

TTM 2010 SUPER 16

Manawatu's Premier Individual Competition.

The top 16 players will compete to become TTM 2010 SUPER 16 Champion.

Entry Fee \$50

Waldegrave Lounge, Palmerston North.

Doors Open 18:30, Play Starts 19:00.

Round	Date
1	Friday 7 th May
2	Friday 4 th June
3	Friday 2 nd July
4	Friday 6 th August
5	Friday 27 th August
6	Friday 24 th September

Prize Money:

1st Place - \$200

2nd Place - \$100

3rd Place - \$50

Strict deadline for expressions of interest Tuesday 27th April

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Competition Details

- Super 16 2010 will be played over 6 nights between May and September.
- It will be played using the last 16 draw each night differing from last year.
- Based on a cup, plate, bowl, shield competition format, all players will end up with a final placing 1st-16th each night and accumulate points as follows
1st gains 16 points, 2nd gains 15 points ...to 16th gains 1 point.
- The best 5 scores total over 6 rounds of the competition will decide the 2010 Super 16 winner. (This allows players to miss 1 round and still have a chance of winning).

The Draw

- All players will be placed into a last 16 draw.
- There will be 4 seeds.
- For the first round, seeding will be determined by the Manawatu Rating List at 48 hours prior to the first nights play. From the 2nd round onwards, seeding will be determined by the finishing positions from the previous round.
- Players who finished in positions 5-8 in the previous round will be randomly placed into the next rounds draw in the positions so to not meet another top 8 player in the first round of matches. Players who finished in positions 9-16 will be randomly placed to fill all the other remaining spots in the draw.
- If a player misses a round, they will be placed back into the draw one position below where they finished from the last round that they played.
- When a reserve is required to play for the first time, they will come into the draw in 16th position.
- The draw will be completed on the Wednesday night before play and emailed to all competitors the following day.

Unavailability

- If a player knows they are unable to play in a particular round, they need to let Shona Cudby know by 7pm on the Wednesday before play. (This allows plenty of time for a reserve to be notified that they are playing and the draw to be completed with the correct players in it)
- If a withdrawal is made after the draw has been completed, appropriate changes will be made.

Reserves Pool

-New for 2010

-The next 8 best players after the 16 selected for super 16 will go into a reserves pool. (This may include players who decide to be a reserve who could have made the 16)

-If a player/s is unavailable for a particular round, a reserve will be picked from the reserves pool to replace them.

-Players in the reserves pool will be ranked from 1 to 8 before each round (This ranking list will be determined by the Manawatu Rating List 48 hours prior to Friday nights play).

-The player ranked 1 in the pool will have first opportunity to fill in for a particular round and if that player is unavailable, the player ranked 2 will have the opportunity and so on.

-A player who is unable to play a particular round must be replaced by a reserve with less rating points than they have at the time the draw is done.

-A reserve player can progress through the draw and score points in the competition on the nights they play (A reserve wins their 1st round match of the draw; they will still progress to the 2nd round. That player may come 7th on the night; they will collect 10 points in the competition).

-Should a reserve player end up with the best 5 rounds total, they will be announced the winner of the competition.

-Reserves will be charged a fee of \$4 on each night they play to help cover TTM costs.