



General Conditions of contest

Special edition for online events



1. Conditions of Entry

The event is an open team's event but participation in the Event may be subject to the approval of the SABF, which reserves the right to refuse any player at its own discretion.

2. Number of players / team

Each team consists of at least 4 players and up to 6 players, those teams who start the event with less than 6 players can register the rest of the players during the event.

3. Official Language

English language will be the official language of the event.

4. Ethics

The organizing committee is expecting that all bridge players and all the participants behave in a sportsmanlike manner.

Any political statements, rude behavior and any unsportsmanlike conduct towards your partner, your opponents, your TD or the officials responsible of running the event is wholly unacceptable.

Self-kibitzing and any sort of unauthorized communications are strictly forbidden and will result in the cancellation of the team match and exclusion from the event.

Any complaint shall be sent to the head TD who will discuss the case with the SABF and take the necessary action if needed.

5. Systems, codes and Alert Procedure

5.1. Alert

All alertable bids must be pre-alerted (press the alert button before making the bid). Giving an explanation is not compulsory unless it is an extra-ordinary bid.

For example if you are playing forcing NT over major openings (which is very common) alerting should be sufficient (if needed opponents can ask for explanation) , but if you are playing 1NT transfer to X, only alerting is not enough. You have to type the explanation before making the bid. We strongly recommend you try to help opponents giving sometimes the simplest of information.

For example, if you are opening 1♣ with 2+. At least the first time you do it, just type "2+" in the explanation box when you make the bid. Only alert your own bids, do not even attempt to explain your partner's bids. If opponents ask for further clarification using private chat respond privately, not on table chat. (Of course, unless opponents asked on table chat), If you are playing an unusual system make sure you pre-alert it before you start bidding the first board, including but not limited to: Variable or weak NT openings, strong ♣ or ♦ systems, 4-card major systems like ACOL, playing unusual honor card leads like Rusinow or low from a doubleton

5.2. Systems

- HUM, Brown Sticker systems, Forcing Pass Systems, Random Openings, and Encrypted Signals are not allowed during Swiss and RR stages and are allowed only in the head-to-

head final match provided that the organizing committee receive a copy of that system at least 5 days before the event start and permit it to be played after review.

- Players can't consult their system cards or notes between the start of the auction period until the end of the play. Exception: players may consult their defense notes vs 2 ♦ multi-opening.
- psychic conventional opening bids are forbidden

5.3. Codes

- If you want more information about an opponent's bid, whether or not it was explained, you should send a private message to the opponent who made the bid asking for clarification.
- Requesting information may be made at any time, at the time the bid is made, when the auction concludes, or any time during the play as long as it is a private chat between one opponent and the bidder.
- If players explain bids via chat they should set the recipients to Opponents, not Table, so that only opponents see the explanation, not the partner. But the best way is to explain the bids via the REALBRIDGE alert mechanism.

6. Penalties

It is expected that all the players are online at least 10 min before the official time of the session. Late log on to REALBRIDGE could result in a penalty by the TD

The TD may remove un-played boards if a delay in finishing the match will interfere with the smooth running of the competition. An assigned adjusted score will be awarded to each board that has already been played in the other room.

7. Ruling and reviews

Keep in mind that the TDs are here to help you enjoying the game and **not all the laws of duplicate bridge are applicable online**, so try not to give yourself and the TD a hard time, if you want to appeal a TD ruling, it will be to the Head TD who will hear to all parties if needed and **will give you his decision**

7.1. Review following a Tournament Director's ruling

General

The WBF Code of Practice is utilized by the WBF Tournament Directors before any rulings are given, and such rulings are made in consultation with other Directors, senior players and other personnel as appropriate.

The Code of Practice will apply. Players should note the procedures which the Code calls upon them to adopt (as, for example, that they should randomize and make unpredictable the tempo of passing the tray).

7.2. Request for a Review

A request for a review of a Tournament Director's ruling must be lodged within 30 minutes of the first posting of the official score for the Session in which the board was played that is the subject of

the ruling. All such requests must be lodged by the team's Captain or his designee, or by one member of the pair in the Pairs events.

7.3. Deposit Requests for Review

When lodging a Request for Review the appellant must make a monetary deposit with the SABF. The amount of deposit required will be R 300, with the exact amount to be informed to the participants before the start of the event. This deposit will be refunded unless the Reviewer determines that the request was without merit, in which case the deposit will be forfeited.

7.4. Review Procedure

General

The case will be reviewed by a person who was not involved in the original decision. The Reviewer will check that the TD has gathered the necessary evidence of what occurred when the infraction arose. The Reviewer will then need to be satisfied that the correct law was applied and that other TDs were consulted where appropriate. In matters involving the judgement that was exercised by a player following unauthorized information, incorrect explanation or failure to alert, the Reviewer will clarify that suitable players have been asked appropriate questions to enable a judgmental view to be obtained. Finally, the Reviewer will check that the ruling that was issued based upon all the information available to the TDs was within the bounds of reasonableness. The fact that the Reviewer might have determined a slightly different ruling would not be good reason for the ruling to be varied. In the event that the process had not been followed properly in some material way, the Reviewer will ask the Head TD to correct the failings and issue a new ruling. More information about Reviews and the procedure can be found on the WBF website.

8. 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 designated 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.

9. Tie-break procedure

9.1. Swiss / Round Robin Stage

- 9.1.1. If two teams are tied with the same number of Victory Points at the end of the round-robin / Swiss, the tie shall be broken as follows (in the sequence shown):
 - a) IMPs earned by the tied teams in the match(s) they played against each other. If the tie remains, then:

- b) Total IMPs earned in all matches played by the tied teams in the event. 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 event. If the tie remains:
- d) One board "sudden death" will determine the winner

9.1.2. 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) If one of the teams earned more VPs against each of the other two in the matches it played against them in the event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with Subsection 9.1.1. If the three teams remain tied, then:
 - b) 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 the event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with Subsection 9.1.1. If the three teams remain tied, then:
 - c) If one team has been beaten by the other two teams in matches it played against them in the 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 9.1.1
 - d) IMP quotient in all matches played by the tied teams in the event.

9.2. Knock out stage

There shall always 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.

10. 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 – before the TD arrival - , 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.

11. Hesitation & Unauthorized information

Only Long hesitations that are bridge-related require hesitator's partner to consider UI has been passed and act accordingly. However, shorter hesitations that would pass UI in face-to-face events are to be ignored as not bridge related.

12. Kibitzers

Kibitzers will be allowed during the event through the REALBRIDGE kibitzers website with a 30 min delay for security reasons.

13. Substitutes in Team Tournaments

If, for any reason, a team is unable to produce four players, either at the start of a Session or because of an emergency that develops during the session, the Head Tournament Director, in consultation with the captain of the team, may designate a substitute to complete the team. Having designated a substitute, shall inform The Chairman of the Organizing Committee or his designee as soon as practicable. The results obtained by the substitute shall stand unless the Organizing Committee judges that the substitute's bridge skills were considerably greater than those of the player replaced, in which case an adjusted score may be determined. Whether or not the result stands, the Organizing Committee may impose appropriate penalties when it judges a team to be at fault.

The Organizing Committee shall have authority to determine whether, and to what extent, a substitute may become a permanent replacement.

14. Substitutes in Pair Tournaments

The Head Tournament Director or the TD may make emergency substitutions whenever they are necessary to the smooth operation of the game. If this will, or may, cause the resultant disqualification of any contestant, the contestant shall, where practicable, be notified at the time the substitution is made.

15. Forfeits in Team Tournaments

If a team is unable to play or complete a match, the Organizing Committee may find that team to be in default and declare the match forfeited or postponed. The team in forfeit shall score zero Victory Points and zero IMPs for that match. The team winning the forfeited match will receive the best score between:

- (a) 12 VP using the 20-0 VP scale, or the equivalent according to the VP scale adopted,
- (b) The team's average

(c) The average score obtained by all the other opponents against the team at fault, whichever is greater.

16. Walkover

If a team, by its own fault, is unable to play against another team, (see 15), will score zero VP.

A second walk-over by the same team will be referred to the Disciplinary Commission which can apply further sanctions including disqualification of the team.

When a team is disqualified, all the team scores will be canceled in any uncompleted RR.

17. Score Corrections

Score corrections may be made as sanctioned in Law 79 and in Laws 69 and 71. An agreed-upon score that is proven to be erroneous to the complete satisfaction of the Head Tournament Director may be corrected up to thirty minutes after the posting of scores at the end of play on each day. Only the results of boards played that day are subject to correction.

18. Play Format

- The qualifying round of the congress is 6 Swiss rounds with 12 boards per match in 90 min,
- 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.

19. General

- WBF 20 VP continues scale will be used in the RR Stage
- KO stage – if any - will be calculated in IMPs

- in the event that there is confusion, lack of clarity, or a difference in the interpretation of one of the technical clauses in these regulations, the interpretation of the Head TD is the final interpretation of this confusion / wording.
- In the event that there is confusion, lack of clarity, or a difference in the interpretation of one of the non-technical items in these regulations, the interpretation of the Chairman of the organizing Committee of the event shall be final interpretation of this confusion / wording.

20. Disqualification / Withdraw

In qualifying stage, in the event that a team is disqualified or withdraw, its results will be cancelled, and no opponent in the matches that have been played shall count those points that he achieved before the team was disqualified.

21. Agreement to the conditions of contest

Entering or being accredited to attend the event means that everybody concerned with such entry knows and agrees to abide by these Conditions of Contest.

22. Social Media, Website & Communication

A WhatsApp Group will be created for the team's Captains for better and faster communications between the OC and the teams.

A Website for all info about the event

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

23. Tournament Directors committee

Waleed El Menyawi Head TD

Sid Ismail TD

Raad Etoom TD

24. Organizing Committee

Andrew Cruise

Chairman

Jocelyn Ashberg, Helen Kruger & Roz Bernstein

Members