

# Conditions of Contest

**28<sup>th</sup> Swedish Bridge Festival**

**26 July – 4 August 2024**

***Conventum Arena Örebro***

*(Published: 1 November, 2023)*

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## REVISIONS / CHANGE LOG

Significant changes are written in **red**.

### Updates

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## THE CHAIRMAN'S CUP

The Chairman's Cup is sponsored by the former Chairman of the Swedish Bridge Federation, Mats Qviberg, hence the name.

### Right of Entry

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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 2023/2024 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 (6) players. A player cannot be listed for more than one team, and is considered as a member of that team only when having played at least one segment on the team.

Entries shall be submitted no later than Friday July 26, 20.00 hours.

### Limited Rights in Changing the Team Roster

After the *Qualifying stage* has finished the team roster may not be changed without explicit permission of the Chief TD for the CC.

The *Qualifying stage* is considered finished when:

- **for the CC:** The Selection Procedure for CC-32 starts;
- **for the BC:** The Selection Procedure for BC08-A starts.

### Special Regulations for Teams including Players from The Swedish Championships Women Pairs

The Women Pairs Finals and CC-qualification stage overlap for one (1) round. Therefore, teams are allowed to start in Round 2 of the CC, given certain conditions.

What is interesting is how many of the players in the team's roster that are **not involved in the Women Pairs Finals**. When four or more, they must start in Round 1, when three or less they are allowed to start in Round 2.

For those teams allowed starting in Round 2:

1. Mandatory notification no later than Friday July 26 at 09.00 hours to start in Round 2.
2. Carry over exactly 10 VPs, i.e. 50 % of the new WBF 20-0-scale. If the late start is not notified, as described in paragraph 1, the team will start with 0 VP carry over.
3. Limited rights to add players to the squad later on in the CC, i.e. the starting round criteria may not be changed.

### Stages of the CC

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The CC is 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 knocked out of the tournament.

### Entry Fees

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The entry fee is 3.000 SEK per team for the complete tournament. Entry fees paid no later than July 24 will be subject to a discount of 400 SEK. Teams containing of at least four juniors, the juniors are free of charge, the others pay 500 SEK per player. Entry fees must be paid before Saturday July 27 at 12.00 hours.

Full refund will be made in case of the team's dropout only if the Swedish Bridge Federation Office has been notified before the deadline for payment.

Later dropouts require valid reasons, which must be proved, for repayment to take place.

## Screens and Bridgemates

Screens will be in use from *CC Quarter Finals* and onwards; from *BC04-B* and onwards.

Regulations for screens see:

<http://www.eurobridge.org/regulations/conditions-of-contest/>

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

## Schedule and Captains' Meeting

Saturday July 27 – Thursday August 1, 2024.

Captains' Meeting (in English) will take place on Saturday July 27, 12.00 hours, upstairs in the Conventum Arena. See signage at the entrance.

## Systems Policy

Regulations for so-called 'B-systems' and 'C-systems' apply for the Qualifying stage (Swiss) and in the KO-matches of at most 32 boards. In the 64-board-matches even 'A-systems' are allowed. See page 27.

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 27 – Sunday July 28

*Qualifying stage*, Swiss, first round randomly seeded. 13 rounds (of 8 boards each) will be played. The WBF continuous 20-0 VP-scale applies. The Top-32 teams are qualified to CC KO, while the teams ranked 33-64 are qualified to BC KO.

### Monday July 29

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 30

6. *CC Quarter Finals* (full day); KO-match, 64 boards. Screens will be in use. 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 31

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 August 1

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 automatically become the 3<sup>rd</sup>/4<sup>th</sup>-prize winners; the Losers become the 5<sup>th</sup>/6<sup>th</sup>-prize winners.

### Teams absent when the Selection Procedure is underway

In case a team is absent when they are in a position to select an 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 then 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 – 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 opponents 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. If a team drops out *after* the selection has finished their opponent wins on walk over.

To *CC16* the Winning Teams at table 1-8 select opponents among the Winning Teams at table 9-16, starting with the winners at table 1. If a team drops out *after* the selection has finished their opponent wins on walk over.

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

### Selecting Opponents – Bonus Cup (BC)

#### In general

The term 'Rank' or 'Ranking' means:

- a) your rank in the Qualifying Swiss, or
- b) if you won your previous match, your opponents rank in the Qualifying Swiss if better.

The term 'Brackets' means that the highest ranked team automatically meets the lowest ranked team. If a team happens to withdraw the time for the withdrawal is important:

- if prior to the bracket has been made public: the highest ranked team automatically qualifies to the next stage;
- if after the bracket has been made public: the opposing team win on walk over.

The term 'Selecting Opponents' means that the upper ranked half of the teams that qualify select their opponents among the lower ranked half. The highest ranked team starts the selection, then the second ranked and so forth. If a team on the upper half withdraws, all other teams move one step up. If any qualified team withdraws after the selection the opposing team wins on walk over.

**BC32-A**

Type of draw: Brackets.

**BC32-B**

The teams knocked out of the *CC32* will be sorted in order by their rank (1–16) and will meet the winners of the *BC32-A* sorted in order by their rank (17–32).

Type of draw: Brackets.

**BC16-A**

The 16 winners of *BC32-B* will be sorted in order by their rank (1–16).

Type of draw: Brackets.

**BC16-B**

The teams knocked out of the *CC16* will be sorted in order by their rank (1–8) and will meet the winners of the *BC16-A* sorted in order by their rank (9–16).

Type of draw: Brackets.

**BC08-A**

The eight winners of the *BC16-B* will be sorted in order by their rank (1–8).

Type of draw: Selecting Opponents.

**BC08-B**

The teams knocked out of the *CC Quarter Finals* will be sorted in order by their rank (1–4) and will meet the winners of the *BC08-A* sorted by their rank (5–8).

Type of draw: Selecting Opponents.

**BC04-A**

The four winners of the *BC08-B* will be sorted in order by their rank (1–4).

Type of draw: Selecting Opponents.

**BC04-B**

The teams knocked out of the *CC Semi Finals* will be sorted in order by their rank (1–2) and will meet the winners of the *BC04-A* sorted by their rank (3–4).

Type of draw: Selecting Opponents.

### **Drop-Outs after CC\_Semi Finals (Semi Finals)**

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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\_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 Winner automatically becomes 3<sup>rd</sup>/4<sup>th</sup>-prize winner. The Losing team shares the 5<sup>th</sup>/6<sup>th</sup>-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 automatically become 3<sup>rd</sup>/4<sup>th</sup>-prize winners. The two teams from CC who did not want to play become 5<sup>th</sup>/6<sup>th</sup>-prize winners.

### **Withdrawals when Brackets are in use**

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If a team in the upper half of the bracket drops out before the bracket is published, the teams in the lower half will be sorted in order by their ranking after which the highest seeded team among these moves to the upper half. The highest seeded team in the upper half is then automatically qualified to the next stage.

If a team on the lower half of the bracket drops out before the bracket is published, the remaining teams in this half are sorted by their ranking. The highest seeded team in the upper half is automatically qualified to the next stage.

## Seating Rights

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### **Swiss**

The team named Away Team (or Visiting Team) takes 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 for an unchanged pair it is possible to meet one but not two players that already were 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 four segments 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 Away Team chooses seating rights in one of the remaining segments; the Home Team gets seating rights in the other segment of that part.

### Example

The Home Team chooses segment 4 as their seating right segment; the Away Team automatically gets seating rights in segment 3. Then the Away Team chooses segment 1 as their seating right segment; the Home Team gets seating rights in segment 2.

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

## Tie Breaking Procedures

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### **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.

## **'The Cup'**

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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 and fourth place 3 points each.

If two or more players reach 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 and Electronic Devices

Mobile phones and electronic devices capable of communication must be completely switched off (not only mute/vibrating/flight mode) in the Playing Area<sup>1)</sup> and be visible at the table at all times.

Any player, captain or coach having a mobile phone and/or electronic device that is not switched off in the playing area will cause his team to be subject to a penalty of 2 VPs (in KO matches 6 IMPs) on every such occasion.

As instructed by the Tournament Manager the Chief Tournament Director of the CC may arrange for random checks of players, captains and coaches to ensure that there is compliance with these prohibitions. Refusal to submit to these checks will bar the individual concerned from entry to the playing area for the duration of the current match.

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.

<sup>1)</sup> Regarding Mobile Phones and electronic devices capable of communication all spaces in Conventum Arena, (with the exception of the cafeteria on the ground floor and the lunch restaurant on the first floor) as well as the playing area for the later stages of CC/BC are 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, the opponents win on walk over.

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.

### After having been warned

A contestant, who is late, having been warned as to lateness on a prior occasion, shall be penalized.

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+ minutes late	2 VPs

### KO-matches

0+ – 25 minutes late	1 IMP for each minute or part thereof
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Law 86B may apply.

## Results Missing in Bridgemate

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It is mandatory to use the Bridgemates. The players are also requested to check that all the results for the round have been entered in the Bridgemate.

If a result is missing when the official playing time of the round has ended both teams at that table will be assessed a penalty of 0.5 VP.

## Fouled board

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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 2017 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. Law 86B applies.

An appeal against a fouled board must be made not later than mentioned in the table at page 11; the same as for protests against a score or the total score.

## Segment played in the same direction at both tables

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All participants are required to be in their proper seating positions according to the official scorecards placed on the table. Should it happen

that the players from the same team are sitting in the same direction in both the open and the closed room, such a match will be scored as 8.00 VP for both teams. Should this occur in a KO match, this specific segment is cancelled. Master points will not be awarded for such a match/segment.

## Request for a Ruling

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Request for a ruling shall be lodged to the Tournament Director as soon as possible, but no later than 30 minutes after the final result of the match has been made public on the result screens in the playing area.

## Review following a Tournament Director’s ruling

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### *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 or the captain of the team.

The request for a review must:

- be in writing on the special appeal form;
- be accompanied by a deposit of SEK 500;

### **and then for the Qualifying Swiss:**

- be handed to the Director within thirty minutes of the end of the match during which the ruling was made; or in 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;

**and then for the KO-stages:**

- be handed to the Director within thirty minutes during the first, of at least thirty minutes, break after the ruling is given; or in case of a ruling given during such a break, within thirty minutes.

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

If the review is likely to delay the start of the selection procedure by more than 10 minutes the start of the selection will be postponed automatically by 60 minutes.

A protest against a score or against the total score attributed to a team must be made not later than mentioned in the table below.

As for the last session of the Qualifying Swiss the time is 15 minutes after the provisional results have been published in the playing area.

Session	Rounds	Protest must be made not later than...
1	1–6	Sunday July 28, 10.00 h
2	7–11	Sunday July 28, 17.30 h
3	12–13	Sunday July 28, 20.00 h

**Smoking**

Smoking is not allowed 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 2 VPs 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 applies 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 play has finished 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 of alcohol or other intoxicants will immediately be rejected to participate and sent away from the playing area. A report (mandatory) will be send to the Ethics Committee.

**Pets**

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

**Prize Giving Ceremonies**

The Prize Giving Ceremony takes place at Conventum Arena Thursday August 1 at 20.15 hours.

Prize winners, who are not present at the ceremony, can retrieve their prize(s) at the Hospitality Desk up to 16.00 hours the last day of the Bridge Festival. Prizes not collected in due time go to the *Swedish Junior Fund*.

## Swedish Master Points

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The plan below shows the Master Points (per team) awarded for victory in a single match. In the *Qualifying Swiss* VPs > 13.00 (the WBF Continuous Scale) 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 plan below.

Players from other countries who want a receipt for the recorded Master Points are asked to notify the Chief TD of the CC. The receipt can be obtained at the hospitality desk after the Price Giving Ceremony Thursday evening.

### MASTER POINT PLAN

	CC	BC_A	BC_B
<b>Swiss</b>	12 sp		
<b>32 teams</b>	40 sp	20 sp	20 sp
<b>16 teams</b>	8 gp	2 gp	3 gp
<b>8 teams</b>	16 gp	4 gp	6 gp
<b>4 teams</b>	32 gp	8 gp	12 gp
<b>2 teams</b>	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

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Side Events will be organized during the whole period of the Bridge Festival, i.e. from Friday July 26 until Sunday August 4.

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 (30 mins) 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 2023/2024 or
- being a member of any other NBO and as such in good standings with their NBO.

### Registration

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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.

#### Three Side Events are maximized:

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

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- Bronze Tournaments: 1 Entry Fee per player <sup>1,2</sup>
- Silver Tournaments: 2 Entry Fees per player <sup>1</sup>
- Gold Mine Pairs: 3 Entry Fees per player <sup>1</sup>

<sup>1</sup> 1 Entry Fee = 110 SEK when paid in advance at the Hospitality Desk.

If paid cash at the table 1 Entry Fee = 130 SEK.

<sup>2</sup> Juniors are free of charge at all Bronze Tournaments starting at 10.00 hours (apply also for the 09.30 hours tournaments on Wednesday July 31 as well as for the 09.30 hours Swiss Teams on Thursday August 1).

### Systems Policy

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Regulations for so-called 'C-systems' (see page 27) apply in all Side Events, *except the 'Gold Mine'* in which 'B-systems' apply.

### Special Tournaments – Wednesday July 31

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#### Bronze Pairs, for Beginners (starts 09.30 hours)

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 hours)

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

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The Pairs Events are calculated as match-pointed pairs except the Silver 1 (Friday July 26) which is a Cross-IMPs 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 and on plasma screens in the playing area after every 2-3 rounds.

There will be a coffee break (approx. 30 mins) in each side event, about half-ways through it.

## Time Allotted

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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 Points 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.

## Bridgемate

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Bridgемate will be used as for the official scoring in all Side Events. It is mandatory to use the Bridgемate. 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 Bridgемate and East/West for checking that the result is correct before keying in the confirmation.

## ALERT and STOP

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ALERT and STOP are mandatory in all the Side Events.

## Prize Giving Ceremonies

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

Prize winners, who are not present at the ceremony, can retrieve their prize(s) at the Hospitality Desk up to 16.00 hours the last day of the Bridge Festival. Prizes not collected in due time goes to the *Swedish Junior Fund*.

## The 'Gold Mine Pairs'

The *Gold Mine* is a pairs' event which awards Swedish Master Points in Gold. The tournament starts with a Qualifying Swiss of 42 boards on Saturday August 3 followed by the Finals of 38 boards on Sunday August 4.

The 20 top-ranked pairs after the Swiss are qualified for the A-finals, the next 22 for the B-finals, the then next 22 for the C-finals and so on. The last final may contain 21-42 pairs. All the finals will play 19 rounds of two boards.

Full carry-over from the qualifying session in Final A; no carry-over in the other finals.

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.

### Substitute player

Substitutes may not be used in any of the finals in the Gold Mine Pairs.

### Master Point Awards

<b>A-final:</b>	10-7-5-4 Gold Points
<b>B- and C-finals:</b>	3-2-1 GP to Top-3.
<b>D- and E-finals:</b>	2-1 GP to Top-2;
<b>F+ -finals</b>	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 one's 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, August 1. Prize winners retrieve their prize(s) at the Hospitality Desk.

- **The 'Bronze Player of the Festival'**; all Bronze tournaments in the morning and in the evening Friday July 26–Thursday August 1, except *Bronze 15*, *Bronze 16* (*Beginners* and *Intermediate* Wednesday July 31). The top-9 tournaments count.

Even the *Bronze 20 (Swiss Teams)* is included; the players of the Winning Team receive 63.5%, the players of the last ranked team receive 36.5%. The players of the teams in between receive percentage in proportion to their team's recorded VP compared to the Winning and the last ranked team's VP.

- **The 'Handicap Player of the Festival'**; all HCP-tournaments, Friday July 26–Thursday August 1, of which the top-5 out of seven counts.
- **The 'Silver Player of the Festival'**; all Silver tournaments, Friday July 26–Thursday August 1, of which the top-4 out of seven counts.

Even the *Silver 6 (Swiss Teams)* is included; the players of the Winning Team receive 63.5%, the players of the last ranked team receive 36.5%. The players of the teams in between receive a percentage score in proportion to their team's recorded VP

compared to the Winning and the last ranked team's VP.

Also the *Silver 1 (IAF)* is included; the players of the Winning Pair receive a score equal to 63.5%, the players of the Last Ranked Pair receive a score equal to 36.5%. The players of the pairs in between receive a percentage score in proportion to their pair's recorded IMPs compared to the Winning Pair's and the Last Ranked Pair's IMPs.

## Mobile Phones and Electronic Devices

**Mobile phones and electronic devices capable of communication must be completely switched off (not only mute/vibrating/flight mode) in the Playing Area<sup>1)</sup> and be visible at the table at all times.**

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.

<sup>1)</sup> Regarding Mobile Phones and Electronic Devices capable of communication all spaces in Conventum Arena (with the exception of the cafeteria on the ground floor and the lunch restaurant on the first floor) are 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

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### **Score Corrections**

Wrong scores keyed into the Bridgemate shall be drawn to the TD's attention as soon as possible. If the error is not detected immediately, correction can still be made but the time frame is important:

- for all score recaps but the last one the attention must be drawn prior to the official playing time of the last round ends;
- for the last score recap the attention must be drawn within 10 minutes after it has been published in the playing area.

Appeals must be lodged to the TD.

### **Final Rankings**

The Provisional Ranking becomes final if no appeals (against scores in the last session) are lodged within 10 minutes after the Provisional Ranking was published. When the Prize Giving Ceremony starts the ranking is final after which only wrong names/member IDs can be corrected.

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 0 % for such a pair but 'Average +' for their remaining opponents.

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

## Smoking and Alcohol

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See page 11 and 12.

### **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.

## Appendix 1, Swedish Regulations of Alertable Calls

### General Policy

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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 does not necessarily imply an infraction.)

### Definitions

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Note that definitions refer to systemic agreements; either stated or by experience within the partnership.

### Distribution

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#### Balanced hand

Any hand with 4333, 4432 or 5332.

#### Semi-balanced hand

Any hand with 5422, 6322 or 7222.

#### Unbalanced hand

Hand with at least one single or void.

### Other

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#### Strong opening bids

Opening bids showing at least 16 hcp, possibly 1-2 hcp less with good playing strength.

#### Natural call

- No Trump bids suggesting to play without trump.
- Bids in a suit that suggest playing with that suit as trump.
- Pass showing unwillingness for the time being to participate in the auction.

#### Artificial call

1. A bid, double, or redouble that conveys information (not being information taken for granted by players generally) other than (or in addition to) a willingness to play in the denomination named or last named.
2. A pass that promises more than a specified amount of strength.
3. A pass that promises or denies values other than in the last suit named.

#### Special doubles

A double that shows something special, e.g.:

- do not invite partner to bid (= a T/O- double);
- does not suggest to play that contract doubled (= a penalty double);
- does not show general strength, or values, or being lead directing.

Some examples of 'special doubles':

- shows at least four cards in another suit;
- denies at least four cards in another suit;
- un-lead doubles;
- support doubles.

#### Special re-doubles

In accordance to 'special doubles.

## Pre-alert

Before each round (or segment) starts you should briefly inform your opponents about your system and methods.

## **Policy**

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The policy does not consider which systems are allowed in the current tournament. It refers to the systemic agreements, explicit or by experience within the partnership.

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

## **Helpfulness**

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The focus is on *helpfulness*.

In addition to calls subject to alerting (see '*Calls subject to alerting*') players are encouraged to alert calls whose meaning, or secondary meaning, the opponents cannot possibly understand without an alert (except for those that according to the alerting regulations are expressly not to be alerted). Such alerts shall not be subject of score correction and/or penalty.

## **Procedure**

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- Partner of the player who submitted an alertable call should use the 'Alert Card' in the bidding box to alert the opponents. All other methods of alerting should be avoided if an 'Alert Card' is available.
- It is the duty of the player alerting to ensure that both opponents are aware of the alert.
- Doubles and re-doubles should be alerted only if they are regarded as 'special doubles/re-doubles'.

- Calls higher than 3NT (i.e. from 4♣ upwards) should not be alerted, except when screens are in use.

## **Pre-alert**

---

The purpose of the 'Pre-alert' is to alert the opponents to the basics in your system and methods, especially to make it easier for the opponents to discuss defense methods before the cards are taken out of the board.

The 'Pre-alert' should be brief and does not replace the obligation to study the opponents' convention card or the obligation to alert calls according to current regulation.

On a single occasion forgetting to 'Pre-alert', or forgetting any detail in the 'Pre-alert', should not normally lead to score correction and/or penalty.

At the beginning of each round/segment you must inform your opponents about:

- The basics of your system, for example:
  - Natural with 4-card openings.
  - We play a 5533-system.
  - 5542; our 1♣ is non-forcing.
    - If you play transfer responses after 1♣, it must be mentioned.
  - We play a 'Strong club'-system.
  - We play 'Two-Way club'; either balanced 11-13 or any hand 17+.
- If your 1NT-opening can be weaker than 14 hcp.
- 1-level openings in a suit if it can be weaker than 10 hcp.
- Artificial 2-level openings which are not strong, for example '2♦ Multi'. (It is enough to say something like: 'Check out our 2-openings'.)
- Any other information that is helpful to draw the opponents' attention to.

## ***Calls Subject to Alerting***

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The general policy is that artificial calls should be alerted.

The following calls are subject to alerting:

- Calls in a new suit that may contain fewer than four cards (but not '3+ cards minor').
- Openings 1NT/2NT, or a 1NT overcall, showing (or may contain) an unbalanced hand.
- Artificial pass, special doubles/redoubles.
- 1NT response – to a natural opening bid – if forcing.
- 1NT response – to a natural 1♥/♠ opening – which may contain some hands with support in opener's suit.

In addition, natural calls with a special secondary meaning should be alerted:

- 1-level openings in a suit, if 4-card with another suit of at least 5-card possible (for example: if opening 1♥ with 4-cards ♥ and 5+ ♣).
  - The rebid of the (possibly) longer second suit should also be alerted.
- 1NT opening which can be weaker than 14 hcp.
- 1-level openings in a suit that shows a balanced hand, or that denies a balanced hand.
- Over a 1-level opening in a suit, a response in a new suit below game and is non-forcing;
  - even if the opponents have bid other than pass;
  - with the exception of a passed hand.
- Over an opening bid in a suit, a raise of that suit that is forcing (for example: 1♥-2♥, if 2♥ is forcing).

- Over a 1-level opening in a suit, a raise of that suit to the 3-level if it may contain hands weaker than 7 hcp.

## ***Exceptions***

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In addition to natural calls (unless mentioned under 'Calls Subject to Alerting') the following shall not be alerted:

- Calls at the lowest level in a minor previously not shown by the pair, that can be bid on a 3-card suit.
- 2♣ over partner's 1NT opening (and 3♣ over 2NT) – assuming the NT is natural – asking for majors.
  - The 2♦ response (over 2♣) and 3♦ (over 3♣) which denies a 4-card or longer major.

## ***APPENDIX 2, Regulations of Opening Bids***

### **1. Tournaments Covered By These Regulations**

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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**

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#### **2.1 Overview**

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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

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

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

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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

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**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

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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            *Suit Pointer*
- Max 2 dots           *BAL Pointer*
  
- Max 1 dot            a bid showing *strength* or is *natural*.
- Max 2 dots           a bid showing *strength* or is a *Suit Pointer*.

### 3. Other Rules

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#### 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

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<b>Decision</b>	The Organizer <b>is obliged</b> 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.
<b>Invitation</b>	In a tournament where specific invitation is published, the regulations must be defined and the level (A/B/C/D) specified.
<b>At The Start</b>	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:

- 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.
- 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

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<b>Convention Card</b>	Incomplete or incorrectly completed convention card to be immediately corrected.
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<b>Dots/Prohibition</b>	Systems that exceed the number of dots allowed, or using a prohibited bid shall be immediately corrected
<b>Disclosure</b>	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.
<b>Adjusted Score</b>	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.
<b>Obligations Of Reporting</b>	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

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<b>Convention Card</b>	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.
<b>Explanation</b>	<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>
<b>Willingness To Understand</b>	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

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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

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### 4.1 Purpose

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#### 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

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.

When considering this the **artificiality** is the most important factor; the more artificially the more dots.

**Usualness**, i.e. how common an opening or type of opening is, takes very little account of.

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).

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.

In comparison with the *Suit Pointer* the *BAL Pointer* has been assessed harder since it leaves no information about any suit that can easily be used as an artificial cue bid.

The fact that a bid is **forcing one round** has not led to any relaxation because even forcing bids can be passed out.

However, bids that are **game forcing** are freed and unregulated

#### 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

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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

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**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

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### 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...

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

3 dots (Continued)	1♣	12-16 almost any shape <b>As above.</b>
	2♦	Weak (6-10) in one M or strong w/♦ <b>As above.</b>
	2♦	Weak (5-10) in one M <b>As above.</b>
4 dots	1♥	8-37 UNBAL w/o 4+ M. <b>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.</b>
5 dots	1♦	0-7 almost any shape. <b>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.</b>
7 dots	1♥	0-7 almost any shape. <b>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.</b>

#### 4.5 More about 'Pointing Bids'

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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

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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 *HCP* 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

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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.