

THE CONDITIONS OF CONTEST

FOR

MOHANLAL BHARTIA MEMORIAL BRIDGE CHAMPIONSHIP - 2017

Under the auspices of Bridge Federation of India

A. GENERAL

The championship will be conducted under the technical management of the BFI.

The winning team will be entitled to get a direct berth in Indian team selection trial for the next selection trial for the Commonwealth Nations Bridge Championship to be held in Feb 2018.

Tournament Committee under whose authority all the tournament directors and tournament staff shall function. All the events will be played in accordance with laws and provisions governed by the World Bridge Federation & BFI.

B. CONDITIONS OF ENTRY

Participation in this championship is open to resident Bridge players in general.

In addition to non-playing Captain each team may have four, five or six members. In case team wishes to replace/add a team member if there were fewer than six members, such replacement or addition can be done only by obtaining permission of the Chief Tournament Director.

By participating and / or intending to participate in the this Championship each contestant agrees that he/she shall not make any claim for any loss in earning for any reason connected with the event against BFI.

Entry in the event and /or subsequent refusal to play against pair / team as required by the schedule play or withdrawal during any round without the consent of the TC or CTD shall result in disqualification in participating in the event.

The winning team becoming eligible to play selection trials will get a berth to Indian Team selection trial, to select an Indian team for Commonwealth Nations Bridge Championship to be held in Feb 2018 in Australia. The winner/ selected teams shall be eligible to take part in the selection trials only if all players in the team are of Indian nationality and comply with the norms laid down by the Ministry of Sports and Youth Affairs for such participation. Even if a single member of the team (or teams) does not meet this criteria, the entire team shall not be eligible to take part in the trials. No alternate team will be substituted in place of such ineligible teams. Additionally, all players will have to fulfill the minimum condition of play as specified herein to participate in the selection trial.

C. ENTRY FEE AND SUBMISSION OF ENTRIES

Entries must be submitted in the prescribed form with the requisite entry fees and giving details of participating players with Master point registration numbers. Such entries shall be given within the specified time.

D. SYSTEM POLICY AND CLASSIFICATION OF SYSTEMS

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

Average Hand	A hand containing 10 high card points (Milton Work) with no distributional values
Weak	High card strength below that of an average hand
Strong	High card strength a king or more greater than that of an average hand
Natural	A call or play that is not a convention (as defined in the Laws)
Length	Three cards or more
Shortage	Two cards or less

D.1 HUM Systems

For the purpose of this Policy, a Highly Unusual Method (HUM) means any System that exhibits one or more of the following features, as a matter of partnership agreement:

1. A Pass in the opening position shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
2. By partnership agreement an opening bid at the one level may be weaker than pass.
3. By partnership agreement an opening bid at the one level may be made with values a king or more below average strength.
4. By partnership agreement an opening bid at the one level shows either length or shortage in a specified suit.
5. By partnership agreement an opening bid at the one level shows either length in one specified suit or length in another.

EXCEPTION : One of a minor in a strong club or strong diamond system

D.2 Classification of Systems

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

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

Green	Natural
Blue	Strong Club/Strong Diamond, where one club/one diamond is always strong
Red	Artificial: this category includes all artificial systems that do not fall under the definition of Highly Unusual Methods (HUM) systems [see definition below], other than Strong Club/Strong Diamond systems (see 'Blue'). Examples would be a system where one club shows one of three types - a natural club suit, a balanced hand of a specific range, or a Strong Club opener; or a system in which the basic methods (other than the no trump range) vary according to position, vulnerability and the like; or a system that uses conventional 'weak' or 'multi-meaning' bids (with or without some weak option) in potentially contestable auctions, other than those described in the main part of the WBF Convention Booklet
Yellow	Highly Unusual Methods ('HUM') as defined above.

D.3 Brown Sticker Conventions and Treatments

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

a) Any opening bid of two clubs through three spades that:

- i) Could be weak (may by agreement be made with values below average strength) AND
- ii) Does not promise at least four cards in a known suit.

EXCEPTION: The bid always shows at least four cards in a known suit if it is weak. If the bid does not show a known four-card suit it must show a hand a king or more over average strength. (Explanation: Where all the weak meanings show at least four cards in one known suit, and the strong meanings show a hand with a king or more above average strength, it is not a Brown Sticker Convention.)

EXCEPTION: A two level opening bid in a minor showing a weak two in either major, whether with or without the option of strong hand types, as described in the WBF Conventions Booklet.

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

EXCEPTION: A natural overcall in no trumps.

EXCEPTION: any cue bid suit that shows a strong hand.

EXCEPTION: a jump cue bid in opponent's known suit that asks partner to bid 3NT with a stopper in that suit.

c) Any 'weak' two-suited bids at the two or three level that may by agreement be made with three cards or fewer in one of the suits.

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

e) None of the foregoing restrictions pertain to conventional defenses against strong, artificial opening bids or defenses against 'Brown Sticker' or HUM conventions.

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

Additional to the classification of systems in D.2 above, any partnership using one or more 'Brown Sticker' conventions must indicate this alongside its system classification.

Players will not be allowed to make use of psyche bids during the Swiss league & elimination rounds of pairs. Any artificial strong bid cannot be psyched at any stage of the event.

D.4 Encrypted Signals

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

D.5 Random Openings

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

The use of HUM systems and of the Brown sticker conventions is permitted only in the direct knock out Matches. However the use of Brown Sticker Conventions and/or HUM systems in the Knock outs is subject to filling up of such system, moreover there is a special responsibility for pairs using such systems to explain their methods in sufficient detail on their card. No Brown Sticker conventions are permitted in the qualifying Swiss matches.

E. ALERT POLICY

Alert policy as specified by WBF will be followed.

The following classes of calls should be alerted:

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

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

1. All doubles.
2. Any no-trump bid which suggests a balanced or semi-balanced hand, or suggests a no-trump contract.
3. Any call at the four level or higher, with the exception of conventional calls on the first round of the auction.

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

F. FILLING UP OF CONVENTION CARDS AND SUBMISSION OF SYSTEMS

Brown Sticker Conventions, use of HUM systems are not allowed in qualifying league however they are allowed in direct knock out matches subject to filling up such system and submitting to Director before the last round of Swiss League. A pair who has not submitted card as above would be debarred from using any Brown Sticker conventions till six hours after pair has submitted its properly filled cards.

Each pair of every team is required to present at the table 2 copies of convention cards from the beginning of the event i.e Round I of Swiss League. However at the end of the qualifying rounds each pair of every team qualified for the quarter final knock out shall submit 3 copies of their convention cards to the CTD at least 30 minutes before the commencement of quarter finals. Failure to follow any stipulation of this section may be subject to penalty at the discretion of the Appeals Committee in addition to restriction on use on certain methods.

G. AUTHORITY OF THE TOURNAMENT COMMITTEE

The tournament committee reserves the authority to modify/alter COC preferably in consultation with the CTD. In exercising this right the committee shall also have the right to ratify the clear error in COC as soon as it is brought to notice, provided that the error is evident from the context or from it's being in conflict with the laws.

H. SCHEDULE OF EVENTS

The championship will start off with the Teams event in which all Teams will play a qualifying Swiss League of 8 rounds. 16 teams in the order of merit will qualify to play a Swiss draw Knock out cum Double elimination. Non qualifiers will play two sessions Board A Match.

Match Point pairs will be conducted simultaneously with Team event in progression.

I. TEAM OF FOUR DUPLICATE EVENT

Unless otherwise decided for some sufficient reason by the tournament Committee after the number of entries is known and before the start of the event, the mode of the conduction of the event will be as follows:

The matches will be played with bidding Boxes. All teams will play qualifying Swiss League of 8 rounds of 10 Boards. In the Swiss league there will be common pre-dealt Boards on all tables with Bridgemates and the event will be played with New Continuous VP scale of 20 VP. 16 teams in the order of merit will qualify to play a Swiss draw Knock out cum Double elimination.

Team ranked higher will remain home team in the initial knock out match. Lower ranked Team winning against higher ranked team will automatically occupy the higher ranked position to become home in further knock out matches. Draw Table is given in annexure I

The top 8 teams will form Upper half (Group A) and teams 9-16 will form Lower half (Group B). There will be matches of 20 Boards in two sessions as per draw mentioned herein.

J. RECORDING OF SCORES, COMPUTING AND REPORTING

Bridgemates will be used for the official recording of the scores throughout the championships (as far as possible). The N/S pair at each table will be responsible for keying of the scores into the Bridgemate. The E/W pair will be responsible for agreeing the score by keying in their acceptance. **The official score will be that keyed in by N/S and agreed by E/W.**

In Team of Four events, the closed room pair before leaving the room must confirm the score from the display on the screen. Any discrepancy must be brought to the notice of the Directors immediately. **The scores received from Bridgemates are the official scores.**

The North South players in Open Room should hand over the Table score sheet/Card to the director within the allotted time for the session. After the Close Room play is over, the open Room table score will be handed over to the close room players for comparing the scores and computing the results. The official Table score sheet along with result card duly filled in and initialed by both teams be handed over to director within the stipulated time for the session.

K. CARRY OVER

Teams will carry forward part of their difference in the direct match, if any between the two teams during their Direct Knock out matches. 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 another team and one third otherwise subject to maximum 4 Imps. Fraction will be rounded to nearest Number. In all cases the carry over shall be calculated without counting IMP difference the tie break if any and by using the average IMP difference in any non-balancing score adjustment or penalties.

L. SUBMISSION OF LINE UP

In a Knock out match, the Captains should report to the director desk for exchange of line up at least 10 minutes before the starting time of the session. Players should be in their seats by the starting time. Failure on the part of the captain to report to director desk in proper time will attract penalty of 3 Imps. If the two teams play a session on the same axis in spite of line up submissions, the session will be treated as void and the match will be reduced to the remainder Number of boards.

M. 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 handbook of bridge federation of India.

Lateness – Any team not seated and ready to play the announce starting time of the session will be asst penalties according to the following scale. 0+/5 minutes late - warning. 5+/10 – 1 VP, 10+/15 – 2 VPs, 15+/20 – 3 VPs. Over 20 minutes late at the discretion of the tournament appeals committee may include recommendation of forfeit of match.

N. TIE-BREAKING

The teams with identical scores after deducting penalties will be deemed to have tied. Penalties for late start, slow play, late finish or for sitting in the same direction shall not be considered for tie breaking for qualification swiss. In qualifying league if there is a tie among the teams, it will be broken in favor of higher VP product. In the knock out matches the tie will be broken after making the team play 2 more boards. 1 imp difference is a win. and if tie persists will be broken on sudden death of a single board till tie is broken. In sudden Death tie is broken on the Board score. eg 110, 100 points, 110 score is the winner.

O. 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.

P. 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. Director will ensure that there are no corrections and appeal before taking out the draw. No correction of score or appeal for the previous round will be entertained once the draw is put up for the last round of Swiss league. No authority will change the draw. However appeal or correction for the last round of Swiss league will be accepted if submitted within 5 minutes from the end of the play. No result will be announced till such appeal or correction is taken care of. No authority will change the final result once it is announced.

Q. WITHDRAWAL

A team is permitted to withdraw only with the expressed consent of the CTD during the qualifying stage. 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 greater of 12 VPs or average (at the end of the Swiss League) of its VP. In case a team gets a bye in Swiss League (due to odd number of teams) 12 VPs shall be awarded to all such teams.

R. MINIMUM PLAY OF SESSIONS/BOARDS

Every Player has to play at least 25% of the Boards/sessions at every stage. Otherwise the player is not eligible to take part in next stage.

S. Match Point OPEN PAIRS

Pairs of the qualified teams will be given seeding provided their entries are given in advance before the stipulated time, Only three entries per team are permitted. Pairing must be from same eliminated stage. No entries from the qualified teams will be accepted after the stipulated time for giving entries is over. Most of the conditions of the contest will remain as per the team event. Seeded pairs joining in 2nd/3rd session of elimination will be awarded the score on the basis of formula.

In case of emergency a Player may be substituted with the permission of CTD, but that pair is not entitled to qualify or win any prize.

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

T. SEEDING AND BALANCING OF THE SECTIONS

CTD shall advise the assignment of scores and the starting position of seeded pairs, the starting positions of seeded pairs in order to balance the field. Tournament directors shall advise the contestants of the same. CTD will advise on the movement and the number of the boards to be played in each session.

U. TIE-BREAKING IN PAIRS

Tie Breaking in Pairs will done as per BFI handbook.

Seeding Method

The seeding points of individual player member have been determined on the basis of master points considering the category of Master he/she has been recognized by BFI under the new master point's scheme as on 1st March 2017. While considering the award only the RED points (Federation Points) have been considered.

Seeding Points of each player will be thus calculated on the basis of the above formula with clear reference to No. of Red points.

The Team Index will be calculated by the following formula

$$\text{Team Index} = \frac{\text{Cumulative strength of Red points}}{\text{All members of the team}} \div \text{No. of players of the Team}$$

Ranks of the top 16 (8 UH and 8 LH) participating teams will be decided in the order of merit of this Team Index.

In case of tie between two or more teams, it will be broken first, by calculating the Team Index on the basis of top five team members in terms of Red point, and thereafter (if the tie continues) it will be on the basis of average exact master point strength of all players of the team. If the tie persists it will be broken by toss of coin.

Seeding will be considered for the draw for the first round of Knock out only. The subsequent draw will be winner against winner as specified in the table.

Annexure I

16 teams qualify for KO stage 1 - Teams ranked 1-8 (Upper half) 9-16 (Lower half)										
KO		UPPER HALF				LOWER HALF				
KO1	Table	1	2	3	4	5	6	7	8	
	Team	1-8	2-7	3-6	4-5	9-16	10-15	11-14	12-13	20 boards
16 teams – 4 losers from lower half exit – 12 Teams go to KO2										
KO2	Table	1	2	3	4	5	6			20 boards
	Team	1-4	2-3	5-8	6-7	9-12	10-11			
12 Teams –losers from (Table 3,4,5 & 6 exit) 8 teams remain										
KO3	Table	1	2	3	4					20 boards
	Team	1-2	3-10	4-9	5-6					
Team 1 seeded to finals with 8 IMP carry over – Teams losing from Table 2, 3 & 4 exit										
KO4	Table	1	2							20 boards
	Team	2-5	3-4							
Losers exit and are ranked #4 jointly										
KO5	Table	1								20 boards
	Team	2-3	Winner goes to Final, Loser is ranked #3							
FINAL	Table	1	48 boards							
	Team	1-2								
Team # on left shown as winners for next stage for easy understanding										
The top Seed team will play the lowest seed team in KO stages for every Knock out Match. Seeding will be based on Master Points and will be announced at the start of the event once all entries are received.										
Explanation of KO logic										
Upper half teams losing just 1 KO or Lower half team winning all KO matches reach the Final										
Upper half team winning Three KO match is seeded to Final after KO3										
Upper half teams losing Two matches get eliminated										
Lower half teams losing One KO match get eliminated										

IMP to VP Scale

Scale for **10 board matches** for **Team of Four Event** is as given below:

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