

# SYDNEY SPRING NATIONAL CHAMPIONSHIPS

## SUPPLEMENTARY REGULATIONS, 2010

### 1. General

- 1.1 The 2010 Spring National Championships (SN) consist of the Spring National Open Teams Championship (SNOT), the Spring National Restricted Teams Championship (SNRT); the Dick Cummings Open Pairs (DCOP), the Spring National Manzoni Women's Teams Championship (SNWT) and the Bobby Evans Seniors' Teams Championship (BEST). The SN is conducted by the NSW Bridge Association Limited (NSWBA) in accordance with the ABF Tournament Regulations as modified by these Supplementary Regulations.
- 1.2 The Tournament Organiser (TO) is Marcia Scudder.  
The Chief Tournament Director (CTD) is Matthew McManus.  
The Appeals Organiser is John Scudder.  
The Appeals Consultant is Ted Chadwick.  
The NSW Tournament Committee is chaired by Warren Lazer.  
The representative of the ABF Tournament Committee is Kim Morrison.  
The on-site ABF representative is Bruce Neill.  
The Recorder is George Finikiotis.  
The Appeals Organiser will post a list of Appeals Committee members on the notice board.
- 1.3 The venue is the Derby Room, Royal Randwick Racecourse, except for the finals of the SNWT & BEST for which the venue is the NSWBA, Level 1, 162 Goulburn St., East Sydney.
- 1.4 Smoking is permitted in the grandstand adjacent to the venue, but not within the playing area or any indoor area of the grandstand. Smoking is only permitted outside the building at the NSWBA.
- 1.5 Mobile telephones, pagers or other electronic equipment should be switched off during session time and may not be consulted or used unless a specific exception is permitted by the CTD. Breach of this regulation incurs a disciplinary penalty after one warning per unit of 3 VPs or, in knock-out matches, 9 IMPs.
- 1.6 The Time of Appeal (Law 92B) for each match/stanza is the later of 30 minutes after the score is made available for inspection or 30 minutes before start of the next session/stanza (except for last match of the qualifying round).
- 1.7 The Correction Period (Law 79C1) in the qualifying rounds in teams events and in the DCOP expires at the start of the first match on the following day, or, in the case of matches on the last day, 30 minutes after the scores for the last match are made available. In teams semi-finals and finals, the Correction Period (Law 79C1) expires at the start of the following stanza, or, in the case of the last stanza, 30 minutes after the conclusion of play.
- 1.8 Errors made by the Official Scorer or scoring errors covered by Law 79C2 may be corrected up until 30 minutes after the conclusion of the final session of the stage of the event in which the error occurred.

### 2. Pairs and Teams

- 2.1 Pairs consist of 2 players.
- 2.2 Teams may consist of 4, 5 or 6 players. A team may be increased to 5 or 6 players up to and including the 5<sup>th</sup> of 9 rounds or the 4<sup>th</sup> of 6 rounds, provided that no added player has played previously in another unit in the same event in 2010.
- 2.3 To be eligible for overall masterpoint awards or to qualify for the final, the minimum requirement for each player is three rounds of the qualifying Swiss and two stanzas of the (semi-)final (SNOT, SNWT, BEST) or nine rounds (DCOP).
- 2.4 The CTD may approve substitutes (not members of another unit in the same event) for cause, not convenience, and for a maximum of five rounds of the DCOP or three rounds of the qualifying of the SNOT, SNRT, SNWT & BEST and two stanza of the (semi-)final of the SNOT, SNWT & BEST. A

substitution (allowed or disallowed) may be appealed only by the pairs or either of the two team captains involved directly.

- 2.5 The TO may nominate a “house unit” for any purposes consistent with the movement. The TO makes every effort to nominate eligible players from a small group but, at the discretion of the tournament committee, a “house unit” may consist of any number of players including ineligible players.

### **3. Systems**

- 3.1 GREEN and BLUE systems are permitted without restriction. In addition, RED systems and BROWN STICKER conventions are permitted in all events except the SNRT.
- 3.2 YELLOW (HUM) systems are prohibited in the DCOP, BEST and SNRT. Yellow systems are permitted in the SNOT and the SNWT subject to the following:
- 3.2.1 Each pair playing a YELLOW system must lodge with the TO by October 15<sup>th</sup> 2010:
- (a) an adequate WBF or ABF standard system card (with not more than 2 supplementary A4 sheets, typed or written in black ink on one side) and
  - (b) a bona fide defence
- 3.2.2 Seating is posted in accordance with these regulations (see 3.2.6).
- 3.2.3 Yellow systems are not permitted in the first 3 rounds.
- 3.2.4 In subsequent rounds, Yellow systems are not permitted in the bottom 2/3 of the field (rounded up).
- 3.2.5 A YELLOW (HUM) system employed only against an opposing pair playing a YELLOW system must be lodged with the CTD before the first round of the event in which they wish to use it.
- 3.2.6 A team including a pair registering a YELLOW system loses seating rights in the qualifying rounds.
- 3.3 In the event of a dispute concerning the classification of a convention or system the decision of the representative of the ABF Tournament Committee is final.
- 3.4 Coloured markers on the score display identify pairs employing complex systems. Their system summaries, lodged with the CTD, are available for perusal.

### **4. Defences and Counter-Defences**

- 4.1 For defence against a YELLOW system or BROWN STICKER conventions, a pair using a GREEN, BLUE, RED system or BROWN STICKER conventions 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 #3 above.
- 4.2 During the auction, pairs may use written notes of their defence or counter-defence for YELLOW systems and defence for BROWN STICKER conventions provided they comply with the regulations below. During the play period, a player's own notes may be used only to answer a question from the opponents.
- 4.3 A written defence must be:
- ◆ typed or written in black ink on one side of an A4 sheet
  - ◆ lodged with the Director and approved by at least 5 minutes before the scheduled round time
  - ◆ identical for each player
  - ◆ available to the opponents during the auction and play.
- 4.4 A written counter-defence must be approved by and lodged with the Director and two copies submitted to the opponents at the start of the session.
- 4.5 A pair using a YELLOW system is not permitted to change its opening calls for a defence or counter-defence.

### **5. Seating**

- 5.1 The unit named second sits first.
- 5.2 Units registering one or more YELLOW systems lose all seating rights in all qualifying rounds against units not registering a YELLOW system.
- 5.3 YELLOW systems may be played only if the seating is posted correctly within 10 minutes of the posting of the draw or, in any other circumstances, with the agreement of the opposing captain and the CTD.

In the final or a tie-break, captains toss for seating rights prior to the first session. The team that wins the toss may choose to sit first in either the odd-numbered stanzas or the even-numbered stanzas.

## 6. Movement and Sessions

- 6.1 The DCOP is a single-field Swiss-style pairs event of 12 rounds of 10 boards played on Sat, Oct 23<sup>rd</sup> and Sun, Oct 24<sup>th</sup> commencing at 10.00 am each day. Each match is allotted 65 minutes to the start of the last board.
- 6.2 The SNOT is a single field Swiss-style qualifying tournament of 20-board matches to qualify 4 teams to the semi-final of 64 boards played in 4 stanzas of 16 boards each.
- 6.3 SNOT qualifying matches of 20 boards are played in one stanza allotted 133 minutes to the start of the last board and commencing:

Day	Sess.	Rd	Start	Day	Sess.	Rd	Start	Day	Sess.	Rd	Start
Wed Oct 20	1	1	10.00 am	Thu Oct 21	3	4	10.00 am	Fri Oct 22	5	7	10.00 am
	2	2	1.30 pm		4	5	1.30 pm		6	8	1.30 pm
		3	4.00 pm			6	4.00 pm			9	4.00 pm

- 6.4 The SNOT (semi-)final of 64 boards is played in 4 stanzas of 16 boards each. (Sat/Sun Oct 23/24 at 9.00 am, 11.15 am, 2.00 pm & 4.15 pm.)
- 6.5 SNRT matches of 20 boards are played in one stanza allotted 133 minutes to the start of the last board and are held concurrently with the first two days of the SNOT qualifying.
- 6.6 The SNRT is a single field Swiss-style tournament of 6 x 20 board rounds. The team with the highest number of VPs is the winner. The CTD reserves the right to alter the format if the number of entries necessitates this.
- 6.7 The SNWT & BEST are single field Swiss-style qualifying tournaments of 20-board matches to qualify 2 teams to the final of 64 boards played in 4 stanzas of 16 boards each.
- 6.8 SNWT & BEST qualifying matches of 20 boards are played in one stanza allotted 133 minutes to the start of the last board and commencing:

Day	Sess.	Rd	Start	Day	Sess.	Rd	Start	Day	Sess.	Rd	Start
Mon Oct 25	1	1	10.00 am	Tue Oct 26	3	4	10.00 am	Wed Oct 27	5	7	10.00 am
	2	2	1.30 pm		4	5	1.30 pm		6	8	1.30 pm
		3	4.00 pm			6	4.00 pm			9	4.00 pm

- 6.9 The SNWT & BEST finals of 64 boards are played in 4 stanzas of 16 boards each. (Thu Oct 28 at 9.30 am, 11.45 am, 2.30 pm & 4.45 pm).

## 7. Format

### Teams events (SNOT, SNWT, BEST)

- 7.1 The fields shall be seeded. The draw for round 1 is of the form 1 v n/2+1. (Should one or both of the fields for the concurrent SNWT & BEST be too small to support 9 rounds of Swiss, #7.2 is to be applied.) The draw for subsequent rounds (made as soon as practicable) pairs the team having the highest rank by VPs (excluding all penalties) with the next highest team that it has not played previously and so on down the field.
- 7.2 If one or both of the fields for the concurrent SNWT & BEST is too small to support 9 rounds of Swiss, the fields are combined. The draw for Rounds 1-7 will be made according to #7.1. The draw for rounds 8 & 9 pairs the leading eight Women's (or Seniors') teams that have not played one another in a separate "mini-Swiss" while the remainder of the stratified field continues in the main Swiss movement.
- 7.3 Should the procedure of #7.2 prove impossible to implement, the CTD will take whatever action he deems necessary to keep the movement viable, observing as far as possible the "mini-Swiss" principle.

- 7.4 The number of Teams is to be made up to an even number by the inclusion of either a Complimentary Team or a House Team.
- 7.5 Until the commencement of play, a defective draw (as a result of appeals, correction of scoring errors, etc.) shall be corrected for the last round. For other rounds, and at the discretion of the CTD, a grossly-defective draw may be altered in a way that causes minimal disruption to the tournament.
- 7.6 At the conclusion of the Swiss, the top four teams in the SNOT will qualify to the semi-finals. The leading team has the choice of opponents from the teams finishing in second, third and fourth position, with the proviso that the team finishing second may opt not to be chosen.
- 7.7 At the conclusion of the Swiss, the top two teams in the SNWT and BEST will qualify to the finals.
- 7.8 For all semi-final and final matches, there will be a carry-over based upon the total Victory Point score of the teams at the conclusion of the Swiss. The carry-over will be one IMP for every difference of one VP, to a maximum of 16. Fractional VPs will be rounded to the nearest whole number, with 0.5 rounded up.
- 7.9 Teams are eligible to enter a finals series only if they are available for all sessions of that finals series.

### **Pairs events (DCOP)**

- 7.10 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.
- 7.11 The number of Pairs is to be made up to an even number by the inclusion of either a Complimentary Pair or a House Pair.
- 7.12 Results on each board will be matchpointed using standard duplicate scoring. Each pair's average percentage score for the match will be converted to VPs (see #8.10.1).
- 7.13 The draw for subsequent rounds (made as soon as practicable) matches the pair having the highest rank by VPs (excluding all penalties) with the next highest pair that it has not played previously and so on down the field.
- 7.14 At odd numbered tables, the higher ranked pair will sit NS, while at even numbered tables the higher ranked pair will sit EW.
- 7.15 After Round 6 and prior to Round 7, players from the losing semi-final teams of the SNOT may join the DCOP. The partnership can only consist of players who were in the losing teams. They shall be added to the draw with a VP score equal to the average score of the top 6 pairs after Round 6, but no more than 10 VPs from the leader. (For the purposes of tie-breaking, the sum of opponents' VPs will be determined on the same basis.) Fractional VPs will be rounded to the nearest whole number, with 0.5 rounded up.
- 7.16 Should an even number of pairs join the event, for Round 7 they will be randomly matched against other pairs who have joined the event from the SNOT semi-finals.
- 7.17 If an odd number of pairs join the event, one of these pairs will be chosen at random. This pair will be added to the main draw in a position consistent with the score on which they enter. The other pairs entering will then be randomly matched against each other for Round 7. If a house pair is already included in the field, this pair will not be required to continue. Otherwise, a house pair shall be added to the field in last position.

## **8. Scoring**

- 8.1 For the purposes of these regulations, for pairs events, the equivalent of 3 IMPs shall be 60% of the available matchpoints on a board.
- 8.2 In teams events, an artificial adjusted score of average plus or average minus is defined as plus or minus 3 IMPs respectively.
- 8.3 Hands are pre-dealt by an ABF-approved computer program and hand records are available.
- 8.4 When a Complimentary Pair/Team is used, they will have full rights to masterpoints and other benefits as regulated by the Regulating Authority. Where a House Pair/Team is used, no masterpoints or other aspects are to be given or won and the Pair/Team is to be positioned in last place for the draw purposes for every round. Its opponents receive their actual VPs and IMPs. Masterpoints for "house unit" matches are awarded according to actual VPs.  
A Complimentary Pair/Team is one that complies with the Substitution regulations of the event whilst a House Pair/Team is one that does not comply, ie consist of a variety of available players.

- 8.5 If Bridgemates are in use, NS are responsible for entering the details into the Bridgemate. EW must then check and confirm that the entry is correct. At the end of the round/session, both pairs are responsible for checking that the data entered is correct and for ensuring that a result has been entered for all boards played.
- 8.6 If table record sheets are used, the NS pair is responsible for completing the table record sheet. At the end of the round, the EW pair checks that the score sheet is correct, initials and delivers it to the collection point designated by the director.
- 8.7 Subject to the provisions of Law 12, a score of 0 IMPs is assigned for all boards not played.
- 8.8 In case of a forfeit the offenders score 0 VPs (with, for teams matches, an IMP score of -80). For the purpose of the draw, the non-offenders score 18 VPs. After the last round the non-offenders score is adjusted to the higher of:

- ◆ 18 VPs
- or
- ◆ the mean VPs score of the non-offending unit for its completed matches.

The non-offender's IMP score is the mean of the range of the VPs allocated.

### 8.9 Teams events (SNOT, SNWT, BEST)

8.9.1 Qualifying match IMPs are converted to VPs using the 20-board WBF scale (Appendix A).

8.9.2 Semi-Final and Final matches are scored by net IMPs - any IMP margin determines the winner.

### 8.10 Pairs events (DCOP)

8.10.1 The average percentage score of each pair in each match is converted to VPs using the scale listed in Appendix B.

## 9. Ties

9.1 Ties exist when units have the identical VPs score.

9.2 To perform the draw, ties are broken by net IMP (teams), percentage (pairs). If still tied, then the lower numbered unit shall be ranked higher in even numbered rounds and lower in odd numbered rounds.

9.3 Ties at the conclusion of the qualifying stages of the Teams competitions are broken on the basis of:

- i) sum of opponents' VPs
- ii) number of wins (15 VPs counting as a half win)
- iii) net IMPs
- iv) result of head-to-head match (should it have occurred)
- v) lot

9.4 To determine the winner of the (semi-)final, ties are broken by play of matches of 4 boards, then successive play of 1 board matches until a result is obtained.

9.5 Except in cases where ties are broken by these regulations, Playoff Qualifying Points are shared between tied units.

## 10. Appeals

10.1 The CTD may reverse any of his or his assistants' decisions. Appeals must be:

- ◆ made within the time of appeal
- ◆ made in person
- ◆ lodged on the approved form (available from the CTD)
- ◆ signed by both players (DCOP) or the team captain (SNOT, SNRT, SNWT, BEST).

10.2 When an appeals committee judges that an appeal is without merit it may award a procedural penalty on the scale specified in the Appeals Regulations against the appellant's score.

## 11. Fouled Boards

- 11.1 The director must be advised immediately an irregularity or misboard is suspected. A board that does not correspond to the hand-record is not considered fouled if it is played in the same form at both tables in a teams match.
- 11.2 A ruling that a board is “fouled” (as defined in Law 87) must be sought within the Correction Period (Law 79C1).
- 11.3 The result of a board fouled in a team match is cancelled and a substitute board is played at both tables unless the result of the stanza is known or any of the players has left the table at the conclusion of that stanza. In these cases the board is cancelled and a score of 3 IMPs assigned. The sole exception to this rule is for a match of multiple stanzas in which there is at least one round of play, in such a case the substitute board must be played in the next stanza.
- 11.4 When
- an irregularity occurs such that no rectification will permit normal play of the board and
  - the team-mates of the players involved have not played the board and
  - neither or both teams have contributed to the error
- the Director substitutes a new board to be played at both tables.
- If the board has been played at one table the CTD should assign an artificial adjusted score (Law 12C1). In the event that only one team was at fault, the CTD, in determining the artificial adjusted score, takes into consideration any unusually favourable result obtained by a non-offending team.
- 11.5 In pairs events, the result on the fouled board is cancelled and an artificial adjusted score is assigned under Law 12C1.
- 11.6 The Director may penalise units responsible for misboards or irregularities.

## 12. Punctuality, Slow Play and Penalties

- 12.1 When applicable, a penalty of 1 VP converts to 3 IMPs.
- 12.2 Players must be seated 5 minutes before the scheduled start of play. For units not seated and ready to play at the scheduled starting time procedural penalties are:

1 <sup>st</sup> offence <5min	Warning	10+-15 min late	2 VPs (6 IMPs)
0--5 min late	1 VP (3 IMPs)	15+-20 min late	3 VPs (6 IMPs)
5+-10 min late	1 VP (6 IMPs)	>20 min late	5 VPs (15 IMPs)

If required a more severe penalty may be assessed by the CTD and may include forfeiture of the match or disqualification.

- 12.3 For qualifying matches, boards not started in the time allotted are not played. The procedural penalty for slow play that results in removal of boards, applied after one warning (which carries forward to any (semi-)final match), is 1 VP for the first board plus 2 VPs for each additional board applied at the director’s discretion.
- 12.4 For the (semi-)final there is a warning for a first offence of 0-4 minutes and a procedural penalty of 1 IMP per minute or part thereof that the director assesses as that team's responsibility.
- 12.5 It is possible for a unit deemed responsible for egregious slow play, to receive a procedural penalty for slow play even though the stanza finished within the allotted period.

## 13. BBO

There will be a BBO broadcast of all stanzas of the final of the SNOT and all final stanzas of either the SNWT or BEST.

## 14. Playoff Qualifying Points

14.1 Playoff Qualifying Points (PQP) are awarded to each eligible player in an eligible team provided that the player complies with the minimum board rule as follows:

Event	Minimum Board Rule	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
SNWT	4 rounds Qualifying + 2 stanzas Final	36	18	9	
SNOT	4 rounds Qualifying + 2 stanzas (semi-)Final	48	24	6(=3 <sup>rd</sup> )	6(=3 <sup>rd</sup> )
BEST	4 rounds Qualifying + 2 stanzas Final	36	18	9	
DCOP	9 rounds	24	18	12	6

14.2 Players who wish to record PQP awarded for the SNOT or DCOP on the Senior list must register their date of birth with the CTD.

14.3 Detailed information about the mode of entry to the Playoff for Australian team selection is available only on the ABF website at [www.abf.com.au](http://www.abf.com.au). It is mailed only on receipt of a written request.

## Appendix A

### WBF VP Scale for 20 boards (SNOT, SNRT, SNWT, and BEST)

IMP	VPs	IMP	VPs	IMP	VPs	IMP	VPs
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

## Appendix B

### VP Scale for DCOP

Percentage	VPs	Percentage	VPs	Percentage	VPs	Percentage	VPs
0.00 – 26.50	0	37.46 – 39.77	7	48.28 – 49.43	14	56.83 – 58.39	21
26.51 – 28.00	1	39.78 – 41.60	8	49.44 – 50.56	15	58.40 – 60.22	22
28.01 – 29.50	2	41.61 – 43.17	9	50.57 – 51.72	16	60.23 – 62.54	23
29.51 – 31.00	3	43.18 – 44.57	10	51.73 – 52.89	17	62.55 – 65.99	24
31.01 – 32.50	4	44.58 – 45.87	11	52.90 – 54.12	18	66.00 – 100.00	25
32.51 – 34.00	5	45.88 – 47.10	12	54.13 – 55.42	19		
34.01 – 37.45	6	47.11 – 48.27	13	55.43 – 56.82	20		

All percentages will be rounded to 2 decimal places, .005 being rounded up.