

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.

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 50 figures. The sixteen athletes who have reached the highest number of points qualify for the KO final.

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 system of distance is applied. The games begin by cushion drawing. The sportsman who wins the cushion drawing decides who begins the match. The match begins with the first figure of a drawn set. The starting sportsman stays on table until he misses a figure. The other sportsman may play the same figure his opponent just missed. Regardless of he makes this figure or not he may play the following figure until he fails etc.. (After A10 comes B1, after J10 comes A1) The sportsman who reached (or crossed) the playing distance won the match. No equal inning.

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 150.

The playing distance in the ¼-final, half final and final is 200.

Art. 7. BREAK

When the first player reaches or exceeds the half of the distance, there is – after he finished his run - permission for a break of maximum 5 minutes.

Art. 8. 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 = $\frac{\text{Total succeed points} \times 100}{\text{Total possible points}}$ = % (three decimal places rounded down)

Art. 9. PRICE MONEY

1st place:	€ 1.500,-
2nd place:	€ 1.200,-
3rd and 4th place:	€ 700,-
5th-8th place:	€ 250,-
<u>9th-16th place:</u>	<u>€ 125,-</u>
Total:	€ 6.100,-

Art. 10. PROGRAM of the FIGURES

The "artistic" program of 100 figures is arranged into 2 groups of 10 sets with 10 figures (sets A to J and K to T). All sets have the same degree of difficulty and include all 75 points. The different sets include the following figures with their coefficients:

Group 1:	
Set A:	61-54-95-78-09-71-93-53-04-68
Set B:	41-06-63-72-02-50-69-18-94-66
Set C:	03-49-97-44-67-24-83-46-25-92
Set D:	33-45-65-82-86-10-05-75-29-58
Set E:	01-52-38-62-99-42-27-76-15-34
Set F:	79-08-80-64-57-96-11-77-19-32
Set G:	73-87-35-30-47-12-89-26-23-88
Set H:	59-40-20-28-55-91-51-43-70-98
Set I:	21-39-81-60-07-56-31-90-48-84
Set J:	13-16-74-36-37-14-85-17-22-100
Group 2:	
Set K:	5-18-29-32-47-96-79-54-74-82
Set L:	93-17-25-98-7-42-73-45-20-60
Set M:	11-46-48-84-67-56-33-52-80-28
Set N:	83-76-23-100-2-10-61-40-38-64
Set O:	27-75-22-66-57-14-3-16-63-78
Set P:	69-90-15-58-37-50-41-8-95-44
Set Q:	85-77-19-34-99-12-13-49-35-72
Set R:	51-26-70-88-86-24-59-39-81-62
Set S:	31-43-4-92-55-71-1-6-97-36
Set T:	89-53-94-68-9-91-21-87-65-30

Art. 11. DRAWING of the FIGURES

At the beginning of the final round a draw will decide which group and which set begins on table 1. Table 2 begins with the other group and same set (A>K,..). Table 3 starts with the same group as table 1, but the 5th next letter and so on. Before the start of 1/4, 1/2 and final a new draw of the beginning set will take place.

Art. 12. HELP

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

Art. 13. ATTEMPTS

The usual 3 attempts are given to all sportsmen.

Art. 14. 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. 15. TOURNAMENT SYSTEM / ENCOUNTERS

It will be played following the joined KO scheme

