# **2019 PDGA Amateur World Championships**

Semi and Finals Numbers and Required Tie Breakers (subject to change)

(subject to change due to final registration numbers)

Pool	Div	#	Notes on Required Tie-breakers in Preliminary Rounds	Semis
A,B,C,D	MA1	285		72 Max
M, N	MA40	134		44+Ties
G	MA50	60		20+Ties
Н	MA55	69		24+Ties
S	MA60	41		16+Ties
Т	MA65	32		12+Ties
L	MA70	12	Ties for Fourth Place must be broken immediately following Friday PM round at Klines Run	-
Е	FA1	45		16+Ties
F	FA40	17		6+Ties
F	FA50	7	Ties for Second Place must be broken immediately following Friday PM round at Ship Rock	-
F	FA55	7	Ties for Second Place must be broken immediately following Friday PM round at Ship Rock	-
L	FA60	8	Ties for Fourth Place must be broken immediately following Friday PM round at Klines Run	-
L	FA65	0		
L	FA70	2	Ties for First Place must be broken immediately following Friday PM round at Klines Run - World Champ!	-
Pool	Div	Semis	Notes on Required Tie-breakers in Semis	Finals
A,B,C,D	MA1	72 Max	Notes on Required Tie-breakers in Semis Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's	Finals 4
A,B,C,D M, N	MA1 MA40	72 Max 44+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's  Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run.	4
A,B,C,D M, N G	MA1 MA40 MA50	72 Max 44+Ties 20+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's  Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run.  Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue.	4 4 4
A,B,C,D M, N G H	MA1 MA40 MA50 MA55	72 Max 44+Ties 20+Ties 24+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run.	4
A,B,C,D M, N G H S	MA1 MA40 MA50 MA55 MA60	72 Max 44+Ties 20+Ties 24+Ties 16+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp.	4 4 4
A,B,C,D M, N G H	MA1 MA40 MA50 MA55 MA60 MA65	72 Max 44+Ties 20+Ties 24+Ties 16+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp.	4 4 4 4 4
A,B,C,D M, N G H S T L	MA1 MA40 MA50 MA55 MA60 MA65 MA70	72 Max 44+Ties 20+Ties 24+Ties 16+Ties 12+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp.	4 4 4 4 4 4
A,B,C,D M, N G H S T L	MA1 MA40 MA50 MA55 MA60 MA65 MA70 FA1	72 Max 44+Ties 20+Ties 24+Ties 16+Ties 12+Ties - 16+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue.	4 4 4 4 4 4 4
A,B,C,D M, N G H S T L E	MA1 MA40 MA50 MA55 MA60 MA65 MA70 FA1 FA40	72 Max 44+Ties 20+Ties 24+Ties 16+Ties 12+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp.	4 4 4 4 4 4
A,B,C,D M, N G H S T L E	MA1 MA40 MA50 MA55 MA60 MA65 MA70 FA1 FA40	72 Max 44+Ties 20+Ties 24+Ties 16+Ties 12+Ties - 16+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue.	4 4 4 4 4 4 4 4 2
A,B,C,D M, N G H S T L E	MA1 MA40 MA50 MA55 MA60 MA65 MA70 FA1 FA40 FA50 FA55	72 Max 44+Ties 20+Ties 24+Ties 16+Ties 12+Ties - 16+Ties 6+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue.	4 4 4 4 4 4 4 4
A,B,C,D M, N G H S T L E	MA1 MA40 MA50 MA55 MA60 MA65 MA70 FA1 FA40 FA50 FA55 FA60	72 Max 44+Ties 20+Ties 24+Ties 16+Ties 12+Ties - 16+Ties 6+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue.	4 4 4 4 4 4 4 4 2
A,B,C,D M, N G H S T L E	MA1 MA40 MA50 MA55 MA60 MA65 MA70 FA1 FA40 FA50 FA55	72 Max 44+Ties 20+Ties 24+Ties 16+Ties 12+Ties - 16+Ties 6+Ties	Notes on Required Tie-breakers in Semis  Ties for Fourth Place must be broken immediately following Saturday AM round at Quaker's Ties for Fourth Place must be broken immediately following Saturday AM round at Muddy Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue. Ties for Fourth Place must be broken immediately following Saturday AM round at Klines Run. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus Twnshp. Ties for Fourth Place must be broken immediately following Saturday AM round at Codorus SP Blue.	4 4 4 4 4 4 4 2 2

## **PDGA Semi-Finals and Finals Criteria for Worlds Competition**

#### Semi-Finals Criteria

- $\bullet \ \text{All divisions with a minimum of 16 participants will have a cut to the semis with the top competitors playing in a semi-final. } \\$
- Depending on the field size the cut may range from 25 to 40 percent of the field.
- Divisions with fewer than 16 participants will not participate in the semi-finals round.

#### Finals Criteria

- All divisions with a minimum of 8 participants will advance only 4 competitors to the Finals. Ties for the 4 spots must be broken by sudden-death play-off immediately following the division's last round of play prior to the Finals.
- All divisions with 4 to 7 participants will advance only 2 competitors to the Finals. Ties for the 2 spots must be broken by sudden-death play-off immediately following the division's last round of play prior to the Finals.

### **Divisions with Less than 4 Participants**

• All divisions with fewer than 4 participants will not compete in Semi-Finals or Finals. Ties for First Place must be broken by sudden-death play-off immediately following the divisions last round of regular competition.