



C TOURNAMENT SYSTEMS

C/6 EUROPEAN CHAMPIONSHIP INDIVIDUAL 3-CUSHION

Art. 1. PARTICIPANTS

48 inscribed sportsmen. + 16 placed sportsmen

Art. 2. INSCRIPTION and PARTICIPATION of the SPORTSMEN

Consideration of registration is the ranking list.

Registration of sportsmen ranked by their inscriptions. First the sportsmen first registered for each federation, if not already among the placed sportsmen. Then the sportsmen registered in second place for each federation according to the results of the last EC 3C and so on. Then the sportsmen entered freely according to their date of registration. The placement of the 48 sportsmen according to the CEB ranking, Sportsmen not figuring on the ranking will be placed at the end by drawing.

Two wildcards are given to the first two players of the CEB Ranking for Ladies.

Art. 3. GROUP GAMES - DISTANCE OF THE GAME 30 POINTS – with equal innings

The 48 inscribed sportsmen are placed in 16 groups of 3 sportsmen according the system Z.

Beginning with the sportsmen inscribed on the first places, then the second inscribed and so on, and at the end the sportsmen entered freely according to their date of registration. A draw is possible.

Art. 4. FINAL ROUND - DISTANCE OF THE GAME 40 POINTS - with equal innings

The sportsmen of the final round are:

1. The 16 first of the groups
2. The title holder
3. The 15 best placed on the CEB 3-cushion ranking.

The final round will be played by KO system.

If the two sportsmen have reached the same number of points it will be played en extension as described in article 12 of the basic concepts sporting program.

The starting ranking will be:

Place 1 The title holder

Places 2-16 15 sportsmen according the CEB 3-cushion ranking.

Places 17-32 16 first of the groups according to the results of the previous round

Art. 5. TOURNAMENT SYSTEM / ENCOUNTERS

It will be played following the joined scheme.

Constitution of the groups

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
32	31	30	29	28	27	26	25
33	34	35	36	37	38	39	40

I	J	K	L	M	N	O	P
9	10	11	12	13	14	15	16
24	23	22	21	20	19	18	17
41	42	43	44	45	46	47	48

KO SCHEME

