



## EUROPEAN BRIDGE LEAGUE

# 1<sup>st</sup> EUROPEAN OPEN CHAMPIONSHIPS (14<sup>th</sup> - 28<sup>th</sup> June 2003) RULES AND REGULATIONS

The 1<sup>st</sup> European Open Bridge Championship will be conducted under the auspices of the European Bridge League ("the League"). The Championship will be played according to the Laws of Duplicate Contract Bridge, 1997, and these Regulations whose special provisions for this Championship supplement the said Laws as required.

The Championship will consist of Open, Women's, Senior & Mixed Teams and Pairs competitions. All events will be trans-national and there will be no restrictions of numbers of entries per NBO. Bridge players (registered members of WBF NBOs) from all WBF Zones in good standing with their Federations are entitled to participate.

### 1. CONDITIONS OF ENTRY

1.1 Participation in the Championship is only by invitation of the League. Subject to the unfettered discretion of the League's Credentials Committee:

- (i) Nomination of Teams and Pairs from Europe must be made by one (and only one) NBO.
- (ii) Invitations for Teams will be issued to teams of four, five or six (comprising at least two men and two women in the Mixed event); invitations will be issued to Teams and Pairs at least one of whom is a member of good standing of the NBO nominating the Team or Pair, and the remaining members of the Team and the other member of the Pair are members of good standing of the same or one or more other NBO/NBOs.
- (iii) All members of the Team and both members of the Pair are members of an NBO or NBOs which is/are of good standing with the League and WBF and has/have paid its/their 2003 and all previous years dues.
- (iv) Non-European players may also register by internet, filling out the form available at <http://www.eurobridge.org/competitions/03Menton/Information.htm>

1.2 To be eligible for invitation teams and pairs should be nominated on or before the 30<sup>th</sup> April 2003 to:

Mr. Gianarrigo Rona  
President, European Bridge League  
Via C. Menotti, 11/C  
20129 Milano. ITALY  
Tel: +39 02 7000 0022  
Fax: +39 02 70001398  
e-mail: [ebf@federbridge.it](mailto:ebf@federbridge.it)

- 1.3 Notification of withdrawals should be sent to the above-mentioned address no later than 10<sup>th</sup> June 2003. Those who fail to notify withdrawals by this date will incur disciplinary sanctions.

## 2. ENTRY FEES

### 2.1 Amount

Mixed Teams - Swiss Francs 1200  
Mixed Pairs - Swiss Francs 400  
Open Teams - Swiss Francs 1400  
Women's Teams - Swiss Francs 1400  
Senior Teams - Swiss Francs 1200  
Open Pairs - Swiss Francs 700  
Women's Pairs - Swiss Francs 700  
Senior Pairs - Swiss Francs 500

### 2.2 Payment

The entry fees must be paid in cash (Swiss Francs, Euros, and US Dollars) at the Tournament Reception and Registration Desk in the Palais de l'Europe in Menton.

## 3. WILD CARDS FOR PAIRS EVENTS

- 3.1 The pairs composed of players from teams qualified and playing in 4<sup>th</sup>-final, Semi-final and Final of K.O. matches in each Teams competition, if they have already registered their entries at the stipulated time, will be exonerated from playing the qualification session in respective Pairs events, according to the following:
- (i) The Pairs composed of losers from the 4<sup>th</sup>-final and Semi-final will be admitted to the first session of the Semi-final of the respective Pairs competition;
  - (ii) The Pairs composed of players playing the Final will be admitted to the first session of the Final of the respective Pairs competition.
- 3.2 The wild card, which exonerates from playing the qualification session in Pairs events, may apply to a pair composed of only one player who has fulfilled the above-mentioned requirements according to the following:
- (i) The pair already registered its entry at the stipulated time;
  - (ii) The partner of the entitled player must have at least the title of Master in his Zonal or WBF ranking;
  - (iii) The Championship Committee will assess each single case and has the right to refuse the wild card.
- 3.3 The wild card, which exonerates from playing the qualification session in Pairs events, may apply to a pair composed of 2 players, both EBL or WBF Grand Masters, who already

registered its entry at the stipulated time. In Open Pairs only a pair composed of EBL Men or WBF Open Grand Masters is entitled to the wild card.

#### 4. SCHEDULE OF PLAY

The Schedule of Play is as follows (subject to adjustments depending on the number of entries and technical requirements):

Saturday 14 <sup>th</sup>	- 10.00/13.00 - 13.30/19.00	- Mixed Teams Registration - Official Opening followed by - Mixed Teams (1 <sup>st</sup> Qualifying rounds: 1-2-3)
	- 20.30/23.45	- Mixed Teams (1 <sup>st</sup> Qualifying rounds: 4-5)
Sunday 15 <sup>th</sup>	- 10.00/13.15 - 14.30/20.00	- Mixed Teams (2 <sup>nd</sup> Qualifying rounds: 1-2) - Mixed Teams (2 <sup>nd</sup> Qualifying rounds: 3-4-5)
Monday 16 <sup>th</sup>	- 10.00/14.15 - 15.30/19.45 - 16.00/19.00	- Mixed Teams (16 <sup>^</sup> Final/ Consolation Swiss) - Mixed Teams (8 <sup>^</sup> Final/ Consolation Swiss) - Mixed Pairs Registration
Tuesday 17 <sup>th</sup>	- 10.00/12.00 - 10.00/14.30 - 13.00/17.15 - 17.45/20.00 - 21.00/23.15 - 15.00/18.30 - 20.30/24.00	- EBL General Assembly (1 <sup>st</sup> Session) - Mixed Pairs Registration - Mixed Teams (4 <sup>^</sup> Final) - Mixed Teams (Semi-final) - Mixed Teams (Semi-final) - Mixed Pairs (Qualifying 1 <sup>st</sup> Session) - Mixed Pairs (Qualifying 2 <sup>nd</sup> Session)
Wednes. 18 <sup>th</sup>	- 10.00/12.30 - 14.15/19.00 - 19.30 - 10.00/13.30 - 15.00/18.30	- Mixed Teams (Final 1 <sup>st</sup> Session) - Mixed Teams (Final 2 <sup>nd</sup> & 3 <sup>rd</sup> Sessions) - Mixed Teams Prize-giving Ceremony - Mixed Pairs (Semi-Final A & B 1 <sup>st</sup> Session) - Mixed Pairs (Semi-Final A & B 2 <sup>nd</sup> Session)
Thursday 19 <sup>th</sup>	- 10.00/12.00 - 10.00/13.45 - 15.00/19.00 - 16.00/19.00 - 20.00	- EBL General Assembly (2 <sup>nd</sup> Session) - Mixed Pairs (Final A, B & C 1 <sup>st</sup> Session) - Mixed Pairs (Final A & B 2 <sup>nd</sup> Session) - O/ W/ S Teams Registration - Mixed Pairs Prize-giving Ceremony
Friday 20 <sup>th</sup>	- 9.30/12.00 - 13.00/20.30	- O/ W/ S Teams Registration - O/ W/ S Teams (1 <sup>st</sup> Qualifying rounds: 1-2-3-4)
Saturday 21 <sup>st</sup>	- 10.00/13.15 - 14.15/15.45 - 17.15/20.30	- O/ W/ S Teams (1 <sup>st</sup> Qualifying rounds: 5-6) - O/ W/ S Teams (1 <sup>st</sup> Qualifying round: 7) - O/ W/ S Teams (2 <sup>nd</sup> Qualifying rounds: 1-2)
Sunday 22 <sup>nd</sup>	- 10.00/13.15 - 14.45/19.45	- O/ W/ S Teams (2 <sup>nd</sup> Qualifying rounds: 3-4) - O/ W/ S Teams (2 <sup>nd</sup> Qualifying rounds: 5-6-7)
Monday 23 <sup>rd</sup>	- 10.00/14.15 - 15.30/19.45 - 16.00/19.00	- O/ W/ S Teams (16 <sup>^</sup> Final/ Consolation Swiss) - O/ W/ S Teams (8 <sup>^</sup> Final/ Consolation Swiss) - O/ W/ S Pairs Registration
Tuesday 24 <sup>th</sup>	- 9.30/13.00 - 10.00/14.15 - 15.30/19.45 - 15.00/18.30 - 20.30/24.00	- O/ W/ S Pairs Registration - O/ W/ S Teams (4 <sup>^</sup> Final) - O/ W/ S Teams (Semi-final) - O/ W/ S Pairs (Qualifying 1 <sup>st</sup> Session) - O/ W/ S Pairs (Qualifying 2 <sup>nd</sup> Session)

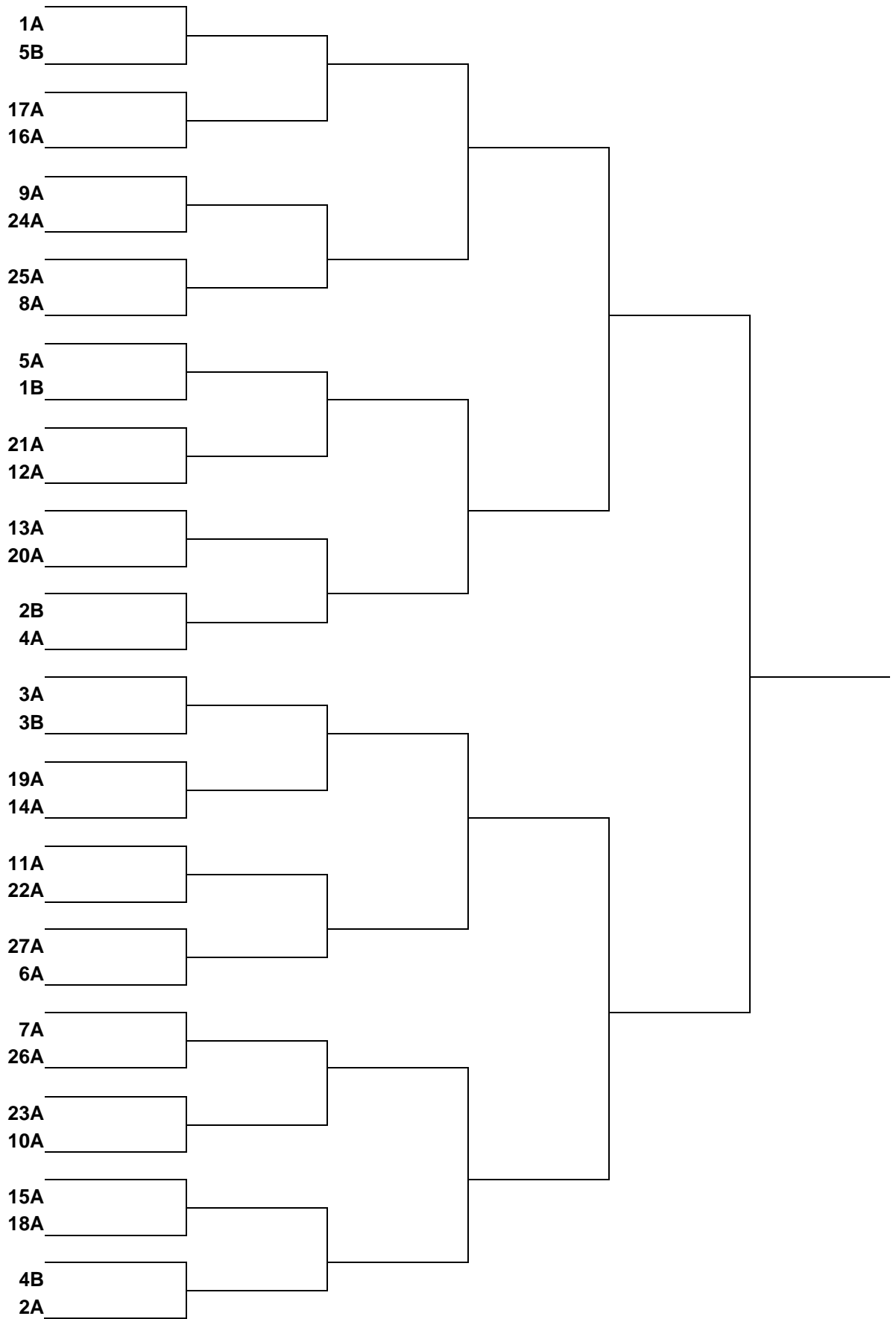
Wednes. 25 <sup>th</sup>	- 10.00/12.15	- O/ W/ S Teams (Final 1 <sup>st</sup> Session)
	- 14.15/19.00	- O/ W/ S Teams (Final 2 <sup>nd</sup> & 3 <sup>rd</sup> Sessions)
	- 19.30	- O/ W/ S Teams Prize-giving Ceremony
	- 10.00/13.30	- O/ W/ S Pairs (Qualifying 3 <sup>rd</sup> Session)
	- 16.30/20.15	- O/ W/ S Pairs (Semi-Final A & B 1 <sup>st</sup> Session)
Thursday 26 <sup>th</sup>	- 10.00/13.45	- O/ W/ S Pairs (Semi-Final A & B 2 <sup>nd</sup> Session)
	- 16.00/19.45	- O/ W/ S Pairs (Semi-Final A & B 3 <sup>rd</sup> Session)
Friday 27 <sup>th</sup>	- 10.00/14.00	- O/ W/ S Pairs (Final A, B & C 1 <sup>st</sup> Session)
	- 15.30/19.30	- O/ W/ S Pairs (Final A, B & C 2 <sup>nd</sup> Session)
Saturday 28 <sup>th</sup>	- 10.00/14.00	- O/ W/ S Pairs (Final A & B 3 <sup>rd</sup> Session)
	- 15.00/19.00	- O/ W/ S Pairs (Final A & B 4 <sup>th</sup> Session)
	- 19.45	- O/ W/ S Pairs Prize-Giving & Closing Ceremony

## 5. NATURE OF COMPETITION

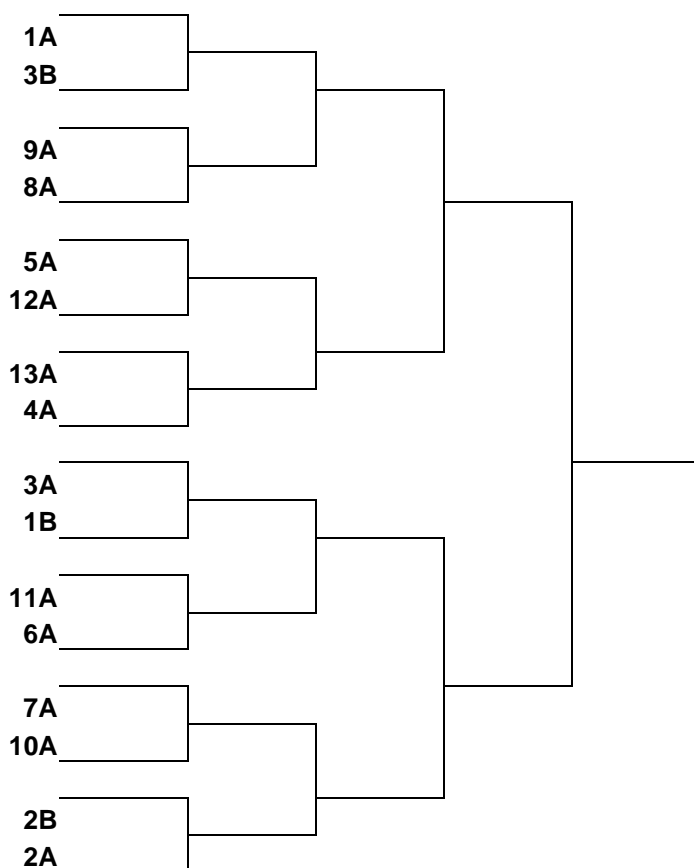
### 5.1 Teams Competitions

The teams events, in every category (Open, Women's, Senior and Mixed), shall consist of the following:

- (i) The teams are divided in groups of 8 (6 in Mixed) and play a complete Round-robin of 10 boards. The teams will be assigned to the different groups by the Championship Committee according to criteria based on assessment of expertise of their playing members, so as to ensure an equal and well balanced subdivision of the groups and taking into account, wherever possible, that teams from the same NBO do not play against each other;
- (ii) At the end of the Round-robin the first two teams of each group will qualify for Swiss A and the other teams for Swiss B. In both Swiss the teams will play 7 rounds of 10 boards (5 rounds in Mixed) each with the Swiss system. In both Swiss A and B teams will be classified according to their VPs. The draw of the first round in both Swiss A and B will be based on this ranking. Errors in the assigning of opponents shall not invalidate the result of that or any other match;
- (iii) The first 27 teams of Swiss A and the first 5 teams of Swiss B will qualify for the K.O. phase and the others will continue in one Consolation Swiss;
- (iv) The K.O. matches will be played over 28 boards (2 sessions of 14 boards), except the Final which will be played over 48 boards (3 sessions of 16 boards). The teams losing the Semi-final will be qualified third and will be awarded with the Bronze medal;
- (v) Provided they have previously registered their intended entry at the due time, pairs losing the Quarter-final or the Semi-final can play in the Pair event of the same category, and on the same condition pairs of the teams in the Final can enter into the Pairs Final of the same category;
- (vi) For the K.O. phases there will be a fixtures board numbered from 1 to 32 and the teams will be assigned as follows:



- (vii) Depending on the number of entries the Championship Committee is entitled to change the format as follows:
- (a) The teams divided in groups of 8 (6 in Mixed) will play a complete double Round-robin of 10 boards. At the end of the double Round-robin the first two teams of each group will qualify for Swiss A and the other teams for Swiss B. In both Swiss the teams will play 7 rounds of 10 boards (5 rounds in Mixed) each with the Swiss system. In both Swiss A and B teams will be classified according to their VPs. The draw of the first round in both Swiss A and B will be set based on this ranking. Errors in the assigning of opponents shall not invalidate the result of that or any other match;
  - (b) The first 13 teams of Swiss A and the first 3 teams of Swiss B will qualify for the K.O. phase and the others will continue in one Consolation Swiss;
  - (c) Provided that points 4.1 (iv) and (v) are unchanged, for the K.O. phases there will be a fixtures board numbered from 1 to 16 and the teams will be assigned as follows:



(viii) The result of each match in the Qualifying sessions and in the Consolation shall be converted into Victory Points as per the following scale:

<u>IMPS Diff.</u>	<u>VP</u>	<u>IMPS Diff.</u>	<u>VP</u>
0 - 1	15 - 15	26 - 29	23 - 7
2 - 6	16 - 14	30 - 33	24 - 6
7 - 9	17 - 13	34 - 37	25 - 5
10 - 12	18 - 12	38 - 41	25 - 4
13 - 15	19 - 11	42 - 45	25 - 3
16 - 18	20 - 10	46 - 50	25 - 2
19 - 21	21 - 9	51 - 55	25 - 1
22 - 25	22 - 8	56 and more	25 - 0

For tie-splitting see Regulation 6 below.

## 5.2 Pairs Competitions

5.2.1 The pairs events, in every category (Open, Women's, Senior and Mixed), shall consist of the following:

The pairs events in any category are match-point pair tournaments and shall consist of 3 Qualifying (2 in Mixed), 3 Semi-final (2 in Mixed) and 4 Final (2 in Mixed) sessions. Qualifying and Semi-final session will be over 24 or 26 boards played in 12 or 13 two-boards rounds. Final sessions will be over 24, 26, 28 or 30 boards in 12, 14 or 15 two-boards rounds. For each pair, the match-point score for each session is converted to a percentage score. If different sessions are of different number of boards, the percentage scores will be adjusted by applying an appropriate coefficient;

5.2.2 Qualifying sessions

(i) Scoring in Qualifying sessions will be "over the field" in match-points converted to a percentage;

(ii) Depending on total entries and technical requirements approx. one third of the total number of pairs (including the pairs coming from the Teams K.O.) will go to the Semi-final A and the others to the Semi-final B: the exact number will be informed before the start of each event;

5.2.3 Semi-final A

(i) The qualifying pairs shall play Semi-final A;

(ii) There shall be no carry-forward score from the qualifying sessions;

(iii) Scoring in Semi-final A shall be "over the field" in match-points converted to a percentage;

(iv) Depending on total entries and technical requirements 48 pairs (including the pairs coming from the Final K.O. Teams) will qualify for Final A;

(v) The remaining pairs will qualify for Final B;

5.2.4 Semi-final B

(i) The remaining pairs from the Qualifying sessions shall play Semi-final B;

(ii) There shall be no carry-forward score from the qualifying sessions;

(iii) Scoring in Semi-final B shall be "over the field" in match-points converted to a percentage;

(iv) Depending on total entries and technical requirements 6 pairs will qualify for Final A and the next approx. one third will qualify for Final B;

(v) The remaining pairs will qualify for Final C;

#### 5.2.5 Final A

(i) The qualifying pairs shall play the Final A;

(ii) There shall be a carry-forward score from the Semi-finals:

- For each pair who qualified from Semi-final A: one half of their total percentage in the semi-final;
- For the pairs who qualify from Semi-final B: 1<sup>st</sup> in the "B" – same score as pair 42 in the "A"; 2<sup>nd</sup> in the "B" – same score as pair 43 in the "A"- etc.
- For the pairs coming from the Final K.O. Teams; Final winners – same score as pair "15" in the "A"; Final losers – same score as pair "23" in the "A"

(iii) Scoring in Final "A" shall be the total "over the field" in match-points converted to a percentage plus the carry-forward score;

#### 5.2.6 Final B

(i) The qualifying pairs from Semi-final B and the remaining pairs from Semi-final A shall play in Final B;

(ii) There shall be no carry-forward score from Semi-finals;

(iii) Scoring in Final B shall be the total "over the field" in match-points converted to a percentage;

#### 5.2.7 Final C

(i) All pairs who fail to qualify for Final A and B of the Pairs events shall have the right to play in Final C;

(ii) There shall be no carry-forward score from Semi-finals;

(iii) Scoring in Final C shall be the total "over the field" in match-points converted to a percentage;

#### 5.2.8 Adjustments

The above-mentioned regulations may be adjusted by the Championship Committee depending on the number of entries and technical requirements.

### 5.3 Dealing

The boards will have been pre-dealt and duplicated.

## 6. TIE BREAKING

### 6.1 Swiss

In the event of two or more teams having the same number of Victory Points, their rankings will be determined as follows:

6.1.1 (i) The total Victory Points of each team's opponents ("Swiss Points") is calculated (for example: Team A played against Teams B, C and D. Team B scored 40 VPs, Team C 36 VPs and Team D 24 VPs. Team A has 100 "Swiss Points").

(ii) The Team with the largest number of "Swiss Points" is ranked first, and so on.

6.1.2 If two or more teams have the same number of "Swiss Points", their rankings will be determined by their relative IMP quotients.



## 6.2 Round-robin

### 6.2.1 Two Teams

If two teams are tied with the same number of Victory Points at the end of any Round-robin, the tie shall be broken as follows:

- a) IMPs in the match between the teams. If the tie remains, then:
- b) The higher IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams. If the tie remains, then:
- c) The higher total of Victory Points earned against the qualified teams they each played against. If the tie remains, then:
- d) One board "sudden death" matches (one board at a time) until a winner emerges, with neither team to have seating rights against the other.

### 6.2.2 Three Teams

If three teams are tied with the same number of Victory Points at the end of any Round-robin, the tie shall be broken as follows:

- a) If one team won both matches on Victory Points against the other tied teams, it shall be the winner; and if it is necessary to break the tie between the two remaining teams, this shall be done in accordance with Section 6.2.1. If the three teams remain tied, then:
- b) If one of the teams has been beaten by the other two teams in matches it played against them, it shall be ranked third in the tied position; and the tie between the remaining teams shall be broken in accordance with Section 6.2.1. If the three teams remain tied, then:
- c) If one team earned more Victory Points against one of the teams and tied with the other, in matches played between them, it shall be declared the winner; and the tie between the two remaining teams shall be broken in accordance with Section 6.2.1. If the three teams remain tied, then:
- d) The highest IMP quotient in all matches played by the tied teams; and if a tie remains between the teams, it shall be broken in accordance with Section 6.2.1. If the three teams remain tied, then:
- e) The highest total of Victory Points earned against the qualified teams they played against; and if a tie remains between two teams, it shall be broken in accordance with Section 6.2.1.

### 6.2.3 Four or more Teams

If four or more teams are tied with the same number of Victory Points at the end of any Round-robin, the tie shall be broken as follows:

- a) If one team earned the most Victory Points in its matches against the other tied teams, or if it has, exceptionally tied with one and defeated the other tied teams, it shall be declared the winner; and the tie between the three remaining teams shall be broken in accordance with Section 6.2.2.
- b) The highest IMP quotient in all matches played by the tied teams; and the tie between the three remaining teams shall be broken in accordance with Section 6.2.2.

- 6.2.4 Failure to break a tie
 

In the event that the procedures set out in Sections 6.2.2 and 6.2.3 fail to break a tie, the Tournament Rules and Regulation Committee is authorized to break the tie by whatever procedure it considers to be equitable in the circumstances. No appeal can be made against the decision of the Committee in this matter.
- 6.3 Direct Knockout
  - 6.3.1 All matches except the Finals:
 

If a tie exists at the end of a knockout match, it will be resolved by playing four additional boards (boards 1 to 4); if the tie remains, another four boards (5 to 8) will be played; if the tie remains, one board ("sudden-death") matches will determine the winner.
  - 6.3.2 Finals:
 

As in Section 6.3.1, except that eight additional boards, instead of four, will be played in the first two tie-breakers.

## 7. SYSTEMS POLICY AND CONVENTION CARDS

- 7.1 Systems Policy
 

HUM systems and Brown Stickers are not allowed in any event of the European Open Championships. The European Bridge League Systems Policy as revised August 2002 ("the SYSTEMS POLICY") defines HUM systems and Brown Stickers;

Psychic conventional opening bids are forbidden;

Both members of a partnership must agree to adopt the same meanings for calls in the auction and also for defensive card play. This does not restrict exercise of style and judgement.
- 7.2 Convention Cards
  - 7.2.1 Teams Competitions
    - (i) Each pair must complete legibly in English four copies of the League's Official Convention Card in all respects in accordance with the SYSTEMS POLICY.
    - (ii) Two copies must be handed to the Championship Committee at least 30 minutes before the start of the Championship. One copy of the Convention Card must be handed to each opponent before the start of each match; the copies given to opponents must conform exactly to the copies lodged with the Championship Committee.
  - 7.2.2 Pairs Competitions
    - (i) Each pair must complete legibly in English four copies of the League's Official Convention Card in all respects in accordance with the SYSTEMS POLICY.
    - (ii) Two copies must be retained by each pair to handed to the Championship Committee if requested. One copy of the Convention Card must be handed to each opponent before the start of each match; all copies must be identical.

7.2.3 Failure to complete the Convention Card in accordance with the SYSTEMS POLICY may give rise to the imposition of procedural penalties.

In particular the Chief Tournament Director has been instructed to impose a procedural penalty (of 1 VP for Teams events and of 50% of the match-points available on a board for Pairs events) for each occasion an opponent is inconvenienced by a pair's incomplete or inaccurate Convention Card. The procedural penalty will be in addition to any adjusted score that the Chief Tournament Director deems appropriate because of damage caused to the opponent.

## **8. TIME ALLOWED**

### **8.1 Pairs events**

Players are expected to complete each two-board round in 17 minutes. The Chief Tournament Director may remove un-played or partly-played boards from pairs who are persistently slow.

8.1.1 If an un-played board is removed:

(i) The offending pair or pairs shall be awarded 40% of the match-point available for the board, and

(ii) If the Chief Tournament Director determines that one pair did not contribute to the slow play, the non-offending pair shall be awarded, subject to Law 88, 60% of the match-points available for the board.

8.1.2 If a partly-played board is removed:

(i) The offending pair or pairs shall be awarded the lesser of 40% of the match-points available for the board and the match-point score for the result on the board which the Chief Tournament Director adjudges to be likely in the light of the bidding and play up to the time the board is removed, and

(ii) If the Chief Tournament Director determines that one pair did not contribute to the slow play, the non-offending pair shall be awarded the greater of 60% of the match-points available for the board and the match-point score for the result the Chief Tournament Director adjudges to be likely in the light of the bidding and play up to the time the board is removed.

### **8.2 Teams events**

Players are expected to complete each 10 board Swiss Teams match in one hour thirty minutes; each 14 board session in K.O. matches in two hours; each 16 board session in K.O. matches in two hours fifteen minutes. The Chief Tournament Director may remove unplayed boards from players if in his opinion the match would otherwise exceed the allotted time.

If an un-played board or boards is removed:

(i) the match will be scored on the results of the played boards, together with

(ii) if the Chief Tournament Director determines that one side did not contribute to the slow play, 3imps per unplayed board will be added to the imps total of the non-offending side.

## **9. LINE-UPS AND SEATING IN TEAMS EVENTS**

## 9.1 Line-Ups

### 9.1.1 Round-robins and Swiss

In each match of the round-robins and Swiss, the first named team will be the Home Team and there is no requirement to submit Line-ups in advance.

### 9.1.2 Direct Knockout

Each match will be divided into two Segments, of two Sessions each. The lower numbered team shall be the Home Team in the first Segment and the Visiting Team in the second Segment until the Semi-final. For the Semi-final and Final there shall be a coin toss by the captains to determine seating rights. The winner of the toss may elect to be Home or Visiting Team in one of the two Segments, or may pass this election to the opposing team. Accordingly, each team shall be Home Team for one Segment and Visiting Team for the other. In all cases, line-ups shall be submitted in accordance with Section 9.1.4.

### 9.1.3 Direct Knockout: Tie-Breaking Matches

When a tie exists at the end of a match in the Direct Knockout, there shall be a coin toss by the captains to determine Home Team rights for the first tie-breaking match (4 or 8 boards as the case may be - see Sections 11.2.1 and 11.2.2). If a tie still exists, Home Team rights in the second tie-breaking match shall pass to the Visiting Team in the first match. Line-up changes may be made before play begins in either of the tie-breaking matches; and in each case the captain of the Visiting Team shall submit his line-up at a time to be determined by the Tournament Director, and the captain of the Home Team shall submit his line-up five minutes thereafter. Each set of 4 or 8 boards (as the case may be) shall be treated as a separate match. If a still-existing tie requires that one board ("sudden death") matches be played, the line-up and seating positions for both teams will, until the tie is broken, remain as they were for the second tie-breaking match.

### 9.1.4 Direct Knockout: Line-up Times

(i) Up to the Round of 16, teams shall seat freely.

From the Round of 16 onwards, line-ups for the Direct Knockout are to be submitted at the place designated by the Chief Tournament Director. The Team required to submit its line-up first shall do so no later than 20 minutes before the scheduled starting time for the Session or at such time as the Chief Tournament Director determines. The Team required to submit its line-up second shall do so no later than 15 minutes before the scheduled starting time for the Session: provided that if the team required to submit its line-up first is late, the other team shall be allowed 5 minutes from the time of such late submission in which to submit its line-up. See also Section 9.2.

(ii) Repeated violation of these time schedules will be subject to VP penalties according to the following scale:

- First occasion – a written warning
- Second occasion – ½ VP penalty
- Subsequently – 1 VP penalty for each occasion
- Furthermore the non-offending team will be relieved from posting its line-up until 10 minutes before start of play.

## 9.2 Seating

### 9.2.1 Round-robin and Swiss

In the round-robins and Swiss, the designated Home Team (see Section 9.1.1)

sits in the North-South direction in the Open Room and in the East-West direction in the Closed Room throughout the match. The Home Team has the right to seat its players after the Visiting Team has done so. There is no change of Line-up during the round-robin matches.

#### 9.2.2 Direct Knockout

In each Segment of the Direct Knockout (see Section 9.1.2) the Home Team sits North-South in the Open Room and East-West in the Closed Room. The Home Team has the right to designate its Line-up for the first Session after the Visiting Team has turned its Line-up over to the Tournament Director. For the second Session, the Visiting Team has the right to designate its Line-up after the Home Team has turned its Line-up over to the Tournament Director.

#### 9.2.3 Open and Closed Rooms

The rooms respectively referred to as the "Open" and the "Closed" rooms shall be so designated in each match (or Session) by the Chief Tournament Director or his designee.

#### 9.2.4 Substitutes

If for whatever reason a team is unable to produce four players, the Chief Tournament Director is empowered to designate a substitute to complete a team. A substitute in a Women's event must be female; in Senior events he must be a Senior; in Mixed events the substitution must respect Rule 13 hereunder. The decision as to whether the result shall stand of a match in which a substitute has played for some or all of the boards, and what, if any, penalties shall be imposed, shall rest with the Appeals Committee, which will adjudicate upon every instance in which a substitute plays.

## 10. SCREENS AND BIDDING BOXES

### 10.1 Bidding boxes

Bidding boxes will be used throughout and their use is mandatory. Calls are made by the player placing his selected call in front of him. A player's first call should be to his left with subsequent calls overlapping neatly and evenly to the right. Once the auction has been completed and all four players have had an opportunity to review the auction the players replace their bidding cards in their respective bidding-boxes.

Screens will be used throughout and their use is mandatory and the following shall apply.

### 10.2 Screens

10.2.1 The screen is placed diagonally across the table in such fashion that North and East, South and West are respectively screen-mates. The board is placed in the middle of a moveable tray. The screen is closed so that the bidding tray can just pass under it. The players now remove their cards from the board.

10.2.2 Starting with the dealer, players place bidding cards silently on their section of the tray, from the extreme left-hand edge, neatly overlapping so that all calls are visible and faced towards partner. A call is considered to have been made when a player releases it onto the tray (but Law 25 may apply). North and South pass the tray under the screen after their screenmate has called, and

the tray should be placed so that all calls are visible on the other side. There shall be no oral communication, and no communication through the screen, during the auction period. After the final pass, players remove their bidding cards.

10.2.3 The opening lead shall be made face-down. Opening leader's screenmate announces that the lead has been made; a defender raises the screen, and play proceeds. The screen is raised only to a level that permits all players to see all the cards. Other than for play of the cards there shall be no communication through the screen until the end of play.

10.2.4 The Laws of Duplicate Contract Bridge, 1997, are in effect except as specified below:

LAW 9A2(b)(1); LAW 42B(3); LAW 43A (1) (b):

Dummy may call attention to a defender's card prematurely exposed by his screen-mate. But he should try to avoid exposure of a premature opening lead or an opening lead from the wrong hand.

LAW 13:

The artificial adjusted score and penalty prescribed in the first paragraph apply only if the call has been transmitted to the other side of the screen.

LAW 20:

Review of the Auction:

Until the bidding cards are removed from the tray, a player obtains a review of the auction by inspecting them. At trick one, when a player is still entitled to obtain a review and an inspection of the bidding cards is no longer feasible, a player obtains a written review of the auction from his screenmate with the screen aperture closed.

Explanation of Calls:

1. During the Auction:

At any time a player may request, in writing, of his screenmate a full explanation of an opponent's call. The reply, also, is in writing.

2. During the Play Period:

Questions during the play period shall be in writing with the aperture closed.

The aperture is opened again after the response has been made in writing.

LAWS 25 THROUGH 32; LAWS 36 THROUGH 39:

In respect of these laws the following procedures are used:

A. Tray not Passed:

Before the tray is passed, the offender's screenmate (or the offender himself) shall call attention to the infraction and summon the Director. The Director shall see that the infraction is rectified without penalty. These infringing calls may not be accepted. The limitation of score under Law 25B does not apply if the original call has not passed through the screen.

B. Both Sides at Fault:

When the infringing call is nonetheless passed across the screen, both sides being at fault (as when either player commits a bidding infraction and the proper player - North or South - moves the tray before rectification), both players on the other side of the screen are responsible for

calling attention to the infraction and summoning the Director. The Director shall return the tray to the offending players for rectification of the irregularity without penalty. These Infringing calls may not be accepted.

C. Only One Side at Fault:

When the infringing call is passed across the screen with only one side at fault (the player who committed the bidding infraction - East or West - also moved the tray improperly), both players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Director shall return the tray to the offending player for rectification of the irregularity and the appropriate penalty is applied. These calls may not be accepted.

D. Irregularity not Noticed:

When the infringing call is passed across the screen, and neither player there draws attention to it, the tray eventually being returned to the side of the screen where the bidding irregularity was committed, the auction stands without penalty or rectification. However, in the case of an inadmissible call, Law 35 applies.

E. Information - Authorized or not:

Information from withdrawn calls is unauthorized for any partnership one or both of whom is/are at fault but authorized for a partnership neither of whom has committed an irregularity. If the Director determines that the unauthorized information from withdrawn calls precludes normal bidding, he shall award an artificial adjusted score.

LAW 33:

The subsequent call is cancelled without penalty, but if the screenmate is likely to be misled by an inference from the withdrawn call, the player should clarify the position.

LAW 40:

Alerts: When an alertable call is made, the player alerts his screenmate. When the tray is passed, both players should immediately alert partner's alertable call.

LAW 41A:

Opening Lead out of Turn:

The offender's screenmate should attempt to prevent any opening lead out of turn. A faced down lead out of turn is retracted without penalty. A faced opening lead out of turn is retracted without penalty if the screen has not been raised. When the screen has been raised after a faced opening lead out of turn - through no fault of the declaring side:

a) and the other side has not yet led face up, the lead is considered to be out of turn and Law 54 applies.

b) and, the other side has also led face up, the card becomes a major penalty card.

When the declaring side has incorrectly opened the screen, the lead is accepted. The Director shall award an adjusted score if he considers that the player who opened the screen could have known that it would be to his advantage to accept the lead.

LAW 73D:

During the auction period, after an opponent has acted quickly, it is proper to adjust the tempo back to normal by either delaying one's own call (place the bidding card faced, in front of, but not on the tray) or by waiting before passing the tray.

A delay of the bidding tray on one side of the screen of up to 15 seconds (at any time during the auction and whether or not out of tempo) shall not give rise to any inference of unauthorized information. Players are advised to vary the time the tray is passed so that pauses up to 15 seconds can be considered normal.

In the case of a 'hot seat ruling' (when a player is confronted with a wholly unanticipated situation) a hesitation may be found not to suggest one action over another if the delay may represent time spent in considering what options the player has, rather than in choosing among them.

LAW 76:

Spectators:

Spectators may not sit so they can see both sides of the screen. Spectators must not hold conversation during the auction and play of a board and, until it is too late for the players to obtain a ruling, they have a responsibility not to call attention to any error or irregularity they believe they may have observed.

## **11. ALERTING**

11.1 Any call which:

- (i) has a special or artificial meaning, or
- (ii) whose partnership meaning may not be understood by the opponents is an "alertable call" which must be brought to the immediate attention of the opponents through the use of the "alert procedure".

11.2 The "alert procedure" is as follows:

A player who makes an "alertable call" alerts his screenmate by placing the alert card over the last call of the screen-mate, in his segment of the bidding tray; the alerted player acknowledges by returning the alert card to his opponent.

11.3 When the bidding tray is returned to their side of the screen both players are obliged, before either has made a further call, to alert their screen-mate if partner's call is an "alertable call"; using the "alert procedure".

11.4 It is the obligation of the player making an "alert" to ensure that his screen-mate has noticed that an "alert" has been made.

11.5 Players who collude in a method of alerting, other than the one specified here, do so at their own risk.

## **12. ASSIGNMENT OF STARTING POSITION IN PAIRS EVENTS**

12.1 Pairs will be assigned starting positions so to ensure, so far as is practicable, that pairs from the same NBO do not play against each other in the third, sixth and ninth sessions.

12.2 Subject to the above the assignment of starting positions shall be at the discretion of the Championships Committee.

## **13. PARTNERSHIPS AND POLARITY FOR MIXED EVENTS**

13.1 Each partnership for each team must at all times consist of a man and a woman.

13.2 Men sit North or West throughout; women South or East.

## **14. MANDATORY PENALTIES IN PAIRS EVENTS**



The following penalties are automatic:

- (i) Failing to duplicate a board accurately – 50% of the match-points available on the board during the session;
- (ii) Failing to notice the misduplication of a board at the first opportunity – 25% of the match-points available on the board during the session;
- (iii) Fouling a board – 50% of the match-points available on the board during the session.

## **15. OBLIGATION TO REMAIN AT THE TABLE**

Leaving the table needlessly before the round is called is a breach of the Proprieties. Players guilty of this impropriety may be liable to a penalty of up to 50% of the match-points available on the board during the session in Pairs events and of 2 VPs in Teams events.

## **16. PROHIBITION ON LEAVING THE COMPETITION**

- 16.1 Any pair may cease participation in the competition after the end of the third (second in Mixed) or the sixth (fourth in Mixed) session provided they so notify the Chief Tournament Director in writing no later than one hour after the publication of the ranking list at the end of the session in question. No pair may cease participation in the competition at any other time without the permission of the Chief Tournament Director, which permission shall only be given if the pair can show good cause.
- 16.2 As a team ceasing to participate in the Championship will create a bye, and consequently cause inconvenience to other competitors, the rule is that all teams are expected to participate until the end of the Championship. Any team failing to comply with this rule can expect to be disciplined. If a team believes it cannot continue to participate through force majeure or other good reason it should seek permission to withdraw from the Chief Tournament Director.

## **17. ETHICS AND DEPORTMENT**

- 17.1 Participation in the First European Open Championship is by invitation of the League. The privilege of representing one's country as a participant in the Championship is not an inalienable right. Rather it is dependent upon the display of good sportsmanship, correct deportment and above all irreproachable ethics. In the absence of penalties expressed in matchpoints or monetary fines, and because participants appear as public representatives rather than as private individuals, observance of the highest standards is imperative. Players are therefore required to familiarize themselves thoroughly with the Proprieties. Each player is reminded that it is a breach of ethics to break a law or regulation deliberately even if willing to accept a prescribed penalty.
- 17.2 Players shall receive all decisions of the Directors and the Appeals Committee in a courteous and sportsmanlike manner.
- 17.3 To leave the table unnecessarily before the end of a match is a breach of propriety and a violation of law.
- 17.4 As a matter of propriety and in order to save time, players are enjoined during the match, to avoid discussions with partner or argument with opponents. In case of a dispute a player's proper recourse is to the Tournament Director.

## **18. NON-PLAYING CAPTAINS IN TEAMS EVENTS**

### **18.1 Rights of an N.P.C.**

18.1.1 In the Open Room an N.P.C. may act in order:

- (ii) to protect the rights of his Team if he believes that they have been jeopardised in any way;
- (iii) to curtail unnecessary discussions;
- (iv) to forbid a member of his Team to make a protest;
- (v) to restrain misbehaviour on the part of any member of his Team;
- (vi) to require that a Tournament Director be called to the table;
- (vii) to intimate his own intention of making a protest or an appeal on behalf of his Team in reference to any matter in respect of which his players have not done so;
- (viii) to ensure that a pair not playing in a particular match is not allowed to watch its team-mates in play.

18.1.2 In the Closed Room an N.P.C. has no rights and must not communicate with anyone at the table nor draw attention to any irregularity. A matter that may require the Director's attention may be raised with the players when meeting them after the session and, if desired, protested to the Director within 30 minutes of conclusion of the match.

### **18.2 Substitute Captains**

The Captain may appoint a deputy or substitute who shall not be a player. Such an appointment shall be effective for the whole of the match.

## **19. VU-GRAPH**

### **19.1 Obligation to play**

When Vu-Graph is in use, any Team or Pair must play in the Vu-Graph room, when and as often as required.

### **19.2 Access to the Vu-Graph room**

Access to the Vu-Graph room is limited to the four players, the Vu-Graph operators on duty, and those persons (except N.P.C.s of away teams, journalists, and Bulletin representatives) authorised to be in the Closed Room – see Rule 20 hereunder.

### **19.3 Playing time**

19.3.1 The rules for time procedure and penalties for slow play will apply to the Closed Room of the Vu-Graph.

19.3.2 The rules for time procedure and penalties for slow play will apply to the Open Room of the Vu-Graph with the following variations:

- (ii) The time allowed is calculated by the Tournament Director from the time the first board is made available for play at the table;
- (iii) The Tournament Director may add such further time as in his opinion is clearly attributable to delay in delivery of hands to the Room or to the operation of Vu-Graph.

## **20. GENERAL RULES DURING PLAY IN TEAM EVENTS**

### **20.1 Authorized Persons in the Closed Room**

Authorized persons who may enter the Closed Room (except by special permission of the Chairman of the Championship Committee) are:

- The President of the EBL;
- The Chairman of the Championship Committee;
- The Officer in charge;
- The Tournament Director, scorers, recorders and board movers on duty in the Closed Room;
- The Chairman of the Appeal Committee and the Members of the Appeal Committee on duty;
- The Captains of the Away Teams (or their respective duly approved designates) but only for the purpose of recording;
- The duly accredited journalists plus one representative of the Bulletin, all of whom must remain for the entire round in the Closed Room; the names of these must be notified to the Chairman of the Championship Committee and each of them must watch at only one table.
- Staff for the provision of refreshments

#### 20.2 Non-playing Pairs

Non-playing members of a team are not allowed to watch their teammates playing.

#### 20.3 Leaving the Closed Room

No player may leave the Closed Room during a match unless accompanied by a person designated by the Tournament Director. If any player leaves the Closed Room during a match without permission of the Tournament Director, that player's team will be fined 2 VPs.

No recorder may leave the Closed Room during a match unless accompanied by a person designated by the Tournament Director. If a recorder leaves the Closed Room during a match without permission of the Tournament Director, the Away Team of the match in which the recorder was acting will be fined 2 VPs.

**These penalties may not be waived.**

#### 20.4 Finish of Play

At each table, when play has finished, the players should agree the score and then leave the room (Open or Closed) as quickly as possible.

#### 20.5 Scoring at the table

At each table North is responsible for completing the official score-card, which will be collected at the end of each match. If matches are being fully recorded by official scorers, North's responsibility for scoring the official score-card remains.

At the end of each match, North and East at each table must agree on the scores on the official table score-card and confirm these by initialling the card.

#### 20.6 Recording the K.O. matches

20.6.1 Only in the K.O. Matches in the Open Room the Captain of the Home Team (or his designate to be approved by the Captain of the Away Team and the Tournament Director) shall record the bidding, lead the first three tricks and the result on the "recording form" provided at the table.

20.6.2 Only in the K.O. matches in the Closed Room the Captain of the Away Team (or his designate to be approved by the Captain of the Away Team and the Tournament Director) shall record the bidding, lead the first three tricks and the result on the "recording form" provided at the table.

## **21. APPEALS COMMITTEE AND DIRECTORS**

All appeals of the rulings of the Tournament Director shall be heard and decided by the Championship Appeals Committee. An appeals committee appointed to hear an appeal shall consist of the Chairman or the Vice Chairman of the League's Appeals Committee (one of whom shall be its Chairman, failing which the Chairman shall nominate a member to chair the committee) and not less than two other persons nominated by the Chairman of the League's Appeals Committee. Three members shall constitute a quorum.

The Appeals Committee, also constituting for the Championship the national authority under law 93C., shall have the power to determine all facts and decide all questions of law, and to take such advice as it thinks fit, whether under the Laws or these Regulations, arising from any appeal or investigation and its findings and decisions will be final.

The WBF Code of Practice applies, save that no co-national of any player involved in an appeal may participate as a member of that appeals committee. The Chief Director is authorized as the Code of Practice recommends to apply Law 12C3 in appropriate circumstances. A co-Chief Tournament Director is authorized to act for, and with all the powers of, the Chief Tournament Director in any matter.

## **22. LODGING OF APPEALS**

22.1 An appeal of a ruling of the Tournament Director must:

- (i) be in writing on the special appeal form;
- (ii) be handed to the Director within thirty minutes of the end of the match during which the ruling was made (or in Pairs events of the comparable session); or in the case of a ruling given after the end of such a match or session, within ten minutes of receiving the ruling or 30 minutes of the end of the match, whichever is the later;
- (iii) be accompanied by a deposit of € 60.

22.2 An appeal against a score or against the total score attributed to a team must:

- (i) be made not later than 30 minutes after the publication of the ranking list at the end of each session;
- (ii) be accompanied by a deposit of € 30.

22.3 Deposits will be refunded if the appellant's case is judged to have merit, even if rejected.

## **23. OFFICIAL LANGUAGE**

All players are reminded that English is the official language in which they should converse during play. Once cards have been removed from the board no language other than English may be used at the table without the agreement of all four players.

## 24. JOURNALISTS AND SPECTATORS

### 24.1 Journalists

#### 24.1.1 Application of these Rules and Regulations.

All journalists are invitees of the League and their presence at the Championship is subject to their behaving in a correct, ethical and sportsmanlike manner and to their observing these Rules and Regulations, to which they are subject.

#### 24.1.2 Accreditation

All Journalists present at the Championship must be jointly accredited by the Credentials Committee of the League and by the proper Committee or Official of the International Bridge Press Association (the IBPA). In the event of a disagreement over accreditation between the League and the IBPA, the view of the League shall prevail.

### 24.2 Spectators

#### 24.2.1 Application of these Rules and Regulations.

All Spectators are invitees of the League and their presence at the Championships is subject to their behaving in a correct, ethical and sportsmanlike manner and to their observing these Rules and Regulations, and the laws of the game, to which they are subject.

#### 24.2.2 Watching at table:

- (i) Depending upon constraints of space and the judgement of the Chief Tournament Director (whose overriding duty is to protect the integrity of the Championship) it is hoped (but not guaranteed) that a limited amount of watching at table by spectators will be permitted. In which event the following shall generally apply, subject to the right reserved to the Chief Tournament Director to prescribe more restrictive regulations.
- (ii) No more than four spectators (including journalists) shall be permitted at any one table. (Where "pits" are in use a larger number of spectators shall be permitted. The number permitted shall be determined by the Chief Tournament Director).
- (iii) Spectators must remain at one table. The observance of this regulation is particularly important. Any spectator who attempts to move to a second table (for example, to follow a moving East-West pair) will be required to leave the room for the remainder of the Session and at the discretion of the Tournament Appeals Committee may be subjected to greater penalties.
- (iv) Spectators are requested to remain quiet and to refrain from addressing the players or otherwise distracting their attention.
- (v) Looking at two hands is forbidden. If this opportunity should arise by accident no special interest may be shown.
- (vi) Sitting in a position so as to see both sides of the screen is forbidden.

## 25. NON SMOKING

Smoking in the playing area and toilets is prohibited.

No player may leave the playing area in order to smoke.

Any player found to be smoking during or after the round in the playing area or toilets will cause his team to be fined 2 Victory Points in Teams events and 100% of the match-points available on the board during the session in Pairs events, plus a fine of € 60. Constant violation of this

regulation will result in the player being prohibited from playing. Failure to pay the fine will result in further sanctions in the discretion of the Tournament Appeals Committee.

## **26. ALCOHOL**

The consumption of alcoholic beverages of any nature in the playing area and toilets is prohibited.

No player may leave the playing area in order to consume alcohol.

Any player found consuming alcohol during or after the round in the playing area or toilets will cause his team to be fined 2 Victory Points in Teams events and 100% of the match-points available on the board during the session in Pairs events, plus a fine of € 60. Constant violation of this regulation will result in the player being prohibited from playing. Failure to pay the fine will result in further sanctions in the discretion of the Tournament Appeals Committee.

## **27. MOBILE PHONES**

Mobile phones may not be brought into the playing area and toilets.

Any player bringing a mobile phone into the playing area or toilets will cause his team to be fined 2 Victory Points in Teams events and 100% of the match-points available on the board during the session in Pairs events, plus a fine of € 100. This penalty is mandatory. Failure to pay the fine will result in further sanctions in the discretion of the Tournament Appeals Committee.

## **28. DRESS CODE**

Uniform is not obligatory. Players must be appropriately dressed.

## **29. ANTIDOPING REGULATION**

The procedures provided by the Antidoping Policy of the International Olympic Committee will be followed and enforced. Accordingly all players are required to submit themselves to the antidoping test on request. If a player takes substances that might result in a positive result when tested, he (or she) is required to hand in the respective prescription or doctor's certificate in a sealed envelope on registration. This envelope will be opened only if the player concerned is drawn for the antidoping test. Otherwise, at the end of the Championships, the sealed envelope may be collected from the organizers or may be destroyed unopened. Refusal to subject to the test or non-appearance will attract automatic penalties according to the IOC Policy.

## **30. AWARDS & PRIZES**

### **Titles and Awards**

Gold, Silver and Bronze EBL medals will be awarded in each competition, in both Teams and Pairs. Winners will receive the title of European Open Champion;

In Open Pairs the best European Pair will be awarded with the "Giorgio Belladonna Trophy", with replicas going to the top three European Pairs;

In Women's Pairs the best European Pair will be awarded with the "Annamaria Torlontano Trophy", with replicas going to the top three European Pairs;

In Senior Pairs the best European Pair will be awarded with the "European Senior Trophy", with replicas going to the top three European Pairs;

Plaques will be given to the first three teams in Consolation events and to the first three pairs of Final B and C in Pairs events;

Certificates will be given to the teams playing K.O. matches in Teams events.

### **Master Points**

WBF Master Points will be awarded.

EBL, EBL NBOs and ACBL Master Points will be awarded respectively to European and North American players.

Zonal and National Master Points will be awarded according to respective Master Points rules and regulations.

### **Prizes**

Cash prizes and/or gifts may be awarded depending on sponsorship obtained.

## **31. CHANGES IN REGULATIONS**

These Regulations may be amended and augmented at the discretion of the League if circumstances so warrant so as to ensure the smooth, efficient and enjoyable running of the Championship.