

# SBU Winter Foursomes

## Specific Conditions of Contest [from 1 Jan 2023]

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

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 convener 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 Highly Unusual Methods. You may play Brown Sticker openings and overcalls so 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. A partnership is limited to three Brown Sticker conventions. Brown Sticker conventions do not affect seating rights. **This timescale will not work this year, but please email me suggested defences and I will post alongside your Convention card.**

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

### SEEDING

The leading eight teams, or other number as determined by the convener, will be seeded based on entries at the closing date. Discretion will be used for non-Scottish teams and players, who should advise the organisers of any information that might assist in their seeding.

### TEAMS OF FIVE OR SIX PLAYERS

In 16- or 24-board head-to-head matches, teams of five or six players may change a player or pair after 8/12 boards, subject to informing the Director at the start of the match. This is critical using RealBridge and substitutions will NOT be allowed if the director does not have all the information necessary – including the email address - for each substitute player.

### SEATING RIGHTS

In matches consisting of only 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 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.

## **SCORING**

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

## **QUARTER-FINAL AND SEMI-FINAL FORMATS**

The unbeaten team has unconstrained choice of quarter-final opponent. The remaining draw is random, minimizing rematches.

When there are four semi-finalists, the draw is random, minimizing rematches.

## **TIE-BREAKING PROCEDURES**

### **Head-to-head matches**

When teams are tied at the end of a head-to-head match, except in the semi-final and final, point-a-board count-back is used to break the tie and, failing this, the toss of a coin.

In the semi-final and final, 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.

### **Swiss teams for places in the Consolation Final**

If teams are tied for the last qualifying place in the final ranking, then the tie will be resolved by:

A simple tie between two contestants will be resolved by the result of the match between those contestants in IMPS.

Failing that, then the number of matches won in terms of Victory Points (a draw is a half win, 10 VP constitutes a draw, 10.01 VP or more a win). If this results in two contestants being tied, then the tie will be resolved by the result of the match between those contestants in IMPS and, failing that, point-a-board count-back in the match.

Failing that, average total IMPS scored per match played in the Swiss event.

Finally, point-a-board count-back will decide.

## **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.

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). This means that players should alert their partner's bids unless using 'virtual screen mode' [see below]. In particular there are no announcements and no doubles or redoubles should be alerted, although the directors are relaxed in the first few instances with non-SBU players.

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

- Your basic methods e.g. 5- or 4-card majors, 1-minor always 3+ or short club etc.
- 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 a 1NT opening bid)

## THE REALBRIDGE PLATFORM

### Regulations specific to RealBridge:

1. **The event 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 by 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 if the bid comes from the other side of the screen). **Do not query your screenmate about their partner’s calls.**
2. Players should have their video and audio switched on at all times. 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.
3. To 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’.
4. 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.
5. When the TD is called, the TD can hear and speak to all the 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 the table does not all speak at once. New modifications allow TDs to converse with individual players without others hearing what is said.

6. 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. A bidding undo is not allowed after your partner has bid or the auction has ended.
7. **Consulting your own system card/notes is allowed** - so long as it does not hold up the auction.
8. **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**
9. **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.**