



# GARDEN CITIES TROPHY

for club teams of eight

Regional Finals

Sunday 8 May 2022

PROGRAMME

FINAL – 2022-05-08



## 1 Times of play

11:00am - 2:15pm                      6 x 4-board rounds

3:00pm - 6:40pm                      7 x 4-board rounds

## 2 Format

There are two regional finals: clubs have been allocated geographically. Each regional final consists of 13 or 14 clubs, playing matches of four boards against each other team, with the top four teams qualifying for an 8-team final in June.

Each club plays as two teams of four — one in each half-section. They score up, initially, as separate teams of four. The movement in each section is identical; in effect, you are running two parallel multiple teams-of-four movements. The teams' home tables are in the same order in each half-section ('A' or 'B').

Each team of four will calculate an IMP score against each of its opponents in the usual way. A club's Victory Point score against another club is based upon the red team IMP score plus the white team IMP score. There is a special VP scale for this form of teams-of-eight scoring.

Each team of eight lines up at their two home tables as two teams of four and plays the other teams in their section. There are no seating rights – if a team wishes to change line up during a session, they should notify the TD in advance.

Team numbers and hence home table numbers have been allocated in advance by random draw (within each regional final).

Each team in the 13-team group will sit out once.

## 3 Qualifications

There are two regional finals. The top four teams from each region qualify for an eight-team national final. A tie for the last qualifying position will be split according to procedures in the EBU White Book, which starts with the result of the head-to-head match between two teams.

## **4 Master Points**

Green Point per match won/drawn in the regional finals (no ranking awards), depending on length of matches: 4 boards 0.14/0.07.

## **5 General**

### **5.1 Systems and conventions**

This is a 'level 4' event.

You are required to have a system card online that should make available to your opponents at the start of each round, by posting a link in the table chat. Since all competitions in this event are Level 4 you must use EBU system card (you may not use WBF system cards, which are only permitted in EBU Level 5 events).

You can use any existing link to your system card. Otherwise, system cards can be uploaded to My EBU > Utilities > System Cards.

### **5.2 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!

### **5.3 Telephones and other electrical communication**

Mobile phones and other electronic communication devices may not be used during play, except in an emergency.

## **6 RealBridge**

### **6.1 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.

Players are expected to use video and audio during play. If you develop problems with audio/video, you will be allowed to 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.

### **6.2 Procedures**

You should remember that you will be seen and heard by your opponents and should take care to avoid distracting behaviour such as eating while visible/audible 'at the table'.

### 6.2.1 Alerting/Announcing/Explaining

This event will be in open-table mode (not screens) with self-alerting and written explanations. Follow-up questions can be to the player who made the call (via private chat or verbally).

Note that the partner of the player who made the call will not have seen the written explanation.

Calls are alerted and explained by the player making the call. Provide a written explanation when making the call of all calls that would be alertable or announced face-to-face.

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.

### 6.2.2 Online Regulations

The EBU Sky-Blue Book applies to this event. In particular

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

If there is a request for an UNDO in the auction, the TD should be called – it may be necessary to reject the request in order to call the TD. The TD will rule whether Law 25A applies and if so, will instruct the other side to accept the request.

If the other side accept the request for an UNDO, without calling the TD, they will usually be deemed to have accepted the replacement call (Law 25B1 – ‘the second call stands and the auction continues’).

## 7 Draw

### 7.1 Regional Final N

This is clubs from counties roughly from the North, Midlands and Eastern regions.

Team	County	Club
1	Cumbria	Grange over Sands Bridge Club
2	Warwickshire	Arden Bridge Club
3	Norfolk	Norfolk & Norwich
4	Yorkshire	Sheffield
5	Worcestershire	Worcester Bridge Club
6	Northants	Stamford
7	Suffolk	Ipswich & Kesgrave
8	Manchester	The Manchester Bridge Club
9	Merseyside and Cheshire	Deva Bridge Club
10	Gloucestershire	Cheltenham Bridge Club
11	Lincolnshire	Scunthorpe
12	Oxfordshire	Menagerie
13	NEBA	Brunton Bridge Club
14	Cambs & Hunts	Cambridge

### 7.2 Regional Final S

This is clubs from counties from the South-East and South-West regions.

Team	County	Club
1	Hertfordshire	Welwyn Garden City
2	Devon	Torquay Bridge Club
3	Hampshire & I.o.W.	Basingstoke
4	Sussex	Horsham
5	Essex	Mid Essex Bridge Club
6	Berks. & Bucks.	Burnham
7	Dorset	Allendale B.C.
8	London	West London Gay BC
9	Kent	Tunbridge Wells
10	Middlesex	Ealing
11	Somerset	Taunton
12	Surrey	Mayfield Bridge Club
13	Wiltshire	Warminster