

DR. CUE CLASSIC “ARTISTIC” CUP

IN ASSOCIATION WITH

DR. CUE CLASSIC “ARTISTIC POOL” TOUR

2008

SHOT / CHALLENGE PROGRAM

40 SHOTS / CHALLENGES

**(8 DISCIPLINES – 5 SHOTS / CHALLENGES EACH)
(THE “ORIGINAL” FORMAT)**

PLUS, 2 TIEBREAKER SHOTS – AS NEEDED

EVENT SCHEDULE AND FEATURES

SET UP RULES AND REGULATIONS

DETAILED DIAGRAMS

FULL TEXT EXPLANATIONS

DR. CUE CLASSIC “ARTISTIC” CUP

(Event Schedule and Details)

January 5, 6, & 7, 2008 (Meeting / Draw / Play) January 4, 2008 (Practice Day / Training Forum)

Location: Executive Inn, 978 Phillips Lane, Louisville, KY Phone: 502.367.6161 or 800.626.2706

A) Friday (1/4/08) – (1:00PM to 9:00PM) – Player Practice Only

B) Friday (1/4/08) – (7:00PM – 9:00PM) – “Open” Training Forum on “Cup” Shots/Challenges

Note: This session is for any event player or fan that wants to attend.

C) Saturday (1/5/08) – (10:00AM – 12:00Noon) – Opening Ceremonies (RACK Room)

Note: Includes “Dr. Cue” welcome message, players’ meeting, group draw, and schedule postings for play and practice (Players are encouraged to attend)

D) Saturday (1/5/08) – (2:00PM to 5:00PM) – Round #1 for all players (2 – 24 player sessions)

Note: Starting at this time allows players to fly in early on Saturday, if necessary.

E) Saturday (1/5/08) – (7:00PM to 10:00PM) – Entertainment, Autograph, and Media Session

F) Sunday (1/6/08) – (10:00AM – 12:00Noon) – Fellowship Service / Refreshments (RACK Room)

G) Sunday (1/6/08) – (1:00PM to 4:00PM) – Round #2 for all players (2 – 24 player sessions)

H) Sunday (1/6/08) – (6:30PM to 9:30PM) – Round #3 for all players (2 – 24 player sessions)

I) Monday (1/7/08) – (9:30AM to 11:00AM) – Round #4 for 24 players with total of scores after first 3 rounds in positions 25 thru 48.

Note: New groups with 3 players each will be established and 8 tables will be used.

J) Monday (1/7/08) – (11:30AM to 1:00PM) – Round #4 for 18 players with total of scores after first 3 rounds in positions 7 thru 24.

Note: New groups with 3 players each will be established and 6 tables will be used.

K) Monday (1/7/08) – (1:30PM to 3:00PM) – Round #4 for 6 players with total of scores after first 3 rounds in positions 1 thru 6.

Note: New groups with 3 players each will be established and 2 tables will be used.

Scoring Note: Play by play scoring updates via electronic or “flip card” process for final players with highest “in the club house” (RACK Room) final scores displayed for audience viewing. This will provide excitement for spectators and players, as positions change from shot to shot, and a final champion is determined.

L) Monday (1/7/08) – (4:00PM to 5:00PM) – Awards / Closing Ceremonies (RACK Room)

Special Note: Overall event schedule subject to slight changes by event directors!

EVENT / PLAYER / FAN “CLASSIC” FEATURES

GUARANTEED PRIZE FUND:

Over \$20,000 in player payouts
\$5000 for 1st place and \$100.00 for last place
Discipline, Sportsmanship, and Shots “Made in a Row” Awards

ENTRY FEES:

\$200.00 entry fee for select players from 4 foundational league
“artistic pool” tour stops and specific junior events
\$250.00 entry fee for all other open players

PLAYER FIELD:

48 players – Open A and Open B (Pro, Amateur, Junior)

SPECIAL PLAYER NOTES:

Open B players get 4 attempts on all “degree of difficulty”
(D.O.D) shots / challenges
Open A players get 3 attempts on all “degree of difficulty”
(D.O.D) shots / challenges

SPECIAL PLAYER / AUDIENCE AMENITIES:

Each player will be designated as an honorary member of
APPA (Artistic Pool Playing Artists), a “Dr. Cue” education
and entertainment entity for the sport of “artistic pool”
RACK ROOM special features for everyone
Audience and player special prizes
And...much, much more!!

Player Designations for Classic “Artistic” Cup:

- 1) Open A players – (3 attempts granted)
 - a) APTSA top 12 players in world rankings
 - b) Other APTSA players by review
 - c) Other players by review

- 2) Open B players – (4 attempts granted)
 - a) APTSA players not in Open A category
 - b) Other players by review

SPECIAL NOTE: Players participating in the “Cup” event will be reviewed after Round 2 (20 shots / challenges) is complete. This process will determine if a player has been designated to the proper A or B player status. It is possible for an A player to receive B player status and vice versa after this review process. The final 20 shots / challenges (Round 3 and Round 4) will then be completed with the “new” player designation and corresponding number of attempts granted as applicable. For pre-event status, please email: drcue@artisticpool.org

Dress Requirements:

Classic “Artistic” Cup / Regional Events as follows:

Casual (Semi-formal) – Look Sharp!! – Be Sharp!!

Dress slacks *
Dress or collared shirt
Dress shoes – Hard or loafer style
Vest and tie optional

*** Women may also wear Capri – style pants, culottes, skirts, or sleeved dresses of conservative length**

Headgear (hats / caps), plus open – toed shoes or other “special” footwear may only be worn for medical reasons (Players must provide official letter from player’s healthcare provider before the event)

Code of Conduct / Rules for All Events:

General Note:

Players must complete program and exhibit good sportsmanship, demeanor, and image or risk loss of prize fund payment due for positional finish!!

- 1) No Warning Category – Loss of entry fee and any prize money due**
 - a) No gambling (at any time)**
 - b) No drugs (at any time)**
 - c) No intoxication to excess (at any time) – by review**

- 2) One Warning Category – Subject to review and penalty (points deduction, etc.)**
 - a) No smoking or chewing tobacco during competitive matches and per venue restrictions**
 - b) No intoxicants during competition (actual matches)**
 - c) No unsportsmanlike conduct or sharking**
 - d) No foul or indiscriminate language**

Note: Event directors / table judges have authority to enforce removal from competition for violations.

Special Notice on Shot Setups for All Events:

Tapping Player Caution Rule: Care should be taken in the “setting into position” of any object ball(s) and/or cue ball(s) by players! **A gentle “tapping” is allowed only!!** The table judge / event director will caution player(s) of hard and/or hammering hits to ball placements, and remind them to have concern and consideration for other players that follow in their setup efforts. Repeat abuse of this point will necessitate the table judge enforcing point penalties against cumulative scores as follows:

- a) 1st Warning – No penalty**
- b) 2nd Warning – 1 point deduction from cumulative score**
- c) 3rd Warning – 3 point deduction from cumulative score**
- d) 4th Warning – 5 point deduction from cumulative score**
- e) 5th Warning – Disqualification (Forfeit of entry and prize money)**

Shot / Challenge General Setup Rules / Regulations

- 1) The table judge or event director has the final approval on all setups. The player may ask questions at any time on respective shot / challenge setup text and / or diagram details.
- 2) The table judge will help place all props or the various “obstacles” and/or “obstacle rows” required in some of the shots / challenges.
- 3) The player has control of placement and / or adjustment for all ball in hand placements of cue ball (s) and / or object ball(s) per diagram explanations.
- 4) The player has control of placement and / or adjustment for all setups of balls placed for allowance of throw effect between balls to respective designated pockets.
- 5) Legal cue ball in hand placement in a zone area or behind an “X” or designated line is determined by the vertical edge of cue ball. Any shot / challenge with a target zone or position of finish is judged in the same way.
- 6) Object ball(s) which are placed “at or near” pocket(s) may be placed anywhere “at or near” pocket(s) of designation, unless specified otherwise in diagram details.
- 7) Unless otherwise stated, cue ball scratch or miscue does not cancel a successful completion of the shot / challenge.
- 8) At no time may any balls (cue ball or object ball) fly off the table. Penalty: No score for that attempt.
- 9) Unless otherwise stated, the cue ball may always contact an extra cushion(s) near an object ball(s) positioned by a respective pocket
- 10) Players are free to shoot any shot / challenge from either side of the table, as well as shooting the “mirror image” of the shot / challenge. Please note that rotating a shot 90 degrees is not considered the “mirror image” and will not be allowed.
- 11) Accidental nudging of cue ball is not considered a stroke or attempt of shot – player is allowed to shoot attempt again.

Legend for Table Diagrams:

Cue ball(s) – Circle with “c” inside it

Object ball(s) – Circle with wide dark line in it

Wide Solid line(s) – Cue ball(s) travel

Narrow Solid line(s) – Object ball(s) travel

Object ball(s) letters (A, B, C, D, E, and F) – Designated pocket(s) of make

Object ball(s) letters (X, Y, and Z) – Auxiliary balls for specific shot purposes

Special Note: Travel lines are suggested paths only – Different table conditions may require adjustments on part of player!!