

Tournament Rules

QUALIFICATION

Primary entry, 6 games

Re-entry, 6 games

DESPERADO SQUAD

1 game on 1 lane

TURBO

Turbo standings only includes games from players having entered into the Turbo competition squad by squad. A separate standing will be provided for scores for 5th game (Turbo G5) and 6th game (Turbo G6)

Handicap

Ladies receive 8 pins handicap per game. Ladies get no handicap in tie breaking. In all games played in the tournament the ladies handicap is considered as pin fall. The maximum score for 1 game is 300.

DOUBLES

Before each squad players have to pay the fee of 100PLN per double in order to participate in the doubles separate standing. Players can form a given double only once.

HIGHEST QUALIFICATION SCRATCH GAME POT

In order to participate in the pot a player has to pay the fee of 100PLN. From the moment the fee is paid the player participates in the pot. If more than one player has the same score the pot will be equally shared.

40 Players Will Qualify For The Final Steps As Follows:

A: 2 players from the desperado standing

B: 1 player from the Turbo G6

C: 1 player from the Turbo G5

D: 3 players from a separate standing in the squads conducted on Monday 7 to Tuesday 8 July

E: 3 players from a separate standing in the squads conducted from Wednesday 9 July to Thursday 10 July

F: 30 players from the general standing including results from all qualification squads
A player will qualify only once and always from the categories in inverse order (F first). If a player is qualified from more than one category, the next positioned player from the category not valid for the qualified player, will qualify in his/her place.

QUALIFICATION FOR STEPS

Players positioned 1-5 in Category F will qualify for the final step 4, seeded 1-5.

Players positioned 6-10 in Category F will qualify for the final step 3.

Players positioned 11-20 in Category F will qualify for the final step 2.

All other players will qualify for the final step 1

FINAL STEP 1

20 players will play 4 games starting from scratch . The 10 highest positioned players will qualify for the final step 2 . Players non-continuing to the final step 2 will be ranked 31-40 according to their positions in the final step 1.

FINAL STEP 2

20 players will play 4 games starting from scratch. The 10 highest positioned players will qualify for the final step 3. Players non-continuing to the final step 3 will be ranked 21-30 according to their positions in the final step 2.

FINAL STEP 3

15 players will play 4 games starting from scratch. The 5 highest positioned players will qualify for the final step 3. Players non-continuing to the final step 4 will be ranked 11-20 according to their positions in the final step 3.

FINAL STEP 4

10 players will play a Round Robin starting from scratch. There will be 9 rounds in the Round Robin, each consisting of one game matches, where the 10 players will be matched against all other 9 players. After the conclusion of each match, bonus points will be added to the score total as follows: 30 points for a won match, 10 points for a tied match and 10 points for any game score higher than 250. The 3 highest positioned players will qualify for the final step 5. Players non-continuing to the final step 5 will be ranked 4-10 according to their positions in the final step 4.

FINAL STEP 5

There will be 2 stepladder one game matches, all starting from scratch. References to positions are to positions after the final step 4.

Stepladder match 1: The player positioned 3rd will meet the player positioned 2nd. The loser of the match will be ranked 3rd in the final tournament standings.

Stepladder match 2: The winner of match 1 will meet the player positioned 1st. The loser of the match will be ranked 2nd in the final tournament standings. The winner of the match will be the Winner of the Tournament.

Lane Assignments and lane movements

Lane draws:

Players per pair in squads: 3-4 depending on the squad sizes

Frequency of movement: after each game

Movement method: left to left and right to right

Number of lanes to move: 2 in qualifications; 3 in Final Step 1-3

Tournament tie rules

Qualification And All Final Steps

In case of a tie, the highest ranked player will be the player with the highest last game. If a tie still exists the highest ranked player will be the player with the highest second last game, then the player with the highest third last game etc.

When games are compared in the final step 4, bonus points won in the matches are not taken into consideration.

In case of a tie in a match in final step 5, 9th and 10th frame will be repeated until the tie is broken.

Turbo And Desperado

In case of tie in the desperado standing or any of the turbo standings, the highest positioned player will be the player with the highest position after the qualification.

Schedule and fees

SQUAD	DAY	DATE	TIME	SPOTS	E FEE	RE FEE
1	Monday	07.07.2014	16.00	24	120PLN	100PLN
2			20.00	24	120PLN	100PLN
3	Tuesday	08.07.2014	16.00	24	120PLN	100PLN
4			20.00	24	120PLN	100PLN
5	Wednesday	09.07.2014	16.00	24	120PLN	100PLN
6			20.00	24	120PLN	100PLN
7	Thursday	10.07.2014	13.00	24	120PLN	100PLN
8			17.00	24	140PLN	120PLN
9	Friday	11.07.2014	08.30	32	170PLN	150PLN
10			12.30	32	190PLN	170PLN
11			16.30	24	190PLN	170PLN
12	Saturday	12.07.2014	08.30	32	170PLN	150PLN
13			12.30	32	190PLN	170PLN
14			16.30	24	190PLN	170PLN
Desperado			20.30	Max 36	60PLN	

*** a minimum of 9 players have to show up in order to run a squad**

Prize funds (expressed in PLN)

Singles

Position	Prize
POSITION 1	4.400
POSITION 2	2.500
POSITION 3	1.800
POSITION 4	1.300
POSITION 5-6	1.000
POSITION 7-8	800
POSITION 9-10	700
POSITION 11-20	450
POSITION 21-30	350
POSITION 31-40	200
Total	25.000

Doubles

Position	Prize
POSITION 1	30%
POSITION 2	20%
POSITION 3	15%
POSITION 4	9%
POSITION 5	8%
POSITION 6	7%
POSITION 7	6%
POSITION 8	5%
Total	Pot collected from players