

1ST ONLINE WORLD TEAMS TROPHY

CONDITIONS OF CONTEST

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I. Format and General Rules

The O.W.T. (Online World Teams Trophy) will be hosted on BBO (Bridge Base Online) from October 7th till October 18th, 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-trophy/>

Each match will include 16 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.

No substitutes allowed for this tournament because only 16 boards/match.

10 Rounds of Swiss or Round Robin will determine the winner

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.

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.

LINE-UP:
SUBMIT YOUR LINE-UPS
to FEDERICO PRIMAVERA
BY WHATSAPP:
+39 320 114 2459

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

friday, october 2nd **online world teams trophy**

3:30 pm NEW YORK TIME – 1st round of swiss or rr 16 BOARDS imp / no subst.

sunday, october 4th **online world teams trophy**

3:30 pm NEW YORK TIME – 2nd round of swiss or rr 16 BOARDS imp / no subst.

monday, october 5th **online world teams trophy**

3:30 pm NEW YORK TIME – 3rd round of swiss or rr 16 BOARDS imp / no subst.

wednesday, october 7th **online world teams trophy**

3:30 pm NEW YORK TIME – 4th round of swiss or rr 16 BOARDS imp / no subst.

friday, october 9th **online world teams trophy**

3:30 pm NEW YORK TIME – 5th round of swiss or rr 16 BOARDS imp / no subst.

sunday, october 11th **online world teams trophy**

3:30 pm NEW YORK TIME – 6th round of swiss or rr 16 BOARDS imp / no subst.

monday, october 12th **online world teams trophy**

3:30 pm NEW YORK TIME – 7th round of swiss or rr 16 BOARDS imp / no subst.

wednesday, october 14th **online world teams trophy**

3:30 pm NEW YORK TIME – 8th round of swiss or rr 16 BOARDS imp / no subst.

friday, october 16th **online world teams trophy**

3:30 pm NEW YORK TIME – 9th round of swiss or rr 16 BOARDS imp / no subst.

sunday, october 18th **online world teams trophy**

3:30 pm NEW YORK TIME – last round of swiss or rr 16 BOARDS imp / no subst.