

5-day BPAC schedule (proposed)

Wed 17th July

Best Game Qualifying 10am-10pm

Moorooka Open Qualifying 10am start (10x 2-game rounds)

Thurs 18th July

Best Game Qualifying Continues 10am-10pm

Fair Strikes (6 strike) 10am

Moorooka Open Finals (Top 24) 4.30pm

Fri 19th July

Best Game Qualifying Continues 10am-3.30pm

Australian Womens Championship 10am

Best Game Finals (Top 24) 4.30pm

Sat 20th July

Brisbane Masters 10am

Sun 21st July

Brisbane Masters Finals 9am

BPAC Party Max 6pm

BPAC BEST GAME

Tournament Dates and times:

** Qualifying - Wednesday July 17th (10am-10pm), Thursday July 18th (10am-10pm) & Friday 19th July (10am-3.30pm)*

** Finals - Friday 19th July (4.30pm).*

Tournament fee: \$50 AUD.

This will also be an "IFPA Certified" event and will attract a 25% point boost, with the potential of a 50% boost for Certified+ (pending number of entries).

Qualifying:

***UNLIMITED** qualifying over 2.5 days on allocated bank of machines.

*Players can post as many scores as they wish, with their best 15 overall scores to count. A maximum of 2 best games per game will be counted.

*Players **MUST** queue on Matchplay before playing and **MUST** either have their score recorded or voided by a scorekeeper at the completion of a game.

*When queued, a player can only play 1 game on the allocated machine before moving to the next game (no multi-games).

*Yellow and red cards may be issued for breaches of queuing/scoring.

All games are to be played as single player only.

Points allocated for each machine will be based on the INDISC system which is as follows: 100 for 1st, 97 for 2nd, 95 for 3rd, 94 for 4th, 93 for 5th, and so on.

The Top 24 players will advance to the finals.

Ties for any meaningful placings in the Top 24 (byes, make finals) will be broken by a single game playoff on a machine to be drawn at random. All other ties will be broken automatically for seeding purposes.

Finals:

*Top 24 players will advance to Group Matchplay finals, with the Top 8 players receiving a first-round bye. IFPA scoring will be used.

*Each group will play 3 games, with the top seed in each group getting the opportunity to choose 2 games for their round (game 1 & 3), with the 2nd highest seed getting 1 choice (game 2).

*Players with machine choice are unable to choose the same game more than once per round and cannot choose the same machine more than twice for the duration of the finals.

*Top 2 players in each group advance to the next round, with the other 2 players in each group being eliminated.

*Ties for any of the Top 2 positions in any group will again be broken by a single game playoff on a random machine.

*The player with the most number of points after the final round is completed will be declared the winner.

Tournament directors - Jason Lambert & Jimmy Nails

Estimated TGP = 200% + 25% or 50% Certified boost
Qualifying = 116% + Finals = 84%

MOOROOKA OPEN

Tournament Dates and times:

* *Qualifying - Wednesday July 17th (10am)*

* *Finals - Thursday 18th July (4.30pm).*

Tournament fee: \$50 AUD.

Qualifying:

Qualifying will be contested as 10 rounds of 2 games of Group Matchplay, using PAPA scoring, with Balanced pairings for each round.

Top 24 players will advance to the finals.

Ties will be automatically broken by the Matchplay software, however some tie-breaker games may be required for meaningful placings, which will be played immediately after the final round is completed.

Finals:

*Top 24 players will advance to Group Matchplay finals, with the Top 8 players receiving a first-round bye. IFPA scoring will be used.

*For each round, the Top seeded player of the Group will be able to select 2 machines, which will be played in Games 1 & 3 of the round, while the 2nd Top seed will have machine selection for Game 2. No player may select the same game more than once in the same round, and machines must be chosen from what is available at the time of selection.

*Player order for the first game of a match is decided in order by the Top to bottom seed. The 4th-placed player from the first game will then get first choice of order for the subsequent match, then the 3rd place, and so on.

*The Top 2 players in each group will advance to the next round, with the above process continuing until there is one clear winner.

BPAC FAIR STRIKES

Tournament Date: Thursday July 18th, 2024

Tournament fee: \$15 AUD

Tournament start time: 10am

The fair strikes system will be used for this event. 0 strikes for a win, 2 strikes for last place, and 1 strike for any players in between.

Players will be placed into groups of 3 or 4 at random each round using Matchplay.

The software will allocate order of play and machine choice for each match.

Once a player has received 6 strikes, they are eliminated from the tournament.

Tournament directors - Jason Lambert & Jimmy Nails

Estimated TGP = 100%

AUSTRALIAN WOMEN'S CHAMPIONSHIP

Tournament Date: Friday July 19th, 2024

Tournament fee: \$20 AUD

Tournament start time: 10am.

Chess-Swiss format.

Head to head matchplay, 2 games per round.
Each player selects one game to play, with a point earned for each game won.
Win both games in your round and receive a bonus point.
Approx. 3.5 hours qualifying.

Top 8 advance to Group Matchplay finals.

Tournament director - Jessica DeNardo

2024 BRISBANE MASTERS **(presented by AMUSEMENT MACHINE DISTRIBUTORS)**

Start Date: Saturday July 20th, 2024

End Date: Sunday July 21st, 2024

Tournament fee: \$85 AUD.

Tournament Schedule:

Saturday July 20th:

- *8.30am - 9.30am - Free Warm Up & Player registration (event players only).
- *9.45am - Tournament briefing
- *10am - Round 1 begins
- *7 rounds will be played, no breaks.

Sunday July 21st:

- *8am - 8.30am - Free Warm Up for Finalists.
- *8.45am - A Division presentation & check-in
- *9am - Round One of Finals will commence.

****This event will be capped at 220 entries****

QUALIFYING:

- * Once all participants are finalized, all players will be seeded based on their IFPA World ranking as at the time of the event
- * Players will be placed into 4-player groups once seedings have been completed.
- * Each group will be assigned 3 games across each era (70s-80s, 90s, New) and play order at random by the Matchplay software.

First round groupings - Slaughter

Second & subsequent round groupings - Swiss

All games will be played as a 4-player game (unless the machine is unable to allow it and/or notified otherwise).

There will be 7 qualifying rounds (21 games per player). The top 32 players will advance to the Main Division Finals, with qualifiers 33-96 to be split into B/C/D/E Division Finals on

Sunday 21st July. Ties for any meaningful placings in the Top 32 (byes, make finals) will be broken by a single game playoff on a machine to be drawn at random. Tie breaker matches will be played on the Saturday night after qualifying rounds have been completed. All other ties will be broken automatically for seeding purposes.

FINALS:

Finals will start at approximately 9am on Sunday 21st July. Players who do not turn up by 8.45am when names are called may be excluded from participating.

A Division - Top 32 Qualifiers:

*Finals will be contested under the IFPA Head-To-Head Best-of-5 game single elimination format.

*9th-16th placed qualifiers will receive a single-round bye, while the Top 8 will receive a double-round bye.

*In all matches in all rounds, the highest available seeded player will play the lowest available seed, with the next highest to play the next lowest, and so on until all players are paired up.

*Highest available seed will get to choose the machine bank for their match, or defer their choice to their opponent instead. Once chosen, that player cannot pick the same bank again for the remainder of the finals.

*The first player to 3 wins in their Head-to-Head match will advance to the next round.

B/C/D/E Division finals:

*B Grade - 33rd-48th placed qualifiers

*C Grade - 49th-64th placed qualifiers

*D Grade - 65th-80th placed qualifiers

*E Grade - 81st-96th placed qualifiers

All B/C/D/E Division finals will be contested under Best-of-3 game matches, with the winner advancing. Highest available seed will always play the lowest available seed.

In the event that a player does not turn up for the B/C/D/E finals, players will NOT be able to jump up a division, and instead will be replaced with a BYE in the lowest spot of that division.

** At the start of each round the highest seed in A Division will get first choice of machine bank going down to the final match in E Division choosing last **

Tournament Directors - Jason Lambert & Jimmy Nails.

Estimated TGP = 200% + 50 % certified boost

Qualifying = 168% + Finals = 80%

BPAC CLOSING PARTY

Tournament Date: Sunday 21st July, 2024

Tournament fee: \$20 AUD.

Tournament start time: 6pm.

****This event will be capped at 150 entries****

**** This event will NOT be IFPA registered ****

This will be run as a Max Matchplay or Stall Ball Strikes. Number of games to be determined as we get closer to the event.

Tournament director - Jimmy Nails