

CROCKFORD'S CUP and PLATE

2022 - 2023



FINAL

Coventry & North Warwickshire Bridge Club 23th & 24th September 2023

1 Times of Play

As a general principle, players should be seated and ready to play five minutes before the advertised starting time of each stanza. All players should be seated as a team at their home table by 12:55 on Saturday afternoon in readiness for a prompt start.

Saturday

Session I	1:00pm	_	2:00pm	Match 1
	2:10pm	_	3:10pm	
	3:20pm	_	4:20pm	Match 2
	4:30pm	_	5:30pm	
	5:40pm	-	6:40pm	Match 3a
Session II	8:05pm	_	9:05pm	Match 3b
	9:15pm	_	10:15pm	Match 4
	10:25pm	_	11:25pm	

Sunday

Session III	10:30am	– 11:30am	Match 5
	11:40am	– 12:40pm	
Session IV	1:15pm	– 2:15pm	Match 6
	2:25pm	– 3:25pm	
	3:35pm	– 4:35pm	Match 7
	4:45pm	– 5:45pm	

Results and presentation of trophy by 6:15pm

2 Format

The plate competition is a different format, see <u>supplement for plate</u>.

Eight teams are expected to play a complete round-robin of 16-board matches. Team captains are asked to collect an assignment card from the Tournament Director before the start of play. Matches are played in two halves, each of 8 boards. There is a compulsory change of opponents for the second half. Teams are 'at home' in either three or four of the matches.

The 'away' team are required to seat themselves first for the first half of the match. For the second half of the match, any pair of the home team who are retained must remain at the same table; the away team pairs change table/direction, and seat themselves after the home team are seated.

See section 6 for a full description of this procedure, especially when teams consist of five or six players. Sitting-out players may watch play at any table, but may not watch their own team; neither may they follow a particular board(s).

3 Scoring

Scoring is by IMPs converted to VPs on the WBF scale.

0 - 1 IMPs	-	10 – 10	23 - 28 IMPs	-	16 – 4
2 - 4 IMPs	_	11 – 9	29 - 35 IMPs	_	17 – 3
5 - 8 IMPs	_	12 – 8	36 - 43 IMPs	_	18 – 2
9 - 12 IMPs	-	13 – 7	44 - 53 IMPs	-	19 – 1
13 - 17 IMPs	-	14 – 6	54 or more	-	20 – 0
18 - 22 IMPs	_	15 – 5			

Teams should check their scores for each match agree with the official score.

A tie for first place will be split in accordance with standard EBU regulations as contained in the White Book.

4 Slow Play / Late Arrival

One hour is allowed for each set of 8 boards. This includes time for exchange of system information. Thereafter, both pairs — or the guilty pair — will be penalised according to the schedule below. For the purpose of that set out below, a single 'offence' is deemed to be anything up to five minutes of lateness. Thus, for example, a first offence of eight minutes lateness would constitute two offences. 1st offence — official warning; 2nd offence — $\frac{1}{2}$ VP penalty; 3rd offence — 1 VP penalty. For subsequent offences, there shall be a 2 VP penalty, and the Tournament Director may also exercise his authority to require the removal of that pair from the next stanza (which will involve a change of partnerships in a team of four).

The penalty is upon the particular pair(s) involved. Thus, a team can be penalised in both halves of a match, and in both rooms.

Late arrival of up to five minutes shall result in less than the full playing time being available for the pair concerned. Thereafter, late arrival will be penalised by the removal of one board per eight minutes of lateness or part thereof, such boards to be scored as plus/minus 3 IMPs. Additional penalties may be assessed in Victory Points in particular circumstances and/or in the case of habitual offenders.

Please note that pairs should be seated five minutes before the advertised starting time of a stanza, and that the advertised starting time may be brought forward or delayed if necessary.

5 General

- (i) EBU Level 5 systems and conventions are permitted.
- (ii) Protest time in respect of any given session expires upon the commencement of the following session. Protest time in respect of the final session (session IV) expires 30 minutes after the final results of the competition have been published.
- (iii) These and other regulations may be varied by the Director-in-Charge due to any special or unforeseen circumstances which may arise.

6 Seating of Home Team and Away Teams

- (i) The teams meet according to the schedule printed in the programme. The Home Team sits throughout as N/S at tables 1-4 and as E/W at tables 5-8.
- (ii) The Home Team has the right for the first half of the match to nominate its players after the Away Team has nominated theirs. Thus, the Away team must seat themselves at N/S at the higher numbered table and E/W at the lower numbered table at the commencement of the match.
- (iii) For the second half of the match, any pair of the Home Team which is retained must remain at the same table and, unless sub-paragraph (viii) applies, any pair of the Away Team which is retained must change tables and direction.
- (iv) A change of pairs or partnership may be made only after half of the match has been played.
- (v) A change of partnership creates a new pair.
- (vi) A substitute pair for the second half takes the place of the pair which it is replacing.
- (vii) When the Home Team has nominated its players for the second half, the Away Team will nominate its players.
- (viii) If, for the second half, the Home Team has a new pair at both tables, then the Away Team may seat themselves in any manner they wish.
 - (ix) No change other than those referred to above may be made unless authorised by the Tournament Director in charge. Such permission will only be given in case of illness or in exceptional circumstances.

7 Master Point Awards and Prizes

Master Point awards are 'per player', and are subject to that player having played at least 1/3 of the boards in the stage of the event involved.

Per match won: 1 green point (0.5 for a draw).

For overall ranking: 1^{st} 24 green points 2^{nd} 12 green points 3^{rd} 7 green points 4^{th} 3 green points

By contrast, prizes are quoted strictly on a 'per team' basis, regardless of whether this be a team of four, five or six players. Prizes will be credited to the member's EBU account, and may be redeemed at any time on application to the EBU.

Prizes: 1st £600, 2nd £240, 3rd £160, 4th £80.

8 The Teams (by random draw

(1)	Mossop D	David Mossop (captain), Jason Hackett, Justin Hackett, Diego Brenner, Gunnar Hallberg, Paul Hackett
(2)	Jones D	Marc Smith, David S Jones (captain), Tim Rees, Rob Cliffe
(3)	Hinden F	Frances Hinden (captain), Neil Rosen, Tony Forrester, Graham Osborne, Chris Jagger, John Atthey
(4)	Barton G	Mark Moran, Tommy Garvey, Grainne Barton (npc), Frédéric Volcker, Tom Hanlon, John Carroll
(5)	de Botton	David Bakhshi, Tom Townsend, Artur Malinowski, Janet de Botton (captain), Thor Erik Hoftaniska, Thomas Charlsen
(6)	Leslie	Ben Norton, Sarah Bell, Mike Bell (captain), Stefano Tommasini, Tim Leslie
(7)	Root S	Niall Igoe, Jonathan Harris, Todor Tiholov, Steve Root (captain), Eduard Malhasyan, Marusa Gold
(8)	Wightwick J	Jonathan Mestel, Ian Pagan, Julian Wightwick (captain), Paul Barden, Jon Cooke

9 The Schedule of Play

The first team in each tie is the 'Home' team.

Table			Saturday
Home	Away	Match 1	
1	5	1 v 3	Mossop v Hinden
6	2	6 v 5	Leslie v de Botton
7	3	7 v 4	Root v Barton
8	4	8 v 2	Wightwick v Jones
		Match 2	
5	1	5 v 8	de Botton v Wightwick
2	6	2 v 1	Jones v Mossop
3	7	3 v 7	Hinden v Root
4	8	4 v 6	Barton v Leslie
	4	Match 3	
5	1	5 v 7	de Botton v Root
6	2	6 v 8	Leslie v Wightwick
3	7	3 v 2	Hinden v Jones
4	8	4 v 1	Barton v Mossop
		Match 4	
1	5	1 v 5	Mossop v de Botton
2	6	2 v 4	Jones v Barton
7	3	7 v 6	Root v Leslie
8	4	8 v 3	Wightwick v Hinden
			Sunday
		Match 5	,
5	1	5 v 4	de Botton v Barton
6	2	6 v 3	Leslie v Hinden
7	3	7 v 2	Root v Jones
8	4	8 v 1	Wightwick v Mossop
		Match 6	
5	1	5 v 2	de Botton v Jones
6	2	6 v 1	Leslie v Mossop
7	3	7 v 8	Root v Wightwick
4	8	4 v 3	Barton v Hinden
	4	Match 7	
1	5	1 v 7	Mossop v Root
2	6	2 v 6	Jones v Leslie
3	7	3 v 5	Hinden v de Botton
8	4	8 v 4	Wightwick v Barton

CROCKFORD'S PLATE

10 Times of Play

Times of play for the plate follow the times for the cup.

11 Format

There are five teams who will play a round-robin during each match of the cup, playing 4 boards against each other team in each round robin; playing 28 boards against each other over the event.

12 Scoring

Scoring is by IMPs converted to VPs on the WBF scale, based on 28 boards.

0 – 1 IMPs	-	10 – 10	30 – 37 IMPs	-	16 – 4
2 – 6 IMPs	_	11 – 9	38 – 46 IMPs	_	17 – 3
7 – 11 IMPs	_	12 – 8	47 – 57 IMPs	_	18 – 2
12 – 17 IMPs	_	13 – 7	58 – 71 IMPs	_	19 – 1
18 – 23 IMPs	_	14 – 6	72 or more	_	20 – 0
24 – 29 IMPs	_	15 – 5			

13 Seating

There are no seating rights. Teams should nominate their line-up for each 16-board round robin. Teams can change line-up after two stanzas (8 boards) but this should be nominated at the start of the match.

14 Master Point Awards and Prizes

Per match won: 1 green point (0.5 for a draw).

For overall ranking: 1st 12 green points

2nd 5 green points

3rd 2 green points

Prizes: Winners £160 Runners-up £80.

15 The Teams (by random draw

(1)	Stoker B	Tim Warren, Bob Hampson, Barry Stoker (captain), Alan Gadge, Barbara Stoker, Mark Davies
(2)	Barnes D	Janet Barnes, Michael Ribbins, Jonny Richards, David Barnes (captain), James Chapman, Peter Jackson
(3)	Grant J	Jim Grant (Captain), Harry Anoyrkatis, Tim Brierley, Graham Hartley
(4)	Chawner M	Marc Chawner (captain), Tony Verran, Ross Shine, Paul Spencer, Brian Gladman
(5)	Fegarty P	Catherine Curtis, Paul Fegarty (captain), Jamie Fegarty, Liam Fegarty



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