

ONLINE SCHAUFELBERGER TEAMS – 2022

Supplementary Tournament Regulations

This competition is conducted under the Laws of Duplicate Bridge 2017, supplemented by the Tournament Regulations of the NSWBA as amended, ABF and NSWBA regulations concerning online bridge tournaments, and these Supplementary Regulations. In case of conflict these Supplementary Regulations shall apply.

1 The Event

1.1 The event will be held over four nights as advertised on the NSWBA website. All players on RealBridge should have working video and audio connections. Players may only turn off their camera with the permission of the Director.

1.2 Teams are to consist of 4, 5 or 6 players.

1.3. If an odd number of team enter, the NSWBA will provide a House team.

1.4.1 For a field of 16 or more teams, the event will be run as a standard Swiss Teams competition playing two 14-board matches each night. The Swiss draw will be produced by the RealBridge software, based on the WBF continuous IMP to VP conversion scale for 14 board matches.

1.4.2 For a field of fewer than 16 teams, the event will be run as a full round robin playing 3 x 9 board or 4 x 7 board matches each night followed by a standard Swiss Teams competition playing matches of the same length to complete a movement of 27 or 28 boards. The Swiss draw will be produced by the RealBridge software, based on the appropriate WBF continuous IMP to VP conversion scale.

1.5 Yellow systems are not permitted.

2 Eligibility

All players must be members of the NSWBA or one of its affiliated clubs. Members of any of the ABF's Foreign Players clubs are also allowed to play.

3 Fees

The entry fee as specified on the website must be paid in full before the first session.

4 Scoring

4.1 Each team will score 2, 1 or 0 board-a-match (BAM) VPs on each board, according to the following formula:

2 VPs for a win by more than 10

1 VP for a tie or a difference of 10

0 VPs for a loss by more than 10

4.2 The winning team will score $(y + n/x)$ IMP VPs where n is the IMP difference between the two teams, up to a maximum win defined in the following table. x and y are as specified, fractions are rounded up. The losing team will score $y - n/x$ VPs where n is the IMP difference between the two teams, down to a minimum score of 0.

| # Teams | Match length (boards) | Victory Points | | | # Rounds | | x | y |
|---------|--------------------------|----------------|------|-------|-------------|-------|-----|-----|
| | | BAM | IMPs | Total | Round robin | Swiss | | |
| 12 | 9 | 18 | 22 | 40 | 11 | 1 | 2 | 11 |
| 14 | 7 | 14 | 16 | 30 | 13 | 3 | 3 | 8 |
| 16 | 14 | 28 | 32 | 60 | 0 | 8 | 2 | 16 |

4.3. Total Victory Points available in each match vary depending upon the length of each match, as shown in the following table.

5 Substitutions

Substitutions are to be in accordance with the standard NSWBA substitution regulations.

6 Prizes

No prizes will be awarded.

7 Score Correction Period

The correction period ends at midday on the Wednesday immediately following each session.

8 Masterpoints

Masterpoints are awarded at level B ($W = 5.0$) on the basis of the IMP score in each match. The point-a-board result of the match is not relevant in calculation of the masterpoint awards.