

# Belgian Individual Championship D1 2017

*BGFed.be*

## **1. Organizing Committee**

Tournament Director for 2017 is Kristoffer De Weert; Alain Chif, Maurits Pino & Guy Van Middeltem complete the Referee Committee.

## **2. Competition Format**

BIC 2017 has 2 divisions. 8 players will compete in the BIC D1 2017: Kristoffer De Weert, Sassan Kachanian, Michel Lamote, Walter Meuwis, Johan Segers, Leonidas Sotiriadis, Zsolt Tasnadi & Paulus van Rooijen.

Other registered players (17) play in D2: Line Vandamme, Eric Aries, Metin Ates, Manuel Baptista, Johan Brisaert, Alain Chif, Antoine Demey, Nick De Ruyck, Johan Huyck, Luc Palmans, Maurits Pino, Henri Pollet, Nader Rad, Marc Steyvers, Geert Van Der Stricht, Paul van Dijke, and Guy Van Middeltem.

Winner 2016 is Walter Meuwis.

## **3. Registration**

The entry fee for 2017 is 10, - € per player. All players must be member of BGFed.be (10, - € for 1 year in 2017). A trophy will be presented to the winner but no other prizes are given by BGFed.be; maybe a generous sponsor will donate some precious presents.

## **4. Calendar and schedule**

Home and away matches will be sorted by draw. At home is normally around the

city where the players live &/or play. Players should be flexible in fixing a date and a venue. And: solidarity should prevail (*picking up someone at the bus or train station*) and we count on the goodwill of all the participants! (*Even if Segers is playing at home against Meuwis, he's ready to drive to Hasselt!*) And most of the players can meet in Leuven or Brussels (before a club evening, for example). Home and away should not be taken too strictly. The most important thing is that appointments should be made sufficiently long in advance. Because backgammon is a social event, BGFed.be strongly recommends meeting before or during club evenings and tournaments in Brugge, Brussels, Gent, Hasselt, and Leuven.

A complete program will include all matches to be played, starting with match 1 to 7. Players should try to stick to the order of this program (though it's not a real necessity, as long as the imposed deadlines - see below - are respected). By making appointments, priority should go to the scheduled order of matches.

Deadlines are imposed to insure matches are played at a regular basis. **All matches in the round-robin should be finished by 15/09/2017!** All appointments should be confirmed by email, with a copy to the tournament director. The tournament director will follow the progress of the tournament closely; if needed, warning messages will be sent. These deadlines will only be guidelines to avoid having players who will start their program too lately.

## 5. Conditions of contest

BGFed.be supports 'live' backgammon play and organizes 'live' tournaments.

Playing with a clock is mandatory. The time control for a set to 13 points is Bronstein with 26 minutes bank time plus 12 seconds per move.

Annotation of matches in 2017: the use of a camera to record a match is strongly recommended. The owner of the camera must send the analysis to his opponent. Other common ways to annotate are in use (by pen or computer): the player who takes notes receives the same 12 seconds per move, as his opponent. But BGFed.be counts on the goodwill of the participants - for example, the player who takes notes can ask to stop the clock to recover from notation mistakes.

The BIC will be played according to the rules of the EUBGF.

Unlike matches in the 4 Cubes / tournaments / club evenings, where you have captains / referees / organizers who can handle eventual quarrels, in most cases the players of BIC matches will be on their own. BGFed.be counts on a very high level of gentleman's agreement.

BGFed.be strongly dislikes illegal moves but in absence of a referee, the legal moves rule cannot be enforced. Still, we count on the goodwill of the players, especially if a match is annotated.

BGFed.be cannot foresee all possible dispute scenarios but let's say that a slip of the mind (damned, I didn't see I could enter a checker from the bar to the six-point) is a mistake; a mechanical error (I really think the score is 8-8 even if the scoreboard mentions 9-8; this checker put on the bar has inadvertently fallen on the board) is not.

Anything not in the rules and requiring arbitrage will be considered seriously by BGFed.be and the BIC Referee Committee.

## **6. Results and standings**

Division 1: 8 players, one group, round-robin, every player plays against all the other opponents (2 matches to 13 points against each opponent, 1-1 or 2-0). Ranking based on the number of matches won (up to 14), then eventually on the mutual encounters, to rank numbers 1 to 8.

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

*If 2 players have the same number of matches won: the winner of their mutual encounter (1 encounter) will rank the 2 players. In case of a draw in their mutual encounter and if the exact place is at stake, a play-off will be organized to determine the ranking of the 2 players (rules & regulations of this play-off will be decided by the Referee Committee).*

*If 3 players have the same number of matches won: the player with the most number of matches won in their mutual encounters (3 encounters) is ranked above the others, the player with the lowest number of matches won in their mutual encounters is ranked under the others.*

*In case of a tie between 3 players in the number of matches won in their mutual encounters (3 encounters) and if the exact place is at stake, play-offs will be organized to determine the ranking of the 3 players (rules & regulations of these play-offs will be decided by the Referee Committee).*

*In case of a tie between 2 players in the number of matches won in these mutual encounters, the mutual encounter (1 encounter) between these 2 players will rank the 2 players. In case of a draw in their mutual encounter and if the exact place is at stake, a play-off will be organized to determine the ranking of the 2 players (rules & regulations of this play-off will be decided by the Referee Committee).*

*If 4 or more players have the same number of matches won: the same rulings apply as above.*  
Players ranked 1 to 4 at the end of the round-robin are qualified for the BIC play-off. Players ranked 6 to 8 go to BIC D2 2018.

The BIC play-off for the BIC-title:

Quarter-finals (best-of 3 matches to 13 points, 2-0 or 2-1):

Ranked 1 in D1 against ranked 2 in D2 group B (QF n°1)

Ranked 2 in D1 against ranked 2 in D2 group A (QF n°2)

Ranked 3 in D1 against ranked 1 in D2 group A (QF n°3)

Ranked 4 in D1 against ranked 1 in D2 group B (QF n°4)

Semi-finals (best-of 3 to 13-point matches, 2-0 or 2-1):

Winner of QF n°1 against winner of QF n°4

Winner of QF n°2 against winner of QF n°3

Final in December 2017 between these two winners (best-of-3 matches to 13 points, 2-0 or 2-1). The BIC final is organized by BGFed.be (no home or away privilege in that case); winner of this final will be Belgian Individual Champion 2017.

A prize-giving ceremony will be held between 01/12 and 31/12/2017, immediately after the end of the final.

## **7. Sanctions**

If a player does not complete all matches in a given year without a valid reason, he or she will not have access to the BIC the next year.

We wish you a lot of fun with BIC in 2017!

For BGFed.be, Guy Van Middelem

# Belgian Individual Championship D2 2017

*BGFed.be*

## **1. Organizing Committee**

Tournament Director for 2017 is Kristoffer De Weert; Alain Chif, Maurits Pino & Guy Van Middelem complete the Referee Committee.

## **2. Competition Format and Registration**

BIC 2017 has 2 divisions, with 8 players in the BIC D1 2017: Kristoffer De Weert, Sassan Kachanian, Michel Lamote, Walter Meuwis, Johan Segers, Leonidas Sotiriadis, Zsolt Tasnadi & Paulus van Rooijen. Registered players in D2: Line Vandamme, Metin Ates, Eric Aries, Manuel Baptista, Johan Brisaert, Alain Chif, Antoine Demey, Nick De Ruyck, Johan Huyck, Luc Palmans, Maurits Pino, Henri Pollet, Nader Rad, Marc Steyvers, Geert Van Der Stricht, Paul van Dijke & Guy Van Middelem.

The entry fee for 2017 is 10, - € per player. All players must be member of BGFed.be (10, - € for 1 year in 2017).

## **4. Calendar and schedule**

2 groups (A, with 9 players & B, with 8 players), round-robin in each group, every player plays against all the other opponents in his group. 2 matches till 11 against each opponent, 1-1 or 2-0.

Home and away matches are sorted by draw. At home is normally around the city where the players live (*for Brisaert: Brussels; for van Dijke: Gent*). Players should be flexible in fixing a date and a venue. Solidarity should prevail (*picking up someone at the bus or train station*) and we count on the goodwill of all the participants! (*Even if Van Middelem, D2, is playing at home against van Dijke, D2, he's ready to drive to Vlissingen!*). Most of the players can meet in Leuven or Brussels (before a club evening, for example). Home and away should not be taken too strictly. The most important thing is that appointments should be made sufficiently long in advance. Because backgammon is a social event, BGFed.be strongly recommends meeting before or during club evenings and tournaments in Antwerp, Brugge, Brussels, Gent, Hasselt, and Leuven.

A complete program will include all matches to be played in each group. Players will receive their individual program by mail including names, tel. numbers and e-mail addresses. Players should try to stick to the order of this program (though it's not a real necessity, as long as the imposed deadlines - see below - are respected). By making appointments, priority should go to the scheduled order of matches.

Deadlines are imposed to insure matches are played at a regular basis. **All matches in the round-robin should be finished by 15/09/2017!** All appointments should be confirmed by email, with a copy to the tournament director. The tournament director will follow the progress of the tournament closely; if needed, warning messages will be sent. These deadlines will only be guidelines to avoid having players who will start their program too lately.

## 5. Conditions of contest

BGFed.be supports 'live' backgammon play and organizes 'live' tournaments.

Clocks are in use (nearly mandatory). Playing with a clock cannot be refused by one player if the other requests it. The time control for a set to 11 points is Bronstein with 22 minutes bank time plus 12 seconds per move.

Annotation of matches in 2017: the use of a camera to record a match is strongly recommended. The owner of the camera must send the analysis to his opponent. Other common ways to annotate are in use (by pen or computer): the player who takes notes receives the same 12 seconds per move, as his opponent. But BGFed.be counts on the goodwill of the participants - for example, the player who

takes notes can ask to stop the clock to recover from notation mistakes.

The BIC will be played according to the EUBGF rules.

Unlike matches in the 4 Cubes / tournaments / club evenings, where you have captains / referees / organizers who can handle eventual quarrels, in most cases the players of BIC matches will be on their own. BGFed.be counts on a very high level of gentleman's agreement.

BGFed.be cannot foresee all possible dispute scenarios but let's say that a slip of the mind (damned, I didn't see I could enter a checker from the bar to the six-point) is a mistake; a mechanical error (I really think the score is 8-8 even if the scoreboard mentions 9-8; this checker put on the bar has inadvertently fallen on the board) is not.

BGFed.be strongly dislikes illegal moves but in absence of a referee, the legal moves rule cannot be enforced. Still, we count on the goodwill of the players, especially if a match is annotated. Anything not in the rules and requiring arbitration will be considered seriously by BGFed.be and the Referee Committee.

## **6. Results and Standings**

Ranking in each group based on the number of matches won, then eventually on the mutual encounters.

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

*If 2 players have the same number of matches won: the winner of their mutual encounter (1 encounter) will rank the 2 players. In case of a draw in their mutual encounter and if the exact place is at stake, a play-off will be organized to determine the ranking of the 2 players (rules & regulations of this play-off will be decided by the Referee Committee).*

*If 3 players have the same number of matches won: the player with the most number of matches won in their mutual encounters (3 encounters) is ranked above the others, the player with the lowest number of matches won in their mutual encounters is ranked under the others.*

*In case of a tie between 3 players in the number of matches won in their mutual encounters (3 encounters) and if the exact place is at stake, play-offs will be organized to determine the ranking of the 3 players (rules & regulations of these play-offs will be decided by the Referee Committee).*

*In case of a tie between 2 players in the number of matches won in these mutual encounters,*

*the mutual encounter (1 encounter) between these 2 players will rank the 2 players. In case of a draw in their mutual encounter and if the exact place is at stake, a play-off will be organized to determine the ranking of the 2 players (rules & regulations of this play-off will be decided by the Referee Committee).*

*If 4 or more players have the same number of matches won: the same rulings apply as above.*

Players ranked 1 in their D2 group at the end of the round-robin will qualify for BIC D1 2018. One of the two players ranked 2 in their D2 group at the end of the round-robin will qualify for BIC D1 2018, namely the one who goes the furthest in the BIC play-off, see next (in case of a tie - elimination in the quarter-finals or elimination in the semi-finals -, they play another play-off (best-of 3 till 11) to determine the qualifier).

Players ranked 1 & 2 in their D2 group will qualify for the BIC play-off.  
The play-off for the BIC-title:

Quarter-finals (best-of 3 till 13-point matches, 2-0 or 2-1):

Ranked 1 in D1 against ranked 2 in D2 group B (QF n°1)  
Ranked 2 in D1 against ranked 2 in D2 group A (QF n°2)  
Ranked 3 in D1 against ranked 1 in D2 group A (QF n°3)  
Ranked 4 in D1 against ranked 1 in D2 group B (QF n°4)

Semi-finals (best-of 3 till 13-point matches, 2-0 or 2-1):

Winner of QF n°1 against winner of QF n°4  
Winner of QF n°2 against winner of QF n°3

Final in December 2017 between these two winners (best-of-3 matches till 13, 2-0 or 2-1). The BIC final is organized by BGFed.be (no home or away privilege in that case); winner of this final will be Belgian Individual Champion 2017.

A prize-giving ceremony will be held between 01/12 and 31/12/2017, immediately after the end of the final.

## **7. Sanctions**

If a player does not complete all matches in a given year without a valid reason, he or she will not have access to the BIC the next year.

We wish you a lot of fun with BIC in 2017!

For BGFed.be, the BIC committee, Guy Van Middeltem