

**ASIA PACIFIC BRIDGE FEDERATION CONGRESS FUKUOKA 2012
SUPPLEMENTARY REGULATIONS**

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1. General

1.1 This Congress is conducted by the Japan Contract Bridge League (JCBL) under the auspices of the Asia Pacific Bridge Association (APBF) as the Regulating Authority. The events are held under the 2007 Laws of Duplicate Bridge, the APBF General Conditions of Contest for APBF Championships and Congress March 2011 version and these Supplementary Regulations. In case of conflict between the General Conditions of Contest and the Supplementary Regulations, the Supplementary Regulations will apply.

1.2 The venue for all events is Hilton Fukuoka Sea Hawk, Fukuoka, Japan.

1.3 The APBF Congress will consist of three events:

1. APBF Open Pairs Championship
2. APBF Congress Teams Championships
3. Fukuoka Mayor's Cup (Open Teams) and TV Nishi-Nippon Cup (**Open Pairs**)

The APBF Teams Championship will be played in four divisions: Open, Women's, Senior and Youth.

1.4 English is the official language of the APBF Congress. During a session players may converse only in English unless both captains (Teams), and all four players at the table (all other events) agree to use some other common language at their own risk. Appeals based on misunderstanding in a language other than English will not be entertained.

1.5 Participants in the APBF Congress agree that all or portions of the event may be filmed, recorded, otherwise documented and/or publicized at the discretion of the Tournament Organizer.

2. Tournament Officials

The Tournament Organizer is Tomoya Yamaguchi.

The Chief Tournament Director (CTD) is Richard Grenside.

3. Systems and Defenses

3.1 Each pair shall have two current WBF systemically-identical system cards on the table for the opposing pair before the start of each round.

3.2 Subject to the following, the provisions of the WBF Systems Policy will apply to all events:

3.2.1 Green, Blue and Red systems are permitted in all events. Yellow (HUM) systems are not permitted.

3.2.2 Brown Sticker conventions will be permitted only in Semi-Finals and Finals of the Teams Championship.

3.2.3 Psyches protected by system and classified as Brown Sticker by the WBF are not permitted for any event.

3.2.4 Psyches of conventional and artificial openings are not permitted in any event

3.3 During the auction, pairs may use written notes of a defense to a Brown Sticker convention and Multi-2C/2D providing they comply with the following regulations and Clause 2.4a of WBF System Policy:

3.3.1 A written defense must be typed or written in black ink on one side of an A4 sheet and be identical for each player. Two copies must be submitted to the opponents at the start of the match.

3.3.2 During the play period, a player may only refer to the written defense in order to answer a question from the opponents.

4. Procedures and Restrictions

4.1 Smoking is permitted only within the areas as designated by Hilton Fukuoka Sea Hawk. In the Teams Championship, no player may leave the playing area in order to smoke or consume alcohol before the end of any match or stanza. In the Pairs event, players may smoke between the sessions only.

4.2 Mobile telephones, pagers and other electronic equipment (including ipods, headphones, etc) may not be brought into the playing area during session time, except with the express permission of the CTD.

4.3 Players, team officials and spectators are not permitted to bring alcohol into the playing area during session times.

4.4 Bidding boxes will be used at all tables.

5. Board duplication and Fouling

5.1 Pre-duplicated boards will be used in all events. Identical boards are used for concurrent events.

5.2 A ruling that a board was fouled (Law 87) must be sought within the correction period (see 6.5). A board that does not correspond to the hand record is not necessarily defined as "fouled".

6. Scoring, Correction Periods and Appeals

6.1 Table results must be entered on the BridgeMate provided at each table. All players at the table are responsible for verifying the accuracy of any information recorded.

6.2 Pairs qualifying events are scored across the field.

6.3 For the purposes of Law 86A, awards of average plus or average minus are set at plus or minus 3 IMPs respectively for the Teams Championships.

6.4 The (Law 79C) correction period in all events expires 30 minutes after the official finishing time of the subsequent session, or 30 minutes after the official finishing time of the current stage of an event (i.e. after the Pairs Qualifying, the Pairs Finals, Teams Qualifying, Teams Semi-Final, or Teams Final), whichever time period is shorter. Official session times are listed in Appendix 1. These times and correction periods may be altered at the discretion of the CTD.

6.5 A request for a Director's ruling, an appeal against a Director's ruling or a request for review of a Director's ruling must be notified to the CTD within 30 minutes of the official finishing time of the session in which the board was played. This time may be altered at the discretion of the CTD. In the case of an appeal or a request for review, a duly completed appeals form must be lodged with the CTD within 30 minutes of the posting of scores for the session in which the ruling was made. All appeals or request for review must be lodged by the Team Captain, or a member of the pair in Pairs events. When lodging an appeal, the appellant must deposit US\$50 (¥5,000) with the CTD. This deposit will be refunded unless the Committee determines that the appeal was without merit, in which case the deposit will be forfeited and paid to a charity nominated by the APBF President.

7. Ties

7.1 Ties will be broken for awarding of prizes.

7.2 Ties will be broken for the purposes of qualification into the Pairs Finals or to the Teams Semi-Finals or Teams Finals. The loser of any tie-break will assume the next lower rank.

7.2.1 Pairs: Scores are tied only if they are identical. If a tie needs to be broken, the winner is the pair with the highest score in its best Session played at that stage. Further ties are broken likewise. If there is still a tie, the highest score in two Sessions is decisive. This applies both in the qualifying stages and in the final.

If a tie (or ties) still exists the remaining tie (or ties) shall be broken in favor of the pair who scored the most match points against the highest ranking pair or pairs that all the tied pairs played against. Should a tie still exist, the foregoing procedure shall be used with the next highest ranking pair or pairs and so on until the tie is broken

7.2.2 Teams Qualifying: Ties for positions 1 and 2 will be resolved by the IMP Quotient of all matches played by the teams concerned.

7.2.3 Teams Semi-Finals: Ties for Final will be resolved in the following order until broken:

- i) Total Points
- ii) Two board play-off until broken

8. Substitutes

8.1 Substitutes will be permitted for cause (with the consent of the CTD).

8.2 A substitute may not be an entrant in the current stage of an event, but may be an entrant who was eliminated in a previous stage. The substitute must satisfy any requirements of the division in which she/he is substituting (ie. Women's/Senior/Youth).

8.3 In allowing substitutes, the rights of the other contestants and the integrity of the event will be considered.

8.4 The CTD may make emergency substitutes where necessary to ensure the orderly progress of the game. In the case of emergency substitutions, the CTD determines whether and on what terms the unit will be permitted to continue. The CTD may, at his discretion, award adjusted scores to the

unit and their opponents, allow the unit to continue without further restriction, or disqualify the unit from the event. The decision of the CTD may be appealed to the Tournament Appeals Committee, or the CTD may, without first making any ruling, refer the matter to the Tournament Appeals Committee for judgment.

9. Forfeits and Withdrawals

9.1 In the case of a forfeit in the Teams Championships, after the final round, the non-offenders score will be adjusted to whichever of the following is the highest:

- * 18 VPs; or
- * The mean score of the non-offenders in all their completed matches; or
- * 30 VPs minus the mean VP score for the completed rounds of the offending team or pair (to a maximum of 25 VPs).

The non-offender's IMP score will be the mean of the range of the VPs allocated.

9.2 In the Teams Qualifying, if a team withdraws (for whatever reason) before two-thirds of the rounds (rounded down) in that stage have been completed, all scores for all completed matches involving the withdrawing team shall be deleted. The opponents of the withdrawing team shall be awarded 18 VPs for that match. If the team withdraws after two-thirds of the rounds (rounded down) in that stage have been completed, all previous scores will stand. Matches still to be played against the withdrawing team will be treated as forfeits and scored as above. For the purposes of this regulation, a team which is disqualified shall be deemed to be a withdrawing team.

10. Timing and Procedural Penalties for slow play and late arrival

10.1 Timing: For the Teams Qualifying and Pairs, the time allocated per board will be 7 minutes. For the Teams Semi-Finals and Finals, the time allocated per board will be 8.5 minutes. In the Teams Qualifying, boards on which play has not been commenced 5 minutes prior to the end of the official finishing time for the session may be withdrawn from play at the discretion of the CTD. Any such un-played boards will be scored with a score of 0 IMPs awarded to both sides with slow play penalty as per reg 10.3.

10.2 Late arrival:

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

0+ – 5 minutes late	warning to captain(s) (after the second warning the provision for 5+ minutes late shall apply)
5+ – 10 minutes late	1 VP
10+ – 15 minutes late	2 VPs
15+ – 20 minutes late	3 VPs
20+ – 25 minutes late	4 VPs
Over 25 minutes late	at the Discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Committee.

For the above purposes, the 1st and 2nd Round Robin are considered to be separate events. Thus any late arrival warnings issued during the 1st Round Robin are not carried over into the 2nd Round Robin

10.3 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 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:

Excess time apportioned to a pair

0+ – 5 minutes late	1 VP
5+ – 10 minutes late	1½ VPs
10+ – 15 minutes late	2 VPs
15+ – 20 minutes late	2½ VPs
20+ – 25 minutes late	3 VPs
Over 25 minutes late	at the Discretion of the Tournament Appeals Committee; may include recommendation of forfeit of match or more severe action by the Executive Committee.

11. Format – APBF Congress Teams Championships

11.1 Teams Qualifying:

The format will be round-robins of 20 board matches. Each match will be scored by IMPs converted to Victory Points using the WBF 20 board VP scale.

11.1.1 Open: The field will be seeded into 2 groups of 15 teams. Each group will play a complete round-robin of 20 board matches. Team numbers and the draw are in Appendix 2. The two highest placed teams in each group will qualify to the semi-finals.

In the event that exactly two teams from a NBO qualify for the semi-finals, those teams will be drawn to play each other in the semi-finals. Otherwise, the first placed team in each group will play the second placed team in the other group. The semi-finals will be over 48 boards, played in three stanzas of 16.

The winners of the semi-finals will play off in the final over 64 boards, played in four stanzas of 16. There will be no playoff for third place.

11.1.2 Senior's & Youth: The fields will play a complete double round-robin of 20 board matches. Team numbers and the draw are in Appendix 2. The four highest placed teams will qualify to the semi-finals.

In the event that exactly two teams from a NBO qualify for the semi-finals, those teams will be drawn to play each other in the semi-finals. Otherwise, the draw for the semi-finals will be 1st v 4th and 2nd v 3rd. The semi-finals will be over 48 boards, played in three stanzas of 16.

The winners of the semi-finals will play off in the final over 64 boards, played in four stanzas of 16. There will be no playoff for third place.

11.1.3 Women's: The field will play a complete round-robin of 20 board matches. Team numbers and the draw are in Appendix 2. The four highest placed teams will qualify to the semi-finals.

In the event that exactly two teams from a NBO qualify for the semi-finals, those teams will be drawn to play each other in the semi-finals. Otherwise, the draw for the semi-finals will be 1st v 4th and 2nd v 3rd. The semi-finals will be over 48 boards, played in three stanzas of 16.

The winners of the semi-finals will play off in the final over 64 boards, played in four stanzas of 16. There will be no playoff for third place.

11.2 Line-ups

11.2.1 Line-ups – Open & Women’s Qualifying: The line-up for the qualifying rounds will be blind.

11.2.2 Line-ups – Senior’s & Youth Qualifying: The line-ups for Visiting Teams must be submitted within 10 minutes after the end of each match or session; the line-ups for Home Teams must be submitted within 15 minutes after the end of each match or session.

Captains are required to submit their line-up sheet within 10 minutes after the end of the round. Failure to submit the line-ups on time will result in a warning in the first instance and a penalty of 2 VPs for subsequent offences.

11.2.3 Line-ups – Finals series

Semi-Finals: The seating for Stanza 1 of the semi-final will be blind. The higher placed (or higher scoring) team from the qualifying shall have the right of choosing to be the Away team in either the second or third stanza. (For any stanza, the Home team has the choice of opponents for that stanza.)

Line-ups – Finals: The team winning a coin toss will have the right to choose to be the Away team in either the first and third stanzas or second and fourth stanzas. (For any stanza, the Home team has the choice of opponents for that stanza.)

For the blind line-up for Stanza 1 of the semi-finals, teams must submit their line-up 10 minutes prior to the start of the stanza. For all other stanzas, the Away team must submit their line-up at least 10 minutes prior to the commencement of the stanza, after which the Home team must submit their line-up at least 5 minutes prior to the commencement of the stanza. In the case of late submission of line-up by the Away team, the Home team must submit within 5 minutes of the time of submission by the Away team or by the official starting time of the stanza, whichever is earlier. Teams submitting their line-up after the required time will receive a warning in the first instance and a penalty of 3 IMPs for subsequent violations. Warnings will carry-over from the Semi-Finals to the Finals.

11.3 System Disclosure

11.3.1 Submission of systems prior to the commencement of the Congress is not required.

11.3.2 Pairs must make their convention cards available to their opponents no later than 10 minutes prior to the commencement of each match by delivering them to the table at which they will play that round. Failure to do so will be penalized at the same rate as Late Arrival (10.2)

Appendices

Appendix 1. Official Session Times (These times may be varied at the discretion of the CTD.)

Date	Event	Session	Starting Time	Finishing Time
August 25	APBF Pairs	Qualifying 1	14:30	17:30
		Qualifying 2	19:00	22:00
August 26		Final 1	10:00	13:00
		Final 2	14:30	17:30
August 27	Teams Qualifying	Qualifying 1	10:00	12:20
		Qualifying 2	14:00	16:20
		Qualifying 3	16:40	19:00
August 28		Qualifying 4	10:00	12:20
		Qualifying 5	14:00	16:20
		Qualifying 6	16:40	19:00
August 29		Qualifying 7	10:00	12:20
		Qualifying 8	14:00	16:20
		Qualifying 9	16:40	19:00
August 30		Qualifying 10	10:00	12:20
		Qualifying 11	14:00	16:20
		Qualifying 12	16:40	19:00
August 31		Qualifying 13	10:00	12:20
		Qualifying 14	14:00	16:20
		Qualifying 15	16:40	19:00
September 1	Teams Semifinal	Semifinal 1	9:00	11:15
		Semifinal 2	11:30	13:45
		Semifinal 3	15:15	17:30
	Teams Final	Final 1	17:45	20:00
	Fukuoka Mayor's Cup	Qualifying 1	10:00	13:00
Qualifying 2		14:30	17:30	
September 2	Teams Final	Final 2	9:00	11:15
		Final 3	11:30	13:45
		Final 4	15:15	17:30
	Fukuoka Mayor's Cup	Final 1	10:00	13:00
		Final 2	14:30	17:30
	TV Nishinippon Cup	Session 1	10:00	13:00
	Session 2	14:30	17:30	

Appendix 2. Teams Qualifying – Draws

Draw for 16 teams

Round									
1	2 - 15	3 - 14	4 - 13	5 - 12	6 - 11	7 - 10	8 - 9	1 - 16	
2	15 - 1	13 - 3	14 - 4	11 - 5	12 - 6	9 - 7	10 - 8	16 - 2	
3	1 - 14	2 - 13	4 - 15	5 - 10	6 - 9	7 - 12	8 - 11	3 - 16	
4	13 - 1	14 - 2	15 - 3	9 - 5	10 - 6	11 - 7	12 - 8	16 - 4	
5	1 - 12	2 - 11	3 - 10	4 - 9	6 - 15	7 - 14	8 - 13	5 - 16	
6	11 - 1	12 - 2	9 - 3	10 - 4	15 - 5	13 - 7	14 - 8	16 - 6	

7	1 - 10	2 - 9	3 - 12	4 - 11	5 - 14	6 - 13	8 - 15	7 - 16
8	9 - 1	10 - 2	11 - 3	12 - 4	13 - 5	14 - 6	15 - 7	16 - 8
9	1 - 8	2 - 7	3 - 6	4 - 5	10 - 15	11 - 14	12 - 13	9 - 16
10	7 - 1	8 - 2	5 - 3	6 - 4	15 - 9	13 - 11	14 - 12	16 - 10
11	1 - 6	2 - 5	3 - 8	4 - 7	9 - 14	10 - 13	12 - 15	11 - 16
12	5 - 1	6 - 2	7 - 3	8 - 4	13 - 9	14 - 10	15 - 11	16 - 12
13	1 - 4	2 - 3	5 - 8	6 - 7	9 - 12	10 - 11	14 - 15	13 - 16
14	3 - 1	4 - 2	7 - 5	8 - 6	11 - 9	12 - 10	15 - 13	16 - 14
15	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12	13 - 14	15 - 16

Draw for 14 teams

Round							
1	1 - 14	2 - 13	3 - 12	4 - 11	5 - 10	6 - 7	8 - 9
2	13 - 1	14 - 2	11 - 3	12 - 4	7 - 5	9 - 6	10 - 8
3	1 - 12	2 - 11	3 - 14	4 - 13	5 - 9	6 - 8	7 - 10
4	11 - 1	12 - 2	13 - 3	14 - 4	8 - 5	10 - 6	9 - 7
5	1 - 10	2 - 9	3 - 8	4 - 7	5 - 14	6 - 11	12 - 13
6	9 - 1	10 - 2	7 - 3	8 - 4	11 - 5	13 - 6	14 - 12
7	1 - 8	2 - 7	3 - 10	4 - 9	5 - 13	6 - 12	11 - 14
8	7 - 1	8 - 2	9 - 3	10 - 4	12 - 5	14 - 6	13 - 11
9	1 - 6	2 - 3	4 - 5	7 - 14	8 - 13	9 - 12	10 - 11
10	5 - 1	4 - 2	6 - 3	13 - 7	14 - 8	11 - 9	12 - 10
11	1 - 4	2 - 6	3 - 5	7 - 12	8 - 11	9 - 14	10 - 13
12	3 - 1	5 - 2	6 - 4	11 - 7	12 - 8	13 - 9	14 - 10
13	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12	13 - 14

Draw for 12 teams

Round						
1	2 - 10	3 - 11	4 - 9	5 - 7	6 - 8	1 - 12
2	11 - 1	10 - 3	8 - 4	9 - 5	7 - 6	12 - 2
3	1 - 10	2 - 11	4 - 7	5 - 8	6 - 9	3 - 12
4	9 - 1	7 - 2	8 - 3	10 - 5	11 - 6	12 - 4
5	1 - 8	2 - 9	3 - 7	4 - 11	6 - 10	5 - 12
6	7 - 1	8 - 2	9 - 3	10 - 4	11 - 5	12 - 6
7	1 - 6	2 - 3	5 - 4	8 - 10	9 - 11	7 - 12
8	5 - 1	4 - 2	6 - 3	9 - 7	11 - 10	12 - 8
9	1 - 4	2 - 6	3 - 5	7 - 10	8 - 11	9 - 12
10	3 - 1	5 - 2	4 - 6	11 - 7	9 - 8	12 - 10
11	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12

Draw for 8 teams

Round				
1	1 - 8	2 - 7	3 - 6	4 - 5
2	7 - 1	8 - 2	5 - 3	6 - 4
3	1 - 6	2 - 5	3 - 8	4 - 7
4	5 - 1	6 - 2	7 - 3	8 - 4

5	1 - 4	2 - 3	5 - 8	6 - 7
6	3 - 1	4 - 2	7 - 5	8 - 6
7	1 - 2	3 - 4	5 - 6	7 - 8

Appendix 3. Team numbers

Open Teams

GROUP A	
Number	Name
1	Pan-China Construction
2	Japan C'est si bon
3	Japan welcome Kyushu
4	Singapore RYLAI
5	CBLT1
6	Beijing BEIH
7	Japan NON PROBLEM
8	China Hong Kong Spark
9	Australia Yarralumla Yabbies
10	Japan SAYN
11	China Geely automobil
12	Japan KM AT
13	Japan City Bridge
14	Beijing Jinghua

GROUP B	
Number	Name
1	Beijing Dazhong Investment
2	Korea GLPD
3	Japan sacrum
4	Australia KLINGER
5	CBLT2
6	Japan Gahhahha Honpo
7	Japan MIURA
8	SHENZHEN NANGANG
9	Japan well fitted
10	Beijing Evertrust Group
11	Singapore/Malaysia SMJ
12	Japan TANAKA
13	China Hong Kong VICO
14	Japan Papas & Puppies
15	HYX CHINA

Women's Teams

Number	Name
1	Shenyang Olystar
2	Japan Shimamura
3	Japan Takeuchi
4	Australia Women
5	Japan Merci
6	Japan Naito
7	Japan Sugino
8	Japan Misotoma
9	Australia BOURKE
10	Korea Alpha
11	Japan Evolution

Senior's Teams

Number	Name
1	Japan Lycaon
2	Chinese Taipei
3	MAGIC EYES THAI
4	Japan PSbridge
5	Japan NOSE
6	Japan YAMADA

7	China Shanxi elderly
8	AUSSIES

Youth Teams

Number	Name
1	Shanghai Weiyu
2	CHN RDFZ 1
3	Japan Youth K
4	Beijing Yindi
5	Chinese Taipei
6	CHN RDFZ 2
7	Japan Youth A
8	Japan Youth B

Appendix 4. Victory Point Scales

VPs	20 Boards
15 - 15	0 - 2
16 - 14	3 - 8
17 - 13	9 - 12
18 - 12	13 - 16
19 - 11	17 - 21
20 - 10	22 - 26
21 - 9	27 - 31
22 - 8	32 - 36
23 - 7	37 - 41
24 - 6	42 - 47
25 - 5	48 - 53
25 - 4	54 - 59
25 - 3	60 - 65
25 - 2	66 - 72
25 - 1	73 - 79
25 - 0	80 -

Appendix 5. Internet addresses for Regulations and Convention Card