

GTDL All Star Qualifying process:

EARNED: The winner of Mr. Trenton and any/each Singles league during the season will be given a spot on the team. If TWO seasons, two people would qualify. If the same person for both, then ONE person. If only ONE singles league, only ONE person. Summer Singles winner will not earn a spot.

SELECTED: The Board will name UP TO FOUR GTDL Members to start the team. The Board should be in agreement on these members.

QUALIFIED: For each All Star qualifier, the winner will be given a spot on the team. Generally, there are TWO qualifiers.

For any year where the number of SELECTED, EARNED and QUALIFIED players is less than 10, the remainder of the 10 person team will be filled using the most point achieved during the combined qualifying process.

For any event where more than 10 players are required, as well as to fill in the team for All Star members not able to attend the event, the team will be filled with a combination of the qualifying lists and captain's picks. Factors for inclusion will be performance (potentially historical as well as current), results of any qualifiers attended, and specific circumstances for a player or the specific event. For every event, the captain will have two picks.

2016 TEAM – Will be updated as appropriate:

Earned: Troy Colen – Winter Singles
Gary Yourman – Mr. Trenton

Selected: Pat Velenger, Justin Valpreda, Tom Bernhard

Qualified: May 19th:
May 26th:
Qualifier Points

See next page for Qualifier Event details...

All Star Qualifier Event process

Eligibility:

All players in good standing from the current/previous season will be eligible.

Cost \$10

Each qualifier will be some sort of round robin format where attendees will play some number of other players a set number of games. All games will be played, and each game will be worth one point.

At the end of the round robin phase, the winner of each group and potentially others (see chart below) will advance to a bracket/knockout round. Each win here will also be worth one point.

A one game tiebreaker will be played in a group ONLY if it determines advancement or seeding in the knockout phase. Head to head will not come into play. The tiebreaker does not count in overall point totals.

The knockout phase will be randomly drawn, with the exception that if there are first and second from each group, each winner will play a 2nd place finisher. In any knockout, you can play someone from your own group, there is no restriction there

In order to have fairness when a next overall leader position is needed, players who play less number of games will play a random person from their bracket one game to gain the same number of points as other groups. If there are odd numbers, a game may be played across groups. This affects events when there are 11,13,14,17 or 19 total players. There is no guarantee that each week will offer the same number of games as the other qualifiers – only within the same qualifier.

Player, Games, Knockout Matrix

Total Players	Groups (x People)	Games	Knockout
8	2 x 4	5	Top 2 from each group
9	3 x 3	5	Top 1 from each group PLUS next overall leader
10	2 x 5	4	Top 2 from each group
11	2x4 1 x3	3 5	Top 1 from each group PLUS next overall leader
12	3 x 4	4	Top 1 from each group PLUS next overall leader
13	2x4 1x5	4 3	Top 1 from each group PLUS next overall leader
14	2x4 2x3	3 5	Top 1 from each group
15	3x5	3	Top 1 from each group PLUS next overall leader
16	4x4	4	Top 2 from each group
17	3x4 1x5	4 3	Top 2 from each group
18	2x4 2x5	4 3	Top 2 from each group PLUS next 2 overall leaders
19	3x5 1x4	3 4	Top 2 from each group
20	4x5	3	Top 2 from each group

Assuming 4 boards, matches with less than 4 groups should use available boards to speed up the pace of play.

Alternatively, for 8 players, full round robin, 3 games each.

9 to 11 Players, full round, 2 games each