

# **PODDAR MASTERS BRIDGE TEAM CHAMPIONSHIP 2010**

## **THE SUPPLEMENTARY CONDITIONS OF CONTEST**

### **Preamble**

The conditions of contest herein are set forth are supplemental to the General Conditions of Contest of Bridge Federation of India and are specific to the Poddar National Masters 2010.

### **Championship**

The championship will be conducted under the technical management of the BFI

Tournament Committee under whose authority all the tournament directors and tournament staff shall function will be the sole authority in determining alterations/modifications in the format. The events will be played in accordance with laws and provisions governed by the World Bridge Federation & BFI. The winner of this event will get a berth to Indian Team selection trial to select an Indian team for Zonal / world championships in 2011.

### **Conditions of Entry**

Participation in this championship is open to resident Bridge players of Indian Nationality who are awarded the rank of national masters and above by virtue of the strength of Master point awards by the BFI. The player shall have to its credit at least 600 master points as on 31<sup>st</sup> May 2010 out of which 300 shall be Red points as specified by the BFI master point scheme.

Teams having one or more non resident Indian bridge players of known skill equivalent to the national masters will also be eligible to participate, however the team comprising of such a member will not be eligible to get a berth to the Indian team selection trial as per the specified norms of Ministry of Sports Govt. of India. No foreign nationality bridge players will be allowed to participate.

In addition to non-playing Captain each team may have four, five or six members. In case team wishes to replace/add a team member of if there were fewer than six members, such replacement or addition/deletion can be done only before the seeding of the teams is done for the draw purpose by the Chief Tournament Director.

By participating and / or intending to participate in the this Championship each contestant agrees that he/she shall not make any claim for any loss in earning for any reason connected with the event against organizers and BFI.

Entry in the event and /or subsequent refusal to play against any pair / team as required by the schedule play or withdrawal during any round without the consent of the TC or CTD shall result in disqualification in participating in the event.

### **Entry fee and submission of entries**

Entries must be submitted in the prescribed form with the requisite entry fees and giving details of participating players. Such entries shall be given within the specified time. Entries received on or before 12<sup>th</sup> August 2010 will only be considered for the seeding. Late entries will not be considered for the seeding purpose and will be ranked low in order

### **Type of Contest**

All the competing teams will be seeded as per the formula given in the seeding section and will be ranked in order of seeding points in descending order to complete the draw in the multiple of 16. Highest seed points will be No.1 and so on. Contest will be played in the double elimination knock out of 8x3 Board matches. Draw for the first round will be either 1vs 16 or 1vs 32 or 1vs 64 depending on No. of entries. Winning team will always play against the other winning team and losing team will always play against other losing team, Team losing two knock out matches will be out of the contest. Stage will reach where two undefeated teams will reach Semi Finals and will face two one round loser teams in the semifinal. In the semifinal if undefeated team wins their match of 8X3 board session it will reach final, however in case it loses then the team gets an privilege match of 2X8 boards to survive being the team losing the match for the first time. Similarly in the final undefeated team plays against one round loser team, and if loses gets a privilege match of 3X8 boards. Finals will be restricted to 7 sessions of 8 boards only if two undefeated or both one round loser team contest the final. Section Draw applies in detail. There may be bye rounds for the seeded teams only in first round. Subsequent bye rounds may result for one round loser teams.

### **Seeding Method**

The seeding points of individual player member have been determined on the basis of master points considering the category of Master, he/she has been recognized by BFI under the new master points scheme as on 31<sup>st</sup> May 2010. While considering the award slightly higher weight-age has been given to the important cross over steps such as Player becoming National Master, National Master to Life Master and Life Master to Grand Master.

Scale for Seeding Points and Team Index

National Master: 600 points of which 300 or more are Federation (Red) points	3.0
Life Master: 1000 points of which 500 or more are Red	5.0
Advanced Life Master: 2000 points of which 1000 or more Red	6.0
Senior Life Master: 3500 of which 1500 or more are Red	7.0
Grand Master: 5000 of which 2500 or more is Red	8.0

Seeding Points of each player will be thus calculated on the basis of the above formula with clear reference to No. of Red point requirement. Subsequently total points for the respective team will be determined by adding up for all the members of which the names and entries are given as on 12<sup>th</sup> of August 2010.

A Team Index has been calculated by the formula

$$\text{Team Index} = \frac{\text{Cumulative strength of seeding points  
Points all members of the team}}{\text{No. of players of the Team}}$$

Ranks of the participating teams will be decided in the order of merit of this Team Index.

In case of tie between two or more teams, it will be broken on the basis of average exact master point strength of all players of the team. If the tie persists it will be broken by toss of coin.

Draw and Time Schedule

The draw is ideally shown for 25 and more teams , however if the entries are less than 24 or just above 16, there may be change/alteration in format which will be announced well in advance and will remain binding on participating teams to accept.

Day and time	Match and session	No. of Boards	Status after the match	remarks
<b>14/8/2010</b>				
9.30 am	Inauguration			
10.00 – 11.10	Match 1 Session 1	Boards 1-8		
11.20 – 12.30	Match 1 Session 2	Boards 9-16		
12.40 – 13.50	Match 1 Session 3	Boards 17-24	16 win and 16 lose	Winner play winner and loser play loser
13.50 - 14.00	Tie break if any			
14.00 - 15.30	Lunch Break			
15.30 - 16.40	Match 2 Session 1	Boards 1-8		
16.40 - 17.50	Match 2 Session 2	Boards 9-16		

18.00 - 19.10	Match 2 Session 3	Boards 17-24	8 Win 16 One round loser	8 teams out of the contest
19.10 -19.20	Tie break if any			
19.30 - 20.40	Match 3 Session 1	Boards 1-8		
<b>15/8/2010</b>				
10.00 – 11.10	Match 3 Session 2	Boards 9-16		
11.20 – 12.30	Match 3 Session 3	Boards 17-24	4 Win 12 one round loser	16 teams out of contest at this stage
12.30 – 12.40	Tie break if any			
12.50 – 14.00	Match 4 Session 1	Boards 1-8		
14.00 - 15.30	Lunch Break			
15.30 - 16.40	Match 4 Session 2	Boards 9-16		
16.40 - 17.50	Match 4 Session 3	Boards 17-24	2 Win 8 one round loser	2 Teams reach semi finals. 8 one round loser teams play 2X8 board matches to reduce to 2 teams
17.50 -18.00	Tie break if any			
18.10 - 19.20	Match 5 session 1	Boards 1-8	4 one round loser	4 teams eliminated
19.30 - 20.40	Match 5 session 2	Boards 9-16		
20.40-20.50	Tie break if any			
<b>16/8/2010</b>				
10.00 – 11.10	Match 6 Session 1	Boards 1-8		
11.20 – 12.30	Match 6 Session 2	Boards 9-16	2 one round loser get into semifinals	2 more teams eliminated
12.30-12.40	Tie break if any			
12.50-1400	Semi Final Session 1	Boards 1-8	2 undefeated teams play two teams from one round loser.	1Vs 4 And 2Vs3
14.00 -15.30	Lunch break			
15.30 - 16.40	Semi Final Session 2	Boards 9-16		
16.40 - 17.50	Semi Final Session 3	Boards 17-24		
			If team 1 and 2 continue to	If one or both undefeated team

			remain undefeated play finals Of 7 rounds of 8 boards	lose their match, will get to play an additional separate match of 2x8 boards to decide the finalist
18.10 - 19.20	Privilege Session 1	Boards 1-8		
19.30 - 20.40	Privilege Session 2	Boards 9-16		
9.00 – 10.10	Final Session 1	Boards 1-8	If both finalist remain undefeated or one round loser teams then the final will be of 7 rounds of 8 boards	If the finalists are one un- defeated team and other one round loser in such a case if undefeated team wins the match in 5 sessions of 8 boards will be eventually declared as winner, however tie break situation applies. If undefeated team loses then a separate 3x8 board match will be played to decide the winner
10.20 – 11.30	Final Session 2	Boards 9-16		
11.40 – 12.50	Final Session 3	Boards 17-24		
13.00 - 14.10	Final Session 4	Boards 25-32		
14.10 - 15.20	Lunch Break			
	Tie Break if any			
15.30 - 16.40	Final Session 5	Boards 33-40		
16.40 - 17.50	Final Session 6	Boards 41-48		
18.00 - 19.10	Final Session 7	Boards 49-56		
19.20 - 20.40	Final Session 8	Boards 57-64		

The draw and all time schedules in this section are subject to change before or during the championship at the discretion of the chairman tournament committee and chief tournament director.

### **Designation of matches and seeding**

The teams competing in the Masters championship will be designated as rank 1.2.... and so on depending on their seeding point strength, Rank 1 will be highest seeded team. Draw for the all knock out matches will always be based on the seeding Ranks and it will be highest seeded team playing the lowest seeded team. Team losing match does not lose its seeding rank. In a case or situation where a teams have already played a match in such a case next lower seed will determine the draw.

### **Line-ups and seating privileges**

The line-up must be given to the tournament director in accordance with the time schedule. Failure to submit lineup may attract penalty as decided by the director.

In each three session match, for the first session the highest seeding ranked team ( lower serial No. team ) will be the home team( team with the seating rights) and the other team will be away team( team which posts its line up first). It will be vice versa in the 2<sup>nd</sup> session and in the third session leading team will be the Home team. In a two session match, for the first session the highest seeding ranked team ( lower serial No. team ) will be the home team( team with the seating rights) and the other team will be away team( team which posts its line up first). It will be vice versa in the 2<sup>nd</sup> session. In the finals where five sessions are played, the originally higher seeded team will be home team for first two sessions and vice versa for next two sessions, for the fifth session leading team will become the home team. Home team plays NS in the open Room/designated table and EW direction in the closed room/designated table. A change of players, pairs or partnerships can be made only at the beginning of the session and no restrictions of any pair playing against another pair apply for any of the sessions in the match..

### **IMPORTANT**

The pair using HUM systems should be available 5 minutes before the schedule of beginning of the match to supply any information and clarification that may require by the opponent. When a team that includes a pair using HUM system ( whether or not such pair play) is playing a opponent team that has no such pair ,The HUM system team will always be an away team taking seats first. No such restrictions shall apply when two teams containing HUM pairs oppose each other.

### **Disclosure of System Policy and Classification of Systems**

WBF system Policy would be followed. Extract of WBF policy is

Average Hand Hand a hand containing 10 high card points (Milton Work) with no distributional values

Weak High card strength below that of an average hand

Strong High card strength a king or more greater than that of an average hand

Natural A call or play that is not a convention (as defined in the Laws)

Length Three cards or more

Shortage Two cards or less

## **HUM Systems**

For the purpose of this Policy, a Highly Unusual Method (HUM) means any System that exhibits one or more of the following features, as a matter of partnership agreement:

1. A Pass in the opening position shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities
2. By partnership agreement an opening bid at the one level may be weaker than pass.
3. By partnership agreement an opening bid at the one level may be made with values a king or more below average strength.
4. By partnership agreement an opening bid at the one level shows either length or shortage in a specified suit
5. By partnership agreement an opening bid at the one level shows either length in one specified suit or length in another.

**EXCEPTION** : one of a minor in a strong club or strong diamond system

## **Classification of Systems**

In order to facilitate recognition and handling, systems material will be identified by one or more of the following:

1. A WBF colored sticker;
2. The appropriate name (hand printed or typed) color;
3. A check mark on a convention card next to the appropriate color - in keeping with the following descriptions:

Green	Natural
Blue	Strong Club/Strong Diamond, where one club/one diamond is always strong
Red	Artificial: this category includes all artificial systems that do not fall under the definition of Highly Unusual Methods (HUM) systems [see definition below], other than Strong Club/Strong Diamond systems (see 'Blue'). Examples would be a system where one club shows one of three types - a natural club suit, a balanced hand of a specific range, or a Strong Club opener; or a system in which the basic methods (other than the no trump range) vary according to position, vulnerability and the like; or a system that uses conventional 'weak' or 'multi-meaning' bids (with or without some weak option) in potentially contestable auctions, other than those described in the main part of the WBF Convention Booklet
Yellow	Highly Unusual Methods ('HUM') as defined above.

## **Brown Sticker Conventions and Treatments**

The following conventions or treatments are categorized as 'Brown Sticker':

- a) Any opening bid of two clubs through three spades that:
  - i) Could be weak (may by agreement be made with values below average strength) AND
  - ii) Does not promise at least four cards in a known suit.

**EXCEPTION:** The bid always shows at least four cards in a known suit if it is weak. If the bid does not show a known four-card suit it must show a hand a king or more over average strength. (Explanation: Where all the weak meanings show at least four cards in one known suit, and the strong meanings show a hand with a king or more above average strength, it is not a Brown Sticker Convention.)

**EXCEPTION:** A two level opening bid in a minor showing a weak two in either major, whether with or without the option of strong hand types, as described in the WBF Conventions Booklet.
- b) An overcall of a natural opening bid of one of a suit that does not promise at least four cards in a known suit.

**EXCEPTION:** A natural overcall in no trumps.

**EXCEPTION:** any cue bid suit that shows a strong hand.

**EXCEPTION:** a jump cue bid in opponent's known suit that asks partner to bid 3NT with a stopper in that suit.
- c) Any 'weak' two-suited bids at the two or three level that may by agreement be made with three cards or fewer in one of the suits.
- d) Psychic bids protected by system or required by system.
- e) None of the foregoing restrictions pertain to conventional defenses against strong, artificial opening bids or defenses against 'Brown Sticker' or HUM conventions.

Additional to the classification of systems in 2.3 above, any partnership using one or more 'Brown Sticker' conventions must indicate this alongside its system classification.

## **Encrypted Signals**

Additional to the restrictions on bidding methods and conventions above, players may not use signaling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (i.e. encrypted signals are not allowed)

## **Random Openings**

It is forbidden to open hands which, by agreement, may contain fewer than 8 high card points and for which no further definition is provided

The use of Brown Sticker Conventions and/or HUM systems in the Knock outs is subject to filling up of such system, moreover there is a special responsibility for pairs using such systems to explain their methods in sufficient detail on their card.

## **Alert Policy**

### **Alert policy as specified by WBF will be followed**

The following classes of calls should be alerted:

1. Conventional bids should be alerted, non-conventional bids should not.
2. Those bids 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 sponsoring organization). See Law 40(b).
3. 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.

If screens are not in use, do NOT alert the following:

1. All doubles.
2. Any no-trump bid which suggests a balanced or semi-balanced hand, or suggests a no-trump contract.
3. Any call at the four level or higher, with the exception of conventional calls on the first round of the auction.

Nevertheless, players must respect the spirit of the Policy as well as the letter.

## **Filling up of Convention cards and submission of systems**

All the pairs are required to submit convention cards before the start of the event to the tournament director, however relaxation till the start of the 2<sup>nd</sup> session of the first knock match will be given only for those pairs not using HUM or brown sticker conventions.

Brown Sticker Conventions, use of HUM systems are allowed subject to filling up such system and submitting to Director before the start of the event. A pair who has not submitted card as above would be debarred from using any Brown Sticker conventions till six hours after pair has submitted it's properly filled cards.

Each pair of every team is required to present at the table 2 copies of convention cards from the beginning of the event. Failure to follow any stipulation of this section may be subject to penalty at the discretion of the Appeals Committee in addition to restriction on use on certain methods. It is mandatory for all the pairs to carry a duly filled convention card at the table. If a pair forgets a convention or resorts to a psyche, & there is no convention card, director is empowered to assume mistaken explanation & award a score that will be the most favorable to the non-offending side & the most unfavorable to the offending side. In addition to this the offending pair will not be allowed to use that convention in the rest of the tournament. Frequent violations of the system amount to a private understanding & will be dealt with severely

### **Authority of the Tournament committee**

The tournament committee reserves the authority to modify/alter COC preferably in consultation with the CTD. In exercising this right the committee shall also have the right to ratify the clear error in COC as soon as it is brought to notice, provided that the error is evident from the context or from it's being in conflict with the laws

**Pre Dealt Boards** - Pre dealt boards will be used in this tournament wherever possible.

### **Recording of Scores, Computing and Reporting**

Unless otherwise instructed, North/south players at each Table must properly fill in the Table Scores sheets/cards. This official form must show the names of players and the final result of each board played in the session and must be initialed by North and East. The North South players in Open Room should hand over the official Table score sheet/Card to the director within the allotted time for the session. After the Close Room play is over, the open Room table score will be handed over to the close room players for comparing the scores and computing the results. The official Table score sheet along with official Table result card duly filled in and initialed by both teams be handed over to director within the stipulated time for the session.

### **Carry Over**

There is no carry over at any stage of this competition

### **Penalties**

The schedule of penalties which follows is supplemental to the laws. All infringements of the law will be dealt with in accordance with the handbook of bridge federation of India.

**Lateness** - Any team not seated and ready to play the announce starting time of the session will be assest penalties according to the following scale. 0+/5 minutes late - warning. 5+/10- 3 IMP. 10+/15 to 10 Imp. 15+ minutes late at the discretion of the tournament appeals committee may include recommendation of forfeit of match.

**Slow Play** – if director is brought to the notice and convinced - 2 IMP for the first fault, 4 imp for the 2<sup>nd</sup> fault

**Late Finish** - 0+/5 minutes late - warning. 5+ minutes stopping play. And declaring results on the boards played.

**Mobile Phones** – Mobile phones are required to be switched off during the play, Team from which the players are observed calling or receiving cell call during the play will be penalized 2 IMP for the first offence and 3 Imps for any offence thereafter.

**Alcoholic Influence** – Team from which a player is observed under alcoholic influence during the play will be penalized for 5 Imps, however further penalty may be imposed depending on a condition and behavior of the player on the table at the discretion of the committee.

### **Tie- breaking Procedures**

The teams with identical scores after deducting all penalties will deem to have tied. Tie breaking will be done by two board sudden death to determine the winner with same pairs continue for the sudden death play-off. However if the tie persists it will be broken on the basis of the pre-IMP Total score

Difference of 1 IMP is a win

### **Lodging of Appeals**

Players have the right to bring to the notice of the director any irregularity on the table, during the play and the match. Directors are requested to give ruling on such irregularities by consulting the panel of experts. Appeals can be lodged against the ruling of the director within the prescribed limit of 10 minutes after completing of the session giving full details of the discrepancies on the appeal form provided the appeal fee is Rs.500/-. Appeals will be dealt without delay, however the time required for hearing appeal will not withheld the play for the subsequent round. Score adjustment after the verdict will be done in the following round.

### **Frivolous Appeal**

Forfeiture of the deposit of Rs.500 if the tournament appeals committee determines appeal to be without merit.

### **Appeal on Scoring of Results**

Appeal for correction of an error in Computing or tabulating the total point score of an agreed number of tricks on the hand must be made on the score appeal form which is to be submitted to CTD within 20 minutes of the end of the respective session. (10 minutes for the last session). However in case of discrepancy between official results on any board correction period may be extended by CTD

### **Withdrawal**

A team is permitted to withdraw only with the expressed consent of the CTD.