

Tournament rules of Slavonice Cup 2008

1. Initial definitions

1.1. The tournament Slavonice Cup 2008 is a team tournament recognized by the Czech bridge federation. Number of teams is limited to 16. Every team consists of at least 4 and at most 8 players. There is no restriction on participants, everyone may play.

2. Responsibility

2.1. The tournament is organized by bridge club Pardubice in cooperation with the Competitions' committee (CC) of the Czech Bridge Federation (CBF) according to the international laws of duplicate bridge, the competition rules of the Czech bridge federation and these tournament rules. Situations, which are subject of contradiction and are not covered by these documents, may be solved on the captains' meeting, which may be organized before any of the rounds.

2.2. Tournament director (TD) is responsible for the bridge organization of the tournament and accuracy of results. TD will right after the tournament hand in the results, lineups in every match and penalties with clarification with the CC.

2.3. TD names the Appeals' committee consisting of 3 present players and a substitute(s) for cases, where the committee members are involved. Appeal must be submitted with bail of CZK 300. The bail will not be returned, if the Appeals' committee decides, that the appeal was groundless.

2.4. TD may name assistants to take care of some of his/her duties.

3. Lineups

3.1. Team lineup may be altered anytime during the tournament in accordance to all the played rounds. The basic rule is, that every player may play for one team only during the whole tournament. Exception of this rule must be approved by TD and all the captains.

4. Tournament structure

4.1. Tournament consists of two phases – Qualification and Finals.

4.2. Qualification

Teams are drawn into 4 base groups (A,B,C,D), where a simple round robin of 3 matches is played. Before the draw, the teams are divided into baskets based on assesment of their strength done by the organizers. There is no restriction on the organizers how to make such an assesment. If, during the draw, 3 teams with foreign players appear in one group, the draw is discarded and repeated.

In every match, 14 boards are played without a break. Result of a match is presented in Victory Points (Vps), 25-0 scale. Numbers of teams will be drawn.

Time limit for 1 match is 105 minutes, i.e. 7,5 minutes per board.

Time schedule and team seating during Qualification is as follows:

Day	Time	Round	Table							
			1	2	3	4	5	6	7	8
1.5.	16:00	1	A1-A4	A3-A2	B1-B4	B3-B2	C1-C4	C3-C2	D1-D4	D3-D2
	19:00	2	A2-A1	A4-A3	B2-B1	B4-B3	C2-C1	C4-C3	D2-D1	D4-D3
	21:00	3	A1-A3	A4-A2	B1-B3	B4-B2	C1-C3	C4-C2	D1-D3	D4-D2

Teams named as first are home. First, visiting team seats, then the home team joins. Home team plays NS in the open room.

Final ranking of each qualification group is by sum of VPs. In case of equality, following criteria is employed:

1. VPs in common match (table of common matches)
2. difference of IMPs from all Qualification matches
3. IMPs in common match (table of common matches)
4. draw

4.3. Finals

Final group, where 1st to 8th place is played for, consists of teams ranked first and second in their Qualification groups.

Final B group, where 9th to 16th place is played for, consists of teams ranked third and fourth in their Qualification groups.

Numbers for final groups are distributed as follows: 1=group A winner; 2=group A runner-up 3=group B winner;....; 8=group D runner-up; 9=third of group A;....; 16=fourth of group D

Teams carry over the result of the common match with the other team from the same Q. group advancing to the same final group. All other final matches are played in rounds 4-9 as simple round robin.

Time schedule and team seating during Finals is as follows:

Day	Time	Round	Table							
			1	2	3	4	5	6	7	8
2.5.	16:00	4	1-5	2-6	3-7	4-8	9-13	10-14	11-15	12-16
	19:00	5	4-1	3-2	8-5	7-6	12-9	11-10	16-13	15-14
	21:00	6	1-3	2-4	5-7	6-8	9-11	10-12	13-15	14-16
3.5.	16:00	7	6-1	7-2	8-3	5-4	14-9	15-10	16-11	13-12
	19:00	8	1-8	2-5	3-6	4-7	9-16	10-13	11-14	12-15
	21:00	9	7-1	8-2	5-3	6-4	15-9	16-10	13-11	14-12

Final ranking of each final group is by sum of VPs. In case of equality, following criteria is employed:

1. VPs in common match (table of common matches)
2. difference of IMPs from all Qualification matches
3. IMPs in common match (table of common matches)
4. Sum of VPs gained against 3 top-ranked teams in the group.
5. draw

5. Restrictions, penalties

5.1. Use of HUM systems and Brown sticker conventions is prohibited. Convention cards are not mandatory, but we recommend English convention cards. When suspected of misexplanation, TD may automatically take the pair without a conv. card guilty.

5.2. If a team is not able to play a match, this team will receive the best possible VP and IMP sum as in CBF competition rules' law 6.2.8. Team, which caused a match wasn't played, will receive the least possible amount of VPs and IMPs according to the same law.

If none of the teams is ready to play a common match, this match is given a result of VP 10:10; in the last round, the result is 5:5 and more penalties apply according to law 6.2.9.

5.3. Players playing in a match must be ready at their tables in the time given. TD will undertake all possible steps to start on time. Unreasoned latecoming is a subject to an automatic penalty according to law 5.2 of CBF's competition rules.

5.4. Visiting team captain has to announce the lineup for a round to the opposing team five minutes before the round starts. Late announcement allows the opponents starting play 5 minutes after the starting time free of penalty.

5.5. Closed room players have to stay in the closed room or leave the playing area until their open room game finishes.

5.6. Comparing of the match results must be made outside of closed room.

6. Classification

6.1. Players will be awarded masterpoints (KB) according to CBF classification laws.

7. Validity

These rules apply just in the Slavonice Cup 2008.