

Cambridge Skirmish 2013

Doubles Event

1 Overview

Previous Cambridge Skirmish events have been based on the concept of players using 2000pt lists. We aim to continue this concept into a one-day doubles event.

Each player will bring a 2000pt army, they will be paired with other players to make combined 4000pt lists. Pairs will play each other in a standard Epic GT Scenario game (with some modifications for doubles). There will be two games over the day.

Note: We considered running a two-day event, that would allow time for four games. However, we felt it was best to begin with a one-day event and get feedback – if people like the event/concept we can run a weekend event in 2014.

2 Army Selection

There is a special option available when choosing an army, designed to specifically allow players to field the largest titans in a 2000pt list.

Choose from either:

1. Standard 2000pt army following all GT scenario rules (max 666pt on air/titan formations)
2. A single titan worth 850pt (or more) and a (2000-titan cost)pt force (with no air or titans)

All standard EpicUK army lists are acceptable, and can be downloaded from:

<http://www.epic-uk.co.uk>

If there are no 850pt (or more) titans in a given army list (e.g. Tyranids), players bringing that army may only select option (1) above.

Note: We will not restrict army selection in any other way, though we recommend that players have between five and eight activations. Any lists with less than four or more than ten will most likely be detrimental to other players' enjoyment.

Note: *It is possible when paired with another player for you to be above the 1/3rd air/titan limit of 1250pt in a 4000pt game. There could even be up to four 850pt titans on the table, two per side. There will be no effect/penalty on players in this case.*

3 Rules for doubles play: set-up, phases and activating

We hope that all pairs will play together in the spirit of the competition. However, to prevent unnecessary arguing or delay in the game the following Doubles Rules will be used.

3.1 Modified rules

3.1.1 To resolve having four players

- To determine the Strategy Rating (SR) for each Team, consult the following chart:

A1/A2	1	2	3	4	5
1	1	1	2	2	3
2	1	2	2	3	3
3	2	2	3	3	4
4	2	3	3	4	4
5	3	3	4	4	5

For example, an Ork (SR 3) and Tyranid (SR 1) player would have a Team SR of 2

- Supreme Commander re-rolls, and any other army specific power (e.g. Eldar double retain), can only be used by the player of that army on their own formations
- Two spacecraft may be plotted to arrive on the same turn (instead of the usual one per turn in the standard rules)
- Players on the same team are allies, they may not attack each other. However, they count as different armies. You cannot:
 - Use a commander ability on a formation from another army
 - Enter the zone of control of a unit belonging to another army when moving
 - Transport units from another army
 - etc.
- You may claim a cross-fire using allied units

3.1.2 Engage Actions

Summary: formations from different players may never be treated as intermingled or part of the same combined assault, but countercharges may bring more players into the combat.

Recall: when taking a move action (Advance, Double, Hold-Move) you cannot enter the zone of control of units belonging to another player – even your team-mate.

Thus, it is impossible to called a combined-assault using formations from multiple players **and** it is impossible to claim formations from multiple players as intermingled (as they cannot be within each others zone of control).

Taking an Engage action gives the current player a charge-move with their engaging formations, potentially bring enemy units into base contact. At this point there are two players involved: the Engaging Player and the Target Player (who owns the target formation/s).

However, the targeted player may now make counter-charge-moves which could potentially bring a formation from a third player into the combat. To add further complication, if the combat goes to another round, the Engaging Player could make further charge-moves that might bring a fourth player into the combat.

The following doubles rules affect engagements with more than two players:

1. Players make all attack and saving throws for their own units
2. The Engaging Player and Target Player make all other rolls (i.e. resolution)
3. When assigning hits, the Engaging Player divides the number of hits that need assigning among his team-mates involved in the combat. However, the individual players then assign these hits to valid targets (i.e. base contact first). **When dividing hits among team-mates, you must satisfy the requirement that all units in base-to-base contact receive a hit before other units**
4. The Target Player similarly divides the number of hits among his teams-mates
5. Formations from all players can lend supporting fire
6. Extra hits from resolution are also divided among team-mates by the Engaging and Target Player respectively (following the requirement that all units in base-to-base must be removed first)

Note: *EXAMPLE – Player A1 engages a formation owned by Player B1, who then counter charges and brings a formation owned by Player A2 into the combat. If B1 scores **six** hits, A1 must split the hits between themselves and A2. For example, if A1 has three units in base-to-base and A2 and five units in base-to-base, A1 **cannot** give all **six** hits for Player A2 to assign. However, he could give A2 **five** hits, leaving A1 the choice of who receives the sixth hit among his three units.*

Note: *This is the simplest method for resolving multi-player engagements*

we could think of. In some rare situations it can be unfair on some players (see example above), and is the only situation where your team-mate can control if your units survive.

3.1.3 Army specific

- Eldar
 - Eldar players cannot share webways
 - Each objective can only be replaced by a single webway
 - If the blitz is a Necron tomb complex, it cannot also be a webway
- Necron
 - If two Necron players both have a tomb complex, they decide who's complex is at their blitz. The opposing Team may select which objective the second complex is at – which can also be the blitz (i.e. the blitz can be two distinct tomb complexes)
 - Necron players may not share portals
 - If the blitz is an Eldar webway, it cannot also be a tomb complex
- Chaos
 - The Chaos hated faction initiative modifier can be triggered by formations belonging to different team-mates, but not different teams

3.2 Set-up

Games will be played on a standard 120cm by 180cm table with scenery as typically used at EpicUK events (i.e. several hills, woods and ruins/buildings).

Set-up proceeds as follows:

3.2.1 Objectives

- Team A's player with highest SR places Team A's blitz objective
- Team B's player with highest SR places Team B's blitz objective
- Team A's other player places one of Team A's objectives in their opponents half
- Team B's other player places an objective
- Team A's player with highest SR places an objective
- Team B's player with highest SR places an objective

Note: In Player SR order, Eldar and Necron players then determine which objectives become webways and tomb complexes.

3.2.2 Spacecraft

Players declare the turn their spacecraft will arrive in order of Strategy Rating, highest to lowest. Once two spacecraft have been assigned to a turn no more can arrive.

All players with spacecraft then plot any bombardments and drops simultaneously and in secret.

Note: Two spacecraft may appear per turn. As usual, if a spacecraft fails to activate it is delayed until the next available turn.

3.2.3 Garrisons

Determine which Team has the higher Team Strategy Rating, and then which player on each team has the higher rating (roll-off to resolve any ties). Let Team A have the higher Team Strategy Rating, and within teams players A1 and B1 have the higher rating.

Placement proceeds in the order:

A1, B1, A2, B2

Each player may put one garrisoned formation on overwatch when it is placed.

Note: The placement order can result in an army with a lower SR placing before one with a higher rating. This is due to the requirement that placement alternates between Teams.

3.2.4 Remaining formations

Players place formations in the same order as Garrisons.

Note: Placement alternates between teams. Once a player passes, any unplaced formations are kept in reserve (i.e. formations that are teleporting, drop pods or transport aircraft)

3.3 Turns

3.3.1 Teleporting formations (and other pre-turn stuff)

Players, from highest strategy rating to lowest (roll-off any ties), declare what position they would like to be in deciding to teleport:

first, second, third or forth

The player who choose (or was forced) to be first then declares if any of their formations will teleport, continuing with the player who was second and so on.

Note: There is no requirement to alternate between teams

3.3.2 Player order within each turn

At the beginning of each turn, each side (A and B) make a roll for strategy. As usual, ties are won by the team who didn't win the last roll.

Note: If team-mates cannot agree who should make this roll, the higher strategy rating rolls. Though we suggest players alternate making strategy rolls for their team.

Then, within each team, the players make a further strategy roll (at the start of every turn). As usual, ties are won by the player who didn't win the last roll.

Let Team A win the strategy roll, and within the teams A1 and B1 win their respective rolls.

Now,

1. Player A1 declares whether Team A or Team B will activate first
2.
 - If Team A chooses to go first
 - (a) Player A1 declares who will have the first phase between players A1 and A2
 - (b) Then player B1 declares who will have the second phase between players B1 and B2
 - If Team A chooses to go second
 - (a) Player B1 declares who will have the first phase between players B1 and B2
 - (b) Then player A1 declares who will have the second phase between players A1 and A2

3.3.3 Phase Order (Phase Sequence)

Play alternates between teams, and within teams according to the order determined above.

Typically phases will proceed as:

a1, b1, **a2**, b2, **a1**, b1, **a2**, b2, ...

Note: lower case letters are used to highlight that within a team the higher SR does not have to take the first phase.

Once a player has no more formations to activate they can no longer have a phase for their team. For example, assume this is b2's final activation but all other players have formations remaining, then subsequent phases will be

(b2), **a1**, b1, **a2**, b1, **a1**, b1, **a2**, b1, ...

3.3.4 Activating

On your phase:

1. You must do one of:
 - (a) activate one of your formations
 - (b) with the consent of your team-mate, pass control to them. They **must** then activate one of their formations
2. Optionally [**only if step (1) activation was successful**], you may do one of:
 - (a) retain and activate one of your formations (even if you passed control to your team-mate for the previous activation) – remember the minus one for retaining
 - (b) with the consent of your team-mate **AND** only if one of your formations has been activated in the last three activations by your team, pass control to your team-mate. They **must** then activate one of their formations – remember the minus one for retaining
3. Optionally [**only if steps (1) & (2) activations were successful**]:
 - (a) If you are an Eldar player, you may now retain again (under the usual conditions: last activation was successful, farseer is on the table) with one of your formations - *this cannot be passed to your team-mate, even if they are also an Eldar player*

4. Pass to other team

There are several important points in this phase system:

- At all points, a single player is ultimately responsible for all decisions - though we hope team-mates will discuss play together
- No player can force another to activate one of their formations, all players have a veto on being forced to activate outside their own phase
- No player can dominate their team-mate for the entire game. On your phase you decide what to do
- No Team can have a single player repeatedly activating and retaining formations in all of their Team phases. However, if they do not retain a single player can continually activate formations if their team-mate continually passes control to them (activate on their phase, retain on their phase, receive control on their teams mates phase, etc.) [*Note: the Eldar double retain ability is exempt from the phase-retain restriction*]

3.3.5 Rallying

1. In phase order, players declare if a landed aircraft formation disengages or not. Continuing until no aircraft remain

2. In phase order, players rally a formation. Continuing until no formations are left to rally. **Note: when rallying, allied formations do not cause a -1 modifier for being within 30cm**
3. Check victory (from the end of Turn 3 onwards)

4 Victory

4.1 Goals

The standard Epic GT scenario will be used (three objectives per side, with placement as described above). The standard five goals will be used:

- Blitz
- Break their spirit
- Defend to flag
- Take and hold
- They shall no pass

Where ‘Break their spirit’ refers to the most expensive formation within the entire 4000pt army.

Note: Teams may have multiple ‘Break Their Spirit’ formations (especially if both players have taken 850pt titans).

4.2 Tournament Points

Tournament Points will be awarded to *each* player as follows:

Goal Difference (must have at least 2 goals)	Turn		
	3	4	5
5	32-0		
4	32-0	29-3	26-6
3	29-3	26-6	23-9
2	26-6	23-9	21-11
1	23-9	21-11	19-13
≥150 VP	18-14		
<150 VP	16-16		

4.3 Doubles Points

In addition, each player must compute the Victory Points (VPs) of their remaining formations and count how many objectives units from their army contest/control (Note: it is possible for all four players to contest an objective, and all team-mates to equally control an objective). Players then receive Doubles-Ranking Points (DRPs) as follows:

Condition	DRPs	Explanation
VP Difference with team-mate < 500	1	Both players on team suffered similar casualties
Your VP higher than your team-mates VP	1	Best VP within team
Your VP > Opposing teams lowest VP	1	Survived better than other team
Your VP > Opposing teams highest VP	1	Survived better than other team
The 'Break Their Spirit' within your 2000pt army survived	1	Award players for keeping their BTS alive
If your army contained the Team 'Break Their Spirit' formation and it survived	1	Award player for keeping the team BTS alive
If number of objectives you contest/control is more than your team-mate	1	Award players who control objectives

5 Tournament organisation

5.1 Day Schedule

The day will consist of two 4000pt games, each lasting four hours.

Time	
9:15am	Registration opens
9.45am	Game 1 [9:45am–1:45pm]
1.45pm	Lunch (not provided)
2.30pm	Game 2 [2.30pm–6.30pm]
6.30pm	Tidy up and awards
7.00pm	Event ends

Note: Each group of four players are free to move lunch within Game 1 (if all agree). However, their game must be completed by 2.15pm at the latest.

We believe four hours will be enough time for a doubles game, standard 3000pt tournament games are typically two and a half hours. The extra time is for the larger game as well as the discussion between team-mates.

5.2 First round draw

For the first round players will be divided into two groups (possibly seeded). One player will be randomly drawn from each group to form the initial pairs. The pairs will then be randomly drawn against each other.

5.3 Subsequent rounds

From each game, players independently receive Tournament and Doubles-ranking Points.

For subsequent rounds, the top-ranked player by Tournament Points will be paired with the bottom-ranked player; against the pairing of the second from top and second from bottom player; ensuring that no two players are ever teamed together twice. Continuing with this pattern for all other pairings.

Player ranking will be based on Tournament Points, with ties broken based on doubles-ranking points.

5.4 Uneven number of players

Ideally the number of players will be a multiple of four, so that everyone can be put into pairs and matched up. If this is not the case, and since there only two games on the day, there will be no byes for attendees. Instead:

- If we are one player short (modulo 4) A dummy player will be included, the player paired with this will play both armies (though still following the phasing rules)
- If we are two players short (modulo 4) Two dummy players will be included, the players paired with these will play both armies (though still following the phasing rules)
- If we are three players short The organisers will alternately take a bye of 16 Tournament Points and 0 Double-ranking Points

The dummy lists will be chosen randomly from among the following three options on the day.

Dummy List A		Dummy List B		Dummy List C	
Land Raider	350*	Terminator+SC	450*	G.Gargant	850*
Land Raider	350*	Terminator+Chap	400	Stompa(x5)	375
Whirlwind	300	Tactical	300	Stompa(x5)	375
Vindicator	250	Tactical	300	KoS (6bike)	200
Vindicator	250	Tactical	300	KoS (6buggy)	200
Predator (2a2d)	250	Devastator	250	Total	2000
Predator (2a2d)	250	Total	2000		
Total	2000				

When assigning Dummy Player Armies:

- No game will include two Dummy Armies (all games will have at least three players)
- The Dummy Army Lists are designed to be slightly inefficient, to compensate for the advantage of single-handedly controlling both armies
- A Dummy Player will not be eligible for the Best General or Doubles awards
- At the first round draw, Dummy Players will all be in the same group (if seeded, the lower/unranked group)

5.5 Awards

Since we are piloting a one-day event with only two games, it doesn't seem fair to award first, second and third places. Though we will acknowledge the player with the highest Tournament Points (with ties broken by Doubles-ranking Points), we will also present awards voted for by the players:

1. Most Sporting Player (player voted)
2. Best Painted (player voted)
3. Best Army List (player voted, based subjectively on: balance, fun to play with/against, amusing composition)
4. Best General (most Tournament Points)
5. Best Doubles Players (most Doubles-ranking Points)

A Example Play

The following four players are paired:

Team	Player	Army	SR	notes
A	Andy	Eldar	4	spacecraft,teleport(avatar,swooping hawks)
	Adam	Ork	3	spacecraft
	Team A		3	
B	Bill	Eldar	4	spacecraft,teleport(avatar)
	Ben	Tyranids	1	teleport(lictors)
	Team B		2	

Andy		Bill	
Aspect + 2 Exarch	350*	Mounted Aspect + Autarch	572*
Swooping Hawk (x8)	300	Mounted Aspect + Exarch	525
Falcon	250	Mounted Guardian	350
Falcon	250	Falcon	250
Ranger	100	Windrider	200
Ranger	100	Wrathship	150
Nightwing	300	Avatar	0
Vampire	200		
Wrathship	150		
Avatar	0		

Adam		Ben	
Super Stompa + 4 Stompas	550**	Dominatrix + Hierodule	625**
Super Stompa + 3 Stompas	475	Dominatrix	500
Big KoS + 3 Buggies	425	Brute Swarm	225
Kult of Speed	200	Brute Swarm	225
Kult of Speed	200	Brute Swarm	225
Kill Kroozer	150	Lictors (x4)	200

A.1 Set-up

A.1.1 Objectives

- Andy places Team A’s blitz
- Bill places Team B’s blitz
- Adam places an objective
- Ben places an objective
- Andy places an objective
- Bill places an objective

A.1.2 Spacecraft

Andy and Bill roll-off to see who had the higher SR, Andy rolls a 4 and Bill rolls a 1. So in the order:

Andy, Bill, Adam,

The players declare which turn their space ship will arrive on:

- Andy picks Turn 1
- Bill picks Turn 1
- Adam now cannot pick Turn 1, and instead chooses Turn 3

Andy, Adam and Bill secretly (and simultaneously) plot their spacecraft.

A.1.3 Garrisons

Team A have the higher strategy rating, within which Andy is higher than Adam. So in the order:

Andy, Bill, Adam, Ben

Players place garrison formations. Each player may put one formation on overwatch when it is placed.

In this battle, only Andy has any formations that can be garrisoned. He places both his ranger formations and puts one of them on overwatch.

A.1.4 Remaining formations

Using the same order as in the placing garrisons step, namely:

Andy, Bill, Adam, Ben

Players place their remaining formations.

A.2 Turn 1

A.2.1 Teleport

Before rolling for phase order, players can place teleporting formations.

Andy and Bill both have SR 4, so they roll-off to see who is higher for this decision: Andy rolls 3, Bill rolls 2. Hence the four players are ordered Andy (4[+3]), Bill (4[+2]), Adam (3) and Ben (1). In that order, the players decide when they would like to declare teleports.

- Andy chooses third
- Bill chooses fourth

- Adam chooses first (though it makes no difference, not having any teleporting formations)
- Ben is left with second

Then, following this order players put into play any teleporting formations they wish. For example:

- Adam first – does nothing
- Ben second – chooses not to bring in his Lictors
- Andy third – decides to teleport his swooping hawks
- Bill fourth – chooses not to teleport his avatar

A.2.2 Determine phase order

Players now determine the phase order for this turn.

- Andy rolls a 6 for Team A. $SR = 6 + 3 = 9$
- Bill rolls a 6 for Team B. $SR = 6 + 2 = 8$

Now within teams:

- Andy rolls a 1. $SR = 1 + 4 = 5$
- Adam rolls a 3. $SR = 3 + 3 = 6$
- Bill rolls a 1. $SR = 1 + 4 = 5$
- Ben rolls a 2. $SR = 2 + 1 = 3$

So Team A won the overall strategy roll, and Adam won within Team A. Adam declares that Team A will activate first, with Andy having the first phase.

Bill won the roll-off within Team B and, once Adam has declared that Andy will go first, declares that he will have the second phase.

Hence, for the remainder of the turn, the phase order will be:

Andy, Bill, Adam, Ben

Note: At this point, Andy has teleported his swooping hawks on to the table and has a spacecraft plotted to arrive on Turn 1. Partly why Adam gave Andy the first activation of the game.

A.2.3 Actual Play

Phase 1 (Andy) Andy selects his spacecraft and passes the activation roll, launching an orbital bombardment on Bill and Ben's back line; which mainly strikes Ben's Tyranids. Andy then talks with Adam about what to do next. They decide that Andy will attempt to retain and activates his swooping hawks to engage one of Ben's brute swarms, this is successful and the formation breaks.

Phase 2 (Bill) Andy's attack has landed away from any of Bill's Eldar formations, but right in the middle of Ben's Tyranid deployment. He asks Ben if he is willing to take control. He accepts, so **Ben activates** his larger dominatrix formation (which is Team B's Break Their Spirit). Unfortunately, he fails to successfully sustain fire and decides not to use his supreme commander re-roll. Having failed an activation, as per the usual rules, Team B **cannot retain**.

Phase 3 (Adam) Andy's orbital bombardment and engagement is going well. So Adam offers Andy control. Andy accepts and declares a ground assault with aspect warriors in a vampire against Ben's lone dominatrix. He successfully activates the vampire and launches another engagement.

At this point, Andy has made the last three activations for Team A (spacecraft, swooping hawks, vampire). It is Adam's phase, with the optional decision to retain or not. However, he **cannot** pass control of the retain to Andy. Adam chooses to pass play to Team B.

Phase 4 (Ben) Ben's Tyranids have been battered around a bit. Bill asks to move one of his falcon formations and shoot Andy's landed vampire. It is Ben's phase, and he decides to go ahead and activate one of his own brute swarm formations to engage the air-assault force. Thankfully, Ben destroys the vampire and wins the assault. Ben now offers Bill the option to retain, but Bill thinks it is too risky and declines to take control. So Ben passes play back to Team A.

Phase 1 (Andy) It is now Andy's phase again. He activates one of his ranger formations, and then passes play to Team B.

Phase 2 (Bill) Bill decides to move the falcon formation he previously wanted to move, and successfully shoots the remains of the air-assault to break them. He decides to pass play to Team A.

Phase 3 (Adam) Adam has yet to activate a formation. However, there is no restriction for passing control at this point. So again Adam offers Andy control. At this point, Andy is running out of activations and is not sure. However, he accepts and puts his other ranger formation on overwatch.

Adam now has the option to retain. However, as before, he cannot pass control to Andy as he has activated the last three formations for Team A (vampire, rangers, rangers). Instead he passes control to Team B.

Phase 4 (Ben) The early assault has begun to stall, Adam's Orks are a long way from the deep-striking Eldar. Bill and Ben decide to concentrate on picking off the drop force. Ben activates another brute swarm to hunt down the last of the air-assault.

Summary of turn 1 activations so far				
Phase	Who	What	Action	Comment
Andy	Andy	Spacecraft	Sus. Fire	(failed to activate) (cannot pass retain to Andy)
	Andy (retain)	Swooping Hawk	Engage	
Bill	Ben	Dominatrix	Sus. Fire	
Adam	Andy	Vampire(+Aspect)	Air-assault	
Ben	Ben	Brute Swarm	Engage	
Andy	Andy	Rangers	Overwatch	(cannot pass retain to Andy)
Bill	Bill	Falcons	Advance	
Adam	Andy	Rangers	Overwatch	
Ben	Ben	Brute Swarm	Advance	

B Team Strategy Rating

There are several possibilities when determining a Team Strategy Rating. We have decided to use an average of both players.

To ensure this is a sensible thing to do, we can compare the Team SR with a typical tournament's spread of individual SRs.

B.1 EpicUK 2012 Armies

Below we have the number of times each army was used in the 2012 EpicUK Championship (across all EpicUK tournaments).

Army	Times Used	SR
Codex Marines	29	5
Steel Legion	14	2
Biel Tan	13	4
Ghazghkull War Horde	12	3
Tyranids	11	1
Black Legion	5	4
Necron	5	2
World Eaters	4	4
Ulthwe	4	5
Iyanden	4	4
Blood Angels	4	5
Feral Orks	4	3
Black Templars	3	5
Vanaheim	3	2
Lost and the Damned	2	2
Tau	2	3
Dark Angels	2	5
Siege Masters	2	1
Speed Freaks	2	3
Saim Hann	2	4
Thousand Sons	1	4
White Scars	1	5
Ulani	1	2
Death Guard	1	4

From this we can compute the relative number of times each SR was used.

SR	Total
1	13
2	25
3	20
4	30
5	43

B.2 Comparison of Individual SR with Team SR

We randomly sample, using the distribution of army SRs above, 1000 sets of four players and compute the difference between the Team SRs (absolute difference is taken to ensure they are all positive), and 1000 pairs of players and compute the difference (as would be the case in a typical tournament setting).

From this we obtain the following tables:

SR Diff	0	1	2	3	4
N	228	331	219	161	61
%	22.8	33.1	21.9	16.1	6.1
Cum. %	22.8	55.9	77.8	93.9	100

Table 1: Individual SR differences.

SR Diff	0	1	2	3	4
N	263	462	210	58	7
%	26.3	46.2	21	5.8	0.7
Cum. %	26.3	72.5	93.5	99.3	100

Table 2: Team SR differences.

So, once teams have been determined, they are likely to have a smaller SR difference than is usually the case in typical tournaments. Teams are three times less likely to have a difference of 3 or 4 compared to individuals.

B.3 Chance of winning

Finally, to be complete, the probabilities of winning a roll-off for each SR difference:

Diff	Win	Win %	Draw	Draw %	Lose	Lose %
0	15	41.7	6	16.7	15	41.7
1	21	58.3	5	13.9	10	27.8
2	26	72.2	4	11.1	6	16.7
3	30	83.3	3	8.3	3	8.3
4	33	91.7	2	5.6	1	2.8
5	35	97.2	1	2.8	0	0
6	36	100	0	0	0	0

Table 3: Probability of winning a roll-off for each Strategy Rating Difference (from point of view of player with higher SR)