

AUTUMN NATIONAL SENIORS' & WOMEN'S SWISS PAIRS and OPEN TEAMS SUPPLEMENTARY REGULATIONS 2008

1. General

- 1.1 The Autumn National Swiss Pairs (ANSP) for Seniors (ANSSP) or Women (ANWSP) and Autumn National Open Teams (ANOT) are conducted by the South Australian Bridge Federation Inc. (SABF) in conjunction with the Australian Bridge Federation Incorporated (ABF) in accordance with the ABF Tournament Regulations as modified by these Supplementary Regulations.
- 1.2 The Tournament Convenors are Dianne Marler and David Anderson.
The Chief Tournament Director (CTD) is David Anderson.
The Appeal Committee is chaired by Phil Gue.
The Appeals Consultant is Laurie Kelso.
The Tournament Committee is chaired by David Anderson.
The ABF Tournament Unit representative is Laurie Kelso.
The Recorders are Steve Geddes and Barbara Marrett.
The Chairman appoints the Appeal or Tournament Committee members and is the sole judge of their quorum.
- 1.3 The venue is the Sporting Car Club Rooms, adjacent to SABA, 243 Young Street, Unley for the ANSSP/ANWSP on Thursday & Friday 1st & 2nd May and SABA, 243 Young Street, Unley for the ANOT on Friday, Saturday & Sunday 2nd, 3rd & 4th May. The ANOT final is held on Monday 5th May along with the Consolation Teams.
- 1.4 Smoking is not permitted in areas defined by the Convener as the playing area and the scoreboard area and in any other designated area.
- 1.5 Mobile telephones, pagers or other electronic equipment must be switched off during session time and may not be consulted or used unless a specific exception is permitted by the CTD. After one warning per unit, breach of this regulation incurs a disciplinary penalty determined by the CTD to be equivalent to 3 VP or 9 IMP.
- 1.6 The Time of Appeal (Law 92B) and Correction Period (Law 79C) for each session expire 30 minutes after the score is available for inspection.
- 1.7 Consumption of alcohol is not permitted in the playing area during session time. Violation of this prohibition incurs a disciplinary penalty of 3 VP or 9 IMP.

2. Pairs and Teams

- 2.1 Pairs consist of 2 players
- 2.2 Teams may consist of 4, 5 or 6 players. A team may be increased to 5 or 6 players at any time provided that no added player has played previously in another unit in the same event in 2008.
- 2.3 To be eligible for overall masterpoint awards or to be eligible to qualify for the final, the minimum requirement for each player is 4 rounds.
- 2.4 The CTD may approve substitutes (not members of another unit in the same event) for cause, not convenience, for a maximum of 2 qualifying rounds and 2 stanzas of the final.
- 2.5 The convener may nominate a "house team" for any purpose consistent with the movement. The convener makes every effort to nominate eligible players from a small group but, at the discretion of the tournament committee, a "house team" may consist of any number of players including ineligible players.

3. Systems

- 3.1 GREEN, BLUE and RED systems are permitted without restriction.
- 3.2 BROWN STICKER systems are permitted except against ANSP opponents (both players below National Master or one player below Local Master) who play a GREEN system throughout and have claimed "protected pair" status in the manner announced by the CTD.
- 3.3 YELLOW (HUM) systems are prohibited in the ANSP, the 1st three rounds of the ANOT and any ANOT match involving a team with a current position in the bottom 2/3rds of the field (decimals rounded up/down). They are permitted in other matches provided pairs lodge with the conveners before 25th April 2008
 - ◆ an adequate ABF standard system card (with not more than 2 supplementary A4 sheets, typed or written in black ink on one side) with
 - ◆ a *bona fide* defence and

◆ seating is posted in accordance with these regulations.

A YELLOW (HUM) system employed only against an opposing pair playing a YELLOW system must be lodged with the CTD before the first round of the event in which they wish to use it. A team including a pair registering a YELLOW system lose seating rights in the qualifying rounds 4-9.

- 3.4 In the event of a dispute concerning the classification of a convention or system, the decision of the on-site representative of the ABF Tournament Unit is final.
- 3.5 Coloured markers identify pairs employing complex systems and the summaries, lodged with the CTD, will be available for perusal.

4. Defences and Counter-Defences

- 4.1 For defence against a YELLOW system and the conventions that make a system BROWN STICKER, a pair using a GREEN, BLUE, RED or BROWN STICKER system may change any facet of its system, including opening calls, but may use a YELLOW system only if it has been submitted in accordance with #3 above.
- 4.2 During the auction, pairs may use written notes of their defence or counter-defence for YELLOW systems and defence for the convention(s) that make(s) a system BROWN STICKER provided they comply with the regulations below. During the play period, a player's own notes may be used only to answer a question from the opponents.
- 4.3 A written defence must be:
- ◆ typed or written in black ink on one side of an A4 sheet
 - ◆ lodged with the Director and approved at least 5 minutes before the scheduled session time
 - ◆ identical for each player
 - ◆ available to the opponents during the auction and play.
- 4.4 A written counter-defence must be approved by and lodged with the Director and two copies submitted to the opponents at the start of the session.
- 4.5 A pair using a YELLOW system is not permitted to change its opening calls for a defence or counter-defence.

5. Seating

- 5.1 Teams registering one or more YELLOW systems lose all seating rights in ANOT Qualifying rounds 4-9 against teams not registering a YELLOW system.
- 5.2 Yellow systems may be played only if the seating has been posted within 10 minutes of the posting of the draw or, in any other circumstances, with the agreement of the opposing captains and the CTD.
- 5.3 In the final, captains toss for seating rights prior to the first session. The team that wins the toss may choose to sit first in either the odd-numbered stanzas or the even-numbered stanzas.
- 5.4 In other circumstances the unit shown second sits first.

6. Movement and Sessions

- 6.1 The ANSSP/ANWSP are single-field Swiss-style tournaments consisting of 7 x 14-board matches.
- 6.1.1 The 14-board matches are played in one segment with 98 minutes allotted to the start of the last board. Play will commence on Thursday and Friday at 10.00am, with other matches scheduled for 12.00 noon, 2.30pm and 4.30pm.
- 6.2 The ANOT is a single-field Swiss-style tournament consisting of nine 16-board matches with a final of four 16-board stanzas played with screens.
- 6.3 The 16-board matches of the ANOT are played in one segment with 115 minutes allotted to the start of the last board. Commencing times for sessions and rounds are:

Day	Sess.	Rd	Time	Day	Sess.	Rd	Time	Day	Sess.	Rd	Time
Friday	1	1	8.30 pm	Saturday	2	2	9.30 am	Sunday	4	6	9.30 am
						3	11.45 am			7	11.45 am
						3	2.30 pm		5	8	2.30 pm
						5	4.45 pm			9	4.45 pm

- 6.4 The ANOT final of 64 boards is played in 4 stanzas of 16 boards each (commencing on Monday at 9.30 am).

- 6.5 The draw for round 1 is of the form $1 \text{ v } n/2+1$. The draw for subsequent rounds (made as soon as practicable) pairs the unit having the highest rank by VP (excluding all penalties) with the next highest unit that it has not played previously and so on down the field.
- 6.6 Until the scheduled commencement of play a defective draw (as a result of appeals, correction of scoring errors etc.) is corrected for the last round. For other rounds, and at the (sole) discretion of the CTD, a grossly-defective draw may be altered in a way that causes minimal disruption to the tournament.

7. Scoring

- 7.1 Hands are pre-dealt by an ABF-approved computer program and hand records are available.
- 7.2 IMP are converted to VP using the 12-board (ANSP/ANWSP) or 16-board (ANOT qualifying) WBF scale.
- 7.3 Final matches are scored by net IMP - any IMP margin determines the winner.
- 7.4 At the discretion of the Tournament Committee, a "house team" is eligible to place and scores its actual VP & IMP or is ineligible to place and scores between a maximum of 15 and a minimum of 11 VP with the minimum IMP of the allocated range. Its opponents receive their actual VP and IMP. Masterpoints for "house unit" matches are awarded according to actual VP.
- 7.5 It is the responsibility of ANSSP and ANWSP pairs to check the posted scores and both ANOT captains to agree the score, sign the official score-slip and deliver it to the scorer. A result recorded and/or posted incorrectly by the scorer may be altered until 30 minutes after the posting of the results for the last round.
- 7.6 ANSS/ANWSP pairs score by IMP against a datum calculated as the arithmetic mean of specified scores. When scores are missing (cancelled or board not played) the datum is calculated from the scores available in the specified range. Datums are determined as "Average Butler" for rounds 1-3 then, at the discretion of the Tournament Committee, "Leaders Butler" or "Average Butler" for rounds 4-7.
- ◆ "Average Butler" eliminates four extremes from the scores of all tables.
 - ◆ "Leaders Butler" eliminates two extremes from scores of the top half (rounded up) of the tables in the field.
- 7.7 A score of 0 IMP is assigned for all boards not played.
- 7.8 In case of a forfeit the offenders score 0 VP (IMP for 0 VP). For the purpose of the draw, the non-offenders score 18VP, 12 IMP; after the last round the non-offenders score is adjusted to the highest of:
- ◆ 18 VP or
 - ◆ the mean VP score of the non-offending team for its completed matches or
 - ◆ the mean VP score of the opponents of the offending team in completed matches (not including forfeited matches of the offending team).

The non-offender's IMP score is the mean of the range of the VP allocated.

8. Ties

- 8.1 Ties exist when teams have the identical VP score.
- 8.2 To perform the draw, ties are broken by net IMP; then lot.
- 8.3 To determine placing or qualification to the final are broken by calculation, for each tied unit, of the total of the VP scores of their opponents; then IMP; then lot.
- 8.4 A tie in the final is broken by placing in the qualifying Swiss.
- 8.5 Playoff Qualifying Points are shared between tied units.

9. Appeals

- 9.1 The CTD may reverse any of his or his assistant's decisions. Appeals must be made
- ◆ within the Time of Appeal
 - ◆ in person
 - ◆ on the approved format (available from the CTD)
 - ◆ signed by the team captain.
- 9.2 When an Appeals Committee judges that an appeal is without merit it awards a disciplinary penalty on the scale specified in the Appeals Regulations, against the appellant's score.
- 9.3 A substitution (allowed or disallowed) may be appealed only by either of the two units involved directly.

10. Fouled Boards

- 10.1 The director must be advised immediately an irregularity or mis-boarding is suspected. A board that does not correspond to the hand-record is not considered fouled *ipso facto* if it is played in the same form at both tables.
- 10.2 A ruling that a board is “fouled” (as defined in Law 87) must be sought within the Correction Period (Law 79C).
- 10.3 To determine the datum for a fouled board the CTD rules that
- ◆ the fouling was of no consequence and one or more of its results be included in the calculation
 - ◆ the different forms of the board be treated as a separate entities and datums calculated for each separate entity after eliminating two extreme scores for 3-6 results or Leaders Butler but four extreme scores for more than 6 results in an Average Butler
 - ◆ one or more of its results be cancelled. A score of 0 IMP is assigned to those contestants whose score is cancelled.
- 10.4 The result of a board fouled in a team match is cancelled and a substitute board is played at both tables unless the result of the stanza is known or any of the players has left the table at the conclusion of that stanza. In these cases the board is cancelled and a score of 0 IMP assigned except for a match with multiple stanzas in which case the substitute board must be played in the next stanza.
- 10.5 When
- a) an irregularity occurs such that no rectification will permit normal play of the board and
 - b) the team-mates of the players involved have not played the board and
 - c) neither or both teams have contributed to the error the Director substitutes a new board to be played at both tables.

If the board has been played at one table the CTD should assign an artificial adjusted score (Law 12C1). In the event that only one team was at fault, the CTD, in determining the artificial adjusted score, takes into consideration any unusually favourable result obtained by a non-offending team.

- 10.6 The Director may penalize teams responsible for mis-boards or irregularities.

11. Punctuality, Slow Play and Penalties

- 11.1 The general provisions of ABF Tournament Regulation 10 concerning punctuality and slow play apply except as modified by #11 below.
- 11.2 For events scored by VP, IMP or MP a penalty of 1 VP converts to 3 IMP or 10% top.
- 11.3 Players must be seated 5 minutes before the scheduled start of play. For teams not seated and ready to play at the scheduled starting time procedural penalties are:

1 st offence <5min	warning	10+ -15 mins late	2 VP
0 - 5 mins late	1 VP	15+ -20 mins late	3 VP
5+ -10 mins late	1 VP	>20 mins late	5 VP

The more than 30 mins late, the CTD may assess a more severe penalty including forfeit or disqualification.

- 11.4 The times (in minutes) allotted to the start of the last board and to complete play are

Boards	Start last board	Complete play
14	98	105
16 without screens	115	120
16 with screens		120

- 11.5 For matches in a Swiss event boards not started in the time allotted are not played. The procedural penalty for slow play that results in removal of boards, applied after one warning (which carries forward to the final), is 1 VP for the first board plus 2 VP for each additional board.
- 11.6 In the ANOT final the procedural penalty is 1 IMP for each minute or part thereof that the director assesses as that team's responsibility.
- 11.7 In cases of slow play the director, after considering monitor's reports and his own observations, may enforce penalties on the scale shown in #11.3.
- 11.8 It is possible for a unit, deemed responsible for sufficient slow play, to receive a procedural penalty for slow play even though the stanza finished within the allotted period.

12. ABF Tournament Regulations

- 12.1 Playoff Qualifying Points (PQP) are awarded to each eligible player in an eligible ANSP pair or ANOT team provided the player complies with the minimum board rule in the Swiss and, if applicable, at least 2 of the 4 stanzas in the final.

Event	Minimum	1 st	2 nd	3rd	4 th
ANSSP/ANWSP	4 rounds	24	18	16	6
ANOT	4 rounds	36	18	9	

- 12.2 Players who wish to record PQP awarded for the ANOT on the Senior list must register their date of birth with the CTD.
- 12.3 Detailed information about PQP and the mode of entry to the Playoff for Australian team selection is available only on the ABF website at www.abf.com.au. It is mailed only on receipt of a written request.

13. VP Scales

IMP are converted to VP using a World Bridge Federation Victory Point Scale.

WBF IMP/VP Conversion Scales								
12 boards (ANSSP & ANWSP)					16 boards (ANOT)			
IMP	VP	IMP	VP		IMP	VP	IMP	VP
0- 1	15-15	29-32	23- 7		0- 2	15-15	32-36	23-7
2- 6	16-14	33-36	24- 6		3- 7	16-14	37-41	24-6
7-9	17-13	37-40	25- 5		8-11	17-13	42-46	25-5
10-12	18-12	41-45	25- 4		12-15	18-12	47-52	25-4
13-16	19-11	46-50	25- 3		16-19	19-11	53-58	25-3
17-20	20-10	51-55	25- 2		20-23	20-10	59-64	25-2
21-24	21- 9	56-61	25- 1		24-27	21- 9	65-71	25-1
25-28	22- 8	62 +	25- 0		28-31	22- 8	72+	25-0