

Inter Professional Bridge Tournament **(Conditions of Contest)**

Laws

The Laws of Duplicate Bridge 2007 will be used. Unless stated explicitly, the General Conditions of Contest governing APBF tournaments will apply.

Tournament Format

A total of 18 teams will be participating. It will be in a Swiss team format, 6 rounds of 4 boards each, using 4-board Swiss Victory Point (VP) Scale attached. The team accumulating the most VP will be the winner. The match up for the first round will be team 1 vs 2, 3 vs 4, and so on, with the provision that teams from the same organisation will not meet in the 1st round. The match up for the subsequent rounds will be determined by the ACBLSCOR program, and teams will not meet other teams twice.

Team Number

Team numbers will be drawn at the Captains Meeting prior to the start of the tournament.

System Restrictions

HUM (Yellow) System and Brown Sticker Conventions are not allowed for this event. All pairs are required to bring 2 copies of duly completed convention card to the tournament, failing which procedural penalties may be imposed.

Alerts and Explanations

An alertable call is defined in the WBF Alerting Policy. The partner of a player who has made an alertable call must immediately alert his opponent by placing an **ALERT** card in front of him. It is the responsibility of the alerting player to alert clearly. No explanation of the meaning of the alertable call should be made unless requested by an opponent.

Seating

Teams play according to the draw, which will be projected on the screen at the venue. The lower-numbered 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.

Any team failing to observe the above and causing a delay of the match will be subject to **Late Start** penalties.

Tie Breaking

Should there be a tie at the end of the tournament, it will be broken according to the following formula:

1. The total matches won; failing that
2. The direct match between the contending teams; failing that
3. IMP Quotient; failing that
4. 2 + 1 boards of sudden death play-off.

Agreement of Results

The Captains are responsible for agreeing and signing the official results within 5 minutes after the official completion time of a match. Discrepancies must be reported no later than the completion of the following match.

Late Start

0 - 5 mins.	1st offence: warning 2nd +: 1 VP each
>5 - 10 mins.	1 VPs
>10 - 15 mins.	2 VPs
>15+ mins.	Walkover

Slow Play

0 - 5 mins.	1 VP
>5 - 10 mins.	1.5 VPs
>10 - 15 mins.	2 VPs
>15+ mins.	Walkover

Appeals Procedure

An appeal of the TD's ruling must be lodged with the CTD within 30 minutes of the posting of the official score for the match. The Appeal Form must be submitted, with a deposit of HK\$500, to the TD for delivery to the Appeals Committee Chairman. The deposit will be forfeited if the Appeals Committee found the appeal to be frivolous, otherwise it will be refunded. The quorum for an Appeals Committee is 3: the Chairman or his designate and 2 other members.

Computer Dealt Hands

All teams will play the same set of computer dealt hands. These hands are generated at random with no special constraints or restrictions.

BridgeMate II and Bidding Boxes

BridgeMate II (wireless score input device) and bidding boxes will be used throughout this tournament.

Mobile Phone, Pagers and Electronic Devices

You must switch off all mobile phones, pagers and electronic devices inside the playing area, failing which an automatic procedural penalty of 2 VPs will be imposed for each offense.

Smoking

By government regulation, smoking is prohibited in the playing venue and surrounding areas.

Timetable

Round 1	19:00 - 19:30
Round 2	19:40 - 20:10
Round 3	20:20 - 20:50
Round 4	21:00 - 21:30
Round 5	21:40 - 22:10
Round 6	22:20 - 22:50

4-Board Swiss Scale

IMP Diff.	VP
1 - 2	11 - 9
3 - 4	12 - 8
5 - 7	13 - 7
8 - 10	14 - 6
11 - 13	15 - 5

IMP Diff.	VP
14 - 16	16 - 4
17 - 19	17 - 3
20 - 23	18 - 2
24 - 27	19 - 1
28+	20 - 0