

**SUPPLEMENTAL CONDITIONS OF CONTEST**  
*FOR*  
**R R GUPTA MEMORIAL BRIDGE TOURNAMENT 2015**  
*Under the auspices of Bridge Federation of India*

**A. SCHEDULE OF EVENTS**

**A.1 OPEN TEAM EVENT FOR R. R. GUPTA TROPHY**

The Open Team event for R.R. Gupta Trophy will be played over four days as given in the prospectus. All the contestants will play 6 rounds of qualifying Swiss league on day-1 (12<sup>th</sup> March 2015) and 2 rounds (Rounds 7 - 8) before lunch on day-2 (13<sup>th</sup> March 2015). Each round will be of 10-boards each.

The Top 8 teams will qualify for the Quarterfinal Knock out, which will be played in 3 sessions of 12-boards each on the afternoon of 13<sup>th</sup> March 2015. The Semifinal and Final KO matches will be played in 4-sessions of 14-boards each on 14<sup>th</sup> & 15<sup>th</sup> March 2015, respectively.

**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)**

**A.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 8<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.

**A.3 SEATING PRIVILEGES IN SWISS LEAGUE**

In Swiss League, the HOME Team (the team shown first in the draw) will sit NS in the OPEN room and the AWAY Team (the team shown second in the draw) will sit EW in the OPEN room. It will be reverse in the CLOSED room, where the AWAY team will sit NS and HOME team will sit EW.

**B. QUARTER-FINAL**

Each quarterfinal match shall be played as a direct knockout match of 12 boards in three sessions. 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>. They are seeded to Pairs II Elimination, only if their Pairs entry has been received before.

#### B.1 QUARTER-FINAL PAIRING

The top three teams in the Swiss League, in order of preference, will have the right to choose its Quarterfinal opponent from amongst the teams placed 5<sup>th</sup> to 8<sup>th</sup> in the Swiss League. This choice will be given as per the rank of the team (1 to 3). 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.

### C. SEMI-FINAL

The winning teams of quarter-final shall play 56 boards knock-out semi-final in four sessions. Scoring on IMP, the team having the higher IMP-score (after deducting penalties, if any) at the end of the match being the winner of the match. The two semi-final losers would be ranked as joint 3<sup>rd</sup> & 4<sup>th</sup>. They are seeded to Pairs Final, only if their Pairs entry has been received before.

#### C.1 SEMI-FINAL PAIRING

Winner of table 1 Vs winner of table 4 and winner of table 2 Vs winner of table 3.

### D. FINAL

The two semi-final winners would play a 56 board match in four sessions. 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. KO MATCHES

E.1 **LINE UP FORMS** - Line up forms will be used throughout.

In the QF knock-out (three-session matches), higher ranking team will have the option to be the "Home" team or "Away" team in the 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.

In the semi final and 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> & 3<sup>rd</sup> or 2<sup>nd</sup> & 4<sup>th</sup> Session. The home team for the first session would be away team for the second Session and vice versa. Home team will sit North-South in open room.

### F. SYSTEM POLICY AND CLASSIFICATION OF SYSTEMS

#### F.1 General

- Average Hand - a hand containing 10 high card points 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
- Length - three cards or more
- Shortage - two cards or less

## F.2 Classification of Systems

- **Green (Natural) System**

This category includes systems that satisfy all the following criteria.

- 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 values.

- **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 e.g. Polish Club or a natural system where one minor opening can contain 5-card major in a balanced hand.
- 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).
- d) By partnership agreement an opening bid at the one level shows either length or shortage in a specified suit.
- e) 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

### F.3 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:**

(1) 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 strong hand.

(2) **Multi 2 Diamond opening:** 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. Defensive measures are permitted for opponents. (A written defense has to be given to the opponents before the start of the match. This will be part of the opponents' system card).

- 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 jump cue bid in an opponent's known suit that asks partner 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.

- 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.

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" event and in elimination stage of "Pairs" events.** Its use in the direct Knock Out matches of Team events 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.
- Players using "Brown Sticker Convention" shall file their system material after 7<sup>th</sup> round of Swiss league in anticipation of qualifying to the knock out stage concerned.

#### F.4 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.

#### F.5 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).

### G. Convention Cards and Submission of Systems

1. Players must disclose fully the meaning of their conventional agreements, particularly, conventions and treatments that may require defensive preparation by opposing pairs. In addition to system card, pairs shall use supplementary sheets, where necessary, to achieve this objective. To satisfy the principle of adequate disclosure, the onus is on each pair to prepare for the information of opponents an accurate and comprehensive system.
2. Understandings whereby there may be violations of the normal meaning of the call, and where the nature of violation may possibly be anticipated, must also be disclosed in the convention card with full detail in a supplementary sheet, wherever necessary. The understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to opponents
3. If a player makes use of any conventional call not sufficiently described on his system card (including supplementary sheets), that player's partnership may be subject to a procedural penalty (Law 90) for the infraction and/or to disciplinary penalty as well as to score adjustments to redress any damage. The onus of disclosure is on the user. When there is a claim of damage through inadequate disclosure, the CTD and the Appeals Committee will give the benefit of any doubt to the opponents.
4. **Use of two Brown Sticker conventions per partnership are allowed ONLY** in direct knock out matches in Team of Four event subject to filling up such system card and submitting two copies to the Director before the last round of Swiss league. At the same time a viable suggested defense to any Brown Sticker convention must be filed. This will be deemed to be a part of the system card and may be referred to by the opponents at the table. A pair which has not submitted the convention card (system card) as above would be debarred from using such conventions till three hours after the pair has submitted its properly filled card subject to the approval of CTD.
5. It is mandatory for all the pairs to carry a duly filled convention card at the table. If a pair forgets a convention or resort to a psyche, and there is no convention card, director is empowered to assume mistaken explanation and may award a score that will be the most favorable to the non-offending side & the most unfavorable to the offending side [Law12C(e)]. In addition to this the offending pair will not be allowed to use that convention in the rest of the match. Frequent violations of the system amounts to a private understanding and will be dealt severely.
6. During auction and play, a player should not refer to his own convention card. Violation subject to procedural penalty as well as score adjustment for the resulting damage.

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

## 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. Carry-over

Teams will carry forward part of their difference in the direct match, if any between the two teams during the qualifying league to their Direct Knock-out matches in Quarterfinal. 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 9 Imps. There will be no carry over to the Semi Final & Final.

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

## J. 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 brought into the playing area. 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 not ready to play at the announced starting time of the session will be assessed penalties according to the following scale. 0+/5 minutes late warning. 5+/10- 1VP. 10+/15- 2VP. Over 20 minutes Tournament Committee will decide.

## **K. General**

1. ***Psyche of a conventional bid is not permitted at any stage of any event.***
2. CTD may consider any psyche with little or negligible risk as a Brown Sticker convention (clause F.3d) and may adjust the score and impose penalty.
3. CTD may treat any psychic bid as a partnership understanding under Law 40B, if in his opinion the bidder's partner had the possibility of being aware of the deviation.
4. Pre dealt Computer deals will be used in this tournament for all events.
5. 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.

6. Each player of the participating team shall play at least 25% of the played deals to become eligible to play the following next stage of the event. If not such player will disqualify himself from contesting in the event.
7. There will be no seeding of teams in Team of Four events. The first one/two rounds will be by random draw. Thereafter the usual Swiss league draw will be made.

## **L. Appeal**

Players have the right to bring to the notice of the Director any irregularity on the table, during the play and the match. Directors will give ruling on such irregularities, if necessary, after consultation with the panel of experts. Appeals can be lodged against the ruling of the Director within the prescribed time limit of 15 minutes after completion of the session, giving full details of the discrepancies in the Appeal Form with an appeal fee of **Rs.500/-**.

Appeals will be dealt without delay. However the time required for hearing appeal will not withheld the play of the subsequent round. Score adjustment after the verdict, if any, will be done in the following round.

If the tournament Appeals Committee determines that it is a frivolous appeal and there is no merit in it, the deposit of Rs.500/- will be forfeited.

## **M. Sponsor Quota**

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

## **N. Authority of the Tournament Committee**

The Tournament Committee reserves the authority to modify /alter the SCoC preferably in consultation with CTD. 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 notice, provided the error is evident from the context or from its being in conflict with the law.

## O. IMP to VP Scales

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

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