

# "NN-CUP ONLINE-2020 (Goulash Patton by Gladysh)"

*Bridge Base Online*

*May 4 – 9, 2020*

## CONDITIONS OF CONTEST

### 1. DATE AND PLACE

"NN-CUP ONLINE-2020" will be held on May 4 - 9, 2020 in Bridge Base Online.

Every day the play starts at 19:00 Central European Time.

### 2. ORGANIZATION

Organizing Committee: Eugene GLADYSH  
Erikas VAINIKONIS  
Andrey ARLOVICH  
Denis DOBRIN

Tournament Directors: Denis DOBRIN (BBO nickname: dobrin)  
Anton OSIPOV (BBO nickname: scorps)

### 3. CONDITIONS OF ENTRY

The number of participants – 12 teams invited by the Organizing Committee.

The entry fee is **100 EUR** per team to be paid either:

a) by wire transfer to:

Beneficiary's IBAN: LT867300010158787120  
Beneficiary's name: JSC "Impasa" (bridgescanner.com)  
"Swedbank", AB  
Konstitucijos pr. 20A, 03502 Vilnius, Lithuania  
SWIFT code: HABALT22  
Reference: Entree fee to NN-Cup (team name)

b) by credit (or debit) card in Russian Roubles (8,500 RUR):

[http://pay.bridgemoscow.ru/index.php?route=product/product&product\\_id=52](http://pay.bridgemoscow.ru/index.php?route=product/product&product_id=52)

The Entry fee must be paid before the start of the event.

Any question related to the payment of the entry fee should be addressed by e-mail: [info@bridgescanner.com](mailto:info@bridgescanner.com)

### 4. FORMAT

"NN-CUP-2020" consists of two stages:

#### **STAGE 1 – ROUND ROBIN IN GROUPS (Monday – Wednesday, 4 – 6 May, 19:00 CET)**

All participants (12 teams) will be divided into 3 groups (each group will consist of 4 teams) and will play full round-robin (3 rounds) within the group: 20 boards against each opponent. There will be one group round per day. Physically each group round will be played as one 20-board segment without

break but from the scoring point of view it will be virtually divided into 4 segments of 5 boards. The official results will be published on the website <https://bridgescanner.com/> shortly after the end of each segment. You will find all details related to calculation of the results below in Attachment 1 – “Goulash Patton”. In case of a tie between two teams it will be broken in accordance with the result of the match between those two teams. If there should still be a tie, then the sum of IMPs will be taken into consideration to break the tie. At the end of round-robin the top 2 teams from each group and 2 teams finished on 3<sup>rd</sup> place with the highest sum of VP (8 teams in total) will advance to the knockout stage.

## **STAGE 1 – ROUND ROBIN IN GROUPS – SCHEDULE OF MATCHES**

### **Group round 1 – Monday, 4 May 2020, 19:00 CET**

Group “A”	Real	vs	Eurobridge
Group “A”	Ukraine	vs	We will bury you
Group “B”	BridgeScanner	vs	Dumbo
Group “B”	Estonia	vs	Stoichkov
Group “C”	Vitas	vs	Diamonds
Group “C”	Sweden	vs	Symptom

### **Group round 2 – Tuesday, 5 May 2020, 19:00 CET**

Group “A”	Real	vs	We will bury you
Group “A”	Ukraine	vs	Eurobridge
Group “B”	BridgeScanner	vs	Stoichkov
Group “B”	Estonia	vs	Dumbo
Group “C”	Vitas	vs	Symptom
Group “C”	Sweden	vs	Diamonds

### **Group round 3 – Wednesday, 6 May 2020, 19:00 CET**

Group “A”	Real	vs	Ukraine
Group “A”	We will bury you	vs	Eurobridge
Group “B”	BridgeScanner	vs	Estonia
Group “B”	Stoichkov	vs	Dumbo
Group “C”	Vitas	vs	Sweden
Group “C”	Symptom	vs	Diamonds

## **STAGE 2 – KNOCKOUT (Thursday – Saturday, 7 – 9 May, 19:00 CET)**

The knockout stage consists of Quarterfinal, Semifinal, Final and Match for 3rd place. The knockout bracket is fixed and will be filled with the teams in accordance with the results (total sum of the Victory Points) of the round-robin stage.

1 vs 8

4 vs 5

3 vs 6

2 vs 7

All matches of the knockout stage consist of 30 boards. There will be one match per day. Physically each match will be played as three 10-board segments but from the scoring point of view it will be virtually divided into 6 segments of 5 boards. The official results will be published on the website <https://bridgescanner.com/> shortly after the end of each segment. You will find all details related to calculation of the results below in Attachment 1 – “Goulash Patton”. In case of a tie between two teams it will be broken in accordance with the sum of IMPs.

### **5. RUNNING THE MATCHES**

All teams must send their line-ups **1 hour** before the start of the respective round (18:00 CET) **at the latest** to the Chief TD either by e-mail [dobrin@bridgemoscow.ru](mailto:dobrin@bridgemoscow.ru) or as WhatsApp, Viber or Telegram message to: +7 905 700 80 30.

The line-up must include BBO nicknames of the players and position (N, S, E or W) for each of the player.

For each match of the knockout stage the teams may provide (also in advance) up to 3 line-ups – for each of the 10-board segments.

At the start of the play (19:00 CET) all players involved must be online and logged in to Bridge Base Online.

### **6. SYSTEMS POLICY**

There are no restrictions on the system. Moreover, given that the most of the distributions are expected to be extremely unbalanced, it is highly recommended to prepare / modify your bidding methods accordingly.

### **7. ALERTING**

There are no formal requirements to alert the bids (although no alert will be considered as an infraction). At the same time if any bid likely has an unusual meaning it is highly recommended to explain the meaning to the opponents immediately after the bid was made.

### **8. SCORE CORRECTIONS**

The correction period expires in 1 hour after the official results of the match are published.

### **9. APPEALS**

There are no appeals possible. All decisions of the Tournament Directors are final.

### **10. CHANGES IN REGULATIONS**

These Conditions of Contest may be amended and augmented at the discretion of the Organizing Committee if circumstances so warrant so as to ensure the smooth, efficient and enjoyable running of the tournament.

# Attachment 1 — "GOULASH PATTON"

"Goulash Patton" is a scoring method that combines BAM and IMP.

All matches consist of **5-board segments** - even if the matches are being "physically" played without or with small number of the real breaks.

After each 5-board segment you score the boards both:

(A) as BAM: WIN (2:0 VP) - TIE (1:1 VP) - LOSS (0:2 VP) scale.

**Important remark:** 10 total point difference is scored as TIE (1:1 VP)

(B) as IMP: The regular IMP scale. Then the sum of IMP is converted into a VP based on the special 10:0 scale (see below).

The sum of VP for BAM (A) and IMP (B) will be the final score of the segment.

## Regular IMP scale to convert total points into IMP

Total points	IMP	Total points	IMP	Total points	IMP	Total points	IMP	Total points	IMP
0 - 10	0	170 - 210	5	430 - 490	10	1100 - 1290	15	2250 - 2490	20
20 - 40	1	220 - 260	6	500 - 590	11	1300 - 1490	16	2500 - 2990	21
50 - 80	2	270 - 310	7	600 - 740	12	1500 - 1740	17	3000 - 3490	22
90 - 120	3	320 - 360	8	750 - 890	13	1750 - 1990	18	3500 - 3990	23
130 - 160	4	370 - 420	9	900 - 1090	14	2000 - 2240	19	4000 -	24

## Special VP scale to convert the sum of IMP into VP

IMP	VP	IMP	VP	IMP	VP	IMP	VP	IMP	VP		
0	5.00	5.00	8	6.30	3.70	16	7.44	2.56	24	8.52	1.48
1	5.00	5.00	9	6.44	3.56	17	7.58	2.42	25	8.64	1.36
2	5.20	4.80	10	6.58	3.42	18	7.72	2.28	26	8.76	1.24
3	5.40	4.60	11	6.72	3.28	19	7.86	2.14	27	8.88	1.12
4	5.60	4.40	12	6.86	3.14	20	8.00	2.00	28	9.00	1.00
5	5.80	4.20	13	7.00	3.00	21	8.13	1.87	29	9.12	0.88
6	6.00	4.00	14	7.15	2.85	22	8.26	1.74	30	9.23	0.77
7	6.15	3.85	15	7.30	2.70	23	8.39	1.61	31	9.34	0.66

## Example of "Goulash Patton" scoring

										BAM		IMP		
CONT	BY	LC	TR	SCORE	BD	CONT	BY	LC	TR	SCORE	Home	Away	Home	Away
5♠	N	♦A	=	+450	1	6♠	N	♦A	-1	-50	2	0	11	
4♣	W	♥9	=	-130	2	3♥	S	♠A	-1	-100	0	2		1
4♠	W	♥3	+1	-650	3	3N	W	♣8	+2	-660	1	1	--	--
7♣ x	W	♣7	=	-2330	4	7♠ x	E	♣Q	-2	+500	0	2		21
4♥ x	E	♠4	=	-590	5	5♥	W	♦A	-2	+100	0	2		12
											3	7	11	34
<b>FINAL SCORE OF THE SEGMENT:</b>											<b>4.61</b>		<b>15.39</b>	
											(3 + 1.61)		(7 + 8.39)	
											converting IMP into VP:		1.61	8.39