

## Club Teams of Eight “Abbeygate Plate” Regulations

- A 2021 Suffolk Bridge “Abbeygate Plate” Club Teams of Eight competition will be held online on BBO as a knockout event for the six Clubs knocked out in the first round of the Abbeygate Shield competition.
- Conventional Teams of Eight movements are not supported on BBO so clubs will divide each team of 8 into two teams of 4 who each play a head to head match against one team of 4 from the other side – then the IMP scores of the 2 matches are added together to determine the winner (no VP calculation required).
- The six eligible teams will be divided into two three-team groups – each team will play a match against each of the other two in the group to determine the group winners, who will then play each other in the final.
  - If a team beats both other teams in their group, they progress to the final.
  - If each team in a group wins one match and loses the other, the winner will be the team with the highest two-match IMP-difference total.\*
- Each match will comprise 24 boards in two equal stanzas, alternate opponents.
- The intention of the competition is that clubs are represented by their regular players or established members. (See EBU website for detailed eligibility requirements)
- Match set-up process similar to the Suffolk Online Teams League\*\*.
- Teams are limited to 8 players on any one day, but not necessarily the same 8 in each round nor the same 8 who played in the Abbeygate Shield itself, but should NOT include members of the Club’s other representative team.
- No kibitzers, barometer off, no Undos.
- No entry fee.
- Match results to be advised to Chris Rickard (paulandchrisrickard@gmail.com).
- A tie at the end of the final shall be resolved by playing extra boards – see EBU White Book para 3.2.2.1.
- If at any stage the Captains cannot agree and a team requires a ruling this must be referred to the Chief TD; please do not enter into private discussions with opposing captains / players except to record the bare facts; please do not ask anyone other than the Chief TD for a ruling.
- Results will be published on the Suffolk Bridge website.
- Timetable:
  - Draw published – January 9
  - Four/five weeks per match:
    - Complete Group Matches – March 6
    - Complete Final – April 14

2021 Abbeygate Shield Plate		
Teams	Group Matches – Play by March 6 (Home v Away as shown)	Final – Play by April 14
A Clare Red	A beat B by 145 IMPs	<b>A Clare Red</b>  beat <b>D Heritage Coast</b> by 43 IMPs
B Stratford St Mary	B lost to C by 73 IMPs	
C Woodbridge	C lost to A by 27 IMPs	
D Heritage Coast	D beat E by 81 IMPs	
E I&K Hearts	E beat F by 56 IMPs	
F Aldeburgh	F beat D by 13 IMPs	

\* If two teams tie, the winner will be the winner of the match between them.

\*\* See following page

Chris Rickard

January 7, 2021 (updated March 20)

## Club Teams of Eight “Abbeygate Plate” Match Set-up Process

The BBO site only allows someone to set up a head to head teams match when they have had 100 logins. Please advise Chris Rickard if you have fewer than 100 logins and wish to set up a match.

Please note, a match can only be started on BBO when ALL 8 PLAYERS ARE LOGGED INTO BBO; therefore it is essential that both teams are logged into BBO 5 minutes before the official start of the match.

Here are the instructions for setting up a head to head Teams of 4 match. Please also see Peter Bushby's YouTube video [https://www.bridgewebs.com/cgi-bin/bwom/bw.cgi?club=littleclacton&pid=display\\_page134&sessid=597968885550615](https://www.bridgewebs.com/cgi-bin/bwom/bw.cgi?club=littleclacton&pid=display_page134&sessid=597968885550615)

- 1) Log in to BBO
- 2) On the home page click on “Competitive”
- 3) Click on “Team matches”
- 4) Click on “Create Team Match”
- 5) Complete the details on the Identification screen (do NOT press the new “Create Team Match” button yet)
  - Under “Title” put “Suffolk”
  - Under “Description” put “Abbeygate”
  - Under Team 1 put your Club's name
  - Under Team 2 put your opposing Club's name
- 6) Complete the details on the Options screen (do NOT press the new “Create Team Match” button yet)
  - Under “Form of scoring” ensure it is set to “IMPS”
  - Under “Number of Boards” type “12” (the number of boards in each stanza)
  - Under Deal source ensure it is set to “Use random deals”
  - Options: PLEASE UNTICK “Allow Kibitzers”, “Barometer Scoring”; “Allow Undos” and “Allow kibitzers to chat to players”
- 7) Under “Reserve seats” please put in the BBO usernames of all 4 players on your team and all 4 players on the opposing team; please note these have to be 100% accurate, be particularly careful to make sure that you put in a space if there is a space in the middle of a player's username. Please note your team's players need to be at the top and the opposing team's players at the bottom: otherwise you will end up playing against your team mates. When you have completed the first stanza and are setting up the second stanza keep your team at the top again, and the opposing team's players at the bottom, but make the opposing pair that was N/S in the first stanza E/W in the second.
- 8) Once you are happy you have all the details correct, click on the “Create Team Match” button which is situated at the bottom of the page. One of two things will happen now; if any of the players are not logged in you will get an error message “Error xxx is not online” and you will have to wait until everyone is on line (there is a risk of a time out here, so it is best to ask everyone to be logged in promptly). Otherwise you will get a message saying “invitations have been issued”. The invitees should now accept the invitations. It is best then to wait until you have seen confirmation that the invitations have been accepted.
- 9) Your match should now start