

SUPPLEMENTAL CONDITIONS OF CONTEST

For

MOHANLAL BHARTIA MEMORIAL GRAND PRIX BRIDGE CHAMPIONSHIP – 2023

Under the auspices of Bridge Federation of India

1. PREAMBLE

The conditions of contest herein set forth are supplemental to the General Conditions and Regulations for the National tournaments as specified in the "**Hand Book**" of Bridge Federation of India, and are specific to the **15th Mohanlal Bhartia Memorial Grand Prix Bridge Championship - 2023** organized by **India Glycols Limited** under the aegis of **Bridge Federation of India**. The Championship will be played at **WELCOM HOTEL, Dwarka, New Delhi from 8th April 2023 to 11th April 2023**.

The Championship will be conducted under the technical management of Bridge Federation of India. The schedule of events will be as published in the tournament brochure and tournament web site <http://www.bridgewebs.com/indiaglycols/>. In case of necessity, the Tournament Committee in consultation with the Chief Tournament Director may alter/modify the format of any of the events. The tournament will be played in accordance with the laws and provisions laid down by the World Bridge Federation (WBF) and Bridge Federation of India (BFI). **The National Championships will follow the WBF – 2017 Laws of Duplicate Bridge.**

The main events of this tournament (Team of Four & Match Point Pairs) are considered as **level-1 events of BFI** and are eligible for **BFI level-1 Tournament Master Points** as per the "**BFI Master Point Policy**".

IMPORTANT – Performance in the Team of Four & MP Pairs event will be eligible for BFI Ranking Points used as yardstick for participating in Selection Trials of Indian Teams as per the BFI Ranking Point Policy 2022.

All participating players should go through the tournament SCoC and abide by it. SCoC will be circulated on the tournament web site.

2. CONDITIONS OF ENTRY

2.1 GENERAL RULES FOR ELIGIBILITY TO PARTICIPATE

- 2.1.1 Participation in this tournament is open to resident bridge players of Indian Nationality. Teams with one or more **non-resident Indian / OCI Card holder/ players of other NBO's of foreign nationality** are also eligible to participate. However, the non-resident Indian / OCI Card holder / foreign player(s) or an Indian resident player partnering with a non-resident Indian / OCI Card holder / foreign player will not be eligible for the ranking points from this tournament. In case, if the non-resident / foreign player has played with 2 or more partners in the team event, then all of them will be disallowed any ranking points. **In case there are more than one pair of non-resident Indian player playing for a team in the team event, the whole team will be disallowed any ranking points.**
- 2.1.2 Though the partnership with non-resident Indian / foreign player is not eligible for the ranking points from this tournament but they will be eligible for the prizes. Rank secured by such pair will not get substituted. For e.g. If we are giving ranking points up to 8 positions and the 5th rank is secured by a non-resident Indian player(s), then no ranking points will be allocated to any Indian players for that rank.
- 2.1.3 All Indian players participating in the championship should be registered under BFI Master Point Scheme and should meet the participation requirement of the event, as specified by BFI.

- 2.1.4 It is presumed that all players participating in the championship have read and will abide by the required clauses in the "**Competitors Agreement Form**", as given on the BFI web site at <https://bfi.net.in/wp-content/uploads/2022/11/BFI-Competitor-Agreement-Form.pdf>.
- 2.1.5 By participating in this championships, each member Association/ Organization and contestants agree that all or portions of every championship event may be filmed, recorded or otherwise documented or publicized at the discretion of the BFI.
- 2.1.6 By participating and /or intending to participate in this championship each contestant agrees that he/she shall not claim for any loss in earning for any reason connected with the event, against the organizers and /or BFI.
- 2.1.7 All participants are to play as per the schedule drawn up by the Chief Tournament Director (CTD) or his representative. Refusal to play against any player(s) or any team or withdrawal from an event at any stage, without the consent of the CTD shall result in disqualification for further participation in that event. CTD and the Tournament Committee, in addition, may take further disciplinary actions against the offending player(s).
- 2.1.8 English will be the official language for players to communicate with each other during the play in the championship.
- 2.1.9 TRIOS are not allowed in any of the Pairs events**

3. SCHEDULE OF EVENTS

- 3.1 OPEN TEAM OF FOUR EVENT – *(See Chap. 19 for details)*
- 3.2 BAM Event - *(See Chap. 20 for details)*
- 3.3 MATCH POINT PAIRS – *(See Chap. 21 for details)*
- 3.4 MATCH POINT STRATA- II Pairs – *(See Chap. 22 for details)*

4 ENTRY FEE AND SUBMISSION OF ENTRIES

Entries for the Team of Four event can be registered on the tournament web site <http://www.bridgewebs.com/india glycols/> in the prescribed form, stating the names and MP Registration Numbers of the participating players. **The requisite entry fees payment can be made on arrival at the venue or to the account as mentioned in the web site.** Entries should be filed within the prescribed time limit for an event. Entries not accompanied by the entry fee or not giving the names of the players of the team (at least four players) or pairs, or without the players' M.P. Registration numbers, may be rejected. Acceptance of late entries shall be at the sole discretion of the CTD.

Though it is preferred to give your entries online, however provision will be there at the venue for registration & payment of entries till 45 minutes before the start of the team event and thereafter as per the announcements at the venue for other events.

5 Authority of the Tournament Committee

The Tournament Committee reserves the authority to alter or modify this SCoC. In exercising this right the committee shall also have the right to ratify any clear error in the SCoC as soon as it is brought to its notice, provided that the error is evident from the context or from it's being in conflict with the laws.

Tournament Committee also reserves the right to alter the play format & schedule of an event, in case it is necessitated by less or extra ordinary high number of entries.

6. SYSTEM POLICY AND CLASSIFICATION OF SYSTEMS

"**BFI System Policy 2021**" will be followed. The policy can be found on BFI web site <https://bfi.net.in/bfi-national-policies/>. Please note that the main events of the championship (Team of Four & Match Point Open Pairs) have been categorized as **Category 1 Events**. **The use of HUM systems and Brown Sticker conventions are allowed only in KO stages of team event.**

Psychic Strong Artificial opening bids are prohibited in Swiss League stage of category-1 Team event and elimination stages of Match Point Pairs event. No restrictions in KO stage and final of Match Point pairs..

The BAM Event & Match Point Pairs STRATA - II of the tournament are categorized as **Category 2 event** and the use of **HUM systems and Brown Sticker conventions are totally prohibited in them.**

In Category-2 events, Psychic Artificial bids are prohibited in qualifying rounds where as **Psychic Artificial opening bids** are prohibited in KO stages.

7. Filling up of Convention cards and disclosure of systems

Fully filled System Card with supplementary sheets, if necessary, must be displayed at the table for all segments of all events. If any team does not have their convention card at the table, they may be penalized.

Players must disclose fully the meaning of their conventional agreements, particularly, conventions and treatments that may require defensive preparation by opposing pairs. In addition to system card, pairs shall use supplementary sheets, where necessary, to achieve this objective. To satisfy the principle of adequate disclosure, the onus is on each pair to prepare for the information of opponents an accurate and comprehensive system card.

Understandings whereby there may be violations of the normal meaning of the call, and where the nature of violation may possibly be anticipated, must also be disclosed in the convention card with full detail in a supplementary sheet, wherever necessary. The understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to opponents.

If a player makes use of any conventional call not sufficiently described on his system 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. The onus of disclosure is on the user. When there is a claim of damage through inadequate disclosure, the CTD and the Review Committee will give the benefit of any doubt to the opponents.

Opening bid of 2 Diamond, which shows weak in either major with or without the possibility of any other strong hand has to be explained in detail with responses and subsequent rebids. A written defense is to be provided as mentioned in the system policy.

Normal range of Weak Two opening should be specified and situations where it can be below minimum need to be alerted.

Use of up-to two Brown Sticker conventions per partnership are allowed in direct knock out matches subject to filling up such system card and submitting a copy to the Director before the last round of Swiss league and getting it approved. At the same time a viable suggested defense to any Brown Sticker convention must be filed. This will be deemed to be a part of the system card and may be referred to by the opponents at the table. A pair which has not submitted the convention card (system card) as above would be debarred from using such conventions till three hours after the pair has submitted its properly filled card. Any of these conventions / systems needs to be approved by the CTD before they can be used.

Each pair of every team is required to present at the table two copies of convention cards from the beginning of any event. However, at the beginning of the pre-quarter final knock-out of the Team event, each pair of every team qualified for the pre-quarterfinal shall submit one copy of their convention cards to the CTD, before the commencement of pre-quarterfinals. Failure to follow any stipulation of this section may be subjected to penalty at the discretion of Review committee /CTD, in addition to restriction on use of certain methods.

It is mandatory for all the pairs to have in their possession a duly filled convention card at the table. If a pair forgets a convention or resorts to a psyche, and there is no convention card, director is empowered to assume mistaken explanation and may award an adjusted score [Law12C1]. In addition to this the offending pair may not be allowed to use that convention in

the rest of the match. Frequent violations of the system, amounts to a private understanding and will be dealt severely.

Failure to follow any stipulation in this section may be subject to procedural penalty at the discretion of Appeals Committee /CTD in addition to restrictions on the use of certain methods as specified in the BFI system policy. Use of HUM system and/or Brown Sticker conventions in violation of what is permitted as per this SCoC will be penalized.

Partnership may clearly describe their strategy of third hand openings. Third hand subminimum openings are required to be alerted and lower limit of such opening should be specified very clearly. It is also essential to clarify conditions of such subminimum openings. Consistency in such calls by partnerships is expected.

8. Substitutes

In Team events, 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 CTD may designate a substitute to complete the team. The result obtained by the substitute shall stand unless the Tournament Committee judges that the substitute's bridge skill were considerably greater than those of the players replaced, in which case an adjusted score may be determined. Whether or not the result stands, the Tournament Committee may impose appropriate penalties when it judges a team to be at fault.

In Pairs events, the CTD may make emergency substitution, whenever it is necessary for the smooth running of the game. If this emergency substitution may result in disqualification of any contestant, the contestant shall, where practicable, be informed by the CTD, at the time the substitution.

9. Forfeits in Team Tournaments

If a team is unable to play or complete a match, CTD may find that team in default and declare the match forfeited. The team in forfeit shall score Zero VP and Zero IMPs for that match. The team winning the forfeited match shall be credited 10 VPs (in new 20 VP scale) initially and all draws will be based on that. At the end CTD in consultation with the Chairman Tournament Committee, may increase the VPs credited based on the overall average performance of the team winning the forfeited match, or credit a higher VP if they consider it to be equitable in all circumstances.

10. Withdrawal and Walk over

If utmost necessary, a team is permitted to withdraw only with the expressed consent of CTD after the completion of any Swiss round, or after a direct knock out match but not after the beginning of a match during any stage or in the middle of knock out match. In case a team withdraws without such expressed consent, the members of the team may be disqualified for the rest of the championship by the CTD & the Tournament Committee may also have to face the disciplinary proceedings by BFI Disciplinary Committee.

Two walkovers by the same team will mean a compulsory withdrawal of that team from the Competition. The Tournament Committee or the Disciplinary Committee may impose additional penalties to the forfeited team.

Walkover should be reported to the director before the start during KO matches.

If any team would like to withdraw during the middle of the event should have proper accepted reasons like physical fitness, serious health problems or any other important practical reasons. However teams deciding of mutual walk over decisions without the consent of the proper authority will have to face disciplinary procedures.

- **Walkover:** If a team, by its own fault, is unable to play another team, it will score zero VP. Its opponents will receive the best score between: (a) 12 VP using the 20-0 VP scale, or the equivalent according to the VP scale adopted, (b) the teams average (c) the average score obtained by all other opponents against the team at fault, whichever is greater. A second

walk-over by the same team will be referred to the Disciplinary Committee which can apply further sanctions including disqualification of the team.

IMPORTANT: Teams / Pairs giving walk over or forfeiting the match at any of the knock out stage of the team event or finals of the Pairs event will not be eligible for Master Points & ranking points under the BFI ranking Policy. The Tournament Committee has the discretion to award negative ranking points equal to the eligible points at the stage the Team / Pair has forfeited.

11. Disciplinary Rules and Penalties

The schedule of penalties which follows is supplemental to the laws. All infringements of the law will be dealt with in accordance with the norms laid down by bridge federation of India.

- **Lateness** – In the Swiss League, penalty will be imposed on any team not seated and ready to play at the announced starting time of the session according to the following scale.

0+ to 5 minutes - late warning;

5+to 10 minutes – 1.0 VP;

10+ to15 minutes 2.0 VPs;

a team may forfeit its match if it is late by over 15 minutes, at the discretion of the CTD/ Chairman Tournament Committee.

In a knock-out match after 5 minutes of grace time, a penalty of 1 Imp per minute will be imposed up-to 30 minutes and CTD may also reduce the number of boards. A team may forfeit its match, if it is late by over 30 minutes, at the discretion of CTD.

- **Slow Play or Late finish**– If slow play is reported and the Director is convinced about it, he may impose penalty on the offending side. The penalty will be same as in case of "Lateness" clause above. In case any match is not finished within the stipulated time, the Director may stop play after 5 minutes and declare result on the boards played. The result may be adjusted to bring equity to the non-offending side in case of reduction of boards.
- **Mobile Phones** – Mobile phones shall be switched off during the play, Team from which the players are observed calling or receiving call during the play will be penalized (0.5 VP in team / 2 IMPs in IMP Pair / 10% of top earned in MP pairs) for the first offence and (1 VP in team / 3 IMPs in IMP Pair / 20% of top earned in MP pairs) for any offence thereafter. Repeated violation by any player may mean suspension of that player / pair at the discretion of the CTD and Chairman Tournament Committee. In KO matches, players will not be allowed to carry the mobiles phones. They should be submitted with the CTD / Organizers.
- **Alcoholic Influence** – Consumption of alcoholic beverages of any nature in the playing area is prohibited. Any player consuming alcohol before or during the session in play area or is observed to be under alcoholic influence during the play, will result in his team being penalized 2 VPs (6 IMPs). CTD may also decide to substitute such a player. However further penalty may be imposed depending on the condition and behavior of the player on the table at the discretion of the CTD / Chairman Tournament Committee.
- **Smoking:** Smoking in the designated playing area is prohibited. Once the play starts no player shall leave the table in order to smoke. Any violation will be subject to penalties: 1 VP (3 IMPs/20% of top earned MP in pairs) for the first offence, 2 VPs (6 IMPs/40% of top earned MP in pairs) for the second and any subsequent offence. For repeated violation the player/pair may be suspended for the session at the discretion of the CTD and Chairman Tournament Committee.
- **Movement of Players:** Once the play is over, players are expected to go out of the playing area and not to watch the play at any other table.
- **ADDITION OF POWERS TO DIRECTORS AND DISCIPLINARY COMMITTEE:**

In accordance with Section XXXVIII of the Rules and Regulations of the Memorandum and Articles of Association of BFI

XXXVIII.

CODE OF DISCIPLINARY REGULATIONS:

The Executive Committee shall have the power to expel, suspend or otherwise discipline a player for any of the following reasons:

- (i) In case of any impropriety / cheating / fraud committed by the said player.
- (ii) In case of misbehavior with officials or fellow contestants during various bridge competitions or contests or during meetings of the Council, Executive Committee, or any other bridge related forum.

With respect to the above clause, if any competitor is found guilty of *Improper conduct, including without limitation, acts of aggression, violence or intimidation, on the part of an individual towards any director/s in preview of their ruling against any individual where such nominated director is in performance of his/her BFI duties or functions, whether within the context of laws and bye laws of BFI rules and regulations and WBF Laws for Duplicate Bridge will be seriously taken for procedural penalty and disciplinary action immediately.*

Penalties liable to be imposed for misconduct:

Procedural Penalty: Notwithstanding any penalties which have been empowered to a Director as per WBF Law of Duplicate Bridge 2017, the director may depending on the gravity of the reprehensible conduct, impose one or more of the following penalties in respect of reprehensible conduct:

- (a) Warning;
- (b) On repeated misconduct in the same/ later appearance, a penalty of 2 VPs/5 Imps
- (c) Where Reprehensible Conduct occurs frequently at or in connection with a BFI Event, disqualification of all results (including, at the discretion of the hearing panel, the results of the team) at such BFI Event, including forfeiture of any points, prizes and medals;

Disciplinary Action:

- (d) Suspension for a given period of at least 3 to 6 months from the day of adjudication of final verdict of violation to participate in any national federation recognized events or minimum 2 federation events whichever is later.
- (e) Suspension for a given period of time of at least 1 year from the day of adjudication of final verdict of violation to participate in any national federation recognized events or minimum 4 federation events whichever is later.
- (f) Permanent ban on the person concerned (excluding STATES) from attending and/or participating in BFI Events and/or activities;

12. Tie- breaking Procedures

Team Event:

The teams with identical scores after deducting all penalties will be deemed to have tied.

In case of a tie for the last qualifying position in a Swiss league, determinations of rank will be broken on VP product of all rounds as per BFI handbook, page No. 66. But for all other qualifying positions, tie is broken by draw of lots, as per BFI handbook - Page No. 66.

Rank position in KO matches shall be in accordance with IMPs earned including carry over, if any, and less penalties, if any.

In Knock-out matches, even a difference of 0.01 IMP (accrued due to carry-over) will be considered a win. In case of a tie break in knock out matches, there will be play off of extra four board match for the tie break. Fresh Line up of pairs will be allowed at this stage. If the tie persists, tie breaking will be done by one board ("sudden death") matches to determine the winner with same pairs to continue. Difference of 1 IMP is a win.

Pair Event:

Tie in a Pair event will be broken as per BFI handbook - Page No. 65.

13. Length of Matches

10 board matches: 1 hour 20 minutes

12 board matches: 1 hour 40 minutes

14. Review Procedure

Players have the right to bring to the notice of the Director any irregularity on the table, during play and the match. Directors will give ruling on such irregularities, if necessary, after consultation with a panel of experts.

As per the latest WBF rules, after a Director has given a ruling, request for a review may be made to the CTD by players/ Team along with a review fee of Rs. 1000 to the Tournament Director.

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 the Pairs events. However the time required for the review procedure will not hold-up the play of the subsequent round.

The recipients of a ruling will be entitled to ask for the matter to be reviewed by a reviewer who was not involved in the original decision. The reviewer will check that the TD has gathered the necessary evidence of what occurred when 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 judgment that was exercised by a player following unauthorized information, incorrect explanation or failure to alert, the Reviewer will clarify that suitable players were consulted. 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.

15. Appeal on Scoring of Results

Appeal for correction of an error in Computing or tabulating the total point score of an agreed number of tricks on the hand must be made on the score appeal form which is to be submitted to CTD within 20 minutes of the end of the respective session. (10 minutes for the last session). However in case of discrepancy between official results on any board, correction period may be extended by CTD.

16. Ethics and Deportment

All contestants are required to conform at all times to the highest standards of ethics and deportment. BFI expects all teams and partnerships to play to win at all times and in all circumstances. While a team may rest its players and make other decisions for strategic reasons, it is not permissible for a partnership to play by design to obtain a session score inferior to that of its opponents.

All contestants (including non-playing captains) are expected to accept the decisions of the Tournament / Review Committee in a sportsman like manner.

17. Spectators

Any person in the playing area, other than a player or a tournament official, has the status of a spectator unless the Director specifies differently. A spectator may not look at the hand of more than one player. During a round a spectator must refrain from mannerism or remarks of any kind and must have no conversation with a player. A spectator at the table shall not draw attention to any aspect of the game.

18. ELIGIBILITY OF MINIMUM PLAY CONDITIONS AND QUALIFICATION

The minimum play conditions for each player of the participating teams to play at each stage of the team of four event is given as under. If not fulfilled, such player will be disqualified from playing the next stages of the event.

- Team of Four Swiss league – 20 Boards or 2 Matches (out of 8 Swiss League matches).
- KO 1 & KO 2 – 10 Boards or 1 Session (out of the possible 4 Sessions)
- KO 3 & KO 4 – 10 Boards or 1 Session (out of the possible 4 Sessions)

- KO 5 - 10 Boards or 1 Session (out of the possible 2 Sessions)
- Final- 12 Boards or 1 Session (out of 4 Sessions)

Further any player that fails to meet the minimum play requirements shall not be eligible for master points for that stage, and will be awarded master points up to the previous stage.

19. OPEN TEAM OF FOUR EVENT

The following conditions of contest apply in the Open Team of four Event:

Each team may have four, five or six members. Any alteration in the names of the players can be done only before the start of the event with the consent of CTD. In case a team having less than six members wishes to add a team member, such addition can be done before the start of the 3rd session of the Swiss league with the consent of the CTD. There will not be any seeding of the teams. There will be a random draw for the first round. Thereafter the draw will follow Swiss League protocol.

Team of Four Event will be played in two stages.

Stage I: Qualifying Swiss league of 8 rounds of 10 Boards. The Qualifying Swiss will be played over 2 days on 8th April (6 Rounds) & 9th Apr 2023 (2 rounds). Home and Away teams will be displayed along with the draw for each of the round. Home team to sit North-South in the Open Room and East-West in the Closed room. The Top 16 teams will qualify for a 5-stage KO round.

The difference in IMPs earned by the two opposing teams at the end of each round of the Swiss League shall be converted into VP, according to the WBF Continuous VP Scale (20-0).

Stage II: Stage-II will consist of 5-stage KO matches each of 20 boards (to be played in 2-sessions of 10 boards each). The TOP 16 teams will be divided into 2 brackets. The TOP 8 teams will be put in UPPER HALF (UH) bracket and the teams ranked 9-16 will be put in LOWER HALF (LH) bracket. The teams in the lower half will get eliminated after they lose a KO match, whereas in UH, the losing teams will become part of LH and will get one more chance to play. There will be carry over at each stage of the KO, based on the Swiss League matches played between the teams.

In KO-1, in UH, the teams ranked 1 to 4 will choose their opponents from teams ranked 5 to 8. Team ranked 1 will have the first choice and then subsequently the teams ranked 2 to 4 will choose their opponents from the remaining teams ranked 5 to 8. In the LH, the matches will be 9 Vs 16, 10 Vs 15, 11 Vs 14 & 12 Vs 13. The 4 losers of Lower Half will get eliminated and the rest 12 teams will go to KO-2. In case a low seed team beats a higher seed team, it will take the seeding No. of the higher ranked team. The 4 losing teams will be ranked 13 to 16 for Prize purpose.

In KO-2, there will be 4 teams in UH and 8 teams in the LH. The matches on Table 1 & Table 2 will be between 1 Vs 4 and 2 Vs 3. The matches on Table-3 to Table-6 will be between 5 Vs 12, 6 Vs 11, 7 Vs 10 & 8 Vs 9. Teams losing on Table- 3 to Table-6 will get eliminated. The 4 losing teams will be ranked 9 to 12 for Prize purpose.

In KO-3, there will be 2 teams in the UH and 6 in the LH. The match on Table 1 will be between 1 Vs 2. The matches on Table-2 to Table-4 will be between 3 Vs 8, 4 Vs 7, & 5 Vs 6. The losers of table 2 to 4 (3 Teams) will get eliminated. The loser teams will be ranked 6th to 8th for prize purpose. The pairs of the losing teams of KO-3 can join the 2nd Session of the elimination round of Open MP Pairs with a pre-determined score. The winner of Table-1 will qualify directly to the team finals with a carryover of 8 IMPs.

In KO-4 there will be 4 teams and the matches will be between 2 Vs 5 & 3 Vs 4. Losers of this stage will be declared joint 4th / 5th of the team event. The last Knock out (KO-5) will be played between the remaining 2 teams (2 Vs 3) and the winner will qualify for the finals, whereas the loser will become the 3rd ranked team. The losing team pairs of KO-4 and KO-5 qualify directly to the MP Pairs Final to be played on the last day. ***See details of KO stages in Annexure on the last page.***

The team Final will be of 48 boards in 4 sessions to be played on the last day (11th Apr 2023).

19.1 GENERAL RULES FOR TEAM OF FOUR EVENT

1. In the event of a tie for the last qualifying position in a Swiss league, determinations of rank (i.e. 1st to 16th position) will be broken on VP product of all rounds as per BFI handbook, page No. 66.
2. In case of odd number of teams in Swiss League, one team will get a bye. 12 VPs shall be awarded to such a team in Team of Four event.
3. If a team is unable to play or complete a match and the CTD/Tournament Committee find that team is in default and declare the match forfeit (Walk Over), they will declare the other team as winner. The loser will receive zero VP and the winner shall receive the greatest of 12 VPs or average (at the end of the Swiss League) of its VP, whichever is higher. The CTD may impose additional penalties to the forfeited team.
4. **Pre dealt boards** will be played in the Championship.

19.2 SEATING PRIVILEGES IN SWISS LEAGUE

In Swiss League, the "Home Team" will sit NS and the "Away Team" will sit EW in the OPEN room. It will be reverse in the CLOSED room, where the "Away Team" will sit NS and "Home Team" will sit as EW.

19.3 LINE-UPS AND SEATING PRIVILEGES IN KNOCK OUT MATCHES

In the Knock out matches, the Captains should report to the director desk for exchange of line up at least 10 minutes before the starting time of the session. Players should be in their seats by the starting time. Failure on the part of the captain to report to director desk in proper time will attract penalty of 3 IMPs. If the two teams play a session on the same axis in spite of line up submissions, the session will be treated as void and the match will be reduced to the remainder Number of boards.

In each of the 5-stage KO matches, Team ranked higher (lower serial number team) will remain home team in the initial knock out match. Lower ranked Team winning against higher ranked team will automatically occupy the higher ranked position to become home in further knock out matches. The team which is Home team will play as NS in the open room and EW in the closed room. There will be a coin toss for exercising the seating rights. The winner of the toss will have the right to exercise the seating rights for either 1st or 2nd segments, which need to be communicated to the CTD before start of the KO match. The team losing the toss will automatically have the seating rights for the other segment.

In the Final (Four session match), the higher ranked team will become the HOME team in all the sessions. There will be a coin toss for exercising the seating rights. The winner of the toss will have the right to exercise the seating rights for either 1st and 3rd or 2nd and 4th segments, which need to be communicated to the CTD before start of the KO match.

A change of player, pairs or partnerships can be made only at the beginning of the session and no restrictions of any pair playing against another pair apply for any of the sessions of the match.

If there is any pair who uses Brown Sticker conventions, they should be available 10 minutes before the schedule beginning of the match to present their system and answer questions by the opponent.

19.4 CARRY OVER IN TEAM OF FOUR KO MATCHES & FINAL

In case of a Direct Knock-out match (KO 1 to KO 5), the teams will carry forward part of their difference of their Swiss league match, if any, between the two teams. The part shall be one half of the difference in the direct match between teams, if the team that won the direct match finishes higher than their opposing team at the end of Swiss league and one

third otherwise, subject to maximum of one fourth of the total boards to be played in that KO stage. So, for a 20 board KO match, the maximum carryover will be 5 IMPs.

In an unlikely event, if two teams meet for a second time in between KO 2 to KO 5 stage, there will be no carryover given to either of the teams.

The winner of the KO3 UH stage, who is directly seeded to the Team of Four Final match, will be given a carryover of 8 IMPs being undefeated team. No other carryover (based on the Swiss league result) will be given to either of the two teams playing the final.

20 BAM EVENT

There will be a Board-a-Match event to be played in the afternoon of 9th Apr 2023. It will be played over 2 sessions of 18 boards each. All teams who could not qualify for the KO stage of the Team of Four event can participate in the event after paying the due entry fee.

21 OPEN MP PAIRS

The Open IMP Pairs will be played over 2 days, on day-3 & day-4 of the championship. There will be an Elimination round of 3 sessions (18 boards each) on 10th Apr 2023 followed by Finals. Around 40% pairs will qualify to the finals and Non-qualifiers can play in the MP Pairs Strata II event (Consolation event). Both the events will be held on 11st Apr 2023.

Pairs of the Team of Four loser of KO-3 stage (3 Teams) are eligible to join the MP Pairs in the 2nd session of the Elimination round stage with a pre-assigned score. (See Chap. 23.1 for Pre-assigned Scores) provided they have given their entry for the event.

Also the pairs of the losing teams from KO-4 (2 Teams) & KO-5 (1 Team) are seeded to the MP Pairs final, provided they have given their entry for the event. Each of the seeded pairs will be given a carryover based on a formula (See Chap. 23.1)

Depending on no. of entries received, the Pairs final will constitute of 48 to 52 pairs (around 36 to 40 qualifiers from elimination round, around 8-9 seeded pairs from team event & 2 sponsored pairs), to be played on 11th Apr 2023 as per schedule given in the prospectus. Pairs will be equally divided in 2 Sections of 12/13 tables each and will play around 23 / 25 rounds of 2 boards each with Barometer Scoring. In case of less entries, the technical committee may alter the format and may play a curtailed Barometer. Say for example, we have total 60 entries in elimination, then we will qualify around 24 pairs to final and around 8-9 pairs from team event plus 2 sponsors may bring the total to maximum 36 pairs only. In that case, we may play 17 rounds of 3 boards each in 2 sections.

There will be a carryover from elimination to final round for the qualified pairs. **(See Chap 23 for Carryover formula for MP Pairs).**

IMPORTANT:

- A pair will be allowed to participate at any stage of a pairs event, independent of whether one or both players of the partnership are qualified to KO stage or not. Even a player, who has not participated in the team event, will be allowed to play the pairs event with another player, who is qualified to any KO stage of team event. However, the following conditions will be applied for allowing such partnerships:
 - The pair should have given their entry before the start of the first elimination round of the Pairs event.
 - Not more than 3 pairs of a team will be allowed to play as seeded pairs, when they join from a KO stage to a Pairs elimination round. As the onus will be on the team captain to inform about the 3 pairs being allowed from the team, hence each pair of the team should inform their captain and take his permission beforehand about playing with a player outside the team.
 - A player in a team qualifying for KO stage will be considered as "Seeded" only if he/she has fulfilled the minimum play criteria as defined in Chap. 18.

No player is permitted to leave the table without director's permission till all the boards are played in each session of the Pair event. Violation of this clause will attract penalties. Repeated violation may lead to the disqualification of the pair.

Scoring, ranking and tie breaking will be as per provisions of BFI Hand Book. Rank position in final shall be in accordance with IMPs earned including carry over, if any, and less penalties, if any.

22 MATCH POINT PAIRS - STRATA II

The non-qualified pairs from the elimination round of MP Pairs can participate in the Match Point Pairs – Strata II event, which will be played in 2 sessions of 18/20 boards each, on the last day of the championship. Entry fee for the event will be collected on the table itself.

23 CARRY OVER – MP PAIRS EVENT

There will be carryover from elimination round till finals, given to the qualified pairs. ***The carryover formula will be:***

$C = (M - m) [(Q/E)(A \times B \times Q)/S]$; Where:

C = carryover

M = matchpoints of a given pair

m = matchpoints of lowest qualifying pair

Q = pairs to be qualified

E = pairs entered in the event

A = average on each board in the final session(s)

B = number of boards played in qualifying session(s)

S = sum of the scores of all qualifiers

As per the BFI handbook, the maximum carryover cannot be greater than or equivalent to **two boards** score in case of one qualifying session & one final session. If the formula determines the high carryover to be above the allowable limits, the formula is abandoned and the following procedure is followed: Subtract the low-qualifying score from the high-qualifying score and divide this number into the maximum allowable carryover. The resulting factor is multiplied by the difference of the high qualifying score and the low-qualifying score. Thus the low qualifier will have a carryover of zero, and the high qualifier will have the maximum allowable carryover.

When a qualified pair is replaced by a reserve pair, the carry-over is computed using the actual score of the reserve pair.

23.1 General Rule for giving Carryovers to Seeded Pairs

For giving Carryovers for those seeded pairs, who will join in the **Final of MP Pairs**, the following method will be applied:

The carryover of the nearest integer of (The Number of Pairs who get qualified from the Previous Round / 2)th position pair will be given. So, for example, let us say 40 pairs from elimination round of MP Pairs get qualified to the next stage and 8 seeded pairs join them, then all the 8 seeded pairs will be given the carryover of the (40/2) = 20th ranked pair from the original 40 pair qualifying list.

This will not hold good for Sponsored pairs entering in the finals of the MP Pair event. They will be given zero carry-over.

For giving Carryovers for those pairs, who will join in the **2nd session of Elimination round of MP Pairs**, the following method will be applied:

$x = (Q*T) / (T+D)$; where

T – No. of qualified pairs;

D – No. of drop in seeded pairs;

Q – No. of the qualifying spots at the end of the current phase.

x - Carryover to be given to seeded pair equivalent to the carryover of the qualified pair whose rank is the calculated value (rounded to integer)

*For e.g. if 60 (T) pairs qualify and 8 (D) seeded pairs join in the new session, and out of these 68 pairs, we want to qualify 32 (Q) pairs for next elimination or final, then $x = (32*60)/(60+8) = 28^{\text{th}}$ position. So the carryover score of the 28th position qualifier will be given to all the seeded pairs. Please note, if we would have given the average median value, then we would have given all seeded pairs the carryover of the $(60/2) = 30^{\text{th}}$ ranked pair. This formula improves the CO position based on the no. of qualifiers & no. of seeded pairs in the round.*

24 Disciplinary Powers

For any BFI event, the entry of any player, pair, or team may be rejected. If this occurs the affected party or parties will receive, in writing, the reasons for the rejection. The offenders will be given reasonable opportunity to answer the allegation in person or in writing. The Governing Council of BFI, has constituted and empowered a "Disciplinary Committee", which will exercise these disciplinary powers. Typical causes of disciplinary action are:

Any breach of the Laws or proprieties of bridge as set out in the Code or in these regulations, Offensive behavior, Withdrawal or non-attendance from an event without good reason.

EVENT RECORDER OR COMMITTEE

The Tournament Committee shall nominate a person of high standing in the bridge community or a committee of three members to the position of Event Recorder. The person /persons so nominated, and accepting the position, shall perform the following functions.

1. The Event Recorder will receive verbal or written complaints.
2. The Event Recorder will decide, if a complaint is serious or trivial (in which case the complainant is told immediately the reasons for not pursuing it).
3. If the complaint is serious, the Event Recorder will inform the complainant that he will approach the person(s) concerned and advise them of the complaint and the names of the complainant.
4. The complainant will be asked if there were any witnesses and the Recorder will note their names.
5. The Recorder will discretely approach the person concerned (and their playing partner) and advise them of the complaint, and ask the partner if it is true. If the partner says it is true, various actions are open to the Recorder.
 - Warning (if not too serious)
 - Advise the person(s) that the Tournament Committee will be contacted to recommend suspension for X games. If the Recorder is present during the competition where the alleged offence took place, he may put the player on a "good behavior bond" for the rest of the competition, and if no further complaints are received, decide to drop the matter
 - Advise the Tournament Committee that the person is suspended for all or part of the event. In the most serious cases, advise the Tournament Committee that the person be banned for an extended period
6. Where there is no admission of guilt, bring all parties together and try and ascertain the truth. All incidents, with full details, shall be kept in the RECORDER BOOK, which is cross-indexed by name. Only the Recorder and the President of BFI shall be permitted to see the Recorder Book.

25. Tournament Schedule

As given in the Tournament brochure.

Annexure

16 teams qualify for KO stage 1 - Teams ranked 1-8 (Upper half) 9-16 (Lower half)										
KO 1		UPPER HALF				LOWER HALF				
	Table	1	2	3	4	5	6	5	6	
	Team	1 - 8	2 - 7	3 -- 6	4 - 5	9 - 16	10 - 15	11 - 14	12 - 13	20 boards
4 losers from lower half exit (Ranked 13th to 16th) – 12 Teams go to KO2										
KO 2		UPPER HALF			LOWER HALF					
	Table	1	2	3	4	5	6			20 boards
	Team	1 - 4	2 - 3	5 - 12	6 - 11	7 - 10	8 - 9			
losers from Table 3,4,5 & 6 exit (Ranked 9th to 12th). 8 teams remain										
KO 3		UH	LOWER HALF							
	Table	1	2	3	4					20 boards
	Team	1 - 2	3 - 8	4 - 7	5 - 6					
Team 1 seeded to finals with 8 IMP carry over– Teams losing from Table 2, 3 & 4 exit. Ranked 6th to 8th.										
KO 4		LH								
	Table	1	2							20 boards
	Team	2 - 5	3 - 4							
Losers exit and are ranked #4 & #5 jointly										
KO 5		LH								
	Table	1								20 boards
	Team	2 - 3	Winner goes to Final, Loser is ranked #3							
FINAL	Table	1	48 boards							
	Team	1 - 2								
Team # on left shown as winners for next stage for easy understanding										
The top Seed team will play the lowest seed team in KO stages for every Knock out Match.										
Explanation of KO logic										
Upper half teams losing just 1 KO or Lower half team winning all KO matches reach the Final										
Upper half team winning Three KO match is seeded to Final after KO3										
Upper half teams losing Two matches get eliminated										
Lower half teams losing One KO match get eliminated										