



2018/19
TOLLEMACHE
CUP
QUALIFIER

Staverton Estate, Daventry

17th – 18th November 2018

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1. Times of play – group A

<i>Team assembly and line-up</i>	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	

2. Times of play – group B

<i>Team assembly and line-up</i>	1:15pm – 1:25pm	
Session 1 Saturday	1:30pm – 3:20pm	
	3:30pm – 5:20pm	42 boards
	5:30pm – 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	

3. Times of play – groups C & D

Team assembly and line-up	1:15pm	–	1:25pm	
Session 1 Saturday	1:30pm	–	3:20pm	
	3:30pm	–	5:20pm	28 boards
Session 2	7:10pm	–	9:00pm	
	9:10pm	–	11:00pm	28 boards
Session 3 Sunday	10:30am	–	12:20pm	
	12:30pm	–	2:20pm	42 boards
	2:30pm	–	4:20pm	

4. 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 may be brought forward if the speed of play and scoring 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.

5. The general format

Our information is that 32 English Counties plus East Wales will compete — everyone except Bedfordshire, Channel Islands, Cornwall, Cumbria, Herefordshire, the Isle of Man, Westmorland, North Wales, Mid Wales and West Wales. These have been drawn into four groups of eight or nine teams. The top two teams from each group will qualify to play in the final on 16th-17th February 2019 at the Mercure Brandon Hall Hotel and Spa Warwickshire (Brandon, Coventry).

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, one or more of the sections will have a change in its format, and will play to a different schedule. We will provide appropriate information in that eventuality.

6. The order of play – nine-team group

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 play the same 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 play the same boards throughout.

Group A

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:

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

Session 2:

For stanzas 1 and 2:

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

Session 3:

For stanzas 1 and 2:

pairs move up one table (play 7 boards), then down one table from home.

For stanzas 3 and 4:

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

For stanzas 5 and 6:

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

Thus, matches are completed against two opposing teams only during Saturday. Matches against the other six teams in your group are completed on Sunday.

7. The order of play – eight-team groups

A round-robin of head-to-head matches will be played, each of two 7-board stanzas. Fourteen such stanzas (totalling 98 boards) will be played over the weekend as a whole. The two sections play different boards in the different stanzas so scoring is only possible at the end of each full match. It is possible for pairs in a section to compare scores after each seven-board stanza. Note that any pairs who use all the allowed time for the first stanza must move straight on to the second stanza without scoring up.

When teams meet to score up after two stanzas they 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, 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 play the same 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 play the same boards throughout.

Groups B & C & D

All sessions:

Pairs move according to the guide cards on their home tables, and all four pairs will always be playing against the same team at the same time.

8. 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

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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 the nine-team group 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.

Players are usually interested their pairs' scores when Cross-IMPed across the whole section 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 under way, the Bridgemates will be set not to show any names. It is therefore essential that all moving pairs take care to move to the correct tables; **the responsibility for this rests entirely with the pair in question.**

Please note that pairs' cross-IMP scores can only be provided if team captains submit their lineup slips, accurately completed, before the start of each stanza. It is a requirement of these regulations that you do so 5 minutes before play start and you may be fined if you are late submitting them or if you fill them in inaccurately. Do not expect the TDs to come and ask you for them.

9. 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 fined and have boards taken away while you fill them out. 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) 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.
- e) Electronic cigarettes may not be used in the playing areas.
- f) 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.
- g) 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. **It is an offence to attempt to access the TD screen or change a score in the Bridgemate without calling the TD.**

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

10. Dining arrangements

There will be two servings for the buffet dinner. The first serving is from 5:45pm for group 'C' & 'D' players; the second is from 7:15pm for groups 'A' and 'B'. Any non-residents who would like to have dinner should check with the hotel to see if there is space.

11. 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 11pm) 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 – 0.42 per 12-board match won (0.21 for a draw); 0.49 per 14-board match (0.25 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 (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 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 section 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.

12. Group section colours

Group	Stationary Pairs	Moving Pairs
A (9 teams)	N/S Red; E/W White	N/S White; E/W Red
B (8 teams)	N/S Blue; E/W Green	N/S Green; E/W Blue
C (8 teams)	N/S Black; E/W Yellow	N/S Yellow; E/W Black
D (8 teams)	N/S Orange; E/W Purple	N/S Purple; E/W Orange

13. IMP/VP conversion scale

For the nine-team group

12-board matches

IMP				VP		
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	+		»	20	–	0

For the eight-team groups

14-board matches

IMP				VP		
0	–	4	»	10	–	10
5	–	13	»	11	–	9
14	–	23	»	12	–	8
24	–	34	»	13	–	7
35	–	46	»	14	–	6
47	–	59	»	15	–	5
60	–	75	»	16	–	4
76	–	93	»	17	–	3
94	–	115	»	18	–	2
116	–	142	»	19	–	1
143	+		»	20	–	0

14. The draw

The draw has been made in advance as follows:

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

Last year's finalists (eight teams) are seeded. The primary seeds are Kent (the holders), Manchester, Berks & Bucks, and Cambs & Hunts (these teams having finished 1st–4th, respectively, in the final). The secondary seeds are Lancashire, Oxfordshire, Hants & IOW and Dorset (these teams having finished 5th–8th, respectively, in the 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 all groups. Otherwise, the draw is entirely random.

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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 'A9' would take the place of the first non-arrivals, followed by 'D8' and so on. In any such case a different schedule would be provided for the affected group.

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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

To contact EBU staff at an event please call
the Tournament Mobile: 07780 673522