

SUPPLEMENTAL CONDITIONS OF CONTEST

FOR

63rd ON-LINE WINTER NATIONAL BRIDGE CHAMPIONSHIP 2021

Organized by 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 **63rd On-line Winter National Bridge Championship 2021** organized by **Bridge Federation of India** (BFI) from **8th to 26th January 2022**. The Championship will be played on online platforms "**RealBridge**".

The Championship will be conducted under the technical management of Bridge Federation of India. The schedule of events will be as published in the tournament web site of BFI www.bridgewebs.com/winternationals. In case of necessity, the Tournament Committee in consultation with the Chief Tournament Director and Technical Committee 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.**

IMPORTANT – Performance in the Ruia Gold Teams / Shree Cement Gold MP Pairs / Women Pairs / Mixed Pairs will be eligible for Ranking Points for Indian 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 28th Dec 2021.

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

- Participation in this tournament is open to resident bridge players of Indian Nationality. Teams with one or more **non-resident Indian / OCI Card holder/ foreign bridge player(s)** are also eligible to participate. However, the non-resident Indian / OCI Card holder / foreign player(s) or an Indian resident player partnering a non-resident Indian / OCI Card holder / foreign player will not be eligible for the ranking points from this tournament (In case, if the non-resident / foreign player has played with 2 or more partners in the team event, then all of them will be disallowed any 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.
- Though the partnership with non-resident Indian / foreign player is not eligible for the ranking points from this tournament but they will be eligible for the prizes. Rank secured by such pair will not get substituted. For e.g. If we are giving ranking points up to 8 positions and the 5th rank is secured by a non-resident Indian player(s), then no ranking points will be allocated to any Indian players for that rank.
- English will be the official language for foreign players to communicate with other players participating in the championship. It will be presumed that, while playing on RealBridge online platform, foreign Bridge players participating in the championship are able to communicate with other players in English. Those foreign players, who cannot communicate with other players in English are requested not to participate, as it will mean unnecessary calling of TDs, when other players are not able to understand the meaning of a call made by them and vice versa. CTD has full authority to exit such players from play, if it is found that it is creating problems in smooth running of the event. It may please be noted that no translators will be allowed to the RealBridge table in such cases.

- 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>.
- All Indian players participating in the championship should be registered under BFI Master Point Scheme and should meet the participation requirement of the event, as specified by BFI.
- 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**

- Team of Four –Ruia Gold event for Ashok Ruia Gold Trophy
- Team of Four –Ruia Silver event for Ashok Ruia Silver Trophy
- Shree Cement (Gold) Match Point Pairs
- Shree Cement (Silver) Match Point Pairs
- IMP Pairs for Late Shri Murli Deora Memorial Trophy
- Mixed IMP Pairs
- Women IMP Pairs
- Ashok Ruia Seniors IMP Pairs (Minimum age should be 60 years)

3.1 IMPORTANT INFORMATION FOR PARTICIPATING IN THE EVENTS

- Teams participating in Ashok Ruia Gold / Silver Trophy can have a minimum of four and maximum of 8 players in the team.
- In Ashok Ruia 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 Shree Cement Gold Pairs, but players participating in the Shree Cement Silver Pairs should be below the rank of National Masters. Players can enter either of the two events and will continue playing in the same.
- **TRIOS are not allowed in any of the Pairs event.**
- The pairs from finalists / play-off teams from Gold / Silver team event will get seeded to the corresponding Shree Cement Gold / Silver MP Pairs final, depending on the event for which the entry has been received. That is a pair who has given entry in Shree Cement Gold event will get seeded to the Shree Cement Gold MP Pairs final and the pair who has given entry in Shree Cement Silver event will get seeded to the Shree Cement Silver MP Pairs final.
- One berth has been reserved for the Sponsors of the event in the final of Late Shri Murli Deora Memorial IMP Pairs.

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.

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 the team KO matches and finals of all pair events.

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 BFI MP Registration Numbers of the participating players, within the prescribed time for the event as mentioned in the tournament web site. Entries not accompanied by the entry fee or not giving the names of all the players of the team / pair event, 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 & Entry Payment is at https://www.bridgewebs.com/cgi-bin/bwop/bw.cgi?club=winternationals&pid=display_page6. Entries for all events will start from 28th Dec 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.

Tournament Committee also reserves the right to alter the play format & schedule of an event, in case it is necessitated by less or extra ordinary high number of entries.

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 or on Tournament Web Site <https://www.bridgewebs.com/winternationals/>

Please note that the main events of the championship (Team of Four Ruia Gold & Shree Cement Gold Match Point Pairs) 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 stage of category-1 Team event and elimination stages of MP Pairs event. No restrictions in KO stage.

The Ruia Silver Teams, Shree Cement Silver MP Pairs, and other IMP Pairs (Mixed, Women, Senior and Shri Murlu Deora Memorial) 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.**

In Category-2 events, Psychic Artificial bids are prohibited in qualifying rounds where as **Psychic Artificial opening bids** are prohibited in KO stages.

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 should be submitted by all pairs who have qualified for the KO stages of team events and finals of Pair events via e-mail to BFI Communication Manager (Mr. Srinivasan Iyengar-cardpacker@gmail.com). The cards will be uploaded on to the tournament / BFI web site 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/1VkppAbH1r5Pq3a7S8DXyKSWi680ChZ6c?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.

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. The team winning the forfeited match shall be credited 10 VPs (in new 20 VP scale) initially and all draws will be based on that. At the end CTD in consultation with the Chairman Tournament

Committee, may increase the VPs credited based on the overall average performance of the team in 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 team is permitted to withdraw only with the expressed consent of CTD after the completion of any Swiss round, or after a direct knock out match but not after the beginning of a match during any stage or in the middle of knock out match. In case a team withdraws without such expressed consent, the members of the team may be disqualified for the rest of the championship by the CTD & the Tournament Committee may also have to face the disciplinary proceedings by BFI Disciplinary Committee.

Two walkovers by the same team means a compulsory withdraw of that team from the Competition. The Tournament Committee or the Disciplinary Committee may impose additional penalties to the forfeited team.

Walkover should be reported to the director before the start during KO matches.

If any team would like to withdraw during the middle of the event should have proper accepted reasons like physical fitness, serious health problems or any other important practical reasons. However teams deciding of mutual walk over decisions without the consent of the proper authority will have to face disciplinary procedures.

- **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.

IMPORTANT: Teams / Pairs giving walk over or forfeiting the match at any of the knock out stage including for Play-off matches of the team event or finals of the Pairs 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 Team / 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 case of a tie for the last qualifying position in a Swiss league, determinations of rank will be broken on VP product of all rounds as per BFI handbook, page No. 66. But for all other qualifying positions, tie is broken by draw of lots, 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 25 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.

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. OPEN TEAM EVENT (ASHOK RUIA GOLD TROPHY)

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. **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 3rd 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 Ashok Ruia Gold Trophy will be played in two stages.

Stage I: Qualifying Swiss league of 9 rounds of 10 Boards (Top 8 teams to qualify for quarter final). The Qualifying Swiss will be played over 2 days on 14th (3 rounds) & 15th January 2022 (6 rounds).

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 Quarter final stage. There will be carry over at all stages of the KO. The team finishing at top after the Swiss league may choose their opponents from among the teams placed at 5th to 8th position. Subsequently the team finishing 2nd in the Swiss league may choose their opponent from among the remaining teams from 5th to 8th position and so on. The quarter final knock out will be of 4 sessions of 12 boards each and will be played on 16th January 2022.

Semi-final will be of 4 sessions of 12 boards each to be played on 17th & 18th January 2022 whereas Final & Play-off matches will be of 4 sessions of 12 boards each to be played on 19th & 20th January 2022. The Semi final matches will be between team ranked 1 vs 4 and 2 vs 3.

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**.

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 1st and 3rd or 2nd and 4th 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 3rd segment.

The team with "Seating rights" will ask their opponents to give their line-up first that is the opponents will take their seats on the RealBridge first and based on the seating of opponents the other team can seat their team.

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 Team Event – ASHOK RUIA SILVER TROPHY

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. **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 3rd round of the Swiss league with the consent of the CTD.**

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.

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 Ruia Silver Trophy will be played in two stages.

Stage I: Qualifying Swiss league of 9 rounds of 10 Boards (Top 16 teams to qualify for pre-quarter final). The Qualifying Swiss will be played over 2 days on 14th (3 rounds) & 15th January 2022 (6 rounds).

Stage II: Knock out matches will start from pre-quarter final stage. There will be carry over at all stages of the KO. The team finishing at top after the Swiss league may choose their opponents from among the teams placed from 9th to 16th position. Subsequently the team finishing 2nd in the Swiss league may choose their opponent from among the remaining teams from 9th to 16th position and so on. The pre-quarter final knock out will be of 30 boards in 3 sessions and will be played on 16th January morning. The winners will play the quarter-final matches of 30 boards in 3 sessions on 16th January 2022 afternoon. The quarter-final matches will be 1 Vs. 8, 2 Vs. 7, 3 Vs. 6 & 4 Vs. 5.

Semi-final will be of 4 sessions of 12 boards each to be played on 17th & 18th January 2022. The pairing of teams in the Semi final stage will be 1 vs 4 and 2 vs 3. Final & Play-off matches will be of 4 sessions of 12 boards each to be played on 19th & 20th January 2022.

All other conditions will be same as in Ashok Ruia Gold event.

20. IMP PAIRS - FOR LATE SHRI MURLI DEORA MEMORIAL TROPHY

The IMP Pairs event for late Shri Murlji Deora Memorial Trophy will be played over 2 days. There will be an Elimination round of 3 sessions (18 boards each) on 8th January 2022 followed by Finals of 3 sessions (18 boards each) on 9th January 2022. Around 40% pairs (Maximum 48 Pairs) will be qualifying to the finals from Elimination round.

There will be carryover from the elimination round to finals. **(See Section 25.2 - Carryover formula for IMP Pairs).**

There will be a one pair quota for the sponsor in the final and they will start with zero carry over.

21. ASHOK RUIA SENIORS IMP PAIRS EVENT

The minimum age for participating in this event is 60 years. The Ashok Ruia Seniors IMP Pairs event will be played over 2 days. There will be an Elimination round of 2 sessions (24 boards each) on 10th & 11th January 2022 followed by Finals of 2 sessions (24 boards each) on 12th &

13th January 2022. Around 40% pairs (Maximum 48 Pairs) will be qualifying to the finals from Elimination round.

There will be carryover from the elimination round to finals. **(See Section 25.2 - Carryover formula for IMP Pairs).**

22. OPEN MATCH POINT PAIRS (SHREE CEMENT GOLD / SILVER TROPHY)

The Shree Cement Open Pairs (Match Point) will be played over 6 days from 16th January to 23rd 2022. It will be played in 2 categories in parallel as follows:

- Shree Cement Gold MP Pairs
- Shree Cement Silver MP Pairs

There is no restriction on participating in Shree Cement Gold MP Pairs, but both players of the pair participating in Shree Cement Silver MP Pairs have to be of rank less than "National Master". A National Master or above rank player has to play only in Shree Cement Gold event.

Each category of event will consist of 3 elimination rounds & a final.

The elimination-1 round will be played on 16th January in three sessions of 18 boards each. Approximately 50% pairs will qualify to the Shree Cement Gold / Silver MP Pairs elimination-2 round.

The pairs of QF team losers from Ruia Gold Teams and PQF and QF losers from Ruia Silver Teams will be seeded to the 2nd elimination round of Shree Cement Gold / Silver MP Pairs.

The elimination-2 round will be played from 17th to 19th January in three sessions of 18 boards each. Approximately 40-50% pairs will qualify to the Shree Cement Gold / Silver MP Pairs elimination-3 round.

The pairs of finalists and play-off teams from Ruia Gold & Silver Teams and will be seeded to the 3rd elimination round of Shree Cement Gold / Silver MP Pairs.

Please note that the seeded pairs from Ruia Gold / Ruia Silver team event after getting eliminated from the team event will get seeded to the corresponding Shree Cement Gold / Silver MP Pairs elimination round stage, depending on the event for which their entry has been received. That is a pair who has given entry in Shree Cement Gold event will get seeded to the Shree Cement Gold MP Pairs elimination round and the pair who has given entry in Shree Cement Silver event will get seeded to the Shree Cement Silver MP Pairs elimination round. Entries of the seeded pairs should have been received before the "Last entry date of the Pairs event".

The elimination-3 round will be played on 22nd January in three sessions of 18 boards each. Top 28 pairs from Shree Cement Gold & Silver MP Pairs elimination-3 round will qualify for the finals of the Shree Cement Gold & Silver MP Pairs respectively. The final will be played as an all play all 27 rounds of 2 boards each (3 Sessions of 9 rounds each) on 23rd Jan 2022.

Each of the seeded pairs will be given a carryover based on a formula (See Section 25.4)

Carryover will be there from each elimination round till finals. **(See Section 25.3 -Carryover formula for Match Point Pairs).**

Note: The format of the Shree Cement Gold / Silver MP Pairs Final will depend on the no. of entries received and hence may change from the format stated above. In case of any change, the format will be informed in the 1st Session of the 1st elimination round.

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.

23. WOMEN IMP PAIRS EVENT

The one-day Women IMP Pairs event will be played on 21st Jan 2022. There will be an elimination round of 24 boards in the morning session, after which the TOP 16 pairs will qualify for the Finals of the event. The final will be played in 30 boards (an all-play-all 15 rounds of 2 boards) in the afternoon of 21st Jan 2022.

There will be carryover from the elimination round to finals. **(See Section 25.2 - Carryover formula for IMP Pairs).**

24. MIXED IMP PAIRS EVENT

The Mixed Pairs event will be played over 3 days from 24th to 26th Jan 2022. There will be an elimination round to be played in 2 Sessions of 24 boards each on 24th & 25th Jan evening. Approx. 40% (max 48 pairs) will qualify for the Finals of the event. The final will be played in 2 Sessions of 24 boards each on 26th Jan 2022.

There will be carryover from the elimination round to finals. **(See Section 25.2 - Carryover formula for IMP 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 Finals will be one-fifth of the difference between the TOP & the last qualifying pair (as the scoring on RealBridge is in Cross IMPs converted to IMPs, hence score in IMPs can be in fraction), 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 Shree Cement Gold / Silver for each elimination / final stage will be computed as per the formula below:

$$C = (M - m) \left[\frac{(Q/E)(AxBxQ)}{S} \right]$$

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)

As per the BFI handbook, the maximum carryover cannot be greater than or equivalent to **two boards** score in case of one qualifying session & one final session, **three boards** score in case of two qualifying session & one final session. The maximum carryover cannot be greater than equivalent to **four boards** score, in case there are more qualifying or final rounds. 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.

25.4 General Rule for giving Carryovers to Seeded Pairs

For giving Carryovers for those seeded pairs, who will join in a new elimination round or Final of IMP / MP Pairs, the following formula will be applied:

$x = (Q * T) / (T + D)$; where

T – No. of qualified pairs;

D – No. of drop in seeded pairs;

Q – No. of the qualifying spots at the end of the current phase.

x - Carryover to be given to seeded pair equivalent to the carryover of the qualified pair whose rank is the calculated value (rounded to integer)

*For e.g. if 60 (T) pairs qualify and 12 (D) seeded pairs join a new Elimination round, and out of these 72 pairs, we want to qualify 32 (Q) pairs for next elimination or final, then $x = (32 * 60) / (60 + 12) = 26.67 \sim 27^{th}$ position. So the carryover of the 27th position qualifier will be given to all the seeded pairs. Please note, if we would have given the average median value, then we would have given all seeded pairs the carryover of the $(60 / 2) = 30^{th}$ ranked pair. This formula improves the CO position based on the no. of qualifiers in the round.*

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.

- Ashok Ruia Gold / Silver Swiss league – 30 Boards or 3 Matches (out of 9 matches).
- Ashok Ruia Silver PQF / QF – 10 Boards or 1 Session of PQF / QF (out of 3 Sessions)
- Ashok Ruia Gold QF – 12 Boards or 1 Session of QF (out of 4 Sessions)
- Ashok Ruia Gold / Silver SF / Final / Play-off – 12 Boards or 1 Session of SF / Final / Play-off (out of 4 Sessions)

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.

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
8 th Jan 2022, Saturday	1000 Hrs.	Late Shri Murli Deora Memorial IMP Pairs Elimination – S1 (18 Boards)
	1400 Hrs.	Late Shri Murli Deora Memorial IMP Pairs Elimination – S2 (18 Boards)
	1730 Hrs.	Late Shri Murli Deora Memorial IMP Pairs Elimination – S3 (18 Boards)
9 th Jan 2022, Sunday	1000 Hrs.	Late Shri Murli Deora Memorial IMP Pairs Final – S1 (18 Boards)
	1400 Hrs.	Late Shri Murli Deora Memorial IMP Pairs Final – S2 (18 Boards)
	1730 Hrs.	Late Shri Murli Deora Memorial IMP Pairs Final – S3 (18 Boards)
10 th Jan 2022, Monday	1830 Hrs.	Ashok Ruia Seniors IMP Pairs Elimination Round – S1 (24 Boards)
11 th Jan 2022, Tuesday	1830 Hrs.	Ashok Ruia Seniors IMP Pairs Elimination Round – S2 (24 Boards)
		Approx. 40% (Max 48) pairs will qualify for the Finals after playing elimination round.
12 th Jan 2022, Wednesday	1830 Hrs.	Ashok Ruia Seniors IMP Pairs Final – S1 (24 Boards)
13 th Jan 2022, Thursday	1830 Hrs.	Ashok Ruia Seniors IMP Pairs Final – S2 (24 Boards)
SWISS LEAGUE OF GOLD / SILVER TEAMS – 9 Rounds of 10 Boards Each		
14 th Jan 2022, Friday	1700 Hrs.	GOLD / SILVER Teams – Round – 1
	1830 Hrs.	GOLD / SILVER Teams – Round – 2
	2000 Hrs.	GOLD / SILVER Teams – Round – 3
15 th Jan 2022, Saturday	1000 Hrs	GOLD / SILVER Teams – Round – 4
	1145 Hrs	GOLD / SILVER Teams – Round – 5
		LUNCH BREAK
	1400 Hrs	GOLD / SILVER Teams – Round – 6
	1545 Hrs	GOLD / SILVER Teams – Round – 7
	1730 Hrs	GOLD / SILVER Teams – Round – 8
	1915 Hrs.	GOLD / SILVER Teams – Round – 9
Note: TOP 8 Teams from GOLD event will qualify for QFs in GOLD and & TOP 16 Teams from SILVER will qualify for Pre-QFs in SILVER Please see SCoC for details.		
16 th Jan 2022, Sunday	0930 Hrs.	SILVER PQF-1– Boards 1-10

	1110 Hrs.	SILVER PQF-2– Boards 11-20
	1250 Hrs.	SILVER PQF-3– Boards 21-30
	1000 Hrs	GOLD QF-1– Boards 1-12
	1200 Hrs	GOLD QF-2– Boards 13-24
		LUNCH BREAK
	1500 Hrs	GOLD QF-3 – Boards 25-36
	1700 Hrs	GOLD QF-4 – Boards 37-48
	1500 Hrs.	SILVER QF-1– Boards 1-10
	1640 Hrs.	SILVER QF-2– Boards 11-20
	1820 Hrs.	SILVER QF-3– Boards 21-30
	1000 Hrs	SHREE CEMENT Gold / Silver MP Pairs Elimination 1 – S1 (18 Boards)
	1400 Hrs	SHREE CEMENT Gold / Silver MP Pairs Elimination 1 – S2 (18 Boards)
	1730 Hrs	SHREE CEMENT Gold / Silver MP Pairs Elimination 1 – S3 (18 Boards)
		Approx. 50% pairs will qualify to the SHREE CEMENT Gold / Silver MP Pairs Elimination-1 round to SHREE CEMENT Gold / Silver MP Pairs Elimination-2 round.
		Note: The pairs of QF team losers from Gold Teams & PQF and QF losers from Silver teams will be seeded to the 2nd elimination of Shree Cement Gold / Silver Pairs based on for which event their entry has been received before the cut-off date for the event. <i>Please see SCoC for details.</i>
17 th Jan 2022, Monday	1800 Hrs	GOLD / SILVER Teams SF-1 (Boards 1-12)
	1830 Hrs.	SHREE CEMENT Gold / Silver MP Pairs Elimination 2 – S1 (18 Boards)
	2000 Hrs	GOLD / SILVER Teams SF-2 (Boards 13-24)
18 th Jan 2022, Tuesday	1800 Hrs	GOLD / SILVER Teams SF-3 (Boards 25-36)
	1830 Hrs.	SHREE CEMENT Gold / Silver MP Pairs Elimination 2 – S2 (18 Boards)
	2000 Hrs	GOLD / SILVER Teams SF-4 (Boards 37-48)
19 th Jan 2022, Wednesday	1800 Hrs	GOLD Teams - FINAL / PLAY-OFF – S1 (Boards 1-12)
	1830 Hrs.	SHREE CEMENT Gold / Silver MP Pairs Elimination 2 – S3 (18 Boards)
	2000 Hrs	GOLD Teams - FINAL / PLAY-OFF – S2 (Boards 13-24)
20 th Jan 2022, Thursday	1800 Hrs	GOLD Teams - FINAL / PLAY-OFF – S3 (Boards 1-12)
	2000 Hrs	GOLD Teams - FINAL / PLAY-OFF – S4 (Boards 13-24)
21 st Jan 2022, Friday	1000 Hrs	Women IMP Pairs – Elimination Round (24 Boards)
		Top 16 pairs will qualify for Finals.
	1430 Hrs	Women IMP Pairs – Final – All play all 15 rounds of 2 boards each (30 Boards)
22 nd Jan 2022, Saturday		Approx. 40-50% pairs from elim-2 of the Gold / Silver Shree Cement Pairs event will be joined by the seeded Finalists / Playoff Team Pairs of GOLD / SILVER Teams to the Shree Cement Gold / Silver Pairs 3rd elimination, in case their entry is received before the entry cut-off date. <i>Please see SCoC for details.</i>
	1000 Hrs.	SHREE CEMENT Gold / Silver MP Pairs Elimination 3 – S1 (18 Boards)
	1400 Hrs.	SHREE CEMENT Gold / Silver MP Pairs Elimination 3 – S2 (18 Boards)
	1730 Hrs.	SHREE CEMENT Gold / Silver MP Pairs Elimination 3 – S3 (18 Boards)
		TOP 28 pairs from Shree Cement GOLD / SILVER pairs Elim-3 will play an all-play-all final in their respective categories.
23 rd Jan 2022, Sunday	1000 Hrs.	SHREE CEMENT GOLD / SILVER MP Pairs – Final – S1
	1400 Hrs.	SHREE CEMENT GOLD / SILVER MP Pairs – Final – S2
	1730 Hrs.	SHREE CEMENT GOLD / SILVER MP Pairs – Final – S3
24 th Jan 2022, Monday	1830 Hrs.	MIXED IMP Pairs Elimination Round S1 (24 Boards)
25 th Jan 2022, Tuesday	1830 Hrs.	MIXED IMP Pairs Elimination Round S2 (24 Boards)
		Approx. 40% (Max 48) Pairs will qualify for the Finals from elimination round.
26 th Jan 2022, Wednesday	1000 Hrs.	MIXED IMP Pairs Final – S1 (24 Boards)
	1430 Hrs.	MIXED IMP Pairs Final – S2 (24 Boards)

Note: The format of the Senior / Women / Mixed Pairs event will depend on the no. of entries received and hence may change from the format stated above. In case of any change, the format will be informed before start of the elimination round.