



2013 PACHABO CUP

PROGRAMME

**Daventry Hotel
22nd – 23rd June 2013**

Introduction

Welcome to the Daventry Hotel and to the Pachabo Cup.

The total anticipated entry is 30 teams, which means that we will be playing 29 x 3-board rounds. The counties not represented this year are Avon, Channel Isles, Cumbria, Devon, Essex, Isle of Man, Lincolnshire, Merseyside & Cheshire and Norfolk.

Team captains should draw for a team number and starting position on arrival at the venue from 12:00 noon onwards. We would ask all players to be seated and ready for play by 12:55pm on Saturday afternoon in order that we can make a prompt start to the competition.

Times of play

Saturday

Session 1	1.00pm to 5.45pm	11 matches
<i>including a short tea break</i>		
Session 2	7.30pm to 10.45pm	8 matches

Sunday

Session 3	10.45am to 1.10pm	6 matches
Session 4	1.40pm to 3.20pm	4 matches

Format

By the end of the event each team will have played a 3-board match against each other team in a series of head-on matches. Every match will be scored as it is completed, and a barometer score board will show the round-by-round totals. Duplicated boards will be in use, with the same hands being played in all matches.

Scoring

The Pachabo scoring system is unique amongst English teams competitions. 10 VPs are at stake in each 3-board match; 6 of these are determined by the 'point-a-board' method, i.e. 2 point-a-board points are at stake on each board. A drawn board (exact aggregate draw or plus or minus 10 aggregate points) scores 1–1 VPs, whilst a winning board (by more than 10 aggregate points) scores 2–0 VPs. The other 4 VPs at stake are determined by 'aggregate quotient', which is calculated as follows.

Firstly, the total aggregate points scored (regardless of whether plus or minus) at the two tables put together are calculated. Secondly, the total aggregate swing in the match is calculated. Finally, the total aggregate points are divided by the swing, and the result converted to Victory Points as per the schedule described below. Two examples of this process are described within.

If total points divided by swing are:

		greater than or equal to 12:	2	–	2	VPs
less than 12, but	"	" " " " " 8:	2½	–	1½	VPs
" " 8, but	"	" " " " " 5:	3	–	1	VPs
" " 5, but	"	" " " " " 3:	3½	–	½	VPs
" " 3:			4	–	0	VPs

It is important that you are aware of certain details with regard to scoring: The first principle is that you are not required to calculate the match score for yourselves. All match scores will be calculated and posted for you by the official scorers, using the data provided by yourselves via 'Bridgemates'. North is responsible for entering each score on the Bridgemate; EW are responsible for verifying that it is correct.

In practice, we realise that many teams do prefer to score-up for themselves at the end of each 3-board match. This is perfectly in order, provided that you respect a strict time limit of 24 minutes for each round in which to play, score (if, and only if you wish to do so and have time available for this purpose) and retake your positions for the next match. If you are late finishing a match, you must go straight on to the next round and may not score up at that time.

Scoring examples

Please check the Bridgemate input carefully - particularly the declarer

Scoring example a)

Your N/S score-card			
No	Contract	Plus	Minus
1	4H= by N	420	
2	2NT= by E		120
3	3S= by S	140	
TOTAL		560	120

Teammates' E/W score-card			
No	Contract	Plus	Minus
1	4H-1 by N	50	
2	2S= by W	110	
3	3H= by E	140	
TOTAL		300	

You have won Boards 1 and 3 and drawn Board 2, thereby scoring 5 VPs out of 6. In aggregate points, you have scored 860 against 120. This total of 980 points scored in the match, when divided by the swing of 740, obviously comes to less than 3. So you have gained 4 VPs out of 4, making the match result 9-1 to you.

A second example is contained below — but please remember that the actual scores will be calculated for you via the Bridgemate scoring system.

Scoring example b)

Your N/S score-card			
No	Contract	Plus	Minus
4	1NT-1 by N		100
5	3S= by S	140	
6	4H= by E		620
TOTAL		140	720

Teammates' E/W score-card			
No	Contract	Plus	Minus
4	1NT= by S		90
5	2S= by S		110
6	3NT= by W	600	
TOTAL		600	200

This time, you have lost Boards 4 and 6 and won Board 5, thereby scoring 2 VPs out of 6. In aggregate points, you have scored 740 against 920. The total of 1660 points scored, when divided by the swing of 180, comes to a little over 9 (ie less than 12, greater than 8), so you score a further 1½ VPs out of 4, making the final match result 3½-6½ in favour of your opponents.

Bridgemate UK is the official wireless scoring provider at all EBU events.

Master Point awards

All Master Point awards awarded to the top half of the field and are expressed in terms of Green Points per player (in teams of 5 or 6, a player must have played at least one-third of the boards to be eligible for an award).

Tied places share equally any Master Point award due, even though a tie for 1st place will be resolved in order to determine the winners of the Pachabo Cup.

The winning team receives 16.00 points, and the minimum award (for finishing half-way) is 2.00 points. Awards for intermediate places are in accordance with the standard EBU congress formula.

All Master Points will be awarded by direct credit. Ranking lists are available from our web site at www.ebu.co.uk

Prize awards

Prizes are awarded to the top four teams, and will be credited directly to the team captain's EBU account (unless otherwise requested) which can be redeemed at any time on application to the EBU. All prize awards are expressed in terms of £ per team, regardless of the number of players in the team. Tied places share equally any award due, even if the tie has been split for some other purpose.

1st £400; 2nd £260; 3rd £160, 4th £120.

Miscellaneous

- i) This is an EBU Level 4 competition for the purpose of systems and conventions. You are required to have a pair of identical completed convention cards and you should exchange them with your opponents at the start of each round. If you do not have two completed convention cards, you may be provided with an EBU Simple System card and required to play it. WBF convention cards are only permitted in EBU Level 5 events and therefore may not be used in this event.
- ii) The EBU Tournament Directors Guide contains specific provisions which apply to this event. For example, $\frac{1}{2}$ Victory Point would be the equivalent of a 10% penalty.
- iii) An artificial adjusted score on a board shall be scored as 1 VP each if both teams are partially to blame, or 1 VP plus/minus $\frac{1}{2}$ VP in respect of a team in no way to blame/entirely to blame respectively. However, the aggregate swing on the board will then be deemed to be zero in all such instances.

Notwithstanding the foregoing, the table(s) which could not play the board will be assigned the average aggregate score of all the tables which have played it solely in order to arrive at the dividend to be applied to the aggregate portion of the formula in the match in question.

- iv) An unplayed match (for whatever reason) will be scored as $6\frac{1}{2}$ – $3\frac{1}{2}$ in favour of the non-offending team (this does not apply on the sit-out round should an odd number of teams take part, in which case all teams would be required to sit-out for one round, and would be awarded 6 VPs for so doing). The unplayed match award will be increased if the non-offending team achieve an average of greater than $6\frac{1}{2}$ per match over all matches played in the competition, or if the offending team achieve an average of less than $3\frac{1}{2}$. Any fractions obtained in such a calculation will be maintained (eg a match score of 6.6 is entirely possible). A further penalty could be imposed on the offending team in aggravated circumstances.
- v) Best Behaviour at Bridge - Please be nice to your partner, be pleasant to your opponents and be polite to the Tournament Directors. Otherwise you may well be given a Disciplinary Penalty!
- vi) Please switch off your mobile phone. If you must have it on for emergencies, switch it to silent and leave the playing area before answering it.

- vii) North (or South) is responsible for entering the contract & result into the Bridgемate, and East (or West) must be shown it to verify its accuracy by pressing the Accept button.

It is best to enter the contract, declarer and lead at the end of the auction – this saves time, reduces the risk of entering the wrong board number, and ensures the lead is fresh in your mind.

Entering the lead accurately not only provides extra information of interest to players, but can also assist the scorer in resolving errors of data-entry.

Seating rights and change of line-up

There are no seating rights in this competition. A team of four must nominate in advance which players will occupy the N, S, E and W positions, and the team must maintain those positions throughout the competition (except as may be provided for below). These nominations must be made on the name-slip, which all teams are required to complete before play commences.

A team of six must make a similar nomination for two of its pairs: the third pair will take the position of the pair they replace, but must nominate in advance which player will occupy which position (eg N or E, dependent upon which pair they replace).

Teams who wish to change partnerships at various stages, in such a manner as to make it unreasonable to submit all possible line-ups in advance, should commence by submitting the most common line-up which will be used. They should then consult with a Tournament Director in advance of any such change being made. The team will be asked to submit their proposed new line-up, and will concede 'seating rights' to their opponents in the first match after the change is made; likewise should the team subsequently wish to return to the original line-up.

Subject to the above considerations with regard to seating rights, any team may change its line-up at the conclusion of any 3-board match.



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