

C TOURNAMENT SYSTEMS



C/7 EUROPEAN CHAMPIONSHIP INDIVIDUAL ARTISTIC

Art. 1. PARTICIPANTS

One player per federation, filled up to 24 inscribed players according to the CEB-rankinglist.

Art. 2. INSCRIPTION and PARTICIPATION of the SPORTSMEN

Consideration of registration as following:

1. Title holder
2. One representant of the organizer, if the organizer is not the CEB
3. One sportsmen of each federation affiliated by the CEB
4. Consideration of the CEB-rankinglist. The sportsmen which are inscribed by an federation and not applied at the points 1.-3. will be concerned in order of their position at the CEB-Rankinglist

Art. 3. GROUP GAMES

The 24 inscribed sportsmen are divided into eight groups with three sportsmen in the Z system according the updated CEB ranking (the title holder will be seeded as #1). If three sportsmen of the same nationality are in one group the CEB-sportsdirector will replace sportsman #3 of the poule. In the case where two sportsmen of the same nationality are in the same group they will meet first.

The top two from each group qualify for the final round. The system of the final round you will find at Art.16.

Art. 4. SYSTEM – BEGINNING OF THE MATCH

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.

Art. 5. PLAYING DISTANCE

The playing distance in the poule matches and in the 1/8-finals is 28 figures.

The playing distance in the ¼-final, half final and final is 35 figures.

Art. 6. 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. 7. BREAK

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

Art. 8. RANKING IN THE GROUPS

The classification of groups will be conducted using the following criteria:

- a) Match points (W = 2 Pts / L = 0 Pt)
- b) Percentage = $\frac{\text{Total succeed points}}{\text{Total possible points}} \times 100 =$ % (three decimal places rounded down)
- c) Direct encounter (Result of the game sportsmen between them)
- d) Highrun
- e) Amount of solved figures with coefficient 10, etc..

Art. 9. QUALIFICATION RANKING

The classification after the groups matches will be arranged as following:

- a) Matchpoints
- b) Percentage, as described in Art.7.
- c) Highrun
- d) Amount of solved figures with coefficient 10, etc..

Art. 10. 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 round.
3.
$$\text{Percentage} = \frac{\text{Total succeed points} \times 100}{\text{Total possible points}} = \text{ \% (three decimal places rounded down)}$$

Art. 11. PROGRAM of the FIGURES

98 figures of the "artistic" program of 100 figures are arranged in one row.

After figure 58 the matches or tiebreaks will continue with figure 85.

The starting points (A-N), the figure numbers and beneath their coefficients:

A																				
85	49	35	10	37	16	82	51	8	19	78	94	96	32	3	26	20	24	57	6	92
5	8	7	9	6	8	10	5	8	7	10	7	9	10	5	8	7	9	6	8	10
D																				
69	4	99	36	2	87	34	21	74	55	50	27	52	88	11	54	47	100	89	76	84
5	7	6	10	6	8	10	5	7	6	9	5	8	10	5	8	6	10	5	8	10
G																				
79	18	23	66	29	90	72	61	63	95	42	67	17	44	33	40	48	71	5	14	60
5	8	7	10	7	8	10	5	7	7	9	6	8	10	5	8	7	9	5	9	10
J																				
93	45	15	56	9	77	28	1	70	81	91	83	43	62	73	65	22	30	7	39	68
5	8	7	9	6	8	10	5	7	7	9	5	8	10	5	7	7	10	6	8	10
M																				
31	80	38	98	86	46	64	13	25	97	12	59	53	58							
5	7	7	10	6	8	10	5	7	7	9	5	8	10							

Art. 12. DRAWING of the FIGURES

At the beginning of the tournament a draw will decide the starting point for table 1. On table 2 the match starts 3 letters further, on table 3: 6 letters and on table 4: 9 letters. The following matches at the same table begin at the next starting point. Before the start of the 1/8, 1/4, 1/2-final and the final a new draw of the starting point will take place.

Art. 13. HELP

It is allowed for sportsmen to use an elevation with a maximum height of 5 cm (overall).

Art. 14. ATTEMPTS

The usual 3 attempts are given to all sportsmen, but they are irrelevant to the final classification.

Art. 15. DRESS CODE

Regulations regarding the dress code of the CEB will apply.

It is not allowed to play shirt sleeves rolled up, except the figure request (ex. Figure 44). Permission is granted to sportsmen, for "piques" and "masses", to wear a sweater.

The referee shall enforce the measures set out above.

Art. 16. TOURNAMENT SYSTEM / ENCOUNTERS

It will be played following the joined KO scheme

