

***NW PINSBALL
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 High stake also requires 5 games per card. The Women division use 4 game card system. The Classic divisions use the single best game format. Each player's best score on each machine in their division of play is tracked and those scores are ranked against all of the other competitor's scores on that machine. Classic division requires 6 individual games. Players then receive an aggregate of their machine rankings to determine their overall qualifying position in their division.

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 amateurs (top 1,000 and above in IFPA ranking on day of registration), 8 for Women, 24 for Classics with an additional 8 amateurs (top 1,000 and above in IFPA ranking on day of registration) as well as 8 for High stakes.

The NorthWest Pinball Championships has 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 11 strike classic revenge tournament (0/1/2/3 strikes per group), limited to 40 players. \$10 sign up, anyone is welcome, registration open at 10:30AM, start at 11AM sharp, trophy for winner, pay out to top 4.

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

SCHEDULE

Friday:

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

Qualifying is open for all Tournaments

Saturday:

Ten to MIDNIGHT (10:00-24:00)

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.

Six p.m. to MIDNIGHT (18:00-24:00)

Qualifying open for the High stake 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.

8:00 pm

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

Sunday

Nine to six p.m. approximately
(9:00-18:00 approximately)

Qualifying is open for high stake tournament until 6p.m. or Open finals last ball end, 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.

10:00 am

- SINGLE BYE players for Open division check-in.

11:00 am

- DOUBLE BYE players for Open division check-in.

1:00 pm

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

6:00 to 6:10 pm (earliest)

- High stake Finals qualifiers are required to check in.

6:10 pm (approximately, earliest start time)

- The High stake Finals begin.

PRICING

During qualifying players purchase Open cards (5 games), Women cards (4 games) High stake cards (5 games) or tickets (Single game) for Classic to play individual games on the tournament machines. Players may purchase as many cards or tickets as they like. Tickets/cards are not refundable nor transferable so please plan accordingly.

- 1 Open card = 5 game on Open division
- 1 Women card = 4 game on Women division
- 1 high stake card = 5 game on high stake division
- 1 ticket = 1 game on Classic division

Open Division

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

Women Division

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

Classics Division

- **\$5** - 1 Ticket.
- **\$20** - 5 Tickets.
- **\$40** - 10 Tickets.

High stake Division

- **\$30** - 1 card.

Combo #1 - 1 Open Card, 5 Classics entries, and 1 High Stakes Card for \$60

Combo #1 - 2 Open Cards, 15 Classics entries, and 2 High Stakes Card for \$140

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 Amateur Tournament Payout:

- 1st = \$100 + plaque
- 2nd = \$50 + plaque
- 3rd = \$30 + plaque
- 4th = \$20 + plaque

Classics Tournament Payout:

- 1st = 21% + trophy
- 2nd = 16% + plaque

3rd = 11% + plaque
4th = 8% + plaque
5th to 8th = 5% each
9th to 16th = 2% each
17th to 24th = 1% each

Classic Amateur Tournament Payout:

1st = \$100 + plaque
2nd = \$50 + plaque
3rd = \$30 + plaque
4th = \$20 + plaque

Women Tournament Payout:

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

High stake 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 or tickets 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 or Tickets

Players must purchase qualifying Cards or tickets from the tournament desk. Each card allows a player to play 4 to 5 different games depending on the division or each ticket allows a player a single game on a tournament machine in one of the available divisions of play. Players may purchase as many tickets as they like. Tickets will not be sold for any division beyond the posted qualifying times. Tickets 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. Playing a Ticket

When a player is ready to play a qualifying ticket, 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.

At any point during play or immediately after play has been completed, the player may elect to abandon his or her ticket by notifying the scorekeeper that they wish to void. This will void the score recorded for the ticket, and the ticket 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 tickets if he or she wishes.

4. Qualifying Cutoff

Players may purchase cards or tickets 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.

5. 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 or tickets 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.

6. 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 Amateurs

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 Amateur (1,000+ 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 SEEDED randomly. 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 the “bye” line.

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 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.

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 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.

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 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.

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 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 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: 24 + 8 Amateurs

Games: 6 out of 6, top 2
scores 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 scores on each of the six machines will count for the qualifying scores. Players do not have to submit all 12 scores if they feel their point total will get them into the top (24) twenty four qualifiers for the finals.

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 24 players will compete in the Final Rounds as well as top 8 Amateur (1,000+ 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 SEEDED randomly. 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 the “bye” line.

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

1. Finals - Round One (top 24 players)

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of finals. Players will be put into 4 groups of four, seed 1-8 which have a bye to the quarter finals will come in later:

- Group A = players 9, 16, 17, 24
- Group B = players 10, 15, 18, 23
- Group C = players 11, 14, 19, 22
- Group D = players 12, 13, 20, 21

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 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.

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 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.

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 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.

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 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.

OPEN AMATEUR DIVISION

Qualifiers: 8

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

The Amateur 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 1,000 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 SEEDED randomly. 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 Amateurs 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 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.

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 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 AMATEUR DIVISION

Qualifiers: 8

Games: 6 out of 6, top
2 scores count.

The Amateur 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 1,000 and above in the IFPA ranking (on day of their registration onsite) and did not make the top 24 qualifiers in the CLASSIC division.

Similar to the CLASSICS division, Players will qualify on the 6 pinball machines that are chosen for this tournament. Best top 2 scores on each of the six machines will count for the qualifying scores. Players do not have to submit all 12 scores if they feel their point total will get them into the top (24) twenty four qualifiers for the finals.

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 SEEDED randomly. 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 Amateurs 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 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.

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 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.

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 SEEDED randomly. 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 Amateurs 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 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.

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 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.

HIGH STAKE DIVISION

Qualifiers: 8 players

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

Players will qualify on 5 out of the High Stake 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 SEEDED randomly. 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 Amateurs 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 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.

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 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.

MALFUNCTIONS, RULINGS and Misc.

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

If player are 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 amount of points across different group in a round but one has a tie breaker they are loosing 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.