

Conditions of Contest

The 2021 PBU/CBF Transatlantic Online Seniors Championship for the Julian Klukowski Memorial Trophy

I. GENERAL RULES AND FORMAT

ELIGIBILITY

1. The event is co-sponsored by the Polish Bridge Union and the Canadian Bridge Federation. The Tournament Committee consists of Wlodek Starkowski, Marek Wojcicki, Neil Kimelman, John Carruthers and Witold Stachnik.
2. Any NBO in WBF Zones 1, 2, 3, 5 or 8 (i.e., European Bridge League, North American Bridge Federation, South American Bridge Federation, Caribbean and Central American Bridge Federation and African Bridge Federation) is eligible to send one or two teams (three from the USBF), as it wishes.
3. If an NBO declines to participate, the Tournament Committee will consider allowing an otherwise eligible team from the same NBO to participate.
4. In extraordinary circumstances, the Tournament Committee will consider admitting a multi-national team of players from Zone 5 or Zone 8. Our goal is inclusion, not exclusion.
5. All players must be Seniors, i.e., born in 1959 or earlier, and must be members of an NBO in WBF Zone 1, 2, 3, 5, or 8.
6. A team may consist of any number of players (four or more). Because of the nature of the competition, over a period of three weeks, we recommend at least six players per team. Teams may add eligible players at any time during the competition.
7. If an odd number of teams enters, Poland will be allowed a third team to make an even number.
8. Entry fees are set at 250 Euro for European and African teams and US\$300 for teams from the Americas. These fees are intended to offset administration and BBO fees, Tournament Director salaries and Daily Bulletin staff remuneration.
9. Entry fees must be paid and team registration must be made by December 7, 2020. This is to allow the organisers to invite a third team from the USA or Poland.
- 10. Pay to _____**
11. Teams from the same NBO will play as early as possible in the competition.

FORMAT

QUALIFICATION SWISS

1. The first 12 matches, starting on January 18, 2021, through January 30, (with the middle Sunday free) are the qualification stage, played as a Swiss Teams of 20-board matches.
2. All teams will be seeded and ranked according to the team's players' average WBF Senior Masterpoints of all team members. In Match 1, Team 1 will play Team 2, and so on, with the proviso that teams from the same NBO will play each other.
3. After 12 rounds of Swiss, the first 8/16 teams will enter the Knockout Stage, starting from the Round of 16 (if 33 or more teams enter) or the Quarterfinals (if 32 or fewer teams enter).
4. All knockout matches will be played over two days, with two 12-board sessions each day.
5. The non-qualifying teams will compete in a further Swiss Teams for the third place. Knockout team losers will join the Third-place Swiss.
6. For the Swiss phases, each result will be converted from IMPs into VPs according to the WBF 20-board VP Scale, as follows:

10.00 - 10.00 tie	14.20 - 5.80 18 imps	17.06 - 2.94 36 imps	19.00 - 1.00 54 imps
10.28 - 9.72 1 imp	14.39 - 5.61 19 imps	17.19 - 2.81 37 imps	19.08 - 0.92 55 imps
10.55 - 9.45 2 imps	14.58 - 5.42 20 imps	17.31 - 2.69 38 imps	19.17 - 0.83 56 imps
10.82 - 9.18 3 imps	14.76 - 5.24 21 imps	17.44 - 2.56 39 imps	19.25 - 0.75 57 imps

11.08 - 8.92 4 imps	14.94 - 5.06 22 imps	17.56 - 2.44 40 imps	19.33 - 0.67 58 imps
11.34 - 8.66 5 imps	15.11 - 4.89 23 imps	17.67 - 2.33 41 imps	19.41 - 0.59 59 imps
11.59 - 8.41 6 imps	15.28 - 4.72 24 imps	17.79 - 2.21 42 imps	19.49 - 0.51 60 imps
11.83 - 9.17 7 imps	15.45 - 4.55 25 imps	17.90 - 2.10 43 imps	19.57 - 0.43 61 imps
12.07 - 7.93 8 imps	15.61 - 4.39 26 imps	18.01 - 1.99 44 imps	19.64 - 0.36 62 imps
12.30 - 7.70 9 imps	15.77 - 4.23 27 imps	18.12 - 1.88 45 imps	19.72 - 0.28 63 imps
12.53 - 7.47 10 imps	15.92 - 4.08 28 imps	18.23 - 1.77 46 imps	19.79 - 0.21 64 imps
12.76 - 7.24 11 imps	16.08 - 3.92 29 imps	18.33 - 1.67 47 imps	19.86 - 0.14 65 imps
12.98 - 7.02 12 imps	16.23 - 3.77 30 imps	18.43 - 1.57 48 imps	19.93 - 0.07 66 imps
13.19 - 6.81 13 imps	16.37 - 3.63 31 imps	18.53 - 1.47 49 imps	19.99 - 0.01 67 imps
13.41 - 6.59 14 imps	16.52 - 3.48 32 imps	18.63 - 1.37 50 imps	20.00 - 0.00 68+ imps
13.61 - 6.39 15 imps	16.66 - 3.34 33 imps	18.72 - 1.28 51 imps	
13.81 - 6.19 16 imps	16.79 - 3.21 34 imps	18.82 - 1.18 52 imps	
14.01 - 5.99 17 imps	16.93 - 3.07 35 imps	18.91 - 1.09 53 imps	

KNOCKOUT PHASE

ROUND OF 16

1. The team placed 1st at the end of the Qualification Swiss has the right to choose their opponent from among the teams placed 8th-16th. Then, the team placed 2nd will choose their opponent from among the teams placed 8th-16th, and so on.
2. The Round of 16 will be played on Sunday, January 31 Jan and Monday February 1.
3. If the KO Stage starts with Quarterfinals, the team placed 1st at the end of the Qualification Swiss has the right to choose their opponent from among the teams placed 4th-8th. Then, the team placed 2nd will choose their opponent from among the teams placed 4th-8th, and so on.

QUARTERFINALS

1. QF will be played on Tue, 2nd Feb. and Wed 3rd Feb.
2. Among the winners of the Round-of-16 matches, the team which was highest-placed in the Qualification Swiss will choose their opponent for the Quarterfinal; next, the second-highest placed in the Qualification Swiss will choose, etc.

SEMIFINALS

1. Among the winners of the Quarterfinals, the team which was highest-placed in the Qualification Swiss will choose their opponent for the Semifinal. If two teams of the same country qualify for the Semifinals, they shall play against each other. If three teams from the same country qualify for the Semifinals, the fourth team has the right to choose their Semifinal opponent.
2. The SF will be played on Thu, 4th Feb and Fri, 5th Feb.

CARRYOVER

1. The carryover in R16, QF and SF matches will be 0.1 imp for the team higher-placed in the Qualification Swiss

FINAL

1. The Final will be played on Sat 6th Feb and Sun 7th Feb.
2. There will be no Carryover. In case of a tie after 48 boards, it will be resolved by 1-board Sudden Death (scored at IMPs) until a winner is declared.

SWISS FOR THIRD PLACE

1. The Swiss for the third place starts on Monday, 1st Feb.
2. Carryover is 1/10 of the VP accumulated in the Qualification Swiss.
3. The draw for the first round is done according to the carryover.
4. The last round (Sun. Feb. 7) of 3RD-PLACE SWISS will be played as Danish Swiss (matches can be played between teams which have played against each other in earlier rounds).
5. 20-board matches will be played, one round per day.
6. Losers of the Knockout matches will join the Swiss for third place according to their rank in the Qualification Swiss – the highest ranking team from the Qualification Swiss will be placed the highest of the drop-in teams, as follows:

- after the Round of 16 – to tables against the 17th, 15th, 13th, 11th, 9th, 7th, 5th and 3th-ranked teams according to the average of the third and fourth-placed teams at the time of the drop-in.
- after the Quarterfinal – to 9th, 7th, 5th and 3th places (according to the rank in Qualification Swiss), with number of VP equal to the average of the third and fourth-placed teams at the time of the drop-in.
- after the Semifinal - to 5th and 3rd place (according to the team's rank in the Qualification Swiss) with the number of VP equal to the average of 2nd and 3rd placed teams at the time of the drop-in.

II. KIBITZERS

1. Kibitzers are allowed only at the VuGraph table, which will start with a 30-minute delay.
2. We believe that the spirit of the game in Senior society excludes cheating, so all the matches will be played with the same boards and there are no restrictions on finishing match times, etc.
3. The choice of the VuGraph match will be announced in the Daily Bulletin.

III. STARTING TIMES

1. The starting time of each Qualification Swiss match is 19.00 pm GMT. We hope everyone can accept a few minutes leeway if needed. The start times in various cities are as follows:

Los Angeles, Vancouver	11.00 hours
New York, Toronto	14.00
Buenos Aires, Rio de Janeiro	16.00
London (GMT)	19.00
Paris, Warsaw	20.00
Cape Town, Cairo	21.00

IV. SUBSTITUTES

1. After the first 10 boards (1-10) in any match, each player/pair can be substituted with another player/pair for the second half of the match (boards 11-20).
2. Substitutions will be allowed for each SWISS match. Tournament directors must be informed about the substitute no later than half an hour after the match starts.
3. In the Knockout Stage, substitution during any session is allowed only in emergency cases and must be accepted by the Chief Tournament Director.

V. LINEUP PROCEDURES

1. In the Qualification Swiss and the 3rd-place Swiss - blind line up.
The captain of each team has to send its line-up by e-mail to the tournament directors:
aleksander.krych@pzbs.pl
kubakasprzak@o2.pl
no later than at 3 p.m. CET. of the day when the match will be played
The e-mail must contain:
 - the round number
 - the positions (W/N/E/S) and BBO nickname the players
2. The draw for each round will be published in the morning in the Daily Bulletin and on the Website of the tournament: <https://wyniki.pzbs.pl/turnieje/2021/TASC/>
3. For the KO matches: The players of the team placed higher at the Qualification Swiss have seeding rights in the first and last segments of the match. That means that the lower-placed team announces their lineup first in those segments, and the reverse in the second and third segments.
4. Lineups must be sent to the Tournament Directors:
aleksander.krych@pzbs.pl
kubakasprzak@o2.pl
before first segment of the match, first sitting team must send the line up 1 hour before scheduled start of the match. Further lineups will be at the Tournament Directors' direction. They will be in touch with the captains of the involved teams.
5. Penalties: Delaying or not providing the lineups (the long-term one discussed here above and the definitive one) will be subject to VP penalties, starting from a 0.5 VP penalty for the first failure and increasing each time by 0.5 VP (1.0, 1.5. and so on).

6. Lineup Changes: It is possible to change a submitted lineup, but only for an emergency and must be communicated through a phone call (or a WhatsApp notice, but not a message) to the organization.

VI. ANTI-CHEATING RULES

1. We assume full trust to all players, kibitzers, and other members of the Senior bridge society.
2. All disciplinary violations will be solved by the Disciplinary Commission of Polish Bridge Union.
3. The captains of all participating teams will be its advisory body for more complicated cases.
4. Should somebody wish to report suspicious hands/deals, they should be forwarded to the Disciplinary Commission of the Polish Bridge Union (e-mail piotr.ilczuk@pzbs.pl). All proceedings will be carried with the appropriate discretion and confidentiality. Ruling of the PBU Disciplinary Commission will be final.
- 5.. There will be zero tolerance for rude comments or behaviour.
6. If you need to ask something of your opponents, please use private chat instead of table chat.

VII. CONVENTION CARDS

1. Before the start of the tournament all the teams should send their convention cards, preferably in the WBF standard format, to the Tournament Directors (aleksander.krych@pzbs.pl).
2. Convention cards will be available at the tournamentw website:
<https://wyniki.pzbs.pl/turnieje/2020/ESC/>.
3. In more complex cases (like brown sticker, HUM, etc. the appropriate rules of European Teams Championships 2018 will be applicable).

VII. STARTING TIME AND MISSING PLAYERS

1. All players are kindly asked to log in to BBO at least 10 minutes before the starting time of their match.
2. We shall be playing pre-dealt duplicate boards. Delays can affect the event schedule as we are playing consecutive matches, therefore all delays will be penalized (unless the late start is not the responsibility of the team, e.g. BBO's server issues, etc..)
3. If, at some point during a match, a player loses his/her connection, the partner of the missing player must immediately call to the table the Tournament Director (by pressing the usual button), who will find, together with the team's captain, another player on the team available for a prompt substitution.
4. Only in case of BBO server issues, when it is not possible to start some matches, the delays matches will not play pre-dealt boards, but we are confident that this will not happen any more.

VIII. PLAYERS ON THE TEAMS

1. Because the tournament is played online, there is no limitation on the number of the players that can be registered on a team.
2. Players can be added/replaced during the tournament.

IX. UNDOS

1. UNDOs are available and fair. We strongly encourage accepting UNDOs.
2. If you feel that there is damage due to an UNDO, you can call the Tournament Director to the table, but we will be very happy if you play this tournament in a friendly way and allow UNDOs because most of the times it is a true misclick.
3. UNDOs are allowed and encouraged, but only for misclicks.
4. UNDOs for correction of errors are not appropriate and should not be requested. If the opponent questions the reason for an UNDO, they should call the Tournament Director as soon as it becomes evident that this may have been the case.

X. ALERTS

1. Bids must be alerted before being entered. In such way, the left hand opponent knows about the alert before making his/her bid.

2. If you don't alert before sending your bid, your opponent may think that your bid is natural, make his/her bid, then see the Alert and legitimately ask for an UNDO in case the alert information changes his/her perspective.
3. Failure to alert could lead the non-offending side to gain unauthorized information. Thus, you need to click the Alert button before entering your bid.
4. Also, during this procedure, it is very important to include the explanation in the proper box. We obviously understand that not everyone is used to this procedure, and will try to tolerate innocent mistakes, but it is important to practice this Alerting style.
5. During a match, players are not allowed to click on an unalerted bid of the opponents in order to have more information. If they want more information, they should privately ask to the opponent (by chat). The reason is that it is important to avoid any possible UI between partners. If you note this, please call the Tournament Director, who will explain this rule to the opponents (BBO software allows this, but it could lead to some issues). Opponents in any case will be not penalized the first time it happens.

XI. SYSTEM NOTES

1. Every player has the right to check his/her own bidding system during play. We decided for this rule because it helps learning the system and while, in good tournaments, it prepares us to be ready for live tournaments. Also, since we do not have the possibility of checking what everybody is doing while playing and do not want to disadvantage anybody.

XII. TOURNAMENT DIRECTORS AND RULINGS

1. The Tournament Director can be summoned to a table as soon as attention is drawn to an irregularity. After the Director has given the ruling, the only appeal against such a ruling can be addressed to the Chief Tournament Director. The decision of the Chief Tournament Director is final.

XIII. TIE-BREAKING PROCEDURES

1. We shall break ties according to WBF Tie-breaking procedures, as follows:
 - (a.) For Two Teams

If two teams are tied with the same number of Victory Points at the end of the Swiss Qualifying, the tie will be broken as follows (in the sequence shown):

 - (i.) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams. If the tie remains, then:
 - (ii.) IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:
 - (iii.) Total points earned by the tied teams in the match they played against each other. If the tie remains, then:
 - (iv.) Total point quotient in all matches played by the tied teams. If the tie remains, then:
 - (v.) One board ("sudden death") matches will determine the winner.
 - (b.) For Three Teams

If three teams are tied with the same number of Victory Points at the end of the Swiss Qualifying, the tie shall be broken according to the following:

 - (vi.) IMP quotient in all matches played by the tied teams. If one tie still remains, then:
 - (vii.) it shall be broken in accordance with the previous section. If the three teams remain tied, then:
 - (viii.) If one of the teams earned more VPs against each of the other two in the matches it played against them, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with sub-section according to the above scheme. If the three teams remain tied, then:
 - (ix.) 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, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with the previous section. If the three teams remain tied, then:

(x.) If one team has been beaten by the other two teams in matches it played against them, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with the previous section.

In all other cases, ties shall be broken in accordance with the following:

(xi.) Highest net total IMPs earned by the tied teams in the matches they played against each other.

If one tie still remains, then:

(xii.) it may be broken in accordance with the previous section.

If the three teams remain tied, then:

(xiii.) The highest net total points earned by the tied teams in matches they played against each other.

If one tie still remains, then:

(xiv.) It may be broken in accordance with the previous section.

If the three team remain tied, then:

(xv.) Total points quotient earned in all matches played by the tied teams.

If one tie still remains, then:

(xvi.) It may be broken in accordance with the previous section.

If the three teams remain tied, then:

(xvii.) One-board (“sudden death”) matches will determine the winner.

Four Teams or more:

If four or more 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:

(xviii.) IMP quotient in all matches played by the tied teams, shall govern.

Any ties remaining will be broken in accordance with the previous sections if appropriate.

If there are more than three teams that remain tied after use of IMP quotients, then:

(xix.) If one of the teams earned more VPs against each of the remaining tied teams or if it has, uniquely, tied one and defeated the other tied teams, it shall be declared the winner and the ties for the remaining teams will be broken in accordance with the previous section, if appropriate.

If there are more than three teams that remain tied, then:

(xx.) Total points quotient in all matches played by the tied teams in that particular event, shall govern.

Any ties remaining will be broken in accordance with the previous sections if appropriate.

If there are more than three teams that remain tied after the application of total points quotient, then:

(xxi.) One-board (“sudden death”) matches will determine the winner.

(xxii.) In the case of a “sudden death” match, the appeal (protest period) is over when the “sudden death” match begins.

XIV. COMPLETE CALENDAR AND SCHEDULE

Qualification Swiss

6 rounds of Swiss, 20-board matches	18-23 Jan., 8 p.m. CET
6 rounds of Swiss, 20-board matches	25-30 Jan., 8 pm CET

Play off

1. If 33 or more teams enter the tournament

Round of 16, 2x12 boards each day	Sun 31st Jan & Mon 1st Feb 8 pm CET
Quarterfinals, 2x12 boards each day	Tue 2nd Feb & Wed 3rd Feb 8 pm CET
Semifinals, 2x12 boards each day	Thu 24th Feb & Fri 5th Feb 8 pm CET
Final, 2x12 boards each day	Sat 6th Feb & Sun 7th Feb 8 pm CET

2. If 32 or fewer teams enter the tournament

Quarterfinals, 2x12 boards each day	Tue 2nd Feb & Wed 3rd Feb 8 pm CET
Semifinals, 2x12 boards each day	Thu 24th Feb & Fri 5th Feb 8 pm CET
Final, 2x12 boards each day	Sat 6th Feb & Sun 7th Feb 8 pm CET

Swiss for 3rd place

6 rounds of Swiss, 20-board matches	1st-6th Feb, 8 pm CET
1 round Danish, 20-board matches	7th Feb, 8 pm CET

XV. ERRORS AND OMISSIONS EXCEPTED

In all cases not specified in these Condition of Contest, the appropriate rules of the 2018 European Senior Teams Championships will be applied.