

CONCEPT OF OPERATIONS
For
AIRLIFT/TANKER ASSOCIATION
CRUD OPERATIONS

3-6 November 2011



COMPLIANCE WITH THIS CONOPS IS EXPECTED, BUT NOT MANDATORY

OPR: Peter "High Speed" Mastroianni, Major (ret)

Certified by: A/TA Chairman
(Gen Walter Kross, USAF (Ret))
Pages: 25

This CONOPS describes the role, purpose and mission of and establishes policies and procedures for A/TA CRUD Operations.

Table of Contents

<u>TITLE</u>	<u>PAGE</u>
APPROVAL PAGE	4
Chapter 1 — TERMS	5
1.1. CRUD	5
1.2. CRUD Table	5
1.3. Ace	5
1.4. Balls	5
1.5. Clean Kill	5
1.6. Contested Decision	5
1.7. Dead Ball	5
1.8. Decision Final	5
1.9. Delay of the Game	5
1.10. Double Kiss	5
1.11. Drop Shot	5
1.12. ECM	6
1.13. Ghost Player	6
1.14. Lag	6
1.15. Match	6
1.16. Object Ball	6
1.17. Push Shot	6
1.18. Receiver	6
1.19. Referee	6
1.20. Replay	6
1.21. Shooter	6
1.22. Single Man	6
1.23. Six-Inch Rule	6
1.24. Sortie	6
1.25. Target Ball	6
1.26. Three-Foot Rule	6
1.27. Virgin	6
Chapter 2 — CRUD OPERATIONS	7
2.1. Description	7
2.2. Object	7
2.3. Mission Planning	7
2.4. Lagging for Service	8
2.5. Beginning a Sortie	9
2.6. Combat	10
2.7. Losing a Life	10
2.8. Losing a Player	13
2.9. Single Man	14
2.10. Winning	14
2.11. Arguing	14
2.12. Contested Decision	14
2.13. Rule Referencing	15

Chapter 3 — General Policy	16
3.1. Qualifications	16
3.2. Training	16
Table 3.1. Common Mission Qualification Standards	17
Table 3.2. Instructor Mission Qualification Standards	17
Table 3.3. Referee Mission Qualification Standards	18
Table 3.4. Task Measurement Standards	18
3.3. Administration	19
3.4. Authorized Uniforms	19
Chapter 4 — EQUIPMENT	20
4.1. Table	20
4.2. Object/Target Balls	20
Chapter 5 —FUNCTIONAL MANAGERS, INSTRUCTORS and REFEREES	21
5.1. A/TA CRUD Functional Manager	21
5.2. CRUD Instructor/Referee Cadre	21
Appendix 1 – CRUD Rules in Summary Format	22

APPROVAL PAGE

WALTER KROSS
General (Ret), USAF
Chairman

MIKE REYNOLDS
Chief Master Sergeant (Ret), USAF
President

DANIEL G. PENNY, JR
Colonel (Ret), USAF
CRUD Meister

JAMES I. BAGINSKI (Bagger)
Major General (Ret), USAF
Chairman, Board of Advisors

Chapter 1

TERMS

1.1. CRUD. A team game played on a billiards or snooker table with a cue ball, and striped ball. Teams consist of any number of people, equally divided to two teams. One referee is usually required.

1.2. CRUD Table. A snooker-type table approximately 6 ft. by 12 ft with 6 open pockets. CRUD can be played on a regulation 5 ft by 10 ft pool table, or a 4 ft by 8 ft bar room pool table with the side pockets blocked off. (Figure. 1)

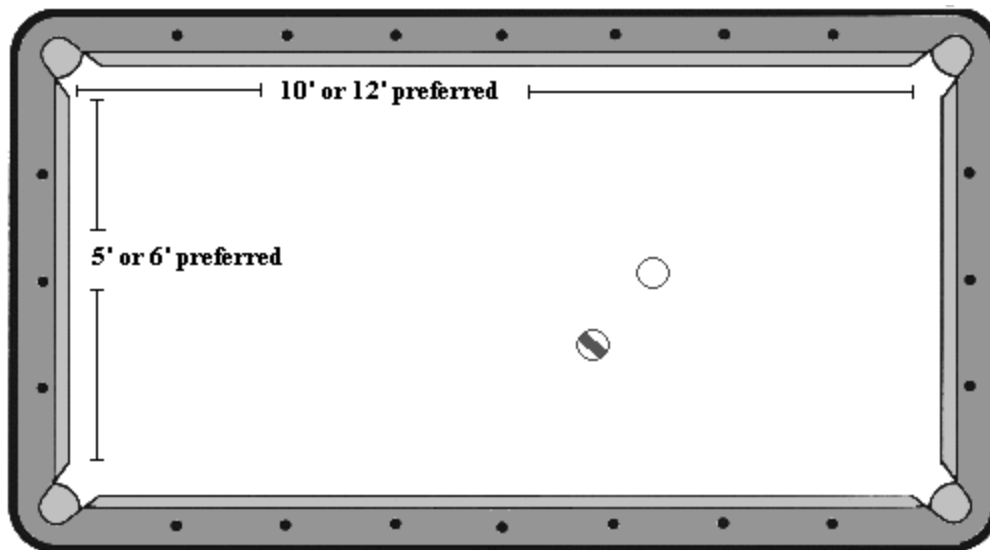


Figure 1. CRUD Table

1.3. Ace. The shooter's service shot directly causes the loss of the receiver's life via a double kiss, dead ball, or pocket prior to the receiver getting a shot off.

1.4. Balls/Bush. Shooting from the Restricted Operations Zone (ROZ) sides of the table (ref. figure 3).

1.5. Clean Kill. When the Ref's decision on life assessment is without grounds for contention.

1.6. Contested Decision – On *rare* occasions, Team Captains may officially contest a decision of the Referee. The Ref will declare "Replay" or "Decision Final."

1.7. Dead Ball. When the Target ball ceases all perceivable motion.

1.8. Decision Final. The Ref's declaration that a Contested Decision will no longer be discussed.

1.9. Delay of the Game. When players commit unnecessary delaying tactics, the Ref may impose a 5 second rule to speed up play.

1.10. Double Kiss. When the Target ball is hit by the Object ball twice in rapid succession. A double kiss negates a “No Six” call.

1.11. Drop Shot. The Object ball hits the Target ball prior to touching the playing surface.

1.12. ECM. Techniques used to obscure the Target ball from the shooter.

1.13. Ghost Player. An imaginary player assigned to a team lacking the equivalent number of players as their opposing team. The first three lives assessed to that team will be awarded to the ghost. Ghost players are not allowed in tournament play.

1.14. Lag. Event used to determine team choice: shoot or receive, at the beginning of a match.

1.15. Match. Consists of a series of sorties. A complete match ends when all members of one team loses all lives.

1.16. Object Ball. The ball, normally the cue ball, used to hit the Target ball.

1.17. Push Shot. A shot in which the Object ball is still in the shooters hand when it touches the Target ball.

1.18. Receiver. Individual defending the Target ball.

1.19. Referee. Sacrosanct; whose drink is even more so, since spilling it constitutes alcohol abuse; whose decisions are final, though always loudly, profanely protested by the victimized team; and who’s bribery is encourage, though usually with little or no effect on his/her decision. The Ref must be of imperturbable character and conviction. They must be able to stand by a decision, be their emotions aroused by the game.

1.20. Replay – If “Replay” is declared following a Contested Decision, teams start from the beginning of the Round in question, or if the Referee allows, Team Captains or designated players may face off one-on-one. Choice goes to the team that had it at the start of the sortie in question.

1.21. Shooter. Team member in the process of hitting the Target ball with the Object ball.

1.22. Single Man. Last person on a team with at least one life intact.

1.23. Six-Inch Rule. The Target ball must travel at least six inches (one rotation) after being struck by the Object ball.

1.24. Sortie. A period of play in which the assessment of a life is determined.

1.25. Target Ball. Normally, a striped ball will be used. Determines “Dead Ball”, “Clean Kill” and “No Six” calls.

1.26. Three-Foot Rule. Only two players are involved in a sortie at any given time (shooter/receiver). These are the only players permitted within three feet of the table. If you are caught inside the three-foot limit, you may be assessed a life at the Ref’s discretion.

1.27. Virgin. A member of a winning team that still has all three lives intact.

Chapter 2

CRUD OPERATIONS

2.1. Description. CRUD is played with two billiard balls; The Object ball (the cue ball), and any other regulation numbered pool ball, usually a striped ball. No cue stick is used. Each player begins with three “Lives” to possibly be lost as the game progresses. While shooting from either end of the table (Weapon Employment Zone (WEZ)), the player tries to hit the Target Ball with the Object Ball causing it to either go into a pocket or stop all movement on the table before an opposing player is able to make a shot.

2.2. Object. To put the Target ball in such a position in which it is impossible for the opposing team to hit it prior to becoming dead (ceasing all motion) or putting it into one of the designated pockets of the table.

2.3. Mission Planning.

2.3.1. Teams may consist of as many people as agreed upon by the referee and teams.

2.3.1.1. Ideally, four to six is a manageable number. However, teams of up to twelve per side have been recorded.

2.3.2. There will be at least one Referee

2.3.2.1. The Ref will be positioned at one of the side pockets (or centered on the long side if a custom table), and must be holding a beverage in a cup or glass (usually a beer in a glass). The beverage ensures the Ref’s physical safety: if the Ref is bumped/jostled in such a way as to spill the beverage, the offending player loses a life and must replace the beverage. Particularly contentious games may use a Ref and a Linesman (opposite sides of the table - and yes, both have beverage glasses).

2.3.2.2. During tournaments and matches of high importance, having both a Ref and a Linesman is recommended if the Ref is not perceived as being completely neutral (i.e. is a member of an organization fielding a rival team).

2.3.3. Scorekeeper. A scorekeeper may be employed, as well, to keep undisputable track of player's lives

2.3.4. Order of Play.

2.3.4.1. A team's order of play is established at the beginning of a game and recorded on the scoreboard. Order of play is critical; a team must play in order, or a member of that team will lose a life.

2.3.4.2. Proper names are not allowed on the scoreboard. If call signs have not been designated prior to the match, the Ref may issue temporary call signs at their discretion and most likely to the embarrassment of the player.

2.3.5. Lives. Each player begins the game with three lives. The lives are tallied on some sort of scoreboard or bar napkin (since players may have developed poor memories, due to intoxicants or head injuries).

2.3.6. Match set-up

2.3.6.1. Teams (represented by a single member at a time) will alternate between Shooter and Receiver.

2.3.6.1. Two Billiard balls are used: the cue ball (Object ball) and a striped ball (9 through 15) as the Target ball. Use of a striped ball makes it easier for all participants to see if the ball is still moving.

2.3.6.3. The Ref will rally both teams prior to a match for roll call and review of the rules. It is at this point the Ref will declare which rules are in effect.

2.3.6.3.1. The Ref may interpret the rules as they deem fit, and may modify, extend or ignore them within reason as local circumstances dictate.

2.4. Lagging for service.

2.4.1. The first player from each team will “lag” for shooting preference at the start of each match.

2.4.2. On the signal of the Ref, both players will have five seconds to roll their “lag shot.” The use of the object and target balls is authorized for this event. (Figure 2)

2.4.2.1. The lag shot consists of a player starting at a designated end of the CRUD Table and rolling their ball to the opposite end of the table.

2.4.2.2. The ball must rebound and return to the lagging end of the table, but **MUST NOT TOUCH** the end of the table.

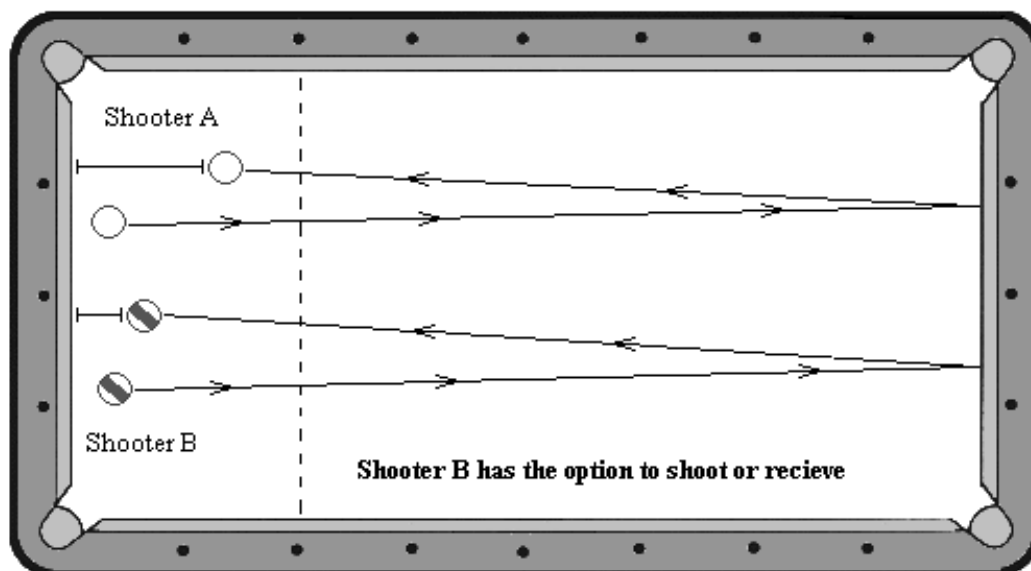


Figure 2. Lagging for Service

2.4.3. The ball closest to the shooting cushion without touching, wins the “lag.” This team has the option of shooting or receiving.

2.4.3.1. If neither player can keep their lag within the legal limits, the next two players will assume the responsibility of Lagging for that match.

2.4.4. The Referee may determine additional criteria to judge the players individual natural ability to play the game.

2.5. Beginning a Sortie.

2.5.1. After each lag (or life) the object and target balls will be returned to the Ref. The Ref will pass the Target ball to the Receiver and the Object ball to the Shooter.

2.5.1.1. The Server and Receiver stand at the designated ends of the table, respectively. The Receiver will place the target ball approximately one hand length from the receiving end of the table, more-or-less centered between the side bumpers.

2.5.2. When the receiver is ready, the Ref will call “Fight’s on!” to initiate the beginning of the sortie. Once “Fight’s on” has been declared, the Shooter may now acquire the Target ball and commence the attack.

2.5.3. The Shooter rolls/throws the Object ball towards the target ball in such a way as to strike the Target ball.

2.5.3.1. The Shooter has three chances to strike the Target ball. The Shooter may wait until the Object ball has completely stopped before taking another shot (that is, the Object ball may bounce off multiple bumpers before hitting the Target ball).

2.5.3.2. During service, the receiver may distract the server in any way he/she sees fit (Ground ECM only – the Ref will demonstrate prior to the match commencing), but must not completely obscure the Shooter’s view of the Target ball (this is easier to demonstrate, but there are many evil ways of distracting the server that are within the spirit and letter of the law).

2.5.4. If the Shooter does not strike the Target ball with the Object ball within three attempts, the Shooter loses a life and most of their self-esteem. The next member to the Shooter’s team now has the option to shoot or receive. The Receiver remains in the game, as they have not participated in the current sortie as of yet.

2.5.5. If the Shooter strikes the Target ball with the Object ball, the Receiver immediately becomes the Shooter and the sortie commences.

2.6. Combat.

2.6.1. All attempts by the Shooter to strike the Target ball must be done from one of the Weapon Engagement Zones (WEZ). (Figure 3)

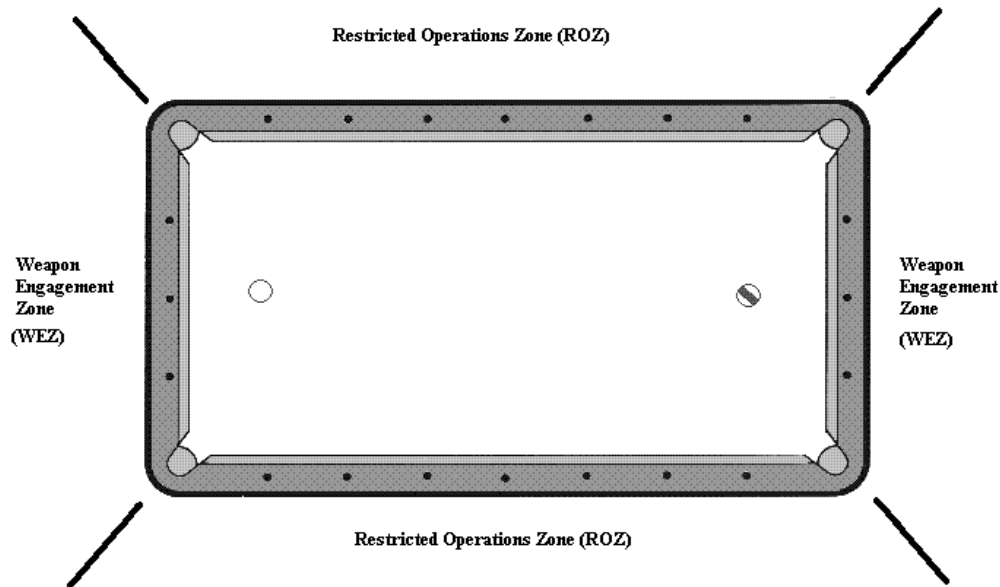


Figure 3. Weapon Engagement Zone/Restricted Operations Zone

2.6.2. The Shooter may make as many attempts as necessary to strike the Target ball with the Object ball, until the Ref declares the Target ball to be dead. (Dead Ball is explained in the next section)

2.6.3. Play continues with Shooters alternating between the teams, taking their turn in order of play established at the beginning of the match (and recorded on the scoreboard), until a player loses a life. Once this occurs, the next player on the team assessed a life may choose to either shoot or receive.

2.6.4. While taunting one's opponent is legal, fun and highly encouraged, players may not physically interfere with each other. Interference calls may result in the Ref warning the offender, or assessing the offending blocker a life.

2.6.4.1. Stationary blocking is permitted providing the table is not used as an anchoring point. (Don't hold onto the table.)

2.6.4.1.1. The Ref will demonstrate/explain their interpretation of stationary blocking and body checks during roll call.

2.6.4.2. Light body checks by the Shooter to jockey for position are permitted. If the body check is excessive in the eyes of the Ref, the Shooter may be warned or assessed a life at the discretion of the Ref.

2.6.4.3. The defender cannot block the shooter's shooting arm to cause a shot to run foul (ref. 2.7.1.15.).

2.6.4.4. The level of physical contact between team members may be waived to any level deemed appropriate by the Ref in coordination and agreement of both teams involved in the match.

2.6.5. The Shooter must be allowed to get to the Object ball. Intentional blocking of the Object ball, in the eyes of the Ref, may result in the loss of life. The Ref will clarify this point if there is any confusion on this issue. Basically, let the shooter have an opportunity to get the object ball.

2.6.5.1. Should the target ball fall near the object ball, the object ball becomes a statistic of collateral damage.

2.6.6. Players may not walk on the table, unless it is permitted by local custom and specifically permitted by the Ref.

2.6.6.1. As the Shooter, you may leap dramatically onto the table to retrieve the Object ball. Both feet may leave the floor. However, your shoes, boots, or feet may never touch the playing surface. This is known as "Walking the Table."

2.7. Losing a Life. The Referee is the only individual permitted to assess a life during a match. Being assessed a life is the easiest way to let your team down during game play.

2.7.1. There are a number of events, which will result in losing a life.

2.7.1.1. Knocking the Ref(s) Down. Self-explanatory, in addition, providing a drink for the Ref is mandatory.

2.7.1.2. Unauthorized Taxi. Players commencing a sortie without the Ref's authorization, if caught both players will be assessed a "life".

2.7.1.3. Contact with the Object ball. If the receiver touches the Object ball before it contacts the Target ball, the receiver will be assessed a life. In general, any interference with the Object ball in any way results in a loss of a life by the player causing said interference.

2.7.1.4. Dead Ball. A life will be assessed once the object ball ceases all motion.

2.7.1.4.1. If there was an opportunity for the current shooter to shoot the Object ball before it has stopped all motion; a life will be assessed to said shooter ("Dead Ball/Ball in Hand").

2.7.1.4.2. If there was no chance for the shooter to make a valiant attempt at play, his teammate who shot previously will be assessed the life ("Dead Ball/Previous").

2.7.1.5. Drop Shots. The Object ball hits the Target ball prior to touching the playing surface.

2.7.1.6. Push Shots. The Object ball is still in the shooter's hand when it touches the Target ball.

2.7.1.7. Six-Inch Rule. The Target ball must travel at least 6 inches (one rotation) after being struck by the Object ball. If it doesn't, the offending Shooter loses a life. (Figure 4)

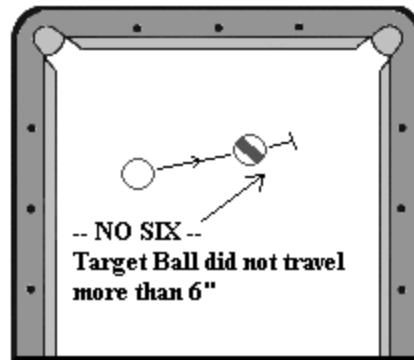


Figure 4. No Six

2.7.1.7.1. A call of “*NO SIX*” must come from the next shooter. If the Ref measures and agrees, the player who attempted the shot will be assessed a life. If the ball did in fact travel 6 inches, the player calling the ‘*NO SIX*’ is assessed the life. The Ref may measure for 6 inches any way they deem appropriate. Normally it is done with a dollar bill to preclude any embarrassment.

2.7.1.7.2. *Double Kiss Rule*: A Target ball that is hit by the Object ball twice in rapid succession. A double kiss negates a “No Six” call. (This is normally accomplished by a highly skilled player, or a crumb drunk, and is normally followed by a round of applause from on-lookers and looks of amazement and disbelief from the opposing team).

2.7.1.8. Unauthorized Take-Off. If the Target ball is struck in such a way that either ball departs the table, the Shooter shall lose a life.

2.7.1.9. Feet on the Ramp. At least one of the shooter's feet must be in contact with the floor when making a shot. Otherwise, the shooter loses a life. In the case that one leg is past the corner pocket, the leg at the end of the table is the one that must be touching the floor.

2.7.1.9.1. The Ref may waive this call if the shot is an impressive one.

2.7.1.10. Clean Kill. If the Target ball is sunk into a legal pocket, the previous shooter loses a life. **EXCEPTION**: If the current shooter is deemed by the Ref as being able to have taken a shot, the current shooter will be assessed a life (“Ball in Hand”). (Figure 5)

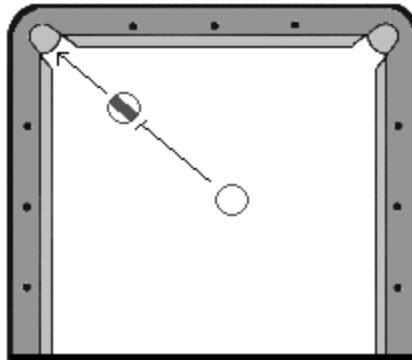


Figure 5. Clean Kill

2.7.1.11. Leaving Your Wingman. If a player takes their turn out of order AND it is noticed by the Ref or a member of the opposing team (and subsequently corroborated by the Ref), a member of the offending team shall be chosen by the Ref (preferably the one most responsible for the embarrassment) and assessed a life.

2.7.1.12. BALLS/BUSH. Shooting from the Restricted Operations Zone (ROZ) sides of the table. The Shooter's torso must be within 45 degrees of the corner pocket on the side of the table from which you are shooting. The opposing team has the moral obligation to call "BALLS" (or "BUSH" as appropriate) and if the Ref agrees, a life will be assessed. (Figure 6)

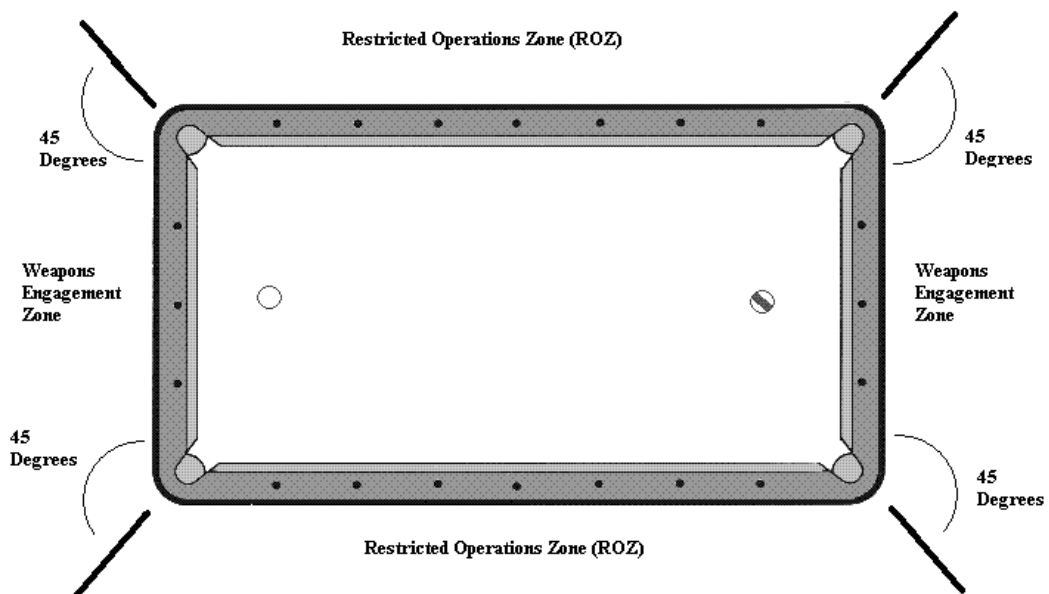


Figure 6. Balls/Bush

2.7.1.13. Three-Foot Rule. Only two players are involved in a sortie at any given time (the shooter and the next player/blocker). These are the only players permitted within three feet of the table. If you are caught inside the three-foot limit, you may be assessed a life. If you are already out of the match, the player of your team currently shooting/blocking will have the privilege of being assessed a life in your honor.

2.7.1.14. Illegal Ordnance. As a general rule, AMC does not engage in direct combat. Lives will be assessed by the Ref for excessive blocking. (Refer to the Ref for clarification on their view of blocking limitations).

2.7.1.15. Shot Interference. If the Receiver hits the Shooter's hand/arm while they are taking a shot, a life may be assessed.

2.8. Losing a Player. When a player loses all three of their lives, that player must withdraw from the match in shame. Order of play is adjusted accordingly.

2.8.1. It is customary for the first player out to procure a beverage for the Ref as penalty for their inexperience and lack of finesse in the game.

2.8.2. In the event of an uneven number of players wishing to be involved with a CRUD match, a GHOST may be assigned to a team missing the required number of players.

2.8.2.1. In the event of a ghost player, the first three lives assessed that team will be awarded to the ghost. Once the ghost is gone, play resumes as normal.

2.9. Single Man.

2.9.1. Single Man Rule. If you are the last player on your team, you have the option of shooting or receiving. This option will remain with the last man until each team has reached last man status. At which time players rotate the shooting and receiving positions. (This is done regardless of how many lives each of the remaining players have left.)

2.9.1.1. A single player cannot be blocked in any way other than "ground ECM."

2.9.1.2. A single player, NO PHYSICAL CONTACT WHATSOEVER! (Refer to the Ref for clarification if you don't understand this statement).

2.10. Winning. When a team loses all of its players the match is over and the other team obviously wins.

2.10.1. It is customary for the players of the losing team to buy their winning team counterpart a beverage of their choice.

2.10.1.1. The Virgin. If there is a member on the winning team with all three lives intact, said team member will receive double rounds due to their prowess and ability to remain "un-touched" throughout the match.

2.10.1.2. This will also help in preventing it from happening again.

2.11. Arguing. Arguing with the Ref is authorized. However, there is a time where your intelligence and sportsmanship may become suspect. This is probably just the result of your eagerness to do well and excel in a sport that is recognized Air Force wide as a flyer's game. Be cautious though, for besides ruining your career and making an ass out of yourself, you may more importantly cost your team another life. This is an unforgivable and grave act!!!

2.11.1. The Ref's rulings are FINAL.

2.11.2. The Ref may change any of the above rules on a whim. (Or make up additional ones as time passes.)

2.12. Contested Decision. On rare occasions, team captains may officially contest a decision of the Referee. The Referee will declare "Replay" or "Decision Final" upon further consideration.

2.12.1. Replay. If a "Replay" is declared following a contested decision, teams will start from the beginning of the sortie in question, or if the Ref allows, team Captains or designated players may face off one-on-one. Choice goes to the team that had it at the start of the sortie in question.

2.12.2. Decision Final. The Ref's declaration that a contested decision will no longer be discussed the original call will stand.

2.13. Rule Referencing. Under no circumstances shall players reference printed copies of the CRUD CONOPs during match play.

Chapter 3

GENERAL POLICY

3.1. Qualifications. Team members will be familiar with all rules and regulations governing the playing of CRUD. Any lapse in understanding of the game will be ultimately assessed a life for being Q-3 on principle.

3.2. Training. Initial training should be completed prior to entering a serious match.

3.2.1. Initial Training:

3.2.1.1. Successful completion of a CRUD match in a low-threat environment under the supervision of a qualified CRUD Instructor (CI) should be accomplished if at all possible. Officer training should be accomplished under daylight conditions during a Company Grade Officer Association (CGOA) monthly meeting. This will limit the embarrassment factor and loss of cool points later on during the check ride portion of the qualification. Enlisted personnel will be granted a special waiver to “learn on the fly” during events in which both officer and enlisted are in attendance. Once initial training is accomplished, waivers will not be granted. (Refer to Table 3.1. through 3.3. for specific Qualification Standards)

3.2.1.2. Civilian training will be conducted on a case by case basis by a qualified CI in conjunction with any event where both military and civilians are in attendance. Due to the inability for most civilians to maintain proper CRUD currency, a current and qualified Referee may issue civilian waivers at any time.

3.2.2. Continuation Training.

3.2.2.1. Each player must maintain currency in CRUD play. Although a training folder will not be maintained, each player is on the honor system when the opportunity for a match affords itself.

3.2.2.1.1. A non-current player will be self-evident by their lack of finesse and ability. The penalty for going non-current usually results in an early loss of their three lives and a round for the Referee. In addition, team embarrassment will be evident for the duration of the match.

Table 3.1. Common CRUD Qualification Standards for all AFSCs.

TRAINING ITEM	LEVEL
1. Lagging for Service	2C
2. Scorekeeping	3C
3. Serving (Shooter Ability)	1A
4. Receiving (Receiver Duties)	1B
5. Match play rotation (Monitoring team order during a sortie)	3B
6. ECM	2A
7. Blocking (Stationary or otherwise)	3C
8. CRUD Terminology	2B
9. Kill Factor (Ability to make a kill)	2C
10. SINGLE MAN Rule	4D
11. Referee Etiquette	4D
12. Quibbling/Arguing	2A
13. Identifying No-Six	2C
13.a. Double Kiss Ability	2B

Note: Refer to **Table 3.4**, Task Measurement Standard for required knowledge level.

Table 3.2. CRUD Instructor (CI) Qualification Standards for all AFSCs.

TRAINING ITEM	LEVEL
1. Lagging for Service	4C
2. Scorekeeping	3D
3. Serving (Shooter Ability)	3D
4. Receiving (Receiver Duties)	3D
5. Match play rotation (Monitoring team order during a sortie)	4D
6. ECM	3C
7. Blocking (Stationary or otherwise)	3D
8. CRUD Terminology	4D
9. Kill Factor (Ability to make a kill)	4C
10. SINGLE MAN Rule	4D
11. Referee Etiquette	4D
12. Quibbling/Arguing	3C
13. Identifying No-Six	3C
13.a. Double Kiss Ability	3C

Note: Refer to **Table 3.4**, Task Measurement Standard for required knowledge level.

Table 3.3. CRUD Referee Qualification Standards for all AFSCs.

TRAINING ITEM	LEVEL
1. Lagging for Service	3D
2. Scorekeeping	4D
3. Serving (Shooter Ability)	4C
4. Receiving (Receiver Duties)	4C
5. Match play rotation (Monitoring team order during a sortie)	4D
6. ECM	4C
7. Blocking (Stationary or otherwise)	4C
8. CRUD Terminology	4D
9. Kill Factor (Ability to make a kill)	4C
10. SINGLE MAN Rule	4D
11. Referee Etiquette	N/A
12. Quibbling/Arguing	N/A
13. Identifying No-Six	4D
14. Ability to Make Close and Controversial Calls	4D

Note: Refer to **Table 3.4**, Task Measurement Standard for required knowledge level.

Table 3.4. Task Measurement Standard.

	SCALE VALUE	DEFINITION: The Individual:
TASK PERFORMANCE LEVELS	1	Can do simple parts of the task. Needs to be told or shown how to do most of the task. (LIMITED)
	2	Can do most parts of the task. Needs only help on hardest parts. (PARTIALLY PROFICIENT)
	3	Can do all parts of the task. Needs only spot check of completed work. (COMPETENT)
	4	Can do the complete task quickly and accurately. Can tell or show others how to do the task. (HIGHLY PROFICIENT)
* SUBJECT KNOWLEDGE LEVELS	A	Can identify basic facts and terms about the subject. (FACTS)
	B	Can identify relationships of basic facts and state general principles about the subject. (PRINCIPLES)
	C	Can analyze facts and principles and draw conclusions about the subject. (ANALYSIS)
	D	Can evaluate conditions and make proper decisions about the subject. (EVALUATION)

* A subject knowledge scale value is used alone to define a level of knowledge for a subject not directly related to any specific task, or for a subject common to several tasks.

3.3. Administration.

3.3.1. CRUD Proficiency will be annotated on the scoreboard during the course of the match.

3.3.2. Awards and Decorations.

3.3.2.1. Bragging rights will be issued to the winning team of a match when deemed appropriate by the Referee.

3.3.2.2. Tournament awards and decorations for individual CRUD Players and teams will be submitted according to tournament directives.

3.3.3. Playability profiles.

3.3.3.1. Team members placed on a non-playable profile must notify their current team captain, to include the Referee, as soon as possible. Notification can be by any means practical (screams of pain, note from a certified physician, call from spouse, etc...). Include the nature, restrictions, and duration of the profile.

3.4. Authorized Uniforms.

3.4.1. Players are authorized to wear Flight Suits, BDUs, ABUs, Mess Dress, any combination of Blues or casual civilian attire when appropriate. (Figure 7a-c for recommended uniforms) Due to the nature of the game, “nice” clothes are highly discouraged.



Figure 7a (Ref: AFI 36-2903)



Figure 7b. ABU



Figure 7c. Flight Suit

Chapter 4

EQUIPMENT

4.1. Table.

4.1.1. A snooker-type table approximately 6 ft. by 12 ft with four corner pockets only is preferred. (Figure 8) When a 6' x 12' table is used, the side pockets may be authorized for play.

4.1.1.1. CRUD can be played on a regulation 5 ft by 10 ft pool table, or a 4 ft by 8 ft bar room pool table with the side pockets blocked off. Normally, this will be a full roll of toilet paper from the nearest washroom.

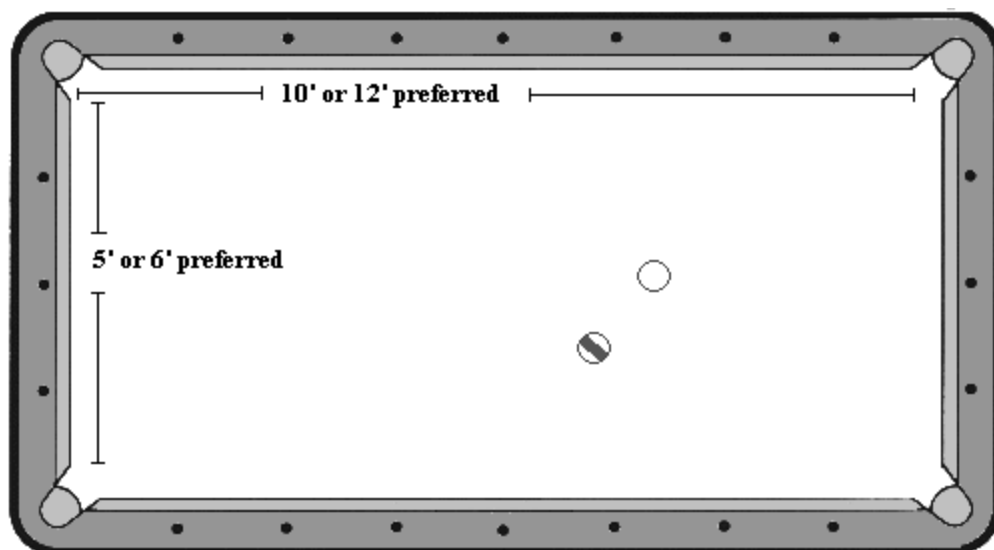


Figure 8. CRUD Table

4.1.2. Each location will have their own standard table. Size is truly of no consequence. Just play.

4.2. Object and Target Balls.

4.2.1. Object Ball. A regulation cue ball from a standard set of billiard balls is the command standard.

4.2.2. Target Ball. A regulation striped ball (9 through 15) from a standard set of billiard balls is the command standard. A striped ball is used to facilitate the detection of motion during a sortie.

4.2.3. The Object and Target balls may be customized by the home location or event (base, club, tournament) if desired to add a sense of style to the game.

Chapter 5

FUNCTIONAL MANAGERS, INSTRUCTORS and REFEREES

5.1. A/TA CRUD Functional Manager.

5.1.1. The Airlift/Tanker Association will maintain guidance over this CONOPs. Any changes to this CONOPs should be forwarded to the A/TA Secretary in the correct format, notarized, in triplicate.

5.1.2. The Airlift/Tanker Association Secretary will determine the functional manager based on experience level, knowledge and near-fanatical passion for the game. The FAM does not have to reside within HQ AMC.

5.2. CRUD Instructor/Referee Cadre.

5.2.1. Each A/TA chapter will maintain a cadre of self-proclaimed Instructors and Referees, whose validity may be challenged by anyone through hearty competition.

APPENDIX 1

Mission Planning

- Teams will consist of 2 or more players
- There will be at least one Referee, whose person is sacrosanct; whose drink is more so, since spilling it constitutes alcohol abuse; whose decisions are final, though always loudly, profanely protested by the victimized team; and whose bribery is encouraged, though usually with little or no effect on his or her decisions.
 - The Ref must be of imperturbable character and conviction. They must be able to stand by a decision, be their emotions aroused by the game.
 - The Ref will be positioned at one of the side pockets, and must be holding a beverage in a cup or glass (usually a beer in a beer glass). The beverage ensures the Ref's physical safety: if the Ref is bumped/jostled in such a way as to spill the beverage, the offending player loses a life and must replace the beverage. Particularly contentious games use a Ref and a Linesman (opposite sides of the table - and yes, both have beverage glasses). Having both a Ref and a Linesman is also effective if the Ref is not perceived as being completely neutral (i.e. is a member of the organization fielding a rival team).
 - A scorekeeper may be employed, as well, to keep undisputable track of player's lives
- A team's order of play is established at the beginning of a game and recorded on the scoreboard. Order of play is critical; a team must play in order, or a member of that team will lose a life.
 - Proper names are not allowed on the scoreboard. If call signs have not been designated prior to the tournament, the Ref may issue call signs at their discretion and most likely at the embarrassment of the player.
- Each player begins the game with three lives. The lives are tallied on some sort of scoreboard or bar napkin (since players may have or develop poor memories, due to intoxicants or head injuries).
- A complete match consists of a series of sorties. Teams (represented by a single member at a time) will alternate between Shooter and Receiver.
- Two billiard balls are used: the Object ball, and the Target ball. If available, a striped ball (9 through 15) should be used as the Target ball, as this makes it easier for all participants to see if the ball is still moving.
- The Ref will rally both teams prior to the match for a roll call and review of the rules. It is at this point the Ref will declare what rules are in effect.
- The Ref may interpret the following rules as they deem fit, and modify or extend them within reason as local circumstances dictate.

Lagging for Serve

- Teams will select one player to "lag" for shooting preference at match start. On the signal of the Ref, both players will have five seconds to roll their "lag Shot". The ball closest to the shooting cushion without touching it, wins the "lag". This team then has the option of shooting or receiving.

Service

- After each lag (or life) the Object ball and Target ball will be returned to the Ref. The Ref will pass the Target ball to the receiver and the Object ball to the shooter.
- The server and receiver stand at the designated ends of the table, respectively. The receiver places the Target ball approximately one hand length from the receiving end of the table, more-or-less centered between the side bumpers.

- When the receiver is ready, the Ref will call **“Fight’s on!”** to initiate the beginning of the sortie. Once “Fight’s on” has been declared the shooter may now acquire the target and commence the attack.
- The server rolls/throws the Object ball towards the object ball in such a way as to strike the Target ball. The server has three chances to strike the Target ball. The server may wait until the Object ball has stopped completely before taking another chance (that is, the Object ball can bounce off of multiple bumpers before hitting the Target ball). During service, the receiver may distract the server in any way he/she sees fit (Ground ECM only-the Ref will demonstrate prior to the match commencing), but must not completely obscure the server's view of the Target ball (this is easier to demonstrate, but there are many evil ways of distracting the server that are within the spirit and letter of the law).
- If the server does not strike the Target ball with the Object ball within three attempts, the server loses a life and most of their self-esteem. The Receiver then becomes the server, and the next player from the unsuccessful server's team becomes the next Receiver.
- If the server strikes the Target ball with the Object ball, the Receiver becomes the Shooter and the sortie commences.

“Fight’s On!”

- All attempts by a shooter to strike the Target ball with the Object ball must be done from one of the ends of the table.
- The Shooter may make as many attempts as necessary to strike the Target ball with the Object ball, until the Ref declares the Target ball to be dead. (*Dead Ball* is explained in the next section)
- Play continues with shooters alternating between the teams, taking their turn in the order of play established at the beginning of the match (and recorded on the scoreboard), until a player loses a life. Once this occurs, the next player on the team that just lost a life may choose to either shoot or receive.
- While taunting one's opponent is legal, fun and highly encouraged, players may not physically interfere with each other. Interference calls may result in the Ref warning the offender, or charging the offending blocker a life.
 - Stationary blocking is permitted providing the table is not used as an anchoring point. (Don’t hold onto the table...)
 - Light body checks by the shooter to jockey for shooting position will be permitted. If the body check is excessive in the eyes of the Ref, the shooter may be warned, or assessed a life.
 - The Ref will demonstrate/explain their interpretations of stationary blocking and body checks during the roll call
- The shooter must be allowed to get to the Object ball. Intentional blocking of the object ball in the eyes of the Ref will be assessed a life. The Ref will clarify this point if there is any confusion on this point.
- Players may not walk on the table, unless it is permitted by local custom and specifically permitted by the Ref.
 - As the shooter, you may leap onto the table to retrieve the Object ball. Both feet may leave the floor. However, your shoes, boots or feet may never touch the playing surface. This is known as “Walking on the table”.

15 Ways to Lose a Life (or how to let down your team in three easy lessons...)

- *Knocking the Ref(s) down.* Self-explanatory, in addition, providing a drink for the Ref is mandatory.
- *Unauthorized Taxi.* Players commencing a sortie without the Ref's authorization, if caught both players will be assessed a "life".
- *Contact with the Object ball.* If the receiver touches the Object ball before it contacts the object ball, the receiver will be assessed a life. In general, any interference with the Object ball in any way results in a loss of a life by the player causing said interference.
- *Dead Ball.* A life will be assessed once the Target ball ceases all motion.
 - If there was an opportunity for the current shooter to shoot the Target ball before it has stopped all motion, a life will be assessed to said shooter ("Dead Ball/Ball in Hand").
 - If there was no chance for the shooter to make a valiant attempt at play, his teammate who shot previously will be assessed the life ("Dead Ball/Previous").
- *Drop Shots.* The Object ball hits the Target ball prior to touching the playing surface.
- *Push Shots.* The Object ball is still in the shooter's hand when it touches the Target ball.
- *Six-Inch Rule.* The Target ball must travel at least 6 inches (one rotation) after being struck by the Object ball. If it doesn't, the offending Shooter loses a life.
 - A call of "NO SIX" must come from the next shooter. If the Ref measures and agrees, the player who attempted the shot will be assessed a life. If the Ref measures and concurs that the ball did in fact travel 6 inches, the player calling the "NO SIX" is assessed the life. The Ref may measure for 6 inches any way they deem appropriate. Normally it is done with a dollar bill to preclude any embarrassment.
 - Double Kiss Rule: A Target ball that is hit by the Object ball twice in rapid succession. A double kiss negates a "No Six" call. (This is normally accomplished by a highly skilled player, or a crumb drunk, and is normally followed by a round of applause from on-lookers and looks of amazement and disbelief from the opposing team).
- *Unauthorized Take-Off.* If the Target ball is struck in such a way that either ball departs the table, the Shooter shall lose a life.
- *Feet on the Ramp.* At least one of the shooter's feet must be in contact with the floor when making a shot. Otherwise, the shooter loses a life. In the case that one leg is past the corner pocket, the leg at the end of the table is the one that must be touching the floor.
- *Clean Kill.* If the Target ball is sunk into a legal pocket, the previous shooter loses a life. EXCEPTION: If the current shooter is deemed by the Ref as being able to have taken a shot, the current shooter will be assessed a life ("*Ball in Hand*").
- *Leaving Your Wingman.* If a player takes their turn out of order AND is noticed by the Ref or a member of the opposing team (and subsequently corroborated by the Ref), a member of the offending team shall be chosen by the Ref (preferably the one most responsible for the embarrassment) and assessed a life.
- *BALLS.* Shooting from the long sides of the table. Your balls must be within 45 degrees of the corner pocket on the side of the table from which you are shooting. The opposing team has the moral obligation to call "BALLS" (or "BUSH" as appropriate) and if the Ref agrees, a life will be assessed.
- *Three-Foot Rule.* Only two players are involved in a sortie at any given time (the shooter and the next player/blocker). These are the only players permitted within three feet of the table. If you are caught inside the three-foot limit, you may be assessed a life. If you are already out of the match, the player of your team currently shooting/blocking will have the privilege of being assessed a life in your honor.

- Illegal Ordnance. As a general rule, AMC does not engage in direct combat. Lives will be assessed by the Ref for excessive blocking. (Refer to the Ref for clarification on their view of blocking limitations)
- Shot Interference. If the Receiver hits the Shooter's hand/arm while they are taking a shot, a life will be assessed.

Losing a Player

- When a player loses all three of his/her Lives, that player must withdraw from the match in shame. Order of play is adjusted accordingly.
 - It is customary for the first player out to procure a beverage for the Ref as penalty for their inexperience and lack of finesse in the game.

Winning the Game

- When a team loses all of its players the match is over, and the other team obviously wins.
- The SINGLE MAN Rule. If you are the last player on your team, you have the option of shooting or receiving. This remains until you loose or the other team is down to one player also. At this time players rotate the shooting and receiving positions. (This is done regardless of how many lives each of the remaining players have left.)
 - A single player cannot be blocked in any way other than "ground ECM"
 - For a single player, NO PHYSICAL CONTACT WHATSOEVER! (Refer to the Ref for clarification).
- It is customary for the players of the losing team to buy their winning team counterpart a beverage of their choice.
 - A virgin (a winning team member with all three lives intact) will receive double rounds due to their prowess and ability to remain "un-touched" throughout the match.
 - This also helps in preventing it from happening again.

The Last Word

- Arguing with the Referee is authorized. However, there is a time where your intelligence and sportsmanship may become suspect. This is probably just the result of your eagerness to do well and excel in a sport that is recognized Air Force wide as a flyer's game. Be cautious though, for besides ruining your career and making an ass out of yourself, you may more importantly cost your team another life. This is an unforgivable and grave act!!!
- The Ref's rulings are FINAL.
- The Ref may change any of the above rules on a whim. (Or make up additional ones as time passes.)