

# 4 Cubes 2017

## Tournament book

Version: 21 June 2017

## Day 1 (13-19 February 2017)

		BRUGGE		BRUSSELS	9-3
Round 1 3-1		Guy Van Middелеm		Maurits Pino	1-0
		Paul van Dijke		Zsolt Tasnadi	1-0
		Paulus van Rooijen		Kristoffer De Weert	0-1
		Michel Lamote		Alain Chif	1-0
Round 2 3-1		Guy Van Middелеm		Kristoffer De Weert	1-0
		Paul van Dijke		Alain Chif	1-0
		Paulus van Rooijen		Zsolt Tasnadi	0-1
		Michel Lamote		Maurits Pino	1-0
Round 3 3-1		Guy Van Middелеm		Zsolt Tasnadi	1-0
		Paul van Dijke		Maurits Pino	1-0
		Paulus van Rooijen		Alain Chif	1-0
		Michel Lamote		Kristoffer De Weert	0-1

Friday, February 17th, 2017 at 20h00. Cultuurcafé de Biekorf, Naaldenstraat 4 at 8000 Brugge.

		LEUVEN I		LEUVEN CUBERS II	4-8
Round 1 2-2		Jeroen Nuyts		Johan Segers	1-0
		Marc Van Haverbeke		Sassan Kachanian	1-0
		Nader K. Rad		Eric Aries	0-1
		Rudy Bertels		Luc Palmans	0-1
Round 2 0-4		Jeroen Nuyts		Luc Palmans	0-1
		Marc Van Haverbeke		Johan Segers	0-1
		Nader K. Rad		Sassan Kachanian	0-1
		Rudy Bertels		Eric Aries	0-1
Round 3 2-2		Jeroen Nuyts		Eric Aries	1-0
		Marc Van Haverbeke		Luc Palmans	0-1
		Nader K. Rad		Johan Segers	1-0
		Rudy Bertels		Sassan Kachanian	0-1

Friday, February 17th, 2017 at 20h00. Borrestaminee, Wijnenberg 2 at 3360 Bierbeek.

Bye: Gent

## Day 2 (17-23 April 2017)

		BRUSSELS		LEUVEN I	9-3
Round 1 4-0		Kristoffer De Weert		Henri Pollet	1-0
		Leonidas Sotiriadis		Jeroen Nuyts	1-0
		Maurits Pino		Marc Van Haverbeke	1-0
		Alain Chif		Nader K. Rad	1-0
Round 2 3-1		Kristoffer De Weert		Jeroen Nuyts	1-0
		Leonidas Sotiriadis		Marc Van Haverbeke	1-0
		Maurits Pino		Nader K. Rad	1-0
		Alain Chif		Henri Pollet	0-1
Round 3 2-2		Kristoffer De Weert		Marc Van Haverbeke	1-0
		Leonidas Sotiriadis		Nader K. Rad	1-0
		Maurits Pino		Henri Pollet	0-1
		Alain Chif		Jeroen Nuyts	0-1

Friday, April 21st, 2017 at 20h00. Tennis Club Longchamp, Waterlooose Steenweg 836 at 1180 Brussels.

		GENT		BRUGGE	7-5
Round 1 2-2		Geert Van der Stricht		Michel Lamote	0-1
		Johan Huyck		Johan Swyngedouw	1-0
		Robin Bilderbeek		Paul van Dijke	1-0
		Bert Van Kerckhove		Guy Van Middlelem	0-1
Round 2 2-2		Bert Van Kerckhove		Paul van Dijke	1-0
		Johan Huyck		Michel Lamote	0-1
		Robin Bilderbeek		Johan Swyngedouw	1-0
		Geert Van der Stricht		Guy Van Middlelem	0-1
Round 3 3-1		Geert Van der Stricht		Paul van Dijke	0-1
		Robin Bilderbeek		Michel Lamote	1-0
		Bert Van Kerckhove		Johan Swyngedouw	1-0
		Johan Huyck		Guy Van Middlelem	1-0

Tuesday, April 25th, 2017 at 20h00. Koninklijke Academie Union-Sandeman, Kantienberg 5 at 9000 Gent.

Bye: Leuven Cubers II

## Day 3 (12-18 June 2017)

		LEUVEN CUBERS II		BRUSSELS	6-6
Round 1 2-2		Eric Aries		Alain Chif	1-0
		Sassan Kachanian		Kristoffer De Weert	0-1
		Johan Segers		Maurits Pino	1-0
		Luc Palmans		Zsolt Tasnadi	0-1
Round 2 2-2		Eric Aries		Kristoffer De Weert	0-1
		Sassan Kachanian		Maurits Pino	1-0
		Johan Segers		Zsolt Tasnadi	1-0
		Luc Palmans		Alain Chif	0-1
Round 3 2-2		Eric Aries		Maurits Pino	1-0
		Sassan Kachanian		Zsolt Tasnadi	0-1
		Johan Segers		Alain Chif	1-0
		Luc Palmans		Kristoffer De Weert	0-1

Friday, June 16th, 2017 at 20h00. Borrestaminee, Wijnenberg 2 at 3360 Bierbeek.

		GENT		LEUVEN I	9-3
Round 1 2-2		Geert Van der Stricht		Marc Van Haverbeke	0-1
		Bert Van Kerckhove		Henri Pollet	1-0
		Robin Bilderbeek		Nader K. Rad	0-1
		Marc Van Damme		FF	1-0
Round 2 3-1		Geert Van der Stricht		Henri Pollet	0-1
		Bert Van Kerckhove		FF	1-0
		Robin Bilderbeek		Marc Van Haverbeke	1-0
		Marc Van Damme		Nader K. Rad	1-0
Round 3 4-0		Geert Van der Stricht		FF	1-0
		Bert Van Kerckhove		Nader K. Rad	1-0
		Robin Bilderbeek		Henri Pollet	1-0
		Marc Van Damme		Marc Van Haverbeke	1-0

Tuesday, June 20th, 2017 at 20h00. Koninklijke Academie Union-Sandeman, Kantienberg 5 at 9000 Gent.

Bye: Brugge

## Day 4 (11-17 September 2017)

		LEUVEN I		BRUGGE	
Round 1	A1		B1		
	A2		B2		
	A3		B3		
	A4		B4		
Round 2	A1		B2		
	A2		B3		
	A3		B4		
	A4		B1		
Round 3	A1		B3		
	A2		B4		
	A3		B1		
	A4		B2		

Friday, September 15th, 2017 at 20h00. Café Sport, Martelarenplein at 3000 Leuven. To be confirmed.

		LEUVEN CUBERS II		GENT	
Round 1	A1		B1		
	A2		B2		
	A3		B3		
	A4		B4		
Round 2	A1		B2		
	A2		B3		
	A3		B4		
	A4		B1		
Round 3	A1		B3		
	A2		B4		
	A3		B1		
	A4		B2		

Friday, September 15th, 2017 at 20h00. Café Sport, Martelarenplein at 3000 Leuven. To be confirmed.

Bye: Brussels

## Day 5 (13-19 November 2017)

		BRUSSELS		GENT	
Round 1	A1		B1		
	A2		B2		
	A3		B3		
	A4		B4		
Round 2	A1		B2		
	A2		B3		
	A3		B4		
	A4		B1		
Round 3	A1		B3		
	A2		B4		
	A3		B1		
	A4		B2		

Friday, November 17th, 2017 at 20h00. Tennis Club Longchamp, Waterloo Steenweg 836 at 1180 Brussels. To be confirmed.

		BRUGGE		LEUVEN CUBERS II	
Round 1	A1		B1		
	A2		B2		
	A3		B3		
	A4		B4		
Round 2	A1		B2		
	A2		B3		
	A3		B4		
	A4		B1		
Round 3	A1		B3		
	A2		B4		
	A3		B1		
	A4		B2		

Thursday, November 16th, 2017 at 20h00. Cultuurcafé de Biekorf, Naaldenstraat 4 at 8000 Brugge. To be confirmed.

Bye: Leuven I

## Ranking

		G	W	D	L	+	-	PTS
1	Gent	2	2	0	0	16	8	4
2	Leuven II Cubers	2	1	1	0	14	10	3
3	Brussels	3	1	1	1	18	18	3
4	Brugge	2	1	0	1	14	10	2
5	Leuven I	3	0	0	3	10	26	0

## Individual ranking

			G	W	L
1	Kristoffer De Weert	Brussels	9	8	1
2	Guy Van Middeltem	Brugge	6	5	1
2	Robin Bilderbeek	Gent	6	5	1
4	Bert Van Kerckhove	Gent	5	4	1
5	Eric Aries	Leuven II	6	4	2
5	Michel Lamote	Brugge	6	4	2
5	Johan Segers	Leuven II	6	4	2
5	Paul van Dijke	Brugge	6	4	2
9	Leonidas Sotiriadis	Brussels	3	3	0
10	Sassan Kachanian	Leuven II	6	3	3
10	Jeroen Nuyts	Leuven I	6	3	3
10	Luc Palmans	Leuven II	6	3	3
10	Henri Pollet	Leuven I	6	3	3
10	Zsolt Tasnadi	Brussels	6	3	3
15	Marc Van Damme	Gent	2	2	0
16	Johan Huyck	Gent	3	2	1
17	Alain Chif	Brussels	9	2	7
17	Maurits Pino	Brussels	9	2	7
17	Nader K. Rad	Leuven I	9	2	7
17	Marc Van Haverbeke	Leuven I	9	2	7
21	Paulus van Rooijen	Brugge	3	1	2
22	Rudy Bertels	Leuven I	3	0	3
22	Johan Swyngedouw	Brugge	3	0	3
24	Geert Van der Stricht	Gent	5	0	5

# Teams & Players

## BRUGGE

Venue Cultuurcafé de Biekorf, Naaldenstraat 4 at 8000 Brugge  
Day Thursday at 20h00  
Captain Guy Van Middelem (0476/41.86.88)  
guy.van.middeleme@telenet.be  
Players

## BRUSSELS

Venue Tennis Club Longchamp, Waterloose Steenweg 836 at 1180 Brussels  
Day Friday at 20h00  
Captain Alain Chif (0479/50.28.30)  
alain.chif@skynet.be  
Players

## 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



## LEUVEN I

Venue Café Sport, Martelarenplein at 3000 Leuven  
Day Friday at 20h00  
Captain Marc Van Haverbeke (0475/92.64.76)  
matroxbe@yahoo.com  
Players

## LEUVEN CUBERS II

Venue Café Sport, Martelarenplein at 3000 Leuven  
Day Friday at 20h00  
Captain Johan Segers (0494/29.44.60)  
jjjsegers@gmail.com  
Players

# 4 Cubes 2017 – Rules

## 1. Competition format

Every Belgian club, member of BGFed.Be, 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 Belgium Backgammon Federation. The championship has one division, with all registered teams.

The current holders are Leuven, who successfully won the trophy in 2016. Leuven will therefore keep the title till the end of 2017, when they will offer the ‘4 Cubes’ to the winner of the competition, the ‘BBBC 2017’.

## 2. Organizing Committee

Tournament Director for 2017 is Luc Palmans (012/45.31.06; palmans.luc@skynet.be); Guy Van Middeltem & Johan Segers complete the Referee Committee.

## 3. Registration

To subscribe a team, registration is needed before the 16<sup>th</sup> of December 2016 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

At the moment of registration, it is not necessary to give a list of players.

The entry fee for 2017 is 25, - € per team.

Clubs can register one or more teams.

## 4. Representation

All players must be member of BGFed.be at the day of play. In a single year, a player can only represent one team<sup>1</sup>.

A player must be member of the club he represents. Exception: members of a club that does not participate, are not obliged to transfer to the club they are playing for.

## 5. Calendar and schedule

If there are 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 there are more than 7 registered teams, another format will apply<sup>2</sup>.

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 week of the 3rd Friday of a month<sup>3</sup>. The 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 before the scheduled date; preferably in the corresponding month. This information must be relayed to the Tournament

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1. The members of a club who has more teams in the competition can only play for one team.

2. In that case, the committee will decide as soon as possible about the new schedule.

3. Gent plays on Tuesday, Brugge plays on Thursday, Leuven and Brussels play on Friday.

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 16<sup>th</sup> of December 2016 during the BIC Final in Brussel. The calendar will be ready on Sunday the 18<sup>th</sup> of December 2016 and announced by e-mail to the respective team captains and on the official '4 Cubes' webpage.

## 6. Conditions of contest

An encounter between 2 teams of 4 players consists of 3 rounds of 4 matches to 7 points, all to be decided on a single day. The use of clocks is mandatory: Bronstein, 14 minutes, 12 seconds increment.

Winner is the team who wins more matches than the other. A draw is possible.

Before the start of the match, each team presents a list with the order of the players. The players of each team are numbered from 1 to 4. This must be done by random draw.

If the home team is "A" and the away team is "B", then the table looks like this:

Round 1	Round 2	Round 3
A1 vs B1	A1 vs B2	A1 vs B3
A2 vs B2	A2 vs B3	A2 vs B4
A3 vs B3	A3 vs B4	A3 vs B1
A4 vs B4	A4 vs B1	A4 vs B2

A template will be published in the tournament book.

A team can, if they so desire, field more than 4 players in a single encounter. Before the start of the match, the captain must clearly indicate the players who will play in every round<sup>4</sup>. Two players cannot meet twice in the same encounter.

A team must play at least 7 matches. Failure to do so, results in an automatic 12-0 win for the other team. The matches which are played, remain for purpose of individual results and elo-ranking.

Within 24 hours after the finish of the contest, the two team captains must independently from each other email the detailed results to the Tournament Director.

## 7. Results and standings

The team that wins the encounter receives 2 team points, while the losing team receives 0 team points. In case of a draw, both teams receive 1 team point. Every encounter consists of 12 matches to 7 points. Every match yields 1 board point for the team of the player who won the match and 0 board points for the team of the player who lost. At the end of the season, the teams are ranked as follows:

- 1) Number of team points;
- 2) Mutual results against other tying teams;
- 3) Number of board points.

*Tie-breaking rules.*

By 'mutual results' is meant:

a) If two teams have the same number of team points: the winner of their mutual encounter will rank the two teams.

b) If three or more teams have the same number of team points: the teams will be ranked by the total number of team points in their mutual encounters. If the teams are still tied, then they will be ranked by the number of board points in their mutual encounters.

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4. Example: "player A5 replaces player A3 in round 3".

If, after application of these rules, two or more teams are still tied and if this tie involves the 4 Cubes title, play-offs will be organized to determine the final ranking. The rules and 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.

## **8. Sanctions**

The penalty for a team that does not play at least 7 out of 12 matches on the scheduled playing date or the alternative date agreed by the team captains is a 0–12 loss by forfeit.

## **9. Final remarks**

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 2017!

*For BGFed.be, Luc Palmans*

Round 1	A1			B1		
	A2			B2		
	A3			B3		
	A4			B4		
Round 2	A1			B2		
	A2			B3		
	A3			B4		
	A4			B1		
Round 3	A1			B3		
	A2			B4		
	A3			B1		
	A4			B2		