



Goodman Cup & Plate KO

Rules & Conditions of Competition

Current for 2018/19 Season Only

0. Changes

- a. Clarification made to how the Pachabo team is decided (Team Regulations and Qualification To).
- b. Rules for Arranging Matches rewritten for better clarity (Appendix 1).
- c. Entries to Plate Competition ONLY added (various).

1. Summary of Competition

This is the Warwickshire County Teams Championship Knock Out. The winners shall be selected automatically to represent Warwickshire in the Pachabo Cup. The Goodman Plate competition will be open to all teams losing in their first match in the competition. Additional teams may enter the Goodman Plate competition directly.

2. Entry

- a. Entry of teams for the Goodman Cup must be made to the Competition Organiser by noon on 30 September at the latest. The draw will be published shortly thereafter.
- b. Entry of Teams for the Goodman Plate ONLY must be made to the Competitions Organiser by noon on 30 November.
- c. **Please note that unacknowledged emails for entry or any other purpose in the event will not be accepted as confirmation.**
- d. All players must nominate Warwickshire as their County of Primary Allegiance (for further information please see <http://www.ebu.co.uk/competitions/regulations/county-allegiance>),

3. Team Regulations

- a. Teams may consist of four, five or six players. Players may be added to a team at any point prior to the final of the competition. All such additions must conform to 2d above and must be notified to the Competition Organiser before playing in any match.
- b. Members of Teams entering the Goodman Plate ONLY must have an NGS grade below J (consideration will be given to those on the 10/J border) and no team member can have a MP rank of Life Master or above.
- c. No player may represent more than one team.

- d. Prior to the Goodman Cup final, the two finalist captains will be contacted by the Competition Organiser to determine who is available to play in the Pachabo. The position will be reviewed to ensure that a Pachabo team can be fielded from players, ideally established pairs, in the two teams. If this is going to be a problem then additional players or pairs may be added to the team(s) at this stage, subject to agreement by the Competition Organiser, while still conforming to the maximum of 6 players per team.
- e. Once the Goodman Cup final result is known the team which will represent the county in the Pachabo will be announced.

4. Substitutes

- a. In circumstances where a team is not normally permitted to add a player and when the team is reduced by the death or serious incapacity of one of its members, the Competition Organiser, in consultation with relevant WCBA colleagues, may authorise that a substitute player take the place of the player who is not available for the remainder of the competition. In exercising this power, the WCBA may make conditions as to the player who may substitute.

5. Format

a. Goodman Cup

- i. A draw will be made by the Competition Organiser which will also determine home and away status for each round. The 2 teams contesting the final of the previous year's competition will be seeded – one in the top and one in the bottom half of the draw. Completion dates will be set and published for each round.
- ii. Matches up to the final will consist of 32 boards to be played in 4 stanzas of 8 boards. The final will be over 48 boards to be played in stanzas of 8 boards.
- iii. If both team captains agree then
 - before the final the number of boards may be reduced to 28 or 24 to be played in 4 equal stanzas
 - in the final the number of boards may be reduced to 36 or 32 boards to be played in 4 equal stanzas
 - the match may be played in 2 equal halves changing opponents at half time
- iv. Teams losing in their first match in the competition will play in the Goodman Plate.

b. Goodman Plate

- i. A random (ie no seeding) draw for the Goodman Plate will be made by the Competition Organiser which will also determine home and away status for each round.

- ii. All matches in the Goodman Plate will consist of 32 boards to be played in 4 stanzas of 8 boards.
- iii. If both team captains agree then
 - before the final the number of boards may be reduced to 28 or 24 to be played in 4 equal stanzas
 - the match may be played in 2 equal halves changing opponents at half time

6. Arranging Matches

- a. Rules for arranging matches can be found in Appendix 1.
- b. Once both opposing teams for a round are known then the process for arranging matches takes effect.
- c. The Goodman Cup final **must** be played at least 1 week before the Pachabo Cup – failure to do so may result in the match being awarded to one of the two teams.
- d. The Goodman Plate final **must** be played by 30 June – failure to do so may result in the match being awarded to one of the two teams.

7. Venue

- a. The cost of the venue in both Cup and Plate will be borne by the home team in all rounds except the final.
- b. For both finals the venue is expected to be one such as West Midlands Bridge Club which offers this free. If the competing teams agree to play elsewhere then they will share the cost of the venue.
- c. Refreshments must be provided by the home team but need only be minimal (eg tea and biscuits).

8. Spectators/Kibitzers

- a. An Open and Closed Room may be agreed by the team captains. In this case, spectators will be allowed in the Open Room only. Sitting out team members are not permitted to spectate.
- b. Spectators must be aware that they must refrain from mannerisms or remarks, and must not converse with a player or display any reaction to bidding and play. Spectators are only permitted to observe the cards of one player only, and must not seek to look at the cards of other hands. Spectators are not allowed to draw attention to an irregularity or mistake, nor to speak on any question except by request of the tournament director.

9. Seating Rights

- a. The captains toss a coin to decide seating rights. The captain winning the coin toss will select seating rights in stanzas 1 and 4 or 2 and 3. In the final the captain winning the coin toss will choose seating rights for stanzas 1, 3 and 5 or stanzas 2, 4 and 6.
- b. If the captains agree to play in 2 halves changing opponents at half time, the winner of the coin toss has seating rights for the 1st half.

10. Systems & Conventions

- a. Level 4 permitted conventions as defined by the English Bridge Union will be used.

11. Scoring

- a. Scoring is by IMPs. Net IMPs at the end of the match shall determine the winner.

12. Late Arrival

- a. Should one or more members of a team arrive more than 30 minutes after the agreed start time, its opponents have the following rights:
 - i. After 45 minutes of unnotified late arrival or 90 minutes of notified late arrival, the match is awarded to the non-offending side. Note that one member of a team being present within 45 minutes of the scheduled starting time would constitute "notification".
 - ii. After 30 minutes of late arrival (notified or not) and then for each completed 15 minutes delay, the match is to be reduced by two boards, awarding the non-offending side 3 IMPs per board. A short play period is to be played, removing board one onwards, in order to produce sets of 8 (or 7 by agreement) boards thereafter. The maximum number of boards which can be removed is eight.
 - iii. If both teams are late then the above regulations apply from the time that the first complete team is present, i.e. four members of the team are present and ready to play.

13. Ties

- a. In the event of a tie, additional stanzas of 4 boards shall be played until the tie is broken. In these additional stanzas there are no seating rights. Each team captain will write down his team's seating and exchange with the opposing captain before start of play in that stanza.

14. Master Points

- a. Master points in the Goodman Cup will be awarded to winning teams and will be green points.
- b. Master points in the Goodman Plate will be at county scale.
- c. In order to qualify for master points a player must have played at least one third of the total number of boards played in the match except that, where a match in play is conceded before conclusion when players in the winning team will earn their full entitlement to any award if they have already played in the match and could have earned their entitlement by playing the remaining boards.

15. Trophy

- a. The winning team in the main competition will be awarded the **Goodman Cup**.
- b. The winning team in the Goodman Plate will receive a cash prize.

16. Qualification To

- a. The team winning the Goodman Cup is automatically entitled to represent Warwickshire in the **Pachabo Cup**.
- b. Alternatively, the Competition Organiser may seek to add additional players from the runners-up team to make a new team of four, five or six players to participate in the Pachabo.
- c. Failing that, the County may be represented by its runners-up team, comprising four, five or six players
- d. There is no qualification route for the Goodman Plate.

17. Contact

Competition Organiser :

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Appendix 1

Rules for Arranging Matches

1. The Draw

A draw is made for the whole competition. This draw is on the EBU website under Latest Results/Knockouts/Goodman (near the bottom of the list). The draw provides completion dates for each round. Contact details for all team captains will be sent to each team captain as soon as the draw is made.

2. Offering Dates

The privilege of offering dates rests with the home captain.

- Dates should be offered within 10 days of the opposing team being known.
- A valid offer consists of at least four dates which meet the following requirements:
 - a. All dates must fall on or before the published round completion date
 - b. There must be at least four clear days between the day the offer is made and the first of the dates offered (eg if the offer is made on Monday then Saturday is the earliest valid offer)
 - c. No more than two of the dates fall within any one seven day period
 - d. At least one weekend and one weekday date is included in the offer
 - e. Captains are required to confirm a starting time when agreeing a date. In the absence of a mutually agreed alternative, this will be 2pm in the case of a weekend match (1pm in a match of 48 boards), and 7pm in the case of a weekday match. The offer of a date with a different starting time is not a valid offer unless the proposed starting time is acceptable to the opposing captain. Thereafter, breaking an agreement as to starting time is equivalent to breaking an agreement as to date.

3. Responding to Dates Offered

The away captain should reply within a week, either to accept one of these dates, or to offer alternatives.

4. Communications

- Once an opposing team is known the team captains should get in touch with each other, preferably on the same day.
- After each match, the winning captain will, within 48 hours of the match being played, enter the result on the EBU website under My EBU/Utilities/EBUKnockout. The next opponent can then be found by checking results (see The Draw above).

- Throughout the competition the outcome of any telephone conversations must be confirmed by email, a copy of which must be retained.

5. Venue

If the home captain proposes to play the match at his home or another private location then the following must apply:

- a. The environment must be clean, quiet and comfortable.
- b. There must be no smoking in the playing areas unless specifically agreed by both captains. Arrangements to accommodate smokers must be provided.
- c. If the away captain gives sufficient notice that one or more of his team has special requirements, eg disability, allergies, then the home captain is required to provide a suitable venue to accommodate them.
- d. Refreshments must be provided unless specifically agreed with the away captain.
- e. Bidding boxes must be used.
- f. Sufficient boards to play the match must be provided. These may be dealt at the table or duplimated (see Common Rules).
- g. Suitable tables must be provided in two separate rooms (or in one room with significant space to ensure conversation cannot be overhead).

If the home captain is unable to comply with the requirements of the away team then the away captain may elect to play the match at a venue provided by, and paid for, by his team. In this case the away captain assumes the right to offer dates as described below.

6. Dealing with Problems

- a. If the home captain has been dilatory in offering dates and has failed to offer four valid dates within 10 days of the draw being issued then the away captain may give notice of his intention to take over this privilege. To do so he must formally advise the home captain of his intention. Such an intention may not subsequently be withdrawn. The home captain then has 24 hours in which to offer four valid dates. Upon expiry of this time and in the absence of a valid offer, the privilege of offering dates is transferred to the away captain who must then make a valid offer to the home captain within one week.
- b. Late matches disrupt the competition. Any difficulty in arranging a date **must** be notified to the Competition Organiser in a timely manner, no later than 7 days before the published completion date. With the exception of the finals, the Competition Organiser has the authority to grant an extension to a round completion date of up to 2 weeks only in exceptional circumstances. Any extension beyond this would require the approval of the Competitions Committee. No extension will be permitted for the finals.

- c. An unplayed match may be awarded against the team who broke an agreed date or who has been at fault in failing to agree a date to play the match. Any such awards will be determined by the Competitions Committee who will take into account all relevant facts.
- d. A team captain who fails to fulfil the obligations contained in these rules will lose all such rights in the next match and will be required to accept one of the four dates offered by the opposing captain. The offending team captain will, however, be given the opportunity, within 48 hours of being formally notified of the situation, to set aside up to four dates on which that team is not available. Thereafter, failure to accept one of the offered dates will lead to the match being forfeited, unless there is documentary evidence of an exceptional circumstance that the Competitions Committee should consider.
- e. In the unlikely event that a venue cannot be agreed then the Competition Organiser will specify where the match will be played. Any team who declines to play the match at this venue will be deemed to have withdrawn from the competition.