

SYLVIA ROSE TEAMS AND MATCHES 2021/2022 v1

DIVISION A (Preferred days Tues, Thurs, Mon)

	Captain	Members	Preferred match days
A1	Gabriel Hearst	Graham Davison, Tony Philpott, Helen Mitchell, Tim & Jane Green	Mon, Tues, (Thurs)
A2	Judi Coady	John Fairhurst, Margaret Blewett, Nick Browne	Tues (Thurs)
A3	Douglas Wright	Manda Kimbery, Michael Rushworth, Jonathan Prizeman	Thurs
A4	Mike O'Donnell	Ivan Helmer, Peter Southwell, John Ewens, Patrick Hodson	Mon, Tues, Thurs
A5	Frances Trebble	Rosemary Kingham, David Kirkpatrick , David Lawrence, Mary Nolan, Joyce Snell, Ouda Tawfik	Not Friday
A6	Mike Kinsey	Mike Fithyan, Dave Hinkin, Owen Leigh, Robert Buxton, Mark Davies	Mon, Tues

DIVISION B (preferred days in order, Mon , Tues)

	Captain	Members	Preferred match days
B1	Simon Foale	Jack Goody, Kiat Huang, Donald Bruce, Varda Tim Rees & Lorne Anderson	Mon, (Thurs)
B2	Peter Langford	Charlie Palmer, Andy Mathew, Tony Haley	Not Thurs
B3	Hilary Havelock	Jenny Garner, Sue Boyle, Jane Berry, (Gerald Searle?)	Not advised yet
B4	Mike Tettenborn	Marjorie Rowledge, Yvette Bailey, Maggie Ingham, Chris Tibbott, Anna Holmes	Mon, Tues, Thurs
B5	Tony Richards	John Manches, Alan Cadge, Tim Warren, Derek Hedley-Smith, Robert Michelmore	Mon, Tues
B6	David Barnes	Janet & David Barnes, Graham Ledger, Joyce Baldock	Mon (Thurs)

RESERVES (willing to be contacted if you are short for a particular match)

Sara Rose, Ron Ewins, Ian Lewis. Teams may also invite others who are not members of Farnham Bridge club to play in the odd matches for their teams.

MATCH ARRANGEMENTS

Captains contact each other to agree a suitable date and number of boards (default is 24, minimum 16 boards). The default platform is REALBRIDGE and all Realbridge costs are included in the team entry fee. Teams may however mutually agree to play on an alternative platform or face to face; any additional cost incurred are then up to the teams to pay. *Captains, please be aware that a number of teams will NOT be able to play face-to-face, due to health reasons and/or including distant partners.*

Realbridge matches need to be set up a few days in advance by a Farnham Bridge club Realbridge director. *If you do not have an FBC Realbridge director playing in the match, contact Mike O'Donnell, Gabriel Hearst or Hilary Havelock who will set up the match and link for you.*

Captains will be sent a list of email addresses for all other captains, plus instructions on how to play a teams match on Realbridge (it is very simple, and rated by many as the best platform for teams).

A & B DIVISION SCHEDULE OF MATCHES

	A & B DIVISION MATCHES
Match 1. Oct 4 - 17	1v6, 2v4, 3v5
Match 2. Oct 18-Oct 31	1v5, 2v6, 3v4
Match 3. Nov 1 -14	1v2, 3v6, 4v5
Match 4. Nov 15-28	1v3, 2v5, 4v6
Match 5. Nov 29–Dec 12	1v4, 2v3, 5v6
Cath-up. Dec 13 – Jan 9	Available for any matches that need to be re-arranged
	FINALS & PLATE
MATCH 1 Jan 10-23	
MATCH 2 Jan 24-Feb 6	
MATCH 3 Feb 7 - 27	
Catch up Feb 28 – Mar 15	Available for any matches that need to be re-arranged

FINALS & PLATE ROUNDS

The top 3 teams from each division will go forward to the Finals, the rest will play in the Plate competition. In the final, you will play teams that qualified from the other division.

REPORTING RESULTS

The winning captain in each game should email Mike O'Donnell with the result, the members of each team who played (for match point/NGS purposes) and the number of boards. A table of results & standings will be posted and updated weekly on the FBC website.

LATE STARTS & DEFAULTS

If a team fails to turn up on the date agreed, or is more than 30 minutes late, then that team automatically loses the match and scores zero VPs. The VP score of the non-offending team is the highest of the following:

- a) Average of the 'winners' scores for all division or finals matches, rounded to the highest number (eg 11.1 becomes 12)
- b) The minimum win (i.e 11 – 9)
- c) The average of the 'losers' scores deducted from the maximum win (i.e 20) and rounded to the highest number

If a team arrives up to 30 minutes late, or if one team is excessively slow, the other team may insist

on a reduction in the number of boards played in a match. (A reasonable maximum time for a 24 board match is 2 hour 30 minutes).

In the event of a team withdrawing from the league part-way through the competition, the team defaults all its matches.

IMPS to VP Conversion table – 24 and 16 board matches

Here are the conversion tables for the two most common numbers of boards in a match. The full EBU tables can be found on <https://www.ebu.co.uk/laws-and-ethics/vp-scales>

24 boards

IMPS	0-1	2-5	6-10	11-15	16-21	22-27	28-34	35-43	44-53	54-65	66 & over
VPs	10v10	11v9	12v8	13v7	14v6	15v5	16v4	17v3	18v2	19v1	20v0

16 boards

IMPS	0-1	2-4	5-8	9-12	13-17	18-22	23-28	29-35	36-43	44-53	54 & over
VPs	10v10	11v9	12v8	13v7	14v6	15v5	16v4	17v3	18v2	19v1	20v0