



2018/19

TOLLEMACHE CUP

FINAL

Hilton Hotel, Coventry

16th – 17th February 2019

Times of play

Session 1	from 12:00 noon		Draw for team number
Saturday afternoon	1:30pm – 3:20pm		Match 1 (14 boards)
	3:40pm – 5:30pm		Match 2 (14 boards)
Session 2	7:20pm – 9:10pm		Match 3 (14 boards)
	Saturday evening	9:20pm – 11:10pm	Match 4 (14 boards)
Session 3	10:30am – 12:20pm		Match 5 (14 boards)
	Sunday all day	12:40pm – 2:30pm	Match 6 (14 boards)
		2:40pm – 4:30pm	Match 7 (14 boards)

Final results and presentation by 5:00pm

These timings are based on an allowance of 1 hour and 50 minutes to play 14 boards, followed by 10 minutes to score (by cross-imps), agree scores with the opposing team and take up positions for the next round.

In addition, there will be a tea break at the end of the first match on Saturday afternoon and a short lunch break after the first match on Sunday.

The qualifiers

Group	Winners	Runners up
A	London	Manchester
B	Cambs & Hunts Oxfordshire (tied for first place)	
C	Berks & Bucks	Merseyside & Cheshire
D	Kent	Surrey

The order of play is determined by reference to team number.

Team captains draw for a team number upon arrival, from 12:00 noon onwards.

The format

The final is a single round-robin, involving seven matches of 14 boards per match. There is no half-time scoring within a match and no change of opponents. Thus, each pair will play 14 boards straight through against one particular opposing pair. However, teams of more than eight players do have the option of replacing a playing pair with a sitting-out pair after precisely seven of the 14 boards. To exercise this option, advance notice must be declared on the line-up slip, and the pair to be replaced should confirm this intention to their opponents at the table before play commences.

Cross-imp scoring within each team of eight will apply. Thus, each pair will imp their score card twice: once with each of the two pairs who occupied the opposite compass positions in the round concerned.

Cross-imp totals will be converted to Victory Points on a 20 – 0 scale immediately after the end of each 14-board match.

The schedule

Head-on matches will be played throughout, so that scores may be compared and line-ups changed after every 14 boards (see also the above regarding teams of more than eight). All matches will play the same boards simultaneously, so there are no security worries during scoring-up periods.

Written line-ups are required in advance of each match. There are no seating rights, so each team must declare its intended line-up in isolation. Teams of more than eight that intend replacing a pair after seven of the 14 boards must so indicate at the time of declaring the line-up.

There are two sections, Red and White. Each team has a 'home table' in each section, corresponding to their team number. In each match a team sits two of their pairs at their home tables, N/S in the Red Section and E/W in the White Section and two pairs at their opponents' home tables, E/W in the Red Section, N/S in the White Section.

Scoring

It is obviously essential that each team have precisely two N/S pairs and two E/W pairs during any given match! Team captains can help to avoid accidents by issuing clear instructions to their players, and by verifying the positions of the players prior to the start of each match. Players can assist this process by paying attention to their captain's instructions, and by checking visually prior to the start of a match that their team does indeed consist of two N/S pairs and two E/W pairs.

IMP to VP conversion scale 14-board matches

IMP difference — VPs			
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 or more		—	20– 0

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The order of play

Home pairs sit N/S Red, E/W White at their own table number. Visiting pairs sit N/S White, E/W Red at their opponents' table number.

MATCH 1			RESULT
1	v	8	-
2	v	4	-
3	v	7	-
5	v	6	-

MATCH 2			RESULT
2	v	8	-
3	v	5	-
1	v	4	-
6	v	7	-

MATCH 3			RESULT
3	v	8	-
4	v	6	-
2	v	5	-
1	v	7	-

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MATCH 4			RESULT
4	v	8	-
3	v	6	-
5	v	7	-
1	v	2	-

MATCH 5			RESULT
5	v	8	-
1	v	6	-
4	v	7	-
2	v	3	-

MATCH 6			RESULT
6	v	8	-
2	v	7	-
1	v	5	-
3	v	4	-

MATCH 7			RESULT
7	v	8	-
1	v	3	-
2	v	6	-
4	v	5	-

Miscellaneous matters

- i) This is an EBU 'level 5' tournament so WBF system cards may be used.
- ii) Mobile phones must be switched off and no electronic communication devices may be used in the playing area.
- iii) It is an offence to try to discover or use the TD Code on the Bridgemates.
- iv) Electronic cigarettes may not be used in the playing area.
- v) General EBU regulations as contained in the current White Book apply with regard to any matter not specifically covered by these conditions of contest. For example, a tie for 1st place will be split in accordance with standard EBU regulations.
- vi) Non-playing captains may watch their own team, but must confine their attention to one table only during any particular match. Sitting-out players may not watch their own team.
- vii) Players are asked to check the scores in the Bridgemates at the end of the stanza. Captains are required to check the final score of the match with the displayed results.
- viii) Master Points (Green Points per player who played at least one-third of the boards in the match involved).

Per match won:	1 Green (draw = 0.5)
For overall ranking:	1 st 6, 2 nd 3, 3 rd 2, 4 th 1
- ix) Prizes: no cash prizes are awarded in the Tollemache, but medals will be presented to the winning team.



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