

Conditions of Contest

Swedish Online Bridge Festival

July 30 – August 7, 2021

(Partly revised: July 29, 2021)

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REVISIONS / CHANGE LOG

Updates

July 21	Page 8; right hand column; revised time table for submitting conventions cards.
	Page 11; right hand column; how to determine 5 th and 6 th prize winners.
July 29	Page 12; Scoring and Results CC.
	Page 16; Swedish Open Junior Pairs.

BRIDGE ONLINE

Ethics, integrity and communication

During bidding and play all communication with partner (or teammates in team events) is strictly prohibited. In addition, you may not write such in public table chat which may affect partner's choice of call or play.

Significant tempo variations may create unauthorized information (UI), which the offending side must carefully avoid taking advantage of. Law 16B and 73C apply.

However, there may be other reasons why break in tempo online occur; such as poor internet connection. But the TD still has the right to state that a significant break in tempo is UI and act accordingly.

During bidding and play players are not allowed to consult their own convention card or any other type of system notes over their own methods.

Players who become disconnected from the gaming platform while the game at the current table is in progress may be contacted by partner, but only to find out the reason for the disconnection and the possibility or help for a solution and any need for a replacement (in which case the TD should always be summoned).

Pre-alert and Convention Cards

Pre-alert is mandatory in all the Online Bridge Festival events.

Pre-alert means that every time you meet new opponents you briefly, via the chat function (to the whole table), inform them about the basics of the system you are playing and main deviations – see examples onwards.

The pre-alert is not an attempt to be complete regarding to the partnerships system, nor does it in any way absolve you of the responsibility to alert your own alertable calls. The pre-alert should give

the opponents a quick insight into what *kind of system* you are playing.

Regarding pre-alerts, systems policy and convention cards for the Chairman's Cup event, see pages 7-8.

Examples of Pre-alerts:

- *Hi! We play strong club, 1♦ can be as short as singleton, 5-card majors, 14-16 NT, Multi-coloured 2♦ and two-suited 2M-openings. Leads: 1-3-4, upside-down signalling and counts.*
- *Hi there! We play '5542' with transfer responses after a 1♣-opening, 1♦ is always unbalanced, 1NT 15-17, 2C artificial and strong, 2♦ Multi-coloured and 2M 6-card with 10-13 hcp. Leads: 1-3-5 vs suit, 4th best vs NT. Signalling and counts: standard.*
- *Hello! We play 'Nordic Standard' and lead 1-3-5, signalling and counts are upside-down.*

Alerting

Self-alert procedure is in use. By self-alert means that you alert your own alertable calls only, never your partners.

The *SBF Regulations of Alertable Calls* apply, but since self-alert is in use (partner cannot see your alert) you are encouraged to alert also other calls whose meaning may be unclear to the opponents, and also artificial calls regardless of the level (e.g. even calls above 3NT).

You alert by writing the explanation in the box below the bidding box and only then click on the call you intend to bid. If you happen to bid and only then discover that you should have alerted, you click on your submitted bid and can now subsequently enter an explanation of that bid.

Regarding pre-alerts, systems policy and convention cards for the Chairman's Cup event, see pages 7-8.

Explanations

Regardless of whether the call is alerted or not, the opponents can ask for an explanation. This shall be done through private chat to the player who bid, not to his partner. Players are obliged to answer such questions immediately and shall do it via private chat to the questioner.

If the questioner happens to ask partner to the player who bid, then that player shall not answer the question but instead tell the questioner e.g. *'Don't ask me, ask my partner!'*

Change of call / card played ('Undos')

The 'Undo' feature is enabled but should only be used for **obvious** misclicks, i.e. in the same way as unintended calls at live bridge (Law 25). Players shall always call the TD in cases of request for change of call. The TD will decide whether to allow a change or not.

If it is passed all around, and one of these passes was unintended, it is not technically possible (due to the software) to correct such an error. In such cases the TD will assign a result, which most often will be in the form of an artificial adjusted score.

It is not allowed to change a card that is being played. The TD will not approve any such requests, no matter what. To minimize the risk of accidentally playing cards by misclicking, players are advised to set up their platform so that one has to 'double-click' on the chosen card for it to be played.

Claims

Players can claim when they believe that the number of tricks that will be taken (or conceded) is clear.

Claim, if not completely obvious, should always be accompanied by an explanation of how you intend to play the remaining cards. For example: *'I draw trumps first'*.

Claims (and concessions) must be approved by both opponents to be valid. If the claim is contested (i.e. not approved), either the play of the hand must be completed or the TD immediately be summoned.

If the claim (or concession) is contested:

- and any of the players at the table summons the TD, the TD applies Law 68D2a and Law 70;
- and no one calls the TD, the play of the hand must be completed first. Note, that the side that did not make the claim now sees all the cards during the completion of the hand. The result achieved after the end of the play stands. (Law 68D2b applies.)

In case the claim is made by someone of the defenders, his partner must also approve the claim. Otherwise the TD must be summoned immediately (Law 68B).

Substitutes

A player can be substituted only on the initiative of the TD.

Board results obtained by a pair where one or both players have been substituted apply to this pair as well as to their opponents. An exception is the case where a pair has played less than 60% of the total number of boards in the tournament – see *General Conditions of Contest for the SBF* (which are written in Swedish).

For being eligible to Swedish Master Points, the player must have played at least 50% of the total number of boards in the tournament. If more than two players in the partnership has played exactly 50% of the boards, the player (or players) that played the first 50% of the boards receive the master points; none to the substitute(s).

Tournament Directors (TD)

All tournaments in the Online Bridge Festival has one (or more) TD.

Most mechanical errors that TDs have to deal with at live bridge cannot be made online due to the platforms; for example lead out of turn, bid out of rotation, revokes etc.

However, it is necessary to summon the TD when:

- an opponent does not answer a question asked to him via the private chat function;
- the game becomes 'frozen' in any way;
- there is a suspicion of no or incorrect alert;
- there is a dispute of a claim or concession;
- a player at the table does not behave in accordance with policies and Law 74;
- there is a suspicion of use of unauthorized information;
- there is a suspicion of the opponents exchanging information in an unauthorized manner.

When the TD is summoned the bidding or play respectively must be paused until the TD has made a decision.

Never accuse your opponent(s) of cheating; neither openly at the table nor via the private chat function to them. The correct approach is to call the TD and in a private chat to the TD tell him about your experiences, observations and suspicions. The TD has an obligation to handle such matters and some form of feedback to the player(s) that summoned the TD can be expected.

Playing on the RealBridge platform

Equipment

RealBridge uses camera and microphone as means of communication between players.

Players must test their equipment in advance via this link:

<https://play.realbridge.online/camera.html>.

Note that PC works best, even larger Ipad works while mobile phone does not work at all.

As there may be players who have not yet visited the RealBridge platform, a number of 'try-out' sessions will be offered. For more information, see SBF's website.

All players are assumed to use camera and microphone while playing. Players who have problems with their camera and/or microphone during the tournament must inform the TD about the problem.

Virtual screens

The Chairman's Cup and the two side events which are open to foreigners will be held at the RealBridge platform and played with 'virtual' screens.

The screens are folded down during the bidding and the play, and you then only see one opponent (in image and in sound); neither the other opponent nor your partner. However, the other opponent (but not your partner) can be communicated with via the private chat function.

After board has been played the screen lifts up automatically and you can now communicate with everyone at the table.

THE CHAIRMAN'S CUP

The Chairman's Cup is sponsored by the former Chairman of the Swedish Bridge Federation (hereinafter referred to as SBF), Mats Qviberg, hence the name.

Right of Entry

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

1. who have paid membership of the Swedish Bridge Federation for the season of 2020/2021 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 match on the team.

Entries shall be submitted no later than Friday July 30, at 20.00 hours.

Limited Rights in Changing the Team Roster

When the CC reaches the first KO-stage for which there is a Selection Procedure, the team roster may not be changed.

Stages of the CC

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

If, in the Qualifying:

- at least 90 teams participate, the Top-64 teams are qualified for the *CC Round of 64*;

- 40-89 teams participate, the Top-32 teams are qualified for the *CC Round of 32*;
- 17-39 teams participate, the Top-16 teams are qualified for the *CC Round of 16*.

Teams not qualified are knocked out of the tournament.

Entry Fees

The entry fee is 2.800 SEK per team for the complete tournament. Entry fees registered no later than July 28 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 registered no later than Friday July 30.

Full refund will be made in case of the team's dropout only if notified to the SBF office before the end of July 28.

Alerting, Systems Policy and Convention Cards

Alerting

CC is being played with virtual screens and *self-alert* procedure. By self-alert means that you alert your own alertable calls only, not your partners.

The following applies in addition the SBF's alerting regulations for live games:

- artificial calls must be alerted regardless of level (e.g. even calls above 3NT);
- it is mandatory to write an explanation of the alerted call – players are also encouraged to 'courtesy explanations' (e.g. the range of No Trump calls);
- artificial Doubles and Redoubles must be alerted. An artificial (Re-)double is defined as one neither of the following:

- take out;
- negative;
- penalty;
- card and/or strength showing (in general or in the suit doubled);
- S.O.S.

A Double showing minimum/maximum, a certain length in a suit, strength in another suit, denies values in the suit doubled, or is part of the partnerships defensive methods (e.g. (1NT) – **DBL** to show an unspecified one-suiter) must be alerted.

- Given the self-alerting procedure players are encouraged to alert also in situations that may be unclear to the opponents.

Systems Policy

Regulations for so-called 'B-systems' and 'C-systems' apply for the Qualifying stage and in the KO matches of at most 32 boards. In the 64-board-matches even 'A-systems' are allowed. See page 25.

Pre-alerts and Convention Cards

In the Qualifying stage and in KO-matches of 32 boards only a *Pre-alert* of your system is required.

Pre-alert means that every time you meet new opponents you briefly, via the chat function (to the whole table), inform them about the basics of the system you are playing and main deviations – see examples onwards.

The pre-alert is not an attempt to be complete regarding to the partnerships system, nor does it in any way absolve you of the responsibility to alert your own alertable calls. The pre-alert should give the opponents a quick insight into what *kind of system* you are playing.

Examples:

- *Hi! We play strong club, 1♦* can be as short as singleton, 5-card majors, 14-16 NT, Multi-coloured 2♦ and two-suited 2M-openings. Leads: 1-3-4, upside-down signalling and counts.
- *Hi there! We play '5542' with transfer responses after a 1C-opening, 1D is always unbalanced, 1NT 15-17, 2C artificial and strong, 2♦* Multi-coloured and 2M 6-card with 10-13 hcp. Leads: 1-3-5 vs suit, 4th best vs NT. Signalling and counts: standard.
- *Hello! We play 'Nordic Standard' and lead 1-3-5, signalling and counts are upside-down.*

For those teams that have qualified for KO stages that are being played over 48 or 64 boards, convention cards for all their partnerships must be published on the SBF's website for CC.

The convention cards, in WBF or SBF format, must be completed in either Swedish/"Scandinavian" or English and be received by the SBF at: carina@svensbridge.se at the latest at the time as below:

In case of at least 90 teams participating:

Tuesday August 3 at 15.15 hours.

In case of 40-89 teams participating:

Monday August 2 at 21.00 hours.

In case of 17-39 teams participating:

Sunday August 1 at 21.00 hours.

Convention Card templates are available at:

<https://www.svensbridge.se/allsvenskan-2020/dokument>.

When completing avoid convention names that may be unknown to the opponents; instead write the actual meaning of the call.

Day-by-Day

Saturday July 31–Sunday August 1

Qualifying stage, Swiss, first round randomly seeded. 13 rounds (of 8 boards each) will be played. The WBF continuous 20-0 VP-scale applies.

Depending of the number of entries, see *Stages of CC* on page 7, 16, 32 or 64 teams respectively qualify for the CC KO-stage.

Monday August 2–Thursday August 5

Playoffs in the form of KO matches

When at least 90 teams participate

Monday August 2

1. *CC64* (morning and afternoon); KO-match, 32 boards. The Winners are qualified for *CC32*; the Losers are out.
2. *CC32* (afternoon and evening); KO-match, 32 boards. The Winners are qualified for *CC16*; the Losers are out.

Tuesday August 3

1. *CC16* (morning and afternoon); KO-match, 32 boards. The Winners are qualified for *CC Quarter Finals*; the Losers are out.
2. *CC Quarter Finals* (afternoon and evening); KO-match, 48 boards where two 16-boards segments are being played on Tuesday and the third on Wednesday.

Wednesday August 4

1. *CC Quarter Finals* (morning); segment 3, 16 boards. The Winners are qualified for *CC Semi Finals*; the Losers are out.
2. *CC Semi Finals* (afternoon and evening); KO-match, 48 boards. The Winners are qualified for *CC Finals*; the Losers are qualified for *CC Play-Off ¾*.

Thursday August 5

1. *CC Finals* (full day); KO-match, 64 boards.
2. *CC Play-Off ¾* (morning and afternoon and evening); KO-match, 32 boards.

When 40-89 teams participate

Monday August 2

1. *CC32* (morning and afternoon); KO-match, 32 boards. The Winners are qualified for *CC16*; the Losers are out.
2. *CC16* (afternoon and evening); KO-match, 32 boards. The Winners are qualified for *CC Quarter Finals*; the Losers are out.

Tuesday August 3

CC Quarter Finals (full day); KO-match, 64 boards. The Winners are qualified for *CC Semi Finals*; the Losers are out.

Wednesday August 4

CC Semi Finals (full day); KO-match, 64 boards. The Winners are qualified for *CC Finals*; the Losers are qualified for *CC Play-Off ¾*.

Thursday August 5

1. *CC Finals* (full day); KO-match, 64 boards.
2. *CC Play-Off ¾* (morning and afternoon); KO-match, 32 boards.

When 40-89 teams participate

Monday August 2

CC16 (full day) KO-match, 64 boards. The Winners are qualified for *CC Quarter Finals*; the Losers are out.

Tuesday August 3

CC Quarter Finals (full day); KO-match, 64 boards. The Winners are qualified for *CC Semi Finals*; the Losers are out.

Wednesday August 4

CC Semi Finals (full day); KO-match, 64 boards. The Winners are qualified for *CC Finals*; the Losers are qualified for *CC Play-Off* ¼.

Thursday August 5

1. *CC Finals* (full day); KO-match, 64 boards.
2. *CC Play-Off* ¼ (morning and afternoon); KO-match, 32 boards.

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 before.

Selecting Opponents**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.

CC64, CC32 and CC16

Type of draw: Brackets.

CC Quarter Finals

To *CC Quarter Finals* the Winning Teams at table 1-4 select opponents among the Winning Teams at table 5-8, starting with the winners at table 1. If a team drops out *after* the selection has finished their opponent wins on walk over.

Type of draw: Selecting Opponents.

CC Semi Finals

The same method is in use as described in *CC Quarter Finals*. Type of draw: Selecting Opponents.

Withdrawals when Brackets are in use

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 (SR) and Line-up

Qualifying Swiss

Neither team has SR. The line-up thus takes place blindly without knowing the opposing team's line-up

Knock outs (KO)

Definition of Home Team and Away Team

Home Team is the team in the match that has the highest ranking; the opposing team is the Away Team.

32-board matches

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).

48-board matches

The 48 boards are divided into three segments of 16 boards each. The Home Team has SR in segments 1 and 3; the Away Team has SR in segment 2.

In the 48-board matches it is allowed to meet the same pair more than once.

64-board matches

The 64 boards are divided into four segments of 16 boards each. The Home Team has SR in segments 1 and 4; the Away Team has SR in segment 2 and 3.

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

Tie Breaking Procedures

Qualifying 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 outs (KO)

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.

How to determine 5th and 6th prize winners

The two teams among the four losers in the CC Quarter Finals that were best ranked in the Qualifying Swiss are determined 5th and 6th prize winners.

Scoring and Results

The Official Results are those published on the SBF website for CC:

<https://www.svenskbridge.se/lag/s%C3%A4song/4659>.

The results presented on RealBridge are provisional and also those on which the match order in the Qualifying Swiss is based.

The Cup

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

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

If two or more players 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.

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.

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.

Request for a Ruling

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.

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 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 and must be made to the TD in charge.

Session	Rounds	Protest must be made not later than...
1	1–6	Sunday August 1, 10.30 h
2	7–11	Sunday August 1, 17.30 h
3	12–13	Sunday August 1, 20.15 h

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.

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 are not allowed to consume or store alcohol during game time.

Players affected of alcohol or other intoxicants will immediately be rejected to participate in the tournament. A report (mandatory) will be send to the Ethics Committee.

Swedish Master Points

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.

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

Master Point Plan

Stage	MPs
Swiss	12 sp
64 teams	20 sp
32 teams	40 sp
16 teams	8 gp
8 teams	16 gp
4 teams	32 gp
Finals	48 gp
Play-off ¼	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

Three separate Side Events will be arranged on:

- Friday July 30 – IMPs Across The Field;
- Saturday August 7 – Match Points.

The entry fee for each of the aforementioned tournaments is SEK 150 per player.

- Friday July 30 – Swedish Open Junior Pairs (Match Points);

This tournament is for Juniors only and is free of charge.

In order to participate in those Side Events, players are required to

- have paid membership to the Swedish Bridge Federation for the season of 2020/2021 or
- being a member of any other NBO and as such in good standings with their NBO.

Registration

For information, please visit:

<https://www.svenskbridge.se/festival-2021/f%C3%B6ranm%C3%A4lan>

Systems Policy

Regulations for so-called 'C-systems' (see page 25) apply.

Movements, Score Recaps, Breaks

The Side Events are being played with barometer movement and with a shorter break approximately half-way thru.

Both tournaments will be held at the gaming platform *RealBridge*; board results and overall results are reported continuously after each

completed round. In addition, the final results of each side event will be reported on SBF's website as soon as possible after its end.

Time Allotted

Players are expected to complete each round of two boards in 16 minutes (three-boards in 22 minutes).

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.

No new boards in the round will be started at a table which has less than 4 minutes left of the allotted time for the round. The TD is responsible for ensuring this.

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.

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 500.

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

Appeals against the Final Result

The Provisional Ranking becomes final if no appeals are lodged within 20 minutes after the Provisional Ranking was published.

In case the final result presented on RealBridge differs from that published on SBF's website, the latter applies as the official final result, since not all types of score corrections can be made in the RealBridge software.

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'.

Alcohol

See page 13.

Appendix 1, The SBF Regulations of Alertable Calls

General Policy

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

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

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

Alertable Calls

- Those bids which have special meanings or which are based on or lead to special understandings between partners. (A player may not make a call or play based on a special partnership understanding unless an opposing pair may reasonably be expected to understand its meaning, or unless his side discloses the use of such call or play in accordance with the regulations). See Law 40(b).
- Non-forcing jump changes of suit responses to opening bids or overcalls, and non-forcing new suit responses by an unpassed hand to opening bids of one of a suit.
- Forcing no-trump bids.
- Natural raises if forcing.

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

In addition to this, you should alert also natural bids whose meaning the opponents reasonably cannot be expected to understand without an alert.

No Alert

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

Definition of an artificial bid

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

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

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

Examples

Opening Bids

West	North	East	South
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1♣

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

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

1♦

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

West North East South

1♥/♠

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

West North East South

1NT

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

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

West North East South

2♣

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

West North East South

2♦/♥/♠

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

After Opening 1NT

West North East South

1NT pass 2♣

- 2♣ (Stayman), ALERT. Artificial.

West North East South

1NT pass 2♣ pass

2♦

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

West North East South

1NT pass 2♣ pass

2♥/♠/NT

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

West	North	East	South
1NT	pass	2♥	

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

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

¹⁾ At least five spades

- 2♠, ALERT. Artificial.

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

¹⁾ At least five spades

- 2NT that promises support, ALERT. Artificial.

Natural Bids

West	North	East	South
1X	pass	2X	

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

West	North	East	South
1X	pass	3X	

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

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

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

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

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

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

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

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

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

No-Trump Responses

West	North	East	South
1♦	pass	1NT	

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

West	North	East	South
1X	pass	2NT	

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

Suit Responses

West	North	East	South
1♦	pass	2♠	

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

West	North	East	South
1♦	1♠	pass	3♥

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

West	North	East	South
1♠	2♣	2♦	

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

(Non-forcing jump changes of suit responses to opening bids or overcalls, and non-forcing new suit responses by an unpassed hand to opening bids of one of a suit, should be alerted.)

West	North	East	South
1♠	DBLE	2♦	

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

(Non-forcing jump changes of suit responses to opening bids or overcalls, and non-forcing new suit responses by an unpassed hand to opening bids of one of a suit, should be alerted.)

West	North	East	South
Pass	Pass	1♠	Dbl
2♦			

- 2♦ non-forcing, NO ALERT.

(Non-forcing jump changes of suit responses to opening bids or overcalls, and non-forcing new suit responses by an unpassed hand to opening bids of one of a suit, should be alerted.)

West is here a passed hand.

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

¹⁾ 11-16 HCP, at least five clubs.

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

APPENDIX 2, The SBF Regulations of Opening Bids

Created by Daniel AUBY in 2006

1. Tournaments Covered By These Regulations

These regulations apply for Silver- and Gold Tournaments only.

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

2. The 'Dot-System' For Opening Bids

2.1 Overview

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

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

2.2 Basic Definitions

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

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

2.3 Regulated Calls

Calls regulated in Section 2 are every opening except:

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

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

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

2.4 Competitions Levels and Systems Levels

Level There are four levels of competitions to choose from:

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

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

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

In General

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

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

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

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

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

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

Systems

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

Several Phases

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

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

2.5 How to Dot

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

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

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

2.5.1 Artificial Bids of a Suit

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

The Basics

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

Appendix 1 – Unbalanced hands

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

Appendix 2 – 1 Of A Major

- 1 dot if the bid in question is 1♥/♠

Appendix 3 – Weak Openings

- 2 dots Weak 1♦
- 3 dots Weak 1♥/♠

2.5.2 Artificial No Trump Openings

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

2.5.3 Limit Rules

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

- Max 1 dot *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

3.1 Mandatory Rules

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

3.2 Obligations of The Organizer

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

3.3 Disclosure in The Convention Card

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

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

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

- 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

Convention Card	Incomplete or incorrectly completed convention card to be immediately corrected.
------------------------	--

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

3.7 The Convention Card and Explanations

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

3.8 To Study the Written Methods during the Auction

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

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

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

4. Interpretation Help and Examples

4.1 Purpose

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

4.2 The Right to amend The Regulations

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

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

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

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

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

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

4.3 Pass, Double and Redouble

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

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

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

Examples:

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

Double No doubles are regulated

Redouble No redoubles are regulated

4.4 Examples of Dotted Calls

Abbreviations:

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

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

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

4.5 More about 'Pointing Bids'

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

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

4.6 Shown Strength

The rules concerning strength must be strictly interpreted, i.e. the rules for *HCP* and *HCDP* terms exactly as they are stated. A hand with 7 *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

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.