



## **1. Conditions of Entry**

The event is an open team's / Pairs event but participation in the Event may be subject to the approval of the SABF 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 started 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 from all bridge players and all the participants to behave in sportsmanlike manner.

It is not accepted by all means any political statements, rude behavior and any unsportsmanlike conduct towards your partner, your opponents, your TD or the officials responsible of running the event.

Any sort of unauthorized communications is strictly forbidden and will result in canceling the team match and to be excluded from the event.

Any complain 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. Preamble**

- a) The objective is to have a uniform WBF policy which is applied to all WBF events.
- b) It is not intended that this should over-ride Alerting Policies developed by the Zone or NBOs.
- c) Full disclosure is vital. However, players who participate in SABF events are expected to protect themselves to a large extent. They are also expected to observe the spirit of the Laws as well as the letter.
- d) The Policy has been made as simple as possible. Players are, however, expected to alert whenever there is doubt. (N.B. Where screens are in use, an alert on one side but not on the other does not necessarily imply an infraction.)

### **5.2. Policy**

**The following classes of calls should be alerted:**

- a) Artificial bids should be alerted, natural bids should not.
- b) Those calls (i.e., bids, passes, doubles or redoubles) which have special meanings or which are based on or lead to special understandings between the partners. (A player may not make a call or play based on a special partnership understanding unless an opposing pair may reasonably be expected to understand its meaning, or unless his side discloses the use of such call or play in accordance with the regulations of the Regulating Authority). See also Law 40B.

- c) Non-forcing jump changes of suit responses to opening bids or overcalls, and non-forcing new suit responses by an unpassed hand to opening bids of one of a suit.

**Players must respect the spirit of the Policy as well as the letter.**

## **6. Systems**

- HUM, Browne stickers systems, Forcing Pass Systems, Random Openings, and Encrypted Signals are not allowed during Swiss and RR stages and it is allowed only on 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.
- 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

### **6.1. Codes**

- If you want more information about an opponent's bid, whether or not it was explained, you should ask about the entire bidding and not only a specific bid, especially, if you are not in lead.
- Requesting information may be made at any time, at the time the bid is made, or at the player's first turn to play.

## **7. Penalties**

It is expected from all the players to be at the table 05 min at least before the official time of the session. Late arrival 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.

## **8. Ruling and reviews**

Keep in mind that the TDs are here to help you enjoying the game, 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 might ask some players about technical points and **will give you his final decision.**

### **8.1. 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).

#### **8.2. 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.

### 8.3. Deposit Requests for Review

When lodging a Request for Review the appellant must make a monetary deposit with the ABF monitor. 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.

### 8.4. 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.

## 9. Open Teams Event

### 9.1. Play Format

- Total number of teams participating the event are 24 teams.
- All the field will play 7 Swiss matches, 12 boards each in 90 min where first match will be according to a pre-determined draw.
- The field is then divided into 3 groups of 8 Teams each.
- Group (A); Championships, Group (B); Congress and Group (C); Plate.
- All teams will play a complete round robin within each group, 7 matches of 12 boards each according to the following pre-determined schedule.

All Groups						
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 group.

- The team mentioned first is the home team.
- The top two teams in Group (A); Championship will play a head-to-head match to determine the event winner; the match will be 6 segments, 12 boards in 90 min each over two days

## 9.2. Tie-break procedure

### Swiss / Round Robin Stage

9.2.1. 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):

- IMPs earned by the tied teams in the match(s) they played against each other. If the tie remains, then:
- Total IMPs difference earned in all matches played by the tied teams in the event. If the tie remains then:
- 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:
- One board "sudden death" will determine the winner

### 9.2.2. 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:

- 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:
- 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 9.2.1. If the three teams remain tied, then:
- 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
- IMP quotient in all matches played by the tied teams in the event.

### 9.3. Knock out stage

There shall always be a carry-over of 0.5 IMP for the higher-ranking team at the end of the RR stage to break the tie.

### 9.4. Kibitzers

Kibitzers will be allowed during the event.

### 9.5. 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.

#### **9.6. 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 fault 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.

#### **9.7. Walkover**

If a team, by its own fault, is unable to play against another team, 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.

#### **9.8. 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.

#### **9.9. Wrong seating**

It is the responsibility of each team to make sure that they in the correct seats, If both teams seated wrongly, same direction, both teams will score only 2 VPs.

#### **9.10. General**

- WBF 20 VP continues scale will be used in the RR Stage
- KO stage 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.

### 9.11. Open Teams time table.

Sunday 25 February	Swiss Match (1)	14h30	to	16h00
Sunday 25 February	Swiss Match (2)	16h15	to	17h45
Monday 26 February	Swiss Match (3)	10h00	to	11h30
Monday 26 February	Swiss Match (4)	11h45	to	13h15
Monday 26 February	Swiss Match (5)	14h30	to	16h00
Monday 26 February	Swiss Match (6)	16H15	to	17H45
Tuesday 27 February	Swiss Match (7)	10h00	to	11h30
Tuesday 27 February	RR Match (1)	14h30	to	16h00
Tuesday 27 February	RR Match (2)	16h15	to	17h45
Wednesday 28 February	RR Match (3)	10h00	to	11h30
Wednesday 28 February	RR Match (4)	11h45	to	13h15
Wednesday 28 February	RR Match (5)	14h30	to	16h00
Wednesday 28 February	RR Match (6)	16h15	to	17h45
Thursday 29 February	RR Match (7)	10h00	to	11h30
Thursday 29 February	Final Segment (1)	14h30	to	16h00
Thursday 29 February	Final Segment (2)	16h15	to	17h45
Friday 01 March	Final Segment (3)	10h00	to	11h30
Friday 01 March	Final Segment (4)	11h45	to	13h30
Friday 01 March	Final Segment (5)	14h30	to	16h00
Friday 01 March	Final Segment (6)	16h15	to	17h45

## 10. Open Pairs

### 10.1. Play Format

- Total number of participating pairs are 67 pairs.
- All the field will play three cumulative qualification sessions, Michael movements, 13 rounds X 2 boards each with a total of 26 boards / session
- The field is then divided into three groups.  
Group (A); Championship, Group (B); Congress and Group (C); Plate.
- Group (A) will be 22 pairs with a minimum number of pairs to qualify to this group are 16 pairs; could be more; depends on how many pairs to be dropped in to this group from the team's final.
- Group (B) will be 22 pairs and (C) will have 23 pairs.
- All groups will play a Barometer Howell movement within each group with a total of 21 rounds to be played over 3 sessions, each session of 7 rounds X 4 boards.

### 10.2. Missing pair or sit out

In case of bye or missing pair, the other pair will score their session score where they have the sit out.

### 10.3. 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.

### 10.4. Tie-Break

- Scores can be 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 similarly. If there is still a tie, the highest score in two sessions is decisive.
- This applies both in qualifying stages and finals. If a tie (or ties) still exists the remaining tie (or ties) shall be broken in favor 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.

### 10.5. Carry-over & drop-in

- The qualifying pairs to each group shall start the final stage with no carry over.
- The pairs which dropped in to group (A): Pairs of the winner team will drop in as the third and fourth pair, and the runner up pairs will drop in as the 7<sup>th</sup> and 8<sup>th</sup> pairs.

### 10.6. General

- 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.

### 10.7. Open Pairs time table.

Thursday	29 February	Qualification Session (1)	14h30	17h45
Friday	01 March	Qualification Session (2)	10h00	13h15
Friday	01 March	Qualification Session (3)	14h30	17h45
Saturday	02 March	Final Session (1)	09h00	12h30
Saturday	02 March	Final Session (2)	13h30	17h00
Sunday	03 March	Final Session (3)	09h00	12h30

## 11. 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.



**12. Website & Communication**

All info about the event will be posted to the SABF website

<https://www.sabf.co.za/>

**13. Tournament Directors committee**

Waleed El Menyawi	Head TD
Jan van Dijken	TD
Neil Hayward	TD
Richard Atkinson	Operation

**14. Organizing Committee**

Jams Grant	Chairman
Jocelyn Ashberg, Bernard Donde, Roz Bernstein, Kitty Cruise	Members

