

**SUPPLEMENTAL CONDITIONS OF CONTEST**  
*FOR*  
**16<sup>TH</sup> HCL INTERNATIONAL BRIDGE CHAMPIONSHIP - 2018**  
*Under the auspices of Bridge Federation of India*

**A. PREAMBLE**

The conditions of contest herein set forth are supplemental to the General Conditions and Regulations for the National Tournaments as specified by the Bridge Federation of India, and are specific to the **16<sup>th</sup> HCL International Bridge Championship - 2018** to be played at New Delhi, from 9<sup>th</sup> to 14<sup>th</sup> Aug 2018.

- The Championship will be conducted under the technical management of Bridge Federation of India. The schedule of events will be as published in the prospectus. In case of necessity the Tournament Committee in consultation with the Chief Tournament Director may alter/modify the format of any of the events. The tournament will be played in accordance with the laws and provisions laid down by the World Bridge Federation (WBF) and Bridge Federation of India (BFI). ***The Championship will follow the WBF-2017 Laws of Duplicate Bridge.***
- **This is one of the qualifying event for 2019 World Bridge Team Championship (Bermuda Bowl).** Being an international event, the best performing Indian team (should at least reach the Semi-final stage of the Open Team event of the Naresh Tandan Gold Trophy to qualify for the berth) will get a berth to the Indian Open Team selection trials to select an Indian team for Bermuda Bowl 2019.
- Participation in this tournament is open to resident bridge players of Indian Nationality. Teams having one or more non-resident Indian bridge player or players of other NBO's of foreign nationality are also allowed to participate. However the qualification for the Indian Team Selection trial will be available for a team, only if all the players of the team are Indian Nationals holding Indian passports. In case such a berth is obtained by any team comprising of non eligible player such a berth will remain vacant and no team from the next lower order will become eligible for such a qualification. All participating players (Indian nationals) should be registered under BFI Master Point Scheme.
- All participants are to play as per the schedule drawn up by the Chief Tournament Director or his representative. Refusal to play against any player(s) or any team or withdrawal without the consent of the Tournament Committee or Chief Tournament Director shall result in disqualification for further participation in that event. CTD and the Tournament Committee may also take other disciplinary actions against the offending player(s).

**B. SCHEDULE OF EVENTS**

**B.1 OPEN TEAM FOR NARESH TANDAN GOLD TROPHY**

The Open Team event for Naresh Tandan Gold Trophy will be played over Six days as given in the prospectus. The first two days will consist of the qualifying Swiss, in which all contestants will play a total of 10 rounds (10-boards per round). 5 rounds each on day-1 (9<sup>th</sup> Aug 2018) and day-2 (10<sup>th</sup> Aug 2018) will be played.

**The difference in IMPs earned by the two opposing teams at the end of each round of the Swiss League shall be converted into VP, according to the WBF Continuous VP Scale (20-0).**

## PRE-QUARTER FINALS

The Top 16 teams will qualify for the knock out Pre-QF stage to be played on day-3 (11<sup>th</sup> Aug 2018). The top seven teams in the Swiss League, in order of preference, will have the right to choose its Pre-QF opponent from amongst the teams placed 9<sup>th</sup> to 16<sup>th</sup> in the Swiss League. This choice will be given as per the rank of the team (1 to 7) in the Swiss league.

Each pre-quarterfinal match shall be played as a direct knockout match of 56 boards in four sessions (14 boards per session). IMPs would score each pre-quarterfinal; with the team having the greater IMP-score (after deducting penalties, if any) at the end of the match being winner of the match. The eight pre-quarterfinal losers would be ranked joint 9<sup>th</sup> to 16<sup>th</sup> for the Gold event prizes. The teams ranked 17<sup>th</sup> to 20<sup>th</sup> in the Swiss league will be eligible for 17<sup>th</sup> to 20<sup>th</sup> prizes of Gold event.

If the lower ranked team defeats a higher ranked team then it will assume the position of the higher rank team for the quarter-final. The KO Quarter-finals will be played between #1 Vs #8, #2 Vs #7, #3 Vs #6 and #4 Vs #5.

## QUARTER FINALS

Each quarterfinal match shall be played as a direct knockout match of 56 boards in four sessions (14 boards per session) on day-4 (12<sup>th</sup> Aug 2018). IMPs would score each quarterfinal; with the team having the greater IMP-score (after deducting penalties, if any) at the end of the match being winner of the match. The four quarterfinal losers would be ranked joint 5<sup>th</sup> to 8<sup>th</sup> for the Gold event prizes. If the lower ranked team defeats a higher ranked team then it will assume the position of the higher rank team for the semi-final. The KO Semi-finals will be played between Winner of table 1 Vs winner of table 4 and winner of table 2 Vs winner of table 3.

## SEMI FINALS, FINAL & PLAY-OFF

The Semifinal and Final KO matches will be played in 4-sessions of 14-boards each on day-5 (13<sup>th</sup> Aug 2018) & day-6 (14<sup>th</sup> Aug 2018) respectively. The losing semi-finalists will also play the play-off matches on day-6 (14<sup>th</sup> Aug 2018) consisting of 3-sessions of 14-boards each to ascertain the 3<sup>rd</sup> & 4<sup>th</sup> prize of the Gold event. IMPs would score each Semi final / Final / Play-off; with the team having the greater IMP-score (after deducting penalties, if any) at the end of the match being winner of the match.

## B.2 OPEN TEAM FOR MOHINI TANDAN SILVER TROPHY

A team for Mohini Tandan Silver Trophy event can consist of four, five or six players. Maximum two players of the team can be of the rank of National Masters or above. However, those two players are not allowed to play as partners in any match.

**All the foreign team by default should be playing in Team of Four GOLD event. However, a foreign team interested to participate in SILVER event will be screened by a "Technical Committee", comprising of Organizing Secretary, Technical committee members and the CTD. In case, the committee decides that the team can be allowed to participate in the SILVER category, then only it can participate in SILVER event else they will have to play in GOLD event only.**

The Open Team event for Mohini Tandan Silver Trophy will be played over Six days as given in the prospectus. The first two days will consist of the qualifying Swiss, in which all contestants will play a total of 10 rounds (10-boards per round). 5 rounds each on day-1 (9<sup>th</sup> Aug 2018) and day-2 (10<sup>th</sup> Aug 2018) will be played.

**The difference in IMPs earned by the two opposing teams at the end of each round of the Swiss League shall be converted into VP, according to the WBF Continuous VP Scale (20-0).**

**PRE-QUARTER FINALS**

The Top 16 teams will qualify for the knock out Pre-QF stage to be played on day-3 (11<sup>th</sup> Aug 2018). The top seven teams in the Swiss League, in order of preference, will have the right to choose its Pre-Quarter final opponent from amongst the teams placed 9<sup>th</sup> to 16<sup>th</sup> in the Swiss League. This choice will be given as per the rank of the team (1 to 7) in the Swiss league.

Each pre-quarterfinal match shall be played as a direct knockout match of 56 boards in four sessions (14 boards per session). IMPs would score each pre-quarterfinal; with the team having the greater IMP-score (after deducting penalties, if any) at the end of the match being winner of the match. The eight pre-quarterfinal losers would be ranked joint 9<sup>th</sup> to 16<sup>th</sup> for the Silver event prizes. The teams ranked 17<sup>th</sup> to 20<sup>th</sup> in the Swiss league will be eligible for 17<sup>th</sup> to 20<sup>th</sup> prizes of Silver event.

If the lower ranked team defeats a higher ranked team then it will assume the position of the higher rank team for the quarter-final. The KO Quarter-finals will be played between #1 Vs #8, #2 Vs #7, #3 Vs #6 and #4 Vs #5.

**QUARTER FINALS**

Each quarterfinal match shall be played as a direct knockout match of 56 boards in four sessions (14 boards per session) on day-4 (12<sup>th</sup> Aug 2018). IMPs would score each quarterfinal; with the team having the greater IMP-score (after deducting penalties, if any) at the end of the match being winner of the match. The four quarterfinal losers would be ranked joint 5<sup>th</sup> to 8<sup>th</sup> for the Silver event prizes. If the lower ranked team defeats a higher ranked team then it will assume the position of the higher rank team for the semi-final. The KO Semi-finals will be played between Winner of table 1 Vs winner of table 4 and winner of table 2 Vs winner of table 3.

**SEMI FINALS, FINAL & PLAY-OFF**

The Semifinal and Final KO matches will be played in 4-sessions of 14-boards each on day-5 (13<sup>th</sup> Aug 2018) & day-6 (14<sup>th</sup> Aug 2018) respectively. The losing semi-finalists will also play the play-off matches on day-6 (14<sup>th</sup> Aug 2018) constituting of 3-sessions of 14-boards each to ascertain the 3<sup>rd</sup> & 4<sup>th</sup> prize of the Silver event. IMPs would score each Semi final / Final / Play-off; with the team having the greater IMP-score (after deducting penalties, if any) at the end of the match being winner of the match.

**B.3 OPEN MP PAIRS EVENT**

The Open Match Point Pairs event will be played over 4 days from 11<sup>th</sup> to 14<sup>th</sup> Aug 2018. Except for the Team Semi-finalists of both GOLD & SILVER event, all the other team players plus any new partnership who wants to participate in the event can play after giving the required entry fee.

The Elimination-1 round of the event will be played in 3 sessions of 18 Boards each on Day-3 (11<sup>th</sup> Aug 2018) as per the details given in the prospectus. Approximately 45% pairs will qualify to the next stage of Elimination-2 round.

The pre-quarter finalist losers of both Gold & Silver team event can join the event at the elimination-2 stage, provided they have given the entry fee for the MP Pairs event by 10<sup>th</sup> Aug 2018. The Elimination-2 round will be played in 3 sessions of 18 Boards each on Day-4 (12<sup>th</sup> Aug 2018) and approximately 35 - 40% pairs will qualify to the next stage of Elimination-3 round.

The quarter finalist losers of both Gold & Silver team event can join the event at this stage, provided they have given the entry fee for the MP Pairs event by 10<sup>th</sup> Aug 2018. The Elimination-3 round will be played in 3 sessions of 18 Boards each on Day-5 (13<sup>th</sup> Aug 2018) and out of that 26 Top pairs will qualify to the finals of the open MP Pairs event to be played on day-6 (14<sup>th</sup> Aug 2018). The finalists will be joined by 2 sponsored pairs to play the 2 session final of 54 boards with barometer scoring. Pairs eliminated from Elimination-3 round, can join IMP Pairs Final on Day-6 (14<sup>th</sup> Aug 2018) provided they have given their IMP Pairs entry by 2100 Hrs on 13<sup>th</sup> Aug 2018.

#### **B.4 MP PAIRS STRATA-II EVENT**

Those pairs, who do not qualify for the Elimination-2 of Open MP Pairs, are eligible to participate in this event, without paying any fee. A new pair, who has not participated in the MP pairs and wants to play this event, can also participate after paying the required entry fee.

The event will be played on day-4 of the championship (12<sup>th</sup> Aug 2018) from 1100 Hrs. It will be played in 2 Sessions of 24 boards.

#### **B.5 IMP PAIRS EVENT**

The IMP Pairs event will be played over 2 days on 13<sup>th</sup> & 14<sup>th</sup> Aug 2018. All those, who fail to qualify for the Elimination-3 round of Open MP Pairs or any new entrant can participate in this event after paying the prescribed fee as per the tournament prospectus.

On the 1<sup>st</sup> day of the event there will be an elimination round of 3 sessions of 18 boards each, after which around 35 to 40% pairs will qualify for the IMP Pairs final (along with pairs from MP Pairs Elimination-3) to be played in 2 sessions of 24 boards each on day-2 of the event (14<sup>th</sup> Aug 2018). The non-qualifiers can participate in IMP Pairs Strata-II event after paying the requisite fee. This event will be played in 2 sessions of 22 boards each on 14<sup>th</sup> Aug 2018 from 1030 Hrs.

#### **B.6 GENERAL**

- In the event of a tie for the last qualifying / Prize position in a Swiss league, determinations of rank (i.e. 1<sup>st</sup> to 20<sup>th</sup> position) will be broken on VP product of all rounds as per BFI handbook, page No. 66.
- In case of odd number of teams in Swiss League, one team will get a bye. 12 VPs shall be awarded to all such teams in Team of Four Gold and Silver event.
- **IMPORTANT:** A seeded pair from any KO stage of team event (getting direct entry to Pair elimination-2 from Team Pre-QFs or getting entry to Pairs elimination-3 from Team QFs) can only play with a seeded pair of same rank & class. That is if he/she is entering from QF stage, then his partner should also be from QF stage. He cannot play with an unseeded or a player who has qualified for next stage KO. A player in a team qualifying for KO stage will be considered as "Seeded" only if he/she has played a minimum of 25% of the boards in every stage of the KO.
- There will be no seeding of teams in Team of Four events. The first round will be by random draw. Thereafter the usual Swiss league draw will be followed.

#### **B.7 SEATING PRIVILEGES IN SWISS LEAGUE**

In Swiss League, the HOME Team (team shown first in the draw) will sit NS in the OPEN room and the AWAY Team (team shown second in the draw) will sit EW in the OPEN room. It will be reverse in the CLOSED room, where the AWAY team will sit NS and HOME team will sit EW. In case of any dispute regarding seating rights, arising during any match in Swiss League, both the teams will submit blind line-up for the match.

## **B.8 GIVING THE ELECTRONIC LINE UP AND SITTING PRIVILEGES IN KO MACHES**

For all KO matches in team events (Pre-QF onwards), all teams will have to give their line-up electronically. All team captains will be given a 4-digit password for entering their electronic line-up at the captain's meet at the end of Swiss league. The line-up should be given 15 minutes before start of the session. Failure to submit line up may attract penalty as decided by the CTD.

There shall be a coin toss to determine the seating rights in all pre QF, quarter-final, semi-final and final / play off matches. The winner of the toss elects in which session it wants to have the seating rights; the opponents then automatically have seating rights in the other session. Home team is the team with the seating rights and the other team will be the Away team (which posts its line up first).

In 4 segment matches, the home team will have the right to exercise the seating rights for either 1<sup>st</sup> & 3<sup>rd</sup> segment or 2<sup>nd</sup> & 4<sup>th</sup> segment, which need to be communicated to the CTD before start of the KO match. In case of 3 segments, the leader at end of 2nd segment will have the seating privilege in the 3rd segment.

Home team plays NS in the open room and EW in the closed room throughout for all sessions. A change of player, pairs or partnerships can be made only at the beginning of the Session and no restrictions of any pair playing against another pair apply for any of the sessions of the match.

## **C. ENTRY FEE AND SUBMISSION OF ENTRIES**

Entries must be submitted in the prescribed form or given on the HCL Bridge Tournament Web site ([hcl-bridge.com](http://hcl-bridge.com)) with the requisite entry fees, giving details of participating players and their **Player ID** (which is based on Master Point number), within the specified time as mentioned in the tournament brochure. Entries not accompanied by the entry fee or not giving the names of the players of the team (at least four players) or pairs with their M.P. Registration number, of any of the events may be rejected. CTD may accept late entries at his sole discretion, where such acceptance does not disturb the tournament schedule.

## **D. SYSTEM POLICY AND CLASSIFICATION OF SYSTEMS**

### **D.1 General**

WBF system Policy would be followed. Extract of WBF policy is given below:

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

Weak - 9 points or less

Strong - 16 points or more

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

### **D.2 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:

1. By partnership agreement an opening call of Pass 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 7 high card points or less.
4. By partnership agreement an opening bid at the one level shows either three cards or more, or two cards or less in a specified suit
5. By partnership agreement an opening bid at the one level shows either three cards or more in one specified suit or three cards or more in another. EXCEPTION: one of a minor in a strong club or strong diamond system

HUM system is permitted only at the knock-out stage of Team of Four GOLD Event and is prohibited from use at other events. Pairs using HUM System must inform the CTD at the start of the tournament and get his approval. Thereafter, they have to file their convention card with the CTD, at least three hours before its intended use and receive his approval before the play starts.

### D.3 Classification of Systems

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

- D.3.1 A WBF colored sticker;
- D.3.2 The appropriate name (hand printed or typed) color;
- D.3.3 A check mark on a convention card next to the appropriate color - in keeping with the following descriptions:

- **Green (Natural) System**

This category includes systems that satisfy all the following criteria.

- a) All one level opening bids are natural (non artificial) bids.
- b) An opening bid of a major suit guarantees (4+ cards) in the denomination named and minor suit guarantees (3+ cards) in the denomination named.
- c) 1NT should be balanced. (Note: this does not preclude individual assessment of some hands, e.g. a hand with a singleton honor. The subsequent bidding methods, however, should not be able to identify such hand types)
- d) All one level opening bids, must by agreement, promise at least 10 HCP with no distributional values.

- **Blue (Strong Club /Strong Diamond) Systems**

This category includes systems that satisfy all the following criteria.

- a) One Club /one Diamond is artificial, **shows a hand with 13 high card points or more and is always** forcing.
- b) One of a Major is natural, 4+ suit.
- c) 1 NT is natural, balanced.
- d) The one level opening in the other minor may be artificial with various possibilities not covered by the other opening bids.
- e) All one level opening bids, must by agreement, promise at least 10 HCP with no distributional values.

- **Red (Artificial) Systems**

This category includes all systems that do not fall under the classification of Green, Blue or Yellow (as defined herein).

Red 1 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 which uses specialized and artificial responses to an opening bid of one club.

Red 2 would be a system in which the basic one level methods (other than the no trump range and minimum suit-length requirements) 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, or a system where the opening bids are transfers to another suit.

- **Yellow (HUM) Systems – As defined above**

#### **D.4 Brown Sticker Conventions and Treatments**

Certain types of conventional calls or treatments are considered to place upon the opponents' defensive preparations. The conventions /treatments in question are categorized as **Brown Sticker**.

It is recommended that a pair may prepare written defenses against the 'Brown Sticker' elements of a system. Such defenses shall be given to their opponents (two clear legible copies) at an appropriate time and place prior to the start of that segment. Written defenses against Brown Sticker Conventions are deemed to be part of the opponent's system card.

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

1. Any opening bid of two clubs through three spades that could be made on 9 high card points or less and 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 with 13 high card points or more. (Explanation: Where all the weak meanings show at least four cards in one known suit, and the strong meanings show a hand with 13 high card points or more, 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 containing 16 high card points or more, or with equivalent values. Defensive measures are permitted for the opponents as per WBF system policy 2016, item no. 6, page no. 5.

2. 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.

3. 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.
4. Psychic bids protected by system or required by system.
5. None of the foregoing restrictions pertain to conventional defenses against strong, artificial opening bids or defenses against 'Brown Sticker' or HUM conventions.

6. For the avoidance of doubt an opening bid of one club which may be made on a doubleton or singleton club and which is ostensibly natural and non-forcing should be regarded as natural and not artificial.

Any partnership that uses one or more 'Brown Sticker' conventions, must indicate this alongside its system classification.

- ***The use of Brown Sticker conventions is not allowed in the Swiss League stage of "Team of Four" event and in elimination stage of "Pairs" events.*** Its use in the direct Knock Out matches of Team events is subject to filling up of such systems and submitting them ***to CTD at least 3 hours before the start of the match and receiving CTD's approval before the start of the match.*** Moreover there is a special responsibility for pairs using such system to explain their methods in sufficient detail on their convention card.
- Players using "Brown Sticker Convention" shall file their system material after last round of Swiss league in anticipation of qualifying to the knock out stage concerned.

#### **D.5 THIRD HAND OPENINGS**

**Partnership may clearly describe their strategy of third hand openings.** Third hand subminimum openings are required to be alerted and lower limit of such opening shall be specified very clearly. Also it is essential to clarify conditions of such subminimum openings. Partnership is required to be consistent in third hand openings. Two weak opening may also be specified with range of high card points and need to be consistent on such weak openings.

#### **D.6 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.**

#### **D.7 ENCRYPTED SIGNALS**

Additional to restrictions on bidding methods and conventions above, players may not use signaling methods by which 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).

#### **D.8 PSYCHIC BIDS**

- ***Psyche of a conventional bid or any artificial strong bid is not permitted at any stage of any event.***
- ***Psyches are not permitted during Swiss League stage of Team of Four Silver Event, Elimination-1 and Elimination-2 stage of Open Pairs event and IMP Pairs Elimination.***
- CTD may consider any psyche with little or negligible risk as a Brown Sticker Convention clause 6.3 (d) and may adjust the score and impose penalty.
- CTD may treat any psychic bid as a partnership understanding under Law 40B, if in his opinion the bidder's partner had the possibility of being aware of the deviation.
- The principles of full disclosure must be strictly adhered to. The Director may adjust the score and impose a procedural penalty, if in his opinion there is undisclosed knowledge that has damaged the opponents (Law 40).



## E. Convention Cards and Submission of Systems

1. Players must disclose fully the meaning of their conventional agreements, particularly, conventions and treatments that may require defensive preparation by opposing pairs. In addition to system card, pairs shall use supplementary sheets, where necessary, to achieve this objective. To satisfy the principle of adequate disclosure, the onus is on each pair to prepare for the information of opponents an accurate and comprehensive system.
2. Understandings whereby there may be violations of the normal meaning of the call, and where the nature of violation may possibly be anticipated, must also be disclosed in the convention card with full detail in a supplementary sheet, wherever necessary. The understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to opponents.
3. If a player makes use of any conventional call not sufficiently described on his system card (including supplementary sheets), that player's partnership may be subject to a procedural penalty (Law 90) for the infraction and/or to disciplinary penalty as well as to score adjustments to redress any damage. The onus of disclosure is on the user. When there is a claim of damage through inadequate disclosure, the CTD and the Reviewer will give the benefit of any doubt to the opponents.
4. **Use of two Brown Sticker conventions per partnership are allowed ONLY** in direct knock out matches in Team of Four event subject to filling up such system card and submitting two copies to the Director at the end of last round of Swiss league. At the same time a viable suggested defense to any Brown Sticker convention must be filed. This will be deemed to be a part of the system card and may be referred to by the opponents at the table. A pair which has not submitted the convention card (system card) as above would be debarred from using such conventions till three hours after the pair has submitted its properly filled card subject to the approval of CTD.
5. It is mandatory for all the pairs to carry a duly filled convention card at the table. If a pair forgets a convention or resort to a psyche, and there is no convention card, director is empowered to assume mistaken explanation and may award a score that will be the most favorable to the non-offending side & the most unfavorable to the offending side [Law12C(e)]. In addition to this the offending pair will not be allowed to use that convention in the rest of the match. Frequent violations of the system amounts to a private understanding and will be dealt severely.
6. During auction and play, a player should not refer to his own convention card. Violation subject to procedural penalty as well as score adjustment for the resulting damage.

**System Card "MUST BE DISPLAYED ON BOTH SIDES OF THE TABLE" from Swiss League round no 1**

## F. 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 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 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 Opener or responder's second round of bids above 3 No-trump. (Delayed alert)
- 4 Any call at the four level or higher, with the exception of conventional calls on the first round of the auction.
- 5 Stayman, Jump overcalls if they are weak, Strong Club when explained in advance, carding agreements except for a lead of low from doubleton.

**It is the responsibility of the alerting player to alert clearly. Nevertheless, players must respect the spirit of the policy. Any irregularity in the alert procedure which causes damage to the non offending side may result in score adjustment as per the law.**

#### **When screens are in use**

- The modified Laws and Regulations as per WBF will apply as varied Supplementary Regulation and at the discretion of the CTD in any manner necessary to facilitate the reasonable conduct of the event.
- All queries are to be made and responded in writing. The written queries and responses must remain on the table to be collected by the Tournament Director for retention till the expiry of the correction period.
- Alerts are made by displaying or indicating an alert card. The recipient must acknowledge the alert. Alert doubles other than T/o and negative below the level of 3NT.
- Questions during the play period should be in writing with the aperture closed. The screen is opened after response has been made in writing.
- N-S is in control of the tempo of movements of the tray. Any irregularity in movement or placing bidding cards in the tray may bring to the notice of the director.

### **G. CARRY-OVER**

- In case of a Direct Knock-out matches (Pre QF, QF, SF, Final & Play off), the Teams will carry forward part of their difference of the Swiss league match, if any, between the two teams. The part shall be one half of the difference in the direct match between teams, if the team that won the direct match finishes higher than their opposing team at the end of qualifying league and one third otherwise, subject to maximum of one fourth of the total boards to be played in that KO stage. So, for a 56 board KO match, the maximum carryover will be 14 IMPs.
- There will be carryover from the first qualifying session to the next stage till final of the Open Match Point Pairs & IMP Pair event.
- In case of IMP Pair event, the carryover from qualifying session to the Finals will be one-fifth of the difference between the TOP & the last qualifying pair (Rounded to the next integer), subject to a maximum of one-fifth of the total number of boards to be played in the final.
- For giving Carryovers for those pairs, who get eliminated from Elimination-3 round of "Match Point Pair" and will join IMP Pairs Final on last day, the following rule will be followed:

**The carryover of the nearest integer of (The Number of Pairs who get qualified from the IMP elimination round / 2)th position pair will be given. So, for example, let us say 80 pairs from elimination round of IMP Pairs get qualified to the next stage and 10 pairs from elimination-3 of MP Pairs join them, then all the 10 seeded pairs will be given the carryover of the  $(80/2) = 40^{\text{th}}$  ranked pair from the original 80 pair qualifying list.**

- In case of Match Point Pairs event, the carryover to the next elimination round or final will be calculated as follows:

*Carryovers will be based on the following formula:*

$$C = (M - m) \left[ \frac{Q}{E} \left( \frac{A \times B \times Q}{S} \right) \right] \text{ where}$$

**C = carryover**

**M = matchpoints of a given pair**

**m = matchpoints of lowest qualifying pair**

**Q = pairs to be qualified**

**E = number of pairs who played in the round from which carryover is calculated**

**A = average on each board in the round for which carryover is calculated**

**B = number of boards played in qualifying session(s)**

**S = sum of the scores of all qualifiers**

The maximum carryover cannot be greater than equivalent to four boards score. If the formula determines the high carryover to be above the allowable limits, the formula is abandoned and the following procedure is followed: Subtract the low-qualifying score from the high-qualifying score and divide this number into the maximum allowable carryover. The resulting factor is multiplied by the difference of the high qualifying score and the low-qualifying score. Thus the low qualifier will have a carryover of zero, and the high qualifier will have the maximum allowable carryover.

When a qualified pair is replaced by a reserve pair, the carry-over is computed using the actual score of the reserve pair.

- For giving Carryovers for those, who are entering at any stage of the MP pair event after losing in the KO stage of team event, the following rule will be followed:

**Let us say, 112 pairs out of 280 participating pairs of Elimination-1 round qualify to the 2<sup>nd</sup> elimination round of MP pairs, and 40 pairs of losing pre-QFs join them in the 2<sup>nd</sup> elimination round, then each one of them will be given the carryover score of the "N<sup>th</sup>" ranked pair, where "N" is the total number of pairs, which are going to qualify from 2<sup>nd</sup> to 3<sup>rd</sup> elimination round. If we are going to qualify 58 pairs to Elination-3 from Elimination-2 round, then each will be given the score of 58<sup>th</sup> ranked player. Similarly, those 20 losing QFs pairs who will join the 3<sup>rd</sup> elimination round of Pair will be given the carryover of the 26<sup>th</sup> ranked pair, as we are going to qualify 26 pairs to the Pairs final.**

- Sponsored pairs entering in the finals of the MP Pair event will be given zero carry-over.

## **H. LENGTH OF MATCHES**

10 board matches: 1 hour 30 minutes

14 board matches: 2 hours

## I. SUBSTITUTES

In Team Tournaments, if for any reason, a team is unable to produce four players, either at the start of a session or because of an emergency that develops during the session, the CTD may designate a substitute to complete the team. The result obtained by the substitute shall stand unless the Tournament Committee judges that the substitute's bridge skill were considerably greater than those of the players replaced, in which case an adjusted score may be determined. Whether or not the result stands, the Tournament Committee may impose appropriate penalties when it judges a team to be at fault.

In Pairs events, the CTD may make emergency substitution, whenever it is necessary for the smooth running of the game. If this emergency substitution may result in disqualification of any contestant, the contestant shall, where practicable, be informed by the CTD, at the time the substitution.

## J. FORFEITS IN TEAM EVENTS

If a team is unable to play or complete a match, CTD may find the team in default and declare the match forfeited. The team in forfeit shall score Zero VP and Zero IMPs for that match. The team winning the forfeited match shall be credited 10 VPs (in new 20 VP scale) initially and all draws will be based on that. At the end CTD in consultation with the Chairman Tournament Committee, may increase the VPs credited based on the overall average performance of the team winning the forfeited match, or credit a higher VP if they consider it to be equitable in all circumstances.

## K. PENALTIES

The schedule of penalties which follows is supplemental to the laws. All infringements of the law will be dealt with in accordance with the norms laid down by Bridge Federation of India.

- **Lateness** – In the Swiss League, penalty will be imposed on any team not seated and ready to play at the announced starting time of the session according to the following scale.

0+ to 5 minutes - late warning;

5+ to 10 minutes – 1.0 VP;

10+ to 15 minutes - 2.0 VPs;

a team may forfeit its match if it is late by over 15 minutes, at the discretion of the CTD/ Chairman Tournament Committee.

In a knock-out match after 5 minutes of grace time, a penalty of 1 Imp per minute will be imposed up-to 30 minutes and CTD may also reduce the number of boards. A team may forfeit its match, if it is late by over 30 minutes, at the discretion of CTD / Chairman Tournament Committee.

- **Slow Play or Late finish**– If slow play is reported and the Director is convinced about it, he may impose penalty on the offending side.

0+ – 5 minutes late - 1 VP

5+ – 10 minutes late - 1½ VPs

Over 10 minutes late - 2 VPs.

In case any match is not finished within the stipulated time, the Director may stop play after 10 minutes and declare result on the boards played. The result may be adjusted to bring equity to the non-offending side in case of reduction of boards.

- **Mobile Phones** – Mobile phones shall be switched off during the play, Team from which the players are observed calling or receiving call during the play will be penalized 0.5 VP (2 IMP) for the first offence and 1VP (3 Imps) for any offence thereafter. Repeated violation by any player may mean suspension of that player / pair at the discretion of the CTD and Reviewer. In KO matches, players will not be allowed to carry the mobiles phones. They should be submitted with the CTD / Organizers.
- “Zero tolerance” policy will be strictly implemented. Mandatory **penalty** of 1 VP for first offence, 2 VP for second offence, 3 VP for third offence and thereafter suspension.
- **Alcoholic Influence** – Consumption of alcoholic beverages of any nature in the playing area is prohibited. Any player consuming alcohol before or during the session in play area or is observed to be under alcoholic influence during the play, will result in his team being penalized 2 VPs (6 Imps in a KO match). CTD may also decide to substitute such a player. However further penalty may be imposed depending on the condition and behavior of the player on the table at the discretion of the CTD.
- **Smoking:** Smoking in the designated playing area is prohibited. Once the play starts no player shall leave the table in order to smoke. Any violation will be subject to penalties: 1 VP (3 IMPs/20% of top earned MP in pairs or KO matches) for the first offence, 2 VPs (6 IMPs/40% of top earned MP in pairs or KO matches) for the second and any subsequent offence. For repeated violation the player/pair may be suspended for the session at the discretion of the CTD.
- **Movement of Players:** Once the play is over, players are expected to go out of the playing area and not to watch the play at any other table.

- **ADDITION OF POWERS TO DIRECTORS AND DISCIPLINARY COMMITTEE:**

In accordance with Section XXXVIII of the Rules and Regulations of the Memorandum and Articles of Association of BFI

**XXXVIII. CODE OF DISCIPLINARY REGULATIONS:**

The Executive Committee shall have the power to expel, suspend or otherwise discipline a player for any of the following reasons:

- (i) In case of any impropriety / cheating / fraud committed by the said player.
- (ii) In case of misbehavior with officials or fellow contestants during various bridge competitions or contests or during meetings of the Council, Executive Committee, or any other bridge related forum.

With respect to the above clause, if any competitor is found guilty of *Improper conduct, including without limitation, acts of aggression, violence or intimidation, on the part of an individual towards any director/s in preview of their ruling against any individual where such nominated director is in performance of his/her BFI duties or functions, whether within the context of laws and bye laws of BFI rules and regulations and WBF Laws for Duplicate Bridge will be seriously taken for procedural penalty and disciplinary action immediately.*

**Penalties liable to be imposed for misconduct:**

Procedural Penalty: Notwithstanding any penalties which have been empowered to a Director as per WBF Law of Duplicate Bridge 2007, the director may depending on the gravity of the reprehensible conduct, impose one or more of the following penalties in respect of reprehensible conduct:

- (a) Warning;

- (b) On repeated misconduct in the same/later appearance, a penalty of 2 VPs/5 Imps
- (c) Where Reprehensible Conduct occurs frequently at or in connection with a BFI Event, disqualification of all results (including, at the discretion of the hearing panel, the results of the team) at such BFI Event, including forfeiture of any points, prizes and medals;

**Disciplinary Action:**

- (d) Suspension for a given period of at least 3 to 6 months from the day of adjudication of final verdict of violation to participate in any national federation recognized events or minimum 2 federation events whichever is later.
- (e) Suspension for a given period of time of at least 1 year from the day of adjudication of final verdict of violation to participate in any national federation recognized events or minimum 4 federation events whichever is later.
- (f) Permanent ban on the person concerned (excluding STATEs) from attending and/or participating in BFI Events and/or activities;

## **L. GENERAL**

1. Pre dealt Computer deals will be used in this tournament for all events.
2. Bridgemates will be used for the official recording of the scores throughout the championships (as far as possible). The N/S pair at each table will be responsible for keying of the scores into the Bridgemate. The E/W pair will be responsible for agreeing the score by keying in their acceptance.

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

The players must compare their scores with official scores displayed on the screen. Any discrepancy must be brought to the notice of the Directors immediately. **The scores received from Bridgemates are the official scores.**

3. English is the official language of the Championship. During a match the players may converse only in English unless both captains (in team events) or all four players at the table (in pairs events) agree to use some other common language at their own risk. If necessary, each captain is responsible for the provision of an interpreter for translation into English. The Laws printed in English will be used by the Tournament Directors to adjudicate irregularities. No request for review due to misunderstanding in a language other than English will be entertained.
4. No player is permitted to leave the table without director's permission till all the boards are played in each session of an event... Violation of this clause will attract penalties. Repeated violation may lead to the disqualification of the pair.

## **M. TIE BREAKING PROCEDURE**

The teams with identical scores after deducting all penalties will be deemed to have tied. Tie breaking in the Swiss league will be on the basis of VP product.

In Knock-out matches, even a difference of 0.01 IMP (accrued due to carry-over) will be considered a win.

In case of a tie break in knock out matches, there will be a play-off of extra four board match for breaking the tie. Fresh Line up of pairs will be allowed at this stage. If the tie persists, tie breaking will be done by one board ("sudden death") matches to determine the winner with same pairs to continue. In the tie-break, difference of 1 IMP is a win.

## **N. REVIEW OF DIRECTOR'S RULING**

Players have the right to bring to the notice of the Director any irregularity on the table, during play and the match. Directors will give ruling on such irregularities, if necessary, after consultation with a panel of experts.

There will be **NO APPEAL COMMITTEE** in this Championship. As per the latest WBF rules, after a Director has given a ruling, request for a review may be made to the CTD by players/ Team along with a review fee of Rs. 1000 to the Tournament Director. A request for a review of a Tournament Director's ruling must be lodged within 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. All such requests must be lodged by the team's Captain or his designee, or by one member of the pair in the Pairs events. However the time required for the review procedure will not withheld the play of the subsequent round.

The recipients of a ruling will be entitled to ask for the matter to be reviewed by a reviewer who was not involved in the original decision. The reviewer will check that the TD has gathered the necessary evidence of what occurred when infraction arose. The Reviewer will then need to be satisfied that the correct law was applied and that other TDs were consulted where appropriate. In matters involving the judgement that was exercised by a player following unauthorized information, incorrect explanation or failure to alert, the Reviewer will clarify that suitable players were consulted. Finally the Reviewer will check that ruling that was issued based upon all the information available to the TDs was within the bounds of reasonableness.

## **O. APPEAL ON SCORING OF RESULTS**

Appeal for correction of an error in Computing or tabulating the total point score of an agreed number of tricks on the hand must be made on the score appeal form which is to be submitted to CTD within 20 minutes of the end of the respective session. (10 minutes for the last session). However in case of discrepancy between official results on any board, correction period may be extended by CTD

## **P. WITHDRAWALS & WALK OVER**

A team is permitted to withdraw only with the expressed consent of CTD after the completion of any Swiss round, or after a direct knock out match but not after the beginning of a match during any stage or in the middle of knock out match. In case a team withdraws without such expressed consent, the members of the team may be not only disqualified for the rest of the championship by the Reviewer and the CTD but also will have to face the disciplinary proceedings.

Walkover should be reported to the director before the start during KO matches. If any team would like to withdraw during the middle of the event should have proper accepted reasons like physical fitness, serious health problems or any other important practical reasons. However teams deciding of mutual walk over decisions without the consent of the proper authority will have to face disciplinary procedures.

## **Q. ETHICS AND DEPORTMENT**

All contestants are required to conform at all times to the highest standards of ethics and deportment. BFI expects all teams and partnerships to play to win at all times and in all circumstances. While a team may rest its players and make other decisions for strategic reasons, it not permissible for a partnership to play by design to obtain a session score inferior to that of its opponents.

All contestants (including non-playing captains) are expected to accept the decisions of the Reviewer in a sportsman like manner.

## R. SPECTATORS

Any person in the playing area, other than a player or a tournament official, has the status of a spectator unless the Director specifies differently. A spectator may not look at the hand of more than one player. During a round a spectator must refrain from mannerism or remarks of any kind and must have no conversation with a player.

A spectator at the table shall not draw attention to any aspect of the game.

## S. SPONSOR QUOTA

SPONSOR WILL HAVE A **QUOTA OF 2 PAIRS**, DIRECTLY SEED TO THE MP PAIRS FINAL.

## T. AUTHORITY OF THE TOURNAMENT COMMITTEE

The Tournament Committee reserves the authority to modify /alter the SCoC preferably in consultation with CTD. In exercising this right the committee shall also have the right to ratify any clear error in the SCoC as soon as it is brought to notice, provided the error is evident from the context or from its being in conflict with the law.

## U. MINIMUM PLAY OF BOARDS/SESSIONS

Each player of the participating team shall play at least 25% of the played deals in every stage to become eligible to play the following next stage of the event. If not, such player will disqualify himself from contesting in the event further.

## V. IMP to VP SCALE

Scale for 10 board matches for Team of Four Gold and Silver Events is given below:

IMPs	VPs	IMPs	VPs	IMPs	VPs	IMPs	VPs
0	10.00 – 10.00	13	14.28 – 5.72	26	17.16 – 2.84	39	19.10 – 0.90
1	10.39 – 9.61	14	14.54 – 5.46	27	17.34 – 2.66	40	19.22 – 0.78
2	10.77 – 9.23	15	14.80 – 5.20	28	17.51 – 2.49	41	19.33 – 0.67
3	11.14 – 8.86	16	15.05 – 4.95	29	17.68 – 2.32	42	19.44 – 0.56
4	11.50 – 8.50	17	15.29 – 4.71	30	17.84 – 2.16	43	19.55 – 0.45
5	11.85 – 8.15	18	15.52 – 4.48	31	18.00 – 2.00	44	19.66 – 0.34
6	12.18 – 7.82	19	15.75 – 4.25	32	18.15 – 1.85	45	19.76 – 0.24
7	12.51 – 7.49	20	15.97 – 4.03	33	18.30 – 1.70	46	19.86 – 0.14
8	12.83 – 7.17	21	16.18 – 3.82	34	18.44 – 1.56	47	19.96 – 0.04
9	13.14 – 6.86	22	16.39 – 3.61	35	18.58 – 1.42	48	20.00 – 0.00
10	13.43 – 6.57	23	16.59 – 3.41	36	18.71 – 1.29		
11	13.72 – 6.28	24	16.78 – 3.22	37	18.84 – 1.16		
12	14.00 – 6.00	25	16.97 – 3.03	38	18.97 – 1.03		