

# Sydney Bridge Festival

9-12 Sept 2004

## *Supplementary Regulations*

### **1. General**

1.1 The Sydney Seniors Teams (SST), the Dick Cummings Blue Ribbon Pairs (DCBRP) and the Sydney Festival Swiss Teams (SFST) are conducted by the Australian Bridge Federation (ABF) in accordance with ABF Tournament Regulations as modified by these Supplementary Regulations.

1.2 The Tournament Convener is Kim Neale.

The Chief Tournament Director (CTD) is Matthew McManus.

The Appeals Committee is chaired by Val Cummings.

The Tournament Committee is chaired by Julian Foster.

The Recorder is Ted Chadwick.

The Chairman is the sole judge of his/her committee's quorum and appoints Appeal or Tournament Committee members.

1.3 The venue is the New South Wales Bridge Association, Level 1, 162 Goulburn St, East Sydney.

1.4 Smoking is not permitted in the clubroom other than in the specially designated smoking area.

1.5 The use of mobile phones during session times is not allowed. Mobile phones must be switched off in the playing areas. A player's mobile telephone ringing without good reason (eg medical necessity) will incur a fine of 3 Victory Points (or equivalent, as determined by the CTD) for that player's pair or team.

1.6 ABF Alert Regulations (as amended to January 2004) will apply.

### **2. Eligibility and Substitutes**

2.1 To be eligible to compete in the SST, players must have been born on or before 9-9-49. Teams may consist of 4, 5 or 6 players. A team in the SST may be increased to 5 or 6 players at any time, prior to Round 6, provided that the augmented player(s): (a) is eligible to compete in the event and (b) has not played previously in another team in the event.

2.2 The CTD may approve substitutes in accordance with the NSWBA Tournament Regulations (reproduced in Appendix A).

### 3. Systems

3.1 ABF System Regulations (as amended to May 1998) will apply.

### 4. Timing

4.1 *SST Qualifying* – The qualifying rounds of the SST shall be played as eight 14-board matches (allotted 98 minutes each), commencing at:

Thursday 9 <sup>th</sup> September		Friday 10 <sup>th</sup> September	
Round 1	10.00 am	Round 5	10.00 am
Round 2	12.30 pm	Round 6	12.30 pm
Round 3	2.30 pm	Round 7	2.30 pm
Round 4	4.30 pm	Round 8	4.30 pm

4.2 *SST Semi-Finals* – The Semi-Finals of the SST shall be played in four 12-board segments (allotted 96 minutes each) on Saturday 11<sup>th</sup> September.

The starting times of the segments shall be: 10.00 am, 11.50 am, 2.15 pm and 4.05 pm.

4.3 *SST Final* – The Final of the SST shall be played in four 14-board segments (allotted 112 minutes each) on Sunday 12<sup>th</sup> September.

The starting times of the segments shall be: 9.30 am, 11.35 am, 2.15 pm and 4.20 pm

4.4 *DCBRP Qualifying* – The DCBRP qualifying rounds shall be played as seven 8-board matches (allotted 56 minutes each) on Saturday 11<sup>th</sup> September, commencing at 10.00 am (3 matches) and 2.15 pm (4 matches).

4.5 *DCBRP Final* – The DCBRP final shall be played as nine 6-board matches (allotted 45 minutes each) on Sunday 12<sup>th</sup> September, commencing at 10.00 am.

4.6 *SFST* – The SFST shall be played as seven 8-board matches (allotted 56 minutes each) on Sunday 12<sup>th</sup> September, commencing at 10.00 am.

## **5. Event Formats**

### **5.1 Sydney Seniors Teams - Qualifying**

#### *5.1.1 Format*

8 x 14 board matches, with IMPs scores converted to Victory Points by the WBF 14 board VP scale.

#### *5.1.2 Draw*

The field will be seeded. For the first round, teams seeded in the top half of the field will be randomly drawn against an opponent from the bottom half. For subsequent rounds, a Swiss draw will operate, with ties broken according to net IMPs. The first named team in the draw will have seating rights.

#### *5.1.3 Qualification*

The top four teams at the conclusion of the eighth round will qualify to the semi-finals. The winner of the Swiss will have choice of opponents from the other three qualifiers.

#### *5.1.4 Ties*

A tie for first will be broken by modified Swiss points. The total VP score of each team's opponents, who were played in Rounds 2-8, will be totalled. The team having the highest total will be deemed to have had a more difficult draw and will therefore be ranked highest. Should the tie not be broken, the following tie-breaks will be applied (in order):

- i) number of wins;
- ii) net IMPs;
- iii) net result of head-to-head match(es) (should it have occurred);
- iv) lot.

Ties for qualifying places at the conclusion of the Swiss will be broken by means of successive 4 board playoffs. In the event of more than two teams tying, a format will be used whereby teams play two boards against other tying teams. Results in the playoffs will be based upon number of wins. Net IMPs will not be a factor.

### **5.2 Sydney Seniors Teams - Semi-Finals and Finals**

#### *5.2.1 Format*

The Semi-Finals will be played over 48 boards, in four segments of 12 boards. The Final will be played over 56 boards, in four segments of 14 boards. Results will be determined by total IMPs. In the event of a tie after the allotted number of boards, it will be broken by successive 4 board playoffs until a result is achieved. Seating rights will be determined by the toss of a coin prior to the start of each match, with the team winning the toss having the right to sit first in either the first and third, or second and fourth segments.

### 5.2.2 *Carry-over*

For both the semi-finals and the final, there will be a carry-over based upon the final VP scores after the Swiss. The carry-over will be one IMP for every VP difference, to a maximum of 12 in the semi-finals and to a maximum of 14 in the final.

## 5.3 **Dick Cummings Blue Ribbon Pairs - Qualifying**

### 5.3.1 *Format*

7 x 8 board matches, with scores compared to a datum, converted to IMPs and then VPs using the WBF 8 board VP scale. Subsequent matches will be drawn according to the Swiss principle, with North-South and East-West groups remaining distinct.

### 5.3.2 *Draw*

The field will be seeded into two groups, North-South and East-West. Each of these groups will then be seeded into a top half and bottom half. For the first round, a pair from the top half of the North-South group will be randomly matched with a pair from the bottom of the East-West group, and vice-versa.

For subsequent rounds, first NS will be drawn against first EW, second NS v. second EW, etc, unless pairs have previously played, in which case matches will be drawn according to the Swiss Principle. In determining the draw, ties on VP will be broken according to net IMPs.

### 5.3.3 *Scoring*

For each board, a pair's score will be compared to a datum and converted to IMPs. The datum will be calculated by averaging the scores obtained at the 12 tables at which the highest ranked pairs are playing, after eliminating the two extreme scores. (For Round 1, the datum will be determined from the scores obtained at the tables where the top six seeded pairs in each direction are seated.) Net IMPs at the conclusion of the match will be converted to Victory Points using the WBF 8 board VP scale.

### 5.3.4 *Qualification*

The five highest placed pairs in each direction at the conclusion of the seventh round will qualify to the final. There will be no carry-forward to the final.

### 5.3.5 *Ties*

A tie for a qualifying position will be broken by modified Swiss points. The total VP score of each pair's opponents, who were played in Rounds 2-7, will be totalled. The pair having the highest total will be deemed to have had a more difficult draw and will therefore be ranked highest. Should the tie not be broken, the following tie-breaks will be applied (in order):

- i) number of wins;
- ii) net IMPs;
- iii) lot.

## **5.4 Dick Cummings Blue Ribbon Pairs - Final**

### *5.4.1 Format*

9 x 6-board matches, using a modified form of cross-imping.

### *5.4.2 Draw*

The draw will be balanced so that each pair has every other pair as team mates on the same number of boards. For details of the draw, see Appendix B.

### *5.4.3 Scoring*

Each pair's score on a board is IMP'ed against the other four scores. The two extreme IMP scores are then discarded to arrive at the pair's score on each board.

### *5.4.4 Victory Points*

The IMPs in each match are totalled and converted to Victory Points as follows:

$$\begin{array}{l} \text{Winner's VPs} = \quad 50 + \text{IMP difference (to a maximum of 100)} \\ \text{Loser's VPs} = \quad 50 - \text{IMP difference (no minimum)} \end{array}$$

### *5.4.5 Fouled boards, artificial adjusted scores*

See Appendix C.

### *5.4.3 Ties*

Ties will not be broken, except to determine the winners of the Herald Trophy. In this case alone, the tie will be broken by applying the following procedures (in order):

- i) number of wins;
- ii) net IMPs;
- iii) result of head-to-head match;
- iv) highest qualifying score.

## **5.5 Sydney Festival Swiss Teams**

### *5.5.1 Format*

7 x 8 board matches, with IMPs scores converted to Victory Points by the WBF 8 board VP scale.

### *5.5.2 Draw*

A random draw will be made for the first round. For subsequent rounds, a Swiss draw will operate, with ties broken according to net IMPs. The first named team in the draw will have seating rights.

## **6. General Scoring**

6.1 In the case of the Sydney Festival Swiss Teams, it is the responsibility of both captains to agree the score, sign the official score-slip and deliver it to the scorer. In all other events, the NS pair at the table shall be responsible for completing the table score sheet. At the end of the round, the EW pair must check that the score sheet has been correctly completed, initial the score sheet as an accurate record and deliver it to the collection point as designated by the director. A result recorded and/or posted incorrectly by the scorer can be altered up until 30 minutes after the posting of the final results for the stage of the event in which the error occurred.

### *6.2 Forfeits*

The procedures to be applied in the case of a forfeit are described in Appendix D.

### *6.3 Correction of scores*

The period for correction of scores under Law 78C shall be 30 minutes after the posting of the scores for the session in which the board was played with the following exceptions:

- 1) For SST qualifying rounds 1-7, corrections will be accepted up until the start of the next match.
- 2) In the DCBRP qualifying rounds and the SFST, corrections from Matches 1-3 will be accepted up until the start of Match 4. Corrections from Matches 4-7 will be accepted up to 15 minutes after the posting of scores following Match 7.
- 2) In the DCBRP final, corrections from Match 1 will be accepted up until the start of Match 3, corrections from Match 2 will be accepted up until the start of Match 4, corrections from Match 3 will be accepted up until the start of Match 5, etc. Corrections from Matches 8 and 9 will be accepted up to 15 minutes after the posting of scores for Match 9.

## **7. Appeals**

7.1 Appeals must be made in the approved format within 30 minutes of the scheduled time for completion of the round. When an appeals committee judges that an appeal is without merit it will award a disciplinary penalty on the scale specified in the Appeals Regulations, against the appellant's score.

## **8. Punctuality & Slow Play**

8.1 Penalties for breaches of punctuality and slow play shall be determined by reference to the NSWBA Tournament Regulations (reproduced in Appendix A).

## 9. ABF Playoff Qualifying Points

9.1 The Playoff Qualifying Points (PQP) awarded for each player are:

Event	First	Second	Third	Fourth
SST	36	18	9	
DCBRP	24	18	12	6

For the SST, the PQP for third place will be shared between the losing semi-finalists.

9.2 To receive Playoff Qualifying Points a player must warrant their eligibility to represent Australia by citizenship or residence and declare that they have complied with the relevant conditions. For further information, see the ABF Web Site.

## 10. Victory Point Scales

WBF IMP/VP Conversion Scale for 14 boards			
IMP	VP	IMP	VP
0- 2	15-15	31-34	23-7
3- 7	16-14	35-38	24-6
8-10	17-13	39-43	25-5
11-14	18-12	44-48	25-4
15-18	19-11	49-54	25-3
19-22	20-10	55-60	25-2
23-26	21- 9	61-66	25-1
27-30	22- 8	67+	25-0

WBF IMP/VP Conversion Scale for 8 boards			
IMP	VP	IMP	VP
0- 1	15-15	24-26	23-7
2- 5	16-14	27-29	24-6
6-8	17-13	30-33	25-5
9-11	18-12	34-37	25-4
12-14	19-11	38-41	25-3
15-17	20-10	42-45	25-2
18-20	21- 9	46-50	25-1
21-23	22- 8	51+	25-0

## APPENDIX A

### EXTRACTS FROM NSWBA TOURNAMENT REGULATIONS

#### 4. SUBSTITUTION, AUGMENTATION, ELIGIBILITY & LATE ENTRIES

- 4.1 The number of substitutions allowed in any tournament shall be as provided in the Substitution Rules of the N.S.W.B.A. as set out hereunder. Emergency substitutions not covered by the Regulations may be allowed for substantial cause by a special ruling of the Director subject in such cases to such terms as the Director may impose. In the last resort, the Director may take whatever action necessary to keep the tournament in motion. See also clause 13.4.
- 4.2 The Director shall report to the Tournament Committee any instance where he is of the opinion that the substitution was outside of the Regulations. The Tournament Committee may treat a substitution outside the Regulations without reasonable cause as an unauthorised withdrawal.
- 4.3 Where an event or sections of an event are restricted to a particular category (*e.g.* to Men's Pairs, Mixed Teams and so on) or where prizes are available to the best performances by players in a restricted category the pair or team in question must play throughout the event so that at all times the members of the pair or team (including substitutes) actually competing fall within the restricted category in question.
- 4.4 Substitution Rules - preliminary
- 4.4.1 Terminology
- Unit* means the original team, pair or individual, but includes augmented players (in the case of teams events), and players who become permanent (see clause 4.5.5). For a teams event, a unit shall consist of four, five or six members. For a pairs event, a unit shall consist of two members.
- Substitute* means a non-unit player who represents that unit for one session or a part thereof.
- Substitution* means the replacement of a non-unit member by a substitute for one session or a part thereof.
- Stage of competition* means those successive sessions where the size of the field which is eligible to win the competition is not reduced (excluding reduction due to disqualification or withdrawal). In partial knock-out events, all successive knock-out sessions shall constitute the one stage.
- Equivalent standard* means that degree of equivalence where the ability of the substitute is neither significantly higher nor lower than that of the player whom the substitute is replacing. Masterpoint rank need not be the determining factor and the relative experience of the two partnerships may be taken into account.
- Ineligible substitutes* include those that have entered in the same stage of the competition, those who would not have been eligible to enter the competition, and those still competing in the competition.
- Altered score* is either the actual score obtained in a session, or the average of all the other scores which the unit obtained in that stage of the competition, or the complement of the opponent's score for that stage of the event, whichever is least.
- 4.4.2 It is a condition of entry to all N.S.W.B.A. events that each entrant is obliged to play in all sessions, or arrange a substitute if unable to play. The Director should be notified of this substitution at least 24 hours before the relevant session. The entrant shall make every effort to find a substitute of equivalent standard, as defined in these Rules.
- 4.4.3 Each disqualified unit shall be obliged to play in the remaining sessions of that stage of the event, unless the Director, in conjunction with the Tournament Committee, expels the unit from the event.
- 4.4.4 The unit is responsible for the payment of all table money, notwithstanding the use of a substitute.



## 4.5 Substitution

### 4.5.1 Limits to the number of substitutions.

No. of sessions in stage	Pairs events (includes Butler)	Teams events
1	No substitutes	No substitutes
2	One substitution	One substitution
3	Two substitutions	Two substitutions
4	Two substitutions	Two substitutions
5	Three substitutions; the unit must play as a pair in three sessions	Three substitutions
6	Four substitutions; the unit must play as a pair in four sessions	Four substitutions
7	Four substitutions; the unit must play as a pair in four sessions; each player must play at least five times	Five substitutions; four sessions must be substitute-free
8	Four substitutions; the unit must play as a pair in five sessions; each player must play at least six times	Six substitutions; five sessions must be substitute-free
9+	The unit must play as a pair in at least 60% of the sessions: each player must play in at least two thirds of the sessions	The unit must play as a team in at least 60% of the sessions

4.5.2 Any unit which does not comply with clause 4.5.1 in respect of a competition will be disqualified except as provided under clause 4.6.4.

4.5.3 If a legal substitution takes the form of:

- (a) a substitute pair in a pairs session, or
- (b) three or four substitutes in a teams session, or
- (c) a substitute in an individual session,

then the Director must consider awarding an altered score and record his decision in writing on the substitution form referred to in clause 4.6.2. In all other circumstances the unit shall receive the actual score for the session(s) in which the substitute(s) played.

4.5.4 If an ineligible substitute is used, or one deemed by the Director not to be of equivalent standard, the Director may disqualify the unit or award an altered score.

4.5.5 Upon application by the unit to the Tournament Committee, a substitute may become a permanent member of a unit by replacing a player of equivalent standard. Such application must be made before the commencement of the next stage of the event. In such circumstances the replaced player will be deemed to have been a substitute. The reconstituted unit must comply with clause 4.5.1.

4.5.6 If a player substitutes for a small number of boards, the Director may rule that a substitution has not taken place.

## 4.6 Procedures and Miscellaneous

4.6.1 Masterpoints. Substitutes earn sessional masterpoints which are calculated before any alteration to scores. Outright awards are shared between unit members after any alteration of scores, provided the unit has not been disqualified.

4.6.2 Substitution Forms. In addition to informing the Director, the unit shall arrange to fill out a Substitution Form at least 30 minutes before the session commences. The Director shall complete and sign the form. The Director shall record on the form whether or not he has awarded an altered score and the reasons for his decision. The Director shall ensure that the form is retained for one month after the completion of the event and shall produce it to the Tournament Committee or Appeals Committee if required.

4.6.3 A unit may appeal to the N.S.W.B.A. Tournament Committee against the Director's ruling under clause 4.5.3 or 4.5.4.

4.6.4 The Tournament Committee may approve additional substitutions under Section 4 in special

circumstances. In particular, absence while representing Australia or NSW may be considered a special circumstance, provided approval is obtained in advance.

- 4.6.5 Where an illegal substitution occurs for one or more sessions of an event, the Director, in conjunction with the Tournament Committee, may at his discretion modify the scores of all the opponents of the unit containing the illegal substitution, where the Tournament Committee considers that the results of a session could have been materially affected by the illegal substitution. If the Director proceeds in this fashion, such modified scores will be equal to the average of the unit's average score for that stage of the event (excluding the match involving the illegal substitution) and the complement of the altered score awarded as per clause 4.5.4.

## **8. PUNCTUALITY AND SLOW PLAY**

- 8.1 Failure to complete a session on time is not the only index of slow play. The Director may penalise a partnership at any time if he considers its slow play disruptive of the movement.
- 8.2 Players should be seated 5 minutes before the start of play. Any unit not seated and ready to play within 5 minutes after the start of a session may, at the discretion of the Director, be penalised as follows:

from 5 to 10 minutes late:	1 VP
from 11 to 15 minutes late:	2 VP
from 16 to 20 minutes late:	3 VP
from 21 to 30 minutes late:	5 VP

and in other cases on a basis which the Tournament Committee deems to be equivalent to such scale. For delays of over 30 minutes in matches, the Director may assess a more severe penalty, including default of the match and disqualification from the event. A substitute pair or player may be used by the Director to complete the movement. It is the responsibility of the players to know when sessions are due to commence.

- 8.3 Where a round, session or match is not completed in the time allotted, both pairs at the offending table may, at the discretion of the Director, (subject as hereinafter provided) be penalised as follows.

First offence:	Warning
Second offence:	1 VP
Third offence:	2 VP
Fourth and subsequent offences:	3 VP

- 8.4 Both pairs at the table shall be penalised unless the Director has been called to the table during the session and has ruled one pair to be innocent of slow play or unless the Director has sufficiently observed the table to rule that one pair be exempted from penalty. The Director may in his absolute discretion (and whether or not he has been requested to do so by any player or players) appoint a monitor or monitors to observe play at any table and to report to the Director on the time taken by each pair or its conduct or any other relevant matter and the Director may act on the report of a monitor as if he himself had observed the play.
- 8.5 Where a pair is penalised for a late start, the starting time shall run from the official commencement time of the session. The Director may in his absolute discretion alter the length of a session (including changing the number of boards to be played) at one or more tables to facilitate or maintain the orderly progress of an event. The Director may make time calls or call attention to delays in completing individual matches, but competitors should not rely upon him to do so.
- 8.6 Except as provided in clause 8.7, warnings and fines will carry over from session to session, irrespective of a change of event.
- 8.7 In knockout teams or pairs events, a fine of 1 VP is deemed to be the equivalent of 3 IMPs. Where both sides are judged to be at fault, the winning team or pair will carry-over the fine into the next match.

## Appendix B

### Draw – DCBRP Final

Match	Table 1	Table 2	Table 3	Table 4	Table 5
1	10 v 1	4 v 2	9 x 5	3 v 6	7 v 8
2	10 v 2	5 v 3	1 x 6	4 v 7	8 v 9
3	10 v 3	6 v 4	2 x 7	5 v 8	9 v 1
4	10 v 4	7 v 5	3 x 8	6 v 9	1 v 2
5	10 v 5	8 v 6	4 x 9	7 v 1	2 v 3
6	10 v 6	9 v 7	5 x 1	8 v 2	3 v 4
7	10 v 7	1 v 8	6 x 2	9 v 3	4 v 5
8	10 v 8	2 v 9	7 x 3	1 v 4	5 v 6
9	10 v 9	3 v 1	8 x 4	2 v 5	6 v 7

The first numbered pair will sit North-South.

In each match, the pairs at Table 3 will arrow-switch after 3 boards have been played.

## Appendix C

### Fouled Boards, Artificial Adjusted Scores – DCBRP Final

Where the Director awards an artificial adjusted score under Law 12C1:

- a pair awarded average plus shall score + 6 IMPs on the board;
- a pair awarded average shall score 0 IMPs on the board;
- a pair awarded average minus shall score - 6 IMPs on the board.

If a complete set of North-South or East-West scores are available, they will be scored normally, otherwise the following provisions will be applied to either or both of those sets accordingly.

For tables at which actual results were achieved:

- 1) Where an artificial score has been awarded at one table: the four tables under comparison are designated A, B, C and D and the table scores for those table are indicated by  $w_A$ ,  $w_B$ ,  $w_C$  and  $w_D$ . The (signed) IMP score for a pair at table A with respect to the result from table D (for example), is designated  $IMP(w_A, w_D)$ . An artificial IMP score for each pair with hypothetical "average" teammates will be found from an arithmetic mean of the IMP scores for that pair with respect to the results from all four tables. The cross-IMP scores for the pairs at tables A through D are designated by  $x_A$ ,  $x_B$ ,  $x_C$  and  $x_D$ . The cross-IMP score for (for example) a pair at table A will be given by the sum of the middle two of the three normal and one artificial IMP score for that pair. Thus,  $x_A$  is the sum of the middle two of  $IMP(w_A, w_B)$ ,  $IMP(w_A, w_C)$ ,  $IMP(w_A, w_D)$  and  $(IMP(w_A, w_B) + IMP(w_A, w_C) + IMP(w_A, w_D)) / 4$ .

The absolute average deviation of cross-IMP scores for (for example) the pair at table A is designated  $y_A$  and be the absolute value (magnitude) of the arithmetic mean of the differences between this cross-IMP score and the other three cross-IMP scores. Thus  $y_A = ABS((x_A - x_B) + (x_A - x_C) + (x_A - x_D)) / 3$ .

The final score to be applied at each table ( $z_n$ ) is given by the formula,  $z_n = x_n * s_n$ , where  $s_n$  is the ratio of the minimum of the absolute average deviation for that pair and 24, and the minimum of 24 and the maximum of the magnitudes of the average deviations for all four pairs. That is,  $s_n = MIN(24, y_n) / MIN(24, MAX(y_A, y_B, y_C, y_D))$  which may take any value from 0 to 1 inclusive.

- 2) Where an artificial adjusted score has been awarded at two tables: the score achieved at each table will be IMP'ed against the score of the other two tables' at which a result was achieved. These two scores will be totalled and then multiplied by a factor of 0.75 to determine the IMP score to be applied for that table.
- 3) Where an artificial adjusted score has been awarded at three tables: the scores achieved at the two tables which played the board will be IMP'ed against each other. This score will be multiplied by a factor of 0.5 to determine the IMP score to be applied for those tables.

For each board on which the director awards an artificial adjusted score, the final adjusted IMPs for each pair at every table will be rounded to the nearest integer (0.5 rounded up, -0.5 rounded down).

## Appendix D

### Forfeits

In the case of a forfeit in the SST, the DCBRP qualifying or the SFST, the offenders will be given a score of 0 VP / 0 IMPs. The non-offenders will be given a score of 18 VP / +11 IMPs.

At the end of the event, the non-offender's score will be adjusted to the highest of:

- i) 18 VPs,
- ii) the mean VP score of the non-offenders for its completed matches, and
- iii) the mean VP score of the opponents of the offenders in completed matches (not including forfeited matches of the offenders).

In the case of a forfeit in the DCBRP final, the offenders will be given a score of 0 VP. The non-offenders will be given a score of 70 VP.

At the end of the event, the non-offending pair's score will be adjusted to the highest of:

- i) 70 VPs,
- ii) the mean VP score of the non-offending pair for its completed matches, and
- iii) the mean VP score of the opponents of the offending pair in completed matches (not including forfeited matches of the offending pair).