



2013

TOLLEMACHE

QUALIFIER

Daventry Hotel, Daventry

23rd – 24th November 2013

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1 Times of play – groups A & B

Team assembly and line-up	1:15pm – 1:25pm	
Session 1 Saturday	1:30pm – 2.50pm	
	3:00pm – 4:20pm	40 boards
	4.30pm – 5.50pm	
	6.00pm – 7.20pm	
Session 2	9:10pm – 11.00pm	14 boards
Session 3 Sunday	10:30am – 12:20pm	
	12:30pm – 2:20pm	42 boards
	2:30pm – 4:20pm	

Final scores available by 4.45pm

2 Times of play – groups C & D

Team assembly and line-up	1:15pm – 1:25pm	
Session 1 Saturday	1:30pm – 2.50pm	
	3:00pm – 4:20pm	30 boards
	4.30pm – 5.50pm	
Session 2	7.40pm – 9.00pm	10 boards
Session 3	9.10pm – 11.00pm	14 boards
Session 4 Sunday	10:30am – 12:20pm	
	12:30pm – 2:20pm	42 boards
	2:30pm – 4:20pm	

Final scores available by 4.45pm

3 General notes regarding the timings

Team captains should ensure that their line-ups are completed at least five minutes before the start of the session/stanza, and that their players are seated ready for a prompt start. Please note that the starting time of stanzas within a session will be brought forward whenever the speed of play and scoring so permits.

Different groups will play different hands. So, you need to be aware of security requirements when scoring up within your own group during the middle of a session, but there are no such considerations involving teams from some other group.

It is most important that you appreciate that not all matches within the group are playing the same boards at the same time, and that there is a security problem whilst scoring is being undertaken in the middle of a session.

4 The general format

Our information is that 35 English Counties plus East Wales will compete — everyone except Cornwall, the Isle of Man, Lincolnshire, Westmorland, North Wales, Mid Wales and West Wales. These will be drawn into four groups of nine teams. The top two teams from each group will qualify to play in the final on 8th-9th February 2014 here at the Park Inn Hotel in West Bromwich.

Sitting-out players can watch some other group, but they can never watch their own group (different groups are playing different boards). By contrast, non-playing captains may watch their own team but they must confine their attention to one pair only during any particular two-stanza period. Moreover, there must be no communication of any sort with any other pair in the team during this period (eg after only one stanza).

Should there be any change in the numbers of teams, there will be one or more sections with a different format, and playing to a different schedule. We will provide appropriate information in that eventuality.

5 The order of play - nine-team groups

A double round-robin will be played, first in 5-board stanzas and then in 7-board stanzas. The nature of the movement is such that teams cannot meet to score until 2 stanzas (10 or 14 boards) have been played. Sixteen such stanzas (totalling 96 boards) will be played over the weekend as a whole.

Teams meet to score up after every two stanzas. At these times, the team may be reshuffled in any way they wish. There is a further option (for teams of more than eight) which allows them to give advance notice of their intention to replace a playing pair with a sitting-out pair after only one stanza of a two-stanza playing period.

Thus, although the team as a whole cannot score until two stanzas have been played, a sitting-out pair doesn't have to sit out for more than one stanza if this is considered to be desirable.

The movement itself operates as follows

Each team has a pair of home tables. N/S are stationary at one of these tables; E/W are stationary at the other (see section 12 for details of section colours). These tables share boards throughout.

Thus, each team has a moving N/S pair and a moving E/W pair; these two pairs have identical movements, and also share boards throughout.

During session 1:

For stanzas 1 and 2:

pairs move up one table (play 5 boards), then down one table from home.

For stanzas 3 and 4:

pairs move up two tables (play 5 boards), then down two tables from home.

For stanzas 5 and 6:

pairs move up three tables (play 5 boards), then down three tables from home.

For stanzas 7 and 8 (groups A & B only):

pairs move up four tables (play 5 boards), then down four tables from home.

During session 2:

(groups A & B only):

pairs move up four tables (play 7 boards), then down four tables from home.

(groups C & D only):

For stanzas 1 and 2:

pairs move up four tables (play 5 boards), then down four tables from home.

For stanzas 3 and 4:

as per stanzas 1 and 2 above, but playing 7 boards each time.

Thus, matches are completed against two opposing teams only during session 2. Matches against the other six teams in your group are completed during session 3.

6 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:

ie 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 his (or her) attention on the two pairs from the same direction, eg 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. However, conversion to Victory Points in *nine-team groups* cannot be completed for any match until the end of Saturday evening when you have met a team for the second time. After your first encounter on Saturday afternoon/early Saturday evening, all you have is an interim score against each opposing team. The full-time score (and subsequent conversion to VPs) is achieved at the end of your second encounter with each such team.

Part-way scores will be expressed on the score-boards as provisional VP scores, this being the VP score which would be achieved were there to be no swing in the second part of the match.

7 Miscellaneous matters

- a) Even though we will be scoring the tournament by computer as usual, there is still a substantial 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 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. Since this event is Level 5 you may use WBF convention cards.
- 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) North (or South) is responsible for entering the contract and result into the Bridgemate, and East (or West) must be shown it to verify its accuracy by pressing the **accept** button.
- e) 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.

Bridgemate UK is the EBU's "Official Wireless Scoring Provider".

- f) 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.

8 Dining arrangements

There will be two servings for dinner. The first serving is at 6:00pm for group 'C' & 'D' players; the second is at 7:30pm for groups 'A' and 'B'. Please ensure you book in advance with the hotel for the appropriate sitting.

9 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 session 1 or session 2 will be heard after the end of play on Saturday evening (ie at 11pm) and, if necessary, at 10:30 on Sunday morning. Appeals relating to session 3 will be heard immediately after the end of that session.
- c) No prizes are awarded in the Tollemache, but mementoes will be presented to the winning team.
- d) The Tollemache is now Green Pointed throughout. 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.

Tollemache qualifier: $\frac{1}{4}$ Green Point per match won or drawn. 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 (ie 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 10% in a pairs game) is $\frac{1}{2}$ VP. IMP penalties/awards would be assessed in accordance

with the principles outlined above and in accordance with the principles contained in the EBU Tournament Directors' Guide.

- f) The terms and conditions outlined in this programme may be varied upon the express instruction of the Chief Tournament Director should any unforeseen circumstances arise.

10 IMP/VP conversion scale (for nine-team groups)

12-board matches

0 – 3	»	10 – 10
4 – 12	»	11 – 9
13 – 21	»	12 – 8
22 – 31	»	13 – 7
32 – 42	»	14 – 6
43 – 55	»	15 – 5
56 – 69	»	16 – 4
70 – 86	»	17 – 3
87 – 106	»	18 – 2
107 – 131	»	19 – 1
132 or more	»	20 – 0

11 Group section colours

Group	Stationary Team	Moving Team
A (9 teams) Danetree Suite	N/S Red ; E/W White	N/S White; E/W Red
B (9 teams) Danetree Suite	N/S Blue ; E/W Green	N/S Green ; E/W Blue
C (9 teams) Charles, Priestley & Dickens rooms	N/S Black; E/W Yellow	N/S Yellow ; E/W Black
D (9 teams) Cats (downstairs)	N/S Orange; E/W Purple	N/S Purple; E/W Orange

12 The draw

The draw has been made in advance as follows:

	A	B	C	D
1	Berks & Bucks	Surrey	Kent	Cambs & Hunts
2	Nottinghamshire	Channel Islands	Hants & IOW	Oxfordshire
3	Yorkshire	Essex	Worcestershire	Norfolk
4	East Wales	Devon	Somerset	Avon
5	Suffolk	London	Lancashire	Hertfordshire
6	Wiltshire	Dorset	Cumbria	Leicestershire
7	Bedfordshire	Herefordshire	Staffs & Shrops	Northamptonshire
8	Sussex	Gloucestershire	Manchester	Middlesex
9	Merseyside/ Cheshire	Warwickshire	North East	Derbyshire

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2013 Tollemache Qualifier

Last year's finalists (eight teams) are seeded (*see below*).

The primary seeds are Berks & Bucks (the holders), Surrey, Kent and Cambs & Hunts, (these teams having finished 1st–4th, respectively, in last year's final).

The secondary seeds are London, Suffolk, Lancs and Herts (these teams having finished 5th–8th, respectively, in last year's final).

One primary seed and one secondary seed are in each of the four groups. Primary seeds are team number 1. Secondary seeds will be team number 5 in these nine-team groups (A, B, C & D). Otherwise, the draw is entirely random. In the event of any notified non-arrival after the draw has been made but prior to the commencement of play, the team drawn as 'D9' would take the place of the first non-arrivals, followed by 'C9' and so on..



THE ENGLISH BRIDGE UNION

Broadfields, Bicester Road

Aylesbury HP19 8AZ

tel: 01296 317200 • fax: 01296 317220

e-mail: postmaster@ebu.co.uk

Website: www.ebu.co.uk