



WORLD BRIDGE FEDERATION
Supplemental Conditions of Contest
for the
2012 World Youth Bridge Teams Championships

National Junior Teams
Jaime Ortiz-Patiño Trophy

National Youngsters Teams
José Damiani Cup

National Girls Teams
Gianarrigo Rona Cup

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Preamble

The Conditions of Contest herein set forth are supplemental to the General Conditions of Contest for World Youth Bridge Teams Championships, as issued by the World Bridge Federation and together form the set of Rules and Regulations governing the 2012 Jaime Ortiz-Patiño Trophy, José Damiani Cup and Gianarrigo Rona Cup.

These events are to be played in Taicang, China from Wednesday 25th July – Saturday 4th August 2012, play will start on Thursday 26th July. The Closing Ceremony will be on Saturday 4th August

1. Definitions

Expressions used in these Conditions of Contest and not defined shall have their ordinary meaning in duplicate bridge terminology (which may include expressions defined in the Laws of Duplicate Bridge 2007). 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; reference to one gender shall include the other.

Unless repugnant to the context or obvious meaning, all terms defined in the General Conditions of Contest shall have the same meaning for the purpose of these Supplemental Conditions of Contest and, in addition, the following expressions where used in these Conditions of Contest shall have the following meanings:

1.1 ***“Jaime Ortiz- Patiño Trophy, José Damiani Cup, Gianarrigo Rona Cup”***

mean the 2012 World Youth Bridge Teams Championships, respectively for Junior Teams, Youngsters Teams and Girls Teams, qualified by their Zone, conducted under the auspices of the WBF.

1.2 ***General Conditions of Contest***

mean the General Conditions of Contest issued by the World Bridge Federation for the World Bridge Championships.

1.3 ***Open and Closed Rooms***

for any match or segment or session of a match shall be those rooms so designated by the Tournament Director.

1.4 ***these Championships***

means the World Youth Bridge Teams Championships and championship event means any of the events referred to in Section 1.1.

1.5 ***these Conditions of Contest***

means the within Supplemental Conditions of Contest.

1.6 ***NPC***

means the non-playing captain of any team. Teams are not obliged to have non-playing captains: a team member may act as a playing captain if this is preferred. Non Playing Captains are considered to be members of the team and will receive any medals awarded.

1.7 ***Coach***

teams may elect to have a Coach or other official(s) attending the World Youth Bridge Teams Championships. Coaches are eligible for medals.

2. Conditions Of Entry

Each player in the Juniors & Girls Series must have been born **on or after 1st January 1987**, and those in the Youngsters Series must have been born on or after **1st January 1992**.

See also Section 4 of the General Conditions of Contest.

2.1 General

Each NBO, duly qualified in its Zone, shall be entitled to nominate at least one team for the Jaime Ortiz-Patiño and/or at least one team for the José Damiani Cup and/or at least one team for the Gianarrigo Rona Cup. The entries for all the above named events must be submitted electronically, via the WBF website (not by email) by 1st May 2012. The submission of entries for the teams means the confirmation by the NBO that it will be participating in events for which entry is made.

The names of the non-playing captain and the players in each team, submitted in accordance with the conditions of entry established in Section 3 of the General Conditions of Contest, must be sent by 1st June 2012 via the WBF website (not by email).

2.2 Entry Fees

The prescribed entry fees for the championships events, namely €1,000 per team for the Juniors, Youngsters and Girls Teams, must be paid by bank transfer in Euro to:

Banque Cantonale de Genève
Account name: Delen (Suisse) SA - WBF
IBAN CH16 00788 0000 50302214
Swift code: BCGECHGG
Clearing: 788 (you must make sure this is mentioned)

2.3 Team Members

In addition to a non-playing captain, each team may have four, five or six members. If an NBO wishes to replace a team member, or members, or if fewer than six players were submitted for invitation, such replacement or increase must be from the NBO submitting the team and may be added prior to the start of the first session of play with the permission of the Credentials Committee present at the site. However, the Executive Council reserves the right, following such approval by the Credentials Committee, to place any restrictions on that team it deems proper.

2.4 Penalty for Non-Participation

In the event a previously entered team in these Championships determines it is unable to participate, the WBF shall be notified at least 48 hours prior to the scheduled Captains' meeting for these Championships. Failure to so notify the WBF of non-participation shall result in the imposition of a €500 penalty, payable by the NBO which nominated the team; an additional disciplinary penalty may be assessed if the WBF deems it appropriate. The entry fee will be refunded only if the NBO notifies the WBF at least two weeks before the start of the Championship that its team or teams will not participate.

3. Right to Enter

The number of teams from each Zone invited to participate in the 2012 World Youth Bridge Teams championships is:

Zonal Qualified Teams

	Juniors & Youngsters	Girls
Host Country	1 team	1 team
Zone 1	6 teams	4 teams
Zone 2	3 teams	2 teams
Zone 3	2 teams	1 team
Zone 4	2 teams	1 team
Zone 5	1 team	1 team
Zone 6	3 teams	2 teams
Zone 7	1 team	1 team
Zone 8	1 team	1 team

For the Girls Championship Zones 3, 4, 5, 7 and 8 are allowed to be represented by a Zonal Team, composed of players from different NBOs of that Zone.

If any Zone does not fill its quota the first berth will be offered to Zone 1, the second to Zone 6.

Each participating member NBO must play against all other participating member NBOs. Entry and subsequent refusal to play will result in disqualification.

4. Types of Contest

Teams will compete in accordance with schedules drawn up independently for all series

The schedule is drawn up in the expectation that there will be 20 teams in the Junior Series, 18 in the Youngsters and 10 in the Girls. If entries in any event are different from these numbers the WBF President may, at his discretion, make such changes to these conditions of contest as he deems appropriate, including varying the number of boards played in each series or in any phase of these Championships. Details of any such changes will be published on the websites as soon as they are known.

In the Junior and Youngsters Championships the teams will play a complete round robin of 16 board matches while in the Girls Championship the teams will play a complete double round robin starting on Thursday 25th July and ending on Tuesday 31st July.

In the Junior and Youngsters Championships the eight teams with the highest Victory Points totals after the round-robin will qualify for the quarter-finals, while in Girls Championship the four teams with the highest Victory Point total after the double round robin will qualify for the semi-finals.

4.1 Quarter Finals

At the end of the round-robin the procedure outlined below will be followed:

The quarter-finals shall be played on Wednesday 1st August as a knockout match of 56 boards, (four 14-board sessions), with IMP scoring. To determine the quarter-final matches, the procedure is the following: the first placed team freely chooses its quarter-final opponent from among the 5th, 6th, 7th and 8th placed teams; after the choice has been made, the second placed team chooses its quarter-final opponent among the remaining three teams; the same process is repeated for the third placed team and the fourth placed team will play against the team not chosen by any of the other three teams.

4.2 Semi Finals

a) In the Junior and Youngsters Championships the semi-finals shall be played on Thursday 2nd August as a knockout match of 56 boards, (14-board sessions), with IMP scoring. Subject to the requirement that two teams from the same Country (if qualified) shall meet in the semi-finals, the first placed team shall also choose among the matches involving the second, third and fourth placed teams to determine which team will become the semi-final opponent of the winner of its own quarter-final match. This choice is to be made at the conclusion of the quarter-final draw (before the quarter-finals start). Hence the semi-final draw is decided by the first placed team prior to the quarter-final stage and remains applicable even if the first place team then lose their quarter-final match.

b) In the Girls Championship the semi-finals shall be played on Thursday 2nd August as a knockout match of 56 boards, (14-board sessions), with IMP scoring. To determine the semi-final matches, the procedure is the following: the first placed team freely chooses its semi-final opponent from the 3th and 4th placed teams.

4.3 Final

The winners of the semi-finals play the final on Friday 3rd and Saturday 4th August. This will be an 80-board match (five 16-board sessions), with IMP scoring.

4.4 Play Off

The losers of the semi-final will play a play-off of 48-board match (three 16-board sessions) with IMP scoring for the third place. This will be on Friday 3rd August.

If one team resigns the right to play off for third place, it will automatically be placed in fourth place, their opponents being declared bronze medallists. The resigning team (if not in case of force majeure which has to be stated by the Championship Committee)) will not be awarded any Master Points.

If both teams decide, by mutual agreement, not to play off for the third place, there will be no bronze medal awarded in the competition, and neither team will be awarded any Master Points.

The defeated quarter-finalists will be ranked 5th to 8th according to the VP total in the round-robin; if a tie exists, it will be broken using the normal tie-break criteria.

5. Carry Over

There will be a carry over in all matches of the knockout phase. The carry over will be half or one-third of the IMP difference in the meeting of the teams in the qualification phase. It will be half if the highest ranked team in the qualification phase won the match against their opponents and one-third if the highest ranked team in the round lost the match to its knock out opponent.

The maximum carry over used in any event will be:

8 for a 48 board match

10 for a 56 board match

14 for an 80 board match

6. The Draw

The draw will be publicised to all NBOs as soon as all the teams are known and the final draw has been made. It will also be published on the websites.

7. The Schedule of Play

The schedule of play will be published on the websites

8. Conversion Scales

The difference in IMPs earned by the two opposing teams at the end of the matches scored in IMPs shall be converted to Victory Points, according to the official WBF conversion scales.

9. Time Schedule

The detailed time schedule will be published in the Programme on site but the provisional schedule is as follows:

For the Round Robin the matches will normally start at 10.30, 14.00 and 16.50 pm (except on Sunday 29th July when the matches will start at 09.00, 11.45, 15.00, and 17.40).

For the Quarter Finals and Semi Finals the sessions will start at 10.00, 13.00, 15.30, and 15.55

For the Finals and Play Offs the sessions will start at 10.30, 14.00 and 16.50

10. Regulations for Electronic Line-Ups

The Line-ups must be submitted electronically in accordance with the details below. Failure of a captain to submit his line-up in a timely fashion shall result in fines according to Section 17.1

The line-ups during the round robin must for both teams be submitted no later than 15 minutes after the end of the previous round; teams will not know the line-up of their opponents. The line-up for the first round must be given in accordance with the decision taken in the Captains Meeting.

In the K.O. phase the team to line-up first must submit its line-up no later than 15 minutes after the end of the previous session. The second team must then submit its line-up no later than 20 minutes after the end of the previous session or no later than 5 minutes after the submission of the first line-up, whichever is latest.

Line-ups are to be submitted at the place designated by the Operations Director. This will be a dedicated area, with computers, where the teams will Line-Up. However, each team will have its own dedicated page, with a password, in the wireless LAN set by the organization. Therefore, team captains with their own laptops would be able to use them, using their own password.

The time of the Line-Up will be recorded automatically by the system, and penalties for late line-ups will be mandatory accordingly. An official clock will be set in the playing area for the purpose of showing the official time.

If a partnership that has not registered a specific Convention Card is to play, they should indicate on the line-up form which of the registered Convention Cards will be used.

11. Designation of Matches and Seeding

11.1 Seeding

The teams competing in all the series will be seeded by draw; draws will be made on a random basis with the only restriction that minor changes can be made in the designations, in order to ensure that teams of the same Country meet in the early rounds.

11.2 Responsibility for the Draw

The draw will be made under the direction of the WBF Management Committee. The team numbers and, by consequence, the sequence of the matches will be published on the WBF Website. The Tournament Rules and Regulations Committee has the authority to make some changes in the numbers of the teams (and as a consequence in the sequence of play) if required by occurrences after the draw has been announced.

11.3 Seating Rights

a) Round Robin

In each match of the round-robin, in order to determine the players' position at the table, the first mentioned team in the published draw sits NS in the Open Room. Both teams will submit their line-ups without having seating rights in accordance with the time limits determined in Section 10.

b) Quarter Finals, Semi Finals, Finals and Play Offs

There shall be a coin toss to determine the seating rights in all quarter-final, semi-final, final and play-off matches.

The winner of the toss elects in which session it wants to have the seating rights; the opponents then automatically have seating rights in the other session. The right to choose a session first within any given session alternates for the remaining choices during any one of 14/16 board sessions of the match.

11.4 Tie-breaks

Subject to the over-riding provisions of Section 15, if there is a tie at the end of the quarter-finals, semi-finals, or the finals, requiring that an extra session of boards be played, there shall be a draw by the captains to determine the seating rights. If, after the first series of additional boards, a tie still exists, the seating rights pass to the opposing team for the next eight boards. Line-up changes may be made before play begins for either the first or second (if needed) group of eight tie-break boards. In each case, the captain of the team without seating rights shall submit its line-up at a time to be determined by the Tournament Director, the opposing team captain within five minutes thereafter. Each group of eight "extra" boards shall be considered as a separate session. If a tie still exists, requiring that single board "sudden death" matches be played, the line-ups and seating positions for both teams will be the same as for the second eight boards of the tie-break.

12. Change of Players

A change of players, pairs or partnerships can be made only at the beginning of a match or a session (but see exception in Section 15 when extra tie-break boards are played.)

13. Disclosure of Systems and Conventions

13.1 WBF Systems Policy

The latest version of the WBF Systems Policy forms part of these Conditions of Contest. This can be found on the WBF Website, or at www.ecatsbridge.com or a copy can be obtained by contacting Anna Gudge (anna@ecats.co.uk).

These Championships are Category 3 in accordance with the WBF Systems Policy and neither Brown Sticker nor HUM systems are permitted at any time.

13.2 Submission of Systems and Conventions

Convention Cards and Supplementary Sheets, fully completed will be required for each player in these events.

Whilst it is not mandatory to register these cards in advance, it would be helpful to all teams if copies are sent to Anna Gudge (anna@ecats.co.uk) for publication on the website in order that they can be reviewed in advance by all the teams. Teams are requested to pre-register their cards by 15th July.

In any event, the following regulations will apply:

- a) the Captains of the teams must register a copy of the Convention Cards and Supplementary Sheets for each pair at the Systems Desk at the venue at the same time as they register their teams, and
- b) the players will be required to have two copies of their Card available for the opposition at all times.

13.3 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 prominently 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.

13.4 Penalties for non-submission of Systems

Any partnership whose duly completed original Card and Supplementary Sheets are not delivered as above requested (see 13 a) above), shall be required by the Tournament Appeals Committee (unless it rules otherwise) to use the system described on the World Standard Card for not less than the first two days.

14. Psyching of Conventional or Artificial Opening Bids

The psyching of conventional or artificial opening bids is prohibited in any Category 3 event. This provision over-rides the current systems policy.

15. Tie-Breaking Procedures

15.1 Two Teams

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

- a) 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
- b) IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:
- c) Total points earned by the tied teams in the match they played against each other. If the tie remains, then:
- d) Total point quotient in all matches played by the tied team in that particular event. If the tie remains, then:
- e) One board ("sudden death") matches will determine the winner.

15.2 Three Teams

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

- (a) 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 to Section 15. If the three teams remain tied, then:
- (b) 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 Section 15. If the three teams remain tied, then:

- (c) 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 Section 15
- (d) In all other cases, ties shall be broken in accordance with the following:
 - (i) 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 Section 15. If the three teams remain tied, then:
 - (ii) 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 Section 15. If the three teams remain tied, then:
 - (iii) Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance with Section 15. If the three teams remain tied, then:
 - (iv) One-board ("sudden death") matches will determine the winner.

15.3 Four Teams

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

- (a) 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 Section 15. and 15.2 if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:
- (b) 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 Section 15.2, if appropriate. If there are more than three teams that remain tied, then:
- (c) 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 Sections 15. or 15.2 if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:
- (d) One-board ("sudden death") matches will determine the winner.

15.4 Knockout Phase

In the quarter-finals, semi-finals, and finals, if a tie exists at the end of the match, it will be resolved by playing six additional boards. (See Section 9 for the procedure used to determine whether teams play N/S or E/W in the Open and Closed Rooms). Should a tie still one-board ("sudden death") matches will determine the winner.

16. Disqualification or Withdrawal of a Team

In the case of a team being disqualified, if it played one half or less of the scheduled matches, all matches prior to its disqualification will be declared void and the scores earned by its opponents will be cancelled; if the disqualified team played more than one half of its scheduled matches the same procedure of the walk-overs (see in General Conditions of Contest which includes the statement: if a team, by its own fault, is unable to play against another team, will score zero VP. Its opponents will receive the best score between: (a) 18 VP, (b) the teams average (c) the average score obtained by all the other opponents against the team at fault, whichever is great.) will apply

17. Penalties

The schedule of penalties which follows is supplemental to the Laws of Duplicate Bridge 2007. All infringements of the Laws of Duplicate Bridge 2007 will be dealt with in accordance with the Laws of

Duplicate Bridge 2007. Monetary fines shall be paid in Euro, or the equivalent in local currency. Monies assessed shall be turned over to the Tournament Director for transmittal to the Chairman of the Tournament Appeals Committee. Upon publication of these Conditions of Contest no further warning is required (whether from the Director or otherwise) prior to the application of any penalty under the provision of the Laws of Duplicate Bridge 2007 or of these Conditions of Contest. Victory Point penalties, where applicable, shall be deducted from the score of the offending team at the conclusion of the Round-Robin. The VP penalties shall not affect individual matches for purposes of tie-breaking procedures in any manner, 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 (i.e. in regard to) which the penalty was imposed, before its VP score is calculated. However, the score of the non-offending team shall not be affected, except in the knockout phase.

An IMP penalty applied during the knock-out phase affects the match score in full e.g. if a match score were 100 IMPs - 87 IMPs in favour of team A, then were team A to be penalised 3 IMPs the match score would then become 97-87

17.1 Failure to Submit Line-up on Time

If a Captain fails to submit line-ups in accordance with Section 26 of the General Conditions of Contest:

- (a) for the first such offence a warning shall be issued by the Tournament Director;
- (b) for the second offence there shall be a fine of €80
- (c) for the third offence there shall be a fine of €100 and for each subsequent offence there shall be a fine of €150
- (d) 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 of 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.

17.2 Lateness

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

17.3 During the Round-Robin

0+	-	5 minutes late	warning to captain(s) (after the second warning the provision for 5+ minutes late shall apply)
5+	-	10 minutes late	1 VP
10+	-	15 minutes late	2 VPs
15+	-	20 minutes late	3 VPs
20+	-	25 minutes late	4 VPs
Over		25 minutes late	minimum 5 VP plus 1 VP every 5 minutes but after 40 minutes the match is cancelled and considered a Walk-Over.

17.3.1 During the Knock-out Phase

0+ -	5 minutes late	warning to captain(s) (after the second warning the provision for 5+ minutes late shall apply)
5+ -	25 minutes late	1 IMP plus an additional 1 IMP for each full minute or part thereof beyond 5 minutes.
Over	25 minutes late	minimum 30 IMPs plus 2 IMPs every 5 minutes but after 40 minutes the match is cancelled and considered a Walk-Over.

For the above purposes the Round Robin phase and the Knock Out phase are considered to be separate events. Thus any late arrival warnings issued during the Round Robin are not carried over into the Knock Out phase.

17.4 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 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:

17.4.1 Excess time apportioned to a pair during the Round-Robin

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	5 VPs plus 1VP for every additional 5 minutes and the Tournament Appeals Committee will impose disciplinary penalties on the pair and/or on the team. After 40 minutes the match shall be truncated, reducing the number of 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.

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.

17.4.2 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	Minimum 30 IMPs plus 2 IMPs for each minute thereafter and the Tournament Appeals Committee will impose disciplinary penalties on the pair and/or on the team. After 40 minutes late the match should be truncated and the Tournament Appeals Committee, at its discretion, will determine the how the match will proceed or be finished and may recommend further action by the Disciplinary

Commission..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 being requested to by the players.

18. WBF IMP to VP Conversion Scale

VPs	10	12	14	16
15-15	0-1	0-1	0-2	0-2
16-14	2-6	2-6	3-7	3-7
17-13	7-9	7-9	8-10	8-11
18-12	10-12	10-12	11-14	12-15
19-11	13-15	13-16	15-18	16-19
20-10	16-18	17-20	19-22	20-23
21-9	19-21	21-24	23-26	24-27
22-8	22-25	25-28	27-30	28-31
23-7	26-29	29-32	31-34	32-36
24-6	30-33	33-36	35-38	37-41
25-5	34-37	37-40	39-43	42-46
25-4	38-41	41-45	44-48	47-52
25-3	42-45	46-50	49-54	53-58
25-2	46-50	51-55	55-60	59-64
25-1	51-55	56-61	61-66	65-71
25-00	56+	62+	67+	72+