



**2020/21**  
**TOLLEMACHE CUP**  
***QUALIFIER***

**21<sup>st</sup> – 22<sup>nd</sup> November 2020**

**On RealBridge**

**PROGRAMME**

**(27 TEAMS)**

**17/11/2020**

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# Times of play

<b>Saturday</b>	10:15am – 10:40am	Teams assemble and line-up
<b>Session 1</b>	10:45 am – 11:15 am	Round 1
	11:20 am – 11:50 am	Round 2
	11:55 am – 12:25 pm	Round 3
	12:30 pm – 1:00 pm	Round 4
	1:05 pm – 1:35 pm	Round 5
	1:40 pm – 2:10 pm	Round 6
	2:15 pm – 2:45 pm	Round 7
<b>Session 2</b>	3:30 pm – 4:00 pm	Round 8
	4:05 pm – 4:35 pm	Round 9
	4:40 pm – 5:10 pm	Round 10
	5:15 pm – 5:45 pm	Round 11
	5:50 pm – 6:20 pm	Round 12
	6:25 pm – 6:55 pm	Round 13
	7:00 pm – 7:30 pm	Round 14
<b>Sunday</b>	10:30 am –	
<b>Session 1</b>	10:45 am – 11:15 am	Round 15
	11:20 am – 11:50 am	Round 16
	11:55 am – 12:25 pm	Round 17
	12:30 pm – 1:00 pm	Round 18
	1:05 pm – 1:35 pm	Round 19
	1:40 pm – 2:10 pm	Round 20
<b>Session 2</b>	3:00 pm – 3:30 pm	Round 21
	3:35 pm – 4:05 pm	Round 22
	4:10 pm – 4:40 pm	Round 23
	4:45 pm – 5:15 pm	Round 24
	5:20 pm – 5:50 pm	Round 25
	5:55 pm – 6:25 pm	Round 26
	6:30 pm – 7:00 pm	Round 27

## General notes regarding the timings

Team captains should ensure that their line-ups are completed at least 20 minutes before the start of the session, and that their players are seated ready for a prompt start. Please note that the starting time of stanzas within a session may vary.

## The general format

Our information is that 26 English Counties plus East Wales will compete. The format will be all-play-all with matches of 4 boards, played head-to-head throughout. The top eight teams will qualify to play in the final on 20<sup>th</sup> - 21<sup>st</sup> February 2021 – venue to be decided.

Teams are limited to 14 playing members, this applies only to the 2020 Qualifier. For the 2021 Final and subsequent years, the limit will be 12 players. The players in a team can be different in qualifying round and the final.

There will be no kibitzing. It is envisaged that teams will have online meetings between rounds (zoom, skype, etc.). Players must be very careful not to remain in communication with anyone else in the team during play. There will be fines for players playing while they are logged on to other communication channels.

The schedule was based on an entry of 28 teams but there has been a withdrawal and this will entail a sit-out for all teams – teams sit out a round in turn, in team number order.

Should there be any further change in the numbers of teams, there will be a change in format, which may still include a sit out for each team. We will provide appropriate information in that eventuality.

## Cross-IMP scoring

A team of eight consists of two N/S pairs and two E/W pairs. Each pair must IMP their score-card twice — once with each of the two pairs sitting in the opposite direction to themselves in their team.

In reality, this should not be as slow as it might sound, as not all pairs will finish playing at exactly the same time. If you are a N/S pair and have played all your boards, you can IMP with the first E/W pair in your team to finish. You then complete the process when the other E/W pair finish playing.

As a team, your score for that round is the total of the four cross-imping exercises:

N/S A with E/W A; N/S A with E/W B  
N/S B with E/W A; N/S B with E/W B

The simplest way for the team captains to collect the results is to concentrate attention on the two pairs from the same direction, e.g. the N/S pairs. Speak to N/S A and you will receive two results; speak to N/S B and you receive the other two results. Simple!

By all means speak to your two E/W pairs as well, because the total of their cross impings should be the same as the two N/S totals — if it isn't, someone in your team has made a mistake.

Needless to say, the Victory Point scale is so designed as to take into account the quadrupling effect of this scoring method. Matches are head-to-head and are complete after all four boards have been played at all four tables, at which point the full-time score for the match (and the conversion to VPs) can be calculated.

## **Pairs' Cross-IMPs and line-ups**

Players are usually interested their pairs' scores when cross-imped across the whole section (the *pairs' cross-IMP* scores) and we endeavour to provide those as soon as practicably possible. However, it should be remembered that these are not the official scoring method for the event and they will only be provided if it does not interfere with the main scoring of the event to do so. Otherwise players may have to wait until they are fully displayed on the web-site after the event.

Since we will not usually have all the correct line-ups until the stanza is about to start, the RealBridge platform will be set not to show any player names. It is therefore essential that all EW pairs take care to sit at the correct tables. Before the round starts, all pairs sit at their team table in each section and will be seated by the platform at the start of the round. If EW players arrive after the start of the round, they must sit against the correct opponents.

**The responsibility for this rests entirely with the pair in question.**

***Please note that pairs' cross-IMP scores can only be provided if players maintain the same form of their name on the platform each time they login – including capitalisation and spaces.***

Captains should submit (blind) line-ups 20 minutes before the start of each session play and you may be fined if you are late submitting them, or if you fill them in inaccurately. If there is an emergency and a team has to change its submitted line-up, their opponents will be given seating rights.

## **Miscellaneous matters**

- a) Even though we will be scoring the tournament by computer as usual, there is still an amount of 'paper' work and administration involved in both the qualifying round and in the final. For this reason, we recommend that you have either a non-playing captain or a clerical assistant to help a playing captain.
- b) You are required to have a system card (as PDF) posted on the internet and you should provide your opponents with a link at the start of each round.

It is hoped that each county can host system cards for their pairs on the country association website; but pairs may have their system card anywhere they can link to.

You may use WBF convention cards this event since it is a Level 5 event.

- c) 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!
- d) Do not use a phone, except for emergencies.

## Special conditions

- a) A tie for the last qualifying place will be split in accordance with standard EBU regulations. Full details are available on request; the first test in a simple tie situation involving two teams only is the result of the head-on match between the teams involved.
- b) Any appeals relating to Saturday's sessions will be heard after the end of play on Saturday evening (after 7pm) or, if necessary, at 10:00am on Sunday morning. Appeals relating to Sunday's session will be heard immediately after the end of that session.
- c) No prizes are awarded in the Tollemache Cup, but mementoes will be presented to the overall winning team in the final.
- d) Master points: green Points per match won or drawn at standard EBU rate –0.14 per 4-board match won (0.07 for a draw). To qualify for an award, the player concerned must have played at least one-third of the boards in the stage (match) to which the award relates.

There are no bonus awards for overall ranking in the qualifier.

- e) If one or more pairs in a team are prevented from playing a board through no fault of their own, that team will be awarded an IMP total for each missing comparison as follows:

1 missing comparison	=	3 IMPs in total
2 missing comparisons	=	4 IMPs in total (i.e. 2 IMPs per missing comparison)
3 missing comparisons	=	5 IMPs in total
4 missing comparisons	=	6 IMPs in total

Like considerations apply in the case of a fouled board or incorrect seating. Any score comparisons which can be made will count; any which cannot will be scored as above should the team in question be totally blameless in this regard.

The standard penalty in this tournament (the equivalent of 25% in a pairs game) is 1 VP. IMP adjusted scores would be assessed in accordance with the principles outlined above, with *Average* being calculated in accordance with the principles contained in the EBU White Book, specifically those in §3.7.2.

- f) The terms and conditions outlined in this programme may be varied by the Tournament Director in charge to deal with any unforeseen circumstances.

# RealBridge

## Instructions

RealBridge uses computer video and audio for communication between players. Player can and should test their video/audio by logging into the system in advance.

During a session, if you have problems with audio/video, you should continue to play using text until you have time to try to sort it out, rather than delaying play.

It may be necessary to refresh the video feed every hour or so: this can be done (without logging out) by clicking the refresh button on your name bar.

## Procedures

Please remember that your opponents will have sight of you whenever you are logged in at a table and always act accordingly – opponents can hear and see what is going on in the room around you.

## Alerting/Announcing/Explaining

RealBridge has different modes of operations: open table v. screen mode, partner-alerting v. self-alerting, verbal v. text explanations. Different rules for alerting/announcing/explaining are appropriate for different modes of operation.

This event will be in screen mode with self-alerting and written explanations. Follow-up questions can be to the player who made the call (via private chat) or verbally to the screen mate. Note: the partner of the player who made the call will not have seen the written explanation.

Calls are alerted by the player making the call, the alert is made by clicking the alert strip. Alert calls that would be alertable or announced face-to-face and provide a written explanation when making the call.

Exceptionally, **bids and passes** above 3NT should be alerted and explained if they are artificial or unexpected. Doubles and Redoubles need only be alerted if required by the face-to-face rules.

## Calling the TD

When the TD is called, the TD can hear and speak to both sides of the screen – but the players cannot hear the players on the other side of the screen. It is difficult for the TD if both sides of the screen are talking.

When the TD is called only the player who called the TD should speak to the TD. The TD can then ask questions of the different players on either side of the screen, before instructing the table how to proceed.

If the TD appears at the table and you did not call the TD, please wait to be asked to speak – so that the table does not all speak at once.

## Online Regulations

The [Sky-Blue Book](#) applies to this event. In particular

- Players may consult their own system card and other notes at any stage (1.1)
- UNDOs are permitted in the auction but not in the play (4.3)

## IMP/VP conversion scale

### *4-board matches*

IMP				VP		
0	–	2	»	10	–	10
3	–	7	»	11	–	9
8	–	12	»	12	–	8
13	–	18	»	13	–	7
19	–	24	»	14	–	6
25	–	32	»	15	–	5
33	–	40	»	16	–	4
41	–	50	»	17	–	3
51	–	61	»	18	–	2
62	–	76	»	19	–	1
77	+		»	20	–	0

## The draw

There was a random draw for team numbers.

1	Devon	11	Oxfordshire	21	Yorkshire
2	Bedfordshire	12	London	22	Gloucestershire
3	Middlesex	13	Norfolk	23	Cumbria
4	Suffolk	14	Berks & Bucks	24	Northamptonshire
5	Avon	15	Essex	25	East Wales
6	Wiltshire	16	Merseyside & Cheshire	26	Cambs & Hunts
7	North East	17	Sussex	27	Kent
8	Herts	18	Worcestershire	28	(sit out)
9	Manchester	19	Surrey		
10	Dorset	20	Hants & I.O.W.		



# The order of play

The tables show the opposing team for each team in each round on the two days.

Teams sit out in the round corresponding to their team number, shown as '--'

## Round (Saturday)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	--	3	5	7	9	11	13	15	17	19	21	23	25	27
2	27	--	4	6	8	10	12	14	16	18	20	22	24	26
3	26	1	--	5	7	9	11	13	15	17	19	21	23	25
4	25	27	2	--	6	8	10	12	14	16	18	20	22	24
5	24	26	1	3	--	7	9	11	13	15	17	19	21	23
6	23	25	27	2	4	--	8	10	12	14	16	18	20	22
7	22	24	26	1	3	5	--	9	11	13	15	17	19	21
8	21	23	25	27	2	4	6	--	10	12	14	16	18	20
9	20	22	24	26	1	3	5	7	--	11	13	15	17	19
10	19	21	23	25	27	2	4	6	8	--	12	14	16	18
11	18	20	22	24	26	1	3	5	7	9	--	13	15	17
12	17	19	21	23	25	27	2	4	6	8	10	--	14	16
13	16	18	20	22	24	26	1	3	5	7	9	11	--	15
14	15	17	19	21	23	25	27	2	4	6	8	10	12	--
15	14	16	18	20	22	24	26	1	3	5	7	9	11	13
16	13	15	17	19	21	23	25	27	2	4	6	8	10	12
17	12	14	16	18	20	22	24	26	1	3	5	7	9	11
18	11	13	15	17	19	21	23	25	27	2	4	6	8	10
19	10	12	14	16	18	20	22	24	26	1	3	5	7	9
20	9	11	13	15	17	19	21	23	25	27	2	4	6	8
21	8	10	12	14	16	18	20	22	24	26	1	3	5	7
22	7	9	11	13	15	17	19	21	23	25	27	2	4	6
23	6	8	10	12	14	16	18	20	22	24	26	1	3	5
24	5	7	9	11	13	15	17	19	21	23	25	27	2	4
25	4	6	8	10	12	14	16	18	20	22	24	26	1	3
26	3	5	7	9	11	13	15	17	19	21	23	25	27	2
27	2	4	6	8	10	12	14	16	18	20	22	24	26	1

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Round (Sunday)

	15	16	17	18	19	20	21	22	23	24	25	26	27
<b>1</b>	2	4	6	8	10	12	14	16	18	20	22	24	26
<b>2</b>	1	3	5	7	9	11	13	15	17	19	21	23	25
<b>3</b>	27	2	4	6	8	10	12	14	16	18	20	22	24
<b>4</b>	26	1	3	5	7	9	11	13	15	17	19	21	23
<b>5</b>	25	27	2	4	6	8	10	12	14	16	18	20	22
<b>6</b>	24	26	1	3	5	7	9	11	13	15	17	19	21
<b>7</b>	23	25	27	2	4	6	8	10	12	14	16	18	20
<b>8</b>	22	24	26	1	3	5	7	9	11	13	15	17	19
<b>9</b>	21	23	25	27	2	4	6	8	10	12	14	16	18
<b>10</b>	20	22	24	26	1	3	5	7	9	11	13	15	17
<b>11</b>	19	21	23	25	27	2	4	6	8	10	12	14	16
<b>12</b>	18	20	22	24	26	1	3	5	7	9	11	13	15
<b>13</b>	17	19	21	23	25	27	2	4	6	8	10	12	14
<b>14</b>	16	18	20	22	24	26	1	3	5	7	9	11	13
<b>15</b>	--	17	19	21	23	25	27	2	4	6	8	10	12
<b>16</b>	14	--	18	20	22	24	26	1	3	5	7	9	11
<b>17</b>	13	15	--	19	21	23	25	27	2	4	6	8	10
<b>18</b>	12	14	16	--	20	22	24	26	1	3	5	7	9
<b>19</b>	11	13	15	17	--	21	23	25	27	2	4	6	8
<b>20</b>	10	12	14	16	18	--	22	24	26	1	3	5	7
<b>21</b>	9	11	13	15	17	19	--	23	25	27	2	4	6
<b>22</b>	8	10	12	14	16	18	20	--	24	26	1	3	5
<b>23</b>	7	9	11	13	15	17	19	21	--	25	27	2	4
<b>24</b>	6	8	10	12	14	16	18	20	22	--	26	1	3
<b>25</b>	5	7	9	11	13	15	17	19	21	23	--	27	2
<b>26</b>	4	6	8	10	12	14	16	18	20	22	24	--	1
<b>27</b>	3	5	7	9	11	13	15	17	19	21	23	25	--

Team  
number



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