Odense International / Page 1

Tournament on the Web	
Website	www.odenseinternational.dk

EBT Status	
EBT Tour	EBT 2020
EBT Stop	10
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	23 August 2020
Last day	30 August 2020

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

Tournament contact	
Contact person	Sören Aahman
Mobile	+45 26 454 623
Email	register@odenseinternational.dk
Registration	www.odenseinternational.dk

Centre address	
Address	Odense Bowling Centre Möllemarksvej 80 5200 Odense V Denmark
Phone	+45 66 168 113
Email	register@odenseinternational.dk
Website	www.odensebowlinghal.dk

Centre specifications	
Number of lanes	20
Approaches	Anvilane Pro
Surfaces	Anvilane Pro

Odense International / Page 2

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 in tournament	Singles Mixed
Position 1	22.000
Position 2	11.000
Position 3+4	7.000
Position 5+6	6.000
Position 7+8	5.000
Position 9-16	2.500
Position 17-24	2.000
Position 25-32	1.500
Total	117.000
10 th anniversary pot	Players best 2 squads combined
Position 1	6.000
Position 2	4.000
Position 3	2.500
Position 4	1.500
Position 5-8	Goods
Total	Min. 18.000
Tournament total	Min. 135.000

Tournament format	
A. Qualification	
Entries, 6 games	
Re-entries, 6 games	

Odense International / Page 3

B. Early Bird Competition 1

A separate standing for athletes playing in Squad 1-3

C. Early Bird Competition 2

A separate standing for athletes playing in Squad 4-6

D. Youth Bowlers Competition

A separate standing for Youth Bowlers

A Youth Bowler must not reach the age of 20 when the tournament is played, i.e. Youth Bowlers must be borne on 31 August 2000 or later.

E+F: Turbo (game 5 and 6)

E: Turbo 1 refers to the highest score in game 5

F: Turbo 2 refers to the highest score in game 6

The highest scores in Turbo 1, respectively Turbo 2, provide each one athlete for the final.

Registration for the Turbo must be made during registration and payment, which must take place before the squad starts and is valid only for the squad just entered.

32 athletes will qualify for the final steps

A: 24 athletes from the general standing

B: 2 athletes from the Early Bird Competition 1

C: 2 athletes from the Early Bird Competition 2

D: 2 athletes from the Youth Bowlers Competition

E: 1 athlete from the Turbo 1

F: 1 athlete from the Turbo 2

Order of qualification

An athlete will qualify only once and always in the listed order starting from A. If an athlete is qualified from more than one category, the next positioned athlete from the category, not valid for the already qualified athlete, will qualify instead.

The 32 athletes are qualified to final steps as follows

Athletes positioned 1-8 in the general standing are qualified for the Final Step 3 Athletes positioned 19-16 in the general standing are qualified for the Final Step 2 All other 16 qualified athletes are qualified for the Final Step 1

Final step 1

16 athletes are playing 4 games starting from scratch Athletes positioned 1-8 is qualified for the final step 2 Athletes not qualified are ranked 25-32 according to their position in Step 1

Final step 2

16 athletes will play 4 games starting from scratch Athletes positioned 1-8 is qualified for the final step 3 Athletes not qualified are ranked 17-24 according to their position in Step 2

Final step 3

16 athletes will play 4 games starting from scratch Athletes positioned 1-8 is qualified for the final step 4 Athletes not qualified are ranked 9-16 according to their position in Step 3

Final step 4

8 athletes will be placed in two groups according to their position in Step 3. Position 1,4,5,8 in group one, position 2,3,6,7 in group two.

Odense International / Page 4

Each group of 4 athletes will play an elimination over 3 one game rounds.

The 3 one game rounds will each take place, with each group on a separate pair of lanes, and game 2 and 3 will continue on the same pair of lanes, right after the conclusion off the previous game.

In each round the lowest scoring athletes will be leaving the elimination.

The athletes winning each group will play a final one-game match on a separate pair of lanes

Each round is starting from scratch.

The athletes leaving the first round will be ranked 7 & 8 according to their position in Step 3. The athletes leaving the second round will be ranked 5 & 6 according to their position in Step 3.

The athletes leaving the third round will be ranked 3 & 4 according to their position in Step 3.

The loser of the final one-game match will be ranked 2.

The winner of the final one-game match will be ranked 1.

Tournament tie rules

Qualification / Early Birds / Youth Competition

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

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

Final Step 1-3

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 1-3, a procedure similar to the procedure for the qualification will be followed.

Final step 4 (elimination matches)

In case of a tie, decisive for a continuation from Round 1 or 2, or decisive for the outcome of Round 3 and in the final one-game 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	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 to move left Right lane athletes to move right				
Number of lanes to move	Two lanes in smaller squads and four lanes in bigger squads				

Booking policies					
Booking restriction before	A maximum of four 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	None				
Total number of bookings	Unlimited				
Booking cancellations	Possible				

Odense International / Page 5

Registration deadline	15 minutes before scheduled squad times
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Qualification squads and fees in DDK								
Squad	Day	Date	Time	Spots	Entry fee	Reentry		
Squad 01	Sunday	23.08.2020	11.00	36	600	-		
Squad 02			15.00	36	600	500		
Squad 03	Monday	24.08.2020	19.00	24	600	500		
Squad 04	Tuesday	25.08.2020	19.00	24	600	500		
Squad 05	Wednesday	26.08.2020	19.00	24	600	500		
Squad 06	Thursday	27.08.2020	19.00	24	600	500		
Squad 07	Friday	28.08.2020	16.00	36	750	600		
Squad 08			20.00	36	750	600		
Squad 09	Saturday	29.08.2020	10.00	36	750	600		
Squad 10			14.00	36	750	600		
Squad 11			18.00	36	750	600		
Turbo	All	-	-	-	80	-		

Schedule for the final steps

Sunday 30 August 2020

08.00: Final step 1 (Players must be present in the Center at 07:30) 10.00: Final step 2 (Players must be present in the Center at 09:30) 12.00: Final step 3 (Players must be present in the Center at 11:30)

Approximately 12.00: Final step 3 Approximately 14.00: Final step 4

Award ceremony will be held right after the conclusion of final step 4.

Lane maintenance will take place before each final step.

Hotels provided by the organizer

Check eventually:

Approximately

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