

# **DR. CUE ARTISTIC POOL TOUR LEAGUE SCORING GUIDELINES**

- **Players must set up all shots/challenges themselves.** “Dr. Cue” or assistant will act as official judge on all shot setups and scoring success. Questions may be asked at any time.
- Three attempts “only” will be granted for all “degree of difficulty” challenges in both the prelims and the shootout rounds, while “special scoring” challenges will be scored as noted.
- Shots will be done in order and scored accordingly per a preprinted and official score sheet.
- D.O.D. shots / challenges are scored based on the D.O.D. value assigned to each challenge. Full D.O.D. value is scored on a 1<sup>st</sup> attempt make. Full D.O.D. value less 1 point is scored on a 2<sup>nd</sup> attempt make. Full D.O.D. value less 2 points is scored on a 3<sup>rd</sup> attempt make.
- Any ties that need to be broken will be done based on 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> attempt makes, and then the value of those makes. If a tie still exists, the “tiebreaker” shot will be used!!
- The “tiebreaker” shot will be used in the case of a tie for last place only after all of the preliminary rounds are done and for all “tied” finish positions in the final “shootout” rounds.
- Players will be given a “Dr. Cue Scoring Bonus” for the final “shootout” rounds based on their respective positions of finish in the preliminary rounds as follows:

1) Players in preliminary positions of finish in the top half of the field will receive a 2 point “bonus”, which will be calculated into the “Grand Total”.

2) Players in preliminary positions of finish in the bottom half of the field will receive a 1 point “bonus”, which will be calculated into the “Grand Total”.

- All players in the final “shootout” rounds will shoot the same 8 challenges as used in the preliminaries for a “1<sup>st</sup> round score” and then shoot the same 8 challenges again for a “2<sup>nd</sup> round score”. The cumulative score total of both rounds, plus any “scoring bonus” will determine the “Grand Total” for “final” positional finish.
- Any player not completing the final 2 “shootout” rounds will still be paid for their position of finish based on the “shootout” scores they do register.
- A player that does not shoot at all in the final 2 “shootout” rounds will still receive a minimum of \$25.00 for their participation in the event

**Special Note:** Every effort will be made so that players qualified from the preliminary rounds can shoot in the final “shootout” rounds. Sometimes a conflict will arise due to other league divisional competitions, so all players will have the option of shooting their shots by themselves to make it easier for them to register a final event “Grand Total” Score.

**Program Note:** All challenges have been selected from the “Dr. Cue” Classic Artistic Pool Tour Master Shot/ Challenge Program. Included in this release are the 8 disciplines of “artistic pool”. Sources for creation of this shot / challenge program include, but are not limited to “Dr. Cue’s” Banks, Tricks, and Kicks training product for “artistic pool” (AP – 1), the Rick Malm Artistic Pool CD Training Manual, and select shots / challenges that are being used presently by the professional player movement, plus a few original “extras”.

**Tour / Event Directors:** Tom “Dr. Cue” and Marty “Ms. Cue” Rossman