



ΚΥΠΡΙΑΚΗ ΟΜΟΣΠΟΝΔΙΑ
ΜΠΡΙΤΖ
CYPRUS BRIDGE FEDERATION

2018 TEAMS CUP

29th SEPTEMBER & 6TH OCTOBER 2018

CONDITIONS OF CONTEST

Organisers The event is being organised by the Cyprus Bridge Federation, who have the sole and full responsibility for all matters pertaining to it.

Laws The **2017** Laws will be applied for this contest.

Venue

The premises of the Limassol Bridge Club on the 29th September
The premises of the Nicosia Bridge Club on the 6th October

Schedule of Events

Qualifying rounds 10:00 am, Saturday 29th September 2018 – morning
session 02:30 pm Afternoon session

Final rounds 10:00 am, Saturday 6th October 2018 – semi-finals
02:30 pm Afternoon – Final and 3rd place play-off

Prizes award Approx. 6:30 pm, Saturday 6th October 2018

Teams

A team is consisted of 4 to 6 players, all of whom must be registered before the start of the qualifying round. A player can only participate in one team. Teams will field the same 4 players per round and can only change their line-up at the start of a round. Players not playing in a round cannot kibitz matches played by their team.

Qualification

The qualifying rounds are played in order to decide the four teams that go on to the semi-finals in order to contest the trophy.

The format of the qualifying rounds depends on the number of participating teams. Possible formats are straight draw and knock-out rounds ending up with the four teams that qualify, full round robin where all play all and the top four teams qualify, or a swiss competition of at least six rounds of 8 boards each in order to select the top four teams that go through to the semi-finals.

The organisers will consult the director(s) and scorer for the most suitable format after the number of participants is known.

Matches will consist of at least 8 boards - more details are in the section entitled 'Movements – Scoring – Ranking'

If any team that has qualified cannot for whatever reason field a team to play all the hands of the finals, its place will be taken by the highest team who has missed qualification. Substitutes for players who have participated in the qualifying round will not be allowed in the final. If any team cannot participate in the final for whatever reason, it will be deemed to have withdrawn from the competition.

In the case when a team has started play and for whatever reason it cannot finish, all the results of the matches that it has played will be cancelled for the purpose of scoring. Any player or players who knowingly disrupt the smooth running of the competition may be subject to disciplinary action by the Federation.

There will be no carry-forward from the qualifying round into the final for the teams that qualify.

Movements – Scoring - Ranking

For the qualifying rounds, the result of each match in IMPs (International Match Points) will be converted into VPs (Victory Points) using the **continuous scale of the WBF** (World Bridge Federation). The final ranking of each team will be based on the total VPs earned from all the matches. Therefore, the results of the morning session will be added to those of the afternoon session in order to calculate the total VPs of each team.

If two or more teams at the end of the qualifying rounds have the same total number of VPs, then for ranking purposes the result(s) of any matches between them will be used to split the tie. If the result between them is a perfect draw, the IMPs quotient will be used, with the team with a higher IMPs quotient winning. If both the VPs and the IMPs quotient are exactly the same then the two teams play extra boards in ‘sudden-death’ mode – the first team to get a better result on any one board wins. If a situation arises where the above provisions are not sufficient, the provisions of the latest version of the EBU White Book will apply.

The semi-finals, 3rd place play-off and final will be 24 board matches, scored in IMPs.

Masterpoint awards

The Cyprus Bridge Federation is awarding both Gold and Silver masterpoints to the event. The awards are as follows:

- For the winning team eight Gold MPs per player
- For the second team four Gold MPs per player
- For the third team two Gold MPs per player

In addition to the above, there will be awards of:

- Silver MPs for overall ranking for each session, in accordance with the appropriate club scale, and multiplied by 3 for overall ranking in the final
- Four silver MPs/player for each match won by their team in each session.

All the above awards are subject to the CBF’s Masterpoint scheme rules.

Entry Fees

€40 per team for the qualifying round

€40 per team for the final

The above entry fees do not include lunch

Eligibility

To be eligible to participate in the competition players will need to produce their CBF ID cards for 2018.

SUPPLEMENTAL CONDITIONS OF CONTEST

General

If an issue is raised that is not clearly or adequately covered in this document, then the provisions of the latest version of the White Book of the English Bridge Union (EBU), used with the kind permission of the EBU, will apply.

Disclosure of systems

The European Bridge League's Systems Regulations and Systems Policy 2015 apply to this event. Consequently, **HUM** (Highly Unusual Methods) Systems are not permitted but **Brown Sticker Conventions** are permitted.

Both members of a partnership must adopt the same methods in the auction and in their carding.

All players are reminded of the need to provide **full disclosure** concerning their methods to their opponents. Failure to abide by this rule may result in the offending pair being fined and their opponents receiving an adjusted score. For the final rounds, players are expected to have properly completed convention cards.

Players are encouraged to call the tournament director if they consider that their opponents are playing an unauthorised system. Players discovered playing unauthorised systems will be subject to penalty and required to stop playing such systems with immediate effect. Repeated offences may result in their expulsion from the event.

The tournament director and the tournament appeals committee are empowered to impose penalties for any breach in disclosure. A decision on such a matter by the tournament appeals committee is final. A decision on such a matter by the tournament director may in certain clearly-defined instances, be subject to appeal to the tournament appeals committee, using the normal procedures for the filing of appeals.

Dealing

The boards will be pre-dealt and duplicated

Appeals and score corrections

All contestants are encouraged to check their results carefully and to report immediately to the director any error that they feel has occurred.

The score correction period for player errors expires at the completion of play of the session following the one in which the error occurred or 30 minutes after the completion of the last event of the tournament, whichever is the earlier.

For director errors, the correction period expires 24 hours after the completion of the event. The CBF committee, however, may in unusual circumstances elect to make a correction of a director error at a later time.

For qualifying events, the score correction period for both player and director errors expires one hour before the start of the final or 24 hours after completion of the qualifying session(s), whichever is earlier. The carryover scores (if there is any) for qualifiers may be corrected at any point before the start of the final.

The appeal period of or for a director's ruling expires 30 minutes after the completion of the session or at the starting time of the next session, whichever is earlier.

When lodging an appeal, the appellant must deposit the sum of €10 with the tournament director.

This deposit will be refunded unless the committee determines that the appeal was substantially without merit, in which case the deposit will be forfeited.

The members of the appeals committee are listed on the CBF website.

The appeal committee will examine each issue that is referred to them.

A pair should notify the director about filing an appeal within the above time limits.

In the first instance, such notification need not be in writing, but it should be committed to the appeals committee on the official appeals form as soon as is practicable with the help of the tournament director who made the ruling and the form when completed should be given to the tournament director who will hand it to the head of the appeals committee.

The tournament director states the facts (board identification and as relevant the auction and/or play), what happened at the table, the ruling and who made the appeal. Involved pairs may add their remarks to the statement of the tournament director and may state whether they wish to make an oral statement to the appeals committee.

On receipt of the duly completed appeals form the tournament director will determine the time of hearing and as soon as possible inform members of the appeals committee and pairs involved in appeal about time and place of hearing.

The decisions of the appeals committee will be written on the appeals form and handed to the tournament director for him to notify the pairs concerned.

Changing a player in a team

Once the competition has started, it will not be possible to change a player in a team. However, subject to the tournament director's approval, it may be possible to change a player in a team that has submitted an application of participation before the competition has started.

Length of Matches

The time allowed to complete any session will be set by the director and will be at least 7 minutes per board and at most 8 minutes 20 seconds per board.

Verification of Scores

An electronic device called the Bridgemate will be used for the official recording of scores throughout the event. This recording is the responsibility of the pair sitting North-South at each table. The North-South pair at each table will be responsible for the keying of the scores into the Bridgemates and East-West has the obligation to check the input and to give his/her OK. Repeated violation of correct entering procedures may be subject to penalties.

An agreed-upon score that is proven to be erroneous to the complete satisfaction of the tournament director may be corrected up to 20 minutes after the scores are published at the end of the match or round. Thereafter, the results will be final, except in the case of awaiting decision of the tournament appeals committee on a filed appeal. Obvious errors by the organisation will be corrected within a reasonable time frame.

In the case of system failure leading to a manual recording of scores the same procedure for verification of scores should be followed.

Penalties and Fines

Monetary fines shall be paid in Euros. Monies collected shall be turned over to the tournament director for transmission to the organisers.

Victory Point penalties, where applicable, shall be deducted from the score of the offending team at the conclusion of the match. These victory point penalties shall not affect individual matches for the purpose of tie-breaking procedures, but may determine a team's ranking.

Penalties assessed in IMPs shall be deducted from the score of the offending team at the conclusion of the match during which the penalty was imposed, before its VP score is calculated. However, the score of the non-offending team shall not be affected.

Late Arrival

Any team not seated and ready to play at the announced starting time of a session will be assessed a penalty that will be decided by the tournament director.

If the delay, in the tournament director's opinion is excessive, he may decide to remove the team from the competition, awarding appropriate scores to the other teams.

Slow play

The tournament director will normally issue warnings when teams are in danger of penalties for slow play. If, despite these warnings, teams finish late, they will receive a warning in the first instance. Thereafter, the director will penalise each team who is responsible for slow play.

An absence of warning does not diminish the responsibility of the players or their liability to be fined.

If a pair should claim that the responsibility for the slow play is with their opponents, they will do so by calling the tournament director who will take any corrective measures that are necessary in his opinion, including, at his discretion, the designation of a monitor at the table as long as he considers desirable.

Penalties imposed by the tournament director in accordance with this section are final.

Fouled Boards

Each individual player is responsible for seeing that his own cards are returned to the appropriate pocket on the board. The team (which includes any of its players) responsible for fouling a board will be assessed a penalty that will be decided by the tournament director.

At all times, before looking at his cards, each player should count them. The teams of players failing to notice an incorrect number may be penalised up to 10% of the IMPs won by the offending team in the current match. If a board arrives at a table with the wrong number of cards in a pocket, the tournament director must be called before play commences. He will adjust the cards.

Bidding Boxes

The use of bidding boxes is mandatory throughout. Calls are made by the player placing his selected call in front of him. A player's first call should be to the left with subsequent calls overlapping neatly and evenly to the right. When the auction has been completed the players shall replace the bidding cards in the respective pockets of the bidding boxes.

Screens

The qualifying round will be played without the use of screens.

The final may be played with screens. In this case the following applies.

The North and East players sit on the same side of the screen throughout. It is North's responsibility to place the board on, and remove the board from, the bidding tray. It is West's responsibility to adjust the screen aperture. The sequence is this: North places the board in the bidding tray. The aperture is closed (and remains so during the whole of the auction period) so that the bidding tray can just pass under it. The players remove the cards from the board. Calls are made with the cards from the bidding box. The player places the selected call in the bidding tray, which will be visible only on the player's side of the screen. A player's first call should touch the extreme left of his own segment of the bidding tray, with subsequent calls overlapping neatly and evenly to the right. Players should make every effort to perform these actions as quietly as possible. With screens in use a call is considered 'made' when placed in the tray and released.

After two players on the same side of the screen have made their calls, North or South (as the case may be) slides the bidding tray under the centre of the screen so as to be visible only to the players on the other side. They then make their calls in a like manner and the bidding tray is slid back again. This procedure is continued until the auction is completed. It is considered desirable that players should vary the tempo randomly when returning the tray under the screen. After all four players have had the opportunity to review the auction (equivalent to the right of having the auction restated) the players

replace their bidding cards in their respective bidding boxes. After a legal opening lead is faced, the screen aperture is opened the minimum necessary to permit all players to see the dummy cards and the cards played to each trick. If a defender exposes a card and, because of the screen, declarer does not see it, dummy may draw attention to the irregularity.

Alerting

The EBL 'Alerting Policy' applies. Any call which: (i) has a special or artificial meaning, or (ii) which has a partnership meaning that may not be understood by the opponents, is a call that must be brought to the immediate attention of the opponents through the use of the 'alert procedure'.

Use of the Stop Card

Use of the stop card is highly recommended.

Looking at partner

Players are requested not to look at their partners during the play of a hand. The object is to avoid any suggestion of unethical communication.

Discussions

As a matter of propriety and in order to save time, players are expected during the play to avoid discussions with partner or argument with opponents. In case of a dispute a player's proper recourse is to call the tournament director.

Any discussion at the table should be in a language understood by all four players.

Non-smoking

Smoking in the building is prohibited. Any player smoking in the building could cause his team to be fined by up to 10% of the IMPs won in the current match, plus a fine of €10. Repeated violation of this regulation may, and constant violation will, result in the player being prohibited from playing. Failure to pay the fine will result in the player being prohibited from playing.

Alcohol

The consumption of alcoholic beverages of any nature in the playing area is prohibited. No alcoholic beverages can be placed on the table or under it. But players may leave the playing area in order to consume alcohol.

Violating this regulation could cause the offender's team to be fined by up to 10% of the IMPs won in the current match, plus a fine of €10. Repeated violation of this regulation may, and constant violation will, result in the player being prohibited from playing. Failure to pay the fine will result in the player being prohibited from playing.

Mobile phones

Mobile phones shall be turned off (not just put on silent mode) in the playing area.

Any player caught with a mobile phone turned on, ringing or not, could be fined €10. Players who at all costs must be available on mobile phone shall submit their phone to the tournament director for standby.

Spectators

Spectators are not permitted to consume any alcoholic drinks in the playing area, nor may they bring turned on mobile telephones, pagers or other electronic equipment. Spectators contravening any of these regulations will be required to leave the playing area immediately and will not be permitted to return for the remainder of the event without specific permission from the tournament director.

The tournament director may, at his discretion, prohibit a spectator from bringing other equipment into the playing area.