# ETBF's Tournament Calendar 

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| Tournament on the Web |  |
| :--- | :--- |
| Website | www.odenseinternational.dk |


| EBT Status |  |
| :--- | :--- |
| EBT Tour | EBT 2017 |
| EBT Stop | 09 |
| EBT Category | Satellite |

## Tournament information

| The tournament is open for | Athletes from World Bowling's member federations |
| :--- | :--- |
| Tournament organizer | Odense Bowling Centre |
| Centre | Odense Bowling Centre |
| City | Odense |
| Federation | Denmark |
| First day | 27 August 2017 |
| Last day | 3 September 2017 |

Tournament delimitations

| Category | Open |
| :--- | :--- |
| Event | Singles Mixed |
| Women handicap | 8 pins per game |
| Max women scratch game | 292 |


| Tournament contact | Sören Aahman |
| :--- | :--- |
| Contact person | +4526454623 |
| Mobile | register@odenseinternational.dk |
| Email | www.odenseinternational.dk |
| Registration |  |


| Centre address |  |
| :--- | :--- |
| Address | Odense Bowling Centre <br> Möllemarksvej 80 <br> 5200 Odense V <br> Denmark |
| Phone | +4566168113 |
| Email | register@odenseinternational.dk |
| Website | www.odensebowlinghal.dk |

## Centre specifications

| Number of lanes | 20 |
| :--- | :--- |
| Approaches | Anvilane Pro |
| Surfaces | Anvilane Pro |


| Pin decks | Anvilane Pro |
| :--- | :--- |
| Pin setters | AMF 82-90 XLi |
| Pins | Amflite II |
| Score system | Qubica BES X |


| Dressing specifications |  |
| :--- | :--- |
| Oil machine | Kegel Flex |
| Oil | Kegel |
| Cleaner | Kegel |
| Pattern prepared by | Bowltech |
| Dressing done by | Bowltech |


| Prize money specifications |  |
| :--- | :--- |
| Prize fund status | Fixed |
| Tax on prizes | No |


| Prize money expressed in DDK |  |
| :--- | ---: |
| Position |  |
| Position 1 |  |
| Position 2 |  |
| Position 3-4 |  |
| Position 5-6 |  |
| Position 7-8 |  |
| Position $9-16$ | 12.000 |
| Position $17-32$ | 6.000 |
| Total | 4.500 |

## Tournament format

## Qualification

Entries, 6 games
Re-entries, 6 games
Turbo (game 5 and 6)
Desperado squad, 1 game

## Turbo definition

Turbo 1 refers to the highest score in game 5
Turbo 2 refers to the highest score in game 6
The highest scores in Turbo 1, respectively Turbo 2, provides each one athlete for the final. Turbo Results of the athletes already qualified through the regular qualification is automatically deleted. This means that scores to proceed from the turbo can both increase and decrease during the tournament.

Registration for the turbo is made in connection with registration and payment, which must take place before the squad starts.
Participation is optional and linked to respective take-offs, which means that athletes can

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choose which of their entries they will include in the Turbo competition.

## 32 athletes will qualify for the final steps

A: 2 athletes from a separate standing in squad 1-4 (Sunday-Monday)
B: 2 athletes from a separate standing in squad 5-8 (Tuesday- Thursday)
C: 24 athletes from the general standing
D: 2 athletes from the Turbo (one from each of Turbo 1 and Turbo 2)
E: 2 athletes from the desperado squad
Athletes are qualified from the categories in the order $C-B-A-D-E$
If any athlete is qualified both from $B$ and $C$, then the next positioned in the B-standing will qualify
If any athlete is qualified both from $A$ and $B$ or $C$, then the next positioned in the $A$-standing will qualify
If an athlete is qualified both from Turbo 1 and Turbo 2, the next positioned in the Turbo 2
standing will qualify
The following additional pin fall will, for athletes positioned 1-10 in the qualification, be added to the scores in the final step 1:
Position 1: 140 pins
Position 2: 120 pins
Position 3: 100 pins
Position 4: 80 pins
Position 5: 60 pins
Position 6: 50 pins
Position 7: 40 pins
Position 8: 30 pins
Position 9: 20 pins
Position 10: 10 pins

## Final step 1

32 athletes will play 6 games
Athletes positioned $1-10$ will begin the step with an extra pin fall as stipulated above
The remaining 26 athletes will begin the step from scratch
Athletes positioned $1-16$ is qualified for the final step 2
Athletes positioned 17-32 will be ranked 17-32

## Final step 2

16 athletes will play 4 games with the pin fall from the final step 1 carried forward
Athletes positioned 1-8 is qualified for the final step 3, seeded 1-8
Athletes positioned $9-16$ will be ranked $9-16$

## Specifications for the remaining part of the final

Athletes will keep their seeding numbers in remaining steps
Lucky losers are athletes scoring the highest games among losers in a step

## Final step 3

4 matches, 1 game each
The four highest seeded athletes are selecting their opponents among the four lowest seeded athletes; the highest seeded athlete to select first etc.
4 winners will continue to the final step 4
2 lucky losers will continue to final step 4
2 losers will be ranked 7-8 according to their seeding

## Final step 4

3 matches, 1 game each
The three highest seeded athletes are selecting their opponents among the three lowest

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seeded athletes; the highest seeded athlete to select first etc.
3 winners will continue to the final step 5
1 lucky loser will continue to final step 5
2 losers will be ranked 5-6 according to their seeding

## Final step 5

2 matches, 1 game each
The two highest seeded athletes are selecting their opponents among the two lowest seeded athletes; the highest seeded athlete to select.
2 winners will continue to the final step 6
2 losers will be ranked 3-4 according to their seeding

## Final step 6

1 match, 1 game
The loser will be ranked 2
The winner will be ranked 1

## Tournament tie rules

## Qualification

The highest positioned athlete will be the athlete scoring the highest last game. If a tie still exists, the highest positioned athlete will be the athlete with the highest second last game etc.

## Desperado

A tie influencing who will qualify for the first final step will be broken by playing a $9^{\text {th }}$ and $10^{\text {th }}$ frame roll off, repeated until the tie is broken.

## Turbo

In case of tie, the highest positioned athlete will be the athlete with the highest position after the qualification.

## Final Step 1-2

Ties influencing who will qualify for the next final step will be broken by playing a $9^{\text {th }}$ and $10^{\text {th }}$ frame roll off, repeated until the tie is broken. In all other tie situations in step 1-2, a procedure similar to the procedure for the qualification will be followed.

## Final step 3-6 (matches)

In case of a tie, a one ball roll off on a full set of pins will be played, repeated until the tie is broken. Roll off shots will be played on the pair of lanes, where the match was played.

## Final step 3-4 (lucky losers competition)

In case of one or more ties influencing qualification to the next step, a one ball roll off on a full set of pins will be played, repeated until the tie is broken. Roll off shots will be played on a pair of lanes selected by the tournament management.

| Lane assignments and lane movements |  |
| :--- | :--- |
| Lane draws | Carried through by Notaries Public |
| Athletes per pair in squads | Two, three or four |
| Frequency of movement | After each game |
| Movement method | Left lane athletes moves left and right lane athletes moves <br> right |
| Number of lanes to move | Two lanes in smaller squads and four lanes in bigger squads |

## Booking policies

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| Booking restriction before | A maximum of three squads can be booked before the tour- <br> nament starts and maximum two of the bookings can be for <br> squads on Friday and Saturday |
| :--- | :--- |
| Booking restriction during | None |
| Total number of bookings | Unlimited |
| Booking cancellations | Possible |
| Registration deadline | 15 minutes before scheduled squad times |


| Squad | Day | Date | Time | Spots | E fee | $1^{\text {st }}$ re | Next re |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Squad 01 | Sunday | 27.08.2017 | 10.00 | 36 | 550 | - | - |
| Squad 02 |  |  | 14.00 | 36 | 550 | 450 | - |
| Squad 03 |  |  | 18.00 | 36 | 550 | 450 | 350 |
| Squad 04 | Monday | 28.08.2017 | 19.00 | 24 | 550 | 450 | 350 |
| Squad 05 | Tuesday | 29.08.2017 | 19.00 | 24 | 550 | 450 | 350 |
| Squad 06 | Wednesday | 30.08.2017 | 19.00 | 24 | 550 | 450 | 350 |
| Squad 07 | Thursday | 31.08.2017 | 17.00 | 18 | 550 | 450 | 350 |
| Squad 08 |  |  | 19.00 | 24 | 550 | 450 | 350 |
| Squad 09 | Friday | 01.09.2017 | 16.00 | 36 | 700 | 550 | 450 |
| Squad 10 |  |  | 20.00 | 36 | 700 | 550 | 450 |
| Squad 11 | Saturday | 02.09.2017 | 10.00 | 36 | 700 | 550 | 450 |
| Squad 12 |  |  | 14.00 | 36 | 700 | 550 | 450 |
| Squad 13 |  |  | 18.00 | 36 | 700 | 550 | 450 |
| Desperado |  |  | 21.00 | - | 350 | - | - |
| Turbo | All | - | - | - | 80 | - | - |

## Schedule for the final steps

Sunday 3 September 2017
08.00: Final step 1
11.00: Lane maintenance
12.00: Final step 2
13.30: Lane maintenance
14.00: Final step 3 etc.
16.30: Award ceremony

## Hotels provided by the organizer

## Check eventually:

www.hotels.com/de406167/hotels-odense-denmark/

