



***The Future of Billiards*** <sup>TM</sup>

**6PI Control Document**

**6PI-002 Rev 8 – October 27, 2008**

**6 Pocket<sup>TM</sup> Description and Definition**

**Company Confidential**

**Patent Pending**

**© 2008 6 Pocket, Inc. All Rights Reserved.**

## 6PI-002 Rev 8; 6 Pocket™ Description and Definition

### Purpose

The purpose of this document is to describe and define how 6 Pocket™ is played and scored; and how the winner of a single turn, game, or tournament is determined.

### 6 Pocket™ – A Description

6 Pocket™ (6 POCKET) is a completely new playing and scoring format for billiards competition at all levels. Because 6 POCKET provides no reward for the defensive “safety” shot – it ushers in a completely new way to compete and score. More specifically, each competitor now competes against a field rather than another individual.

One positive result of this is that there is no need for the formation, and more importantly, organization, of teams at the recreational and/or league levels.

Equally importantly, “premature” elimination of any competitor(s) in a given competition is avoided because everyone gets the same number of turns and there are no bracket elimination style tournaments.

As a result, 6 POCKET can be played in multiple formats:

- **Turns** – eligible individuals and/or teams (competitors) can compete by playing, in rotation order, single racks of fifteen (15) object balls which, when netted with a handicap, comprise – a 6 POCKET **turn**; the winner of which is determined using a universally defined scoring and handicapping system, and only after all of the competitors have had their chance to play one (1) rack of fifteen (15) object balls.
- **Games** – a pre-defined/agreed-upon number of **turns** can be taken in rotation order, consecutively, or over time – a 6 POCKET **game**; the winner of which is determined by aggregating the **turn** scores.
- **Tournaments** – a pre-defined/agreed-upon number of **games** can be combined, consecutively, or over time – a **tournament**; the winner of which is determined by aggregating the **game** scores.

In much the same way eliminating the need for teams at the recreational and/or league level allows for significant new flexibility in organizing recreational and league competitions; playing against a field rather than an individual allows for several new formats of, and venues for, competition at both amateur and professional 6 POCKET events.

Last, but by no means least, while the inherent fairness of the 6 POCKET scoring and ranking method allows for the first ever, purely numerical, billiards handicapping system – Level Play™ – at the recreational, league, and amateur levels, it also fosters an “every shot is sudden death” excitement level during tie breakers and play-offs to ultimately determine the best competitor(s) at every level.

## **6 POCKET – A Definition**

6 POCKET is a pocket billiards game played on any regulation pocket billiard table using fifteen (15) object balls and a cue ball, in which each competitor – be they individuals (male or female), or comprised of teams – has the same opportunity to win.<sup>1</sup> This equal opportunity exists because each competitor competes against a field of opponents, rather than a single opponent. This is accomplished by the competitors taking turns, as defined above, playing a single fifteen (15) ball rack and trying to pocket as many balls as possible from their rack until they either commit a foul, or pocket all of the balls from their rack, thus ending their turn.<sup>2</sup>

After a completed break, while shooting their rack, for an object ball to be legally pocketed, the competitor must first identify the object ball by number, and specify the pocket in which this object ball will be pocketed. For each ball successfully (without the commission of a foul) pocketed in this manner, or on a completed break, the competitor is awarded one (1) point. At the end of their rack, the competitor announces the total number of object balls legally pocketed and their total number of penalty points, if any, and after confirmation by the other competitor(s), and/or a member of an officiating staff in tournament play, that total number of points, and the penalty points if any, are recorded as the competitor’s rack-score and penalty points for that turn. The competitor’s rack-score, less penalty points, if any, when added to the competitor’s Level Play™<sup>3</sup> handicap, determines the turn-score to be recorded for their turn.<sup>4</sup>

<sup>1</sup> See document 6PI-016; “6 Pocket™ Equipment Specifications” for a complete discussion of the equipment with, and on which, 6 POCKET is played.

<sup>2</sup> See document 6PI-003; “6 Pocket™ Competition Rules” for details on how 6 POCKET is played, order of play is determined and rules for tie-breaker and play-off games.

<sup>3</sup> 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 recreational, league, and amateur competitors.

<sup>4</sup> See document 6PI-013; “6 Pocket™ Recreational Competition Scoring and Ranking Method” for more information on how 6 POCKET scores are determined and recorded.

When the first competitor's turn is over and their turn-score is recorded, the next competitor shoots a fifteen (15) ball rack as described above. When the second competitor's turn is over and their turn-score is determined, confirmed, and recorded, the next competitor takes a turn, and so on until all competitors have had an opportunity to play and their turn-scores have been determined, confirmed, and recorded. Upon completion of the turn in this manner, the competitors' turn-scores are compared, and that competitor having the highest turn-score is declared the winner of that turn.

In the event two (2) or more competitors have exactly the same turn-score as a result of this comparison, 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 the section entitled *Turns of 6 POCKET Played as a 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 1<sup>st</sup> place, the balance of the competitors in the turn are ranked in descending order of their originating turn-score (2<sup>nd</sup> place, 3<sup>rd</sup> place, 4<sup>th</sup> 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 are involved in a tie-breaker, in which case they may earn a different rank based on order of elimination.

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 handicapping purposes.<sup>5</sup> 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 3<sup>rd</sup> 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

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 2<sup>nd</sup> place. Competitor 3 is declared the winner of the turn and ranked 1<sup>st</sup> place. Competitors 1 and 2 are said to share 4<sup>th</sup> place.

<sup>5</sup> 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 recreational, league, and amateur competitors.

## Turns of 6 POCKET Played as a Game – A Definition

Should all of the competitors mutually agree, they may engage in playing a game of 6 POCKET which is defined as being two (2) or more turns of 6 POCKET played, in rotation order, sequentially or over time. After the number of turns being played for the game in question has been agreed upon, each turn is played and the competitor's turn-scores for each turn are recorded separately. 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 the section entitled "Games of 6 POCKET Played as a 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 who 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.

After the winner of the game tie-breaker turn(s) is determined and that competitor is ranked 1<sup>st</sup> place, the balance of the competitors in the game are ranked in descending order of total game-score (2<sup>nd</sup> place, 3<sup>rd</sup> place, 4<sup>th</sup> 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 are involved in a game tie-breaker turn, in which case they may earn a different rank based on order of elimination.

## **Games of 6 Pocket Played as a Tournament – A Definition**

Should all of the competitors mutually agree they may engage in playing a 6 POCKET tournament which is defined as being two (2) or more games of 6 POCKET played sequentially, or over time. After the number of games being played for the tournament in question have been agreed upon, each game is played and the competitor's game-scores for each game are recorded separately. 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 who 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.

After the winner of the play-off game(s) is determined and they are ranked 1<sup>st</sup> place, the balance of the competitors in the tournament are ranked in descending order of total tournament score (2<sup>nd</sup> place, 3<sup>rd</sup> place, 4<sup>th</sup> 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 are involved in a play-off game, in which case they may earn a different rank based on order of elimination.

## Recreational, League, Amateur, and Tournament Play – A Description

As a logical extension of 6 POCKET recreational and house-hold competitions, we have established four additional entities to manage the way 6 POCKET is launched and maintained throughout other levels of the billiards industry. These entities are being deployed as follows:

- **The 6 Pocket League™ – 6PL.** Introducing the 6 POCKET concept to the nation’s league players through the deployment of a network of 6PL Sanctioned Facilities.
- **The Amateur 6 Pocket Association™ – A6PA.** Developing a “farm system” for the professional ranks through a bonafide amateur association which is separate from the league.
- **The Professional 6 Pocket Association™ – P6PA.** Developing a methodology by which the professional competitors are identified and ranked through the establishment of a professional association with rigorous qualification criteria.
- **The 6 Pocket Tour™ – 6PT.** Creating a “big money” tour for the professional association through a series of events featuring the best billiards competitors from around the world.

For a complete discussion of how these entities play 6 POCKET, the reader is referred to the documents:

- 6PI-005, “6 Pocket League™ Competition Guidelines”,
- 6PI-006, “Amateur 6 Pocket Association™ Competition Guidelines”,
- 6PI-007, “Professional 6 Pocket Association™ Competition Guidelines”,
- 6PI-012, “6 Pocket Tour™ Event Guidelines”,

respectively.

End of 6 Pocket™ Description and Definition Document

**Patent Pending**

© 2008 6 Pocket, Inc. All Rights Reserved.