

***NW PINEBALL
CHAMPIONSHIPS***

RULE BOOK

SECTION I

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. During qualifying on Friday and Saturday players purchase tickets or cards to play individual games on the tournament machines. Players may purchase as many tickets or cards as they like.

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 5 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 (24 for Open with an additional 8 amateurs (top 1,000 and above in IFPA ranking on day of registration), 8 for Women, 16 for Classics with an additional 8 amateurs ((top 1,000 and above in IFPA ranking on day of registration) as well as 16 for High stakes (if 64 or more RATED players in the qualifier, else top 8 finals). 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 3 strike classic revenge tournament (1/1/0/0 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 8.

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

SECTION II

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 five p.m. (10:00-17:00)

Qualifying is open for Women's and High stake tournament. High stake qualifier re-open after completion of Women's finals.

Ten to seven thirty p.m. (10:00-7:30)

Qualifying is open for Classic tournament.

Finals:

5:00 pm

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

5:15 pm

- The Women's Finals begin.

7:30 pm

- Classic Finals qualifiers are required to check in.

7:45 pm

- The Classic Finals begin.

SECTION III

Sunday

Nine to five p.m. approximately

(9:00-17:00 approximately)

Qualifying is open for high stake tournament until 5p.m. or Open finals last ball end, whichever is latest.

Finals:

8:45 am

- Open (including Amateur) Finals qualifiers are required to check in (BYE players should check in at 10AM).

9:00 am

- The Open Finals begin.

5:00 pm

- High stake Finals qualifiers are required to check in.

5:10 pm (approximately, earliest start time)

- The High stake Finals begin.

SECTION IV

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).

(Amateur eligible player can purchase 2 cards for \$35)

Women Division

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

(Amateur eligible player can purchase 2 cards for \$25)

Classics Division

- **\$5** - 1 Ticket.
- **\$20** - 5 Tickets.
- **\$35** - 10 Tickets.

High stake Division

- **\$40** - 1 card.

(Amateur eligible player can purchase THEIR FIRST CARD, only once, for \$20)

Combo #1 - 2 Open Cards, 5 Classics entries, and 1 High Stakes Card for \$80 (a \$25 discount)

SECTION V

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 = 27% + trophy
- 2nd = 16% + plaque
- 3rd = 11% + plaque
- 4th = 8% + plaque
- 5th to 8th = 4.5% each
- 9th to 16th = 2.5% each
- 17th to 24th = \$100 each

Open Amateur Tournament Payout:

- 1st = \$200 + plaque
- 2nd = \$100 + plaque
- 3rd = \$50 + plaque
- 4th = \$30 + plaque

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Classics Tournament Payout*:

1st = \$600 + plaque

2nd = \$400 + plaque

3rd = \$300 + plaque

4th = \$200 + plaque

5th to 8th = \$100 each

9th to 12th = \$50 each

Classic Amateur Tournament Payout:

1st = \$200 + plaque

2nd = \$100 + plaque

3rd = \$50 + plaque

4th = \$30 + plaque

Women Tournament Payout**:

1st = \$200 + plaque

2nd = \$100 + plaque

3rd = \$50 + plaque

4th = \$30 + plaque

5th to 8th = \$20 each

High stake Tournament Payout:

1st = 40% + plaque

2nd = 24% + plaque

3rd = 16% + plaque

4th = 8% + plaque

5th to 8th = 3% each

9th to 16th = \$40 each

* minimum payout guaranteed, amount can be higher based on prize pool from paid entries. % breakout would then follow 23/19/14/10 for top 4 then 3.5% for 5th through 8th and 2.5% for 9th through 16th.

** minimum payout, any additional coin drop above below committed \$400 will be added to prize pool as well. % breakout would then follow 33/22/15/10 for top 4 then \$50 for 5th through 8th.

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

QUALIFYING

During qualifying on Friday and Saturday 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 on Sunday 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 game 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

SECTION VIII

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 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. Their total qualifying score is therefore $185+175+181+0+157 = 698$.

SECTION VI

OPEN DIVISION

Qualifiers: 24 + 8 Amateurs

Games: 5 out of the Open bank

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 (24) 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 24 players will compete in the Final Rounds as well as top 8 Amateur (1,000+ IFPA rank).

In the event of a tie for TOP QUALIFIER, the tied players will play off for that position (Sunday morning before finals start). Choice of game or position will be determined randomly by the tournament directors for this single game play off. Any tiebreakers for SEEDING will be determined randomly by the tournament directors. 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 30 minutes before main final starts.

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

2. Finals - Round One

The players qualified for the Final Rounds will be placed into 4 groups of 4 players as follows, seed 1-8 have a bye to the Round Two:

- 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). If the machine selected is currently being played by another group in a previous round of play, the group may wait for that round of play to be completed.

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.

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

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:

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

Each group will again play 3 games using the same scoring method. The higher SEEDED player from QUALIFYING will have choice of game or position for each

game played. The players with the top two point totals from each group of four players will advance.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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

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

Each group will again play 3 games using the same scoring method. The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The players with the top two point totals from each group of four players will advance to the last round of finals.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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

ORIGINAL QUALIFYING STANDINGS will rank players for the third round of finals. The four remaining players will form a single group and play 3 games. As in previous rounds, the higher SEEDED player will have choice of game or position.

Using the same scoring method as in the previous rounds, the final standings of the Open Division will be determined by the total ranked points of each player across the four games of the final round.

All tiebreakers will be played off on a single game to determine final standings. The higher SEEDED player from QUALIFYING will have choice of any game or position.

SECTION VII

CLASSICS DIVISION

Qualifiers: 16 + 8 Amateurs

Games: 5 out of 6

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 5 single game scores will count for the qualifying scores. Players do not have to play all five games if they feel their point total will get them into the top (16) sixteen players on Sunday.

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

At the end of qualifying, the top 16 players will compete in the Final Rounds as well as top 8 Amateur.

In the event of a tie for TOP QUALIFIER, the tied players will play off for that position. Choice of any game or position will be determined by randomly for this single game play off.

Any tiebreakers for SEEDING will be determined with a randomly. The winner of the randomly will be the HIGHER SEED. In the case of a 3+ player tie, a similar multiple-coin-toss procedure will determine the SEEDING of those tied players.

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 SEEDING by randomly. This game would take place 30 minutes before main final starts.

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

2. Finals - Round One

The players qualified for the Final Rounds will be placed into 4 groups of 4 players as follows:

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

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). If the machine selected is currently being played by another group in a previous round of play, the group may wait for that round of play to be completed.

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.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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

ORIGINAL QUALIFYING STANDINGS will rank players for the second round of finals. This round will be played similarly to the first. Players 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 again play 3 games using the same scoring method. The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The players with the top two point totals from each group of four players will advance to the last round of finals.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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

ORIGINAL QUALIFYING STANDINGS will rank players for the third round of finals. The four remaining players will form a single group and play 3 GAMES. As in previous rounds, the higher SEEDED player will have choice of game or position.

Using the same scoring method as in the previous rounds, the final standings of the Classics Division will be determined by the total ranked points of each player across the three games of the final round.

All tiebreakers will be played off on a single game to determine final standings. The higher SEEDED player from QUALIFYING will have choice of any game or position.

SECTION VIII

OPEN AMATEUR DIVISION

Qualifiers: 8

Games: 4 out of Open bank games

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 24 qualifiers in the OPEN division..

Similar to the OPEN division, Players will qualify on 5 out of the Open bank pinball machines that are chosen for this tournament. Players do not have to play all seven 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) Amateur final spots 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 eligible players that did not make the TOP 24 in the OPEN 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.

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

2. Finals - Round One

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of 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 again play 3 games using the 4/2/1/0 scoring method. The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The players with the top two point totals from each group of four players will advance to the last round of finals.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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

ORIGINAL QUALIFYING STANDINGS will rank players for the third round of finals. The four remaining players will form a single group and play 3 games. As in previous rounds, the higher SEEDED player will have choice of game or position.

Using the same scoring method as in the previous rounds, the final standings of the Open Division will be determined by the total ranked points of each player across the four games of the final round.

All tiebreakers will be played off on a single game to determine final standings. The higher SEEDED player from QUALIFYING will have choice of any game or position.

SECTION VIII

CLASSICS

AMATEUR

DIVISION

Qualifiers: 8

Games: 5 out of 6

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 16 qualifiers in the OPEN division..

Similar to the CLASSICS division, Players will qualify on 5 out of the 6 six pinball machines that are chosen for this tournament. Players do not have to play all games if they believe that their point total will get them into the top (8) Amateur final spots on Sunday.

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 section V, 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 16 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.

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

2. Finals - Round One

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of finals. Players will be put into 2 groups of four using seeding allocation following (1/4/5/8 and 2/3/6/7).

Each group will play 3 games using the 4/2/1/0 scoring method. The higher SEEDED player from QUALIFYING will have choice of game or position for each game played (players cannot choose games already taken by Classics finalists). The players with the top two points total from each group of four players will advance to the last round of finals.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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

ORIGINAL QUALIFYING STANDINGS will rank players for the third round of finals. The four remaining players will form a single group and play 3 games. As in previous rounds, the higher SEEDED player will have choice of game or position.

Using the same scoring method as in the previous rounds, the final standings of the Open Division will be determined by the total ranked points of each player across the four games of the final round.

All tiebreakers will be played off on a single game to determine final standings. The higher SEEDED player from QUALIFYING will have choice of any game or position.

SECTION X

WOMEN'S CHAMPIONSHIP

Qualifiers: 8

Amateurs Games: 4
out of the Women bank

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 of a tie for TOP QUALIFIER, the tied players will play off for that position (before finals start). Choice of game or position will be determined randomly by the tournament directors for this single game play off.

Any tiebreakers for SEEDING will be determined randomly by the tournament directors. 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 30 minutes before final starts.

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

2. Finals - Round One

ORIGINAL QUALIFYING STANDINGS will rank players for the first round of finals. Players will be put into 2 groups of four using seeding allocation following (1/4/5/8 and 2/3/6/7).

Each group will play 3 games using the 4/2/1/0 scoring method. The higher SEEDED player from QUALIFYING will have choice of game or position for each game played (players cannot choose games already taken by Classics finalists). The players with the top two points total from each group of four players will advance to the last round of finals.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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

ORIGINAL QUALIFYING STANDINGS will rank players for the third round of finals. The four remaining players will form a single group and play 3 games. As in previous rounds, the higher SEEDED player will have choice of game or position.

Using the same scoring method as in the previous rounds, the final standings of the Open Division will be determined by the total ranked points of each player across the four games of the final round.

All tiebreakers will be played off on a single game to determine final standings. The higher SEEDED player from QUALIFYING will have choice of any game or position.

HIGH STAKE DIVISION

Qualifiers: 16 Amateurs

Games: 5 out of the
High stake bank

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 the games but they should complete a card with 5 different games for better odds that their point total will get them into the top (16) 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 16 players will compete in the Final Rounds.

In the event of a tie for TOP QUALIFIER, the tied players will play off for that position (Sunday morning before finals start). Choice of game or position will be determined randomly by the tournament directors for this single game play off. Any tiebreakers for SEEDING will be determined randomly by the tournament directors. 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 30 minutes before main final starts.

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

5. Finals - Round One

The players qualified for the Final Rounds will be placed into 4 groups of 4 players as follows:

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

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). If the machine selected is currently being played by another group in a previous round of play, the group may wait for that round of play to be completed.

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.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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 Two

ORIGINAL QUALIFYING STANDINGS will rank players for the second round of finals. This round will be played similarly to the first. Players 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 again play 3 games using the same scoring method. The higher SEEDED player from QUALIFYING will have choice of game or position for each game played. The players with the top two point totals from each group of four players will advance to the last round of finals.

All tiebreakers affecting advancement will consist of a single game play off to determine the winner with choice of any 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.

7. Finals - Round Three

ORIGINAL QUALIFYING STANDINGS will rank players for the third round of finals. The four remaining players will form a single group and play 3 GAMES. As in previous rounds, the higher SEEDED player will have choice of game or position.

Using the same scoring method as in the previous rounds, the final standings of the Classics Division will be determined by the total ranked points of each player across the three games of the final round.

All tiebreakers will be played off on a single game to determine final standings. The higher SEEDED player from QUALIFYING will have choice of any game or position.

SECTION X

MALFUNCTIONS AND RULINGS

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.