



# GARDEN CITIES TROPHY

for club teams of eight

**Final**

Saturday 19 June 2021



## 1 Times of play

11:00am - 2:00pm                      3 x 7-board rounds

2:45pm - 6:45pm                      4 x 7-board rounds

## 2 Format

The final is an 8-team all-play-all one day event, playing 7 x 7-board matches.

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.

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. RealBridge will only show the IMP scores.

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, see below.

<b>Team</b>	<b>County</b>	<b>Club</b>
1	Yorkshire	Sheffield
2	Berks. & Bucks.	Burnham/New Amersham
3	Cambs & Hunts	Cambridge
4	Kent	Tunbridge Wells
5	Sussex	The Avenue
6	Manchester	Bramhall & Cheadle Hulme Bridge Centre
7	London	Young Chelsea
8	Oxfordshire	Oxford

## 3 Master Points

Green Point per match won/drawn in finals: 0.50 GP per match won in the final, with 0.25 for a draw, and ranking awards of 3.5, 2 and 1 for the top three teams.

## 4 General

### 4.1 Systems and conventions

This is a 'level 4' event.

You are required to have a system cards 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 emailed in advance to [EBUConventionCards@gmail.com](mailto:EBUConventionCards@gmail.com) to receive an online link that you can provide to your opponents at the table. Please send your System Cards in PDF format, named "Surname-Surname.pdf".

System cards must be emailed by **Thursday 17 June** to be used in this event.

### 4.2 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!

### 4.3 Telephones and other electrical communication

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

## 5 RealBridge

### 5.1 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.

## 5.2 Delayed kibitzing

There will be delayed kibitzing of this event via <https://kibitz.realbridge.online/>

Spectators will be able to see the calls (and explanations) and cards played, but do not have access to the audio and video streams. As for the players, spectators will only see live scores in IMPs, not the overall team-of-eight VP scores.

## 5.3 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'.

### 5.3.1 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 by the player making the call, the alert is made by clicking the alert strip. Alert calls that would be alertable or announced face-to-face and provide a written explanation when making the call.

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.

### 5.3.2 Online Regulations

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

- Players may consult their own system card and other 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').

## 6 Schedule of matches

Round 1	1 v 8	2 v 7	3 v 6	4 v 5
Round 2	1 v 3	2 v 8	4 v 7	5 v 6
Round 3	1 v 5	2 v 4	3 v 8	6 v 7
Round 4	1 v 7	2 v 6	3 v 5	4 v 8
Round 5	1 v 2	3 v 7	4 v 6	5 v 8
Round 6	1 v 4	2 v 3	5 v 7	6 v 8
Round 7	1 v 6	2 v 5	3 v 4	7 v 8