

# SUPPLEMENTAL CONDITIONS OF CONTEST

FOR

## KR. MURLI MANOHAR ONLINE NATIONAL MASTERS BRIDGE CHAMPIONSHIP 2021

*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 the Bridge Federation of India, and are specific to the **Kr. Murli Manohar Online National Masters Bridge Championship - 2021** organized by **Dhampur Sugar Mills** under the aegis of **Bridge Federation of India (BFI)**. The Championship will be played on "**RealBridge**" online platform from **20<sup>th</sup> to 28<sup>th</sup> November 2021**.

The Championships will be conducted by "**Bridge from Home**" under the technical management of Bridge Federation of India. The schedule of events will be as published in the BFI & tournament web site <http://bridgefromhome.com/natmast/>. In case of necessity, the Tournament Committee in consultation with the Chief Tournament Director (CTD) may alter/modify the format of any of the events. The tournament will be played in accordance with the laws and provisions laid down by the World Bridge Federation (WBF) and Bridge Federation of India (BFI). **The National Championships will follow the WBF – 2017 Laws of Duplicate Bridge.**

**All participating players should go through the tournament SCoC, which will be circulated on the tournament web site <http://bridgefromhome.com/natmast/> from 7<sup>th</sup> Nov 2021.**

### **2. CONDITIONS OF ENTRY**

#### 2.1 GENERAL RULES FOR ELIGIBILITY TO PARTICIPATE

- 2.1.1 This is one of the qualifying events under the "Indian Team Selection Policy 2019-22" and hence will follow BFI's "Performance Ranking System". The pairs of the top performing teams in the National Master Team event & top Pairs of the National Master Pairs event will be awarded performance points as per the prevailing **BFI Ranking Point Policy 2018-22**.
- 2.1.2 Participation in the National Master Teams event & the National Masters Open Pairs event is open to bridge players of Indian Nationality, who are of the rank of National Masters and above by virtue of the strength of Master point awards by BFI. The player shall have to their credit at least 500 National (Federation) Master Points as on 15<sup>th</sup> Nov 2021.
- 2.1.3 Having one or more non-resident Indian / OCI Card holder / foreign bridge player(s) of known skill equivalent to the National Masters will also be eligible to participate in the Team event or National Master's MP Pairs event. However if there is a non-resident player in the winning team / Master's Pairs event, the non-resident player & his partner will not be eligible for the ranking points from this tournament (In case, if the non-resident player has played with 2 or more partners in the team event, then all of them will be ineligible for the ranking points). In case there are more than one pair of non-resident Indian player playing for a team in the team event, the whole team will be disallowed any ranking points.
- 2.1.4 In a ranking point event, an Indian resident player partnering a non-resident Indian / OCI card holder / foreign player will be eligible for the prize but will not be eligible for the **Ranking points for the event**. Also rank secured by such pair will not get substituted. For e.g. If we are giving ranking points up to 8 positions and the 5<sup>th</sup> rank is secured by a non-resident Indian player(s), then no ranking points will be allocated to any Indian players for that rank.

- 2.1.5 Participation in the Non-Master Pairs event is open for all players below the level of National Masters.
- 2.1.6 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>.
- 2.1.7 All participating players should be registered under BFI Master Point Scheme and in good standing and should meet the participation requirement of the event, as specified by BFI.
- 2.1.8 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.
- 2.1.9 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.
- 2.1.10 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**

- National Master's Team Event
- National Master's Match Point Pairs Event
- Non-Master's Match Point Pairs Event

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

#### **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.

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

### 5 ENTRY FEE AND SUBMISSION OF ENTRIES

Entries must be submitted online through the prescribed entry form on the tournament web site, <http://bridgefromhome.com/natmast/> 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 as mentioned in the tournament web site & brochure, which will be circulated on various bridge related Whatsapp groups and BFI 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.

Entries for all events will start from 7<sup>th</sup> Nov 2021 on Tournament web site.

### 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 AND CLASSIFICATION OF SYSTEMS

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

Please note that the National Master's Team event & National Master Match Point Pair event have been categorized as **Category 1 Events**. **The use of HUM systems and Brown Sticker conventions are allowed only in KO stages of team event.**

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

The Non-Masters Pairs event of the tournament are categorized as Category 2 event and the use of **HUM systems and Brown Sticker conventions are totally prohibited in them.**

All **Psychic Artificial bids** are prohibited in all Category-2 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 (WBF Format or similar) with supplementary sheets, if necessary. A partnership not having their convention card may be penalized.

The CC of each pair who has qualified for the KO stage of the tournament in Team event should be submitted via e-mail to CTD (Mr. Sanjay Chakraborty - [skc200@gmail.com](mailto:skc200@gmail.com)). **There is no approval procedure for Convention Cards. Players are responsible for ensuring that they have correctly categorized their system.** The cards will be uploaded on to a central depository for opponents to refer in case they want to go through opponent CC. **CC depository will be available at the "Convention Cards" link on the tournament web site <https://drive.google.com/drive/folders/12LCTulJc7XJuO5xOOmHA1FTBaFMgl6u1?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.

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. Sanjay Chakraborty ) on his e-mail [skc200@gmail.com](mailto:skc200@gmail.com). At the same time a viable suggested defense to any Brown Sticker convention must be filed. This will be deemed to be a part of the system card and may be referred to by the opponents at the table. A pair which has not submitted the convention card (system card) as above would be debarred from using such conventions till three

hours after the pair has submitted its properly filled card. Any of these conventions / systems needs to be approved by the CTD before they can be used.

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

## **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. Withdrawals & Walkover**

***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 / Chairman Tournament Committee.

- **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. 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** – Use of mobile phones is prohibited when the play is on. Director may impose penalty, if required.
- **Smoking** is not allowed in online bridge while play is on. Director may impose penalty, if required.
- **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 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**

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

In case of Tie Break for the last qualifying position in Round Robin, the winner of the direct match between the two tied teams will be the winner. If their score in direct match was a tie, then there will be a play-off of extra four board match for breaking the tie. 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. In the tie-break, difference of 1 IMP is a win.

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.

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

8 board matches: 1 hour 5 minutes

10 board matches: 1 hour 20 minutes

12 board matches: 1 hour 40 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.

The fact that the Reviewer might have determined a slightly different ruling would not be good reason for the ruling to be varied.



In the event that the process had not been followed properly in some material way, the Reviewer will ask the CTD to correct the failings and issue a new ruling.

## **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 are expected to accept the decisions of the Tournament / Review Committee in a sportsman like manner.

## **18. NATIONAL MASTERS – TEAM OF FOUR OPEN EVENT - DETAILS**

A team event may consist of minimum 4 and maximum 8 players. However, it is suggested to all teams to have a minimum of 6 players, to avoid player availability problems on all the days. 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> session of the round-robin with the consent of the CTD.

The event will be played over seven days as detailed in the schedule given below. The first two days shall be the qualifying round robin or Swiss league depending on the no. of entries, followed by quarter-final KO matches on day-2 afternoon & day 3; Semifinal KO matches on day 4 & 5 and the Final / Play-off KO matches on day 6 & 7.

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

- Swiss League / RR – Minimum 25% rounds (rounded to next integer) out of the total no. of rounds in the Swiss League / RR.
- QF/SF/Final/Play-off – 1 Session of QF / SF / Final / Play-off

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

### **18.1 PLAY FORMAT**

**OPTION-1:** If there are 24 or less teams, then they will be divided in two groups based on **BFI Federation master point seeding method** and will play an all-play-all round-robin within their group. For 16 teams, we will have 2 groups of 8 teams each and 7 rounds of 12 board matches. For 18 / 20 teams, we will have 2 groups of 9 / 10 teams each and 9 rounds of 10 board matches. For 22/24 teams, we will have 2 groups of 11 / 12 teams each and 11 rounds of 8 board matches.

- SEEDING METHOD: In case the teams are divided into groups, they will be seeded based on the total average master points (Federation MPs only) of each team. The top average will be seeded 1 and so on.

After playing the Round-Robin within their group, the TOP 4 teams from each group will qualify for the Quarter-Finals.

For the Quarter-Final line up, A1 will be seeded as # 1, B1 as #2, B2 as #3, A2 as #4. A1 can choose either B3 or B4 as their opponent and A2 will automatically have to play against the other remaining team out of B3/B4. Similarly B1 can choose either A3 or A4 as their opponent and B2 will automatically have to play against the other remaining team out of A3/A4. The winner of match against A1 & B1 teams will be called S1 & S2 and the winner of match against B2 & A2 teams will be called S3 & S4.

The draw for the Semi-Final will be **S1 vs. S4 and S2 vs. S3.**

**OPTION-2:** If the no. of entries is more than 24, there will be a Swiss-League of 8 rounds of 12 boards each. After playing the Swiss league, the TOP 8 teams will qualify for the quarter-finals.

**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).**

The top 3 teams in the Swiss League, in order of preference, will have the right to choose its QF 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) in the Swiss league. The draw for the Semi-Final will be **S1 vs. S4 and S2 vs. S3.**

All KO matches (QFs, SFs, Final & Play-offs) will be played in 4 sessions of 12 boards each.

## 18.2 GENERAL

- In case of odd number of teams, one team will get a bye. 12 VPs shall be awarded for the bye round.
- **Walkover:** If a team, by its own fault, is unable to play another team, it will score zero VP. Its opponents will receive the best score between: (a) 12 VP using the 20-0 VP scale, or the equivalent according to the VP scale adopted, (b) the teams average (c) the average score obtained by all other opponents against the team at fault, whichever is greater. A second walk-over by the same team will be referred to the Disciplinary Committee which can apply further sanctions including disqualification of the team.

## 18.3 SITTING PRIVILEGES IN KNOCK OUT MATCHES

In each of the KO matches, Team ranked higher (A1, A2, B1 & B2 in QFs and S1 & S2 in SFs) 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. The team with "Seating rights" will ask their opponents to give their line-up first.

A change of player, pairs or partnerships can be made only at the beginning of the session and no restrictions of any pair playing against another pair apply for any of the sessions of the match.

If there is any pair who uses Brown Sticker conventions, they should be available 10 minutes before the schedule beginning of the match to present their system and answer questions by the opponent.

## 19. **OPEN Match Point Pairs for National Masters & Above**

The Open Match Point Pairs for National Masters & above ranks will be played with an elimination round followed by a final. The Elimination round will be played in 3 sessions of 18 boards each. The TOP 27 pairs & one sponsored pair will qualify to play the final and will play the all-play-all final in 3 Sessions of 18 boards each. There will be carry over from elimination round to Finals as per the Carry over formula given in **chap. 22**. However the sponsored pair will start with zero carry over.

Note: The Sponsored pair in the National master Pairs final should satisfy the criteria of minimum 500 Federation MPs to play.

It may please be noted that TRIOS are not allowed in any of the Pairs event.

## **20. OPEN Match Point Pairs for Non-Masters**

The Open Match Point Pairs for Non-Masters will be played in with one elimination round followed by the final. The Elimination round will be played in 3 sessions of 18 boards each. TOP 28 pairs will qualify for the all-play-all final to be played in 3 Sessions of 18 boards each. There will be carry over from elimination round to Finals as per the carry over formula given in **Chap. 22.**

## **21. Carry Over in Team event**

In case of a Direct Knock-out matches (QF, SF, Final & Play off), the Teams will carry forward part of their difference of the round-robin 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.

**if the play format is "Teams divided into two groups", there will be no carry over in Quarter-Final knock out matches, as the teams would not have met each other in Round Robin. However, in Semi-Final, Final & Play-off matches there can be carryover in case the teams playing the match have met in the round-robin.**

## **22. Carry Over in Match Point Pairs Event**

- In case of Match Point Pairs event, the carryover to the next elimination round or final will be calculated *based on the following formula:*

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

**C = carryover**

**M = matchpoints of a given pair**

**m = matchpoints of lowest qualifying pair**

**Q = pairs to be qualified**

**E = number of pairs who played in the round from which carryover is calculated**

**A = average on each board in the round for which carryover is calculated**

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

**S = sum of the scores of all qualifiers**

Note: As we have only one qualifying session & one final session, as per the BFI handbook, the maximum carryover cannot be greater than or equivalent to **two boards** score. If the formula determines the high carryover to be above the allowable limits, the formula is abandoned and the following procedure is followed: Subtract the low-qualifying score from the high-qualifying score and divide this number into the maximum allowable carryover. The resulting factor is multiplied by the difference of the high qualifying score and the low-qualifying score. Thus the low qualifier will have a carryover of zero, and the high qualifier will have the maximum allowable carryover.

When a qualified pair is replaced by a reserve pair, the carry-over is computed using the actual score of the reserve pair.

## **23 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.

## **24 Tournament Schedule**

### **SCHEDULE OF ROUND-ROBIN / SWISS LEAGUE**

Date	Time	Activity	Time	Activity	Time	Activity	Time	Activity
	<b>8 Teams per Group</b>		<b>9/10 Teams per Group</b>		<b>11 / 12 Teams per Group</b>		<b>Swiss League (24+ Teams)</b>	
	<b>7 Rounds * 12 Boards</b>		<b>9 Rounds * 10 Boards</b>		<b>11 Rounds * 8 Boards</b>		<b>8 Rounds * 12 Boards</b>	
20th Nov 2021, Saturday	1000 Hrs	Round – 1	1000 Hrs	Round – 1	1000 Hrs	Round – 1	1000 Hrs	Round – 1
	1200 Hrs	Round – 2	1140 Hrs	Round – 2	1125 Hrs	Round – 2	1200 Hrs	Round – 2
	1445 Hrs	Round – 3	1400 Hrs	Round – 3	1250 Hrs.	Round – 3	1445 Hrs	Round – 3
	1645 Hrs	Round – 4	1540 Hrs	Round – 4	1500 Hrs.	Round – 4	1645 Hrs	Round – 4
	1845 Hrs	Round – 5	1720 Hrs	Round – 5	1625 Hrs	Round – 5	1845 Hrs	Round – 5
			1900 Hrs	Round – 6	1750 Hrs	Round – 6		
					1915 Hrs.	Round – 7		
21 <sup>st</sup> Nov 2021, Sunday	1000 Hrs	Round – 6	1000 Hrs	Round – 7	1000 Hrs	Round – 8	1000 Hrs	Round – 6
	1200 Hrs	Round – 7	1140 Hrs	Round – 8	1125 Hrs	Round – 9	1200 Hrs	Round – 7
			1400 Hrs	Round – 9	1250 Hrs.	Round – 10	1445 Hrs	Round – 8
					1500 Hrs.	Round – 11		

## SCHEDULE OF TEAM KO MATCHES & PAIR EVENTS

Date	Time	Activity
21 <sup>st</sup> Nov 2021, Sunday	1715 – 1855 Hrs	QF – S1 (Boards 1-12)
	1910 – 2050 Hrs	QF – S2 (Boards 13-24)
22 <sup>nd</sup> Nov 2021, Monday	1800 – 1940 Hrs	QF – S3 (Boards 25-36)
	1955 – 2125 Hrs	QF – S4 (Boards 37-48)
23 <sup>rd</sup> Nov 2021, Tuesday	1800 – 1940 Hrs	SF – S1 (Boards 1-12)
	1955 – 2125 Hrs	SF – S2 (Boards 13-24)
24 <sup>th</sup> Nov 2021, Wednesday	1800 – 1940 Hrs	SF – S3 (Boards 25-36)
	1955 – 2125 Hrs	SF – S4 (Boards 37-48)
25 <sup>th</sup> Nov 2021, Thursday	1800 – 1940 Hrs	S1 of Team Final / Play-off (Boards 1-12)
	1955 – 2125 Hrs	S2 of Team Final / Play-off (Boards 13-24)
26 <sup>th</sup> Nov 2021, Friday	1800 – 1940 Hrs	S3 of Team Final / Play-off (Boards 25-36)
	1955 – 2125 Hrs	S4 of Team Final / Play-off (Boards 37-48)
27 <sup>th</sup> Nov 2021, Saturday	1000 – 1230 Hrs	S1 of Open Pairs Elimination for National Masters & Above (18 Boards)
	1000 – 1230 Hrs	S1 of Open Pairs Elimination for Non- Masters (18 Boards)
	1400 – 1630 Hrs	S2 of Open Pairs Elimination for National Masters & Above (18 Boards)
	1400 – 1630 Hrs	S2 of Open Pairs Elimination for Non- Masters (18 Boards)
	1730 – 1930 Hrs	S3 of Open Pairs Elimination for National Masters & Above (18 Boards)
	1730 – 1930 Hrs	S3 of Open Pairs Elimination for Non- Masters (18 Boards)
		After 3 Sessions of Elimination round the TOP 27 pairs + 1 Sponsored Pair in Masters & 28 Pairs in Non-Masters Pairs will play in the Finals.
28 <sup>th</sup> Nov 2021, Sunday	1000 – 1230 Hrs	S1 - Open Pairs Finals for National Masters & Above – 18 Boards
	1000 – 1230 Hrs	S1 - Open Pairs Finals for Non- Masters – 18 Boards
	1400 – 1630 Hrs	S2 - Open Pairs Finals for National Masters & Above – 18 Boards
	1400 – 1630 Hrs	S2 - Open Pairs Finals for Non- Masters – 18 Boards
	1700 – 1930 Hrs	S3 - Open Pairs Finals for National Masters & Above – 18 Boards
	1700 – 1930 Hrs	S3 - Open Pairs Finals for Non- Masters – 18 Boards