



1 Minute SandTimers have been assigned to your **HOST LOCATION** for IN HOUSE use for the ENTIRE WEEK.

Your team should **CHECK OUT** with your rack(s) AND RETURN at the END OF EACH NIGHT!

Be Home By 11pm AND Prep for WPC!

~~1 Minute Time-Outs~~
1 Minute Time-Outs

~~2 Minute Player Selection~~
2 Minute Player Selection

These WERE used at the World Pool Championships and WILL be used at the World Pool Qualifiers (new name for: Road to Vegas, Cities, Etc). When a Time-Out is called by a Player/Coach, the Sandtimer is given to the Coach who flips the Timer IMMEDIATELY UPON GETTING TO THE TABLE, WHEN THE SAND RUNS OUT - THE TIME-OUT IS OVER. (Players: don't stand at the table looking at a shot for a minute and THEN call a time-out!) For the Player Selection - The Team Captain would Flip the Timer Twice. For right now, just use for Time-Outs and Player Selection, HOWEVER, you should get in the habit of NICELY warning the opposing Team Captain when a shooter is taking too long on an average shot (20 seconds) or a special shooting situation (45 seconds).

The cost to Teams that Lose or Breaks Timers is \$3 EACH.