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Tournament on the Web	
Website 1	www.rig.is
Website 2	www.ir.is/rig

Tournament information	
The tournament is open for	Athletes from World Bowling's member federations
Tournament organizer	IR Bowling Club
Centre	Keiluhollin Egilsholl
City	Reykjavik
Federation	Iceland
First day	26 January 2019
Last day	3 February 2019

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

Tournament contact		
Contact person	Johann Agust Johannsson	
Mobile	+354 8 958 333	
Email	keila@ir.is	
Registration	www.ir.is/rig	

Centre address	
Address	Keiluhollin Egilsholl Fossaleyni 1 Reykjavik Iceland
Phone	+354 5 115 300
Email	keiluhollin@keiluhollin.is
Website	www.keila.is

Centre specifications		
Number of lanes	22	
Approaches	Murrey MML-3000	
Surfaces	Murrey MML-3000	
Pin decks	Brunswick Anti-Skid B-210T	
Pin setters	AMF 82/90XL	
Pins	AMF lite	
Score system	Steltronic Focus	

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Dressing specifications	
Oil machine	Kegel Walker
Oil	Curve
Cleaner	Defense-C
Pattern prepared by	Kegel Library
Dressing done by	Head Mechanic

Prize money specifications		
Prize fund status	Fixed	
Tax on prizes	No	

Prize money expressed in €	
Position	Singles Mixed
Position 1	1.400
Position 2	740
Position 3	520
Position 4	370
Position 5	220
Position 6	185
Position 7	150
Position 8	110
Total	3.695

Tournament format

Qualification

Entries and re-entries, 6 games.

Turbo G5

Highest game competition for game 5 in each squad for those who have paid the turbo fee prior to the squad.

Turbo G6

Highest game competition for game 5 in each squad for those who have paid the turbo fee prior to the squad.

32 athletes will qualify for the final steps

- A. Top 24 from the general standing
- B. The best 50+ man
- C. The best 50+ women
- D. The best U18 Boy
- E. The best U18 Girl
- F. The best man from Squad 1
- G. The best woman from Squad 1
- H. The best from the Turbo G5
- I. The best from the Turbo G6

Athletes are qualified in the order A-I

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Seeding numbers

Athletes qualified from A will be seeded 1-24 according to their qualification position

Athletes qualified from B-G will be seeded 25-30 according to an internal standing among the

6, based on their highest qualification series

The athlete qualified from H will be seeded 31

The athlete qualified from I will be seeded 32

Athletes will keep their seeding numbers throughout all final steps

Qualified for final steps

Athletes positioned 1-8 in the qualification are qualified for the final step 3 Athletes positioned 9-16 in the qualification are qualified for the final step 2 All other 16 qualified athletes are qualified for the final step 1

Matches in the Final Step 1-4

Each match will be a best of three games match

The highest seeded athlete will meet the lowest seeded athlete; the second highest seeded athlete will meet the second lowest seeded athlete etc.

Final Step 1

16 athletes will play 8 matches

The winners of the matches will continue to the Final Step 2

The losers of the matches will be ranked 25-32 according to their seeding

Final Step 2

16 athletes will play 8 matches

The winners of the matches will continue to the Final Step 3

The losers of the matches will be ranked 17-24 according to their seeding

Final Step 3

16 athletes will play 8 matches

The winners if the matches will continue to the Final Step 4

The losers of the matches will be ranked 9-16 according to their seeding

Final Step 4

8 athletes will play 4 matches

The winners if the matches will continue to the Final Step 5

The losers of the matches will be ranked 5-8 according to their seeding

Final Step 5

4 athletes will play an elimination over 3 one game rounds, bowled one pair of lanes

The highest seeded athlete will decide his playing order first; then the second highest athlete will decide his playing order etc.

Each round is starting from scratch

In each round the lowest scoring athlete is leaving the elimination

The athlete leaving the first round will be ranked 4

The athletes leaving the second round will be ranked 3

The athletes losing the third round will be ranked 2

The winner will be ranked 1

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.

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Final Step 1-5

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

Lane assignments and lane movements				
Lane draws	Randomly done by the organizer			
Athletes per pair in squads	Two till four per pair depending on squad sizes			
Frequency of movement	After each game			
Movement method	Two pairs to the right			
Number of lanes to move	Four			

Booking policies		
Booking restriction before	None	
Booking restriction during	None	
Total number of bookings	Five	
Booking cancellations	Possible	
Registration deadline	24-8 hours before	

Qualification squads and fees in ISK						
Squad	Day	Date	Time	Spots	Entry fee	Re-entry
Squad 01	Saturday	26.01.2019	09.00	44	6.000	-
Squad 02	Thursday	31.01.2019	11.00	44	10.000	7.000
Squad 03	Thursday		14.30	44	10.000	7.000
Squad 04	Friday	01.02.2019	11.00	44	10.000	7.000
Squad 05			14.30	44	10.000	7.000
Squad 06	Saturday	02.02.2019	09.00	44	10.000	7.000
Turbo	Valid for game 5 and 6 in every squad			1.000	-	

Schedule for the final steps

Sunday 3 February 2019

08.00-08.30: Lane maintenance

09.00-10.00: Final Step 1 10.30-11.30: Final Step 2

12.00-12.30: Lane maintenance

12.30-13.30: Final Step 3 14.30-15.30: Final Step 4

15.30-16.00: Lane maintenance

16.00-17.30: Final Step 5

Hotels provided by the organizer

No more rooms are available from the organizers pool Please check for individual options via booking sites

Other information

The Final Step 5 will be broadcast on national television (RUV).

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All athletes playing in the Final Step 5 are required to wear jerseys given to them by tournament host. Individual sponsor patches are allowed to be positioned on the jerseys.