

Date
12/01/2008

Silver 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
1 Chris Batey	0				3			0					0												0				43	5	1	3	12	-9	-1.800	5		6
2 Ben Holley	3					0			2					3											2				64,47,54,57C,53,42	5	2	10	10	0	0.000	3		3
3 Tom Casey		0				0														3				2		3		57,46	5	5	15	4	11	-2.200	1		1	
4 Grant Cole		3				3			3					3							3			3				60	5	1	8	12	-4	-0.800	2		2	
5 Dale Branton			3							3											2			3					0	0	0	0	0	#DIV/0!	7			
6 Tom Kevern				0										1							2			2	3				0	0	0	0	0	#DIV/0!	7			
7																													0	0	0	0	0	#DIV/0!	7			
8																													0	0	0	0	0	#DIV/0!	7			

Group Ranking	KO Ranking	Total Ranking
80		80
110		110
100		100
150		150
150		150
130		130
90		90
#N/A		#N/A
#N/A		#N/A

Chris Batey
Ben Holley
Tom Casey
Grant Cole
Dale Branton
Tom Kevern
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
1 Haydon Pinhey	1				1			0					1																23,24	4	0	3	12	-9	-2.250	5		5
2 Mark Green	3					3			1																	3			46,44	4	1	4	10	-6	-1.500	4		4
3 Tom Vanstone		0				3																		1				40C	4	3	10	4	6	1.500	1		1	
4 Mitchell Grinstead		3					1			3											3								4	3	10	6	4	1.000	1		3	
5 Matthew Atasoy											3			3							1			3					0	0	0	0	0	#DIV/0!	5			
6																													0	0	0	0	0	#DIV/0!	5			
7																													0	0	0	0	0	#DIV/0!	5			
8																													0	0	0	0	0	#DIV/0!	5			

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

Haydon Pinhey
Mark Green
Tom Vanstone
Mitchell Grinstead
Matthew Atasoy
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	
1																														0	0	0	0	0	0	#DIV/0!	1		
2																														0	0	0	0	0	0	#DIV/0!	1		
3																														0	0	0	0	0	0	#DIV/0!	1		
4																														0	0	0	0	0	0	#DIV/0!	1		
5																														0	0	0	0	0	0	#DIV/0!	1		
6																														0	0	0	0	0	0	#DIV/0!	1		
7																														0	0	0	0	0	0	#DIV/0!	1		
8																														0	0	0	0	0	0	#DIV/0!	1		

Group Ranking	KO Ranking	Total Ranking
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A

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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		
1																														0	0	0	0	0	0	#DIV/0!	1			
2																															0	0	0	0	0	0	#DIV/0!	1		
3																															0	0	0	0	0	0	#DIV/0!	1		
4																															0	0	0	0	0	0	#DIV/0!	1		
5																															0	0	0	0	0	0	#DIV/0!	1		
6																															0	0	0	0	0	0	#DIV/0!	1		
7																															0	0	0	0	0	0	#DIV/0!	1		
8																															0	0	0	0	0	0	#DIV/0!	1		

Group Ranking	KO Ranking	Total Ranking
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A
#N/A		#N/A

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GROUP WINNERS

1. 2/4 winners from each group will advance to the final knock-out stages.

2. Matches won will first decide the winners.

3. 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:-

a) If two or more players have an equal number of wins, the better or best will be the player with the best Frame Difference.

b) If still equal, the results of the matches between the players concerned will be the determinant for the winner between them.

c) 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

