

SBU Winter Fours

Specific Conditions of Contest for January 2022

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

SYSTEMS

The Winter Fours 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 Highly Unusual Methods. You may play Brown Sticker openings and overcalls as long as you submit the appropriate form to the convener as soon as possible and by January 20th at the latest.

Brown Sticker forms are available at <http://www.eurobridge.org/regulations/systems/>. Note that you must include a viable suggested defence. A partnership is limited to three Brown Sticker conventions. Brown Sticker conventions do not affect seating rights.

Teams should note that Brown Sticker conventions are not permitted in the Winter Swiss Teams.

TEAMS of more than 4 players

In 16 board or 24 board head-to-head matches, teams of more than 4 players may change a player or pair after 8 or 12 boards, subject to informing the Director at the start of the match. This should be done by completing the appropriate line-up sheet which will be available on Google Docs.

SEATING RIGHTS

In 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. It is recommended that pairs do not change their seating direction throughout the event.

In matches consisting of two stanzas, the higher ranked team has seating rights in the first stanza and seats its players second. There is a compulsory change of opponents in the second stanza.

SCORING

WBF Continuous Victory Points will be used for round-robins of four or more teams

QUARTER-FINAL AND SEMIFINAL FORMATS

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.

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.

In round robins, teams are ranked by Wins. When tied, the result of the H2H(s) is used. When that doesn't break the tie, total VPs and thereafter drawing lots.

ADVICE FOR NON-SBU PLAYERS

Please note that some Level 4 and Level 5 EBU agreements are 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, and ACBL system cards are all acceptable.

The SBU uses the WBF alerting policy ([SBU Alerting Policy](#)). As we are playing with screens, announcements are used. Doubles should be alerted and explanations given.

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)

The RealBridge platform. Regulations specific to RealBridge:

1.1. The main events will use “virtual screen” mode. When cards are visible, players cannot see or hear their partners and can only see one of their opponents. Calls can be ‘alerted’ by the player making the call clicking the ‘alert strip’ next to the bidding box and putting a written explanation made in the ‘alert space’, at the bottom of the bidding box. This will be seen by both opponents, who may ask follow-up questions of the player who made the call (via private chat) or verbally to the screen mate. Note: the partner of the player who made the call will not have seen the written explanation.

1.2. Players should have the video and audio switched on at all times and any questions during the bidding or the play should be asked of the person on the same side of the screen as the questioner.

1.3. During a session, players who have problems with audio/video should continue to play using text until there is time to try to sort it out, rather than delaying play. Players can ‘chat’ to an individual or to the whole room.

1.4. In order to help keep a strong connection players should test the video/audio by logging into the system in advance. All players are strongly recommended to refresh the video feed every hour or so. This can be done (without logging out) by clicking the refresh button on the player’s ‘name bar’.

1.5. Players should remember that their opponents can hear and see what is going on in the room around players so they should minimise background noise and avoid distracting activities like eating.

1.6. When the TD is called, the TD can hear and speak to all of the players or can elect to speak to individual players. If the TD is called only the player who called the TD should speak to the TD. The TD can then ask questions of the different players, before instructing the table how to proceed. If the TD appears at the table and you did not call the TD, please wait to be asked to speak so that everyone does not all speak at once.

1.7. UNDOs are allowed in the auction but not in the play. Note: RealBridge does not disable requests for UNDOs in the play. If a player requests an UNDO in the play, the opponents should just reject the request. An undo is not allowed after the partner has bid or the auction has ended.

1.8. Consulting your own system card/notes is allowed.

1.9. When you log in to Realbridge please make sure you type in your name in the same format each time with capital letters at the start of each name eg. John Smith

1.10. If you are being replaced by another member of your team between stanzas, you must click on LEAVE and go to the lobby before closing the browser. If you don’t, the seat turns grey with your name still there and nobody else can sit in the seat.

Playing Schedule:

Saturday Jan 22nd (Rounds 1 & 2) We have 24 teams which have been allocated into 4 groups of 6 teams – these are listed at the end of this section.

Starting at 11.00 GMT (12.00 CET) each team will play 5 x 10 board rounds within their group. Each match will be of 80 minutes duration and there will be a break of 1 hour after 2 rounds (approx. 13.40 GMT) before the remaining 3 rounds are played with a finish time of approx. 18.40 GMT. Team captains may substitute pairs at the end of a round with advance notification to the TD via the Google docs line-up sheet they will be asked to submit.

The top 2 teams in each group will be considered **undefeated** for the purpose of arranging the head to head matches next day. **There will be 8 undefeated teams.**

The remaining teams will be considered **once defeated** and will also play at least one head to head match the next day. **There will be 16 once defeated teams.**

Sunday Jan 23rd (Round 3) The head to head matches will be of 24 boards in 2 x 12 board stanzas. Play will start at 11.00 GMT. Each 12 board stanza will be of 96 minutes duration.

Undefeated: A1 v B2, B1 v C2, C1 v D2, D1 v A2

Once defeated: A3 v B6, B3 v C6, C3 v D6, D3 v A6

A4 v B5, B4 v C5, C4 v D5, D4 v A5

Break for 1 hour

(Round 4) There will now be 8 twice defeated teams and they will play round 4 in the Drop-Down Swiss teams where they will play 3 x 8 board matches.

Undefeated teams - 4 teams will be undefeated and they will play a further 24 board head to head match in 2 x 12 board stanzas. (The winner of A1vB2 plays the winner of C1vD2 and the winner of B1vC2 plays the winner of D1vA2)

The remaining **12 once defeated teams** will also play a further 24 board head to head match in 2 x 12 board stanzas. (The winner of A3vB6 plays the winner of C4vD5, winner of B3vC6 plays winner of D4vA5, winner of C3vD6 plays winner of A4vB5 and winner of D3vA6 plays winner of B4vC5)

Play will finish by 18.30 GMT

2nd Weekend

Saturday Jan 29th (Round 5) The 6 twice defeated teams from the previous round will now play in the Drop-Down Swiss playing 3 x 8 board matches. These teams will have a carry forward based on their scores.

Undefeated teams – 2 teams will be undefeated and will play each other in a 24 board match.

The remaining 8 once defeated teams will play 24 board matches avoiding re-matches where possible.

Break for 1 hour

Saturday Jan 29th (Round 6) The 4 twice defeated teams from round 5 will go into the Drop-Down Swiss with a carry forward of score and play 3 x 8 board matches.

¼ finals – the **one remaining undefeated team** gets their choice of opponent from the 5 once defeated teams. There are 3 matches in the ¼ final each playing 24 boards in 2 x 12 board stanzas

If the undefeated team loses this match, there will be 2 semi-finals on Sunday morning. If the undefeated team wins its match, they go straight through to the final and there will be just one semi-final match.

Sunday Jan 30th

1 or 2 semi-finals (see above) of 24 boards in 2 x 12 board stanzas. Play will start at 10.30 GMT.

The final will be a 32 board match in 2 x 16 board stanzas starting at 14.30 GMT

The Consolation Final will consist of the losing ¼ finalists and 7 or 8 teams from the Drop-Down Swiss to give a 10 team event. This will be a Round Robin match of 54 boards starting at 11.00 GMT.

Teams who do not qualify for either final are invited to play in the Winter Swiss event on BBO where they will play teams who have only entered this. There is no additional charge for teams from the Winter 4's.

Groups for Matches on Saturday Jan 22nd

Group A – Seligman, Stevenson, McGowan, Philip, Plant, Drysdale

Group B – Shenkin B, Marshall, Shenkin D, Hay, Balkin, EBU Juniors

Group C – Short, Paes de Carvalho, Smith, Piper, Pritchard, Roberts

Group D – Adamson, Ash, McKinnon, Greenwood, Nestoridis, Hamilton

All this information, Google Docs links, Convention Cards and results etc. will be available on the SBU website at www.sbu.org.uk Kibitzing will be available each day on Realbridge with a 30 minute delay. **Good luck to everyone and enjoy our event.**