



## **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."

#### **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 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

