

# EBF's Tournament Calendar

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Tournament on the Web	
Website 1	<a href="http://www.rig.is">www.rig.is</a>
Website 2	<a href="http://www.rigbowling.is">www.rigbowling.is</a>

EBT Status	
EBT Tour	EBT 2025
EBT Stop	03
EBT Category	Satellite

Tournament information	
The tournament is open for	Athletes from IBF's member federations
Tournament organizer	Icelandic Bowling Federation
Centre	Keiluhollin Egilsholl
City	Reykjavik
Federation	Iceland
First day	1 February 2025
Last day	9 February 2025

Tournament delimitations	
Category	Open
Event	Singles mixed
Women handicap	12 pins per game
Max women scratch game	300 (HCP will be reduced with the amount above 300)

Tournament contact	
Contact person	Thorarinn Mar Thorbjornsson
Mobile	+354 8 206 404
Email	<a href="mailto:info@rigbowling.is">info@rigbowling.is</a>
Registration	<a href="http://www.rigbowling.is">www.rigbowling.is</a>

Centre address	
Address	Keiluhollin Egilsholl Fossaleyni 1 Reykjavik Iceland
Phone	+354 5 115 300
Email	<a href="mailto:keiluhollin@keiluhollin.is">keiluhollin@keiluhollin.is</a>
Website	<a href="http://www.keila.is">www.keila.is</a>

Centre specifications	
Number of lanes	22
Approaches	Murrey MML-3000

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Surfaces	Murrey MML-3000
Pin decks	Brunswick Anti-Skid B-210T
Pin setters	AMF 82/90XL
Pins	AMF lite
Score system	Steltronic Focus

<b>Dressing specifications</b>	
Oil machine	Kegel Atlas
Oil	Terrain
Cleaner	Defense-C
Pattern prepared by	Kegel Library
Dressing done by	Head Mechanic

<b>Prize money specifications</b>	
Prize fund status	Fixed
Tax on prizes	No

<b>Prize money expressed in ISK</b>	
<b>Position</b>	<b>Singles Mixed</b>
Position 1	500.000
Position 2	300.000
Position 3	200.000
Position 4	150.000
Position 5-8	75.000
Position 9-16	50.000
Position 17-26	35.000
Best woman outside of top 26	20.000
Best +50 outside of top 26	20.000
Best U18 outside of top 26	20.000
Winner of qualifying	30.000
<b>Total</b>	<b>2.290.000</b>

<b>Tournament format</b>
<b>Qualification</b> Entries and re-entries, 6 games.
<b>Turbo G5</b> Highest game competition for game 5 in each squad for those who have paid the turbo fee prior to the squad.
<b>Turbo G6</b>

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

## 36 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. Best score from early bird 1 and 2
- G. Best male and female from early bird 1 and 2
- H. The best score from squads 3-5
- I. The two highest games from Desperado squad
- J. The best from the Turbo game 5-6 (If tie higher serie)

Athletes are qualified in the order A-J

## Seeding numbers

Athletes qualified from A will be seeded 1-24 according to their qualification position  
Athletes qualified from B-H will be seeded 25-32 according to an internal standing among the, based on their highest qualification series  
The athletes qualified from I will be seeded 33-34 according to the higher Desperado game.  
The athletes qualified from J will be seeded 35-36 according to the higher Turbo game.  
Athletes will not keep their seeding numbers throughout all final steps as the final steps will be played as a bracket format.

## Qualified for final steps

Athletes positioned 1-6 in the qualification are qualified for the final step 3  
Athletes positioned 7-16 in the qualification are qualified for the final step 2  
All other 20 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 tournament will be played as a bracket format where original seeding is determined by the qualifying standings.

### Final Step 1:

Match nr.	Final step 1
1	17 vs. 36
2	18 vs. 35
3	19 vs. 34
4	20 vs. 33
5	21 vs. 32
6	22. vs. 31
7	23 vs. 30
8	24 vs 29
9	25 vs. 28
10	26 vs. 27

### Final Step 2:

Match nr.	Final step 2
11	Winner of match 1 vs. 16

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12	Winner of match 2 vs 15
13	Winner of match 3 plays 14
14	Winner of match 4 plays 13
15	Winner of match 5 play 12
16	Winner of match 6 plays 11
17	Winner of match 7 plays 10
18	Winner of match 8 plays 9
19	Winner of match 9 plays 8
20	Winner of match 10 plays 7

### Final Step 3:

Match nr.	Final step 3
21	Winner of match 11 plays 1
22	Winner of match 12 plays 2
23	Winner of match 13 plays 3
24	Winner of match 14 plays 4
25	Winner of match 15 plays 5
26	Winner of match 16 plays 6
27	Winner of match 17 plays Winner of match 20
28	Winner of match 18 plays winner of match 19

### Final Step 4:

Match nr.	Final step 4
29	Winner of match 21 plays winner of match 28
30	Winner of match 22 plays winner of match 27
31	Winner of match 23 plays winner of match 26
32	Winner of match 24 plays winner of match 25

### Final Step 5

4 athletes will play an elimination over 3 one game rounds, bowled on 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 and Desperado

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.

#### Desperado

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

### 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	Left lane positioned athletes will move two pairs left and right positioned athletes will move two pairs right
Number of lanes to move	Four or two depending on size of squads

### Booking policies

Booking restriction before	A maximum of three squads can be booked before the tournament starts and maximum two of the bookings can be for squads on Friday and Saturday
Booking restriction during	Maximum three non-played entries
Total number of bookings	Unlimited
Booking cancellations	Possible
Registration deadline	<u>30</u> minutes before squad times

### Qualification squads and fees in ISK

Squad	Day	Date	Time	Spots	Entry fee	Re-entry
Squad EB	Saturday	1.02.2025	08.30	44	8.000	-
Squad EB	Sunday	2.02.2025	08.30	44	8.000	
Squad 01	Monday	3.02.2025	18:30	24	11.000	7.000
Squad 02	Tuesday	4.02.2025	18:30	24	11.000	7.000
Squad 03	Wednesday	5.02.2025	18:30	24	11.000	7.000
Squad 04	Thursday	6.02.2025	15:00	44	13.000	9.000
Squad 05			19:00	44	13.000	9.000
Squad 06	Friday	7.02.2025	09:30	44	13.000	9.000
Squad 07			13:30	44	13.000	9.000
Squad 08	Saturday	8.02.2025	09:00	44	13.000	9.000
Squad 09			13:00	44	13.000	9.000
Desperado			16:30	44	4.000	
Turbo	Valid for game 5 and 6 in every squad				1.000	-

### Schedule for the final steps

#### Sunday 28. January 2024

07:00-08:30: Lane maintenance

09:00-10:30: Final Step 1

11:00-12:30: Final Step 2

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12:30-13:30: *Lane maintenance*  
13:30-15:00: Final Step 3  
15:30-17:00: Final Step 4  
19:00-19:30: *Lane maintenance*  
19:30-21:00: Final Step 5 TV time

### **Hotels provided by the organizer**

Information will come later

### **Other information**

The Final Step 5 will be broadcast on national television.

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.