

MARGARET BOURKE INVITATIONAL ONLINE TEAMS SUPPLEMENTARY REGULATIONS

1 General

- 1.1 Entries are at the invitation of the Organising Committee (OC). The OC may refuse any entry at its complete discretion without assigning any reason.
- 1.2 All players accepting an invitation to play are deemed to have read these regulations and to accept them without reservation.
- 1.3 The competition 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 competition will be conducted on the RealBridge online platform using Screens mode (see section 8 below).
- 1.5 Results on the RealBridge website are provisional only. The official results for the competition will be at <http://aj92.com.au/results/results.asp?yr=2021&dir=mbi>
- 1.6 The official language of the competition is English.
- 1.7 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 the Margaret Bourke Invitational Online Teams Organising Committee.
- 2.2 The Chief Tournament Director is Matthew McManus. The Assistant Director is John McIlrath.

3 Formats

- 3.1 *Qualifying - October 1-2*
 - 3.1.1 Eight round Swiss of 12 board matches.
 - 3.1.2 The draw for Round 1 shall be random. Subsequent draws shall be on the Swiss principle as determined by the RealBridge algorithm.
 - 3.1.3 Matches will be scored by IMPs converted to Victory Points (VPs) using the WBF 12 board scale.

- 3.1.4 In the event of an odd-number of teams, there shall be a bye for the lowest placed team yet to have had a sit-out. Teams will be awarded 12 VPs for the bye. At the conclusion of the Qualifying, their score for the bye shall be adjusted to the higher of:
- a) 12 VPs; and
 - b) their average VP score for the other seven matches.
- 3.1.5 In the case of a forfeit, both teams shall be awarded 10 VPs. At the conclusion of the Qualifying:
- i) the offending team shall be assigned a score of 0 VPs for any forfeited round;
 - ii) the non-offending team shall have their score adjusted to the highest of:
 - a) 13 VPs;
 - b) their average VP score for the other seven matches;
 - c) the compliment of the offending team's average score VP score in non-forfeited matches.
- 3.1.6 If necessary for tie-breaking purposes, in the case of adjustments under 3.1.3 or 3.1.4, the CTD shall determine the IMP score to be assigned based on the relevant VP scale.
- 3.1.7 At the conclusion of the Qualifying, the four highest-placed teams shall qualify to the Semi-Finals. The remaining teams will proceed to the Ted Chadwick Cup.
- 3.2 *Semi-Finals, Finals and 3rd/4th Playoff - October 3*
- 3.2.1 The team finishing first shall choose their opponents from the teams finishing third and fourth. The two winning semi-finalists shall play in the Final. The two losing semi-finalists shall play in the 3rd/4th Playoff.
- 3.2.2 All matches shall be held over 24 boards, played in two 12 board stanzas.
- 3.2.3 In all matches, the team that finished higher in the Qualifying shall carry-over 0.1 IMPs.
- 3.3 *Ted Chadwick Cup - October 3*
- 3.3.1 Six round Swiss of 8 board matches. The provisions of 3.1.2 to 3.1.5 shall be applied as appropriate with matches converted to VPs using the WBF 8 board scale.
- 3.4 For all events, there will be a time allocation of 7.5 minutes per board.

4 Systems

- 4.1 YELLOW systems will not be permitted.
- 4.2 Convention cards will be available on the event website. Team captains are responsible for submitting convention cards for all their pairs prior to September 29, 2021. Cards should be in pdf format and emailed to scoring@aj92.com.au. ABF and WBF cards are acceptable.
- 4.3 Players may open the opponent's convention card on their device and refer to it during the match.
- 4.4 Players may refer to their own written defence to any Brown Sticker Conventions played by the opponents.

5 Director Rulings

5.1 Rulings made by the directors are not subject to appeal or review.

6 Seating

- 6.1 There shall be no seating rights in the Qualifying rounds or in the Ted Chadwick Cup. 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.
- 6.2 In the Semi-finals, Final and 3rd/4th Playoff, the team which finished higher in the Qualifying shall have the right to choose to sit first in either the first or second stanza.
- 6.3 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.

7 Tie-breaks

- 7.1 Ties will only be broken after the Qualifying and only for placings relevant for the finals series.
- 7.2 Ties will be broken by reference to the following criteria, applied in order:
- i) sum of opponents' VPs - the team with the higher total will be ranked higher;
 - ii) net IMPs;
 - iii) result of head-to-head match in IMPs (should it have occurred);
 - iv) lot.

8 RealBridge Screens Mode

- 8.1 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.)
- 8.2 Players alert and provide explanations of their own calls.
- 8.3 All alerts and explanations must be typed. Alerts and explanations are communicated to both opponents.
- 8.4 A player may not consult their own convention card while a hand is in play.
- 8.5 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.
- 8.6 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.

Time-table

Qualifying - October 1-2 AEST

Round	Start	End
1	11.00 am	12.30 pm
2	12.40 pm	2.10 pm
Break	2.10 pm	3.00 pm
3	3.00 pm	4.30 pm
4	4.40 pm	6.10 pm

Round 1 start-time in various time zones

New Zealand	2.00 pm	
Canberra	11.00 am	
Melbourne	11.00 am	
Sydney	11.00 am	
Brisbane	11.00 am	
Adelaide	10.30 am	
Japan	10.00 am	
Korea	10.00 am	
Perth	9.00 am	
Indonesia	8.00 am	
Thailand	8.00 am	
London	2.00 am	
South Africa	3.00 am	
New York	9.00 pm	September 30
Los Angeles	6.00 pm	September 30

Semi-finals, Final 3rd/4th Playoff - October 3 AEDT

Semi-Final Stanza	Start	End
1	11.00 am	12.30 pm
2	12.40 pm	2.10 pm
Final/3-4 Playoff Stanza	2.10 pm	3.00 pm
1	3.00 pm	4.30 pm
2	4.40 pm	6.10 pm

Stanza 1 start-times in various time zones

New Zealand	1.00 pm	
Canberra	11.00 am	
Melbourne	11.00 am	
Sydney	11.00 am	
Brisbane	10.00 am	
Adelaide	10.30 am	
Japan	9.00 am	
Korea	9.00 am	
Perth	8.00 am	
Indonesia	7.00 am	
Thailand	7.00 am	
London	1.00 am	
South Africa	2.00 am	
New York	8.00 pm	October 2
Los Angeles	5.00 pm	October 2

Ted Chadwick Cup - October 3 AEDT

Round	Start	End
1	11.00 am	12.00 pm
2	12.05 pm	1.05 pm
3	1.10 pm	2.10 pm
Break	2.10 pm	3.00 pm
4	3.00 pm	4.00 pm
5	4.05 pm	5.05 pm
6	5.10 pm	6.10 pm

Round 1 start-time in various time zones

New Zealand	1.00 pm	
Canberra	11.00 am	
Melbourne	11.00 am	
Sydney	11.00 am	
Brisbane	10.00 am	
Adelaide	10.30 am	
Japan	9.00 am	
Korea	9.00 am	
Perth	8.00 am	
Indonesia	7.00 am	
Thailand	7.00 am	
London	1.00 am	
South Africa	2.00 am	
New York	8.00 pm	October 2
Los Angeles	5.00 pm	October 2