Welcome to the SABF CONGRESS TEAMS 2022!

IMPORTANT LINKS

Time table, Schedule of play, play links , Results and more …

https://www.sabf.co.za/all-african-national-congress

Guide lines and notes for using RealBridge

https://924ba4bb-b49c-4451-a085-f9592ec4cf30.filesusr.com/ugd/81ad55_b03dc05fc19e4c87a03daf78097c5fa2.pdf

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The all-Africa National Congress teams will start in two days, we would like to stress on some important points.

1. Play Format:
   - The qualifying round of the congress is 6 Swiss rounds with 12 boards per match in 90 min,
     NOTE: Keep an eye to the Lobby chat at the end of each Swiss round to see the new round draw.
   - The field is then divided into 4 sections of 6 or 8 Teams
     Groups (A); Championships & (B); Congress will be 6 teams each.
     Groups (C); Plate & (D); President will be 8 teams each.
   - All teams will play a complete round robin within each section according to the following pre-determined draw, where Groups (A) & (B) will play 5 matches of 16 boards each and groups (C) and (D) will play 7 matches of 12 boards each.

Groups (A) & (B) pre-determined schedule of play.				
Match 1	Match 2	Match 3	Match 4	Match 5
1 v 6	5 v 1	1 v 4	3 v 1	1 v 2
2 v 5	6 v 4	5 v 3	4 v 2	3 v 6
3 v 4	2 v 3	6 v 2	5 v 6	4 v 5

Groups (C) & (D) pre-determined schedule of play.						
Match 1	Match 2	Match 3	Match 4	Match 5	Match 6	Match 7
1 v 8	7 v 1	1 v 6	5 v 1	1 v 4	3 v 1	1 v 2
2 v 7	6 v 8	7 v 5	4 v 6	5 v 3	2 v 4	3 v 8
3 v 6	5 v 2	8 v 4	3 v 7	6 v 2	8 v 5	4 v 7
4 v 5	4 v 3	2 v 3	8 v 2	7 v 8	6 v 7	5 v 6

   - The allocated numbers = the team qualification rank in each section
   - The team mentioned first is the home team.

2. Play Links
   - Already posted to the SABF website with the dates, session number and group name.
   - Will also be sent to the players' registered email addresses.
   - The game will be open to players to join 30 min before the official start time.

3. Home & Visiting teams
   - When you log in to the REALBRIDGE game (using the game link), you will find your team name written in one of the Tables.

- All team members are required to sit at their table (all together) in Pairs NS and EW, later on, when we start the session, the software will automatically move the EW pairs between the tables according to the schedule of play.
- The RR Schedule of play or the Swiss draw will define the home team for each match.
- The visiting team has to sit first at their table (in Pairs NS and EW) and the Home team has the right to have a look at the visiting team and sit its pairs accordingly.

4. System

All teams are required to write a brief about their system at the table chat box before the start of first board in each match.

5. Time delay and hesitation
- It is very important to know that the TDs have the tools to produce a board report which includes the time for each bid / play by each player, so please be bare that in mind when calling the TD for a possible hesitation or before denying it.
- It is also very important to know that the TDs also have the tools to produce a match report which includes the exact time taken by each player in a session, in case of time delay, the penalty will be given according to this report.

6. Tie-break procedure

6.1.   Applied for both qualification and round-robin stages.

If two teams or more 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):
   a) IMPs earned by the tied teams in the match they played against
      each other – if valid - If the tie remains, then:
   b) Total IMPs earned in all matches played by the tied teams in the qualifications. If the tie remains then:
   c) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in the qualifications.

6.2.   Final

There shall be a carry-over of 0.5 IMP for the team that scored more VPs at the end of the RR stage to break the tie.

7. Undo

Undoes are allowed according to the followings:
   1. The undo button is activated from the beginning.
   2. Undoes are allowed only during bidding.
   2. Click the undo button to stop the play.
   3. Call the TD
   4. No Action from any party will be taken before the arrival of the TD.
   5. The TD will instruct the opponents whether to accept the undo or not.
   6. The TD will keep counting the undoes for each player, only 2 undoes are allowed for each player during one session.
   7. If the opponents accept – before the TD arrival - , play continue. but all parties forfeit their rights for any kind of rectification later on.

8. If the opponents don't accept – <u>before the TD arrival</u> - , play stops and the TD decide what is to be done.

9. The TDs reserve the rights to adjust the score of the board for any unauthorised information might arise from using the undo process.

8. Load Shedding

8.1. Loss of electricity at short notice is a fact of life in South Africa.

8.2. All team members are responsible for arranging backup power and internet in case of load shedding

8.3. RealBridge does not allow Robot substitutes - the Head TD reserves the right to designate a substitute as per section 13 of the Conditions of Contest

8.4. The Head TD will decide on appropriate penalties for failure to play part of all of a match due to inability to login

Please remember to greet your opponents and announce your bidding system at the start of each round. Don't wait to be asked.

Waleed El Menyawi, Sid Ismail & Raad Etoom will be your friendly Tournament Directors throughout.

Please feel free to contact us with any questions or concerns.

Jocelyn: 083 460 3911   Roz: 082 566 1189   Andrew: 081 355 8983

With best wishes for a wonderful tournament of bridge,

on behalf of the organizing committee: Jocelyn, Andrew, Helen & Roz.