

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.15.

Art. 4. 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.

Art. 5. PLAYING DISTANCE

The playing distance in the poule matches and in the 1/8-finals is 150.

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

Art. 6. 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. 7. 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. 8. 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. 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 round.
3. Percentage = $\frac{\text{Total succeed points} \times 100}{\text{Total possible points}}$ = % (three decimal places rounded down)

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 tournament a draw will decide which group and which set will start on table 1. On table 3 the same group will be played, but 5 sets further. On table 2 and 4 the other group of figures will be played with the same set (A>K, J>T). The following matches begin with the next set. Before the start of the 1/8, 1/4, 1/2-final and final a new draw of the group and beginning set will take place.

Art. 12. HELP

It is allowed for 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, but they are irrelevant to the final classification.

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



