



Bridge Federation of Asia and Middle East

BFAME

Zonal trials

8th – 15th December 2021

Supplemental Conditions of contest

Special edition for the online trials 2021,
Event on RealBridge platform

1. Preamble

- 1.1 This event will be organized by the BFAME, not by any NBO.
- 1.2 The Zone 4 Qualification for the next WBF WNTC will be held online on the RealBridge platform.
- 1.3 No one will play from home, or other private settings, participating NBOs will gather its teams in clusters at a local venue(s) set up according to the BFAME specifications, so as to prevent any communications between players.
- 1.4 Local Monitors/ Observers, ratified by the BFAME, will supervise play constantly at every location.
- 1.5 Monitors / Observers will not act as TDs.
- 1.6 Two surveillance cameras will be installed in the local venue with all time live broadcasting to the BFAME control room.
- 1.7 TDs will operate within the platform itself, as well as in a separate TD “room” for consultations and polling.

2 BFAME Monitor

Means a person appointed by the BFAME to monitor the players during play in the designated playing spot (Venue).

3 Surveillance Camera

Means a security camera installed in the playing venue connected to the Internet and transferring a live time broadcasting with a zoom and 360-degree movement capability under the full control of the TDs.

4 Organizing committee

Means the Executive Organizing committee appointed by the BFAME council to run and to be totally responsible of the BFAME 2021 online zonal trails.

5 Official Language

English language will be the official language of the event.

6 Ethics

The organizing committee is expecting from all bridge players and all the participants to behave in sportsmanlike manner.

It is not accepted by all means any political statements, rude behavior and any unsportsmanlike conduct towards partner, opponents, TDs or the officials responsible of running the event.

Any sort of unauthorized communications is strictly forbidden and will result in canceling the team match and to be excluded from the event and will be reported to the BFAME disciplinary committee.

Any complain shall be sent to the head TD who will discuss the case with the BFAME-Authority Committee and take the necessary action if needed.

Should a team be disqualified as a result of a decision made by the Head Tournament Director or by the organizing committee itself, no refund of the entry fees will be made.

7 Systems, codes and Alert Procedure

7.1 Alert

All ALERTABLE bids must be self-alerted (press the alert button before making the bid). And give a full written disclosure of the bidding, vocal explanation won't be taken into the TD consideration. NOTE: - Players will not be allowed to alert their partner's bid, only self-alert will be allowed and the written explanation will be shown to both opponents but not to partner.

7.2 Systems

- HUM, Brown stickers systems, Forcing Pass Systems, Random Openings, and Encrypted Signals are not allowed all the time.
- Players can't consult their system cards or notes between the start of the auction period until the end of the play. Exception: players may consult their defense notes vs 2 \heartsuit multi-opening.
- psychic conventional opening bids are forbidden.

7.3 Codes

- When more information about an opponent's bid is needed, whether or not it was explained, player should send a private message to the opponent who made the bid asking for clarification.
- Requesting information may be made at any time, at the time the bid is made, when the auction concludes, or any time during the play as long as it is a private chat between one opponent and the bidder.
- If players explain bids via chat, they should set the recipients to Opponents, not Table, so that only opponents see the explanation, not the partner. But the best way is to explain the bids via the RealBridge alert mechanism.

8 Use Of Convention Card at Table

Each member of a pair must his duly completed Card and Supplementary Sheet(s) (incorporating any variations made pursuant to the provisions of the Supplemental Conditions of Contest for a specific (BFAME Zonal Bridge Championship) which shall contain in the designated place on the Card an indication of the appropriate color. After seeing his cards and until the end of the play, a player may not consult his own Card or Supplementary Sheets; except that the declaring side as per Law 40B2(b), is allowed to look at its own system during the clarification period. A player may also consult the 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 defenses against Brown sticker conventions and HUM-aspects in his opponents' system.

9 Restrictions

The following restrictions apply to the playing areas (see definition of these areas in Section 2.12)

9.1 Smoking and Alcohol

Smoking and the consumption of alcoholic beverages of any nature in the playing area is strictly 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 this area will result in his team being fined 2 VP, 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 and in the team official not being admitted into the playing area.

9.2 Mobile Phones, Pagers and other Electronic Equipment

Mobile telephones, pagers, smart watches or any other electronic equipment may not be brought into the playing area.

Any player or team official bringing such an item into this area will result in his team being fined 2 VP 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. The 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 Head 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 BFAME for the detection of such electronic equipment.

9.3 Disqualification from any BFAME Championship event or Tournament

Should a team, pair or individual play be disqualified as a result of a decision made by the Head Tournament Director or the Organizing Committee, no refund of the entry fees, either in part or in whole, will be made.

10 Penalties

It is expected from all the players to be online 10 min at least before the official time of the session. Late login to RealBridge could result in a penalty by the TD.

The TD may remove un-played boards if a delay in finishing the match will interfere with the smooth running of the competition. An assigned adjusted score will be awarded to each board that has already been played in the other room.

11 Attendance in Playing Rooms

11.1 General

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

- a. participants assigned to play in that room;
- b. BFAME monitor;
- c. personnel appointed to operate these Championships, including assigned recorders, timers, caddies and technicians;
- d. the BFAME President;
- e. Chairman and members of the Disciplinary Commission who are on duty;
- f. The Reviewer or his assistant;
- g. staff personnel for provision of refreshment and room cleaning, if necessary;
- h. "Officials on duty" appointed for a specific session or sessions by the BFAME President;

i. Media operators authorized by the BFAME President.

No spectators can be admitted in the playing spots to watch the matches.

12 Tie-break procedure

12.1 Round Robin Stage

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

12.1.2 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) If one of the teams earned more VPs against each of the other two in the matches it played against them in the event, it shall be declared winner and, if necessary, with Subsection 12.1.1 and If the three teams remain tied, then:
- b) 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 the event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with subsection 12.1.1 and if the three teams remain tied, then:
- c) If one team has been beaten by the other two teams in matches it played against them in the 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 12.1.1
- d) IMP quotient in all matches played by the tied teams in the event.

12.2 Pair events

If two pairs or more have the same cumulative score after the end of the 2nd session or 4th Session, the tie shall be broken as follows:

- a) The pair with the higher score in the 2nd / 4th session shall determine the final ranking.
- b) Mutual boards between the tied pairs - if applicable –

13 Undo

Undoes are allowed **only during bidding** and according to the followings:

1. The undo button is activated from the beginning
2. Click the undo button to stop the bidding.
3. Call the TD
4. No Action from any party will be taken before the arrival of the TD.

5. The TD will instruct the opponents whether to accept the undo or not, the TD will accept only the obvious miss-click requests but not the change of mind requests.
6. The TD will keep counting the undoes for each player, only 2 undoes are allowed for each player during one session.
7. If the opponents accept – before the TD arrival - , bidding continue. but all parties forfeit their rights for any kind of rectification later on.
8. If the opponents don't accept – before the TD arrival - , bidding stops and the TD decide what is to be done.
9. The TDs reserve the rights to adjust the score of the board for any unauthorised information might arise from using the undo process.
10. Undo is not allowed under any circumstances during playing the deals and if a player request an undo during play, the TD has to be summoned immediately to take an action and he might adjust the score.

14 Kibitzers

Kibitzers are not allowed by any means at 1) the playing venue, 2) RealBridge online playing room.

All players are required to immediately leave the playing area when they finish their session, players are also kindly asked to keep their seats and not roam around the playing area.

All the matches will be broadcasted via RealBridge kibitzer website...

<https://kibitz.realbridge.online/>

At the RealBridge kibitzer website, kibitzers can find the live broadcasted matches and also all the other matches scheduled for broadcast.

For security reasons, all broadcasted matches will be delayed by 30-45 min.

15 Play Links

- Each category will have its own playing link (Open teams link – Women teams link .. etc)
- For security reasons, each category will play a different deals than the other categories.
- Play links will be posted to the captains' WhatsApp group and will be also posted to the BFAME website.
- Player can click the Match number, official start time or Session open time of his/her category to join the game.
- The game will be open to players 30 min before the official start time.

16 Line-ups , Home & Visiting teams

- When logging in to the RealBridge game (using the game link), the NBO team's name will be written on one of the Tables.
- All team members are required to sit at their table (all together) in Pairs NS and EW, later on, when the session starts, the software will automatically move the EW pairs between the tables according to the schedule of play.
- In the schedule of play, there is Home team (the team mentioned first) and Visiting team (the team mentioned second)
- **NO LINE-UP** will be needed from the teams, the visiting team has to sit first at their table (in Pairs NS and EW), minimum 10 min before the official start time, and the Home team has the right to have a look at the visiting team and sit its pairs accordingly

22.1 Knock out stage

The high ranked teams after the end of the RR will be the Home teams in the even number sessions and the lower ranked teams after the end of the RR will be the Home teams in the odd number sessions.

17 Time delay and hesitation

- The TDs have the tools to produce a board report which includes the time for each bid / play by each player, bare that in mind when calling the TD for a possible hesitation or before denying it.
- The TDs also have the tools to produce a session time report which includes the exact time taken by each player in a session, in case of time delay, the penalty will be given according to this report.

18 Headphones / Earphones

In order to minimize the noise in the venue as much as possible...

- It is strongly recommended for each player to have his own headphone / earphone which is connected to his device during play.
- Use the table chat / private chat as much as possible and don't use vocal chat.
- Any vocal explanation will not be taken into the TD consideration in any bridge case.
- Players need to be very careful when using the table chat as they might give an unauthorized information to partner which could results in adjusted score by the TD.

19 Play Format

19.1 3 – 5 Teams

- All the teams will play 4 complete RR matches over 4 or 5 days.
- The first 3 RRs will be done due to a pre-determined draw according to the NBO previous BFAME championship results.
- The last RR in all categories will be determined according to the final ranking of each team in the previous RRs.

- Final match will be played between the top two teams after the RR stage to determine the title winner.

19.2 6 Teams

- All the teams will play 3 complete RR matches over 5 days.
- The first 2 RRs will be done due to a pre-determined draw according to the NBO previous BFAME championship results.
- The last RR in all categories will be determined according to the final ranking of each team in the previous RRs.
- The top four teams at the end of the RR stage will qualify to the semi-final stage.
- The top ranked team will choose its opponents.
- The Semi final match will be 4 Sessions X 16 Boards each
- Final match will be played between the semifinal winners to determine the title winner.

19.3 7-8 Teams

- All the teams will play 2 complete RR matches over 5 days.
- The RRs will be done due to a pre-determined draw according to the NBO previous BFAME championship results.
- The top four teams at the end of the RR stage will qualify to the semi-final stage.
- The top ranked team will choose its opponents.
- The Semi-final match will be 4 Sessions X 16 Boards each
- Final match will be played between the semi-final winners to determine the title winner.

In all cases, and for security reasons, there will be a different set of deals for each category in each match.

20 Carryover

In all the knock out stages, there shall be a carryover = 0.5 IMP to the higher ranked team after the RR stage.

21 General

21.1. All the players must be presented at the playing spot determined by the BFAME and to play under the supervision of a monitor appointed by the BFAME.

21.2. WBF 20 VP continues scale will be used in the RR Stage

21.3. KO stage will be calculated in IMPs

21.4. Butler ranking will be posted after each RR session.

21.5. In the event that there is confusion, lack of clarity, or a difference in the interpretation of one of the technical clauses in these regulations, the interpretation of the Head TD is the final interpretation of this confusion / wording.

- 21.6. In the event that there is confusion, lack of clarity, or a difference in the interpretation of one of the non-technical items in these regulations, the interpretation of the Chairman of the organizing Committee shall be final interpretation of this confusion / wording.
- 21.7. Playing with mobile phones is completely restricted, only Laptops, Tablets or iPads shall be allowed and in accordance with the criteria given in 21.11.
- 21.8. It is the responsibility of each NBO to provide a good and stable internet connection in the playing area for the players, BFAME monitor, BFAME Officials and BFAME IT.
- 21.9. Two Surveillance cameras with an internet connection and zoom capability controlled by the online TD will be placed inside the playing area to monitor it.
- 21.10. It is the responsibility of each NBO to provide playing screens in the playing area, in case needed by the appointed monitor.
- 21.11. The following figures shows the correct and required cadre view for all participants during play, opponents should see the head, the neck and the chest of the player at all moments without interruption.



Event organizing committee :

1. Bahjat Majali (BFAME President from Jordan)
2. Suresh Sundareshan (Vice President from India)
3. Abdul Hakim Sahab (Vice President from Saudi Arabia)
4. Ihsan Qadir (Secretary from Pakistan)
5. Yousef Bastshon (Treasurer from Jordan)