

SPRING NATIONAL TEAMS CHAMPIONSHIP

SUPPLEMENTARY REGULATIONS, 2002

1. GENERAL

1.1 Sponsoring Authority:

The 2002 Spring National Championship (SNT) consists of the Spring National Womens Team Championship (SNWT) and the Spring National Open Teams Championship (SNOT). The SNT is conducted by the Australian Bridge Federation Incorporated (ABF) in accordance with the ABF Tournament Regulations in force as at 31/03/89, since amended but not republished, and as modified by these supplementary regulations.

1.2 Office Bearers:

Tournament Conveners:	F. Budai, J. Mottram
Chief Tournament Director (CTD):	S. Mullamphy
Chairman Tournament Committee:	E. Ramshaw
Chairman Appeals Committee:	I. Dahler
Recorder:	J. Mottram
Assistant Director:	C. Diment
Computer:	M. Willcox

1.3 Committee Nominees:

Members of each appeal or tournament committee are appointed by the appropriate chairman, who shall be the sole judge of the committee's quorum.

1.4 Venue:

The 2002 venue for both the qualifying and final rounds is the **Hakoah Club**, 61 Hall Street Bondi.

1.5 Smoking:

Smoking is not permitted in areas defined by the Convener as the playing area and scoreboard area and any other designated area. The smoking area at the Hakoah Club is on the ground floor.

1.6 Mobile telephones:

Mobile telephones, pagers or other electronic equipment must be switched off during session time unless a specific exception is permitted by the CTD. Breach of this regulation incurs a disciplinary penalty of 3 VP or 9 IMP.

2. TEAMS AND SYSTEMS

2.1 Team Sizes:

Teams may consist of 4, 5 or 6 players.

2.2 Augmentation of Team Members:

Teams may not be increased from 4 to 5, 4 to 6 or 5 to 6 players after the commencement of round 1.

2.3 Substitutions:

Substitutions are subject to the approval of the CTD. Subject to ABF Tournament Regulation #4.1 concerning emergency substitutions, the following substitution rules apply:

- a) Teams of 6 players are not permitted any substitutions
- b) Teams of 5 players are permitted 3 substitutions in total during the qualifying rounds and the 4 stanzas of the final, with no more than 1 substitution during the final
- c) Teams of 4 players are permitted 5 substitutions in total during the qualifying rounds and the 4 stanzas of the final, with no more than 2 substitutions during the final.

Boards played in any tie-breaking procedure do not count when making calculations regarding substitutions. A substitution (allowed or disallowed) may be appealed only by either of the two captains involved directly.

2.4 Systems Regulations:

Systems and conventions for the SNT are placed in categories. Pairs must classify their systems and conventions as GREEN, BLUE, RED or YELLOW, using the ABF Systems Regulations as at May 1st 1998.

The system Regulations require each pair to have 2 identical ABF Standard System cards

All systems and conventions are permitted in the SNT, subject to written notice described in #2.5 below.

2.5 Written Notice of Systems & Conventions:

Pairs intending to use a YELLOW system must lodge an adequate system statement on an ABF standard system card plus a maximum of 2 supplementary A4 sheets, with the Convener **before November 2nd 2002**, as indicated in the Spring Nationals brochure.

2.6 System Markers:

Coloured markers identify pairs playing YELLOW systems, and summaries are available for perusal.

2.7 Restrictions on Playing RED and YELLOW Systems & Conventions :

All systems and conventions, including those categorised as RED and YELLOW, are permitted in the SNT (subject to #2.5 above), in all rounds and at all levels. However, any pair playing a YELLOW system or convention must comply with the following conditions, or be subject to procedural penalties as covered by Law 40 of the 1997 Laws of Duplicate Contract Bridge:

- a) full alerts and full disclosure of the system or convention;
- b) declaration rules giving advance notice of seating arrangements, as follows:
Away Team - 30 minutes Home Team - 15 minutes.

2.8 Written Defences:

Written defences to YELLOW systems and to conventions that make a system RED, and "defence to the defence" for YELLOW systems, may be consulted during the auction subject to the following conditions:

- a) The defence or "defence to the defence" is typed or clearly written on one side of one A4 sheet, and complies with the requirements of the ABF Systems Regulations
- b) It is approved by and lodged with the CTD prior to the scheduled start of play
defence at least 10 minutes "defence to the defence" at least 2 minutes
- b) Copies are available to all four players.

2.9 Defence against YELLOW systems :

For defence against a YELLOW system and the conventions that make a system RED, a pair using a GREEN, BLUE or RED system may change any facet of its system, including opening calls, but may use a YELLOW system only if it has been submitted in accordance with #2.5 above.

3. MOVEMENTS AND SESSIONS

3.1 Tournament Format:

The SNT is a Swiss qualifying movement within a single field after which the **two leading teams** play a final of 64 boards in 4 stanzas of 16 boards each.

SNWT: 9 rounds of 20 boards

SNOT: 12 rounds of 16 boards.

3.2 Seeding:

The Tournament Committee seeds half the field.

3.3 Sessions:

The schedules for the sessions is shown in the Appendices

3.4 Swiss Draw:

- a) Round 1: The seeded half of the teams is drawn against the rest of the field in the form 1 v (N/2)+1 etc. Provision is made for the addition of a 'house team' in the event that the number of teams is odd.
- b) Subsequent rounds: The draw is according to the actual victory point score, with secondary break-ups by net IMP, then on team number.
- c) At the discretion of the tournament committee, a 'house team' may receive either
 - i) its actual VP

- ii) a maximum of 15, and a minimum of 11, with masterpoints awarded according to actual VP
- d) Appeals affecting draws: The draw is made as soon as the results for the previous round have been processed. It is not delayed or affected directly by the result of any outstanding appeals. After the draw has been made it is not altered when scores are adjusted. (appeals, correction of errors).
- e) Home/Away Status: The team named **first** in the draw for each round is the **HOME** Team. The **AWAY** Team seats first.

3.6 Final seating rights:

In the final, seating rights are determined by the toss of a coin prior to the first session. The team that wins the toss may choose to sit first in either the **first and third** sessions or the **second and fourth** (final) sessions.

4. SCORING, TIES AND APPEALS

4.1 Board Generation:

All SNT qualifying and final boards are generated using the approved ABF computer program. Hand records are available after each qualifying round and after each final stanza.

4.2 Victory Point Scale:

IMP are converted to VP using the WBF VP Scale for the number of boards per round. (See Appendices)

4.3 Final scoring:

The result of the final is determined by **net IMP** - any IMP margin determines the winner.

4.4 Forfeits:

In the case of a forfeit, the score, for the purpose of completing the draw for the following round, is
 non-offending team, 18 VP offending team, 0 VP.

On completion of the last qualifying round, the score for the non-offending team is adjusted to the **greater** of:

- a) The mean score for all of its completed matches
- b) 30 VP minus the mean score of the offending team for all matches including forfeits (Max. 25 VP)
- c) 18 VP.

4.5 Datums Sheets and Result Slips :

Datum sheets must be completed by the teams listed in the draw as the top 10 matches.

Both captains are responsible for provision of the result to the scorer on the official result slip, completed and signed. Failure to provide a result slip within 5 minutes of the official time completion for any round may incur a procedural penalty of 3 VP

The result for any round up to and including the penultimate qualifying round that is recorded and/or posted incorrectly by the scorer, can be altered until 30 minutes after the official completion time for the penultimate round. Similar correction can be made for the last qualifying round until 30 minutes after its official completion.

4.6 Tie Breaking:

The following procedures apply to the breaking of ties:

- a) To determine the draw:
 - i) Net IMP accumulated
 - ii) Team Number (lower numbered teams rank higher when the draw is carried out manually, but team number ranking is random when the draw is by computer); notwithstanding that teams have not played each other
- b) Qualification for the final, after the last round:
 - i) Removal of procedural penalties
 - ii) 3 boards per table (may involve a multiple teams movement); teams ranked on net IMP
- c) After the 64-board final: match(es) of 6 boards until broken; teams ranked on net IMP.

4.7 Appeals:

Appeals for and against the Director's ruling must be notified in person to the CTD within 30 minutes of the official completion time for any qualifying session or final stanza and the official Appeals Form Appeals completed. 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. The Appeals Committee will hear appeals as expeditiously as possible.

5. FOULED BOARDS, PUNCTUALITY AND SLOW PLAY

5.1 Misboarding:

A board that does not correspond to the hand records is not considered fouled if it is played in the same form at both tables. The Director must be notified immediately an irregularity or misboard is suspected, and ABF Tournament Regulation 9 (Fouled Boards) applies.

5.2 Disciplinary Penalties for Misboarding:

Disciplinary penalties may be applied to teams responsible for any misboards.

5.3 Punctuality and Slow Play:

Players should be seated 5 minutes before the scheduled time for start of play. For teams not seated and ready to play at the starting time, **procedural penalties** are applied as follows:

0 - 4 minutes late:	1 st offence: WARNING
	2 nd & subsequent offences: 0.5 VP
5 - 10 minutes late:	1 VP
11 - 15 minutes late:	2 VP
16 - 20 minutes late:	3 VP
21 - 30 minutes late:	5 VP

Beyond this time, the CTD may assess a more severe penalty, including forfeiture of the match or disqualification from the tournament.

5.4 Slow Play:

Where a stanza is not completed in the time allotted, both teams shall be penalised equally unless the CTD rules that the additional time be divided unequally between the two teams. The CTD may make such a ruling after being called to the table during the play period or as a result of his/her own observations or those appointed by any time monitor.

- a) Qualifying rounds are scheduled to be completed
- | | | | |
|-----------|-----------------------|-----------|------------------------|
| 20 boards | 2 hour and 40 minutes | 16 boards | 2 hours and 10 minutes |
|-----------|-----------------------|-----------|------------------------|
- b) Final stanzas are scheduled to be completed
- | | | | |
|--|--|-----------|------------------------|
| | | 16 boards | 2 hours and 15 minutes |
|--|--|-----------|------------------------|
- c) **Procedural** penalties for late finishes are:
- | | |
|---------------------------------|-----------------------------------|
| First offence of 0 - 4 minutes: | WARNING |
| Any other offence: | 1 IMP per minute or part thereof. |

6. ABF TOURNAMENT REGULATIONS

6.1 Alerts:

Opponents must be alerted in accordance with the **1998 ABF alerting regulations**.

6.2 Full Disclosure:

Questions concerning the auction should be answered by disclosing all meaning of the call(s) as per **LAW** and the **1998 ABF alerting regulations**.

6.3 Eligibility for Australian Playoff:

Each player in each of the first two eligible teams receives playoff points (36 for 1st, 18 for 2nd), provided that the conditions below are satisfied:

- The Player submits a declaration attesting eligibility by citizenship or residency
- The player must play a minimum of the qualifying rounds (SNWT, 4/9; SNOT, 5/12) and, if applicable, at least 50% of the boards played by the team in the final. Extra boards played to break ties are not counted. The ABF reserves the right, when there are equitable circumstances, to waive this requirement.

SPRING NATIONAL WOMEN'S TEAMS CHAMPIONSHIP

3.1 Tournament Format:

The SNT is a Swiss qualifying movement within a single field after which the **two leading teams** play a final of 64 boards in 4 stanzas of 16 boards each.

- SNWT: 9 rounds of 20 boards

3.3 Sessions:

The qualifying sessions/rounds take place on

Thursday November 7 th	10.00 am, 1.30 pm and 4.30 pm
Friday November 8 th	10.00 am, 1.30 pm and 4.30 pm
Saturday November 9 th	10.00 am, 1.30 pm and 4.30 pm

The final consists of 4 x 16-board stanzas

Sunday November 10th 9.00 am, 11.30 am, 2.30 pm and 4.15 pm unless these times are varied by mutual consent of the CTD and both captains.

4.2 Victory Point Scale:

IMP are converted to VP using the World Bridge Federation Victory Point Scale for 20 boards.

IMP	VP	IMP	VP	IMP	VP	IMP	VP
0 - 2	15 / 15	17 - 21	19 / 11	37 - 41	23 / 7	60 - 65	25 / 3
3 - 8	16 / 14	22 - 26	20 / 10	42 - 47	24 / 6	66 - 72	25 / 2
9 - 12	17 / 13	27 - 31	21 / 9	48 - 53	25 / 5	73 - 79	25 / 1
13 - 16	18 / 12	32 - 36	22 / 8	54 - 59	25 / 4	80 +	25 / 0

5.4 Slow Play:

Where a stanza is not completed in the time allotted, both teams shall be penalised equally unless the CTD rules that the additional time be divided unequally between the two teams. The CTD may make such a ruling after being called to the table during the play period or as a result of his/her own observations or those appointed by any time monitor.

- Qualifying rounds are scheduled to be completed: 20 boards within 2 hour and 40 minutes
- . Final stanzas are scheduled to be completed: 16 boards within 2 hours and 15 minutes
- Procedural** penalties for late finishes are:

First offence of 0 - 4 minutes:

WARNING

Any other offence:

1 IMP per minute or part thereof.

SPRING NATIONAL OPEN TEAMS CHAMPIONSHIP

3.1 Tournament Format:

The SNT is a Swiss qualifying movement within a single field after which the **two leading teams** play a final of 64 boards in 4 stanzas of 16 boards each.

- SNOT: 12 rounds of 16 boards.

3.3 Sessions:

The qualifying sessions/rounds will take place on

Monday Nov.11th	Session 1	Round 1	1.15 pm
		Round 2	3.30 pm
	Session 2	Round 3	7.15 pm
		Round 4	9.30 pm
Tuesday Nov.12th	Session 3	Round 5	10.00 am
	Session 4	Round 6	1.00 pm
		Round 7	3.15 pm
		Round 8	5.30 pm
Wednesday Nov.13 th	Session 5	Round 9	10.00 am
	Session 6	Round 10	1.00 pm
		Round 11	3.15 pm
		Round 12	5.30 pm

The final consists of 4 x 16-board stanzas on

Thursday November 14th 9.00 am, 11.30 am, 2.30 pm and 4.15 pm unless these times are varied by mutual consent of the CTD and both captains.

4.2 Victory Point Scale:

IMP are converted to VP using the World Bridge Federation Victory Point Scale for 16 boards.

IMP	VP	IMP	VP	IMP	VP	IMP	VP
0 - 2	15 / 15	16 - 19	19 / 11	32 - 36	23 / 7	53 - 58	25 / 3
3 - 7	16 / 14	20 - 23	20 / 10	37 - 41	24 / 6	59 - 64	25 / 2
8 - 11	17 / 13	24 - 27	21 / 9	42 - 46	25 / 5	65 - 71	25 / 1
12 - 15	18 / 12	28 - 31	22 / 8	47 - 52	25 / 4	72 +	25 / 0

5.4 Slow Play:

Where a stanza is not completed in the time allotted, both teams shall be penalised equally unless the CTD rules that the additional time be divided unequally between the two teams. The CTD may make such a ruling after being called to the table during the play period or as a result of his/her own observations or those appointed by any time monitor.

- Qualifying rounds are scheduled to be completed: 16 boards within 2 hours and 10 minutes
- Final stanzas are scheduled to be completed: 16 boards within 2 hours and 15 minutes
- Procedural** penalties for late finishes are:

First offence of 0 - 4 minutes:

WARNING

Any other offence:

1 IMP per minute or part thereof.