

Date
05/01/2008

Gold Waistcoat
Event
3

GROUP A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	Breaks	M/Played	M/Won	F/Won	F/Lost	Fr/Diff	F/Average	Pos/wins	Pos/Frames	Final Position
Neil Chiswell	3				2				3			0		0															63,62	4	2	8	8	0	0.000	3		3
Tom Casey	0				2	2				0																1			60,54,44,47,49,44	4	4	3	12	-9	-2.250	5		5
Grant Cole		3			3																								76	4	1	7	11	-4	-1.000	4		4
Paul Vetch	0				3	3			2												2								88,85,63,65,55,48	4	3	9	5	4	1.000	2		2
Greg Batten									3			3									3			0						0	0	0	0	0	#DIV/0!	5		
																														0	0	0	0	0	#DIV/0!	5		
																														0	0	0	0	0	#DIV/0!	5		
																														0	0	0	0	0	#DIV/0!	5		

Group Ranking	KO Ranking	Total Ranking
110		110
90		90
150		150
100		100
130		130
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A

Neil Chiswell
Tom Casey
Grant Cole
Paul Vetch
Greg Batten
0
0
0

GROUP B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	Breaks	M/Played	M/Won	F/Won	F/Lost	Fr/Diff	F/Average	Pos/wins	Pos/Frames	Final Position
Mitchell Grinstead	1				3				0			0																	44,59c	4	1	4	11	-7	-1.750	4		4
Mike King	3				3	3				0																	3		87,46,70,94	4	3	9	7	2	0.500	2		2
Wayne Branton		2			2																			0			1		80,49,65	4	0	5	12	-7	-1.750	5		5
Dale Branton		3			2				3													1							84c,109,50c,41,41	4	2	9	8	1	0.250	3		3
Sam Baird									3			3										3		3					91,83,91,52,50,60,59,70,54	4	4	12	1	11	2.750	1		1
																														0	0	0	0	0	#DIV/0!	5		
																														0	0	0	0	0	#DIV/0!	5		
																														0	0	0	0	0	#DIV/0!	5		

Group Ranking	KO Ranking	Total Ranking
100		100
130		130
90		90
110		110
150		150
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A

Mitchell Grinstead
Mike King
Wayne Branton
Dale Branton
Sam Baird
0
0
0

GROUP C	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	Breaks	M/Played	M/Won	F/Won	F/Lost	Fr/Diff	F/Average	Pos/wins	Pos/Frames	Final Position
Adrian Bond	3				0				3																				73	3	2	6	5	1	0.333	2		2
Michael Day	0					3																					1		50	3	1	4	8	-4	-1.333	3		3
Andy Radford		3			3																								50	3	3	9	2	7	2.333	1		1
Darran Lock		1				2			2																					3	0	5	9	-4	-1.333	4		4
																														0	0	0	0	0	#DIV/0!	4		
																														0	0	0	0	0	#DIV/0!	4		
																														0	0	0	0	0	#DIV/0!	4		
																														0	0	0	0	0	#DIV/0!	4		

Group Ranking	KO Ranking	Total Ranking
130		130
110		110
150		150
100		100
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A

Adrian Bond
Michael Day
Andy Radford
Darran Lock
0
0
0

GROUP D	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	Breaks	M/Played	M/Won	F/Won	F/Lost	Fr/Diff	F/Average	Pos/wins	Pos/Frames	Final Position
Darren Bond	1				1				3																				82	3	1	5	8	-3	-1.000	3		4
Steve Brookshaw	3					2																					3		82,72,55,48	3	2	8	5	3	1.000	1		1
Matt Williams		1			3																								57,55	3	1	5	7	-2	-0.667	3		3
Kris Vincent		3			3				2																				66,47,88,55,55	3	2	8	6	2	0.667	1		2
																														0	0	0	0	0	#DIV/0!	5		
																														0	0	0	0	0	#DIV/0!	5		
																														0	0	0	0	0	#DIV/0!	5		
																														0	0	0	0	0	#DIV/0!	5		

Group Ranking	KO Ranking	Total Ranking
100		100
150		150
110		110
130		130
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A

Darren Bond
Steve Brookshaw
Matt Williams
Kris Vincent
0
0
0

GROUP WINNERS

- 2/4 winners from each group will advance to the final knock-out stages.
- Matches won will first decide the winners.
- If two or more players in any Group have an equal number of wins at the end of the Round Robin Stages, the following procedures will apply to determine the Pos of the qualifiers of that group:-
 - If two or more players have an equal number of wins, the better or best will be the player with the best Frame Difference.
 - If still equal, the results of the matches between the players concerned will be the determinant for the winner between them.
 - If a tie is still involved, the best differential in the matches of the tied players will be the determinant.

Position	* Points	Winner	500
1	150	Runner-up	400
2	130	Losing Semi finalist	300
3	110	Losing Quarter finalist	200
4	100	Losing 8 from last 16	100
5	90		
6	80		
7	70		
8	60	(* includes 50 points for attending)	

Scroll down for the knock-out results

