

2024-HEINEKEN CUP - VBCC Snake In The Grass Doubles League
Final Report
(G. Gowda)

Background

- To add an element of competitiveness and structure to the winter croquet play, a league was formed to take place on Thursdays starting February 1.
- The league was open to all members, however, only 26 players registered
- Originally, it was scheduled to start January 18, for 10 weeks with a playoffs on week 11
- However, as the league started two weeks late due to inclement weather, it was shortened to 8 weeks, with playoffs taking place at week 9.
- To accommodate the numbers, two sessions were formed with an option for players to choose either session
- Some chose morning session, some chose afternoon session and some were flexible to be allocated to either session
- The morning session ran from 11 to 1.15, while the afternoon session ran from 1.15 to 3.30
- This time allocation was adequate to play all 3-games
- The morning session had 12 players (3-courts; 3-doubles matches) while the afternoon session had 14 players (4-courts; 3-doubles and a singles match)
- One member from each team reported the scores to Gopal who computed the results on his XL program
- Gopal provided weekly updates of the results summary via e-mail and paper copy posting at the Club
- The playing conditions provides further details on the structure
- The regular league ended after week#8 (March 21), leading to the playoffs on March 28
- All participants contributed \$20 at the time of registration
- Lorne donated a cup while this league was in progress
- Henceforth, this league will be called:
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League Format

- It was a mixed pairs-game
- Best of 3 games with everyone earning a point for participating, and an additional point for winning a game
- In a match, there were 5-points and maximum a team could earn are 4
- Each individual player went home with a minimum of 1-point or a maximum of 4-points
- This point-allocation system encouraged teams to play all 3-games

- As the skill level and ability of the players across the spectrum varied, a truly random draw would have resulted in lopsided matchups
- Hence, pairings and matchups were created, every week, by arbitrarily mixing and matching the players with various skill levels
- The mix and match system ensured the pairings and opponents were not repeated as much as possible
- The inaugural Heineken Cup was won by Rolf Bertsch

Playoffs

- The league was brought to conclusion with an all-day playoffs among the top 16-finishers
- The 16 players were divided into 8-teams, with a focus largely based on balancing the pairs
- The 5-opponents were randomly selected
- The format was a tournament type with every team playing 5-games against randomly selected opponents
- At the end of 5-games, the rankings were based on number of games won, if tied, then differentials of For and Against, then if still tied, games won plus differentials
- Money collected went towards prize money and a pizza lunch and refreshments
- Prize money distribution was based on the team's ranking position
- The top team receiving the highest percentage while the 8th team receiving the lowest percent
- The playoffs stage was won by Donna Del Torre and Peter Rassenti
- Related photos and statistics are attached