# 6th SEABF Championship Conditions of Contest 

## Laws

The Laws of Duplicate Bridge 2017 will be used. Unless stated explicitly, the General Conditions of Contest governing Asia Pacific Bridge Federation tournaments will apply.

## Official Language

English is the official language of the SEABF Championships. During each match the players may converse only in English unless both captains (in team events) or all four players at the table (in pair's events) agree to use some other common language at their own risk. The Laws printed in English will be used by the Tournament Directors to adjudicate irregularities. No request for review due to misunderstanding in a language other than English will be entertained.

## Types of Contest and Tournament Format

The following events will be held:

1. Open Teams
2. Ladies Teams
3. Senior Teams
4. Mixed Teams
5. Youth Teams
6. Open Pairs

Both SEABF Teams and SEAN Clubs are combined in the Mixed, Open, Ladies, Seniors and Youth Team series. If there are less than 4 SEABF teams in any series byt have 4 more teams otherwise, they will all be moved into the ASEAN Clubs. If there are 4 or 5 teams in a series, 2 prices will be awarded. For 6 or more teams in a series, 3 prizes will be awarded.

The Ladies, Seniors and Youth series qualifying rounds will only be held separately if there is a minimum of 5 teams in that series, otherwise they will be amalgamated into the Open Team series, with the 2 top SEABF teams in each series qualifying for the finals.

Depending on the number of entries, the qualifying round of the Open, Ladies, Senior, and Youth Teams series will either be a round robin or Swiss. The SEABF finals will either be a 4 -team single round robin in that series, or a 48 -board 3 -segment play-off with less than 8 teams in the series.

The Mixed Teams will be a 7 -round Swiss of 8 board matches.

## Bridgemates

Bridgemate II will be used as the official score input device. Teams can print their score sheets when the match is completed at self-service printers.

## Screens

Screens will be used in the finals. The Screen Regulations from the APBF General Conditions of Contest will be adopted.

## Time Schedule

The tentative schedule is included in this programme, but is subject to final alterations depending on the final entries. The final schedule will be announced in the Captains' Meeting.

## Team Numbers

Team numbers of all the team events will be drawn at the Captains' Meeting. If feasible, the schedule and numbers will be so arranged such that teams from the same NBO will meet each other in the earlier rounds.

## Line-up and Seating

Teams will play according to the schedule. The first named team will be the Home Team and the other the Visiting Team. The Home Team sits NS in the Open Room and EW in the Closed Room. There will be no seating rights and the players will use the Bridgemate II at the table to enter the line-up.

## Substitutes

If for any reason a team is unable to produce 4 players, either at the start of a session or during a session because of an emergency arising, the Director may designate a substitute to allow the match to proceed. The substitute must not be a member of another team in this contest. The Director, having designated a substitute, must inform the Tournament Organiser as soon as practicable and shall provide a written memo giving the circumstances that necessitated the use of a substitute. The result of such a match in which a substitute has played shall stand. If no substitute is available, the defaulting team must forfeit.

## System and Conventions

The SEABF Championships is a category 3 event as described in the WBF Systems Policy. The use of both HUM systems and 'Brown Sticker' methods is prohibited.

## Convention Cards

All Pairs are required to have 2 copies of their duly completed WBF convention cards at the table during the tournament, failing which procedural penalties may be imposed.

## Alerts and Explanation

The SEABF Championships adopts the APBF Alerting Policy. The APBF adopts the WBF Alerting Policy with one exception - All doubles are not alertable, with or without screens.

## Psychic Bidding Policy.

The SEABF Championships adopt the APBF Psychic Bidding Policy. The APBF adopts the WBF Psychic Bidding Policy with one exception - Psyches of convention and artificial openings are not allowed.

## Forfeits

If a team is unable to play or complete a match, the Director may find that team to be in default and declare the match forfeit. The team in forfeit will receive 0 victory points and the non-offending team will receive the higher of

1. The average VPs for all matches played by the non-offending tea
2. The complement of the average VPs of all matches played by the offending team
3. 12 VPs

## Disqualification

In the case that a team is disqualified by the Tournament Organising Committee, all scores against this team are null and void

## Agreement of Results

Correction of scores must be done within 10 minutes after the completion of a round, or 10 minutes before the start of the subsequent round if it is the last round of the day.

## Late Start

A warning will be issued for the first offense of up to 5 minutes.
Subsequent offense, or offense of 5 minutes or more will incur a penalty of 0.2 IMP per minute. The tournament director may award a walkover for late starts of more than 20 minutes

## Slow Play

Slow Play will be penalized at 0.2 VP per minute per team. The Tournament Directory may cancel boards yet to be played if it deemed that the start time of the subsequent rounds may be affected by slow play, imposing a penalty of 1 VP per board canceled.

## Request for Review

A Request for Review of the ruling of the director must be logged within 10 minutes of the conclusion of the match. All requests must be submitted to the director with a US\$100 or S $\$ 140$ deposit, which will be refunded if the Official Reviewer considers that the appeal has merit. Procedural penalties may be imposed for appeals that are considered frivolous.
Dress Code
Slippers, singlets and shorts are not permitted to be worn in the playing area.
Badges
Players and NPCs must wear their badges at all time while in the playing area.

## Smoking and Consumption of Alcohol

Smoking and the consumption of alcoholic beverages in the playing area are prohibited.

## Mobile Phones and Electronic Devices

Mobile telephones and electronic devices brought into the playing area must be switched off for the entire duration of the rounds in play. The Chief Tournament Director may, at their discretion, prohibit certain electronic equipment from being brought into the playing area

