



# Hong Kong, China Contract Bridge Association Tournament Format Jan 2024

## Contents

1. Preamble.....	2
2. Tournament Tiers .....	2
2.1 Tier 1 Tournaments .....	2
2.2 Tier 2 Tournaments .....	2
2.3 Tier 3 Tournaments .....	2
3. Tournament Formats.....	3
3.1 General Rules for Teams Events .....	3
3.2 Seating Rights for Knockout Matches .....	3
3.3 Trial for APBF Championships or WBF Championships .....	5
3.3 Other Trial Events (6 Match Days available, 8 Teams Maximum) .....	6
3.4 Other Trial Events (8 Match Days available, 8 Teams Maximum) .....	7
3.4 Other Trial Events (2 or more Berths) .....	8
3.5 Open Teams (10 sessions).....	8
3.6 Multiple Teams (2 sessions).....	9
3.7 Team of Six (4 sessions).....	10
3.8 Board-A-Match Teams (2 sessions) .....	10
3.9 Open Pairs (4 sessions) .....	11
3.10 Quadruple Pairs (3 sessions) .....	11
3.11 One-session Pairs (incl. YR Pairs) .....	12
3.12 3-bid Team (2-session) .....	13
Appendix I - Decision flow for change of event dates .....	14

## 1. Preamble

This document describes the format of tournaments held by the Hong Kong, China Contract Bridge Association (HKCBA).

The HKCBA also issues Supplemental Conditions of Contest (SCoC) further to regulate any tournaments held in accordance with their characteristics.

In the event of any inconsistency between this document and the SCoC, the SCoC shall prevail.

## 2. Tournament Tiers

The tournaments held by HKCBA is divided into 3 tiers.

The tier of the tournament governs which Tournament Directors (TDs) should hold the tournament and also the corresponding TD fees.

### 2.1 Tier 1 Tournaments

Tier 1 Tournaments include:

- (a) Selection trial events for representation rights for Zonal or World events (Open, Men, Women, Mixed, Senior series)
- (b) HKCBA Open Teams
- (c) HKCBA Open Pairs

### 2.2 Tier 2 Tournaments

Tier 2 Tournaments include:

- (a) Championship events which are not included in Tier 1
- (b) Other selection trial events for representation rights of NBO

### 2.3 Tier 3 Tournaments

Tier 3 Tournaments include all tournaments not included in Tier 1 and Tier 2.

### 3. Tournament Formats

#### 3.1 General Rules for Teams Events

Unless specified otherwise in SCoC, these rules apply to all Teams events wherever applicable.

- No carry-overs from Qualifying Rounds (QR) to Knockout (KO) matches. Ties in KO matches are broken according to GCoC.
- If 4 teams qualify for Semi-finals (SF), the 1st-ranked team chooses its opponent from the 3rd- or 4th-ranked teams.

TO may announce different tournament format as stated below to accommodate the actual schedule and venue constraints.

#### 3.2 Seating Rights for Knockout Matches

The seating is defined below. Unless stated, the Visiting team lines up before the Home team. The TD decides how the seating is assigned or drawn.

##### (a) Two sessions

	Team A	Team B
Session 1	Visit	Home
Session 2	Home	Visit

Alternatively, blind seating for both sessions

##### (b) Three sessions

	Team A	Team B
Session 1	Visit	Home
Session 2	Home	Visit
Session 3	Home (Blind)	Visit (Blind)

##### (c) Four sessions

	Team A	Team B
Session 1	Home	Visit
Session 2	Visit	Home
Session 3	Home	Visit
Session 4	Visit	Home

(d) Six sessions

	Team A	Team B
Session 1	Visit	Home
Session 2	Home	Visit
Session 3	Home	Visit
Session 4	Visit	Home
Session 5	Visit	Home
Session 6	Home	Visit

(e) Eight sessions

	Team A	Team B
Session 1	Home	Visit
Session 2	Visit	Home
Session 3	Visit	Home
Session 4	Home	Visit
Session 5	Visit	Home
Session 6	Home	Visit
Session 7	Home	Visit
Session 8	Visit	Home

3.3 Trial for APBF Championships or WBF Championships

Conditions of Entry Participants in the trials must be HKCBA members in BOTH current and previous bridge year

Categories According to the corresponding Championships

Players 6 per Team

Format The maximum allowable number of teams is 8. If there are more entries than 8 teams, at least 3 and at most 6 teams qualifies for the Qualifying Rounds according to the teams' Trial Points. The remaining teams will play Preliminary Rounds to fill up the quota for Qualifying Rounds. Alternatively, all teams are divided into two sections and play for quotas in the Qualifying Rounds, if the schedule allows. The format of Preliminary Rounds shall be announced before the commencement of each of these Trials.

Entries	2	3	4	5	6	7	8
	Qualifying Rounds (QR)						
Sections	n/a	1	1	1	1	1	1
Days in QR		3	4	4	4	5	5
Round Robins		6	4	2	2	2	2
Rounds per RR		2 (trio)	3	5	5	7	7
Boards per Round		12	16	16	16	16	16
Quota for KO		2	2	2	2	4	4
	Knockout (KO)						
Boards in Semi-Final	n/a					48	
Boards in Final	128	96					

3.3 Other Trial Events (6 Match Days available, 8 Teams Maximum)

Depending on the number of sessions available, the HKCBA Tournament Operations Committee (TO) may decide to use the below format or otherwise.

Entries	2	3	4	5	6	7	8
	Qualifying Rounds (QR)						
Sections	n/a	1	1	1	1	1	1
Days in QR		2	2	4	4	2	2
Round Robins		8	4	2	2	1	1
Rounds per RR		2 (trio)	3	5	5	7	7
Boards per Round		12	16	16	16	12	12
Quota for KO		2	2	2	2	4	4
	Knockout (KO)						
Boards in Semi-Final	n/a					96	
Boards in Final	96						

3.4 Other Trial Events (8 Match Days available, 8 Teams Maximum)

Depending on the number of sessions available, the HKCBA Tournament Operations Committee (TO) may decide to use the below format or otherwise.

Entries	2	3	4	5	6	7	8
	Qualifying Rounds (QR)						
Sections	n/a	1	1	1	1	1	1
Days in QR		3	4	4	4	5	5
Round Robins		6	4	2	2	2	2
Rounds per RR		2 (trio)	3	5	5	7	7
Boards per Round		12	16	16	16	16	16
Quota for KO		2	2	2	2	4	4
	Knockout (KO)						
Boards in Semi-Final	n/a					48	
Boards in Final	128	96					

### 3.4 Other Trial Events (2 or more Berths)

If two teams are to be selected from the Trials, the Trials may be held only with Round Robins or Round Robins plus Knockout, depending on number of sessions available.

(a) Round Robins only; The teams with highest VPs are selected.

Entries	3	4	5 or 6	7 or 8	9 or 10	11 or 12
	Qualifying Rounds (QR)					
Sections	1	1	1	1	1	1
Days in QR	6	6	6	6	6	6
Round Robins	12	6	3	3	2	2
Rounds per RR	2 (trio)	3	5	7	9	11
Boards per Round	12	16	16	12	16	12

(b) Round Robins with Knockout, 2 Berths

Entries	3	4	5 or 6	7 or 8	9 or 10	11 or 12
	Qualifying Rounds (QR)					
Sections	1	1	1	1	1	1
Days in QR	6	6	6	6	6	6
Round Robins	12	6	3	3	2	2
Rounds per RR	2 (trio)	3	5	7	9	11
Boards per Round	12	16	16	12	16	12
Quota for KO	2	2	4	4	4	4
	Knockout (KO)					
Format	2nd vs 3rd		(a) 1st vs 2nd; (b) 3rd vs 4th Winner of (a) is selected			
Boards to play	96		48			
Format	1st in QR and Winner in KO are selected		Loser of (a) vs Winner of (b) Winner is selected			
Boards to play			48			

### 3.5 Open Teams (10 sessions)

Minimum entries     4 Teams



Players 4 to 6 per Team

Entries	4	5-6	7-8	9-10	11-12	13-14	15-16	17+
	Qualifying Rounds (QR)							TBD
Sections	1	1	1	1	1	1	1	
Sessions in QR	4	4	4	4	4	4	3	
Round Robins	4	2	2	2	1	1	1	
Rounds per RR	3	5	7	9	11	13	15	
Boards per Round	8	10	7	5	8	7	5	
Quota for KO	2	2	4	4	4	4	8	
	Knockout (KO) with Screens							
Boards in QF	-		-				28	
Boards in SF	-		48				48	
Boards in Final	96		96				96	

3.6 Multiple Teams (2 sessions)

Minimum entries 5 Teams

Maximum entries 16 Teams

Players 4 to 6 per Team

Movement Multiple Teams movements by default, other formats at the TD's discretion and consent by TO

Entries	5	6	7	8	9	10	11	12	13	14	15	16
Sessions	2	2	2	2	2	2	2	2	2	2	2	2
Round Robins	2	2	2	2	2	2	2	1	1	1	1	1
Rounds per RR	4	5	6	7	8	9	10	11	12	13	14	15
Boards per Round	7	5	4	4	3	3	2	4	4	4	4	3

### 3.7 Team of Six (4 sessions)

Minimum entries	4 Teams
Maximum entries	10 Teams
Players	6 to 8 per Team

Entries	4	5	6	7	8	9	10
Total Tables	6	9	9	12	12	15	15
Sessions	4	4	4	4	4	4	4
Round Robins	4	2	2	1	1	1	1
Rounds per RR	3	5	5	7	7	9	9
Boards per Round	3 x 3	3 x 3	3 x 3	3 x 4	3 x 4	3 x 3	3 x 3

### 3.8 Board-A-Match Teams (2 sessions)

Movement follows Multiple Teams

Scoring (Option A) Win/tie/lose of a board scores 1/0.5/0 points. The teams rank by their aggregate points. Tie-breaking by direct match, then number of boards won.

Scoring (Option B) Win/tie/lose of a board scores 1/0.5/0 points. The team scores 1/0.5/0 VPs for each round. The teams rank by their aggregate VPs. Tie-breaking by direct match, then number of rounds won, then number of points, then number of boards won.

3.9 Open Pairs (4 sessions)

Minimum entries 8 Pairs

Entries	8 to 19	20 to 27	28 to 33	34+
Sessions (Qualifying)	n/a	2	2	TBD
Quota for Final	n/a	12	16	
Sessions (Final)	2	2	2	

3.10 Quadruple Pairs (3 sessions)

Minimum entries 4 Teams

Maximum entries 14 Teams

Entries	4	5	6	7	8	9	10	11	12	13	14
Rounds per Session	5	8	10	12	14	8	9	10	11	12	13
Boards per Round	5	3	2	2	2	3	3	2	2	2	2

### 3.11 One-session Pairs (incl. YR Pairs)

Minimum entries 8 pairs

Maximum entries 33 pairs

One winner in Matchpoint scoring for 20 or less entries

One or two winner in Matchpoint scoring for 21 or more entries

Entries	Format	Rounds	Bds per Rd	Entries	Format	Rounds	Bds per Rd
8	H	7	4	21	M	11	2
9	H	9	3	22	M	11	2
10	H	9	3	23	M	12	2
11	H	11	2	24	M	12	2
12	H	11	2	25	M	13	2
13	H	13	2	26	M	13	2
14	H	13	2	27	M*	13	2
15	RH	13	2	28	M*	13	2
16	RH	13	2	29	M*	13	2
17	RH	13	2	30	M*	13	2
18	RH	13	2	31	M*	13	2
19	RH	13	2	32	M*	13	2
20	RH	13	2	33	M*	13	2

Legend:

H – Complete Howell

RH – Reduced Howell (TD's decision on how the arrow switches are done)

M – Mitchell (scrambled for one-winner events)

M\* – Mitchell with appendix tables (For even number of tables, appendix tables only)

### 3.12 3-bid Team (2-session)

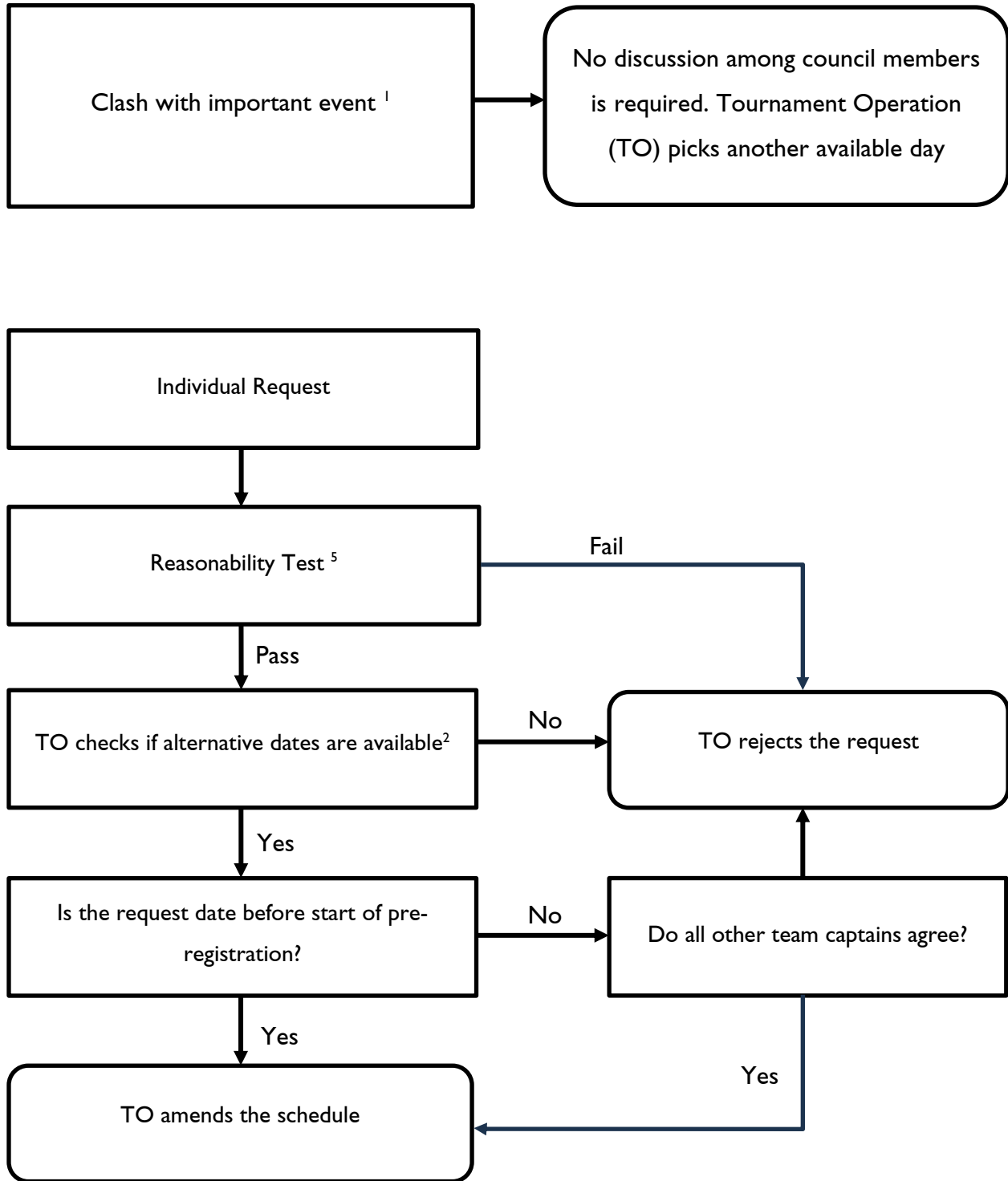
Minimum entries	5 Teams
Maximum entries	16 Teams
Players	4 to 6 per Team

For movement refer to the section for Multiple Teams event.

In each board, a player is allowed to make at most 3 legal bids, the excess bid of a player is cancelled (given his LHO has not made a call after that) and the offender must pass whenever it is his turn to call. Laws 16, 26B and 72C may apply. The number of passes, doubles and redoubles is not limited. Psychic calls are prohibited.

The above tournament format is subject to SCoC, if available.

Appendix I - Decision flow for change of event dates



## Remarks

1. Important Events includes those competitions, which may generate scores for EVSS.  
Some examples could be Asian games, APBF Congress, APBF Championships, Asia Cup, China National Team Game (Category A), Transnational Open Team Championships, World Bridge Game, World Bridge Series, World Bridge Championships.
2. Available alternative dates = Venue available + Director available
3. Council members shall not vote if he/she doubts there is a potential conflict of interest.
4. If the request is received 3 days before the start of pre-registration or less, the pre-registration will be postponed.
5. Examples for passing the reasonability test are clashing with festivals, tournaments not mentioned in point 1, etc. (TO can request council's advise on complicated cases)