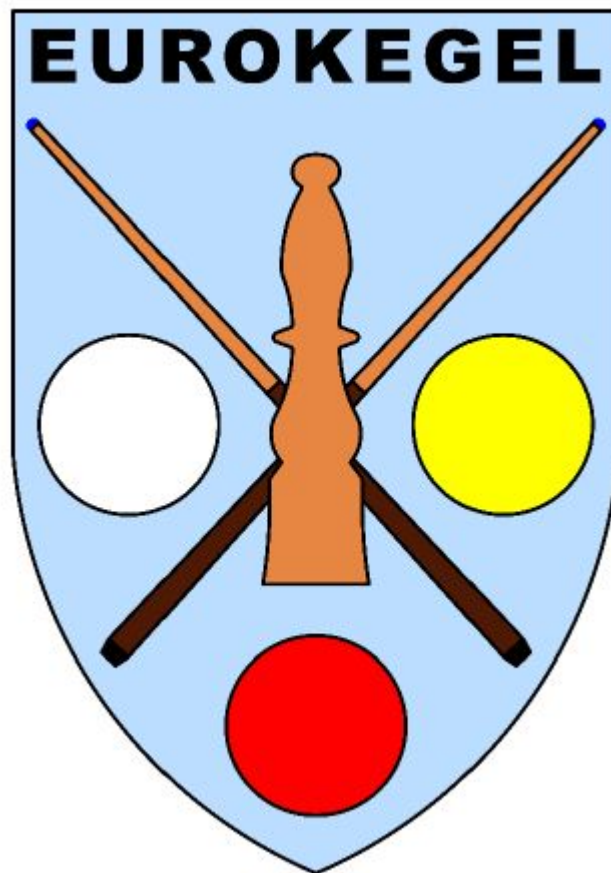


# EuroKegel

– international pin billiard game



Laws of the game and the competitions

2016.

# Contents

## Introduction

### I. General regulations

### II. Laws of EuroKegel

1. Supplies
  - 1.1. Billiard table, cushion, baize
  - 1.2. Balls and pins
  - 1.3. Placing the pins and the balls to start
  - 1.4. Cue and other tools
2. The goal of the game, sets, end of a set
3. The game
  - 3.1. Shots, moving the balls and stroking the pins
  - 3.2. The start of the game
  - 3.3. Shooting
  - 3.4. Carambolage
  - 3.5. Popping out balls
  - 3.6. Balls in hand
  - 3.7. Stroking, canting, shifting and replacing the pins
    - 3.7.1. The pin is considered stroked
    - 3.7.2. The pin is considered canted
    - 3.7.3. The pin is considered shifted
    - 3.7.4. Actual moves
  - 3.8. Scoring
4. Tempo shots

### III. Competition Rules of EuroKegel

1. Single, double and team competitions
2. Set and matches
3. Set- and match scores, score rates
4. Refeering
5. Other tasks of the referee
6. Playtime
7. Breaks during the game
8. Giving up during the game
9. Foot area
10. Incidents causing fault for which the player is not responsible
11. Table-heating
12. Lighting
13. Scoreboard
14. Clothing
15. Place of the other player who is not shooting
16. Forbidden things
17. Behaviour of the players

### IV. Final provisions

### Appendix

# Introduction

The aim of this document is to introduce the type of billiard game which is played with big (high) pins to Europe and internationally and to start an international championship with this game. Furthermore, to call the attention of the several national versions that has spread recently in Germany, Denmark, and the Carpathian Basin- especially in Hungary, the Czech Republic and some parts of Russia.

The name of the game is **EuroKegel**, which was developed by the Danish, German and Hungarian national clubs (henceforth in Hungary the Hungarian Pin Billiard Club), the laws of which game are explained in this document.

We **recommend** this game for all billiard-loving inquiring because of its special aspect and its tradition that goes back to centuries, and because it requires low budget. Above all we recommend it because even beginners can enjoy it, however it opens the door for professional levels as well.

## **Motto:**

Pins were used in the very first billiard games. Pins do the lead within several European billiard games and one of the most modifier pin billiard games is the one which is played with big (high) pins- this game had written rules even in the 1770's. **This is what leads us!**

# **I. General regulations**

- (1) The document is agreed and can be changed only by the national clubs of the three countries mentioned above. In case of changing the previous variant lapses.
- (2) The laws of the game explained below concern the Eurokegel branch of sport – the adult contests, both sexes and the junior contests as well. These regulations are to be observed at every official Eurokegel contest.

## II. Laws of EuroKegel

### 1. Supplies

#### 1.1. Billiard table, cushion, baize:

- (1) Standard “small carom table”, where the playing field is 210 X 105 cm (measured between the rubbered edges), tolerance: 5 mm. The table must stand still, even in those cases when a player lies on it or leans against it.
- (2) The playing field is a 20 mm thick shale (or marble) surface covered with standard billiard cloth (consists of maximum 3 parts) which has to be flat, level and framed by rubber cushion (also covered with cloth). The cloth that covers the surface and the cushion needs to be in perfect conditions, standardised quality and organic colour. There must not be anything between the cloth and the surface, and stuck to the cloth.
- (3) The rubber cushion must be the type and kind which is agreed at the carom games, the height of which is 37 mm, tolerance: 1mm. The rubber cushion is secured to an outer frame, the latitude of which is at least 12,5 cm, tolerance: 1 mm (the surface is flat, the colour is organic).
- (4) Diamond-dots are recommended on the frame, which are agreed at the carom games (eighth dots of the length and fourth dots of the shorter side). Advertising or any other text, markings can not be on the frame.
- (5) The distance between the billiard table’s upper surface and the floor which supports the legs has to be between 70 and 85 cm.

#### 1.2. Balls and pins:

- (1) The balls are made of a standardised material and need to be sufficiently round. 3 pieces; colour: 1. Red, 2. White or white with polka-dots, 3. Yellow or yellow with polka-dots, or marked white; diameter: 61,5 mm, tolerance within one set: 1 mm; weight: between 205 and 220 g; the difference between the lightest and the heaviest: maximum 2 g.
- (2) The 5 pins are wooden, four pieces of light wood coloured or white and a darker coloured. Their size is defined in the Appendix.

#### 1.3. Placing the pins and the balls to start:

- (1) There are 7 dots marked on the length of the table (actually these are 13mm diametered disks), one of which is the centre point of the table. The outside points of the length are the quarter points, these are the **basic points**.
- (2) There are **starter points** marked on both sides of the line (**basic line**) which is perpendicular with the length. The distance between one basic point and one starter point is 135 mm (see the illustration).
- (3) The playing field between the basic line and the closer wall- including the basic line itself- is called the floor area.
- (4) These locations must be marked as finely (precisely) as possible with a chalk pencil or ink.
- (5) The pins have to be placed onto the centre point and the 2-2 points besides the centre point (the darker one to the middle). The distance between the sides of the pins is 62 mm (in case of

Eurokegel pins the distance between their middle points is 75 mm- see the illustration).

- (6) The starter player's ball (in the first round this is the white one) has to be placed to one starter point next to the lower basic point, the other player's ball to the higher basic point and the red ball to the lower basic point.

#### 1.4. Cue and other tools:

- (1) The balls must be moved with an agreed-shaped cue. The cue can comprise one or two pieces. The narrower end of the cue is equipped with a cylinder-shaped skin (players can only touch the balls properly with this skin).
- (2) The player can use multiple cues for different thrusts during the game, fiber tip as well (of course one at a time). The player can freely assemble his cue collection from standard cues.
- (3) The player has the right to use supporting instruments ("rake") instead of his hands.
- (4) The skin of the cue can be made adheararant with a standard chalk.
- (5) The chalk musn't pollute excessively the playing field or the balls.

## 2. The goal of the game, sets, end of a set

- (1) The game is played by two players or two pairs, they play in rotation. Both players have their own cue ball, the starter player pushes with the white one, the other with the yellow (not red) one. The parties do not change cue balls during the match. **Important:** From every player's perspective the owned ball is the cue ball and the opponent's ball is the target ball.
- (2) A shoot starts when the skin on the cue's narrower end touches the cue ball on the occassion of a forward-directed thrusting movement. A shot is over when all the balls on the table have stopped (not moving) and all the pins have been replaced.
- (3) Points can be prescribed after the players' shots: for a faultless shot to the shooter player; for invoid or faulty shots to the opponent- depending on the situation at the time of the shot (see scoring). The points gained through the game are add up – these are the game scores.
- (4) The game should continue as long as one party reaches or exceeds the predetermined limit score "break limit"(mark: BL, usually 100 points) - this game unit is one **set**. Anyone who reaches it (before the other) is the winner of the game (set [break]). Number of the winner's points are BL even if it is exceeded at the last shot.
- (5) In case of several sets the parties start in rotation. It is always the player's responsibility to start with the proper ball.

## 3. The game

### 3.1. Shots, Moving the balls and stroking the pins

- The shot is **valid** when conditions 1-9. below meet.
- In case 1-9. conditions do not meet during a shot, then the shot is **invalid**.
- The shot is **faultless** when conditions 1-12. below meet.
- In case any of the 1-12. conditions do not meet during the shot, then the shot is **faulty**.
- The shooter player **commits a fault** if his shot is faulty.
- Obviously if a shot is **faultless**, it is **valid** as well; and if it is **invalid**, it is **faulty** as well.
- Obviously a **valid** shot can be **faultless** and **faulty** as well.

1. The player can only move his own shooting ball using his cue, while at least one of his legs touches the floor and neither of his shoes touches the cloth. At the start and in case of ball in hand, shots can only be made when the pins are on their place, the balls are in starter position and the starter player and the shooter player's feet have to be placed inside of the longer side's outer line of the table;
2. Only the cue can touch the pins and the balls and during the game players mustn't touch, move or stroke the balls and the pins, just in case they want to replace or catch them;
3. Only the cue can touch the pins and the cue ball, but only with the narrower side of the cue's skin and only once within a shot;
4. Shooting is only allowed when all the balls have stopped and the stroked pins have been replaced or taken off the playing field;
5. Balls cannot pop out of the playing field (see below: "Popping out balls");
6. The cue ball cannot touch the red ball before touching the target ball and cannot stroke or push away pins;
7. At starter shots or in case of balls in hand (see below) either the cue ball has to touch at least one wall before touching the target ball, or the target ball has to touch at least two walls before the target ball strokes a pin;
8. If the cue ball sticks to the red ball, it can only be shot to the other direction, the cue ball cannot move it directly;
9. If the cue ball sticks to the target ball, it can only be shot from a cue-placing where the cue does not point to the target ball directly (it is also recommended when the two balls are too close to each other);
10. Pins can be stroked only by the target ball, the red ball or other pins (which hasn't been touched by any other thing than cloth, balls or pins). The cue ball, cue and hands cannot stroke the pins, but it's not a mistake, if they touch them;
11. The target ball has to touch the walls and/or the red ball, and/or the cue ball has to touch the walls before touching the target ball, so that the cue ball can stroke a pin;
12. If a red ball strokes a pin, it is only faulty when the following conditions meet: the red ball strokes a pin without touching walls and the target ball moves the red ball without touching walls and the cue ball moves the target ball without touching walls.

Note: It is called a **non-hit** (or it is called: the cue player has not hit the target ball), if the cue ball has not touched the target ball within a shot and/or the cue player has made a mistake according to point 6.

### **It is important to mention:**

- The balls can bounce from any wall before, during or after clicking with each other or before/after stroking a pin.
- Proper jump-shots are allowed;
- It is not a mistake if a ball rolls through between two pins;
- It is essential that the players' shots have to be adjudged. The players' responsibility to play by the rules, and to be fair. If one player's shot cannot be adjudged (whether it is good or bad; e.g. the cue ball touches the target ball and the red ball about at the same time), then the other player scores.

### **3.2. The start of the game**

Determining who goes first can be done by tempo shot (see below). The match starts when the pins and the balls have been placed onto the table for the tempo shot. The starter player shoots from the position mentioned above and it is important that the player has to stand by the longer side's outer line.

### 3.3. Shooting

This game is different from other billiard games in point of giving the right to shoot. Namely here the players do not shoot in series (like in carambolage), and they do not even shoot in rotation (like in the Italian pin billiard or the Hungarian 120s).

In Eurokegel the cue player can shoot at least once but maximum twice (then the opponent shoots). After the first shot, the player can only shoot for the second time, if he makes active points after the first shot.

After each shot (when the balls have stopped and the pins have been replaced), the player, who has the right to shoot, takes a sight (from the position he stands) to the other player's ball (directly or by touching walls). The players' aim is to make a valid stroke (see above), hit as many pins as possible, preferably reach a carambolage and leave a position after their second shot which is bad for the opponent.

In case of more rounds, the owner of the white ball starts the uneven matches and the opponent starts the evens.

### 3.4. Carambolage

Carambolage is when the cue ball touches the target ball, then the cue ball hits the red ball as well (it can touch the walls before, during or after). Naturally it is not a mistake if the target ball touches the red ball, too (however it is not even an advantage). Only one valid carambolage can score within one stroke.

### 3.5. Popping out balls

A ball is considered "*popped out*" when it falls out of the game field or it touches the frame of the table which is not covered with cloth.

### 3.6. Balls in hand

In case of the opponent's **invalid** shot (see above), a player can shoot "**from hand**"

In case a player wishes to shoot from ball-holding, every ball has to be placed to the start position, and the red ball and the target ball has to be placed to their usual places, but the cue ball has to be placed to any point of the "**floor area**" of the cue's side. In the following the player can shoot from this position.

It is important that at this shot the shooter player's feet have to be placed inside of the longer side's outer line of the table.

In case the player does not wish to shoot from ball in hand, he has to shoot from the current position on the table – naturally in this case his own ball is the cue ball.

**Important** that in case of popping out balls it is obligatory to shoot from hand.

### 3.7. Stroking, canting, shifting and replacing of the pins

3.7.1. The pin is considered **stroked**, if:

- It lies on the cloth
- It relies on another pin, a wall or a ball and otherwise it would fall over.
- If it has fallen over but during a drift it stands up.



3.7.2. The pin is considered **canted**, if:

- It has only been tipped but not stroked by one or more balls;
- It has been touched by one or more balls.

3.7.3. The pin is considered **shifted**, if:

- It has been shifted from its original place but it stands still.

**Note:** None of the pins can be considered stroked, canted or shifted if it has just moved but stands still.

3.7.4. Actual moves:

- The **stroked** pins have to be replaced but only when all the balls and pins have stopped (touching them is forbidden) and before the next shot. In case the stroked pins' places are taken (by one of the balls), they have to be taken out of the table temporarily, until their original places are free again. Then they have to be replaced to the table (only when all the balls and pins have stopped and before the next shot).
- The **canted** pins have to be taken out of the table after all the balls and pins have stopped and before the next shot (gently not to move any of the balls). When their original places are free again, they have to be replaced to the table (only when all the balls and pins have stopped and before the next shot).
- The procedure is the same with a **shifted** ball as mentioned at the canted pins.
- Pins can stay on the edge of the table until they are out of the game, but in case the cue player asks, they have to be taken off and the referee or the opponent player can hold them or they can be put to the service table.
- The pins, when their places are free, have to be placed accurately, and they cannot touch a ball- if this situation is inevitable, they have to be treated as their places are taken. If any of the players requires to specify the placing of the pins, it has to be fulfilled.

**Note:** If a player replaces the pins instead of the referee and accidentally strokes some other pins, it's not a mistake, but it is, if he moves a ball. In that case, the other player can shoot by "*ball holding*" (there's no faults).

### 3.8. Scoring

Only a faultless shot scores, a faulty shot scores for the opponent. The scores come from the stroked pins' and the carambolage's scores, like the following:

- Each stroked white pin: 2 points.
- Each stroked red pin: 4 points.
- Any canted pin: 0 points.
- Any shifted pin: 0 points.
- Carambolage: 4 points.

**Important:** Carambolage only counts when it meets the definition mentioned above. (e.g.: if the cue ball hits the red ball first, it cannot be a carambolage)

## 4. Tempo shots

1. The game starts when the referee has placed the two white (or a white and a yellow) ball to the right and left side of the starter line and the red ball to the upper point in order to do the tempo shots.

2. The players shoot to the upper short wall approximately at the same time and the player whose ball stops closer to the lower short wall can decide whether he keeps the right to shot or lets the opponent start.

3. In case the balls carom into each other during their run or they stop at the same distance from the lower short wall, the referee orders a new shot. The player, whose shot causes a fault and the balls carom into each other again, he commits irregularity, so he loses the right to start.

4. It is faulty when a player touches his ball during a tempo shot, or the ball does not reach the upper short wall or it hits a red ball or touches the longer wall first, so the opponent gets the right to start.

- (1) The player who wins the tempo shot can decide whether he starts the game or the opponent. The starter player gets the white ball, and the opponent gets the yellow one (not the red one). Players keep their own balls until the end of the game.
- (2) The referee places the white and yellow (not red) balls to one basic field in a way that they touch the line parallel to the basic line, as close as possible to the starter point and 20-30 cm far from the shorter wall; the red ball and the pins have to be placed to the starter position.
- (3) Players start the shot to the opponent shorter wall at about the same time and whose ball stops closer to the lower short wall (either by not touching it or popping away from it once), wins the tempo shot.
- (4) Both balls have to move before the first one touches the opponent short wall. Otherwise the tempo shot must be repeated.
- (5) In case the balls have caromed into each other.
- (6) In case the player touches his ball during the tempo shot or the ball does not reach the upper short wall or moves back and forth repeatedly, or if it hits a red ball or pins, or in case it touches the longer wall first, the player loses the tempo shot.
- (7) The player who causes the fault for the second time loses the tempo shot and the right to decide as well.
- (8) In case it is impossible to decide who caused the fault or the balls stopped at the same distance, the tempo shot must be repeated.

- - -

# III. Competition Rules of Eurokegel

## 1. Single, double and team competitions

- (1) The competitions can be single, double or team competitions.
- (2) At single competitions 2 players compete with each other in one or more sets.
- (3) At double competitions (one or more sets) both parties (pair A, pair B) have two players, all of whom play in every set, according to the following rules:
  - a. The players of a pair can decide who shoots the tempo shot and who shoots the starter shot.
  - b. The four players play cyclically; the order of a cycle is the following: A pair 1. player, B pair 1. player; A pair 2. player, B pair 2. player.
  - c. The players of a pair can freely debate. The player of the pair who currently does not have the right to shoot, cannot try shooting with or without a cue. However, he can observe the state from every side. Giving advice is only possible verbally (not in practice).
  - d. If the shooting player is in shooting position, his pair cannot interfere with words or gestures.
  - e. It is a fault, if the players of a pair change their shooting order. Hiba, ha valamilyen páros játékosai felcserélik a lökö sorrendjüket. In this case the actual notice of competition the steps that need to be done, or if there are no rules for this fault, the referee or the competition director decides after listening to the players.
- (4) At team competitions two teams with two players compete with each other according to the following rules:
  - a. First every player plays a single with both players of the opponent team (it means 4 single matches). Finally, the teams play a double match.
  - b. The players of a team who are participating in the game can freely debate.

## 2. Set and matches

- (1) Sets are played until a break limit, which is determined by the announcer of the competition.
- (2) Every started set needs to be played until the last score.
- (3) When a player has reached the break limit (BL), the set is considered to be finished and the player becomes the winner of the set.
- (4) A match can consist of one or more sets - the announcer of the competition determines in advance how many sets are required for winning a match. As soon as a player has reached this set number, he becomes the winner of the match and the match is over.

## 3. Set- and match scores, score rates

- (1) For every won set 1 score goes to the winner and 0 score for the loser.
- (2) In case the match consists of more than one sets, the winner of the match gets the set scores plus 1 score, the loser gets 0 score.
- (3) The score rates of the match from a player's perspective is the rate of the scores of his own and the opponent's set- and match scores.
- (4) In order to have a precise scoring it is recommended to enter the results of a set's shots to the record, so that a player's score for one shot becomes countable.
- (5) The announcer of the competition can determine a scoring according to the rules above, but he can order a more precise scoring as well.

## **4. Refereeing**

- (1) Tasks of refereeing:
  - i. Observing the players' actions, especially the shots, judgement and decision-making according to validity and faults.
  - ii. Placing and replacing of the pins and the balls
  - iii. Recording of the scores.
- (2) If two people does the refereeing, then the main referee cares about the first two tasks, and the second referee does the third task (he will be the "writer"). The two referees consult in doubtful cases, but the main referee makes the decisions.
- (3) In case of one referee the third task is taken over by the players.
- (4) The referee's decisions are mandatory in effect, only the competition commission can change them.
- (5) The players have the right to question the referee about an unnoticed fault or an incorrect announcement. Subsequently the referee can change his decision. In case the next shot has been taken, the player loses this right according to the previous shot.
- (6) If a player objects the decisions of the referee, then the referee can ask the commission's opinion for a needed quick decision-making.
- (7) In case of doubt the decision must be in favour of the player.
- (8) In case of a missing referee the players are in charge to play a correct, problem-free game.

## **5. Other tasks of the referee**

- (1) He may show the player which one is his cue ball (if he asks).
- (2) Only the referee can clean or replace the balls.
- (3) Balls cannot be touched by bare hands.
- (4) Balls need to be replaced with a suitable tool that marks the original place of them.

## **6. Playtime**

- (1) Playtime is the time while the player stands by the table for shooting.
- (2) Playtime starts when a player takes his place for shooting according to the rules of the game and ends when he finished the shooting and the right of shooting has gone to the opponent and the balls have stopped.

## **7. Breaks during the game**

- (1) The player can ask for a 5-minute break after each set and in case of a one-set match – after either of the parties is done with the half of the set – every player can ask for a 5-minute break once.
- (2) In case of sickness or other health problem the referee or the representative of the competition's announcer can order the needed break.

## **8. Giving up during the game**

- (1) If a player gives up a set during the game, he loses the whole match.
- (2) If a player leaves his place during a set without the referee's permission, he loses the match because of this behaviour. The competition commission decides about further serious interactions.
- (3) The player who is not willing to continue the game despite an express request, is out of the game.

## **9. Foot area**

- (1) At the starter shot, and any other positions described above, the shooter player must stand at the shorter side. In the meantime, his feet have to be placed inside of the longer side's outer line of the table
- (2) Ideally there are lines marked on the floor to help the appropriate placing of the feet.

## **10. Incidents causing fault for which the player is not responsible**

Faults caused by the referee, a third person or other external factor have no effect on the players or the results. The referee replaces the balls and the pins as close as possible to their previous places. If it is not possible, then the balls and pins are to be placed to their original places.

## **11. Table-heating**

At international competitions billiard tables are suggested to be supplied with an agreed heating system with a thermostat. These must be turned on during the whole competition, ensuring the ideal temperature of the tables.

## **12. Lighting**

- (1) The billiard table lighting throughout the playing field must be even with a good approximation of the size of 520 Lux.
- (2) The lights must be attached so that they do not interfere the player with any movement or any vision during the game. The distance between the playing field and lighting should be at least 1 meter.
- (3) The game room cannot be completely darkened and has to be lightened so that the audience can see without any problems.

## **13. Scoreboard**

The scoreboard should be installed in a way that the results and the names of a player who plays with either the white or yellow (not red) ball can be shown at every moment.

## **14. Clothing**

- (1) Competitors must appear at a competition in an outfit which is prescribed by the director. In case the competition announcement did not make any provisions about it, the following rules should be adjusted:
  - One-colour short or long-sleeved shirt (not T-shirt), blouse for women, or the club's shirt with logo;
  - Black long trousers (suit pants), at least knee-length skirt (not jeans) for women – black belt if needed;
  - Black shoes (not sport shoes), black socks;
  - Headgear is not allowed.(The director of the competition can control the clothing worn at the particular competition less severely).
- (2) The clothing must be clean, well-cared and in good conditions. If the player is not sure whether his clothes are appropriate, he has to discuss it with the commission before the start of the competition.
- (3) In justified cases, for the competitors' request, the commission may grant specific authorizations for the specification of the clothes.
- (4) At some competitions a special characterized attire may be required that is appropriate for the event- in this case the announcement of the competition must contain this change.

- (5) It is expected that each member of a particular team wear the same clothes, and at the opening of the competition every single person related to the team is expected to wear the required clothes.

## **15. Place of the player who is not shooting**

- (1) The player who is not shooting has to sit or stand in a designated area until he gets the right to shoot. He is by no means allowed to perform gestures and noises that interfere the opponent.
- (2) Ideally the boundaries of the waiting area are marked.

## **16. Forbidden things**

- (1) Players must not apply markings onto the playing field, walls or frames.
- (2) During the game educating (counselling) is forbidden by a person who is not involved in the game.
- (3) It is forbidden to confuse or influence the shots.
- (4) It is forbidden for the player not shooting to leave the designated area without a permission.
- (5) Sanctioning of these rules is the right of the competition's director.

## **17. Behaviour of the players**

- (1) Alcohol consumption and smoking is forbidden for the players and the referee during the competition. Furthermore, the requirements of the national and international anti-doping regulations must be observed.
- (2) The referee must supervise the following:
  - That in the particular game players do not violate the fairplay norms and regulations of the ethical, disciplinary regulations with their behavior (eg. bad for the billiard sport, not in the game's benefit, makes it difficult or impossible to conduct the competition fairly, a deliberate mistake, not taking into account an error, delay of the game, not authorized equipment, use of tools). Whether they are with respect of other players, officials, guests, or spectators at the match area.
  - Whether a player is committing forbidden things.
- (3) The referee or other official person of the competition has the right to admonish, warn a player or where appropriate, to judge the game for the opponent, or to exclude the player who behaves unfair or violates the ethical and disciplinary rules.
- (4) The sinner who is not participating in the game may be removed from the game room.
- (5) Basic measures of the referee depending on the happenings are the following (in order of strength):
  - a. admonition;
  - b. warning;
  - c. punishing with 1-10 fault points;
  - d. to condemn the particular set to the offending opponent;
  - e. to condemn the particular match to the offending opponent;
  - f. to exclude the offending player while leaving his results so far;
  - g. to exclude the offending player while cancelling his results so far.

### **Note:**

A player can only be excluded after a discussion with the commission.

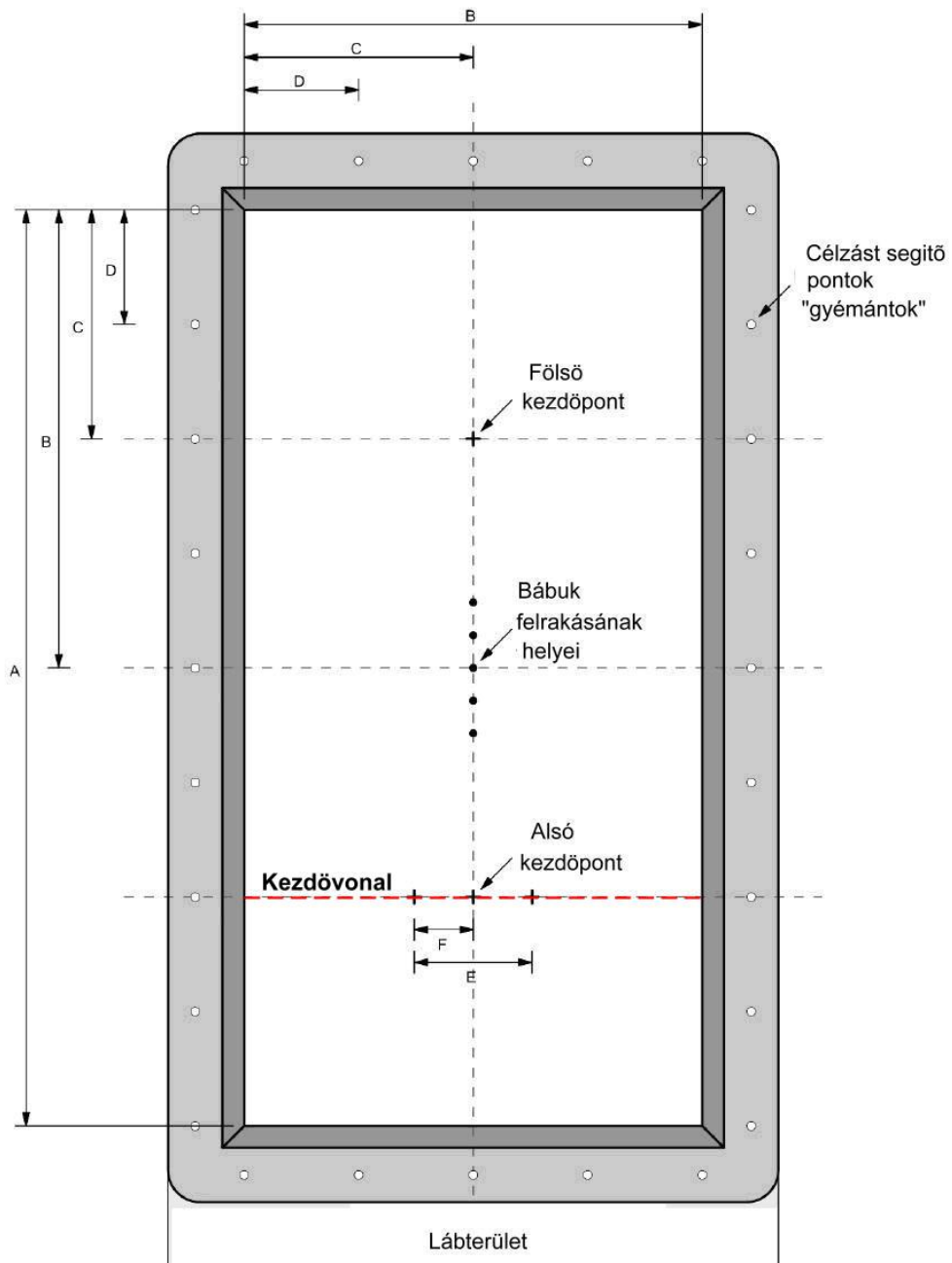
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## **IV. Final provisions**

According to the questions not mentioned in this document, the rules of the international or in particular cases the national associations of the billiard sport prevail. In cases of unregulated questions of a particular game the commission decides.

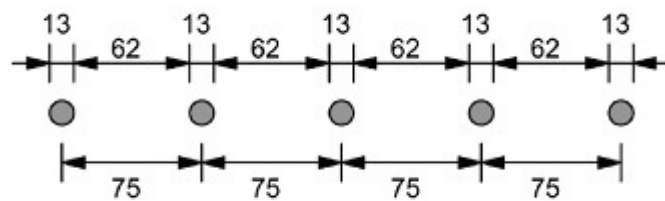
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## Appendix:



Distance (cm)	A	B	C	D	E	F
Table	210,00	105,00	52,50	26,25	27,00	13,50

### Placing the pins (mm):





pins / balls (sizes in mm, tolerance: 0,2mm)

