



**TABLE OF CONTENTS**  
**FOR THE SUPPLEMENTAL CONDITIONS OF CONTEST**  
**OF THE**  
**2009 WORLD TRANSNATIONAL YOUTH BRIDGE CHAMPIONSHIPS**  
**ISTANBUL, TURKEY, 15 – 23 AUGUST 2009**

<b>1. Preamble for the 2009 World Transnational Youth Bridge Championships</b> .....	<b>5</b>
<b>2. Definitions</b> .....	<b>5</b>
2.1 "2009 World Transnational Junior Bridge Championships (WTJBC)" .....	5
2.2 "these Championships" .....	5
2.3 "General Conditions of Contest" .....	5
2.4 "these Conditions of Contest" .....	5
2.5 "Organizing Committee" .....	5
2.6 "the Knockout Teams" .....	5
2.7 "direct Knockout" .....	5
2.8 "the Junior Pairs" .....	6
2.9 "the IMP Junior Pairs" .....	6
2.10 "the Board-A-Match Teams" .....	6
2.11 "Transnational Event(s)" .....	6
2.12 "NPC" .....	6
2.13 "Bridgemate" .....	6
2.14 "Designated Pit Matches" .....	6
<b>3. Conditions Of Entry And National Representation</b> .....	<b>6</b>
3.1 General .....	6
3.2 Eligibility for the 2010 Patiño's Trophy (U-25) and the Damiani's Cup (U-20) .....	7
3.3 Submission of Entries .....	7
<b>4. Schedule Of Events: General Description</b> .....	<b>7</b>
4.1 Transnational Knockout Junior Teams .....	7
4.2 Transnational Junior Pairs.....	8
4.3 Transnational Board-A-Match Junior Teams Championship.....	8
4.4 Transnational IMP Junior Pairs Championship .....	8

<b>5. Schedule of Play</b> .....	<b>8</b>
<b>6. Time Table</b> .....	<b>8</b>
<b>7. Eligibility For Master Point Awards</b> .....	<b>10</b>
<b>8. Disclosure Of Systems - WBF Systems Policy</b> .....	<b>10</b>
8.1 Disclosure Requirements .....	10
8.2 Convention Card Editor .....	10
8.3 Event Categories .....	10
8.4 Interpretation of the Systems Policy .....	11
8.5 Supplementary Sheets .....	11
<b>9. Additional Systems Regulations</b> .....	<b>11</b>
9.1 Filing of Systems and Cards- Red Sticker Systems.....	11
9.2 Approval of Red Sticker Systems .....	11
9.3 Registration of other systems.....	11
9.3.1 Convention Card Programs .....	11
9.4 Psyching of Conventional or Artificial Opening Bids .....	12
9.5 Penalties .....	12
<b>10. Tournament Appeals Committee Procedures</b> .....	<b>12</b>
10.1 General:.....	12
10.2 Deposit: .....	12
<b>11. Entry and Participation</b> .....	<b>13</b>
Each team may consist of four, five or six players. ....	<b>13</b>
<b>12. Adding Players to a Team</b> .....	<b>13</b>
<b>13. Length Of Matches And / Or Sessions</b> .....	<b>13</b>
<b>14. Verification Of Scores</b> .....	<b>13</b>
<b>15. Knockout Teams</b> .....	<b>13</b>
15.1 General Description .....	13
15.2 Use of Screens .....	13
<b>16. Schedule Of Play</b> .....	<b>14</b>
16.1 Swiss phase.....	14
16.2 Knockout Phase.....	14
16.3 Pairing .....	14
16.4 Brackets for the Knockout phase .....	14
16.5 Carry Over .....	14
<b>17. Tie Breaking Procedures</b> .....	<b>15</b>
17.1 Swiss .....	15
17.1.1 Two Teams .....	15
17.1.2 Three Teams.....	15
17.1.3 Four Teams or more .....	16
17.2 Direct Knockout .....	16
17.2.1 All matches except the Finals: .....	16
17.2.2 Finals:.....	16
<b>18. Line-Ups</b> .....	<b>16</b>
18.1 Swiss.....	16
18.2 Direct Knockout. ....	16
18.3 Direct Knockout: Tie-Breaking Matches. ....	17

18.4 Direct Knockout: Line-up Times .....	17
<b>19. Seating .....</b>	<b>17</b>
19.1 Swiss .....	17
19.2 Direct Knockout .....	17
19.3 Open and Closed Rooms.....	18
<b>20. Conversion Scale .....</b>	<b>18</b>
<b>21. Penalties And Fines .....</b>	<b>18</b>
21.1 Monetary Fines .....	18
21.2 Victory Point Penalties.....	18
21.3 IMP Penalties .....	18
21.4 Failure to Submit Line-up on Time .....	18
21.5 Late Arrival.....	19
21.5.1 During the Swiss .....	19
21.5.2 During the Direct Knockout Matches .....	19
21.6 Slow Play .....	19
21.6.1 Excess time apportioned to a pair during the Swiss.....	19
21.6.2 Excess time apportioned to a pair during the Knock Out Phase.....	20
21.7 Fouled Boards.....	20
21.8 Other Penalties .....	20
<b>22. Board-A-Match .....</b>	<b>20</b>
22.1 General Description .....	20
22.2 Use of Screens .....	20
22.3 Drops In.....	20
22.4 Movement .....	20
22.5 Adjusted Score.....	21
22.6 Fouled Board .....	22
22.7 Seeding.....	22
22.8 Tie Break.....	22
22.9 Starting Time Lateness Fines .....	22
<b>23. Disqualification .....</b>	<b>22</b>
<b>24. Special Spectator Arrangements .....</b>	<b>23</b>
<b>25. General .....</b>	<b>23</b>
<b>26. Seeding .....</b>	<b>24</b>
<b>27. Fill-In Pairs .....</b>	<b>24</b>
<b>28. Substitutes and Alternates .....</b>	<b>24</b>
<b>29. Movements And Scoring .....</b>	<b>24</b>
<b>30. Duration Of Rounds .....</b>	<b>24</b>
<b>31. Starting Time And Lateness Fines In Pair Games .....</b>	<b>25</b>
<b>32. Failure To Play A Board .....</b>	<b>25</b>
<b>33. Fouled Boards .....</b>	<b>25</b>
33.1 Scoring Groups of Scores .....	26

33.2 Artificial Scores .....	26
<b>34. Carry-Over .....</b>	<b>26</b>
<b>35. Ranking .....</b>	<b>26</b>
<b>36. Tie-Breaking .....</b>	<b>27</b>
<b>37. Comparison Of Scores .....</b>	<b>27</b>
<b>38. Correction Of Scores.....</b>	<b>27</b>
<b>39. Recording Of Scores .....</b>	<b>27</b>
<b>40. Appeals On Scoring .....</b>	<b>27</b>
<b>41. Eligibility for Awards and Master Points .....</b>	<b>28</b>
41.1 Master Point Awards for the Teams.....	<b>Error! Bookmark not defined.</b>
41.2 Master Point awards for the Pairs and IMP Pairs	<b>Error! Bookmark not defined.</b>
41.3	28
<b>42. Contact Information .....</b>	<b>28</b>
42.1 For player Registration .....	28
42.2 For Systems Registration & information.....	28
42.3 For Regulations and Organization .....	28
42.4 Hotel Reservations.....	29
42.5 Official Websites: .....	29

©WBF 2009

Issued by the World Bridge Federation  
40 Rue François 1er  
75008 Paris

France

## **1. Preamble for the 2009 World Transnational Youth Bridge Championships**

The Conditions of Contest herein set forth are supplemental to the General Conditions of Contest for World Transnational Youth Bridge Championships, as issued by the World Bridge Federation and are specific for the 2009 World Transnational Youth Bridge Championships to be played in Istanbul, Turkey from 15 - 23 August

These Supplemental Conditions of Contest and the General Conditions of Contest together form the set of Rules and Regulations governing the 2009 World Transnational Youth Bridge Championships.

The Rules and Regulations Committee of the WBF and/or the WBF Executive Council reserve the right to make any amendments to these Conditions at any time should it be deemed necessary to do so.

## **2. Definitions**

Expressions defined in the General Conditions of Contest shall have the same meaning where used in these Conditions of Contest. In addition, unless repugnant to the context or obvious meaning, the following expressions where used in these Conditions of Contest shall have the following meanings:

### 2.1 "2009 World Transnational Youth Bridge Championships (WTJBC)"

means the World Knockout Junior Teams Championship (WKJTC), the World Junior Pairs Championships (WJPC), the World IMP Junior Pairs Championship (WIMPJPC) and the World Board-A-Match Junior Teams Championship (WBAMJTC), to be conducted under the auspices and organisation of the World Bridge Federation, from 15 - 23 August 2009, at the Europa Conference Centre, Istanbul, Turkey. or at such other time or place as the WBF may determine.

### 2.2 "these Championships"

means the 2009 World Transnational Youth Bridge Championships and "championship event" means any of the events referred to in Section 2.1

### 2.3 "General Conditions of Contest"

means the WBF General Conditions of Contest

### 2.4 "these Conditions of Contest"

### 2.5 means the Supplemental Conditions of Contest herein "Organizing Committee"

means the Committee appointed by the WBF to organize these Championships.

### 2.6 "the Knockout Teams"

means the Transnational World Knockout Junior Teams Championships referred to in Section 2.1

### 2.7 "direct Knockout"

means the knockout Segments of the Knockout Teams.

- 2.8 "the Junior Pairs"  
means the Transnational World Junior Pairs Championship referred to in Section 2.1
- 2.9 "the IMP Junior Pairs"  
means the Transnational World IMP Pairs Championship referred to in Section 2.1
- 2.10 "the Board-A-Match Teams"  
means the Transnational Board-A-Match Junior Teams Championship event referred to in Section 2.1
- 2.11 "Transnational Event(s)"  
means an event in which players in partnerships or teams may be from different NBOs.
- 2.12 "NPC"  
means non-playing captain.
- 2.13 "Bridgemate"  
means an electronic device used for scoring. North or South is responsible for the use of the device and is required to familiarise him or herself with its operation. A player regularly misusing a Bridgemate is liable to a penalty given as a score deduction.
- 2.14 "Designated Pit Matches"  
mean the matches referred to in Section 24.

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

### **3. Conditions Of Entry And National Representation**

See also Sections 3 and 4 of the General Conditions of Contest.

#### **3.1 General**

Since all events are transnational, and teams and pairs may comprise players from different NBOs, the following procedures shall apply:

For all events, Pairs and Teams may consist of players belonging to the same or different NBOs but each player must be approved by his/her NBO of origin and submitted to the WBF Credentials Committee. The team or pair shall be submitted by any NBO which has at least one player in the team or pair;

National anthems will be played and national flags will be hoisted for teams or pairs consisting solely of players of the same nationality, winning a medal.

Participation in these events will not prejudice a player's entitlement to represent an NBO in future World Transnational Youth Bridge Championships, if otherwise eligible to do so.

Teams may consist of between 4 and 6 players

3.2 Eligibility for the 2010 Ortiz-Patiño Trophy (U-25) and the Damiani Cup (U-20)

The Zone which are not able to organize their own qualifying stage for the 2010 Ortiz-Patiño Trophy (U-25) and the Damiani Cup (U-20), may send teams consisting of players of the same nationality, and the Teams Championship will take the place of the qualifying Zonal Championship and will qualify teams according to their rank and the berths agreed for each Zone.

3.3 Submission of Entries \*\*\*\*

All entries to the Championships must be submitted electronically, via the WBF website. The entries will be automatically forwarded to the NBO of the applicant and are subject to their approval, as well as to the approval of the WBF Credentials Committee.

Entries must be made no later than 31 July 2009

<b>Championship Event</b>	<b>Entry fee (Euros)</b>
World Junior Pairs	200
World Knockout Junior Teams	500
World BAM Junior Teams	200
World IMP Junior Pairs	100

The entry for the WBAMJTC and WIMPJPC is free for Teams/Pairs dropping out, respectively, of the WJTC and the WJPC.

The prescribed entry fees for championship events as listed above shall be paid at the site of these Championships no later than the day before the commencement of the championship event in question (or if applicable, the final of a championship event). Contestants should check the website at <http://www.wbfyouth.org/> and at [www.worldbridge.org](http://www.worldbridge.org) for updated information concerning how entry payments should be made.

Subject to the foregoing provisions of this Section, the Tournament Rules and Regulations Committee, in conjunction with the Credentials Committee, reserves the right to accredit additional pairs or teams, in any Championship Event, for the technical convenience of the movement.

#### **4. Schedule Of Events: General Description**

4.1 Transnational Knockout Junior Teams  
to be played from 15 – 19 August.

The entry fee guarantees the right of the teams eliminated in the Swiss phase of the event to play in the Board-A-Match Teams Championship.

4.2 Transnational Junior Pairs

to be played from 20 – 23 August.

Pairs in these events failing to qualify for the final may play in the IMP pairs free of charge.

4.3 Transnational Board-A-Match Junior Teams Championship

to be played from 18 – 19 August.

Entry is free to teams not qualifying for the Knockout phase of the Open and Women’s Teams. Other teams shall pay the entry fee designated in Section 3.4

4.4 Transnational IMP Junior Pairs Championship

to be played from 22 – 23 August.

Entry to is free to pairs not qualifying for the Final of the Junior Pairs. Other pairs shall pay the entry fee designated in Section 3.4.

**5. Schedule of Play**

The full schedule of play is also published on the websites for the event at <http://www.wbfyouth.org> and [www.worldbridge.org](http://www.worldbridge.org). Please check these sites regularly for updated information regarding exact times of play.

<b>Date</b>	<b>Events</b>	
Saturday, 15 August	Opening Ceremony & Knockout Teams (qualifier, three matches)	
Sunday, 16 August	Knockout Teams	Qualifier, five matches
Monday, 17 August	Knockout Teams	Qualifier, five matches
Tuesday, 18 August	Knockout Teams BAM Teams	Quarter Final, Semi Final First, Second and Third Session
Wednesday, 19 August	Knockout Teams BAM Teams	Final & Play Off Fourth, Fifth and Sixth Session
Thursday, 20 August	Pairs	Qualifier First & Second Session
Friday, 21 August	Pairs IMP Pairs	Qualifier Third Session & Final First Session
Saturday, 22 August	Pairs IMP Pairs	Final Second & Third Session Second & Third Session
Sunday, 23 August	Pairs IMP Pairs Closing Ceremony	Final Fourth Session Fourth Session

**6. Time Table**

Day 1 – Saturday August 15<sup>th</sup>

14.00-15.30	KO Teams	-	Qualification	-	1 <sup>st</sup> round
16.00-17.30	KO Teams	-	Qualification	-	2 <sup>nd</sup> round
18.00-19.30	KO Teams	-	Qualification	-	3 <sup>rd</sup> round



Day 2 – Sunday August 16<sup>th</sup>

10.00-11.30	KO Teams	-	Qualification	-	4 <sup>th</sup> round
12.00-13.30	KO Teams	-	Qualification	-	5 <sup>th</sup> round
14.30-16.00	KO Teams	-	Qualification	-	6 <sup>th</sup> round
16.30-18.00	KO Teams	-	Qualification	-	7 <sup>th</sup> round
18.30-20.00	KO Teams	-	Qualification	-	8 <sup>th</sup> round

Day 3 – Monday August 17<sup>th</sup>

10.00-11.30	KO Teams	-	Qualification	-	9 <sup>th</sup> round
12.00-13.30	KO Teams	-	Qualification	-	10 <sup>th</sup> round
14.30-16.00	KO Teams	-	Qualification	-	11 <sup>th</sup> round
16.30-18.00	KO Teams	-	Qualification	-	12 <sup>th</sup> round
18.30-20.00	KO Teams	-	Qualification	-	13 <sup>th</sup> round

Day 4 – Tuesday August 18<sup>th</sup>

10.00-12.00	KO Teams	-	Quarter Finals	-	1 <sup>st</sup> set
12.30-14.30	B-A-M Teams	-		-	1 <sup>st</sup> session
13.00-15.00	KO Teams	-	Quarter Finals	-	2 <sup>nd</sup> set
15.30-17.30	B-A-M Teams	-		-	2 <sup>nd</sup> session
15.30-17.30	KO Teams	-	Semi Finals	-	1 <sup>st</sup> set
18.00-20.00	B-A-M Teams	-		-	3 <sup>rd</sup> session
18.00-20.00	KO Teams	-	Semi Finals	-	2 <sup>nd</sup> set

Day 5 – Wednesday August 19<sup>th</sup>

10.00-12.20	KO Teams	-	Final & 3/4	-	1 <sup>st</sup> set
10.00-12.00	B-A-M Teams	-		-	4 <sup>th</sup> session
13.00-15.20	KO Teams	-	Final & 3/4	-	2 <sup>nd</sup> set
13.00-15.00	B-A-M Teams	-		-	5 <sup>th</sup> session
15.40-18.00	KO Teams	-	Final	-	3 <sup>rd</sup> set
15.30-17.30	B-A-M Teams	-		-	6 <sup>th</sup> session

Day 6 – Thursday August 20<sup>th</sup>

10.00-14.00	Pairs (MP)	-	Qualification	-	1 <sup>st</sup> session
15.30-19.30	Pairs (MP)	-	Qualification	-	2 <sup>nd</sup> session

Day 7 – Friday August 21<sup>st</sup>

10.00-13.30	Pairs (MP)	-	Qualification	-	3 <sup>rd</sup> session
16.00-19.30	Pairs (MP)	-	Final	-	1 <sup>st</sup> session
16.00-19.30	Pairs (IMP)	-		-	1 <sup>st</sup> session

## Day 8 – Saturday August 22<sup>nd</sup>

10.00-13.30	Pairs (MP)	-	Final	-	2 <sup>nd</sup> session
10.00-13.30	Pairs (IMP)	-		-	2 <sup>nd</sup> session
16.00-19.30	Pairs (MP)	-	Final	-	3 <sup>rd</sup> session
16.00-19.30	Pairs (IMP)	-		-	3 <sup>rd</sup> session

## Day 9 – Sunday August 23<sup>rd</sup>

10.00-13.45	Pairs (MP)	-	Final	-	4 <sup>th</sup> session
10.00-13.30	Pairs(IMP)	-		-	4 <sup>th</sup> session

### 7. Eligibility For Master Point Awards

WBF Master Points will be awarded for all Championship Events in accordance with the WBF Master Point Plan. See Section 41 of these Conditions of Contest.

### 8. Disclosure Of Systems - WBF Systems Policy

The WBF Systems Policy forms part of these Conditions of Contest and further regulates the use of Systems at these Championships.

#### 8.1 Disclosure Requirements

Contestants in all Championship Events are required to make full written and oral disclosure of their Systems - see Sections 12 - 15 of the General Conditions of Contest, the WBF Systems Policy and the WBF Guide to Completion (of the WBF Convention Card and Supplementary Sheets) Failure to comply with this obligation will result in penalties being imposed.

For the purposes of these Conditions of Contest, unless repugnant to the context, Supplementary Sheets are deemed to be part of the Convention Card of a partnership.

All pairs will be responsible for ensuring that they have two properly completed convention cards at the table at the start of each session. Failure to comply with this regulation will result in penalties being applied.

Players are advised that no photocopying facilities will be provided on site by the World Bridge Federation.

Players are encouraged to call the Tournament Director if they consider that their opponents are playing an unauthorised system. Players discovered playing unauthorised systems will be subject to penalty and required to stop playing such systems with immediate effect. Repeated offences may result in their expulsion from the event.

#### 8.2 Convention Card Editor

The WBF Convention Card Editor can be obtained from the websites detailed in Section 42

#### 8.3 Event Categories

In accordance with Section 3 of the WBF Systems Policy all Championship Events at these Championships are designated as Category 3 events. Consequently, **neither HUM Systems nor Brown Sticker Conventions are permitted at any time or in any event.**

#### 8.4 Interpretation of the Systems Policy

Should any question arise during these Championships as to the correct interpretation of the WBF Systems Policy the decision of the Tournament Appeals Committee, after consultation with the Chairman of the WBF Systems Committee or his designee, shall be final and binding on all contestants.

#### 8.5 Supplementary Sheets

Where a conventional sequence cannot be described adequately in the space provided on the WBF Convention Card, a reference number should be placed at the appropriate place on the Card; a Supplementary Sheet bearing that reference number, and containing the complete explanation must be submitted along with the Card.

### 9. Additional Systems Regulations

#### 9.1 Filing of Systems and Cards- Red Sticker Systems

It is a requirement that Red Sticker systems are pre-registered by email with the WBF Systems Administrator for any event in which these are to be used no later than 20<sup>th</sup> July 2009; such systems will be posted on the website at [www.ecatsbridge.com](http://www.ecatsbridge.com) for other players to download and study before the start of the Championships. Each system pre-registered must be accompanied by an email stating:

1. the names of the players & their NBOs (country/countries)
2. email addresses for both players wherever possible
3. the Championship events being entered using the system

#### 9.2 Approval of Red Sticker Systems

Even though Red Sticker Systems have been registered and displayed on the Web-site they may still be restricted on site at the discretion of the Chairman of the Systems Committee (or his designee).

If Red Sticker Systems are not registered in advance, then pairs will not be permitted to play these systems for the duration of the relevant championship.

#### 9.3 Registration of other systems

While it is not mandatory to register systems other than Red Sticker, pairs are encouraged to do so, and any registered systems will be displayed on the site for other teams to download. Please ensure that email addresses for as many players as possible are supplied to the WBF Systems Administrator in order to facilitate communication.

##### 9.3.1 Convention Card Programs

The Convention Cards may be prepared using any of the following programs:

- the WBF Convention Card Editor (Windows Version), which is available for free download from [www.worldbridge.org](http://www.worldbridge.org) or [www.ecatsbridge.com](http://www.ecatsbridge.com). Note that there is a new version for Vista, and it is important that this is installed on Vista operating systems and NOT the original version  
the Convention Card Editor written by Lee Edwards, available for free download from [www.acbl.org](http://www.acbl.org) or [www.ecatsbridge.com](http://www.ecatsbridge.com)  
Microsoft Word (a blank template is available from [www.ecatsbridge.com](http://www.ecatsbridge.com) )

When sending cards generated by the WBF CCE, pairs should ensure that if they have supplementary notes, the notes file, which is generated separately by the program, is also included.

The Convention Card may also be sent in Acrobat (PDF) Format PROVIDED Acrobat ver. 6 is used and the file size is small. Picture formats (.jpg, .bmp etc) will not be accepted nor will pdf files created from scanned documents

If programs other than the approved WBF Convention Card Editor are used, players are responsible for ensuring that the formatting is such that all the information lies within the printable area of the page.

On receipt of the cards, the Systems Administrator will convert the format to PDF files which can be read and printed using Acrobat Reader which is available as a free download from [www.adobe.com](http://www.adobe.com). It is advised that the latest version should be obtained.

**Pairs are responsible for checking their own convention cards on line**, to ensure that the card displayed is complete, correct and has any supplementary notes that are required.

Following the event, the WBF reserves the right to display the Convention Cards and Supplementary Sheets in a public area for interested parties to see them. If a full system is submitted, this will not be included on such pages of the site.

The fact that Cards and Supplementary Sheets are circulated by the WBF does not mean that the WBF has considered such Cards as completely acceptable; systems although accepted as registered, may require amendments after being circulated.

#### 9.4 Psyching of Conventional or Artificial Opening Bids

The psyching of conventional or artificial opening bids is prohibited. This provision over-rides the current Systems Policy. Law 12 applies in case of violations.

#### 9.5 Penalties

The Chief Tournament Director, the Chairman of the Systems Committee or his designee, and the Tournament Appeals Committee are empowered to impose penalties for any breach of Sections 8 and 9. A decision on such a matter by the Tournament Appeals Committee is final. A decision on such a matter by the Director or by the Chairman of the Systems Committee or his designee may, in certain clearly-defined instances, be subject to appeal to the Tournament Appeals Committee, using the normal procedures for the filing of appeals.

### 10. Tournament Appeals Committee Procedures

#### 10.1 General:

See Section 21 and Appendix 1 of the General Conditions of Contest.

#### 10.2 Deposit:

When lodging an Appeal, the appellant must deposit the sum of 30 Euro for Pairs and 60 Euro for Teams with the Tournament Director. This deposit will be refunded unless the Committee determines that the appeal was substantially without merit, in which case the deposit will be forfeited and paid to the WBF Educational Foundation.

## **TEAMS COMPETITIONS**

### **11. Entry and Participation**

Each team may consist of four, five or six players.

### **12. Adding Players to a Team**

Each team is entitled to have six members plus a non-playing captain. If only four or five members are registered at the time of the original entry, additional member(s) may be registered before the commencement of play (no later than 13 August), with the approval of the Credentials Committee. After play has begun, additional member(s) may be added to the four or five originally registered only by permission of the Tournament Appeals Committee and the Credentials Committee.

The Tournament Director may seat a substitute player in the case of force majeure, specifically if the team has only four players, and may if he considers it necessary, approve a substitution for other reasons, subject to the subsequent approval of the Tournament Appeals Committee.

### **13. Length Of Matches And / Or Sessions**

The time allowed to complete any Session of a match will be on the basis of 8 minutes per board.

### **14. Verification Of Scores**

The official score is the one entered into the bridgemate. Score corrections may be made as sanctioned in Law 79 and in Laws 69 and 71, 63 and 64.

An agreed-upon score that is proven to be erroneous to the complete satisfaction of the Chief Tournament Director and the Appeals Committee, may be corrected up to thirty minutes after the posting of scores at the end of play on each day.

Only the results of boards played that day are subject to correction.

### **15. Knockout Teams**

#### 15.1 General Description

To be played in two phases as follows:

In the first phase (Swiss phase) the teams will play 13 rounds of Swiss, 10 boards each, three, five and five matches respectively over the first three days.

In the Knockout phase the top eight ranked teams of the Swiss phase will play direct knockout matches, playing Quarter Finals and Semi Finals on day 4 (two segments of 14 boards each), Final, and Play-Off for the bronze medal on day 5 (three and two times 16 boards respectively). The four teams eliminated in the Quarter Finals will drop into the BAM, carrying over 16.8 matchpoints.

#### 15.2 Use of Screens

Screens will be used throughout the Championship.

## 16. Schedule Of Play

### 16.1 Swiss phase

For the Swiss phase to be played over three days, the following general rules will govern the organization of the schedule of play:

1. The seating for the first round will be made by random draw.
2. The seating from the second round onward will be determined by the ranking: the first ranked team will play the second, the third ranked team will play the fourth and so on, but in no case two teams will ever play each other more than once.

### 16.2 Knockout Phase

For the Knockout phase the teams will be seeded according to their ranking after the Swiss phase.

### 16.3 Pairing

The top ranked team will choose its opponent among the teams placed from the 5<sup>th</sup> and the 8<sup>th</sup> place. After this choice is made, the same process follows for the second and third placed teams. The last match will be automatically determined.

### 16.4 Brackets for the Knockout phase

The brackets for the Knockout phase will be as follows.

#### Round of 8 (Quarter Finals)

Match one : Team seeded 1 Vs (one Team seeded between 5 and 8 - by choice)

Match two : Team seeded 4 Vs (one Team seeded between 5 and 8 - by choice)

Match three : Team seeded 3 Vs (one Team seeded between 5 and 8 - by choice)

Match four : Team seeded 2 Vs (one Team seeded between 5 and 8 - by choice)

#### Round of 4 (Semi Finals)

Match five : Winner of match one Vs Winner of match two

Match six : Winner of match three Vs Winner of match four

Final : Winner of match five Vs Winner of match six

Play-Off : Loser of match five Vs Loser of match six

### 16.5 Carry Over

There will be no Carry Over

## 17. Tie Breaking Procedures

### 17.1 Swiss

#### 17.1.1 Two Teams

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

1. IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event. If the tie remains, then:
2. IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:
3. Total points earned by the tied teams in the match they played against each other. If the tie remains then:
4. Total point quotient in all matches played by the tied team in that particular event. If the tie remains then:
5. One board ("sudden death") matches will determine the winner.

#### 17.1.2 Three Teams

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

1. IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance with Sub-section 17.1. If the three teams remain tied, then:
2. If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with Sub-section 17.1. If the three teams remain tied, then:
3. If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with Sub-section 17.1. If the three teams remain tied, then:
4. If one team has been beaten by the other two teams in matches it played against them in that particular event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with Sub-section 17.1;

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

5. Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with Sub-section 17.1. If the three teams remain tied, then:
6. Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it may be broken in accordance with Sub-section 17.1. If the three team remain tied, then:
7. Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance with Sub-section 17.1. If the three teams remain tied, then:

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

#### 17.1.3 Four Teams or more

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

1. IMP quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with Sub-sections 17.1. and 17.1.2 if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:
2. If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and defeated the other tied teams, it shall be declared winner and the ties for the remaining teams will be broken in accordance with Sub-section 17.1.2, if appropriate. If there are more than three teams that remain tied, then:
3. Total points quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with Sub-sections 17.1 or 17.1.2 if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:
4. One-board ("sudden death") matches will determine the winner.

#### 17.2 Direct Knockout

##### 17.2.1 All matches except the Finals:

If a tie exists at the end of a knockout match, it will be resolved by playing four additional boards (boards 1 to 4); if the tie remains, another four boards (5 to 8) will be played; if the tie remains, one board ("sudden-death") matches will determine the winner.

##### 17.2.2 Finals:

As in Section 17.2.1, except that eight additional boards, instead of four, will be played in the first two tie-breakers.

### 18. Line-Ups

#### 18.1 Swiss.

In each match of the Swiss, the first named team will sit North-South in the Open Room, and will be the Home Team, therefore the opposing team will have to sit first; there is no requirement to submit Line-Ups in advance.

#### 18.2 Direct Knockout.

For Quarter Final, Semi Final and Play Off, each match consists of two Sessions. There shall be a coin toss by the captains to determine seating rights. The winner of the toss may elect to be Home or Visiting Team in one of the two Sessions, or may pass this election to the opposing team. Accordingly, each team shall be Home Team for one Session and Visiting Team for the other. For the Final, the match consists of three Sessions. There shall be a coin toss by the captains to determine seating rights. The winner of the toss may elect to be Home or Visiting Team in one of the three Sessions, or may pass this election to the opposing team. Once the first choice is made, the right to select a Session where to be Home team passes to the team which has lost the toss, whilst for the remaining Session the Home team will



be the winner of the toss. In all cases, line-ups shall be submitted in accordance with Section 18.4.

### 18.3 Direct Knockout: Tie-Breaking Matches.

When a tie exists at the end of a match in the Direct Knockout, there shall be a coin toss by the captains to determine Home Team rights for the first tie-breaking match (4 or 8 boards as the case may be - see Sections 17.2.1 and 17.2.2). If a tie still exists, Home Team rights in the second tie-breaking match shall pass to the Visiting Team in the first match. Line-up changes may be made before play begins in either of the tie-breaking matches; and in each case the captain of the Visiting Team shall submit his line-up at a time to be determined by the Tournament Director, and the captain of the Home Team shall submit his line-up five minutes thereafter. Each set of 4 or 8 boards (as the case may be) shall be treated as a separate match. If a still-existing tie requires that one board ("sudden death") matches be played, the line-up and seating positions for both teams will, until the tie is broken, remain as they were for the second tie-breaking match.

### 18.4 Direct Knockout: Line-up Times

From the Quarter Final onwards, line-ups for the Direct Knockout are to be submitted at the place designated by the Director of Operations or the Chief Tournament Director. The Team required to submit its line-up first shall do so no later than 20 minutes before the scheduled starting time for the Session or at such time as the Director of Operations or the Chief Tournament Director determines.

The Team required to submit its line-up second shall do so no later than 15 minutes before the scheduled starting time for the Session (see Section 21.4 for penalties for a breach of these procedures): provided that if the team required to submit its line-up first is late, the other team shall be allowed 5 minutes from the time of such late submission in which to submit its line-up.

See also Section 19

## 19. Seating

### 19.1 Swiss

In the Swiss, the designated Home Team (see Section 18.1) sits in the North-South direction in the Open Room and in the East-West direction in the Closed Room throughout the match. The Home Team has the right to seat its players after the Visiting Team has done so. There is no change of Line-Up during the Swiss matches.

### 19.2 Direct Knockout

In each Session of the Direct Knockout (see Section 18.2) the Home Team sits North-South in the Open Room and East-West in the Closed Room.

The Home Team has the right to designate its Line-up for the first Session after the Visiting Team has turned its Line-up over to the Tournament Director.

### 19.3 Open and Closed Rooms

The rooms respectively referred to as the "Open" and the "Closed" rooms shall be so designated in each match (or Session) by the Director of Operations or the Chief Tournament Director.

## 20. Conversion Scale

The WBF official conversion scales (IMPs to VPs) are given in the General Conditions of Contest.

## 21. Penalties And Fines

The following schedule of fines is supplemental to the International Code. All infringements of the International Code will be dealt with in accordance with the International Code.

### 21.1 Monetary Fines

Monetary fines shall be paid in Euro or the equivalent in US Dollars. Monies collected shall be turned over to the Tournament Director for transmission to the Chairman of the Tournament Appeals Committee, to be dealt with as in Section 10.2.

### 21.2 Victory Point Penalties

Victory Point penalties, where applicable, shall be deducted from the score of the offending team at the conclusion of the affected round-robins. These Victory Point penalties shall not affect individual matches for the purpose of tie-breaking procedures, but may determine a team's ranking.

### 21.3 IMP Penalties

Penalties assessed in IMPs during round-robin or Swiss Team play shall be deducted from the score of the offending team at the end of the match during which the penalty was imposed, before its Victory Point score is calculated. However the score of the non-offending team shall not be affected. These IMP penalties have to be taken into consideration for the purpose of tie-breaking procedures.

### 21.4 Failure to Submit Line-up on Time

If a captain fails to submit his team's line-up in accordance with Section 18:

1. For the first such offence a warning shall be issued by the Tournament Director.
2. For the second offence there shall be a fine of 20 Euro
3. For the third offence there shall be a fine of 40 Euro and for each subsequent offence there shall be a fine of 50 Euro.

Penalties are cumulative

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

## 21.5 Late Arrival

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

### 21.5.1 During the Swiss

<b>Minutes Late</b>	<b>Penalty</b>
0+ - 5	Warning to captain(s)
5+ - 10	1 VP
10+ - 15	2 VP
Over 15 minutes late	at the discretion of the Tournament Appeals Committee; may include recommendation of forfeit of the match or more severe action by the Executive Council.

### 21.5.2 During the Direct Knockout Matches

<b>Minutes Late</b>	<b>Penalty</b>
0+ - 5	Warning to captain(s)
5+ - 25	1 IMP plus an additional 1 IMP for each full minute or part thereof beyond 5 minutes.
Over 25 minutes late	at the discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Council.

A contestant who is late, having been warned as to lateness on a prior occasion, shall be penalised. Where these Conditions prescribe no greater penalty, the minimum to be applied in such a case is ½ VP in round-robin matches or 3 IMPs in Direct Knockout matches. All decisions as to lateness shall be made by the Tournament Director, and shall be final.

## 21.6 Slow Play

The time allowed for each match or session shall be computed from the time play in such match or session is started by a Tournament Director. If play continues after the time allowed by Section 13 of these Conditions then either or both of the pairs shall be subject to penalty, according to the amount of delay for which such pair was judged responsible, as follows:

### 21.6.1 Excess time apportioned to a pair during the Swiss

0+ - 5 minutes late -	1 VP
5+ - 10 minutes late -	1½ VPs
10+ - 15 minutes late -	2 VPs
15+ - 20 minutes late -	2½ VPs
20+ - 25 minutes late -	3 VPs
Over 25 minutes late -	at the Discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Council.

Example:

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

21.6.2 Excess time apportioned to a pair during the Knock Out Phase

0+ – 25 minutes late	1 IMP for each minute or part thereof
Over 25 minutes late	at the Discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Council.

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

21.7 Fouled Boards

See Section 13 of the General Conditions of Contest. If a board is fouled and it can be determined that one side is clearly at fault that side shall be subject to procedural penalty.

21.8 Other Penalties

The foregoing penalties are supplemental to the Laws. All infringements of the Laws will be dealt with in accordance with the International Code.

## 22. Board-A-Match

22.1 General Description

To be played in one phase as follows:

The teams will play six sessions of 14 boards each, three sessions a day over two days.

In each session, the teams will play series of seven mini matches of two boards each.

In each board there will be two matchpoints at stake, two for winning the board, one for tying, and zero for losing. A difference of 10 total points will be enough for winning the board.

22.2 Use of Screens

Screens will be used throughout the Championship.

22.3 Drops In

The four teams eliminated in the Quarter Finals will drop into the BAM after the first session, carrying over 16.8 matchpoints.

22.4 Movement

The movement will be "Mirror Mitchell"

## 22.5 Adjusted Score

A strong effort must be made to achieve a valid table result at each table. When both tables achieve a valid result and they have played the identical deal, then the results are compared in the normal manner, with a BAM score for each team of zero, one, or two.

A score assigned by a director or a committee is considered a valid result if it is assigned in total points prior to matchpointing (140, 400, etc.). The scores awarded to each side need not balance. The assigned score or scores are then compared against the result at the other table in the normal manner to reach a BAM score of zero, one, or two. When the scores assigned to the opposing sides are different, the BAM matchpoints for that deal need not total one. NOTE: Directors and committees shall assign adjusted scores only to the table at which an irregularity occurred, not to the whole team. An adjusted score at one table shall not invalidate a legitimate result at the other table.

If a board is unplayable for any reason, then:

1. If the board has not yet been played at the other table, the director shall substitute a new board if practical.
2. If the board has already been played at the other table, or if substituting a new board is not practical, the director shall assign percentage scores to the pairs at the affected table, as follows:
  - a. If neither side is responsible for the irregularity, each pair receives a matchpoint score of 60%.
  - b. If only one side is responsible, that pair receives 40% and their opponents receive 60%.
  - c. If both sides are responsible, they both receive 40%.

These percentage assignments are NOT Average-Plus and Average-Minus. A 60-40 assignment is exactly that.

3. The result obtained at the other table is matchpointed across the field of pairs in the same comparison group who played the same board. The percentage achieved by the pairs at that table are added to the assigned percentage scores at the table with the irregularity, and:
  - a. A team that totals 120% or more receives a win (two matchpoints).
  - b. A team that totals 80% or less receives a loss (zero matchpoints).
  - c. A team that totals more than 80% and less than 120% receives a half (one matchpoint).
4. If a board is unplayable at both tables, then:
  - a. If both teams are responsible, they both receive zero.
  - b. If neither team is responsible, they both receive at least one, or their team percentage of session if better.
  - c. If one team is responsible, it receives zero, and their opponents receive at least one, or their team percentage of session if better.
5. Any team or teams responsible for an irregularity requiring the assignment of an artificial adjusted score (percentage) shall be penalized by half matchpoint.

## 22.6 Fouled Board

Handling of a fouled board is similar to the handling of an adjusted score. When both tables achieve a valid result and they have not played the identical deal, then:

1. The director shall determine a matchpoint percentage score for the result at each table:
  - a. If the board has been played at least six times in an identical condition, then the board is matchpointed across the field of pairs who played the board in that condition to produce a matchpoint percentage.
  - b. If the board has been played less than six times in an identical condition, the director shall assign percentages, from best to worst, as follows:
    - (1) Five times: 60, 55, 50, 45, 40
    - (2) Four times: 60, 55, 45, 40
    - (3) Three, two or one time: 50% to each pair
2. The percentages of the two pairs on each team are added together, and:
  - a. A team that totals 120% or more receives a win (two matchpoints).
  - b. A team that totals 80% or less receives a loss (zero matchpoints).
  - c. A team that totals more than 80% and less than 120% receives a half (one matchpoint).

## 22.7 Seeding

In order to have sections as better balanced as possible, the teams will be seeded according to their ranking after the Swiss of the KO Teams, and spread among the sections accordingly. Each team should play against the same strength field each session.

In case of Teams registering just for the BAM, they will be seeded according to

to WBF rank of their top four players. The specific regulation will be published on site, if needed, by the Operations Director.

## 22.8 Tie Break

The following tie breaking criteria will be used in order until the tie is broken:

1. Minimum number of boards lost.
2. If all teams involved played each other the result of all boards played among them.
3. Total points of all boards played in common.
4. Total points of all boards played.

## 22.9 Starting Time Lateness Fines

See section 31.

## 23. Disqualification

In the event of a team being disqualified by the Executive Council, all matches it played prior to its disqualification may, in the discretion of the Executive Council, be declared void and scores earned by its opponents in those matches may be cancelled or varied. Any decision taken by the Executive Council in this respect will be final and will be made at the time of such disqualification. There will be no refund of the entry fee in this instance.

## **24. Special Spectator Arrangements**

The following arrangements may be made if there is sufficient space.

In Teams Events at these Championships, the WBF may allow the Open Room Segment of selected matches to be played in special areas designed for spectators to observe the play. Such matches are referred to in these Conditions of Contest as "Designated Pit Matches" and (if they take place) may be the subject of supplementary regulations issued after the date of these Conditions of Contest. Spectators at any Designated Pit Match shall not include non-playing team members or the team captain from either competing team.

In Pairs Events at these Championships, designated tables may be allocated for spectators to observe the play at those tables. If more than one such table is allocated in the same Session, spectators at one table may not move to become spectators at any other table. Spectators may not follow East West players between tables.

No more than four persons may watch play at any one table. If designated representatives of the Press wish to watch play at a specific table, they will be given preference over any other spectators. The Chief Tournament Director may reduce the number of spectators at a table at his discretion.

Spectators are expected to be aware of Section 28 of the General Conditions of Contest.

## **25. General**

Unless repugnant to the context, or specifically modified within these regulations or by further regulations issued by the WBF and by the Tournament Directors at the site of the tournaments, the Conditions of Contest applying to the Knockout Teams will apply to all Swiss Teams tournaments.

## **PAIRS COMPETITIONS**

### **26. Seeding**

The President or, by his designation, the Chairman of the Tournament Committee, will appoint a Seeding Committee to assist the Director of Operations and the Chief Tournament Director in assigning starting positions for pairs in the first Session of play-through events and for every phase of the MP and IMP Pairs Championships.

The NBOs, when sending the entries to the WBF, will rank their pairs by strength (1 – 4), number one being the strongest (based on the criteria of the NBO). This information, together with information obtained from the WBF Master Points will assist the WBF Seeding Committee to seed the competing pairs. Seeding decisions of this Committee will be final.

The Director and the Committee shall attempt, where feasible, to spread players from the same NBO equally among the groups (when there are groups) and to assign positions so that pairs from the same NBO, if seeded in the same group, play against each other in the early rounds of each phase.

### **27. Fill-In Pairs**

Since it is desirable that all Sections in a pairs event be of equal size, the Credentials Committee and the Tournament Rules and Regulations Committee are authorized to approve the entry of pairs not officially entered in the event to equalize Section sizes.

### **28. Substitutes and Alternates**

After the announced number of qualifying contestants is selected, all other contestants rank as alternates. Alternates rank in order of their qualifying score.

The Director of Operations and the Chief Tournament Director may make emergency substitutions whenever they are necessary to the smooth operation of the event. If this results in the disqualification of any contestant, the contestant shall be ineligible from the time the substitution is made to continue to win Master Points.

### **29. Movements And Scoring**

When the number of entries in each event becomes known, the Director of Operations shall meet with the Tournament Rules and Regulations and Organizing Committees to advise on the selection of movements, conditions of qualifying, and number of boards to be played. Except as specified in these Conditions of Contest, the Tournament Rules and Regulations Committee shall make these determinations and advise the contestants accordingly. In the qualifying and semi-final stages of the Open and Women's Pairs Championships, a maximum of 26 boards per Session will be played.

The top 54 pairs will advance to the Final, where they will play four sessions of 26, 26, 26 and 28 boards respectively. In the finals, each pair will play against each other pair, barometer style. Scoring in all events will be across the field.

### **30. Duration Of Rounds**

The time allowed for completion of a round is based on 8½ minutes per board, including changes.

If this time limit is exceeded, penalties will be imposed at the discretion of the Tournament Director.



A pair delaying the tournament will be penalised at the discretion of the Tournament Director.

If the Tournament Director has reason to suppose that the delay in any round is caused by one pair rather than the other, he may assess the penalty against the delinquent pair only.

Penalties imposed by the Tournament Director in accordance with this Section are final.

### **31. Starting Time And Lateness Fines In Pair Games**

All participants are required to be in their proper seating positions five minutes before the announced starting time for each Session of play. Should either member of a partnership not be seated in his starting position at the announced starting time, the pair shall be penalised 25% of the match points available on a board. If a player is more than five minutes late, the penalty shall be 50% of the match points available on a board, and the offence shall be reported to the Tournament Appeals Committee for possible further penalty.

If a player fails to arrive within 20 minutes of the announced starting time of the Session, that pair shall be withdrawn from that Championship Event. The Chief Tournament Director may, in his discretion, seat a provisional substitute in case of emergency, subject to subsequent approval by the Tournament Appeals Committee.

In extenuating circumstances and upon the written request of the offending pair, the Tournament Appeals Committee may in its discretion vary any of the penalties referred to in this Section.

### **32. Failure To Play A Board**

If a pair present at the table cannot play a board through no fault of its own, the innocent pair shall receive the greater of:

60% of the match points available on the board; or

the percentage of match points earned by the innocent pair on all other boards it played in that Session.

If a pair is guilty of an offence that precludes it from playing a board, it shall (in accordance with Law 12C1) receive 40% of the available match points or their percentage in that session if it is less. However, the Tournament Director is not precluded from also imposing a procedural or disciplinary penalty (Laws 90 and 91).

### **33. Fouled Boards**

Each individual player is responsible for seeing that his own cards are returned to the appropriate pocket of the board. The pair (which includes either player) responsible for fouling a board will be assessed a penalty of 50% of the match points available on a board during the Session.

At all times, before looking at his cards, each player should count them. Pairs failing to notice an incorrect number may be penalised 10% of the match points available. If a board arrives at a table with the wrong number of cards in a pocket, the Tournament Director must be called before play commences. He will adjust the cards.

When a board has been fouled, the Tournament Director shall determine where the foul occurred. If guilt can be determined, penalties in accordance with the foregoing

should be assessed. Scores earned on the board are then divided into groups, each group containing all the scores earned by pairs who played the same hands. Usually, there will be only two groups - "fouled" and "unfouled"; however, a subsequent foul of the same board could occur.

It is anticipated that all boards will be dealt in advance but in the event of players being required to duplicate a hand or hands in accordance with records provided by the Tournament Director, each player is responsible for seeing that all hands are properly duplicated and placed in the correct pocket of the board. If hands are improperly duplicated, the responsible pairs at the table shall be penalised 50% of the match points available on the board. If players are required to duplicate boards at the table in this manner, an extra two minutes will be added to the first round of play. Players are expected to use the extra time to verify that the boards have been properly duplicated. Pairs failing to report an error in duplication to the Tournament Director at this point will be penalised 25% of the available match points on that board.

### 33.1 Scoring Groups of Scores

If a group contains fewer than four scores, match points in that group shall be as follows:

1. Group contains only one score - both pairs are awarded 60% of the points available.
2. Group contains two scores. If identical, both pairs receive 60%. If the scores are different, the better score receives 65%, the lesser 55%.
3. Group contains three scores - the best receives 70%, the middle 60%, the lowest 50%. Ties share the match points.

For all groups containing four or more scores, match points shall be awarded in accordance with the formula:

$S = N * S1 / n + m / n$  based on 0, 2, 4 ... match point scoring, where

S = final match point to be awarded the pair

S1 = match point score earned by the pair considering only the scores within the group itself

n = number of scores in that group

N = total number of scores on that board

m = N - n

Match points will be rounded off to the nearest tenth of a match point, 0.05 being counted as 0.1.

### 33.2 Artificial Scores

For a board on which one or more contestants have been assigned artificial scores, match points will be awarded for other pairs in accordance with the preceding formula where *n* is the number of artificial scores.

## 34. Carry-Over

There will be no carry-over for any of the Pairs events.

## 35. Ranking

Ranking positions for all purposes (including determination of pairs qualified for the next phase of an event) shall be in accordance with the match points earned, with any margin determining the result.

### **36. Tie-Breaking**

Scores are tied only if they are identical. If a tie needs to be broken, the winner is the pair with the highest score in its best Session played at that stage. Further ties are broken likewise. If there is still a tie, the highest score in two Sessions is decisive. This applies both in the qualifying stages and in the final.

If a tie (or ties) still exists the remaining tie (or ties) shall be broken in favour of the pair who scored the most match points against the highest ranking pair or pairs that all the tied pairs played against. Should a tie still exist, the foregoing procedure shall be used with the next highest ranking pair or pairs and so on until the tie is broken.

### **37. Comparison Of Scores**

Comparison of scores or discussion of hands with other contestants during a Session is illegal. Offending pairs will be subject to penalty at the discretion of the Tournament Director and/or the Tournament Appeals Committee.

### **38. Correction Of Scores**

Contestants are advised to agree their scores with opponents after each round. Law 79 states: "The number of tricks won shall be agreed upon before all four hands have been returned to the board. If a subsequent disagreement arises, the Director must be called. No increase in score need be granted unless the Director is called before the round ends as specified in Law 8."

### **39. Recording Of Scores**

The recording of scores will normally be done using the Bridgemate computer system. However, in the event that it has to be done manually at any stage, the North or South player is responsible for filling out the scoring form, including entering the correct score for each board immediately after the completion of play. The East or West player must verify the score by initialling the scoring form. When entering the required information on the scoring form, care must be taken to ensure its legibility. Pairs failing to enter or verify a score correctly may be penalised 10% of the available match points on one board.

### **40. Appeals On Scoring**

Any appeal against a score, or against the total score attributed to a pair, should be made within the correction period, which for purposes of Law 79C shall be:

- in all but the last Session of any phase of an event, 15 minutes before the next Session of that phase is scheduled to begin; and
- in the last Session of any phase of an event, 30 minutes after the official score for that Session has been completed and made available for inspection; and the official score may in the discretion of the Chief Tournament Director be made available for inspection by posting it on an official Results Board, or by visual display on a TV monitor (or similar device) or both methods, in which case time will run from whichever method first occurs.

#### 41. Eligibility for Awards and Master Points

In order to be eligible to receive awards and master points for the quarter-finals, semi-finals and final/play off a player must have played at least one third of the boards played in all stages of the competition.

Following the Championships, all awards will be published on the website at [www.wbfmasterpoints.com](http://www.wbfmasterpoints.com)

Any queries relating to Master Points will be settled by the Master Points Committee on site.

In accordance with the WBF Master Points Plan, the following scale of Master Points will apply:

##### **Teams**

###### **MP**

1. 200
2. 150
3. 100
4. 50

##### **Individual**

###### **MP**

1. 120
2. 100
3. 90
4. 40

##### **Pairs**

###### **MP**

1. 120
2. 100
3. 90
4. 40

#### 42. Contact Information

##### 42.1 For player Registration

WBF President, Mr José Damiani

World Bridge Federation

40 Rue Francois 1er

75008 Paris, France

Fax: 33 1 40 70 14 51

Email: [cfrancin@worldbridgefed.com](mailto:cfrancin@worldbridgefed.com)

With a copy sent to Anna Gudge (see contact details below)

See Section 3 for full details concerning player registration

##### 42.2 For Systems Registration & information

Anna Gudge

The Old Railway Station

Long Melford

Sudbury, Suffolk CO10 9HN

England

Tel: +44 1787 881920

Fax: +44 1787 881339

email: [anna@ecats.co.uk](mailto:anna@ecats.co.uk)

**See Sections 8 and 9 for full details of systems registration**

##### 42.3 For Regulations and Organization

Maurizio Di Sacco

Via Provinciale Calcesana 215/b

56010 Ghezzano (PI)  
Italy  
Tel: +39 392 74 666 22  
Fax: +39 050 878 602  
Email: [maurizio@disacco.com](mailto:maurizio@disacco.com)

42.4 Hotel Reservations

42.5 Official Websites:

[www.worldbridge.org](http://www.worldbridge.org)

[www.ecatsbridge.com](http://www.ecatsbridge.com)

The WBF Website which will carry full details of the Championships, including the results and bulletins for registered systems & documents relating to systems information