

# 2012 OLYMPIC GAMES

## EUROPEAN QUALIFICATION TOURNAMENTS

### A) Singles

The system will be nearly the same as the one used for the 2008 Olympic Games, and the tournament will be played in **5 days**.

The tournament will be played in the city of Luxembourg, Luxembourg from 11.-15 April 2012.

**Eligibility:** Each NOC may enter up to 3 players in each event, after deduction of the number of players directly qualified through their position on the first World Ranking issued after the World Championships to be played in Rotterdam (Netherlands) in 2011. Only 2 players from an Association can qualify for the OG individual events, whereby a third player from an Association may qualify to complete the team for the team events.

### **PLAYING FORMAT**

#### **Day 1 + 2: Preliminary Stage**

16 Groups of 4 players (some groups of 3 players when less than 64 entries or of 5 players when more than 64 entries) playing in round-robin and qualifying each 2 players for the competition proper.

#### **Day 3: Stage I**

4 Groups of 8 players playing in direct K.O. system. The winners of each group are qualified for the Games.

**4 qualifiers**

#### **Day 4: Stage II + 1 round of Stage III (pre-round)**

4 Groups of 7 players (losing finalists in Stage I have a bye in first round) playing in direct K.O. system. The winners of each group are qualified for the Games.

**4 qualifiers**

#### **Day 5: Stage III**

1 draw of 16 players playing in direct K.O. system (in progressive K.O. where necessary to determine a final ranking order).

**3 qualifiers plus needed number of substitutes**

## **DRAWS**

### **1. Preliminary Stage (16 groups [A to P] of 3, 4 or 5 players)**

1. The 16 highest ranked players are placed, in descending order, in first position of the 16 groups;
2. In accordance with the snake system, the next 16 players are drawn 4 by 4 in positions 2 of the 16 groups;
3. In the same way, the remaining players are drawn 4 by 4 in the 16 groups.

Players of a same NOC will be drawn into different groups.

**Order of play:** Taking into account that in each group 2 players promote to the competition proper, the order of play will be as follows:

**Groups of 3:** 1-3; 1-2; 2-3

**Groups of 4:** 1-3 2-4; 1-2 3-4; 1-4 2-3

**Groups of 5:** 2-4 3-5; 1-5 3-4; 1-3 2-5; 1-2 4-5; 1-4 2-3

### **2. STAGE 1 (32 players - 4 K.O. groups [Q, R, S, T] of 8 players -Winner of each group is qualified for the Games)**

1. Players finishing in position 1 of Groups A, B, C and D are drawn between positions 1 (top of the draws) of Groups Q, R, S and T;
2. Players finishing in position 1 of Groups E, F, G and H are drawn between positions 8 (bottom of the draws) of Groups Q, R, S and T;
3. Players finishing in position 1 of Groups I, J, K and L are drawn between positions 5 (top of bottom half of the draws) of Groups Q, R, S and T;
4. Players finishing in position 1 of Groups M, N, O and P are drawn between positions 4 (bottom of top half of the draws) of Groups Q, R, S and T;
5. Players finishing in position 2 of the Preliminary Stage groups are drawn between positions 2, 3, 6 and 7 of Groups Q, R, S and T, but in another group than the team having finished in position 1 of their original group.

Furthermore, players from a same NOC will be drawn into different groups.

**3. STAGE II (28 players - 4 K.O. groups [U, V, W, X] of 7 players [Positions 2 remaining free] – Winner of each group is qualified for the Games)**

1. Runners-up of Groups Q, R, S and T are drawn between positions 1 of Groups U, V, W and X;
2. Semi-finalists losers against qualified players of Groups Q, R, S and T are drawn between positions 8 of Groups U, V, W and X;
3. Semi-finalists losers against the runner-ups of Groups Q, R, S and T are drawn between positions 5 of Groups U, V, W and X;
4. Quarter finalists losers against qualified players of Groups Q, R, S and T are drawn between positions 4 of Groups U, V, W and X;
5. First round losers of Groups Q, R, S and T are drawn between positions 3, 6 and 7 of Groups U, V, W and X.

For this stage, following principles will be applied in the order below:

1. Players from a same NOC will be drawn into different groups;
2. Players who met in Stage I will be drawn as far as possible into different groups;
3. Players who met in Preliminary Stage will be drawn as far as possible into different groups.

### **STAGE III (24 players - K.O. pre-round of 16 then draw of 16)**

Progressive K.O. system will be applied as far as necessary in order to reach the total number of qualified players for Europe and to determine the wished number of substitutes)

#### **First part of draw**

16 players meet in 8 pre-round matches.

1. Semi-finalists losers against runners-up of groups U, V, W and X are drawn between positions 1, 8, 9 and 16;
2. First round losers of groups U, V, W and X are drawn between remaining free positions.

#### **Second part of draw**

1. Runners-up of groups U, V, W and X are drawn between positions 1, 8, 9 and 16;
2. Semi-finalists losers against qualified players (winners) of groups U, V, W and X are drawn between positions 4, 5, 12 and 13;
3. The winners of the match with 1, 8, 9 and 16 of the pre-round matches are drawn between positions 3, 6, 11 and 14;
4. The winners of the other matches of the pre-round are drawn between positions 2, 7, 10 and 15.

For this stage, following principles will be applied in the order below:

1. Players from a same NOC will be separated as far as possible;
2. Players who met in Stage II will be drawn into different halves;
3. Players who met in Stage I will be separated as far as possible;
4. Players who met in Preliminary Stage will be separated as far as possible.

## **PLAYING SCHEDULE**

<b>DAY 1 + 2:</b>	<b>Preliminary Stage</b>	<b>(Maximum: 4 matches per player)</b>
<b>DAY 3:</b>	<b>Stage 1 - First 4 qualifiers</b>	<b>(Maximum: 3 matches per player)</b>
<b>DAY 4:</b>	<b>Stage 2 - Next 4 qualifiers</b>	
	<b>Stage 3 - pre-round</b>	<b>(Maximum: 4 matches per player)</b>
<b>DAY 5:</b>	<b>Stage 3 (continued) - Last 3 qualifiers + substitutes</b>	<b>(Maximum: 4 matches per player)</b>