

4 Cubes 2020

Tournament book

Version: 28 January 2020

Day 1 (1 January-31 March 2020)

		BRUSSELS 1		BRUSSELS 2	
Round 1					
Round 2					
Round 3					

Friday, February 21st, 2020 at 19h30. Tennis Club le Roseau, Rietstraat, 1180 Brussel (Ukkel).

		LEUVEN CUBERS 2		LEUVEN 1	
Round 1					
Round 2					
Round 3					

Friday, March 13th, 2019 at 19h30. Sport & Squash Club De Vaart, Kolonel Begaultlaan 15, 3012 Wilsele.

Bye: Gent

Day 2 (26 April 2020)

		BRUSSELS 1		LEUVEN CUBERS 2	
Round 1					
Round 2					
Round 3					

Sunday, April 26th, 2019 at 10h00. Koninklijke Academie Union-Sandeman, Kantienberg 5, 9000 Gent.

		GENT		LEUVEN 1	
Round 1					
Round 2					
Round 3					

Sunday, April 26th, 2019 at 10h00. Koninklijke Academie Union-Sandeman, Kantienberg 5, 9000 Gent.

Bye: Brussels 2

Day 3 (26 April 2020)

		GENT		LEUVEN CUBERS 2	
Round 1					
Round 2					
Round 3					

Sunday, April 26th, 2019 at 10h00. Koninklijke Academie Union-Sandeman, Kantienberg 5, 9000 Gent.

		LEUVEN 1		BRUSSELS 2	
Round 1					
Round 2					
Round 3					

Sunday, April 26th, 2019 at 10h00. Koninklijke Academie Union-Sandeman, Kantienberg 5, 9000 Gent.

Bye: Brussels 1

Day 4 (25 October 2020)

		GENT		BRUSSELS 2	
Round 1					
Round 2					
Round 3					

Sunday, October 25th, 2020 at 10h00. Tennis Club Orée, Verbrandendreef 9, 1150 Sint-Pieters-Woluwe.

		LEUVEN 1		BRUSSELS 1	
Round 1					
Round 2					
Round 3					

Sunday, October 25th, 2020 at 10h00. Tennis Club Orée, Verbrandendreef 9, 1150 Sint-Pieters-Woluwe.

Bye: Leuven Cubers 2

Day 5 (25 October 2020)

		GENT		BRUSSELS 1	
Round 1					
Round 2					
Round 3					

Sunday, October 25th, 2020 at 10h00. Tennis Club Orée, Verbrandendreef 9, 1150 Sint-Pieters-Woluwe.

		LEUVEN CUBERS 2		BRUSSELS 2	
Round 1					
Round 2					
Round 3					

Sunday, October 25th, 2020 at 10h00. Tennis Club Orée, Verbrandendreef 9, 1150 Sint-Pieters-Woluwe.

Bye: Leuven 1

Ranking

		G	W	L	+	-	PTS
1	Gent						
2	Leuven Cubers 2						
3	Brussels 2						
	Leuven 1						
5	Brussels 1						

Table

		1	2	3	4	5	PTS
1	Gent						
2	Leuven Cubers 2						
3	Brussels 2						
4	Leuven 1						
5	Brussels 1						

PR ranking (teams; after round 5)

PR ranking (individual; top 3 after round 5; minimum 9 matches)

Teams & 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

LEUVEN I

Venue Sport & Squash Club De Vaart, Kolonel Begaultlaan 15, 3012 Wilsele
Day Friday at 20h00
Captain Henri Pollet
henri.pollet@belgacom.net

BRUSSELS 2

Venue Tennis Club Orée, Verbrandendreef 9, 1150 Sint-Pieters-Woluwe
Day Friday at 20h00
Captain Mahir Yalcin (0485/79.83.89)
mahir_yalcin@hotmail.com

BRUSSELS I

Venue Tennis Club Orée, Verbrandendreef 9, 1150 Sint-Pieters-Woluwe
Day Friday at 20h00
Captain Alain Chif (0479/50.28.30)
alain.chif@skynet.be

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

4 Cubes 2020 – 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 Gent, who successfully won the trophy in 2019. Gent will therefore keep the title till the end of 2020, when they will offer the ‘4 Cubes’ to the winner of the competition, the ‘BBBC 2020’.

2. Organizing Committee

Tournament Director for 2020 is Luc Palmans (012/45.31.06; palmans.luc@skynet.be); Guy Van Middeltem & Geert Van der Stricht complete the Referee Committee.

3. Registration

To subscribe a team, registration is needed before the 21st of December 2019 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 2020 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.

Before 15 February 2020 every participating club must present a list of the available players to the tournament director. This list is final for the season 2020; only new BGFed.be-members after 15 February 2020 may be added. Transfers are not possible.

5. Calendar and schedule

The calendar was fixed after the registration of the five participating teams.

The competition will be set up as a single round-robin, i.e. all competing teams will meet once. The competition is scheduled in game days.

In the first game day the local derbies (i.e. Leuven I vs Leuven II and Brussels I vs Brussels II) will be played before March 31st, 2020. Teams are completely free to arrange their meetings. The team captains need to contact each other to arrange the date, the venue and the starting hour. When there is an agreement, this information must be relayed to the Tournament Director 15 days before the scheduled playing date. The team captains must communicate the results to the Tournament Director as soon as possible after the match is finished.

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

The second and third game day will be scheduled on one day at a central venue between April 1st and June 30th, 2020. The fourth and fifth game day will be scheduled on one day at a central venue between September 1st and November 30th, 2020. On those two days all teams will be present and play their two scheduled matches. The first encounter starts at 10h00; the second encounter can immediately start when the first is finished.

The team captains will be informed as soon as possible about the date and the venue of those two days.

6. Conditions of contest

An encounter between 2 teams of 3 players consists of 3 rounds of 3 matches to 7 points. 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 round². 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.

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.

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 clubhouse for a year.

² Example: “player A4 replaces player A3 in round 3”.

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 0–9 loss by forfeit.

In accordance with the rules of the Belgian Individual Championships, the team who gives a team forfait during the season 2020 will not be allowed to take part in the season 2021. All results of the matches already played by that team will be cancelled³.

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 2020!

For BGFed.be, Luc Palmans

Annex: PR-competitie

1. BGFed organiseert een PR-competitie voor teams tijdens de 4 Cubes 2020. Dit is een nevencompetitie die geen invloed heeft op het toernooi zelf, en waar elk team vrij is om aan deel te nemen.

2. De deelnemende teams engageren zich om hun 45 matches te filmen en te transcriberen. De niet-deelnemende teams hebben geen enkele verplichting. Zoals voor elke competitie van BGFed wordt een grote mate van fair play en respect voor de tegenstander verwacht. Niet-deelnemende teams kunnen bijvoorbeeld niet weigeren dat matches gefilmd worden.

3. De gefilmde matches komen in aanmerking voor de verschillende klasseringen, die door BMAB(be) worden georganiseerd, tenzij de twee betrokken spelers niet deelnemen aan de BMAB(be)-activiteiten. Voor de matches zelf gelden de regels van 4 Cubes; voor alles wat betreft het filmen en verwerken van de matches gelden de regels van BMAB(be). De BMAB(be) is verantwoordelijk voor de verwerking van alle gegevens van deze PR-competitie.

4. Elk deelnemend team heeft de verantwoordelijkheid om alle matches te filmen. Ze zorgt voor de nodige opname-apparatuur, bijvoorbeeld ook als één van hun teamleden zelf niet filmt.

5. Van elk team wordt een PR-profiel gemaakt, waarbij alle 36 geanalyseerde matches in aanmerking komen.

6. Indien een team een match niet gefilmd heeft (bijvoorbeeld door een technisch probleem of als er geen camera beschikbaar is), wordt de beste match (volgens PR) van dat team uit zijn PR-profiel verwijderd. Indien twee matches niet gefilmd zijn, dan vervallen de twee beste matches, enz.

7. Er wordt zowel een team- als een individueel klassement opgesteld. Om gerangschikt te worden in het individueel klassement, moeten van de desbetreffende speler minstens 9 matches verwerkt zijn.

8. De PRs van de spelers van de niet-deelnemende teams worden niet openbaar gemaakt. De spelers van de niet-deelnemende teams komen niet in aanmerking voor het individueel klassement.

9. Ongeveer een week na de laatste ronde, als alle matches verwerkt zijn, worden de eindklasseringen opgemaakt en gepubliceerd. Het team met de laagste gemiddelde PR wordt tot winnaar uitgeroepen en ontvangt bij gelegenheid een trofee van BGFed.

³ The individual encounters during those matches remain valid for rating and PR-competitions.

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