

# SBU Winter Foursomes

## Specific Conditions of Contest

These Specific Conditions of Contest are a supplement to the general SBU Conditions of Contest that are in the [SBU Competition Handbook](#) (revised August, 2018).

### ENTRIES

Valid entries will be accepted up to the closing date provided the maximum number of teams, as stated on the SBU website, is not exceeded. The Tournament Convenor reserves the right to accept late entries.

### SYSTEMS

The Winter Foursomes is an SBU Category 2 tournament ([SBU System Policy](#)), which is the same as EBL Category 2, and means that most systems and conventions are permitted except HUMs. You may play Brown Sticker openings and overcalls as long as you submit the appropriate form to the convener at least two weeks prior to the event.

Brown Sticker forms are available at <http://www.eurobridge.org/regulations/systems/>. Note that you must include a viable suggested defence.

### SEEDING

The leading eight teams, or other number as determined by the Convener, will be seeded based on entries at the closing date. The remaining teams are then put into two pools, for example 9-16 and the remainder, and the seeds randomly drawn within each pool.

The criteria will be transparent and similar to that used in the National League with discretion for non-Scottish teams and players.

### SEATING RIGHTS

In triads and any matches consisting of one stanza, there are no seating rights. In the case of any dispute, each captain will nominate blind the North-South and East-West pairs.

In matches consisting of two stanzas, the higher seeded team (#1 is highest, it is the acquired seed that is used after the first round) has seating rights in the first stanza and seats its players second. There is a compulsory change of opponents in the second stanza.

### Quarter-final and Semifinal

The unbeaten team chooses their opponent for the quarter-final. The other matches are decided by random save that rematches should be avoided if possible.

When there are four semifinalists, the matches are drawn at random save that rematches should be avoided if possible.

## TEAMS OF FIVE OR SIX PLAYERS

In a triad, teams of five or six players may change a player or pair after 8 boards in the first match, subject to informing the Director at the start of the triad. They may also change the same partnership again after 8 boards in the second match, subject to informing the Director at the start of the triad. One pair must play unchanged.

In 16-board head-to-head matches, teams of five or six players may change a player or pair after 8 boards, subject to informing the Director at the start of the match.

## SCORING

WBF Continuous Victory Points will be used where possible for round-robins of more than three teams. An alternative VP scale may be used if the scoring software does not support this.

## TIE-BREAKING PROCEDURES

### Head-to-head matches

When teams are tied at the end of a head-to-head match, extra boards are played. The number of extra boards is one-eighth of the scheduled number for the match. They are played in a single stanza with no seating rights. The captains write down their line-ups simultaneously.

If a tie still exists, additional sets of two boards are played until the tie is broken.

### Triads

Long triads see each team play a 16-board match against two other teams. One team will be considered undefeated and the two other teams will lose one life.

Short triads see each team play an 8-board match against two other teams. Two teams will be considered undefeated and one team will lose one life.

The teams are ranked based on the number of wins, a draw counting as a half-win.

1. If each team wins one match and loses one match, or all matches are drawn, net IMPs over the triad will determine the ranking list. If, as a result, one team is excluded from the tie (by virtue of either clearly winning or losing it), but the other two teams remain tied, then the respective rankings of the remaining two teams (should it still be necessary to resolve the tie) will be determined by the result of the match between them.

If all three teams are tied in terms of net IMPs, then they will play extra boards (2 x two-board matches) until the tie is resolved.

2. If two teams draw a match, and are tied for either top place or bottom place, it may not be necessary to split the tie (as when two teams qualify and are tied for top place, or as when only one team qualifies and they are the undisputed winners anyway).

If it is necessary to split the tie, then the teams involved will play extra boards (two-board matches) until the tie is resolved.

The IMPs won/lost against the third team of the group are totally irrelevant in this regard

Extra boards shall not be played where it is unnecessary to split a tie (where both teams qualify or both teams do not qualify): their relative ranking will be resolved by:

- the result of their head-to-head match in IMPs
- point-a-board countback in their head-to-head match
- toss of a coin

## **Advice for non-Scottish players**

Please note that some Level 4 EBU agreements are actually Brown Sticker conventions, especially two- and three-level weak openers that do not promise a known suit, for example 2NT showing a pre-empt in one minor. These will be prohibited unless a Brown Sticker form has been completed.

You may use any system cards: SBU, WBF, EBU, ACBL system cards are all acceptable.

The SBU uses the WBF alerting policy ([SBU Alerting Policy](#)). In particular there are no announcements and no doubles should be alerted, although the directors are relaxed in the first few instances with foreign players.

It is an SBU regulation that you must pre-alert:

- Your basic method
- The range of your opening 1NT, including any variations according to position and vulnerability
- The meaning of your two-level opening bids
- Any unusual aspects of your system, especially any unusual doubles (like non-penalty doubles of no trump opening bids)

We look forward to welcoming you to Edinburgh in January.