



**2021/22**

**TOLLEMACHE CUP**

**FINAL**

19<sup>th</sup> – 20<sup>th</sup> February 2022

On RealBridge

Programme

2022-02-18

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## TIMES OF PLAY

<b>Saturday</b>	Session 1	10:30 am – 12:20 pm	Match 1 (14 boards)
		12:30 pm – 2:20 pm	Match 2 (14 boards)
	Session 2	3:10 pm – 5:00 pm	Match 3 (14 boards)
		5:10 pm – 7:00 pm	Match 4 (14 boards)
<b>Sunday</b>	Session 3	10:30 am – 12:20 pm	Match 5 (14 boards)
		12:40 pm – 2:30 pm	Match 6 (14 boards)
		2:40 pm – 4:30 pm	Match 7 (14 boards)

These timings are based on an allowance of 1 hour and 50 minutes to play 14 boards, followed by 10 minutes to score (by cross-imps) and take up positions for the next round. There will be a 50-minute break between session on Saturday and a 20-minute (lunch) break after the first match on Sunday.

Line-ups for each 14-board match should be finalised 10 minutes before the match.

## THE QUALIFIERS

	Group A	Group B
1	Manchester	London
2	Devon	Berks & Bucks
3	Warwickshire	Gloucestershire
4	Herts	Norfolk

The order of play is determined by reference to team number based on random draw in advance.

## THE FORMAT

The final is a single round-robin, involving seven matches of 14 boards per match. There is no half-time scoring within a match and no change of opponents. Thus, each pair will play 14 boards straight through against one particular opposing pair. However, teams of more than eight players do have the option of replacing a playing pair with a sitting-out pair after precisely seven of the 14 boards. To exercise this option, advance notice must be declared on the line-up slip, and the pair to be replaced should confirm this intention to their opponents at the table before play commences.

Cross-imp scoring within each team of eight will apply. Thus, each pair will imp their score card twice: once with each of the two pairs who occupied the opposite compass positions in the round concerned.

Cross-imp totals will be converted to Victory Points on a 20 – 0 scale after the end of each 14-board match.

## THE SCHEDULE

Head-on matches will be played throughout, so that scores may be compared and line-ups changed after every 14 boards (see also the above regarding teams of more than eight). All matches will play the same boards simultaneously, so there are no security worries during scoring-up periods.

Written line-ups are required in advance of each match. There are no seating rights, so each team must declare its intended line-up in isolation. Teams of more than eight that intend replacing a pair after seven of the 14 boards must so indicate at the time of declaring the line-up.

There are two sections: Red/A (tables 1-8) and Blue/B (tables 9-16). Each team has a 'home table' in each section, corresponding to their team number. In each match a team sits their pairs at their home tables, and at the start of the round, the EW pair are moved to the opponent's table.

# THE ORDER OF PLAY

Pairs sit at their home table before the start of the round. E/W pairs will play at their opponents' table. Team numbers assigned by random draw in advance.

Number	Team
1	London
2	Gloucestershire
3	Devon
4	Herts

Number	Team
5	Warwickshire
6	Norfolk
7	Berks & Bucks
8	Manchester

MATCH 1		
1	V	8
2	V	4
3	V	7
5	V	6
MATCH 2		
2	V	8
3	V	5
1	V	4
6	V	7
MATCH 3		
3	V	8
4	V	6
2	V	5
1	V	7
MATCH 4		
4	V	8
3	V	6
5	V	7
1	V	2

MATCH 5		
5	V	8
1	V	6
4	V	7
2	V	3
MATCH 6		
6	V	8
2	V	7
1	V	5
3	V	4
MATCH 7		
7	V	8
1	V	3
2	V	6
4	V	5

## SCORING

It is obviously essential that each team have precisely two N/S pairs and two E/W pairs during any given match! Team captains can help to avoid accidents by issuing clear instructions to their players, and by verifying the positions of the players prior to the start of each match. Players can assist this process by paying attention to their captain's instructions, and by checking visually prior to the start of a match that their team does indeed consist of two N/S pairs and two E/W pairs.

### IMP to VP conversion scale

#### 14-board matches

IMP difference	VP	IMP difference	VP
0 – 4	10 – 10	47 – 59	15 – 5
5 – 13	11 – 9	60 – 75	16 – 4
14 – 23	12 – 8	76 – 93	17 – 3
24 – 32	13 – 7	94 – 115	18 – 2
35 – 46	14 – 6	116 – 142	19 – 1
		143 or more	20 – 0

### Missing comparisons

If, for any reason, a team is unable to obtain four comparisons on a particular board (for example, if a table is unable to play a board or if the players are seated incorrectly), then any comparisons which can be made will count (and will be factored to account for missing comparisons). A non-offending team will receive average plus and an offending team will receive average minus for any comparisons which are missing, in accordance with the following scale:

- 1 missing comparison = 3 imps;
- 2 missing comparisons = 4 imps (= 2 imps per comparison);
- 3 missing comparisons = 5 imps;
- 4 missing comparisons = 6 imps (= 1.5 imps per comparison).

A partially offending team will receive average for each missing comparison.

## MASTER POINTS AND PRIZES

Master Points (Green Points per player who played at least one-third of the boards in the match involved).

Per match won: 1 Green (draw = 0.5)

For overall ranking: 1<sup>st</sup> 6, 2<sup>nd</sup> 3, 3<sup>rd</sup> 2, 4<sup>th</sup> 1

No cash prizes are awarded in the Tollemache Cup, but medals will be presented to the winning team.

## MISCELLANEOUS CONDITIONS

1. General EBU regulations as contained in the current White Book apply with regard to any matter not specifically covered by these conditions of contest. For example, a tie for 1st place will be split in accordance with standard EBU regulations.
2. This is an EBU 'level 5' tournament. WBF system cards may be used. Convention cards should be available online and link posted for the opposing pair at the table at the start of each round.  
  
You can use any existing link to your system card. Otherwise, system cards can be uploaded to My EBU > Utilities > System Cards.
3. Mobile phones and other electronic communication devices may not be used during play, except in an emergency.
4. Captains should check the final score of the match with the displayed results.

## REALBRIDGE

### 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.

During a session, if you have problems with audio/video, you should 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.

### Procedures

Please remember that your opponent will have sight of you whenever you are logged in at a table and always act accordingly – opponents can hear and see what is going on in the room around you.

## **Alerting/Announcing/Explaining**

This event will be in screen mode with self-alerting and written explanations. Follow-up questions can be to the player who made the call (via private chat) or verbally to the screen mate. Note: the partner of the player who made the call will not have seen the written explanation.

Calls are alerted and explained by the player making the call. Provide a written explanation when making the call of all calls that would be alertable or announced face-to-face.

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.

## **Calling the TD**

When the TD is called, the TD can hear and speak to both sides of the screen – but the players cannot hear the players on the other side of the screen. It is difficult for the TD if both sides of the screen are talking.

When the TD is called only the player who called the TD should speak to the TD. The TD can then ask questions of the different players on either side of the screen, before instructing the table how to proceed.

If the TD appears at the table and you did not call the TD, please wait to be asked to speak – so that the table does not all speak at once. The TD can isolate players and choose to communicate with only one or two players at a time.

## **Online Regulations**

The EBU 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’).



English Bridge Union  
Broadfields, Bicester Road,  
Aylesbury HP19 8AZ  
phone: 01296 317200  
e-mail: [postmaster@ebu.co.uk](mailto:postmaster@ebu.co.uk)  
website: [www.ebu.co.uk](http://www.ebu.co.uk)