

NEC Cup 2009: 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 WBF 14-board scale (a copy can be found in the score book provided in your NEC Bridge Festival bag).

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, WBF 2008 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.

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 WBF 2008 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 Pick-up slips are to be completed and all match results are to 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.

Smoking No player may leave the Annex Hall during play without permission due to security concerns arising from the Bridge Base Online broadcast.

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 TD). If the screenmate of the player responsible for the delay first calls attention to it, the TD will rule that no UI is present. In other words, for the TD to rule that UI is present the delay must be clearly noticeable to the players on the other side of the screen without prompting, as evidenced by one of them being the first to call attention to it.