

SUPPLEMENTARY CONDITIONS OF CONTEST (SCOC) FOR TOURNAMENTS UNDER THE AEGIS OF TNBA

PREAMBLE

The conditions of contest set forth hereunder are supplemental to the General Conditions and Regulations for tournaments as specified by the Bridge Federation of India.

The tournament will be conducted under the technical management of the tournament committee. The schedule of events will be as published in the tournament prospectus. In case of necessity, the Tournament Committee in consultation with the Chief Tournament Director may alter/modify the format of any of the events. The tournament will be played in accordance with the laws and provisions laid down by the World Bridge Federation (WBF) and Bridge Federation of India (BFI) and will follow the WBF – 2017 Laws of Duplicate Bridge.

AUTHORITY IF THE TOURNAMENT COMMITTEE

- The tournament committee reserves the right to change the program and schedule.
- Any decisions taken by the tournament committee will be binding on all participants.
- The tournament committee reserves the right to impose disciplinary penalties on players who violate the decorum of the event.
- The tournament committee shall have the power to expel, suspend or otherwise discipline a player for any of the following reasons:
 - In case of any impropriety/cheating/fraud committed by the said player.
 - In case of mis-behavior with officials or fellow contestants during the tournament.
- The Tournament Committee reserves the authority to alter or modify this SCoC. In exercising this right, the committee shall also have the right to rectify any clear error in the SCoC as soon as it is brought to its notice, provided that the error is evident from the context or from its being in conflict with the laws.

MISCELLANEOUS NOTES

- A request for review of Director's ruling can be submitted in writing to the Reviewer along with a deposit of Rs. 200. The deposit will be refunded if the review is not frivolous in nature.
- Carryover will apply to all playoff segments as per the rules specified below.
- Smoking, consumption of alcohol & use of mobile phones is expressly forbidden inside the playing area.

- It is incumbent upon all participants to complete their playing engagements. If participants have time constraints, they need to inform the director and tournament committee at the earliest. The committee will attempt to accommodate the players' requests but cannot make any guarantees about it. Last minute requests will not be entertained. Any matches or rounds not completed will count as forfeited. Penalties will apply for players who do not fulfil their playing obligations except in case of emergency.

SYSTEM POLICY

- The current "**TNBA System Policy and Guidelines document**" will be followed

PSYCHIC BIDS

- Psychic bids are strictly forbidden in local and regional events.
- Psyche of a conventional bid or any artificial strong bid is not permitted at any stage of any event.
- CTD may consider any psyche with little or negligible risk as a Brown Sticker Convention clause 3.3 (b) of the BFI System Policy and may adjust the score and impose penalty.
- CTD may treat any psychic bid as a partnership understanding under Law 40B, if in his opinion the bidder's partner had the possibility of being aware of the deviation.
- The principles of full disclosure must be strictly adhered to. The Director may adjust the score and impose a procedural penalty, if in his opinion there is undisclosed knowledge that has damaged the opponents (Law 40).

ELIGIBILITY OF MINIMUM PLAYING CONDITIONS AND QUALIFICATION

- Each player of the participating teams shall play atleast 25% of the played deals to become eligible to play the following stage of the event. If not, such players will be disqualified from the remaining stages of the event.

CARRYOVER

- Team event playoff
 - Knockout playoffs** : Carry over of $\frac{1}{2}$ the IMP difference if the higher ranked team won the direct match, if any. If the lower ranked team won the direct match, carryover of $\frac{1}{3}^{\text{rd}}$ the IMP difference. This is subject to a maximum of 25% of the boards played in the given knockout match. If the teams didn't meet in the league, no carry over.
- Examples
 - 1
 - Semi-final knockout of 24 boards.
 - Higher ranking team beat lower ranking team in the

- league match by 32 imps.
- Carryover=0.5*32=16 imps, subject to ceiling of 24/4=6 imps, so carry over is 6 imps.
- 2
 - Semi-final knockout of 24 boards
 - Higher ranking team beat lower ranking team in the league match by 10 imps
 - Carryover=0.5*10=5 imps, subject to ceiling of 24/4= 6 imps, so carry over is 5 imps.
- 3
 - Final of 30 boards
 - Higher ranking team (based on rankings after league stage) lost to lower ranking team in the league match by 15 imps.
 - Carryover=0.33*15=5 imps, subject to ceiling of 30/4=7.5 imps, so carry over is 5 imps.
- **Round-robin playoffs** :Maximum carry over of 1.2 VPs per 10 boards of playoff (i.e. 6 VPs for a playoff consisting of 5 matches of 10 boards each). All carry-overs will be pro-rated based on top rank if ceiling is applied.Carry-over of last placed team is always 0. Formula
 - CarryOver=(TVP-VPL)*TS/TP, rounded to nearest 2 decimal points, subject to the ceiling as above, where
 - TVP=VP of team whose carry-over score is being computed.
 - VPL=VP of lowest ranked qualifying team.
 - TS=Total number of qualifying teams.
 - TP=Total number of participating teams.
- Examples

- 1
 - 20 teams participating, 4 teams to qualify.
 - 3 rounds of 16 boards being played.
 - Carryover ceiling=1.2*48/10=5.76
 - VP scores of qualifying teams are 75, 70, 60 & 55
 - Carryover of top ranked team=(75-55)*(4/20)=4VPs
 - Carryover of 2nd team=(70-55)*(4/20)=3
 - Carryover of 3rd team=(60-55)*(4/20)=1
 - Carryover of 4th team=0
- 2
 - 20 teams participating, 4 teams to qualify
 - 3 rounds of 16 boards being played
 - Carryover ceiling=1.2*48/10=5.76
 - VP scores of qualifying teams are 80, 70, 60 & 50
 - Carryover of top ranked team=(80-50)*(4/20)=6VPs, pared down to ceiling of 5.76 (so pro-rating applies for all teams)
 - Carryover of 2nd team=(70-50)*(4/20)*(5.76/6)=3.84
 - Carryover of 3rd team=(60-50)*(4/20)*(5.76/6)=1.92
 - Carryover of 4th team=0

- 3
 - 24 teams participating, 6 teams to qualify
 - 5 rounds of 10 boards being played
 - Carryover ceiling= $1.2 * 50 / 10 = 6$
 - VP scores of qualifying teams are 100, 92, 84, 80, 77 & 74
 - Carryover of top ranked team= $(100-74) * (6/24) = 6.5$
VPs, pared down to ceiling of 6(so pro-rating applies for all teams)
 - Carryover of 2nd team= $(92-74) * (6/24) * (6/6.5) = 4.15$
 - Carryover of 3rd team= $(84-74) * (6/24) * (6/6.5) = 2.31$
 - Carryover of 4th team= $(80-74) * (6/24) * (6/6.5) = 1.38$
 - Carryover of 5th team= $(77-74) * (6/24) * (6/6.5) = 0.69$
 - Carryover of 6th team=0

KNOCKOUT PLAYOFFS

- If the tournament format prescribes playoffs in knock-out format (i.e. quarter-finals or semi-finals) subsequent to a full league or a Swiss league, the teams finishing in the top half of the qualifiers earn the right to choose their opponents in the first stage of the playoffs. For example, if there are 8 qualifiers after a Swiss league, the top ranking team has the right to select their opponents from teams ranked 5-8, the 2nd ranked team can choose the remaining teams from the teams ranked 5-8 after the top ranked team has chosen their opponents and so on. This will not have any bearing on the carryover schedule discussed above.
- Note that there will be no selection of opponents in subsequent stages of the playoffs. Once the initial selection has occurred, teams are considered ranked according to that selection. Subsequently, the normal format for playoffs will apply, i.e. 1 to play 4 and 2 to play 3 (where 1 is the rank of the team which won the match on the top table and so on).

WITHDRAWAL & WALKOVER

- A team is permitted to withdraw from a match only with the express consent of CTD, after the completion of any Swiss round, or after a direct knock out match but not after the beginning of a match or during any stage of a knock out or league match. In case a team withdraws without such consent, the members of the team may be disqualified for the rest of the championship by the CTD & the Tournament Committee and may also have to face disciplinary proceedings.
- Walkover should be reported to the director before the start of a KO or league match. Walkover will only be entertained for exigent reasons like physical fitness, serious health problems or any other important practical reasons. However teams deciding on mutual walk over decisions without the consent of the CTD/tournament committee will have to face disciplinary proceedings

SUBSTITUTES

- In Team Tournaments, if for any reason, a team is unable to produce four players, either at the start of a session or because of an emergency that develops during the session, the CTD may designate one or more substitutes to complete the match. The result obtained by the substitute shall stand unless the Tournament Committee judges that the substitutes' bridge skill was considerably greater than those of the players replaced, in which case an adjusted score maybe determined. Whether or not the result stands, the Tournament Committee may impose appropriate penalties

when it judges a team to be at fault.

- In Pairs events, the CTD may make emergency substitution, whenever it is necessary for the smooth running of the game. If this emergency substitution results in disqualification of any contestant, the contestant shall, where practical, be informed by the CTD, at the time of the substitution.

FORFEITS IN TEAM COMPETITION

- If a team is unable to play or complete a match, CTD may find that team in default and declare the match forfeited. The team in forfeit shall score Zero VP and Zero IMPs for that match. The team winning the forfeited match shall be credited 12 VPs initially and all draws will be based on that. At the end of that stage, the CTD in consultation with the Tournament Committee, may increase the VPs credited based on the overall average performance of the team winning the forfeited match, or credit a higher VP if they consider it to be equitable given the circumstances.

TIE-BREAK PROCEDURE

- Teams with identical scores after deducting all penalties will deem to have tied.
- In case of Tie Break for the last qualifying position in Round Robin, the winner of the direct match between the two tied teams will be the winner. If their score in direct match was a tie, then there will be a play-off of extra four board match for breaking the tie. Fresh Line up of pairs will be allowed at this stage. If the tie persists, tie breaking will be done by one board ("sudden death") matches to determine the winner with same pairs to continue. In the tie-break, difference of 1IMP is a win.
- In Knock-out matches, a difference of 0.01 IMP (accrued due to carry-over) will be considered a win.
- In case of a tie break in knock out matches, there will be play off of extra four board match for the tie break. Fresh Line up of pairs will be allowed at this stage. If the tie persists, tie breaking will be done by one board ("sudden death") matches to determine the winner with same pairs to continue. Difference of 1 IMP is a win.