



2024/25

TOLLEMACHE CUP

QUALIFIER

9th – 10th November 2024

On RealBridge

PROGRAMME

8/11/2024

29 TEAMS

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1 Groups

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

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

See separate section for times of play and schedule in the two groups.

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 or 8 boards, played head.to.head throughout. The top four teams from each group will qualify to play in the final on 1st – 2nd February 2025, at Telford Hotel, Spa & Golf Resort.

There is no limit to number of players who can play on a team in qualifier. A team can have different players in the final. Teams in the final are limited to 12 players.

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 30 teams: one group of 15 teams playing 7-board matches; in the 15-team groups, teams will sit out one 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

Team scoring

The RealBridge platform will calculate the Cross-IMP comparisons and the teams' VP scores. This section explains the process of scoring from a player's perspective and is for information only – neither the players nor captains have to do any 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.

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 Victory Point scale is so designed as to account for 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.

Pairs Cross-IMPs

Pairs Cross-IMP scores are provided by the platform and are available throughout the event.

Pairs cross-IMP scores will only be accurate 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).

4 Line-ups

Teams have choice of blind line-up for all matches, and can have a different line-up for each match. The designations of sections as 'A'/'B' are just labels – they do not reflect the strengths of players expected to play in a section.

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, by email.

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 be labelled: *home team v away team*.

5 General conditions

- a) This event is on RealBridge with screens and written self-alerts/explanations. Follow-up questions about the auction can be made verbally to screenmate. See <https://www.ebu.co.uk/documents/competitions/regulations-and-conditions-of-contest/RealBridge-with-screens.pdf>
- b) You are required to have a system card (as PDF) posted on the internet and you should upload a link to RealBridge at the start of the session, or you should provide your opponents with a link in table chat at the start of each round.

When pairs do not provide an online system card, the pair will be warned by the tournament director. The next time the pair do not have an online system card, in a later session, there will be a procedural penalty.

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.

- c) 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!
- d) Do not use a phone during play, except for emergencies.

6 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.

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 there are missing results for whatever reason, the remaining IMP comparisons on the board are factored, see White Book §3.7.2.2.

1 missing result – the remaining 2 comparisons are multiplied by 4/3;

2 missing results – the remaining comparison is multiplied by 2.

If one or more pairs in a team are prevented from playing a board, the score is “Average plus”, “Average” or “Average minus”, depending on which side is at fault. Any score comparisons which can be made will count: the adjustment is applied to the factored IMP score (above).

The adjustment for “Average plus” depends on the number of missing comparisons. see White Book §3.7.3.1.

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.

- f) RealBridge does not allow weighted adjustments or the weighted calculations required by (e). The TDs (or the scorer) may be able to substitute an adjusted score which gives the right IMP outcome or the right VP outcome.
- g) The standard penalty in this tournament (the equivalent of 25% in a pairs game) is 1 VP.
- h) The terms and conditions outlined in this programme may be varied by the Tournament Director in charge to deal with any unforeseen circumstances.

7 Draw

The groups were seeded based on 2024 finalists: teams which finished in the top four places in the final were given numbers 1 & 8, the other four teams were given team numbers 4 & 11.

The groups and the team numbers were assigned randomly.

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 15-Team Groups (Red) – 7-board matches

Times of play

Sunday starts at 11:05 for Remembrance Sunday.

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

Master points – 7-board matches

Green Points per match won or drawn:
0.25 per 7-board match won (0.13 for a draw).

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

Schedule

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.

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Saturday

Round

	1	2	3	4	5	6	7	8
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
Team 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
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
Team 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

9 14-Team Group (Green) – 8-board matches

Times of play

Sunday starts at 11:05 for Remembrance Sunday.

Saturday

Session 1	11:00 - 12:05	Match 1
	12:10 - 13:10	Match 2
	13:15 - 14:15	Match 3
		Break
Session 2	15:00 - 16:00	Match 4
	16:05 - 17:05	Match 5
	17:10 - 18:10	Match 6
	18:15 - 19:15	Match 7

Sunday

Session 3	11:05 - 12:05	Match 8
	12:10 - 13:10	Match 9
	13:15 - 14:15	Match 10
		Break
Session 4	15:00 - 16:00	Match 11
	16:05 - 17:05	Match 12
	17:10 - 18:10	Match 13

Master points – 8-board matches

Green Points per match won or drawn:
0.28 per 8-board match won (0.14 for a draw).

IMP/VP conversion scale – 8-board matches

	IMP				VP		
0	–	3	»	10	–	10	
4	–	10	»	11	–	9	
11	–	17	»	12	–	8	
18	–	25	»	13	–	7	
26	–	35	»	14	–	6	
36	–	45	»	15	–	5	
46	–	57	»	16	–	4	
58	–	70	»	17	–	3	
71	–	87	»	18	–	2	
88	–	107	»	19	–	1	
108	+		»	20	–	0	

Schedule

The tables show the opposing team in each round.

Saturday

Round

	1	2	3	4	5	6	7
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

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Sunday

Round

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



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