

BLAINBROOK BOWL PINBALL

Blainbrook Cup Monthly Pinball Tournament and Championship Series

PLAYERS HANDBOOK

All of the contents of this handbook are subject to change at any time for any reason. This is to be used as a general guide.

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Blainbrook Tournaments Handbook

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01/01/2015

Its now 2015, a new year for our monthly pinball tournaments, and the elements of how we do our points and formats will be changing. We made a decision effective January 1st, 2015 to no longer use the point and ranking system from the International Flipper Pinball Association, also known as the IFPA/WPPR. This decision continued with the creation of our own independent point structure and tournament formats. In simple, we did not have the flexibility to create and customize our event, and including Blainbrook Bowls'

business mission as a premier family entertainment center featuring a fun, casual and exciting atmosphere where people are welcome all the time, to have a great time. It is our hope to offer these monthly pinball tournaments, anticipating that over time, will become stronger than they ever have been! This is a very exciting, yet challenging time for all of us here at Blainbrook. We realize this is not going to happen overnight, however we will officially be on a forward track to restoring and living the daily mission of what Blainbrook Bowl is all about; You, the player that wants to come in, play in the tournament, enjoy yourself, and also have a chance to win!

In this handbook, you should find all the information you will need to know. Should you have any questions, please consult either tournament director (Ted or Jay). This handbook is a work-in-progress, so we know there will be some changes/additions to iron out. All items in this handbook are subject to change. Blainbrook Bowl Management and the tournament directors thank you for your support and appreciate all of you staying to play pinball with us in this time of positive changes.

Regards, Donny May – Owner, Blainbrook Bowl

Ted Broske, Pinball Event Director – Saturday

Jay Schneider, Pinball Event Director – Sunday

Basic Rules – Blainbrook Pinball Tournaments

1. Please use sportsmanlike conduct at all times. Consider all the machines that you play to be privately owned even when in the public venue. Do not excessively abuse the machines by hitting glass, lifting up legs or shaking so hard the backbox rattles, etc. Try to keep any food or drinks on the shelves between the games or on the tables/bar area.
2. Avoid profanity when at all possible. Our events often include children which such words may not be suitable to have as part of their vocabulary at their age!
3. For your safety, we ask that any minors attending our pinball tournaments under the age of 18 to please remain in the game room area at all times and be supervised by their parent/legal guardian.
4. Keep some space around for the player playing and do not distract them. This goes for simple qualifying as well as tournament play.
5. When qualifying, if there is a player waiting that has not had their chance to play the machine, they are ALWAYS next before others that have already played it once or more. When possible during qualifying, play doubles, triples or quads for efficiency. Always keep a close eye on the time, respecting start and end times for qualifying. Do not start a game a minute or 2 before qualifying ends.
6. Do not leave your game when qualifying or in tournament play. It creates unnecessary delays. If you leave and you are up, you have 60 seconds to return to the machine. If you don't, the ball will be plunged.
7. ONE machine in use at any time per player when qualifying. This is NOT a casino where we hog up 6 machines at a time!
8. If you tilt the next players ball in tournament play, you will be disqualified from that particular game. Same will result from accidently playing another players ball. Player who causes the action will be required to refund any and all players for their losses.
9. If you are first player up on a machine in tournament play, it is your responsibility that you verify all credits for the group are entered in prior to plunging your ball. If you don't, you will be disqualified.
10. In qualifying, you may play any extra balls earned.
11. In Tournament Play and "one-crack" events, **extra ball(s) earned must be plunged.**
12. In the event of major malfunctions, consult the malfunctions page of this guide.
13. Encourage your fellow players. Even though we are in a competitive event, a little encouragement goes a long way. Acknowledge an achievement once the player has completed playing their ball. Such things like "that's amazing you completed the mega ultimate destruction mode", "great job playing that multiball" or "that was a very tricky ball that you saved, wow!"

Silverball Saturday Tournaments Format

On the second Saturday of every month unless we have a major holiday conflict, with the exception of December, we will have our monthly tournament. The qualifying begins at 2PM and ends at 5:45PM. The main tournament starts at 6PM. There are 2 qualifying event credits at the Saturday Tournament. There is no entry fee, and all players get one free drink token. By participating in both of these events gives you 2 event credits towards the end of the year tournament prerequisite of 18 credits minimum.

Qualifying for Main:

- Play the 5 machines in the time allotted to get your best scores. You may play these as many times as you would like, to get your best scores. Extra Balls are allowed to be played.

One Crack Qualifying:

- The one-crack is just like it sounds! You may play each of the 3 machines only **ONCE. Extra ball(s) earned must be plunged.** In the one-crack, there are no playoffs! Let the chips fall where they may. Tie breaks will only be needed when a player's final point value could change. The tie breaker is a simple 1 ball game of the directors choice.

After qualifying has ended, the main tournament will start. Maximum of 16 people for A division. For B Division, we must at least have 2 players or more in addition to the first 16. (18 people or higher attendance, up to a 32 player maximum) With our tournaments, there is no 1st round bye. **Any extra ball(s) earned in tournament play must be plunged.**

Each group leader will get a list of 5 games to pick from. They must pick 3 for each round. The other 2 games will be used as alternates should there be any malfunctions to the initial 3. Points are 4,2,1,0 for each game. The group leaders once again get a list of 5 games to play. The 4 players with the highest point value will move to the finals. In the final round, the group leader will get another list of 5 games to play. At the end of the tourney, all players are inserted into their prospective rank for both one-crack and main.

Then place and points are applied accordingly. Any ties will be broken by where the players were in the original qualification round. Higher player gets the higher place. If you qualify, but leave before or during the tournament, you will still have a rank and earn points, however you will place below all participants regardless of initial qualified status.

Sunday Tournament Format

On the first Sunday of every month, unless we have a major holiday conflict, we will have our monthly tournament. The qualifying starts at 1:30PM and ends at 4:45PM. The main tournament starts at 5PM. There are 2 qualifying event credits at the Sunday Tournament. The main tournament and the "one crack". There is no entry fee, and all players get one free drink token. By participating in both of these events gives you 2 event credits towards the end of the year tournament prerequisite of 18 credits minimum.

Qualifying for Main:

- Play the 5 machines in the time allotted to get your best scores. You may play these as many times as you would like, to get your best scores. Extra Balls are allowed to be played.

One Crack Qualifying:

- The one-crack is just like it sounds! You may play each of the 3 machines only **ONCE. Extra ball(s) earned must be plunged.** In the one-crack there are no playoffs. Let the chips fall where they may. Tie breaks will only be needed when a player's final point value could change. The tie breaker is a simple 1 ball game of the director's choice.

After qualifying has ended, the main tournament will start. Maximum of 16 people for A division. For B Division, we must have at least 2 players or more in addition to the first 16. (18 people or higher attendance, up to a 32 player maximum) With our tournaments, there is no 1st round bye. **Any extra ball(s) earned in tournament play must be plunged.** Each group leader is given a "price cap" of \$2.00 or less to select 3 games from based on their coin drop price. For example: Charlie is a group leader. He chooses Tron (\$1), CentaurII (.50), and Sinbad (.25). With these choices, Charlie has stayed within his budget of \$2.00, only spending \$1.75. As a group leader, you are only allowed the use of a game one time per tourney. Should there be any malfunction, the group leader must choose an alternate game of equal or lesser "price cap" to replace the bad game. Points are 4,2,1,0 for each game. The top 8 players at the end of this first round will move to the second round. The group leaders will once again have a \$2.00 "price cap" and pick 3 games to play. The 4 players with the highest point value will move to the finals. In the final round, the last group leader will choose 3 more games with their \$2.00 "price cap". At the end of the tourney, all players are inserted in their prospective rank for both one-crack and main. Then place and points are applied accordingly. Any ties will be broken by where the players were in the original qualification round. Higher player gets the higher place. If you qualify but leave before or during the tournament, you will still have a rank and earn points, however you will place below all participants regardless of initial qualified status.

Monthly Tournament Payouts!

Top Qualifier For Main Tournament

- \$10 Funny Money*

Main A Division

- 1st Place = Trophy, \$20 cash, \$15 Funny Money*
- 2nd Place = \$15 cash, \$10 Funny Money*
- 3rd Place = \$10 cash, \$5 Funny Money*
- 4th Place = \$5 cash, \$5 Funny Money*

Main B Division

- 1st Place = \$20 Funny Money*
- 2nd Place = \$15 Funny Money*
- 3rd Place = \$10 Funny Money*
- 4th Place = \$5 Funny Money*

One-Crack

- Trophy, \$20 Funny Money*

***Funny Money can be used for the purchase of food and drinks only at Blainbrook . It must be used in its entirety and also cannot be used as a gratuity for a server. Funny Money also has an expiration date. Please keep an eye on yours, should you get some, as expired Funny Money cannot be honored.**

Monthly Tournament Point System

Points for each monthly events/tournaments are based on the number of participants on a sliding scale to insure fair distribution. At each tournament there is only 1 player in each place. Ties will be broken based on original players qualifying rank. Points are only good for each calendar year. At the end of the year, points will reset to zero. Please see the chart on the next page for point breakouts.

Point Scale

<u>1-9 players:</u>	<u>10-19 players:</u>	<u>20-29 players:</u>	<u>30+ players</u>	<u>Place</u>
7	12	18	36	1
6	10	15	32	2
4	8	14	30	3
2	7	12	25	4
1	5	11	23	5
1	4	10	21	6
.75	3	9	20	7
.50	2	8	18	8
.25	1	7	16	9
0	.75	6	14	10
0	.75	5	12	11
0	.75	4	10	12
0	.50	3	8	13
0	.50	2	7	14
0	.50	1	5	15
0	.25	.50	2	16-20
0	0	.25	1	21-29
0	0	0	.50	30-35
0	0	0	.25	36-39
0	0	0	.10	40+

Separate Point Scales are used for each event. For Example, if we have 19 players for the one crack and 20 players for the main, the point value scale can change based on each individual events participation. It is to your best interest to do BOTH events at each tournament. You not only get points, but also Event Credits!

Malfuctions

- Any machine whether for qualifying or in tournament mode that has a component, switch, or sensor that doesn't read, or has an inoperative tilt-bob is not deemed to be an official malfunction. No player shall be allowed to make any concerns that the inoperative component(s) are affecting their strategies or game play, regardless of where they play in their group. It is up to you as a player to make your own observances and adapt to the uniqueness each situation brings. Every player has an equal advantage/disadvantage in this situation. Game **WILL** remain in play!
- An electrical outage or machine meltdown is considered major, as now there is detriment to scores of players due to what the actual outcome of their ball may have been prior to the malfunction. In this event, players will be refunded in credits only to play an alternate machine. For a Saturday one of the 2 alternate machines must be chosen from your list of 5. If alternate games become exhausted from the list, then the tournament director will choose your game(s) for your group. Their decision is final and non-negotiable. On a Sunday, an alternate game of Equal or Lesser "price cap" of the malfunctioned machine can be chosen to take the place of a malfunctioning machine. For example: game with .75 cent value malfunctions: Group leader must choose a .75 or lesser cost machine as the replacement.
- Stuck Ball and other ball out of play mishaps are up to the director's discretion. If game can be opened to avoid end-of-ball status and free the stuck ball, then director will be allowed to place the ball in the cupped lower flipper of the player's choice. Player will be required to maintain control of the ball in the cupped flipper until integrity of machine is re-established (glass, door, and bar reinstalled) and ready to play. Should a ball get wedged underneath a plastic or in a non-play area of the game, please see your director ASAP. Any other issues are the director's discretion, with their decision being final and non-negotiable.
- Do not call for a malfunction unless you can be totally assured you will like the outcome. As a group, in tournament play, please discuss the situation with the other group members. If ALL members of the group can come to an agreement, then that course of action may be used to remedy the malfunction. Think of going to the director as a last resort. If you must bring the director into the situation, then their ruling will be final and non-negotiable.

- **Director has the final say in all instances of malfunctions! Rulings can and will vary based upon machine type and manufacturer.**
- **Yellow Flag is in play for all tournaments at Blainbrook. 1st time that the flag comes your way, consider it a warning. If it comes to you a second time, you will be required to have a meeting with the establishment owner to determine eligibility status for remainder of Blainbrook Event(s).**

Blainbrook Cup End Of Year Tournament.

On the second Saturday in December we will have our Blainbrook Cup Championships!

Prerequisites:

- Player must have participated in a minimum of 18 (Eighteen) **Blainbrook** event credits in the calendar year. There are 48 (Forty Eight) total event credits available each year. Remember that participation in both tournaments on a Saturday or Sunday is considered TWO event credits. Playing in the Spring League is TWO event credits. (1 for league, 1 for end of league tournament.)
- There is a buy-in of \$20 (Twenty Dollars) per player entry fee for the end of year tournament. Maximum player count is set at 32. Once you hit your 18th event credit, you may pre-register immediately for the End-Of-Year Championship by simply pre-paying your \$20 entry fee to either tournament director. If the end of the year comes, and you for some reason are bumped out of the top 32 places after final points have been calculated, your \$20 would be refunded to you.
- If you do not meet the minimum event credit requirement and wish to simply walk in and compete, your buy in as a player will be a \$125 (One Hundred & Twenty Five Dollars) entry fee at the door. Your initial ranking will be in the next lowest spot below all who have met the minimum participation event credits. If there are already 32 people meeting the minimum requirements registered, then there will not be a walk-in option.
- Your initial rank for the bracket will be based on your total points throughout the calendar year following the last event which is the first Sunday in December.
 - Should there be any point ties at the very end of the year, those players affected will be playing a one ball game to determine their final rank prior to official tournament start.
- There will be **No Stern Machines** in the end of year tournament game lineup! Games will all be randomly picked and assigned to brackets.
- Any player that meets the prerequisites but will not be able to attend the event, their vacancy will be filled by the next available player and they will become that rank, and all other players move up to fill empty slots until we are at 32 which is our maximum capacity.
- Payout pot with 32 players maximum will be a total of \$640.00 and will adjust based on attendance. (16 players = \$320.00)

- **Tournament will be conducted in a bracket style format TBA.**

Blainbrook Pinball Monthly Tournament Calendar 2015

January 4,10

February 1,14

March 1,14

April 11,12* (due to Easter)

May 3,9

June 7,13

July 5,11

August 2,8

September 6,12

October 4,10

November 8,14

December 6

Blainbrook Cup End Of Year Tournament December 12th, 2015

Players	Group 1	Group 2	Group 3	Group 4
16	1,8,9,16	2,7,10,15	3,6,11,14	4,5,12,13
15	1,8,15	2,7,9,14	3,6,10,13	4,5,11,12
14	1,8,14	2,7,13	3,6,9,12	4,5,10,11
13	1,8,13	2,7,12	3,6,11	4,5,9,10
12	1,4,9,12	2,5,8,11	3,6,7,10	
11	1,6,11	2,5,7,10	3,4,8,9	
10	1,6,10	2,5,9	3,4,7,8	
9	1,6,9	2,5,8	3,4,7	
8	1,4,5,8	2,3,6,7		
7	1,4,7	2,3,5,6		
6	1,4,6	2,3,5		
5	1,5	2,3,4		
4	1,2,3,4			
3	1,2,3			
2	1,2			
1	1			

A-Div. Group Matrix Scale #1-16

Players	Group 1	Group 2	Group 3	Group 4
16	17,24,25,32	18,23,26,31	19,22,27,30	20,21,28,29
15	17,24,31	18,23,25,30	19,22,26,29	20,21,27,28
14	17,24,30	18,23,29	19,22,25,28	20,21,26,27
13	17,24,29	18,23,28	19,22,27	20,21,25,26
12	17,20,25,28	18,21,24,27	19,22,23,26	
11	17,22,27	18,21,23,26	19,20,24,25	
10	17,22,26	18,21,25	19,20,23,24	
9	17,22,25	18,21,24	19,20,23	
8	17,20,21,24	18,19,22,23		
7	17,20,23	18,19,21,22		
6	17,20,22	18,19,21		
5	17,21	18,19,20		
4	17,18,19,20			
3	17,18,19			
2	17,18			
1	No Play			

#17-32

Scale

Matrix

Group

B-Div.

Minimum

2 Players

Have

Must

Players	Group 1	Group 2	Group 3	Group 4
8	33,36,37,40	34,35,38,39		
7	33,36,39	34,35,37,38		
6	33,36,38	34,35,37		
5	33,37	34,35,36		
4	33,36	34,35		
3	33,34,35			
2	33,34			
1	No Play			

C-Div. Group Matrix Scale #33-40

Must Have 2 Players Minimum