



BADMINTON 2011

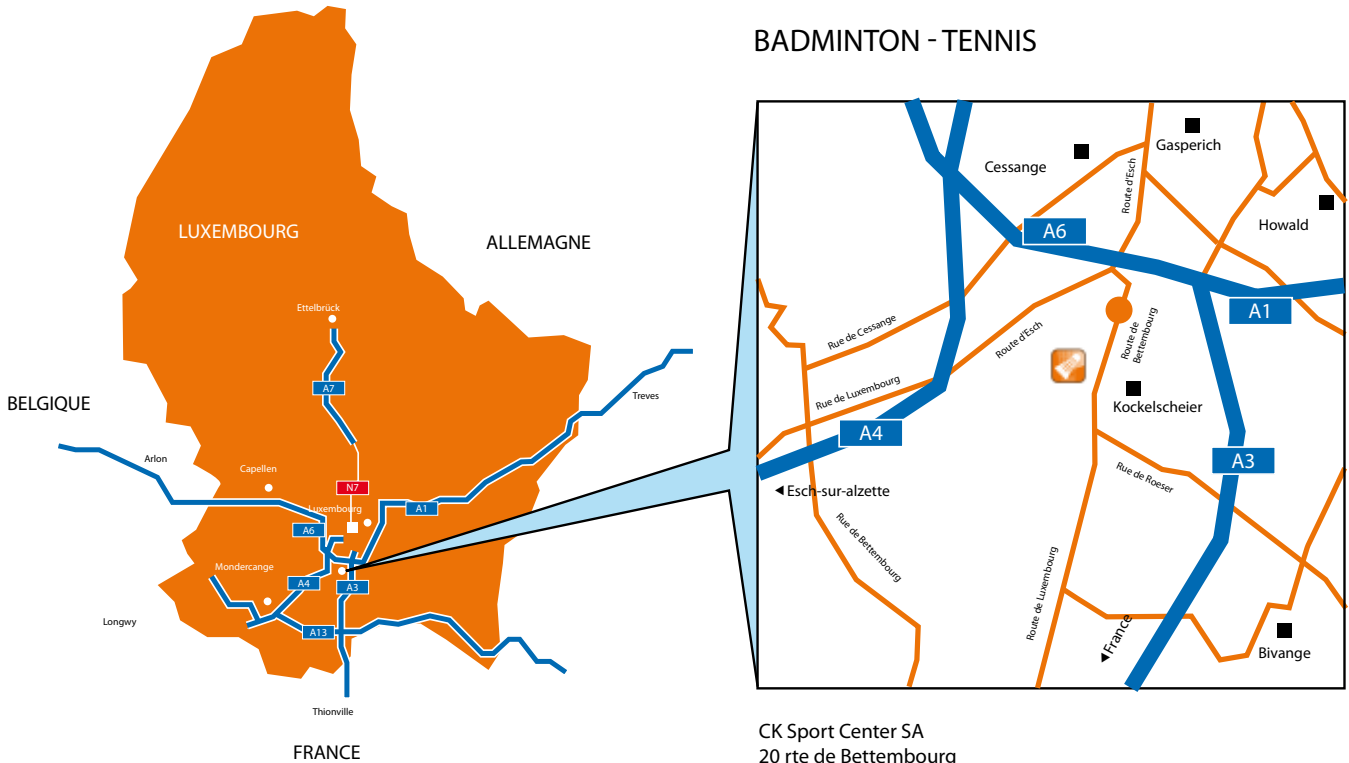


CK SPORT CENTER SA
20, route de Bettembourg
L-1899 Kockelscheuer
[www .ck-online.lu](http://www.ck-online.lu)

Site manager: Bénédicte
Tournament manager: Monsieur Wagener

HOW TO ACCESS

BADMINTON - TENNIS



CK Sport Center SA
 20 rte de Bettembourg
 L-1899 Kockelscheuer
 Tel : 47 22 85
www.ck-online.lu

MAP



Parking à proximité:



ACCESS & PARKING A parking is available close to the fields (please refer to the map)

- Get out of Luxembourg, follow N4
- At roundabout, take 2nd exit, follow CR186 until you arrive in Kockelscheuer, 'route de Bettembourg.
- Then, follow the Business Games signs until 'CK sportif de Kockelscheuer'

WELCOMING

Participants should go to reception to confirm their team's enrolment and to receive a bag containing:

- 1 T-shirt for daywear
- 1 cap
- 1 50cl bottle of water
- 2 envelopes:
 - An orange envelope for the day: containing refreshment tokens
 - A white envelope for the evening: containing an entry bracelet and a drinks stamping card (four drinks, one of which should be alcohol-free)

Each Team partner will receive a road book that contains useful information about the planning;

We kindly ask teams to arrive 30 minutes before the tournament's beginning and at least 10 minutes before the beginning of the match.

DESCRIPTION

We organize the tournament on 8 fields. Timing is based on tennis rules, however playing rules in use are badminton ones. Phase one will be played on all Kockelscheuer fields. All teams will play until final phase, phase during which KO rule will be applied (team who loses a match: game over). Each team plays at least 4 matches. Finalists will play 8 times. Each player brings its own racquet however a shop will be available at the gymnasium entrance. Shuttles are furnished.

RULES

Scores

- A game is played in 2 winning sets
- A set is won when you reach 21 points
- One point is scored at the end of a settle exchange for the one who won the exchange
- In case of score 20-20, there will be prolongation, the winner will be the one with 2 more points than the other one. If score reaches 29-29, winner will be the one who scores the 30th point.
- The side winning a game serves first in the next game.

Sides' changes

Players change sides in the following cases:

- At the end of the first set
- At the end of the second set if there is a third one
- At the third set when a player reaches 11 points

Serving and reception positions

Singles

- When server's score is even (0,2,4...), server stands on the left side of the field
- When server's score is odd (1,3,5...), server stands on the right side of the field

Doubles

- Set's beginning and when the score of the server's side is even, the server serves from the right part of the field
- When the score of server's side is odd, server serves from the left part of the field
- Receiver must stand where he last served.
- Players change serving zone only if they score a point when being server.

Game opening

Server on the right service zone serves in the direction of the receiver in the diagonally opposed square. The receiver mustn't move until server hit the shuttle.



Server musts:

- Keep feet on the floor
- Hit the cork first
- Hit the shuttle lower than the waistline
- Have the racket floor-directed when the shuttlecock is hit.
- Hit frankly the shuttle (no stop, no backward move)

During the game

Singles

- When server wins the exchange, he scores a point, and keep on serving from the other service side
- When receiver wins the exchange, he scores a point. Receiver becomes server.

Doubles

- When serving team wins the exchange, he scores a point and server changes of service zone and serves again.
- When team loses the exchange, the opponents become servers.

Service courts faults

A service court fault is made when a player does one of the following moves:

- Served or received and it wasn't his turn
- Served or received in wrong service zone

If a service court fault is discovered, the mistake is corrected as soon as it's discovered, but we keep the score.

Faults

There is « fault » when:

- Shuttle falls down out of the limits of the field (a shuttle with its cork on the line is IN the limits)
- Rackets or clothes of a player touch the net whereas the shuttlecock is in game
- Player hits shuttle above the net in the opponent's side
- If shuttle is carried then thrown instead of being hit
- Shuttle is hit twice by the same player. Nevertheless, there is no fault if shuttle touches the head of the racket then cords in one shot, or if a player and his partner hit the shuttle each one once
- Shuttle touches body or clothes of a player, roof or any object outside the field
- Player has an insulting behavior, or keeps having a bad behavior after a caution
- Receiver's partner sends back the service
- Server misses shuttle while he is trying to serve
- Shuttle touches the net or a post and falls on the side of the player who last hit it

Lets

There is «let» when:

- Server serves before the receiver is ready
- Both server and receiver do a fault simultaneously
- Shuttle is stuck in the net and suspended, or when after flying above the net, it is stuck in it, except for the service
- During an exchange, cork gets separated from the rest of the shuttle
- If something unplanned or unexpected happens

If there is "let", the point from the last service is canceled, and the player who last served, serves again.

Shuttle

Shuttle is not in play when:

- It touches the net or a post and falls on the side of the player who last hit it
- It touches the floor
- A fault or a let happens



Continuity of the game - Advice

- When score reaches 11 for the first time in both sets, players enjoy a 60-seconds break
- Players have also a 120-seconds break between every set
- During a game, players are allowed to receive advice, but only when shuttle is not in game
- During the 1-minute and 2-minutes breaks, 2 persons maximum can join players on the field
- Those persons must go out of the field when "20 seconds" is announced
- Players can go out of the fields during 60-seconds and 120-seconds breaks, but the players must come back when "20 seconds" is announced

GROUPS

GROUP A	GROUP B	GROUP C
Capita Fiduciary Group	Bull Luxembourg	RTL "Les fous du Volant"
RTL "Childhood Dream Team"	Natixis	CFL Cargo CargoBad1
CFL Cargo CargoBad2	Randstad	P&T Consulting
Agile Partner	NPG Birdy 1	NPG Birdy 2

SCHEDULE

Group A

Capita Fiduciary Group
RTL «Childhood Dream Team»
CFL Cargo CargoBad2
Agile Partner

TEAMS	VS	TEAMS	SCHEDULE
Capita Fiduciary Group		CFL Cargo CargoBad2	10h00
RTL "Childhood Dream Team"		Agile Partner	10h00
Capita Fiduciary Group		Agile Partner	10h30
RTL "Childhood Dream Team"		CFL Cargo CargoBad2	10h30
Capita Fiduciary Group		RTL "Childhood Dream Team"	11h00
CFL Cargo CargoBad2		Agile Partner	11h00

Group B

Bull Luxembourg
Natixis
Randstad
NPG Birdy 1

TEAMS	VS	TEAMS	SCHEDULE
Bull Luxembourg		Randstad	10h00
Natixis		NPG Birdy 1	10h00
Bull Luxembourg		NPG Birdy 1	10h30
Natixis		Randstad	10h30
Bull Luxembourg		Natixis	11h00
Randstad		NPG Birdy 1	11h00



Group C

RTL «Les fous du Volant»
CFL Cargo CargoBad1
P&T Consulting
NPG Birdy 2

TEAMS	VS	TEAMS	SCHEDULE
RTL "Les fous du Volant"		P&T Consulting	10h00
CFL Cargo CargoBad1		NPG Birdy 2	10h00
RTL "Les fous du Volant"		NPG Birdy 2	10h30
CFL Cargo CargoBad1		P&T Consulting	10h30
RTL "Les fous du Volant"		CFL Cargo CargoBad1	11h00
P&T Consulting		NPG Birdy 2	11h00

PRACTICAL INFORMATION

Please bring your own racket

Clothing recommendation

Badminton players wear t-shirt, short or Bermuda short, sox and comfortable trainers with white sole.

On-site refreshments

Catering will be offered all day long in "Business Games" tents in exchange for your consumption ticket, which can be found in the orange envelope including 1 breakfast + 3 sandwiches + 1 salad + 3 drinks.

A friendly and impressive closing evening event!

This year, we are offering you a Mexican evening in the form of a buffet which will begin at 19h and for which no refreshment tokens are required. However, for drinks, you will have a card to be stamped at the bar which allows you four drinks of which one is alcohol-free. (It is possible to purchase extra drinks tokens). Remember to bring your access bracelet found in your evening envelope

Programme

A Hot & Spicy ambiance awaits you at the closing ceremony

The BUSINESS GAMES Luxembourg 2011 Day

Would you like to invite colleagues, family or friends to take part in the evening ceremony?

They are welcome upon prior subscription!

As the venue capacity is limited and the organisation counted over 500 competitors last year, we would advise you to reserve your places

- Doors open at 18h30
- Results & trophy awards at 21h00
- A DJ provide the entertainment
- Refreshment buffets throughout the entire evening
- Cocktail bars



CELEBRATION MENU:

Hot Buffet

- Chilli con carne (minced beef, onions, kidney beans, tomatoes, cumin, capsicum and peppers)
- Vegetarian empanadas (small pasties filled with tuna, olives, onions and hard-boiled egg)
- Chicken enchiladas (grilled tortilla - chicken, tomato, onion and peppers)
- Nachos and chilli with cheese served in individual bowls (tortilla chips and cheese, cream and hot pepper sauce)
- Corn on the cob grilled on the barbecue
- Potato wedges served from a giant pan

Cold buffet

- Mexican salad (tomatoes, sweetcorn, red onions, kidney beans, coriander)
- Pico de gallo (diced tomatoes, coriander, onion and lime juice)
- Guacamole nachos
- Nachos with salsa sauce
- Unlimited Jalapeno peppers

Desserts

- Sweet pop corn on show
- Mexican fruit salad with aloe vera
- Choux à la Cajeta (cream puffs)
- Giant coloured vases of marshmallows



All participants are expected at this evening event. Friends, family, partners and children are welcome but it is essential to let us know exact numbers so we can prepare the catering.



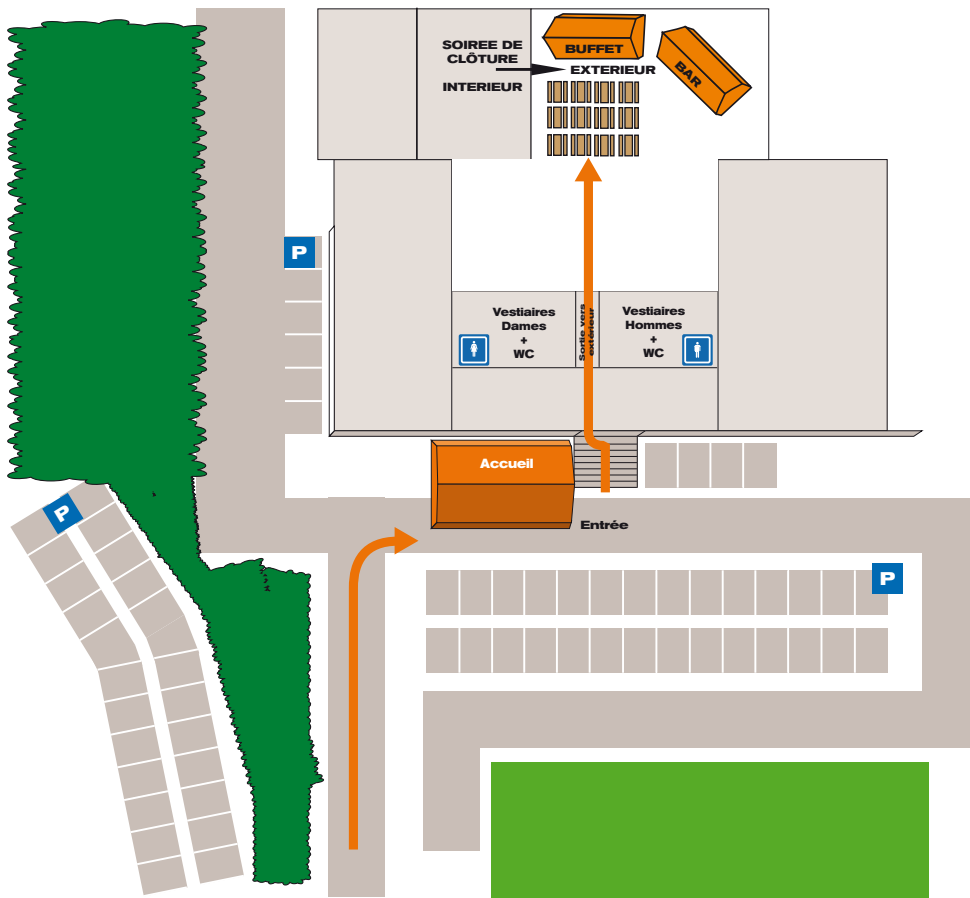
SITE PLAN FOR THE EVENING EVENT



SOIREE DE CLOTURE



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 20 rte de Bettembourg
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Parking à proximité:
 P+R Kockelscheuer

