

C TOURNAMENT SYSTEMS

C/16 EURO GRAND PRIX ARTISTIC



Art. 1. PARTICIPANTS

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

Art. 2. INSCRIPTION AND PARTICIPATION OF THE ATHLETES

All athletes 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 athletes are placed in groups of 3 or 4 athletes according to the Z-system according to the CEB updated ranking. Athletes not present in the ranking list will be drawn on the remaining seats.
Each athlete needs to qualify, depending on enrollments and the possibilities given by the number of tables and the planning, playing minimum 49 figures. The sixteen athletes who have reached the highest number of points qualify for the KO final. All athletes 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) If it is still a tie, the high run counts. If there 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 athlete who wins the cushion drawing decides who begins the match. The match begins with the figure of a starting point (A-N). Both athletes try every figure until an athlete cannot be joined by his opponent. Then the match is finished. All athletes have to play all figures with the dotted white ball.

The encounters / parties are described in art.16, according to qualification ranking.

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 athletes solve or fail this figure they will play the next figure until decision: when an athlete 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 14th and the 28th set 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 for players in KO rounds.
3. Percentage of entire tournament = $\frac{\text{Total succeed points} \times 100}{\text{Total possible points}} = \%$ (three decimal places rounded down)
4. Qualification ranking for players not qualified to KO rounds.

Art. 10. PRICE MONEY

Minimum 100% of the inscription fees will be redistributed to the athletes according to this distribution:

1st: 25%

2nd: 17%
 3rd: 12%
 5-8: 6%
 Best percentage: 5%, Best HR: 5%.
 The organizer can of course increase the prize money

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							B							C						
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							E							F						
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							H							I						
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							K							L						
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							N													
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 final round 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). Before the start of the 1/4, 1/2 and final a new draw of the starting point will take place.

Art. 13. HELP

Athletes are allowed to use an elevation with a maximum height of 5 cm (overall).

Art. 14. ATTEMPTS

The usual 3 attempts are given to all sportsmen.

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 athletes, 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

