

NEC Cup 2014 Conditions of Contest

A 12-round Swiss of 14-board matches will qualify the top 8 teams to the Knockout phase; no playbacks.

V.P. Scale: New WBF 14-board scale (20 point scale, continuous and given to two decimal places).

Seating Rights: Blind seating 10 minutes before the start of match.

KO-Phase Seating: The winner of a coin toss has the choice of seating in either of the two 16-board segments of the quarter- or semi-finals. In the four 16-board segments of the final, the choices will alternate over segments.

Swiss Pairings: First-round Swiss matches were made by randomly pairing each team in the top half with a team from the bottom half.

Home and Visiting: 1st numbered team sits N/S in the open room, E/W in the closed room.

Tie-Breaks: At the end of the Swiss, ties will be broken by IMP quotient. If more than two teams are involved, the latest version of WBF Conditions of Contest procedures will apply.

In the Knockout Phase, the team with the higher position from the Swiss will be assumed to have a ½-IMP carryover.

Systems: No HUM or Brown Sticker methods are permitted in this event. However, pairs may prepare written defenses against a two-level opening bid in a minor that shows a weak two-bid in either major, with or without the option of strong hand types. These defenses are deemed to be part of the opponents' convention cards.

Length of Matches: 2 hours will be allotted for each 14-board segment (or 2 hours and 15 minutes for each 16-board segment of the KOs). In addition, a 5-minute grace period will be allotted to each team. Overtime and slow play penalties as per the latest version of WBF Conditions of Contest.

Appeals: The WBF Code of Practice will be in effect. The Chief Director will have 12C1c authority. Appeals found to be without merit may incur a penalty of up to 3 VPs.

Match Scoring: Bridgemate scoring terminals will be used. Match results should be verified against the official result sheet (posted at the end of each match); score corrections and notifications of appeals will be permitted up until the start of the next session.

KO Draw: The team finishing 1st in the Swiss may choose their opponent from the teams finishing 4th-8th. The team finishing 2nd will have their choice of the remaining teams from the 4th-8th group. The team finishing 3rd will then have their choice of the remaining teams. In addition, before the start of the Knockout Phase and after all quarter-final draws have been determined, the team that finishes 1st in the Swiss chooses their semi-final opponent from any of the other three quarter-final matches.

Security: No player may leave the playing area during play without permission, due to security concerns arising from the Bridge Base Online Broadcast and the upload of the results of all matches in progress on the web.

Smoking: Once play in a qualifying-round match or a KO-round session starts, smoking is prohibited at ALL times (including when a player leaves the playing room to go to the bathroom), until the player completes the play of all boards in the match or session. (For those wishing to smoke at other times, smoking rooms are located on the 3rd and 5th floors of the Conference Center.)

Automatic penalties for violations will be assessed by the Director as follows:

Qualifying Swiss: 1 VP for the 1st offence, 3 VPs for all subsequent offences

KO : 3 imps for the 1st offence, 10 imps for all subsequent offences

Screen Hesitations: When a delay in the return of the tray is suspected, a player on the opposite side of the screen must be the first to call attention to it (by summoning the Director). In case of dispute the call from the wrong side will be ignored, but in situations where the wrong side calls or a late call is made and there is no dispute the Director may accept the fact of the delayed call.

Electronic Equipment: Any and all electronic equipment capable of receiving or transmitting information to/from outside the playing room (e.g., cell phones, personal computers, iPads and the like) must be turned off at all times from the beginning of a match/session until the player has completed all boards in the match/session and left the playing area.

In KO rounds, mobile phones in the playing area are prohibited during game time. Players with mobile phones should surrender their phones to the staff at the service desk and receive a number tag which is used to collect the phone after the game.

The Director may authorize exceptions in emergency situations. Penalties for violations are the same as for smoking violations.

Photography/BBO Vugraph: By entering the event, players (and kibitzers) agree to authorize still and/or video photography by the JCBL and also to appear on BBO VuGraph whenever requested by the Director.

WBF VP scale (14 boards)					
IMPS	VPs - Won	VPs - Lost	IMPS	VPs - Won	VPs - Lost
0	10.00	10.00	29	16.88	3.12
1	10.33	9.67	30	17.04	2.96
2	10.66	9.34	31	17.19	2.81
3	10.97	9.03	32	17.34	2.66
4	11.28	8.72	33	17.49	2.51
5	11.58	8.42	34	17.63	2.37
6	11.87	8.13	35	17.77	2.23
7	12.16	7.84	36	17.91	2.09
8	12.44	7.56	37	18.04	1.96
9	12.71	7.29	38	18.17	1.83
10	12.97	7.03	39	18.29	1.71
11	13.23	6.77	40	18.41	1.59
12	13.48	6.52	41	18.53	1.47
13	13.72	6.28	42	18.65	1.35
14	13.96	6.04	43	18.76	1.24
15	14.19	5.81	44	18.87	1.13
16	14.42	5.58	45	18.98	1.02
17	14.64	5.36	46	19.08	0.92
18	14.85	5.15	47	19.18	0.82
19	15.06	4.94	48	19.28	0.72
20	15.26	4.74	49	19.38	0.62
21	15.46	4.54	50	19.47	0.53
22	15.66	4.34	51	19.56	0.44
23	15.85	4.15	52	19.65	0.35
24	16.03	3.97	53	19.74	0.26
25	16.21	3.79	54	19.83	0.17
26	16.38	3.62	55	19.91	0.09
27	16.55	3.45	56	19.99	0.01
28	16.72	3.28	57	20.00	0.00