

**SUPPLEMENTAL CONDITIONS OF CONTEST**  
*FOR*  
**17<sup>TH</sup> HCL INTERNATIONAL BRIDGE CHAMPIONSHIP - 2019**  
*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 **17<sup>th</sup> HCL International Bridge Championship - 2019** to be played at New Delhi, from 5<sup>th</sup> to 10<sup>th</sup> Aug 2019.

- 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 events under the “Indian Team Selection Policy 2019-22” and hence will follow BFI’s “Performance Ranking System”.** The pairs of the top performing teams in the Gold event & top Pairs of the MP Pairs final will be awarded performance points as per the policy.
- 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 if there is a non-resident player in the winning team, the non-resident player & his partner will not be eligible for the ranking points from this tournament (In case, if the non-resident player has played with 2 or more partners in the team event, then all of them will be ineligible for the ranking points). All participating players should be registered under BFI Master Point Scheme and also registered with the World Bridge Federation (Annual Registration fee of Rs. 100/-) and in good standing and should meet the requirement of participation of the particular event, as specified by BFI.
- 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 (5<sup>th</sup> Aug 2019) and day-2 (6<sup>th</sup> Aug 2019) 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 (7<sup>th</sup> Aug 2019). 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 (8<sup>th</sup> Aug 2019). 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 (9<sup>th</sup> Aug 2019) & day-6 (10<sup>th</sup> Aug 2019) respectively. The losing semi-finalists will also play the play-off matches on day-6 (10<sup>th</sup> Aug 2019) 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 one player of the team can be of the rank of National Masters or above.

**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. 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 (5<sup>th</sup> Aug 2019) and day-2 (6<sup>th</sup> Aug 2019) 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 (7<sup>th</sup> Aug 2019). 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 (8<sup>th</sup> Aug 2019). 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 (9<sup>th</sup> Aug 2019) & day-6 (10<sup>th</sup> Aug 2019) respectively. The losing semi-finalists will also play the play-off matches on day-6 (10<sup>th</sup> Aug 2019) 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 TEAM FOR BRONZE EVENT FOR HCL RISING STAR TROPHY**

A team for BRONZE event can consist of four, five or six players. As this event is for upcoming and new players, hence **Maximum two player with a maximum of 200 MPs (Federation & Local inclusive) to their credit and the remaining four with not more than 100 MPs (Federation & Local inclusive) can be part of the team.**

**No foreign team will be allowed to play in the BRONZE event.**

The event will be played over Four 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 (5<sup>th</sup> Aug 2019) and day-2 (6<sup>th</sup> Aug 2019) 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).**

## **QUARTER FINALS, SEMI-FINALS & FINAL**

The Top 8 teams will qualify for the knock out QF stage to be played in the morning of day-3 (7<sup>th</sup> Aug 2019). The top three teams in the Swiss League, in order of preference, will have the right to choose its Quarter final opponent from amongst the teams placed 5<sup>th</sup> to 8<sup>th</sup> in the Swiss League. This choice will be given as per the rank of the team (1 to 3) in the Swiss league.

Each quarterfinal match shall be played as a direct knockout match of 30 boards in three sessions (10 boards per session). The four quarterfinal losers would be ranked joint 5<sup>th</sup> to 8<sup>th</sup> for the Bronze 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 in the afternoon of day-3 (7<sup>th</sup> Aug 2019) between Winner of table 1 Vs winner of table 4 and winner of table 2 Vs winner of table 3. Each Semi-final match shall be played as a direct knockout match of 30 boards in three sessions (10 boards per session). The losers of semi-finals will be ranked joint 3<sup>rd</sup> & 4<sup>th</sup> for the prizes.

The Final of the Bronze event will be played in 4-sessions of 12-boards each on day-4 (8<sup>th</sup> Aug 2019).

IMPs would score each quarterfinal / Semi-final & Final, 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.4 OPEN MP PAIRS EVENT**

The Open Match Point Pairs event will be played over 4 days from 7<sup>th</sup> to 10<sup>th</sup> Aug 2019. 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 (7<sup>th</sup> Aug 2019) as per the details given in the prospectus. Approximately 40% pairs will qualify to the next stage of Elimination-2 round.

The pairs of pre-quarter finalist losers of both Gold & Silver team events and the pairs of quarter-finalists and Semi-finalist losers of Bronze event can join the event at the elimination-2 stage, provided they have given the entry fee for the MP Pairs event by 6<sup>th</sup> Aug 2019 (The last day for the Pairs entry). The Elimination-2 round will be played in 3 sessions of 18 Boards each on Day-4 (8<sup>th</sup> Aug 2019) and approximately 35 - 40% pairs will qualify to the next stage of Elimination-3 round.

The pairs of quarter finalist losers of both Gold & Silver team event and the pairs of Bronze Final can join the event at this stage in Elimination-3 round, provided they have given the entry fee for the MP Pairs event by the last entry date of 6<sup>th</sup> Aug 2019.

The Elimination-3 round will be played in 3 sessions of 18 Boards each on Day-5 (9<sup>th</sup> Aug 2019) and out of that the pairs ranked 1-26 will qualify to the GOLD finals and pairs ranked 27-52 will qualify for the SILVER finals of the open MP Pairs event to be played on day-6 (10<sup>th</sup> Aug 2019). The GOLD finalists will be joined by 2 sponsored pairs to play the 2 session final of 54 boards (All play all – 2 boards against each opponent) with barometer scoring. The SILVER finalists will also play an all play all 50 boards with barometer scoring. The remaining Pairs eliminated from Elimination-3 round, can join IMP Pairs Final on Day-6 (10<sup>th</sup> Aug 2019) provided they have given their IMP Pairs entry by 2030 Hrs at the end of elimination-3 round on 9<sup>th</sup> Aug 2019.

## **B.5 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 (8<sup>th</sup> Aug 2019) from 1100 Hrs. It will be played in 2 Sessions of 24 boards.

## **B.6 IMP PAIRS EVENT**

The IMP Pairs event will be played over 2 days on 9<sup>th</sup> & 10<sup>th</sup> Aug 2019. 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. Those pairs who are ranked above 53 from MP Pairs Elimination-3 can also join in the final of the IMP Pairs event after paying their entry fee by 2030 Hrs. on Friday the 9<sup>th</sup> August 2019. The final will be played in 2 sessions of 24 boards each on day-2 of the event (10<sup>th</sup> Aug 2019).

## **B.7 IMP PAIRS STRATA-II EVENT**

The non-qualifiers from the IMP Pairs can participate in IMP Pairs Strata-II event after paying the requisite fee by 2030 Hrs. on Friday the 9<sup>th</sup> August 2019. This event will be played in 2 sessions of 22 boards each on 10<sup>th</sup> Aug 2019 from 1030 Hrs.

## **B.8 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. Rank position in final shall be in accordance with IMPs earned including carry over, if any, and less penalties, if any.
- 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.
- A pair will be allowed to participate at any stage of a pairs event, independent of whether one or both players of the partnership are qualified to KO stage (i.e. Seeded) or not. Even a player, who has not participated in the team event, will be allowed to play the pairs event with another player, who is qualified to any KO stage of team event. However, the following conditions will be applied for allowing such partnerships:
  - The pair should have given their entry before the start of the first elimination round of the Pairs event.
  - Not more than 3 pairs of a team will be allowed to play as seeded pairs, when they join from a KO stage to a Pairs elimination round. As the onus will be on the team captain to inform about the 3 pairs being allowed from the team, hence each pair of the team should inform their captain and take his permission beforehand about playing with a player outside the team.
  - 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.8 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.9 GIVING THE ELECTRONIC LINE UP AND SITTING PRIVILEGES IN KO MATCHES**

For all KO matches in team event (Pre-QF onwards), teams of GOLD event will have to give their line-up electronically, SILVER teams electronic/paper & BRONZE on paper. In case of electronic line-up, 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. If the line-up is required on paper, then the Captains should report to the director desk for exchange of line up at least 10 minutes before the starting time of the session.

In each of the KO matches, Team ranked higher (lower serial number team) will become home team. Lower ranked Team winning against higher ranked team will automatically occupy the higher ranked position to become "Home Team" in further knock out matches. The team which is Home team will play as NS in the open room and EW in the closed room.

There shall be a coin toss for exercising the seating rights. 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. The team with "Seating rights" will ask their opponents to give their line-up first. In a 4-Session KO, the winner of the toss will have the right to exercise the seating rights for either 1<sup>st</sup> and 3<sup>rd</sup> or 2<sup>nd</sup> and 4<sup>th</sup> segments, 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 3<sup>rd</sup> segment.

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.

If there is any pair who uses Brown Sticker conventions, they should be available 10 minutes before the schedule beginning of the match to present their system and answer questions by the opponent.

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

Entries must be submitted 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. AUTHORITY OF THE TOURNAMENT COMMITTEE**

The Tournament Committee reserves the authority to alter or modify this SCoC. 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 its notice, provided that the error is evident from the context or from it's being in conflict with the laws.

## E. SYSTEM POLICY AND CLASSIFICATION OF SYSTEMS

*The current "BFI System Policy 2019" will be followed (See Annexure)*

## F. 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.

## G. 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 & Bronze Event, Elimination-1 and Elimination-2 stage of Open Pairs event and IMP Pairs Elimination and Strata – II events.***
- CTD may consider any psyche with little or negligible risk as a ***Brown Sticker Convention clause 3.3 (b) of the BFI System Policy*** 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).

## H. 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(1)]. 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 round-1 of Swiss League.**

## I. ALERT POLICY

*See Appendix – 3 of the current “BFI System Policy 2019”.*

## J. 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>”rank 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.

## **K. LENGTH OF MATCHES**

10 board matches: 1 hour 30 minutes

14 board matches: 2 hours

## **L. 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.

## M. 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.

## N. DISCIPLINARY RULES & 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 mobile 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;

## O. 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.

## P. TIE BREAKING PROCEDURE

The teams with identical scores after deducting all penalties will deem 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.

## **Q. 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.

## **R. 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

## **S. 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.

## **T. 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.

## U. 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.

## V. SPONSOR QUOTA

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

## W. 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.

## X. DISCIPLINARY POWERS

For any BFI event, the entry of any player, pair, or team may be rejected. If this occurs the affected party or parties will receive, in writing, the reasons for the rejection. The offenders will be given reasonable opportunity to answer the allegation in person or in writing. The Governing Council of BFI, has constituted and empowered a "Disciplinary Committee", which will exercise these disciplinary powers. Typical causes of disciplinary action are:

**Any breach of the Laws or proprieties of bridge as set out in the Code or in these regulations, Offensive behavior, Withdrawal or non-attendance from an event without good reason.**

### EVENT RECORDER OR COMMITTEE

The Tournament Committee shall nominate a person of high standing in the bridge community or a committee of three members to the position of Event Recorder. The person /persons so nominated, and accepting the position, shall perform the following functions.

1. The Event Recorder will receive verbal or written complaints.
2. The Event Recorder will decide, if a complaint is serious or trivial (in which case the complainant is told immediately the reasons for not pursuing it).
3. If the complaint is serious, the Event Recorder will inform the complainant that he will approach the person(s) concerned and advise them of the complaint and the names of the complainant.
4. The complainant will be asked if there were any witnesses and the Recorder will note their names.



5. The Recorder will discretely approach the person concerned (and their playing partner) and advise them of the complaint, and ask the partner if it is true. If the partner says it is true, various actions are open to the Recorder.
  - Warning (if not too serious)
  - Advise the person(s) that the Tournament Committee will be contacted to recommend suspension for X games. If the Recorder is present during the competition where the alleged offence took place, he may put the player on a "good behavior bond" for the rest of the competition, and if no further complaints are received, decide to drop the matter
  - Advise the Tournament Committee that the person is suspended for all or part of the event. In the most serious cases, advise the Tournament Committee that the person be banned for an extended period
6. Where there is no admission of guilt, bring all parties together and try and ascertain the truth. All incidents, with full details, shall be kept in the RECORDER BOOK, which is cross-indexed by name. Only the Recorder and the President of BFI shall be permitted to see the Recorder Book.

## Y. 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		





## Annexure to Supplemental Conditions of Contest - HCL Bridge Championship 2019

### **BFI SYSTEMS POLICY 2019**

The BFI Systems Policy is based on WBF SYSTEMS POLICY 2016 (amended June 2018) and ACBL Convention Charts.

#### **1. PREAMBLE**

The objectives are to ensure that BFI Championships can be properly operated and adequately administered, with a fair and equal chance for all competitors, while at the same time affording proper consideration to progress and innovation; to ensure that players are in no doubt as to what is expected of them with regard to preparation and filing of systems material for BFI Championships.

Additions or amendments to this policy will normally be put into effect only after four months' notice.

#### **2. DEFINITIONS**

##### **2.1 Hand Strength:**

- a. **“Average Hand”**: A hand containing 10 HCP with no distributional values.
- b. **“Weak”**: High card strength below that of an average hand (9 HCP).
- c. **“Strong”**: A hand that contains at least 16 HCP or at least 13 HCP and meets the “Rule of 24”.
- d. **“Very Strong”**: A hand that contains at least 20 HCP or at least 16 HCP and is within one trick of game assuming suits break evenly among the other hands.

##### **2.2 Natural:**

- a. Any opening bid, response, or overcall in a suit at the one-level showing 4 or more cards in the suit bid, except as provided in 2.2(f) and 2.2(g).
- b. Any opening bid at the two-level or higher showing 5 or more cards in the suit bid.
- c. Any response or rebid in a minor at the two-level or higher showing 3 or more cards in the suit bid.
- d. Any response or rebid in a major at the two-level or higher showing 4 or more cards in the suit bid.
- e. Any suit overcall at any level showing 4 or more cards in the suit bid.
- f. A 1C opening bid showing 3 or more clubs. This opening may also include exactly 4-4-3-2 shape.
- g. A 1D opening bid, overcall, or response showing 3 or more diamonds.
- h. A NT opening bid or overcall that contains no voids, no more than one singleton, which must be an ace, king, or queen, and that does not contain 10 or more cards in two suits combined.
- i. A call is still Natural, if it also shows distribution in another suit.
- j. A pass, double, or redouble is Natural if it suggests the current contract as the final contract.
- k. After the opening bid any bid is Natural if it suggests the contract bid as the final contract.



## 3. POLICY

### 3.1 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:

- a) 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.
- b) By partnership agreement an opening bid at the one level may be weaker than pass.
- c) By partnership agreement an opening bid at the one level may be made with 7 high card points or less.
- d) 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.
- e) 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.

### 3.2 Classification of Systems

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

- i) a WBF coloured sticker;
- ii) the appropriate name (hand printed or typed) colour;
- iii) a check mark on a system card next to the appropriate colour - in keeping with the following descriptions:

**Green** Natural

**Blue** Strong Club/Strong Diamond, where one club/one diamond is artificial strong and is always forcing

**Red** This category includes all systems that do not fall under the classifications 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 specialised 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** Highly Unusual Methods ('HUM') as defined above.



## 3.3 Brown Sticker Conventions and Treatments

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

- a) Any opening bid of two clubs through three spades that:
  - i) could be weak (made on 9 HCPs or less) 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 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 opponents as in 7 below.

- 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 defences against forcing, artificial opening bids or defences against 'Brown Sticker' or HUM conventions.
- f) 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..

Additional to the classification of systems in 3.2 above, any partnership using one or more 'Brown Sticker' conventions must indicate this alongside its system classification.

## 3.4 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).

## 3.5 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.



## 4. Systems allowed at BFI Championships

In relation to the aspect of Systems to be allowed at BFI Championships, the events will be divided into three categories:

**Category 1:** Indian Team Selection Trials, Gold Event at Winter Nationals, Summer Nationals, Inter State and national masters; Gold section of all those events, which have been accorded the status of National Level. BFI at its discretion may categorise an event as a Category 1 event.

For such events all classifications of systems will be permitted in the Knock Out stages only, subject to adequate disclosure, but teams using HUM systems or Brown Sticker Conventions must submit their System Cards and Brown Sticker Announcement Forms (appendix 1) in advance in accordance with the Conditions of Contest and will be subject to a reduction of seating rights, as follows:

Whenever a team with one or more pairs using a HUM system opposes a team that has no such pair, the HUM systems team will be the 'Away' team, and lines up first throughout.

No special seating rights or line-up restrictions shall apply when two teams containing HUM systems pairs (regardless of line-up) oppose one another.

Psych bids shall be permitted in all rounds of a category 1 event. A conventional bid may not be used as a Psych bid. The Conventional Card should clearly indicate the frequency of usage by the partnership.

**Category 2:** Specific Teams Championships as decided by the BFI, Silver sections of all Category 1 events.

The use of HUM systems is prohibited.

Up to three 'Brown Sticker' conventions per partnership will be permitted, subject to adequate disclosure, but players using them must submit their Systems Cards & Brown Sticker Announcement Forms (appendix 1) in advance in accordance with the Conditions of Contest. At the same time a viable suggested defence 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.

Psych bids shall be permitted only in the knock-out rounds of a category 2 event. A conventional bid may not be used as a Psych bid. The Conventional Card should clearly indicate the frequency of usage by the partnership.

**Category 3:** All other BFI Tournaments & Championships, events conducted by the members of BFI and stages of such events not covered by Categories 1 & 2 above.

The use of both HUM systems and 'Brown Sticker' systems is prohibited.

Psych bids are prohibited.

## 5. Systems Material

For all Category 1 Teams events, where Yellow (HUM) systems are permitted, any pair using a HUM system is required (in addition to the normal timely filing of the System card and Supplementary Sheets) to submit **the full system** in English in advance before the beginning of the Championship in accordance with the Conditions of Contest.





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Pairs using Green, Blue or Red systems are encouraged to submit their full system in English at the beginning of any BFI Championship.

In decisions taken by Tournament Directors and in the Appeals Process, pairs who have submitted their full system will be given the benefit of any support this provides for an explanation given at the table, as far as this goes.

### 6. System Cards/Supplementary Sheets

The principle of adequate disclosure requires that competitors fully disclose all conventions and treatments requiring defensive preparation. In addition to the System cards, pairs will use Supplementary Sheets to achieve this objective.

The use of Supplementary Sheets is not strictly limited for all events, provided that the entries are properly numbered to correspond to appropriately cross-referenced numbers on the System card itself. The sheets must be readily legible and the numbered entries must be separated by discernible heavy lines. While brevity is encouraged, particularly for Category 2 and Category 3 events, full disclosure must not be prejudiced in any way as a result.

All systems and treatments requiring defensive preparation must be listed on the front right part of the Convention Card. They must be explained and fully developed (including competitive agreements) either in the appropriate section on the outside or inside of the card, or, where there is inadequate space there, in the first numbered entries on the Supplementary Sheets.

The front right part of the Convention Card must include:

- i) All artificial openings (except strong one club/two club openings)
- ii) Response to natural openings which are weak and conventional
- iii) All conventional defensive bids used over natural openings of one of a suit (making sure that all two suited intervention is detailed precisely; the best way to do this is to write: 'Two Suiters' and include a reference number to an early Supplementary Sheet entry, which will provide the particulars).

If a pair uses any bid which should have been listed here, but which has been left out, and their opponents do not get to their best contract, there will be a strong presumption that the opponents have been damaged by not being able to prepare a defence. The offending pair may also be liable to incur a procedural penalty.

Any pair playing a HUM system or 'Brown Sticker' convention has a special obligation to present a complete description of both their bids and subsequent developments (especially competitive developments). If a pair uses an auction that is not fully described, then the same presumption of lack of advance notice (with adjustments and penalties as described in the preceding paragraph) shall apply.

For each tournament, the Conditions of Contest will state the date by which, and the address at which, systems material and System Cards (together with email addresses of the individuals best equipped to deal with queries regarding the system) must be received. The onus is jointly on the pair, the non-playing captain (where relevant), Member Organisation to obtain the information required to meet this deadline. Failure to meet this deadline will result in automatic penalties, which will be fully described in the Conditions of Contest. Problems with systems should be referred to the Chairman of the Systems Committee or his nominee in accordance with details given in the Conditions of Contest.

After the closing date for submission of systems, the following will be the policy governing any changes to the Convention Card and Supplementary Sheets:

- a) Deletion of an item or a statement will be permitted upon application to the Chairman of the Systems Committee or his nominee



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- b) A change replacing an agreement with another or to introduce a fresh agreement, where the new material is not Brown Sticker, will normally be permitted. The permission to use the new agreement will operate at the discretion of the Chairman, but will normally be from the morning of the second day after notification of the change is issued to other contestants
- c) Neither the replacement of a Brown Sticker convention with another Brown Sticker convention, nor the introduction of a new Brown Sticker convention will be permitted

It is strongly emphasised, and all contestants must note, that the policy stated above will be rigorously applied.

## 7. Defence against Yellow (HUM) Systems and Brown Sticker Conventions

For Team events in Category 1, the following regulations will apply to defensive measures against HUM systems.

- i) A pair opposing a HUM system pair will submit two (clearly legible) copies of their defence to the HUM system at an appropriate time and place prior to the start of that segment, to be specified in the Conditions of Contest. Such defences are deemed to be part of the opponents' system card.
- ii) In preparing the defence against a HUM system, pairs using Green, Blue or Red systems are allowed to change their systems, including opening calls. Pairs using a HUM system are not allowed to change their opening calls.
- iii) The pair using a HUM system must inform the opponents in writing (two clearly legible copies) about their counter-defence at the table prior to the start of the session. In preparing their counter-defence, the pair using a HUM system is not permitted to change any of the highly artificial aspects of its system.

For Teams events in Category 1 and Category 2, the following regulations will apply in relation to defensive measures against Brown Sticker Conventions:

A pair may prepare written defences against the 'Brown Sticker' elements of any system. Such defences will have to be given to the opponents (two clearly legible copies) at an appropriate time and place prior to the start of that segment, to be specified in the Conditions of Contest. Written defences against Brown Sticker conventions are deemed to be part of the opponents' system card.

## 8. Number of systems allowed per team

For Category 1 events, a maximum number of four Red or Yellow Systems, of which only three may be Yellow, will be permitted for each participating team. A System, for the purpose of this section, may include different methods for different vulnerabilities.

Both members of the partnership must agree to use the same methods of bidding and card play.

### **Attachments:**

**Appendix 1: Brown Sticker Opening Bid Announcement Form**

**Appendix 2: Brown Sticker Overcall Announcement Form**

**Appendix 3: Alerting Policy**

**Appendix 4: Psychic Bidding Guidelines**



**APPENDIX 1**

**BROWN STICKER OPENING BID ANNOUNCEMENT FORM**

This form is to be completed and sent, by email, to { } by the closing date announced in the Conditions of Contest

<b>Names:</b>		
<b>Event:</b>		
<b>Opening Bid of</b>	<b>In</b>	<b>seat at</b>
<b>Shows:</b> <b>Detailed Description:</b>		

**Responses and Rebids in Uncontested auctions**

---

With what hands will responder pass the opening bid?

Meanings of other responses and rebids:

**Competitive Agreements**

---

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Responses after opponent's overcall:

Rebids after 4<sup>th</sup> hand DBLs the response:

**Proposed Defence**

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**APPENDIX 2**

**BROWN STICKER OVERCALL ANNOUNCEMENT FORM**

This form is to be completed and sent, by email, to { } by the closing date announced in the Conditions of Contest

<b>Names:</b>		
<b>Event</b>		
<b>After opponents opening bid of</b>	<b>showing</b>	
<b>Our overcall of</b>	<b>at</b>	<b>Vulnerability</b>

<b>Shows:</b>	
<b>Applies:</b>	Opposite PH; Opposite UPH; All the time
<b>Detailed Description:</b>	

**Responses and Rebids When Responder Passes**

---

With what hands will advancer pass the overcall?

Meanings of other advances and follow ups:

**Competitive Agreements**

---

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Responses after opponent's bid:

Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?

Rebids after opener DBLs advancer's bid:

Rebids after opener's suit rebid:

**Proposed defence**

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## APPENDIX 3

### ALERTING POLICY

#### 1. PREAMBLE

- a. The objective is to have a uniform policy which is applied to all BFI events.
- b. It is not intended that this should over-ride Alerting Policies developed by the Members of the BFI.
- c. Full disclosure is vital. However, players who participate in BFI events are expected to protect themselves to a large extent. They are also expected to observe the spirit of the Laws as well as the letter.
- d. The Policy has been made as simple as possible. Players are, however, expected to alert whenever there is doubt. (N.B. Where screens are in use, an alert on one side but not on the other side does not necessarily imply an infraction.)

#### 2. POLICY

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 unpassed hand to opening bids of one of a suit.

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

1. All doubles. The Doubles must be explained in the Convention Card.
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. May require delayed alert (see 3.3 below).

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

#### 3. BFI ALERT PROCEDURE

Under the revised Alerting Policy there will be four types of Alerts:

1. Pre-Alerts
2. Immediate Alerts
3. Delayed Alerts
4. Announcements



## 3.1 Pre-Alerts

Pre-Alerts are required primarily as a means to information to the opponents about methods to defend against which they may require some preparations and discussion. This is to be done by filling up the appropriate section on two BFI Convention Cards [or two WBF Cards]. When a pair is playing any such methods, the opposing pair may require a little time to prepare defenses against such methods.

In pair events, on arrival at a new table, inform your opponents about your special calls that may require a preparation and defence (subject to the organizers permitting the same).

Pre-alerts are required for:

- a. Two system methods
- b. Systems based on very light openings or other highly aggressive methods or pre-empts.
- c. Systems or treatments which may be unfamiliar to opponents, such as canapé.
- d. All conventional openings, responses that are not standard and might require advance defensive preparation.

For the use of any method needing a Pre-alert, the pair using such method, in addition to describing it on the FRONT of their Convention Cards in the appropriate space, must also suggest in writing on the reverse of their BFI Convention Cards (or a Supplementary Sheet when using WBF Convention Cards), in the space provided for such purpose, a suitable defense to each such Pre-Alertable method being used by them. The suggested defense or suggest a very unsuitable defense may be debarred from using the method for the remainder of the event or championship or part thereof as-deemed by the Appeals Committee(till such time that the Committee can meet), by the Chief Tournament Director.

## 3.2 Immediate Alerts

Immediate Alerts are given at the time partner makes a call which requires an Alert as mentioned in Policy (see 2 above) except those that require an Announcement or Delayed Alerted by partner immediately after the call is made.

When giving an Alert, make sure that it is made audibly (if using oral bidding) or conspicuously (if using bidding boxes). It is the Alerter's duty to make the Alert in such a fashion that the opponents, unless very unmindful, would hear or notice the Alert.

When Screens are in use, the Alert is to be given by conspicuously displaying the small Alert Card but NOT by tapping the Alert card.

## 3.3 Delayed Alerts

Delayed Alerts are required for certain calls that might have non-standard meanings or inference but for which there is no real need for the opponents "to know" during the auction, but knowledge may be necessary for defense.

Starting with the opener's rebid, calls above 3NT, in particular ace-asking calls (including responses thereto and continuations thereafter, should NOT be alerted during the auction as sometimes (albeit inadvertently) this serves as an aid to the Alerting Pair.





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However, after the auction is over (i.e., after the final pass), the partner of the player who had made such a call (i.e., one that requires a Delayed Alert) should Alert the opponents-this Delayed Alert should come after the final pass and before the opening lead if it is given by a defender.

Note that a defender who makes the opening lead without bothering to make the final pass or otherwise clearly indicating having done so is not entitled to redress for not having received a Delayed Alert before making the opening lead- in such cases, however, the declaring side should make Delayed Alert(s) after opening lead is made and before dummy is exposed.

### **3.4 Announcements**

Some conventional methods have become so universal that they do not require any Alert (e.g., Takeout doubles and Stayman, 2C response on partner's 1NT opening).

There is another category of conventional calls that, despite being not in universal use, is so widely used that opponents do not bother to ask when Alerted, presuming instead that this carries the widely used meaning when it might actually be different. Examples of such widely-used Conventions are (a) 2D/2H Transfer responses to 1NT opening. (b) 1NTforcing or semiforcing response to a 1H/1S opening.

Also, there are some natural calls(e.g.1NT opening) which vary in range so widely between various partnerships that the opponents need to know very often (unless they have a weak hand but in such cases failure to ask passes on some information to all other players at the table). In such case, there should be an Alert during the auction but the Alert should be of a different type called an 'Announcement'.

When playing such method with oral bidding, partner is to Announce the method with a very short (usually one-word) definition (e.g."12-14" or "transfer") directly after the bid instead of waiting for the opponents to ask.

When using bidding boxes, partner should tap the Alert strip in addition to Announcing the method.

When Screens are in use, the procedure would be to display the big, blue Alert strip without volunteering an oral explanation but rather volunteering a written explanation.



## APPENDIX 4:

### Psychic Bidding

Psychic Calls and similar actions based upon partnership understandings.

The Laws of Duplicate Contract Bridge 2017 permit a player to make a psychic call “provided that such call is not based upon a partnership understanding”. If a call is based upon a partnership understanding it ceases to be psychic. In its minute of 30<sup>th</sup> August 2000 the WBF Laws Committee ruled that a partnership understanding exists when the frequency of occurrence is sufficient for the partner of the player who makes the call to take his awareness of psychic possibilities into account, whether he does so or not; or, of course, it may be a matter explicitly agreed. There are also relevant statements in the WBF Code of Practice. Such an understanding must be disclosed beforehand.

The frequency of usage of the Psych Bid by the Partnership must be explicitly stated in the Convention Card.

The understandings in question are to be disclosed in tournaments conducted under the auspices of the BFI in accordance with the following requirements:

1. Explicit agreements that psychic calls are expected, or providing systemic protection for them, are classified as Brown Sticker. One example of the kind is when, third in hand at favourable vulnerability, a player is expected to open the bidding on anything at all.
2. Understandings whereby from time to time there may be gross violations of the normal meanings of calls, and where the nature or type of violation can be anticipated, must also be disclosed on the convention cards. The understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to opponents. They must be listed on the card amongst the conventions that may call for special defence and the supplementary sheets must give full detail of situations in which these violations may occur and of the relevant partnership practices and expectations. Subject to satisfactory disclosure methods of this kind are permissible in any category of event.
3. It continues to be the case that random psychics may occur as the laws allow, without warning, so long as these can no more be anticipated by the partner than by the opponents.
4. Similar principles apply in the case of psychic actions in defenders’ play of the cards.