

AUSTRALIAN BRIDGE FEDERATION (In force as at 01/06/08)

TOURNAMENT REGULATIONS

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TOURNAMENT REGULATIONS

PREAMBLE

These ABF Tournament Regulations (the Regulations) supersede previous Regulations that have been in force since 1989. It is the future intention of the ABF to update the Regulations further, as required and in timely fashion. Expressions used in these Regulations and not defined under the heading “Definition of expressions” (immediately below) shall have their ordinary meaning in bridge terminology and/or as defined in “*The Laws of Contract Bridge 2007*” (the “Code”). The singular shall include the plural and *vice versa*, and reference to one gender shall include the other.

The document commences with a list of Definitions of expressions used in the Regulations. The document concludes with Appendices that include a list of ABF Events (section 31), the ABF System Regulations, the ABF Regulations for Written Bidding and Bidding Boxes, the ABF Alerting Regulations and the ABF Regulations for Play with Screens (sections 32-35, respectively).

DEFINITION OF EXPRESSIONS

<u>ABF</u>	The Australian Bridge Federation Incorporated. The term “ABF” is used in these Regulations to refer to the officer (e.g. President, General Counsel, Convenor) or committee (e.g. the Council, the Management Committee, the Tournament Committee) given responsibility from time to time for taking particular decisions.
<u>ABF Event</u>	ABF Events are major events played at ABF Tournaments. ABF Events may form part of “Licensed Tournaments” (paragraph 1.2). ABF Events invariably award gold masterpoints (section 27) and frequently award PQP (section 26). A list of ABF Events is given in Appendix 1 (section 31).
<u>ABF Laws Committee</u>	The ABF Committee (that may be known by another name) responsible, along with NZ Bridge, for Zone 7 law interpretation, regulation and guidance.
<u>ABF Tournament</u>	Unless the context requires otherwise, the term "ABF Tournament" where used in the Regulations, includes all ABF Events and any supplementary or side event played during a Championship, Festival or Congress conducted by the ABF or on its behalf
<u>ABF Tournament Committee</u>	The ABF Tournament Committee (ABFTC) is the committee appointed by the ABF under its constitution to deal with all matters relating to Tournaments, Championships, Festivals or Congresses conducted by the ABF or on its behalf.
<u>ABF Tournament Unit</u>	The body of officials appointed by the ABF to oversee the smooth conduct of ABF Tournaments.
<u>Appeals Advisor</u>	The official appointed by the Tournament Organiser whose function is to advise prospective appellants regarding the wisdom of pursuing an appeal.
<u>BBO</u>	Bridge Base Online, a specific interactive network for, <i>inter alia</i> , presentation of major bridge tournaments around the world.
<u>Board Rule</u>	The concept (section 24) that requires a player to play a minimum number of stanzas in an ABF Event in order to qualify for the award of PQP (section 26).
<u>Carryover</u>	A “Carryover” is a bonus score that is carried forward from one stage of a multi-stage event to a subsequent stage. Carryover applies to the Butler Pairs Championships, the ANC (Interstate) Teams Championships, the Playoffs and certain other ABF Events.

<u>Chief Tournament Director</u>	The Chief Tournament Director is the director-in-charge. The terms “Chief Tournament Director” and “Director-in-Charge” are synonymous and interchangeable. See also “Director”.
<u>Code</u>	The Laws of Duplicate Bridge as promulgated by the World Bridge Federation and ratified by the ABF.
<u>Contestant</u>	See “House contestant”.
<u>Convention</u>	A call or play with a defined meaning, which may be artificial.
<u>Conventional</u>	Pertaining to “convention”.
<u>Curtain card</u>	A card inserted in the pocket of a board (or wallet) that shows the hand that is intended for that pocket. Where curtain cards are in use, each player is required, before the auction commences, to consult his curtain card to ensure that the hand in the pocket coincides with the hand shown on the card.
<u>Director</u>	Generally, the term “Director” means the Chief Tournament Director or his/her nominee. However, there are certain clauses in these Regulations (e.g. paragraphs 12.3, 27.1c) where reference is made specifically to “Chief Tournament Director”; in such instances, the allusion is to the Chief Tournament Director, not to his/her nominee.
<u>Director-in-Charge</u>	See “Chief Tournament Director”.
<u>House Contestant</u>	A House Contestant is one or a group of players recruited by the Tournament Organiser (i) to make up an even number of teams or pairs in an ABF event, (ii) to make up an existing team to four players, (iii) to make up a pair, or (iv) to fill a place in an Individual field. House Contestants may include players ineligible to enter the event. For individual, pairs or teams events, the group may number more than one, two or six, respectively. The term is generic and includes House Player, House Pair and House Team.
<u>House Pair</u>	A House Pair is a group of players (which may number more than two) recruited by the Tournament Organiser to make up an even number of pairs in the field for an ABF pairs event. The House Pair may otherwise be ineligible to enter the event.
<u>House Player</u>	A House Player is a player recruited by the Tournament Organiser to make up a pair or a team or to fill a place in an Individual field. The House Player may otherwise be ineligible to enter the event.
<u>House Team</u>	A House Team is a group of players (which may number more than six) recruited by the Tournament Organiser to make up an even number of teams in the field for an ABF teams event. The House Team may otherwise be ineligible to enter the event.
<u>IMP</u>	International Match Point(s).
<u>Licensed Tournament</u>	Tournaments conducted by State or other bodies in cooperation with the ABF are defined as Licensed Tournaments. License fees may be payable to the ABF by the cooperating bodies. Examples of Licensed Tournaments include the Autumn Nationals and the Hans Rosendorff Memorial Pairs.
<u>Match Recorder</u>	A Match Recorder is an official appointed by the Tournament Organiser or by the Director to record details of the auction and/or play at a particular table, usually in semi-finals and finals of ABF events.
<u>Monitor</u>	A Monitor is an official appointed by the Director to observe play at a table and report to the Director on matters relating to slow play, to etiquette and decorum, and to any other matters relating to the smooth running of the tournament.
<u>NZ Bridge</u>	The governing body of bridge in New Zealand (the New Zealand equivalent of the ABF).
<u>Playoffs</u>	See “Selection Events”.
<u>PQP</u>	Playoff Qualifying Point(s)

<u>Recorder</u>	The Recorder is an official appointed by the Tournament Organiser to hear, and deal with as he sees fit, complaints (not strictly the province of the Director) from players relating to behaviour and decorum.
<u>Regulating Authority</u>	The organisation responsible for overall conduct of tournaments. Formerly known as the Sponsoring Organisation.
<u>Regulations</u>	These Tournament Regulations.
<u>Replacement Pair</u>	A Replacement Pair (paragraph 4.4) is a pair that replaces another pair that has withdrawn from an Australian team after its selection or from a Selection Event after close of entries due to circumstances such as illness, unavoidable personal problems or refusal of ratification pursuant to paragraph 3.6 of these Regulations.
<u>Replacement Player</u>	A Replacement Player (paragraph 4.4) is a player that replaces another player who has withdrawn from an Australian team after its selection or from a Selection Event after close of entries due to circumstances such as illness, unavoidable personal problems or refusal of ratification pursuant to paragraph 3.6 of these Regulations.
<u>Round</u>	A round is a part of a session played without progression of players.
<u>Selection Events</u>	Events used by the ABF to select Australian teams. The usual Selection Events are the “Australian Playoffs”, but they may be other events as recommended by the ABFTC and endorsed by the ABF.
<u>Session</u>	A session is an extended period of play during which a number of boards [typically between 20 (S-WPT) and 30], specified by the Tournament Organiser, followed by a distinct break is scheduled to be played.
<u>Stage</u>	A stage is a distinct part of a multi-stage event. For example, the NOT has elimination, qualifying, semi-final and final stages; the GNOT National Final has several knockout stages.
<u>Stanza</u>	A stanza is a period of play without a distinct break and (is part of a session) during which a number of boards specified by the Tournament Organiser is scheduled to be played. For example, a stanza may be (i) one round of a Swiss pairs event, such as the Australian Swiss Pairs or the Dick Cummings Open Pairs, where more than one stanza is played per session; or (ii) a 16-board round of a semi-final or final; or (iii) a full session of match-pointed pairs such as is played in the ANC (Interstate) Pairs Championships.
<u>State association</u>	The body in each Australian state or territory responsible for administration of bridge. There are eight State associations and constitutionally, they are members of the ABF.
<u>Supplementary Regulations</u>	The Supplementary Regulations is the set of regulations specific to an ABF Tournament. The Supplementary Regulations are deemed to be part of these ABF Tournament Regulations. The Supplementary Regulations are drawn up and promulgated by the Tournament Organiser in cooperation with the ABF Tournament Unit (section 29).
<u>Target Event</u>	A Target Event is an international event nominated by the ABFTC (and endorsed by the ABF) as the primary target of an Australian team.
<u>Tournament Organiser</u>	The official, recognised by the Regulating Authority (see the Code), responsible for organising the tournament (also known as the Convenor). Where a committee or body is responsible for organising the tournament, the Tournament Organiser is deemed to be the Chairman of that committee or body.
<u>Tournament Sub-Committee</u>	The committee appointed by the Tournament Organiser (and referred to in the Supplementary Regulations) that is responsible for all matters that arise during the course of the Tournament, Championship, Festival or Congress that are not specifically the function of the Tournament Organiser, the Director or another committee.

<u>Unit</u>	An individual (in an individual event), a pair (in a pairs event) or a team (in a teams event)
<u>Vugraph</u>	A means, usually as an interactive network, of presentation of bridge tournaments to an audience. (BBO is a specific example of presentation of major bridge tournaments to audiences around the world.)
<u>VP</u>	Victory Point(s).
<u>WBF</u>	The World Bridge Federation.
<u>Zone 7</u>	The South Pacific Zone of the WBF.

1. INTRODUCTION

- 1.1 These Regulations (the "Regulations") shall apply to all tournaments conducted by the Australian Bridge Federation Incorporated ("ABF") either alone or in co-operation with State associations or other bodies. Unless the context otherwise requires, the expression "ABF Tournament", where used in the Regulations, shall include all ABF Events and any supplementary or side event played during a Championship, Festival or Congress conducted by the ABF or on its behalf as well as each event forming part of such Championship, Festival or Congress.
- (a) Examples of an ABF Tournament include the Summer Festival of Bridge, the Australian National (Interstate) Championships (ANC), the Barrier Reef Congress, Territory Gold and the Golden West.
 - (b) Examples of an ABF Event include the South-West Pacific Teams, the National Open Teams, the Australian Mixed Teams Championship, the Open Butler Pairs Championship, and the Eric Parsons Swiss Pairs.
 - (c) Examples of a supplementary event include Welcome Pairs and ANC Congress Pairs.
- 1.2 Conduct of ABF Tournaments
- 1.2.1 Pursuant to Law 80A1(c) of the Code, the ABF is the Regulating Authority in relation to ABF Tournaments that it conducts itself or conducts in co-operation with State associations or other bodies.
- 1.2.2 Pursuant to Law 80A1(c) of the Code, the ABF may delegate its regulatory powers regarding the conduct of ABF Tournaments to State associations or other bodies.
- 1.2.3 Pursuant to Law 80A1(c) of the Code, the ABF may not assign its regulatory powers regarding the conduct of ABF Tournaments to State associations or other bodies.
- 1.2.4 Tournaments conducted by State or other bodies in cooperation with the ABF are defined as Licensed Tournaments and license fees may be payable to the ABF by the cooperating bodies.
- 1.2.5 Licensed Tournaments are bound by these Regulations.
- 1.3 ABF Events are categorised according to strategic objectives, the quality of the event, and the size and depth of the field. Specific ABF Events are assigned the category stated in Appendix 1.
- 1.4 The schedule of ABF events contained in Appendix 1 will be revised annually on the advice of the ABF Tournament Committee (hereinafter ABFTC). The said revision will apply for the following calendar year.
- 1.5 From time to time, the ABFTC may recommend to the ABF (i) the removal of particular events from the list of ABF Events in Appendix 1 or (ii) the addition of new events to that list. Any event proposed for such addition must meet the criteria set out in section 27.1 of these Regulations.

- 1.6 Each year, the ABFTC will recommend to the ABF the international event to be designated the (primary) Target Event for Australian Teams for the following year. The Committee may also recommend other international event(s) to be considered secondary Target Event(s) for the following year.
- 1.7 Entry to events in ABF Tournaments is by "invitation to enter". A contestant's entry is not considered complete until the entry has been accepted and all entry fees for that contestant have been received by the Tournament Organiser.
- 1.8 Only eligible players may contest ABF events. Eligible players are those with an active ABF number or other players so designated in the Supplementary Regulations.
- 1.9 The Tournament Organiser shall make every endeavour to obtain an even number of entries for each event. In the absence of an even number of entries, the Tournament Organiser shall make every endeavour to enlist a "House Contestant" ("House Team", "House Pair" or "House Player"), (which may, at the discretion of the Tournament Organiser, contain any number of players and include ineligible players) to make up an even number of participant teams in teams events, to make up an even number of participant pairs in pairs events or to fill a field in an individual event. It is ABF tournament policy not to play triangles in teams events.
- 1.10 ABF Tournaments shall be played under The Laws of Contract Bridge as promulgated from time to time by the World Bridge Federation (WBF) and ratified by the ABF (the "Code").
- 1.11 Each ABF Tournament shall have Supplementary Regulations which shall be deemed to be part of these Regulations. In the case of conflict that is not resolved pursuant to section 29 of these Regulations prior to commencement of play, these Tournament Regulations shall prevail. The Tournament Organiser will normally promulgate the Supplementary Regulations at least 14 days prior to the first session of the tournament.
- 1.12 Once the Supplementary Regulations for an ABF tournament have been posted to the ABF website, competitors in that tournaments are responsible for acquiring knowledge of those Regulations. Entries are accepted on the basis that the Regulations will apply.
- 1.13 No claim shall lie against the ABF by reason of the conduct of any ABF Tournament pursuant to the Regulations.
- 1.14 Competitive integrity requires that every competitor in an ABF tournament try to do as well as possible on each board played. This regulation is directed to intention. Examples of a breach of this regulation would be:
 - (a) To lose a match deliberately during a round robin of an ANC (Interstate) Teams Championship in order to improve a team's chance of winning the title by having an "easier" opponent to play in the final.
 - (b) To engineer deliberately a poor result during a pairs event in order to assist the opponents or to impede the chance of some other pair.

A breach of this regulation will result in disciplinary action by the ABF and the offence will be treated as a serious one. Intention will, for the purpose of assessing whether a breach has occurred, be inferred by the ABF from the result actually obtained having due regard to all factors reasonably explicatory of such results. The criterion used will be "balance of probabilities".

1.15 Official language

- 1.15.1 The English language is the official language for all ABF Tournaments, Championships, Festivals and Congresses. During a session, players may converse (and all explanations shall be given) only in English unless both captains (teams) or all four players (pairs) agree to use some other common language at their own risk.
- 1.15.2 If necessary, translation into English is the responsibility of the team captain(s).
- 1.15.3 Appeals based on misunderstanding in a language other than English will not be entertained.
- 1.16 For ABF Events, the name of each team shall be the name of the captain or the non-playing captain. Exceptions will be made for sponsored teams. In such cases, the name of the sponsor may be used provided that the ABF gives written approval to the Tournament Organiser. The ABF reserves the right to charge a fee as a condition of giving such approval.

2. **APPEALS SUB-COMMITTEE, TOURNAMENT SUB-COMMITTEE AND RECORDER**

- 2.1 For each ABF Tournament, there shall be an Appeals Sub-Committee, a Tournament Sub-Committee and a Recorder. Subject to the Constitution of the ABF, the Supplementary Regulations shall appoint the Chairman of each Sub-Committee and provide for membership of those Sub-Committees.
- 2.2 The Appeals Sub-Committee, Appeals Advisor, Appeals, Appeals Forms
 - 2.2.1 The quorum of an Appeals Sub-Committee shall be three persons unless otherwise determined by the Chairman.
 - 2.2.2 The function of the Appeals Sub-Committee shall be to adjudicate all appeals from rulings of the tournament directors (the "Director") directing an ABF Tournament.
 - 2.2.3 The Appeals Sub-Committee shall follow the procedures set out in the ABF Appeals Rules. No person who is interested in an appeal or who has prejudged the appeal shall be a member of the Sub-Committee that adjudicates it.
 - (a) "Interested" as used in this paragraph shall mean a person who in the opinion of the Chairman of the Sub-Committee should reasonably be thought to be likely to obtain some benefit from the adjudication.
 - (b) "Prejudged" as used in this paragraph shall mean a person who has expressed an opinion on the outcome of an appeal.
 - (c) Should this provision disqualify the Chair, an Acting Chair shall be appointed.
 - 2.2.4 Unless the Supplementary Regulations specify otherwise, the time allowed for lodging an appeal shall expire 30 minutes after the official score has been posted or 30 minutes before the scheduled commencement of the following session, whichever is later, except for the last session of a stage of an event, when the time allowed for lodging an appeal shall expire 30 minutes after the official score has been posted. Advice to the Director of intention to appeal is deemed to represent "lodging an appeal".
 - 2.2.5 All questions of fact, involved in appeals from the Director's rulings or otherwise pursuant to these Regulations shall be appellable to and adjudicable by the Appeals Sub-Committee. (However, under the Code, the Director may not be overruled on a point of law or regulation or on a disciplinary penalty.)

- (a) There shall be no appeal from any decision of the Appeals Sub-Committee where duly constituted and conducted in accordance with these Regulations.
- (b) Any question raised in writing as to the due constitution or proper procedure of the Committee (no other form of question shall be permitted and such questions must be raised within 24 hours of the giving of the decision or one hour after the posting of final results whichever shall be the earlier) shall be determined by the Tournament Sub-Committee whose decision shall be final. If a Sub-Committee is found not to have been duly constituted or to have failed to follow in substance the procedures set out in the ABF Appeals Rules, its determinations shall be null and void and the appeal or reference shall be heard *de novo* by a duly constituted Appeals Sub-Committee. See also paragraph 2.2.8 of these Regulations.

2.2.6 The Supplementary Regulations will appoint one or more Appeals Advisors. The function of the Appeals Advisor shall be to advise a prospective appellant whether there are grounds for lodging an appeal. It is not obligatory for a prospective appellant to consult the Appeals Advisor before lodging an appeal. However, in determining whether an appeal is “substantially without merit” and whether to apply a penalty, the Appeals Sub-Committee shall consider the advice given to the appellant by the Appeals Advisor.

2.2.7 The Tournament Organiser shall supply Appeals Forms. The Appeals Form shall make provision for statements by the appellant, by the non-appealing side and by the director who made the ruling that initiated the appeal. The Appeals Form shall also make provision to indicate whether an Appeals Advisor has been consulted before lodgment of the appeal; the Appeals Advisor shall confirm the fact of the consultation by signature. For reasons of time, the Chairman of the Appeals Sub-Committee may rule that an appeal be heard without prior completion of an appeals form.

2.2.8 The ABF Laws Committee may review any Appeals Sub-Committee decision arising from any tournament conducted by or on behalf of ABF. The Laws Committee will, however, limit its functions to the ABF/NZ Bridge interpretation of the Code and will not decide facts or change or purport to change any ruling that has been made. It follows that the Laws Committee will not overturn the result of an event but may issue an opinion in order to establish or confirm a legal precedent or procedure.

2.3 The Tournament Sub-Committee

2.3.1 The quorum of a Tournament Sub-Committee shall be two persons, except in circumstances (section 2.3.4. of these Regulations) where these Tournament Regulations require “a Tournament Sub-Committee of not less than five members” to adjudicate.

2.3.2 The function of the Tournament Sub-Committee shall be (consistently with the Code and the Regulations) to oversee the efficient conduct of the ABF Tournament. It shall discharge in that regard such duties as are not by the Code or the Regulations expressly the responsibility of the Tournament Director or the Appeals Sub-Committee including in an emergency or unforeseen circumstances the duty to promulgate (*ex post facto* if necessary) any further Regulation that may be required for the proper conduct of the ABF Tournament. Any question as to the jurisdiction of the Tournament Sub-Committee either generally or *vis a vis* the Appeals Sub-Committee shall be determined by the ABFTC whose decision shall be final. The Tournament Sub-Committee may take action of its own motion or initiative. Such action may involve the imposition of a penalty of loss of points and/or adjustment of scores for the event in question.

2.3.3 The provisions of section 2.2.3 of these Regulations and the ABF Appeals Rules in relation to procedures shall (*mutatis mutandis*) apply to the Tournament Sub-Committee.

2.3.4 The Tournament Sub-Committee shall during any ABF Tournament, Championship, Festival or Congress and thereafter until the venue has been vacated (subject to the exception in paragraph (d) of section 3.4 of

these Regulations) be entitled to exercise the disciplinary powers of the ABF provided that a Tournament Sub-Committee of not less than five members shall be convened for this purpose and provided further that nothing in this section (2.3.4) contained or implied shall negate the powers of the Tournament Director under the Code.

2.4 Recorder

The Supplementary Regulations shall appoint one or more Recorders to whom matters can be reported by players on a confidential basis.

- 2.4.1 The function of the Recorder is to receive communications (oral or written) from individual players as to concerns that arise from incidents at the table.
- 2.4.2 To facilitate such communications, the Recorder should be available immediately before and after each session and otherwise according to advice given to the Director.
- 2.4.3 The Recorder shall consider each such communication and decide on the appropriate action, to serve the best interests of the particular tournament and of the game of bridge in general. In doing so, the Recorder shall give each side an equitable hearing and may:
 - (a) Seek input from the Director, another Recorder and from other players at the table
 - (b) Form an opinion about the veracity of the information presented by the complainant and about the veracity of any rebuttal by the player(s) complained against
 - (c) Judge whether there may have been provocation
 - (d) Form an opinion about the proportion of blame attributable to either side
 - (e) Form an opinion about the seriousness of the incident and make a recommendation as to whether further action should be taken immediately or whether it is sufficient to keep a note of the incident for future reference;
 - (f) Where immediate action is recommended, make a suggestion as to an appropriate course of action.
- 2.4.4 The Recorder may give advice to players involved in the incident and may, but is not bound to, indicate the substance of what will appear in his report. The Recorder has no power to prescribe penalties.
- 2.4.5 Within 14 days of the conclusion of the event, the Recorder shall forward to ABF Legal Counsel two copies of a report on the incidents that were reported.

3. DISCIPLINARY POWERS OF THE ABF

- 3.1 The ABF reserves the right in its discretion to reject any entry (to an ABF Tournament, Championship, Festival or Congress) that includes a player who does not qualify under the conditions of contest or who is “not in good standing” with any State Association or with any affiliated bridge club.
- 3.2 As a consequence of incidents that may occur in an ABF Tournament, Championship, Festival or Congress, the ABF reserves the right in its discretion to reject the entry of any player, pair or team for any future ABF Tournament, Championship, Festival or Congress conducted by the ABF or otherwise under its auspices whether for a limited or unlimited time and without assigning any reason for such rejection.
- 3.3 In addition to or in substitution for the exercise of any power under the Code as modified by these Regulations, and any other power referred to in this section 3, the ABF reserves the right to request a State Association to take disciplinary action against any member of that State Association or of a club affiliated

with that State Association as a consequence of events which may occur in an ABF Tournament, Championship, Festival or Congress.

- 3.4 Without thereby attempting to limit the matters which may give rise to the exercise of the disciplinary powers of the ABF, any one or more of the following matters shall constitute an offence by a contestant in respect of which the ABF shall be entitled to exercise such disciplinary powers as it sees fit, namely:
- (a) Any breach of the laws or proprieties of bridge as set out in the Code as modified by these Regulations.
 - (b) Any behaviour during the course of an ABF Tournament, Championship, Festival or Congress which the Director or the Tournament Sub-Committee shall rule offensive or a departure from the standards required under section 16 of these Regulations.
 - (c) Any behaviour within or nearby the venue of an ABF Tournament, Championship, Festival or Congress, immediately before its commencement, during its conduct or soon after its completion, which the Director or the Tournament Sub-Committee shall rule offensive.
 - (d) Any behaviour by any player receiving an ABF subsidy, in whole or in part for his/her participation in the ABF Tournament, Championship, Festival or Congress at premises for accommodation, which the Director or the Tournament Sub-Committee shall rule offensive.
 - (e) Any unauthorised withdrawal from an ABF Tournament, Championship, Festival or Congress being a withdrawal for a period of any one deal or longer, not approved in advance by the Director or the Tournament Sub-Committee, or ratified thereafter by either of them in the case of accident or emergency not allowing advance approval. For all purposes under this paragraph 3.4 (e), a pair shall be deemed to have withdrawn from the Tournament unless both members of the partnership are in attendance and ready to play every deal which they are scheduled to play at the time or times respectively set down for this purpose except in the case of an approved or ratified withdrawal as aforesaid.
 - (f) Any breach at any material subsequent time of the terms of any agreement or undertaking given by any player in an ABF Selection Tournament to the ABF as a condition of entry thereto it being acknowledged that in the event of there being any dispute of fact as to whether there has been such a breach the opinion of the ABF shall prevail.
 - (g) Any other behaviour that shall be deemed by the ABF to bring the game of bridge and/or the ABF into disrepute.
- 3.5 During any Tournament, Championship, Festival or Congress (and thereafter until the venue is vacated), the Director and/or the Tournament Sub-Committee may exercise the disciplinary powers of the ABF under section 3.4 of these Regulations. Should the Director and/or the Tournament Sub-Committee not wish to exercise these disciplinary powers, the matter of concern shall be referred to the ABF as part of the Director's Report as required by section 28 of these Regulations.
- 3.6 It is acknowledged by all players entering ABF Selection Tournaments that their right to play in the Selection Tournament and their subsequent selection in an Australian team depend upon ratification. The ABF may choose to refuse ratification without assigning any reason provided always that, at any meeting of the ABF where a motion to refuse ratification is put, it shall not be dealt with by that meeting or by any subsequent meeting until the player or players the subject of whose ratification is in question is or are given an opportunity to be heard by the ABF either in person or by written statement.
- 3.7 If the ratification of any player is refused pursuant to paragraph 3.6 of these Regulations, that player may be replaced by a Replacement Player (see paragraph 4.4).

4. SUBSTITUTION, AUGMENTATION, CHANGE OF PERSONNEL, AND REPLACEMENT

4.1 Substitution

Substitution is not right but a privilege that may be granted by the Director.

- 4.1.1 The number of substitutions allowed in any ABF Event, unless otherwise specifically provided for in the Supplementary Regulations, shall be according to the scale below: A stanza is defined as any number of boards after which there is a break in play as provided for in the Supplementary Regulations.

Number of stanzas	Number of stanzas for which substitute(s) allowed
1	0
2	1
3	1
4	2
5	2
6	3
7	3
>7	0.5n (rounded down to the nearest whole number)

The Director may authorise substitution for part of a stanza. In such a circumstance, the substitution shall be regarded for the purposes of determining “the number of substitutions allowed” as equivalent to substitution for one stanza, unless the Director rules that the number of boards played by the substitute is insignificant, in which case no substitution shall be recorded.

- 4.1.2 Any substitution must be authorised by the Director. Emergency substitutions not covered by the Regulations may be allowed for substantial cause by a special ruling of the Tournament Sub-Committee subject in such cases to such terms as the Sub-Committee shall impose. In the last resort, the Director may take whatever action is necessary to keep the tournament in motion.
- 4.1.3 The Director is authorised to permit any substitute provided that he/she judges that the substitute is of equivalent standard (according to the ABF Masterpoint Scheme, the ABF Ranking Scheme, partnership experience or other relevant criteria) to the player for whom the substitute is sought. Under these circumstances, scores obtained during the substitution shall not be subject to adjustment. Any player at the relevant table may appeal against the Director’s judgement of equivalence. Such appeal will be heard by the Tournament Sub-Committee which may, if the appeal is successful, award an adjusted score. Should the appeal be deemed “substantially without merit”, the appellant may be subject to whatever penalty the Tournament Sub-Committee shall consider appropriate.
- 4.1.4 If the exigencies of the event require a substitution, and there is no available substitute of a standard equivalent to the player for whom the substitute is sought, the Director may allow any substitution to preserve the movement. Under these circumstances, scores obtained during the substitution shall, if the substitute is of superior standard to the player for whom he/she substitutes, be subject to (downwards) adjustment at the Director’s discretion. Any player may appeal against the magnitude of such adjustment. Such appeal will be heard by the Tournament Sub-Committee which may, if the appeal is successful, alter the adjustment. Should the appeal be deemed “substantially without merit”, the appellant may be subject to whatever penalty the Tournament Sub-Committee shall consider appropriate.
- 4.1.5 If the substitute fails to satisfy a stratification category (e.g. a male substituting for a female in mixed pairs, a substitute who does not meet the terms of eligibility for a restricted team) then the pair/team will henceforth be deemed ineligible.

- 4.1.6 Substitution shall be permitted only for cause such as illness or personal emergency, not for convenience. The Director shall report to the Tournament Sub-Committee any instance where he/she is of the opinion that the substitution was for insubstantial cause. The Tournament Sub-Committee may treat a substitution without proper cause as an unauthorised withdrawal.
- 4.2 Augmentation
Augmentation is the expansion of a team without replacement. For ABF Events, augmentation of a team of four or five players to a team of five or six players may be made after entries have closed or during the course of the event provided that paragraphs 4.2.1 and 4.2.2 are satisfied.
- 4.2.1 After entries have closed but before play has commenced
A team of four or five players may augment to a team of five or six players (provided that the conditions of contest make provision for teams of five or six) by application to the Tournament Organiser and subject to his/her approval.
- 4.2.2 During the course of an ABF Event
- (a) Except as defined by paragraph 4.2.2. (b) hereof, a team of four or five players may augment to a team of up to six players by application to the Tournament Sub-Committee. The Tournament Sub-Committee, in its sole discretion, may approve the augmentation provided that the players to be augmented are not members of another team that is already playing in the event. The expression determining up to what point in an event the said augmentation may occur up is $0.5n + 1$ (rounded down to the nearest whole number). Thus, for example, augmentation may occur until and including:
- Round 8 in 14-round events
 - Round 7 in 12-round events
 - Round 6 in 10-round events
 - Round 5 in 8- and 9-round events
 - Round 4 in 6- and 7-round events
 - Round 3 in 4- and 5-round events
 - Round 2 in 3-round events
- (Exception – no augmentation is permitted in 2-round events)
- (b) No augmentation shall be permitted:
- During the Playoffs
 - During the NOT
 - During the semi-finals and final of any other ABF Event
 - During the repechage final stage of the GNOT National Final
 - After knockout round 3 of the GNOT National Final
 - After Swiss repechage round 4 of the GNOT National Final
- 4.3 Change of personnel
After entries have closed, but before play has commenced, a team may change its personnel by application to and subject to the approval of the Tournament Organiser. Before approving the said change(s), the Tournament Organiser must be satisfied that the player(s) to be replaced agree to the replacement. Should the Tournament Organiser have reason to believe that the proposed replacement involves aggravated circumstances, he/she shall immediately refer the matter to Legal Counsel of the ABF who is empowered under paragraph 3.1 of these Regulations to reject the proposed entry, the original entry or both.

4.4 Replacement, Replacement Players and Replacement Pairs

Replacement applies when a player or pair withdraws from an Australian team after its selection or from a Selection Event after close of entries due to circumstances such as illness, unavoidable personal problems or refusal of ratification pursuant to paragraph 3.6 of these Regulations.

4.4.1 Replacement of a single member of an Australian team. When a player needs to be replaced under the provisions of paragraph 4.4, his/her partner may nominate up to two Replacement Players (and may, if he/she wishes, specify a preference) from among players with whom he/she has earned PQP (see also section 26 of these regulations) as a member of the same PQP unit during the current year or during the previous year. The Replacement Player shall be chosen, if necessary, and endorsed by the ABFTC in consultation with the other members of the team. The Replacement Player shall be subject to ratification by the ABF Management Committee under the provisions of paragraph 3.6 of these Regulations. In the event that the ABFTC refuses endorsement or the Management Committee refuses ratification, the pair shall be deemed to have withdrawn from the team.

4.4.2 Replacement of a pair who are members of an Australian team. The following procedure applies:

- (a) Where the Australian team has been selected using a pairs format, the Replacement Pair will be the pair in the next finishing position in the Selection Event (Playoff)
- (b) Where the Australian team has been selected using a teams format, the Replacement Pair will be selected from the team in the next finishing position the Selection Event (Playoff). The selection of the Replacement Pair will be done by the remaining members of the Australian team.
- (c) The selection of a Replacement Pair shall be ratified by the ABF.

4.4.3 Replacement of a single member of a pair or team entered in a Selection Event

The Replacement Player may be any player who meets the criteria (e.g. PQP requirement) for entry to the Selection Event. After the addition of the Replacement Player, the pair must meet the criteria (e.g. total PQP requirement) for admission to the Selection Event.

4.4.4 Replacement of a pair of a team entered in a Selection Event

The Replacement Pair may be any pair that meets the criteria (e.g. PQP requirement) for entry to the Selection Event. After the addition of the Replacement Pair, the team must meet the criteria (e.g. total PQP requirement) for admission to the Selection Event.

4.4.5 In the last resort, the ABF may select a Replacement Pair.

5. SYSTEMS, SYSTEM CARDS, SEATING AND DECLARATION OF LINEUPS

The most recent published version of “ABF System Regulations” applies to all ABF Tournaments, Championships, Festivals and Congresses. Paragraphs 5.1 through 5.3.7 below are included in these ABF Tournament Regulations (i) in situations where the ABF System Regulations provide discretion and (ii) as an aid to players, directors and tournament organisers. (The said paragraphs do not conflict in any way with the ABF System Regulations.) The full ABF System Regulations are to be found in Appendix 2.

5.1 There are five categories (colour-coded) of system:

- (a) GREEN (natural)
- (b) BLUE (strong club/strong diamond)

- (c) RED (artificial)
- (d) YELLOW (highly unusual methods – HUM)
- (e) BROWN STICKER (systems containing conventions/treatments that place demands on defensive preparedness).

5.2 Players shall classify their own systems according to the criteria given in the ABF Systems Regulations (and in paragraph 5.1 hereof). Players shall meet whatever direction relating to prior submission of systems is set out in the Supplementary Regulations for the particular event. In the absence of such direction, YELLOW systems shall be submitted two weeks prior to the commencement of the event. Players playing against a YELLOW system or a BROWN STICKER system may bring a written defence (to the YELLOW system or to those aspects that make a system BROWN STICKER) to the table provided (a) that the defence is typed or written legibly on a single sheet of A4 paper, (b) that the defence is approved by the Tournament Director, and (c) that each of the four players at the table has his/her own identical copy.

5.3 Permissible systems in ABF Events
[ABF events are defined in Appendix 1 (section 31) of these Regulations (below).]

5.3.1 Interstate Teams Championships, Butler Pairs Championships
Provided that the provisions of paragraph 5.2 of these Regulations are met, any system may be played in the Interstate Teams Championships (Open, Women's, Seniors), in all but stage I of the Open and Women's Butler Pairs Championships, and in all but stage A of the Seniors Butler Pairs Championship.

5.3.2 Australian Playoffs
Provided that the provisions of paragraph 5.2 of these Regulations are met, any system may be played in an Australian Playoff (Open, Women's, Seniors) provided that the system is permitted in the qualifying rounds of the international event which is the primary Target Event (paragraph 1.5 of these Regulations).

5.3.3 Grand National Open Teams National Final
Provided that the provisions of paragraph 5.2 of these Regulations are met, YELLOW systems may be played in knockout rounds 3, 4 and 5 and in the semi-finals and final. YELLOW systems shall not be played in knockout rounds 1 and 2, in the Swiss repechage or in the repechage final. System Regulations relating to BROWN STICKER systems do not apply to any stage of the Grand National Open Teams National Final, i.e. protection against BROWN STICKER systems is not available.

5.3.4 Other teams events
Provided that the provisions of paragraph 5.2 of these Regulations are met, any system may be played in all other teams events (paragraph 1.2 of these Regulations) with the following restrictions:

- (a) YELLOW systems shall not be played in any of the first three rounds of the event
- (b) YELLOW systems shall not be played at any time in the bottom two-thirds (rounded up) of the field.

5.3.5 Any teams event where the rounds are of less than eight boards

- (a) YELLOW systems are not permitted at any time in teams events where the rounds are of less than eight boards duration.

5.3.6 Pairs events

- (a) YELLOW systems are not permitted in any pairs event except in stages II and III of the Open and Women's Butler Pairs Championships and in stage B (and stage C where there are three stages) of the Seniors Butler Pairs Championship (see also paragraph 5.3.1 of these Regulations).
- (b) The provisions relating to BROWN STICKER systems and "protected pairs" (ABF System Regulations) are applicable to permissible systems in pairs events.

5.3.7 Supplementary and side events

- (a) YELLOW systems are not permitted under any circumstances in any supplementary or side event (paragraph 1.1 of these Regulations).
- (b) The Director shall strictly enforce the provisions relating to BROWN STICKER systems and "protected pairs" (ABF System Regulations) in all supplementary and/or side events.

5.4 System cards

5.4.1 Three types of system card are approved by the ABF for use in Tournaments, Championships, Festivals or Congresses conducted by ABF, namely the ABF standard system card, the WBF system card, and the ABF simple system card. Unless otherwise specified in the Supplementary Regulations:

- (a) The ABF standard system card shall be used in the Australian Playoffs (Open, Women's, Seniors). The WBF system card may only be used if permitted by the Supplementary Regulations.
- (b) The ABF standard system card should be used in all other ABF events (as defined in paragraph 1.2 above).
- (c) Either an ABF standard system card or an ABF simple system card may be used in supplementary and side events.

5.4.2 Each pair shall have on the table during the periods of play two legible system cards properly identified with their first and family names and their ABF numbers. The system card shall be one specified in the supplementary regulations. The onus is on the pair to prepare an accurate and reasonably comprehensive system card. Both members of a partnership must play the same system. System cards must be accessible to the opponents at all times during play. No player may look at the system card of his/her partnership during the bidding or play of any hand. Where screens are used each partner shall have one copy of his/her partnership's system card on his/her side of the screen.

5.5 A partnership's knowledge of its system

5.5.1 A partnership should know its own system. The Director may impose a procedural penalty upon any pair that consistently displays ignorance of its system and in an extreme case may require the pair to cease playing its system and revert to a more natural system for the remainder of the session. The Director shall report such a ruling to the Tournament Sub-Committee. The Tournament Sub-Committee may prohibit the partnership from playing its system in subsequent sessions and events unless and until the partnership is able to demonstrate a satisfactory knowledge of the system.

5.5.2 Should the Director consider that a pair has been damaged due to the opponents' failure to know their system, he/she may apply the provisions of the Code that relate to misinformation in order to provide redress and/or restore equity.

5.6 Seating

- 5.6.1 In events with Swiss or round-robin formats, the assignment of HOME (seats second) and AWAY (seats first) in teams matches and the NS/EW orientation of pairs in pairs matches shall be determined by the Director as equitably as possible.
- 5.6.2 For teams matches, the AWAY team shall sit first.
- 5.6.3 Before start of play in knockout matches, the team captains shall toss for seating rights. The winner of the toss may choose whether to sit first or second for the first stanza. Thereafter, seating rights alternate with each stanza. This alternation applies also in matches with an odd number of stanzas, unless otherwise specified in the Supplementary Regulations.
- 5.7 Teams with a pair or pairs registering YELLOW systems (YELLOW-system teams) lose seating rights except in finals and in the NOT. When two YELLOW-system teams are drawn to play against one another, normal seating rights apply.
- 5.8 Team captains shall declare their seating arrangements in timely fashion as directed in the Supplementary Regulations. Notwithstanding, captains of YELLOW-system teams must declare their line-ups within 10 minutes of the posting of the draw. When two YELLOW-system teams are drawn to play one another, the captain of the AWAY team must declare his line-up within 10 minutes of posting of the draw and the captain of the HOME team must declare his line-up within 15 minutes of posting of the draw.

6. REPLICATION AND RECORDING OF BOARDS

- 6.1 It is ABF tournament policy that boards should be pre-dealt and replicated and that hand records should be provided for all ABF Events and all supplementary and side events played during Tournaments, Championships, Festivals or Congresses conducted by the ABF.
- 6.2 Pre-dealing shall be done using a dealing program approved by the ABF.
- 6.3 Where curtain cards are used players shall check their card holdings with the curtain cards before the auction commences. Failure to detect a discrepancy apparent from the curtain cards may be penalised at the Director's discretion.
- 6.4 It is ABF tournament policy that players should not be required to replicate boards. However, in circumstances where it is necessary for boards to be replicated at the table, all players shall assist in, and be equally responsible for, the replication procedure.
- 6.5 It is ABF tournament policy that players should not be required to record the auction and/or the play in ABF events. While it is in the interests of the game that such records should be kept, the Tournament Organiser should endeavour to secure Match Recorders for the task. The Tournament Organiser may request players to perform the recordings but players are under no obligation to comply.

7. BIDDING PROCEDURES

The most recent published version of “ABF Regulations for Written Bidding and Bidding Boxes” applies to all ABF Tournaments, Championships, Festivals and Congresses. The clauses in this section 7 are included in these ABF Tournament Regulations as an aid to players, directors and tournament organisers. (The said clauses do not conflict in any way with the ABF Regulations for Written Bidding and Bidding Boxes.) The full ABF Regulations for Written Bidding and Bidding Boxes are appended to these ABF Tournament Regulations (Appendix 3).

7.1 Written bidding or bidding boxes shall be used in all Tournaments, Championships, Festivals or Congresses conducted by the ABF. However, when the Director believes that the circumstances warrant it, alternative bidding procedures for one or more tables may be instituted.

7.2 Normal bidding boxes are constructed for right-handed players. However, the Tournament Organiser should provide sufficient left-handed bidding boxes to meet the needs of left-handed players.

7.3 The symbols for written bidding are:

C for clubs	The numerals 1, 2, 3, 4, 5, 6, 7
D for diamonds	/ for pass
H for hearts	// for the concluding pass of the auction; however, / for the concluding pass is also acceptable
S for spades	X for double
NT for no trumps	XX for redouble

No other symbol is permitted and punctuation marks are not legal.

7.4 Written bidding – legibility

7.4.1 All calls must be made in neat, legible handwriting. Where there is any doubt about what is written, players should seek verbal clarification.

7.4.2 The Director is the sole judge and final arbiter in respect to the legibility of any written call. If, in the opinion of the director, a player has made a mistaken (illegal) call as a result of an opponent's call that is poorly legible, then Law 21B of the Code may be applied. A player has no redress if he/she has made a call based on his/her own misunderstanding.

7.4.3 If a player makes an inadvertent call as a result of the poor legibility of partner's call, that player has no recourse.

7.4.4 There shall be no appeal against the Director's judgement about the legibility of a written call.

7.5 Stop cards

The use of "stop cards" is authorised for all Tournaments, Championships, Festivals or Congresses conducted by the ABF or on its behalf where bidding boxes are in use (see also below – paragraph 29.4 of these Regulation).

7.5.1 The stop card is used during the auction as a "skip bid" warning.

7.5.2 Before a player makes a bid that skips one or more levels, a stop card should be placed face up on the table in front of the left-hand opponent. After an appropriate period (approximately 10 seconds but less at one's own discretion), the person who made the skip bid picks up the stop card whereupon the left-hand opponent may then call.

7.5.3 Left-hand opponent should ask any questions during the period when the stop card is on the table.

- 7.5.4 When a player omits to use the stop card before making a skip bid, the failure to do so may be taken into account by the Director, and subsequently by an Appeals Committee, when assessing what action to take with respect to possible extraneous information.
- 7.5.5 Frequent and/or continuing failure to use the stop card may attract a procedural penalty.

8 ALERTING

The most recent published version of “ABF Alerting Regulations” applies to all ABF Tournaments, Championships, Festivals and Congresses. The clauses in this section 8 are included in these ABF Tournament Regulations as an aid to players, directors and tournament organisers. (The said clauses do not conflict in any way with the ABF Alerting Regulations.) The full ABF Alerting Regulations are appended to these ABF Tournament Regulations (Appendix 4).

- 8.1 Alerting is compulsory. No player is permitted to request the opponents not to alert. The requirement to alert applies even though the convention/agreement is listed on the system card.
- 8.2 When a player alerts partner’s call, it is that player’s responsibility to ensure that the opponent(s) is/are properly alerted. If the Director is satisfied that the opponent(s) has not been properly alerted, he may treat the situation as a “failure to alert”. There shall be no appeal against the Director’s judgement about whether a call has been properly alerted.
- 8.3 There are four different types of call that are regarded as self-alerting, namely:
- Doubles
 - Redoubles
 - Cue bids of an opponent’s denomination/suit
 - All calls at the four-level or higher.
- 8.4 Merely to name a convention (e.g. Michaels, Lebensohl) is not an acceptable explanation. A more specific explanation must be given.
- 8.5 Failure to alert, mistaken alert, mis-explanation
- 8.5.1 If a member of the offending side becomes declarer, before the opening lead is faced, declarer and/or dummy are required to call the Director and correct the failure to alert, mistaken alert or mis-explanation in the Director’s presence. (See also the Code.)
- 8.5.2 If the offending side become defenders a correction must not be given until the end of play of the hand, at which time the Director must be called. (See also the Code.)
- 8.6 Alert procedures do not apply to defensive leads or signals. These should be listed on the system cards and attention should be drawn to unusual treatments, e.g. lower from two small, in the pre-alert section of the system card. The onus is on declarer to seek clarification of defensive signaling before and/or during the play of the hand. Accordingly defenders should never alert defensive signals, however unusual, during play.

9. SCREENS

The Supplementary Regulations may provide for play with screens at some or all tables at some or all stages of an ABF Event. The most recent published version of “ABF Regulations for Play with Screens”

applies to all ABF Tournaments, Championships, Festivals and Congresses. The full ABF Regulations for Play with Screens are appended to these ABF Tournament Regulations (Appendix 5).

10. PUNCTUALITY AND SLOW PLAY

- 10.1 The duration of a session in ABF Tournaments, Championships, Festivals and Congresses will be determined on the basis of 75 minutes per board whether or not screens are in use. Total sessional time shall include duplicating and recording boards, if relevant.
- 10.2 It is the responsibility of the players to know when sessions are due to commence. It is desirable that players should be seated 5 minutes before start of play. A player, pair or team not seated within 5 minutes after the start of a session may, at the discretion of the Director, be penalised according to the following scales:
- 10.3 Late arrival
- 10.3.1 Late arrival for a teams match or a Butler pairs match:
- | | |
|---------------------|--|
| 0-5 minutes late | warning for first offence, then 1 VP (3 IMP) for each subsequent offence |
| 5+-10 minutes late | 1 VP (3 IMP) |
| 10+-15 minutes late | 2 VPs (6 IMP) |
| 15+-20 minutes late | 3 VPs (9 IMP) |
| 20+-30 minutes late | 5 VPs (15 IMP) |
- 10.3.2 Late arrival for a match-pointed pairs event
For each board that cannot be completed due to late arrival, the offending pair shall receive 0 match points, and the opponents shall receive 60% of a top or the average of the score that they obtained for the session (stanza), whichever is higher. It is an offence, subject to disciplinary penalty, for the offending pair to hustle the non-offending pair in order to complete the boards on time; likewise, it is an offence, subject to disciplinary penalty, for the non-offending pair deliberately to play slowly in order to maximise the likelihood of score adjustment due to non-completion of boards.
- 10.3.3 Director's discretion
- In other cases of late arrival, the Director has the power to impose penalties that he/she deems to be equivalent to the above scales (paragraphs 10.3.1 and 10.3.2 of these Regulations).
 - For delays of over 30 minutes, the Director may assess a more severe penalty, including default of the match and/or disqualification from the event. A substitute pair may be used by the Director to complete the movement.
- 10.4 Slow play
It is the Director's responsibility to take whatever action is needed to limit the impact of slow play on the efficient conduct of an ABF Event. The Director may make time calls or call attention to delays in completing individual matches, but competitors should not rely upon him to do so. The Director may appoint monitors to observe rates of play.
- 10.4.1 Slow play during the course of a session
Failure to complete a session or stanza on time is not the only index of slow play. The Director has the power to penalise a partnership at any time if he/she deems its slow play is disruptive of the movement and/or the proper conduct of a Tournament, Championship, Festival or Congress.

10.4.2 Failure to complete a stanza on time

- (a) It is desirable wherever possible that all boards be completed. However, this might not be possible when one stanza closely follows the previous one. In this circumstance, one or more boards may be cancelled by the Tournament Director. Otherwise, all boards shall be played and the penalty provisions of paragraph 10.4.2c shall apply. The Supplementary Regulations shall state in which stanzas boards may be cancelled.
- (b) Where a stanza, session or match is not completed in the time allotted, both pairs or teams at the offending table(s) may be penalised unless the Director has been called to the table during the session and has ruled one pair to be innocent or to have reduced liability of slow play or unless the Director, or a monitor appointed by the Director, has sufficiently observed the table to rule that one pair be exempted from or have a reduced penalty.
- (c) The Director has the power to issue warnings for slow play.
- (d) After a “slow play” warning has been issued, a penalty may be imposed at the expiry of the time for a stanza or session for boards not completed by a pair. Where the Director cancels boards under paragraph 10.4.2 (a), the Director may determine whether or not a penalty applies. Penalties shall be as follows:

One board	1 VP (3 IMP) for each contestant
Subsequent boards	2 VP (6 IMP) per board for each contestant

- (e) A penalty is an integral part of a contestant’s score, is irreversible and, where there is carryover, carries over from one stage of an event to the next (see paragraph 10.7 below). A warning given at any stage of an event applies throughout that event irrespective of the number of stanzas and stages.

10.5 Where a pair is penalised for a late start, the starting time shall run from the official commencement time for the session. Upon the advice of the Director, the Tournament Sub-Committee may alter the length of a session (including changing the number of boards to be played) at one or more tables in order to facilitate or maintain the orderly progress of the event.

10.6 Slow play in pairs or individual events may be penalised at the Director's discretion after one warning at the rate of one-quarter of the maximum possible score on a board for each subsequent offence. Warnings carry over from session to session, but not from a qualifying session to a final session. Penalties, where there is carryover, carry over from one stage of an event to subsequent stages (see paragraph 10.7 immediately below).

10.7 Penalties for slow play are not removed in calculating carryover from one stage of an event to another pursuant to paragraph 12.10.

11. FOULED BOARDS

In all situations involving fouled boards, it shall be the Director’s objective to preserve the integrity of the board.

11.1 The Director has the power to declare a board fouled at any time in accordance with the provisions of the correction period (see paragraph 12.7 of these Regulations). Such a declaration may be informed by consultation with the player(s) at the table(s) but such consultation is not required.

11.2 A board is not necessarily fouled merely because it is different from that shown on the hand record.

- 11.3 A board is fouled as defined in the Code; however, the Director may rule that the fouling was inconsequential, e.g. in a teams match where a board is played in the wrong direction at both tables, so that a result can be obtained (see also paragraph 11.5 below). In such case the result of the board shall stand.
- 11.4 In scoring a fouled board the Director determines, as closely as possible, which scores were made on the board in each of its forms and divides the scores into groups on that basis. Subsequent procedure depends on whether computer scoring or manual scoring is in use.
- 11.4.1 Computer scoring of fouled boards
Reputable scoring programs use equitable but complex applications for scoring fouled boards that are impractical for manual scoring. Wherever feasible, computer scoring shall be utilised. Appropriate similar procedures shall (*mutatis mutandis*) apply to calculation of average and/or artificially adjusted scores.
- 11.4.2 Manual scoring of fouled boards
Having determined which scores were made on the fouled board in each of its forms and having divided the scores into groups on that basis, each group is rated as follows:
- (a) In events scored by match points, the Director awards each pair or player the match points allotted under the Code, plus 1 match point for each score in the other group.
 - (b) In events scored by point-a-board, the Director determines the cases in which the scores of the given teams were made with identical hands. Such scores stand as played. In all other cases reference is made to the pair match points calculated as provided for in the Code and:
 - (i) If both pairs of a team are above average in pair match points, or if one pair of a team is above and the other pair exactly average, that team is awarded 2 points
 - (ii) If one pair of a team is above and one pair below average, or if both pairs of a team are exactly average, that team is awarded 1 point
 - (iii) If both pairs of a team are below average, or if one pair of a team is exactly average and the other below, that team is awarded 0 point.
 - (c) In IMP or total-point match play, the results of a fouled board are void and a substitute board is played by both pairs of each team, unless any of the pairs has left the table or playing room at the conclusion of that stanza of the match, if time permits. In such circumstances, the substitute board is played in the next stanza of the match unless the fouling occurred in the last stanza of the match in which case the board is cancelled. If the board is cancelled, the Director must award an artificial adjusted score as required by the Code.
 - (d) In Butler pairs movements scored by IMP, the Director's aim will be to preserve the integrity of the scores on a board if a meaningful result can be obtained. The Director may allow some results to stand while cancelling others or may treat the board as two separate entities. If the board is cancelled, the Director must award an adjusted score of datum plus 3 IMP.
- 11.5 In teams and pairs play, a board turned through 90° or 180° is not a fouled board unless no rectification will permit normal play of the board. In teams play, the following options are open to the Director:
- (a) If only one table has played the board in its turned orientation, reorientation of the board at the other table
 - (b) Provided that time permits, substitution of a new board to be played at both tables when neither team is at fault or if both have contributed to the error

- (c) Cancellation of the board when time does not permit substitution of a new board. The Director should assign an adjusted score for a cancelled board taking into consideration in the adjustment any unusually favourable result obtained by the non-offending team.

12 SCORING, CARRYOVER AND CONCESSIONS

Wherever possible, reputable computer scoring programs should be used for all forms of scoring.

- 12.1 Differences of fractions of a match point, amounting to 0.01 match point or greater shall be sufficient to determine placings in a match-pointed pairs event.
- 12.2 The number of tricks won by declarer must be recorded clearly in the appropriate column of the travelling score sheet or the pick-up slip.
- 12.3 Where electronic scoring is in use, South shall be responsible for data entry and East shall be responsible for checking the accuracy of the data entry. Both pairs are responsible for ensuring that scores are entered. Before leaving the playing room, players must confirm that data entry is complete. The Chief Tournament Director may impose procedural penalties for failure to enter all the data required..
- 12.4 In multi-session events, errors in scoring made by the players may be corrected within 30 minutes of the posting of scores for the session or up to 30 minutes before the start of the next session whichever is later, except that in teams or Butler pairs events, where the players are required to provide the Director with the results of matches played, errors in scoring made by the players may be corrected up to 30 minutes after the match scores have been agreed.
- 12.5 In head-to-head matches, notwithstanding other provision of this section 12, errors made by the players may be corrected outside the deadlines specified above by agreement between the team captains and with the consent of the Tournament Sub-Committee.
- 12.6 Scoring errors made by officials may be corrected at any time during a particular stage of an event except for the last stanza of the stage, when such corrections can be made no later than 30 minutes after posting of the scores.
- 12.7 At the conclusion of an event, the results will become final 30 minutes after the posting of scores, after which time no correction can be made.
- 12.8 For the last round of Swiss movements and until the commencement of play, a draw that is defective, due to the result of appeals, correction of scoring errors and similar circumstances, shall be corrected. For other rounds of Swiss movements, a defective draw is not corrected. Notwithstanding the immediately foregoing provision, the Director may alter a grossly defective draw in a way that causes minimal disruption to the movement.
- 12.9 Discrepancies
 - 12.9.1 Primary information relating to verification of scores comprises:
 - (a) The contract
 - (b) The number of tricks made

12.9.2 Where there is an obvious discrepancy on the official score sheet between the score entered and the contract, declarer or number of tricks made, the Director shall make every effort to contact the players involved to ascertain the correct details. Where this is not possible, the Director may only change the score:

- (a) Where an impossible score is recorded
- (b) Where there is an error according to vulnerability

12.9.3 In other instances of obvious discrepancy the Director may decide to treat the board as fouled for that round and award a score of average plus to both sides.

12.10 Carryover

12.10.1 In multi-stage ABF events, e.g. the Butler Pairs Championships, the ANC (Interstate) Teams Championships, the Australian Playoffs, some carryover of scores or proportions of scores from one stage to the subsequent stage may be appropriate. Carryover fractions are not rounded.

12.10.2 The ABFTC shall determine what carryover, if any, is applicable from one stage to the subsequent stage of multi-stage events. In making its determination, the Committee shall ensure that:

- (a) In determining whether a carryover is appropriate and/or how the carryover is applied, consideration is given to the form of movement in the earlier stage of the event; where such movements are imperfect, carryover should not apply or should be modified according to the degree of the imperfection. (An imperfect movement is defined as one in which the contestants in a group do not meet all the opponents that are met by the other contestants in that group. There are degrees of imperfection. For example, (i) a skip Mitchell movement is very mildly imperfect, (ii) a Swiss movement such as is used in the South-West Pacific Teams is mildly imperfect, (iii) a Swiss movement using distinct North/South and East/West fields such as is used in Stage I of Butler Championships is moderately imperfect, (iv) a multi-section Mitchell movement such as is used in the qualifying rounds of large pairs events is grossly imperfect.)
- (b) The carryover is not so great as to compromise the integrity of that subsequent stage and, therefore, the event as a whole.
- (c) Tied contestants share available carryover.

12.10.3 Wherever appropriate, the Supplementary Regulations shall contain a clause giving details of carryover. Should the Supplementary Regulations make no reference to carryover, it is deemed that no carryover shall apply.

12.11 Concession of knock-out team matches

12.11.1 It is ABF tournament policy to discourage concessions. Notwithstanding this policy, in teams matches with multiple stanzas, a team may concede to its opponents with one or more stanzas to complete if it considers its chances of winning the match to be negligible. A team shall not concede deliberately to benefit another team or for reasons that are whimsical. Any concession that is deemed unacceptable by the Tournament Sub-Committee shall be regarded as an unauthorised withdrawal and may be subject to the disciplinary provisions of section 3 of these Regulations.

12.11.2 Notwithstanding the provisions of paragraph 12.11.1 above, a team shall not concede under any but the most urgent circumstances if the match in which it is playing is scheduled for presentation on Vugraph. See also section 23 of these Regulations. Negligible chances of winning the match shall not be considered an "urgent circumstance".

FORFEITS

- 13.1 In the case of matches forfeited in teams events with Swiss and round-robin formats and in Butler pair events, where matches are scored according to a WBF IMP/VP scale, the scores for the forfeited round, for the purposes of calculating current placings and making the draw, are adjusted as follows:

Non-offending contestant 18 VP and the mean IMP for 18 VP
Offending contestant 0 VP and the maximum IMP for 0 VP

Note – The IMP adjustment is calculated according to the IMP/VP conversion scale in use.

After the last round, the score of the non-offending contestant for the forfeited round is adjusted to 18 VP or to its mean VP score for completed rounds or to the complement of opponents' scores, whichever is higher. As well, there is appropriate IMP adjustment for both the non-offending contestant or for the offending contestant.

- 13.2 In the case of a match forfeited in knockout events including (semi-finals and finals), the non-offending contestant is deemed to have won the forfeited match.
- 13.3 A contestant that forfeits two matches is disqualified from the event. Such a contestant is considered a “withdrawal” and the provisions of section 14 of these Regulations shall apply to the adjustment of scores.
- 13.4 The Director shall make reference to all forfeits in the Director’s Report. In aggravated circumstances, the Director may refer the matter to the ABF which may, in turn, exercise its disciplinary powers under section 3 of these Regulations.

14 WITHDRAWALS AND DISQUALIFICATION

After the commencement of play in an ABF event, there are two categories of withdrawal, namely authorised and unauthorised.

- (a) Authorised withdrawal. A withdrawal that is endorsed by the Tournament Sub-Committee will be considered an authorised withdrawal. Such a withdrawal must be justified on the grounds of illness or pressing personal reasons. The Tournament Sub-Committee will consider the justification before authorising the withdrawal. It will be preferable if application for authorisation is made in advance but in appropriate circumstances an application may be made *ex post facto*. An authorised withdrawal may be for a limited period of up to two rounds or for the remainder of the event. An authorised withdrawal for more than two rounds shall be regarded as authorised withdrawal from the remainder of the event.
- (b) Unauthorised withdrawal. Any other withdrawal, including suspension under provisions of the Code or disqualification, is regarded as unauthorised and may be subject to the disciplinary provisions of section 3 of these Regulations. See also paragraphs 3.4e, 4.1.6 and 12.11.1 of these Regulations (relating to withdrawals) and paragraph 10.3b (relating to disqualification).
- 14.1 A withdrawal for one or two rounds, either authorised or unauthorised, is treated as a forfeit and the provisions of paragraphs 13.1 and 13.2 of these Regulations relating to adjustment of scores shall apply.
- 14.2 A withdrawal, either authorised or unauthorised, from the remainder of the event shall be dealt with by adjustment of scores.

- 14.2.1 In events with round-robin and Swiss formats where the withdrawal occurs during the first two-thirds (rounded up) of the event, all scores obtained by the offending team or pair up to the point of withdrawal shall be expunged and the remaining scores including datums shall be recalculated from and including round 1.
- 14.2.2 In events with round-robin and Swiss formats where the withdrawal occurs during the last one-third (rounded down) of the event, the scores obtained by the withdrawing contestant and its opponents up to the point of withdrawal shall be expunged; all remaining scores including datums shall stand. For round-robin formats, each remaining match scheduled for play by the offending team or pair shall be treated as a forfeit and the provisions of paragraphs 13.1 of these Regulations relating to adjustment of scores shall apply. For Swiss formats, the Director may use a substitute team or pair (such team or pair to enter the field at its central point) but may not deal with the situation by using a triangle. If a substitute team or pair is not used, a notional team/pair is placed at the central point of the field and the team/pair drawn to play that notional team receives a forfeit and the provisions of paragraph 13.1 of these Regulations relating to adjustment of scores shall apply.
[For example, in a 14-match round-robin, if the withdrawal occurs prior to or during round 10, then all previous scores that involved the withdrawn pair are expunged and datums are recalculated (all opposing pairs receiving 15 VP); if the withdrawal occurs after round 10, then all previous scores stand and subsequent opponents of the withdrawing pair each receive 18 VP or its mean VP score for its 13 completed rounds whichever is higher.]
- 14.2.3 In the case of a withdrawal from a knockout match, the non-withdrawing team is deemed to have won the match.
- 14.2.4 In the case of a withdrawal from a match-pointed pairs event, the Director shall endeavour to find a substitute pair that he/she considers appropriate under the provisions of paragraph 4.1.3 of these Regulations. Should it not be possible to obtain an appropriate substitute pair:
- (a) Where an authorised withdrawal occurs, all scores up to the point of withdrawal stand. Each other pair in the field drawn to play against the withdrawing pair after the withdrawal will “sit out” and, for each board not played, will receive an adjusted score of 60% or its mean score for completed boards whichever is higher.
 - (b) Where an unauthorised withdrawal occurs, all scores obtained by the withdrawing pair are expunged and the session is re-scored as if the (unauthorised) withdrawing pair had never participated.

15 TIE-BREAKING PROCEDURES

- 15.1 Final scores shall be considered tied (a) in events scored by match points, when the difference between the scores is less than 0.01 unit of a match point (see also paragraph 12.1 of these Regulations) or (b) in other events when the scores are identical.
- 15.2 It is ABF tournament policy that ties in finals of ABF events must be broken. That is, the title cannot be shared.
- 15.3 Procedural or disciplinary penalties shall not be deleted in tie-breaking procedures.
- 15.4 The Supplementary Regulations shall specify a firm finishing time for the finals of all ABF events. The specified finishing time must be calculated so as to make adequate provision for extra boards that might need to be played to break a tie.

- 15.5 Unless otherwise specified in the Supplementary Regulations, ties shall be broken by successively applying the following procedures until a ranking is determined:
- 15.5.1 For events with a Swiss format:
- (a) The total VP score of all the opponents of each tied pair shall be determined. The team or pair whose opponents have the highest total shall be deemed to have had the most difficult draw and, therefore, shall be ranked higher.
 - (b) The team or pair with the greatest number of wins in VP (a draw is equal to half a win) shall be ranked higher.
 - (c) The team with the greatest number of IMP shall be ranked higher.
 - (d) By lot.
- 15.5.2 For events with a knockout format scored by IMP:
- (a) The tie shall be broken by playing four more boards then, if still tied, by playing one board at a time until the tie is broken or until the scheduled finishing time (whichever is sooner), then by lot.
 - (b) Exceptions to the above are the knockout phase and the repechage final phase of the GNOT National Final where the tie shall be broken by playing two more boards then, if still tied, one board at a time until the tie is broken until the scheduled finishing time, the by lot.
Note – It is important, with 2-board tie-breaks, that each board should have the same dealer and vulnerability; for example, a combination of boards 1 and 17 is appropriate whereas a combination of boards 1 and 2 is not.
- 15.5.3 For events with a round-robin format:
- (a) The team or pair with the greatest number of wins in VP (a draw is equal to half a win) shall be ranked higher.
 - (b) The team with the greatest number of IMP shall be ranked higher.
 - (c) By lot.
- 15.5.4 For match-pointed pairs and individual events
- (a) When it is determined that a tie is to be broken, every board which each tied contestant played is counted in breaking the tie, irrespective of whether the tied contestants played the same or different boards, or in the same or different sections. On the boards played by two or more tied contestants, 2 points are awarded to a tied contestant for each board on which his/her match-point score is higher than that of another tied contestant. (For example, if three tied contestants played the same board, they would be awarded 4, 2, and 0 points if each had a different match-point score on it; or 4, 1, and 1 points if one had the most match points on it and the other two an equal but inferior number.) On boards played by but one tied contestant, 2 points are awarded to the contestant for each match-point score above average, 1 point for each average, and 0 point for each score below average. The tied contestant so awarded the greatest number of points is ranked highest
 - (b) By lot.
- 15.6 Contestants unavailable for the next stage of an event

- 15.6.1 Should a team or a pair be unavailable for the next stage of an event, and where the field is divided into two or more sections, that team or pair shall be replaced by the next-placed team or pair in the section from which the withdrawal took place.
- 15.6.2 Notwithstanding the foregoing, the number of replacements from any one section shall not exceed the number of replacements from the other section(s) by more than two. In order to meet this condition, it may be necessary to take third and subsequent replacements from a different section. (For example, in a 2-section event, if there are three pairs to be replaced from section A and one pair to be replaced from section B, the replacements shall be drawn from the respective section. Should a fourth pair need to be replaced from section A, that fourth replacement shall be taken from section B.)

16 DRESS AND ETIQUETTE

- 16.1 Contestants in ABF Tournaments, Championships, Festivals and Congresses shall adhere to the standard of dress required by the controlling body of the venue. Additional regulations in regard to attire may be included in the Supplementary Regulations.
- 16.2 Good manners are considered an essential part of bridge and the Director is specifically empowered to require players to adhere to a high standard of manners, decorum and general hygiene. The Director shall by report (section 28 of these Regulations), made after the Tournament, inform the Tournament Sub-Committee of any departure from these standards by any player.

17 SMOKING

Smoking is prohibited at all times in the playing areas of Tournaments, Championships, Festivals and Congresses and of supplementary and side events conducted by the ABF, and in all other parts of the venue specified by the Tournament Organiser. In addition, contestants shall observe regulations regarding smoking that have been promulgated by the controlling body of the venue and by State and Federal law. The Director should in the report (section 28 of these Regulations), made after the Tournament, inform the Tournament Sub-Committee of any breach of this regulation by any player. Failure to observe such the provisions of this regulation shall be regarded as a serious offence subject to the Disciplinary Powers of the ABF (section 3 of these Regulations).

18 ALCOHOL

Players and spectators shall not consume alcohol in the playing rooms during:

- (a) The Playoffs
- (b) The ANC (Interstate) Teams and Pairs
- (c) The repechage final, the semi-finals and final of the GNOT National Finals
- (d) The finals of all other ABF events.

The Director may exercise the power under the Code to suspend an offending player for the remainder of session during which the offence occurs. The Director should, in the report (section 28 of these Regulations) made after the Tournament, inform the Tournament Sub-Committee of any breach of this regulation by any player. A breach of the regulation may be subject to discipline under section 3 of these Regulations).

19 MOBILE PHONES, OTHER ELECTRONIC COMMUNICATION DEVICES AND COMPUTERS

- 19.1 Mobile phones (and similar electronic communication devices) must be switched off during session time, i.e. until the scheduled finishing time of the session. If, anywhere within the playing area, a player's mobile phone rings during session time, or if a player consults a mobile phone during session time, that player, the partnership and the team shall be receive a warning for the first offence and shall be penalised 3 VP (plus the number of IMP consistent with the IMP/VP conversion scale in use for the event) for each subsequent offence in teams events (including Butler pairs) and 50% of a top in pairs events. (Note that players and playing units are entitled to only one warning per unit.)
- 19.2 Any player, for pressing professional or personal reasons, may request the Director to grant an exemption from the provisions of paragraph 19.1 of these Regulations. If the request is granted, the Director may make whatever arrangement he/she deems appropriate to allow the player to use the phone. In making such an arrangement, the Director must be cognizant of the amenity of other players.
- 19.3 Before the commencement of each match or stanza, the Director should instruct players to switch off their mobile phones. However, players cannot rely upon such an instruction and failure of the Director to issue it in no way diminishes:
- (a) A player's obligation to observe all regulations that apply to mobile phones
 - (b) The penalties that apply.
- 19.4 During any session that is broadcast on Vugraph, no player or spectator may consult a computer.

20. SPECTATORS AND CAPTAINS

- 20.1 Rights and obligations of spectators
- 20.1.1 Spectators are allowed to watch play in the open room(s) but shall not move from table to table. There shall be no spectators in the closed room(s) unless specifically permitted by the Tournament Organiser, e.g. to allow for press coverage. Spectators must be seated and should refrain from looking into more than one hand or moving round the table during the bidding or play. Spectators must observe the regulations relating to dress, etiquette, smoking, alcohol and mobile phones (sections 16 through 19 of these Regulations). Spectators must remain silent unless spoken to by a player or an official. Players should not converse with spectators. When screens are in use, spectators may not sit so that they can see both sides of the screen.
- 20.1.2 Provided that a spectator observes the provisions of paragraph 20.1.1 (immediately above) and matters of general etiquette, a player has no right to object to the spectator's presence at the table.
- 20.2 A captain may watch play in the closed room but only the table at which his/her team is playing. He/she is not entitled to leave the closed room while the match is still in play except as approved by the Director.
- 20.3 No persons other than players, captains, working officials or directors are entitled to access to the closed room except at the express request of the Director.
- 20.4 Except as noted in (a) through (f) of this paragraph 20.4, a non-playing captain, or a playing captain who is not playing, may not converse with members of the team (or their opponents) once any player has withdrawn a hand from the board on the table and until all the hands have again been replaced. However, he may intervene for the following purposes:

- (a) To protect the rights of his/her team if he/she believes them to be jeopardised in any way
- (b) To require that a Director be called to the table
- (c) To intimate the intention to make an appeal on behalf of the team in reference to any matter
- (d) To curtail unnecessary discussions
- (e) To restrain misbehaviour on the part of any member of his team
- (f) To decline to allow a pair or his/her team to lodge an appeal.

20.5 A playing member, except a playing captain who is not playing, may not watch at any table where his/her own team is playing, even when the member is not playing the stanza. A player, having completed play in a session, may not watch at any table where the boards in play include those that the player has previously played.

21 MONITORS AND MATCH RECORDERS

21.1 The Director or the Tournament Sub-Committee may appoint monitors to observe and report about:

- (a) Contestants suspected of slow play
- (b) Matters relating to etiquette and decorum
- (c) Any other matter relating to the smooth running of the tournament.

21.2 A monitor has no jurisdiction relating to the tournament other than to report his/her observations to the Director or to the Tournament Sub-Committee. Monitors are to refrain from any conversation with the players and are to discuss their observations with anyone except the Director or members of the Tournament Sub-Committee.

21.3 The Director or the Tournament Sub-Committee may appoint match recorders for particular matches to record the bidding and play. A match recorder should refrain from conversation with the players except to inquire about details of bidding and play and to confirm the number of tricks made. Such inquiries should be kept to a minimum. The use of Vugraph obviates the need for match recorders as records of the auction and play are available from Vugraph (BBO) archives.

22. PHOTOGRAPHS

From time to time, the Tournament Organiser, the Tournament Sub-Committee or the Director may grant permission for still or moving photographs to be taken during the course of an ABF Tournament for publicity, for news presentation or for other reasons.

22.1 Insofar as possible, the Director must ensure that the photography does not intrude on players' amenity.

22.2 Provided the photography has been approved by the Tournament Organiser, the Tournament Sub-Committee or the Director, players may only refuse to be photographed for religious or cultural reasons deemed valid by the Tournament Sub-Committee.

22.3 Photographs taken during the course of an ABF Tournament may be used for any legal purpose.

23 VUGRAPH

The ABF regards Vugraph, Bridge Base Online (BBO) and similar broadcasts as a desirable adjunct to the efficient conduct of ABF Tournaments and promotion of bridge.

- 23.1 Tournament Organisers are urged to use Vugraph for the finals of all ABF Tournaments and also, where feasible, in earlier rounds. Vugraph operators can be obtained by application to the National BBO Coordinator.
- 23.2 The Tournament Organiser shall be responsible for deciding which matches should be broadcast on Vugraph. Such decision(s) shall be made as early as practicably possible and shall be communicated promptly to the National BBO Coordinator. Vugraph schedules shall be promulgated in the Supplementary Regulations.
- 23.3 The Tournament Organiser is responsible for promulgation and adherence to Vugraph schedules. Schedules should be promulgated in the Supplementary Regulations. Deviation from Vugraph schedules that have been advertised on BBO is not permitted without approval from the Tournament Organiser.
- 23.3.1 Before deviating from an advertised BBO schedule, the Tournament Organiser must advise the broadcaster of the deviation.
- 23.3.2 A contestant is not permitted, except in an emergency, to forfeit a match that is scheduled for BBO broadcast unless the Tournament Organiser can arrange a substitute match to be broadcast.
- 23.3.3 Any contestant that forfeits a match that is scheduled for BBO broadcast in contravention of the provisions of paragraph 23.3.2 (immediately above) shall be subject to the disciplinary powers of the ABF (section 3 of these Regulations).
- 23.4 The players themselves shall not be permitted to decide whether or not they should appear on BBO. Notwithstanding, in a teams event where BBO is to be presented from one table only, if a particular team's total masterpoints (top four players) numbers less than 1000, the captain of that team has the right to decide which of the two tables should appear on BBO.
- 23.5 There shall be no alteration to the deadlines for the posting of seating arrangements, as directed in the Supplementary Regulations, as the result of the scheduling of a match for BBO presentation. All players in such a presentation are asked to take their seats in timely fashion so that the presentation can commence at the advertised time.
- 23.6 The Director shall ensure that BBO does not intrude on players' amenity or impede the speed of play. It is the responsibility of the BBO operators to keep pace with the play, not the reverse. Notwithstanding, should the BBO presentation "crash", the Tournament Organiser shall decide whether play should be suspended until service is restored or whether play should continue.
- 23.7 BBO operators should refrain from conversation with the players except to confirm the number of tricks made. Such inquiries should be kept to an absolute minimum.
- 23.8 If, in the opinion of the Director and/or the Tournament Sub-Committee, it is in the better interests of the integrity of the tournament to do so, both rooms may be declared "closed", and the provisions of section 20 of these Regulations relating to "the closed room" shall apply.
- 23.9 During Vugraph presentation, players must not at any time walk in front of the computer screen. They should leave the table by walking away from the computer area.

24 BOARD RULE

To be eligible for Playoff Qualifying Points (PQP – section 26 of these Regulations) from those ABF events that award PQP, and to be eligible for selection in Australian Teams selected on the basis of performance in the Playoffs, each player must play a minimum number of stanzas in every stage of the event. This requirement is what is meant by the “Board Rule”.

24.1 The expression used to calculate the number of stanzas that it is mandatory to play to meet the Board Rule is:

$$0.5n - 1 \text{ (with fractions rounded up to the nearest whole number),}$$

where n = the number of stanzas to be played in each stage of the event.

There are two exceptions, namely (i) in a 4-stanza stage, it is mandatory to play 2 stanzas to meet the Board Rule; (ii) in a 2-stanza stage, it is mandatory to play 1 stanza to meet the Board Rule.

24.2 Examples of application of the Board Rule are:

(a)	Total stanzas	14	Stanzas required to meet the Board Rule	6
(b)	Total stanzas	10	Stanzas required to meet the Board Rule	4
(c)	Total stanzas	9	Stanzas required to meet the Board Rule	4
(d)	Total stanzas	8	Stanzas required to meet the Board Rule	3
(e)	Total stanzas	6	Stanzas required to meet the Board Rule	2
(f)	Total stanzas	5	Stanzas required to meet the Board Rule	2
(g)	Total stanzas	4	Stanzas required to meet the Board Rule	2
(h)	Total stanzas	3	Stanzas required to meet the Board Rule	1
(i)	Total stanzas	2	Stanzas required to meet the Board Rule	1

24.3 Boards played to break ties do not form part of the requirements for meeting the Board Rule.

24.4 The first round of the knockout and the repechage final of the GNOT National Final do not form part of the requirements for meeting the Board Rule.

24.5 Insofar as is feasible, the Director shall keep records of the number of stanzas played by each player. It is, however, the responsibility of the team captain to provide the Director, if so requested, with a roster of which players played in each match.

25 ELIGIBILITY OF PLAYERS FOR TITLES

25.1 Merely being a member of a team that wins an ABF event does not automatically entitle every member of that team to be classified as a “title-holder”. The principle that applies is distinct from and has no relationship to the principle (the Board Rule – section 24 of these Regulations) that applies *inter alia* to the award of PQP.

25.2 To be eligible for the classification of title-holder, a member of a winning team must have played at least one quarter of the total number of stanzas (rounded up) in the qualifying stage of the event and must have played at least one quarter of the total number of stanzas (rounded down) in the final stages (if any) of the event, including at least one stanza in each stage of the final series.

25.3 Some specific examples are:

- (a) ANC Teams (14 stanzas of qualifying; 6 stanzas of final). To be eligible for the classification of ANC Teams title-holder, a member of the winning team must have played 4 stanzas of qualifying and 1 stanza of final.
- (b) S-WPT (14 stanzas). To be eligible for the classification of S-WPT title-holder, a member of the winning team must have played 4 stanzas.
- (c) 2008 S-WPT/NOT (14 stanzas of qualifying; 14-16 stanzas of final series). To be eligible for the classification of NOT title-holder, a member of the winning team must have played 4 stanzas of S-WPT qualifying and 3-4 stanzas of the NOT final stages, including at least one stanza in each final stage.
- (d) VCC (10 stanzas). To be eligible for the classification of VCC title-holder, a member of the winning team must have played 3 stanzas.
- (e) Spring National Open Teams (9 stanzas of qualifying; 4 stanzas of semi-finals and 4 stanzas of final = 8 stanzas of final stages). To be eligible for the classification of SNOT title-holder, a member of the winning team must have played 3 stanzas of qualifying and 2 stanzas of the final stages.
- (f) Autumn National Open Teams (9 stanzas of qualifying; 4 stanzas of final). To be eligible for the classification of ANOT title-holder, a member of the winning team must have played 3 stanzas of qualifying and 1 stanza of final.

25.4 Insofar as is feasible, the Director shall keep records of the number of stanzas played by each player. It is, however, the responsibility of the team captain to provide the Director, if so requested, with a roster of which players played in each match.

26 PLAYOFF QUALIFYING POINTS (PQP)

PQP are used as part qualification for the Australian Playoffs. PQP are awarded for most but not all ABF Events. Those ABF Events that carry PQP are called “PQP Events”.

26.1 Each year the ABFTC shall determine the scale of PQP awards that will apply to the following year’s PQP Events.

26.2 From time to time, the ABFTC may recommend to the ABF Management Committee that certain ABF Events become (new) PQP Events and/or that PQP awards be withdrawn from certain (existing) PQP Events.

26.3 At the conclusion of each PQP Event, the ABFTC shall calculate the PQP awards that have eventuated.

26.4 Teams with fewer than two eligible players or pairs with no eligible player are classed as ineligible. An ineligible team/pair that otherwise would be entitled to PQP shall be replaced by an eligible team/pair, and all PQP awards for the particular event shall be adjusted accordingly. See also paragraph 26.7 (below) of these Regulations.

26.5 Failure to meet the board rule

26.5.1 A player who does not meet the Board Rule (section 24 of these Regulations) in the NOT shall lose certain PQP entitlements. Such a player will receive half the PQP to which each other member of the team was entitled at the point at which the failure to meet the Board Rule occurred. An example is as follows:

Suppose that a team wins a qualifying (quarter-final) match and thereby becomes eligible for the semi-finals. At that point, each team member has become entitled to 18 PQP – the PQP award for

losing semi-finalists. Suppose also that one player (or pair) does not meet the Board Rule for the semi-final. Such a player (or pair) will receive only 9 PQP, that is half the PQP to which each other member of the team was entitled at the point at which the failure to meet the Board Rule occurred.

- 26.5.2 Once a player becomes ineligible for PQP due to failure to meet the board rule in a particular stage of an event, that player forfeits entitlement to any further PQP awards even though he might meet the board rule in subsequent stages.
- 26.5.3 Should there be only two eligible players in a team and one of those players becomes ineligible for PQP due to failure to meet the board rule in a particular stage of an event, the remaining eligible player also forfeits entitlement to any further PQP awards even if he continues to meet the board rule in subsequent stages.
- 26.6 The ABFTC shall keep a register (the PQP Register) of the total number of PQP accumulated by each player for each particular year.
- 26.7 A player ineligible for the award of PQP may subsequently become eligible in the same PQP year. In such circumstance, the ABF may, in its absolute discretion, rule that such a player be permitted to claim retrospectively PQP that he might have won at the time of his ineligibility.
- 26.8 Substitutes are ineligible for PQP. Replacement players (see paragraph 4.4 of these regulations) are eligible for PQP.

27 MASTERPOINTS

Each ABF Event awards gold masterpoint. Gold masterpoints are not awarded to non-ABF events. Supplementary and side events that form part of certain ABF Tournaments carry red and green masterpoint awards.

- 27.1 To qualify as an ABF Event (paragraph 1.2 of these Regulations) and, therefore, for gold masterpoint status, an event should demonstrate over a period of not less than three years that:
- (a) It has a large attendance, preferably at least 80 tables per session
 - (b) It attracts interstate participation
 - (c) The Chief Tournament Director is qualified at National Level 1
 - (d) The director to table ratio is not greater than 1 to 30
 - (e) ABF stationery is used at all times
 - (f) Pre-dealt hands (using an ABF-approved program) are used and hand records are supplied.
- 27.2 At the conclusion of each ABF Event, the Director in consultation with the ABF Gold Masterpoint Coordinator shall calculate the gold masterpoint awards. The Director shall forward details of these gold masterpoint awards to the ABF Masterpoint Centre with all due haste.
- 27.3 At the conclusion of each ABF Tournament where green and/or red masterpoints are awarded, the Director of his/her own volition shall calculate the green/red masterpoint awards. The Director shall forward details of these masterpoint awards to the ABF Masterpoint Centre with all due haste.

28. DIRECTOR'S AND RECORDER'S REPORTS

- 28.1 Director's report

- 28.1.1 At the conclusion of every ABF Tournament, the Director shall prepare a Director's Report outlining the salient details of the tournament and providing complete details of incidents that occurred during the course of the tournament. The Director's Report shall be forwarded to the ABF Management Committee, to the ABFTC and to the Tournament Organiser with all due haste.
- 28.1.2 If so requested by the Tournament Sub-Committee at the end of any session, the Director shall prepare and provide to the Tournament Sub-Committee a report of all incidents that occurred during that session. Such (sessional) reports shall be appended to the Director's Report.
- 28.2 Recorder's report
- 28.2.1 At the conclusion of every ABF Tournament, the Recorder shall prepare a Recorder's Report that records each incident that he/she was called upon to deal with. The extent of detail required depends on the gravity of each particular incident and is a matter for the Recorder's own judgement.
- 28.2.2 The Recorder's Report shall be forwarded on a confidential basis to the Chairman of the ABF Ethics Committee. If there is nothing to report, the Chairman of the ABF Ethics Committee should be so advised.
- 28.2.3 Should he/she consider it in the interests of the tournament to do so, the Recorder may on his/her own initiative forward his/her report, or a version of it from which sensitive material has been removed, to the Tournament Organiser.

29 SUPPLEMENTARY REGULATIONS

- 29.1 The Tournament Organiser is responsible for drawing up Supplementary Regulations for his/her tournament. Every endeavour must be made to promulgate the Supplementary Regulations at least 14 days prior to the first session of the tournament.
- 29.2 The Supplementary Regulations shall not conflict in any way with these Tournament Regulations, nor with decisions relevant to the tournament, e.g. the number of rounds to be played in a Swiss movement, made by the ABFTC (and endorsed by the ABF).
- 29.3 In drawing up Supplementary Regulations, the Tournament Organiser has discretion in all areas where these Tournament Regulations are not specific and where decisions of the ABFTC (endorsed by the ABF) are not relevant.

Examples of areas where the Tournament Organiser has discretion include the form of draw for the first round of a Swiss movement, the use of a "delayed" Swiss in Swiss movements, the use of true datum or leaders datum in Butler-scored events, and the choice of ABF-approved system cards. Examples of areas where the Tournament Organiser does not have discretion include tie-breaking procedures, and the number of early rounds in Swiss movements in which YELLOW systems cannot be played.

- 29.4 In tournaments where bidding boxes are in use, the Tournament Organiser may sanction the use of "Stop Cards". The most recent published version of "ABF Regulations for the Use of Stop Cards" applies to all ABF Tournaments, Championships, Festivals and Congresses where the use of stop cards is sanctioned.

- 29.5 The Tournament Organiser shall obtain endorsement of the Supplementary Regulations from the ABF Tournament Unit prior to their promulgation. Before giving its endorsement, the ABF Tournament Unit will seek guidance from ABF General Counsel.
- 29.5.1 Should the Supplementary Regulations contain provisions that are contrary to ABF tournament policy (and that are not within the discretionary powers of the Tournament Organiser), the ABF Tournament Unit has power to make appropriate amendments.
- 29.5.2 Should, at any time, the Tournament Sub-Committee become aware that the Supplementary Regulations contain provisions that are contrary to ABF tournament policy, the Tournament Sub-Committee shall forthwith make appropriate amendments pursuant to paragraph 29.9 of these Regulations (see below).
- 29.6 Any supplementary regulation that conflicts with these Tournament Regulations or with a decision of the ABFTC (endorsed by the ABF) relevant to the tournament shall be ineffective.
- 29.7 In the event of dispute between the Tournament Organiser and the Tournament Unit, the matter shall be referred with all due haste to the ABFTC for decision. The Tournament Organiser may appeal any decision of the Tournament Committee to the ABF for final resolution.
- 29.8 The Tournament Organiser shall submit the Supplementary Regulations through the ABF Secretary to the Webmaster for posting on the ABF website not less than 14 days before the commencement of the tournament.
- 29.9 During the course of a Tournament, and within the limits contained in these Regulations, the Tournament Sub-Committee may make additions and/or alterations to the Supplementary Regulations if it considers it in the best interests of the Tournament to do so.

30 MUTUAL RESPONSIBILITY

The concept of mutual responsibility applies to all Tournaments, Championships, Festivals or Congresses conducted by the ABF or on its behalf.

- 30.1 It is the responsibility of the ABF to observe world's best practice in the conduct of its tournaments by, *inter alia*:
- (a) Providing appropriate venues where bridge can be played under good environmental conditions and in a congenial, amenable atmosphere.
 - (b) Employing competent, personable staff.
 - (c) Providing readily visible, attractive displays.
 - (d) Providing accurate scoring and prompt, comprehensive display of scores and, in match-pointed pairs events, frequencies.
 - (e) Observing punctuality in adhering to advertised starting and finishing times.
 - (f) Providing pre-dealt, accurately duplicated boards and easily legible hand records.
 - (g) Showing consideration of players' wishes with respect to free time and breaks in play.
 - (h) Providing information not only about the tournament itself but also about the locality (e.g. places to dine, tourist information, etc.).
 - (i) Generally making it easy for players to enjoy the tournament.
- 30.2 It is the responsibility of the players to assist the ABF in running good tournaments by, *inter alia*:

- (a) Following correct procedures for entering an event (method, time, payment of fees, system details where required).
- (b) Being familiar with the Supplementary Regulations of the tournament, especially those relating to starting times, seating arrangements, mobile phones, system regulations and consumption of alcohol.
- (c) Being punctual.
- (d) Observing time limits. Each partnership should use no more than 50% of the time allocated for a stanza or session. Should a partnership use more than its share of allocated time, then that partnership must accept responsibility for doing so when and if questioned by the director.
- (e) Switching off mobile phones before start of play and leaving them off until the end of session time.
- (f) Entering and checking scores correctly prior to their submission. Where electronic data entry devices are in use, it is necessary to confirm that all scores have been entered before leaving the table.
- (g) Assisting the scorers by checking that scores have been posted correctly (particularly on return to the venue after a break). It is highly desirable that any errors from a previous session be corrected during the course of the following session.
- (h) Listening to the director's instructions and allowing others to do the same. Players should be particularly attentive to instructions about board movement.
- (i) Being courteous at all times to one's partner and teammates, one's opponents and the tournament staff and other staff at the venue.

APPENDICES

31 APPENDIX 1 – ABF EVENTS AND ACRONYMS

TEAMS	Category A	National Open Teams (NOT) National Seniors Teams (NST)	
	Category B	National Women’s Teams (NWT) Spring National Open Teams (SNOT) Australian Open Playoff (teams format) Australian Women’s Playoff (teams format) Australian Seniors Playoff (teams format)	
	Category C	ANC (Interstate) Open Teams ANC (Interstate) Women’s Teams ANC (Interstate) Seniors Teams ANC (Interstate) Juniors Teams Grand National Open Teams (GNOT) Gold Coast Open Teams (GCOT) Autumn National Open Teams (ANOT) Victor Champion Cup (VCC) Spring National Women’s Teams (SNWT) Gold Coast Seniors Teams (GCST) Bobby Evans Seniors Teams (BEST)	
	Category D	Hans Rosendorff Memorial Women’s Teams (HRMWT) Barrier Reef Teams (BRT) South-West Pacific Teams (S-WPT) National Women’s Teams (Swiss) National Seniors Teams (Swiss) Territory Gold Swiss Teams (TGST)	
	Unclassified	None	
	PAIRS	Category A	Open Butler Pairs Women’s Butler Pairs Seniors Butler Pairs
		Category B	Australian Open Playoff (pairs format) Australian Women’s Playoff (pairs format) Australian Seniors Playoff (pairs format)
		Category C	Gold Coast Open Pairs (GCOP) Australian Swiss Pairs (ASP) Swan River Open Swiss Pairs (SWOSP) Dick Cummings Open Pairs (DCOP)
		Category D	Gold Coast Seniors Pairs (GCSP) Western Seniors Pairs (WSP) Autumn National Women’s Pairs (ANWP) Autumn National Seniors Swiss Pairs (ANSSP) Roger Penny Seniors Swiss Pairs (RPSSP) VCC Women’s Swiss Pairs (VCCWSP) McCance Trophy Seniors Swiss Pairs (MTSSP) Eric Parsons Swiss Pairs (EPSP) Golden West Swiss Pairs (GWSP) Territory Gold Swiss Pairs (TGSP)

Unclassified

Territory Gold Matchpoint Pairs (TGMP)

ANC Pairs Championships (all events)

Last Train – Open

Last Train – Women's

Last Train – Seniors

1. INTRODUCTION

1.1 General

Systems are classified according to the characteristics of their opening and overcalling structures, and will be identified by colour coding. In determining the classification of a system, the green, blue, red and yellow criteria are to be applied in that sequence until the appropriate classification is determined. All entrants in ABF events must display at all times on their partnership's system cards a coloured dot indicating the classification of the system being played. In addition to these primary colour classifications, certain individual conventional calls and treatments are defined as, and require an additional, Brown Sticker.

1.2 Definitions

Average Hand	A hand containing 10 HCP with no distributional values
Weak	High card strength below that of an average hand
Strong	High card strength a king or greater than that of an average hand (i.e. 13+ HCP)
Natural	A call or play that is not artificial or conventional
Length	Three cards or more
Shortage	Two cards or fewer
Artificial	An artificial bid is one which carries information concerning a denomination other than the one named or a bid concerned with values or controls without necessarily a preparedness to play in the named denomination
Distributional Values	A hand with distributional values contains one or more shortages
Balanced	For the purpose of classifying NT openings, balanced shall mean a hand with no more than one (1) shortage and that shortage shall be not fewer than two (2) cards in length.
Published	A System will be considered as published if it has been recorded in an accessible form and made available in that form to officials of the ABF and all registered players in an ABF event

2. CLASSIFICATION OF SYSTEMS

2.1 Green (Natural) Systems

- a) All one-level opening bids are natural (non-artificial) bids
- b) An opening bid of one of a suit guarantees length (3+cards) in the denomination named
(**Exception:** a 4-4-3-2 shaped hand may be opened 1♣)
- c) 1NT should be balanced
(**Note:** this does not preclude individual assessment of some hands, e.g. a hand with a singleton honour or a weak longer suit. The subsequent bidding methods however, should not be able to identify such hand types)
- d) All one-level opening bids, must by agreement, promise at least 8 HCP.

2.2 Blue (Strong Club/Strong Diamond) Systems

This category includes systems that satisfy all of the following criteria:

- a) One club/one diamond is artificial, forcing and always strong

- b) One of a major is natural
- c) 1NT is non-conventional
- d) The one-level opening in the other minor may be artificial with various possibilities not covered by the other opening bids
- e) All one-level opening bids, must by agreement, promise at least 8 HCP.

2.3 Red (Artificial) Systems

This category includes:

- a) All systems employing artificial one-level openings that do not fall under the definition of Yellow (HUM) systems [see below], other than Strong Club/Strong Diamond (Blue) systems.
- b) Any system in which the basic structure (other than the length of natural suit bids or the point range of openings) varies according to position and/or vulnerability.

2.4 Yellow (HUM) Systems

For the purpose of these Regulations, a Highly Unusual Method (HUM) means any System that has, as a matter of partnership agreement, one or more of the following features:

- a) A Pass in the opening position that shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
- b) An opening bid at the one level that may be made on high card strength a king or more below that of an average hand (i.e., 0-7 HCP and insufficient compensating distributional values).
- c) An opening bid of one of a major with alternative possible meanings that the hand may be long or short in a specified suit.
- d) An opening bid of one of a major with alternative possibilities that show length in one specified suit or length in another specified suit.

2.5 Brown Sticker Conventions and Treatments

Certain types of conventional calls or treatments are considered to place demands upon the opponents' defensive preparations. The conventions/ treatments in question are categorized as 'Brown Sticker' (BS).

Any one of the following characteristics qualifies a convention/ treatment as BS if it is a matter of partnership agreement:

- a) Any opening bid of two clubs through three spades that: could be weak and does not promise at least four cards in a known suit.

Exceptions:

- (i) Where all the weak meanings guarantee at least four cards in one known suit and only the strong options do not.
- (ii) A two level opening bid in a minor may show a weak hand with 5+ cards in either major only, or as an option among any number of strong hand types.

- b) An overcall of a natural opening bid of one of a suit that does not promise at least four cards in a known suit.

Exceptions:

- (i) A natural overcall in no trumps.
 - (ii) Any cue bid that shows a strong hand.
 - (iii) A cue bid in an opponent's known suit that asks partner to bid 3NT with a stopper in that suit.
- c) Any weak two-suited bid (whether it be an overcall, an opening bid or a response) at the two or three level that may by agreement be made with three cards or fewer in one of the suits.

Notes:

- I. None of the foregoing restrictions (a-c) pertain to conventional defences against strong, forcing artificial opening bids or defences against 'Brown Sticker' or HUM conventions. Conventional defences to 1NT are also unrestricted.
- II. Additional to the classification of system, any partnership using one or more 'Brown Sticker' conventions must individually list them on their system cards and/or supplementary sheets.

2.6 Random Actions

It is forbidden to open or to overcall hands, which by agreement, may contain fewer than 8 high card points and for which no further definition is provided (i.e., bids that promise nothing more than 13 cards in a player's hand). Pairs employing HUM methods may however open hands at the one-level that conform to Section 2.4(b) criteria.

2.7 Encrypted Signals

Additional to the restrictions on bidding methods and conventions above, players may not use signalling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (i.e. encrypted signals are not allowed)

2.8 Players' Obligations

The onus lies with all players to classify their own systems appropriately according to these Regulations. If players are in any doubt about the appropriate classification of their system, they may submit their system card and any supplementary sheets to the Tournament Convenor for formal classification by the Tournament Committee's representative (or, in his absence, the Chief Tournament Director). Any such submission should occur at least two weeks prior to the event or by the due date specified in the Entry Conditions.

2.9 "Protected Pairs"

A "Protected Pair" is a pair where both players are below the status of National Master, or one player is below the status of Local Master, and which chooses to play a Green System without the use of any Brown Sticker conventions throughout an event or stage of an event. To claim "Protected Pair" status, the pair must display on the front of their Systems Card a green sticker (which designates they are playing a Green System), together with an orange sticker (which designates their claim for protection against Yellow Systems and Brown Sticker conventions/treatments). Such pairs must confirm with the Tournament Director prior to the start of the event or session that their system is Green and Non-BS, after which the Director will supply the relevant stickers.

In events or sessions where the Regulations allow pairs to claim "Protected Pair" status, such a pair will be required to inform their opponents before the start of each round of their "Protected" status. The opposing pair must then not employ their Yellow methods nor any Brown Sticker convention or treatment during the round in question.

3. ADEQUATE DISCLOSURE, SYSTEM CARDS AND SUMMARIES

3.1 Adequate Disclosure

Players must disclose fully the meaning of their conventional agreements, particularly conventions and treatments that may require extensive or unusual defensive preparation by opposing pairs. In addition to the appropriate system card, pairs shall use supplementary sheets, where necessary, to achieve this objective.

To satisfy the principle of adequate disclosure, the onus is on each pair to prepare for the information of opponents an accurate and reasonably comprehensive system card. Supplementary sheets as specified below, if appropriate, shall be available on request.

3.2 Prior Submission of System Cards and Supplementary Sheets

For each ABF Tournament, the Entry Conditions may specify the date and/or time by which the Tournament Convenor must receive copies of any system cards and supplementary sheets, as well as the form and/or number of copies required. Failure to meet the specified deadline date may result in prohibition of some or all of the relevant methods for part of or the entire event.

In general, advance notice of systems will be required from entrants wishing to use a Yellow system (when permitted).

The Tournament Convenor shall be responsible for ensuring that all players (if they choose) are given prior access to systems information submitted in advance, in order to satisfy the principle of adequate disclosure.

3.3 System Cards

System cards shall be prepared legibly in a form approved by the ABF, properly identified with the names of the pair and a coloured sticker showing the category of the system as defined by these Regulations. The Tournament Convenor shall be responsible for providing pairs with an appropriately coloured sticker to attach to their system card prior to the commencement of the first session of any event.

For all National (Gold Point) events, each pair shall have two systemically identical ABF approved system cards on the table for the opposing pair before the start of play.

Before the commencement of play, each pair shall hand one copy of the system card to each opponent. The system cards are to be returned to the pair at the end of that segment of play.

After withdrawing the cards from a board and until they are restored to the board at the conclusion of its play, a player's own system may not be consulted (except when specifically permitted under these Regulations, as in the use of "defence" notes).

3.4 Supplementary Sheets

The use of supplementary sheets is appropriate whenever methods that may require defensive preparation (i.e., HUM or Brown Sticker) are employed. Any opening or overcalling structure that causes a system to be so classified should be itemised; together with a summary of the possible options available to the responder and/or advancer.

Supplementary sheets shall be typed or written legibly in black ink on one side of an A4 sheet. For the current structure of ABF Tournaments, the maximum number of supplementary sheets allowed shall be determined by the Tournament Committee and published in the Entry Conditions and/or Supplementary Regulations.

3.5 Prior submission of detailed Yellow System Notes

Pairs intending to play Yellow Systems may be required to lodge in advance an electronic copy of their detailed system notes with the Tournament Convenor, together with copies of the mandatory ABF Standard System Card (or WBF System Card if specified) and supplementary sheets. These notes will be available for prior consultation by opposing pairs and for possible use at the table by opponents if they so choose. Yellow System pairs are also required to prepare and submit a suggested defence to the HUM aspects of their system.

3.6 More Comprehensive Descriptions of Systems

In the interests of full disclosure and for a pair's own benefit in case of disputes, any pair may submit one copy of a more comprehensive description of their system to the Tournament Convenor before the first session of any event. In decisions taken by Tournament Directors and by the Appeals Committee, pairs who have submitted their full system will be given the benefit of any support this provides for an explanation given at the table.

3.7 Playing the same System

Both members of a partnership must play the same system, including bidding and card play agreements. Where, as a matter of style, members frequently adopt different approaches from each other, that difference (or those differences) must be disclosed on the system card.

4. SYSTEM CLASSIFICATIONS AND EVENTS AT ABF TOURNAMENTS

4.1 In accordance with the above classifications, the ABF Tournament Committee shall determine the systems that may be played in any ABF event in sufficient time for the relevant decisions to be published in the Entry Booklet or on Entry Forms for the event/s, and/or in Supplementary Regulations.

4.2 System restrictions may vary from one stage of an ABF event to another. They may also be different within a single stage as when determined by either round number or current field position (i.e. no Yellow systems in the early rounds of a Swiss, nor in the bottom part of a ranked field).

4.3 In its discretion, the Tournament Committee may also allow or prohibit certain Brown Sticker conventions to be used in particular ABF events, notwithstanding any of the above. These allowances do not affect the classifications of the systems themselves.

4.4 All such allowances will be construed strictly and shall be deemed not to extend to any further variations of the said convention, unless otherwise determined by the Tournament Committee.

5. REVIEW OF SYSTEMS CLASSIFICATION DURING ABF EVENTS

5.1 The ABF Tournament Committee's representative may, during ABF events, review the classification made by players and, if necessary, reclassify any system.

5.2 When carrying out such review, the ABF Tournament Committee's representative may also take into account any other features of the opening bid and overcalling structures which, in his/her opinion, are such as to make it unreasonably difficult for opponents to devise and implement adequate defensive methods.

5.3 The ABF Tournament Committee may exercise these powers through its duly appointed representative and/or the Chief Tournament Director, and decisions made by the Chief Tournament Director are subject to appeal to the ABF Tournament Committee.

6. REVIEW OF SYSTEMS CLASSIFICATION BETWEEN ABF EVENTS

6.1 Any player/pair/team may seek a review of the classification of any system, or of any decision made by the ABF Tournament Committee's representative to allow or prohibit use of a system (including their own) or specific convention(s).

6.2 The ABF Systems Committee will undertake such a review with all due haste but the determination of the Systems Committee will not retrospectively affect the results of any decision made by the ABF Tournament Committee's representative at the event in question.

7. DEFENCES AGAINST BROWN STICKER CONVENTIONS

7.1 Pairs may prepare written defences against those system elements that are categorised as Brown Sticker (not exceeding one A4 sheet), but no written defence against the defence will be permitted.

7.2 Such defences must be approved in writing by the Tournament Director and are to be given to the opponents (2 copies) at the table prior to the start of play.

7.3 Both pairs at the table may use them during the auction period and - for the purpose only of responding to a question - during the play period.

8. DEFENCES AGAINST YELLOW SYSTEMS

8.1 Notes detailing a defence against a Yellow system (not exceeding one A4 sheet), and any defence against the defence (also not exceeding one A4 sheet), may be used at the table during the auction period; and - for the purpose only of responding to a question - during the play period.

8.2 When opposing a team/pair that is playing a Yellow system, opponents wishing to use notes on their defence at the table must submit two (2) copies of that defence to the opponents at an appropriate time and place prior to the scheduled start of play, to be specified in the Supplementary Regulations. Such defences are deemed to be part of the opponents' convention card. In preparing a defence against a Yellow system, a pair using a Green, Blue or Red system may change their system, including opening calls.

8.3 Yellow systems that are to be played only as a defence against other Yellow systems may only be used if submitted in accordance with section 3.5 above.

8.4 Any defence against a defence (two copies, hand written) must be submitted to opponents at the start of play. In preparing their counter-defence, the pair using a Yellow system is not permitted to change any of the highly artificial aspects of its system.

9. VIOLATION OF SYSTEM AND PSYCHIC MANOEUVRES

9.1 A player may violate his side's announced understanding always provided that his partner has no more reason to anticipate the violation than have the opponents.

9.2 A partnership understanding exists when the frequency of occurrence is sufficient for the partner of the player who makes the call to take his awareness of psychic possibilities into account, whether he actually elects to do so or not.

9.3 Understandings whereby from time to time there may be gross violations of the normal meanings of calls, and where the nature or type of violation might be anticipated, must be disclosed. These understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to opponents.

9.4 Agreements that so-called psychic calls are to be expected, or the provision of systemic protection for them, are classified as HUM (Yellow). A call, which is based on a partnership understanding, cannot properly be called 'psychic' and such methods are only permissible when the advance notice provisions of sections 3.2 and 3.5 have been fulfilled.

9.5 If the Director judges there is undisclosed knowledge affecting the result of a board he shall adjust the score and may award a procedural penalty.

9.6 The psyching of a conventional bid, which is unequivocally forcing and systematically indicative of the strongest possible opening hand (e.g., a Game Forcing 2♣ or a Precision 1♣) is strictly forbidden.

10. CHANGE OF SYSTEMS

No pair may play two different Yellow Systems during the course of an event without the express permission of the Chief Tournament Director, unless specifically provided for in the Supplementary Regulations. Similarly, a maximum of only three Yellow systems per team will be permitted during the course of any one event.

11. ONUS ON ENTRANTS

Each entrant in an ABF event shall make themselves aware of the ABF System Regulations and their application, as specified in the Entry Conditions and Supplementary Regulations pertaining to that event.

12. NON-COMPLIANCE WITH SYSTEM REGULATIONS

12.1 When it is brought to the Director's attention that a pair have transgressed the system regulations, whether in the system played or convention(s) used, the Director should consider whether the opponents have been damaged; and, if so, award an adjusted score(s).

12.2 In addition the Director should consider the assessment of a disciplinary penalty, taking into account:

- a) The standard of the offending pair.
- b) The standard of the field, especially those pairs that may have been affected.

33 APPENDIX 3 – ABF REGULATIONS FOR WRITTEN BIDDING AND BIDDING BOXES

(Effective June 1st 2008)

A. INTRODUCTION

- 1.1 Written bidding or bidding boxes are used in all Australian Bridge Federation Tournaments. However when the Chief Tournament Director (CTD) believes that the circumstances warrant it, alternative bidding procedures for one or more tables or for all competitors may be instituted.
- 1.2 In accordance with Law 7A the board in play must remain on (the centre of) the table until play is completed.
- 1.3 Players must decide their call before commencing to write or to touch the bidding box. Any vacillation among calls may convey unauthorised information and restrict partner's actions according to Laws 16B1 and 73C.
- 1.4 The Laws concerning correct procedure in the auction, irregularities in the auction and the proprieties apply *mutatis mutandi* to written bidding and bidding boxes.
- 1.5 The use of Stop Cards is authorized for ABF controlled Tournaments and recommended for use in other tournaments.
- 1.6 The Stop Card is used during the auction as a Skip Bid Warning.
- 1.7 Before a player makes a bid that skips one or more levels, a Stop Card should be placed face up on the table in front of the left-hand opponent. After an appropriate period (approximately 10 seconds but less at one's own discretion) the person who made the skip bid picks up the Stop Card, whereupon the left hand opponent may then call.
- 1.8 Left-hand opponent should ask any questions during the period in which the stop card is on the table.
- 1.9 When a player omits to use the Stop Card before making a Skip Bid, the failure to do so may be taken into account by the Director, and subsequently by an Appeals Committee, when assessing what action to take with respect to possible extraneous information (Law 16).

B. WRITTEN BIDDING

- 2.1 The written bidding record sheet ("bidding slip") to be used is as determined by the CTD.
- 2.2 When the CTD determines that play and score records are required, the recorder records cards played; and South (or the recorder) enters the score which is then checked and initialed by West.
- 2.3 It is not necessary to mark the dealer and vulnerability on the written bidding record sheet unless screens are in operation, when the players must mark the sheet even if a recorder is present.
- 2.4 When a player elects to mark the written bidding record sheet, a circle at the appropriate compass position designates the Dealer and a single or double line through N & S and/or E & W denotes the vulnerability.
- 2.5 The Director may apply a procedural penalty to a player who marks the written bidding sheet incorrectly. Nevertheless, it is the responsibility of all players to know and to use the dealer and vulnerability marked on the board: players who take action based on a written bidding sheet that is marked incorrectly have no recourse.
- 2.6 A call is not made until the player has written the appropriate numeral, if necessary, with the appropriate symbol. Each call should be written in the next vacant box working from left to right of that player's segment of the bidding slip. The symbols are:

C for clubs	The numerals 1, 2, 3, 4, 5, 6, 7
D for diamonds	/ for pass
H for hearts	Either / or // for the concluding pass of the auction
S for spades	X for double
NT for no trumps	XX for redouble

- 2.7 Calls must be made in a consistent manner without any emphasis or additional notations such as full stops.
- 2.8 All calls must be made in neat, legible, handwriting. Where there is any doubt about what is written, players should seek verbal clarification.
- 2.9 The director is the sole judge and final arbiter in respect to the legibility of any written call. A player has no redress if he has made a call based on his own misunderstanding (Law 21A). If however, in the opinion of the director, a player has made a mistaken call as a result of an opponent's illegible handwriting, then Law 21B may be applied.
- 2.10 The written bidding sheet remains in view until the third player (partner of the opening leader) has played to the first trick when it should be removed (or turned over) by dummy. If dummy omits to do this then another player may remove the bidding sheet.
- 2.11 The stationary pair, or NS if both pairs are moving, must ensure that used bidding slips are not available to players who have yet to play that board.

C. BIDDING BOXES

- 3.1 A call is made by the player selecting the appropriate card from the bidding box and placing it on the table (no screens) or on the bidding tray (with screens). Players should not touch any bidding cards before they have determined their call. (Law 73F may apply and also, when there are no screens, Law 16B1).
- 3.2 Starting with the dealer, players place the bidding cards on the table in front of them. When a bidding tray is used, the first call is placed at the extreme edge of the player's segment of the tray. Subsequent calls should then overlap neatly and evenly so that every call is visible and faced towards partner.
- 3.3 Should a call be cancelled following an irregularity, then the bidding card that represents the withdrawn call shall be restored to the player's bidding box.
- 3.4 Alerts are made by saying, "Alert" audibly and placing the alert card across the bidding card designating the alertable call. The alerted player must acknowledge the alert before calling.
- 3.5 A call is considered made when a bidding card is removed from the bidding box with apparent intent.
- 3.6 A call selected may be changed without penalty if it is determined by the Director that
 - It is a call selected unintentionally
 - It has not passed the screen *and* the Director consents to the change.

or
- 3.7 When screens are in use the bidding cards are restored to their boxes prior to the opening lead.
- 3.8 When screens are not in use, all the bidding cards should remain on the table until after the opening lead has been faced.
- 3.9 Until they are removed from the table, a player can review the auction by inspecting the bidding cards. After the bidding cards are restored to their boxes a player may, at his first turn to play, require all previous calls to be restated (Law 20C2). Only an opponent shall respond to this request and when screens are in use it shall be written.

Introduction

It is an essential principle of the game of bridge that you may not have secret agreements with partner, either in bidding or in card play. Your agreements must be fully available and fully disclosed to your opponents. These Regulations set principles and guidelines for the approved alerting procedures.

The ABF System Regulations require each player to have a legibly completed approved system card on the table, with the partnership cards being systemically identical. The purpose of an alert is to draw the opponents' attention to any call that has a special meaning, or a meaning the opponents may not expect. The fact that your system card explains the meaning of a call does not remove the obligation to alert it when required by these regulations. (However see 2.4 below for self-alerting calls)

You should follow the principle of full disclosure (as required by the Laws) in following these Regulations and in explanations of calls. Your principle should be to disclose, not as little as you must, but as much as you can, and as comprehensibly as you can. A careless failure to follow this policy may result in an adjusted score, and possibly procedural penalties, where opponents have been damaged. If you make a positive effort to meet your obligations under full disclosure, you will rarely if ever fall foul of these regulations.

Your agreements include not only specific agreements appearing on your system card but also partnership understandings which have arisen through partnership discussion or experience. The opponents are entitled to know about these understandings. General bridge inferences, like those a new partner could make when there has been no prior discussion, are not alertable, but any inferences that can be drawn from partnership experience must be disclosed.

Definitions and General Principles

Convention

A call that, by partnership agreement, conveys a meaning other than willingness to play in the denomination named (or in the last denomination named), or high-card strength or length (three cards or more) there. However, an agreement as to overall strength does not make a call a convention.

Note that 'other than' is construed to include 'additional to'. So, by definition, any bid that shows the denomination named and another denomination also, is conventional. All opening bids and overcalls that show two or more suits, even if one of the suits is named, are by definition conventional.

2.1.2 It is construed that an opening bid of 1♣ or 1♦ which may contain fewer than three cards in the opened suit does not indicate 'willingness to play' and hence such bids are conventional.

2.1.3 Certain calls may not convey any meaning e.g. the enforced 3♣ after a Lebensohl 2NT. Such calls are construed as conventional.

Natural calls

A **natural suit bid** is one that is not conventional. It follows from the definition of *convention* that a bid is natural if it meets the following criteria:

- Conveys a willingness to play in the denomination named (but does not come under 2.1.1 or 2.1.3)
- Shows high card strength or length (3+ cards) in the suit named.

A **natural NT bid** is a bid that shows a preparedness to play in NT, and conveys no specific information about your suit holdings.

A **natural pass** is a pass that does not convey any conventional message about strength or suit holdings.

Natural calls as defined in these regulations are in general not alertable, but there are important exceptions. (See 3.2.2.)

Cue bids

For the purposes of these Regulations, a **cue bid** of opponent's suit is defined as a bid of any denomination bid by the opponent or of a suit shown by the opponent's bid. Example: If an opponent opens 1♦ showing spades, then 1♠ and 2♦ are both cue bids. Similarly a 2NT overcall of 1NT is also a cue bid.

Self-alerting calls

There are five different types of self-alerting calls, *viz.*

- Doubles
- Redoubles
- Cue bids of an opponent's denomination/suit
- All calls at the four level or higher, and
- Any 2♣ response to a 1NT opening bid in an uncontested auction.

These calls carry their own alert and should not be alerted. It may be risky to make assumptions as to the meaning of such a call. You are entitled (at your turn to call) to ask for your own protection, but bear in mind that unnecessary questions may be more helpful to the opponents than to your own side, and may convey unauthorised information thereby limiting partner's options.

Other definitions

A **transfer bid** is an artificial bid, which promises length in a specified suit.

A **puppet bid** is an artificial bid, which requires a particular response by partner, but does not promise a holding in the suit of the forced response.

A **pass-or-correct bid** or a **correctable bid** is a bid, which, after partner has shown possession of an unspecified suit, conveys the meaning 'Pass if this is your unspecified suit, otherwise correct to your suit'.

Alert Stages

There are three stages of the alerting process. All are important.

- The pre-alert before bidding starts
- Alerts during the auction
- Delayed alerts by the declaring side before the opening lead.

Pre-alerts

At the start of a round or match, pairs should acquaint each other with their basic system, length of their one level openings and the strength and style of their opening 1NT. Subsequent questions about these, whilst legal, may be regarded as unauthorised information.

This is the stage where you should draw the opponents' attention to any unusual agreements you have which might surprise them, or to which they may need to arrange a defence. Examples: transfer pre-empts, unusual two level openings, canapé style bidding, very unusual doubles, unusual methods over the opponents' 1NT or strong club openings, unusual cue bids of the opponents' suit, *etc.* Pay particular attention to unusual self-alerting calls. These should appear on your system card, but should also be verbally pre-alerted.

Highly unusual carding (e.g. leading low from doubletons) should also be pre-alerted at this stage.

Alerts during the Auction

You must alert a call if it is conventional (unless it is self-alerting).

Two classes of natural calls must be alerted (unless they are self-alerting), *viz.*

- (a) The call is natural, but you have an agreement by which your call is forcing or non-forcing in a way that your opponents are unlikely to expect. Examples:
- Responder's first round jump shift on weak hands.
 - A non-forcing suit response by an unpassed hand to an opening suit bid (whether or not after intervention).
 - A pass which forces partner to take action (e.g. SWINE).
- (b) The call is natural, but its meaning is affected by other agreements, which your opponents are unlikely to expect. Examples:
- A natural NT overcall in the direct position, which does not promise a stopper in the overcalled suit.
 - A jump raise of opener's one level bid which may be weak or pre-emptive.
 - A single raise of partner's suit which may be strong or forcing e.g. 1♦ - 2♦ forcing.
 - The rebid in a canapé sequence where the second suit may be longer than the first.
 - A 1♥ opening which denies holding 4+ spades.

Delayed alerts

At the end of the auction, the declaring side should draw attention to any unusual features, particularly any unusual non-alerted calls. Upon inquiry, you must disclose fully, not only the specific meanings of all calls, but also any inferences you have drawn from the auction based on partnership experience (as distinct from general bridge knowledge). These explanations may occasionally need to include negative inferences, such as hand types partner probably does not have for his bidding. Defenders must not, at this time, draw attention to their own calls, nor voluntarily offer explanations (they must of course fully disclose upon inquiry).

Takeout/negative-type doubles and penalty doubles do not require a delayed alert. If interested, the opening leader should enquire before leading, or his partner may enquire after the opening lead has been made face down.

If a possible misexplanation emerges during the delayed alert stage the Director should be called before the opening lead is faced. Defenders however must wait until the play of the hand is completed before calling the Director to report any misexplanation by their partner.

Some Common Conventions

Stayman 2♣ over partner's 1NT

This bid is self-alerting because it is almost universally used. The conventional responses to Stayman are alertable, as are natural responses, which convey a message about strength or special distribution.

Transfers over partner's NT

The transfer bid is alertable. Acceptance of the transfer, whether or not after interference, is alertable if it conveys any meaning relating to hand strength or length in partner's shown suit.

Multi 2 bids e.g. 2♦ showing an unspecified 6-card major with or without other options

Alert opener's bid. Alert all conventional responses including correctable bids.

Specific Examples

This section provides a number of examples by way of illustration and amplification. The list is not exhaustive. It is not necessary to commit them to memory as they follow the principles specified above. There is an overriding requirement that self-alerting calls should not be alerted.

Opening bids

Alert:

- (a) 1♣ or 1♦ if it may contain fewer than three cards in the suit named.
- (b) 1♥ or 1♠ if it may contain fewer than four cards in the suit named. Also if a 1♥ bid systemically denies four spades, this is alertable (conveys a surprising message about another suit).
- (c) Opening two bids which do not promise a holding of 4+ cards in the suit named, or which promise a holding in the suit named and another suit. Examples:
 - Alertable: 2♥ showing hearts and another suit (whether specified or not).
 - Alertable: 2♣ where, if there are only 5 clubs, also shows a four-card major.
 - Strong artificial 2♣, 2♦ openings are alertable.

Note that a 2♥ bid, which promises only hearts, is not alertable, whether strong or weak.
(d) Any opening bid which is not natural e.g. transfer pre-empts.

Development of the auction

Alert:

- (a) Weak jump responses
- (b) Inverted minors (1♦ - 2♦ strong, 1♦ - 3♦ weak)
- (c) Forcing 1NT response
- (d) New suit rebids by opener which may be made on a suit of fewer than three cards in a minor or four cards in a major
- (e) Jacoby style 2NT over a major
- (f) Bergen raises
- (g) Fourth suit forcing
- (h) Splinter bids (below 4♣)
- (i) Transfer bids (below 4♣)
- (j) Forced bids in a 'pass-or-correct' sequence
- (k) Conventional responses including 'pass-or-correct' bids after a multi-two opening
- (l) Trial bids
- (m) Non-jump natural suit responses to 1NT (opening or overcall) which are invitational or forcing
- (n) A 1♠ response to 1♥ if it shows at least five spades
- (o) A pass which conveys a special meaning as to strength or distribution

Competitive auctions

Overcalls

Alert:

- (a) All overcalls which show two suits, even if one of them is the suit named
- (b) Unusual NT bids that show 2-suited hands
- (c) Natural NT overcalls of RHO's opening suit bid which may not have a stopper in that suit
- (d) Transfer overcalls and multi-meaning overcalls

Do not alert:

- (a) Single suited overcalls showing only the suit named, whether weak, strong or intermediate
- (b) 1NT in the pass-out seat which may not contain a stopper in the opener's suit

Over opponent's takeout double, alert:

- (a) Any bid in a new suit which is non-forcing (except by a passed hand)
- (b) Preemptive jumps
- (c) Fit showing jumps

Over an opponent's suit overcall, alert:

- (a) Any bid in a new suit which is non-forcing (except by a passed hand)
- (b) Any natural NT bid which does not promise a stopper in the opponent's suit
- (c) Lebensohl type responses after interference over your 1NT

After partner's takeout double, alert:

- (a) Any bid that conventionally shows weakness (Lebensohl, Herbert, *etc.*)
- (b) Any minimal natural response that shows some strength

Bidding Styles

Be aware that there are some different approaches in bidding style in natural systems after a minor suit opening, especially a 1♣ opening. Some players bid 'up the line', some prefer to show a major ahead of a 4 or even a 5-card minor. Further, some players may skip a 4-card major in making a NT rebid. These approaches are commonly used, and these regulations do not require them to be alerted during the auction. You are advised to be aware of these different approaches, and protect yourself by asking where necessary.

Alerting Procedure

Alerts are compulsory - you may not ask the opponents not to alert. The requirement to alert applies even though the convention or other agreement may be listed on the system card.

Self-alerting calls should not be alerted.

You alert partner's calls, not your own (except when screens are in use). Alerts should be made immediately after the alertable call has been completed.

Alerts are made by audibly saying, "Alert" or, if written bidding is in use, circling the call on the bidding pad. Circling a call provides prima-facie evidence that it has been alerted. (If bidding boxes are in use, an alert card should be placed across the relevant call.)

Delayed alerts should be indicated by a small plus sign (+) in one corner of the appropriate square of the bidding pad as evidence of the delayed alert. (If bidding boxes are in use, the declaring side should verbally indicate which unusual calls require a delayed alert.)

Do not explain your alerted calls or delayed alerted calls unless a request has been made.

If you know that partner's call is alertable but you have forgotten its meaning, you should nevertheless alert. If asked, explain that you have forgotten the meaning. The Director should be called immediately. His normal action would be to send you away from the table and have your partner explain the meaning of the call.

When a player makes any call in tempo, and an opponent then alerts (late alert), the director may allow the player to retract the call and substitute a legal call without penalty, provided that his partner has not subsequently called, and it is probable that his action might be different after the alertable bid's meaning has been explained [Law 21B1(a)]. Any call retracted in accordance with the provisions of this Law is authorised information to the partner of the player retracting the call (Law 16D), but not to the opponents.

Enquiring about an Alerted Call

When opponents make an alerted or self-alerted call, you are entitled to ask specifically about that call, but only at your first turn to call after the alert. Otherwise any questions should be directed at the whole auction, not a specific call; an appropriate method of asking would be “Please explain the auction”.

Any questions about a call or calls must take into account the Laws covering unauthorised information: *After a player makes available to his partner extraneous information that may suggest a call or play, as by means of ... a question..., the partner may not choose from among logical alternative actions one that could demonstrably have been suggested over another by the extraneous information* [Law 16B1(a)].

Hence whilst the Laws grant you the right to ask questions, unnecessary inquiries, or questions directed at particular calls, may limit partner’s options in the subsequent bidding or play. It is therefore advisable not to ask questions if your intention is to pass regardless of the answer.

Questions may be asked only for your own benefit. It is improper to ask questions for the benefit of partner.

Explanations

If an enquiry is made, a full explanation of the call must be given. This includes any conventional or partnership agreement, whether the agreement is explicit or based on partnership experience. Explanations may well include distributions and point ranges specifically excluded by a call, as well as those shown directly. When giving explanations, it is not necessary to repeat information given earlier in the hand, unless such information is requested. When explaining an alerted or self-alerting call, you should indicate if this same call may have a slightly different meaning (e.g. different point range) due to a variation of vulnerabilities and/or position around the table.

If there is no partnership agreement as to the meaning of a call, you must say so (by saying, “Undiscussed”, for example), and not attempt to offer a possible explanation. When, however, as a result of partnership experience and style, you are able to form a cogent view of the likely meaning of an undiscussed call, that information shall be given to the opponents. Where a call is undiscussed, you should not offer statements such as “I take it to mean...” or “I’m treating it as...”. Such a response is improper as it gives unauthorised information to partner.

Merely to name a convention (e.g. Michaels, Lebensohl, etc.) is not an acceptable explanation. There are many variations of most conventions, and a more specific explanation is normally required. Similarly, the use of "Standard" or "Natural" to describe calls, signals or leads is rarely sufficient - nor are the terms "Weak", "Strong" or "Intermediate" - without appropriate qualification.

An explanation given in response to an enquiry about the meaning of any call should avoid reference to the meaning of any response yet to be made to that call (unless requested by an opponent).

You need not divulge knowledge or conclusions you have reached based on your own card holdings, or as a consequence of your general bridge knowledge.

Irregularities in Procedure

Misinformation

Pairs who frequently forget their system or conventions have a damaging effect on the tournament. The Director is empowered by these Regulations to require such a pair to play a simpler system or convention. In extreme cases he may apply a procedural penalty under Law 90A.

Late Alert

In the case of a late alert (i.e. a member of the non-offending side has taken action before the alert is made), the Director should be called immediately before any further action is taken. (See **7.8**) He may be able to take steps to prevent damage at this time. If the non-offending side fails to call the Director at this time, they may jeopardise their rights to later obtain redress for damage.

Failure to Alert / Mistaken Explanation

When there has been a failure to alert, or a mistaken alert, or misexplanation given, the following principles apply.

If a member of the offending side becomes declarer/dummy:

Before the opening lead is faced, declarer and/or dummy are required by Law to call the Director and, in his presence, correct the failure to alert, the mistaken alert, and/or the misexplanation.

If the offending side become defenders:

No correction may be given until the end of play, at which time the Director must be called.

When there is reason to believe that a failure to alert has caused damage, the Director will consider awarding an adjusted score, providing there is a direct link between the irregularity and the result achieved at the table.

Tournament Director's Responsibility

Tournament Directors will not allow players to manipulate these Regulations to their advantage. For example, opponents must be allowed enough time to alert; a speedy action out of tempo followed by a claim for a late alert will receive little sympathy. Likewise, experienced players claiming damage through a technical failure to alert will need to present a strong case.

Directors are urged, when giving a ruling at the table, to consider whether the players have adhered to the principle of full disclosure.

Alerting when Screens are in Use

When screens are in use, the alerting procedures outlined above do not apply. Refer instead to the ABF Screen Regulations and the Supplementary Regulations of the event for details of alerting procedures.

Summary and Guidelines for Players

This summary constitutes part of the regulations, but is intended only as a brief guide to players. Players should be familiar with the full regulations.

The Laws and these regulations require full disclosure of your agreements. You should make active efforts to ensure the opponents are aware of your agreements. You do so by pre-alerts (before the auction), alerts during the auction and delayed alerts at the end of the auction.

The pre-alert is the stage where you warn opponents of any very unusual agreements. Pay special attention to self-alerting calls that may surprise the opponents, (e.g. unusual doubles, unusual cue bids of opponents' suit) and to any unusual agreements to which the opponents may need to devise a defence.

Calls are alerted during the auction by audibly saying, "Alert" and by circling the alertable call on the bidding pad.

At the end of the auction, the declaring side should draw attention to any unusual undisclosed features by placing a plus sign (+) in one corner of the relevant square(s) of the bidding pad.

Self-alerting calls include all doubles and redoubles, calls at the 4-level or higher, cue bids of an opponent's suit and any 2♣ (Stayman-type) inquiry to a 1NT opening bid. These should not be alerted during the auction, but may need to be alerted in the pre-alert or the delayed alert stage. Be aware that such calls by opponents may not mean what you assume, and ask if necessary.

All conventional calls (other than self-alerting calls) must be alerted. Note that an opening 1♣ or 1♦ bid that may contain fewer than three cards in the suit is conventional. Note also that any call showing two suits is conventional, even where one of the suits is named, e.g. 2♥ showing hearts and a minor.

A natural call must be alerted if it is forcing or non-forcing in a way the opponents might not expect (e.g. inverted minor raises, preemptive raises, negative free bids) or if its meaning is affected by other agreements (e.g. a 1♥ opening that denies 4+ spades).

Your policy should be to alert any call by partner (other than a self-alerting call) that the opponents could reasonably misunderstand.

In explanations, do not use the names of conventions; give specific explanations. For example, do not just say "Michaels", but explain the meaning of the bid by saying "At least 5-5 in hearts and a minor suit, any strength". Similarly, refrain from using the terms 'weak', 'strong', 'intermediate', 'natural' or 'standard' if there exist, from partnership experience, certain expectations of suit quality and/or point count. The opponents' views of these descriptive terms may differ from yours.

You may ask questions only at your turn to call or play. It is improper to ask questions for the benefit of partner.

Irregularities

Any misexplanation, alert or failure to alert by partner is unauthorised information to you, and you must avoid taking any subsequent action suggested by that unauthorised information.

If you realise that you have given a wrong explanation during the auction or failed to alert, call the Director immediately.

If you believe your partner has given a wrong explanation or there has been a material failure to alert, call the Director before the opening lead if you are the declaring side. If you are defending, you may not call until the end of the hand, whereupon you are required to do so.

35 APPENDIX 5 – ABF REGULATIONS FOR PLAY WITH SCREENS

1 INTRODUCTION

- 1.1 Screens must be used if at all possible during the final rounds of all Australian Bridge Federation events and during the Playoff. Players/Captains must not agree to play without screens.
- 1.2 When screens are in use these Regulations apply as varied by the Supplementary Regulations and at the discretion of the Chief Tournament Director in any manner necessary to facilitate the reasonable conduct of the event.
- 1.3 Each player must provide his/her screen-mate with a correctly filled-in system card and any relevant system notes.
- 1.4 From the time that the screen is closed at the beginning of a hand to the conclusion of the play of that hand, there is no oral communication at the table and no player is permitted to communicate with the other side of the screen except through the Director.
- 1.5 All queries are made and responded to in writing. The written queries and responses must remain on the table to be collected by the Tournament Director for retention until the expiry of the correction period.
- 1.6 The duties of a recorder are to record the bidding, the play and the score. A recorder is entitled to reserve any position including either corner of the screen (NE or SW). A recorder is not permitted to draw attention to, or summon the director to report, any irregularity.
- 1.7 When both non-playing captains are present at the same table they must both sit on the side of the screen selected by the captain of the NS pair. They may not however occupy positions that might impede a recorder in the performance of his/her duties.
- 1.8 Where the CTD determines that one or more boards in a round or session are to be arrow-switched, the players on the same side of the screen achieve this by interchanging seats. The relative orientation of the boards with respect to the screen must not be varied.

2 SCREEN OPERATION

- 2.1 The screen is placed diagonally across the table in such fashion that North and East, South and West are screen-mates.
- 2.2 The board must remain on (the centre of) the table throughout play. The board is placed in the centre of the moveable bidding tray ("chariot") or the written bidding record sheet or on the table under the screen in such a position that it can be seen on both sides of the screen.
- 2.3 West closes the screen so that the bidding tray can just pass under it.
- 2.4 The players now remove their cards from the board.
- 2.5 The auction is effected by using written bidding record sheets or bidding boxes.
 - 2.5.1 Written bidding record sheets: Each call is entered in the next vacant box working from left to right of a player's segment of the record sheet.
 - 2.5.2 Bidding boxes: Each call is made by placing bidding cards silently on a player's section of the chariot, starting from the extreme edge and neatly overlapping so that all calls are visible and faced towards partner. After the final pass, players remove their bidding cards.
- 2.6 A call is not valid until the player has written the appropriate symbol with an appropriate numeral, if necessary (written bidding) or released the bidding card onto the chariot (bidding boxes).
- 2.7 North and South transfer the chariot under the screen after their screen-mate has called, ensuring that all calls are visible on the other side.
- 2.8 Alerts are made by displaying or indicating an alert card or by placing it on the screen-mate's segment of the chariot. The recipient must acknowledge the alert or remove it from the chariot. The player who makes an alertable call must alert the screen-mate; the partner must alert the opponent on the other side of the screen when the bidding tray is transferred under the screen.
- 2.9 All requests for information (Law 20) about the auction or any alerted call must be made with the screen closed. They are made to, and responded to by, the screen-mate in writing. A claim of misinformation is unlikely to be accepted in the absence of such written evidence.

- 2.10 The opening lead is made face down. Opening leader's screen-mate announces that the lead has been made; a defender opens the screen in a manner that permits all players to see all the cards and play proceeds.
- 2.11 In the absence of a recorder, South records the score which West checks and initials.

3 IRREGULARITIES

- 3.1 The Director should be called at once after an irregularity [Law 9B1(a)]. The Director removes evidence of the attempted infraction and the auction continues.
- 3.2 It is a breach of regulation to transfer the bidding knowing that an irregularity has occurred.
- 3.3 The Laws of Duplicate Bridge 2007 apply except as specified below.

Law 9A3; Law 42B(3); Law 43A(1)(b) Dummy's Rights

Dummy may call attention to a defender's card exposed prematurely by a screen-mate, but he should try to avoid exposure of a premature opening lead.

Law 13 - The adjusted score and penalty prescribed in Law 13B apply only if the call has been transmitted to the other side of the screen.

Law 16 - During the auction, a breach of tempo may be identified by the slowness or speed with which the chariot is returned. The players who receive the tray are the only ones who can speak to any abnormality. Consequently it is an infraction if a player on the side of the screen where the breach occurred is the first to draw attention to it.

Law 20 Review of the Auction

Until the bidding cards are removed from the chariot, a player obtains a review of the auction by inspecting them. At trick one, when a player is still entitled to obtain a review and an inspection of the bidding cards is no longer feasible, a player obtains a written review of the auction from his/her screen-mate (see 2 below).

Explanation of calls

1. During the Auction: At any time a player may request, in writing, of his/her screen-mate a full explanation of an opponent's call. The reply, also, is in writing.
2. During the Play Period: Questions during the play period should be in writing with the aperture closed. The screen is opened after the response has been made in writing.
3. At no time prior to completion of the hand is any communication permitted between a player on one side of the screen and a player on the other side of the screen concerning the auction or explanations given and received.

Laws 25 through 32; Law 34, Laws 36 through 39:

Only those calls that comprise the legal auction should pass through the screen. When an irregularity is rectified the players on the other side of the screen are not informed of any occurrence. For infractions covered by these laws, the following procedures are used:

- (a) **Tray not Passed:** Before the tray is passed, the offender's screen-mate, or the offender himself, shall call attention to the infraction and summon the Director. The Director shall see that the infraction is rectified without penalty. Infringing calls must not be accepted and any irregularity must be rectified.
- (b) **Both Sides at Fault:** The infringing call is nonetheless passed across the screen, both sides being at fault (as when either player commits a bidding infraction and the proper player - North or South - moves the tray before rectification). Both players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Director returns the tray to the offending players for rectification of the irregularity without penalty. These infringing calls may not be accepted.
- (c) **Only One Side at Fault:** The infringing call is passed across the screen with only one side at fault (the player who committed the bidding infraction - East or West - also moved the tray improperly). Both players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Director returns the tray to the offending player for rectification of the irregularity and the appropriate penalty is applied. These calls may not be accepted.

- (d) **Irregularity not Noticed:** The infringing call is passed across the screen, and neither player there draws attention to it, the chariot eventually being returned to the side of the screen where the bidding irregularity was committed, the auction stands without penalty or rectification. However, in the case of an inadmissible call, Laws 36A, 37A and 38A still apply.
- (e) **Authorized and Unauthorized Information:** Information from withdrawn calls is unauthorized for any partnerships at fault but authorized for a player or partnership that has committed no irregularity. If the Director determines that the unauthorized information from withdrawn calls precludes normal bidding, he shall award an artificial adjusted score. If a call has not been observed previously because the chariot did not pass fully under the screen, the information is authorized and may be used until LHO has called.

Law 33 **Simultaneous Calls**

The subsequent call is cancelled without restriction.

Law 40 **Alerts**

When a player makes an alertable call, he immediately alerts his/her screen-mate. When the bidding tray arrives on the other side of the screen his/her partner immediately does the same.

Law 41A **Opening Lead out of Turn**

The offender's screen-mate should attempt to prevent any opening lead out of turn. A face down lead out of turn is retracted without penalty. A faced opening lead out of turn is retracted without penalty if the screen has not been opened. When the screen has been opened after a faced opening lead out of turn - through no fault of the declaring side and:

- (a) The other side has not yet led face up; the lead is considered to be out of turn and Law 54 applies.
- (b) The other side has also led face up; the card becomes a major penalty card.

When the declaring side has incorrectly opened the screen, the faced lead out of turn must be accepted and the player who first mentioned the denomination of the final contract becomes the declarer. The Director shall award an adjusted score if he/she considers that the player who opened the screen could have known that it would be to his/her advantage to accept the lead.

Law 73D **Variations in Tempo**

During the auction period, after an opponent has acted quickly, it is proper to adjust the tempo back to normal by either delaying one's own call (place the bidding card faced, in front of, but not on the chariot) or by waiting before passing the chariot.

A delay of the chariot on one side of the screen of up to 20 seconds (at any time during the auction and whether or not out of tempo) shall not give rise to any inference of unauthorized information. Players are advised to vary the time the tray is passed so that pauses of up to 20 seconds (or perhaps longer in unexpected situations) may be considered not to convey information.

Law 76 **Spectators**

Spectators may not sit so they can see both sides of the screen.