

**SUPPLEMENTAL CONDITIONS OF CONTEST**  
*FOR*  
**“FENESTA” OPEN ON-LINE BRIDGE TOURNAMENT 2021**  
**Organized by “Anglian Medal Hunt”**  
***Under the auspices of Bridge Federation of India***

**1. 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 Bridge Federation of India, and are specific to the **“Fenesta Open On-line Bridge Tournament 2021”** being sponsored by **Fenesta** & Organized by **Anglian Medal Hunt** under the auspices of **Bridge Federation of India** (BFI) from **22<sup>nd</sup> July to 1<sup>st</sup> August 2021**.

The Tournament will be played on online platforms **“RealBridge” as per the schedule given in Chap. 28**.

The Tournament will be conducted by “Bridge From Home” under the technical guidance of Bridge Federation of India. The schedule of events will be published in the tournament web site <https://bridgefromhome.com/fenesta-open-bridge-tournament>. In case of necessity, the Tournament Committee in consultation with the Chief Tournament Director 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 Tournament will follow the WBF – 2017 Laws of Duplicate Bridge.**

**IMPORTANT – As the Ladies & Mixed pair events of the Tournament are given status of Ranking Point events of BFI, hence performance in these events will be eligible for Ranking Points for Indian Mixed / Ladies Teams selection, as per the BFI Ranking Point Policy 2021.**

**All participating players should go through the tournament SCoC and abide by it. SCoC will be circulated on the tournament web site from 18<sup>th</sup> Jun 2021.**

**2. CONDITIONS OF ENTRY – GENERAL RULES**

- Participation in this tournament is open to all resident bridge players of Indian Nationality. Teams with one or more non-resident Indian bridge player(s) or a team of foreign players of a recognized NBO is also eligible to participate.
- It may please be noted that an Indian resident player partnering a non-resident Indian / OCI card holder/ foreign player in the **Ladies & Mixed Pair** events of this tournament, will not be eligible for the **Ranking points** from the event. They will only be eligible for the prize.
- In case a non-resident Indian / OCI Card holder Indian / foreign player(s) secures a rank in the Ladies / Mixed Pair event, that rank will not get substituted for ranking point. For eg. 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 of Indian Nationality 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.

- The participants of "Newcomer IMP Pairs" event will be given relaxation, in case they are not registered under the BFI MP scheme. However, they are requested to get themselves registered as soon as possible.
- For participating in Junior IMP Pairs, participants cannot be over 30 Yrs. of age. Also those Junior Pairs who have attained the rank of National master or above are not eligible to participate as this event is for promoting upcoming Junior pairs.
- 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 Chief Tournament Director (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).

### 3. SCHEDULE OF EVENTS

#### ➤ PLATFORM – Realbridge

- Open Team of Four GOLD event
- Open Team of Four SILVER event
- Open Match Point Pairs
- Ladies IMP Pairs – *(This will be a BFI Ranking Point event)*
- Mixed IMP Pairs - *(This will be a BFI Ranking Point event)*
- Newcomers IMP Pairs
- Juniors IMP Pairs

#### 3.1 IMPORTANT INFORMATION FOR PARTICIPATING IN THE EVENTS

- Teams participating in Open Team Gold / Silver events can have a minimum of four and maximum of 8 players in the team.
- **As Gold & Silver Team events are being played in parallel, a player is allowed to play only either in GOLD or SILVER team event.**
- In Silver teams, maximum two player of the team can be of the rank of National Masters or above and they should not be playing as a partnership. Rest should be of below the rank of National Master.
- There is no rank restriction for participation in Open MP / Mixed / Ladies Pairs.
- TRIOS are not allowed in any of the Pair events.
- For Open Gold / Silver teams, there is a minimum play criteria to be followed. **See Chap 26 for details.**
- **The pairs playing final / play-off of the Gold / Silver team event will not be able to play the open pairs (Gold) finals.**

- The players participating in **Newcomer IMP Pairs** event are not supposed to have more than 2 years experience of playing the game and should not be having more than **total 25 Master Points** (Including Local + Federation MPs) in their name. Further, the Technical Committee reserves the right to reject an entry, in case they feel that the player though fulfilling the Master Point criterion is not a Newcomer.

## **4 SPECIAL INSTRUCTIONS FOR ON-LINE EVENTS**

### **4.1 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.
- For events played on BBO platform, It is mandatory to have the name of the player on their BBO profile along with a short description of their system. Any one not following this rule can be penalized and TD may not allow them to continue in the event.

### **4.2 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.

### **4.3 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.

#### 4.4 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.

#### 4.5 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

#### 4.6 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.

#### 4.7 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.

#### **4.8 No Smoking**

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

#### **4.9 Kibitzing**

- Kibitzing and watching are an essential part of the game. We certainly want everyone to be involved. But, given the security considerations in an online environment, the kibitzing may be available only for limited matches (say Team Finals & possibly SFs) through delayed broadcast or web meeting.

### **5 ENTRY FEE AND SUBMISSION OF ENTRIES**

Entries must be submitted online through the prescribed entry form on the tournament web site, accompanied by the requisite entry fees to be submitted 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, CTD may accept late entries at his sole discretion, where such acceptance does not disturb the tournament schedule.

The tournament web site link for Registration pages is at:

<https://bridgefromhome.com/fenesta-open-bridge-tournament>.

### **6 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.

### **7 SYSTEM POLICY, THIRD HAND OPENINGS & PSYCHIC BIDS**

"**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 Team of Four Gold / Silver Teams & MP Pairs events and the Ranking Point events (Mixed / Ladies IMP Pairs) 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 Newcomers / Junior Pairs event are Category 3 events 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.

### **8 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 with supplementary sheets, if necessary. A partnership not having their convention card may be penalized.

The CC of each pair who have 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)) or to BFI Communication Manager (Mr. Srinivasan Iyengar- [cardpacker@gmail.com](mailto:cardpacker@gmail.com)). The cards will be uploaded on to a central depository for opponents to refer in case they want to go through opponent CC. ***Please visit the CC depository on the google drive at:***

<https://drive.google.com/drive/folders/1QZSL4RZx0MjEwsuYyoHI1Gpe6A-C0tpN?usp=sharing>

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. A written defense is to be provided as mentioned in the system policy.

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 [sgaggarwal@gmail.com](mailto:sgaggarwal@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.

## **9. 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.**

## **10. 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.

## **11. 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.***

## **12. Disciplinary Rules and 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;

### **13. Tie- breaking Procedures**

**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 8<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.**

#### **14. Length of Matches**

10 board matches: 1 hour 15 minutes

12 board matches: 1 hour 30 minutes

#### **15. 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.

#### **16. 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.

#### **17. 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 is 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 Tournament / Review Committee in a sportsman like manner.

#### **18. GOLD OPEN TEAM EVENT**

Each team may have a minimum of four and a maximum of eight playing members. Any alteration in the names of the players can be done only before the start of the event with the consent of CTD. **In case a team having less than eight members wishes to add a team member, such addition can be done before the start of the 3<sup>rd</sup> round of the Swiss league with the consent of the CTD.** There will not be any seeding of the teams and the draw for the first round will be a random draw. Thereafter the draw will follow the actual draw as per the Swiss League protocol.

Team of Four Duplicate for Gold event will be played in two stages.

Stage I: Qualifying Swiss league of 8 rounds of 10 Boards.

**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).**

Stage II: Knock out matches will start from Last-16 stage. There will be carry over at all stages of the KO **as per the Chap 25.1.**

The team finishing at top after the Swiss league may choose their opponents from among the teams placed at 9<sup>th</sup> to 16<sup>th</sup> position. Subsequently the team finishing 2<sup>nd</sup> in the Swiss league may choose their opponent from among the remaining teams from 9<sup>th</sup> to 16<sup>th</sup> position and so on. The last-16 stage knock out will be of 4 sessions of 10 boards each.

The winners of last-16 stage will play in QFs in 4 sessions of 10 boards each and the line up for QFs will be 1 Vs 8, 2 Vs 7, 3 Vs 6 & 4 vs 5.

Semi-final will be of 4 sessions of 10 boards each whereas Final will be of 4 sessions of 12 boards. The pairing of teams in the Semi final stage will be 1 vs 4 and 2 vs 3. Along with the finals, there will be Play-off (3 Sessions of 12 boards each) for 3<sup>rd</sup> / 4<sup>th</sup> positions.

**IMPORTANT – The pairs of 4 Gold / Silver Semi Finalist teams cannot participate in the Open Pairs (Gold) event.**

## 18.1 GENERAL

- 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 and Silver event.
- A pair will be allowed to participate at any stage of a pairs event, independent of whether one or both players are qualified to team KO stage 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 26.**
- 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.

## 18.2 SITTING 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 2nd 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.

## **19. Silver Open Team Event**

Each team may have a minimum of four and a maximum of eight playing members. Any alteration in the names of the players can be done only before the start of the event with the consent of CTD. **In case a team having less than eight members wishes to add a team member, such addition can be done before the start of the 3<sup>rd</sup> round of the Swiss league with the consent of the CTD.** There will not be any seeding of the teams and the draw for the first round will be a random draw. Thereafter the draw will follow the actual draw as per the Swiss League protocol.

The teams can have a maximum of two National Masters or above rank players and they cannot play as partners at any stage in the Silver event.

The format and all other conditions for the Team of four Silver event will be exactly as of Team of Four Gold event.

## **20. OPEN MATCH POINT PAIRS**

The Open Match Point Pairs will be played with 3 elimination rounds followed by a final.

The first elimination round will be played in 3 sessions of 18 boards each. After the elimination-1, the TOP 40% pairs will qualify for Elimination-2 (Gold) and the rest of the pairs will play in the Elimination-2 (Silver).

Each of the qualified pair will be given carryover from each elimination round to next elimination round till finals, in both Gold & Silver Pairs event. ***See Section 25.3 - Carryover formula for Match Point Pairs.***

**The pairs of losing Gold / Silver Last-16 teams will join the open MP pairs elimination-2 (Gold) as per the CO formula given in Chap 25.4.**

The elimination-2 (Gold) will be of 2 sessions of 18 boards each after which depending on entries, **approx. 40-50% of pairs will qualify from elim-2 to elim-3 round.**

The elimination-2 (Silver) will be played in 3 sessions of 18 boards each and the TOP 28 pairs will qualify for the Finals of the Open Pair (Silver) event.

**Pairs of losing Gold / Silver QF Team will be seeded to Elim-3 of Open Pairs, in case their pair entry is recd within stipulated time. Each of the seeded pairs will be given a carryover as per Section 25.4.**

**2 Sponsored Pairs will also be given a direct entry into the Elimination-3 of Open Pairs (Gold). However, they will have to start with zero carryover.**

The elimination-3 (Gold) will be of 2 sessions of 18 boards each after which **the TOP 28 pairs will qualify for the Open Pairs (Gold) final.**

Scoring, ranking and tie breaking will be as per provisions of BFI Hand Book.

Rank position in final shall be in accordance with Match points earned including carry over, if any, and less penalties, if any.

## **21. LADIES IMP PAIRS EVENT**

The Ladies IMP pairs will be played over 2 days with an elimination round to be played in 3 sessions of 18 boards each followed by the final.

20 TOP Pairs will qualify for the final, which will be played in an All-play-all format of 2 boards per round (38 boards). There will be carry-over given to finalists as per **chap. 25.2**.

Along with the finals, there will be a 2 session (18 boards each) Ladies STRATA-II event for non-qualifying pairs of the elimination round. However, the STRATA – II event will be played only if there are a minimum of 20 pairs participating in the STRATA-II event.

## **22. MIXED IMP PAIRS EVENT**

The Mixed IMP pairs will be played over 2 days with an elimination round to be played in 3 sessions of 18 boards each followed by the final.

The TOP 28 pairs will qualify for the final, which will be played in All-play-all format (most probably in 3 sessions of 18 boards each). There will be carry-over given to finalists as per **chap. 25.2**. However, tournament committee has the right to reduce the total pairs to be qualified to the finals, in case the total no. of entries in the event are less than 56.

Along with the finals, there will be a 2 session (20 boards each) Mixed STRATA-II event for non-qualifying pairs of the elimination round. However, the STRATA – II event will be played only if there are a minimum of 24 pairs participating in the STRATA-II event.

## **23. NEWCOMERS IMP PAIRS EVENT**

There will be an IMP Pairs event for Newcomers, which will be played in 2 Sessions of 18 boards each. The event will be played over 2 days.

The players participating in this Pairs event are not supposed to have more than 2 years of experience of playing the game and should not be having more than total 50 MPs (Including Local + Federation MPs) in their name. The Tournament committee reserves the right to reject an entry, in case they feel that the player is not a Newcomer.

## **24. JUNIORS IMP PAIRS EVENT**

There will be a one day IMP Pairs event for Juniors (the age limit for this event is max 30 Yrs.) which will be played in 2 Sessions of 18 boards each. The event will be played over 2 days. Junior Pairs who are of the rank of National Masters & above are not eligible to participate as this event is for promoting upcoming Junior Pairs.

## **25. Carry Over**

### **25.1 Carry Over – Team Events**

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.

### **25.2 Carry Over – IMP Pairs event**

In case of IMP Pair event, the carryover from qualifying session to the next till Finals will be one-fifth of the difference between the TOP & the last qualifying pair, subject to a maximum of one-fifth of the total number of boards to be played in the final.

### **25.3 Carry Over – MP Pairs event**

Carryover for Tolani Gold Open Pairs event for each elimination / final stage will be computed as per the formula below:

$$C = (M - m) \left[ \frac{Q}{E} \frac{(A \times B \times Q)}{S} \right]$$

where C = carryover

B = number of boards played in qualifying session(s)

S = sum of the scores of all qualifiers

M = matchpoints of a given pair

m = matchpoints of lowest qualifying pair

E = pairs entered in the event

Q = pairs to be qualified

A = average on each board in the final session(s)

## 25.4 General Rule for giving Carryovers to Seeded Pairs

*For giving Carryovers for those seeded pairs, who will join the MP Open pairs / Mixed Pairs / Ladies Pairs event in the next elimination round or Finals, the following method will be applied:*

*The carryover of the nearest integer of (The Number of Pairs who get qualified from the Previous Round / 2)th position pair will be given. So, for example, let us say 32 pairs from elimination round of IMP / MP Pairs get qualified to the next stage and 10 seeded pairs join them, then all the 10 seeded pairs will be given the carryover of the nearest integer of  $(32/2) = 16^{th}$  ranked pair from the original 32 pair qualifying list.*

## 26. ELIGIBILITY OF MINIMUM PLAY CONDITIONS AND QUALIFICATION

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.

- Gold / Silver Swiss league – 20 Boards or 2 Matches (out of 8 matches).
- Gold / Silver PQF – 10 Boards or 1 Session of PQF (out of 4 Sessions of 10 boards)
- Gold / Silver QF – 10 Boards or 1 Session of QF (out of 4 Sessions of 10 boards)
- Gold / Silver SF – 10 Boards or 1 Session of SF (out of 4 Sessions of 10 boards)
- Gold/ Silver Final/Play-off – 12 Boards or 1 Session of Final / Play-off (out of 4 / 3 Sessions of 12 boards)

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 up to the previous stage only.

## 27. 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.

## 28. TOURNAMENT SCHEDULE

Date	Time	Activity
22 <sup>nd</sup> Jul 2021, Thursday		<b>LADIES RANKING POINT PAIRS EVENT</b> - The format of Ladies Pairs elimination / final will be decided based on the no. of entries received.
	1000 Hrs	Ladies IMP Pairs – Elimination - S1 (18 Boards)
	1400 Hrs	Ladies IMP Pairs – Elimination - S2 (18 Boards)
	1730 Hrs	Ladies IMP Pairs – Elimination – S3 (18 Boards)
		<b>NOTE: TOP 20 pairs will qualify for an all-play-all Ladies Pairs Final. The Non-qualifiers are eligible to play the Ladies Pairs STRATA – II event, which will be held only if there are a minimum of 20 Pairs.</b>
	1830 Hrs	Newcomers IMP Pairs Event – Sessions -1 (18 Boards)
	1830 Hrs	Juniors IMP Pairs Event – Sessions -1 (18 Boards)
23 <sup>rd</sup> Jul 2021, Friday	1000 Hrs	Ladies IMP Pairs – Final - S1 (20 Boards)
	1400 Hrs	Ladies IMP Pairs – Final - S2 (18 Boards)
	1000 Hrs	Ladies IMP Pairs – Strata II - S1 (18 Boards)
	1400 Hrs	Ladies IMP Pairs – Strata II – S2 (18 Boards)
	1830 Hrs	Newcomers IMP Pairs Event– Sessions -2 (18 Boards)
	1830 Hrs	Juniors IMP Pairs Event– Sessions -2 (18 Boards)
		<b>SWISS LEAGUE – OPEN GOLD / SILVER TEAM EVENT – 8 Rounds of 10 Boards Each</b>
	1830 Hrs.	Round – 1 – Random Draw
	2000 Hrs.	Round – 2 – Actual Draw
24 <sup>th</sup> Jul 2021, Saturday	1000 Hrs	Round – 3– Actual Draw
	1145 Hrs	Round – 4– Actual Draw
		<b>LUNCH BREAK</b>
	1400 Hrs	Round – 5– Actual Draw
	1545 Hrs	Round – 6– Actual Draw
	1730 Hrs	Round – 7– Actual Draw
	1915 Hrs	Round – 8– Actual Draw
		<b>TOP 16 teams from GOLD &amp; SILVER event will qualify for their Pre-QFs respectively, after playing 8 rounds of Swiss League. See SCoC for the draw details.</b>

25 <sup>th</sup> July 2021, Sunday	1000 Hrs.	GOLD / SILVER Team Event - Round of 16 – S1 – Boards 1-10
	1145 Hrs.	GOLD / SILVER Team Event - Round of 16 – S2 - Boards 11-20
		<b>LUNCH BREAK</b>
	1430 Hrs	GOLD / SILVER Team Event - Round of 16 – S3 - Boards 21-30
	1615 Hrs	GOLD / SILVER Team Event - Round of 16 – S4 - Boards 31-40
		<b>Note: TOP 8 Teams will qualify for QFs. Please see SCoC for details.</b>
		<b>OPEN PAIRS ELIMINATION-1</b>
	1000 Hrs	Open MP Pairs – Elimination-1 – S1 (18 Boards)
	1400 Hrs	Open MP Pairs – Elimination-1 – S2 (18 Boards)
	1730 Hrs	Open MP Pairs – Elimination-1 – S3 (18 Boards)
		<b>Note: After elimination-1, the TOP 40% will qualify for Elimination-2 (Gold) and the rest will play in Elimination-2 (Silver).</b>
		<b>The pairs of losing Round of 16 teams will get seeded to elimination-2 (Gold), in case they have paid their entry before the cut-off date for the pairs event</b>
26 <sup>th</sup> July 2021, Monday	1830 Hrs	GOLD / SILVER QF-1– Boards 1-10
	2000 Hrs	GOLD / SILVER QF-2– Boards 11-20
	1830 Hrs	Open MP Pairs – Elimination-2 (Gold) – S1 (18 Boards)
	1830 Hrs	Open MP Pairs – Elimination-2 (Silver) – S1 (18 Boards)
27 <sup>th</sup> July 2021, Tuesday	1830 Hrs	GOLD / SILVER QF-3 – Boards 21-30
	2000 Hrs	GOLD / SILVER QF-4 – Boards 31-40
	1830 Hrs	Open MP Pairs – Elimination-2 (Gold) – S2 (18 Boards)
	1830 Hrs	Open MP Pairs – Elimination-2 (Silver) – S2 (18 Boards)
		<b>Note: The pairs of both GOLD / Silver QF team losers will be seeded to the elim-3 (Gold) of Open Pairs,. Approx. 40-50% pairs will qualify from Elim-2 (Gold) to Elim-3 (Gold). Please see SCoC for details.</b>
28 <sup>th</sup> July 2021, Wednesday	1830 Hrs	GOLD / SILVER SF-1 (Boards 1-10)
	2000 Hrs	GOLD / SILVER SF-2 (Boards 11-20)
	1830 Hrs	Open MP Pairs – Elimination-3 (Gold) – S1 (18 Boards)
	1830 Hrs	Open MP Pairs – Elimination-2 (Silver) – S3 (18 Boards)
		<b>The TOP 28 pairs from Silver Elim-2 will qualify for the final of Silver Pairs event.</b>
29 <sup>th</sup> July 2021, Thursday	1830 Hrs	GOLD / SILVER SF-3 (Boards 21-30)
	2000 Hrs	GOLD / SILVER SF-4 (Boards 31-40)
	1830 Hrs	Open MP Pairs – Elimination-3 – S2 (Gold) (18 Boards)
		<b>Note: Approx. 40-50% pairs (Max 28 Pairs) will qualify from Elim-3 (Gold) to Final</b>
30 <sup>th</sup> July 2021, Friday	1000 Hrs	Mixed IMP Pairs – Elimination – S1 (18 Boards)
	1400 Hrs	Mixed IMP Pairs – Elimination – S2 (18 Boards)
	1730 Hrs	Mixed IMP Pairs – Elimination – S3 (18 Boards)
		<b>NOTE: TOP 28 pairs will qualify for the Mixed Pairs Final. However, in case of less than 56 entries, this number may be accordingly reduced by the tournament committee. The Non-qualifiers are eligible to play the Mixed Pairs STRATA – II event, which will be held only if there are a minimum of 24 Pairs.</b>
31 <sup>st</sup> July 2021, Saturday	1000 Hrs	Mixed IMP Pairs Final – S1 (18 Boards)
	1400 Hrs.	Mixed IMP Pairs Final – S2 (18 Boards)
	1730 Hrs.	Mixed IMP Pairs Final – S3 (18 Boards)
	1030 Hrs	Mixed IMP Pairs – Strata II - S1 (20 Boards)
	1500 Hrs	Mixed IMP Pairs – Strata II – S2 (20 Boards)
1 <sup>st</sup> Aug 2021, Sunday	1000 Hrs.	Open Teams GOLD / SILVER – FINAL / PLAY-OFF – S1 (Boards 1-12)
	1000 Hrs.	MP Pairs Final Gold & Silver – S1 (18 Boards)
	1200 Hrs.	Open Teams – GOLD / SILVER FINAL / PLAY-OFF – S2 (Boards 13-24)
	1400 Hrs.	MP Pairs Final Gold & Silver – S2 (18 Boards)
	1500 Hrs.	Open Teams – GOLD / SILVER FINAL / PLAY-OFF – S3 (Boards 25-36)
	1700 Hrs.	MP Pairs Final Gold & Silver– S3 (18 Boards)
	1700 Hrs.	Open Teams - GOLD / SILVER FINAL – S4 (Boards 37-48)