

2022 SUMMER FESTIVAL OF BRIDGE ONLINE SUPPLEMENTARY REGULATIONS

1 General

- 1.1 The Summer Festival of Bridge (SFOB) comprises nine events:
 - Mixed Pairs (MP) – January 13-14,
 - Senior Teams (ST) – January 13-14; Semi-Final January 15, Final January 16,
 - TBIB Open Swiss Pairs (OSP) – January 15-16,
 - TBIB Under 750 MPs Swiss Pairs (750SP) – January 15-16,
 - South West Pacific Teams (SWPT) – January 18-19,
 - National Open Teams (NOT) – January 20-23,
 - National Women's Teams (NWT) – January 20-21; Semi-Final January 22, Final January 23
 - Open Matchpoint Swiss Pairs (OMSP) – January 22-23,
 - Under 750 MPs Matchpoint Swiss Pairs (750MSP) – January 22-23.
- 1.2 These events are conducted by the Australian Bridge Federation (ABF).
- 1.3 The SFOB will be held under the Laws of Duplicate Bridge, 2017. The ABF Tournament Regulations (ABF TR) will apply as augmented by these Supplementary Regulations. In the case of any inconsistency, these Supplementary Regulations will take precedence.
- 1.4 The SFOB will be conducted on the RealBridge online platform. All events with the exception of finals series matches in the Teams events will be held on Normal mode. Matches in the NOT and finals series matches in the ST and NWT will be held on Screen mode (see section 9).
- 1.5 Results on the RealBridge website are provisional only. The official results will be at TBA
- 1.6 Expressions used in these Regulations and not defined shall have their ordinary meaning in bridge terminology (which may include expressions defined in the Laws of Duplicate Bridge, 2017). Unless repugnant to the context or obvious meaning, all terms defined in the ABF TR shall have the same meaning for the purpose of these Supplementary Regulations. In the event of any doubt or dispute as to such meaning or the interpretation of the application of any regulation, the decision of the Chief Tournament Director (CTD) shall be final and conclusive.

2 Officials

- 2.1 The Tournament Organiser is Ian Thomson.
- 2.2 The Chief Tournament Director is Laurie Kelso.
- 2.3 The Reviewer is Matthew McManus.
- 2.4 The Review Consultants are TBA.
- 2.5 The Recorder is Chris Hughes.

3 Eligibility, Augmentation and Substitutions

- 3.1 At the time of commencement of an event, each Australian resident entrant must be a financial member of the ABF Masterpoint Scheme and of an organisation affiliated to the ABF or to an Australian State Bridge Association. Overseas players become honorary members of the Foreign Players Club.
- 3.2 To be eligible for the 750SP and 750MSP,
 - i) both members of the partnership must have fewer than 750 masterpoints as at 30-09-21;
 - ii) a player may not have previously won two or more ABF events with the same masterpoint restriction as these events or higher. Notwithstanding, a player who has already entered one or either of the events at the time of winning their second such ABF event will be deemed eligible for that event.
- 3.3 To be eligible for the MP, the partnership must consist of one female and one male player.
- 3.4 To be eligible for the ST, all players must have been born prior to January 1, 1961.
- 3.5 To be eligible for the NWT, all players must be female.
- 3.6 All players must individually meet the eligibility criteria to compete in events. This includes those events where players must be under the stated masterpoint range or age as of the dates specified. Masterpoints earned in another NCBO, irrespective of whether they have been transferred, shall be included for the purpose of determining a player's eligibility.
- 3.7 Overseas players may apply to enter events restricted by masterpoint status only if they are eligible to play in events with similar criteria within their own NBO. Entry to any such event will only be granted after the applicant's eligibility has been verified. The TO's decision in respect to such eligibility is final and not subject to appeal.
- 3.8 With the consent of the CTD, a team may augment until the conclusion of Match 4 up to a maximum of 6 players. Any player so added to the team must not have played previously in another team in the same event.
- 3.9 For pairs events or the qualifying rounds of teams events, the CTD may approve a maximum of four substitutions per pair or team. In finals series matches in the team events, the CTD may approve a maximum of two substitutions per team. In addition, the CTD may allow emergency substitutions for substantial cause and may impose any conditions in doing so and may take whatever other action is considered necessary to keep the tournament in motion.
- 3.10 Notwithstanding 3.8 or 3.9, if a player or players entered into the NWT is a member of a team which has qualified to the NOT, the CTD may approve:
 - i) augmentation to the NWT team up to a maximum of 6 players up until the commencement of the NWT Semi-Finals. A player who was entered in the NWT may not be augmented;
 - ii) unlimited substitutions in the NWT Qualifying rounds for as long as the player's team remains undefeated in the NOT.The team may subsequently augment a player who was previously approved as a substitute for the team. Note: in order to participate in the NWT Semi-Finals, a player must have played in at least two matches in the qualifying rounds, whether as an originally entered team member, as a substitute or as an augmented player.

- 3.11 A team entered in the NWT that has four or more members in a team or teams which have qualified to the NOT and subsequently been defeated in the NOT Round of 16, may elect to drop into the NWT after Match 4. They shall be awarded a score in VPs and net IMPs equal to the average of the top 6 teams in the NWT after Match 4. For the purposes of tie-breaking involving such a team, the tie will be broken by net IMPs in the first instance and then by lot. Teams wishing to avail themselves of this allowance must advise the CTD within 60 minutes of the finishing time of the final stanza of the NOT Round of 16.
- 3.12 To ensure the smooth running of the tournament, the TO may nominate a “house contestant” to compete in any event. The TO will make every effort to nominate eligible players, but is at liberty to nominate others in case of necessity. The conditions under which the “house contestant/s” compete will, subject to ABF TR 1.9, be at the discretion of the CTD.

4 Systems and Defences

- 4.1 GREEN, BLUE and RED systems and BROWN STICKER conventions are permitted without restriction.
- 4.2 YELLOW systems will be not be permitted.

5 Seating

- 5.1 There shall be no seating rights in the qualifying rounds of a teams event. Match-ups will be made as the players are seated at the starting time of each match. If a team has neither pair seated at start time, the CTD will randomly assign NS and EW to the two pairs. In the case of dispute, the CTD shall randomly assign directions to the four pairs in the match.
- 5.2 Once a match has started, a pair must continue to play at that table unless permitted by the CTD in the case of emergency or misadventure.
- 5.3 In the NOT and in finals series matches in the ST and NWT, the team which finished higher in the Qualifying stage shall have the right to choose to sit first in either the odd or even stanzas.

6 Correction Period and Time of Appeal

- 6.1 The Correction Period (Law 79C) and time for lodging a request for a review of a Director's ruling (Law 92B) expire 30 minutes after the conclusion of play on the day on which the relevant board was played.

7 Unplayed Boards

- 7.1 In the case of multiple unplayed boards where the Director awards an artificial adjusted score of average plus, artificial adjusted scores are awarded as detailed in the Appendices.
- 7.2 Where unplayed boards result in direct comparisons being available on fewer than one-half of the boards in the match, the match will be scored in accordance with ABF TR 15.1 (Forfeits).

8 Ties and carry-over

- 8.1 Ties for qualification to, and ranking of teams within, the finals series of teams events will be broken in accordance with ABF TR 15.
- 8.2 Other ties will not be broken. In finals series teams matches, the team which finished higher in the Qualifying stage shall carry forward 0.1 IMPs.

9 RealBridge Screens Mode

- 9.1 From the commencement of a hand up until its completion, a player will only be able to see and verbally communicate with their screenmate. (North and East are screen mates, as are South and West.)
- 9.2 Players alert and provide explanations of their own calls.
- 9.3 All alerts and explanations must be typed. Alerts and explanations are communicated to both opponents.
- 9.4 A player may not consult their own convention card or system notes while a hand is in play.
- 9.5 It is a requirement that all players on RealBridge have working video and audio connections. Players may only turn off their camera with the permission of the Director.
- 9.6 Other than the device on which the player is using RealBridge, no other communication or electronic device may be used or referred to during play.

10 Event Formats

The TO reserves the right to vary event formats depending on the number of entrants. If the number of entrants is fewer than twice the number of rounds to be played, the Modified Swiss format as described in the Appendices may be implemented.

In all events, the draw for Round 1 will be random. Subsequent draws will be on the Swiss principle as determined by the RealBridge algorithm

10.1 Mixed Pairs

- 10.1.1 The MP will be played as single field Swiss of 8 x 12 board matches, playing two matches per session.
- 10.1.2 The event will be scored by cross-IMPs with net IMPs in each match converted to Victory Points (VPs) using the ABF Scale for Swiss Pairs for 12 board matches.
- 10.1.3 Sessions on each day will commence at 12 noon and 3.30 pm AEDT.

10.2 TBIB Open Swiss Pairs and TBIB Under 750 MPs Swiss Pairs

- 10.2.1 The OSP and 750SP will be played as separate single field Swiss of 10 x 10 board matches, over four sessions comprising two, three, two and three matches respectively.
- 10.2.2 The event will be scored by cross-IMPs with net IMPs in each match converted to Victory Points (VPs) using the ABF Scale for Swiss Pairs for 10 board matches.
- 10.2.3 Sessions on each day will commence at 12 noon and 3.00 pm AEDT.

10.3 Open Matchpoint Swiss Pairs and Under 750 MPs Matchpoint Swiss Pairs

- 10.3.1 The OMSP and 750MSP will be played as separate single field Swiss of 10 x 10 board matches, over four sessions comprising two, three, two and three matches respectively.
- 10.3.2 The event will be scored by matchpoints with the average percentage score in each match converted to VPs using the scale detailed in the Appendices.
- 10.3.3 Sessions on each day will commence at 12 noon and 3.00 pm AEDT.

10.4 Senior Teams and National Women's Teams

- 10.4.1 Qualifying Stage – each of the ST and NWT will be played as a single field Swiss of 8 x 12 board matches, playing two matches per session.
- 10.4.2 Net IMPs in each match will be converted to VPs using the WBF continuous VP Scale for 12 board matches.
- 10.4.3 Sessions on each day will commence at 12 noon and 3.30 pm AEDT.
- 10.4.4 At the conclusion of the Qualifying Stage, the four highest placed teams will qualify to the semi-finals. If a team or teams opt not to play in the semi-finals, it shall be replaced by the next highest ranking team.
- 10.4.5 Semi-Finals – the highest ranked team chooses their opponent from the third and fourth ranked teams. Format: 48 board match played in four 12 board stanzas.
- 10.4.6 Final – the two Semi-Final winners compete in the Final. Format: 48 board match played in four 12 board stanzas.
- 10.4.7 To be eligible to compete in the finals series of either event, a player must have played in at least two matches in the Qualifying Stage.
- 10.4.8 Session times for the finals series will be 12 noon, 1.40 pm, 3.50 pm and 5.30 pm AEDT.

10.5 South West Pacific Teams

- 10.5.1 The SWPT will be played as a single field Swiss of 8 x 12 board matches, playing two matches per session.
- 10.5.2 Net IMPs in each match will be converted to VPs using the WBF continuous VP Scale for 12 board matches.
- 10.5.3 Sessions on each day will commence at 12 noon and 3.30 pm AEDT.
- 10.5.4 The SWPT shall form the Qualifying Stage for the National Open Teams. The sixteen highest placed teams will qualify. If a team or teams opt not to play, it shall be replaced by the next highest ranking team.
- 10.5.5 To be eligible to play in the NOT, a player must have played in at least two matches in the SWPT.

10.6 National Open Teams

10.6.1 The NOT shall comprise a knock-out format of 48 board matches played in four 12 board stanzas.

10.6.2 The six highest placed teams shall choose their opponents for the Round of 16 match in order from among the teams ranked 7th to 16th. These will be designated matches 1 to 6. After the match-ups for those six matches are completed, the highest and lowest ranked remaining teams will be drawn against each other (Match 7). The remaining two teams will play in Match 8.

10.6.3 The draw for Quarter- and Semi-Final matches will be as described in the Appendices.

10.6.4 Session times will be 12 noon, 1.40 pm, 3.50 pm and 5.30 pm AEDT.

11 Playoff Qualifying Points

11.1 Eligible teams in the SWPT and NOT and pairs in the OSP are ranked for the award of Playoff Qualifying Points (PQP). Each eligible player in those teams (or pairs) receives an award as follows:

11.1.1 MP

Place	1	2	3	4	5	6
PQP	10	7	5	3	2	1

11.1.2 To be eligible for PQP, a player must have played in at least five matches.

11.1.3 OSP

Place	1	2	3	4
PQP	14	10	6	3

11.1.4 To be eligible for PQP, a player must have played in at least five matches.

11.1.5 SWPT

Place	1	2	3
PQP	18	9	4.5

11.1.6 To be eligible for PQP, a player must have played in at least four matches

11.1.7 NOT

Place	1	2	3	4	5	6	7	8
PQP	36	18	11	7	6	5	4	3

11.1.8 To be eligible for PQP, a player must have played in at least four matches in the SWPT and in at least two stanzas in every match the team played in the NOT.

11.2 Ties are not broken for PQP purposes. Any tied pairs or teams share the available points for the places involved in the ties.

Appendices

Tie-breaking

Significant ties are broken by (in order): sum of opponents' VPs, number of wins, net IMPs, lot.

Calculation of multiple Average Plus awards during a session or match

Where the Laws require the Director to award an artificial adjusted score of average plus on more than one board in a session or match (as in the case of fouled or otherwise unplayable boards), the score awarded per board shall be:

IMP scored Teams events: an IMP score of $3\sqrt{N}/N$

IMP scored Pairs events: an IMP score of $2\sqrt{N}/N$

Matchpoint scored events: a percentage score equal to $50 + 10\sqrt{N}/N$
where N is the number of unplayable boards.

In IMP scored events, the net IMPs in a match assigned due to these formulas will be rounded to the nearest IMP (0.5 IMPs rounded up).

In matches where the number of direct comparisons available being fewer than one half the number of boards, the match will be scored as a forfeit. Forfeited matches are scored as 13 VPs for each side. Further adjustments at the end of the event may be appropriate in accordance with ABF Tournament Regulation 15.

(<http://abfevents.com.au/events/tournregs/ABFTournamentRegs2021.pdf>)

The following table lists the IMPs to be assigned for each successive board in the case of multiple average plus boards:

Number of fouled/unplayable bds	IMPs assigned (Teams)	IMPs assigned (Pairs)	Percentage assigned (matchpoints)
1	3	2	60.00
2	1	1	54.14
3	1	0	53.18
4	1	1	52.68
5	1	0	52.36
6	0		

Victory Point Scale for OMSP, 750MSP

Where x is the pair's average percentage for the round (rounded to 2 decimal places - 0.005 rounded up):

Where x is greater than 70.0: VP = 20

Where x is between 57.5 and 70.0: VP = $(x-20)*2/5$

Where x is between 42.5 and 57.5: VP = $(x-35)*2/3$

Where x is between 30.0 and 42.5: VP = $(x-30)*2/5$

Where x is less than 30.0: VP = 0

NOT Draw

Round of 16

Match 1: 1st v chosen team

Match 2: 2nd v chosen team

Match 3: 3rd v chosen team

Match 4: 4th v chosen team

Match 5: 5th v chosen team

Match 6: 6th v chosen team

Match 7: highest-ranked of remaining teams v lowest-ranked of remaining teams

Match 8: two remaining teams

Quarter-Finals

Match 9: winner of Match 1 v Winner of Match 8

Match 10: winner of Match 2 v Winner of Match 7

Match 11: winner of Match 3 v Winner of Match 6

Match 12: winner of Match 4 v Winner of Match 5

Semi-Finals

Match 13: winner of Match 9 v Winner of Match 12

Match 14: winner of Match 10 v Winner of Match 11

Final

Match 15: winner of Match 13 v Winner of Match 14

Modified Swiss format

In Swiss Pairs or Swiss Teams events where the number of entrants is fewer than twice the number of rounds to be played, a round-robin or modified Swiss format will be implemented.

If the numbers are appropriate, a full round robin movement will be implemented, with the possibility of a round or rounds to determine final placings.

Otherwise, a normal Swiss movement will be used up to and including Round $n/2 + 1$ (even number of rounds) or Round $(n+1)/2$ (odd number of rounds). In subsequent rounds, the Swiss movement continues with all scores retained, but a unit may play another unit which it previously played in the first “half” of the event.

Examples:

* 8 rounds – standard Swiss up to and including the draw for Round 5. In rounds 6, 7 and 8, the Swiss draw continues, but units may play a unit previously played in Rounds 1-4.

* 9 rounds – standard Swiss up to and including the draw for Round 5. In rounds 6, 7, 8 and 9, the Swiss draw continues, but units may play a unit previously played in Rounds 1-4.

Anticipated Finishing Times

The following times are provided solely as a guide to players and may change depending on event formats and other circumstances:

MP, SWPT, ST Qualifying, NWT Qualifying	6.25 pm AEDT
OSP, 750SP, OMSP, 750MSP	6.45 pm AEDT
ST and NWT finals series, NOT	6.50 pm AEDT