

**SILICON VALLEY YOUTH BRIDGE
GENERAL CONDITIONS OF CONTEST FOR
THE BAY AREA HIGH SCHOOL
BRIDGE CHAMPIONSHIPS**

*Adopted by the Board of Directors
of Silicon Valley Youth Bridge*

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I. FORMAT OF THE 2018 EVENT

The Bay Area High School Bridge Championship is sponsored by Silicon Valley Youth Bridge (SiVY Bridge) and Peninsula Youth Bridge. This document outlines the General Conditions of Contest (CoC) for the 2018 event. Deviations from some of the details of these conditions may be authorized by the director in charge (DIC) if required by changes in circumstances.

This event will be sanctioned by the American Contract Bridge League (ACBL). Thus, ACBL regulations will apply to the event.

For ACBL masterpoint awards, the team event and both pair events will be stratified as follows: Strat C, 0-1 masterpoint; Strat B, 2-10; Strat A, 11 or more masterpoints. For additional information, see:

http://www.acbl.org/tournaments_page/general-information/explanation-of-events/pair-games-explained#25

http://www.acbl.org/tournaments_page/general-information/explanation-of-events/team-games-explained#21

A. When and Where

The championship will be held on April 29, 2018, at the Bayshore Bridge Club in Burlingame (1300 Old Bayshore Highway, Burlingame, CA 94010; 650-344-4919). The event will begin promptly at 10:00 AM and will conclude at about 6:30 PM. Lunch will be served after the morning session, at about 1:30 PM.

The event is free for all participants. Lunch and snacks and drinks are also free, but will be provided *only* to participants in the Championship (teams or pairs).

B. Team Event Format

The first session will consist of team matches totaling about 20 boards; the exact number of boards will depend on the number of teams that participate. If 12 or fewer teams enter, each team will play every other team in the event. If more than 12 teams enter, the teams will be split into two groups (called Group A and Group B). The number of boards in each match will also depend on the number of teams that participate. Hereafter, this session will be called “the Round Robin (RR).”

After a lunch break, the teams with highest total scores in the morning will play off to determine the winner of the team event. Hereafter, this session will be called “the Championship Final (CF).” The number of teams that qualify for the CF will depend on the number of teams that enters. If six or fewer teams enter, two will qualify for the CF. If seven or eight teams enter, three will qualify. If nine or more teams enter, four will qualify.

Any high school may enter at most two teams. If two or three teams qualify, no more than one team in the CF may represent the same high school. The highest ranked team and the next highest ranked team from a different school will compete in the CF. If four teams qualify, both teams from a school will compete in the CF, but they must play each other in the semifinal match. If all qualifying teams represent different schools, in the semifinal matches, Team A1 will face Team B2, and Team B1 will face A2.

Participating teams must register for the event by March 30, 2018, by filling out the registration form on the SiVY website; see

http://siliconvalleyyouthbridge.org/programs/HSchampionship/2018/hsc_hampionship.html

C. Pair Event Format

Teams that do not participate in the CF match can play in a Pair Event of about 20 boards, which will also begin after the lunch break, at 2:30 PM. The Pair Event will be a standard matchpoint event. Members of pairs in the Pair Event need not be affiliated with a single school.

Players who do not participate in the morning session of the Team Event are welcome to enter the Pair Event only, provided that both players in each pair would have been eligible to compete in the team event. New entrants into the Pair Event are welcome to come for lunch at about 1:30 PM.

The organizers will make an effort to find suitable partners for individual players who wish to compete in the Pair Event but do not come with a partner.

D. Prize Eligibility

All participants in the HS Bridge Championship will receive a T-shirt commemorating the event, as well as one or more small bridge-related prizes. Players who place high in either the Team Event or the Pair Event will receive ACBL masterpoints according to the ACBL regulations for these awards.

The winners of the Team Event will receive a large trophy suitable for display at their school, as well as a smaller replica of the trophy for each player. Each player will also receive a gift card.

Members of the second-place team will receive small individual trophies for each player. Each player will also receive a gift card.

If six or seven teams enter the event, each member of the third-place team will also receive a gift card. If eight or more teams enter the event, each member of the fourth-place team will receive a gift card.

In the Pair Event, each member of the winning pair and the second-place pair will receive a small trophy and a gift card. If eight to eleven pairs enter the event, each member of the third-place pair will also receive a gift card. If more than twelve pairs enter the event, each member of the fourth-place pair will also receive a gift card.

II. DEFINITIONS

The following definitions apply throughout these General Conditions of Contest.

- 1) SiVY Silicon Valley Youth Bridge, a nonprofit organization organized to promote bridge for players aged 8 to 26.
- 2) DIC Director in Charge of a bridge event
- 3) ACBL American Contract Bridge League
- 4) PYB Peninsula Youth Bridge

III. PROPRIETIES

Bridge players are expected to observe certain standards of behavior in ACBL-sanctioned events. Two of these standards are especially important:

1. All communication between partners must be in the form of bids and plays. No player should indicate through words or gestures that he has a good hand or a bad hand, that he likes or dislikes partner's lead or play, or that he would prefer that partner bid or lead a particular suit.
2. All players are expected to try their best to win at all times. It is unethical to try to help particular opponents.

In addition, the ACBL's Zero Tolerance standards will apply to this event. All participants are expected to be courteous to all other players and to adult volunteers. Players should avoid making fun of partners and opponents, gloating over good results, and making other types of remarks that could make other players uncomfortable.

IV. ELIGIBILITY

A. All Participants

To participate in the Bay Area HS Championship, each player must be a student in the 9th, 10th, 11th, or 12th grade.

B. Teams

A team shall consist of four to six players affiliated with the same high school. "Affiliated," in this context, includes home-schooled players who have formal arrangements to participate in extra-curricular activities with the school. The registration form must include the names of all team members and the names of designated alternates. Alternates may replace designated team members for the Team Event without permission from the DIC.

If a team has five or six members, each player must be able to play all of at least one session. That is, if Player A does not participate in the morning session, he or she must play throughout the CF if the team qualifies.

At most two teams may represent the same high school. If the CF consists of two or three teams, two teams from the same high school may not compete in the CF.

To play in the Team Event, each team must submit a registration form by March 26, 2018. The form is available at:
<http://siliconvalleyyouthbridge.org/programs/HSchampionship/2018/hschampionship.html>.

C. Pairs

To participate in the Bay Area HS Championship Pair Event, each player must be a student in the 9th, 10th, 11th, or 12th grade. Any participant not affiliated with a high school must not have previously completed the 12th grade and must have been born in or before the year 2003 and after the year 1998. Pairs need not consist of representatives of the same high school.

V. WITHDRAWAL

A. Before the Event Starts

A registered player or team may withdraw before the Bay Area HS Championship starts. If one or two players wish to withdraw, their team may designate alternate players to complete in their stead. If a player withdraws at the last minute and no alternate is available, another substitute may be accepted at the discretion of the DIC. All alternates and substitutes must be eligible to represent the team's high school.

B. After the Event Starts

No team may withdraw from the event before its completion except for a health emergency. All teams that enter are expected to be prepared to play both sessions if the team qualifies for the CF.

Entry into the Pair Event is optional. Pairs on teams that are eliminated at the end of the RR are permitted to withdraw from the competition. If one member of a pair chooses not to compete in the Pair Event, the organizers will attempt to find a substitute partner for the other player if he or she chooses to stay.

Any team that fails to play a portion or all of a match in either the RR or the CF will forfeit the match.

If a team withdraws after a RR has been completed and the team has qualified for the CF stage, the highest placed nonqualifier from the RR that represents a different school will qualify for the next stage of competition.

If a team withdraws during the CF match for any reason other than a health emergency, its opponent shall be deemed to have won the match. Any team that withdraws will forfeit all prize money it would otherwise receive.

VI. SYSTEMS, CONVENTIONS, AND ALERTS

A. Methods Allowed

Any method included on the ACBL General Convention Chart (GCC) is allowed in the Bay Area HS Championship. Conventions allowed on the GCC can be found at the ACBL web site at <http://web2.acbl.org/documentlibrary/play/Convention-Chart.pdf>.

B. ACBL Convention Card

Each pair in the Team Event is required to complete an ACBL Convention Card. Each player in the Team Event is required to bring the ACBL Convention Card to the table.

Upon arriving at the table, each player should give the partnership's ACBL Convention Card to his or her right-hand opponent for the opponent to use during play.

C. Alert Procedures

The HS Bridge Championship will be governed by the ACBL Alert procedures. If a pair uses any convention or treatment printed in red on the ACBL Convention Card, the partner of the player who makes such a call should immediately say, "Alert," and tap the Alert strip in the bidding box. A pair that neglects to alert may be subject to penalty if the DIC determines that their opponents have been damaged by not knowing the pair's methods.

Additional details concerning the Alert procedures can be found at www.acbl.org.

VII. ROUND ROBIN PROCEDURES

A. Scoring

The RR matches will be scored in International Match Points (IMPs), as shown on the inside of the ACBL score card. IMP results for each match may be converted to Victory Points (VPs) at the discretion of the DIC.

B. Order of Play

At the DIC's discretion, matches in the RR stage may be played straight through, without breaks. The DIC will disclose the order in which matches will be played immediately prior to the first session of the event.

C. Seeding in a Two-Group Round Robin

If more than 12 teams enter and the RR is divided into two groups, those groups will be seeded as follows: For up to the four players with the highest masterpoint holdings on the team, each team will receive one seeding point for each player who holds any ACBL masterpoints; it will receive an additional seeding point for each number of ACBL ranks (5, 20 50, 100, 200, etc.) achieved by those team members.

The seeded teams will be distributed between the two groups as follows: The top seed will be assigned to Group A; the next two teams will be assigned to Group B. Then two teams will be assigned to the next bracket in alternating fashion until all seeded teams have been assigned. Teams with 0 (zero) seeding points will be randomly assigned to alternating groups until both groups have been filled.

D. Tie Breaking in the Team Event

A tie occurs when there is no mathematical difference between teams according to the scoring system in use.

If two teams are tied after the RR, the first tie break would be the winner of the head-to-head match between those teams. If more than two teams are tied, ties will be broken by comparing IMPs or VPs scored against all tied teams. If teams are still tied after applying these procedures, ties will be broken according to total IMPs won and total IMPs lost in *all* matches. If teams are still tied, placements will be decided by the order in which the teams registered—the team that registered earlier will be deemed the winner, and so on.

For purposes of awarding cash-value prizes the top n teams (two, three, or four) will be decided by the order of finish in the n -team CF. All other cash prizes, if any, will be determined by the order of finish in the RR.

In a two-team CF, the winners of the RR will be deemed the winner if the match ends in a tie.

In a three-team CF, any team that wins two of the three matches will be deemed the winner. If each team wins one match, the winner will be decided by differences in IMPs scored. For purposes of awarding cash prizes, first and second place will be determined by number of matches won; that is, if one team's record is 1-1 and another's is 0-2, the 1-1 team places second. Only if all teams win one match each will total IMPs be used to determine rankings. If all three teams are also tied in total IMPs scored, the RR results will determine the rankings of the teams.

If two teams are tied at the end of the final match of a four-team CF, the DIC will add boards for a sudden-death playoff. Whether to add boards in groups of one or two will be decided by the DIC.

VIII. CHAMPIONSHIP FINAL PROCEDURES

In a two-team CF, the match will be played in two segments of about 10 boards each. After each segment, teams will compare scores and agree on the result. Scores will be converted to IMPs according to the table inside the ACBL score cards.

A three-team CF will be played as separate matches; each team will play the other two teams in one match. Three-way matches must be played as round robins; therefore, no comparisons between matches will be permitted.

A four-team CF will be played as a semifinal match followed by a final match. After the semifinal match, teams will compare scores to determine the winners.

IX. PAIR EVENT PROCEDURES

The Pair Event will be a standard matchpoint pair game. About 20 boards will be played, depending on the number of entrants and the movement chosen by the DIC.

The ACBL traditionally does not break ties in pair events for awarding masterpoints. If first place awards 2 masterpoints and second place awards 1 masterpoint, the players who tied for first and second will each receive 1.5 masterpoints. If more than two pairs are tied, all pairs receive the total masterpoint awards for the relevant placings, divided by the number of tied pairs.

For purposes of awarding prizes, ties in the Pair Event will be broken as follows:

1. For all tied pairs, the DIC will compare matchpoints scored on all boards against average. Each pair will be awarded one point for each score above average and one-half point for each score of average. The pair with the highest number of points will rank first, the pair with the next highest will rank second, and so on.
2. If the above procedure does not break a tie, the placement will be determined by a coin toss.

X. TIME

A. Time allotted

In the Bay Area HS Championship, the schedule of play is based on 7.5 minutes per board. In a RR where several matches are played in one session, the DIC may schedule additional time for changing tables.

B. Penalties

1. In a Round Robin

In RR play, when a match is not completed although time has expired, the DIC shall curtail the match by removing boards if the auction has not begun before time expired. If one team is found responsible for the slow play, its opponents will be awarded the greater of 3 IMPs per board removed or the IMPs its other-table result would normally earn (which is defined as the average of the IMPs the other table result would score when compared against the scores from all other matches).

2. In a CF Match

In CF play, the DIC may impose a penalty of 3 IMPs when in the DIC's opinion, which may be based upon statements by an independent observer as well as on direct observation, a pair has wasted an excessive amount of time.

The DIC may also curtail boards, if necessary for the orderly progress of the event.

3. In the Pair Event

In the Pair Event, the DIC may impose a penalty of one-fourth of a board when a pair has finished late on three or more rounds.

C. Tardiness

Play in the Team Event shall begin at the announced starting time of 10:00 AM. **Teams are expected to check in at the playing site by 9:45 AM.** If none of the players on a team has arrived by 10:00 AM, the team will be deemed to have withdrawn.

Pairs or players who do not arrive at the table at the start of each round are deemed to be tardy. The DIC may curtail the match by removing one or more boards as necessary to avoid undue delay before starting the next round. The opponents of the tardy pair will be awarded 3 IMPs per board removed.

XI. PROCEDURES FOR BIDDING BOXES, OPENING LEADS, AND QUESTIONS

A. Bidding Boxes

Players must choose a call before touching any card in the box. A call is considered made when a bidding card is removed from the bidding box and held touching or nearly touching the table or maintained in such a position to indicate that the call has been made.

A call may be changed without penalty under the provisions of Law 25 only if a player has inadvertently taken out the wrong bidding card, and the player corrects or attempts to correct without pause for thought, and the player's partner has not made a call.

The skip-bid warning is given using bidding boxes by displaying the Stop Card, making a call and then replacing the Stop Card in the bidding box. LHO is obligated to wait 10 seconds (while giving the appearance of studying his hand) before making a call.

B. Procedures for Opening Leads and Questions

The opening lead shall be made face-down. Before making the opening lead, the defender who is on lead may ask for a review of the bidding and may ask questions about the declaring side's bidding. The declarer should clarify any alerts made during the auction at this time.

After the opening lead is made, the declarer may ask questions about the opponents' bids, if they have made any, and may ask about their agreements about leads and carding. The defender sitting over the dummy may also ask for a review of the bidding and may also ask questions about the declaring side's bidding. Opening leader's partner should not ask questions about the bidding before his partner has selected a lead.

XII. SECURITY

Tournament directors are expected to address any departure from these rules immediately and are empowered to warn or penalize the offending players.

A. Rules Applicable to Players

1. When a hand has started, all players, except dummy during the play, should remain at the table. While dummy is permitted to leave the table (and remain away from the table until the hand is completed), dummy is expected to courteously inform the table that he is departing. The departure may not be disruptive and dummy must make sure that he does not see the hands of the other players.
2. When dummy has left the table, dummy has lost all rights. If there is a surrogate dummy, such dummy has no rights.
3. Once play of a segment has begun, unless escorted or monitored, both members of a pair may not be away from the table at the same time until the segment is completed. If a pair wishes to converse in private, they must be monitored by a tournament official.
4. Until the segment has been completed, players leaving the room must be escorted. Players may be escorted by opponents or tournament officials or adult volunteers.
5. Any special tactics or change in tactics must be disclosed to the opponents.
6. A player upon finding himself in a position in which security is compromised must report the situation to a tournament director immediately.
7. All electronic devices (other than health aids), including cell phones, tablet computers, and music players, in possession of players must be turned off and out of sight during play. If a player is found to have violated this rule, the player's pair or team shall face a significant score penalty.

B. Rules Applicable to Kibitzers

The only kibitzers permitted during the Team Event portion of the Bay Area HS Championship will be adult volunteers.

Kibitzers may be permitted during the Pair Event at the DIC's discretion.