

**3<sup>rd</sup> COMMONWEALTH BRIDGE CHAMPIONSHIPS - 2010**

**23<sup>rd</sup> October to 29<sup>th</sup> October 2010**

**CABANA ESTATE  
INDIRAPURAM  
GHAZIABAD, INDIA**

**SUPPLEMENTAL CONDITIONS OF CONTEST**

## 1 Preamble

The Conditions of Contest herein set forth are supplemental to the General Conditions of Contest for World Bridge Championships, as issued by the World Bridge Federation and are specific for the 3<sup>rd</sup> Commonwealth Bridge Championships.

These events are to be played in New Delhi, India, from 23<sup>rd</sup> October to 29<sup>th</sup> October 2010. It will be conducted by the Bridge Federation of India. The venue of the event is **CABANA ESTATES, INDIRAPURAM, GHAZIABAD, U.P.** The Captains meet will be held on 23<sup>rd</sup> October at 2000 Hrs and the Opening Ceremony will be on Sunday 24<sup>th</sup> October at 0930 Hrs. Play will start on Sunday 24 October 2010 from 1130 Hrs. The Closing Ceremony will be held on Friday 29 October 2010 from 1945 Hrs. onwards.

These Supplemental Conditions of Contest and the General Conditions of Contest together form the set of Rules and Regulations governing the 2010 Commonwealth Bridge Games and associated bridge events.

## 2 Definitions

Expressions used in these Conditions of Contest and not defined shall have their ordinary meaning in duplicate bridge terminology (which may include expressions defined in the Laws of Duplicate Bridge 2007). In the event of any doubt or dispute as to such meaning, the decision of the Tournament Rules and Regulations Committee shall be final and conclusive. The singular shall include the plural and vice-versa; reference to one gender shall include the other.

Unless repugnant to the context or obvious meaning, all terms defined in the General Conditions of Contest shall have the same meaning for the purpose of these Supplemental Conditions of Contest and, in addition, the following expressions where used in these Conditions of Contest shall have the following meanings:

**General Conditions of Contest**

mean the General Conditions of Contest issued by the World Bridge Federation for the World Bridge Championships.

**Open and Closed Rooms**

for any match or segment or session of a match shall be those rooms so designated by the Tournament Director.

**Team Championships**

means the 3<sup>rd</sup> Commonwealth Bridge Games and all associated Bridge Championships.

**these Conditions of Contest**

mean the with in Supplemental Conditions of Contest.

## 3 Eligibility Requirements

The Tournament Committee must be satisfied that each nominated contestant satisfies the birth and residence requirements of the country to which the NBO nominating him belongs and was either:

a) nominated by the NBO of the country of his birth, or by the NBO of which such

nominated contestant first became a member; and that such nominated contestant has not, during the current or immediately preceding two calendar years (having regard to the year in which the relevant World Bridge Championship is to be held) represented a different NBO (or different Zone, while representing a different NBO) in a World Bridge Championship or Zonal Championship; or  
b) nominated by the NBO (or the Zonal Conference of the Zone to which that NBO belongs) of the country of his citizenship or bona fide residence (see below); and that such nominated contestant has not, during the current or immediately preceding two calendar years (having regard to the year in which the relevant World Bridge Championship is to be held) represented a different NBO (or different Zone, while representing a different NBO) in a World Bridge Championship or Zonal Championship.

## **4 Residency qualification**

To be considered a bona-fide resident of an NBO, the following list of criteria must be satisfied, in whole or in substantial part.

The player must:

- a) reside in the country for at least one-half of the year prior to the event, or not have lived in any other country for a longer period than in the resident country during the previous two years
- b) be a registered member of the NBO's organization.
- c) be a registered voter of no country other than the country for which he/she is seeking to play
- d) maintain a valid driver's license or identity card issued by a political subdivision of the country, such as a city or state
- e) either own real estate or rent a residence in the country.

The Tournament Committee reserves the right to require documentary evidence that it considers to be satisfactory proof of any of the above if there are any concerns about the credentials of a player.

## **5 Language**

English is the official language of this Commonwealth Championships. During a session players may converse only in English unless both captains (Team championship) or all four players at the table (Swiss pairs) agree to use some other common language at their own risk. If necessary, interpretation into English is the responsibility of the (team) captain. Appeals based on misunderstanding in a language other than English will not be entertained.

## **6 Submission of Entries**

Each NBO shall be entitled to nominate one team for the commonwealth Bridge Games and those players may then participate in Non-championship events. Any additional teams may be permitted at the discretion of the Tournament Committee.

### **6.1 NPC**

means the non-playing captain of any team. Teams are obliged to have non-playing captains: a team member may act as a playing captain if this is

preferred. Non Playing Captains are not considered to be members of the team and will not receive any medals awarded.

## 6.2 Team Members

In addition to a non-playing captain, each team may have four, five or six members. If an NBO wishes to replace a team member, or members, or if fewer than six players were submitted for invitation, such replacement or increase must be from the NBO submitting the team and may be added prior to the start of the first session of play with the permission of the Tournament Committee present at the site.

However, the Organising Committee reserves the right, following such approval by the Tournament Committee, to place any restrictions on that team it deems proper.

## 7 Team championships

Teams will compete in accordance with schedules drawn up independently. The schedule is drawn up in the expectation that there will be approximately 25 teams. The Round Robins will start on Sunday 24 October 2010. There will be no play for the Teams on Thursday 28 October. The Teams will play a complete round robin of 8 Board matches starting 24th October finishing on 27th October, followed by the knockout phase which will be played on Friday 29 October. WBF 25-0 VP Scale will be used.

Teams and their numbers are designated below as Commonwealth Nation or Special Entrant:

Team No.	Commonwealth Nation	Team No.	Commonwealth Nation	Team No.	Special Entrant
2.	Indian Ladies	11	Pakistan	1.	Chairman's Team
3.	Australia	12	Scotland	20.	Shree Cement
4.	Australian Ladies	13.	South Africa	21.	Hemant Jalan
5.	Bangladesh	14.	Sri Lanka	22.	Sunil Machhar
6.	England	15.	Tanzania	23.	Hooda
7.	Guernsey	16.	Uganda	24.	Promila Saraf
8.	Kenya	17.	Wales	25.	Flagship Delhi
9.	Malaysia	18.	India – I		
10.	New Zealand	19.	India - II		

### 7.1 Knock Out Phase – Open Teams

The number of teams qualifying will be FOUR based on the qualification criteria given below. They will play knockout matches on 29th October. The Semi finals matches will be of 2x14 Boards and the Finals of 2x16 Boards. The winners of the semi-finals play the final and the losers will playoff for the third place (can be 2x12 or 2x14 boards). The qualification criteria will be as follows:

- There will be a minimum 2 teams from the commonwealth Nations teams, which will go through to the semi-finals (Last-4) independent of their ranking in the round-robin.
- In case they don't feature in the TOP 4, then those two Commonwealth

Nations teams will qualify, which have the best ranking from 5<sup>th</sup> place onwards. The same rule will be applied, if one commonwealth team qualifies say in rank 2 and the other one is ranked 6<sup>th</sup> in the round-robin. The 2<sup>nd</sup> & 6<sup>th</sup> ranked teams will qualify for the semi-finals and will play each other in one of the semi-final.

- Not more than two teams from the Special Entrant group may qualify for the semi-finals, as minimum 2 slots will go to the commonwealth Nations teams.
- In case more than two teams from the Special Entrant group qualifies, only the TOP 2 will be considered for the semi-final and they will meet each other in one of the semi-finals, i.e. When two commonwealth Nations teams and two teams from the Special Entrant group qualify for the knock-out, the Commonwealth Nations teams will meet in one semi-final and the special entrant will meet in the other semi-final.
- In case of only 2 Commonwealth teams qualifying for the Knock out:
  - The winner of the semi-final match will get the GOLD and the loser will get the SILVER.
  - The Commonwealth Nation having the next best score in the round-robin will automatically get the Bronze.
- When minimum three commonwealth Nations teams qualify for the knock-out:
  - In case there are 2 teams from the same country, they will meet in one of the semi-finals.
  - In case all the 4 Commonwealth Nation teams qualify and the above clause is not true, then the knock-out matches will be between 1 Vs 4 and 2 Vs. 3.
  - In case 3 Commonwealth Nation teams qualify then the team placed highest in the round-robin selects its opponent for the semi-final.
  - The winners of the semi-finals meet in the Final and the two losers of the semi-finals meet in the play-off (3<sup>rd</sup> / 4<sup>th</sup> positions).
  - In case of 3 Commonwealth teams qualifying for the Knock out, if only one gets eliminated in the semi-final, then it will get the Bronze Medal and the GOLD & SILVER will be decided in the final.

However, if 2 Commonwealth teams lose the semi-final contest, then the one Commonwealth team going through to final will get GOLD, and the play-off between the losing Commonwealth Nation teams will decide the SILVER & BRONZE medal.

#### **SPECIAL CLAUSE FOR CASH PRIZES:**

- The organisers plan to keep cash prizes till 4<sup>th</sup> positions. The prizes will be decided by the following norms:
  - In case of 2 or more Commonwealth Nations Teams in the TOP 4 of the round-robin ranking, the prizes will be decided on the basis of the tournament knockout stage results. The tournament winner will get the 1<sup>st</sup> prize, loser the 2<sup>nd</sup> and the 3<sup>rd</sup> and 4<sup>th</sup> prizes will be decided on the play-off.
  - In case of less than 2 commonwealth Nations teams in the TOP 4 of the round-robin ranking, the prizes will be decided on the results of the round-robin itself.

## **7.2 Carry Over**

There shall be carry-over in the knockout matches. The carry over will be half or one-third of the IMP difference in the meeting of the teams in the qualification phase. It will be half, if the highest ranked team in the qualification phase won the match against their opponents and one-third if the highest ranked team in the round lost the match to its knock out opponent. Fractions are rounded off to next whole number. 0.01-0.49 is dropped, 0.5-0.99 is raised to 1. The maximum carryover used in Semi finals will be 7 and in Finals 8.

Difference of 1 IMP constitutes the winner in all the knock-out matches.

## **8 Length of Matches**

Each 8 board match in the qualifying round-robin match will be played straight through and will be completed giving 8 and half minutes playing time per board with screens. That is total 1 Hour 10 Minutes time per round.

## **9 Screen Procedure**

WBF GCoC Screen Procedure clause 25 will apply.

## **10 Line-Up**

For all round-robin matches each captain gives his "blind line up" at the line up desk at least 5 minutes before the commencement of the round. The team captains will be given a password for online entry of their line-up on the computers placed at the line-up desk.

### **10.1 Seating Rights in Round Robin**

During the Round Robin stage, if the match is between team 2x27, the Home team is 2 & Visiting or Away team is 27. Similarly if the match is between 28x26, then Home team is 28 and Visiting team is 26. So the **FIRST NUMBERED TEAM OF THE DRAW** is the HOME team and the **LAST NUMBERED TEAM OF THE DRAW** is the VISITING or AWAY team. HOME team will be NS in Open room and EW in Closed room. The AWAY team will be EW in Open room and NS in Closed room

### **10.2 Seating Rights - The Knock Out Phase**

In the knock out phase, in each match of 12/14/16 boards will constitute a session. If the Matches are divided into 2 sessions, the teams in turn, by draw, select a session and decide in which of the sessions they want to line-up after their opponents. In the other session they will line up first. There shall be a coin toss to decide which team has first choice to select a portion. A team sits N/S in the Open Room (and is considered to be the Home Team) and E/W in the Closed Room.

### **10.3 Seating rights for Tie-breaks in the knockout phase**

If there is a tie at the end of the semi-finals, or the finals, requiring that an extra

Four boards be played, there shall be a draw by the captains to determine the "Home Team". If, after the first series of additional boards, a tie still exists, the "Visiting Team" during the first extra Four boards shall be the "Home Team" for the next boards. The Home Team sits N/S in the Open Room. If after 4 boards, a tie still exists for the second set of extra boards, these rights go to the other team. Line-up changes may be made before play begins for either the first or second (if needed) group of four tie-break boards. In each case, the captain of the "Visiting/Away Team" team lining up first shall submit its line-up at a time to be determined by the Tournament Director, the "Home Team" the other team captain within five minutes thereafter. Each group of Four "extra" boards shall be considered as a separate session. At the discretion of the captain of the "Home Team" for the second group of Four boards, a pair or pairs may play against a pair or pairs it played against during the first four extra boards. If a tie still exists, requiring that single board "sudden death" matches be played, the line-ups and seating positions for both teams will be the same as for the second eight boards of the tie-break.

## **11 Convention cards and submission of systems**

Each pair of every team is required to present at the table, 2 copies of convention cards from the beginning of the event. Failure to follow any stipulation of this section may be subject to penalty at the discretion of the Chief Tournament Director/Appeals Committee in addition to restriction on use on certain methods. It is mandatory for all the pairs to carry a duly filled convention card at the table. If a pair forgets a convention or resorts to a psyche, & there is no convention card, director is empowered to assume mistaken explanation & award a score that will be the most favourable to the non-offending side & the most unfavourable to the offending side. In addition to this the offending pair will not be allowed to use that convention in the rest of the tournament. Frequent violations of the system amount to a private understanding & will be dealt with severely.

- GREEN, BLUE & RED systems are permitted without restriction.
- BROWN STICKER Conventions and HUM systems, as described in the WBF Systems Policy, are not permitted in the round-robin (qualification) stage.
- Brown Sticker Conventions, use of HUM systems are allowed subject to filling up such system and submitting to Director before the start of the event. A pair who has not submitted card as above would be debarred from using any Brown Sticker conventions till six hours after pair has submitted it's properly filled cards.

### ***11.1 Penalties for non-submission of Systems***

Any partnership whose duly completed original Card and Supplementary Sheets have not reached CTD with these Conditions of Contest, shall (in addition to the penalties referred) be required by the Tournament Appeals Committee (unless it rules otherwise) to use the system described on the World Standard Card for not less than the first two days.

### ***11.2 Distribution of Systems***

Following registration of the systems for all pairs in a team, the systems will be made available for the reference to the Opposing Teams. Following the event, the Tournament Committee reserves the right to display the Convention Cards

and Supplementary Sheets in a public area for interested parties to see them.

### **11.3 Changes to Cards/Supplementary Sheets**

a) Any changes to the duly submitted Card and/or Supplementary Sheets must be submitted in official form (see (e) below) as early as possible for everyone's benefit, but in any event no later than 23 October 2010.

**NOTE:** these changes may only be clarifications, amendments, minor additions, and/or cosmetic revisions in accordance with the WBF Systems Policy. Substantive changes to system will NOT be permitted after initial registration.

b) In order for a change to be implemented, it will be informed to all captains that the Convention Card has been altered.

c) Approval for a change requested once teams have reached the venue may be given or refused in whole or part by the Chairman of the Tournament Committee and may be given subject to conditions. One such condition will usually be that any such change cannot be implemented in the course of a particular round robin or in the course of a particular stage of the event, with possible prejudice to unprepared opponents being a particularly important

## **12 Change of Players**

A change of players, pairs or partnerships can be made only at the beginning of a match or a session (but see exception when extra tie-break boards are played.)

## **13 Tie-Breaking Procedures**

### **13.1 Two Teams**

If two teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken as follows (in the sequence shown):

i) IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:

ii) IMPs quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event. If the tie remains, then:

iii) Total points earned by the tied teams in the match they played against each other. If the tie remains then:

iv) Total point quotient in all matches played by the tied team in that particular event. If the tie remains then:

v) One board ("sudden death") matches will determine the winner.

### **13.2 Three Teams**

If three teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

i) IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance with Subsection 13.1. If the three teams remain tied, then:

ii) If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with Sub-section 13.1. If the three teams remain tied, then:

iii) If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with Sub-section 13.1. If the three teams remain tied, then:

iv) If one team has been beaten by the other two teams in matches it played against them in that particular event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with Sub-section 13.1;

In all other cases, ties shall be broken in accordance with the following:

i) Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with Sub-section 13.1. If the three teams remain tied, then:

ii) Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it may be broken in accordance with Sub-section 13.1. If the three team remain tied, then:

iii) Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance with Sub-section 13.1. If the three teams remain tied, then:

iv) One-board ("sudden death") matches will determine the winner.

### **13.3 Four Teams or more**

If four or more teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

i) IMP quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with Sub-sections 13.1. and 13.2 if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:

ii) If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and defeated the other tied teams, it shall be declared winner and the ties for the remaining teams will be broken in accordance with Sub-section 13.2, if appropriate. If there are more than three teams that remain tied, then:

iii) Total points quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with Sub-sections 13.1 or 13.2 if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:

iv) One-board ("sudden death") matches will determine the winner.

### **13.4 Knockout Phase**

In the semi-finals and finals, if a tie exists at the end of the match, it will be resolved by playing Four additional boards. (See seating privileges for the procedure used to determine whether teams play N/S or E/W in the Open and Closed Rooms). Should a tie still exist, four more boards will be played. If a tie still exists, one board ("sudden death") matches will determine the winner.

## **14 Penalties**

The schedule of penalties which follows is supplemental to the Laws of Duplicate Bridge 2007. All infringements of the Laws of Duplicate Bridge 2007 will be dealt with in accordance with the Laws of Duplicate Bridge 2007. Monetary fines shall

be paid in U.S. Dollars or the equivalent in local currency. Monies assessed shall be turned over to the Tournament Director for transmittal to the Chairman of the Tournament Appeals Committee. Upon publication of these Conditions of Contest no further warning is required (whether from the Director or otherwise) prior to the application of any penalty under the provision of the Laws of Duplicate Bridge 2007 or of these Conditions of Contest.

Victory Point penalties, where applicable, shall be deducted from the score of the offending team at the conclusion of the Round-Robin. The VP penalties shall not affect individual matches for purposes of tie-breaking procedures in any manner, but may determine a team's ranking. Penalties assessed in IMPs shall be deducted from the score of the offending team at the conclusion of the match during (i.e. in regard to) which the penalty was imposed, before its VP score is calculated. However, the score of the non offending team shall not be affected, except in the knockout phase. An IMP penalty applied during the knock-out phase affects the match score in full e.g. if a match score were 100 IMPs - 87 IMPs in favour of team A, then were team A to be penalised 3 IMPs the match score would then become 97-87.

#### ***14.1 Failure to File Systems in a Timely Fashion***

Any team containing a partnership that, through the agency of its captain, or otherwise, has failed to comply with the time requirements shall

- (a) be subject to a decision of the Tournament Appeals Committee which may forbid the team to use specific conventional understandings not submitted in accordance with these Conditions of Contest. If a disallowed convention is used, the Tournament Appeals Committee may impose penalties at its discretion; and
- (b) be fined US \$20 to be paid prior to the commencement of the Tournament.

#### ***14.2 Failure to Submit Line-up on Time***

If a Captain fails to submit line-ups in accordance with the stipulated time

- (a) for the first such offence a warning shall be issued by the Tournament Director;
- (b) for the second offence there shall be a fine of US\$ 10
- (c) for the third offence there shall be a fine of US\$ 20 and for each subsequent offence there shall be a fine of US\$ 30
- (d) penalties are cumulative.

When failure to provide the line-up in a timely fashion is due to late filing by the captain of the opposing team, penalties under this Section shall be imposed only on the captain of the team whose duty it was to file line-up first. The captain of the other team shall have five minutes after the filing of the offending team's line-up to file his own. If, after filing of the line-up by the offending team, the captain of the non-offending team exceeds the filing deadline, or the extra five minutes allocated in the foregoing, whichever is later, this captain too is deemed guilty of late line-up filing and is subject to penalty under this Section.

#### ***14.3 Lateness***

Any team not seated and ready to play at the announced starting time of a match or a session of a match will be assessed a penalty according to the following scale:

##### ***During the Round-Robin***

0 + 5 minutes late warning to captain(s) (after the second warning the provision

for 5+ minutes late shall apply)

5+ - 10 minutes late 1 VP

10+ - 15 minutes late 2 VPs

15+ - 20 minutes late 3 VPs

20+ - 25 minutes late 4 VPs

Over 25 minutes late at the discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Council.

**During the Knock-out Phase**

0+ - 5 minutes late warning to captain(s) (after the second warning the provision for 5+ minutes late shall apply)

5+ - 25 minutes late 1 IMP plus an additional 1 IMP for each full minute or part thereof beyond 5 minutes.

Over 25 minutes late at the discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Council.

#### **14.4 Slow Play**

The time allowed for each match or session shall be computed from the time play in such match or session is started by a Tournament Director. If play continues after the time allowed by these Conditions then either or both of the pairs shall be subject to penalty, according to the amount of delay for which such pair was judged responsible, as follows:

**Excess time apportioned to a pair during the Round-Robin**

0+ - 5 minutes late 1 VP

5+ - 10 minutes late 1 1/2 VPs

10+ - 15 minutes late 2 VPs

15+ - 20 minutes late 2 1/2 VPs

20+ - 25 minutes late 3 VPs

Over 25 minutes late at the discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Council.

Example: If a 16-board match or session took 2 hours and 35 minutes (excess of 15 minutes) and pair A is held responsible for 9 extra minutes and pair B for 6 extra minutes total penalty will be 2 VPs; pair A receiving 1.2 VPs penalty and pair B 0.8 VP penalty. In any case, if the Tournament Director judges that one match will be so delayed that it would disturb the starting time of the next round, he may truncate it, reducing the number of the boards played: if this happens, the match will be scored only with the boards played at both tables, but the same conversion scale will be used as that used for the complete matches.

**Excess time apportioned to a pair during the Knock Out phase**

0+ - 25 minutes late 1 IMP for each minute or part thereof

Over 25 minutes late at the Discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Council./credentials committee.

A Tournament Director or an official appointed by the President/chairman shall determine responsibility for slow play. A partnership which considers its opponents are playing slowly shall inform the Tournament Director who may appoint a monitor if he thinks it is necessary; the partnership is only protected from the time at which the Tournament Director is informed. A Director may install a monitor without being requested to by the players.

## 15 Fouled Boards

See the General Conditions of Contest for explanation. If a board is fouled and it can be determined that one side is clearly at fault, that side shall be subject to procedural penalty of 6 imps.

## 16 Appeals without merit

Teams will forfeit the deposit of US\$ 50 if the Tournament Appeals Committee determines the appeal was without merit. See Sections 32 and 33 of the General Conditions of Contest.

## 17 Score Corrections

Score corrections may be made as sanctioned in Law 79 and in Laws 69 and 71. An agreed-upon score that is proven to be erroneous to the complete satisfaction of the Chief Tournament Director and the Appeals Committee, may be corrected up to thirty minutes after the posting of scores at the end of play on each day. Only the results of boards played that day are subject to correction.

## 18 Special Conditions for Team Matches

In order to qualify for the Medals, Title, MPs and PPs won by the team, a player, in any case, must have played at least one third of the boards in the Round Robin. For first place: at least one third of the total number of hands in the final and semi-final combined and at least one third of the total number of hands in the final.

For second place: at least one third the total number of hands in the semi-final.

For third place: at least one third of the total number of the hands in the semi-final and play-off combined and at least one third in the playoff.

For fourth place: at least one third of the total number of the hands in the semi-final and play-off combined.

## 19 Restrictions

The following restrictions apply to the playing areas (see definition of these areas in Section 3.1 GCOC Smoking and Alcohol):

**Smoking and the consumption of alcoholic beverages of any nature in the playing area is prohibited.** No player may leave the playing area in order to smoke or consume alcohol before the end of his match. Any player or team official smoking or consuming alcohol before, during or after the session in these areas will result in his team being fined 2VP/6 IMP, or in the case of pairs events, will result in his partnership being fined 25% of the match points available on a board/6imps during the session. Constant violation of this regulation will result in the player being prohibited from playing and in the team official not being admitted into the playing area.

**Mobile Telephone, pagers or other electronic equipment must be switched off during session time and may not be consulted or used unless a specific exemption is permitted by CTD. However in knock-out matches, mobile phone should be handed over to the Director**

## 20 Vu Graph

All contestants are required to play on Vu Graph, on line Vu Graph and Television whenever assigned to do so by the Chairman/CTD or his designee. In the absence of any contrary stipulation, the room from which play is broadcast to the Vu Graph audience shall be the Open Room.

## 21 Lodging of Appeals

A request for, or appeal of a Tournament Director's ruling must be lodged with in 30 minutes of the first posting of the official score for the Session in which the board was played that is the subject of the ruling.

## 22 Disclosure of System Policy and Classification of Systems

WBF system Policy would be followed. Extract of WBF policy is

Average Hand: a hand containing 10 high card points (Milton Work) with no distributional values

Weak High card strength below that of an average hand

Strong High card strength a king or more greater than that of an average hand

Natural A call or play that is not a convention (as defined in the Laws)

Length Three cards or more

Shortage Two cards or less

**BROWN STICKER AND HUM SYSTEMS ARE NOT PERMITTED DURING QUALIFICATION STAGE.**

### HUM Systems

For the purpose of this Policy, a Highly Unusual Method (HUM) means any System that exhibits one or more of the following features, as a matter of partnership agreement:

1. A Pass in the opening position shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities
2. By partnership agreement an opening bid at the one level may be weaker than pass.
3. By partnership agreement an opening bid at the one level may be made with values a king or more below average strength.
4. By partnership agreement an opening bid at the one level shows either length or shortage in a specified suit
5. By partnership agreement an opening bid at the one level shows either length in one specified suit or length in another.

**EXCEPTION** : one of a minor in a strong club or strong diamond system

### Classification of Systems

In order to facilitate recognition and handling, systems material will be identified by one or more of the following:

1. A WBF coloured sticker;

2. The appropriate name (hand printed or typed) color;
3. A check mark on a convention card next to the appropriate color - in keeping with the following descriptions:

Green Natural

Blue Strong Club/Strong Diamond, where one club/one diamond is always strong

Red Artificial: this category includes all artificial systems that do not fall under the definition of Highly Unusual Methods (HUM) systems [see definition below], other than Strong Club/Strong Diamond systems (see 'Blue'). Examples would be a system where one club shows one of three types - a natural club suit, a balanced hand of a specific range, or a Strong Club opener; or a system in which the basic methods (other than the no trump range) vary according to position, vulnerability and the like; or a system that uses conventional 'weak' or 'multi-meaning' bids (with or without some weak option) in potentially contestable auctions, other than those described in the main part of the WBF Convention Booklet

Yellow Highly Unusual Methods ('HUM') as defined above.

### **Brown Sticker Conventions and Treatments**

The following conventions or treatments are categorized as 'Brown Sticker':

- a) Any opening bid of two clubs through three spades that:
  - i) Could be weak (may by agreement be made with values below average strength) AND
  - ii) Does not promise at least four cards in a known suit.
 

**EXCEPTION:** The bid always shows at least four cards in a known suit if it is weak. If the bid does not show a known four-card suit it must show a hand a king or more over average strength. (Explanation: Where all the weak meanings show at least four cards in one known suit, and the strong meanings show a hand with a king or more above average strength, it is not a Brown Sticker Convention.)

**EXCEPTION:** A two level opening bid in a minor showing a weak two in either major, whether with or without the option of strong hand types, as described in the WBF Conventions Booklet.
- b) An overcall of a natural opening bid of one of a suit that does not promise at least four cards in a known suit.
 

**EXCEPTION:** A natural overcall in no trumps.

**EXCEPTION:** any cue bid suit that shows a strong hand.

**EXCEPTION:** a jump cue bid in opponent's known suit that asks partner to bid 3NT with a stopper in that suit.
- c) Any 'weak' two-suited bids at the two or three level that may by agreement be made with three cards or fewer in one of the suits.
- d) Psychic bids protected by system or required by system.
- e) None of the foregoing restrictions pertain to conventional defenses against strong, artificial opening bids or defenses against 'Brown Sticker' or HUM conventions.

Additional to the classification of systems in 2.3 above, any partnership using

one or more 'Brown Sticker' conventions must indicate this alongside its system classification.

## **23 Encrypted Signals**

Additional to the restrictions on bidding methods and conventions above, players may not use signalling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (i.e. encrypted signals are not allowed)

## **24 Random Openings**

It is forbidden to open hands which, by agreement, may contain fewer than 8 high card points and for which no further definition is provided

The use of Brown Sticker Conventions and/or HUM systems in the Knock outs is subject to filling up of such system, moreover there is a special responsibility for pairs using such systems to explain their methods in sufficient detail on their card.

## **25 Alert Policy**

**Alert policy as specified by WBF will be followed**

The following classes of calls should be alerted:

1. Conventional bids should be alerted, non-conventional bids should not.
2. Those bids which have special meanings or which are based on or lead to special understandings between the partners. (A player may not make a call or play based on a special partnership understanding unless an opposing pair may reasonably be expected to understand its meaning, or unless his side discloses the use of such call or play in accordance with the regulations of the sponsoring organization). See Law 40(b).
3. Non-forcing jump changes of suit responses to opening bids or overcalls, and non-forcing new suit responses by an un-passed hand to opening bids of one of a suit.

If screens are not in use, do NOT alert the following:

1. All doubles.
2. Any no-trump bid which suggests a balanced or semi-balanced hand, or suggests a no-trump contract.
3. Any call at the four level or higher, with the exception of conventional calls on the first round of the auction.

Nevertheless, players must respect the spirit of the Policy as well as the letter.

## **26 Authority of the Tournament committee**

The tournament committee reserves the authority to modify/alter COC preferably in consultation with the CTD. In exercising this right the committee shall also have the right to ratify the clear error in COC as soon as it is brought to notice, provided that the error is evident from the context or from it's being in conflict with the laws

## **27 Pre Dealt Boards**

Pre dealt boards by an approved computer program will be used in this tournament through out and Hand Records will be provided.

## **28 Recording of Scores, Computing and Reporting**

Unless otherwise instructed, North/south players at each Table must properly fill in the Table Scores sheets/cards. This official form must show the names of players and the final result of each board played in the session and must be signed by North and East. The North South players in Open Room should hand over the official Table score sheet/Card to the director within the allotted time for the session. After the Close Room play is over, the open Room table score will be handed over to the close room players for comparing the scores and computing the results. The official Table score sheet along with official Table result card duly filled in and signed by both teams be handed over to director within the stipulated time for the session.

In case, BRIDGEMATES are used for the official recording of scores in the Championships, it will be the responsibility of the team sitting North/South at each table to record the scores. N/S pair at each table will be responsible for the keying of the scores into the Bridgemates, whether this is undertaken by a member of the partnership or by the Captain, Coach or other designated person. The E/W pair (or their Captain, Coach or other designated person) will be responsible for agreeing the score by keying in their confirmation.

The official score will be that keyed in by N/S and agreed by E/W.

Teams are also required to keep their personal score sheets to verify the final results shown by BRIDGEMATES and bring to the notice of the director any discrepancies found. Both the captains should be present to verify the claim made by the aggrieved party.

**In the qualifying round-robin match IMPs will be converted to VPs using the 8-board WBF scale.**

## **29 Substitutes**

The CTD may approve substitutes (not member of another team in the same event) for cause, not convenience, and for a maximum of 2 sessions of the round robin and 2 stanzas of any match in the knock out matches. A substitution (allowed or disallowed) may be appealed only by the pair or either of the two team captains involved directly.

## **30 PROGRAMME**

**For Schedule & Draw See Appendix - 1**

## APPENDIX - 1

THERE ARE 25 TEAMS AND THEY WILL PLAY TOTAL 25 ROUNDS OF FULL LEAGUE, INCLUDING A BYE ROUND.

8 BOARDS PER ROUND OF DURATION 1 HR 10 MINUTES.

<b>TOURNAMENT SCHEDULE</b>		
<b>Day &amp; Date</b>	<b>Time</b>	<b>Activity</b>
Saturday - 23.10.2010	2000 Hrs.	Captain's Meeting
Sunday - 24.10.2010	0930 - 1100 Hrs.	Opening Ceremony
	1130 - 1240 Hrs.	Round - 1
	1255 - 1405 Hrs.	Round - 2
	1405 - 1505 Hrs.	Lunch
	1505 - 1615 Hrs.	Round - 3
	1630 - 1740 Hrs.	Round - 4
	1755 - 1905 Hrs.	Round - 5
Monday - 25.10.2010	0930 - 1040 Hrs.	Round - 6
	1055 - 1205 Hrs.	Round - 7
	1220 - 1330 Hrs.	Round - 8
	1330 - 1430 Hrs.	Lunch
	1430 - 1540 Hrs.	Round - 9
	1555 - 1705 Hrs.	Round - 10
	1720 - 1830 Hrs.	Round - 11
	1845 - 1955 Hrs.	Round - 12
Tuesday - 26.10.2010	0930 - 1040 Hrs.	Round - 13
	1055 - 1205 Hrs.	Round - 14
	1220 - 1330 Hrs.	Round - 15
	1330 - 1430 Hrs.	Lunch
	1430 - 1540 Hrs.	Round - 16
	1555 - 1705 Hrs.	Round - 17
	1720 - 1830 Hrs.	Round - 18
	1845 - 1955 Hrs.	Round - 19
Wednesday - 27.10.2010	0930 - 1040 Hrs.	Round - 20
	1055 - 1205 Hrs.	Round - 21
	1220 - 1330 Hrs.	Round - 22
	1330 - 1430 Hrs.	Lunch
	1430 - 1540 Hrs.	Round - 23
	1555 - 1705 Hrs.	Round - 24
	1720 - 1830 Hrs.	Round - 25
Thursday - 28.10.2010		<b>Visit to Taj Mahal, Agra</b>

	0700 Hrs.	Departure to Agra by Bus
	2230 Hrs.	Back to Cabana Apartments (Venue)
Friday - 29.10.2010	0930 - 1130 Hrs.	Semi-Final - Session 1 (14 Boards)
	1030 - 1330 Hrs.	Friendship Pairs - Session - 1 (22 Boards)
	1145 - 1345 Hrs.	Semi-Final - Session 2 (14 Boards)
	1330 - 1430 Hrs.	Lunch
	1430 - 1650 Hrs.	Final / Playoff - Session 1 (16 Boards)
	1445 - 1745 Hrs.	Friendship Pairs - Session - 2 (22 Boards)
	1705 - 1925 Hrs.	Final / Playoff - Session 2 (16 Boards)
	1945 Hrs - 2200 Hrs.	Prize Distribution & Victory Banquet
<b>Notes:</b>		
<b>1. Each Round-Robin will be of 8 Boards each (Duration 1 Hour 10 Minutes per round)</b>		
<b>2. A Friendship Pairs event for non-qualifying Teams and some of the local invited Pairs will be held on 29.10.2010 from 1030 Hrs.</b>		
<b>3. The Schedule is subject to change at the discretion of Tournament Committee</b>		

**The draw for the Round-Robin is attached on the last page:**

**3RD COMMONWEALTH NATIONS BRIDGE CHAMPIONSHIP 2010, NEW DELHI**

**23 - 29 OCTOBER 2010**

**ROUND ROBIN DRAW (Total 25 Teams) - Team 26 is BYE TEAM**

R #	TBL-1			TBL-2			TBL-3			TBL-4			TBL-5			TBL-6			TBL-7			TBL-8			TBL-9			TBL-10			TBL-11			TBL-12			TBL-13		
1	1	V	26	2	V	25	3	V	24	4	V	23	5	V	22	6	V	21	7	V	20	8	V	19	9	V	18	10	V	17	11	V	16	12	V	15	13	V	14
2	1	V	25	26	V	24	2	V	23	3	V	22	4	V	21	5	V	20	6	V	19	7	V	18	8	V	17	9	V	16	10	V	15	11	V	14	12	V	13
3	1	V	24	25	V	23	26	V	22	2	V	21	3	V	20	4	V	19	5	V	18	6	V	17	7	V	16	8	V	15	9	V	14	10	V	13	11	V	12
4	1	V	23	24	V	22	25	V	21	26	V	20	2	V	19	3	V	18	4	V	17	5	V	16	6	V	15	7	V	14	8	V	13	9	V	12	10	V	11
5	1	V	22	23	V	21	24	V	20	25	V	19	26	V	18	2	V	17	3	V	16	4	V	15	5	V	14	6	V	13	7	V	12	8	V	11	9	V	10
6	1	V	21	22	V	20	23	V	19	24	V	18	25	V	17	26	V	16	2	V	15	3	V	14	4	V	13	5	V	12	6	V	11	7	V	10	8	V	9
7	1	V	20	21	V	19	22	V	18	23	V	17	24	V	16	25	V	15	26	V	14	2	V	13	3	V	12	4	V	11	5	V	10	6	V	9	7	V	8
8	1	V	19	20	V	18	21	V	17	22	V	16	23	V	15	24	V	14	25	V	13	26	V	12	2	V	11	3	V	10	4	V	9	5	V	8	6	V	7
9	1	V	18	19	V	17	20	V	16	21	V	15	22	V	14	23	V	13	24	V	12	25	V	11	26	V	10	2	V	9	3	V	8	4	V	7	5	V	6
10	1	V	17	18	V	16	19	V	15	20	V	14	21	V	13	22	V	12	23	V	11	24	V	10	25	V	9	26	V	8	2	V	7	3	V	6	4	V	5
11	1	V	16	17	V	15	18	V	14	19	V	13	20	V	12	21	V	11	22	V	10	23	V	9	24	V	8	25	V	7	26	V	6	2	V	5	3	V	4
12	1	V	15	16	V	14	17	V	13	18	V	12	19	V	11	20	V	10	21	V	9	22	V	8	23	V	7	24	V	6	25	V	5	26	V	4	2	V	3
13	1	V	14	15	V	13	16	V	12	17	V	11	18	V	10	19	V	9	20	V	8	21	V	7	22	V	6	23	V	5	24	V	4	25	V	3	26	V	2
14	1	V	13	14	V	12	15	V	11	16	V	10	17	V	9	18	V	8	19	V	7	20	V	6	21	V	5	22	V	4	23	V	3	24	V	2	25	V	26
15	1	V	12	13	V	11	14	V	10	15	V	9	16	V	8	17	V	7	18	V	6	19	V	5	20	V	4	21	V	3	22	V	2	23	V	26	24	V	25
16	1	V	11	12	V	10	13	V	9	14	V	8	15	V	7	16	V	6	17	V	5	18	V	4	19	V	3	20	V	2	21	V	26	22	V	25	23	V	24
17	1	V	10	11	V	9	12	V	8	13	V	7	14	V	6	15	V	5	16	V	4	17	V	3	18	V	2	19	V	26	20	V	25	21	V	24	22	V	23
18	1	V	9	10	V	8	11	V	7	12	V	6	13	V	5	14	V	4	15	V	3	16	V	2	17	V	26	18	V	25	19	V	24	20	V	23	21	V	22
19	1	V	8	9	V	7	10	V	6	11	V	5	12	V	4	13	V	3	14	V	2	15	V	26	16	V	25	17	V	24	18	V	23	19	V	22	20	V	21
20	1	V	7	8	V	6	9	V	5	10	V	4	11	V	3	12	V	2	13	V	26	14	V	25	15	V	24	16	V	23	17	V	22	18	V	21	19	V	20
21	1	V	6	7	V	5	8	V	4	9	V	3	10	V	2	11	V	26	12	V	25	13	V	24	14	V	23	15	V	22	16	V	21	17	V	20	18	V	19
22	1	V	5	6	V	4	7	V	3	8	V	2	9	V	26	10	V	25	11	V	24	12	V	23	13	V	22	14	V	21	15	V	20	16	V	19	17	V	18
23	1	V	4	5	V	3	6	V	2	7	V	26	8	V	25	9	V	24	10	V	23	11	V	22	12	V	21	13	V	20	14	V	19	15	V	18	16	V	17
24	1	V	3	4	V	2	5	V	26	6	V	25	7	V	24	8	V	23	9	V	22	10	V	21	11	V	20	12	V	19	13	V	18	14	V	17	15	V	16
25	1	V	2	3	V	26	4	V	25	5	V	24	6	V	23	7	V	22	8	V	21	9	V	20	10	V	19	11	V	18	12	V	17	13	V	16	14	V	15