

SPRING NATIONAL WOMEN'S TEAMS CHAMPIONSHIP

SUPPLEMENTARY REGULATIONS FOR 2000

1. GENERAL

1.1 Sponsoring Authority:

The Spring National Women's Teams Championship (SNWT) for 2000 is conducted by the Australian Bridge Federation Incorporated (ABF) in accordance with the ABF Tournament Regulations in force as at 31/03/89, since amended but not republished, and as modified by these supplementary regulations.

1.2 Office Bearers for 2000:

Tournament Conveners:	J. Mottram F. Budai
Chief Tournament Director:	R. Grenside
Chairman Tournament Committee:	E. Ramshaw
Chairman Appeals Committee:	I. Dahler
Recorder:	J. Mottram
Assistant Director:	C. Diment
Computer:	M. Willcox

1.3 Committee Nominees:

Members of each appeal or tournament committee are appointed by the appropriate chairman, who shall be the sole judge of the committee's quorum.

1.4 Venue:

The 2000 venue for both the qualifying and final rounds will be the **Sydney Vista Hotel**, cnr York Street and Margaret Street, Sydney.

2. TEAMS AND SYSTEMS

2.1 Team Sizes:

Teams may consist of 4, 5 or 6 players.

2.2 Augmentation of Team Members:

Teams may not be increased from 4 to 5, from 4 to 6, or from 5 to 6, players after the commencement of round 1.

2.3 Substitutions:

Subject to regulation 4.1 of the ABF Tournament Regulations concerning emergency substitutions, the following substitution rules will apply:

- a) Teams of 6 players will not be permitted any substitutions.

- b) Teams of 5 players will be permitted 2 substitutions in total during the 9 qualifying rounds and the 4 stanzas of the final, with no more than 1 substitution during the final.
- c) Teams of 4 players will be permitted 4 substitutions in total during the 9 qualifying rounds and the 4 stanzas of the final, with no more than 2 substitutions during the final.

Boards played in any tie-breaking procedure will not count when making calculations regarding substitutions. Substitutions will be subject to the approval of the Chief Tournament Director.

2.4 Systems Regulations:

Systems and conventions for the SWNT are placed in categories. Pairs must classify their systems and conventions as GREEN, BLUE, RED or YELLOW, using the ABF Systems Regulations as at May 1st 1998 .

All systems and conventions are permitted in the SWNT, subject to written notice described in 2.5 below.

2.5 Written Notice of Systems & Conventions:

Pairs intending to use a YELLOW system must have lodged an adequate system statement on an ABF standard system card, plus a maximum of 2 supplementary A4 sheets, with the Convener **by November 3rd. 2000**, as indicated in the Spring Nationals brochure.

2.6 System Markers:

Coloured markers will identify pairs playing YELLOW systems, and summaries will be available for perusal.

2.7 Restrictions on Playing RED and YELLOW Systems & Conventions:

All systems and conventions, including those categorised as RED and YELLOW, will be permitted in the SNWT (subject to 2.5 above), in all rounds and at all levels. However, any pair playing a YELLOW system or convention must comply with the following conditions, or be subject to procedural penalties as covered by Law 40 of the 1997 Laws of Duplicate Contract Bridge:

- a) full alerts & full disclosure of the system or convention;
- b) declaration rules giving advance notice of seating arrangements, as follows:
Away Team - 30 minutes: Home Team - 15 minutes.

2.8 Written Defences:

Written defences to YELLOW systems and to conventions that make a system RED, and "defence to the defence" for YELLOW systems, may be consulted during the auction subject to the following conditions:

- a) The defence or "defence to the defence" is typed or clearly written on one side of one A4 sheet, and complies with the requirements of the ABF Systems Regulations;
- b) It is approved by and lodged with the Chief Tournament Director prior to the scheduled start of play - defence at least 10 minutes, "defence to the defence" at least 2 minutes;
- b) Copies are available to all four players.

2.9 Defence against YELLOW systems:

For defence against a YELLOW system and the conventions that make a system RED, a pair using a GREEN, BLUE or RED system may change any facet of its system, including opening calls, but may use a YELLOW system only if it has been submitted in accordance with 2.5 above.

3. MOVEMENTS AND SESSIONS

3.1 Tournament Format:

The qualifying event will run as a Swiss movement within a single field. There will be 9 qualifying rounds, each of 20 boards. The **two leading teams** after the 9 rounds will play a final over 4 stanzas of 16 boards each, 64 boards in total.

3.2 Seeding:

The Tournament Committee will seed half the field in the event.

3.3 Sessions:

The qualifying sessions will take place on Thursday November 16th., Friday November 17th. and Saturday November 18th. On each day, there will be 3 qualifying rounds, commencing at 11.30 a.m., 3.00 p.m. and 8.00 p.m. The final will consist of 4 16-board stanzas on Sunday November 19th. The session times will be 10.00 a.m., 1.00 p.m., 3.30 p.m. and 8.00 p.m., unless these times are varied by mutual consent of the Director and both captains.

3.4 SNT Finalist Eligibility:

Teams entered for the SNWT may have players who are involved in the final of the SNT on November 16th. (Day 1). Such teams may choose to:

- 1) Play on Day 1 with substitute(s) of approximately equal standard, who shall be additional to those permitted by 2.3 above, or;
- 2) Commence play on Day 2 ('Late Starter') with a VP score of 60 and an IMP score of 72 for the purposes of the Round 4 draw.

In the event of any team exercising this option, the draw in rounds 1 to 3 will be conducted as follows:

- a) Even number of Late Starters:
Normal draw excluding Late Starters.
- b) Odd number of Late Starters:
Normal draw excluding all but one of the Late Starters, leaving one nominal Late Starter, and producing a bye in each of Rounds 1 to 3. Round 1 will be the normal seeded draw, with the last numbered team receiving the bye. For rounds 2 to 4, the team receiving the bye in the previous round will receive a match score of 18 VPs for the purposes of the next draw. For rounds 2 and 3, the team receiving the bye will be the lowest ranked team which has not already had a bye. Teams receiving a bye will be entitled to the normal masterpoints for a win.

In the event of a house team being included in the event, that house team will not play on day 1, and there will be no byes; and the house team will receive a score of 42 VPs for the purposes of the draw for match 4.

- c) Normal draw for round 4, provided that the late starters must not play each other. If the mean score in matches played by a Late Starter or a team receiving a bye is greater than 20 or 18 respectively after Round 9, that team's score for the unplayed match(es) will be adjusted to that mean. The resulting final VP total will be rounded to the nearest VP (0.5 rounds up), with normal tie-breaking procedures applying (4.7).

- 3) For the purposes of eligibility for play-off points, all members of a late starter team are deemed to have played all boards on Day 1.

3.5 Swiss Draw:

- a) The initial draw:
The seeded half of the teams will be drawn against the rest of the field in the form 1 v (N/2)+1 etc. Provision will be made for the addition of a 'house team' in the event of an odd number of teams being entered. (But see 3.4 above.)
- b) Subsequent rounds:
The draw will be according to the actual victory point score, with secondary break-ups being on net IMPs, thence on team number (c.f. 4.6 a) ii) below).
At the discretion of the tournament committee, a 'house team' may receive either:
 - i) its actual VPs;
 - ii) a maximum of 15, and a minimum of 11, with masterpoints awarded based on actual Vps.
- c) Appeals affecting draws:
Adjustments to scores as a result of appeals or the correction of scoring errors may occur after the draw has been made. In such circumstances the draw will not be changed. Neither will the draw be held up or directly affected by the result of any outstanding appeals.
- d) Home/Away Status:
The **first** named team shown in the draw for each round is considered to be the **HOME** Team. The **AWAY** Team will seat first.

3.6 Final seating rights:

In the final, seating rights will be determined by the toss of a coin prior to the first session. The team which wins the toss may choose to sit first in either the **first and third** sessions, or the **second and fourth** (final) sessions.

4. SCORING, TIES AND APPEALS

4.1 Board Dealing:

All SNWT qualifying and final boards have been computer dealt using the approved ABF computer hand generator. Hand records will be available after each qualifying round and after each final stanza.

In the qualifying rounds, one set of the hands will be used for groups of up to four matches (see 5.1 of these Supplementary Regulations.)

4.2 Victory Point Scale:

The World Bridge Federation 20-board Victory Point Scale will be used in the 9 qualifying rounds, viz.

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

4.3 Final scoring:

The result of the final will be determined on **net IMPs** - any IMP margin determines the winner.

4.4 Forfeits:

In the case of a forfeit, the score, for the purpose of completing the draw for the following round, will be 18 - 0 to the non-offending team. On completion of round 9, this score for the non-offending team will be adjusted to the **greater** of:

- a) The mean score for all of its completed matches;
- b) 30 VPs minus the mean score of the offending team for all of its matches including forfeit matches (Max. 25 VPs);
- c) 18 VPs.

4.5 Result Slips:

The winning captain must provide the scorer with a completed result slip, signed by both captains. Official result slips will be provided.

Any result from rounds 1 to 8, recorded and/or posted incorrectly by the scorer, can be altered up to 30 minutes after the official completion time for round 8. Similar correction can be made for Round 9 up to 30 minutes after its official completion.

4.6 Tie Breaking:

The following procedures apply to the breaking of ties:

- a) After Qualifying rounds 1 - 8:
 - i) Net IMPs accumulated;
 - ii) Team Number (lower numbered teams rank higher when the draw is carried out manually, but team number ranking is random when the draw is by computer);

Notwithstanding that teams have not played each other.

- b) After Qualifying round 9:
 - i) Removal of any fines;
 - ii) 6-board match(es) ranked on net IMPs, which may involve a multiple teams movement.
- c) After the 64-board final:
Additional 6-board match(es) as required.

4.7 Appeals:

Appeals for and against the Director's ruling must be notified to the Chief Tournament Director within 30 minutes of the official completion time for any qualifying round or final stanza. Appeals must be completed on the official Appeals Form provided, and a deposit of **\$50.00** submitted with each appeal. Results of appeals will not affect the following draw. The Appeals Committee will hear appeals as expeditiously as possible.

5. FOULED BOARDS, PUNCTUALITY AND SLOW PLAY

5.1 Sets:

Each set of boards is shared by 8 or less tables, so that the same physical set of boards is used by both tables in any match.

5.2 Misboarding:

A board that does not correspond to the hand records is not considered fouled if it is played in the same form at both tables. The Director must be notified immediately an irregularity or misboard is suspected, and ABF Tournament Regulation 9 (Fouled Boards) will apply.

5.3 Disciplinary Penalties for Misboarding:

Disciplinary penalties may be applied to teams responsible for any misboardings.

5.4 Punctuality and Slow Play:

Players are to be seated 5 minutes before the scheduled time for start of play. For teams not seated and ready to play at the starting time, **procedural penalties** will be applied as follows:

0 - 4 minutes late:	1st offence: WARNING 2nd. & subsequent offences: 1/2 VP
5 - 10 minutes late:	1 VP
11 - 15 minutes late:	2 VPs
16 - 20 minutes late:	3 VPs
21 - 30 minutes late:	5 Vps

Beyond this time, the Chief Tournament Director may assess a more severe penalty, including default of the match or disqualification from the tournament.

5.5 Slow Play:

Where a stanza is not completed in the time allotted, both teams shall be penalised equally unless the Director rules that the additional time be divided unequally between the two teams. The Director may make such a ruling after being called to the table during the play period or as a result of his/her own observations or those appointed by any time monitor.

a) Qualifying rounds are scheduled to be completed within 2 hours and 40 minutes of the start time.

Procedural penalties for slow play will be applied in the scale in 5.4

b) 16-board final stanzas are scheduled to be completed within 2 hours and 15 minutes of the start time.

Procedural penalties for late finishes will be:

First offence of 0 - 4 minutes:

WARNING

Any other offence:

1 IMP per minute or part thereof.

6. ABF TOURNAMENT REGULATIONS

6.1 Alerts:

Opponents must be alerted in accordance with the **1998 ABF alerting regulations**.

6.2 Full Disclosure:

Questions about the auction should be answered by disclosing all meaning of the call(s) as per **LAW** and the **1998 ABF alerting regulations**.

6.3 Eligibility for Australian Women's Team:

Each player in each of the first two eligible teams receives playoff points (36 if first, 18 if second), provided that the conditions below are satisfied:

- a) The Player submits a declaration attesting eligibility by citizenship or residency;
- b) The player must play at least 4 of the 9 qualifying rounds and, if applicable, at least 50% of the boards played by the team in the final. (See **3.4.3** for variations for late starter teams).
Extra boards played to break ties are not counted.

The ABF reserves the right, when there are equitable circumstances, to waive this requirement.

7. SMOKING REGULATIONS

The only smoking area in the Sydney Vista Hotel, other than those floors where smoking is permitted, is in the lobby bar.

Any player discovered smoking in any other area, in particular the stair wells, will be suspended for either the remainder of the current session, and/or for the following session. There will be no warnings!

SMOKING IN THE STAIR WELLS IS AGAINST THE LAW!