



*The Future of Billiards*TM

6PI Control Document

6PI-013 Rev 1 – January 25, 2009

6 PocketTM Recreational Competition Scoring and Ranking Method

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Patent Pending

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6PI-013 Rev 0; 6 Pocket™ Recreational Competition Scoring and Ranking Method

Purpose

The purpose of this document is to establish the universally applied methods by which 6 Pocket™ (6 POCKET) recreational competitions are scored and ranked. As such, this document compliments document 6PI-003; “6 Pocket Competition Rules”, the contents of which are incorporated herein with this reference. This document is comprised of three (3) sections as follows:

- Section 1 – *Scoring 6 POCKET Recreational Competitions*
- Section 2 – *Ranking 6 POCKET Recreational Competitions*
- Section 3 – *Tie Breakers and Playoffs in 6 POCKET Recreational Competitions*

Section 1 – Scoring 6 POCKET Competitions

Whenever and wherever possible, the 6 Pocket, Inc. Recreational Competition Score Sheet¹ should be used to facilitate scoring recreational 6 POCKET competitions. This score sheet also provides for a convenient document to refer to when submitting scores to the 6 Pocket, Inc. Level Play™ Handicapping System.²

As detailed in Section 1.1 – *Getting Started*, of the above referenced document, 6 POCKET Competitions can take on three (3) forms – turns – where each competitor shoots a single rack of fifteen (1) object balls, games – where multiple turns are combined into a game, and tournaments – where multiple games are combined into a tournament. In all cases, the object is to achieve the highest possible score, and that competitor with the highest score is declared the winner of the turn/game/tournament.

Further, as detailed in Section 1.4 – *Taking a Turn* of the above referenced document, a single turn is defined as being comprised of two (2) parts; breaking the rack and a subsequent series of called shots.

¹ See document 6PI-014; “6 Pocket™ Recreational Competition Score Sheet” for complete details on the recreational competition score sheet.

² While recreational 6 POCKET competitors can maintain a Level Play™ Recreational Handicap Number using tools provided at www.6pocket.com, these handicaps are not eligible for use in 6 Pocket League™, Amateur 6 Pocket Association™, Professional 6 Pocket Association™, nor 6 Pocket Tour™ competitions. A complete discussion of the recreational Level Play™ handicap is provided in document 6PI-015; “Level Play™ and the 6 Pocket™ Recreational Competitor”

Section 1 – Scoring 6 POCKET Competitions, continued:

Once a competitor's turn is determined to be over because they have either committed a foul, or legally pocketed all of the object balls from their fifteen (15) ball rack, their turn is scored as defined below.

The process of scoring a 6 POCKET competition depends on determining and recording, in order of play, the following individual scoring components of a single turn, and then calculating and recording a score for the turn/game/tournament.

Section 1.1 – Scoring a Single Turn of 6 POCKET

- Level Play™ Handicap – the competitor's handicap number, as assigned by the 6PI Level Play™ Handicapping System, for the table size being played. This number is the same for every turn taken in the competition provided that table sizes do not change from turn to turn. Should the table size change for any one (1) or more turns, then this number should change accordingly for the turns impacted.
- Penalty Points – the total number of penalties, if any, the competitor is assigned as a result of the various conditions that are defined in Section 1.5 – *Breaking the Rack*, of the above reference document.
- Rack-Score – the total number of points awarded to the competitor for the balls determined to have been legally pocketed during that competitor's turn.

Once the above three (3) components of the turn have been determined and recorded, the Turn-Score is calculated as follows:

$$\text{Level Play}^{\text{TM}} - \text{Penalty Point(s)} + \text{Rack-Score} = \text{Turn-Score}$$

Example: A competitor is determined to have a Level Play™ Handicap of 6.3 for the 4' x 8' table on which a turn of 6 POCKET is being played. During the competitor's attempt to break, they are assessed one (1) penalty point, and the total of the combination of balls legally pocketed on their break and during their subsequent series of called shots is determined to be nine (9).

$$6.3 - 1 + 9 = 14.3$$


In this example, the competitor is said to have a Turn-Score of 14.3.

Section 1.1 – Scoring a Single Turn of 6 POCKET, continued:

Graphic 6PI-013 1-1.1 shows how this would look on the aforementioned score sheet.

To record your scores and/or reorder these score sheets go to www.6pocket.com

Players Initials		<i>JSG</i>	<i>REC</i>	<i>WFR</i>	<i>ALJ</i>	
Level Play™		6.3	2.4	9	5.5	
1	Penalty Points	1				
	Rack-Score	9				
	Turn-Score	14.3				
2	Penalty Points					
	Rack-Score					
	Turn-Score					
3	Penalty Points					
	Rack-Score					
	Turn-Score					
4	Penalty Points					
	Rack-Score					
	Turn-Score					



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INSTRUCTIONS

1. Write the competitors' initials and Level Play™ Handicaps in the spaces provided.

Graphic 6PI-013 1-1.1; Recreational Score Sheet Partial

Section 1.2 – Scoring a 6 POCKET Recreational Game

A game of 6 POCKET is scored by using the turn scoring method above for each of the turns in the game and then adding the Turn-Scores to determine the Game-Score.

Example: After all competitors have played all of the turns in a ten (10) turn game, the first player is determined to have the following Turn-Scores:

- Turn 1 = 14.3, Turn 2 = 12.3, Turn 3 = 11.3, Turn 4 = 12.3,
- Turn 5 = 12.3, Turn 6 = 14.3, Turn 7 = 15.3, Turn 8 = 12.3,
- Turn 9 = 13.3, Turn 10 = 13.3

The competitor's Turn-Scores are then added to determine their Game-Score

$$14.3 + 12.3 + 11.3 + 12.3 + 12.3 + 14.3 + 15.3 + 12.3 + 13.3 + 13.3 = 131.$$


In this example, the competitor is said to have a Game-Score of 131.



Section 1.2 – Scoring a 6 POCKET Game, continued:

Graphic 6PI-013 1-1.2 shows how this would look on the aforementioned score sheet.

To record your scores and/or reorder these score sheets go to www.6pocket.com					
Players Initials	JSG	REC	WFR	ALJ	
Level Play™					
	6.3	2.4	9	5.5	
1	Penalty Points	1	1	0	0
	Rack-Score	9	12	4	9
	Turn-Score	14.3	13.4	13	14.5
2	Penalty Points	0	0	0	0
	Rack-Score	6	13	3	7
	Turn-Score	12.3	15.4	12	12.5
3	Penalty Points	2	0	0	1
	Rack-Score	7	12	5	8
	Turn-Score	11.3	14.4	14	12.5
4	Penalty Points	0	0	1	0
	Rack-Score	6	11	4	7
	Turn-Score	12.3	13.4	12	12.5
5	Penalty Points	0	0	0	0
	Rack-Score	6	12	6	9
	Turn-Score	12.3	14.4	15	14.5
6	Penalty Points	0	1	0	0
	Rack-Score	8	10	4	8
	Turn-Score	14.3	11.4	13	13.5
7	Penalty Points	1	0	0	0
	Rack-Score	10	11	5	7
	Turn-Score	15.3	13.4	14	12.5
8	Penalty Points	0	0	0	2
	Rack-Score	6	10	4	10
	Turn-Score	12.3	12.4	13	13.5
9	Penalty Points	0	1	0	0
	Rack-Score	7	9	3	6
	Turn-Score	13.3	10.4	12	11.5
10	Penalty Points	0	0	1	0
	Rack-Score	7	8	2	7
	Turn-Score	13.3	10.4	10	12.5
Game-Total		131	129	128	130
Ranking					



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INSTRUCTIONS

- Write the competitors' initials and Level Play™ Handicaps in the spaces provided.
- Record the total number of Penalty Points, if any, and the Rack-Score (total legally pocketed balls) per competitor, per turn.
- Calculate and record the Turn-Score (Handicap – Penalty Points + Rack-Score).
- Total the Turn-Scores for the Game Total and assign the Rankings (1- 5, highest to lowest Game Total). If there is a tie between 2 or more players, play a tiebreaker turn!

Graphic 6PI-013 1-1.2; Recreational Score Sheet complete with Game-Scores

Section 1.3 – Scoring a 6 POCKET Recreational Tournament

A tournament of 6 POCKET is scored by using the game scoring method above for each of the games in the tournament, and then adding the Game-Scores to determine the Tournament-Score.

Section 1.3 Scoring a 6 POCKET Tournament, continued:

Example: A single competitor in a three (3), ten (10) turn game, tournament is determined to have Game-Scores as follows:

Game 1 = 131, Game 2 = 127, Game 3 = 139

The competitor's Game-Scores are then added to determine their Tournament-Score

$131 + 127 + 139 = 397.$

In this example, the competitor is said to have a Tournament-Score of 397.

Section 2 – Ranking 6 POCKET Recreational Competitions

In all forms of 6 POCKET competitions, each competitor is competing against a field rather than a single individual and therefore determining the winner of any one competition is a process of ranking rather than elimination.

Once the turn/game/tournament scores for all competitors in any given recreational competition have been determined and recorded, the competitors in the competition are ranked using the following comparative definitions:

- the scores are sorted into descending order, highest to lowest,
- there can be only one (1) competitor ranked as first (1st) place, and
- multiple competitors can share any ranking other than first (1st) place.

Section 2.1 – Ranking a Competition With No Shared Scores

In the event, as a result of the comparison of the scores as defined above, zero (0) competitors have exactly the same score, they are ranked as would be predicted by the descending order of their scores; highest score predicting first (1st) place, second highest score predicting second (2nd) place, third highest score predicting third (3rd) place, and so on until all competitors/scores have been ranked, and the competitor with the highest score (first (1st) place ranking) is said to be the winner of the competition.

Example: A score sheet for a ten (10) turn 6 POCKET game involving five (5) competitors has been completed and rankings predicted under the definitions provided above with the results displayed as follows:

Section 2.1 – Ranking 6 a Competition With No Shared Scores, continued:

10	Penalty Points	0	0	1	0	0	Use Rankings (1 st , highest to lowest Game Total). If there is a tie between 2 or more players, play a tiebreaker turn!
	Rack-Score	7	8	2	7	7	
	Turn-Score	13.3	10.4	10	12.5	12	
	Game-Total	131	129	128	130	127	
	Ranking	1st	3rd	4th	2nd	5th	
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Graphic 6PI-013 1-2.1; Recreational Score Sheet With No Shared Scores, Rankings

In this example, the competitor with the highest score is ranked first (1st) place, the competitor with the second highest score is ranked second (2nd) place, and so on through fifth (5th) place.

Section 2.2 – Ranking a Competition With Shared Scores

In the event, as a result of the comparison of the scores as defined above, two (2) or more competitors have exactly the same score, except as provided for when that score is the highest score, they are ranked as having a share of the rank that is predicted by the score they share.

Example: A score sheet for a ten (10) turn game involving five (5) competitors has been completed and ranked under the definitions provided above with the results displayed as follows:

10	Penalty Points	0	0	1	0	0	Use Rankings (1 st , highest to lowest Game Total). If there is a tie between 2 or more players, play a tiebreaker turn!
	Rack-Score	7	8	2	7	7	
	Turn-Score	13.3	10.4	10	12.5	12	
	Game-Total	131	129	128	130	130	
	Ranking	1st	4th	5th	T-2nd	T-2nd	
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Graphic 6PI-013 1-2.2; Recreational Score Sheet With Shared Scores, Rankings

In this example, since two (2) competitors have exactly the same score that would predict a ranking of second (2nd) place, they are said to share, or be tied for, second (2nd) place. Further, since there are two (2) competitors sharing this ranking, there is no third (3rd) place, and the next lowest score predicts a ranking of fourth (4th) place.

Section 2.2 – Ranking a Competition With Shared Scores, continued:

In the event, as a result of the comparison of the scores as defined above, two (2) or more competitors have exactly the same highest score, a tie-breaker turn or play-off game (as defined in Section 3 – *Tie Breakers and Playoffs in 6 POCKET Recreational Competitions*) between those competitors is played for the purposes of determining final ranking of the competitors involved in the tie-breaker turn or play-off game.

Example: A score sheet for a ten (10) turn game involving five (5) competitors has been completed and ranked under the definitions provided above with the results displayed as follows:

10	Penalty Points	0	0	1	0	0	The rankings (1-5, highest to lowest Game Total). If there is a tie between 2 or more players, play a tiebreaker turn!
	Rack-Score	7	8	2	7	8	
	Turn-Score	13.3	10.4	10	12.5	13	
	Game-Total	131	129	128	130	131	
	Ranking	T-1 st	4 th	5 th	3 rd	T-1 st	
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Graphic 6PI-013 2-2.2; Recreational Score Sheet With Identical Highest Scores, Rankings

In this example, since the comparative definitions provided above dictate that there can be only one competitor ranked first (1st) place, the two (2) players with the identical highest scores are called to compete in a tie-breaker turn or play-off game to determine their final ranking, in turn guaranteeing that one will be ranked first (1st) place, and the other will be ranked second (2nd) place. As a result, the second highest score for this example predicts a ranking of the third (3rd) place, while the third highest score predicts a ranking of fourth (4th) place, etc.

Section 3 – Tie-Breakers and Play-Offs in 6 POCKET Recreational Competitions

Determination of the final ranking of any form of 6 POCKET competition in which two (2) or more competitors have identical highest scores is made by playing either a tie-breaker turn or a play-off game.

In the event the competition being ranked is either a single turn of 6 POCKET, or a 6 POCKET game, a tie-breaker turn, or turns, are played until a final winner is determined. In the event the competition being ranked is a 6 POCKET tournament, a play-off game or games are played until a final winner is determined.

Section 3 – Tie-Breakers and Play-Offs in 6 POCKET Recreational Competitions

Section 3.1 – Determination of the Final Ranking of a Single Turn 6 POCKET Competition.

In the event two (2) or more competitors have exactly the same highest turn-score as a result of the ranking predictions, a tie-breaker turn between those competitors is called for (except when the turn under consideration is one being combined with one (1) or more other turns in a game, in which case, no winner, or tie, is declared until the completion of that game – see Section 3.2 – *Determination of the Final Ranking of a 6 POCKET Game* for more information).

The tie-breaker turn is played in the same fashion as the originating turn, but only by those competitors involved in the tie, and in an elimination format. More specifically, as the recorded scores from the originating turn are used as the permanent scores for the turn, the scores from the tie-breaker are only used to determine the winner of the tie-breaker, or if another tie-breaker turn is to be called.

In the event that the initial tie-breaker turn does not result in a subsequent tie being called, then the winner of the tie-breaker is declared the winner of the turn.

In the event the initial tie-breaker turn does result in a subsequent tie being called, then those competitors whose scores are tied are called to play in a subsequent tie-breaker, and those competitors, whose scores are lower than those of the tied competitors, if any, are eliminated. These eliminated competitors then sit out of the subsequent tie-breaker turn being played by the tied competitors, and so on, until a tie-breaker turn ends in which there is no tie, and the winner of that tie-breaker is declared the winner of the turn.

After the winner of the tie-breaker(s) is determined and that competitor is ranked 1st place, the balance of the competitors in the turn are ranked in descending order of their originating turn-score (2nd place, 3rd place, 4th place, etc.) until all competitors in the turn have been ranked. In this ranking, should one (1) or more competitors have identical scores, then they are declared to share the ranking place that has been assigned to that score, unless they were involved in the tie-breaker(s), in which case they may earn a different rank based on order of elimination.

Section 3.1 – Determination of the Final Ranking of a Single Turn 6 POCKET Competition, continued.

The following provides an example of a multiple competitor turn with multiple tie-breakers. Five (5) competitors join in a single turn of 6 POCKET. After each has completed their turn, the following turn-scores are recorded.

Competitor 1	Competitor 2	Competitor 3	Competitor 4	Competitor 5
7	7	11	11	11

These turn-scores are recorded as the turn-scores for this 6 POCKET turn and become the permanent 6 POCKET turn-scores of record for Level Play™ handicapping purposes.⁴ Competitors 3, 4, and 5 are then called to play in a tie-breaker, and after each has completed their turn, the following turn-scores are recorded.

Competitor 1	Competitor 2	Competitor 3	Competitor 4	Competitor 5
-	-	15	14	15

These turn-scores are recorded solely to determine if a subsequent tie-breaker is to be called and which competitors, if any, have been eliminated. Competitor 4 is eliminated and guaranteed a rank of 3rd place. Competitors 3 and 5 are then called to play in a subsequent tie-breaker turn, and after each has completed their turn, the following turn-scores are recorded.

Competitor 1	Competitor 2	Competitor 3	Competitor 4	Competitor 5
-	-	15	-	15

Again, these turn-scores are recorded solely to determine if a subsequent tie-breaker is to be called and which competitors, if any, have been eliminated. Neither is eliminated. Competitors 3 and 5 are then called to play in a subsequent tie-breaker turn, and after each has completed their turn, the following turn-scores are recorded.

Competitor 1	Competitor 2	Competitor 3	Competitor 4	Competitor 5
-	-	15	-	12

⁴ See document 6PI-004; “The 6 Pocket™ Level Play™ Handicapping System” for a complete discussion of how the 6 POCKET scoring method is used to establish sanctioned handicaps for all types of 6 POCKET competitors.

Section 3.1 – Determination of the Final Ranking of a Single Turn 6 POCKET Competition, continued.

Again, these scores are recorded solely to determine if a subsequent tie-breaker is to be called and which competitors, if any, have been eliminated. Competitor 5 is eliminated and ranked 2nd place. Competitor 3 is declared the winner of the turn and ranked 1st place. Competitors 1 and 2 are said to share 4th place.

Section 3.2 – Determination of the Final Ranking of a 6 POCKET Game

After all of the turns in the game have been played, the individual competitor's turn-scores are totaled to determine their game-score. These game-scores are then compared for a determination of the winner of the game and ranking of all of the competitors.

In the event two (2) or more competitors have exactly the same game-score as a result of this comparison, a tie-breaker turn between those competitors is called for (except when the game under consideration is one being combined with one (1) or more other games in a tournament, in which case, no winner, or tie, is declared until the completion of that tournament – see Section 3.3 – *Determination of the Final Ranking of a 6 POCKET Tournament* for more information).

The tie-breaker turn for a tied game is played in the same fashion as defined above for a tied turn.

In the event that the initial game tie-breaker turn does not result in a tie being called, then the winner of the game tie-breaker turn is declared the winner of the game.

In the event the initial game tie-breaker turn does result in a tie being called, then those competitors whose scores are tied are called to play in a subsequent game tie-breaker turn, and those competitors, whose scores are lower than those of the tied competitors, if any, are eliminated. These competitors then sit out of the subsequent game tie-breaker turn being played by the tied competitors and so on until a game tie-breaker turn ends in which there is no tie, and the winner of that game tie-breaker turn is declared the winner of the game.

Section 3.2 – Determination of the Final Ranking of a 6 POCKET Game, continued:

After the winner of the game tie-breaker turn(s) is determined and that competitor is ranked 1st place, the balance of the competitors in the game are ranked in descending order of total game-score (2nd place, 3rd place, 4th place, etc.) until all competitors in the game have been ranked. In this ranking, should one (1) or more competitors have identical scores, then they are declared to share the ranking place that has been assigned to that score, unless they were involved in the game tie-breaker turn(s), in which case they may earn a different rank based on order of elimination.

Section 3.3 – Determination of the Final Ranking of a 6 POCKET Tournament

After all of the games in the tournament have been played, the individual competitors game-scores are totaled to determine their tournament score. These tournament scores are then compared for a determination of the winner of the tournament and ranking of all of the competitors.

In the event two (2) or more competitors have exactly the same tournament score as a result of this comparison, a play-off game consisting of a pre-determined number of turns between those competitors is called for. For any competitors not participating in this play-off game, their recorded scores from the originating tournament become permanent and they sit out of the play-off game.

The play-off game is played in the same fashion as a single 6 POCKET game, but only by those competitors involved in the tie and in an elimination format. More specifically, as the recorded scores from the originating tournament are used as the permanent scores for the tournament, the scores from the play-off game are only used to determine either the winner of the play-off game or if another play-off game is to be called.

In the event that the initial play-off game does not result in a tie being called, then the winner of the play-off game is declared the winner of the tournament.

In the event the initial play-off game does result in a tie being called, then those competitors whose scores are tied are called to play in a subsequent play-off game, and those competitors whose scores are lower than those of the tied competitors, if any, are eliminated. These competitors then sit out of the subsequent play-off game being played by the tied competitors and so on until a play-off game ends in which there is no tie and the winner of that play-off game is declared the winner of the tournament.

Section 3.3 – Determination of the Final Ranking of a 6 POCKET Tournament, continued:

After the winner of the play-off game(s) is determined and they are ranked 1st place, the balance of the competitors in the tournament are ranked in descending order of total tournament score (2nd place, 3rd place, 4th place, etc.) until all competitors in the tournament have been ranked. In this ranking, should one (1) or more competitors have identical scores, then they are declared to share the ranking place that has been assigned to that score unless they were involved in the play-off game(s), in which case they may earn a different rank based on order of elimination.

End of 6 Pocket™ Recreational Competition Scoring and Ranking Methods Document.

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