



# SKY-BLUE BOOK



## Supplement to the Blue Book and White Book for online bridge

Effective from May 2020

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## **0 Introduction**

### **0.1 General**

This book (the *Sky-Blue Book*) consists of EBU regulations and interpretations for online bridge competitions organised by the EBU. It is written to supplement the *Laws of Duplicate Bridge* (2017), The EBU *Blue Book* and The EBU *White Book* where the provisions of those laws and regulations are not applicable for online bridge. The title was chosen to reflect the mixture of *Blue* and *White* and the notion of bridge in the cloud(s).

The current scope of this book is for EBU events, where the EBU is the tournament organiser, and has been agreed by the Chief Tournament Director. Some sections are only relevant to pairs events or events played specifically on BBO.

In the future, the scope of this book may be extended to events where the EBU is the Regulating Authority, and may be recommended for other events in England; and formally agreed by the Laws & Ethics Committee.

The *Laws of Duplicate Bridge* are written and promulgated by the World Bridge Federation's Laws Committee (WBFLC). The WBFLC may produce a supplement to the *Laws of Duplicate Bridge* (2017) to apply to online bridge, which may supersede some of the provisions of this book. There is also an earlier law book for online bridge, which the EBU has not adopted.

This book was begun in April 2020 and is effective from May 2020. This material is evolving: subsequent versions will be effective when available from the EBU website.

### **0.2 Acknowledgements**

This *Sky-Blue Book* is published by the EBU: edited by the Deputy Chief Tournament Director and approved by the Chief Tournament Director. There has been input from the EBU Tournament Directors who are running the online games, from the EBU Competitions department who have been organising the online events, and from members of the Laws and Ethics committee.

### **0.3 Other Tournament Organisers**

Tournament organisers other than the EBU may choose to adopt these regulations.

### **0.4 Contacts**

If you have any comments or queries, please address them to the current editor: Robin Barker (Deputy Chief TD), email [robin@ebu.co.uk](mailto:robin@ebu.co.uk), telephone: 01296 317223.

### **0.5 Numbering**

This document is numbered in a similar fashion to the EBU *White Book*, but it is numbered independently from the laws and regulation which it supplements. The material is organised in the order it appears in the Blue Book and then White Book, finishing (as the White Book does) with the laws themselves.

### **0.6 Abbreviations**

References to the Blue Book and the White Book will be indicated by 'BB' and 'WB', respectively. Other abbreviations are from the White Book (WB 0.6).

## 1 Disclosure and Systems

### 1.1 Disclosure of Systems (BB 2, BB 3)

Pairs should upload a system card to the platform, which should be available to opponents during the round. The system card should include agreements for bidding and carding.

In the absence of an online system card, the pair should 'pre-announce' at the beginning of each round – this should include basic bidding system and carding arrangements.

Players may consult their own system card and other notes at any stage (Law 20G3).

**Note** Any other provision is regarded as unenforceable. This general condition could be overridden by the specific conditions of contest, such as where the participants are monitored by online video.

### 1.2 Alerting and announcing on BBO (BB 4, WB 1.3)

*EBU online games on BBO use 'self-alerting' – players alert their own calls, not their partner's.*

Alert any call that would be alerted or announced, as defined in BB 4 – so that includes NT opening ranges, transfers, Stayman and opening two-bids, as well as more obviously conventional calls. Opening bids which are unexpected are alerted – including (potential) canapé and 'always unbalanced'.

Players must alert even if the pair have a system card uploaded.

Players should type the explanation before making the call, and when the call is made the explanation will be visible to the opponent. The partner does not see the alert, so there is no harm in alerting too much.

Players should of course also answer any questions from their opponents about agreements or carding methods.

### 1.3 Misexplanations on BBO

Experience has shown that it is possible to give the wrong explanation, even when players are explaining their own calls. It is likely that the explanation will be a description of the player's hand but not the correct explanation according to the partnership agreements. This can occur if the player forgets the system, or if they 'misclick' and do not make their intended call.

If there is a misexplanation, the opponents are entitled to a correct explanation of the agreement. If the player giving the explanation becomes aware of their error, then they must correct the explanation. Law 20F4 allows the correction to be made in Clarification Period, but online, the duration of this is controlled only by the opening leader, and the correction needs to be available to the defenders before the opening lead. On the other hand, to correct the explanation during the auction may create unauthorised information due to delays.

The suggested procedure is for the player who knows that his explanation is incorrect, is to replace the incorrect explanation with 'WRONG explanation' as soon as possible, and later (if requested) give the correct explanation to the opponents, making it clear that this is the explanation of their agreements, not the player's intended meaning.

### 1.4 Partnership agreement and understandings

By default, EBU online events are level 4 competitions (BB 7).

## 2 Advice for Players

### 2.1 Communication

#### 2.1.1 'At the table' communication (on BBO)

It is possible to communicate to “the table” - visible to all players at the table; or to one opponent – visible only to that opponent. It is possible to send a message to both opponents, but a reply from one opponent will not be seen by the other opponent. It is possible to communicate privately with partner between rounds.

General questions about general bidding methods and carding agreements can be addressed to all at the table so that either opponent can answer, and all can see the answers.

Specific questions about particular calls should be via the alert/announcement mechanism (in which case both members of the opposing pair will see any revised explanation), or through private message to the opponent making the bid.

#### 2.1.2 Illegal communication

Illegal communication is cheating and is not allowed.

Do not communicate anything to partner in public which may influence their choice of calls or plays (Law 73B1).

Do not communicate with partner during the round in any way which is not visible to the opponents: Law 73B2 'The gravest possible offence is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws'.

### 2.2 Calling the TD (WB 1.1)

Most mechanical problems will be dealt with by the platform, and there will be no need to involve the TD.

However, it is necessary to call the TD when:

- (a) the platform has not dealt with a mechanical issue satisfactorily;
- (b) a player is unresponsive, or the play becomes 'stuck' in some other way;
- (c) there is conflicting information about the meaning of a call or play, e.g. when an alert/explanation is different from the system card or does not reflect the partnership understanding;
- (d) there appears to be use of unauthorised information;
- (e) there is a dispute over a claim/concession;
- (f) there is any bad behaviour.

**Note** To call the TD on BBO, there is a menu option 'Call TD'. The location of the menu with the 'Call TD' option depends on the version of the BBO interface.

### 2.3 Behaviour (WB 1.5)

The disciplinary provisions of the laws, of the Best Behaviour at Bridge guide, and the EBU *Bye Laws* apply to online bridge.

Re 'Greet others in a friendly manner prior to start of play on each round', players should have their names available to their opponents (in their 'profile') or should give their names at the start of each round.

## **2.4 Appeals (WB 1.7)**

Appeals are possible in EBU/BBO pairs events, and are subject to a deposit and possible sanction if deemed to lack merit.

Appeal of a ruling given during a session must be lodged with the TD online within the 20-minute correction period (see subsection 3.4). The arrangements for lodging an appeal of a ruling given after the end of the session will be set by the TD.

For the purposes of Law 93, the Director in charge is the EBU Chief Tournament Director. It is anticipated that appeals from online events will involve questions of application of law and regulation and the Director in charge shall hear and rule upon such matters (Law 93B1) and will arrange to refer other matters to a referee, as necessary.

## **3 Regulations (WB 2)**

### **3.1 Participants**

Software agents (robots) can play in EBU pairs events, and the same software can play in more than one pair. Robots (and their partners) are graded for NGS.

By contrast, real players can only play as one user agent – not as two players in a pair, nor in more than one pair!

### **3.2 Replacement of Players in pairs events (WB 2.3)**

In pairs event, players may be replaced by a substitute at the instigation of the TD. Robots might be used as replacements, if this is permitted by the platform. Over the course of the session a pair may comprise any number of players (and robots).

All scores obtained by a pair where one or both players have been replaced stand for the pair and for the opponents. NGS grading will be based on the scores on all the boards played by any players representing the pair.

If the player originally entered does not play half the boards, they will not appear in the final ranking list, and, in this case, if a substitute player does play half the boards, they will appear in the final ranking list. A player who is originally entered and plays at least half the boards will be eligible for master points and will be graded for NGS.

### **3.3 Withdrawal and late arrival in pairs events (WB 2.4)**

Pairs who are not online when the session starts will not play, even if registered.

Players who are not present/responsive will be replaced (see preceding) and may be allowed to resume on their return.

### **3.4 Time Limits – Correction Periods (WB 2.5)**

The correction period for rulings and scoring errors is 20 minutes after the end of the session.

At that point the results become final as far as BBO is concerned but a score correction, ruling or appeal which is decided after that time will change the result for EBU.

### **3.5 Matches Played Privately (WB 2.6)**

See:

- [Knockout Matches Played Online – Supplementary Regulations \(2020\)](#)
- [General Regulations – Rulings & Appeals in Matches Played Privately Online \(2020\)](#)

## **4 Laws (WB 8)**

### **4.1 Weighted scores on BBO (Law 12C1 (c))**

When the TD awards an assigned adjusted score which is weighted, the BBO platform does not allow this adjusted score to be entered. Instead, the TD will enter a score as a percentage of the match points on the board – this artificial score attempt to recreate the effect of the assigned adjusted score.

If a ruling or appeal is decided after the end of the ‘BBO’ correction period, then this decision can (exceptionally) be entered as an assigned adjusted score, to appear in the EBU results only. The EBU results will differ from the results shown on BBO. See subsection 3.4.

### **4.2 Unauthorised information (Law 16B, Law 73C)**

Significant hesitations and remarks (‘table chat’) are unauthorised information, which will constrain the player and can be subject to a ruling under Law 16B or Law 73C.

There can reasons for pauses in an online game, due to the environment, but the TD is entitled to determine that a significant hesitation is nevertheless unauthorised information and rule accordingly.

### **4.3 Unintended calls and plays on BBO (Law 25A, Law 45C4 (b))**

BBO allows for calls and plays to be withdrawn on the request of the player, and with the agreement of the opponents: called an ‘UNDO’. This facility can be restricted by the tournament organiser.

In all EBU events, there are no UNDOs in the play.

In pairs events, there are no UNDOs in the auction.

In the Online Knockout and the Lockdown League, UNDOs are allowed in the auction for genuine ‘misclicks’ – corresponding to a ‘mechanical error’, see Law 25A2.

### **4.4 Claims on BBO (Law 68, Law 69, Law 70, Law 71)**

If there is a claim and the opponents object, play continues. The opponent can object by calling the TD but the TD will be inclined to accept the table result, since the initial objection does not give information to the claimer. Sometimes the objection does tell the claimer that the obvious line will not succeed: if the claimer then adopts a line not obvious in the original claim statement, the TD can rule under Law 70.

If there is claim and the claim is accepted but the opponents subsequently disagree, the TD will apply Law 69B.

If one defender concedes and the other objects but the declarer accepts the claim/concession, then play ceases – there is no option for play to continue. In this case, or any case where one side object to their side conceding tricks, the TD will apply Law 71.

If there has been a claim that the opponents have rejected (so the claiming side’s cards are visible to the other side) and then a subsequent claim/concession which requires a TD ruling, determination of ‘likely’ and ‘normal’ will take into account that one side can see all the cards.

#### **4.5 Slow Play in pairs events on BBO (WB 8.81.4)**

Pairs events on BBO are run under a regime where the round ends after a fixed time and the play of any unfinished boards is curtailed. If there are only at most four tricks remaining, the platform will assign a result based on the double-dummy outcome from the point where play was curtailed. If there are more than a few tricks to be played, the TD will assign a score based on the auction and play that occurred.

It is possible for slow play to result in an advantage for one side; for example, if declarer can avoid taking a two-way guess until the last four tricks and the round ends before the board is finished, the assigned double-dummy outcome will be the outcome where declarer always 'guesses right'.

If the side that was responsible for slow play gains an advantage in this manner, the TD can assign an adjusted score: for example, a weighted outcome between 'guessing right' and 'guessing wrong'.

The laws expect an artificial adjusted score for boards which are not completed (Law 12C2) but a WBFCLC minute (item 3 of the minutes of 2008-10-10) allows an assigned score 'if a board is incomplete but has reached a stage when completion of the board can be foreseen' (see WB 8.12.7 and WB 8.12.10). This may allow the TD to award an assigned score (rather than an adjusted score) when a board has been curtailed by the online platform.