

Sydney Bridge Festival

19-22 Sept 2002

Supplementary Regulations

1. General

1.1 The Sydney Seniors Teams (SST), the Dick Cummings Blue Ribbon Pairs (DCBRP) and the Safilo Swiss Teams (SAF) 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 John McIlrath.

The Chief Tournament Director (CTD) is Matthew McManus.

The Appeals Committee is chaired by Val Cummings.

The Tournament Committee is chaired by Warren Lazer.

The Recorder is Penny Crittle.

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 Hakoah Club, 61 Hall St, Bondi, Sydney.

1.4 Smoking is not permitted in areas defined by the Convener as the playing area and the scoreboard area and any other designated 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 May 1998) will apply.

2. Eligibility and Substitutes

2.1 To be eligible to compete in the SST, players must have been born on or after 19-9-47. 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 19 th September		Friday 20 th 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 21st 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 22nd 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 21st 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 48 minutes each) on Sunday 22nd September, commencing at 9.30 am.

4.6 *SAF* – The SAF shall be played as seven 8-board matches (allotted 56 minutes each) on Sunday 22nd 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) result of head-to-head match (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 32.

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 compared with each of the middle two of the other four scores. The difference in each case is converted to IMPs. (ie. if NS 1 has the best score, NS 2 next best, etc.: NS 1 is IMP'ed against NS 3 & 4; NS 2 IMP'ed against NS 3 & 4; NS 3 against NS 2 & 4; NS 4 against NS 2 & 3; NS 5 against NS 2 & 3).

5.4.4 Victory Points

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

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

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 Safilo 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 teams events, it is the responsibility of both captains to agree the score, sign the official score-slip and deliver it to the scorer. 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 SAF, 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		
DCBRP	25	20	15	10

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