

**SUPPLEMENTAL CONDITIONS OF CONTEST**  
*FOR*  
**DELHI GYMKHANA CLUB INDIA OPEN BRIDGE TOURNAMENT 2017**  
*Under the auspices of Bridge Federation of India*

**A**     **SCHEDULE OF EVENTS**

**1.1**   **OPEN TEAM EVENT**

The Open Team event will be played over three days as given in the prospectus. All the contestants will play 6 rounds of qualifying Swiss league on day-1 (3<sup>rd</sup> March 2017) and 2 rounds (Rounds 7 - 8) before lunch on day-2 (4<sup>th</sup> March 2017). Each round will be of 10-boards each. 8 teams will qualify for Quarterfinal stage. This will constitute of the Top 7 teams (it may contain a Delhi Gymkhana Club team as well) and 8<sup>th</sup> place will be reserved for best Gymkhana club team (The Gymkhana Club team which is ranked highest above 7<sup>th</sup> position in the Swiss league).

For the Quarter-finals to be played on day-2 (4<sup>th</sup> March 2017), the top 8 qualified teams will be divided into 2 groups. Group "A" will consist of teams ranked 1, 4, 5 & 8 in Swiss league and Group "B" will consist of teams ranked 2,3,6 & 7 in Swiss league. The teams will play 3 matches of 12 boards each within their group. The TOP 2 teams from each group will qualify for the Semi-finals. The KO Semi-finals (3 sessions of 8-boards each) and Final KO (3 sessions of 10 boards each) will be played on day-3 (5<sup>th</sup> March 2017).

**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)**

**1.2**   **GENERAL**

The Championships will be conducted under the technical management of Bridge Federation of India. The events will be played in accordance with laws and provisions governed by the World Bridge Federation & the regulations of BFI.

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 7<sup>th</sup> position) will be broken on VP product of all rounds as per BFI handbook, page No. 66.

In case of odd number of teams in Swiss League, one team will get a bye. 12 VPs shall be awarded to such a team in Team of Four event.

If a team is unable to play or to complete a match and the CTD/Tournament Committee may find that team is in default and declare the match forfeit (Walk Over), the other team being declared winner. The loser will receive zero VP and the winner shall receive the greatest of 12 VPs or average (at the end of the Swiss League) of its VP, whichever is the higher. The CTD may impose additional penalties to the forfeited team.

**Important: Each member of a team is required to play a minimum of 25% of the boards in Swiss League (i.e. minimum 2 rounds out of the 8) & further 25% in every qualified KO stage.**

**1.3**   **SEATING PRIVILEGES IN SWISS LEAGUE**

In Swiss League, the "Home Team" will sit NS and the "Away Team" will sit EW in the OPEN room. It will be reverse in the CLOSED room, where the "Away Team" will sit NS and "Home Team" will sit EW.

## **B QUARTERFINAL**

For the quarterfinal matches, the 8 qualified teams will be divided into 2 groups and will play an all-play-all Super League within their group i.e. 3 rounds of 12 boards each. Group A will consist of Team Nos. 1, 4, 5 & 8, whereas Group B will consist of Team Nos. 2, 3, 6 & 7.

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

The top 2 teams of both the groups will qualify for the semi-finals. The four quarterfinal losers would be ranked joint 5<sup>th</sup> to 8<sup>th</sup> for prizes and they are seeded to play in the Second elimination of Pairs event, in case they have given the OPEN Pairs entry before the start of the Pairs event.

## **C SEMI-FINAL**

The winners of Group "A" in the quarter-final shall play the 2<sup>nd</sup> ranked team of Group "B" and winners of Group "B" in the quarter-final shall play the 2<sup>nd</sup> ranked team of Group "A" in the 3-Session knock-out semi-final. Each session will be of 8 boards each. The team having the higher IMP-score (after deducting penalties, if any) at the end of the 3-Session match will be the winner of the match.

The two semi-final losers would be ranked as joint 3<sup>rd</sup> & 4<sup>th</sup> and they are seeded to play in the Pairs Final event, in case they have given the OPEN Pairs entry before the start of the Pairs event.

**IMPORTANT: A seeded pair from quarter-final (getting direct entry to Pair elimination -2) or semi-final stage (getting direct entry to Pairs Final) can only play with a seeded pair of same rank & class. That is if he is entering from QF stage, then his partner should also be from QF stage. He cannot play with an unseeded or a player who has qualified for next stage i.e. Semi-final. A player in a team qualifying for QF or SF stage will be considered as "Seeded" only if he/she has played a minimum of 25% of the boards in every stage of the KO.**

## **D FINAL**

The Two semi-final winners would play a 30 board match in three sessions (10 boards per session). IMPs would score the match, with the team having the higher IMP-score (after deducting penalties, if any) at the end of the match being the winner and the losers the runners-up.

## **E SEMI-FINAL & FINAL - Line up forms will be used throughout**

In the Semi-Final & Final Knock out matches, there will be toss of Coin or draw of cards and the winner of toss or draw may elect to be the Home Team or Away Team for either 1<sup>st</sup> or 2<sup>nd</sup> Session. In third session, the team leading at that stage will be Home Team but both the teams will submit blind line-up forms to the Director.

## **F SYSTEM POLICY AND CLASSIFICATION OF SYSTEM**

### **• Green (Natural) System**

- a) All one level opening bids are natural (non artificial) bids.
- b) An opening bid of a major suit guarantees (4+ cards) in the denomination named and minor suit guarantees (3+ cards) in the denomination named.
- c) 1NT should be balanced.

(Note: this does not preclude individual assessment of some hands, e.g. a hand with a singleton honor. The subsequent bidding methods, however, should not be able to identify such hand types)

- d) All one level opening bids, must by agreement, promise at least 10 HCP with no distributional value.

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

This category includes systems that satisfy all the following criteria.

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

- **Red (Artificial) Systems**

This category includes

- a) All systems employing artificial one level openings that do not fall under the definition of Yellow (HUM) systems [see below], other than strong Club /strong Diamond (Blue) systems.
- b) Any system in which the basic structure (other than length of natural suit bids, or the point range of openings) varies according to position and vulnerability.

- **Yellow (HUM) Systems**

For the purpose of these regulations, a Highly Unusual Method means any system that has, as a matter of partnership agreement, one or more of the following features:

- a) A Pass in the opening position that shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
- b) By partnership agreement an opening bid at the one level may be weaker than pass.
- c) An opening bid at the one level that may be made on high card strength a king or more below that of an average hand (i.e. 0-7 HCP and insufficient compensating distributional values).
- d) An opening bid of one of a Major with alternative possible meaning that the hand may be long or short in a specified suit.
- e) An opening bid of one of a Major with alternative possibilities that show length in one specified suit or length in another specified suit.

- **Brown Sticker Conventions and Treatments**

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

Any one of the following characteristics qualifies a convention /treatment as Brown Sticker if it is a matter of partnership agreement:

- a) Any opening bid of two clubs through three spades that: - could be weak and does not promise at least four card in the known suit.

**Exceptions: Multi 2 Diamond opening:**

- a) Weak in either Major, whether with or without the option of a strong hand types containing 16 high card points or more, or with equivalent values. Opponents have the right to ask the team playing multi to provide them with adequate defensive measures against their system.

b) An overcall of a natural opening bid of one of a suit that does not promise at least four cards in a known suit.

#### **Exceptions**

(1) A natural overcall in No Trumps.

(2) Any cue bid that shows a strong hand.

(3) A cue bid in an opponents' known suit that asks to bid 3NT with a stopper in that suit.

c) Any weak two-suited bid (whether it is an over call or, an opening bid or a response) at the two or three level that may by agreement be made with three cards or fewer in one of the two suits.

d) Psychic bids protected by system or required by system.

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

- The use *of HUM system is not allowed at any stage of any event. The use of Brown Sticker conventions is not allowed in the Swiss League stage of Team of Four.* Its use in the direct Knock Out matches of Team of Four event is subject to filling up of such systems and submitting them *to CTD at least 3 hours before the start of the match and receiving CTD's approval before the start of the match.* Moreover there is a special responsibility for pairs using such system to explain their methods in sufficient detail on their convention card.

- **RANDOM OPENINGS**

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

- **ENCRYPTED SIGNALS**

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

Players using "Red Systems" or "Brown Sticker Convention" shall file their system material after 7<sup>th</sup> round of Swiss league in anticipation of qualifying to the stage concerned. In any stage "HUM System" is not allowed.

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

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

There is **NO CARRY-OVER AT ANY STAGE IN THE TEAM EVENT.**

There is **NO CARRY-OVER IN ANY STAGE IN PAIRS EVENT.**

#### **H Alert Policy**

The following classes of calls should be alerted;

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

**If screens are not in use, DO NOT Alert the following**

- 1 All doubles.
- 2 Any no-trump bid, which suggests a balanced or semi-balanced hand, or suggests a no-trump contract.
- 3 Opener or responder's second round of bids above 3 No-trump. (Delayed alert)
- 4 Any call at the four level or higher, with the exception of conventional calls on the first round of the auction. Nevertheless, players must respect the spirit of the Policy as well as the letter.

**I Penalties**

1. Smoking & consumption of Alcoholic beverages of any nature in the designated playing area is prohibited. Once the play starts no player shall leave his playing table in order to smoke or consume alcohol before the end of the match (session). Violation subject to 1VP penalty for first offence and 2 VP for second offence, 3 VP for third offence.
2. Mobile phones, pagers and other electronic equipments shall not be used into the playing area, while the game is on. Violation subject to prescribed penalty.
3. "Zero tolerance" policy will be strictly implemented. Mandatory penalty of 1 VP for first offence, 2 VP for second offence, 3 VP for third offence and thereafter suspension.
4. Constant slow play by any player depriving his/her opponents their legitimate duration of time is subject to disciplinary penalty.
5. Any team not seated and ready to play at the announced starting time of the session will be imposed penalties according to the following scale. 0+/5 minutes late warning. 5+/10-1VP. 10+/15- 2VP. Over 20 minutes Tournament Committee will decide.
6. If a player makes use of any conventional call or play not sufficiently described in his/her convention card that player's partnership or team, as the case may be, is liable to either procedural or disciplinary penalty and as well to score adjustment for the resulting damage.
7. During auction and play, a player should not refer to his own convention card. Violation subject to procedural penalty as well as score adjustment for the resulting damage.

**J Review Against Director's Decision**

There will be no Appeal Committee in the tournament. 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. 500 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. The review deposit will be refunded unless the Reviewer determines that the request was without merit.

The case will be reviewed by a person who was not involved in the original decision. The Reviewer will check that the TD has gathered the necessary evidence of what occurred when the infraction arose. The Reviewer will then need to be satisfied that the correct law was applied and that other TDs were consulted where appropriate. In matters involving the judgement that was exercised by a player following unauthorised information, incorrect explanation or failure to alert, the Reviewer will clarify that suitable players have been asked appropriate questions to enable a judgmental view to be obtained. 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. In the event that the process had not been followed properly in some material way, the Reviewer will ask the Head TD to correct the failings and issue a new ruling. On application from the Head TD the President will appoint a list of not less than 10 suitable players, chosen among the high level players participating the event, from whom at least five must be consulted by the Tournament Directors.

**K IMP to VP Scales**

Scales for 10 and 12 board matches for Team of Four Event is as given below:

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

<b>Team of Four Event – 12 Boards</b>			
IMPs	VPs	IMPs	VPs
0	10.00 – 10.00	27	16.91 – 3.09
1	10.36 – 9.64	28	17.08 – 2.92
2	10.71 – 9.29	29	17.24 – 2.76
3	11.05 – 8.95	30	17.40 – 2.60
4	11.38 – 8.62	31	17.56 – 2.44
5	11.70 – 8.30	32	17.71 – 2.29
6	12.01 – 7.99	33	17.86 – 2.14
7	12.31 – 7.69	34	18.00 – 2.00
8	12.61 – 7.39	35	18.14 – 1.86
9	12.90 – 7.10	36	18.28 – 1.72
10	13.18 – 6.82	37	18.41 – 1.59
11	13.45 – 6.55	38	18.54 – 1.46
12	13.71 – 6.29	39	18.66 – 1.34
13	13.97 – 6.03	40	18.78 – 1.22
14	14.22 – 5.78	41	18.90 – 1.10
15	14.46 – 5.54	42	19.02 – 0.98
16	14.70 – 5.30	43	19.13 – 0.87
17	14.93 – 5.07	44	19.24 – 0.76
18	15.15 – 4.85	45	19.34 – 0.66
19	15.37 – 4.63	46	19.44 – 0.56
20	15.58 – 4.42	47	19.54 – 0.46
21	15.79 – 4.21	48	19.64 – 0.36
22	15.99 – 4.01	49	19.74 – 0.26
23	16.18 – 3.82	50	19.83 – 0.17
24	16.37 – 3.63	51	19.92 – 0.08
25	16.55 – 3.45	52	20.00 – 0.00
26	16.83 – 3.17		