

ABF ONLINE TEAMS 2020

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1 General

- 1.1 The ABF Online Teams is conducted in accordance with the ABF Tournament Regulations (ABF TR) and ABF Online Regulations as augmented by these Supplementary Regulations.
- 1.2 It will be played on the RealBridge platform.
- 1.3 Expressions used here that have not been assigned a specific definition will be interpreted by referring first to the ABF Tournament Regulations, thereafter to the Laws of Duplicate Bridge, 2017, and finally to their ordinary English meaning. In the event of doubt or dispute, the decision of the Chief Tournament Director (CTD) shall be final and conclusive.

2 Officials

- 2.1 The Tournament Organiser and CTD is Matthew McManus.
- 2.2 The Reviewer is Laurie Kelso.
- 2.3 The Recorder is Chris Hughes.

3 Eligibility, Augmentation and Substitutions

- 3.1 At the time of commencement of an event, each Australian resident entrant must be a financial member of the ABF Masterpoint Scheme and of an organisation affiliated to the ABF or to an Australian State Bridge Association. Overseas players become honorary members of the Foreign Players Club.
- 3.2 To be eligible to compete in the finals series, a player must have competed in at least 2 matches in the Qualifying Stage.
- 3.3 With the consent of the CTD, a team may augment until the conclusion of Match 4 up to a maximum of 8 players. Any player so added to the team must not have played previously in another team in the same event.
- 3.4 The CTD may approve a maximum of four substitutions per team in the Qualifying Stage, and one substitute per match in the Finals Series. Subject to 3.5, no substitute will be permitted in the Consolation Swiss Pairs
- 3.5 The CTD may allow emergency substitutions for substantial cause and may impose any conditions in doing so and may take whatever other action is considered necessary to keep the tournament in motion.

4 Systems and Defences

- 4.1 GREEN, BLUE and RED systems and BROWN STICKER conventions are permitted in all events.

5 Seating

- 5.1 In the Finals Series, the higher placed team after the Qualifying Stage may elect to sit first in either the odd- or even-numbered stanza(s).
- 5.2 In other cases should the need arise, seating rights for each match will be determined by toss of a coin.

6 Correction Period and Time of Appeal

- 6.1 The Correction Period (Law 79C) for the matches in the Qualifying Stage expires at the start of the first match on the following day, or, in cases of matches on the last day, 30 minutes after the scores for the last match have been made available for inspection. In the Finals Series, the Correction Period expires at the start of the following stanza, or, in the case of the final stanza, 30 minutes after the scores are made available for inspection.
- 6.2 The Time for requesting a Review of the Director's Ruling (Law 92B) for each match or stanza expires 30 minutes after the score is made available for inspection, unless the next match or stanza is scheduled to commence within that period. In that case it is extended to the expiration of the Time of Appeal for the next match or stanza.

7 Ties and Carry-overs

- 7.1 Ties for qualification to the quarter-finals and ranking of teams within the finals series will be broken in accordance with ABF TR 15. For the purposes of this regulation, the bye will be considered to have a final Victory Point score of 64 VPs.
- 7.2 For all matches in the Finals Series, the higher ranked team after the Qualifying Stage will carry-over 0.1 IMPs.

8 Event formats

8.1 Teams

- 8.1.1 A Qualifying Stage will be played as a single field Swiss qualifying consisting of 8 x 12 board matches. The draw for Round 1 will be random.
- 8.1.2 Each qualifying match will be scored using the WBF continuous VP scale for 12 board matches.
- 8.1.3 In the event of an odd number of teams entering, there will be a bye. Teams receiving a bye will be awarded 12 VPs and 6 IMPs. After the first round, the bye will be drawn against the lowest placed team yet to have had a sit-out.

- 8.1.4 In the Qualifying Stage, the playing format will mimic face to face play. Alerts, announcements and explanations will usually be provided verbally. If necessary, written communication is available. ABF Alerting Regulations apply
- 8.1.5 At the conclusion of the Qualifying Stage, the eight highest placed teams will qualify to the quarter-finals. The three highest placed teams will have, in order, the choice of opponents from the teams placed 4 to 8. At the conclusion of the quarter-finals, the four winning teams will be ranked according to their finishing position after the Qualifying Stage. For the semi-finals, the highest ranked team will have choice of opponents from amongst the other teams.
- 8.1.6 The quarter- and semi-finals will be played over 2 stanzas of 12 boards. The final will be played over 4 stanzas of 12 boards.
- 8.1.7 In the Finals Series, RealBridge "Screens mode" will be employed. Players alert their own calls and provide written explanations which are delivered to both opponents. With this one exception, ABF Screen Regulations will apply.
- 8.1.8 Session times (AEDT): 12 noon, 1.30pm, 3.30pm, 5.00pm

8.2 Consolation Swiss Pairs

- 8.2.1 Members of teams failing to qualify to the Finals series may compete in the Consolation Swiss Pairs.
- 8.2.2 It will be played as a single field IMP Pairs, played over 6 x 8 board matches
- 8.2.3 Scoring will be by cross-IMPs. The net IMPs in each match will be divided by 0.7, rounded to the nearest IMP (0.5 factored up) and converted to Victory Points using the WBF scale for 8 board matches.
- 8.2.4 Session times (AEDT): 12 noon, 1.00pm, 2.00pm, 3.30pm, 4.30pm, 5.30pm