

4 Cubes 2018

Tournament book

Version: 25 February 2018

Day 1 (16-18 February 2018)

		BRUSSELS 2		BRUSSELS 1	5-4
Round 1		Riza Yalcin		Maurits Pino	0-1
1-2		Mahir Yalcin		Zsolt Tasnadi	0-1
		Metin Ates		Kristoffer De Weert	1-0
Round 2		Riza Yalcin		Zsolt Tasnadi	1-0
3-0		Mahir Yalcin		Kristoffer De Weert	1-0
		Metin Ates		Maurits Pino	1-0
Round 3		Riza Yalcin		Kristoffer De Weert	0-1
1-2		Mahir Yalcin		Maurits Pino	0-1
		Metin Ates		Zsolt Tasnadi	1-0

Friday, February 16th, 2018 at 20h00. Tennis Club Longchamp, Waterloo Steenweg 836, 1180 Brussels.

		GENT		BRUGGE	3-6
Round 1		Geert Van der Stricht		Guy Van Middelem	0-1
1-2		Bert Van Kerckhove		Paul van Dijke	1-0
		Johan Huyck		Michel Lamote	0-1
Round 2		Geert Van der Stricht		Paul van Dijke	1-0
2-1		Bert Van Kerckhove		Michel Lamote	0-1
		Johan Huyck		Guy Van Middelem	1-0
Round 3		Geert Van der Stricht		Michel Lamote	0-1
0-3		Bert Van Kerckhove		Guy Van Middelem	0-1
		Johan Huyck		Paul van Dijke	0-1

Tuesday, February 13th, 2018 at 20h00. Koninklijke Academie Union-Sandeman, Kantienberg 5, 9000 Gent.

		LEUVEN CUBERS 2		LEUVEN 1	6-3
Round 1		Johan Segers		Sonja Custers	0-1
2-1		Luc Palmans		Nader Rad	1-0
		Ronny Conaert		Christof Nuyttens	1-0
Round 2		Johan Segers		Henri Pollet	1-0
2-1		Luc Palmans		Sonja Custers	0-1
		Ronny Conaert		Nader Rad	1-0
Round 3		Johan Segers		Nader Rad	0-1
2-1		Luc Palmans		Christof Nuyttens	1-0
		Ronny Conaert		Sonja Custers	1-0

Friday, February 16th, 2018 at 20h00. Sport & Squash Club De Vaart, Kolonel Begaultlaan 15, 3012 Wilsele.

Day 2 (20-22 April 2018)

		LEUVEN 1		BRUSSELS 2	
Round 1					
Round 2					
Round 3					

To be confirmed

		BRUGGE		LEUVEN CUBERS 2	
Round 1					
Round 2					
Round 3					

To be confirmed

		BRUSSELS 1		GENT	
Round 1					
Round 2					
Round 3					

To be confirmed

Day 3 (15-17 June 2018)

		GENT		BRUSSELS 2	
Round 1					
Round 2					
Round 3					

To be confirmed

		LEUVEN CUBERS 2		BRUSSELS 1	
Round 1					
Round 2					
Round 3					

To be confirmed

		LEUVEN 1		BRUGGE	
Round 1					
Round 2					
Round 3					

To be confirmed

Day 4 (21-23 September 2018)

		BRUSSELS 2		BRUGGE	
Round 1					
Round 2					
Round 3					

To be confirmed

		BRUSSELS 1		LEUVEN 1	
Round 1					
Round 2					
Round 3					

To be confirmed

		GENT		LEUVEN CUBERS 2	
Round 1					
Round 2					
Round 3					

To be confirmed

Day 5 (16-18 November 2018)

		BRUSSELS 2		LEUVEN CUBERS 2	
Round 1					
Round 2					
Round 3					

Friday, November 16th, 2017 at 20h00. Brussels?

		LEUVEN 1		GENT	
Round 1					
Round 2					
Round 3					

Friday, November 16th, 2017 at 20h00. Brussels?

		BRUGGE		BRUSSELS 1	
Round 1					
Round 2					
Round 3					

Friday, November 16th, 2017 at 20h00. Brussels?

Ranking

		G	W	L	+	-	PTS
1	Brugge	1	1	0	6	3	1
1	Leuven Cubers 2	1	1	0	6	3	1
3	Brussels 2	1	1	0	5	4	1
4	Brussels 1	1	0	1	4	5	0
5	Gent	1	0	1	3	6	0
5	Leuven 1	1	0	1	3	6	0

Table

		1	2	3	4	5	6	PTS
1	Brussels 2		5					1
2	Brussels 1	4						0
3	Leuven 1				3			0
4	Leuven Cubers 2			6				1
5	Brugge						6	1
6	Gent					3		0

Individual ranking

			G	W	L
1	Metin Ates	Brussel 2	3	3	0
1	Ronny Conaert	Leuven 2	3	3	0
1	Michel Lamote	Brugge	3	3	0
4	Sonja Custers	Leuven 1	3	2	1
4	Luc Palmans	Leuven 2	3	2	1
4	Maurits Pino	Brussel 1	3	2	1
4	Guy Van Middelem	Brugge	3	2	1
8	Kristoffer De Weert	Brussel 1	3	1	2
8	Johan Huyck	Gent	3	1	2
8	Nader K. Rad	Leuven 1	3	1	2
8	Johan Segers	Leuven 2	3	1	2
8	Zsolt Tasnadi	Brussel 1	3	1	2
8	Paul van Dijke	Brugge	3	1	2
8	Geert Van der Stricht	Gent	3	1	2
8	Bert Van Kerckhove	Gent	3	1	2
8	Mahir Yalcin	Brussel 2	3	1	2
8	Riza Yalcin	Brussel 2	3	1	2
18	Henri Pollet	Leuven 1	1	0	1
19	Christof Nuyttens	Leuven 1	2	0	2

Teams & Players

BRUSSELS 2

Venue Tennis Club Longchamp, Waterloo Steenweg 836 at 1180 Brussels
Day Friday at 20h00
Captain Mahir Yalcin (0485/79.83.89)
mahir_yalcin@hotmail.com
Players

BRUSSELS I

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

LEUVEN I

Venue Sport & Squash Club De Vaart, Kolonel Begaultlaan 15, 3012 Wilsele
Day Friday at 20h00
Captain Marc Van Haverbeke (0475/92.64.76)
matroxbe@yahoo.com
Players

LEUVEN CUBERS II

Venue Sport & Squash Club De Vaart, Kolonel Begaultlaan 15, 3012 Wilsele
Day Friday at 20h00
Captain Johan Segers (0494/29.44.60)
jjjsegers@gmail.com
Players

BRUGGE

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

4 Cubes 2018 – 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 2017. Leuven will therefore keep the title till the end of 2018, when they will offer the ‘4 Cubes’ to the winner of the competition, the ‘BBBC 2018’.

2. Organizing Committee

Tournament Director for 2018 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 16th of December 2017 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 2018 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 team¹.

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 apply².

The competition is scheduled in game days. Each game day will be played in the weekend (Friday evening till Sunday afternoon) of the 3rd Friday of a month. The precise dates will be announced at the beginning of the competition. The team captains need to contact each other to arrange the date and the starting hour.

Nevertheless, both team’s captains may take initiative to fix another date (and both teams will be flexible in setting up another date)³. This new playing date must be before the scheduled date;

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. For information: Gent plays on Tuesday, Brugge plays on Thursday, Leuven and Brussels play on Friday.

preferably in the corresponding month. This information 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 Saturday the 16th of December 2017 during the BIC Final in Brussel. The calendar will be ready on Sunday the 17th of December 2017 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 3 players consists of 3 rounds of 3 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 not 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 3. 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 B1
A3 vs B3	A3 vs B1	A3 vs B2

A template will be published in the tournament book.

A team can, if they so desire, field more than 3 players in a single encounter. Before the start of the match, the captain must clearly indicate the players who will play in every round⁴. Two players cannot meet twice in the same encounter.

A team must play at least 5 matches. Failure to do so, results in an automatic 9-0 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 Director⁵.

7. Results and standings

The team that wins the encounter receives 1 team point, while the losing team receives 0 team points. Every encounter consists of 9 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 encounters won (victories);
- 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.

⁴ Example: "player A4 replaces player A3 in round 3".

⁵ It is sufficient that one captain mails the results, and puts the other captain in CC.

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 4 Cubes in their club-house for a year.

8. Sanctions

The penalty for a team that does not play at least 5 out of 9 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 2018!

For BGFed.be, Luc Palmans

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