



GARDEN CITIES TROPHY

for club teams of eight

Instructions



This document is for face-to-face Regional Finals and the Final

1 Line-ups

Each club must nominate two teams of four, which will be referred to by their section colour (e.g. red and blue). Teams keep this line-up throughout the event. Furthermore, within each team of four a N/S and an E/W pair must be nominated. Again, these nominations will apply for the duration of the event. To be clear on this point, a club is limited to eight players only on the day in question.

Each club should draw for a team number (you could use the line-up slips, face down, for this) before play starts, and sit at the appropriate tables. For example, if a club draws team number 3, one team of four should sit at red 3 and the other team of four should sit at white 3.

2 Method

Each club plays as two teams of four — one in each 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. Thus, teams from the same club must have the same team number in each section, e.g. club 'X' are team number 3 in both the red and white sections.

Each team of four will calculate an 'IMP' score against each of its opponents in the usual way. However, for the final 'Victory Point' conversion, the two teams of four must get together. 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 IMP-to-VP conversion scale for this form of teams-of-eight scoring.

3 Qualifications

There are four regional finals. The top two teams from each region qualify for an eight-team national final. Obviously, you would have to split a tie for the last qualifying position (as per the TD guide — result of the 'head-on' match).

For further information, please see the relevant section of the EBU *White Book*.

4 Master Points

GP per match won/drawn in the regional finals (no ranking awards), depending on length of matches: 6 boards 0.21/0.11, 7 boards 0.25/0.13, 8 boards 0.28/0.14, 9 boards 0.32/0.16, 10 boards 0.35/0.18

½ GP per match won in the final, with ¼ for a draw, and ranking awards of 3½, 2 and 1 for the top three teams.

5 Movement

Multiple teams movements vary according to whether you have an odd or even number of teams.