



C/7 EUROPEAN CHAMPIONSHIP INDIVIDUAL ARTISTIC

Art. 1. PARTICIPANTS

24 participants.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE ATHLETES

Registrations by National Federation through CEB website.

Consideration of registration as following:

1. The Title holder (PLACED)
2. Wild Card of the organizer, if the organizer is not the CEB. (PLACED)
3. **First six athletes in the CEB Artistic Ranking in force at the opening of registrations (PLACED). If the Title Holder is in the first six positions of the CEB ranking the following athlete in the ranking will be placed.**
4. **Athletes registered as first (NORMAL 1) by all federations. If the number of 24 is not reached the athletes registered as seconds will be accepted (NORMAL 2). The federations priority order for the second federation player is determined by the concerned CEB ranking taking in consideration only the nationality of the athletes, each nation is considered only once for the best standing. Federations not represented in the ranking will be considered as last. Athletes registered as third (NORMAL 3) will also be accepted according to the same criteria until the number of 24 participant is reached. The same procedure will be applied for fourth, fifth etc, until the number of 24 is reached.**

Art. 3. GROUP GAMES

The 24 inscribed athletes are divided into eight groups with three athletes in the Z system according the updated CEB ranking (the title holder will be seeded as #1). If three athletes of the same nationality are in one group the CEB Sports Director will replace athlete #3 of the group. In the case where two athletes 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.10.

Art. 4. SYSTEM – BEGINNING OF THE MATCH

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.

Art. 5. PLAYING DISTANCE

The playing distance in the group 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 athletes solve or fail this figure they will play the next figure until decision: when an athletes 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 and the 28th 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 = $\frac{\text{Total succeed points}}{\text{Total possible points}} \times 100 = \quad \%$ (three decimal places rounded down)

- c) Direct encounter (Result of the game between two sportsmen)
- d) Highrun
- e) Amount of solved figures with coefficient 10, etc..

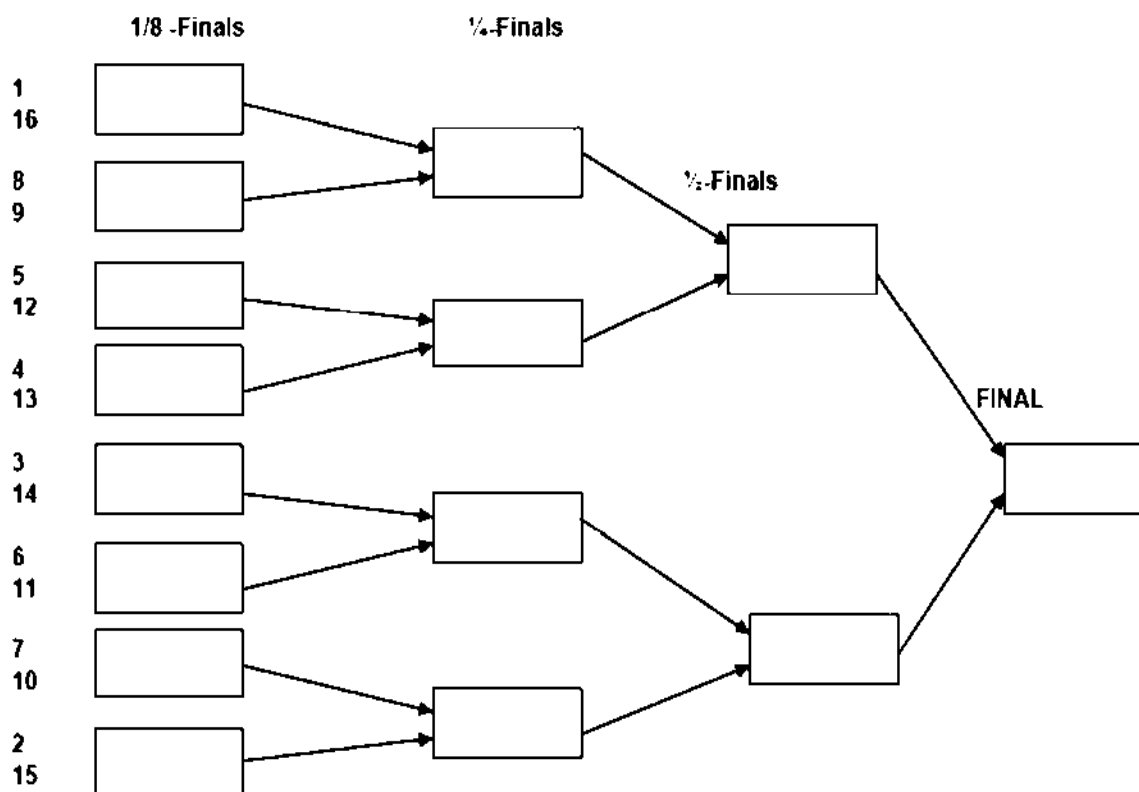
Art. 9. QUALIFICATION RANKING

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

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

Art. 10. FINAL ROUND

It will be played following the joined KO scheme according to the qualification ranking.



Art. 11. 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 for places 5/8 and 9/16.
3. Percentage of last played round = $\frac{\text{Total succeed points} \times 100}{\text{Total possible points}} = \%$ (three decimal places rounded down)

In case of equal percentages the percentage of the whole tournament will be considered.

4. Qualification ranking for athletes not qualified to final KO round.

Art. 12. 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. 13. 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. 14. HELP

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

Art. 15. ATTEMPTS

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

Art. 16. 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.