4 Cubes 2016

Tournament book

Final version: 19 November 2016

Day 1 (14-21 February 2016)

	LEUVEN CUBERS II	LEUVEN I	8-1
Round 1	Luc Palmans	Marc Van Haverbeke	0-1
2-1	Johan Segers	Henri Pollet	1-0
	Eric Aries	Akbar Soltani	1-0
Round 2	Eric Aries	Marc Van Haverbeke	1-0
3-0	Luc Palmans	Henri Pollet	1-0
	Johan Segers	Akbar Soltani	1-0
Round 3	Johan Segers	Marc Van Haverbeke	1-0 FF
3-0	Eric Aries	Henri Pollet	1-0
	Luc Palmans	Akbar Soltani	1-0

Friday, February 19th, 2016 at 20h00. Café Sport, Martelarenplein at 3000 Leuven.

	GENT	BRUSSELS	4-5
Round 1	Geert Van der Stricht	Maurits Pino	1-0
2-1	Johan Huyck	Zsolt Tasnadi	0-1
	Bert Van Kerckhove	Alain Chif	1-0
Round 2	Johan Huyck	Alain Chif	1-0
1-2	Bert Van Kerckhove	Maurits Pino	0-1
	Geert Van der Stricht	Zsolt Tasnadi	0-1
Round 3	Johan Huyck	Maurits Pino	0-1
1-2	Bert Van Kerckhove	Zsolt Tasnadi	1-0
	Geert Van der Stricht	Alain Chif	0-1

Tuesday, February 16th, 2016 at 20h00. Koninklijke Academie Union-Sandeman, Kantienberg 5 at 9000 Gent.

Day 2 (11-17 April 2016)

	GENT	LEUVEN CUBERS II	3-6
Round 1	Geert Van der Stricht	Eric Aries	0-1
1-2	Bert Van Kerckhove	Johan Segers	1-0
	Johan Huyck	Sassan Kachanian	0-1
Round 2	Geert Van der Stricht	Sassan Kachanian	1-0
1-2	Bert Van Kerckhove	Eric Aries	0-1
	Johan Huyck	Johan Segers	0-1
Round 3	Geert Van der Stricht	Johan Segers	1-0
1-2	Bert Van Kerckhove	Sassan Kachanian	0-1
	Johan Huyck	Eric Aries	0-1

Tuesday, April 12th, 2016 at 20h00. Koninklijke Academie Union-Sandeman, Kantienberg 5 at 9000 Gent.

	BRUGGE	LEUVEN I	4-5
Round 1	Michel Lamote	Marc Van Haverbeke	1-0
2-1	Paul van Dijke	Henri Pollet	1-0
	Paulus van Rooijen	Nader K. Rad	0-1
Round 2	Michel Lamote	Nader K. Rad	0-1
1-2	Paul van Dijke	Marc Van Haverbeke	0-1
	Guy Van Middelem	Henri Pollet	1-0
Round 3	Paul van Dijke	Nader K. Rad	0-1
1-2	Michel Lamote	Henri Pollet	0-1
	Paulus van Rooijen	Marc Van Haverbeke	1-0

Saturday, April 16th, 2016 at 14h00. De Hollandse Vismijn, Vismarkt 4 at 8000 Brugge.

Day 3 (13-19 June 2016)

		BRUSSELS	LEUVEN CUBERS II	4-5
Round 1 1-2		Kristoffer De Weert	Luc Palmans	1-0
		Zsolt Tasnadi	Johan Segers	0-1
		Alain Chif	Eric Aries	0-1
Round 2 0-3		Alain Chif	Luc Palmans	0-1
		Kristoffer De Weert	Johan Segers	0-1
		Zsolt Tasnadi	Eric Aries	0-1
Round 3 3-0		Zsolt Tasnadi	Luc Palmans	1-0
		Alain Chif	Johan Segers	1-0
		Kristoffer De Weert	Eric Aries	1-0

Friday, June 17th, 2016 at 20h00. Tennis Club Longchamp, Waterloose Steenweg 836 at 1180 Brussels.

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

Thursday, June 16th, 2016 at 20h00. De Hollandse Vismijn, Vismarkt 4 at 8000 Brugge.

Day 4 (12-18 September 2016)

	LEUVEN I	GENT	4-5
Round 1 1-2	Marc Van Haverbeke	Geert Van der Stricht	0-1
	Henri Pollet	Bert Van Kerckhove	1-0
	Nader K. Rad	Johan Huyck	0-1
Round 2 1-2	Marc Van Haverbeke	Johan Huyck	0-1
	Henri Pollet	Geert Van der Stricht	1-0
	Nader K. Rad	Bert Van Kerckhove	0-1
Round 3 2-1	Marc Van Haverbeke	Bert Van Kerckhove	0-1
	Henri Pollet	Johan Huyck	1-0
	Nader K. Rad	Geert Van der Stricht	1-0

Sunday, September 11th, 2016 at 15h00. Sport & Squashclub De Vaart, Kolonel Begaultlaan 15 at 3012 Wilsele.

	BRUSSELS	BRUGGE	1-8
Round 1 0-3	Maurits Pino	Guy Van Middelem	0-1
	Zsolt Tasnadi	Paul van Dijke	0-1
	Alain Chif	Paulus van Rooijen	0-1
Round 2 1-2	Alain Chif	Guy Van Middelem	0-1
	Maurits Pino	Paul van Dijke	1-0
	Zsolt Tasnadi	Paulus van Rooijen	0-1
Round 3 0-3	Zsolt Tasnadi	Guy Van Middelem	0-1
	Alain Chif	Paul van Dijke	0-1
	Maurits Pino	Paulus van Rooijen	0-1

Friday, September 16th, 2016 at 20h00. Tennis Club Longchamp, Waterloose Steenweg 836 at 1180 Brussels. To be confirmed.

Day 5 (14-20 November 2016)

	LEUVEN CUBERS II	BRUGGE	3-6
Round 1 1-2	Johan Segers	Michel Lamote	0-1
	Jeroen Nuyts	Guy Van Middelem	0-1
	Eric Aries	Paul van Dijke	1-0
Round 2 2-1	Eric Aries	Michel Lamote	1-0
	Johan Segers	Guy Van Middelem	1-0
	Jeroen Nuyts	Paul van Dijke	0-1
Round 3 0-3	Jeroen Nuyts	Michel Lamote	0-1
	Eric Aries	Guy Van Middelem	0-1
	Johan Segers	Paul van Dijke	0-1

Friday, November 18th, 2016 at 20h00. Café Sport, Martelarenplein at 3000 Leuven.

	LEUVEN I	BRUSSELS	3-6
Round 1 1-2	Marc Van Haverbeke	Alain Chif	0-1
	Henri Pollet	Zsolt Tasnadi	1-0
	Nader K. Rad	Kristoffer De Weert	0-1
Round 2 1-2	Marc Van Haverbeke	Kristoffer De Weert	0-1
	Henri Pollet	Alain Chif	0-1
	Nader K. Rad	Zsolt Tasnadi	1-0
Round 3 1-2	Marc Van Haverbeke	Zsolt Tasnadi	0-1
	Henri Pollet	Kristoffer De Weert	1-0
	Nader K. Rad	Alain Chif	0-1

Friday, November 18th, 2016 at 20h00. Café Sport, Martelarenplein at 3000 Leuven.

Ranking

		G	W	L	+	-
1	Leuven Cubers II	4	3	1	22	14
2	Brugge	4	2	2	21	15
3	Gent	4	2	2	18	18
4	Brussels	4	2	2	16	20
5	Leuven I	4	1	3	13	23

Individual ranking

			G	W	L
1	Eric Aries	Leuven II	12	10	2
2	Guy Van Middelem	Brugge	10	8	2
3	Bert Van Kerckhove	Gent	12	8	4
4	Johan Segers	Leuven II	11	6	5
5	Geert Van der Stricht	Gent	12	6	6
5	Henri Pollet	Leuven I	12	6	6
5	Paul van Dijke	Brugge	12	6	6
8	Nader K. Rad	Leuven I	9	5	4
9	Alain Chif	Brussels	12	5	7
10	Paulus van Rooijen	Brugge	5	4	1
11	Kristoffer De Weert	Brussels	6	4	2
12	Zsolt Tasnadi	Brussels	12	4	8
13	Luc Palmans	Leuven II	6	3	3
13	Maurits Pino	Brussels	6	3	3
15	Johan Huyck	Gent	9	3	6
15	Michel Lamote	Brugge	9	3	6
17	Sassan Kachanian	Leuven II	3	2	1
18	Marc Van Haverbeke	Leuven I	11	2	9
19	Robin Bilderbeek	Gent	3	1	2
20	Akbar Soltani	Leuven I	3	0	3
20	Jeroen Nuyts	Leuven II	3	0	3

Teams & Players

BRUGGE

Venue	De Hollandse Vismijn, Vismarkt 4 at 8000 Brugge
Day	Thursday at 20h00
Captain	Michel Lamote (0497/73.66.86)
	kynos8000@gmail.com

Players
Michel Lamote
Peter Allemeersch
Line Vandamme
Paul van Dijke
Guy Van Middelem
Paulus van Rooijen

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
Alain Chif
Kristoffer De Weert
Maurits Pino
Leonidas Sotiriadis
Zsolt Tasnadi

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
Geert Van der Stricht
Robin Bilderbeek
Nick De Ruyck
Johan Huyck
Archil Katamadze
Bert Van Kerckhove
Johan Vervust

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	Marc Van Haverbeke
	Henri Pollet
	Akbar Soltani

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	Johan Segers
	Eric Aries
	Sassan Kachanian
	Jeroen Nuyts
	Luc Palmans

Rules

1. Competition format

Every Belgian club (or team representing a club, possibly more than 1 team per club) 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 1 division, with all registered teams.

The current holders are Brugge, who successfully won the trophy in November 2015. Brugge will therefore keep the title till the end of 2016. At the end of the year, Brugge will offer the '4 Cubes' to the winner of the competition, the 'BBBC 2016'.

2. Organizing Committee

Tournament Director for 2016 is Luc Palmans (012/45.31.06; palmans.luc@skynet.be); Guy Van Middelem & Johan Segers complete the Referee Committee.

3. Registration and representation

To subscribe a team, registration is needed before the 15th of December 2015 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
— List of players (this list can be extended in the course of the year)
The entry fee for 2016 is 25, - € per team. All players must be member of BGFed.be (10, - € for 1 year in 2016). In a single year, a player can only represent one team.

4. Calendar and schedule

If 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 more than 7 registered teams, another format will apply (more info later, if necessary).

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 3rd week of a month (Gent plays on Tuesday, Brugge plays on Thursday, Leuven and Brussels play on Friday). These 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 in the corresponding month - or before -, preferably before the scheduled date, and 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 Friday the 18th of December 2015 during the BIC Final in Brussel. The calendar will be ready on Sunday the 20th of December 2015 and announced by e-mail to the respective team captains and on the official '4 Cubes' webpage.

5. Conditions of contest

An encounter between 2 teams consists of 3 rounds of 3 matches to 7 points, all to be decided on a single day. Preferably, clocks will be used (Bronstein, 14 minutes, 12 seconds' increment). Winner is the team who wins 5 or more matches.

A team can, if they so desire, field more than 3 players in a single encounter. Therefore, at the beginning of each round, each team captain needs to announce the 3 players picked. The players will then be paired by draw, with the provision that 2 players cannot meet twice in the same encounter.

Addendum: of course, there's no problem at all if 3 players (A, B, C) meet 3 players (a, b, c) in an encounter. 1st round : Aa - Bb - Cc ; 2nd round : Ab - Bc - Ca ; 3rd round : Ac - Ba - Cb. If a 4th player (D) is involved in the 2nd round, a possible problem could eventually occur in the 3rd round. Please make the draw for the 2nd round that way that all players can play the 3rd round with the provision that 2 players cannot meet twice.

Example: let's say that in the 1st round the draw is Aa - Bb - Cc. If D plays the 2nd round in replacement of C, D will NOT play against c in that 2nd round! (Because if that's the case, A will play b & B will play a in the 2nd round and in the 3rd round A and B should both play against c which is not possible).

Rule: if a player (let's say D) replaces another player (let's say C) in round 2, he cannot play against the opponent of player C in round 1.

If it happens that a team can only muster 2 players for a particular round (e.g. illness or early departure), they can still compete and win the encounter but they will lose that particular match.

6. Results and standings

At the end of the year, the teams are ranked as follows:
1) Number of confrontations won (victories);
2) Mutual results against other tying teams;
3) Number of matches won.

Tie-breaking rules. By 'mutual results' is meant:

If 2 teams have the same number of victories: the winner of their mutual encounter (1 encounter) will rank the 2 teams.

If 3 teams have the same number of victories: the team with the most number of victories (2) in their mutual encounters (3 encounters) is ranked above the others, the team with the lowest number (0) in their mutual encounters is ranked under the others.

In case of a tie in the number of victories (1 each) between the 3 teams, the number of matches won in these mutual encounters will rank the 3 teams. In case of a tied number of matches won in these mutual encounters between the 3 teams, the number of matches won in all the confrontations will rank the 3 teams. In case of a tied number of matches won in these mutual encounters between 2 teams, the mutual encounter between these 2 teams will rank the 2 teams. In case of a complete tie between the 3 teams and if the 4 Cubes is at stake, play-offs will be organized to determine the ranking of the 3 teams (rules & regulations of these play-offs will be decided by the Referee Committee).

If 4 or more teams have the same number of victories: the team with the most number of matches won in their mutual confrontations (6 encounters if 4 teams, 10 encounters if 5 teams, 15 encounters if 6 teams) is ranked above the others, the team with the lowest number of matches won in their mutual encounters is ranked under the others. In case of a tied number of matches won between 2 teams, the mutual encounter between these 2 teams will rank the 2 teams. In case of a tied number of matches won between more than 2 teams, the number of matches won in all the confrontations will rank the teams. In case of a complete tie between some teams and if the 4 Cubes is at stake, play-offs will be organized to determine the ranking of the 3 teams (rules & 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.

7. Sanctions

The penalty for a team that does not show with at least 2 players on the scheduled playing date or the alternative date agreed by the team captains is a 0 – 9 loss by forfeit.

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 2016!

For BGFed.be, Luc Palmans