

NW PINBALL CHAMPIONSHIPS

RULE BOOK

OVERVIEW

The NorthWest Pinball Championships is a world class pinball tournament. The event is open to players of all skill levels and ages. It is a multi-day qualifying tournament followed by a day of finals.

The Main Open division uses a "card" entry system, each card requires 5 different games out of the available one in the bank, the Classic division also requires 4 games per card, the Charity requires 5 games per card. The Women division use 4 game card system. Each player's best score on each machine in their division of play is tracked and those scores are ranked against all the other competitor's scores on that machine.

At the end of qualifying, a set number of people will be eligible for the finals on Saturday and Sunday (40 for Open with an additional 8 in B division (top 1,500 and above in IFPA ranking on day of registration), 8 for Women, 28 for Classics with an additional 8 B division (top 1,500 and above in IFPA ranking on day of registration) as well as 8 for Charity).

The NorthWest Pinball Championships have different divisions of tournament play. Each of these divisions have separate qualifying and finals and are treated as separate tournaments.

Sunday Classic Revenge Group Strike Tournament
Group Progressive 12 strike classic revenge tournament (0/1/2/3 strikes per group), limited to 48 players. \$10 sign up, anyone is welcome, registration opens at 11:00AM, start at 11:30AM sharp, trophy for winner, pay out to top 4.

Please read through these rules before playing in the NorthWest Pinball Championships.

SCHEDULE

Thursday:

Five to eight p.m. (17:00-20:00)

Qualifying is open for Women's
Tournaments

Friday:

Noon to MIDNIGHT (12:00-24:00)

Qualifying is open for all Tournaments

Saturday:

Ten to eleven p.m. (10:00-23:00)

Qualifying is open for Open tournament.

Ten to six p.m. (10:00-18:00)

Qualifying is open for Classic tournament.

Ten to three p.m. (10:00-15:00)

Qualifying is open for Women's tournament.

Qualifying open for the Charity tournaments AFTER the women finals end.

Finals:

3:00 to 3:10 pm

- Women's Finals qualifiers are required to check in.

3:15 pm

- The Women's Finals begin.

6:00 to 6:10 pm

- Classic Finals qualifiers are required to check in.

6:15 pm

- The Classic Finals begin.

7:15 pm

- TOP 8 B Division check in deadline and start of finals (in parallel with semifinals).

Sunday

Ten to six p.m. approximately
(10:00-18:00 approximately)

Qualifying is open for Charity tournament until 6p.m. or Open finals top 4 round start, whichever is latest.

Finals:

8:15 to 8:30 am

- Check-in for Open finals (Non-BYE players) for Open division.

8:30 am

- The Open Finals begin.

SINGLE & DOUBLE BYE players are responsible to be present before their round start or they will be DISQUALIFIED, no check-in time.

1:00 pm

- TOP 8 B division check in deadline and start of finals (in parallel with quarterfinals).

6:00 to 6:10 pm (earliest)

- Charity Finals qualifiers are required to check in.

6:10 pm (approximately, earliest start time)

The Charity Finals begin.

*if the event has not completed by Sunday MIDNIGHT, it will resume Monday morning at 10AM

PRICING

During qualifying players purchase Open cards (5 games), Women cards (4 games), Classic cards (4 games) Charity cards (5 games) to play individual games on the tournament machines. Players may purchase as many cards as they like.

Cards are not refundable nor transferable so please plan accordingly.

1 Open card = 5 game on Open division, top 2 cards count toward your standing.

1 Women card = 4 game on Women division, top 2 cards count toward your standing.

1 Classic card = 4 game on Classic division, top 2 cards count toward your standing.

1 Charity card = 5 game on Charity division, top 2 cards count toward your standing.

Open Division

- **\$20** - 1 card (5 games).

Women Division

- **\$15** - 1 card (4 games).

Classics Division

- **\$15** - 1 card (4 games).

Charity Division

- **\$20** - 1 card.

Combo #1 - 1 Open Card, 1 Classics Card, and 1 Charity Card for \$55

Combo #1 - 2 Open Cards, 2 Classics Cards, and 2 Charity Card for \$110

PRIZES

The tournament features a guaranteed and variable package of cash prizes. The overall prize pool is generated through the sales of tournament tickets. After deducting tournament expenses (location rental, game transportation, Stern circuit and IFPA

participation, trophy and plaques cost...) and the guaranteed cash prizes from the overall pool, the remainder is used to fund the percentage payout in the Open Division.

Note: No individual is receiving any money for helping with the tournament. The tournament is run solely by volunteers.

ALL NUMBER BELOW ARE SUBJECT TO CHANGE AT ANY TIME

The following prizes will be awarded:

Open Tournament payout:

- 1st = 21% + trophy
- 2nd = 14% + plaque
- 3rd = 10% + plaque
- 4th = 7% + plaque
- 5th to 8th = 3.5% each
- 9th to 16th = 2% each
- 17th to 28th = 1% each
- 29th to 40th = 0.5% each

Open B Division Tournament Payout:

- 1st = \$200 + plaque
- 2nd = \$100 + plaque
- 3rd = \$60 + plaque
- 4th = \$40 + plaque

Classics Tournament Payout:

- 1st = 20% + trophy
- 2nd = 15% + plaque
- 3rd = 10% + plaque
- 4th = 8% + plaque
- 5th to 8th = 4.75% each
- 9th to 16th = 2% each
- 17th to 28th = 1% each

Classic B Division Tournament Payout:

1st = \$200 + plaque
2nd = \$100 + plaque
3rd = \$60 + plaque
4th = \$40 + plaque

Women Tournament Payout:

1st = 27% + trophy
2nd = 21% + plaque
3rd = 14% + plaque
4th = 10% + plaque
5th to 8th = 7% each

Charity Tournament Payout:

1st = 40% + trophy
2nd = 24% + plaque
3rd = 16% + plaque
4th = 8% + plaque
5th to 8th = 3% each

Classic Revenge Strike Tournament Payout:

1st = 34% + trophy
2nd = 28% + plaque
3rd = 21% + plaque
4th = 17% + plaque

All payout are subject to change at any time based on tournament directors decision to adapt to the prize pool.

QUALIFYING

During qualifying hours players purchase cards to play individual games on the tournament machines. At the end of qualifying, a set number of people will be eligible for the Final Rounds depending upon the division of play.

1. Purchasing Cards

Players must purchase qualifying Cards from the tournament desk or online through DTM (information at the tournament desk). Each card allows a player to play 4 to 5 different games depending on the division, tournament machine in one of the available divisions of play. Players may purchase as many cards as they like. Cards will not be sold for any division beyond the posted qualifying times. Cards are non-transferable and non-refundable.

2. Playing a Card

When a player is ready to play a qualifying card, he or she approaches the bank of machines designated for the division in which they wish to play. The player then provides their player id or name to the scorekeeper for the division indicating which game they wish to play and be queued on the system (if the machine is not free to play right away).

The player will play his or her selected machine at the time designated by the scorekeeper. At the end of the game, the player will request that the scorekeeper record his or her score before leaving the machine. It is the player's responsibility to ensure that the scorekeeper takes down the score, and to double check the recorded score for correctness. This would-be machine #1 out of 4-5 to complete a card, the player must then repeat the process with 3-4 different machines.

At any point during play or immediately after play has been completed, the player may elect to abandon his or her card by notifying the scorekeeper that they wish to void. This will void the score recorded for the game, and the card will not be entered into the scoring system.

No money will be refunded, but the player has no further obligation, and is free to purchase additional cards if he or she wishes.

3. Qualifying Cutoff

Players may purchase cards and play qualifying games at any time during the qualifying schedule. However, each day at the exact moment the end of qualifying is reached, no more games can be started, players can finish their game in progress. If a card is not completed by the end of the last day of the qualifying time, 0 point scores will be added for each missing games.

4. Scoring

The tournament database tracks only the 2 highest score on each machine for each player in each division of play regardless of the number of cards played. Scores posted on a particular machine are maintained in a ranking. Point values are assigned to each position in this ranking.

The overall qualifying score of a particular player is the total of the point values assigned to their ranked scores across the machines in their division. This point total determines a player's ranking in the qualifying process. Because the rankings will change as new scores are posted on each machine, the overall qualifying score and ranking of each player may change as the qualifying rounds progress.

There are no scoring normalizers or other adjustments.

5. Scoring Example

The rank of a player's best game on each machine contributes points to the qualifying score for that player. For example, on each game in a division with a 200 point scale:

- Score ranked #1 - receives 200 points.
- Score ranked #2 - receives 190 points.
- Score ranked #3- receives 185 points.
- Score ranked #4- receives 184 points.

- Score ranked #5- receives 183 points.
- Score ranked #6- receives 182 points. ...And so on down to:
- Score ranked #187- receives 1 point.

A player may have scores in a division ranked in the 3rd, 13th, 7th, 98th and 31st on the five machines for their ticket and ranked in the 2nd, 20th, 15th, 158th and 51st. Their total qualifying score is therefore $185+175+181+90+157 = 788 + 190+168+173+30+137 = 698$ so a total = 1486 points.

OPEN DIVISION

Qualifiers: 40 + 8 B Division

Games: 5 out of the Open bank,
top 2 cards count.

The Open Division is the main event at the NorthWest Pinball Championships. It is for players familiar with pinball - From casual players to experienced pinball players.

Players will qualify on 5 out of the Open bank of pinball machines that are chosen for this tournament. Players do not have to play all games but they should complete a card with 5 different games for better odds that their point total will get them into the top (40) players on Sunday. Top 2 of the best cards submitted count toward your qualifying ranking.

1. Scoring and Qualifying Rankings

The Open Division will use a 200 point scale for qualifying on each of the seven machines:

- Score ranked #1 - receives 200 points.
- Score ranked #2 - receives 190 points.
- Score ranked #3- receives 185 points.
- Score ranked #4- receives 184 points.
- Score ranked #5- receives 183 points.
- Score ranked #6- receives 182 points. ...And so on down to:
- Score ranked #187- receives 1 point.

See Qualifying, for further information on the qualifying process and rankings.

At the end of qualifying, the top 40 players will compete in the Final Rounds as well as top 8 B Division (1,500+ IFPA rank).

Any tiebreakers for SEEDING will be determined by the highest number of highest points on a machine (a player with a 1st on a machine will win a tie breaker against someone with at best a 2nd on a machine). The winner will be the HIGHER SEED. Similar process for multiple ties.

In the event that two or more players are tied on the QUALIFYING BUBBLE, such that not all of the tied players can advance to the Final Rounds, a single game tiebreaking procedure will be utilized. Choice of game or position will be determined randomly by the tournament directors. The players that advance will be considered qualified, and if more than one spot was played for, these players will also be using highest point on machine like above. This game would take place directly after the end of the qualifying period.

The same procedure outlined above will be used to break ties on any of the “bye” lines.

These qualifying positions are each players’ SEEDING for the remainder of the Tournament.

2. Finals - Round One (top 40 players round)

The players qualified for the Final Rounds will be placed into 6 groups of 4 players as follows, seed 5-16 have a bye to the Round Two and seed 1-4 have a double bye to the quarter finals:

- Group A = players 17, 28, 29, 40
- Group B = players 18, 27, 30, 39
- Group C = players 19, 26, 31, 38
- Group D = players 20, 25, 32, 37
- Group E = players 21, 24, 33, 36
- Group F = players 22, 23, 34, 35

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals.

The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also count toward pick limitation.

3. Finals - Round Two (top 28 players left)

ORIGINAL QUALIFYING STANDINGS will rank players for the second round of finals. This round will be played similarly to the previous round. Players will be put into 6 groups of four, seed 5-16 which have a bye to the Round Two will come in this round but seed 1-4 have a double bye to the quarter finals:

- Group A = players 5, 16, new 17th seed, new 28th seed
- Group B = players 6, 15, new 18th seed, new 27th seed
- Group C = players 7, 14, new 19th seed, new 26th seed
- Group D = players 8, 13, new 20th seed, new 25th seed
- Group E = players 9, 12, new 21st seed, new 24th seed
- Group F = players 10, 11, new 22th seed, new 23rd seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals.

The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed

has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

4. Finals - Round Three (quarter finals, top 16 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the third round of finals. This round will be played similarly to the previous round. Players will be put into 4 groups of four, seed 1-4 which have a double bye to the Round Three will come in this round:

- Group A = players 1, new 8th seed, new 9th seed, new 16th seed
- Group B = players 2, new 7th seed, new 10th seed, new 15th seed
- Group C = players 3, new 6th seed, new 11th seed, new 14th seed
- Group D = players 4, new 5th seed, new 12th seed, new 13th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also count toward pick limitation.

5. Finals - Round Four (semifinals, top 8 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the fourth round of finals. This round will be played similarly to the previous round. Players will be put into 2 groups of four:

- Group A = new 1st, new 4th seed, new 5th seed, new 8th seed
- Group B = new 2nd, new 3rd seed, new 6th seed, new 7th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available. All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine.

6. Finals - Round Five (grand finals, top 4 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the fifth round of finals. This round will be played similarly to the previous round. Players will be put into 1 groups of four:

- Group A = new 1st, new 2nd seed, new 3rd seed, new 4th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available. All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine.

CLASSICS DIVISION

Qualifiers: 28 + 8 B Divisions

Games: 4 out of the 8 Classic bank, top 2 cards count.

The Classics Division is for all players interested in competing on classic and electro-mechanical pinball machines. This division is intended for players of all skill levels.

Players will qualify on the 6 pinball machines that are chosen for this tournament. Best top 2 cards made up of 4 of the 8 eight machines will count for the qualifying standings. Players do not have to submit 2 cards if they feel their point total will get them into the top (28) twenty eight qualifiers for the finals with only 2 cards.

1. Scoring and Qualifying Rankings

The Classics Division will use a 200 point scale for qualifying on each of the four machines:

- Score ranked #1 - receives 200 points.
- Score ranked #2 - receives 190 points.
- Score ranked #3- receives 185 points.
- Score ranked #4- receives 184 points.
- Score ranked #5- receives 183 points.
- Score ranked #6- receives 182 points. ...And so on down to:
- Score ranked #187- receives 1 point.

See Qualifying section, for further information on the qualifying process and rankings.

At the end of qualifying, the top 28 players will compete in the Final Rounds as well as top 8 B Division (1,500+ IFPA rank).

Any tiebreakers for SEEDING will be determined by the highest number of highest points on a machine (a player with a 1st on a machine will win a tie breaker against someone with at best a 2nd on a machine). The winner will be the HIGHER SEED. Similar process for multiple ties.

In the event that two or more players are tied on the QUALIFYING BUBBLE, such that not all of the tied players can advance to the Final Rounds, a single game tiebreaking procedure will be utilized. Choice of game or position will be determined randomly by the tournament directors. The players that advance will be considered qualified, and if more than one spot was played for, these players will also be using highest point on machine like above. This game would take place directly after the end of the qualifying period.

The same procedure outlined above will be used to break ties on any of the “bye” lines.

These qualifying positions are each players’ SEEDING for the remainder of the Tournament.

1. Finals - Round One (top 28 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of finals. Players will be put into 6 groups of four, seed 1-4 which have a bye to the quarter finals will come in later:

- Group A = players 5, 16, 17, 28
- Group B = players 6, 15, 18, 27
- Group C = players 7, 14, 19, 26
- Group D = players 8, 13, 20, 25
- Group E = players 9, 12, 21, 24

- Group F = players 10, 11, 22, 23

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals.

The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

2. Finals - Round Two (quarter finals, top 16 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the second round of finals. This round will be played similarly to the previous round. Players will be put into 4 groups of four, seed 1-8 which have a bye to the Round Two will come in this round:

- Group A = players 1, players 8, new 9th seed, new 16th seed
- Group B = players 2, players 7, new 10th seed, new 15th seed
- Group C = players 3, players 6, new 11th seed, new 14th seed
- Group D = players 4, players 5, new 12th seed, new 13th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available. All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded

player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

3. Finals - Round Three (semifinals, top 8 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the third round of finals. This round will be played similarly to the previous round. Players will be put into 2 groups of four:

- Group A = new 1st, new 4th seed, new 5th seed, new 8th seed
- Group B = new 2nd, new 3rd seed, new 6th seed, new 7th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

4. Finals - Round Four (grand finals, top 4 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the fourth round of finals. This round will be played similarly to the previous round. Players will be put into 1 groups of four:

- Group A = new 1st, new 2nd seed, new 3rd seed, new 4th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available. All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

OPEN B DIVISION

DIVISION

Qualifiers: 8

Games: 5 out of the Open bank,
top 2 cards count.

The B Division Division is a sub-division from the OPEN division at the NorthWest Pinball Championships. It provides an opportunity for casual players to experience finals format on Sunday if they are ranked 1,500 and above in the IFPA ranking (on day of their registration onsite) and did not make the top 40 qualifiers in the OPEN division.

Similar to the OPEN division, Players will qualify on 5 out of the Open bank of pinball machines that are chosen for this tournament. Players do not have to play all games but they should complete a card with 5 different games for better odds that their point total will get them into the top (40) players on Sunday. Top 2 of the best cards submitted count toward your qualifying ranking.

1. Scoring and Qualifying Rankings

The Open Division will use a 200 point scale for qualifying on each of the seven machines:

- Score ranked #1 - receives 200 points.
- Score ranked #2 - receives 190 points.
- Score ranked #3- receives 185 points.
- Score ranked #4- receives 184 points.

- Score ranked #5- receives 183 points.
- Score ranked #6- receives 182 points. ...And so on down to:
- Score ranked #187- receives 1 point.

Qualifying, for further information on the qualifying process and rankings.

Any tiebreakers for SEEDING will be determined by the highest number of highest points on a machine (a player with a 1st on a machine will win a tie breaker against someone with at best a 2nd on a machine). The winner will be the HIGHER SEED. Similar process for multiple ties.

In the event that two or more players are tied on the QUALIFYING BUBBLE, such that not all of the tied players can advance to the Final Rounds, a single game tiebreaking procedure will be utilized. Choice of game or position will be determined randomly by the tournament directors. The players that advance will be considered qualified, and if more than one spot was played for, these players will also be using highest point on machine like above. This game would take place directly after the end of the qualifying period.

These qualifying positions are each players' SEEDING for the remainder of the Tournament.

2. Finals - Round One (top 8 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of B Divisions finals. Players 1st through 8th will be put into 2 groups of four:

- Group A = players 1, 4, 5, 8
- Group B = players 2, 3, 6, 7

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.

- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played, on game still available after main finals group have selected their games. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available. All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

3. Finals - Round two (top 4 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the second round of finals. This round will be played similarly to the previous round. Players will be put into 1 groups of four:

Group A = new 1st, new 2nd seed, new 3rd seed, new 4th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played, on game still available after main finals group have selected their games. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

CLASSICS B DIVISION DIVISON

Qualifiers: 8

Games: 4 out of the 6

Classic bank, top 2
cards count.

The B Division Division is a sub-division from the CLASSICS division at the NorthWest Pinball Championships. It provides an opportunity for casual players to experience finals format on Sunday if they are ranked 1,500 and above in the IFPA ranking (on day of their registration onsite) and did not make the top 28 qualifiers in the CLASSIC division.

Similar to the OPEN division, Players will qualify on the 4 of the 6 pinball machines that are chosen for this tournament. Best top 2 cards scores made of 4 of the six machines will count for the qualifying scores. Players do not have to submit 2 cards if they feel their point total will get them into the top (8) eight B Division qualifiers for the finals with 1 card.

1. Scoring and Qualifying Rankings

The CLASSICS Division will use a 200 point scale for qualifying on each of the seven machines:

- Score ranked #1 - receives 200 points.

- Score ranked #2 - receives 190 points.
- Score ranked #3- receives 185 points.
- Score ranked #4- receives 184 points.
- Score ranked #5- receives 183 points.
- Score ranked #6- receives 182 points. ...And so on down to:
- Score ranked #187- receives 1 point.

See Qualifying, for further information on the qualifying process and rankings.

At the end of qualifying, the top 8 eligible players that did not make the TOP 24 in the CLASSICS division will compete in the Final Rounds.

In the event that two or more players are tied on the QUALIFYING BUBBLE, such that not all of the tied players can advance to the Final Rounds, a single game tiebreaking procedure will be utilized. Choice of game or position will be determined randomly by the tournament directors. The players that advance will be considered qualified, and if more than one spot was played for, these players will also be using highest point on machine like above. This game would take place directly after the end of the qualifying period.

The same procedure outlined above will be used to break ties on any of the “bye” lines.

These qualifying positions are each players’ SEEDING for the remainder of the Tournament.

2. Finals - Round One (top 8 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of B Divisions finals. Players 1st through 8th will be put into 2 groups of four:

- Group A = players 1, 4, 5, 8
- Group B = players 2, 3, 6, 7

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played, on game still available after main finals group have selected their games. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

3. Finals - Round two (top 4 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the second round of finals. This round will be played similarly to the previous round. Players will be put into 1 groups of four:

Group A = new 1st, new 2nd seed, new 3rd seed, new 4th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played, on game still available after main finals group have selected their games. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals.

The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

WOMEN'S CHAMPIONSHIP

Qualifiers: 8 players

Games: 4 out of the Women bank, top 2 cards count.

Players will qualify on 4 out of the Women bank of pinball machines that are chosen for this tournament. Players do not have to play all the games but they should complete a card with 4 different games for better odds that their point total will get them into the top (8) players on Sunday.

1. Scoring and Qualifying Rankings

The Open Division will use a 200 point scale for qualifying on each of the seven machines:

- Score ranked #1 - receives 200 points.
- Score ranked #2 - receives 190 points.
- Score ranked #3- receives 185 points.
- Score ranked #4- receives 184 points.
- Score ranked #5- receives 183 points.
- Score ranked #6- receives 182 points. ...And so on down to:
- Score ranked #187- receives 1 point.

See section V, Qualifying, for further information on the qualifying process and rankings.

At the end of qualifying, the top 8 players will compete in the Final Rounds.

In the event that two or more players are tied on the QUALIFYING BUBBLE, such that not all of the tied players can advance to the Final Rounds, a single game tiebreaking procedure will be utilized. Choice of game or position will be determined randomly by the tournament directors. The players that advance will be considered qualified, and if more than one spot was played for, these players

will also be using highest point on machine like above. This game would take place directly after the end of the qualifying period.

These qualifying positions are each players' SEEDING for the remainder of the Tournament.

2. Finals - Round One (top 8 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of B Divisions finals. Players 1st through 8th will be put into 2 groups of four:

- Group A = players 1, 4, 5, 8
- Group B = players 2, 3, 6, 7

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played, on game still available after main finals group have selected their games. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

3. Finals - Round two (top 4 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the second round of finals. This round will be played similarly to the previous round. Players will be put into 1 groups of four:

Group A = new 1st, new 2nd seed, new 3rd seed, new 4th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played, on game still available after main finals group have selected their games. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available. All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

CHARITY DIVISON

Qualifiers: 8 players

Games: 5 out of the Charity bank,
top 2 cards count.

Players will qualify on 5 out of the Charity bank of pinball machines that are chosen for this tournament. Players do not have to play all games but they should complete a card with 5 different games for better odds that their point total will get them into the top (8) players on Sunday. Top 2 of the best cards submitted count toward your qualifying ranking.

1. Scoring and Qualifying Rankings

The Open Division will use a 200 point scale for qualifying on each of the seven machines:

- Score ranked #1 - receives 200 points.
- Score ranked #2 - receives 190 points.
- Score ranked #3- receives 185 points.
- Score ranked #4- receives 184 points.
- Score ranked #5- receives 183 points.
- Score ranked #6- receives 182 points. ...And so on down to:
- Score ranked #187- receives 1 point.

See Qualifying, for further information on the qualifying process and rankings.

At the end of qualifying, the top 8 players will compete in the Final Rounds.

Any tiebreakers for SEEDING will be determined by the highest number of highest points on a machine (a player with a 1st on a machine will win a tie breaker against someone with at best a 2nd on a machine). The winner will be the HIGHER SEED. Similar process for multiple ties.

In the event that two or more players are tied on the QUALIFYING BUBBLE, such that not all of the tied players can advance to the Final Rounds, a single game tiebreaking procedure will be utilized. Choice of game or position will be determined randomly by the tournament directors. The players that advance will be considered qualified, and if more than one spot was played for, these players will also be using highest point on machine like above. This game would take place directly after the end of the qualifying period.

The same procedure outlined above will be used to break ties on any of the “bye” lines.

2. Finals - Round One (top 8 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of B Divisions finals. Players 1st through 8th will be put into 2 groups of four:

- Group A = players 1, 4, 5, 8
- Group B = players 2, 3, 6, 7

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played, on game still available after main finals group have selected their games. The group that contains the highest-seeded player gets first choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available. All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

3. Finals - Round two (top 4 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the second round of finals. This round will be played similarly to the previous round. Players will be put into 1 groups of four:

Group A = new 1st, new 2nd seed, new 3rd seed, new 4th seed

Each group will play 3 games using this scoring method:

- 4 Points - Score # 1.
- 2 Points - Score # 2.
- 1 Points - Score # 3.
- 0 Points - Score # 4.

The higher SEEDED player from QUALIFYING will have choice of game or position for each game played, on game still available after main finals group have selected their games. The group that contains the highest-seeded player gets first

choice of machine and order of play. No group may select a machine which has already been selected by a group in the same game of that round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable).

After 3 games in each group have been played, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

A player cannot repeat the same machine pick across all the rounds in the finals. The tournament director will track the machine pick to make sure there is no repeated machine choice until that player picked all the games available.

All the games and position shall be picked by the players at the beginning of each rounds for all 3 games in that round.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of game or position to the highest seeded player from qualifying. A different machine from the same round of machine must be picked. If more than one tie breaker is needed, the group with the higher seed has first pick and the next group cannot pick the same machine. The tie breaker machine pick also counts toward pick limitation.

MALFUNCTIONS, RULINGS and Misc.

Please refer to the most rules of the IFPA/PAPA available [HERE](#).

If a player is found to behave in a non-sportsmanship manner, they can be removed from the tournament by the tournament directors.

If this happens during the finals the players will be dequeued to the last place of the finals.

Reporting Final Positions

Final positions as reported for IFPA, PAPA Circuit rankings, and Stern Pro Circuit rankings will be based upon player's point total earned during the final rounds, apart from the top 4 players, or based upon their qualifying ranking should they fail to qualify for division "A" finals. If several players have the same number of points across different groups in a round but one has a tiebreaker, they are losing to advance they will finish in the same position as someone in a different group with the same points.

Machine line up and settings can be changed at any time according to IFPA rules.