

LAX 2023 Pinball Tournament



Louisville Arcade Expo 2023 is proud to host an IFPA Certified pinball tournament! This year, qualifying is a BEST CARD format across a bank of 6 games from different eras. Finals is a Match Play event.

No pre-registration is required. Admission to Louisville Arcade Expo *is required* to play in the tournament. Buy tickets at the door or online at <https://louisvillearcade.com>.

Format: Unlimited card-based qualifying with 6 games per entry card.

Entry Fees: \$10 CASH ONLY for 1 ENTRY CARD, purchased at the INFO DESK.

Qualifying

Friday March 10th **2pm - 10pm** - 8 hours

Saturday March 11th **10am - 10pm** - 12 hours

Finals

Top 24 qualifiers move onto finals. Top 8 get a bye for the first round.

Saturday March 11th **10:15pm** for round 1.

Sunday March 12th **10am to 3pm** for additional rounds.

QUALIFYING

Each ENTRY CARD will consist of a single game played on each of a bank of 6 machines.

Players may enter as many times as they like, but will either complete or void each card with the tournament director before starting a new card.

Qualifying placement will be viewable on displays in the tournament room and via MatchPlay.
<https://next.matchplay.events/tournaments/91150>



PLAYING AN ENTRY CARD

Players will redeem their entry card in the **Jefferson Pinball Tournament Room** and will be added to the queue. The Scorekeeper will call the player when it is their turn if the player is not already present. If the player does not appear promptly, the next person in line may go ahead of them as called out by the Scorekeeper.

The Scorekeeper will assign a player to start on one of the six games, numbered 1 thru 6. Players will play each game **in order** beginning with the assigned game to fill their entry card. Example: Player X is assigned to start on game 4. Player X will fill scores to their entry card by playing games in order 4, 5, 6, then 1, 2, 3.

Once a player has completed a game, they should have the scorekeeper record that game's score to their card by raising their hand before moving to the next game in sequence.

Scoring An Entry Card

Each game will use PAPA scoring:

100 points for 1st place.

90 points for 2nd place.

85 points for 3rd place.

84 points for 4th place.

83 points for 5th place.

And so on...

Each score on an entry card is compared to the other players qualifying.

Example: If your score on

GAME 1 is 5th highest score you receive 83 pts toward the card total

GAME 2 is Last Place Score you receive 0 pts toward the card total

GAME 3 is 1st Place Score you receive 100 pts toward the card total

GAME 4 is 2nd Place Score you receive 90 pts toward the card total

GAME 5 is 3rd Place Score you receive 85 pts toward the card total

GAME 6 is 4th Place Score you receive 84 pts toward the card total

Card Total $83+0+100+90+85+84 = 442$ pts

Example Scores can be viewed at <https://matchplay.events/live/g1qqq>

FINALS

The Top 24 players in the qualifying rounds will move on to the finals.
The Top 8 Players receive a first round bye.

Format will be Match Play 3 games Per Round

Scoring will be Papa Format:

4 player games: 4 points for 1st, 2 for 2nd, 1 for 3rd, 0 for last.

Top two (2) in each group moves on to the next round

PRIZES

Prize money will be pooled from entry cards purchased.

80% of the prize pool will be paid out to the top 24.

The other 20% will cover IFPA fees, trophies and expenses.

Position	PayOut Percentage
1st	35%
2nd	15%
3rd	10%
4th	5%
5th - 8th	3%
9th-16th	2%
17th-24th	1%

General Tournament Rules

Practice: Practice is not allowed on any tournament machines.

The tiebreaker to make the Top 24 will be a one game playoff for those tied for 24th.

Tiebreakers for finals seeding will be based on scores from Game Number 1 during qualifying.

All rulings made by any of the TDs are final. Please do not ask for second rulings. We will use the IFPA/PAPA rules as a guideline, but one common ruling we will make that differs is this. We will allow multi-ball to continue with a stuck ball as long as there are at least two balls in play. Once the player is down to one ball live and one ball stuck, please call a TD over to get the live ball trapped up so we can free the stuck ball and place it on a flipper (all interlocks should be disabled). Should the flippers die when the coin door is opened, we will place the ball in the shooter lane.

All extra balls are played if earned, machines with EBs will be marked

Don't make your own rulings! If you do and someone wants a ruling after the fact, I will not change anything. If in doubt, call over a TD to help you.

Make sure it is your turn!! if you play out of turn, you will receive a zero game score for that game.

Do not tilt through!! if you tilt so hard that it tilts the next player that is up as well, you will receive a zero game score for that game. If you tilt and it causes the next player to receive a tilt warning, you will receive a verbal warning for the first offense, a zero game score for the second offense.

No bad behavior

After a ball drains do not Rage tilt, punch lockbars, coindoors, hitting cabinets, etc.

If we deem any of the above to occur while not actively saving a live ball, you will receive a warning for the first offense. Second offense, your day will be done. Also, this goes for disrespecting other players. It will be crowded, people will bump into you while playing most likely. Let it go. Do not let things distract you. Embrace the distractions and you will play better! Also, no loud negative outbursts. Taunt the game, talk to yourself, be lighthearted about it, but do not have these immature displays of negativity and outbursts of F bombs. It makes others uncomfortable and it is unsportsmanlike. TD staff will use the yellow card/warning to establish with the player what will not be tolerated, but TD staff reserve the right to immediately eject a player if the offense is deemed severe enough.

Please let me know if you have any questions, Whyne Rouse - Tournament Director.