



WORLD BRIDGE FEDERATION

Supplemental Conditions of Contest

For the

World Youth Open Bridge Championships

Atlanta, Georgia, USA

3rd- 11th August 2013

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1 Preamble for the 2013 World Youth Bridge Open Championships

The Conditions of Contest herein set forth are supplemental to the General Conditions of Contest as issued by the World Bridge Federation and are specific for the 2013 World Youth Bridge Open Championships to be played in Atlanta, Georgia from 3rd – 11th August.

These Supplemental Conditions of Contest and the General Conditions of Contest together form the set of Rules and Regulations governing the 2013 World Youth Bridge Open Championships.

The Rules and Regulations Committee of the WBF and/or the WBF Executive Council reserve the right to make any amendments to these Conditions at any time should it be deemed necessary to do so.

Note particularly the following sections of the General Condition of Contest:

Section 5 : Ethics and Deportment

Section 7 : Dress Code

Section 8 : Restrictions on smoking or alcohol consumption and the general use of mobile phones and other electronic equipment. Electronic cigarettes are not permitted in the playing area.

Sections 10 & 11 : requirements of players with regard to Vu-Graph and Media Presentations

A list of contact names and addresses, together with the URLs of websites holding additional information about the Championships can be found in Section 43

In the event of a conflict between the General Conditions of Contest and these Supplemental Conditions, then the Supplemental Conditions shall prevail.

2 Definitions

Expressions defined in the General Conditions of Contest shall have the same meaning where used in these Conditions of Contest. In addition, unless repugnant to the context or obvious meaning, the following expressions where used in these Conditions of Contest shall have the following meanings:

2.1 "2013 World Youth Bridge Open Championships"

means the Youth World Teams Swiss/KO Championship, the Youth World Pairs Championships and the Youth World Board-A-Match Teams Championship, to be conducted under the auspices and organisation of the World Bridge Federation, from 3rd – 11th August at the Hyatt Regency Hotel, Atlanta, Georgia, USA. or at such other time or place as the WBF may determine.

2.2 "these Championships"

means the 2013 World Youth Bridge Open Championships and "championship event" means any of the events referred to in Section 2.1

2.3 "General Conditions of Contest"

means the WBF General Conditions of Contest

2.4 "these Conditions of Contest"

means the Supplemental Conditions of Contest herein

2.5 "Organizing Committee"

means the Committee appointed by the WBF to organize these Championships.

2.6 "the Swiss-Knockout Teams"

means the World Knockout Youth Teams Championships referred to in Section 2.1

2.7 "direct Knockout"

means the knockout Segments of the Knockout Teams.

2.8 "the Youth Pairs"

means the World Youth Pairs Championship referred to in Section 2.1

2.9 "the Board-A-Match Teams"

means the Board-A-Match Youth Teams Championship event referred to in Section 2.1

2.10 "NPC"

means non-playing captain.

2.11 "Bridgemate"

means an electronic device used for scoring. North or South is responsible for the use of the device and is required to familiarise him or herself with its operation. A player regularly misusing a Bridgemate is liable to a penalty given as a score deduction.

2.12 "Designated Pit Matches"

mean the matches referred to in Section 24.

Expressions used in these Conditions of Contest and not defined shall have their ordinary meaning in contract bridge terminology (which may include expressions defined in the International Code). In the event of any doubt or dispute as to such meaning, the decision of the Tournament Rules and Regulations Committee shall be final and conclusive. The singular shall include the plural and vice-versa and reference to any one gender shall include the other gender.

3 Conditions of Entry and National Representation

See also Section 3 of the General Conditions of Contest.

3.1 General

Players must be members (not necessarily nationals) of the Federation – NBO – through which they enter (it is recognised that players may be members of more than one NBO and so may choose enter through whichever one is convenient to him or her).

Thus an NBO can enter a pair or a team composed of players who are not nationals of that country; it is sufficient that they are registered members within that NBO. In this case, authorisation from the players' National Federation will also be sought by the WBF.

In exceptional circumstances, where a country is unable to enter a full team or even a pair from their own country, the Zone may submit an entry for a Zonal team or pair.

Participation in this event by a player representing an NBO of which he is a member, or a temporary member, will not affect his or her eligibility to represent the country of which he is a National in a future World Teams or Pairs Championship.

Teams may consist of between 4 and 6 players

3.2 Eligibility for the 2014 Ortiz-Patiño Trophy and the Damiani Cup

Should a Zone be unable to organize their own qualifying stage for the 2014 Ortiz-Patiño Trophy and the Damiani Cup), may send teams consisting of players of the same nationality, and the Teams Championship will take the place of the qualifying Zonal Championship and will qualify teams according to their rank and the berths agreed for each Zone.

3.3 Age Criteria

Players born on or after 1st January 1988 (Juniors & Girls) or born on or after 1st January 1993 (Youngsters), in good standing with their own NBOs, are eligible to play

3.4 Submission of Entries

All entries to the Championships must be submitted electronically, via the WBF website. The entries will be automatically forwarded to the NBO of the applicant and are subject to their approval, as well as to the approval of the WBF Credentials Committee.

Championship Event	Entry Fee
World Youth Pairs	\$ 250.00
World Knockout Youth Teams	\$ 750.00
World BAM Youth Teams	\$ 400.00

Entry to the Board-A Match Youth Teams is free for Teams/Pairs dropping out of the Teams Championship.

The prescribed entry fees for championship events as listed above shall be paid at the site of these Championships no later than the day before the commencement of the championship event in question (or if applicable, the final of a Championship event). Contestants should check the website at www.worldbridge.org for updated information concerning how entry payments should be made.

Subject to the foregoing provisions of this Section, the Tournament Rules and Regulations Committee, in conjunction with the Credentials Committee, reserves the right to accredit additional pairs or teams, in any Championship Event, for the technical convenience of the movement.

4 Schedule of Events: General Description

4.1 Youth Pairs

to be played from 4 - 6 August.

4.2 Swiss-Knockout Youth Teams

to be played from 6 - 10 August.

The entry fee guarantees the right of all the teams to play in the Board-A-Match Teams Championship.

4.3 Board-A-Match Youth Teams Championship

to be played from 8 -11 August.

4.4 Categories

Depending on the number of entries both the Pairs and the KO Teams Championships may consist of separate categories (Juniors, Youngsters Girls). The BAM Teams Championship will consist of only one (Youth) category.

5 Schedule of Play

The full schedule of play is also published on the website for the event at www.worldbridge.org Please check the site regularly for updated information regarding exact times of play.

5.1 Time Table

Date	Events	
Saturday 3 August	Opening Ceremony	
Sunday 4 August	Pairs	Qualifier, five sessions
Monday 5 August	Pairs	Final A & B
Tuesday 6 August	Pairs	Final A & B
	Swiss-Knockout Teams	Qualifier two Swiss matches
Wednesday 7 August	Swiss-Knockout Teams	Qualifier five Swiss matches
Thursday 8 August	Swiss-Knockout Teams	Quarterfinal (three session)
	BAM Teams	Qualifier Sessions to be decided
Friday 9 August	Swiss-Knockout Teams	Semi-final (three session)
	BAM Teams	Qualifier Sessions to be decided
Saturday 10 August	Swiss-Knockout Teams	Final (three session) Play-Off (three sessions)
	BAM Teams	Qualifier Sessions to be decided
Sunday 11 August	BAM Teams	Final A & B Sessions to be decided

5.2 Detailed Schedule of Play

Day 1 - Sunday 4th August

10.00-11.30	Pairs	Qualification	1 st session
11.45-13.15	Pairs	Qualification	2 nd session
14.00-15.30	Pairs	Qualification	3 rd session
15.45-17.15	Pairs	Qualification	4 th session
17.30-19.00	Pairs	Qualification	5 th session

Day 2 - Monday 5th August

10.00-13.00	Pairs	Final A	1 st session
13.45-16.15	Pairs	Final A	2 nd session
16.30-19.00	Pairs	Final A	3 rd session
10.00-11.30	Pairs	Final B	1 st session
11.45-13.15	Pairs	Final B	2 nd session
14.00-15.30	Pairs	Final B	3 rd session
15.45-17.15	Pairs	Final B	4 th session
17.30-19.00	Pairs	Final B	5 th session

Day 3 - Tuesday 6th August

10.00-13.00	Pairs	Final A	4 th session
10.00-11.30	Pairs	Final B	6 th session
11.45-13.15	Pairs	Final B	7 th session
15.00-16.30	KO Teams	Qualification	1 st round
17.00-18.30	KO Teams	Qualification	2 nd round

Day 4 - Wednesday 7th August

10.00-11.30	KO Teams	Qualification	3 rd round
12.00-13.30	KO Teams	Qualification	4 th round
14.30-16.00	KO Teams	Qualification	5 th round
16.30-18.00	KO Teams	Qualification	6 th round
18.30-20.00	KO Teams	Qualification	7 th round

Day 5 - Thursday 8th August

10.00-12.20	KO Teams	Quarter-final	1 st session
13.30-15.50	KO Teams	Quarter-final	2 nd session
16.15-18.35	KO Teams	Quarter-final	3 rd session
10.00-11.15	BAM Teams	Qualification	1 st set
11.30-12.45	BAM Teams	Qualification	2 nd set
13.30-14.45	BAM Teams	Qualification	3 rd set
15.00-16.15	BAM Teams	Qualification	4 th set
16.30-17.45	BAM Teams	Qualification	5 th set

Day 6 - Friday 9th August

10.00-12.20	KO Teams	Semi-final	1 st session
13.30-15.50	KO Teams	Semi-final	2 nd session
16.15-18.35	KO Teams	Semi-final	3 rd session
10.00-11.15	BAM Teams	Qualification	6 th set
11.30-12.45	BAM Teams	Qualification	7 th set
13.30-14.45	BAM Teams	Qualification	8 th set
15.00-16.15	BAM Teams	Qualification	9 th set
16.30-17.45	BAM Teams	Qualification	10 th set

Day 7 – Saturday 10th August

10.00-12.00	KO Teams	Final & Play-off	1 st session
13.00-15.00	KO Teams	Final & Play-off	2 nd session
15.15-17.15	KO Teams	Final & Play-off	3 rd session
17.30-19.30	KO Teams	Final	4 th session
10.00-11.15	BAM Teams	Qualification	11 th set
11.30-12.45	BAM Teams	Qualification	12 th set
13.30-14.45	BAM Teams	Qualification	13 th set
15.00-16.15	BAM Teams	Qualification	14 th set

16.30-17.45 BAM Teams Qualification 15th set
* Provisional. The final schedule will be published once known the number of entries

Day 8 – Sunday 11th August

10.00-11.15	BAM Teams	Final A & B**	1st set
11.30-12.45	BAM Teams	Final A & B	2nd set
13.30-14.45	BAM Teams	Final A & B	3rd set
15.00-16.15	BAM Teams	Final A & B	4th set
16.30-17.45	BAM Teams	Final A & B	5th set
18.00-19.45	BAM Teams	Final A & B	6th set

** Provisional. The final schedule will be published once known the number of entries

6 Eligibility for Master Point Awards

WBF Master Points will be awarded for all Championship Events in accordance with the WBF Master Point Plan. See Section 37 of these Conditions of Contest.

7 Disclosure of Systems - WBF Systems Policy

The WBF Systems Policy forms part of these Conditions of Contest and further regulates the use of Systems at these Championships.

7.1 Disclosure Requirements

Contestants in all Championship Events are required to make full written and oral disclosure of their Systems - see Sections 12 - 15 of the General Conditions of Contest, the WBF Systems Policy and the WBF Guide to Completion (of the WBF Convention Card and Supplementary Sheets) Failure to comply with this obligation will result in penalties being imposed.

For the purposes of these Conditions of Contest, unless repugnant to the context, Supplementary Sheets are deemed to be part of the Convention Card of a partnership.

All pairs will be responsible for ensuring that they have two properly completed convention cards at the table at the start of each session. Failure to comply with this regulation will result in penalties being applied.

Players are advised that no photocopying facilities will be provided on site by the World Bridge Federation.

7.2 Unauthorised Systems

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.

7.3 Event Categories

In accordance with the WBF Systems Policy all Championship Events at these Championships are designated as Category 3 events and thus neither HUM Systems nor Brown Sticker Conventions are permitted at any time or in any event.

7.4 Interpretation of the Systems Policy

Should any question arise during these Championships as to the correct interpretation of the WBF Systems Policy the decision of the WBF Systems Committee or his designee, shall be final and binding on all contestants.

7.5 Supplementary Sheets

Where a conventional sequence cannot be described adequately in the space provided on the WBF Convention Card, a reference number should be placed at the appropriate place on the Card; a Supplementary Sheet bearing that reference number, and containing the complete explanation must be submitted along with the Card.

8 Additional Systems Regulations

8.1 Filing of Systems and Cards- Red Sticker Systems

It is a requirement that Red Sticker systems are pre-registered by email with the WBF Systems Administrator – anna@worldbridgefed.com - for any event in which these are to be used no later than 10th July 2013; such systems will be posted on the website at www.worldbridge.org for other players to download and study before the start of the Championships. Each system pre-registered must be accompanied by an email stating:

- the names of the players & their NBO
- email addresses for both players wherever possible
- the Championship events being entered using the system

8.2 Approval of Red Sticker Systems

Even though Red Sticker Systems have been registered and displayed on the Web-site they may still be restricted on site at the discretion of the Chairman of the Systems Committee (or his designee).

If Red Sticker Systems are not registered in advance, then pairs will not be permitted to play these systems for the duration of the relevant championship.

8.3 Registration of other systems

While it is not mandatory to register systems other than Red Sticker, pairs are encouraged to do so, and any registered systems will be displayed on the site for other teams to download. Please ensure that email addresses for as many players as possible are supplied to the WBF Systems Administrator in order to facilitate communication. Cards and supplementary sheets should be emailed to anna@worldbridgefed.com

8.3.1 Convention Card Editor Programs

The Convention Cards may be prepared using any of the following programs:

- the WBF Convention Card Editor (Windows Version), which is available for free download from www.worldbridge.org or www.ecatsbridge.com. Note that there is a new version for Windows 7, and it is important that this is installed on Vista operating systems and NOT the original version
- the Convention Card Editor written by Lee Edwards, available for free download from www.worldbridge.org or www.ecatsbridge.com.
- Microsoft Word or Microsoft Excel (blank templates are available from www.worldbridge.org or www.ecatsbridge.com).

When sending cards generated by the WBF CCE, pairs should ensure that if they have supplementary notes, the notes file, which is separate by the program, is included.

The Convention Card may also be sent in Acrobat (PDF) Format PROVIDED the latest version of

Acrobat is used and the file size is small. Picture formats (.jpg, .bmp etc) will not be accepted nor will pdf files created from scanned documents

If programs other than the approved WBF Convention Card Editor are used, players are responsible for ensuring that the formatting is such that all the information lies within the printable area of the page.

On receipt of the cards, the Systems Administrator will convert the format to PDF files. Pairs are responsible for checking their own convention cards on line, to ensure that the card displayed is complete, correct and has any supplementary notes that are required.

Following the event, the WBF reserves the right to display the Convention Cards and Supplementary Sheets in a public area for interested parties to see them. If a full system is submitted, this will not be included on such pages of the site.

The fact that Cards and Supplementary Sheets are circulated by the WBF does not mean that the WBF has considered such Cards as completely acceptable; systems although accepted as registered, may require amendments after being circulated.

8.4 Psyching of Conventional or Artificial Opening Bids

The psyching of conventional or artificial opening bids is prohibited. This provision over-rides the current Systems Policy. Law 12 applies in case of violations.

8.5 Penalties

The Head Tournament Director, the Chairman of the Systems Committee or his designee are empowered to impose penalties for any breach of Sections 8 and 9. A decision on such a matter is final.

8.6 Appeals

In accordance with the Laws, the Head Tournament Director acts as AC.

TEAMS COMPETITIONS

9 Entry and Participation

Each team may consist of four, five or six players.

10 Adding Players to a Team

Each team is entitled to have six members plus a non-playing captain. If only four or five members are registered at the time of the original entry, additional member(s) may be registered before the commencement of play (no later than 3 August), with the approval of the Credentials Committee. After play has begun, additional member(s) may be added to the four or five originally registered only by permission the Credentials Committee.

The Tournament Director may seat a substitute player in the case of Force majeure, specifically if the team has only four players and may, if he considers it necessary, approve a substitution for other reasons.

11 Length of Matches And / Or Sessions

The time allowed to complete a 10 boards match will be 1 hour 30 minutes. There will be 2 hours for 14 boards, and 2 hours, 20 minutes for 16 boards. Verification of Scores

The official score is the one entered into the Bridgemate.

11.1 Swiss Knockout Teams

11.2 General Description

To be played in two phases as follows:

In the first phase (Swiss phase) the teams will play 10 rounds of Swiss, 10 boards each, five and five matches respectively over two days.

In the Knockout phase the top eight ranked teams of the Swiss phase will play direct knockout matches, playing Quarter Finals on day three and Semi Finals on day four (three segments of 16 boards each), Final, and Play-Off for the bronze medal on day five (four and three times 14 boards respectively). The four teams eliminated in the Quarter Finals will drop into the BAM; carry-over to be decided.

11.3 Use of Screens

Screens will be used throughout the Championship. Regulations for their use can be found in Section 28 of the General Conditions of Contest.

12 Schedule of Play

12.1 Swiss phase

For the Swiss phase to be played over two days, the following General rules will govern the organization of the schedule of play:

1. The seating for the first round will be made by random draw.
2. The seating from the second round onward will be determined by the ranking: the first ranked team will play the second, the third ranked team will play the fourth and so on, but in no case two teams will ever play each other more than once, neither a team will have a bye more than once

12.2 Knockout Phase

For the Knockout phase the teams will be seeded according to their ranking after the Swiss phase.

12.3 Pairing

The top ranked team will choose its opponent among the teams placed from the 5th and the 8th place. After this choice is made, the same process follows for the second and third placed teams. The last match will be automatically determined.

12.4 Brackets for the Knockout phase

The brackets for the Knockout phase will be as follows:

Round of 8 (Quarter Finals)

- Match one: Team seeded 1 Vs (one Team seeded between 5 and 8 - by choice)
Match two: Team seeded 4 Vs (one Team seeded between 5 and 8 - by choice)
Match three: Team seeded 3 Vs (one Team seeded between 5 and 8 - by choice)
Match four: Team seeded 2 Vs (one Team seeded between 5 and 8 - by choice)

Round of 4 (Semi Finals)

- Match five: Winner of match one Vs Winner of match two
Match six: Winner of match three Vs Winner of match four

Final: Winner of match five Vs Winner of match six

Play-Off: Loser of match five Vs Loser of match six

12.5 Carry Over

There will be no Carry Over

13 Tie Breaking Procedures

13.1 Swiss

13.1.1 Two Teams

If two teams are tied with the same number of Victory Points at the end of the Swiss, the tie shall be broken as follows (in the sequence shown):

1. Swiss Points
2. IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event If the tie remains, then:
3. IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:
4. Total points earned by the tied teams in the match they played against each other. If the tie remains then:

5. Total point quotient in all matches played by the tied team in that particular event If the tie remains then:
6. One board ("sudden death") matches will determine the winner.

13.1.2 Three Teams

If three teams are tied with the same number of Victory Points at the end of the Swiss, the tie shall be broken according to the following:

- a. Swiss Points
- b. IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance with Sub-section 17.1.1. If the three teams remain tied, then:
- c. If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with Sub-section 17.1.1. If the three teams remain tied, then:
- d. If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with Sub-section 17.1.1. If the three teams remain tied, then:
- e. If one team has been beaten by the other two teams in matches it played against them in that particular event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with Sub-section 17.1.1;

In all other cases, ties shall be broken in accordance with the following:

1. Swiss Points
2. Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with Sub-section 17.1.1. If the three teams remain tied, then:
3. Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it may be broken in accordance with Sub-section 17.1.1. If the three team remain tied, then:
4. Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance with Sub-section 17.1.1. If the three teams remain tied, then:
5. One-board ("sudden death") matches will determine the winner.

13.1.3 Four Teams or more

If four or more teams are tied with the same number of Victory Points at the end of the Swiss, the tie shall be broken according to the following:

1. IMP quotient in all matches played by the tied teams in that particular event, shall govern Any ties remaining will be broken in accordance with

Sub-sections 17.1.1. and 17.1.2 if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:

2. If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and defeated the other tied teams, it shall be declared winner and the ties for the remaining teams will be broken in accordance with Sub-section 17.1.2, if appropriate. If there are more than three teams that remain tied, then:
3. Total points quotient in all matches played by the tied teams in that particular event, shall govern Any ties remaining will be broken in accordance with Sub-sections 17.1.1 or 17.1.2 if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:
4. One-board ("sudden death") matches will determine the winner.

13.2 Direct Knockout

13.2.1 All matches except the Finals:

If a tie exists at the end of a knockout match, it will be resolved by playing four additional boards (boards 1 to 4); if the tie remains, one board ("sudden-death") matches will determine the winner.

13.2.2 Finals:

As in Section 17.2.1, except that eight additional boards, instead of four, will be played in the first tie-breakers.

14 Line-Ups

14.1 Swiss

In each match of the Swiss, the first named team will sit North-South in the Open Room, and will be the Home Team, therefore the opposing team will have to sit first; there is no requirement to submit Line-Ups in advance.

14.2 Direct Knockout.

For the Quarter Final, Semi Final, Final and Play Off, each match consists of three Sessions. There shall be a coin toss by the captains to determine seating rights. The winner of the toss may elect to be Home or Visiting Team in one of the three Sessions, or may pass this election to the opposing team. Once the first choice is made, the right to select a Session where to be Home team passes to the team which has lost the toss, whilst for the remaining Session the Home team will be the winner of the toss. In all cases, line-ups shall be submitted in accordance with Section 15.4.

Being Home Team or Visiting Team does not affect the compass direction. The Teams will sit in the same direction throughout.

14.3 Direct Knockout: Tie-Breaking Matches.

When a tie exists at the end of a match in the Direct Knockout, there shall be a coin toss by the captains to determine Home Team rights for the tie-breaking match (4 or 8 boards as the case may be - see Sections 17.2.1 and 17.2.2). If a still-existing tie requires that one board ("sudden death") matches be played, the line-up and seating positions for both teams

will, until the tie is broken, remain as they were for the second tie-breaking match.

14.4 Direct Knockout: Line-up Times

From the Quarter Final onwards, line-ups for the Direct Knockout are to be submitted at the place designated by the Director of Operations or the Head Tournament Director. The Team required to submit its line-up first shall do so no later than 20 minutes before the scheduled starting time for the Session or at such time as the Director of Operations or the Head Tournament Director determines.

The Team required to submit its line-up second shall do so no later than 15 minutes before the scheduled starting time for the Session (see Section 21.4 for penalties for a breach of these procedures): provided that if the team required to submit its line-up first is late, the other team shall be allowed 5 minutes from the time of such late submission in which to submit its line-up.

See also Section 19

14.5 Open and Closed Rooms

The rooms respectively referred to as the "Open" and the "Closed" rooms shall be so designated in each match (or Session) by the Director of Operations or the Head Tournament Director.

15 Conversion Scale

The WBF official conversion scale (IMPs to VPs) for 10 board matches see Section 39. For a full list of conversion scales, please go to the WBF Website at www.worldbridge.org

16 Penalties and Fines

The following schedule of fines is supplemental to the International Code. All infringements of the International Code will be dealt with in accordance with the International Code.

16.1 Monetary Fines

Monetary fines shall be paid in US Dollars. Monies collected shall be turned over to the Tournament Director

16.2 Victory Point Penalties

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

16.3 MP Penalties

Penalties assessed in IMPs during round-robin or Swiss Team play shall be deducted from the score of the offending team at the end of the match during which the penalty was imposed, before its Victory Point score is calculated. However the score of the non-offending team shall not be affected. These IMP penalties have to be taken into consideration for the purpose of tie-breaking procedures.

16.4 Failure to Submit Line-up on Time

If a captain fails to submit his team's line-up in accordance with Section 15:

- For the first such offence a warning shall be issued by the Tournament Director.
- For the second offence there shall be a penalty of 1 VP
- For the third offence there shall be a penalty of 2 VP and for each subsequent offence there shall be a penalty of 1 VP.

Penalties are cumulative

When failure to provide the line-up in a timely fashion is due to late filing by the captain of the opposing team, penalties under this Section shall be imposed only on the captain of the team whose duty it was to file line-up first. The captain of the other team shall have five minutes after the filing by the offending team's line-up to file his own. If, after filing of the line-up by the offending team, the captain of the non-offending team exceeds the filing deadline, or the extra five minutes allocated in the foregoing, whichever is later, this captain too is deemed guilty of late line-up filing and is subject to penalty under this Section.

16.5 Late Arrival

Any team not seated and ready to play at the announced starting time of a Session or a match will be assessed penalties according to the following scale:

16.5.1 During the Swiss

Minutes Late	Penalty
0+ - 5	Warning to captain(s)
5+ - 10	1 VP
10+ - 15	2 VP
Over 15 minutes late	at the discretion of the Head Tournament Director; may include recommendation of forfeit of the match or more severe action by the Championship Committee.

16.5.2 During the Direct Knockout Matches

Minutes Late	Penalty
0+ - 5	Warning to captain(s)
5+ - 25	1 IMP plus an additional 1 IMP for each full minute or part thereof beyond 5 minutes.
Over 25 minutes late	at the discretion of the Head Tournament Director; may include recommendation of forfeit of match or more severe action by the Championship Committee.

A contestant who is late, having been warned as to lateness on a prior occasion, shall be penalised. Where these Conditions prescribe no greater penalty, the minimum to be applied in such a case is ½ VP in round-robin matches or 3 IMPs in Direct Knockout matches. All decisions as to lateness shall be made by the Tournament Director, and shall be final.

16.6 Slow Play

The time allowed for each match or session shall be computed from the time play in such match or session is started by a Tournament Director. If play continues after the time allowed by Section 13 of these Conditions then either or both of the pairs shall be subject to penalty, according to the amount of delay for which such pair was judged responsible, as follows:

16.6.1 Excess time apportioned to a pair during the Swiss

0+ – 5 minutes late -	1 VP
5+ – 10 minutes late -	1½ VPs
10+ – 15 minutes late -	2 VPs
15+ – 20 minutes late -	2½ VPs
20+ – 25 minutes late -	3 VPs
Over 25 minutes late -	at the discretion of the Head Tournament Director; may include recommendation of forfeit of match or more severe action by the Championship Committee.

Example:

If a 16-board match or session took 2 hours and 35 minutes (excess of 15 minutes) and pair A is held responsible for 9 extra minutes and pair B for 6 extra minutes total penalty will be 2 VPs; pair A receiving 1.2 VPs penalty and pair B 0.8 VP penalty. In any case if the Tournament Director judges that one match will be so delayed that it would disturb the starting time of the next round, he may truncate it, reducing the number of the boards played: if this happens the match will be scored only with the boards played at both tables, but the same conversion scale will be used as that used for the complete matches.

16.6.2 Excess time apportioned to a pair during the Knock Out Phase

0+ – 25 minutes late	1 IMP for each minute or part thereof
Over 25 minutes late	at the discretion of the Head Tournament Director; may include recommendation of forfeit of match or more severe action by the Championship Committee.

A Tournament Director or an official appointed by the President shall determine responsibility for slow play. A partnership which considers its opponents are playing slowly shall inform the Tournament Director who may appoint a monitor if he thinks it is necessary; the partnership is only protected from the time at which the Tournament Director is informed. A Director may install a monitor without request of the players.

16.7 Fouled Boards

See Section 22 of the General Conditions of Contest. If a board is fouled and it can be determined that one side is clearly at fault that side shall be subject to procedural penalty.

16.8 Other Penalties

The foregoing penalties are supplemental to the Laws. All infringements of the Laws will be dealt with in accordance with the International Code.

16.9 Other Penalties

The foregoing penalties are supplemental to the Laws. All infringements of the Laws will be dealt with in accordance with the International Code.

17 Board-A-Match

17.1 General Description

To be played in two phases as follows:

- The teams will play sessions of length to be determined according to the entries.
- In each session, the teams will play series of mini matches of a number of boards to be determined according to the movement.

- On each board there will be two matchpoints at stake, two for winning the board, one for tying, and zero for losing. A difference of 10 total points will be Sufficient to win the match

17.2 Use of Screens

Screens will be used throughout the Championship. See Section 28 of the Conditions of Contest for regulations governing the use of screens

17.3 Drop Ins

The four teams eliminated in the Quarter Finals will drop into the BAM after the first day, and the four finalist teams will drop into the BAM Final A; carry-over to be decided.

17.4 Movement

Depending on the number of entries, in the qualification stage the movement will be either "Mirror Mitchell" or "Mirror Barometer Howell". It will be "Mirror Barometer Howell" in the Final. The number of finalists is to be determined.

17.5 Adjusted Score

A strong effort must be made to achieve a valid table result at each table. When both tables achieve a valid result and they have played the identical deal, then the results are compared in the normal manner, with a BAM score for each team of zero, one, or two.

A score assigned by a director or a committee is considered a valid result if it is assigned in total points prior to matchpointing (140, 400, etc.). The scores awarded to each side need not balance. The assigned score or scores are then compared against the result at the other table in the normal manner to reach a BAM score of zero, one, or two. When the scores assigned to the opposing sides are different, the BAM matchpoints for that deal need not total one. NOTE: Directors and committees shall assign adjusted scores only to the table at which an irregularity occurred, not to the whole team. An adjusted score at one table shall not invalidate a legitimate result at the other table.

If a board is unplayable for any reason, then:

2. If the board has not yet been played at the other table, the director shall substitute a new board if practical.
3. If the board has already been played at the other table, or if substituting a new board is not practical, the director shall assign percentage scores to the pairs at the affected table, as follows:
 - a. If neither side is responsible for the irregularity, each pair receives a matchpoint score of 60%.
 - b. If only one side is responsible, that pair receives 40% and their opponents receive 60%.
 - c. If both sides are responsible, they both receive 40%.

These percentage assignments are NOT Average-Plus and Average-Minus. A 60- 40 assignment is exactly that.

4. The result obtained at the other table is matchpointed across the field of pairs in the same comparison group who played the same board. The percentage achieved by the pairs at that table are added to the assigned percentage scores at the table with the irregularity, and:

- a. A team that totals 120% or more receives a win (two matchpoints).
 - b. A team that totals 80% or less receives a loss (zero matchpoints).
 - c. A team that totals more than 80% and less than 120% receives a half (one matchpoint).
5. If a board is unplayable at both tables, then:
- a. If both teams are responsible, they both receive zero.
 - b. If neither team is responsible, they both receive at least one, or their team percentage of session if better.
 - c. If one team is responsible, it receives zero, and their opponents receive at least one, or their team percentage of session if better. Any team or teams responsible for an irregularity requiring the assignment of an artificial adjusted score (percentage) shall be penalized by half a matchpoint.

17.6 Fouled Board

Handling of a fouled board is similar to the handling of an adjusted score. When both tables achieve a valid result and they have not played the identical deal, then:

The director shall determine a matchpoint percentage score for the result at each table:

If the board has been played at least six times in an identical condition, then the board is matchpointed across the field of pairs who played the board in that condition to produce a matchpoint percentage.

If the board has been played less than six times in an identical condition, the director shall assign percentages, from best to worst, as follows:

- (1) Five times: 60, 55, 50, 45, 40
- (2) Four times: 60, 55, 45, 40
- (3) Three, two or one time: 50% to each pair

2. The percentages of the two pairs on each team are added together, and:

A team that totals 120% or more receives a win (two matchpoints).

A team that totals 80% or less receives a loss (zero matchpoints).

A team that totals more than 80% and less than 120% receives a half (one matchpoint).

17.7 Seeding

In order to have sections as well balanced as possible, the teams will be seeded according to their ranking after the Swiss of the KO Teams, and spread among the sections accordingly. Each team should play against the same strength field each session.

In case of Teams registering just for the BAM, they will be seeded according to WBF rank of their top four players. The specific regulation will be published on site, if needed, by the Operations Director.

17.8 Tie Break

The following tie breaking criteria will be used in order until the tie is broken:

- Minimum number of boards lost.

- If all teams involved played each other the result of all boards played among them.
- Total points of all boards played in common.
- Total points of all boards played.

17.9 Starting Time Lateness Fines

These will be the same as those for Pairs events – see section 28

18 Disqualification - Withdrawal

In the case of a team being disqualified or withdrawing the following rules apply:

- a) if this happens up to half of the scheduled matches: all previous results of such team are cancelled;
- b) if this happens from the half +1 of the scheduled matches on, the results achieved by the opponents will be retained and for the successive matches the teams will receive either the number of VP equal to their own average (at the end of the round-robin) or the VP average of their opponents in the matches against the disqualified team or 12 VP, whichever is greater.

There will be no refund of the entry fee in this instance.

19 Attendance in Playing Rooms

See Section 31 of the General Conditions of Contest.

20 General

Unless repugnant to the context, or specifically modified within these regulations or by further regulations issued by the WBF and by the Tournament Directors at the site of the tournaments, the Conditions of Contest applying to the Knockout Teams will apply to all Swiss Teams tournaments.

PAIRS COMPETITIONS

21 Format

The Championship will be played in two stages: Qualification and Final. The qualifying stage will consist of sessions of 10 boards to be played in two-board rounds. For each pair, the match-point score for each session is converted to a percentage score. (If different sessions are of different number of boards, the percentage scores will be adjusted by applying an appropriate factor). There will be 5 sessions. For purposes of Law 12C2, (awarding of Average+ and Average -) a session is defined as a stage, and contains all the sessions in that stage.

22 Seeding

The President or, by his designation, the Chairman of the Championship Committee, will appoint a Seeding Committee to assist the Director of Operations and the Head Tournament Director in assigning starting positions for pairs in the first Session of play-through events and for every phase of the MP and IMP Pairs Championships.

The NBOs, when sending the entries to the WBF, will rank their pairs by strength (1 - 4), number one being the strongest (based on the criteria of the NBO). This information, together with information obtained from the WBF Master Points will assist the WBF Seeding Committee to seed the competing pairs. Seeding decisions of this Committee will be final.

The Director and the Committee shall attempt, where feasible, to spread players from the same NBO equally among the groups (when there are groups) and to assign positions so that pairs from the same NBO, if seeded in the same group, play against each other in the early rounds of each phase.

23 Fill-In Pairs

Since it is desirable that all Sections in a pairs event be of equal size, the Credentials Committee and the Tournament Rules and Regulations Committee are authorized to approve the entry of pairs not officially entered in the event to equalize Section sizes.

24 Substitutes and Alternates

After the announced number of qualifying contestants is selected, all other contestants rank as alternates. Alternates rank in order of their qualifying score.

The Director of Operations and the Head Tournament Director may make emergency substitutions whenever they are necessary to the smooth operation of the event. If this results in the disqualification of any contestant, the contestant shall be ineligible from the time the substitution is made to continue to win Master Points.

25 Movements and Scoring

When the number of entries in each event becomes known, the Director of Operations shall meet with the Championship Rules and Regulations and Organizing Committees to advise on the selection of movements, conditions of qualifying, and number of boards to be played. Except as specified in these Conditions of Contest, the Championship Rules and Regulations Committee shall make these determinations and advise the contestants accordingly.

The number of pairs qualifying to the Final is to be decided. In the finals, each pair will play against each other pair, barometer style. Scoring in all events will be across the field.

26 Duration of Rounds

The time allowed for completion of a round is based on 8½ minutes per board, including changes.

If this time limit is exceeded, penalties will be imposed at the discretion of the Tournament Director.

A pair delaying the tournament will be penalised at the discretion of the Tournament Director.

If the Tournament Director has reason to suppose that the delay in any round is caused by one pair rather than the other, he may assess the penalty against the delinquent pair only.

Penalties imposed by the Tournament Director in accordance with this Section are final.

27 Starting Time and Lateness Fines in Pair Games

All participants are required to be in their proper seating positions five minutes before the announced starting time for each session of play. Should either member of a partnership not be seated in his starting position at the announced starting time, the pair shall be penalised 25% of the match points available on a board. If a player is more than five minutes late, the penalty shall be 50% of the match points available on a board, and the offence shall be reported to the Head Tournament Director for possible further penalty.

If a player fails to arrive within 20 minutes of the announced starting time of the Session, that pair shall be withdrawn from that Championship Event. The Head Tournament Director may, in his discretion, seat a provisional substitute in case of emergency.

In extenuating circumstances and upon the written request of the offending pair, the Head Tournament Director may in its discretion vary any of the penalties referred to in this Section.

28 Fouled Boards

The pair (which includes either player) responsible for fouling a board will be assessed a penalty of 50% of the match points available on a board during the Session.

28.1 Scoring Groups of Scores

If a group contains fewer than four scores, match points in that group shall be as follows:

1. Group contains only one score - both pairs are awarded 60% of the points available.
2. Group contains two scores. If identical, both pairs receive 60%. If the scores are different, the better score receives 65%, the lesser 55%.
3. Group contains three scores - the best receives 70%, the middle 60%, the lowest 50%. Ties share the match points.

For all groups containing four or more scores, match points shall be awarded in accordance with the formula:

$S = \frac{N \cdot 51}{n} + \frac{m}{n}$ based on 0, 2, 4 .. , match point scoring, where

$S =$ final match point to be awarded the pair

$51 =$ match point score earned by the pair considering only the scores within

the group itself

$n =$ number of scores in that group

$N =$ total number of scores on that board

$m = N - n$

Match points will be rounded off to the nearest tenth of a match point, 0.05 being counted as 0.1.

28.2 Artificial Scores

For a board on which one or more contestants have been assigned artificial scores, match points will be awarded for other pairs in accordance with the preceding formula where n is the number of artificial scores.

29 Carry-Over

There will be no carry-over at any stage.

30 Ranking

Ranking positions for all purposes (Including determination of pairs qualified for the next phase of an event) shall be in accordance with the match points earned, with any margin determining the result.

31 Tie-Breaking

Scores are tied only if they are identical. If a tie needs to be broken, the winner is the pair with the highest score in its best Session played at that stage. Further ties are broken likewise. If there is still a tie, the highest score in two Sessions is decisive. This applies both in the qualifying stages and in the final.

If a tie (or ties) still exists the remaining tie (or ties) shall be broken in favour of the pair who scored the most match points against the highest ranking pair or pairs that all the tied pairs played against. Should a tie still exist, the foregoing procedure shall be used with the next highest ranking pair or pairs and so on until the tie is broken.

32 Comparison of Scores

Comparison of scores or discussion of hands with other contestants during a Session is illegal, Offending pairs will be subject to penalty at the discretion of the Tournament Director and/or the Tournament Appeals Committee.

33 Correction of Scores

Contestants are advised to agree their scores with opponents after each round.

34 Recording of Scores

The recording of scores will normally be done using the Bridgemate computer system. However, in the event that it has to be done manually at any stage, the North or South player is responsible for filling out the scoring form, including entering the correct score for each board immediately after the completion of play. The East or West player must verify the score by initialling the scoring form. When entering the required information on the scoring form, care must be taken to ensure its legibility. Pairs failing to enter or verify a score correctly may be penalised 10% of the available match points on one board.

35 Appeals on Scoring

Any appeal against a score, or against the total score attributed to a pair, should be made within the correction period, which for purposes of Law 79C shall be:

in all but the last Session of any phase of an event, 15 minutes before the next Session of that phase is scheduled to begin; and

in the last Session of any phase of an event, 30 minutes after the official score for that Session has been completed and made available for inspection.

The method to be used to make the scores available for inspection is at the discretion of the Director of Operation or the Head Tournament Director.

36 Eligibility for Awards and Master Points

In order to be eligible to receive awards and master points for the quarter-finals, semi-finals and final/play off a player must have played at least one third of the boards played in all stages of the competition.

Following the Championships, all awards will be published on the website at www.wbfmasterpoints.com

Any queries relating to Master Points will be settled by the Master Points Committee on site.

In accordance with the WBF Master Points Plan, the following scale of Master Points will apply:

Teams MP	Individual MP	Pairs MP
1. 200	1. 120	1. 120
2. 150	2. 100	2. 100
3. 100	3. 90	3. 90
4. 50	4. 40	4. 40

37 Contact Addresses

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37.6 Systems

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37.7 Websites:

The official WBF Website:

www.worldbridge.org

The official Website of the Olympic Movement:

www.olympic.org

The official Website of the World Anti-Doping Agency (WADA)

www.wada-ama.org

38 IMP to VP Scale for 10 Board matches

IMPS	10 Boards		
		25	16.97
0	10	26	17.16
1	10.39	27	17.34
2	10.77	28	17.51
3	11.14	29	17.68
4	11.5	30	17.84
5	11.85	31	18
6	12.18	32	18.15
7	12.51	33	18.3
8	12.83	34	18.44
9	13.14	35	18.58
10	13.43	36	18.71
11	13.72	37	18.84
12	14	38	18.97
13	14.28	39	19.1
14	14.54	40	19.22
15	14.8	41	19.33
16	15.05	42	19.44
17	15.29	43	19.55
18	15.52	44	19.66
19	15.75	45	19.76
20	15.97	46	19.86
21	16.18	47	19.96
22	16.39	48	20
23	16.59		
24	16.78		