Pre-tournament email to players

The CA guidance is that the club should communicate with all tournament entrants, to let them know how it will be run in accordance with Covid restrictions.

Welcome aboard. I will be your manager for the weekend. I do not have a smart phone. You can email me at home gkcollin@yahoo.co.uk. At wrest Park, you can try texting to my old mobile on 07772 436838.

At present we are 8. We plan to run it in accordance with scenario 3 in the CA tournament guidance 12th June - in any one session, gatherings of up to 6 are permitted. It may not be possible to run it and achieve a "worthy winner" in the normal way. I assume that we all simply want to fit in as many games as possible under tournament conditions. If you already have any leave requirements, let me know. If any leave requirements arise over the weekend, I'm sure we can accommodate them. Obviously, stay away or go home, if you develop symptoms.

Bear in mind the CA general guidance version 5, 30th June. However, the pavilion will only be open for access to the toilets. Still no catering.

Please bring all your own food and drink. As well as the village shop, there is now a small Co-op. There is no pub open in Silsoe (if you would like to take on the tenancy of the Star and Garter, it is available).

As well as the toilets, there will be hot water, soap and paper towels. Best to rely on bringing your own sanitiser.

Best to bring your own chair, if possible.

When it rains on Saturday, it may be possible to park cars with a view of the lawns. Those arriving by bicycle or public transport will have priority for other forms of shelter. We cannot share indoor spaces.

Within the rules and guidance, opinions and needs differ as to the extent of Social Distancing. If you have any views before or during the event, please do make them known. We ran a GC event on 14th June with 12 players, no problems.

Tournament organisation and order of play issued to all players

Wrest Park AC Advanced tournament 4th/5th July 2020

Manager's address to players, Saturday 9:15 am :-

I stand corrected. We are now playing under the CA general guidance, version 6, 2nd July and the tournament guidance, updated 2nd July.

Toilets – could visitors please use the one in the north changing room, Wrest Parkers to use the one in the pavilion. The pavilion door to be kept closed – there has been unauthorised use of the pavilion and the inside loo. You can also use the woods north of the lawns – two avenues have been cleared through them. The one from near the heap of grass-clippings has a suitable clearing half way down on the left.

If you are accompanied by anyone, could I have their name – we are expected to keep these details for Test & Trace purposes. They should then be part of a group, not exceeding six per session.

Some of the CA guidance may seem OTT. However I expect to stick to it as closely as possible, if only as a test. For example, you must not touch the opponent's balls or clips. So do not remove clips from hoops as much as usual. If you peel the oppo', ask them to move the clip.

Balls and clips are to be cleaned between games. As we are not double banking, we will use first colour balls for the first round, secondaries for the second etc. This will avoid delay. Wrest Parkers to collect the used sets and clean them at a convenient moment.

"Gatherings" are now "groups". Groups must not exceed six, so we will always be divided into two groups of four. During any "session" (or break between sessions) you should only interact within your group and keep at least two metres apart within your group. Try to avoid calling a referee but if needed, call for one within your group. I do not need the results after every game. The group that I am not in will have a sub-manager to collect their results and report to me at the end of the session.

The format of play has to be a bit unusual. I have listed the players in order of handicap/ranking and then created a maximum of seven rounds as follows (I assume we will all get through at least five rounds) :-

<u>Session One, three rounds.</u>

Group A play on lawns I & 2

Round 1, Mark v David L1, Phil v George L2,

Round 2, Mark v George L2, Phil v David L1,

Round 3, Mark v Phil L2, David v George L1,

Group B play on lawns 3 & 4

Round 1, Lionel v Gary L3, Nigel v Rod L4,

Round 2, Lionel v Rod L4, Nigel v Gary L3,

Round 3, Lionel v Nigel L4, Gary v Rod L3

Session Two, two rounds.

Group C play on lawns 1 & 2,

Round 4, Mark v Lionel L1, Nigel v Phil L2,

Round 5, Mark v Nigel L2, Phil v Lionel L1,

Group D play on lawns 3 & 4,

Round 4, David v Gary L4, Rod v George L3,

Round 5, David v Rod L3, Gary v George L4,

Session Three, one round.

Group E,

Mark v Gary, Phil v Rod,

Group F,

Nigel v George, Lionel v David,

Session Four, one round,

Group G,

Mark v Rod, Phil v Gary,

Group H,

Lionel v George, Nigel v David,

If we always treat lawns 1 & 2 as one group area and lawns 3 & 4 as the other, it is easy to remember and avoid straying but it does mean that some players will not get to play on all the lawns. We can review this as the tournament progresses. That is why I have not allocated lawns for the later sessions. Also, we could play session four before session three.

No time limits initially but they may become necessary. Also, pegging-down if games hold up progress (but that could make a mess of the separate group areas when play resumes).

The winner will be who wins the most games of the completed rounds. If level, who beat who. If still level, net points.

George Collin

PS   If you need a club chair, it can be provided and will be labelled with your initials.

Full results

See the order of play on the previous page. In Session 1 Group A finished so early that round 3 for Group B was abandoned to keep things moving. After Session 2 the next two sessions were swapped over, and after Session 4 one game from Session 3 was played.

Session 1
Mark Avery beat David Marsh +24tp
Phil Cordingley beat George Collin +26
Mark Avery beat George Collin +26tp
David Marsh beat Phil Cordingley +26tp
Mark Avery beat Phil Cordingley +26tp
David Marsh beat George Collin +22

Lionel Tibble beat Gary Bennett +3
Rod Ashwell beat Nigel Polhill +8(t)
Rod Ashwell beat Lionel Tibble +25
Nigel Polhill beat Gary Bennett +12

Session 2
Mark Avery beat Lionel Tibble +25tp
Phil Cordingley beat Nigel Polhill +3
Mark Avery beat Nigel Polhill +17tp
Phil Cordingley beat Lionel Tibble +11

David Marsh beat Gary Bennett +23
Rod Ashwell beat George Collin +2
David Marsh beat Rod Ashwell +20tp
Gary Bennett beat George Collin +3

Session 4
Mark Avery v Rod Ashwell *abandoned*
Phil Cordingley beat Gary Bennett +22
Lionel Tibble beat George Collin +8
Nigel Polhill beat David Marsh +17

Session 3
Nigel Polhill beat George Collin +10