# AEBF x T140® Event: Player Guide

## 1. What is T140®?

**T140®** is the fairest competition format in cue sports, giving all Players an equal chance to win – no matter their skill level.

T140 benefits Clubs and Players across a global network, sharing a vision to grow, support and unite all cue sports. It is:

- **Fair for All:** Our unique Player Advantage™ handicap levels the playing field to give every Player a real chance to win – no matter what level of Player they are up against
- **Time-Based:** Events are 7x 20-minute rounds (140 minutes), in a round-robin format, making them engaging and exciting
- **App-Supported:** Our T140® Player App makes it easy for you to record your scores during the T140® Event and track your ranking as a Player over time

## 2. Getting Started

### 2.1 Downloading the T140® Player App

You can download the free T140® Player App from the App Store or Google Play.

**For iOS (Apple devices):** 1. Open the **App Store**. 2. Search **T140® Player**. 3. Tap **Get** and wait for installation.

**For Android devices:** 1. Open **Google Play Store**. 2. Search **T140® Player**. 3. Tap **Install** and wait for installation.

**Alternative:** - Go to T140.com and click **T140® Player App** on the Players section to get to the Player Installation Options page. Scan the QR code using your phone or if on a mobile device, tap the relevant link for your device which will take you to the App Store or Google Play.

### 2.2 Creating Your T140® Player Account

1. Open the **T140® Player App** on your mobile device
2. Tap **Sign Up Here**
3. Tap the **gold key icon** (to create your account)
4. When the Microsoft sign-in screen appears, select **Sign up now**
5. Enter your **email address**, then tap **Send Verification Code**
6. Enter the code from your email and tap **Verify Code**
    - If you don't receive it, check Junk Mail or tap **Send new code**
7. Create a **password**, then enter your **first name**, **surname**, and **country**
8. Tap **Create**
9. Accept the **T140® Terms & Conditions** and to receive email from T140®
10. Select the cue sport codes you want to play (e.g., International Rules)
11. Tap **Register with T140®**
12. You'll arrive at your **T140® Player App Home Screen**

## 3. Understanding T140® Player Advantage™

The **T140® Player Advantage™** is what makes T140® unique — it ensures every Player has an equal opportunity of winning an Event. The T140 Event™ system carries out discrete calculations which analyse the playing history of each Player, their Opponents and the Clubs to calculate each Players' unique Player Advantage™ for each Event.

Any Player can win any T140® Event™ and eventually progress to playing in State/Provincial, National and International T140® Championships.

Once activated, your Player Advantage contributes to your **Global Ranking Points (GRP)** — shown at Club, City, Country, Regional, and Global levels. (*See Section 7. Activating and Improving your Player Advantage™ for more details).*

## 4. T140® Rules

There are a set of General Rules for all T140® Events and some modifying rules for each code. Be sure to become familiar with these before starting your first T140® Event.

Please **see Page 6 – Section 8 Appendix A: T140 General and Modifying Rules for IEPF International.**

# 5. Playing Your T140 Event™

## 5.1 Checking In

1. Arrive at the Event area and let Organisers know you're playing in this Event

## 5.2 Accessing the Live Event on Your T140® Player App

1. Go to your T140® Player App Home Screen and tap **Return to Live Event**
2. You'll see the **Waiting On Ready to Play** screen
3. When Organisers give the signal, tap **Ready to Play**
4. Once all Players are marked ready, the **countdown starts automatically** on your Player App and which can also be seen from the T140 TV® **Live Leaderboard** (if it is displayed in the venue, either on a Google TV or via a mobile device provided for your Event)
5. This **Ready to Play** function is repeated at the start of each round (7 rounds total)
6. You will receive a notification on your own device when there are 2 minutes remaining in the round, and another one when the round ends *(See Section 8.1 Enabling Push Notifications)*

## 5.3 Entering Scores

1. At the end of each round, a Scoring screen appears on your Player App
2. Enter **your score and your opponent's score** in the table provided
3. Both entries must match before the system accepts them – if they don't match, you need to re-submit them.
4. Once all scores are entered and matched, the Waiting on Ready to Play screen will appear again and tell you which table you will be on next (and who your opponent is)
5. Repeat steps in 5.2

# 6. Activating and Improving Your Player Advantage™

## 6.1 Activating Your Player Advantage™

1. Before this T140® Event, if it's your first time playing, the Organisers have assigned you a starting Division based on T140® guidelines
    - Once you start competing, the T140® system monitors your performance over 1,120 minutes of play (or 8 Standard Events). After this period, your official Player Advantage™ is set, and you can earn T140® Global Ranking Points. The Player Advantage™ is updated each time you play a Ranking Event

2. If the Organisers knew you had a **robust Fargo Rating** (200+ games), and it's your first time playing, this rating was entered before this T140® Event
    - The T140® system will then assign the appropriate Grade and Division, and you are instantly eligible for T140® Global Ranking Points

### 6.2 Improving Your Player Advantage™

1. Continue playing to improve it — wins, consistency, and performance margins all help

# 7. Managing Notifications

### 7.1 Enabling Push Notifications

T140® uses **push notifications in the Player App** to alert you when there are two minutes left of each round during an Event, and when each round has finished.

**iOS:** 1. Go to **Settings** → **Notifications** → **T140® Player App**. 2. Toggle **Allow Notifications** ON. 4. Tick Lock Screen 5. Tick Notification Centre 6. Tick Banners 7. Select Persistent Banner Style 8. Toggle Sounds ON 9. Toggle Badges ON 10. Keep Default of Always Show Previews

**Android:** 1. Go to **Settings** → **Notifications** → **App Notifications** → **T140® Player App** → **Notifications**. 2. Toggle **Allow Notifications** ON. 3. Toggle **Sound and Vibration** ON 4. Tick Lock screen 5. Tick App icon badge 6. Tick Notification pop-up 7. Toggle Show content on Lock screen ON

**Device Checklist Before Each Event:**

- All Notifications are enabled – for the device generally and app-specific for T140®
- If you have to choose between a sound or vibration for notifications on your device, choose whichever is more appropriate for you – to hear or to feel the notification
- Device is online (WiFi or 5G) and not in Do Not Disturb/Battery Saver mode
- T140® Player App is updated to the latest version (if you don't have automatic App updates enabled for your device)
- Your iOS or Android software is the latest version

# 8. Appendix A – T140® Rules

## 8.1 General Rules for all T140® Events

1. The usual rules of each Code apply except as modified. All T140 Events™ must be conducted in accordance with these General Rules and any specific Code modifications.
2. Players are ranked from Division 1 to Division 8 with Division 1 being Players of the highest ability.
3. A T140 Event™ comprises seven, 20-minute Rounds. T140 Events™ can be played by anywhere from four to sixteen Players. The matches which occur in Rounds are called Contests.
4. In the case of a Bye (for example where there is an odd number of Players in a T140 Event™), each Player receives the average of their Raw Score in the Rounds played in that T140 Event™ as the score in the Bye Round. In the Bye Round the Player will also receive the average of their Player Advantage™ in the other Rounds played in that T140 Event™.
5. If a Player abandons a T140 Event™, then all Players affected receive the same Raw Score and Player Advantage™ as they would for a Bye. The results of any completed Contests with the Player before the Player abandoned the T140 Event™ are ignored.
6. Misconduct (as defined in the T140® Playing Terms & Conditions (T&Cs)) will be dealt with by the Venue with Serious Misconduct reported by the Venue to T140®.
7. Misconduct may result in an inability to play in any T140 Events™ in any Code for the period(s) nominated in the T&Cs.
8. The Players finish first to last based on the total of their Round Event Points plus their Player Advantage™ added for each Round.
9. Players who have an official Player Advantage™ will receive T140® Ranking Points for the T140 Event™. Players who are still in the qualifying phase of achieving an official Player Advantage™ will not receive T140™ Ranking Points.
10. T140® Ranking Points will only be awarded in T140 Events™ where either four players or more than 50% of the Players playing (whichever is greater), have an official Player Advantage™.
11. A Player will be granted an official Player Advantage™ after competing in 8 qualifying T140 Events™ (or over 1,120 minutes of play).

## 8.2 T140® Modifying Rules for IEPF International Rules Events

These rules apply to all T140® & T140® Ultra IEPF International Rules Events™ and modify the standard IEPF rules for International Rules. These rules are used with the T140® & T140® Ultra General Rules.

### Match Format

1. Each of the seven Rounds lasts until either the set number of frames is played, or the time runs out: **Standard**: Up to 10 Frames or 20 minutes or **Express**: Up to 5 Frames or 10 minutes.

2. Players lag or toss for the first break. In subsequent Frames, the Loser breaks. (This rule does not apply when playing in the Ultra format. After that players have alternate breaks.).

3. A gong sounds when the Round finishes. If any ball is moving when the timer first sounds, only one more shot can be played. If no balls are moving when the timer first sounds, then two more shots can be played (including a re-rack and break).

4. After a Round has closed the T140® Player App tells the players who they are playing in the next Round and on what table.

### Scoring

5. Each completed Frame is worth 10 Event Points. Players enter their score and their Opponent's score in the App. When all the players' scores match, the Round is closed. Scores can't be changed after the Round has closed.

6. At the end of the Round, each player must record the number of full Frames they and their Opponent have won and any additional points from the last unfinished Frame based on balls pocketed in that final Frame.

7. Each player earns 1 Event Point (0.1 frames) for each of their balls pocketed in the last unfinished Frame. Example: if 5 of your balls were pocketed before time ran out, you receive 5 Event Points.