

# **C TOURNAMENT SYSTEMS**



## **C/16 EURO GRAND PRIX ARTISTIC**

### **Art. 1. PARTICIPANTS**

All sportsmen which are members of an national Federation are free to inscribe at an Euro Grand Prix Artistic.

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

All sportsmen entered freely by the date of registration to a total fixed by the organizer.  
The inscription fee is maintained at 125 euro and goes directly to the organisation.

### **Art. 3. SYSTEM - QUALIFICATION**

The X free registered athletes are placed in groups of 3 or 4 athletes according the Z-system due to the CEB updated ranking. Sportsmen not present in the ranking list will be drawn on the remaining seats.  
Each sportsman needs to qualify, depending on enrollments and the possibilities given by the number of tables and the planning, to play minimum 49 figures. The sixteen athletes who have reached the highest number of points qualify for the KO final. All players have to play all figures with the dotted white ball.

### **Art. 4. QUALIFICATION RANKING CRITERIA**

The ranking is done according to the following criteria:

- a) Total points scored
- b) In case of a tie, the number of tries (less tries are better)
- c) is still a tie, count the points played with 10 coefficient, then 9 etc.

### **Art. 5. FINAL ROUND**

The final round will be played in KO-system.

The games begin by cushion drawing. The sportsman who wins the cushion drawing decides who begins the match. The match begins with the figure of a starting point (A-N). Both players try every figure until an athlete cannot be joined by his opponent. Then the match is finished. All players have to play all figures with the dotted white ball.

The encounters / parties are as follows:

The qualifiers 9-16 will be drawn to the qualifiers 1-8

### **Art. 6. PLAYING DISTANCE**

The playing distance in the 1/8-finals is 28 figures, in the ¼-final, half final and final 35 figures.

### **Art. 7. TIE-BREAK**

If a match does not have a winner, a tie-break will follow playing the next figure in the row. If both sportsmen solve or fail this figure they will play the next figure until decision: when a sportsman has failed a figure and the opponent was successful, the match is finished. The tie-break will be started by the athlete who has started the match.

### **Art. 8. BREAK**

After the 14<sup>th</sup> played figure there is permission for a break of maximum 5 minutes.

### **Art. 9. FINAL RANKING**

The ranking will be done according to the following criteria:

1. Placement according to the winner or loser for the places 1 to 3 / 4
2. Reached rounds
3. Percentage =  $\frac{\text{Total succeed points}}{\text{Total possible points}} \times 100 =$  % (three decimal places rounded down)



**Art. 16. TOURNAMENT SYSTEM / ENCOUNTERS**

It will be played following the joined KO scheme

