

SCOTTISH BRIDGE UNION



Competition Handbook

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1 INTRODUCTION

General

The purpose of this document is to define the regulations for competitions organised by the SBU. It is not published in printed form; it is available on the website so that it is more accessible and can be easily updated.

Section 2 defines the general conditions for competitions. These apply to all competitions unless otherwise stated in the rules for a specific competition.

Section 3 gives information relating to referees and the appeals procedure.

Section 4 lists the Victory Point scales to be used in SBU events.

2 GENERAL CONDITIONS FOR COMPETITIONS

2.1 Rules of Bridge

The Rules of Play are the International Code of the Laws of Duplicate Contract Bridge 2017 with any amendments approved by the World Bridge Federation, the European Bridge League or the SBU. SBU competitions shall be subject to such rules and regulations as the SBU Council may make.

2.2 Eligibility

Competitions are open only to players who are members of the SBU.

2.2.1 Membership

Any bridge player resident in Scotland shall be eligible for membership of the Union and shall, on payment of the agreed subscription through his or her affiliated 'home' club, become a member of the Union. A player not resident in Scotland, or not a member of an affiliated club, may become a member of the Union by direct application.

2.2.2 District Membership

Any member of a club affiliated to the SBU is also a Member of the District to which the club is affiliated. The seven districts are: Ayrshire, Central, East, Highland, North, South and West.

2.2.3 Club and District Heats of National Events

Early rounds of some National Competitions are played in clubs and districts.

Entries may be accepted from any SBU members but entries must be accepted if:

Individual Event: - the individual is a member of the district

Pairs Event: - at least one of the pair is a member of the district

Teams Event: - at least half of the team are members of the district

2.2.4 Club Heats of National Events

Clubs are encouraged to make their heats "open", i.e. to accept entries from any players who are eligible to play in that district.

2.2.5 District Heats of National Events

A district must accept entries from contestants who are eligible to play in that district. Each district must ensure that there is at least one "district heat", open to any contestant eligible to play in that district. An open club heat may be nominated as the district heat. The date of the district heat should appear in the district calendar of events.

2.2.6 Later Rounds of National Events

In later rounds, players who have qualified and are instructed to play in a particular round by the District or National Convener must be allowed to do so.

2.3 Entries

When the first round of a competition consists of heats held in clubs, application to play should be made direct to the appropriate club secretary. In all other cases, application to take part in a competition should be made to the Convener, via the website or directly. By entering a competition, members agree to accept the rules and regulations for that competition, whether such rules and regulations exist at the time or are made by the SBU after submission of the entry.

Where entry is restricted to a limited number, entries are accepted in order of receipt of the application form. Later entries are put on a waiting list in order of receipt of application.

A player may play in as many heats of the Autumn Pairs as he wishes. The same applies to all Simultaneous Pairs events if played with a different set of boards on more than one day. For other competitions, a player may not enter more than once.

2.4 Table Money

Unless specifically stated otherwise, table money is included in the entry fee. For those competitions where heats are played in clubs or districts, there is a table money charge for each round including the final.

2.5 Trophies

Winners have custody of trophies for one year. Trophies are presented at the Annual General Meeting (AGM), together with permanent mementoes, and winners are requested to attend if possible. Trophies should be returned to the Secretary by the beginning of May each year to be engraved for the next AGM.

2.6 Prizes

Prizes are awarded at the discretion of the SBU Council. Prizes for Pairs events will not be issued until the results have been thoroughly checked.

In some events, the correction period of 30 minutes, quoted in the Law 79C, is deemed too long, so the results may be announced earlier. However players should certainly be allowed time to look at the recap sheets before winners are announced.

2.7 Substitutes

2.7.1 Pairs Events

No substitute is allowed.

2.7.2 Teams of Four, Five or Six Players

No substitutes are allowed. A team of less than six may be increased in size to a maximum of six with the advance permission of the Convener.

Extra players become members of the team.

2.7.3 Team Limited to Four Players

No substitution is allowed unless permission is given in advance by the Convener. Permission may be refused if the Convener deems that the proposed substitution will strengthen the team.

One substitute is normally permitted in any round.

Two substitutes are allowed only in exceptional circumstances.

Match results must clearly identify any substitutes.

In all cases, the team is expected to revert to its original line-up in later rounds.

If a substitute is needed for a second time, the same player should be used.

No more than six players may play for a team in any event.

A substitute player shall receive any Master Points and/or prizes won in the rounds that he plays. However, if a substitute plays in and wins the final round of an event, the original team members are recorded as the winners and awarded the trophy.

When a substitute persistently replaces a particular player in a team, the Convener may decree that the substitute replaces that player as a member of the team.

2.8 Withdrawals

When a player withdraws during play in a competition (e.g. because of illness), the procedure is as follows.

2.8.1 Pairs Event

No substitute is allowed. The tournament is completed without the pair. If fewer than 50% of the boards have been played, all boards played against that pair are cancelled. If 50% or more of the boards have been played then all results obtained against the withdrawn contestant stand. Any contestant required to 'sit out' thereafter as a result of the withdrawal receives Average Plus for the unplayed boards.

2.8.2 Teams Event

A substitute may be brought in. If no substitute is available or the proposed substitute does not satisfy the general rules for substitutes (see Section 2.7) the tournament is completed without the team and all scores obtained against that team are cancelled.

2.9 Alternates

When a contestant (individual, pair or team) cannot play in a round of an event for which it has qualified, an alternate may be invited to play instead. If needed an alternate who finished in the top 50% of the qualifying round shall be invited; an alternate who did not finish in the top 50% of the qualifying round may be invited at the discretion of organiser.

An exception is made for individual events. Alternates from a different Semi-Final may be brought in, as a last resort, in order to maintain a suitable number of players. If a player from one district withdraws from the final, the Convener must first try to find an alternate from that district. If that proves impossible, he may invite an alternate from the local (or any other) district.

For District Competitions and early rounds of National Competitions, the District Convener should define, in advance, the rules for selecting alternates. For example, if there are six qualifying sections with four qualifiers from each section, the district might decide that the first alternate would be the fifth-placed contestant with the highest percentage score.

2.10 Qualification from Multiple Sections

Within any one district, qualifiers into national finals or semi-finals should not be allocated from a number of different sections. Each District should play its own final, from which all national qualifiers are selected. It is imperative that a one winner movement, eg Howell or $\frac{3}{4}$ Howell or an arrow switched Mitchell is used.

Where such a final is not possible (as in congresses for example) the following guide may be used. Ideally, the number of qualifiers from each section into a following round of fixed size, will be in direct proportion to the size of each section. Otherwise, Conveners must match the qualifying rate as closely as possible by rounding up or down to the nearest whole number. In some cases, where sections are the same size, this will not be possible. For example, if there are to be 11 qualifiers to a final from 4 identical heats, the following rules are to be used to determine the qualifiers:

1. The total number of qualifying places is to be divided by the number of relevant sections and the whole number part of the result (2 in the example above) used to determine the guaranteed number of qualifiers from each section. The balance (3 in our example) have now to be selected.
2. No more than one additional qualifier will be taken from each section.
3. A team/pair losing a tie-break will have the highest priority (subject to above).
4. Overall percentage score may then be taken into consideration.
5. If required, use the procedures set below to compare equal scores.

2.11 Splitting Ties

A tie is split only to determine:

- the winners of a tournament
- the last qualifying position
- the possible alternates from a qualifying round
- the winners of a prize that cannot be split

A tie is split by reference to the stage of the competition at which it occurred. No reference is ever made to earlier stages.

Tied contestants receive identical cash prizes and Master Point awards. For cash prizes, the total prize money for the places they occupy is divided by the number of tied contestants. (For Master Points, refer to the Master Points Handbook). “Goods” can be shared by mutual agreement, splitting a tie only when agreement cannot be reached.

In early rounds of competitions where contestants may qualify for the next round as alternates, ties may have to be split to determine those alternates. All such ties should be resolved provisionally at the end of the qualifying round.

Wherever possible, the tie will be split by the result of a head to head meeting.

The basic method of scoring is the method (matchpoints, imps, cross-imps) used immediately prior to any conversion to VPs. The final method of scoring is generally VPs. If the event is not scored in VPs, then the basic and final methods of scoring are considered to be the same.

In Swiss Competitions, a tie may need to be split after a particular round to determine the draw for the next round. In this case it is sufficient to use a simple method based on [eg Swiss Points (sum of the scores obtained by each opponent of the given contestant) or team/pair numbers].

Unless otherwise specified in the Conditions of Contest for an event, ties, shall be broken by successively applying the following procedures until a ranking is determined:

2.11.1 Knockout team events

- When teams are tied at the end of a 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.
- When the format is “Perfect Teams”, where the captain plays a stanza with each of his team members in rotation, the procedure is the same except that the partnerships must continue to “rotate” in the usual way.

2.11.2 All Other Events

- a) A simple tie between two contestants will be resolved by the result of the match/round between those contestants (if there was one). If the match/round was tied in terms of VPs, the basic method of scoring will decide.
- (b) Failing that, then the number of matches/rounds won in terms of the final method of scoring will decide (a draw is a half win). If using VPs on a 20 to 0 scale (for example) 10 VPs constitutes draw, 10.5 or more a win.
- (c) Failing that, then 'Tie-break points' will decide (see 2.11.3).
Note that they never apply in 'all-play-all' events.
- (d) Failing that, in the case of a tournament scored by VPs, then the basic method of scoring will decide, taking account of all boards played in the stage of the competition in question.
- (e) Finally, point-a-board count-back (see 2.11.4) will decide. This process involves taking account of all boards played in the stage of the competition in question.

Note that whether a board is won/lost/drawn is established by reference to the basic method of scoring.

- (f) By lot

2.11.3 Tie-break points (Swiss points)

The total score of all the opponents of each tied contestant shall be determined in terms of the final method of scoring. The contestant whose opponents have the highest total shall be deemed to have had the most difficult draw and therefore shall be ranked higher. Not applicable in "all-play-all" events.

2.11.4 Point-a board count-back

Whether a board is won/lost/drawn is established by reference to the basic method of scoring.

When it is determined that a tie has to be broken by this method, every board which each tied contestant played is counted in breaking the tie, irrespective of whether the tied competitors played in the same or different sections.

Where there are two tied contestants, 2 points are awarded to the contestant, for each board on which his/her score is higher than that of another tied contestant and 1 point for a tie.

On boards played by only one tied contestant, 2 points are awarded to the contestant for each score above average, 1 point for each average and 0 points for each score below average. The contestant who did not play the board receives the complement of 2 points (ie 0, 1 or 2 dependent upon his rival's score on the board). If three tied contestants played the same board, they would be awarded 4, 2 and 0

Eg. A,B and C are tied. If on a board A gets 8 MP and B and C both get 2 MP, then "point-a-board" will give A – 4; B – 1; C – 1. Similarly, if A and B get 6 MP and C gets 2 MP, then point-a-board will give A – 3; B – 3 and C – 0.

2.11.5 Multiple ties

When three or more contestants are tied, the procedure is more complicated. Use the tests in order until any part of the tie is resolved. Usually the tie will be resolved at this stage but one or more sub-ties may be created. The whole process is then repeated (if necessary) for each sub-tie separately.

Example

Suppose that five teams (A, B, C, D, and E) in a multiple teams Semi-Final are tied in second place with 98 VPs. There are only three qualifiers for the final so the tie must be split. The teams have all played a 3-board match against each other, scored in IMPs converted to VPs on the standard scale.

First, calculate the VPs in the matches between the tied teams only.

Normally this will at least partially split the tie, e.g. A = 50, B = 40, C = 40, D = 35, E = 35 giving A 2nd, B and C tied for 3rd, D & E tied for 5th. Now the procedure can be restarted for B & C alone (and for D & E alone to resolve possible alternates); if B beat C then B is 3rd and C is 4th. But suppose that all five teams remain tied with 40 VPs each. Then we must go to the next step.

Next, calculate the number of IMPs in the matches between the tied teams. Suppose this gives: A = +2, B = 0, C = 0, D = 0, E = -2 giving A 2nd, B, C and D tied for 3rd, E 6th.

Now we restart the procedure for B, C and D alone. This might produce: B = 22 VPs, C = 20 VPs, D = 18 VPs giving B 3rd, C 4th, D 5th.

2.12 Multi-Session Pairs Events

In a multi-session pairs event, different movements might be used for each session. However it is often necessary to combine sessions to obtain a full ranking list. It is recommended that the Neuberg Formula is used. Modern scoring programmes, ScoreBridge, Jeff Smith, Magic Contest now do this accurately.

2.13 Late Arrival

A contestant who has entered or qualified for an event is expected to be on time

A contestant who is going to be late for an event should notify the organiser of the event if possible. Failure to do so may lead to disqualification.

A contestant who is unable to play should notify the organiser of the event as soon as possible.

A contestant who fails to appear for an event without notification may be asked to submit a written explanation to the Laws & Ethics Committee. If the explanation is deemed to be inadequate, the contestant will normally be barred from that event for one year and further penalties may be imposed.

2.13.1 Disqualification

A contestant is automatically disqualified after half an hour of unnotified late arrival or one hour of notified late arrival for an event. This includes matches played privately.

A Director may, at his discretion, disqualify a contestant after ten or more minutes of unnotified late arrival for an event. For example, if two pairs have not arrived for a tournament, the Director may wait for ten minutes and then start the tournament with one table less than expected.

If one or both of the missing pairs arrive after the tournament has started, the Director informs them that they have been disqualified rather than restart the tournament.

Entry fees are not normally refunded to disqualified contestants. However, a contestant who has good cause may apply for a refund in writing to the Convener of the event giving the reasons for non-appearance or late arrival. The Convener's decision is final.

2.13.2 Penalties

In a teams event, if less than half the boards can be played in a match, then the match is declared void and is scored as 1.5 imps per board to the non-offending side.

Providing at least half the boards can be played, the following applies.

When a contestant is late, the Director "removes" an appropriate number of boards and awards an artificial adjusted score (Laws 12C1, 86, 88) for each such board, i.e. 60% (or session average if higher), 120 total point points or 3 IMPs to the non-offending contestant(s) and 40%, -120 total point points or -3 IMPs to the offending contestant.

The boards removed are those that should have been played or partly played by that time, normally one board for each $7\frac{1}{2}$ minutes of lateness after the actual start of play. If the expected rate of play is faster, more boards should be removed. e.g. in a Swiss teams where 9 boards are to be played in one hour, the rate would be one board for each $6\frac{2}{3}$ minutes.

The same rule applies to matches played privately except that one board is removed for each $7\frac{1}{2}$ minutes or part thereof after the time for the start of play.

When the start of a tournament has been delayed by the late arrival of one or more contestants, the Director may instead or in addition apply a procedural penalty (see Law 90B 1).

Example 1

A pairs competition is due to start at 7 pm and does so even though one pair has not arrived. The missing pair arrives at 7.10 pm.

The Director removes the first two boards ($10 = 7\frac{1}{2} + 2\frac{1}{2}$). For each board, he awards 40% to the late pair and 60% (or their session average if higher) to their opponents. There is no additional procedural penalty.

Example 2

A multiple teams competition is due to start at 7 pm but two teams are incomplete and one team are completely missing (and have not informed the Director that they will be late). The missing players for the incomplete teams arrive at 7.05 and 7.17. The missing team arrives at 7.20. The Director delays until 7.10 and then starts the tournament with one incomplete team and one team less than planned.

- For the team completed at 7.05
The Director imposes a procedural penalty. This is normally 3 IMPs or an equivalent number of VPs
- For the team completed at 7.17
The Director removes one board (7 minutes after the actual start) and awards an artificial adjusted score of -3 IMPs to the late team and +3 IMPs to their opponents. Since 17 minutes of late arrival normally attracts three fines, the late team are in addition fined two procedural penalties, normally 6 IMPs or an equivalent number of VPs.
- The team arriving at 7.20 are disqualified.

2.14 Time Limits and Penalties for Slow Play

The time for one board is 7 minutes; 1 minute is added for moving to a new table between rounds. This gives the following standard times for a "round"

Number of boards	Time in Minutes
2	15
3	22
4	29
5	36

These times are applied unless the rules of the competition or the Director state otherwise. For example, a 7-board round in a Swiss teams may be restricted to 45 minutes.

If the time limit for a round is exceeded, the contestants at a "slow table" are liable to a procedural penalty (Law 90B2). Instead, the Director may remove one or more unplayed or partly played boards from that table, awarding an artificial adjusted score (Law 86, 88) for each such board.

In general, both contestants are assumed to be at fault. Indeed, a contestant is advised to call the Director immediately if an opponent is playing slowly.

The Director normally warns a slow contestant once before imposing a penalty but he is not obliged to do so. In particular, he should impose an immediate penalty on pairs who are frequent offenders. Boards removed because of Late Arrival or Slow Play are not played later, even if there is sufficient time.

2.15 Comparison of Scores

Scores may be compared during a session only if specifically authorised by the Director.

2.16 Courtesy

The SBU Council reserves the right to take such action as is deemed appropriate against any member who fails to act with reasonable care or courtesy in relation to arrangements for or attendance at competitions.

Players are expected to show consideration to other participants at all times; in particular, they should comply with local arrangements as to standard of dress and should take care not to upset opponents with offensive language.

2.17 Smoking, mobiles, PDAs and other electronic appliances

Although players should be aware that it is not good policy to leave the table needlessly during play, the SBU at present do not impose further restrictions re smoking during a play session other than those already required by Law. However mobile telephones, PDAs and other electronic equipment must be switched off in the playing area.

2.18 Repeat Boards

If a player announces that they have played one or more boards in a previous tournament, the Director shall take note, but instruct the competitors to continue.

2.19 Convention Cards

It is an SBU requirement that each player in a partnership should carry a completed Convention Card to be made available to opponents and the Director if required. If the Director's attention is drawn to non-compliance with this requirement then he shall direct the offending pair to play using the SBU Simple System. They must continue to play this system until they have fully completed two convention cards. No additional time is allowed to do this; only the time available between rounds.

2.20 Mismatches in Swiss Events

Definition of a mismatch

The TD compares the correct assignment list with the actual assignment list, and notes for each team/pair involved the current score of their actual opponents and the current score of their correct opponents. If the difference between these two scores is greater than 5 VPs (based on 20-0 scale), then that team/pair is deemed to be involved in a mismatch. If the difference between the two scores is 5 VPs or less, then this is not deemed to represent a mismatch. (N.B. Score adjustments from rulings or appeals do not constitute grounds for award of a "mismatch".)

VP scores from mismatch

A team/pair playing a team/pair with more points than their 'correct' opponents shall receive, based on a 20-0 scale:

- (a) if the mismatch is their own fault: actual score;
- (b) if the mismatch is not their fault: 5 VPs plus 3/4 of actual score.

Example If a team wins 12-8 and they are playing a team with more points than they should then if the mismatch is not their fault they score 5 plus $12 \times 3/4$, ie 9, so they get 14 VPs.

A team/pair playing a team/pair with fewer points than their 'correct' opponents shall receive, based upon a 20-0 scale:

- (a) if the mismatch is their own fault: actual score, less $1/4$ of any VPs obtained in excess of 5;
- (b) if the mismatch is not their fault: actual score.

Example If a team wins 13-7 and they are playing a team with fewer points than they should then if the mismatch is their fault they score 13 less $(13-5)/4$, ie 2, so they get 11 VPs.

All fractions are rounded up in the competitor's favour.

2.21 Standard adjustments for various methods of scoring

The table below includes the equivalent to the 'standard' 10% of a top adjustment for certain other methods of scoring.

Average Minus (Ave-) would be Average less the "standard amount" shown.

Average Plus (Ave+) would be Average plus the "standard amount" shown.

A standard procedural penalty ["fine"] would be the "standard amount" shown,

Method of scoring	Standard adjustment
Matchpoints	10% of top
Teams-of-four	3imps
Teams-of-eight	4imps
Aggregate	120 points
Point-a-board	0.5 point (assuming 2 points for a win)
Cross-imps	2 imps per comparison
Butler Scoring	2 imps
Victory Points	0.5 VP in matches of 5 boards or more. 1 VP in matches of 4 boards or fewer

Note

Artificial adjusted scores are expressed in terms of the basic method of scoring Penalties (fines) are expressed in terms of the final method of scoring.

For example in a team event of 3 board matches:

- a) TD awards an artificial adjusted score of Ave+/Ave- on one of the boards – that board is scored as +3/-3 imps
- b) TD imposes a procedural penalty on a team – 1VP is subtracted from that team's total score.

2.22 Correction Periods

Unless the Tournament Regulations specify otherwise, the following will apply

There are four correction periods: -

- (1) **Rulings:** This is the period within which a contestant may ask for a ruling. No request for a ruling will be entertained once this period has expired.
- (2) **Appeals:** This is the period within which a contestant who has received a ruling may appeal it. No request for an appeal will be entertained once this period has expired.
- (3) **Score queries:** This is the period referred to in Law 79C1 within which a contestant can challenge any aspect of scoring. No request for a change in score will be entertained once this period has expired except as in the next section.
- (4) **Gross and manifest scoring errors:** This is the period referred to in Law 79C2 within which a contestant can challenge a gross and manifest error in scoring made by an official. No request for a change in score will be entertained once this period has expired under any circumstances. This does not cover errors such as entering a wrong score, which should have been found by checking at the time.

Qualifying sessions

When a session or event provides qualifiers for another session or event the Correction Period ends no later than ten minutes before the start of that session or event for changes that can possibly affect qualification. This over-rides the following sections where they would indicate a later time.

Time Limits

All but the last two sessions of an event

Rulings	20 minutes after the end of the session
Appeals	20 minutes after the end of the session or after ruling is given [whichever is later]
Score Queries	End of the next session of the event
Gross and manifest scoring errors	5 pm on the second working day after the end of the congress or tournament

Penultimate session of an event

Rulings	20 minutes after the end of the session
Appeals	20 minutes after the end of the session or after ruling is given [whichever is later]
Score Queries	20 minutes of non-playing time after the end of the last session of the event
Gross and manifest scoring errors	5 pm on the second working day after the end of the congress or tournament

Last session of an event

Rulings	20 minutes after the end of the session
Appeals	20 minutes after the end of the session or after ruling is given [whichever is later]
Score Queries	20 minutes after the end of the congress or tournament
Gross and manifest scoring errors	5 pm on the second working day after the end of the congress or tournament

Definition of session

A session ends

- (a) In Swiss events, at the end of each match.
- (b) Otherwise, when there is a major movement of the sections or there is a major break and corresponding calculation of scores.

2.23 Convener's Discretionary Powers

SBU competitions are played under the current Laws of Duplicate Bridge and any relevant Bye-Laws, regulations or directives made by the SBU or its Committees

However, to facilitate the smooth running of an event, the Convener has the right to determine a course of action in the event of any matter arising which is not covered by any CoC, and at any time to change them in emergencies or unforeseen circumstances.

In the event that any such decision is required during an event, a decision may be made by the Tournament Director in Charge on behalf of the Convener.

3 REFEREES AND APPEALS PROCEDURE

3.1 Appeals Committees

The rights of players and the duties of the Chief Tournament Director and Appeals Committees are defined in Laws 92 and 93.

1. As a general rule a contestant may appeal any ruling made at the table – Law 92A. It should be noted that Law 83 requires the Tournament Director to notify contestants of the right to appeal when "he believes that a review of his decision on a point of fact or exercise of his discretionary powers could well be in order".
2. It is advisable for appeals to go to an Appeals Committee but Law 93A states that the Chief Director shall hear and rule upon appeals if there is no Appeals Committee.
3. There is a division of jurisdiction between the Chief Director and an Appeals Committee. The CD determines law and regulation (Law 93 B1). All other matters are determined by the AC (Laws 93 B2 and B3). Note that the AC may not overrule the Director on a point of Law or regulation (Law 93 B3).

4. The Laws now provide for sanctions for appeals without merit (Law 92A). Appeals Committees have the power to subject such appellants to a score penalty as well, possibly, as a loss of their deposit. The concept behind this ruling is that the appeals process should always be used in a reasonable manner and never in an attempt to gain an advantage when an appellant had everything to gain and nothing to lose.
5. After the preceding remedies have been exhausted, further appeal may be made to the Laws and Ethics Committee of the Scottish Bridge Union.

The SBU Appeals form is available on the website.

For correct procedure in SBU Appeals Committees see Appeals Committees (in L&E Documents)

3.2 Appeals to the SBU

Law 93C gives players the right to take an appeal to the National Authority. Any such appeal should be sent to the SBU Secretary, who will forward it to the Laws and Ethics Committee for a ruling. The appeal is subject to a deposit of £25, refunded only if the Laws and Ethics Committee considers the appeal to have merit.

Players should be aware that the Laws and Ethics Committee will overturn an Appeals Committee ruling only if:

- (i) the ruling is incorrect under the Laws; or
- (ii) the Appeals Committee Procedure was incorrectly carried out; or (iii) a value judgement was grossly inappropriate.

3.3 Matches Played Privately

Problems can arise in matches played privately (Scottish Cup matches, league matches, etc.) when there is no Director. After an irregularity, players should consult the captains immediately, bearing in mind that they may not have played the board. Failure to do so jeopardises players' rights in the same way as failure to call a Director. If the irregularity requires a simple application of the Laws, such as a revoke or a lead out of turn, the captains should give the ruling before play proceeds. However, if the irregularity involves a judgement, such as a bid after a hesitation or a mistaken explanation, a decision is normally postponed until the end of the set. Then proceed as follows.

First, the captains try to agree on a result for the board. If they fail, they contact an agreed referee. (See List of Referees in L&E documents.) Either captain may appeal against the referee's decision, in which case he must send the match result to the Convener accompanied by:

a deposit of £25, refunded only if the appeal is deemed to have merit full details of the board - dealer, vulnerability, bidding and play the result of the board at all tables, the original ruling and who gave it reasons for the appeal with statements first from the appellants, next from their opponents, signed by the appropriate captains

If the captains cannot get a ruling or decide to let the matter be settled later by a referee, they should send the result to the Convener with the information above (no deposit is required). The Convener will consult a referee for a ruling. Such a ruling may be appealed on payment of a deposit of £25.

If there is any chance that an appeal or a postponed ruling may result in a tie in a knock-out match, extra boards must be played at the time to split the potential tie.

4 VICTORY POINT SCALES

The following table sets out the conversion from IMPs won and lost to a "Victory Point score on a scale of zero to twenty.

VPs\bds	2-4	5-6	7-9	10-13	14-19	20-27	28-39
10-10	0	0	0	0	0-1	0-1	0-1
11-9	1-2	1-2	1-2	1-2	2-4	2-4	2-4
12-8	3-4	3-4	3-4	3-5	5-8	5-8	5 -
13-7	5-6	5-6	5-6	6-8	9-12	9-12	9-13
14-6	7-8	7-8	7-9	9-11	13-16	13-17	14-19
15-5	9-10	9-11	10-12	12-15	17-20	18-22	20-25
16-4	11-12	12-14	13-16	16-19	21-24	23-28	26-32
17-3	13-14	15-17	17-20	20-24	25-28	29-34	33-40
18-2	15-16	18-20	21-24	25-29	29-33	35-41	41-49
19-1	17-19	21-24	25-29	30-34	34-39	42-49	50-59
20-0	20+	25+	30+	35+	40+	50+	60+

VP scales for Pairs matches: normally used only in Swiss Pairs

VPs	Matches of							
	2-4 boards	5-6 boards	7-9 boards	10-13 boards	14-19 boards	20-27 boards	28-39 boards	40-55 boards
	% of available match points not exceeding							
10-10	50.92	50.78	50.65	50.54	50.45	50.38	50.32	50.27
11-9	52.80	52.39	51.98	51.65	51.38	51.16	50.97	50.81
12-8	54.71	54.02	53.33	52.78	52.32	51.94	51.63	51.37
13-7	56.70	55.72	54.74	53.95	53.30	52.77	52.32	51.95
14-6	58.80	57.51	56.23	55.19	54.34	53.63	53.04	52.56
15-5	61.08	59.45	57.83	56.53	55.45	54.57	53.83	53.21
16-4	63.63	61.62	59.64	58.04	56.71	55.62	54.71	53.95
17-3	66.61	64.17	61.75	59.80	58.18	56.85	55.74	54.82
18-2	70.36	67.37	64.40	62.01	60.03	58.40	57.04	55.91
19-1	75.95	72.13	68.35	65.30	62.78	60.71	58.97	57.53
20-0	75.96+	72.14+	68.36+	65.31+	62.79+	60.72+	58.98+	57.54

Note: Where the percentage is on the borderline then the VP nearer to average is taken.
 For example, in an 8-board match, a score of 56.23% precisely scores 14-6 in VPs.