

Date
15/11/2008

Bronze Waistcoat
Event 1

	GROUP A	1	5	26	Breaks	Matches Played	Matches Won	Frames Won	Frames Lost	Frame Diff	Frame Average	Aggregate Points	Pos Matches Won	Final Pos
1	Wayne Pellow	0	0			2	0	0	2	-2	-1.000	0	3	3
2	Jake Stewart	2		2	24,21	2	2	2	0	2	1.000	4	1	1
3	Alex Wills		2	0		2	1	1	1	0	0.000	2	2	2
4						0	0	0	0	0	#DIV/0!	0	3	
5						0	0	0	0	0	#DIV/0!	0	3	
6						0	0	0	0	0	#DIV/0!	0	3	
7						0	0	0	0	0	#DIV/0!	0	3	
8						0	0	0	0	0	#DIV/0!	0	3	

	GROUP B	1	5	26	Breaks	Matches Played	Matches Won	Frames Won	Frames Lost	Frame Diff	Frame Average	Aggregate Points	Pos Matches Won	Final Pos
1	Carl Mitchell	2	2			2	2	2	0	2	1.000	4	1	1
2	Brett Broad	1		2	22	2	1	1	1	0	0.000	3	2	2
3	Aiden Johns		1	1		2	0	0	2	-2	-1.000	2	3	3
4						0	0	0	0	0	#DIV/0!	0	3	
5						0	0	0	0	0	#DIV/0!	0	3	
6						0	0	0	0	0	#DIV/0!	0	3	
7						0	0	0	0	0	#DIV/0!	0	3	
8						0	0	0	0	0	#DIV/0!	0	3	

	GROUP C	1	5	26	Breaks	Matches Played	Matches Won	Frames Won	Frames Lost	Frame Diff	Frame Average	Aggregate Points	Pos Matches Won	Final Pos
1						0	0	0	0	0	#DIV/0!	0	1	
2						0	0	0	0	0	#DIV/0!	0	1	
3						0	0	0	0	0	#DIV/0!	0	1	
4						0	0	0	0	0	#DIV/0!	0	1	
5						0	0	0	0	0	#DIV/0!	0	1	
6						0	0	0	0	0	#DIV/0!	0	1	
7						0	0	0	0	0	#DIV/0!	0	1	
8						0	0	0	0	0	#DIV/0!	0	1	

	GROUP D	1	5	26	Breaks	Matches Played	Matches Won	Frames Won	Frames Lost	Frame Diff	Frame Average	Aggregate Points	Pos Matches Won	Final Pos
1						0	0	0	0	0	#DIV/0!	0	1	
2						0	0	0	0	0	#DIV/0!	0	1	
3						0	0	0	0	0	#DIV/0!	0	1	
4						0	0	0	0	0	#DIV/0!	0	1	
5						0	0	0	0	0	#DIV/0!	0	1	
6						0	0	0	0	0	#DIV/0!	0	1	
7						0	0	0	0	0	#DIV/0!	0	1	
8						0	0	0	0	0	#DIV/0!	0	1	

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

Wayne Pellow
Jake Stewart
Alex Wills

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

Carl Mitchell
Brett Broad
Aiden Johns

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
#N/A		#N/A

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
#N/A		#N/A

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.
 - If a tie is still involved total aggregate points from all matches are wil determine the winner.

Pos	* 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

Round Robin 1 Frame Aggregate Score