



2022/23

TOLLEMACHE CUP

QUALIFIER

12th – 13th November 2022

On RealBridge

PROGRAMME

(29 TEAMS)

9/11/2022

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1 Times of play

1.1 14-Team Group (Green)

Saturday

Session 1	11:00 - 11:55	Match 1
	12:00 - 12:55	Match 2
	13:00 - 13:55	Match 3
		Break
Session 2	14:40 - 15:35	Match 4
	15:40 - 16:35	Match 5
	16:40 - 17:35	Match 6
	17:40 - 18:35	Match 7

Sunday

Session 3	11:05 - 12:00	Match 8
	12:05 - 13:00	Match 9
	13:05 - 14:00	Match 10
		Break
Session 4	14:45 - 15:40	Match 11
	15:45 - 16:40	Match 12
	16:45 - 17:40	Match 13

1.2 15-/16- Team Groups (Red)

Saturday

Session 1	11:00 - 11:55	Match 1
	12:00 - 12:55	Match 2
	13:00 - 13:55	Match 3
	14:00 - 14:55	Match 4
		Break
Session 2	15:40 - 16:35	Match 5
	16:40 - 17:35	Match 6
	17:40 - 18:35	Match 7
	18:40 - 19:35	Match 8

Sunday

Session 3	11:05 - 12:00	Match 9
	12:05 - 13:00	Match 10
	13:05 - 14:00	Match 11
		Break
Session 4	14:45 - 15:40	Match 12
	15:45 - 16:40	Match 13
	16:45 - 17:40	Match 14
	17:45 - 18:40	Match 15

2 The General Format

Our information is that 28 English Counties plus East Wales will compete. The format will be two groups, all-play-all with matches of 7 boards, played head-to-head throughout. The top four teams from each group will qualify to play in the final on 18th – 18th February 2022 – Charlecote Pheasant Hotel near Stratford Upon Avon.

Teams are limited to 12 playing members. A team can have different players in the qualifier and the final.

There will be delayed 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 29 teams: there will be a sit-out for all teams in the Red group – 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.

3 Cross-IMP scoring

A team of eight consists of two N/S pairs and two E/W pairs. Each pair must IMP their scorecard 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. 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 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.

3.1 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). This information is provided by the platform and is available throughout the event.

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 and player id (EBU number).

Teams who do not intend to change line-up during a session (3 or 4 matches) do not have to submit a line-up. Teams who do plan to change line-up should inform the TD in-charge before the start of the session. If there is an emergency and a team has to change its line-up, their opponents for the next match will be given seating rights.

The RealBridge platform will not show player names in advance, just team names. 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 players arrive after the start of the round, they must sit against the correct opponents: the tables will have be labelled: *home team v away team*.

4 General conditions

- a) Instruction for Systems Cards and RealBridge with screens see <https://www.ebu.co.uk/documents/competitions/regulations-and-conditions-of-contest/RealBridge-with-screens.pdf>
- b) 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.
- c) 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. Pairs can use the System Card utility on My EBU to host their cards. You may use WBF convention cards this event since it is a Level 5 event.
- d) 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!
- e) Do not use a phone during play, except for emergencies.

5 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 – 0.25 per 7-board match won (0.13 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 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.

6 IMP/VP conversion scale

7-board matches

	IMP			VP		
0	–	2	»	10	–	10
3	–	9	»	11	–	9
10	–	16	»	12	–	8
17	–	24	»	13	–	7
25	–	32	»	14	–	6
33	–	42	»	15	–	5
43	–	53	»	16	–	4
54	–	66	»	17	–	3
67	–	81	»	18	–	2
82	–	100	»	19	–	1
101	+		»	20	–	0

7 Draw

The groups were seeded based on 2022 finalists: the top four finalists were given numbers 1 & 9, the next four teams were given team numbers 5 & 13.

Within these sets of four, and for the remaining teams, groups and numbers were assigned randomly.

Red	Team	Green
London	1	Berks & Bucks
East Wales	2	Staffs & Shrops
Worcestershire	3	Surrey
Lancashire	4	Wiltshire
Herts	5	Devon
Bedfordshire	6	Hants & IOW
Northamptonshire	7	Suffolk
Sussex	8	Essex
Warwickshire	9	Gloucestershire
Avon	10	Kent
North East	11	Yorkshire
Cambs & Hunts	12	Dorset
Norfolk	13	Manchester
Oxfordshire	14	Middlesex
Merseyside/Cheshire	15	

The two groups play in separate RealBridge events, with different player links.

In both groups, there are two sections: 'A' and 'B'. Teams have a home table in both sections – denoted by their team name and a section letter.

8 Schedule

8.1 14-Team Groups (Green)

The tables show the opposing team in each round.

Saturday		Round						
		1	2	3	4	5	6	7
Team	1	14	3	5	7	9	11	13
	2	13	14	4	6	8	10	12
	3	12	1	14	5	7	9	11
	4	11	13	2	14	6	8	10
	5	10	12	1	3	14	7	9
	6	9	11	13	2	4	14	8
	7	8	10	12	1	3	5	14
	8	7	9	11	13	2	4	6
	9	6	8	10	12	1	3	5
	10	5	7	9	11	13	2	4
	11	4	6	8	10	12	1	3
	12	3	5	7	9	11	13	2
	13	2	4	6	8	10	12	1
	14	1	2	3	4	5	6	7

Sunday		Round					
		8	9	10	11	12	13
Team	1	2	4	6	8	10	12
	2	1	3	5	7	9	11
	3	13	2	4	6	8	10
	4	12	1	3	5	7	9
	5	11	13	2	4	6	8
	6	10	12	1	3	5	7
	7	9	11	13	2	4	6
	8	14	10	12	1	3	5
	9	7	14	11	13	2	4
	10	6	8	14	12	1	3
	11	5	7	9	14	13	2
	12	4	6	8	10	14	1
	13	3	5	7	9	11	14
	14	8	9	10	11	12	13

8.2 15-/16- Team Groups (Red)

The tables show the opposing team in each round.

There is a sit out: there is no team 16 and teams due to play team 16 sit out.

Saturday

		Round							
		1	2	3	4	5	6	7	8
Team	1	16	3	5	7	9	11	13	15
	2	15	16	4	6	8	10	12	14
	3	14	1	16	5	7	9	11	13
	4	13	15	2	16	6	8	10	12
	5	12	14	1	3	16	7	9	11
	6	11	13	15	2	4	16	8	10
	7	10	12	14	1	3	5	16	9
	8	9	11	13	15	2	4	6	16
	9	8	10	12	14	1	3	5	7
	10	7	9	11	13	15	2	4	6
	11	6	8	10	12	14	1	3	5
	12	5	7	9	11	13	15	2	4
	13	4	6	8	10	12	14	1	3
	14	3	5	7	9	11	13	15	2
	15	2	4	6	8	10	12	14	1
	16	1	2	3	4	5	6	7	8

Sunday

		Round						
		9	10	11	12	13	14	15
Team	1	2	4	6	8	10	12	14
	2	1	3	5	7	9	11	13
	3	15	2	4	6	8	10	12
	4	14	1	3	5	7	9	11
	5	13	15	2	4	6	8	10
	6	12	14	1	3	5	7	9
	7	11	13	15	2	4	6	8
	8	10	12	14	1	3	5	7
	9	16	11	13	15	2	4	6
	10	8	16	12	14	1	3	5
	11	7	9	16	13	15	2	4
	12	6	8	10	16	14	1	3
	13	5	7	9	11	16	15	2
	14	4	6	8	10	12	16	1
	15	3	5	7	9	11	13	16
	16	9	10	11	12	13	14	15



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