



## C TOURNAMENT SYSTEMS

C/18

### EURO GRAND PRIX CLASSICS

#### Art. 1. PARTICIPANTS

33 free inscribed sportsmen + 3 sportsmen of the organizer.

#### Art. 2. INSCRIPTION and PARTICIPATION of the SPORTSMEN

Sportsmen will be considered depending the date of registration.

#### Art. 3. DISCIPLINES – GAME DISTANCES

The „Euro Grand Prix Classics“ can be organized in the following disciplines, the discipline is to be specified when requesting organization:

- 1 Cadre 47/2
- 2 Cadre 71/2
- 3 Cushion

Distances to be played in the groups:

- |   |            |            |
|---|------------|------------|
| 1 | Cadre 47/2 | 200 Points |
| 2 | Cadre 71/2 | 150 Points |
| 3 | Cushion    | 100 Points |

Distances to be played in the final round:

- |   |            |            |
|---|------------|------------|
| 1 | Cadre 47/2 | 250 Points |
| 2 | Cadre 71/2 | 200 Points |
| 3 | Cushion    | 120 Points |

#### Art. 4. QUALIFICATION

The 36 inscribed sportsmen will be placed into 12 groups of 3 sportsmen according to the system Z

Then the sportsmen are placed in groups as follows:

The first 12 will be placed in the first places of the groups according the ranking of the latest EC of the discipline in question, then according to the CEB Classics ranking, finally based on their date of registration. The other 24 sportsmen will be placed on the places 13 to 36 by full drawing.

One will play with equality of innings. A draw is possible.

The classification will be made according to the " basic concepts of the sporting program."

The 8 group winners and the 8 second qualify for the final round.

#### Art. 5. FINAL ROUND

The final round will be played in KO system. One will play with equality of innings.

In case of draws extra times will be played till a decisions will be made. The first extra time is one totally normal game with a cushion decision at a distance of 10 % of the normal distance and with an after-stroke, without a limitation of the innings. The winner of the cushion decision is determining the sportsmen who is starting. This one is always doing that with the ball which was assigned to him at the beginning of the game. In case of a further draw, extra times inning by inning will be played to a maximum of the same distance of 10 %, cushion decision after each inning and after-stroke.

The encounters / parties result from the classification of the qualification.

#### Art. 6. TOURNAMENT SYSTEM / ENCOUNTERS

It will be played following the joined scheme.

Qualification groups

A	B	C	D	E	F	G	H	I	J	K	L
1	2	3	4	5	6	7	8	9	10	11	12
24	23	22	21	20	19	18	17	16	15	14	13
25	26	27	28	29	30	31	32	33	34	35	36

Scheme

