS FOR MAIDEN VOYAGE.
- THE MAX PLAYER COUNT COULD GROW TO 32 PLAYERS (USING THE AVAILABLE FOUR 9-FT. TABLES).

PLAYERS

- YOU WILL NOT KNOW WHO YOU PLAY UNTIL YOU ARRIVE (VERY MUCH LIKE THE WAY TEAM PLAY WORKS NOW).

NOTES FOR FMP ONE-POCKET PLAY

- YOU CAN MISS FOUR MATCHES AND STILL BE ELIGIBLE TO PARTICIPATE IN PLAYOFFS. AFTER THAT, YOU CANNOT COMPETE IN PLAYOFFS!

AWARDS

- WE OFFER END-OF-SESSION (EOS) POTS AT ALL FOUR SKILL LEVELS. AWARD FOR TOP FINISHERS AT EACH SKILL LEVEL:
 - SL8 - \$75
 - SL7 - \$75
 - SL6 - \$75
 - SL5 - \$75
- PLAYOFFS:
 - ALL PLAYER BRACKETED IN PLAYOFFS (MINUS THOSE WITH 5 OR MORE ABSENCES).
 - THE HIGHER THE SKILL LEVEL, THE MORE MONEY YOU CAN MAKE IN PLAYOFFS!
 - AFTER OVERHEAD:
 - SL8'S GARNER 30% OF THE PRIZE MONEY,
 - SL7'S GET 27% OF PRIZE MONEY,
 - SL6'S GET- 23%, AND
 - SL5 GET- 20%.
 - PLAYOFFS PAYOUTS (FOR 20-PLAYER PARTICIPATION) APPLIED AS FOLLOWS (100%):
 - ALL ELIGIBLE PLAYERS PARTICIPATE IN PLAYOFFS
 - TWO AWARDS AT EACH SKILL LEVEL
 - SL8 (30%):
 - SL7 (27%):
 - SL6 (23%):
 - SL5 (20%):
 - (PAYOUTS DECREASE IF LESS THAN 20 PLAYERS PARTICIPATING OR IF PARTICIPANTS MISS THEIR PLAY AND DON'T CONTRIBUTE TO THE OVERALL POT)
 - (THESE AMOUNTS WILL INCREASE SIGNIFICANTLY WITH INCREASED PLAYER PARTICIPATION: MAX – 32 PLAYERS.)
- TWO CONGENIALITY AWARDS - \$50, \$50.

ADMIN AND REPORTING

- PLAYER MUST BE ACCEPTED BY OTHERS AS BEING OF GOOD DEMEANOR AND CHARACTER.
- WE USE A SIGN-IN/WEEKLY FEE PAY SHEET TO ENSURE YOU'VE PAID EACH WEEK.
- WE HAVE A SCORESHEET THAT IS USED TO CAPTURE THE RESULTS OF YOUR PLAY. TURN IT IN AFTER YOUR MATCH- SIGNED!
- THE BACK OF THE SCORESHEET SHOWS THE HANDICAP RACES. (STILL IN FLUX, BUT WE THINK THIS IS IT.)
- LEADER BOARD CRITERIA (SORT) EMPLOYED IS: MOST MATCHES WON, FOLLOWED BY MOST GAMES WON, FOLLOWED BY LEAST MATCHES LOST, FOLLOWED BY LEAST GAMES LOST.
- MEMORABILIA AWARDS (TROPHIES) AT END OF SESSION.

NOTES FOR FMP ONE-POCKET PLAY

SKILL LEVEL CHART

SKILL LVL RANGE	SKILL LEVEL
45 – 38	8
37 – 33	7
32 – 28	6
27 – 20	5

RULES FOR SKILL LEVEL CALCULATIONS

MATCH UP	DETERMINE WINNER	LEFT AWARD	RIGHT AWARD
EVEN SL (LEFT) VS EVEN SL (RIGHT)	LEFT EVEN WINS	+1	-1
EVEN SL (LEFT) VS EVEN SL (RIGHT)	LEFT EVEN LOSES	-1	+1
HIGHER SL (LEFT) VS LOWER SL (RIGHT)	HIGHER WINS	+0	-0
HIGHER SL (LEFT) VS LOWER SL (RIGHT)	HIGHER LOSES	-1	+1
LOWER SL (LEFT) VS HIGHER SL (RIGHT)	LOWER WINS	+1	-1
LOWER SL (LEFT) VS HIGHER SL (RIGHT)	LOWER LOSES	+0	+0

Figure 2 (Number added to skill level to arrive at weekly match play assessment.)

Every five matches will be used as a window to assess your skill level play. This will be a rolling window, where the last five matches will always be used for the assessment. If a player no-shows for a match, a zero will be assessed, but is used only as a visual place-holder to show that that week’s number will not be a part of the “last five matches played” aggregate.

SKILL LEVEL POINT ASSESSMENT EXAMPLE

NAME	Week #1	Week #2	Week #3	Week #4	Week #5	Week #6	Week #7	Total	Cmt
Spike (SL6)	6	6	5	7	7	-	-	31	Is a SL6
Spike (SL6)	6	6	5	7	7	7	-	32	Still a SL6
Spike (SL6)	6	6	5	7	7	7	7	33	Raised to a SL7

Example #1 – Weekly scores added to form 5-week rolling total (to determine skill level)

NOTES FOR FMP ONE-POCKET PLAY

FMP-1P SHORT COUNT HANDICAP SYSTEM

This system is based on the handicap system found on OnePocket.org website. (See <https://www.onepocket.org/one-pocket-handicaps/> for further explanation.)

- Natural Handicaps – These scores all add up to 16 balls (first one to pocket 8 balls wins, so that without any ball-spotting adjustments, every game naturally offers the possibility of coming down to the ultimate end game of a duel over the last ball on the table for the game. (Example: first to 8 wins.)
- Long Count Handicaps – These scores all add up to more than 16 balls, thus requiring the player that goes to the long count to spot balls they pocket to bring their required count back down to a natural count. The disadvantage - takes longer to play. (Example – 13-6 race.)
- Short Count Handicaps – **We use this system.** These scores add up to less than 16 balls, which helps to speed up game times, especially at lower rankings. FMP-1P will use the Short Count Handicap format. (Example: 5-5 race.)
- The following chart on the back of the scoresheet shows the handicapped race. (Note: This is subject to modification based on skill disparity and fairness.

FMP-1P SHORT COUNT HANDICAP SYSTEM (FIRST ONE TO THEIR BALL COUNT WINS)				
SKILL LEVEL	5	6	7	8
5	6 - 6	7 - 6	9 - 6	11 - 5
6	7 - 6	7 - 7	8 - 7	9 - 5
7	9 - 6	8 - 7	8 - 8	9 - 7
8	11 - 5	9 - 5	9 - 7	8 - 8

NOTES FOR FMP ONE-POCKET PLAY

FMP, ONE-POCKET DIVISION (FMP-1P)
SHORT COUNT HANDICAP SYSTEM AND PLAYERS COMMENTS

Players Scoresheet (See Short Count Handicap-Race Chart on back) (Place comments for operators on back.)		START TIME:		PRE-STOP TIME:		STOP TIME:	
-----Week # / Play Night:		THURSDAY, 1-POCKET DIVISION					
-----Venue:	CENTER POCKET		Table:		For FMP Use Only >		
-----Today's Date:					For FMP Use Only >		

Race:						
Name:		ID:		Handicap:		
	1-Pocket	1-Pocket	1-Pocket	1-Ball 1P	1-Ball 1P	Total
Name:		ID:		Handicap:		

Player Signature Section	
Your Signature:	
Opponent Signature:	

After 1 hour and 15 minutes, all remaining match starts will be converted to "1-Ball One-Pocket" to finish the match.

NOTES FOR FMP ONE-POCKET PLAY

FMP, ONE-POCKET DIVISION (FMP-1P)

SHORT COUNT HANDICAP SYSTEM AND PLAYERS COMMENTS

PLAYER(S) COMMENTS/CONCERNS	SHORT COUNT HANDICAP SYSTEM				
		5	6	7	8
	5	6-6	7-6	9-6	11-5
	6	7-6	7-7	8-7	9-5
	7	9-6	8-7	8-8	9-7
	8	11-5	9-5	9-7	8-8

NOTES FOR FMP ONE-POCKET PLAY

NOTES FOR ONE-POCKET MEETING(S) (CONTINUED)

DEFINITIONS

MWP = Divide Matches Won by Total Matches Played.

GWP = Divide Games Won by Total Games Played

Opponent Totals = Total of handicap of all players played, running week to week.

Performance Rating = MWP + GWP + Opp Totals