8 Ball:

8 on Break (80B)

Break & Run (B&R)

Rackless Night (R)

Mini Slam - 8 on Break <u>AND</u> Break & Run (same night)

Clean Sweep - 5 to 8 person Open teams, 5 different players from each team must play, no forfeits, no 23 Rule violation \sim 1 patch will be sent for <u>each</u> of the 5 players that played

9 Ball:

9 on the Snap (90B)

Break & Run (B&R)

Mini Slam - 9 on the Snap AND Break & Run (same night)

Team Sweep - 5 to 8 person Open teams, 5 different players from each team must play, no forfeits, no 23 Rule violation \sim 1 patch will be sent for <u>each</u> of the 5 players that played

Double Jeopardy Only:

Grand Slam - 8 and 9 on Break, 8 and 9 Break & Run (same night)

Patches will be included in your next scheduled delivery team packet. Physical scoresheets will be <u>delivered</u> wk 1, mid-session and at 'Finals' matches.

- Week #1 a <u>PATCH TALLY SHEET</u> will be included in your packet to keep track
 of what players earned AND what has been sent to team.
- A "rackless night' patch will be awarded to a player that has a rackless night without their opponent scratching on the 8-Ball, making the 8-Ball out of turn or in the wrong pocket, etc.

NOTE: If a player loses the lag, subsequently they are racking the first rack.

• "rackless night" patch award <u>DOES NOT</u> apply to 9-Ball format.