AIK International Tournament Powered by Track / Page 1

Tournament on the Web	
Website	www.aiktournament.se

EBT Status	
EBT Tour	EBT 2018
EBT Stop	01
EBT Category	Silver

Tournament information		
The tournament is open for	Athletes from World Bowling's member federations	
Tournament organizer	AIK Bowling	
Centre	Bowl-O-Rama	
City	Stockholm	
Federation	Sweden	
First day	26 December 2017	
Last day	7 January 2018	

Tournament delimitations	
Category	Open
Event	Singles Mixed
Women handicap	8 pins per game
Max women scratch game	292

Tournament contact		
Contact person	Ian Robinson	
Mobile	+46 761 914 063	
Email	idsrobinson@gmail.com	
Registration	www.aiktournament.se	

Centre address	
Address	Bowl-O-Rama Uppköparvägen 1 120 44 Årsta Sweden
Phone	+46 8 816 040
Email	info@bowlorama.se
Website	www.bowlorama.se

Centre specifications		
Number of lanes	28	
Approaches	Brunswick Pro Anvilane	
Surfaces	Brunswick Pro Anvilane	

AIK International Tournament Powered by Track / Page 2

Pin decks	Synthetic	
Pin setters	Brunswick A2	
Pins	Brunswick Score King (Stripes)	
Score system	Viking Scoring	

Dressing specifications		
Oil machine	Kegel Flex & Kegel Ion	
Oil	Kegel Prodigy	
Cleaner	Defence C	
Pattern prepared by	Tournament staff	
Dressing done by	Centre staff	

Prize money specifications	
Prize fund status	Fixed
Tax on prizes	No

Prize money expressed in SEK	
Position	Singles Mixed
Position 1	60.000
Position 2	30.000
Position 3	20.000
Position 4.	18.000
Position 5	15.000
Position 6	13.000
Position 7	12.000
Position 8	11.000
Position 9-10	9.000
Position 11-12	8.000
Position 13-14	7.000
Position 15-16	6.000
Position 17-32	5.500
Position 33-56	4.500

Prize money expressed in SEK	
Position	B-Final Women
Position 1	3.000
Position 2	2.000
Position 3-4	1.500
Position 5-6	1.000

Prize money expressed in SEK

AIK International Tournament Powered by Track / Page 3

Position	B-Final Seniors
Position 1	3.000
Position 2	2.000
Position 3-4	1.500
Position 5-6	1.000

Prize money expressed in SEK		
Position	B-Final Juniors	
Position 1	3.000	
Position 2	2.000	
Position 3-4	1.500	
Position 5-6	1.000	

Prize money expressed in SEK			
Position	B-Final Below 200 Average		
Position 1	3.000		
Position 2	2.000		
Position 3-4	1.500		
Position 5-6	1.000		

Total prize fund

Tournament format

Qualification

6 games entries and re-entries

Turbo definition

Turbo G5 refers to the highest scores in game 5 Turbo G6 refers to the highest scores in game 6

100 athletes are qualified from Category A-H as follows:

A: General qualification

Athletes positioned 1-74 in the general qualification This qualification has the highest priority

B: Early Bird

Athletes positioned 1-4 in a separate standing for Squad 1-3, not qualified from A This qualification has the second highest priority

C: Gateway Women

Athletes positioned 1-4 in a separate standing for Women, not qualified from A-B

D: Gateway Juniors

Athletes positioned 1-4 in a separate standing for Juniors, not qualified from A-C Juniors are born 1997 or later

E: Gateway Seniors

Athletes positioned 1-4 in a separate standing for Seniors, not qualified from A- C

475.000

AIK International Tournament Powered by Track / Page 4

Seniors are born 1968 or earlier

F: Gateway Below 200 Average

Athletes positioned 1-4 in a separate standing for athletes with an average below 200 Qualified athletes from this category cannot be qualified from A-E

The average of athletes with a membership in the Swedish Bowling Federation is known, while athletes with a membership in any other of World Bowling's member federations, who wants to be able to qualify from this category, must show proof of their average for instance printed at a license card or mentioned in a letter from their federation.

G: Turbo Game 5

The athlete positioned 1

- not positioned 1-38 in the general standing
- not qualified from B

The athletes positioned 2-3, not qualified from A- F

H: Turbo Game 6

The athlete positioned 1

- not positioned 1-38 in the general standing
- not qualified from B
- not qualified from G position 1

The athletes positioned 2-3, not qualified from A- G

44/100 athletes are qualified to final steps as follows

Athletes positioned 1-8 in the general standing are qualified for the Final Step 2 Athletes positioned 9-38 in the general standing are qualified for the Final Step 1 Athletes positioned 1-4 in the Early Bird Competition are qualified for the Final Step 1 The athlete positioned 1 in the Turbo G5 Competition is qualified for the Final Step 1 The athlete positioned 1 in the Turbo G6 Competition is qualified for the Final Step 1

All other 56 qualified athletes are qualified for the Semi Final

Semi Final

56 athletes will play 6 games starting from scratch Athletes positioned 1-12 are qualified for the final step 1 Athletes positioned 13-56 will be ranked 57-100

Final Step 1

48 athletes will play 6 games starting from scratch Athletes positioned 1-24 are qualified for the final step 2 Athletes positioned 25-48 will be ranked 33-56

Final Step 2

32 athletes will play 6 games starting from scratch Athletes positioned 1-16 are qualified for the final step 3 Athletes positioned 17-32 will be ranked 17-32

Final Step 3

16 athletes will play 4 games with the pin fall from step 2 carried forward Athletes positioned 1-8 are qualified for the final step 4 Athletes positioned 9-16 will be ranked 9-16

Final step 4

8 athletes will play 4 games with the pin fall from step 2+3 carried forward (14 games) Athletes positioned 1-3 are qualified for the final step 5 Athletes positioned 4-8 will be ranked 4-8

AIK International Tournament Powered by Track / Page 5

Final Step 5

There will be 2 one game stepladder matches, both starting from scratch References to positions is to positions after the final step 5

<u>Stepladder match 1</u> The athlete positioned 3 vs. the athlete positioned 2 The looser of the match will be ranked 3

<u>Stepladder match 2</u> The winner of Stepladder match 1 vs. the athlete positioned 1 The looser of the match will be ranked 2 The winner of the match will be ranked 1

Four B Finals

One final for the 6 highest positioned Women, not qualified for the Final Step 1 or 2 One final for the 6 highest positioned Seniors, not qualified for the Final Step 1 or 2 One final for the 6 highest positioned Juniors, not qualified for the Final Step 1 or 2 One final for the 6 highest positioned in the Below 200, not qualified for the Final Step 1 or 2

The order of qualification to these 4 finals is Women, Seniors, Juniors and Below 200 Average

The format of each final is the same:

5 one game round robin matches (no position round) 20 points bonus for a won game, 10 for a tied game

The winner of each B final will be the athlete with the highest score after 5 games including bonus

Tournament tie rules

All Qualification competitions, excepts the Turbo

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.

Turbo

The highest positioned athlete will be the highest positioned athlete after the qualification.

Final Step 1-4

Ties influencing who will qualify for the next final step will be broken by playing a 9th and 10th frame roll off, repeated until the tie is broken. In all other tie situations in step 1-4, a procedure similar to the procedure for the qualification competitions will be followed.

Final Step 5

In case of a tie in a match in the final step 5, a one ball roll off on a full set of pins will be played, repeated until the tie is broken.

Four B Finals

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. The games compared are not including bonus points won in the matches

Lane assignments and lane movements			
Centre division	Athletes will bowl 3 games in each side of the centre in the Qualification, the Semi Final and the Final Step 1		
Lane draws	Tournament Staff		
Athletes per pair in squads	3-4 players on a pair of lanes depending on squad sizes		

AIK International Tournament Powered by Track / Page 6

Frequency of movement	After each game	
Movement method	Right to right, left to left	
Number of lanes to move	The cross will be posted at the lane monitors	

Booking policies	
Booking restriction before	A maximum of three squads can be booked before the tour- nament starts and maximum two of the bookings can be for squads on Friday and Saturday
Booking restriction during	A player can keep a maximum of 2 non played entries
Total number of bookings	Unlimited
Booking cancellations	Possible; see cancellations rules at <u>www.aiktournament.se</u>
Registration deadline	30 minutes before scheduled squad times

Qualification squads and fees in SEK						
Squad	Day	Date	Time	Spots	Entry fee	Re-entry
Squad 01		2/ 12 2017	13.30	56	850	850
Squad 02	- Tuesday	26.12.2017	16.00	56	850	850
Squad 03	Wednesday	27.12.2017	18.00	56	850	850
Squad 04	Thursday	28.12.2017	18.00	56	500	500
Squad 05	Friday	29.12.2017	18.00	56	500	500
Squad 06	Saturday	30.12.2017	13.30	56	600	600
Squad 07	Monday	01.01.2018	18.00	56	700	700
Squad 08	Tuesday	02.01.2018	18.00	56	700	700
Squad 09			14.30	56	700	700
Squad 10	Wednesday	03.01.2018	18.00	56	700	700
Squad 11			21.30	56	700	700
Squad 12			08.00	56	900	850
Squad 13	Thursday	04.01.2018	11.30	56	900	850
Squad 14	 Thursday 	04.01.2018	15.00	56	1.100	850
Squad 15			18.30	56	1.100	850
Squad 16			08.00	56	1.200	950
Squad 17		05.01.2018	11.30	56	1.200	950
Squad 18	Friday		15.00	56	1.200	950
Squad 19			18.30	56	1.200	950
Squad 20			22.00	56	1.200	950
Squad 21			08.00	56	1.200	950
Squad 22	Saturday	06.01.2018	11.30	56	1.200	950
Squad 23]		15.00	56	1.200	950
Turbo	-	-	-	-	Free	Free

Schedule for the final steps

AIK International Tournament Powered by Track / Page 7

Saturday 6 January 2018

19.00: Semi Final

Sunday 7 January 2018

08.00: Final Step 1 11.30: Final Step 2 15.00: Final Step 3 16.00: Final Step 4 17.00: Final Step 5 17.30: Final Step 6 15.00: Four B-Finals

Hotels provided by the organizer

To be announced at <u>www.aiktournament.se</u>