



## **2020 OPEN TEAMS CHAMPIONSHIP**

**26 – 27 SEPTEMBER 2020**

### **CONDITIONS OF CONTEST**

#### **Organisers**

The event is being organised by the Cyprus Bridge Federation, who have the sole and full responsibility for all matters pertaining to it

#### **Venue**

Due to Covid-19 restrictions, the event will be played online, on the BBO platform

#### **Schedule of Events**

Registration of the teams, giving the name and BBO username of all players, as well as team name, will have to take place by September 20<sup>th</sup> 2020. This should be done by e-mailing the CBF secretary.

All participating teams will play a number of matches over the course of Saturday 26th and Sunday 27th September 2020. The precise number of matches will be decided by the director and will depend on the number of teams participating in the competition.

The matches will start at 10:00 am each day and will finish at a time dependent on the program decided by the director.

All decisions by the director will be final and not subject to an appeal.

#### **Teams**

A team is consisted of 4 to 6 players, all of whom must be registered before the start of the qualifying round. A player can only participate in one team. Teams will field the same 4 players per round and can only change their line-up at the start of a round. Players not playing in a round cannot kibitz matches played by their team. It will help organisational matters if teams play with the same lineup each day, changing players only before the start of each day.

#### **Qualification**

There is no qualification for this event.

#### **Movements – Scoring - Ranking**

The director will decide the format of the competition after the number of participating teams is known. If at all possible within the time constraints, it will be full round-robin where each team plays against all others. Otherwise, the director will select the most appropriate movement.

The result of each match in IMPs (International Match Points) will be converted into VPs (Victory Points) using the continuous scale of the WBF (World Bridge Federation). The final ranking of each team will be based on the total VPs earned from all the matches.

If two or more teams at the end of the competition have the same total number of VPs, then for ranking purposes the IMPs quotient will be used, with the team with a higher IMPs quotient winning. If both the VPs and the IMPs quotient are exactly the same then the two teams play extra boards in ‘sudden-death’ mode – the first team to get a better result on any one board wins

### **Masterpoint awards**

The Cyprus Bridge Federation is awarding both Gold and Silver masterpoints to the event. The awards are as follows:

- For the winning team eight Gold MPs per player
- For the second team four Gold MPs per player
- For the third team two Gold MPs per player

In addition to the above, there will be awards of:

- Silver MPs for overall ranking for each session, in accordance with the appropriate club scale, and multiplied by 3 for overall ranking in the final
- Four silver MPs/player for each match won by their team in each session.

All the above awards are subject to the CBF’s Masterpoint scheme rules.

### **Entry Fees**

€40 per team. It is each team captain’s responsibility to collect this amount and hand it over to the CBF as soon as conditions allow this.

### **Eligibility**

To be eligible to participate in the competition players will need to have obtained their CBF ID cards for 2020, or to be a regular player at one of the Paphos bridge clubs.

## **SUPPLEMENTAL CONDITIONS OF CONTEST**

### **General**

If an issue is raised that is not clearly or adequately covered in this document, then the provisions of the White Book of the English Bridge Union (EBU), used with the kind permission of the EBU, will apply.

### **Disclosure of systems**

The European Bridge League’s Systems Regulations and Systems Policy 2000 apply to this event. Consequently, HUM (Highly Unusual Methods) Systems are not permitted but Brown Sticker Conventions are permitted.

Both members of a partnership must adopt the same methods in the auction and in their carding.

All players are reminded of the need to provide full disclosure concerning their methods to their opponents. Failure to abide by this rule may result in the offending pair being fined and their opponents receiving an adjusted score.

Players are encouraged to call the tournament director if they consider that their opponents are playing an unauthorised system. Players discovered playing unauthorised systems will be subject to penalty and

required to stop playing such systems with immediate effect. Repeated offences may result in their expulsion from the event.

The tournament director is empowered to impose penalties for any breach in disclosure

### **Dealing**

The boards will be pre-dealt by the director.

### **Changing a player in a team**

Once the competition has started, it will not be possible to change a player in a team. However, subject to the tournament director's approval, it may be possible to change a player in a team that has submitted an application of participation before the competition has started.

### **Length of Matches**

The time allowed to complete any session will be set by the director and will be at least 7 minutes per board and at most 8 minutes 20 seconds per board.

### **Late Arrival**

Any team not seated and ready to play at the announced starting time of a session will be assessed a penalty that will be decided by the tournament director.

If the delay, in the tournament director's opinion is excessive, he may decide to remove the team from the competition, awarding appropriate scores to the other teams.

### **Slow play**

The tournament director will normally issue warnings when teams are in danger of penalties for slow play. If, despite these warnings, teams finish late, they will receive a warning in the first instance. Thereafter, the director will penalise each team who is responsible for slow play.

An absence of warning does not diminish the responsibility of the players or their liability to be fined.

If a pair should claim that the responsibility for the slow play is with their opponents, they will do so by calling the tournament director who will take any corrective measures that are necessary in his opinion, including, at his discretion, the designation of a monitor at the table as long as he considers desirable.

Penalties imposed by the tournament director in accordance with this section are final.

### **Alerting**

The EBL 'Alerting Policy' applies. Any call which: (i) has a special or artificial meaning, or (ii) which has a partnership meaning that may not be understood by the opponents, is a call that must be brought to the immediate attention of the opponents through the use of the 'alert procedure'.

### **Discussions**

As a matter of propriety and in order to save time, players are expected during the play to avoid discussions with partner or argument with opponents. In case of a dispute a player's proper recourse is to call the tournament director.

Any discussion at the table should be in a language understood by all four players.

### **Spectators**

If it is technically feasible, people wishing to watch the matches will need to apply for permission to be allowed. The organisers will compile a list of the people wishing to kibitz and forward it to the director before the event starts. If this is not feasible, no kibitzers will be allowed.