

# 4 Cubes 2015

## Tournament book

Version: 19 April 2015

## Day 1 (16-22 February 2015)

	BRUGGE	HASSELT	7-2
Round 1	Michel Lamote	Laky Kyrkos	1-0
2-1	Guy Van Middlelem	Luc Palmans	0-1
	Paul van Dijke	Sassan Kachanian	1-0
Round 2	Paul van Dijke	Laky Kyrkos	1-0
2-1	Michel Lamote	Luc Palmans	1-0
	Guy Van Middlelem	Sassan Kachanian	0-1
Round 3	Guy Van Middlelem	Laky Kyrkos	1-0
3-0	Paul van Dijke	Luc Palmans	1-0
	Michel Lamote	Sassan Kachanian	1-0

Friday, February 20th, 2015 at 19h30. De Hollandse Vismijn, Vismarkt 4 at 8000 Brugge.

	BRUSSELS	GENT	5-4
Round 1	Alain Chif	Geert Van der Stricht	1-0
3-0	Zsolt Tasnadi	Johan Vervust	1-0
	Kristoffer De Weert	Johan Huyck	1-0
Round 2	Alain Chif	Johan Vervust	1-0
1-2	Zsolt Tasnadi	Johan Huyck	0-1
	Kristoffer De Weert	Geert Van der Stricht	0-1
Round 3	Alain Chif	Johan Huyck	1-0
1-2	Zsolt Tasnadi	Geert Van der Stricht	0-1
	Kristoffer De Weert	Johan Vervust	0-1

Friday, February 20th, 2015 at 20h00. Tennis Club Longchamp, Waterloose Steenweg 836 at 1180 Brussels. The venue was closed when the players arrived. They managed to play 2 rounds in a nearby pub. The last round was played in the following days.

## Day 2 (13-19 April 2015)

	LEUVEN	GENT	1-8
Round 1	Eric Aries	Geert Van der Stricht	0-1
1-2	Henri Pollet	Bert Van Kerckhove	0-1
	Marc Van Haverbeke	Johan Vervust	1-0
Round 2	Henri Pollet	Geert Van der Stricht	0-1
0-3	Marc Van Haverbeke	Bert Van Kerckhove	0-1
	Eric Aries	Johan Vervust	0-1
Round 3	Marc Van Haverbeke	Geert Van der Stricht	0-1
0-3	Eric Aries	Bert Van Kerckhove	0-1
	Henri Pollet	Johan Vervust	0-1

Friday, April 17th, 2015 at 20h00. Sport & Squashclub De Vaart, Kolonel Begaultlaan 15 at 3012 Wilsele.

	HASSELT	BRUSSELS	4-5
Round 1	Luc Palmans	Leonidas Sotiriadis	0-1
2-1	Ronny Conaert	Alain Chif	1-0
	Laky Kyrkos	Zsolt Tasnadi	1-0
Round 2	Luc Palmans	Alain Chif	1-0
2-1	Ronny Conaert	Zsolt Tasnadi	1-0
	Laky Kyrkos	Leonidas Sotiriadis	0-1
Round 3	Walter Meuwis	Zsolt Tasnadi	0-1
0-3	Ronny Conaert	Leonidas Sotiriadis	0-1
	Laky Kyrkos	Alain Chif	0-1

Wednesday, April 15th, 2015 at 20h00. Café Gambrinus, Dorpstraat 25 at 3500 Hasselt.

## Day 3 (15-21 June 2015)

	BRUGGE	LEUVEN	0-0
Round 1			
Round 2			
Round 3			

Thursday, June 18th, 2015 at 20h00. De Hollandse Vismijn, Vismarkt 4 at 8000 Brugge. To be confirmed.

	GENT	HASSELT	0-0
Round 1			
Round 2			
Round 3			

Tuesday, June 16th, 2015 at 20h00. Koninklijke Academie Union-Sandeman, Kantienberg 5 at 9000 Gent. To be confirmed.

## Day 4 (14-20 September 2015)

	HASSELT	LEUVEN	0-0
Round 1			
Round 2			
Round 3			

Wednesday, September 16th, 2015 at 20h00. Café Gambrinus, Dorpstraat 25 at 3500 Hasselt. To be confirmed.

	BRUSSELS	BRUGGE	0-0
Round 1			
Round 2			
Round 3			

Friday, September 18th, 2015 at 20h00. Tennis Club Longchamp, Waterloo Steenweg 836 at 1180 Brussels. To be confirmed.

## Day 5 (16-22 November 2015)

	LEUVEN	BRUSSELS	0-0
Round 1			
Round 2			
Round 3			

Friday, November 20th, 2015 at 20h00. Sport & Squashclub De Vaart, Kolonel Begaultlaan 15 at 3012 Wilsele.  
To be confirmed.

	GENT	BRUGGE	0-0
Round 1			
Round 2			
Round 3			

Tuesday, November 17th, 2015 at 20h00. Koninklijke Academie Union-Sandeman, Kantienberg 5 at 9000 Gent.  
To be confirmed.

## Ranking

		G	W	L	+	-
1	Brussels	2	2	0	10	8
2	Brugge	1	1	0	7	2
3	Gent	2	1	1	12	6
4	Leuven	1	0	1	1	8
5	Hasselt	2	0	2	6	12

## Individual ranking

			G	W	L
1	Geert Van der Stricht	Gent	6	5	1
2	Alain Chif	Brussels	6	4	2
3	Michel Lamote	Brugge	3	3	0
3	Paul van Dijke	Brugge	3	3	0
3	Leonidas Sotiriadis	Brussels	3	3	0
3	Bert Van Kerckhove	Gent	3	3	0
7	Johan Vervust	Gent	6	3	3
8	Ronny Conaert	Hasselt	3	2	1
9	Luc Palmans	Hasselt	5	2	3
10	Zsolt Tasnadi	Brussels	6	2	4
11	Kristoffer De Weert	Brussels	3	1	2
11	Johan Huyck	Gent	3	1	2
11	Sassan Kachanian	Hasselt	3	1	2
11	Guy Van Middelem	Brugge	3	1	2
11	Marc Van Haverbeke	Leuven	3	1	2
16	Laky Kyrkos	Hasselt	6	1	5
17	Walter Meuwis	Hasselt	1	0	1
18	Henri Pollet	Leuven	3	0	3
18	Eric Aries	Leuven	3	0	3

# Teams & Players

## LEUVEN

Venue Sport & Squashclub De Vaart, Kolonel Begaultlaan 15 at 3012 Wilsele  
Day Friday at 20h00  
Captain Marc Van Haverbeke (0475/92.64.76)  
matroxbe@yahoo.com  
marc.van-haverbeke@ec.europa.eu  
Players Marc Van Haverbeke  
Henri Pollet  
Akbar Soltani  
Toon Van Herreweghen  
Patrick De Wilde  
Johan Segers  
Geert Doods

## BRUSSELS

Venue Tennis Club Longchamp, Waterloo Steenweg 836 at 1180 Brussels  
Day Friday at 20h00  
Captain Alain Chif (0479/50.28.30)  
alain.chif@skynet.be  
Players Alain Chif  
Maurits Pino  
Zsolt Tasnadi  
Leonidas Sotiriadis  
Kristoffer De Weert

## BRUGGE

Venue De Hollandse Vismijn, Vismarkt 4 at 8000 Brugge  
Day Thursday at 20h00  
Captain Michel Lamote (0497/73.66.86)  
kynos8000@gmail.com  
Guy Van Middelem (0476/41.86.88)  
guy.van.middelem@telenet.be  
Players Michel Lamote  
Line Vandamme  
Peter Allemeersch  
Paul van Dijke  
Guy Van Middelem



## HASSELT

Venue Café Gambrinus, Dorpstraat 25 at 3500 Hasselt  
Day Wednesday at 20h00  
Captain Sassan Kachanian (0477/57.03.82)  
skashanian@hotmail.com  
Players Sassan Kachanian  
Ronny Connaert  
Vassilios (Laky) Kyrkos  
Luc Palmans  
Walter Meuwis

## GENT

Venue Koninklijke Academie Union-Sandeman, Kantienberg 5 at 9000 Gent  
Day Tuesday at 20h00  
Captain Geert Van der Stricht (0474/46.86.37)  
geert.vanderstricht@telenet.be  
Players Geert Van der Stricht  
Johan Vervust  
Bert Van Kerckhove  
Robin Bilderbeek  
Johan Huyck

# Rules

## 1. Competition format

Every Belgian club (or team representing a club, eventually more than 1 team per club) can compete for the title of 'BBBC - Belgium's Best Backgammon Club' symbolized by the 4 Cubes trophy. The clubs must be affiliated to BGFed.be, the official Belgian Backgammon Federation. The championship has 1 division, with all registered teams.

The current holders are Hasselt, who successfully won the trophy in November 2014. Hasselt will therefore keep the title till the end of 2015. At the end of the year, Hasselt will offer the '4 Cubes' to the winner of the competition, the 'BBBC 2015'.

## 2. Organizing Committee

Tournament Director for 2015 is Luc Palmans; Guy Van Middeltem & Johan Segers completes the Referee Committee.

## 3. Registration and representation

To subscribe a team, registration is needed before the 15<sup>th</sup> of December 2014 and the following information needs to be provided:

- Name of team or club (the name of the city/town where the team has its clubhouse needs to be part of the name)
- Name of the team captain, e-mail, home phone or cell
- Address of the clubhouse
- (if available) Website
- List of players (this list can be extended in the course of the year)

The entry fee for 2015 is 25, - € per team. All players must be member of BGFed.be (10, - € for 1 year in 2015). In a single year, a player can only represent one team.

## 4. Calendar and schedule

If 2 to 7 registered teams, the competition will be set up as a single round-robin, i.e. all competing teams will meet once, either away or at home, in their clubhouse. In the case of an even number of participating teams, some teams will have to play more matches away than at home. If more than 7 registered teams, another format will apply (more info later, if necessary).

The competition is scheduled in game days. Each game day will be played on the fixed playing evening date for the home team, in the 3<sup>rd</sup> week of a month (Gent plays on Tuesday, Hasselt plays on Wednesday, Brugge plays on Thursday, Leuven and Brussels play on Friday). These precise dates will be announced at the beginning of the competition. The team captains need to contact each other to arrange the starting hour (between 7.00 PM and 8.00 PM).

Nevertheless, both team's captains may take initiative to fix another date (and both teams will be flexible in setting up another date). This new playing date must be in the corresponding month - or before -, preferably before the scheduled date, and must be relayed to the Tournament Director 15 days before the scheduled playing date. Otherwise (without agreement), the scheduled playing date prevails.

The draw is scheduled to take place on Friday the 19<sup>th</sup> of December 2014 during the BIC Final in Leuven. The calendar will be ready on Sunday the 21<sup>th</sup> of December 2014 and announced by e-mail to the respective team captains and on the official '4 Cubes' webpage.

## 5. Conditions of contest

An encounter between 2 teams consists of 3 rounds of 3 matches to 7 points, all to be decided on a single day. Preferably, clocks will be used (Bronstein, 14 minutes, 12 seconds' increment). Winner is the team who wins 5 or more matches.

A team can, if they so desire, field more than 3 players in a single encounter. Therefore, at the beginning of each round, each team captain needs to announce the 3 players picked. The players will then be paired by draw, with the provision that 2 players cannot meet twice in the same encounter.

*Addendum: of course, there's no problem at all if 3 players (A, B, C) meet 3 players (a, b, c) in an encounter. 1st round : Aa - Bb - Cc ; 2nd round : Ab - Bc - Ca ; 3rd round : Ac - Ba - Cb. If a 4th player (D) is involved in the 2nd round, a possible problem could eventually occur in the 3rd round. Please make the draw for the 2nd round that way that all players can play the 3rd round with the provision that 2 players cannot meet twice.*

*Example: let's say that in the 1st round the draw is Aa - Bb - Cc. If D plays the 2nd round in replacement of C, D will NOT play against c in that 2nd round! (Because if that's the case, A will play b & B will play a in the 2nd round and in the 3rd round A and B should both play against c which is not possible).*

*Rule: if a player (let's say D) replaces another player (let's say C) in round 2, he cannot play against the opponent of player C in round 1.*

If it happens that a team can only muster 2 players for a particular round (e.g. illness or early departure), they can still compete and win the encounter but they will lose that particular match.

## 6. Results and standings

At the end of the year, the teams are ranked as follows:

- 1) Number of confrontations won (victories);
- 2) Mutual results against other tying teams;
- 3) Number of matches won.

*Tie-breaking rules. By 'mutual results' is meant:*

*If 2 teams have the same number of victories: the winner of their mutual encounter (1 encounter) will rank the 2 teams.*

*If 3 teams have the same number of victories: the team with the most number of victories (2) in their mutual encounters (3 encounters) is ranked above the others, the team with the lowest number (0) in their mutual encounters is ranked under the others.*

*In case of a tie in the number of victories (1 each) between the 3 teams, the number of matches won in these mutual encounters will rank the 3 teams. In case of a tied number of matches won in these mutual encounters between the 3 teams, the number of matches won in all the confrontations will rank the 3 teams. In case of a tied number of matches won in these mutual encounters between 2 teams, the mutual encounter between these 2 teams will rank the 2 teams. In case of a complete tie between the 3 teams and if the 4 Cubes is at stake, play-offs will be organized to determine the ranking of the 3 teams (rules & regulations of these play-offs will be decided by the Referee Committee).*

*If 4 or more teams have the same number of victories: the team with the most number of matches won in their mutual confrontations (6 encounters if 4 teams, 10 encounters if 5 teams, 15 encounters if 6 teams) is ranked above the others, the team with the lowest number of matches won in their mutual encounters is ranked under the others. In case of a tied number of matches won between 2 teams, the mutual encounter between these 2 teams will rank the 2 teams. In case of a tied number of matches won between more than 2 teams, the number of matches won in all the confrontations will rank the teams. In case of a complete tie between some teams and if the 4 Cubes is at stake, play-offs will be organized to determine the ranking of the 3 teams (rules & regulations of these play-offs will be decided by the Referee Committee).*

The team who ends up on top wins the competition and can display the Four Cubes in their clubhouse for a year.

## 7. Sanctions

The penalty for a team that does not show with at least 2 players on the scheduled playing date or the alternative date agreed by the team captains is a 0 – 9 loss by forfeit.

We hope to lift backgammon in Belgium to another level and look forward to an exciting competition.

We wish you a lot of fun with 'live' backgammon in 2015!

*For BGFed.be, Guy Van Middlelem*

