



18<sup>th</sup> ASIAN GAMES

**Jakarta  
Palembang  
2018**



# **BRIDGE**

## **Technical Hand Book**

**April 2018**

## **Bridge** (Wikipedia)

**Contract bridge**, or simply **bridge**, is a trick-taking card game using a standard 52-card deck. It is played by four players in two competing partnerships, with partners sitting opposite each other around a table. Millions of people play bridge worldwide in clubs, tournaments, online and with friends at home, making it one of the world's most popular card games, particularly among seniors. The World Bridge Federation (WBF) is the governing body for international competitive bridge, with numerous other bodies governing bridge at the regional level.

The game consists of several deals each progressing through four phases. The cards are **dealt** to the players, and then the players **auction** or *bid* to take the contract, specifying how many tricks the partnership receiving the contract (the declaring side) needs to take to receive points for the deal. During the auction, partners communicate information about their hand, including its overall strength and the length of its suits, although conventions for use during play also exist. The cards are then **played**, the declaring side trying to fulfill the contract, and the defenders trying to stop the declaring side achieving its goal. The deal is **scored** based on the number of tricks taken, the contract, and various other factors which depend to some extent on the variation of the game being played.

Rubber bridge is the most popular variation for casual play, but most club and tournament play involves some variant of duplicate bridge, where the cards are not re-dealt on each occasion, but the same deal is played by two or more different sets of players to enable comparative scoring.

Bridge is a four-player partnership trick-taking game with thirteen tricks per deal. The dominant variations of the game are rubber bridge, more common in social play; and duplicate bridge, which enables comparative scoring in tournament play. Each player is dealt thirteen cards from a standard 52-card deck. A **trick** starts when a player leads, i.e. plays the first card. The leader to the first trick is determined by the auction; the leader to each subsequent trick is the player who won the preceding trick. Each player, in a clockwise order, plays one card on the trick. Players must play a card of the same suit as the original card led, unless they have none (said to be "void"), in which case they may play any card.

The player who played the highest-ranked card wins the trick. Within a suit, the ace is ranked highest followed by the king, queen and jack and then the ten through to the two. In a deal where the auction has determined that there is no trump suit, the trick must be won by a card of the suit led. However, in a deal where there is a trump suit, cards of that suit are superior in rank to any of the cards of any other suit. If one or more players plays a trump to a trick when void in the suit led, the highest trump wins. For example, if the trump suit is spades and a player is void in the suit led and plays a spade card, he wins the trick if no other player plays a higher spade. If a trump suit is led, the usual rule for trick-taking applies.

Unlike its predecessor Whist, the goal of bridge is not simply to take the most tricks in a deal. Instead, the goal is to successfully estimate how many tricks one's partnership can take. To illustrate this, the simpler partnership trick-taking game of Spades has a similar mechanism: the usual trick-taking rules apply with the trump suit being spades, but in the beginning of the game, players *bid* or estimate how many tricks they can win, and the number of tricks bid by both players in a partnership are added. If a partnership takes at least that many number of tricks, they receive points for the round; otherwise, they receive penalty points

### III. Technical Information

#### 1. Competition Date

Bridge competition will be held from August 21st to September 1st, 2018 at JIEXPO Kemayoran, Convention Centre and Theatre, Grand Ballroom and the Junior Ballroom JAKARTA Cluster.

#### 2. Venue

Category	Competition Venue	Training Venue
Name	JIEXPO Kemayoran, Convention Centre and Theatre, Grand Ballroom and the Junior Ballroom JAKARTA Cluster.	Same as Competition venue
Distance from the Athletes' Village	1.5 Km	1.5 Km
Size	2.700 sqm + 820 sqm	2.700 sqm + 820 sqm
Seating Capacity	2600 + 800	2600 + 800

#### 3. Competition Management

3.1 **Technical Delegate:** Handojo Susanto (INA)

3.2 **Competition Manager:** Hartono (INA)

#### 4. Competition Events

The Bridge competition will consist of six (6) events including two (2) categories for men, one (1) category for women, two (2) categories for mixed and one (1) category for supermixed.

Men's (2)	Women's (1)	Mixed (2)	Supermixed (1)
Pair, Team	Pair	Pair, Team	Team

## **5. Event Definition**

For each of the following events, there will be 4 medals. Rank 1<sup>st</sup> gets the gold medal, rank 2<sup>nd</sup> gets the silver medal, rank 3<sup>rd</sup> and 4<sup>th</sup> get the bronzes medal. Each rank in team event will get 7 medals (6 for players and 1 for NPC if there is NPC). And each rank for pair is 2 medals. All team Events will be played concurrently, and athletes can only play in one of these category Men, Mixed or Supermixed.

### **5.1. Men**

#### **5.1.1 Men Teams**

The 18<sup>th</sup> Asian Games Bridge Competition for Men Team. Teams may consist of 4, 5 or 6 men players; the Non Playing Captain (NPC) and other team officials may be male or female. Each NOC can only enter one Men Team.

#### **5.1.2. MP Men Pairs**

The 18<sup>th</sup> Asian Games Bridge Competition for Men Pair which the scoring is using match point (MP). Pair consist of 2 men players playing in partnership. Each NOC can enter maximum 3 (three) men pairs.

### **5.2. Women**

#### **5.2.1.MP Women Pairs**

The 18<sup>th</sup> Asian Games Bridge Competition for Women Pair which the scoring is using match point (MP). Pair consists of 2 women players playing in partnership. Each NOC can enter maximum 3 (three) women pairs.

### **5.3. Mixed**

#### **5.3.1. Mixed Teams**

The 18<sup>th</sup> Asian Games Bridge Competition for Mixed Team. Team must consist of mixed pairs playing in partnership. Each mixed pair consist of 1 (one) man player and 1 (one) woman player playing in partnership. Team may consist of 2 to 4 women players and 2 to 4 men players, for total consist of 4, 5 or 6 players; the NPC and other team officials may be male or female. Each NOC can only enter one Mixed Team.

### 5.3.2. MP Mixed Pairs

The 18<sup>th</sup> Asian Games Bridge Competition for Mixed Pair which the scoring is using match point (MP). Pairs consist of 1 (one) man player and 1 (one) woman player playing in partnership. Each NOC can enter maximum 3 (three) mixed pairs.

### 5.4. Super-Mixed Teams

The 18<sup>th</sup> Asian Games Bridge Competition for Super Mixed Team. Teams must consist of men and women pairs playing in partnership. Team may consist of 1 women pair and 2 men pairs or 2 women pairs and 1 men pair or 3 women players and 3 men players, for total consists of 4, 5 or 6 players. In every match, one women pair has to play against one men pair, the same sitting arrangement at the other tables. the NPC and other team officials may be male or female. Each NOC can only enter one Super-Mixed Team.

### 5.5. Total athletes and events

Event	Number of athletes (Team/Pair)		Max number per event (Team / Pair)		Maximum Number of athletes for each NOC
	MEN	WOMEN	MEN	WOMEN	
Team	4 - 6	-	1	-	<b>24</b>
Pair	2 - 6	2 - 6	3	3	
Mixed Team	2 - 4	2 - 4	1		
Mixed Pair	1 - 3	1 - 3	3		
Supermixed Team	2 - 4	2 - 4	1		

## 6. Competition Schedule

Date	Time	Men's Team	Mixed's Team	Supermixed's Team	Men's Pair	Women's Pair	Mixed's Pair
Day 0. 20 Aug	10:00-12:00	<b>Team Manager Meeting &amp; Technical Official Meeting</b>					
Day 1. 21 Aug	09:00-11:00	RR1					
	11:20-13:20	RR2					
	14:30-16:30	RR3					
	16:50-18:50	RR4					
Day 2. 22 Aug	09:00-11:00	RR5	RR1	RR1			
	11:20-13:20	RR6	RR2	RR2			
	14:30-16:30	RR7	RR3	RR3			
	16:50-18:50	RR8					
Day 3. 23 Aug	09:00-11:00	RR9	RR4	RR4			
	11:20-13:20	RR10	RR5	RR5			
	14:30-16:30	RR11	RR6	RR6			
	16:50-18:50	RR12					
Day 4. 24 Aug	09:00-11:00	RR13	RR7	RR7			
	11:20-13:20						
	14:30-16:30	RR14	RR8	RR8			
	16:50-18:50	RR15	RR9	RR9			
Day 5. 25 Aug	09:00-11:00	RR16	RR10	RR10			
	11:20-13:20	RR17	RR11	RR11			
	14:30-16:30	RR18	RR12	RR12			
	16:50-18:50	RR19					
Day 6. 26 Aug	09:00-11:00	RR20	RR13	RR13			
	11:20-13:20	RR21	RR14	RR14			
	14:30-16:30	RR22	RR15	RR15			
	16:50-18:50	RR23					
Day 7. 27 Aug	09:00-11:00	SF1	SF1	SF1			
	11:20-13:20	SF2	SF2	SF2			
	14:30-16:30	SF3	SF3	SF3			
	16:50-18:50	SF4	SF4	SF4			
Day 8. 28 Aug	09:00-11:00	F1	F1	F1			
	11:20-13:20	F2	F2	F2			
	14:30-16:30	F3	F3	F3			
	16:50-18:50	F4	F4	F4			
	19:00-20:30	Victory Ceremony					
Day 9. 29 Aug	09:00-12:00				R 01-07	R 01-07	R 01-07
	13:30-16:30				R 08-16	R 08-16	R 08-16
	18:00-21:00				R 17-21	R 17-21	R 17-21
Day 10. 30 Aug	09:00-12:00				R 22-28	R 22-28	R 22-28
	13:30-16:30				R 29-37	R 29-37	R 29-37
	18:00-21:00				R 38-42	R 38-42	R 38-42
Day 11. 31 Aug	09:00-12:00				SF1	SF1	SF1
	14:00-17:00				SF2	SF2	SF2
	18:00-21:00				SF3	SF3	SF3
Day 12. 01 Sep	09:00-12:00				F1	F1	F1
	13:30-16:30				F2	F2	F2
	18:00-21:00				F3	F3	F3
	21:00-22:00	Victory Ceremony					

※ Note : This competition schedule is subject to change depending on the number of final entries.

## **7. Competition Rules**

### **7.1. This Competition**

means 18<sup>th</sup> Asian Games Bridge Competition.

#### **7.1.1. The WBF**

means the World Bridge Federation, an International Sport Federation recognised by the IOC and incorporated in Switzerland. Detail of WBF can be found at [www.worldbridge.org](http://www.worldbridge.org)

#### **7.1.2. WBF Alerting Policy**

means the Policy, issued by the WBF from time to time and adopted by the organizing committee, that regulates the alerting procedure in this competition.

#### **7.1.3. WBF Convention Card or Card**

means the Convention Card authorised by the WBF and adopted by the organizing committee for the disclosure of Systems by contestants in this competition and includes Supplementary Sheets.

#### **7.1.4. WBF Convention Booklet**

means the definition of bidding conventions published under that name by the WBF and adopted by the organizing committee for use by contestants in this competition in conjunction with the WBF Convention Cards. For the interpretation of these General Conditions any special partnership understanding is included in the terms “convention”, “conventional call”, “conventional play”, “conventional agreement” or the like. The Convention Booklet is contained within the WBF Guide to Completion of the Convention Card.

#### **7.1.5. WBF Policy on Psychic Bidding**

means the policy, issued by the WBF from time to time and adopted by the organizing committee, that specifies the policy with regard to Psychic Bidding.

#### **7.1.6. WBF Systems Policy**

means the Policy, issued by the WBF from time to time and adopted by the organizing committee that regulates the use of Systems in this competition.

#### **7.1.7. World Standard Card**

means the Card devised by the WBF and adopted by the organizing committee for use in specific circumstances defined in the Supplementary Conditions of Contest, copies of which will be available at this competition.

## **7.2. Rules of Contest**

Based on WBF Laws of Duplicate Bridge 2017.

### **7.2.1. Men, Mixed and Super Mixed Teams**

Consist of Qualification and Knock Out.

### **7.2.2. Qualification Phase**

There will be one or more complete round robins. The number of board for each session will be informed through Supplementary Conditions of Contest once the number of contestants is confirmed. Should there be more than 1 round robin, The teams will be reseeded according to their finishing position in the previous round robin for the pairing. The scoring will be using international match point (IMP) which will be converted to victory point (VP).

### **7.2.3. Knock out Phase**

In the knock out phase, four top teams from qualification phase will play 3 segments of 16-boards for each of the semi-final and final round. There will be carry-over in the knock out phase. The carry over will be one-third of the IMP difference in the meeting of the teams in the qualification phase, with a cap of 16 IMPs.

### **7.2.4. MP Men, MP Women and MP Mixed Pairs**

The competition will consist of Qualifying, semi-final and final rounds with match point (MP) scoring. The number of boards per round in each session will be determined depending on the number of contestants. The Brown Sticker Conventions and HUM System are prohibited in these events.

### **7.2.5. Schedule of Play**

The following is the tentative schedule of play. This schedule will be revised based on number of the contestants. The final schedule will be posted on event website. The schedule of play will be published on the event website.

**Day 0 : Technical Delegate Meeting, Captain's Meeting**

**Day 1 - 6 Teams Qualification Round**

**Day 7 - 8 Teams Semi-final and Finals**

**Day 9 -10 Pairs Qualification**

**Day 11 Pairs semi-finals**

**Day 12, Pairs Final**



### **7.2.6. Technical Officials and Reviewer**

#### **A. Technical Officials**

INASGOC, in conjunction with IF (WBF) or AF (APBF), of each event consists of 7 (seven) tournament directors and 1(one) reviewer

#### **B. Reviewer**

shall be appointed by ICBA (Indonesian Contract Bridge Association) and approved by IF (WBF) or AF (APBF)

## **8. Conditions of Entry**

Each NOC shall be entitled to send maximum 24 players, any combination of men and women, not included NPC or Coach.

### **8.1. Eligibility Requirements**

#### **8.1.1. Men Teams, Mixed Teams and Super Mixed Teams**

Each country shall be entitled to nominate one team for Men Team, one team for Mixed Team and one team for Super Mixed Team.

#### **8.1.2. MP Men Pairs, MP Women Pairs and MP Mixed Pairs**

Each country shall be entitled to nominate up to 3 (Three) pairs for MP Men, MP Women and MP Mixed Pairs. One NOC can only get two (2) highest rank medals for each pair event.

If the result from 1 NOC:

1<sup>st</sup> (Gold)

2<sup>nd</sup> (Silver)

3<sup>rd</sup> (Bronzes)

The rank 3<sup>rd</sup> automatically is replaced by the next higher rank from other NOC

#### **8.1.3. Registration (all events)**

The name and email address, of the non\_playing captain, and the names and email addresses of the players in each team, submitted in accordance with the conditions of entry, should be sent to the Organizing Committee.

### **8.2. Entry by Number and Names**

The preliminary deadlines for contestants to confirm the participation for this Competition will follow the overall Entry by Number and Entry by Names schedule set by INASGOC.

## 9. **Sport Entries**

### 9.1. **Eligibility**

- Only OCA member NOCs are entitled to send athletes to participate in the Bridge competition of the 18<sup>th</sup> Asian Games.
- Only athletes who comply with the OCA Constitution and Rules and its Bye-law are entitled to participate in the Bridge competition.

### 9.2. **Entry Timeline**

- Entry by Sport - Deadline: **24:00 January 31, 2018** (Indonesia Time, GMT +7)
- Entry by Number - Deadline: **24:00 April 30, 2018** (Indonesia Time, GMT +7)
- Entry by Name - Deadline: **24:00 June 30, 2018** (Indonesia Time, GMT +7)
- Distribution of Technical Handbook & Sport Entry Manual : **January 30, 2018**
- **For all Sport Entries Submission :**

### 9.3. **Entry Policies**

**Total:** Each NOC may enter a maximum of twenty-four (24) players in Bridge

- A. **Pair events:** Each NOC may entry maximum of 3 (three) pairs per pair event. The players may come from the men, the mixed or supermixed team.
- B. **Team Events:** Each NOC may enter maximum one (1) team consisting of four (4), five (5) or six (6) players in each team event.

#### **Official Language**

English is the official language of this competition. During a match the players may converse only in English unless both captains (in team events) or all four players at the table (in pair's events) agree to use some other common language at their own risk. If necessary, each captain is responsible for the provision of an interpreter for translation into English. The Laws printed in English will be used by the Tournament Directors to adjudicate irregularities. No request for review due to misunderstanding in a language other than English will be entertained.

## 10. **Ethics and Deportment**

### 11.1. **Player's Obligations**

All contestants in this competition are required to conform at all times to the highest standards of ethics and deportment. The organizing committee expects all teams and partnerships to play to win at all times and in all circumstances. All contestants (including non-playing captains) are also expected to accept the

decisions made by the championship authorities in a courteous and sportsmanlike manner.

### **11.2. Looking at Partner**

Players are requested not to look at their partners during play of a hand. The objective is to avoid any suggestion of unethical communication.

### **11.3. Anti-Betting Regulation**

It shall be a violation for any player, team captain or official, or any other persons associated with or related to a player, team captain or official participating in this competition to wager on the results of any such event or part thereof. Any violation will be subject to charges to be presented to a hearing before the APBF Executive Committee.

## **11. Restrictions**

The following restrictions apply to the playing areas

### **12.1. Smoking and Alcohol**

Smoking and the consumption of alcoholic beverages of any nature in the playing area are prohibited. No player may leave the playing area in order to smoke or consume alcohol before the end of his match. Any player or team official smoking or consuming alcohol before, during or after the session in these areas will result in his team being fined 2 VPs, or in the case of pairs events, will result in his partnership being fined 25% of the match points available on a board during the session. Constant violation of this regulation will result in the player being prohibited from playing.

### **12.2. Mobile Phones and Electronic Devices**

Mobile telephones and electronic devices may not be brought into the playing area and toilets. Any player or team official bringing such an item into these areas will result in his team being fined 2 VPs or in the case of pairs events, will result in his partnership being fined 25% of the match points available on a board during the session. This penalty is mandatory. Constant violation of this regulation will result in the player being prohibited from playing and in the team official not being admitted into the playing area. The Chief Tournament Director may, at his discretion, prohibit a player from bringing other equipment into the playing area. Anyone entering the playing area may be required to comply with procedures put in place by the organizing committee for the detection of such electronic equipment.

The Chief Tournament Director will arrange for random checks of players and team officials to ensure that there is compliance with these prohibitions. Refusal to submit to these checks will bar the individual concerned from the playing

area and toilet area for the duration of the match or until such time as the Chief Tournament Director in consultation with the organizing committee shall decide.

### **12. Disqualification From this competition**

Should a team, pair or individual player be disqualified as a result of a decision made by the organizing committee, no refund of the entry fees, either in part or in whole, will be made.

### **13. Vu-Graph**

All contestants are required to play on Vu-Graph whenever assigned to do so by the Technical Delegate or Chief Tournament Director or his designee. In the absence of any contrary stipulation, the room from which play is broadcast to the Vu-Graph audience shall be the Open Room.

### **14. Completion of WBF Convention Card**

#### **15.1. Publication of Systems**

Registration of Convention Cards with the organizing committee gives the organizing committee the right to publish such convention cards via Internet or to any parties in such form as it sees fit. When full systems are registered on site, for the purposes of providing additional information, these will not be published by the organizing committee to persons other than those requiring them for the purpose of running the Tournament.

#### **15.2. Requirements**

Contestants are required to make full written disclosure of their System and also to make a full disclosure of the meaning of any call or play in response to a proper question at the table from an opponent. The Supplementary Conditions of Contest will set forth detailed procedures for that disclosure, in accordance with the WBF Systems Policy and in addition to rules established in these Conditions of Contest.

The full written disclosure referred to in the above paragraph is made by the completion in due form of the WBF Convention Card and Supplementary Sheets as required. Partnerships are required to file their Convention Cards and Supplementary Sheets in accordance with the Supplementary Conditions of Contest. A Card will not be regarded as having been completed in due form for the purposes of this section unless:

- a) all sections of the Card have been accurately and legibly completed, in English, in accordance with the Guide to Completion, these Conditions of Contest, and the Supplementary Conditions of Contest;
- b) the Card and Supplementary Sheets contain a clear and sufficient explanation of the System used, including, without limitation, all competitive agreements and understandings, it being accepted by the organizing committee

that the full particulars of some sequences (such as relays) which occur in later rounds of the auction, may be omitted from the Card without such omission constituting a breach of the requirement that the Card contain a clear and sufficient explanation of the System;

- c) the type of System and its appropriate colour are duly indicated in the prescribed place on the Card.
- d) any appropriate Brown Sticker or other forms required by the WBF Systems Policy are fully completed and appended to the Card.

### **15.3. Supplementary Sheets**

The WBF Convention Card may be supplemented by the addition of Supplementary Sheets. The function of the Supplementary Sheets is to facilitate the full disclosure of Systems and the relationship of material on a Supplementary Sheet to material on a Card should be clearly indicated by corresponding numbers on both the Card and the Supplementary Sheet.

### **15.4 . General**

- a) If a player makes use of any conventional call not sufficiently described on his Card (including Supplementary Sheets), that player's partnership may be subject to a procedural penalty (Law 90) for the infraction and/or to disciplinary penalty as well as to score adjustments to redress any damage.
- b) The onus of disclosure is on the user. When there is a claim of damage through inadequate disclosure, the Tournament Director will give the benefit of any doubt to the opponents.

## **15. Disclosure of Systems and Conventions**

### **16.1. Systems Policy**

The WBF Systems Policy, adopted by the organizing committee, forms part of these Conditions of Contest. No HUM system is permitted. Brown Sticker conventions are allowed for the Teams Event, but not permitted for the MP Pairs Event.

Note that psyches protected by system and classified as Brown Sticker Conventions, and psyche of conventional and artificial openings are prohibited. Each team will be allowed to submit a maximum of 4 systems. For the purpose of this section, if a system contains different methods for different vulnerabilities, each method will be treated as a separate system.

If a pair is found to have used a convention not listed on its Convention Card, it will be given a disciplinary penalty of up to 2 VPs deducted from the team's score. In addition, the Tournament Director gives an adjusted score if he deems that the opponents are damaged by the use of such an unknown convention. The pair will not play again until it has corrected its card to the satisfaction of the Chief Tournament Director. If the pair re-offends in this way they will not be allowed to play in partnership for the rest of the event. In addition, such

penalties will be applied should any pair in either of these events be found to have used a HUM system.

### **16.2. Submission of Systems**

Each team captain is responsible for ensuring that the convention cards for his team are submitted *in PDF format*, at the competition website (see Section IV) as soon as possible, but in any event before 18 July 2018. The Systems for every partnership that will play in these Championships must be described on the official WBF Convention Card, completed in accordance with the Guide to Completion, plus Supplementary Sheets, as necessary to describe conventional sequences in detail. Penalties for failure to submit Convention Cards and Supplementary in time are (in addition to Section 15.2.a) specified in Section 43.1.

#### **16.2.1. Convention Cards not received in due time**

Any partnership whose duly completed original Card and Supplementary Sheets have not been submitted on-line by 18 July 2018, in addition to the penalties referred to in Section 43.1, be required by the Organizing Committee (unless it rules otherwise) to use the system described on the World Standard Card for not less than the first two days of play.

Furthermore, no Brown Sticker Conventions will be permitted for the duration of these Championships.

#### **16.2.2. Contact Information**

Should captains have any queries concerning the systems provided by other teams, they should email the Championship Organizing Committee who will forward them to the appropriate person for response.

The fact that Cards and Supplementary Sheets are circulated by the organizing committee (see 15.1) does not mean that the organizing committee has considered such Cards as completely acceptable; systems although accepted as registered, may require amendments after being circulated.

### **16.3. Supplementary Sheets**

Where a conventional sequence cannot be described adequately in the space provided on the WBF Convention Card, a reference number should be placed at the appropriate place on the Card; a Supplementary Sheet bearing that reference number, and containing the complete explanation must be submitted along with the Card.

### **16.4. Changes to Cards/Supplementary Sheets**

a) Any changes to the duly submitted (as per section 16.2) Card and/or Supplementary Sheets must be submitted in official form (see (e) below) as early as possible for everyone's benefit, but in any event no later than 18 July

2018. These changes may only be clarifications, amendments of typing errors, minor additions, and/or cosmetic revisions in accordance with the WBF Systems Policy. **NOTE THAT NO CHANGES** may be made to Brown Sticker conventions. If these are not correctly submitted in the first instance, they may not be played.

b) On site changes to systems will be approved or required by the Chief Tournament Director.

c) In order for a change to be implemented, it will be uploaded to the website and an email sent to all captains to inform them that the Convention Card has been altered. Any essential changes (for example caused by the necessary change to a partnership as a result of withdrawal of a player) made to Convention Cards after 18 July 2018 will be relayed to all Captains by email. If such change is made after 16 August 2018, the information will only be available to the Captains through mailboxes on site.

d) Approval for a change requested once teams have reached the venue may be given or refused in whole or part by the Chief Tournament Director and may be given subject to conditions. One such condition will usually be that any such change cannot be implemented in the course of a particular round robin or in the course of a particular stage of the event, with possible prejudice to unprepared opponents being a particularly important negative factor. Clarifications and improvements to presentation will not be considered as substantive changes.

e) Official format for changes:

- i) A new page of the Convention Card/Supplementary Sheet that reflects the proposed change
- ii) A separate text document describing completely the proposed change and referring to the place(s) on the new pages where they can be found and any cross-references to Supplementary Sheet notes.

### **16.5. Special Responsibility for BROWN STICKER Conventions**

With regards to BROWN STICKER conventions, there is a special responsibility for users to explain their methods in sufficient detail (as per the Guide to Completion) the **first time that Cards are submitted**. Explanations and continuations for Brown Sticker Conventions must be presented using the Brown Sticker Convention Announcement forms, which form part of the WBF Systems Policy, and is available in Word Format for download from [www.ecatsbridge.com](http://www.ecatsbridge.com) or by email from [anna@ecats.co.uk](mailto:anna@ecats.co.uk).

If these submissions are inadequate, the pair may be barred from using those badly or inadequately described methods for the entire tournament.

These penalties are quite severe, but with the duly executed distribution of these Conditions and all significant materials by the organizing committee, no

pair will be permitted to claim ignorance of this special responsibility. The NBO, the Captains and the players are jointly responsible for contacting the organizing committee should there be any problems in obtaining the necessary tournament information in timely fashion. If these materials are received prejudicially late, it is the responsibility of the jointly responsible parties to so inform the organizing committee as soon as possible.

#### **16.6. Defences to Brown Sticker Conventions**

A pair may prepare written defences against the Brown Stickers elements of any system. These defences are deemed to be part of the opponents' Systems

#### **16.7. Seating Rights for Pairs using Brown Sticker Conventions**

Teams will be awarded seating rights if they are playing against a pair or pairs using two or more BS Conventions

### **17. Use of Convention Card at Table**

Unless otherwise set forth in the Supplementary Conditions of Contest, each member of a pair must hand to one of his opponents at the table during each Session of an event his duly completed Card and Supplementary Sheet(s) (incorporating any variations made pursuant to the provisions of the Supplementary Conditions of Contest for this competition) which shall contain in the designated place on the Card an indication of the appropriate colour. These are to be reclaimed at the end of the Session. After withdrawing his cards from the board and until they are restored at the conclusion of the play, a player may not consult his own Card or Supplementary Sheets. He may consult the WBF Convention Booklet in respect of a call made by an opponent, but not in respect of a call made by his partner, or one made or contemplated by himself, and he may consult written defences against Brown sticker conventions and HUM-aspects in his opponents system.

### **18. Alerts and Explanations**

An alertable call is defined in the WBF Alerting Policy (see Appendix 2: WBF Alerting Policy). Subject to the provisions of Section 29.2 when screens are in use, the partner of a player who has made an alertable call must immediately alert his opponents unless they have stated, before the auction started on the first board of the set that they do not wish to be alerted. It is the responsibility of the alerting player to alert clearly. No explanation of the meaning of the alertable call should be made unless requested by an opponent. Request for explanation of an alertable call may be deferred until later in the auction, or until after the auction has closed in accordance with Law 20.

### **19. WBF Convention Booklet**



Except in the case of initial action, whether offensive or defensive, showing two or more specified suits (for which the suits involved must be specified on the convention card) a reference on the Card to the name of a convention described in the WBF Convention Booklet or within the WBF Guide to Completion (obtainable from [www.ecatsbridge.com](http://www.ecatsbridge.com) Documents section) shall be deemed to incorporate on the Card the full text of the relevant convention as described in the WBF Convention Booklet. Should any modification of the description contained in the WBF Convention Booklet be used, sufficient details of such modification must appear on the Card in the appropriate section where the subject convention is named. No modification should be written on the WBF Convention Booklet itself.

## **20. Non-Playing Captains in Team Tournaments**

### **20.1. General**

Since a “Double Close Room” policy is implemented, a non-playing captain (NPC) may not observe his team during play.

### **20.2. Delegation of responsibility by the NPC**

NPCs are responsible for the performance of various functions detailed in these Conditions of Contest and the Supplementary Conditions of Contest. While the organizing committee recognises the importance of other team officials (such as coach, etc.), it is only when they are specifically named by the NPC, and have been invited to participate in this competition, that they may perform certain of the official functions assigned to the NPC.

## **21. 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 Chief Tournament Director, in consultation with the captain of the team, may designate a substitute to complete the team. A substitute need not be a member of the NBO represented by the team on which he or she substitutes, but must not be a player from another team and may not be a male in the case of an event restricted to women and vice versa.

The Chief Tournament Director, having designated a substitute, shall inform the Technical Delegate as soon as practicable. The results obtained by the substitute shall stand unless Technical Delegate judges that the substitute’s bridge skills were considerably greater than those of the player replaced, in which case an adjusted score may be determined. Whether or not the result stands, the Technical Delegate may impose appropriate penalties when it judges a team to be at fault.

Technical Delegate shall have authority to determine whether, and to what extent, a substitute may become a permanent replacement.

## **22. *Substitutes in Pair Tournaments***

The Chief Tournament Director may make emergency substitutions whenever they are necessary to the smooth operation of the game. If this will, or may, cause the resultant disqualification of any contestant, the contestant shall, where practicable, be notified at the time the substitution is made.

## **23. *Forfeits in Team Tournaments***

If a team is unable to play or complete a match, Technical Delegate may find that team to be in default and declare the match forfeited or postponed. The team in forfeit shall score zero Victory Points and zero IMPs for that match. The team winning the forfeited match will receive the best score between:

- (a) 12 VPs using the 20-0 VP scale,
- (b) the team's average, or the teams overall average.
- (c) the average score obtained by all the other opponents against the team at fault, whichever is greater. If it is, or becomes, necessary also to assign an IMP score for tie breaking or carry-over purposes, the winning team shall be credited with the average number of IMPs, rounded up, which earn the assigned Victory Points score.

## **24. *Substitute Boards in Team Tournaments***

A "substitute board" is one introduced into play in a session or a match, to replace a board already played at one or both tables. Depending upon the decision of the Chief Tournament Director, the results of a substitute board may, or may not, be counted as part of the session or match. Substitute boards are put into play by the Tournament Director either on his own volition or by direction of the Chief Tournament Director.

## **25. *Fouled Boards***

A board is considered "fouled" if the Tournament Director determines that one or more cards were misplaced in the board in such a manner that contestants who should have direct comparison did not play the board in identical form. If in a team event a pre-duplicated board is wrongly dealt and Law 13 of the Laws of Duplicate Bridge 2017 applies in such a way that the board cannot be played, the board is considered to be a fouled board.

### **25.1. *Fouled Boards in Team Tournaments***

A board is not considered fouled if the boards played in the same match are identical even though that board may differ from the like numbered

board played in simultaneous matches. In general, a fouled board should be replayed through the substitution of a new board. In addition, penalties will apply in certain circumstances (in accordance with the Supplementary Conditions of Contest). Replays through the substitution of one new board shall not be permitted after the result of a match may be known to the contestants, as to which circumstances the Tournament Director's decision shall be binding. That match is scored as though the board had never been played\*.

The same rules apply whenever a substitute board would normally be played, for example, when the Executive Committee nullifies a board. When the Tournament Director has reason to believe the Executive Committee may wish to have a substitute board played in the final session of a match, he should have a provisional board played during the session with an extra time allowance of 8 minutes. The Tournament Director, on his own volition, may instruct that a provisional board be played pending a future decision.

**\*Example:** if the 7<sup>th</sup> board in a 16-board match is fouled and the error is discovered when the contestants are computing the result of the match, the board is disregarded and the match is scored as though it consisted of only 15 boards, using the 16-board Vp scale ***no additional IMPs will be awarded.***

### **25.2. Fouled Boards in Pair Tournaments**

When a board has been fouled, the Tournament Director shall determine where the foul occurred. If guilt can be determined, penalties should be assessed in accordance with the Supplementary Conditions of Contest. Procedures for scoring fouled boards are contained in the Supplementary Conditions of Contest.

## **26. Bidding Boxes, BridgeMates and other devices**

### **26.1. Bidding boxes**

The use of bidding boxes is mandatory throughout this competition. Starting with the dealer, players place the bidding cards on the table in front of them, from the left and neatly overlapping so that all calls are visible and faced towards partner; players should refrain from touching any bidding cards until they have determined their call. A call is considered to have been made when the bidding card(s) is removed from the bidding box with apparent intent (but Law 25 may apply and if a player's mind was

elsewhere as he makes an unintended call the 'pause for thought' should be assessed from the moment when he first recognises his error). Alerts should be made by the use of the alert card; it is the responsibility of the alerting player to ensure that his opponents are aware of the Alert. Until they are removed from the table, a player obtains a review of the auction by inspecting the bidding cards. When such inspection is not feasible a player may obtain a written review of the auction at his first turn to play to trick one. If a player whose pass will conclude the auction removes his bidding cards from the table he is deemed to have passed. If screens are in use the foregoing is modified - see Section 29.

### **26.2. BridgeMates and other devices used for the recording of matches**

BridgeMate IIs are currently used for the official recording of the scores throughout the APBF Championships or Congress or Asia Cup. This recording is the responsibility of the team sitting North/South at each table. The E/W pair will be responsible for agreeing the score by keying in their confirmation. The official score will be that keyed in by N/S and agreed by E/W. Players and Captains are reminded that they are responsible for the accuracy of their own scores. Repeated violation of correct entering procedures may be subject to penalties.

## **27. Verification of Scores**

The correction period in Law 79C expires upon the commencement of the next match or segment, or - in respect of the final match or segment of any phase of the event only – 30 minutes after the final result has been posted and thereafter, the results will be final, with the following exceptions:

- awaiting a review;
- completion of play or replay boards where such replay has been directed by the Organizing Committee.

### **27.1. Score Corrections**

Score corrections may be made as sanctioned in Law 79 and in Laws 69 and 71.

An agreed-upon score that is proven to be erroneous to the complete satisfaction of the Chief Tournament Director may be corrected up to 30 minutes after the posting of the scores at the end of play on each day. Only the results of the boards played that day are subject to correction.

## **28. Play of the Cards**

During the course of play, each card should be played towards partner in a consistent manner and placed on the table in the same position each time so

that it can be seen by all players at the table. Quitted tricks should be placed consistently in a neat row in front of the player, evenly overlapping with tricks won pointing towards partner and tricks lost pointing towards the opponents.

## **29. Screen Regulations**

Screens will be used in this competition.

### **29.1. Description of the Operation**

The North and East players sit on the same side of the screen throughout. It is North's responsibility to place the board on, and to remove the board from, the bidding tray. The sequence is this: North places the board on the bidding tray after which the aperture is closed (and remains so during the entire auction period) so that the bidding tray can just pass under it. The players remove the cards from the board. Calls are made with the cards from the bidding box. The player places the selected call in the bidding tray, which will be visible only on the player's side of the screen. A player's first call should touch the extreme left of his own segment of the bidding tray, with subsequent calls overlapping neatly and evenly to the right. Players should make every effort to perform these actions as quietly as possible. With screens in use a call is considered 'made' when placed on the tray and released. A player who removes one or more of his bidding cards from the tray in an apparent attempt to "pass" is indeed deemed to have "passed".

After two players on the same side of the screen have made their calls, North or South (as the case may be) slides the bidding tray under the centre of the screen so as to be visible only to the players on the other side. They then make their calls in like manner and the bidding tray is slid back again. This procedure is continued until the auction is completed. It is considered desirable that players should vary the tempo randomly when returning the tray under the screen. After all four players have had the opportunity to review the auction (equivalent to the right of having the auction restated) the players replace their bidding cards in their respective bidding boxes. The bidding tray shall be removed from the table by a member of the declaring side. After a legal opening lead is faced, the screen aperture is opened the minimum necessary to permit all players to see the dummy cards and the cards played to each trick. If a defender exposes a card and, because of the screen, declarer does not see it, dummy may draw attention to the irregularity.

### **29.2. Alerts and Explanations**

- a) A player who makes an alertable call as defined in Appendix 2 must alert his screen-mate, and partner must alert on the other side of the

screen when the bidding tray arrives there. The alert must be made by placing the Alert Card over the last call of the screen-mate, in his segment of the bidding tray; the alerted player must acknowledge by returning the Alert Card to his opponent. A player may, by written question, ask for an explanation of an opponent's call; the screen-mate then provides a written answer.

- b) At any time during the Auction a player may request of his screen mate, in writing, a full explanation of an opponent's call. The reply is also in writing.
- c) At all times from the commencement of the Auction to the completion of play each player receives information only from his screen mate about the meanings of calls and explanations given. Questions during the play period should be in writing **with the aperture closed**. The screen is raised after the response has been made. Therefore the tournament director cannot make enquiries on a player's behalf on the other side of the screen during the auction or play.

### **29.3. Modifications of Laws when Screens are in Use**

- a) An irregularity passed through the screen is subject to the normal laws, with the following provisions:
  - i) an inadmissible call - see Law 35 - must be corrected.
  - ii) if a player infringes the law and, inadvertently (otherwise Law 23 may apply), the irregularity is passed through the screen by his screen mate the latter has accepted the action on behalf of his side in situations where the laws permit LHO to accept it.
- b) Before an irregularity is passed through the screen the offender or his screen mate shall draw the Director's attention to it. Infringing calls shall not be accepted and shall be put right without other rectification (but see (a)(ii) above); any other irregularity shall be rectified and the Director ensures that only the legal auction is passed through the screen. No player on the other side of the screen shall be informed of the occurrence unless the application of a law requires it.
- c) The screen mate should attempt to prevent an opening lead out of turn. Any opening lead out of turn shall be withdrawn without other rectification if the screen has not been opened. Otherwise:
  - i) when the screen has been opened through no fault of the declaring side (and the other defender has not led face up) Law 54 applies.
  - ii) when the declaring side has opened the screen the lead is accepted. The presumed declarer becomes the actual declarer, Law 23 may apply.

- iii) when two opening leads are faced by the defending side the incorrect lead is a major penalty card.
- iv) for a card faced by the declaring side see Law 48.
- d) When an alertable call is made see 29.2 above.
- e) When a player takes more than a normal time to make his call, it is not an infraction if he draws attention to the break in tempo. His screen mate, however, shall not do so.
- f) If a player on the side of the screen receiving the tray considers there has been a break in tempo and consequently there may be unauthorized information he should, under Law 16B2, call the director. He may do so at any time before the opening lead is made and the screen opened.
- g) Failure to do so as F provides may persuade the Director it was the partner who drew attention to the break in tempo. If so he may well rule there was no perceived delay and thus no unauthorised information. A delay in passing the tray of up to 20 seconds is not regarded as significant.
- h) However, if the players have not been randomising the tempo of the auction as desired by section 29.1 paragraph 2, then a delay of less than 20 seconds may well be regarded as being significant.

### **30. Duplicated Boards**

Whenever possible, duplicated boards will be in this competition

### **31. Attendance in Playing Rooms**

Subject to any supplementary regulations made by the Executive Committee or special permission of the President, only the following are permitted to enter the playing rooms:

- a) participants assigned to play in that room;
- b) Tournament Directors;
- c) personnel needed to operate these tournaments, including assigned recorders, scorers, timers, caddies, and Vu-Graph personnel;
- d) The Technical Delegates;
- e) OCA and INASGOC Representative;
- f) NOC Representative;
- g) The Reviewer or his assistants;
- h) staff personnel for provision of refreshment and room cleaning, if necessary;
- i) "Officials on duty" appointed for a specific session or sessions by the President;
- j) a maximum of two members of the Daily Bulletin staff to be named by its Editor;
- k) a maximum of eight approved journalists who have been accredited by the OCA, INASGOC or Technical Delegates (or his designee).

The assignments of places in the playing rooms to those in categories (i) and (j) shall be made by the Editor of the Daily Bulletin subject to the following rules: (There are a maximum of 10 individuals who represent categories (i) and (j). For purposes of the following, those 10 are considered a single group and members of it are referred to as “representatives”).

- Except by permission of the President, not more than one “representative” shall be at any table at the same time; preference will be given to category (i).
- The “representative” must enter the room before the session begins, must remain on the same side of the screen throughout the session and, should he leave before the end of the session, may not re-enter any playing rooms.
- “Representatives” in categories (i) and (j) may be assigned to Open and Closed Rooms.
- A “representative” from category (j) may not be assigned to either room of a match that is presented on Vu-Graph. A “representative” from category (i) may be assigned only to the Closed Room of a Vu-Graph match. However, if both rooms of a match are being simultaneously presented on Vu-Graph, “representatives” from all categories shall be excluded from both playing rooms of that match.
- A “representative” from category (j) who is from the same NBO as a player in that room, is deemed to be, for purpose of Law 11, a spectator for whose presence at the table that player is responsible. Accordingly, the player's consent is required for the “representative's” presence at the table.

The Technical Delegate may increase the number of the approved journalists specified in (j) above if the space available and the security conditions permit. Subject to conditions of play, the President may permit spectators to watch matches in the Open Room. In this event, a spectator should be seated at one side of the screen and no more than six spectators may watch at any one table. Spectators can only watch one match. Non-playing players from a team are not permitted to watch either own team's match.

An individual who observes an irregularity when a spectator is subject to the inhibition in Law 76B until a ruling on the board may no longer be sought. “Representatives” are spectators, as also are other non-participants observing the play.

### **32. Rulings**

The Tournament Director shall be summoned to a table as soon as attention is drawn to an irregularity. After the Director has given the ruling, a request for review may be made by the Captain/NPC in a team event and by both players in pair.

### **33. Review Following a Tournament Director's Ruling**



### **33.1. General**

The WBF Code of Practice is utilised by the Tournament Directors before any rulings are given, and such rulings are made in consultation with other Directors, senior players and other personnel as appropriate. The Code of Practice will apply. Players should note the procedures which the Code calls upon them to adopt (as, for example, that they should randomise and make unpredictable the tempo of passing the tray).

### **33.2. Request for a Review**

A request for a review of a Tournament Director's ruling must be lodged within 30 minutes of the first posting of the official score for the session in which the board was played that is the subject of the ruling. All such requests must be lodged by the team's Captain or his designee, or by one member of the pair in a pair's events.

### **33.3. Requests for Review Deposit**

When lodging a Request for Review the appellant must make a monetary deposit with the Tournament Director. The amount of deposit required will be not less than US\$100 (or its equivalent in local currency). This deposit will be refunded unless the Reviewer determines that the request was without merit, in which case the deposit will be forfeited.

## **34. Review Procedure**

### **34.1. General**

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 judgement that was exercised by a player following unauthorised 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 TDs 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 Chief Tournament Director to correct the failings and issue a new ruling.

## **35. The Draw**

The draw of team numbers will take place at the Captains Meeting, to be held on 20 August 2018. It will also be published on the event website.

### **36. Conversion Scales**

The difference in IMPs earned by the two opposing teams at the end of each of the matches scored in Victory Points (VP) shall be converted into VP, according to the official WBF conversion scales.

### **37. Electronic Line-Ups**

The Line-ups must be submitted electronically in accordance with the details below. Failure of a captain to submit his line-up in a timely fashion shall result in fines according to Section 43.2.

The line-ups for Visiting Teams must be submitted 20 minutes before the beginning of all matches or sessions; the line-ups for Home Teams must be submitted 10 minutes before the beginning of all matches or sessions. Visiting Teams playing against a pair using two or more BS conventions will be allowed to change their lineup after submission, but they must do this 5 minutes before the scheduled starting time for the session or match. When both captains submit the line-ups of their teams without having seating rights, this must be done at least 20 minutes before the scheduled time for the start of the match.

Line-ups are to be submitted in a dedicated area, with computers as designated by the Technical Delegate. However, each team will have its own password protected page enabling team captains to submit via the Internet.

### **38. Designation of Matches and Seeding**

#### **38.1. Seeding**

The teams competing in all teams events will not be seeded; draws will be made on a random basis.

#### **38.2. Responsibility for the Draw**

The draw will be made at the Captains Meeting on 20 August 2018. The team numbers and, by consequence, the sequence of the matches will be published on the championship website (see Section 52). The Organizing Committee has the authority to make some changes in the team numbers (and as a consequence in the sequence of play) if required by occurrences after the draw has been announced.

The team numbers in the 2<sup>nd</sup> and 3<sup>rd</sup> round robins where applicable will remain the same, but the schedule of play will depend on the finishing position of the 1<sup>st</sup> and 2<sup>nd</sup> round robin and relative to the schedule of the 1<sup>st</sup> round robin.

#### **38.3. Seating Rights**

For the Mixed Team and Mixed Pair, women sit either East or South

For the Super Mixed Team, the women pair sits either East-West  
The team with the seating rights sits NS in the open room.

### **39. Change of Players**

A change of players, pairs or partnerships can be made only at the beginning of a match or a session.

### **40. Length of Matches**

The length of the matches will depend on the number of board played, which are:

2 boards	: 17 minutes;
3 boards	: 23 minutes;
4 boards	: 34 minutes;
8 boards	: 68 minutes;
14 boards	: 120 minutes
16 boards	: 135 minutes;
18 boards	: 160 minutes
20 boards	: 175 minutes

After that, teams judged guilty of slow play will be subject to penalty. Additional time will not be allowed for teams playing on Vu-Graph; neither will extra time be granted because of the use of bidding boxes, screens, discussions of systems or for other similar reasons. Vu-Graph presentation for any match or session will not start until the Tournament Director so decides

### **41. Tie-Breaking Procedures**

#### **41.1. Two Teams**

If two teams are tied with the same number of Victory Points at the end of the round robin, the tie shall be broken as follows (in the sequence shown):

- a) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event. If the tie remains, then:
- b) IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:
- c) Total points earned by the tied teams in the match they played against each other. If the tie remains then:
- d) Total point quotient in all matches played by the tied team in that particular event. If the tie remains then:
- e) One board ("sudden death") matches will determine the winner.

#### **41.2. Three Teams**

If three teams are tied with the same number of Victory Points at the end of the round robin, the tie shall be broken according to the following:

- a) IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance with Sub-section 41.1. If the three teams remain tied, then:
- b) If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with Subsection 41.1. If the three teams remain tied, then:
- c) If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with Sub-section 17.1. If the three teams remain tied, then:
- d) If one team has been beaten by the other two teams in matches it played against them in that particular event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with Sub-section 41.1; In all other cases, ties shall be broken in accordance with the following:
  - i) Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with Sub-section 41.1. If the three teams remain tied, then:
  - ii) Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it may be broken in accordance with Sub-section 41.1. If the three team remain tied, then:
  - iii) Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance with Sub-section 41.1. If the three teams remain tied, then:
  - iv) One-board (“sudden death”) matches will determine the winner.

### **41.3. Four or more Teams**

If four or more teams are tied with the same number of Victory Points at the end of the round robin, the tie shall be broken according to the following:

- a) IMP quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with Sub-sections 41.1. and 41.2 if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:
- b) If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and

defeated the other tied teams, it shall be declared winner and the ties for the remaining teams will be broken in accordance with Sub-section 41.2, if appropriate. If there are more than three teams that remain tied, then:

- c) Total points quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with Sub-sections 41.1 or 41.2 if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:
- d) One-board (“sudden death”) matches will determine the winner.

#### **42. Disqualification**

In the case of a team being disqualified, all matches it played prior to its disqualification may in the discretion of Technical Delegate and Chief Tournament Director be declared void and the scores earned by its opponents in those matches may be cancelled or varied.

#### **43. Penalties**

The schedule of penalties, which follows, is supplemental to the Laws of Duplicate Bridge 2017. All infringements of the Laws of Duplicate Bridge 2017 will be dealt with in accordance with the Laws of Duplicate Bridge 2017. Monetary fines shall be paid in US Dollars or the equivalent in local currency. Monies assessed shall be turned over to the Technical Delegate for transmittal to the INASGOC. Upon publication of these Conditions of Contest no further warning is required (whether from the Director or otherwise) prior to the application of any penalty under the provision of the Laws of Duplicate Bridge 2017 or of these Conditions of Contest.

Victory Point penalties, where applicable, shall be deducted from the score of the offending team at the conclusion of the Round Robin. The VP penalties shall not affect individual matches in any manner, but may determine a team's ranking.

Penalties assessed in IMPs shall be deducted from the score of the offending team at the conclusion of the match during which the penalty was imposed, before its VP score is calculated. However the score of the non-offending team shall not be affected.

##### **43.1. Failure to File Systems in a Timely Fashion**

Any team containing a partnership that, for any reason, has failed to comply with the time requirements of Section 16.2 shall (in addition to the requirements of Section 16.2.1):

- a) be subject to a decision of the Technical Delegate and Chief Tournament Director who may forbid the team to use specific

conventional understandings not submitted in accordance with these Conditions of Contest. If a disallowed convention is used, Technical Delegate and Chief Tournament Director may impose penalties at its discretion; and

- b) be fined US\$20 per pair per week and parts thereof, to be paid prior to the commencement of the tournament.

#### **43.2. Failure to Submit Line-up on Time**

If a Captain fails to submit line-ups in accordance with Section 37:

- a) for the first such offence a warning shall be issued by the Tournament Director;
- b) for the second offence there shall be a fine of US\$20;
- c) for the third offence there shall be a fine of US\$40 and for each subsequent offence there shall be a fine of US\$100; penalties are cumulative. When failure to provide the line-up in a timely fashion is due to late filing by the captain of the opposing team, penalties under this Section shall be imposed only on the captain of the team whose duty it was to file line-up first. The captain of the other team shall have 10 minutes after the filing by the offending team's line-up to file his own. If, after filing of the line-up by the offending team, the captain of the non-offending team exceeds the filing deadline, or the extra five minutes allocated in the foregoing, whichever is later, this captain too is deemed guilty of late line-up filing and is subject to penalty under this Section.

#### **43.3. Lateness**

Any team not seated and ready to play at the announced starting time of a match or a session of a match will be assessed a penalty according to the following scale:

0+ – 5 minutes late	warning to captain(s) (after the 1 <sup>st</sup> warning the provision for 5+ minutes late shall apply)
5+ – 10 minutes late	1 VP
10+ – 15 minutes late	2 VPs
15+ – 20 minutes late	3 VPs
20+ – 25 minutes late	4 VPs

Over 25 minutes late minimum 5 VPs plus 1 VP every 5 minutes, but after 40 minutes the match is cancelled and considered a walk-over. At its discretion, the Chief Tournament Director may recommend more severe action by the Executive Committee.

For the above purposes, each round robin is considered to be a separate event. Thus any late arrival warnings issued during a round robin are not carried over into the next round robin.

#### **43.4. 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 by Section 16 of these Conditions then either 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:

*Excess time apportioned to a pair*

0+ – 5 minutes late      1 VP

5+ – 10 minutes late    1.5 VPs

10+ – 15 minutes late   2 VPs

15+ – 20 minutes late   2.5 VPs

20+ – 25 minutes late   3 VPs

Over 25 minutes late    5 VPs plus 1 VP for each additional 5 minutes and the Chief Tournament Director will impose disciplinary penalties on the pair and/or on the team. After 30 minutes the match shall be truncated, reducing the number of boards played; if this happens the match will be scored only with the boards played at both tables, but the same conversion scale will be used as that used for the complete matches.

#### **Example:**

If a 14-board match or session took 2¼ hours (excess of 15 minutes) and pair A is held responsible for 9 extra minutes and pair B for 6 extra minutes, the total penalty will be 2 VPs; pair A receiving 1.2-VP penalty and pair B 0.8-VP penalty. In any case if the Tournament Director judges that one match will be so delayed that it would disturb the starting time of the next round, he may truncate it, reducing the number of the boards played: if this happens the match will be scored only with the boards played at both tables, but the same conversion scale will be used as that used for the complete matches.

#### **43.5. Fouled Boards**

See the General Conditions of Contest for explanation. If a board is fouled and it can be determined that one side is clearly at fault that side shall be subject to procedural penalty.

#### **43.6. Frivolous Request for Review**

Forfeiture of the deposit if the Official Reviewer determines the request to be without merit (“frivolous”). See Section 32 of the General Conditions of Contest.

### **44. Recording of Matches and Verification of Scores**

#### **44.1. Official Electronic Score Submission**

BridgeMate II will be used for score input at these championships. The North or South player at each table will be responsible for entering the score of each board, for each match and session thereof. The East or West player at each table will be responsible for confirming the scores entered. Team captains will agree upon the scores produced by the championship's official scorer for each match and segment thereof. At the conclusion of each match, or session of a match, the Tournament Director shall post an official result.

**Players and Captains are reminded that they are responsible for the accuracy of their own scores.**

The correction period in Law 79C expires at the time specified in Section 27.1; and thereafter, the results will be final, with the following exceptions:

- a) awaiting decision of the Official Reviewer on a filed Request for Review;
- b) completion of play or replay boards where such replay has been directed by the Chief Tournament Director.

#### **44.2. Score Corrections**

Score corrections may be made as sanctioned in Law 79 and in Laws 69 and 71. An agreed-upon score that is proven to be erroneous to the complete satisfaction of the Chief Tournament Director may be corrected up to 30 minutes after the posting of scores at the end of play on each day. Only the results of boards played that day are subject to correction.

#### **45. Interpretation of the Bridge Laws**

The interpretation of the Bridge Laws is a matter to be referred to the WBF Laws Committee, from which three members will be appointed by the WBF President. The decisions reached shall be final, and Bridge will use the Laws of Duplicate Bridge 2017.

#### **46. Team Manager Meeting & Technical Officials' Meeting**

- Date : **20 August 2018**  
Time and Place : **10.00 - 12.00** at at JIEXPO Kemayoran, Convention Centre and Theatre, the Junior Ballroom JAKARTA

#### **47. Protests and Appeals**

All protests shall be made in writing according with the rules of World Bridge Federation (WBF) 2017 no later than "add time" after the completion of the match.

#### **48. Implements and Equipment**



All Equipment provided for the Bridge competition will be in accordance with the WBF Rules and Regulations in effect at the time of the Asian Games

#### **49. Equipment and Clothing**

- A. All Participants are asked to take note of the recognition of Bridge as a Sport by the IOC and requests that players should, at all times, be dressed appropriately; this is particularly the case at the Opening Ceremony and at the Prize Giving Ceremony or Victory Banquet, when it is expected that teams should at least be uniformly dressed even if a team uniform is not available. During play appropriate dress would, for example, be an open-necked shirt, or a smart polo or sweatshirt worn with trousers or skirt as appropriate. Slippers are not considered as appropriate.
- B. Neither athletes nor technical officials can attach any form of commercial advertising to his or her competition uniform without prior agreement with OCA and INASGOC.

#### **50. Doping Control and Medical**

Doping Control during the 18<sup>th</sup> Asian Games will be conducted in accordance with OCA Anti-Doping Rules applicable to the Asian Games and will follow the standards and procedures under the World Anti - Doping programmed.

INASGOC, in collaboration with the medical committee of the OCA will have in place the resources to assist in the investigation of any cases of disorders of sexual determination, should the need arise. The need for such tests and the processes to be followed will be as per the rules/procedures laid down by the OCA.

#### **51. Victory Ceremony**

Gold, Silver and bronze medals will be awarded to the athletes ranked top four (two third place) of each event respectively. One NOC can only get two (2) highest rank medals for each pair event (see 8.1.2).

Fifteen minutes before the Victory Ceremony starts, the medalists shall be escorted to the Waiting Area to get ready for the ceremony. Medalists must wear their NOC official uniforms.

#### **52. Media Interview**

All athletes should pass through the Mixed Zone. Athletes and/or coaches should attend press conferences and interviews when there are interview requests for them

**53. Sport Information Center (SIC)**

All sport-specific information for Bridge will be available at the sport information desks. They are located at the competition venue and at the Sport Information Center (SIC) in the Athletes' Village.

**54. Approval of the Technical Handbook**

The Technical Handbook for Bridge has been approved by the Asia Pacific Bridge Federation on January 12, 2018 and revised on March 07, 2018.

**IV. General Contacts**

**1. The WBF (World Bridge Federation) President**

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***The APBF (Asia Pacific Bridge Federation)***

**2. The APBF President**

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**3. The APBF 1st Executive Vice-President and APBF Representative to the WBF**

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**4. The APBF 2nd Executive Vice-President**

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**5. The APBF 3rd Executive Vice-President**

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**6. The APBF Honorary Secretary**

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**7. The APBF 2nd Honorary Secretary**

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**8. The APBF Honorary Treasurer and Chief Tournament Director (Zone 6)**

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**10. The APBF Secretariat**

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### **13. The ICBA President**

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### **14. The INASGOC Competition Manager**

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 or [icbageneralsecretary@gmail.com](mailto:icbageneralsecretary@gmail.com)

### **15. Official Websites**

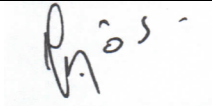
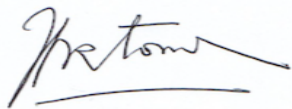
APBF	Website: <a href="http://www.pabf.org">www.pabf.org</a>
China	Website: <a href="http://www.ccba.org.cn">www.ccba.org.cn</a>
China Hong Kong	Website: <a href="http://www.hkcba.org">www.hkcba.org</a>
Chinese Taipei	Website: <a href="http://www.ctcba.org.tw">www.ctcba.org.tw</a>
Indonesia	Website: <a href="http://www.gabsi.or.id">www.gabsi.or.id</a>
Japan	Website: <a href="http://www.jcbl.or.jp">www.jcbl.or.jp</a>
Korea	Website: <a href="http://www.kcbl.org">www.kcbl.org</a>
Malaysia	Website: <a href="http://www.mcba.org.my">www.mcba.org.my</a>
New Zealand	Website: <a href="http://www.nzbridge.co.nz">www.nzbridge.co.nz</a>
Philippines	Website: <a href="http://www.bridge.org.ph">www.bridge.org.ph</a>
Singapore	Website: <a href="http://www.scba.org.sg">www.scba.org.sg</a>
Thailand	Website: <a href="http://www.thailandbridgeleague.com">www.thailandbridgeleague.com</a>

### **16. Indonesia Olympic Committee**

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## **V. Approval**

Affiliation	Title	Name	Signature
Asia Pasific Bridge Federation	TD	Handojo Susanto	
Sport Department (INASGOC)	CM	Hartono	
Indonesian Contract Bridge Association	PRESIDENT	Ekawahyu Kasih	