



WEEKLY AWARDS (PATCHES)

IMPORTANT

Please remember to indicate – on your scoresheet – when you earn a patch in order to ensure you receive the patch in a timely fashion.

Patches will not be distributed to those who don't request them.

If you are a player who doesn't want a patch, your name will still be recorded internally at the League Office and on the League Website for the purposes of tracking session winners of particular categories throughout each division. (Of course, if you just forget to request a patch when you actually want one, you can always request it during a subsequent week of the same session. *We will happily distribute patches to players who earn them as long as they are requested in the session in which they are earned.* Patches cannot be awarded for a previous session, so make sure to keep track of the awards you earn).

GROMMETS

Some players like to have grommets punched in their patches. This makes it possible to hang them on cue cases, key chains, etc. We will gladly grommet your patches – ***free of charge***. You simply need to bring them to one of the dozens of tournaments /events offered throughout the year. We will grommet patches at those events.

Want to see what patches you've earned so far this session? Check out the spreadsheets online at the link below. This is a great way to check if your scorekeeper recorded & requested your patches. (If not, you can always request them anytime during the current session. Just contact the League Office.)

<http://NorthernNevada.apaleagues.com/patches.aspx>

Players can pick up their patches at any major tournament. Patches are occasionally delivered on league night. Any patches not picked up or delivered (as described in the above 2 sentences) will be placed in the Team Captain folder, which is distributed at the End of Session event. Visit the Web Calendar for a list of upcoming tournaments.

Northern Nevada APA Patches Offered

1. Rackless Night (8 Ball only) - must win lag and all subsequent racks
2. 8-on-the-Break (8 Ball only)
3. 8-Break & Run (8 Ball only)
3. 9-on-the-Snap (9 Ball only)
4. 9-Break-&-Run (9 Ball only)
5. 5-0 Clean Sweep (both 8 Ball & 9 Ball)
6. I Beat a 6, I Beat a 7 (8 Ball – your skill level must be 2 or more below your opponent)
7. I Beat a 7, 8, or 9 (9 Ball – your skill level must be 2 or more below your opponent)
8. 20-0 Sweep (9 Ball)
9. Team Captain (1 per league YEAR for each team you captain—awarded at end of session)
10. World Qualifier (awarded to every player* who appears on an Northern Nevada APA Championship roster)
11. 100 Matches Played – 8 Ball (awarded at the end of the session in which you reach 100 8 Ball matches)
12. 100 Matches Played – 9 Ball (awarded at the end of the session in which you reach 100 9 Ball matches)
13. Northern NV MVP Tournament Qualified (awarded to players who place in the top 3 of their tier in their division each session, and thereby qualify for the MVP Tournament)
14. MVP (awarded to the player who is the top points winner in each tier in each division)
15. Northern NV Playoff Winners (awarded to every player* on a Playoff winning team)
16. Division Champions (awarded to every player* on a Division Champion team)
17. Mini Slam—when you get one 8-on-the-Break and 8-Break-&-Run in one night, or one 9-on-the-Snap and 9-Break-&-Run in one night
18. Grand Slam—when you earn a 9 Ball Mini Slam and an 8 Ball Mini Slam in the same session

+ various additional patches including Higher Level Tournament patches.

REMEMBER—Players with less than 6 matches played total in the APA are NOT eligible for patches that are affected by skill level (such as Rackless Night, I Beat a 6/7/8/9, 20-0 Sweep, etc.).

*each player must have 6MP that session with that team to get these team patches