

# SUPPLEMENTAL CONDITIONS OF CONTEST

FOR

## 18<sup>TH</sup> HCL ONLINE INTERNATIONAL BRIDGE CHAMPIONSHIP - 2021

*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 in the *“Hand Book”* of the Bridge Federation of India, and are specific to the **18<sup>th</sup> HCL Online International Bridge Championship - 2021** being organized by **HCL Games Private Limited**, under the aegis of **Bridge Federation of India (BFI)** from **18<sup>th</sup> to 26<sup>th</sup> September 2021**.

The Championship will be conducted by *“Bridge from Home”* under the technical management of Bridge Federation of India and will be played on online platforms *“RealBridge” / “BridgeMagic”*. The schedule of events and all the relevant information of the tournament will be published in the tournament web site [www.hcl-bridge.com](http://www.hcl-bridge.com). In case of necessity, the Tournament Committee in consultation with the Chief Tournament Director (CTD) and Technical Committee 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 National Championships will follow the WBF – 2017 Laws of Duplicate Bridge.***

**All participating players should go through the tournament SCoC, which will be circulated on the tournament web site from 1<sup>st</sup> Sep 2021.**

### B. CONDITIONS OF ENTRY – GENERAL RULES

- **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 **Team of Four Gold event** & top Pairs of the **Match Point Pairs final** will be awarded performance points as per the **BFI Ranking Point Policy 2021**.
- Participation in this tournament is open to all resident bridge players of Indian Nationality. Teams having one or more non-resident or OCI card holder Indian bridge player(s) or players of other NBO’s of foreign nationality are also eligible to participate.
- However, the non-resident Indian / OCI Card holder Indian / foreign player(s) or an Indian resident player partnering a non-resident Indian / OCI card holder Indian/ foreign player will not be eligible for the ranking points from this tournament. In case, if the non-resident / OCI card holder / foreign player has played with 2 or more Indian partners in the team event, then all of them will be ineligible for the ranking points.
- In case there are more than one pair of non-resident Indian / OCI Card holder Indian / foreign player playing for a team in the team event, the whole team will be disallowed any ranking points.
- In a ranking point Pairs event, an Indian resident player partnering a non-resident Indian / OCI card holder / foreign player will be eligible for the prize but will not be eligible for the **Ranking points for the event**.
- In case of a non-resident Indian / OCI Card holder Indian / foreign player(s) secures a rank in an event, that rank will not get substituted for ranking point. For e.g. If we are giving ranking points up to 8 positions and the 5<sup>th</sup> rank is secured by a non-resident Indian / OCI Card holder Indian / foreign player(s), then no ranking points will be allocated to any Indian players for that rank.
- All participating players should be registered under BFI Master Point Scheme and also registered with the World Bridge Federation (Annual Registration fee of Rs. 200/-) and in good standing and should meet the requirement of participation of the particular event, as specified by BFI.
- It is presumed that all players participating in the championship have read and will abide by the required clauses in the **“Competitors Agreement Form”**, as given in the BFI web site: <http://bfi.net.in/wp-content/uploads/internal/2021/02/19/BFI-Competitor-Agreement-Form-1.pdf>.
- By participating in this championships, each member Association/ Organization and contestants agree that all or portions of every championship event may be filmed, recorded or otherwise documented or publicized at the discretion of the BFI.

- By participating and /or intending to participate in this championship each contestant agrees that he/she shall not claim for any loss in earning for any reason connected with the event, against the organizers and /or BFI.
- All participants are to play as per the schedule drawn up by the CTD or his representative. Refusal to play against any player(s) or any team or withdrawal from an event at any stage, without the consent of the CTD shall result in disqualification for further participation in that event. CTD and the Tournament Committee, in addition, may take further disciplinary actions against the offending player(s).

### C. IMPORTANT INFORMATION RELATED TO THE EVENTS OF THE TOURNAMENT

- Entries for all events will start from 1<sup>st</sup> Sep 2021 on Tournament web site [www.hcl-bridge.com](http://www.hcl-bridge.com).
- Teams participating in “Team of Four” event in **Gold / Silver** categories can have a minimum of four and maximum of 8 players in the team, whereas Teams participating in “Team of Four” event in Bronze category can have a minimum of four and maximum of 6 players in the team. No foreign player(s) will be allowed to participate in Bronze event.
- A participant can play in only one of the Team events out of Gold / Silver / Bronze event. Tournament Committee will take strict action against anyone found playing simultaneously in 2 team events by ejecting the player from the tournament.
- Any addition / deletion in a team will be allowed only up to the start of the 3<sup>rd</sup> round of the Swiss League.
- In Silver Team event, maximum two player in the team can be of the rank of National Masters (having minimum 500 Federation points) but below Life Master (i.e. below 1000 Federation points). They can play as team “Mentors” but both cannot play in a partnership. Rest of the players should be below the rank of National Master.
- By default a foreign team has to play in Gold category only. A foreign team or a foreign player(s) can participate in Silver Team event, only after getting clearance from the Technical Committee (please contact Mr. S.G. Aggarwal ([sgaggarwal@gmail.com](mailto:sgaggarwal@gmail.com)) or TC Pant ([tcpant@hotmail.com](mailto:tcpant@hotmail.com))).
- In Bronze event, only two players having up to 100 Master points and rest of the players with up to 50 Master Points will be allowed. The Technical committee reserves the right to reject an entry, in case they feel that a player is not eligible to participate in the event.
- The Bronze event will be played only if there are a minimum of 12 teams participating in the event. In case the number is less than 12, the Tournament committee may merge the participating teams of Bronze category with the Silver event and no separate prizes for the bronze event will be given.
- **The MPs to be considered for participation in the Silver & Bronze events will be as on 15<sup>th</sup> Sep 2021.**
- For all team events, it is mandatory for each player to play a minimum no of the boards at each stage of the tournament. **See Chap. T for details of minimum play criteria.**
- There is no rank restriction for participation in Open MP / IMP Pairs.
- **TRIOS** are not allowed in any of the Pairs event.
- 1 Sponsored Pair will be seeded to the final of the Open MP Pairs event.
- All the events will be played on “RealBridge” / “BridgeMagic” platform. For playing on “Realbridge” / “BridgeMagic” platform, players have to ensure that they have a laptop / desktop, I-pads or PC with Camera & Microphone facility and a good internet connection. This is a mandatory condition and players should ascertain that they are equipped with the required paraphernalia before entering the event. It may please be noted that it is not recommended to play the event on mobile phone.
- 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. 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.

## D. SPECIAL INSTRUCTIONS FOR ON-LINE EVENT

### D.1 Playing environment

- For playing on “Realbridge” platform, players have to ensure that they have a laptop / desktop, I-pads or PC with Camera & Microphone facility and a good internet connection. Phones are not advisable, and should be used only in emergency as a backup. This is a mandatory condition and players should ascertain that they are equipped with the required paraphernalia before entering the event. Players are requested to use updated browsers like Chrome, Edge, Mozilla, Opera & Safari. Make sure you are not using Internet Explorer as it is not supported by platform.
- On RealBridge Platform, the Audio and Video will need to be enabled and kept on throughout the play period. Please ensure you have a good and stable internet connection with sufficient data, and preferably a backup.
- Though the organizers will be using your name on the home page as link for you to directly land on the playing arena, however it may be noted that while logging in on the “Realbridge” (RB) platform, players have to use their real names, not an alias or nickname or their BBO Ids. RB logins are “Case Sensitive”. If, in any Pairs event, a login id is assigned to the player, then s/he has to use the EXACT id with SPELLING and PUNCTUATION for all sessions and stages of the event. Note that the system in RB treats A K Sharma, a k sharma, A k Sharma, a k Sharma, A K sharma and various other combinations as different persons.

### D.2 Laws & Policy

- The event will be conducted as per **WBF – 2017 Laws of Duplicate Bridge** and will follow BFI System and alert policy. In addition we'll be following **EBU Sky Blue Book 2021** (<https://www.ebu.co.uk/documents/laws-and-ethics/skyblue-book.pdf>) for guidelines for online environment. All participants are requested to make themselves familiar with the governing laws and policies.

### D.3 Alerts & Explanation for RealBridge (Screens in Use)

- An Artificial Call has to be ALERTED & EXPLAINED in writing by the player AT THE TIME OF MAKING THE CALL.
- Later explanations are also possible, but it's advisable to provide complete explanation at the time of making the Call. The space for the Written Explanation is towards the bottom of the Bidding Box at the time of making the Call. Delayed explanations may cause MI situations when the opponents make a Call before the explanation is provided. The other side would be entitled to redressal of damage, if any, due to MI arising from a delayed explanation. To provide a delayed explanation/clarification, tap on the call made and write in the text box that opens.
- Alerts of Calls are visible to both opponents, but not visible to Partner. One needs to tap on the Alerted Call to get the Written Explanation, if any.
- Players should also verbally Alert and explain the meanings of ONLY their own Artificial Calls, to their screen-mates.
- During the Auction and Play, a Player can always ask for and provide Explanations to one's screen-mate, BUT only about the screen-mates' CALLS. For information about the other opponent's Calls, s/he has to ask the other opponent in written “Private” chat.
- A Player CANNOT ask both opponents about the same Call.
- Please understand that you are entitled to the opponents' agreement, not their hand. So, if you are told no agreement, and you have a reason to believe that agreement may exist, call the director. Do not ask questions like “what did you mean by the bid”.
- General information like Bidding system, Conventions employed, Leads, carding etc MUST be obtained from one's own screen-mate.
- Refrain from writing on Table Chat during Auction & Play as the Chat is visible to the full table including the other side of the Screen. **The only time you MUST use table chat is when you want an UNDO in a Pass-out and lead situation.**
- A brief of your system & carding methods should be given in the comment box to your opponents before start of play on the online platform.

### D.4 Undo, Director Calls

- **Undos are available for genuine misclicks in auction, not for change of mind. Undo for play will not be awarded.** Players should endeavor to request an undo at the earliest possible. At the very least they should

inform their screen mate verbally and/or type undo or stop in play area, if they are not sure where undo button is located. All players are seriously advised to make themselves thoroughly familiar with playing environment before the tournament commences.

- Whenever an undo is requested, a director must be called. Undos must be given only on director's assent. Any undo given without director's assent, both parties lose the right of adjustment, appeal, or UI based on UNDO.
- Even if director allows an undo, there may be implications related to UI because of the bid taken back. Please note that bid that is allowed to be undone is unauthorized information to the partner of offender but authorized information to opponents.
- No UNDO will be allowed after an opening lead is made and the dummy is visible.

#### **D.5 Review Requests**

- Before giving ruling, the directors consult each other, and if needed other senior players. So please ask for a review only and only if you believe certain facts didn't come to director's notice, or a law has been applied incorrectly. All review requests will attract a fee (Rs. 1000), which will be refunded unless the review request is found to be baseless and/or frivolous.

The reviewer's decision is final and binding. There will be no further appeal against reviewer's decision

#### **D.6 Behaviour & Presentation**

- All contestants are expected to accept the decisions of the Tournament / Review Committee in a sportsman like manner.
- Please maintain a courteous attitude towards your partner, teammates, directors, game hosts etc. Please refrain from using foul language, even as a joke. Repeated misbehavior will lead to ban from the event and disciplinary action by Tournament Committee.
- Please be suitably attired. You are on camera, and may be on a telecast to the world. Smart casuals are suggested, bare torsos and undershirts etc are a strict No.

#### **D.7 No Mobile**

- Use of Mobile phone or of any other second device is strictly prohibited during play. Director will immediately penalize the offender.
- If required, Director can allow the usage of mobile phone in his presence for a player to find out the status of his partner, in case of disconnections.

#### **D.8 No Smoking**

- Please note: strictly no-smoking on camera. Penalties will apply.

#### **D.9 Kibitzing**

- Kibitzing will be available through delayed broadcast of RealBridge for limited matches (Team KO matches from PQF onwards & Pairs Final) with possibility of Swiss league as well.

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

Entries must be submitted online through the prescribed entry form on the tournament web site ([www.hcl-bridge.com](http://www.hcl-bridge.com)) accompanied by the requisite entry fees to be paid online through the payment gateway, stating the full names and MP Registration Numbers of the participating players, within the prescribed time for each event as mentioned in the tournament web site. Entries not accompanied by the entry fee or not giving the names of the players of the team (at least four players) or pairs, or without the players' M.P. Registration numbers will be rejected. Acceptance of late entries shall be at the sole discretion of the CTD, where such acceptance does not disturb the tournament schedule.

### **F. 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.

## G. SYSTEM POLICY AND CLASSIFICATION OF SYSTEMS

"BFI System Policy 2021" will be followed. The policy can be found on BFI web site [www.bfi.net.in](http://www.bfi.net.in).

Please note that the main events of the championship (Team of Four Gold & Match Point Pairs) have been categorized as **Category 1 Events**. **The use of HUM systems and Brown Sticker conventions are allowed only in KO stages of team event.**

**Psychic Strong Artificial opening bids** are prohibited in Swiss League stage of Team event and elimination stages of MP Pairs event.

The Silver Team event & IMP Pairs event of the tournament are categorized as Category 2 event and the use of **HUM systems and Brown Sticker conventions are totally prohibited in them.**

The Bronze Team event is Category 3 event and the use of **HUM & RED systems and Brown Sticker conventions are totally prohibited in them.**

All **Psychic Artificial bids** are prohibited in all Category-2 & Category-3 events.

## H. FILLING UP OF CONVENTION CARDS AND DISCLOSURE OF SYSTEMS

It is mandatory for all the pairs to have in their possession a duly filled convention card (WBF Format or similar) with supplementary sheets, if necessary. A partnership not having their convention card may be penalized.

The CC of each pair who has qualified for the KO stage of the tournament in Team event should be submitted via e-mail to CTD (Mr. S.G. Aggarwal - [sgagarwal@gmail.com](mailto:sgagarwal@gmail.com)). **There is no approval procedure for Convention Cards. Players are responsible for ensuring that they have correctly categorized their system.** The cards will be uploaded on to a central depository for opponents to refer in case they want to go through opponent CC. **CC depository will be available at the "Convention Cards" link on the tournament web site [www.hcl-bridge.com](http://www.hcl-bridge.com).**

If a pair forgets a convention or resorts to a psyche, and there is no convention card, director is empowered to assume mistaken explanation and may award an adjusted score [Law12C1]. In addition to this the offending pair may 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.

***As the game is to be played online, hence a brief of your system & carding methods should be given in the comment box to your opponents before start of play on the online platform.***

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 card.

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.

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 Review Committee will give the benefit of any doubt to the opponents.

Opening bid of 2 Diamond, which shows weak in either major with or without the possibility of any other strong hand has to be explained in detail with responses and subsequent rebids.

Normal range of Weak Two opening should be specified and situations where it can be below minimum need to be alerted.

Use of up-to two Brown Sticker conventions per partnership are allowed in direct knock out matches subject to filling up such system card and submitting it for approval to CTD (Mr. S.G. Aggarwal) on his e-mail [sgagarwal@gmail.com](mailto:sgagarwal@gmail.com). 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. Any of these conventions / systems needs to be approved by the CTD before they can be used.

Players are responsible for ensuring that they have followed all the guidelines mentioned above.

## I. SUBSTITUTES

In Team Tournaments, if for any reason, a team is unable to produce four players because of an emergency that develops during the session, the CTD may allow them a substitute from within their team to complete the round. Once a substitute from the team has been allowed, the disconnected player can not join for that round. The result obtained by the substitute shall stand. However, no substitute outside the team roster will be allowed to any team and a team will have to forfeit their match, in case they don't have 4 players.

In case of loss of boards, due to disconnection the offending side will be given (-3) IMPs per board.

In Pair events, no substitute will be provided by TDs to the pair, in case of disconnection. A disconnected player would be re-seated once the TD is intimated. TDs will adjust the scores of the affected boards (not played due to unavailability of player) as follows:

- **For the first 2 affected boards not played, the offending side will get AVG score, whereas the non-offending side will get AVG+ for each board.**
- **For all subsequent affected boards not played, the offending side will get AVG- score, whereas the non-offending side will get AVG+ for each board.**
- **If a Pair is not able to play two consecutive rounds, TD may drop the pair from playing the forthcoming rounds of the event.**

## J. FORFEITS IN TEAM TOURNAMENTS

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

## K. WITHDRAWAL AND WALK OVER

*It is advisable not to withdraw or give Walk over in ONLINE playing environment as the online software platforms usually do not support that.*

However, if utmost necessary, a pair is permitted to withdraw only with the expressed consent of CTD after the completion of a Swiss round. In case a pair withdraws without such expressed consent, the pair will be disqualified for the rest of the championship by the CTD and may also have to face the disciplinary proceedings by BFI Disciplinary Committee.

***IMPORTANT: Teams / Pairs giving walk over or forfeiting the match at any stage of the event will not be eligible for Master Points & ranking points under the BFI ranking Policy. The Tournament Committee has the discretion to award negative ranking points equal to the eligible points at the stage the pair has forfeited.***

## L. 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.

- **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. The penalty will be same as in case of “Lateness” clause above. In case any match is not finished within the stipulated time, the Director may stop play after 5 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 in team / 2 IMPs in IMP Pair / 10% of top earned in MP pairs) for the first offence and (1 VP in team / 3 IMPs in IMP Pair / 20% of top earned in MP pairs) for any offence thereafter. Repeated violation by any player may mean suspension of that player / pair at the discretion of the CTD and Chairman Tournament Committee.
- **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 2017, 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;

## **M. SCHEDULE OF EVENTS**

### **M.1 OPEN TEAM (GOLD) FOR NARESH TANDAN TROPHY**

The Open Gold Team event for Naresh Tandan Trophy will be played over Six days as given in the schedule section of tournament brochure. 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 (18<sup>th</sup> Sep 2021) and day-2 (19<sup>th</sup> Sep 2021) 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 (20<sup>th</sup> Sep 2021). 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 40 boards in four sessions (10 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 40 boards in four sessions (10 boards per session) on day-4 (21<sup>st</sup> Sep 2021). 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 will be played in 4-sessions of 10-boards each on day-5 (22<sup>nd</sup> Sep 2021). The winner Semi-finalists & the losing semi-finalists will play the Final / play-off matches on day-6 (24<sup>th</sup> Sep 2021) consisting of 4-sessions of 12-boards each to ascertain the 1<sup>st</sup> & 2<sup>nd</sup> / 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.

## **M.2 OPEN TEAM (SILVER) FOR MOHINI TANDAN TROPHY**

The Open Silver Team event for Mohini Tandan 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 (18<sup>th</sup> Sep 2021) and day-2 (19<sup>th</sup> Sep 2021) will be played. The format & schedule of Silver event for KO matches (PQFs, QFs, SFs, Final & Play-off) will be same as of Gold event.

## **M.3 OPEN TEAM FOR BRONZE EVENT FOR HCL RISING STAR TROPHY**

The event will be played over two days as given in the Tournament brochure. On day-1 (18<sup>th</sup> Sep 2021) there will be a qualifying Swiss league in which all contestants will play a total of 6 rounds (8-boards per round).

**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).**

### **SEMI-FINALS & FINAL**

The Top 4 teams will qualify for the knock out SF stage to be played in the morning of day-2 (19<sup>th</sup> Sep 2021). The line up for the SF will be 1 Vs 4 & 2 Vs 3. Each Semi-final match shall be played as a direct knockout match of 24 boards in three sessions (8 boards per session).

The winners of the SF matches will play the Final of the Bronze event & the losers will play the play-off matches of 3-sessions of 8-boards each in the afternoon of day-2. The winner / loser of the final match will be ranked 1<sup>st</sup> & 2<sup>nd</sup> for prizes, whereas the winner / loser of the play-off match will be ranked 3<sup>rd</sup> & 4<sup>th</sup> for the prizes.

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.



#### M.4 OPEN MATCH POINT PAIRS EVENT FOR NEENA BONARJI TROPHY

The Open Match Point Pairs event will be played over 6 days starting from 21<sup>st</sup> Sep (after the team PQFs are over) to 26<sup>th</sup> Sep 2021.

The Elimination-1 round of the event will be played in 2 sessions of 24 Boards each on 21<sup>st</sup> & 22<sup>nd</sup> Sep 2021, as per the details given in the tournament brochure. Approximately 40 – 50% pairs (depending on total entries) will qualify to the next stage of Elimination-2 round.

The pairs of quarter finalist losers of both Gold & Silver team events can join the event at the elimination-2 stage, provided they have given the entry fee for the MP Pairs event by the due date (The last day for the Pairs entry).

The Elimination-2 round will be played in 2 sessions of 24 Boards each on 23<sup>rd</sup> Sep & 24<sup>th</sup> Sep 2021 and approximately 40 - 50% pairs (depending on total entries) will qualify to the next stage of Elimination-3 round.

The pairs from Team Final / Play-off of both Gold & Silver team event 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 the event.

The Elimination-3 round will be played on 25<sup>th</sup> Sep 2021 in 2 sessions of 24 Boards each and out of that the pairs ranked 1-27 will qualify to the GOLD pairs finals and pairs ranked 28-55 will qualify for the SILVER pairs finals of the open MP Pairs event to be played on 26<sup>th</sup> Sep 2021. The GOLD finalists will be joined by 1 sponsored pair to play the 3 session final of 54 boards (All play all – 2 boards against each opponent). The SILVER finalists will also play an all play all 54 boards. The remaining Pairs eliminated from Elimination-3 round, can join IMP Pairs Final on 26<sup>th</sup> Sep 2021) provided they have given their IMP Pairs entry. The elimination-3 pairs joining the IMP pairs final can give their entry till 2100 Hrs. on 25<sup>th</sup> Sep 2021.

#### M.5 IMP PAIRS EVENT

The IMP Pairs event will be played over 2 days on 25<sup>th</sup> & 26<sup>th</sup> Sep 2021. 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 day-1 (25<sup>th</sup> Sep) of the event there will be an elimination round of 3 sessions of 18 boards each, after which around 40% pairs will qualify for the IMP Pairs final. They will be joined by the pairs who are ranked above 55 from MP Pairs Elimination-3 in the final of the IMP Pairs event. The final will be played in 3 sessions of 18 boards each on day-2 of the event (26<sup>th</sup> Sep 2021).

#### M.6 GENERAL

- In the event of a tie for the last qualifying / Prize position in a Swiss league, determinations of rank (i.e. 1<sup>st</sup> to 20<sup>th</sup> position) will be broken on VP product of all rounds as per BFI handbook, page No. 66. 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 / Silver / Bronze 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 in which they are going to participate.
  - Not more than 4 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 4 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 fulfilled the criteria of “Minimum play conditions” as given in ***Chap. T***.
- 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.

#### M.7 SEATING PRIVILEGES IN KNOCK OUT MATCHES

In each of the KO matches, Team ranked higher (lower serial number team) can exercise the seating rights. In a 4-Session KO, the higher ranked team 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 2<sup>nd</sup> segment will have the seating privilege for the 3<sup>rd</sup> segment. The team with “Seating rights” will ask their opponents to give their line-up first.

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.**

## N. 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 48 board KO match, the maximum carryover will be 12 IMPs.
- There will be carryover from the first qualifying round 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 (as the scoring is in Cross IMPs converted to IMPs, hence score in IMPs can be in fraction), subject to a maximum of one-fifth of the total number of boards to be played in the final.
- In case of Match Point Pairs event, the carryover to the next elimination round or final will be calculated *based on the following formula:*

$$C = (M - m) [ (Q/E)(AxBxQ)/S ] \text{ where}$$

***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 stages Elim-1 to elim-2 or from elim-2 to elim-3 of the MP pair event after losing in the KO stage of team event, the following rule will be followed:

$$x = (Q*T) / (T+D); \text{ where}$$

***T – No. of qualified pairs;***

***D – No. of drop in seeded pairs;***

***Q – No. of the qualifying spots at the end of the current phase.***

***x - Carryover to be given to seeded pair equivalent to the carryover of the qualified pair whose rank is the calculated value (rounded to integer)***

*For e.g. if 60 (T) pairs qualify and 12 (D) seeded pairs join a new Elimination round, and out of these 72 pairs, we want to qualify 32 (Q) pairs for next elimination or final, then  $x = (32*60)/(60+12) = 26.67 \sim 27^{\text{th}}$  position. So the carryover of the 27<sup>th</sup> position qualifier will be given to all the seeded pairs. Please note, if we would have given the average median value, then we would have given all seeded pairs the carryover of the  $(60/2) = 30^{\text{th}}$  ranked pair. This formula improves the CO position based on the no. of qualifiers in the round.*

- 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 final 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.***

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

## O. LENGTH OF MATCHES

8 board matches: 1 hour 5 Minutes  
 10 board matches: 1 hour 20 minutes  
 12 board matches: 1 hour 35 minutes

## P. TIE BREAKING PROCEDURE

### Team Event:

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

In the event of a tie for the last qualifying position in a Swiss league, determinations of rank (i.e. 1<sup>st</sup> to 16<sup>th</sup> position) will be broken on VP product of all rounds as per BFI handbook, page No. 66.

Rank position in KO matches shall be in accordance with IMPs earned including carry over, if any, and less penalties, if any.

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 play off of extra four board match for the tie break. 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. Difference of 1 IMP is a win.

**Pair Event: Tie in a Pair event will be broken as per BFI handbook - Page No. 65.**

## Q. REVIEW PROCEDURE

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.

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 hold-up 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 judgment 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.

The fact that the Reviewer might have determined a slightly different ruling would not be good reason for the ruling to be varied. In the event that the process had not been followed properly in some material way, the Reviewer will ask the CTD to correct the failings and issue a new ruling.

## 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. 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.

## T. MINIMUM PLAY OF BOARDS/SESSIONS

Each player of the participating team shall play minimum number of boards in various stages as defined below in order to be eligible to play the next stage of the event.

- Swiss League of Gold / Silver – Minimum 25% rounds (rounded to next integer) out of the total no. of rounds in the Swiss League. So out of 10 rounds, a minimum of 2.5 ~ 3 rounds should be played by each.
- QF/SF/Final/Play-off – 1 Session of QF / SF / Final / Play-off
- Bronze Event – Min 2 rounds out of 6 rounds in Swiss League; SF & Final – Minimum 1 Session out of 3

Further any player that fails to meet the minimum play requirements shall not be eligible for master points for that stage, and will be awarded master points & Ranking points, if any up to the previous stage only.

## U. 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.