



Royal Belgian  
Bridge Federation

CONDITIONS  
OF  
CONTEST  
for the

JUNIOR CHANNEL TROPHY

GIRLS JUNIOR CHANNEL TROPHY

YOUNGSTER TROPHY

2017

BC PIETERMAN LEUVEN  
15th – 17th December 2017

# INDEX

- 1 Officials & times of play
- 2 Program & table allocation
- 3 The teams
- 4 Introduction
- 5 Team Members
- 6 Submission of entries
- 7 Format
- 8 Screens, bidding boxes, bridgemates & alerts
- 9 Conversion scale
- 10 Official language
- 11 Systems & conventions
- 12 Line-ups
- 13 Home team / Away team designations
- 14 Seating of players
- 15 Forfeits
- 16 Late arrival
- 17 Slow play
- 18 Verification of scores
- 19 Smoking, alcohol, mobile phones and electronic devices
- 20 Appeals
- 21 Spectators & non-playing captains
- 22 Tie-breaking procedures

# OFFICIALS

Match Manager Pieter Vanparijs  
Chief Tournament Director Robert Ketels  
Tournament Director Steven De Donder

With grateful assistance from Bridge Club Pieterman

## TIMES OF PLAY

9 – boardrounds

### Friday 15<sup>th</sup> December

19.15	<b><i>Welcome and Captains' meeting</i></b>
19.45 – 21.00	Round 1A
21.10 – 22.25	Round 1B
22.35 – 23.50	Round 2A

### Saturday 16<sup>th</sup> December

10.00 – 11.15	Round 2B
11.25 – 12.40	Round 3A
12.45 – 13.45	<b><i>Lunch</i></b>
13.45 – 15.00	Round 3B
15.10 – 16.25	Round 4A
16.35 – 17.50	Round 4B
18.10 – 19.40	<b><i>Dinner</i></b>
20.00 – 21.15	Round 5A
21.25 – 22.40	Round 5B

### Sunday 17<sup>th</sup> December

09.45 – 11.00	Round 6A
11.10 – 12.25	Round 6B
from 12.00	<b><i>Lunch</i></b>
<b><i>As soon as possible</i></b>	<b><i>Prize-giving ceremony</i></b>

## PROGRAMME & TABLE ALLOCATION

<b>Home v Away</b>	<b>TABLES</b>		
	<b>Junior Channel</b>	<b>Youngsters</b>	<b>Girls Junior Channel</b>
Round 1 France v Belgium Netherlands v England	1 – 4	5 – 8	9 – 12
Round 2 Belgium v Netherlands England v France	1 – 4	5 – 8	9 – 12
Round 3 England v Belgium France v Netherlands	1 – 4	5 – 8	9 – 12
Round 4 Belgium v France England v Netherlands	1 – 4	5 – 8	9 – 12
Round 5 Netherlands v Belgium France v England	1 – 4	5 – 8	9 – 12
Round 6 Belgium v England Netherlands v France	1 – 4	5 – 8	9 – 12

Home = N/S Open Room ; E/W Closed Room

Away = N/S Closed Room ; E/W Open Room

# THE TEAMS



**BELGIUM**



**ENGLAND**



**FRANCE**



**NETHERLANDS**

## Juniors

--	--	--	--

## Youngsters

--	--	--	--

## Girls

--	--	--	--

## **4 Introduction**

This tournament will be conducted under the auspices of the Royal Belgian Bridge Federation. The events will be played in accordance with the WBF International Code – Laws of Duplicate Contract Bridge 2017 ('The Laws') and these Conditions of Contest, whose special provisions for this contest supplement The Laws as required.

## **5 Team members**

In addition to a non-playing captain, each team may have four, five or six members.

## **6 Submission of entries**

The names of the captain and players on each team should be sent to the Royal Belgian Bridge Federation before the 10<sup>th</sup> December 2017.

Every proposed player must:

- a) have been born in or be a *bona fide* resident of the NCBO he or she is representing.
- b) Have been born on or after 1<sup>st</sup> January 1992 for the Junior Channel and Junior Channel Girls Trophies ; have been born on or after 1<sup>st</sup> January 1997 for the Youngster Trophy.

## **7 Format**

A double round–robin will be played within each category (Junior Channel, Junior Channel Girls and Youngsters) ; six matches in total. Matches are of 18-boards, played in two halves of 9-boards, with a compulsory change of opponents at half-time.

## **8 Screens, bidding boxes, bridgemates and alerts**

Screens will be in use throughout. Standard WBF regulations will apply regarding screens, bidding boxes, bridgemates and alerts ; full details are available on request.

## **9 Conversion Scale**

The difference in IMPs earned by two opposing teams at the end of each 18-board match shall be converted into Victory Points according to the official WBF Victory Point Scale as published in the WBF Directory.

## **10 Official language**

English is the official language of the tournament. During a match, the players may converse only in English unless both captains agree to use some other language at their own risk. If necessary, each captain is responsible for the provision of an interpreter for translation into English. No appeals due to misunderstandings in a language other than English will be entertained.

## **11 Systems & conventions**

Players are required to make adequate initial written disclosure of their system and to make a full disclosure of the meaning of any call or play in response to a proper question at the table from an opponent. HUMs and Brown Sticker Conventions, as defined by the World Bridge Federation, may not be used. Full details of the WBF System Policy are available on request.

All material must be in English. Conventions should be explained, rather than merely named. If a player makes use of any conventional call or play not sufficiently outlined on the Convention Card or supplementary sheets, that player's team will be liable to procedural penalty (Law 90) for the infraction as well as score adjustment to redress damage. The duty of disclosure and explanation is on the user ; when there is a claim of damage through inadequate disclosure, any benefit will be given to the non-offending side.

## **12 Line-ups**

Team line-ups must be given five minutes before the start of each session to the Tournament Director.

## **13 Home team / Away team designations**

'Home team' and 'Away team' designations shall be in accordance with the schedule contained within.

## **14 Seating of players**

- a) Teams play according to the schedules given within. The home team sits throughout the 18-board match in the N/S direction in the Open Room and in the E/W direction in the Closed Room.
- b) A change of players or partnerships can be made only at the beginning of each 9-board session.
- c) If one or more players are unavoidably detained, and a team is unable to field four players as a consequence, the captain may propose a substitute(s) subject to the approval of the Chief Tournament Director.
- d) The home team has the right to designate its line up for the first 9 boards of each 18-board match after the away team has submitted its line-up to the Tournament Director. For the second 9 boards of a 18-board match, any pairs of the home team who are retained shall remain in the room in which they played the first 9 boards. For the second 9 boards of a 18-board match the away team has the right to designate its line-up after the home team has submitted its line-up to the Tournament Director. Any away team pairs retained for the second 9 boards may not sit in such a way as to play against the same pair twice during the course of a 18-board match. (For example, when two teams of four oppose each other, the away team pairs must change rooms and directions for the second half of the match.)
- e) A change of partnership creates a new pair.

## **15 Forfeits**

If a team is unable to play or complete a match, the Chief Tournament Director may find that team to be in default and declare the match forfeited.

The team in forfeit shall score zero Victory Points and zero IMPs (both plus and minus) for that match.

The team winning the forfeited match shall receive the better of 12 Victory Points, or the average number of Victory Points won by the team in all of its other matches (including any fraction involved), or the converse of the average number of Victory Points won by the defaulting team in all of its other matches (including any fraction involved). [If it becomes necessary, for the tie-breaking to assign an IMP score, the winning team receives the average number of IMPs earning the assigned Victory Points score, including any fraction involved –or zero IMPs, both plus and minus, for the purposes of IMP quotient should this be required.]



## 16 Late arrival

Penalties may be waived at the discretion of the Chief Tournament Director for late arrival prior to the start of the tournament, where such lateness arises from genuine travel difficulties. Arrangements may be made to play part of the affected match at a later time during the weekend. Other than this, late arrival for the start of any session shall be as follows:

5+ to 10 minutes late:  $\frac{1}{2}$ VP

10+ to 15 minutes late: 1 VP

15+ minutes late: 2 VPs. Additionally one board will be removed from the match and scored as + and -3 IMPs for each subsequent 5-minute delay or part thereof beyond 20 minutes. [See also 'Forfeits' in the case of excessive late arrival.]

## 17 Slow play

The time allowed for a 9-board session is one hour and fifteen minutes. Minor instances of slow play will not attract a penalty, except in the case of repeated instances by the same player or pair. For example, if a table has virtually completed the play of the final board and is making a genuine attempt to catch up on lost time, there will normally be no penalty.

Other than this, there will be an automatic penalty on the table in question, as follows:

0+ to 5 minutes late: 1 VP

5+ to 10 minutes late: 2 VPs

10+ to 15 minutes late: 4 VPs

15+ minutes late: A larger penalty at the discretion of the Chief Tournament Director (which could include the removal of unplayed boards, with either an artificial or an assigned adjusted score being awarded as the Tournament Director sees fit in accordance with Law 86).

The Tournament Director will apportion the blame for slow play between the two pairs involved, and will apportion the appropriate VP penalty accordingly between the pairs concerned.

Example: a table is 12 minutes late. A 4 VP penalty will be assessed on the table; this could be distributed 2-2,  $2\frac{1}{2}$ - $1\frac{1}{2}$ , 3-1,  $3\frac{1}{2}$ - $\frac{1}{2}$ , or 4-0, between the two pairs concerned.

## **18 Verification of scores**

Team captains should agree upon a final result at the conclusion of each match. The Tournament Director will post an official result on the scoreboard. There shall be a 30 minutes period, beginning at the scheduled ending time of the match, during which the results of the match may be questioned by either Captain or the Captain's designee. Thereafter the results will be final, with the following exceptions:

- a) awaiting the decision of the Tournament Appeals Committee on a filed appeal;
- b) completion of play of replay boards where such replay has been directed by the Tournament Appeals Committee;
- c) correction of a manifestly incorrect score at the discretion of the Chief Tournament Director.

## **19 Smoking, alcohol, mobile phones and electronic devices**

All the above are prohibited in the playing rooms and the toilets.

A player, captain or coach will be warned for the first offence ; any further offences will be subject to a penalty of 1 VP.

Spectators contravening this regulation will be required to leave the playing area immediately.

Smoking is prohibited throughout the Bridge Club Pieterman (except in the designated smoking area).

No player may leave the playing area in order to smoke or to consume alcohol before completion of play in a session.

The use of electronic cigarettes is governed by the same regulations.

## **20 Appeals**

Any request for a ruling or appeal of a ruling already given must be lodged within half an hour of the conclusion of the 9-board session in which the matter arose (if a ruling already asked for is not given until during a later session, then the time limit for an appeal of such a ruling shall be half an hour after the conclusion of the session in which the ruling was given).

The Chief Tournament Director shall arrange for an appeal to be heard in one of the following ways:

- By resolution of the matter between the two team captains involved;
- By forming an on-site Appeals Committee (which may be a committee of one person only) from amongst the officials and/or players present;

- By referring the matter to the Chairman of the Appeals Committee of the Royal Belgian Bridge Federation, Philippe Coenraets, either on-site or by phone or email.
- By email or telephone, to another member of the Royal Belgian Bridge Federation's appeals committee or panel of referees.

## **21 Spectators and non-playing captains**

The closed room of a match shall be closed to spectators. However, the non-playing captain may observe his team during play in the closed room, subject to the rules set forth in this section. Sitting-out players may watch play in the open room, but may not watch a table involving their own team-mates (they may, however, watch their own country in another series to their own).

The non-playing captain must enter the closed room before play begins at the start of a session. A captain who leaves the room, except as provided in this section, cannot return during that session. Exceptionally, if the captain is requested to leave the playing room (for the purpose of consultation or for whatever reason) by a Tournament Director, he may (but need not) be permitted to return to that playing room at the discretion of the Tournament Director. Once any player at the table has withdrawn a hand from the board, and until all four players have returned their hands to the board, a non-playing captain is bound by the normal restriction on spectators (see Law 76 – spectators), except that he may intervene to restrain misbehavior or curtail unnecessary discussion on the part of his team members, and may speak regarding a question of fact or law after the Tournament Director has been called to the table (but he may not initiate a call for the Tournament Director).

During the time allowed for a session, whether play is actually taking place at that moment or not, a non-playing captain should avoid addressing members of his team at the table in any but the English language or in a language understood by the opponents. If it is desired to use a language other than English, the permission of the opponents should be sought first and, where reasonably possible, should be given. If difficulty arises, a non-playing captain wishing to speak in a language not known to the opponents should do so through an interpreter or team member who can translate for the benefit of the opponents.

## **22 Tie-breaking procedures (for first place only)**

If two teams acquire the same amount of VPs, then the pair of matches against each other will determine the ranking (if necessary, then the IMP balance in the pair of matches will be conclusive). Failing that, then IMP balances over all matches played will decide. If three or more teams acquire the same amount of VPs then any team which has defeated all the other teams in terms of VPs over the pair of matches (or, failing that, in terms of IMPs over the pair of matches) shall be declared the winner. Failing that, then the IMP balances over all matches played will decide.

A tie which cannot be resolved by IMP balances will be resolved instead by IMP quotient over all matches played.

The organisers express their gratitude to the following individuals and organizations :

Bridge Club Pieterman, Leuven

The Flemish Bridge League

The Royal Belgian Bridge Federation

???

All the Vu-Graph operators

## MATCHES OF 18 BOARDS

IMP	VP	IMP	VP
0	10.00	33	16.90
1	10.29	34	17.04
2	10.58	35	17.18
3	10.86	36	17.31
4	11.14	37	17.44
5	11.41	38	17.57
6	11.67	39	17.69
7	11.92	40	17.81
8	12.17	41	17.93
9	12.42	42	18.05
10	12.66	43	18.16
11	12.89	44	18.27
12	13.12	45	18.38
13	13.34	46	18.48
14	13.56	47	18.58
15	13.78	48	18.68
16	13.99	49	18.78
17	14.19	50	18.88
18	14.39	51	18.98
19	14.58	52	19.07
20	14.77	53	19.16
21	14.96	54	19.25
22	15.14	55	19.34
23	15.32	56	19.42
24	15.50	57	19.50
25	15.67	58	19.58
26	15.84	59	19.66
27	16.00	60	19.74
28	16.16	61	19.81
29	16.31	62	19.88
30	16.46	63	19.95
31	16.61	64 +	20.00
32	16.76		