

Conditions of Contest

20th Swedish Bridge Festival

25 July – 3 August 2014

Conventum Arena Örebro

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THE CHAIRMAN'S CUP

Right of Entry

The Chairman's Cup (hereinafter referred to as CC) is a Teams Tournament open to players

1. who have paid membership of the Swedish Bridge Federation for the season of 2014/2015 or
2. who are members of any other NBO and are in good standings with their NBO.

A team may contain a maximum of six players.

The CC played in two stages; the *Qualifying stage* (Swiss format) and the *Knock out stage* (KO).

With at least 64 teams participating, the teams ranked 1-32 in the Swiss qualify for the CC KO, while the teams ranked 33-64 qualify for the 'Bonus Cup (BC)' KO. Teams ranked 65 and upwards are out of the tournament.

The CC is sponsored by the Chairman of the Swedish Bridge Federation, hence the name.

Entries shall be submitted no later than Friday July 25, 20.00 hours.

Entry Fees

Swiss: SEK 500 per player, SEK 125 per junior player – maximum fee SEK 2 000 per team.

Monday onwards: SEK 500 per team.

Entry fee for the Swiss shall be paid at the Hospitality Desk no later than Saturday July 26, 12.00 hours.

Entry fee for the KO shall be paid at the Hospitality Desk no later than Monday July 28, 09.45 hours.

Screens and Bridgemate

Screens will be in use from Wednesday onwards. Regulations for screens see page 13.

Bridgemates will be used as official scoring throughout the CC. It is mandatory to use the Bridgemates.

Schedule and Captains Meeting

Saturday July 26 – Thursday July 31 2014.

Captains Meeting (in English) will take place on Saturday July 26, 11.30 hours, at the Hotel Scandic Grand (opposite the Conventum Arena) in *Grand Salong Elvy*.

Systems Policy

So-called 'B-systems' are allowed in the Qualifying stage (Swiss) and in KO-matches of at most 32 boards. In the 64-board-matches so-called 'A-systems' are allowed. See page 28.

Each pair must complete legibly in Swedish or English a Convention Card (in two copies) to be handed to the opponent before the start of the match.

Teams with so-called 'A-systems' must complete legibly in Swedish or English a Convention Card (in two copies) to be handed to the opponent at the Captains' Meeting prior to the stage to be played.

Day-by-Day

SATURDAY JULY 26–SUNDAY JULY 27

Qualifying stage, Swiss, first round randomly seeded. 13 rounds (of 8 boards each) will be played. The WBF 25-0 VP-scale applies.

The Top-32 teams are qualified to CC KO, while the teams ranked 33-64 are qualified to BC KO.

SPECIAL REGULATIONS FOR TEAMS INCLUDING PLAYERS FROM THE SWEDISH CHAMPIONSHIPS SENIORS PAIRS

The Seniors Pairs Finals and CC-qualification stage overlap for a few rounds. Therefore, teams are allowed to start in Round 3 of the CC, given certain conditions. What is interesting is how many players in the squad **not involved in the Seniors Pairs Finals**. When four or more, they must start in Round 1, when three or less they are allowed to start in Round 3.

For those teams allowed starting in Round 3:

1. Mandatory notification to start in Round 3
2. Carry over exactly 30 VPs, i.e. 50 % of the 25-0-scale
3. Limited rights to add players to the squad later on in the CC, i.e. the starting round criteria may not be amended.

MONDAY JULY 28

1. *CC32 (morning); KO-match, 32 boards. The Winners are qualified for CC16 while the Losers are qualified for BC32-B.*
2. *BC32-A (morning); KO-match, 32 boards. The Winners are qualified for BC32-B; the Losers are out.*
3. *CC16 (afternoon-evening); KO-match, 32 boards. The Winners are qualified for CC Quarter Finals; the Losers are qualified for BC16-B.*
4. *BC32-B (afternoon); KO-match, 20 boards. The Winners are qualified for BC16-A; the Losers are out.*
5. *BC16-A (evening); KO-match, 20 boards. The Winners are qualified for BC16-B teams; the Losers are out.*

TUESDAY JULY 29

6. *CC Quarter Finals (full day); KO-match, 64 boards. The Winners are qualified for CC Semi Finals; the Losers are qualified for BC08-B.*
7. *BC16-B (morning-afternoon); KO-match, 32 boards. The Winners are qualified for BC08-A; the Losers are out.*
8. *BC08-A (afternoon-evening); KO-match, 32 boards. The Winners are qualified for BC08-B; the Losers are out.*

WEDNESDAY JULY 30

9. *CC Semi Finals (full day); KO-match, 64 boards. Screens will be in use. The Winners are qualified for CC Finals; the Losers are qualified for BC04-B.*
10. *BC 08-B (morning-afternoon); KO-match, 32 boards. Screens will be in use. The Winners are qualified for BC04-A; the Losers are out.*
11. *BC04-A (afternoon-evening); KO-match, 32 boards. Screens will be in use. The Winners are qualified for BC04-B; the Losers are out.*

THURSDAY JULY 31

12. *CC Finals* (full day); KO-match, 64 boards. Screens will be in use.
13. *BC04-B* (morning-afternoon); KO-match, 32 boards. Screens will be in use. The Winners are qualified for *BC Play-Off 3/4*; the Losers are out (but become the fifth and the sixth prize winners).
14. *BC Play-Off ¾* (afternoon-evening); KO-match, 32 boards. Screens will be in use. The Winners are the third prize winners; the Losers the fourth prize winners.

Selecting Opponents – CC

Going into the KO-stages there will be a selection of opponents at the Captains' Meeting prior to each KO-stage. To *CC32* the teams ranked 1-16 in the Swiss select opponent among the teams ranked 17-32. The Winner of the Swiss starts the selection, and then the team ranked second, and so on until all the *CC32* matches are determined.

To *CC16* the Winning Teams at table 1-8 select opponent among the Winning Teams at table 9-16, starting with the winners at table 1.

The same principle applies to *CC Quarter Finals* and *CC Semi Finals*.

TEAMS ABSENT WHEN THE SELECTION PROCEDURE IS UNDERWAY

In case a team is absent when they are in position to select opponent the next team in turn makes its selection. If the missing team happens to show up when the selection procedure is underway they may, when arriving, select among the remaining teams to be selected. If the missing team *does not* arrive when the selection procedure is underway, they will automatically have the team remaining as opponent.

In case more than one team is absent and neither of them arrive while the selection procedure still is in progress, the higher ranked team will have the lowest ranked team as opponent; the second best team the next lowest ranked team, and so on.

In all those cases the team maintains its 'table ranking' as mentioned above.

Selecting Opponents – Bonus Cup (BC)**In general**

The term 'ranking' means the rank in the Qualifying Swiss or, if better, the overtaken rank of the team just beaten.

BC32-A

Brackets will be used; the team ranked 33 will meet the team ranked 64, the team ranked 34 will meet the team ranked 63, and so on.

BC32-B

The teams knocked out of the *CC32* will be sorted in order by their rank in the Swiss; from '1' to '16'. The sixteen winners of the *BC32-A* keep their ranking in the Swiss, or if better the overtaken ranking of the team just beaten. Brackets will then be used; the team ranked '1' will meet the team ranked '32', the team ranked '2' will meet the team ranked '31' and so on.

BC16-A

The 16 teams will be sorted in order by their rank in the Swiss, or if better the overtaken ranking of the team just beaten in *BC32-B*. Brackets will be used; the team ranked '1' will meet the team ranked '16' and so on.

BC16-B

The teams knocked out of the *CC16* will be sorted in order by their rank in the Swiss, or if better the overtaken ranking of the team beaten in *CC32*; from '1' to '8'. The eight winners of the *BC16-A* keep their ranking in the Swiss, or if better the overtaken ranking of the team just beaten. Brackets will then be used; the team ranked '1' (coming from the *CC16*) will meet the team ranked '16' (coming from the *BC16-A*) and so on.

BC08-A

The eight teams will be sorted in order by their rank in the Swiss, or if better the overtaken ranking of the team just beaten in *BC16-B*. The then first-ranked team selects its opponent among the teams ranked '5' to '8'; then the second-ranked team selects among the remainder of '5' to '8', and so on until all the matches are decided.

In case of a withdrawal among the teams ranked '1' to '4', at the time the selection is scheduled, the lower ranked teams move one step up for each team withdrawing. Later withdrawal, i.e. after the selection procedure is finished, is the equivalent of walk over.

BC08-B

The teams knocked out of the *CC Quarter Finals* will be sorted in order by their rank in the Swiss, or if better the overtaken ranking of the team beaten in *CC16*; from '1' to '4'. The four winners of the *BC08-A* keep their rank from *BC08-A*, or if better the overtaken ranking of the team beaten in *BC08-A*. They will be ranked from '5' to '8'. The first-ranked team selects its opponent among the teams ranked '5' to '8'; then the second-ranked team selects among the remainder of '5' to '8', and so on until all the matches are decided.

In case of a withdrawal among the teams ranked '1' to '4', at the time the selection is scheduled, the lower ranked teams move one step up for each

team withdrawing. Later withdrawal, i.e. after the selection procedure is finished, is the equivalent of walk over.

BC04-A

The teams will be sorted in order by their rank in the Swiss, or if better the overtaken ranking of the team just beaten in *BC08-B*; from '1' to '4'.

The first-ranked team selects its opponent among the teams ranked '3' to '4'; the second-ranked team will play the team that remains.

In case of a withdrawal among the teams ranked '1' to '2', at the time the selection is scheduled, the lower ranked teams move one step up for each team withdrawing. Later withdrawal, i.e. after the selection procedure is finished, is the equivalent of walk over.

BC04-B

The teams knocked out of the *CC Semi Finals* will be sorted in order by their rank in the Swiss, or if better the overtaken ranking of the team beaten in *CC Quarter Finals*; from '1' to '2'. The two winners of *BC04-A* keep their rank from *BC04-A*, or if better the overtaken ranking of the team beaten in *BC04-A*. They will be ranked from '3' to '4'. The first-ranked team selects its opponent among the teams ranked '3' to '4'; the second-ranked team will play the team that remains.

BC Play-Off 3/4

The teams will be sorted in order by their rank in the Swiss; or if better the overtaken ranking of the team beaten in *BC04-B*; from '1' to '2'. The first-ranked team is considered as 'Home Team'.

Seating Rights

SWISS

The team named Away Team (or Visiting Team) take their seats before the Home Team. The Home Team is the higher ranked team.

KNOCK OUTS

In knock out matches **of 32 boards or less**, in the first half (segment) the Away Team shall take their seats before the Home Team. In the second half (segment) the home team sits first and it is possible to meet one but not two players that you already met in the first half (segment).

In knock out matches **of 64 boards**, the four segments of 16 boards each are divided into two parts; segment 1+2 and segment 3+4. The Captain of the team named Home Team shall tell the Tournament Director (at the Captains Meeting when selecting opponents) in which of the segments 1 and 2 he chooses for his team to have seating rights, i.e. have the opponents to take their seats first; the Away Team gets seating rights in the other segment of that part. Then the Captain of the team named Away Team chooses seating rights in one of the segments 3 and 4; the Home Team gets seating rights in the remaining segment of that part.

In the 64-board matches it is allowed to meet the same pair more than once.

Tie Breaking Procedures

SWISS

In the event of two or more teams having the same number of VPs, their rankings will be determined as follows:

The total VPs of each team's opponents ('Swiss Points') is calculated. For example: Team A played against Teams B, C and D. Team B scored 40 VPs, Team C 36 VPs and Team D 24 VPs. Team A has 100 "Swiss Points".

The Team ranked first is the one with the largest amount of 'Swiss Points', and so on.

If two or more teams have the same number of 'Swiss Points' their rankings will be determined by their IMP quotients.

KNOCK OUT MATCHES

If a tie exists at the end of a knock out match, it will be broken by looking at the final results of the Qualifying Swiss. The higher ranked team in the Swiss will be determined as The Winner.

Drop-Outs after CC_4 teams (Semi Finals)

A team is assumed to play the stage at which they are qualified. Experience from previous years has shown that teams tend to drop out after losing in any of the later stages of CC. The following rules apply for any drop outs after CC_4 teams (CC Semi Finals):

A. One of the teams knocked out of CC wants to play, but not the other

The two teams from BC will meet in a 32-board match. The Winners will then meet the remaining team from CC in a play-off for third prize. The Losing team shares the 5th/6th prize with the team that didn't want to play.

B. Neither Team knocked out of CC wants to play

The two teams from BC face each other in a 64-board match for third prize. The two teams from CC who did not want to play share the 5th/6th prize.

C. A team in BC wins, but wants to drop-out

If a team wants to drop-out after having won the 'BC_B_4 teams'; this team shares the 5th/6th prize. The team that lost their match against this team is now qualified for the final in the BC, i.e the play-off for the third prize.

The Cup

The Winning Team, in addition to prize money, gets an inscription in The Cup. The player who first reaches 30 points will win The Cup forever.

Winning gives 10 points, second 5, third place 3 and fourth place 2 points.

If two or more players reaches 30 points or more, the winner is the player who has the most points or has the better total placements or the better placement the following year, in that specific order.

Points are awarded only to players who have played at least 64 boards during the last three matches of the tournament.

Mobile Phones

Mobile phones shall be turned off (not only silent/vibrator) in the Playing Area¹⁾.

Any player caught with a mobile phone turned on, ringing or not, will cause his team a fine of 2 VPs (in KO matches 6 IMPs) on every occasion. This penalty is mandatory.

Players who at all cost must be available on mobile phone shall submit their phone to the TD or to the Hospitality Desk for standby.

Kibitzers caught with a mobile phone turned on, ringing or not, run the risk of being thrown out of the Playing Area.

¹⁾ All spaces in Conventum Arena as well as the playing room at Grand Hotel (later stages of CC/BC) is considered to be *The Playing Area*.

Late Arrival

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

Minutes Late Penalty

0+ - 5	Warning
5+ - 10	1 VP
10+ - 15	2 VPs
15+ - 20	3 VPs
20+ - 25	4 VPs

Over 25 minutes late, at the discretion of the Organizing Committee; may include recommendation of forfeit of the match or more severe action.

In KO-matches the following scale applies:

Minutes Late Penalty

0+ - 5	Warning
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 Organizing Committee; may include recommendation of forfeit of the match or more severe action.

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 0.5 VP in the Qualifying Swiss or 3 IMPs in KO-matches. All decisions as to lateness shall be made by the Tournament Director, and shall be final.

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 one 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:

Qualifying Swiss

0+ – 5 minutes late	1 VP
5+ – 10 minutes late	1.5 VPs
10+ – 15 minutes late	2 VPs
15+ – 20 minutes late	2.5 VPs
20+ – 25 minutes late	3 VPs

Over 25 minutes late, at the Discretion of the Organizing Committee; may include recommendation of forfeit of match or more severe action.

KO-matches

0+ – 25 minutes late	1 IMP for each minute or part thereof
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Over 25 minutes late – see **Qualifying Swiss**.

Fouled board

A board is considered “fouled” if the Tournament Director determines that one or more cards were misplaced in the board in such a manner that contestants who should have direct comparison did not play the board in identical form. If a pre-duplicated board is wrongly dealt and Law 13 of the Laws of Duplicate Bridge 2007 applies in such a way that the board cannot be played, the board is considered to be a fouled board.

A board is not considered fouled if the boards played in the same match are identical even though that board may differ from the like numbered board played in simultaneous matches. In general, a fouled board should be replayed through the substitution of a new board. In addition, penalties will apply in certain circumstances. replays through the substitution of one new board shall not be permitted after the result of a match may be known to the contestants, as to which circumstances the Tournament Director’s decision shall be binding. That match is scored as though the board had never been played*.

Otherwise, Law 86 applies.

**Example: if the 7th board in a 16-board match is fouled and the error is discovered when the contestants are computing the result of the match, the board is disregarded and the match is scored as though it consisted of only 15 boards.*

Lodging of Appeals

Appeals against a Tournament Director’s Ruling must:

- be in writing on the special appeal form;
- be handed to the Director within thirty minutes of the end of the match during which the ruling was made; or in the case of a ruling given after the end of such a match or session, within ten minutes of receiving the ruling or 30 minutes of the end of the match, whichever is the later
- be accompanied by a deposit of SEK 200.

Deposits will be refunded if the appellant’s case is judged to have merit, even if rejected.

An appeal against a score or against the total score attributed to a team must be made not later than 30 minutes after the end of each session (which rounds concluded in each session, see below). As for the last session of the Qualifying the time is 15 minutes after the provisional results have been published in the playing area.

Session 1: Rounds 1-4

Session 2: Rounds 5-7

Session 3: Rounds 8-10

Session 4: Rounds 11-12

Session 5: Round 13.

Smoking

Smoking is not allowed in the playing area (which includes all spaces inside Conventum Arena as well as playing areas at Scandic Grand Hotel). It is not allowed to leave the table during a session for smoking purposes. A player found smoking during a session in which he/she is playing will be assessed a penalty of 2VPs in the Swiss, 6 IMPs in KO-matches on every occasion. So called "electronic cigarettes" are included in these regulations.

Alcohol

For all tournaments, the following apply to alcohol and, where appropriate, other intoxicants.

DEFINITIONS

Alcoholic beverage is a beverage that contains more than 2.25 percent alcohol by volume.

Other intoxicants include drugs and industrial alcohol.

Playing Area is the space where the bridge tables are set up for play in the event.

Game Time includes a calendar day or portion thereof, beginning 15 minutes before the game begins and continues until the end of the game at all tables.

POLICY

Players and spectators are not allowed to consume or store alcohol in the playing area. Alcoholic beverages may not be sold in the playing area.

Players affected by alcohol or other intoxicants will immediately be rejected to participate and sent away from the playing area. A report (mandatory) will be sent to the Ethics Committee.

Pets

Pets are **not** allowed in the playing area.

Screens

Screens will be used in CC from *CC Semi Finals* and in BC from *BC08-B*.

DESCRIPTION OF THE OPERATION

The North and East players sit on the same side of the screen throughout. It is North's responsibility to place the board on, and to remove the board from, the bidding tray. It is West's responsibility to adjust the screen aperture. The sequence is this: North places the board on the bidding tray. The aperture is closed (and remains so during the whole of the auction period) so that the bidding tray can just pass under it. The players remove the cards from the board. Calls are made with the cards from the bidding box. The player places the selected call in the bidding tray, which will be visible only on the player's side of the screen. A player's first call should touch the extreme left of his own segment of the bidding tray, with subsequent calls overlapping neatly and evenly to the right. Players should make every effort to perform these actions as quietly as possible. With screens in use a call is considered 'made' when placed on the tray and released.

After two players on the same side of the screen have made their calls, North or South (as the case may be) slides the bidding tray under the centre of the screen so as to be visible only to the players on the other side. They then make their calls in like manner and the bidding tray is slid back again. This procedure is continued until the auction is completed. It is considered desirable that players should vary the tempo randomly when returning the tray under the screen. After all four players have had the opportunity to review the auction (equivalent to the right of having the auction restated) the players replace their bidding cards in their respective bidding boxes. After a legal opening lead is faced, the screen aperture is opened the minimum necessary to permit all

players to see the dummy cards and the cards played to each trick. If a defender exposes a card and, because of the screen, declarer does not see it, dummy may draw attention to the irregularity.

CHANGES TO BID MADE

A call placed and released may be changed under the Director's supervision:

- a) If it is illegal or inadmissible (in which case the change is obligatory), if screens are in use, as soon as either screen mate is aware of this; or
- b) If it is determined by the Director to be a call inadvertently selected; or
- c) Under the provisions of Law 25. Under the provisions of Law 25A it should be noted that if a player's attention is diverted as he makes an unintended call the 'pause for thought' should be assessed from the moment when he first recognizes his error.

ALERTS AND EXPLANATIONS

- a) A player who makes an alertable call as defined in Appendix 1 must alert his screen-mate, and partner must alert on the other side of the screen when the bidding tray arrives there. The alert must be made by placing the Alert Card over the last call of the screen mate, in his segment of the bidding tray; the alerted player must acknowledge by returning the Alert Card to his opponent. A player may, by written question, ask for an explanation of an opponent's call; the screen mate then provides a written answer.
- b) At any time during the Auction a player may request of his screen mate, in writing, a full explanation of an opponent's call. The reply is also in writing.
- c) At all times from the commencement of the Auction to the completion of play each player receives information only from his screen mate about the meanings of calls and explanations given. Questions during the play period should be in writing with the aperture closed. The screen is raised after the response has been made.

MODIFICATION OF RECTIFICATIONS WHEN SCREENS ARE IN USE

- a) An irregularity passed through the screen is subject to the normal laws, with the following provisions:
 1. an inadmissible call - see Law 35 - must be corrected
 2. if a player infringes the law and, inadvertently (otherwise Law 23 may apply), the irregularity is passed through the screen by his

screen mate the latter has accepted the action on behalf of his side in situations where the laws permit LHO to accept it.

- b) Before an irregularity is passed through the screen the offender or his screen mate shall draw the Director's attention to it. Infringing calls shall not be accepted and shall be put right without other rectification [but see (a.2) above] any other irregularity shall be rectified and the Director ensures that only the legal auction is passed through the screen. No player on the other side of the screen shall be informed of the occurrence unless the application of a law requires it.
- c) The screen mate should attempt to prevent an opening lead out of turn. Any opening lead out of turn shall be withdrawn without other rectification if the screen has not been opened.

Otherwise:

1. when the screen has been opened through no fault of the declaring side (and the other defender has not led face up) Law 54 applies.
2. when the declaring side has opened the screen the lead is accepted. The presumed declarer becomes the actual declarer. Law 23 may apply.
3. when two opening leads are faced by the defending side the incorrect lead is a major penalty card.
4. for a card faced by the declaring side see Law 48.

- d) When an alertable call is made see 25.3 above.
- e) When a player takes more than a normal time to make his call, it is not an infraction if he draws attention to the break in tempo. His screen mate, however, shall not do so.
- f) If a player on the side of the screen receiving the tray considers there has been a break in tempo and consequently there may be unauthorised information he should, under Law 16B2, call the Director.

He may do so at any time before the opening lead is made and the screen opened.

- g) Failure to do as (f) provides may persuade the Director it was the partner who drew attention to the break in tempo. If so he may well rule there was no perceived delay and thus no unauthorised information. A delay in passing the tray of up to 20 seconds is not regarded as significant.

Swedish Master Points

The table below shows the Master Points (per team) for victory in a single match. In the *Qualifying Swiss* VPs 18-12 or better is to be considered as a victory. In Knock out-matches the winner "takes it all", no matter how small the difference is.

The members of a team share the Master Points in proportion to the number of segments played in each match. For tied matches in the *Qualifying Swiss*, the Master Points awarded are the half of those specified in the table below.

Players from Sweden, Denmark and Norway receive their Master Points automatically via electronic registration by The Organizer. Players from other countries, who want a receipt for the recorded Master Points, are asked to notify the TD. The receipt can be obtained at the hospitality desk after the Price Giving Ceremony Thursday evening.

MASTER POINT TABLE

	CC	BC_A	BC_B
Swiss	12 sp		
32 teams	40 sp	20 sp	20 sp
16 teams	8 gp	2 gp	3 gp
8 teams	16 gp	4 gp	6 gp
4 teams	32 gp	8 gp	12 gp
2 teams	48 gp	12 gp	

GP = Golden Points (National Points); SP = Silver Points (Regional Points); BP = Bronze Points (Club Points)
 100 BP = 10 SP = 1 GP = 1 Swedish Master Point (MP).

SIDE EVENTS

Right of Entry

Side Events will be organized during the whole period of the Bridge Festival, i.e from Friday July 25 to Sunday August 3.

The Side Events are of four categories; named after the master points award given – Bronze, Bronze Handicap, Silver and Gold.

All Side Events, except the Gold Mine Pairs, are single session. All Side Events have a short coffee break about half-ways through the session.

In order to participate in Side Events, players are required

- to have paid membership to the Swedish Bridge Federation for the season of 2014/2015 or
- being a member of any other NBO and as such in good standings with their NBO.

Registration

There is no pre-registration. You register by filling in your name, your club and/or country on the entry form at the table. You must register no later than five minutes before scheduled game start. We are well known for starting on time and your early registration help us to maintain that reputation.

Four Side Events are maximized:

Tue 14.00 Jubilee Silver 'with a touch of gold', 400 pairs

Wed 09.30, Bronze 15 (for players ranked Beginners), 72 pairs

Wed 09.30 Bronze 16 (players ranked Intermediates), 72 pairs

Thu 15.30 Silver 7, Swiss Pairs, 200 pairs

Please feel free to ask the TDs or the Hospitality Desk if you have any at all questions.

Entry Fees

Bronze Tournaments:	1 Entry Fee per player ^{1,2}
Silver Tournaments:	2 Entry Fees per player ¹
Gold Mine Pairs:	3 Entry Fees per player ¹

¹ 1 Entry Fee = 80 SEK when paid in advance at the Hospitality Desk. If paid cash at the table 1 Entry Fee = 100 SEK.

² Juniors are free of charge at all Bronze Pairs starting at 10.00 hours (applies for the 09.30 hours tournaments on Wednesday July 31).

Systems Policy

So-called 'C-systems' (see page 28) apply in all Side Events, *except* the 'Gold Mine' in which 'B-systems' apply.

Special Tournaments – Tue/Wed 29-30 July

Tuesday July 30 celebrates the 20th anniversary of the Swedish Bridge Festival. There will be a couple of 'Special Events' among the more normal ones on Tuesday the 29 and Wednesday the 30. For example:

Tuesday, July 29

Silver Tournament with Gold Point Bonuses

On Tuesday a silver tournament with Gold Point Bonuses to the top three ranked pairs; 3-2-1 gold points to the top three. Maximum number of entries: 400 pairs.

Wednesday, July 30

Bronze Pairs, for Beginners (starts 09.30)

This tournament is open only for players ranked 'Beginners' or their equals. For Swedish players the limit is 'Club Master'. For foreign players, please contact the hospitality desk for more information.



Bronze Pairs, for Intermediates (starts 09.30)

This tournament is open only for players ranked at most 'Intermediates' or their equals. For Swedish players the limit is 'Diamond Master'. For foreign players, please contact the hospitality desk for more information.

Movements, Score Recaps, Breaks

The Side Events are all single session, except the Gold Mine Pairs (Saturday-Sunday August 3-4) which is a double session event.

The Pairs Events are calculated as match-pointed pairs except the Silver 1 (Friday July 26) which is a Cross-IMP Pairs tournament.

The Side Events are all played with barometer movement. All boards are pre-dealt and pre-duplicated by computer software.

Depending on the number of groups, score recaps are presented at the tables after every 2-3 rounds.

There will be short (30 minutes) coffee breaks in each side event, about half-ways through it.

Time Allowed

Players are expected to complete each round of two boards in 15 minutes (three-boards in 22 minutes), 1 minute for change of round included.

Slow play will result in a warning on the first occasion. For every subsequent occasion there will be a penalty of 10 % of the Match Point available for the board. In Cross-IMPs Tournaments a 10% penalty is calculated as 1.5 IMPs per comparison on a board.

The Tournament Director may remove non-played board(s) or partly-played board(s) from pairs who are persistently slow.

If a non-played board is removed:

- The offending pair or pairs shall be awarded 'average minus' of the Match Points available for the board, and
- If the Tournament Director determines that one pair did not contribute to the slow play, the non-offending pair shall be awarded, subject to Law 88, 'average plus' of the Match Points available for the board.

If a partly-played board is removed:

- The offending pair or pairs shall be awarded the lesser of 40 % of the Match Points available for the board, and the match-point score for the result on the board which the Tournament Director deems to be likely in the light of the bidding and play up to the time the board is removed, and
- If the Tournament Director determines that one pair did not contribute to the slow play, the non-offending pair shall be awarded the greater of 60 % of the Match Points available for the board and the Match Point score for the result the Tournament Director deems to be likely in the light of the bidding and play up to the time the board is removed.

Bridgemate

Bridgemate will be used as for the official scoring in all Side Events. It is mandatory to use the Bridgemate. Failure to do so will result in a warning on the first occasion and in a penalty of 10 % of the Match Points available for the board for every subsequent failure.

North/South is responsible for keying in the results in the Bridgemate and East/West for checking that the result is correct before keying in the confirmation.

ALERT and STOP

ALERT and STOP are mandatory in all the Side Events.

Prize Giving Ceremonies

The Prize Giving Ceremony takes place approximately five minutes after the Final Rankings have been posted.

Prize winners, who are not present at the ceremony, can retrieve their prize at the Hospitality Desk up to 3 h after the end of the specific tournament. Prizes not collected in due time goes to the *Junior Fond*.

The 'Gold Mine Pairs'

The *Gold Mine* is a pairs event with Master Points in Gold. The tournament starts with a Qualifying Swiss of 42 boards on Saturday August 2 followed by the Finals of 38 boards on Sunday August 3.

The 20 top-ranked pairs after the Swiss are qualified for the A-finals, the next 20 for the B-finals and so on. The last final may contain 19-38 pairs. All the finals will play 19 rounds of two boards. Full carry-over from the qualifying session.

Pairs who want to drop out from the finals must inform the Tournament Director *immediately* after the end of the qualifying Swiss on Saturday evening. In case of late drop-outs (i.e. Sunday morning) the actual final group(s) will be played with as many byes as there are drop-outs in that group. No re-seeding will be made.

Master Point Awards

A-finals: 10-7-5-4 Gold Points; B- and C-finals: 3-2-1 GP to Top-3; D-, E-, F- and G-finals 2-1 GP to Top-2
The rest of the finals: 1 GP to the Winners.

Point Leagues

There will be three separate Point Leagues during the Festival. The scoring is cumulative percentage. If a player participates in more tournaments than is required for the specific Point League only the afforded top ones count. Top-10 in each League being published in the Daily Bulletin, while all results being available in the playing area as well as on the website. All three Point Leagues will be finished by the end of Thursday, July 31 and Prize Giving will be held during the corresponding tournaments on Friday, August 1.

- **Bronze Player of the Festival;** all Bronze tournaments in the morning and in the evening Friday 25 July–Thursday 31 July, except *Bronze 15, Bronze 16 (Beginners and Intermediate Wednesday 30 July)*. The top-9 tournaments count.
- **Handicap Player of the Festival;** all HCP-tournaments, Friday 25 July– Thursday 31 July, of which the top-5 out of seven counts.
- **Silver Player of the Festival;** all Silver tournaments, Saturday 26 July– Thursday 31 July of which the top-4 out of six counts.

Mobile Phones

Mobile phones shall be turned off (not only silent/vibrator) in the Playing Area¹⁾.

Any player caught with a mobile phone turned on, ringing or not, will cause his pair a fine of 50 % of the match point available for the board. This penalty is mandatory.

Players who at all cost must be available on mobile phone shall submit their phone to the TD or to the Hospitality Desk for standby.

Kibitzers caught with a mobile phone turned on, ringing or not, run the risk of being thrown out of the Playing Area.

¹⁾ All spaces in Conventum Arena is considered to be *The Playing Area*.

Review following a Tournament Director's ruling

GENERAL

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

REQUEST FOR A REVIEW

A request for a review of a Tournament Director's ruling must be lodged as described below. All such requests must be lodged by one member of the pair in the Pairs events.

The request for a review must:

- be in writing;
- be handed to the Director within thirty minutes of the end of the round during which the ruling was made; or in the case of a ruling given after the end of

such a round or session, within ten minutes of receiving the ruling or 30 minutes of the end of the round, whichever is the later

- be accompanied by a deposit of SEK 200.

Deposits will be refunded if the appellant's case is judged to have merit, even if rejected.

REVIEW PROCEDURE

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 judgment 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 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 Chief TD to correct the failings and issue a new ruling.

Appeals against scores

SCORE CORRECTIONS

Wrong scores put into the Bridgemate shall be drawn to the TD's attention as soon as possible. If the error is not detected immediately, but when the current score recap is presented, correction can be made during the period until the next score recap is presented, but not thereafter. The appeal must be lodged to the TD.

FINAL RANKINGS

The Provisional Ranking become final if no appeals (against scores in the last session) are lodged within 10 minutes after the Provisional Ranking was published. Appeals must be lodged to the TD.

Contestants withdrawal

If a contestant withdraws when at least 60 % of the total number of boards is being played, the scores of such a contestant stands and the remaining boards to be played is considered as a 'bye'.

If less than 60 % of the total number of boards is being played the scores of such a contestant should be removed and, as for the remaining boards to be played, considered as a 'bye'.

Smoking and Alcohol

See page 12.

APPENDIX 1, SWEDISH REGULATIONS OF ALERTABLE CALLS

General Policy

Artificial bids should be alerted, non-artificial bids should not.

Full disclosure is vital. However, players are expected to protect themselves to a large extent. They are also expected to observe the spirit of the Laws (and the Alert Policy) as well as the letter.

The Policy has been made as simple as possible. Players are, however, expected to alert whenever there is doubt. (N.B. When screens are in use, an alert on one side but not on the other do not necessarily imply an infraction.)

Alertable Calls

- Those bids which have special meanings or which are based on or lead to special understandings between 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). See Law 40(b).
- 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.
- Forcing no-trump bids.
- Natural raises if forcing.

- 1NT opening if any part of the range is weaker than 14 HCP.
- Opening one of a suit if it may be weaker than 10 HCP without additional distributional values.

No Alert

- Double or Redouble, whatever meanings.
- Any call at the four level or higher (except when screens are in use).

DEFINITION OF AN ARTIFICIAL BID

An artificial bid is defined as a bid with other meanings than showing interest to play in the bid denomination or showing strength/length there. A pass is an artificial call if it has other meanings than a 'normal' pass.

Opening of one of a suit is artificial if not promising at least four cards in the suit bid.

Opening in no-trump is artificial if not balanced. (6322 and 5422 if the rest of the hand look 'no-trumpish' is treated as balanced.)

Examples

Opening Bids

West	North	East	South
------	-------	------	-------

1♣

- If 1♣ does not promise at least four clubs, for example 'Best Minor', ALERT.
- If 1♣ is artificial, for example 'Strong Club, 17+ HCP', ALERT.
- If the opener with four clubs might have another suit which is longer, for example four clubs and five hearts, ALERT. The opposing pair may reasonable not be expected to understand without an alert.

West	North	East	South
------	-------	------	-------

1♦

- If 1♦ does not promise at least four diamonds, for example 'Best Minor' or 'Nebulous Diamond', ALERT.
- If the opener with four diamonds might have another suit which is longer, for example four diamonds and five clubs, ALERT. The opposing pair may reasonable not be expected to understand without an alert.

West	North	East	South
------	-------	------	-------

1♥/♠

- If the opener with four hearts/spades might have another suit which is longer, ALERT. The opposing pair may reasonable not be expected to understand without an alert.

West	North	East	South
------	-------	------	-------

1NT

- If *any* part of the 1NT range is weaker than 14 HCP, ALERT.

This means that 1NT openings of 10-12 HCP, 12-14 HCP, 12-15 HCP, 13-16 HCP etc should be alerted.

West	North	East	South
------	-------	------	-------

2♣

- If 2♣ is 'Artificial Forcing', ALERT. (2♣ is then artificial.)
- If 2♣ shows 11-16 with 5+ C, NO ALERT. (2♣ is then natural.)
- If 2♣ shows 11-16 with 5+♣ and *promises* another suit, ALERT. (2♣ is then artificial.)

West	North	East	South
------	-------	------	-------

2♦/♥/♠

- If natural with 5+ suit, no matter how strong, NO ALERT.
- If natural with 5+ suit, no matter how strong, but also *promising* a side suit, ALERT. (2♦/♥/♠ is then artificial.)

After Opening 1NT

West	North	East	South
------	-------	------	-------

1NT pass 2♣

- 2♣ (Stayman), ALERT. Artificial.

West	North	East	South
------	-------	------	-------

1NT pass 2♣ pass

2♦

- 2♦, denying four card major, ALERT. Artificial.

West	North	East	South
------	-------	------	-------

1NT pass 2♣ pass

2♥/♠/NT

- 2♥/♠ showing four or five cards in the bid major, NO ALERT. Natural.
- 2♥ showing 4(5)♥ or 4-4 in the majors, NO ALERT. Natural.
- 2♥ *promising* 4-4 in the majors, ALERT. Artificial.
- 2NT showing 4-4 in the majors, ALERT. Artificial.
- 2NT denying major(s), ALERT. Artificial.

West	North	East	South
1NT	pass	2♥	

- 2♥ natural S/O, NO ALERT.
- 2♥ natural and F1 (or INV), ALERT. The opposing pair may reasonable not be expected to understand without an alert.
- 2♥ showing spades, ALERT. Artificial.

West	North	East	South
1NT	pass	2♥ ¹⁾	pass
2♠			

¹⁾ At least five spades

- 2♠, ALERT. Artificial.

West	North	East	South
1NT	pass	2♥ ¹⁾	pass
2NT			

¹⁾ At least five spades

- 2NT that promises support, ALERT. Artificial.

Natural Bids

West	North	East	South
1X	pass	2X	

- Singel raise showing 6-9 HCP with support, NO ALERT. Natural.

West	North	East	South
1X	pass	3X	

- Double raise showing 10-12 HCP with support, NO ALERT. Natural.

West	North	East	South
1♦	pass	1♥	pass
2♣			

- If clubs may be longer than diamonds in this sequence, for example four diamonds and five clubs, ALERT. The opposing pair may reasonable not be expected to understand without an alert.

West	North	East	South
1♦	pass	1♥	pass
1NT			

- Even if 1NT may include four cards spades, NO ALERT. The opposing pair may reasonable be expected to understand without an alert.

West	North	East	South
1♦	pass	1♥	pass
2♥			

- 2♥ with only three cards support, NO ALERT. The opposing pair may reasonable be expected to understand without an alert.

West	North	East	South
1♦	pass	1♥	pass
3♥			

- 3♥ that does not promise extra values, ALERT. The opposing pair may reasonable not be expected to understand without an alert.

No-Trump Responses

West	North	East	South
1♦	pass	1NT	

- 1NT 'negative', NO ALERT. Natural and suggests to play there.
- 1NT that is forcing (at least) one round, ALERT.
- 1NT natural but may include four cards (or even more) in a major, ALERT. The opposing pair may reasonable not be expected to understand without an alert.
- 1NT showing 9-12 HCP with at least four clubs, ALERT. Artificial.

West	North	East	South
1 of a suit	pass	2NT	

- 2NT showing trump support (*Jacoby 2NT*), ALERT. Artificial.
- 2NT natural (invitational to 3NT), NO ALERT.

Suit Responses

West	North	East	South
1♦	pass	2♠	

- 2♠ showing six cards spades, weak, ALERT. The opposing pair may reasonable not be expected to understand without an alert.
- 2♠ *Splinter* with diamond support, ALERT. The opposing pair may reasonable not be expected to understand without an alert.
- 2♠ strong but may be on a four card suit. The opposing pair may reasonable not be expected to understand without an alert.

West	North	East	South
1♦	1♠	pass	3♥

- 3♥ non-forcing, ALERT. The opposing pair may reasonable not be expected to understand without an alert.

West	North	East	South
1♠	2♣	2♦	

- 2♦ non-forcing, ALERT.
- 2♦ forcing, NO ALERT.

(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, should be alerted.)

West	North	East	South
1♠	DBLE	2♦	

- 2♦ non-forcing, ALERT.
- 2♦ forcing, NO ALERT.

(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, should be alerted.)

West	North	East	South
Pass	Pass	1♠	Dbl
2♦			

- 2♦ non-forcing, NO ALERT.

(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, should be alerted.)

West is here a passed hand.

West	North	East	South
2♣ ¹⁾	Pass	2♥/♠	Pass

¹⁾ 11-16 HCP, at least five clubs.

- 2♥/♠ non-forcing, ALERT. The opposing pair may reasonable not be expected to understand without an alert.

APPENDIX 2, REGULATIONS OF OPENING BIDS

Created by Daniel AUBY in 2006

1. TOURNAMENTS COVERED BY THESE REGULATIONS

These regulations apply for Silver- and Gold Tournaments only.

Organizer of Bronze Tournaments may freely use them, in whole or in parts thereof.

2. THE DOT-SYSTEM FOR OPENING BIDS

2.1 Overview

Some artificial opening bids are given between one and seven dots. You add all the dots for the opening bids and hereby you have a sum of dots for the whole system. For each tournament, it is then determined in advance by the Organizer how large that sum may be. The Organizer can also decide upon prohibition of some opening bids.

The Organizer has the right to in some extent differ from the regulations in Section 2. Read more about this under 'General' in Section 2.4.

2.2 Basic Definitions

(Concepts defined in this chapter are reproduced in *italics* – except for opening bids.)

Points	High Card Points (HCP) Ace = 4, King = 3, Queen = 2, Jack = 1 Distribution values (D) Void = 3, singleton = 2, doubleton = 1 HDCP The sum of HCP and D
Strong	Always at least 15 <i>HCP</i> or compensating distribution values to at least 18 <i>HDCP</i> .
Weak	Weaker than 8 HCP or may be it (e.g. 0-7 or 7-12)
Opening Calls	The first call in any denomination or a <i>strong</i> pass (see Section 4.3).
Balanced	Distributions 4-3-3-3, 4-4-3-2 and 5-3-3-2.
Semi balanced	Distributions 5-4-2-2, 6-3-2-2 and 7-2-2-2.
Unbalanced	Every other distribution, i.e. a hand with at least one singleton or void.
Natural Calls	<ol style="list-style-type: none"> 1. Any call in a suit that promises at least four cards in that suit. 2. Any call in No Trump that promises <u>either</u> a <i>balanced</i> hand <u>or</u> a hand that in a majority of cases is <i>balanced</i> but might be of a 'similar distribution'. <p>The bid must also not give any other direct information than that the hand</p> <ol style="list-style-type: none"> a) has a certain strength, b) and/or has at least four cards in a specific suit and is <i>balanced</i>. <p>For detailed explanation, see Section 4.7.</p>
Artificial Calls	Any call that is not <i>natural</i> .
'Pointing Bids'	The Pointing Bids are a subset of the Artificial Bids. There are two types of Pointing Bids, (but see also Section 4.5):
'Suit Pointer'	Any call in a suit (or No Trump) which promises at least four cards in a specified suit, e.g. 3♣ = pre-emptive in ♦.
'BAL Pointer'	Any call in a suit, as if it had been made in No Trump had fulfilled the requirements for a natural No Trump-bid, e.g. 1♦ = 11-13 BAL.

2.3 Regulated Calls

Calls regulated in Section 2 are every opening except:

1. *Natural* openings
2. *Strong* openings or game forcing openings
3. Fourth seat openings
4. Openings of 3NT or higher
5. Openings after RHO's 'Artificial Pass'.

An 'Artificial Pass' is a pass in the opening position if it can contain more than 13 *HCP* or if it does not contain all the *weak* hands with 4-3-3-3. See more about the 'Artificial Pass' in Section 4.3. Note, that if the 'Artificial Pass' in itself is an opening bid (as it is if it is *strong*) the opponent's bid cannot also be an opening bid. Instead such bid is treated as an overcall and thus automatically unregulated, see the top of Section 2.3.

Note, that these five categories of opening bids (as well as overcalls, responses etc) never give any dot marks.

2.4 Competitions Levels and Systems Levels

Level There are four levels of competitions to choose from:

Level	Recommended for	Maximum number of dots	Prohibition possible
A	Gold Points Tournament, at least 8 boards per round	Unlimited	No
B	Gold Points Tournament, less than 8 boards per round Silver Points Tournament, at least 8 boards per round	10 *	No
C	Silver Points Tournament, less than 8 boards per round	7 *	No
D	–	**	Yes
	*) Could be raised by The Organizer **) According to decision by The Organizer		

Level D is intended for tournaments where The Organizer cannot get the level A-C to match. The number of boards shown in column 2, is the number played against the same pair, regardless of breaks.

Note, that what is mentioned in column 2, are **recommendations**. For example, an Organizer of a Pairs Tournament with Silver Points has every right to classify the Tournament as Level A.

In General It is **mandatory** for The Organizer to choose level for The Tournament. If Level D is chosen, The Organiser **must** determine the highest dots sum allowed.

The Organizer **might** even adjust the rules as follows:

Reduce Reduce the number of dots for a bid or type of bid

Raise Raise the maximum dot sum for a B/C Tournament

Prohibit The Organizer who wants to prohibit dotted opening bids **must** chose Level D

The choice is easy to make if any of the predefined levels, A/B/C, is selected.

Systems The bidding systems divided in the same way in A-, B- and C-systems (the concept of D-systems does not exist). A-systems are systems with more than 10 dots, B-systems with 8-10 dots and C-systems with up to 7 dots.

Several Phases If The Tournament includes several phases (e.g. Qualification phases), The Organizer is allowed to determine that different rules should apply in different phase.

Note, even if a system or a bid is allowed using, the use may be subject to certain obligations, see Sections 3.3, 3.4 and 3.6.

2.5 How to Dot

The artificial opening bids in any denomination that is not exempt under Section 2.3 are dotted as below.

Opening bids whose meaning varies with for example vulnerability or position are dotted only for their variations that achieve the highest number of dots. Note, that a variation may also occur if a pair uses an unusual pass that is, by the regulations, considered not an opening bid. 'Responses' to such a pass is not considered a response, but an opening bid (see definitions of opening bids in Section 2.2).

Note, The Organizer is in power to reduce the number of dots an opening bid gets, see Section 2.4.

2.5.1 ARTIFICIAL BIDS OF A SUIT

The basis for dotting of a bid of a suit is that a bid may get 1-2 dots depending on how many cards in the suit opened it promises. Then add further dots if there are any other characteristics of the bid. (Examples of how to put together the dots are given in Section 4.4). Finally, take the sum of dots and compare with the so-called 'Limit Rules' to see if these exceed. If so, reduce the number of dots to The Limit.

The Basics

1 dot if the lower limit of the number of cards in the suit bid is 3.
2 dots if the number of cards in the suit bid is 0-2.

Appendix 1 – Unbalanced hands

1 dot if the hand can be *unbalanced* when less than 4 cards in the suit bid.

Appendix 2 – 1 Of A Major

1 dot if the bid in question is 1♥/♠

Appendix 3 – Weak Openings

2 dots Weak 1♦
3 dots Weak 1♥/♠

2.5.2 ARTIFICIAL NO TRUMP OPENINGS

An artificial 1NT opening receives two dots, if not at the same time *weak* in which case the bid receives three dots. An artificial 2NT opening receives two dots. Note, the Limit Rules below also applies for No Trump bids.

2.5.3 LIMIT RULES

Regardless of how many dots a bid receive (as above in Section 2.5.1-2.5.2), in the end it can never receive more than the number listed below.

Max 1 dot	<i>Suit Pointer</i>
Max 2 dots	<i>BAL Pointer</i>
Max 1 dot	a bid showing <i>strength</i> or is <i>natural</i> .
Max 2 dots	a bid showing <i>strength</i> or is a <i>Suit Pointer</i> .

3. OTHER RULES

3.1 Mandatory Rules

The Rules in Section 3 are mandatory for The Organizer of a Gold Points Tournament or a Silver Points Tournament, unless otherwise stated.

3.2 Obligations of The Organizer

Decision	The Organizer is obliged to decide upon which 'Rules of dotting of opening bids' and 'Prohibition of opening bids' are applicable in The Tournament. If The Organizer fails to take such a decision, the recommended systems level in Section 2.4 applies.
Invitation	In a tournament where specific invitation is published, the regulations must be defined and the level (A/B/C/D) specified.
At The Start	At the start of The Tournament, The Tournament Director should explain which those rules are. The starting list should show which pairs are using A-systems.

3.3 Disclosure in The Convention Card

Dotted opening bids must be marked in the convention card and the number of dots for each opening bid specified. If the 1NT (and/or 2NT) opening may contain *unbalanced* distributions this shall be specified in the convention card.

3.4 Extra Obligations for Pairs using A-Systems or Pairs with 4+-dotted Opening Bids

Pairs using A-systems or pairs with four or more dots on the same opening bid have extra obligations:

1. **When register**

When a pair register they shall notify The Organizer that they are using an A-system. Likewise shall a pair using opening bids that are at least 4-dotted inform The Organizer.

2. **Convention Card published in advance**

Unless otherwise provided for The Tournament:

At tournaments where you meet the opponents on five or more boards, the opponents shall have the opportunity to study the convention card at least a week in advance, or when the opponents are not known as early, as soon as possible. In other cases, i.e. when the number of boards is less than five, the convention card shall be available in the playing area at least 30 minutes before game time. There shall be at least one copy of the convention card to each pair.

3. Inform the opponents at the table

Before the game starts the opponents shall be informed about the A-system (and/or the 4+-dotted opening bids) as described in Section 3.4.1.

4. Defensive Methods

Before the game starts:

- a) Pairs using A-systems shall present defensive methods to their opponents against opening bids with 3 or more dots.
- b) Pairs not using A-systems but opening bids with at least 4 dots shall present defensive methods to their opponents against those opening bids.

In both cases the defensive methods shall be of good use and be presented in written.

3.5 Other Obligations of Pairs using A-Systems

For a team to have the right to have use of one or more A-systems in meeting with another team, they must announce to their opponents – and to The Tournament Director – that they may be using an A-system. This shall be done before the match begins. If not done, they lose the right to use the system in this match. The team can then freely choose in which part of the match, if any, that they really will make use of the A-system. The announcement shall be made by the date specified by The Organizer and in the absence of such a provision at least 15 minutes before game start.

If both teams make such an announcement no specific rules apply for the right to choose which pairs will meet. But if there is only one team to make such an announcement, the team with the A-system shall notify their opponents which pairs are going to play and in which room, open or closed. The other team then freely choose which of their pairs will play, and in which room. No obstacles exist to the same pairs meeting more than once in the same match.

Note, that it is the announcement itself that give these consequences. It does not matter if the A-system will be in use or not in the meeting.

3.6 Penalties and Duties

Convention Card	Incomplete or incorrectly completed convention card to be immediately corrected.
Dots/Prohibition	Systems that exceed the number of dots allowed, or using a prohibited bid shall be immediately corrected
Disclosure	If a pair using an A-system violate Section 3.4.1-3.4.2 or repeatedly violate Section 3.4.3-3.4.4, then the Tournament Director can disqualify the pair or prohibit them to play the A-system. Under the same conditions the Tournament Director may disqualify a pair playing a non-A-system but uses opening bids of four or more dots or prohibit them from using such opening bids.
Adjusted Score	The Tournament Director is in power to make an adjusted score on boards where a prohibited bid have been in use or where the maximum number of dots has been exceeded, but only if either the meeting between the pairs is at a maximum of four boards or the failing pair not met its disclosure obligations. Otherwise, the score obtained at the table stands.
Obligations Of Reporting	Pair using a prohibited bid or exceeds the maximum of dots allowed shall be reported to The Tournament Committee by The Tournament Director. The Tournament Committee may penalize a team that repeatedly violates these regulations.

3.7 The Convention Card and Explanations

Convention Card	The Convention Card shall give a good picture of the partnership agreements and especially the System Summary, the opening bids and the responses in the first round of bidding. Use of the WBF Convention Card is not mandatory, but strongly recommended in the Chairman's Cup.
Explanation	<p>Players are supposed to do their best to provide a comprehensive explanation of the possible meaning(s) of a bid. Conclusions to be drawn from the auction are to be included in the explanation. Vacuous statements such as 'The call means nothing at all' or 'Partner calls if he/she feels to' are not accepted for other calls than Pass. If such a meaningless explanation is given and no correction is made there will be a penalty for using a prohibited bid, see Section 3.6.</p> <p>Allegation that you play with pure random bids, i.e. that the selection of bids on a given hand is determined solely by a random mechanism, solely by the player who bid is considered as a Vacuous statement.</p>
Willingness To Understand	One should try to understand the opponents' problems and when questions are asked try to help them make appropriate questions

3.8 To Study the Written Methods during the Auction

There are three situations in which a player is entitled to study his/her written methods during the auction:

1. When the opponents are using an A-system and the opening bid has at least 3 dots.
2. When the opponents are not playing an A-system, but the opening bid has at least 4 dots.
3. When LHO's overcall in a suit or in No Trump that is neither *natural* nor *strong*, nor a *suit pointer* follows a natural opening bid of a suit.

The written methods shall be directly pointed at the bid or the type of bid that gives the right to study. As soon as this occurs the players are entitled to study their methods without restriction during the rest of the auction on that board. The players are entitled to study their methods even when not in turn to call, hereby facilitating to make Alerts in time.

4. INTERPRETATION HELP AND EXAMPLES

4.1 Purpose

In General	These rules aim to strike a balance between the interest in the use of artificial bids and your opponents' interest in having, given the nature of the tournament, a reasonable effort to prepare defensive methods against such bids.
The Dots	<p>The number of dots an artificial call is given is related to how difficult it is to come up with sensible defensive methods against it.</p> <p>When considering this the artificiality is the most important factor; the more artificially the more dots.</p> <p>Usualness, i.e. how common an opening or type of opening is, takes very little account of.</p> <p>Some importance has been attached to how high a bid is made. For example the rules of extra dots given to weak 1♦-1♠ (2-3 extra dots). The main reason why 1♣ is not charged in the same manner is that it is easier to defend (for example let DBLE mean 'I open 1♣' and all other bids as usual).</p> <p>It also has significance the bid is in Major, in Minor or in No Trumps. To construct defensive methods against artificial 1♥/♠ has been assessed as the most difficult and is therefore the hardest.</p> <p>In comparison with the <i>Suit Pointer</i> the <i>BAL Pointer</i> has been assessed harder since it leaves no information about any suit that can easily be used as an artificial cue bid.</p> <p>The fact that a bid is forcing one round has not led to any relaxation because even forcing bids can be passed out.</p> <p>However, bids that are game forcing are freed and unregulated</p>
Level And Number Of Dots	The total number of dots allowed is higher the higher the level is and the more boards there will be played against the same opponents.
Prohibition	No calls are prohibited as long as The Organizer follows the recommendations stated in these rules.

4.2 The Right to amend The Regulations

For tournaments in categories B-C The Organizer is in power to change the rules only in liberating direction, not vice versa. The reason for this is that pairs who know that they play, for example, a C-system, to be sure to play this system in a tournament advertised as C-level tournament.

That means that a pair who do not want to face such as A-systems, may not be safe to avoid systems similar to the A-system only because The Tournament is advertised as a B-level tournament. One must also check whether, and if so, which additional rules established for The Tournament Organizer.

In the election of the dot level for The Tournament the following approach is recommended, in order of priority:

1. Check upon a level (A/B/C) that fits The Tournament and choose this level.
2. If B/C fit quite well but you want to supplement it with rules in liberating direction, do so.
3. D-level is selected only when The Organizer wants to choose quite freely; the dots levels, the regulations of dots and the prohibitions required.

The reason for choosing one of the levels (A, B or C) is recommended, is that these levels will have a somewhat known meaning for the players and that the choice of level thus facilitating the players' understanding of the dot rules for The Tournament.

In toto: The Organizer of a Gold Points/Silver Points Tournament shall determine the dot- and prohibition rules for The Tournament and have been largely free in their choice. If The Organizer do not decide upon dot- and prohibition rules, the rules recommended will apply, but this means that players will not know in advance what rules apply, which may cause a lot of problems.

4.3 Pass, Double and Redouble

Pass Pass can never receive any dots; only opening bids can and a pass is deemed equivalent to an opening bid only if it is *strong* (see Section 2.2) and strong opening bids are exempt from the dot rules in Section 2.3.

Note, that because a *strong* pass issued in the opening position is considered as an opening bid, the bid made by partner is considered as a response (and a bid by the opponents an overcall), not an opening bid.

If a pass in opening position is not strong enough to be classified as a *strong* pass, but still considered an artificial pass (see Section 2.3), the opponents opening bid after such a pass is unregulated as described in Section 2.3. The bid made by the partner of the player that artificially passed is considered an opening bid if the opponent passes.

Examples:

- Pass ⟨15-17 BAL or 18+ any⟩ - (Pass) – 1♦. The pass is *strong* and therefore equivalent to an opening bid; 1♦ becomes a response.
- Pass ⟨11-15 any⟩ - (Pass) – 1♦. The pass is not strong, but still artificial, and therefore not considered as an opening bid. When LHO passes the 1♦ becomes an opening bid.

Double No doubles are regulated

Redouble No redoubles are regulated

4.4 Examples of Dotted Calls

Abbreviations:

ART = Artificial; BAL = Balanced; FG = Forcing to game; M = Major(s); OM = Other Major; m = Minor(s); om = Other Minor; S-BAL = Semi Balanced; UNBAL = Unbalanced; w/ = With...; w/o = Without...

0 dots	Pass	0-7 any shape or 12-15 some distributions or 15-17 BAL. No dots; a pass can never receive any dots – see Section 4.3.
1 dot	1♣	11-21 w/4+♣ or 11-14 w/3+♣ BAL ('prepared club' or 'best minor' w/3+♣). 3-card = 1 dot.
	3♦	PRE in ♥. The Limit Rules for Suit Pointer makes it only 1 dot.
	2NT	11-13 w/both m. The Limit Rules for Suit Pointer = 1 dot. Note, any further information about 'the other' minor makes no difference.
2 dots	1♦	11-21 w/4+♦ or 17-19 BAL. Less than three cards in the suit bid = 2 dots, but the Limit Rules of 'natural and strong' makes it only 1 dot.
	1♣	11-21 w/4+♣ or 11-14 w/2+♣ BAL ('prepared club' w/2+♣). Less than three cards in the suit bid = 2 dots.
2 dots	2♣	Weak w/♦ or Art FG Less than three cards in the suit bid = 2 dots, might be UNBAL when less than four cards = 1 dot; total 3 dots, but the Limit Rules of 'strong or Suit Pointer' makes it only 2 dots.
	1♣	11-13 BAL or 17+ any shape, i.e. <i>BAL Pointer</i> or <i>strong</i> . Less than three cards in the suit bid = 2 dots, might be UNBAL when less than four cards = 1 dot; total 3 dots.
3 dots	1♦	11-15 w/0-1♦ in a 'Strong 1♣'-system As above.
	2♦	11-15 'Marmic' w/unknown SPL As above.

3 dots (Continued)	1♣	12-16 almost any shape As above.
	2♦	Weak (6-10) in one M or strong w/♦ As above.
	2♦	Weak (5-10) in one M As above.
4 dots	1♥	8-37 UNBAL w/o 4+ M. Less than three cards in the suit bid = 2 dots, might be UNBAL when less than four cards = 1 dot, ART 1M = 1 dot; total 4 dots.
5 dots	1♦	0-7 almost any shape. Less than three cards in the suit bid = 2 dots, might be UNBAL when less than four cards = 1 dot, weak 1♦ = 2 dots; total 5 dots.
7 dots	1♥	0-7 almost any shape. Less than three cards in the suit bid = 2 dots, might be UNBAL when less than four cards = 1 dot, ART 1M = 1 dot, weak 1M = 3 dot; total 7 dots.

4.5 More about 'Pointing Bids'

Bids that solely are a *BAL Pointer* are rare. They occur most frequently as an alternative meaning of a bid. If a bid is ambiguous, e.g. '1♣ 11-13 BAL or 17+ any shape', the alternative 11-13 BAL is called a *BAL Pointer* but the bid itself is not at *Pointing Bid* because the requirement for such a bid is that it has to be unambiguously pointing. In this specific example one does not know if the bid is pointing at the stronger hand or on the weaker.

Pointing Bids may also carry additional information about the hand without losing its status as a *pointer*. It can, for example, point at more than one thing. More information about the bid makes it easier to defend against the specific bid. For example, 1♦ = BAL w/4-5♣

4.6 Shown Strength

The rules concerning strength must be strictly interpreted, i.e. the rules for *HCP* and *HCDP* terms exactly as they are stated. A hand with 7 *HPC* shall according to these rules always be valued as 7 *HCP*, no matter how many tens, splinter honours etc.

The lower limit of *HCP* for a 'strong opening bid' aim at 16+ openings, but is set to 15 *HCP* to allow for a more flexible evaluation. The rule wording means that if you play with such an opening, for example 1C = 15+ any shape, the opening counts as a strong bid, provided that upgrading of hands with less than 15 *HCP* are made only if you have at least 18 *HCDP*.

4.7 Natural No Trump Bids

As shown by the definition of a natural No Trump Bid no specifically demands are called for a balanced hand.

The concept of 'a clear majority of cases' means that in about four cases out of five must be *balanced*. If the issue arises the pair must describe which unbalanced hands that the No Trump bid is used for. It is now up to The Tournament Director to make a rough assessment of the proportions.

The concept of 'similar distribution/shape' aim at the semi-balanced distributions but also at distributions without a void if the rest of the hand has a maximum of 9 cards in the two longest suits together.

The concept of 'direct information' does not mean that if certain hands, which formally meet the requirements for the opening, are opened with a different bid the other opening bid denies those hands and just because of that becomes artificial. For example: 1♥/♠ shows 5-card major. This extra information does not imply that the 1NT opening denies a 5-card major and the 1NT opening be regarded as artificial.

Note, that if the No Trump Bid promises at least four cards in a specified suit, the rest of the hand must be *balanced* to meet the requirements of a natural No Trump Bid.

Note, that it shall be specifically stated in the Convention Card when No Trump openings may include unbalanced hands, see Section 3.3.