

1ST ONLINE WORLD TEAMS EVENT

CONDITIONS OF CONTEST

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I. Format and General Rules

The O.W.C. (Online World Teams Event) will be hosted on BBO (Bridge Base Online) from September 7th till October 20th, 2020.

Every situation that may arise not discussed here will be solved according to the WBF rules - Conditions of Contest and Supplemental Conditions of Contest of the latest Bermuda Bowl.

Results, crosstables, pairings, deals and Butler scores will be available and updated after each round in the website:

<https://bridgehouse.club/1st-online-world-teams-championship/>

Each match will include 20 pre-dealt boards.

KIBITZERS.

Kibitzers will NOT be allowed at any tables, except for the Vugraph match (which will be delayed).

STARTING TIMES.

The starting time of each match is 3:30 pm (New York Time) with a possible delay of few minutes.

The Vugraph match will start approximately 30 minutes later, depending on how the other matches are proceeding. The Tournament Directors will be constantly checking if the Vugraph match is catching up with the other ones; if needed, they will ask the players involved in the Vugraph match to take a short break.

SUBSTITUTES.

After the first 10 boards (1-10) each player/pair can be substituted with another player/pair for the second set of boards (11-20). Substitutions will be allowed for each match, including the final stage. Teams can add players until they reach the maximum number of 8 players per team (7+1 playing captain). Adding players is allowed also once the event has started, but not after the Swiss stage (thus, players can't be added for the final stage). A team will be allowed to add a 9th player only under exceptional circumstances and only for 1 or 2 rounds (substitutes will not be mentioned in the team's roster and will not be considered in the Butler ranking calculations); in such case, the substitute can't be a better player than the one he/she is substituting (the organization will check the ACBL, USBF, EBL and WBF rankings). We had to add this special rule in consideration of the CoViD-19 emergency and in order to avoid forfeitures that could affect the qualification of other teams.

After 14 rounds of swiss, the first 8 teams will play the **Quarter-Finals** (60 boards - 3 segments of 20 boards) and later on the **Semi-Finals** (80 boards - 4 segments of 20 boards) and the **Final** (100 boards - 5 segments of 20 boards).

SWISS PHASE.

The matches will be played on Mondays, Wednesdays, Fridays and Sundays, thus every other day (except Sunday-Monday) in the month of September, starting on Monday, 7th till Wednesday 30th.

The seeding to establish the 1st round matches will be based on the 4 better ranked players of each team, according to the WBF Open Ranking Masterpoints. The next pairings for each round of the swiss will be calculated by the online software.

For the Swiss phase, each result will be converted from IMPs into VPs according to the WBF 20 boards VP Scale.

Please note: for the IMPs-VPs conversion, the online software will automatically use the WBF VP Scale (the App is also available for Smartphones and Tablets) that refers to the updated version of the VP Scale.

KNOCKOUT PHASE.

QuarterFinals/SemiFinals and Finals): the matches will be played on Mondays, Wednesdays, Fridays and Sundays, thus every other day (except for Sunday and Monday) in the month of October, starting on Friday, October 2nd till Monday, October 19th (for the detailed daily schedule please see Chapter XIII).

The last session of the Final will be an exception and will be played on Tuesday, October 20th (for the detailed daily schedule please see Chapter XIII).

QUARTER-FINALS.

The team placed 1st at the end of the Swiss Phase has the right to choose their opponent among the teams placed 3rd-8th. Then, the team placed 2nd will choose their opponent among the teams placed 3rd-8th, etc.

CARRY OVER.

There will be a carry-over in all matches of the Quarter-Finals and only for the Quarter-Finals. The carry over will be half or one-third of the IMPs difference scored in the direct match between the two teams during the qualification phase. It will be half if the highest ranked team at the end of the qualification stage had won the direct match during the qualification phase, and one-third if the highest ranked team at the end of the qualification phase had lost the direct match.

The maximum carryover will be 12 for the 60 board match of the Quarter-Finals.

SEMI-FINALS.

Among the winners of the Quarter-Finals, the team with the highest number of total IMPs (Qualification + Quarter-Final IMPs) will choose the opponent of the Semifinal. This formula was successfully tested in the Bridge House Transnational event; it gives an advantage to the team who scored more IMPs, thus avoiding the need of a Carry-Over in the subsequent stages.

FINALS (for the 1st or 3rd place)

There will be no Carry-Over (100 boards).

II. Line-Up Procedure

Line-Up is the critical activity for the organization and could be the main issue, especially for the Swiss Phase, for which the pairings of each round are not established in advance. Each delay could impact on the starting time of the round and of the Vugraph match (which needs to be delayed by 30 minutes).

For this procedure the organization needs your full support.

PRELIMINARY LONG-TERM LINE-UP AND RESPONSIBILITIES

Before the start of the event the captains (or the team's member in charge of the line-up) must send by e-mail (info@bridgehouse.club) a preliminary line-up schedule, covering at least one week. This procedure must be repeated within each Saturday of the following weeks.

The person in charge of the line-up procedure must be reachable for quick communications from the organization by WhatsApp. If you have not yet provided for a WhatsApp contact number (not necessary the team's captain) on behalf of your team please do it ASAP.

Here are the deadlines for sending the preliminary Line-Up for the following week:

Saturday, September 5th	no later than 11 am New York time
Saturday, September 12th	no later than 11 am New York time
Saturday, September 19th	no later than 11 am New York time
Saturday, September 26th	no later than 11 am New York time
Saturday, October 3rd	no later than 11 am New York time
Saturday, October 10th	no later than 11 am New York time
Saturday, October 17th	no later than 11 am New York time

DEFINITIVE LINE-UP

The definitive line-up must be submitted through the line-up web utility. All the captains will receive the web link and the password.

After each match it is possible and recommended to provide for the definitive line-up for the following round (which can be different from the preliminary one) through a web utility that have to be considered the standard and normal line-up procedure. Line-up with Whatsapp is possible only for emergencies and must be approved by the Chief Tournament Director.

For the teams that will not provide for the line-up through the web application the long term line-up will be applied.

The visiting team is the second one that will be mentioned when paired (the home team the first one). **You will receive after the end of the registrations and a couple of days before the start of the event the link for the line-up application and the team password.**

Teams that will not provide for the line-up will be penalized.

PENALTIES.

Delaying or not providing the line-ups (the long term one discussed here above and the definitive one) will be subject to VP penalties, starting from a 0.5 VP penalty for the first lack and increasing each time by 0.5 VP (1, 1.5 and so on).

LINE-UP CHANGES.

It is possible to change the submitted line-up, but only for emergency and must be communicated through a phone call (also WhatsApp but not a message) to the organization.

Here the deadlines for providing through the web application the definitive submission of Line-Up (for the following round):

LINE-UP DEADLINE FOR THE 1st ROUND of SWISS

VISITING TEAMS: Sunday, September 6th
no later than 11 am New York time – line-up for the 1st Round of Swiss

HOME TEAMS : Sunday, September 6th
no later than 6 pm New York time – line-up for the 1st Round of Swiss

The 1st round of Swiss (20 boards) will be played on Monday, September 7th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 2nd ROUND of SWISS

VISITING TEAMS : Tuesday, September 8th
no later than 11 am New York time – line-up for the 2nd Round of Swiss

HOME TEAMS : Tuesday, September 8th
no later than 6 pm New York time – line-up for the 2nd Round of Swiss

The 2nd round of Swiss (20 boards) will be played on Wednesday, September 9th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 3rd ROUND of SWISS

VISITING TEAMS : Thursday, September 10th
no later than 11 am New York time – line-up for the 3rd Round of Swiss

HOME TEAMS : Thursday, September 10th
no later than 6 pm New York time – line-up for the 3rd Round of Swiss

The 3rd round of Swiss (20 boards) will be played on Friday, September 11th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 4th ROUND of SWISS

VISITING TEAMS : Saturday, September 12th
no later than 11 am New York time – line-up for the 4th Round of Swiss

HOME TEAMS : Saturday, September 12th
no later than 6 pm New York time – line-up for the 4th Round of Swiss

The 4th round of Swiss (20 boards) will be played on Sunday, September 13th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 5th ROUND of SWISS

VISITING TEAMS : Sunday, September 13th
no later than 10 pm New York time – line-up for the 5th Round of Swiss

HOME TEAMS : Monday, September 13th
no later than 11 am New York time – line-up for the 5th Round of Swiss

The 5th round of Swiss (20 boards) will be played on Monday, September 14th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 6th ROUND of SWISS

VISITING TEAMS : Tuesday, September 15th
no later than 11 am New York time – line-up for the 6th Round of Swiss

HOME TEAMS : Tuesday, September 15th
no later than 6 pm New York time – line-up for the 6th Round of Swiss

The 6th round of Swiss (20 boards) will be played on Wednesday, September 16th - 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 7th ROUND of SWISS

VISITING TEAMS : Thursday, September 17th
no later than 11 am New York time – line-up for the 7th Round of Swiss

HOME TEAMS : Thursday, September 17th
no later than 6 pm New York time – line-up for the 7th Round of Swiss

The 7th round of Swiss (20 boards) will be played on Friday, September 18th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 8th ROUND of SWISS

VISITING TEAMS : Saturday, September 19th
no later than 11 am New York time – line-up for the 8th Round of Swiss

HOME TEAMS : Saturday, September 19th
no later than 6 pm New York time – line-up for the 8th Round of Swiss

The 8th round of Swiss (20 boards) will be played on Sunday, September 20th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 9th ROUND of SWISS

VISITING TEAMS : Sunday, September 20th
no later than 10 pm New York time – line-up for the 9th Round of Swiss

HOME TEAMS : Monday, September 21st
no later than 11 am New York time – line-up for the 9th Round of Swiss

The 9th round of Swiss (20 boards) will be played on Monday, September 21st at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 10th ROUND of SWISS

VISITING TEAMS : Tuesday, September 22nd
no later than 11 am New York time – line-up for the 10th Round of Swiss

HOME TEAMS : Tuesday, September 22nd
no later than 6 pm New York time – line-up for the 10th Round of Swiss

The 10th round of Swiss (20 boards) will be played on Wednesday, September 23rd at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 11th ROUND of SWISS

VISITING TEAMS : Thursday, September 24th
no later than 11 am New York time – line-up for the 11th Round of Swiss

HOME TEAMS : Thursday, September 24th
no later than 6 pm New York time – line-up for the 11th Round of Swiss

The 11th round of Swiss (20 boards) will be played on Friday, September 25th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 12th ROUND of SWISS

VISITING TEAMS : Saturday, September 26th
no later than 11 am New York time – line-up for the 12th Round of Swiss

HOME TEAMS : Saturday, September 26th
no later than 6 pm New York time – line-up for the 12th Round of Swiss

The 12th round of Swiss (20 boards) will be played on Sunday, September 27th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 13th ROUND of SWISS

VISITING TEAMS : Sunday, September 27th
no later than 10 pm New York time – line-up for the 13th Round of Swiss
HOME TEAMS : Monday, September 28th
no later than 11 am New York time – line-up for the 13th Round of Swiss

The 13th round of Swiss (20 boards) will be played on Monday, September 28th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 14th ROUND of SWISS

VISITING TEAMS : Tuesday, September 29th
no later than 11 am New York time – line-up for the 14th Round of Swiss
HOME TEAMS : Tuesday, September 29th
no later than 6 pm New York time – line-up for the 14th Round of Swiss

The 14th round of Swiss (20 boards) will be played on Wednesday, September 30th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 1st ROUND of QUARTER-FINALS

VISITING TEAMS : Thursday, October 1st
no later than 11 am New York time – line-up for the 1st Round of QF
HOME TEAMS : Thursday, October 1st
no later than 6 pm New York time – line-up for the 1st Round of QF

The 1st round of Quarter-Finals (20 boards) will be played on Friday, October 2nd at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 2nd ROUND of QUARTER-FINALS

VISITING TEAMS : Saturday, October 3rd
no later than 11 am New York time – line-up for the 2nd Round of QF
HOME TEAMS : Saturday, October 3rd
no later than 6 pm New York time – line-up for the 2nd Round of QF

The 2nd round of Quarter-Finals (20 boards) will be played on Sunday, October 4th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 3rd ROUND of QUARTER-FINALS

VISITING TEAMS : Sunday, October 4th
no later than 10 pm New York time – line-up for the 3rd Round of QF
HOME TEAMS : Monday, October 5th
no later than 11 am New York time – line-up for the 3rd Round of QF

The 3rd round of Quarter-Finals (20 boards) will be played on Monday, October 5th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 1st ROUND of SEMI-FINALS

VISITING TEAMS : Tuesday, October 6th
no later than 11 am New York time – line-up for the 1st Round of Semifinals
HOME TEAMS : Tuesday, October 6th
no later than 6 pm New York time – line-up for the 1st Round of Semifinals

The 1st round of Semi-Finals (20 boards) will be played on Wednesday, October 7th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 2nd ROUND of SEMI-FINALS

VISITING TEAMS : Thursday, October 8th
no later than 11 am New York time – line-up for the 2nd Round of Semifinals
HOME TEAMS : Thursday, October 8th
no later than 6 pm New York time – line-up for the 2nd Round of Semifinals

The 2nd round of Semi-Finals (20 boards) will be played on Friday, October 9th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 3rd ROUND of SEMI-FINALS

VISITING TEAMS : Saturday, October 8th
no later than 11 am New York time – line-up for the 3rd Round of Semifinals

HOME TEAMS : Saturday, October 8th
no later than 6 pm New York time – line-up for the 3rd Round of Semifinals

The 3rd round of Semi-finals (20 boards) will be played on Sunday, October 11th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 4th ROUND of SEMI-FINALS

VISITING TEAMS : Sunday, October 11th
no later than 10 pm New York time – line-up for the last Round of Semifinals

HOME TEAMS : Monday, October 12th
no later than 11 am New York time – line-up for the last Round of Semifinals

The 4th round of Semi-finals (20 boards) will be played on Monday, October 12th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 1st ROUND of FINALS

VISITING TEAMS : Tuesday, October 13th
no later than 11 am New York time – line-up for the 1st Round of the Finals

HOME TEAMS : Tuesday, October 13th
no later than 6 pm New York time – line-up for the 1st Round of the Finals

The 1st round of the Finals (20 boards) will be played on Wednesday, October 14th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 2nd ROUND of FINALS

VISITING TEAMS : Thursday, October 15th
no later than 11 am New York time – line-up for the 2nd Round of the Finals

HOME TEAMS : Thursday, October 15th
no later than 6 pm New York time – line-up for the 2nd Round of the Finals

The 2nd round of the Finals (20 boards) will be played on Friday, October 16th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 3rd ROUND of FINALS

VISITING TEAMS : Saturday, October 17th
no later than 11 am New York time – line-up for the 3rd Round of the Finals

HOME TEAMS : Saturday, October 17th
no later than 6 pm New York time – line-up for the 3rd Round of the Finals

The 3rd round of the Finals (20 boards) will be played on Sunday, October 18th - 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 4th ROUND of FINALS

VISITING TEAMS : Sunday, October 18th
no later than 10 pm New York time – line-up for the 4th Round of the Finals

HOME TEAMS : Monday, October 19th
no later than 11 am New York time – line-up for the 4th Round of the Finals

The 4th round of the Finals (20 boards) will be played on Monday, October 19th at 3:30 pm New York Time.

LINE-UP DEADLINE FOR THE 5th AND LAST ROUND of FINALS

VISITING TEAMS : Monday, October 19th
no later than 10 pm New York time – line-up for the last Round of the Finals

HOME TEAMS : Tuesday, October 20th
no later than 11 am New York time – line-up for the last Round of the Finals

The 5th round of the Finals (20 boards) will be played on Tuesday, October 20th - 3:30 pm New York Time.

GUIDELINES/INSTRUCTIONS FOR THE ONLINE LINE-UP WEB APPLICATION

Please enter your O.W.C. team password for the lineup

Password:

Password is case insensitive.
If you forgot or lost the password
please send an email to info@bridgehouse.club
asking for a new one

Login

Please enter your O.W.C. team password for the lineup

Password:

Password is case insensitive.
If you forgot or lost the password
please send an email to info@bridgehouse.club
asking for a new one

Login

The following is an example of a Line-Up for an home team:

Please enter your O.W.C. team password for the lineup

Password:

Password is case insensitive.
If you forgot or lost the password
please send an email to info@bridgehouse.club
asking for a new one

Hello Team NICKELL

Login

You are Home Team in the Round nr.1 of the Round Robin

Your next match is: NICKELL VS FJARE
The Line Up of your opponents is:
N : Fjare Douglas
S : Kovachev Valentin
E : Philips Nancy
W : Isporski Vladislav

Please make the lineup of your players:

N: subst.*

S: subst.*

E: subst.*

W: subst.*

*Substitutions are possible for each player after 10 boards.

Submit Line-Up

After validating the password, the utility will check in the database if the Visiting Team have already provided for the line-up or not.

In case the Visiting Team has not yet provided for the line-up, the Home Team can provide for a blind line-up (the Visiting Team will not be able to see the Home Team line-up) or (since they have seating rights) wait till the Visiting Team provides for the online line-up.

If the Visiting Team will not provide for the definitive line-up through the web utility within the deadline, the long term line-up will be applied (please find the long term line-up deadline schedule for the Home and Visiting team in the previous pages).

Please enter your O.W.C. team password for the lineup

Password:

Password is case insensitive.
If you forgot or lost the password
please send an email to info@bridgehouse.club
asking for a new one

Hello Team NICKELL

You are Home Team in the Round nr.1 of the Round Robin

Your next match is: NICKELL VS FJARE
The Line Up of your opponents is:
N : Fjare Douglas
S : Kovachev Valentin
E : Philips Nancy
W : Isporski Vladislav

Please make the lineup of your players:

N: subst.*

S: subst.*

E: subst.*

W: subst.*

*Substitutions are possible for each player after 10 boards.



After the the line-up submit, the web application will open a new window asking for confirmation. After that, the procedure is complete and it will not be possible to change the line-up anymore, except for a serious reason that must be communicated to the organization throught a whatsapp call (not a message) and has to be approved by the Chief TD.

The following one is instead an example of a blind line-up for a Visiting Team who has no seating rights. After the validation of the password, even if the Home Team already provided for a blind line-up the Visiting Team will not be able to see the line-up of the opponents.

Please enter your O.W.C. team password for the lineup

Password:

Password is case insensitive.
If you forgot or lost the password
please send an email to info@bridgehouse.club
asking for a new one

Hello Team DONNELLY Login

You are Visting Team in the Round nr.1 of the Round Robin
Your next match is: COMPTON VS DONNELLY
Please make the lineup of your players:

N: subst.*

S: subst.*

E: subst.*

W: subst.*

*Substitutions are possible for each player after 10 boards.

Submit Line-Up



III. Anti-Cheating Rules

We all want to play as if we were playing in a live tournament.

Bridgehouse fully adheres to the C.A.T. (Credentials Advisory Team) initiative.

Players who are not considered by the C.A.T. recommendable to be invited will not be accepted in Bridgehouse tournaments.

All the reports about suspicious hands will be forwarded anonymously to the C.A.T..

Bridgehouse also has its own credentials committee which is happy to welcome all C.A.T. approved players.

Anyway for the principle of zero tolerance applied to players who showed rude behaviours, it has the right to prevent registration to players without providing explanation.

We encourage the report of suspicious plays and/or bids. If you spot any suspicious behaviour please send an email to info@bridgehouse.club and the bridgehouse site ensure you anonymity and all emails will be forwarded to the Credentials Advisory Team and be evaluated by them.

With the new technology it is possible to track IP addresses and to check where are anonymous kibitzers or nicknames and logged in from.

IV. Zero tolerance for rude comments or behavior

Zero tolerance for rude comments or behavior. If you need to ask something to your opponents, please use the private chat instead of the table chat.

V. Zoom or video meetings with opponents

The use of platforms like Zoom has entered the Bridge world and it is a very welcome introduction. Through webcams you can see your opponents while playing and make the match more similar to live Bridge. At the moment it is not mandatory (since there are players who play from their smartphones and tables and are not used to this technology), just recommendable.

Teams can agree to use Zoom before their match. Bridgehouse organization will help the two captains to arrange their Zoom/video meeting. One of the two captains will be in charge to start the meeting.

VI. Convention Cards

Before the start of the tournament all the pairs wishing to play an artificial system (which must anyway be allowed by the WBF general rules about bidding systems) must provide for a convention card in pdf format and send it by e-mail to info@bridgehouse.club

All the CC are collected and published here:

<https://bridgehouse.club/1st-o-w-c-online-world-teams-event-convention-cards-repository/>

and each player can check them while playing.

VII. Starting time and missing players

All players are kindly asked to log in on BBO at least 10 minutes before the starting time of their match.

We are playing pre-dealt duplicate boards. Delays can affect the event schedule as we are playing consecutive matches, therefore all delays will be penalized (unless the late start is not responsibility of the team, e.g. BBO's server issues, etc.).

If at some point during a match a player loses his/her connection, the partner of the missing player must immediately call at the table the tournament director (by pressing the usual button) who will find together with the team's captain another player of the team available for a prompt substitution.

Only in case of BBO's server issues when it is not possible to start some matches, the delays matches will not play pre-dealt boards, but we are confident that this will not happen anymore.

VIII. Maximum number of players/team

Because of the COVID-19 emergency, it is possible that some players can't play because of temporary problems related to the Coronavirus: minor or major issues (such as a friend or a family member who needs help) or other contingencies.

If you are less than 8 players in a team (including the playing captain), the captain can ask to add players in any moment, also during the Swiss phase (but not for the Final stage, only during the qualifications).

Exception: It is also possible to add a 9th player to the team (not for the Final stage, only during the qualifications) to play 1 or 2 rounds if there are some problems. This player can't be stronger than the player that he will substitute. The organization is flexible from this point of view because we want to avoid forfeitures that could affect other teams' qualification.

IX. UNDOs

UNDO is available and fair. We strongly encourage to accept UNDOs. If you feel that there is a damage due to the UNDO you can call the director at the table but we will be very happy if you play this tournament in a friendly way and allow UNDOs because most of the times it is a true misclick.

UNDOs are allowed and encouraged, but only for misclick.

UNDOs for correction of errors are not appropriate and should not be requested. If the opponent questions the reason for an undo, they should call the director as long as it becomes evident that this may have been the case.

Kibitzers will not be allowed in any match, except for the Vugraph match.

X. Alerts

Bids must be alerted before being entered. In such way, the left hand opponent knows about the alert before making his/her bid. If you don't alert before sending your bid, your opponent may think that your bid is natural, make his/her bid, then see the Alert and legitimately ask for an UNDO in case the information changes his/her perspectives. This may unguiltily lead to unauthorized information. Thus, you need to click the Alert button before entering your bid. Also, during this procedure it is very important to include the explanation in the proper box. We obviously understand that we are not used to such procedure, and will try to tolerate innocent mistakes, but it is important to practice this Alerting style.

During each match, players are not allowed to click on an unalerted bid of the opponents in order to have more information. If they want information, they can privately ask to the opponent (by chat). The reason is that it is important to avoid any possible UI between partners. If you note this please call the director that will explain this rule to the opponents (BBO software allow this but it could lead to some issues). Opponents in any case will be not penalized the first time.

XI. System Notes

Every player is given the right to check his/her own bidding system during play. We decided for this rule because it helps learning the system also while playing in very good competitions in order to be ready for live tournaments and because anyway we do not have the possibility to check what everybody is doing while playing and do not want to disadvantage anybody. We will change this rule if in the future everybody is using Zoom or Cameras to play.

XII. Tie-breaking procedures

According to the WBF Tie-breaking procedures:

Two Teams

If two teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken as follows (in the sequence shown):

a) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event.

If the tie remains, then:

b) IMPs earned by the tied teams in the match they played against each other.

If the tie remains, then:

c) Total points earned by the tied teams in the match they played against each other. If the tie remains then:

d) Total point quotient in all matches played by the tied team in that particular event. If the tie remains then:

e) One board (“sudden death”) matches will determine the winner.

Three Teams

If three teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

f) IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance with the previous section. If the three teams remain tied, then:

g) If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with sub-section 19.1. If the three teams remain tied, then:

h) If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with the previous section. If the three teams remain tied, then:

i) If one team has been beaten by the other two teams in matches it played against them in that particular event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with the previous section.

In all other cases, ties shall be broken in accordance with the following:

j) Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with the previous section. If the three teams remain tied, then:

k) Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it may be broken in accordance with the previous section. If the three team remain tied, then:

l) Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance with the previous section. If the three teams remain tied, then:

m) One-board (“sudden death”) matches will determine the winner. Four Teams or more If four or more teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

n) IMP quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with the previous sections if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:

o) If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and defeated the other tied teams, it shall be declared winner and the ties for the remaining teams will be broken in accordance with the previous section, if appropriate. If there are more than three teams that remain tied, then:

p) Total points quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with the previous sections if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:

q) One-board (“sudden death”) matches will determine the winner.

r) In case of “sudden death” match, the appeal (protest period) is over when the “sudden death” match begins.

XIII. Complete Calendar

MONDAY, SEPTEMBER 7TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 1ST ROUND OF SWISS 20 BOARDS

WEDNESDAY, SEPTEMBER 9TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 2ND ROUND OF SWISS 20 BOARDS

FRIDAY, SEPTEMBER 11TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 3RD ROUND OF SWISS 20 BOARDS

SUNDAY, SEPTEMBER 13TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 4TH ROUND OF SWISS 20 BOARDS

MONDAY, SEPTEMBER 14TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 5TH ROUND OF SWISS 20 BOARDS

WEDNESDAY, SEPTEMBER 16TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 6TH ROUND OF SWISS 20 BOARDS

FRIDAY, SEPTEMBER 18TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 7TH ROUND OF SWISS 20 BOARDS

SUNDAY, SEPTEMBER 20TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 8TH ROUND OF SWISS 20 BOARDS

MONDAY, SEPTEMBER 21ST ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 9TH ROUND OF SWISS 20 BOARDS

WEDNESDAY, SEPTEMBER 23RD ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 10TH ROUND OF SWISS 20 BOARDS

FRIDAY, SEPTEMBER 25TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 11TH ROUND OF SWISS 20 BOARDS

SUNDAY, SEPTEMBER 27TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 12TH ROUND OF SWISS 20 BOARDS

MONDAY, SEPTEMBER 28TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 13TH ROUND OF SWISS 20 BOARDS

WEDNESDAY, SEPTEMBER 30TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 14TH AND LAST ROUND OF SWISS 20 BOARDS

FRIDAY, OCTOBER 2ND ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 1ST ROUND OF QUARTER FINALS 20 BOARDS

SUNDAY, OCTOBER 4TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 2ND ROUND OF QUARTER FINALS 20 BOARDS

MONDAY, OCTOBER 5TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 3RD ROUND OF QUARTER FINALS 20 BOARDS

WEDNESDAY, OCTOBER 7TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 1ST ROUND OF SEMIFINALS 20 BOARDS

FRIDAY, OCTOBER 9TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 2ND ROUND OF SEMIFINALS 20 BOARDS

SUNDAY, OCTOBER 11TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 3RD ROUND OF SEMIFINALS 20 BOARDS

MONDAY, OCTOBER 12TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 4TH ROUND OF SEMIFINALS 20 BOARDS

WEDNESDAY, OCTOBER 14TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 1ST ROUND OF FINALS 20 BOARDS

FRIDAY, OCTOBER 16TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 2ND ROUND OF FINALS 20 BOARDS

SUNDAY, OCTOBER 18TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 3RD ROUND OF FINALS 20 BOARDS

MONDAY, OCTOBER 19TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 4TH ROUND OF FINALS 20 BOARDS

TUESDAY, OCTOBER 20TH ONLINE WORLD TEAMS EVENT

3:30 PM NEW YORK TIME – 5TH AND LAST ROUND OF FINALS 20 BOARDS