

# 1<sup>ST</sup> Top 8 invitational event on RealBridge

## CONDITIONS OF CONTEST

- I. **Format and General Rules**
- II. **Line-Up Procedure**
- III. **Anti-Cheating rules**
- IV. **Maximum number of players/team**
- V. **Undos**
- VI. **Tie-breaking procedures**
- VII. **Deals**
- VIII. **Notes**
- IX. **Convention Cards**
- X. **Camera and audio**
- XI. **Screens**
- XII. **Login**

## I. Format and General Rules

The T.8.E. (Top 8 Event) will be hosted on RealBridge from February 1<sup>st</sup> to February 5<sup>th</sup> 2021.

Every issue 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, cross-tables, pairings, Convention Cards and Butler scores will be available and updated after each round in the website:

<https://bridgehouse.club/1st-top-8-invitational-event-on-realbridge-february-1-to-5-2021-2/>

Each match of the Round-Robin will include 16 boards without substitutions.

### **KIBITZERS**

Kibitzers are not allowed on RealBridge and there will be no vugraph or twitch vugraph at least for the 1<sup>st</sup> event.

### **STARTING TIMES**

Starting time of each match are 10 am and 1:00 pm (New York Time) with a possible delay of few minutes. After the end of Round-Robin the first 4 teams will play the **SemiFinals** (24 boards - 2 segments of 12 boards) then the **Final** (32 boards - 2 segments of 16 boards).

### **SEMIFINALS**

Among best 4 teams, the first team will choose the opponent of the Semifinal.

The carry over will be half or one-third of the IMP difference in the meeting of the teams in the qualification phase. It will be half if the highest ranked team in the qualification phase won the match against their opponents and one-third if the highest ranked team in the round lost the match to its knock out opponent. The maximum carryover used in the Semifinals will be: 6 for a 24 board

## **FINALS (for the 1st or 3rd place)**

The carry over will be half or one-third of the IMP difference in the meeting of the teams in the qualification phase. It will be half if the highest ranked team in the qualification phase won the match against their opponents and one-third if the highest ranked team in the round lost the match to its knock out opponent. The maximum carryover used in the Finals will be: 8 for a 32 board

## **II. Line-Up Procedure**

Since RR pairings are already established, you should provide in advance for each line-up when you are visiting team. If you are home team instead, you can wait to be contacted from the organization because having seating rights you can choose your opponents.

Please send the line-ups via WhatsApp +393201142459 (best way) or email to [info@bridgehouse.club](mailto:info@bridgehouse.club)

## **III. Anti-Cheating Rules**

There is not this issue playing on RealBridge an invitational Bridgehouse Academy Event, anyway the WBF tournament Director is the only in charge about Ethics and Anti-Cheating rules (like any possible other issue).

## **IV. Maximum number of players/team**

Because of the COVID-19 emergency, it is possible that some players can't play due to 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 10 players in a team (including the playing captain), the captain can ask to add players in any moment (not for the Final stage, only during the qualifications). Exception: It is also possible to add an 11th 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 about this point of view because we want to avoid forfeitures that could affect other teams' qualification.

## **V. 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.

We suggest the double tap/click not to risk several mistakes in playing/bidding.

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. 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.

## VI. 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.

## **VII. DEALS**

All the deals will be generated in a random way by RealBridge, and automatically duplicated by RealBridge.

## **VIII. Notes**

The tourney will be played using open notes as in live bridge, then you can look your notes just when you are dummy.

## **IX. Convention Card**

It is recommended to print your opponents' convention card in a way to have a situation like in a face to face match.

## X. Camera and audio

Remember that on RealBridge it is compulsory the use of a webcam and a microphone (also the default integrated in the computer or in the tablet is ok).

On RealBridge, it is recommended to have a wide framing camera. Using an iPad/Tablet it is harder to have a wide framing, that's why RealBridge suggests using a computer rather than a iPad/Tablet. Using a computer would be easier.

## XI. Screens

Since we are playing using screens you should self-alert your bids, and explain talking to you opponent or writing the explanations. The other opponent and your partner won't be able to hear you, even though you speak loudly, because the RealBridge software blocks communications over the screen. Instead the director will be heard from all the table and therefore could ask to write rather than speaking.

## XII. Login

Around 20 minutes before the start of the match you will receive a link to log in. Once you logged in you will be on Realbridge lobby, then take sit at you own table (you can find it looking at the name of each table).

On <https://bridgehouse.club/1st-top-8-invitational-event-february-1-5-2021/>

you will find the line-up link for each round. So you should sit in the polarity communicated for line-up (Open Room/Closed Room).

After receiving the link you will click on it, so you will be asked to fill your real name. You are kindly asked to log in using always the same name (e.g. Mary Steward). **Once entered using your name you will have to use always the same name.**