

EBF's Tournament Calendar

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Tournament on the Web

Website 1	www.rig.is
Website 2	www.rigbowling.is

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	16 January 2027
Last day	24 January 2027

Tournament delimitations

Category	Open
Event	Singles mixed
Women handicap	12 pins per game
Max women scratch game	288

Tournament contact

Contact person	Thorarinn Mar Thorbjornsson
Mobile	+354 8 206 404
Email	info@rigbowling.is
Registration	www.rigbowling.is

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 Atlas
Oil	Terrain
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 ISK	
Position	Singles Mixed
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
Total	2.290.000

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 6 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

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- 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 1-3
- I. The best two scores from squads 4-7, higher series first
- J. The best from the Turbo game 5-6 (if tie higher series)

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-I will be seeded 25-34 according to an internal standing among the, based on their highest qualification series
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 Step1:

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
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

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|----|----------------------------|
| 19 | Winner of match 9 plays 8 |
| 20 | Winner of match 10 plays 7 |

Final Step 3:

Match nr.	Final step 3
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- | | |
|----|---|
| 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
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- | | |
|----|---|
| 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

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

If two or more athletes have the same score in the Turbo game, the athlete with the higher series where the Turbo game is will be ranked higher.

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 to four per pair depending on squad sizes

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Frequency of movement	After each game
Movement method	Athletes positioned on the right lane move right Athletes positioned on the left lane move left
Number of lanes to move	Four or two depending on size of squads

Booking policies	
Booking restriction before	Players who are not residents of Iceland have priority in squads 4–9.
Booking restriction during	Players who are not residents of Iceland have priority in squads 4–9.
Total number of bookings	Unlimited
Booking cancellations	Possible, but players must give sufficient notice so that the squad can be filled with new registrations or players from the waiting list.
Registration deadline	30 minutes before squad times

Qualification squads and fees in ISK						
Squad	Day	Date	Time	Spots	Entry fee ISK	Re-entry
Squad EB	Saturday	16.01.2027	08.30	44	10.000	-
Squad EB	Sunday	17.01.2027	08.30	44	10.000	
Squad 01	Monday	18.01.2027	18:30	24	12.000	9.000
Squad 02	Tuesday	19.01.2027	18:30	24	12.000	9.000
Squad 03	Wednesday	20.01.2027	18:30	24	12.000	9.000
Squad 04	Thursday	21.01.2027	12:00	24	15.000	11.000
Squad 05			15:30	24	15.000	11.000
Squad 06	Friday	22.01.2027	09:00	24	15.000	11.000
Squad 07			13:30	24	15.000	11.000
Squad 08	Saturday	23.01.2027	08:30	44	15.000	11.000
Squad 09			13:00	24	15.000	11.000
Turbo	Valid for game 5 and 6 in every squad				1.000	-

Schedule for the final steps
Sunday 24. January 2027 07:00-08:30: Lane maintenance 09:00-10:20: Final Step 1 10:20-11:40: Final Step 2 15:30-16:00: Lane maintenance 16:00-17:20: Final Step 3 17:20-18:40: Final Step 4 19:00-19:30: Lane maintenance 19:30-21:00: Final Step 5 TV time

Hotels provided by the organizer

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RIG Bowling has partnered with Center Hotel Reykjavík – Miðgarður to offer tournament athletes and guests a 25% discount off the regular room rate when using promo code RIG2027.

Shuttle service – We can arrange transport from airport to hotel and from hotel to bowling centre. Price €110. Registration for shuttle email: thorarinn@kli.is

Other information

The Final Step 5 will be broadcast on national television.