

# NORTHERN IRELAND BRIDGE UNION MANUAL

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## *NIBU Competitions Rules*

- 1 Duplicate contract bridge competitions organised by or under the auspices of Northern Ireland Bridge Union [the Union] shall be conducted under the Laws of Duplicate Bridge for the time being authorised by the World Bridge Federation and any relevant regulations or directives made by the Union or its Committees
  - 2.1 Subject as in 2.2 and 2.3, all competitors in contract bridge competitions organised by or under the auspices of the Union must be members of a club affiliated to the Union which has paid the current year's affiliation fee to the Union unless the rules of a competition stipulate otherwise
  - 2.2 Competitors in a congress or a school competition organised by the Union need not be members of a club affiliated to the Union
  - 2.3 Players who are members of a club affiliated to the Contract Bridge Association of Ireland may play in competitions organised by the Union other than league competitions. Likewise players who are members of a club affiliated to the Union may play in Contract Bridge Association of Ireland competitions other than league competitions.
- 3 Competitors must conform to the eligibility conditions of the competition as published by the Union or the organisers
- 4 Master points are awarded for each competition organised by or under the auspices of the Union. National Points are awarded in competitions specified by the Union as National Point competitions. Each competitor must notify indicate his Master Points Number on request by the tournament director or organiser of the competition
- 5 No competitor may play on more than one team or pair in any one competition
  - 6.1 Entry fees and table money shall be paid before the commencement of each competition or as announced by the tournament director at the commencement of each competition
  - 6.2 Junior Members being aged under 22 or full time students under the age of 25 on the first day of the event or, in the case of knock-out competitions, on the closing date for entries are entitled to a student rate entry fee which equates to a 50% reduction in fees, Provided that for competitions specifically for Junior Members there shall be no student rate entry fee
- 7 Unless specified in the rules relating to a particular competition ties will be decided in accordance with the rules set out in the English Bridge Union Orange Book currently in force
  - 8.1 Any competitor, pair or team who withdraws after the commencement of a competition organised by or under the auspices of the Union without adequate reason shall not be permitted to enter or play in any competition organised by or under the auspices of the Union for the period of 12 months from the date of withdrawal.
  - 8.2 A competitor aggrieved by a decision made under paragraph 8.1 must appeal in writing within 21 days to the Laws & Ethics Committee of the Union
- 9 A substitute may not play in a competition from which he or she has already been eliminated. A substitute may not subsequently play in that competition in another pair or team. In Men's, Ladies and Mixed Pairs or teams a substitute must be of the same gender as the replaced competitor
- 10 In National Points team competitions teams may consist of 4, 5 or 6 players only 4 of whom may play in any one session. An application to enter a National Points team competitions team competition will not be accepted unless at least 4 competitors are identified

- 11.1 In National Points competitions mobile telephones and other electronic communication devices must be kept switched off at all times in the playing area from the start of play until after the last competitor has finished playing in that session.
- 11.2 A competitor who believes he has a sufficient reason to have his mobile telephone kept switched on, such as family illness or medical alert, during a competition may request the tournament director for permission so to do. The decision of the tournament director shall be final.
- 11.3 A fine of 2 victory points or 12 imps or 40% of a top [according to the form of scoring for the competition] shall be imposed on any pair or team if a mobile telephone or other electronic communication device belonging to or carried by a competitor in that pair or team sounds or vibrates during the competition
- 12 In National Points competitions each player must have at the table a completed convention card
- 13 In pairs competitions each competitor should announce as follows –
  - When partner opens 1NT – the range of the opening bid;
  - When partner opens 1♣ or 1♦ - that the opening bid could be short if it could be 2 or fewer;
  - When partner bids 2♣ Stayman - that it is Stayman and non-promissory/5 card/invitational plus if appropriate
  - When responder to 1NT opening makes a transfer bid - that the bid is a transfer bid
- 14 Smoking is not permitted in any playing area at any time
- 15.1 A winner or one of the winners of a competition in which a trophy is awarded shall sign a receipt for any trophy received.
- 15.2 The winner of a trophy is responsible for having the trophy engraved (the receipt should be forwarded to the Hon. Treasurer seeking reimbursement of reasonable outlay) and for returning it, clean and in good condition for presentation to the winner at the next year's competition
- 16 Where there is an appeal against a ruling of a tournament director, the tournament director shall send a copy of the appeal form and the ruling of the appeals committee to the Laws & Ethics Committee of the Union within 14 days of the date of determination of the appeal
- 17 In any dispute relating to the laws, regulations, ethics, rulings or appeals the decision of the Laws & Ethics Committee of the Union shall be final

## *Notes for competitors*

### *Guide to best behaviour at bridge*

Bridge is an extremely enjoyable game. Courteous behaviour is an exceptionally important part of that enjoyment. This guide serves as a brief reminder of how to behave at the bridge table. We are sure that all players naturally follow this code of conduct, but there are times when concentration and pressure can take their toll and it is for these situations that we issue this reminder.

Greet others in a friendly manner prior to the start of each round

Be a good 'host' or 'guest' at the table

Make your convention card readily available to your opponents and fill it out completely

Give credit when opponents make a good bid or play

Take care of your personal grooming

Ensure that your mobile phone is switched off

Enjoy the company as well as the game

Remember that it is rude to criticise partner or opponents in public, to be less than polite at the table, to gloat over good results, to dispute a call for the tournament director or to dispute or argue about the ruling of a tournament director

If a player at the table behaves in an unacceptable manner the director should be called immediately. Annoying behaviour, embarrassing remarks, or any other conduct which might interfere with the enjoyment of the game is specifically prohibited by Law 74A. Law 91A gives the tournament director the authority to assess disciplinary penalties. This can include immediate disciplinary board penalties, and if a future violation occurs in the same event, disqualification from future competition in the event. Ant further violations may result in a disciplinary hear where the future participation of the player in tournaments will be considered

### *The scope of the laws*

The laws are designed to define correct procedure and to provide an adequate remedy whenever a player accidentally, carelessly or inadvertently disturbs the proper course of the game, or gains an unintentional but nevertheless unfair advantage

An offending player should be ready to accept graciously any penalty or adjusted score awarded by the tournament director

### *The Proprieties of bridge*

The object of the Proprieties is twofold: to familiarise players with the customs and etiquette of the game, generally accepted over a long period of years; and to enlighten those who might otherwise fail to appreciate when or how they are improperly conveying information to their partners – often a far more reprehensible offence than a violation of the law

When these principles are appreciated, arguments are avoided and the pleasure which the game offers is materially enhanced

## 1 General Principles

Communication between partners during the auction and play periods should be effected only by means of the calls and plays themselves, not the manner in which they are made. Calls should be made in a uniform tone without special emphasis or inflection, and without undue haste or hesitation. Plays should be made without emphasis, gesture or mannerism, and so far as possible at a uniform rate. Players should not show lack of interest during an auction such as closing their cards in front of them suggesting the auction is over when their partner still has a bid

Intentional infringement of a law is a serious breach of ethics, even if there is a prescribed penalty which one is prepared to pay. The offence may be more serious when no penalty is prescribed

A player should carefully avoid taking any advantage which might accrue from an impropriety committed by his side. While one should not allow partner's hesitation, remark or mannerism to influence one's call, lead or play, it is not improper to draw inferences from an opponent's gratuitous hesitation, remark or mannerism, but such inferences are drawn at one's own risk

There is no obligation to draw attention to an inadvertent infringement of law by one's own side; however, a player should not attempt to conceal such an infringement, as by committing a second revoke, concealing a card involved in a revoke, or mixing the cards prematurely. However, if you give misinformation to your opponents you **MUST** correct it as soon as you have become aware of it. If your partner gives misinformation you **MUST** inform your opponents before the opening lead if you are declarer. Of course you may not use the information that your partner thinks your agreement is incorrect.

It is proper to warn partner against infringing a law of the game, for example, against revoking, or against calling, leading or playing out of turn

## 2 Violations of ethical conduct

The following acts should be carefully avoided and are considered breaches of etiquette when committed intentionally

- A remark, question, gesture or mannerism which might convey information to partner or might mislead an opponent

- A call made with special emphasis, inflection, haste or undue hesitation

- A play made with emphasis, undue haste, or unreasonable delay, when the act might convey information to partner or might mislead an opponent

- Any indication of approval or disapproval of partner's call, or of satisfaction with an opponent's call

- Indication of expectation or intention of winning or losing a trick before the trick has been completed

- Mixing the cards before the result of the deal has been agreed

- A comment or act during the auction or play period, calling attention to an incident thereof, the state of the score, or the number of tricks already taken

### **3 Observance of proper etiquette**

A player should maintain at all times a courteous attitude towards his partner and opponents. A player should carefully avoid any remark or action which might cause annoyance or embarrassment to another player or interfere with the enjoyment of the game

Every player should follow uniformly correct procedure in calling and playing, since any departure from correct standards may interfere with the orderly progress of the game

A player should refrain from

- The use of different designations for the same call
- Frequent review of the auction or play due to his own inattention
- Volunteering information that should be given only in response to a question
- Looking intently at any other player during the auction or play periods, or at another player's hand for the purpose of observing the place from which he draws a card
- Making gratuitous comments during the play period as to the auction or the inadequacy of the contract
- Exchanging hands with his partner, or letting his partner see his hand whether or not a penalty may be incurred
- Detaching a card from his hand before it is his turn to lead or play
- Disorderly arrangement of completed tricks, which may make it difficult to determine the sequence of plays
- Making a claim or concession of tricks if there is any doubt as to the outcome of the contract

### **4 Use of conventions**

It is improper to use, in calling or playing, any convention the meaning of which may not be understood by the opponents. Conventional calls or plays should be explained to the opponents before any player has looked at his cards. Advance notice may be given of the intention to use certain conventions of which full explanation may be deferred until the occasion arises. The explanation may be given only by the player whose partner made the conventional call or play. At any time this player must reply to an enquiry by an opponent as to the significance of a call or play that may be conventional, and should supply any information that may have been withheld

Any sponsoring organization, club or tournament committee, or group of persons playing Contract Bridge, may restrict the use of conventions in games under its jurisdiction

### **5 Spectators**

A spectator, or member of a table who is not playing, should refrain from gratuitous remarks or mannerisms of any kind. He should not call attention to any irregularity or mistake, or speak on any question of fact or law except by request of a member of each side

## *Bidding Box Rules*

### Ten things to know about Bidding Boxes

<b>1</b>	<b>When is a call considered to be made ?</b>
	<p>A call is considered to have been made when it has been removed from the bidding box with apparent intent [but the Tournament Director may apply Law 25]</p> <p>Law 25 is about intended and unintended calls. In essence if you pull out a card the test is:</p> <ul style="list-style-type: none"> <li>a) you have taken the card out of the box in error, and</li> <li>b) you attempt to change it instantly when you realise</li> </ul>
<b>2</b>	<b>How will the Tournament Director decide whether you changed your mind or not ?</b>
	The Tournament Director may look at your hand and may also ask you, probably away from the table to avoid giving information to the other players
<b>3</b>	<b>Suppose my bid is in the air and has not touched the table ?</b>
	Irrelevant. See answer 1 above
<b>4</b>	<b>Don't let your fingers do the thinking !</b>
	It is sometimes hard but much better to make up your mind before reaching to the bidding box. If you go to the bit which includes Double and Pass and then make a bid, your partner will be in receipt of unauthorized information and an adjusted score for this is possible under Law 16
<b>5</b>	<b>How should the bids be arranged ?</b>
	Starting with the dealer, players place their cards on the table in front of them, from the left and neatly overlapping, so that all calls are visible and faced towards partner
<b>6</b>	<b>What about the Alert card ?</b>
	You must use the ALERT card if partner makes an alertable bid. If there is an argument later about whether you did or did not alert, then the regulation says that it is your duty to ensure that your opponents see the bid. For this reason it is better to play the card ostentatiously rather than flicking it or saying "alert"

<b>7</b>	<b>STOP cards</b>
	<p>If you make ANY jump bid you should use your STOP card [“should” in bridge law and regulation mean’s that if you don’t you will probably be warned the first time. “must” is a stronger word and usually results in a penalty if the regulation is breached]. You should display the STOP card for about 10 seconds.</p> <p>The next player <b>must</b> pause for the requisite time and must not show indifference. If a player makes a jump bid without using the STOP card the next player is still obliged to pause for about ten seconds. Some players will tell you that STOP cards are a waste of time. However, it may be helpful to clarify why the procedure was introduced</p> <p>Bidders should generally make their bids in even tempo as, in many situations, long pause before a call will convey additional information to the “pauser’s” partner. One situation where this is a particular problem is when a player’s right hand opponent jumps the bidding. Deprived of bidding space, the player may have to consider the bidding afresh. If a player does not pause as required, it is highly probable that unauthorized information will have been conveyed. A quick pass may say “I’m weak” or a quick bid “I’ve got a clear cut bid partner”. Additionally and most importantly an obvious show of disinterest during the pause is totally inappropriate as it conveys the same “I’m weak partner” message as a quick pass</p>
<b>8</b>	<b>So what if the player does not show his STOP card when making a jump bid ? Am I off the hook ?</b>
	<p>No. You should pause as if the STOP card had been played correctly. If you don’t do so and there is a problem, the Tournament Director may rebuke the player who did not play the STOP card at the right time, but he may still think your partner is in receipt of unauthorized information and adjust the score if damage has been caused by your actions</p>
<b>9</b>	<b>How long should the bidding cards remain on the table ?</b>
	<p>Until the auction has ended and the opening lead has been faced and all explanations have been obtained. If an opponent puts the bidding cards away prematurely, you can ask him to display them, sigh heavily or both as you choose</p>
<b>10</b>	<b>Law or regulation ?</b>
	<p>The rules covering the use of bidding boxes are regulations made by the English Bridge Union</p> <p>No club is obliged to use bidding boxes if it doesn’t want to</p>

## *Master Points*

Master Points recognise the achievements of a player. Each Northern Ireland Bridge Union member has a separate individual master point number.

Each Northern Ireland Bridge Union member may view on the Union web-site the number of master points he holds. The web-site is up-dated frequently.

Master Points are awarded in affiliated clubs for each duplicate competition held by an affiliated club provided that results are notified to the Master Points secretary.

Master Points are awarded for all competitions – leagues, pairs and teams – organised by or under the auspices of Northern Ireland Bridge Union.

About the top third of players in a competition will be entitled to receive Master Points in a one session event. In a two session event one half of the players receive Master Points.

The Master Points awarded are linked to the number of players in the event.

There is a maximum award of 400 Master Points for an event of between 18 and 36 boards.

There is a maximum award of 1200 Master Points for an event of more than 36 boards.

Some Union competitions award National Points. 1 National Point is the equivalent of 100 local points. Pairs and Team competitions in which players are awarded National Point are listed below.

## *Master Point Definitions*

A **Novice** player is one who, on the first of September of the year concerned, has less than 200 Local points.

An **Intermediate 'B'** player is one who, on the first of September of the year concerned, holds less than 5,000 Local points and who has not represented his/her country at any level, nor represented any province at inter-provincial level, and who has not won an open Northern Ireland Bridge Union competition.

An **Intermediate 'A'** player is one who, on the first of September of the year concerned, holds more than 5,000 local points but less than 30,000 local points or less than 10 National Points and who has not represented his/her country at Senior level, nor represented any province at Senior inter-provincial level.

A **Senior** player is one who, on the first of September of the year concerned, holds more than 30,000 local points or more than 10 National Points but less than 100 National Points and has not represented his/her country at Camrose level nor Ireland at any Senior level.

A **Expert** player is one who, on the first of September of the year concerned, has more than 100 National Points or has represented his/her country at Camrose level or Ireland at any Senior level.

The **Grading Committee** has, however, the right to take into consideration a player's experience, general competence and such factors as they may consider relevant in assigning a grade to a player.

**Appeals** Any player wishing to appeal his grading must do so in writing to the Master Points Secretary.

A **Non-Expert** player is a member of the Northern Ireland Bridge Union who, on the first of September of the year concerned, has not been graded Expert and who does not have a significant Master Point holding in a Bridge Union other than the Union

## *Master Point Ranks*

The ranks attainable by Union members are determined by the number of Master Points held as follows:-

<i>Unranked</i>	less than 200 Master Points
<i>Club Master</i>	200 Master Points
<i>Local Master</i>	1,000 Master Points
<i>County Master</i>	2,500 Master Points
<i>Master</i>	5,000 Master Points
<i>Advanced Master</i>	7,500 Master Points
<i>* Master</i>	10,000 Master Points A * is added for each additional 10,000 Master Points
<i>Tournament Master</i>	40,000 Master Points A * is added for each additional 10,000 Master Points
<i>Junior Provincial Master</i>	10,000 Master Points – including 25 National Points A * is added for each additional 10,000 Master Points
<i>Senior Provincial Master</i>	20,000 Master Points– including 50 National Points A * is added for each additional 10,000 Master Points
<i>National Master</i>	30,000 Master Points - including 75 National Points
<i>Premier National Master</i>	40,000 Master Points - including 100 National Points
<i>Life Master</i>	60,000 Master Points - including 150 National Points
<i>Premier Life</i>	90,000 Master Points - including 300 National Points
<i>Grand Master</i>	120,000 Master Points - including 600 National Points
<i>Premier Grand Master</i>	120,000 Master Points - including 1,500 National Points

## *National Point competitions - Pairs*

<i>Northern Ireland Pairs</i>	Belfast Evening Telegraph Cup. The premier NIBU pairs competition. Open pairs usually held over 3 sessions
<i>North Down Pairs</i>	Bradley Cup. Open pairs held in North Down area over 2 sessions
<i>East Down Pairs</i>	Cohen Cup. Open pairs held in East Down area over 2 sessions
<i>Belfast Pairs</i>	Samuels Cup. Open pairs held in Belfast area over 2 sessions
<i>Northern Pairs</i>	Kings Arms Cup
<i>Mid-Ulster Pairs</i>	Bamber Trophy. Open pairs held in mid-Ulster area over 2 sessions
<i>Spring Congress Pairs</i>	Senior Cup. Open pairs held over 2 sessions. Players need not be members of a club affiliated to the Union
<i>Autumn Congress Pairs</i>	Barnett Cup. Open pairs held over 2 sessions. Players need not be members of a club affiliated to the Union
<i>Camrose Trials</i>	
<i>Lady Milne Trials</i>	Ladies only
<i>Northern Ireland Mixed Pairs</i>	Douglas Salvors. Each pair must consist of one lady and one gentleman
<i>Provincial Mixed Pairs</i>	Each pair must consist of one lady and one gentleman

## *National Point competitions - Teams*

### Knockout teams

<i>Kelvin Cup</i>	Premier NIBU knock-out competition open to any team of up to 6 player
<i>Mackinnon Cup</i>	Open to any team of 4 – 6 players. The team captain must play with every other member of the team [only 4 players may play in a match]
<i>Millership Cup</i>	Knock-out team competition restricted to players graded below Expert

### Leagues

<i>Premier League Division 1</i>	
<i>Premier League Division 2</i>	

### Teams and Swiss teams

<i>Northern Ireland Teams</i>	Schenker Cup. . The premier NIBU teams competition. Open teams held over 2 sessions
<i>Inter-club Teams</i>	Guinness Cup. Each team to consist of 4 players from the same bridge club
<i>East Down Teams</i>	Slieve Donard Cup. Open teams held in East Down area over 2 sessions
<i>Allan Trophy</i>	Team event. Each partnership must comprise one lady and one gentleman. Usually held over 2 sessions
<i>Spring Congress teams</i>	Northern Counties Cup. Open teams held over 2 sessions. Players need not be members of a club affiliated to the Union
<i>Autumn Congress teams</i>	Belfast Newsletter Cup. Open teams held over 2 sessions. Players need not be members of a club affiliated to the Union

## *Open competitions*

### PAIRS COMPETITIONS

<i>Seamus Blayney Trophy</i>	Open pairs held in Armagh/South Down area. Open to members of all Bridge Unions
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### TEAM COMPETITIONS

<i>Agnew Cup</i>	Teams of up to 6 players all of whom are golf members or golf associates of the same golf club. The golf club need not be affiliated to the Union. If there are sufficient entries from the various areas, the competition may be organised on a regional league basis with clubs qualifying for a knock-out semi-final and final
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Inter Club Swiss Teams	
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## *Gender specific competitions*

### PAIRS COMPETITIONS

<i>Mens' Pairs</i>	
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<i>Ladies' Pairs</i>	
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<i>Northern Ireland Mixed Pairs</i>	Douglas Salvors. Each pairs must consist of one lady and one gentleman
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<i>Provincial Mixed Pairs</i>	Each pair must consist of one lady and one gentleman
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<i>Spring Congress Mixed Pairs</i>	Grummitt Trophy. Each pair must consist of one lady and one gentleman
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<i>Autumn Congress Mixed Pairs</i>	Sloane/Robb Cup. Each pair must consist of one lady and one gentleman
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**TEAMS COMPETITIONS**

<i>Mens' Teams</i>	
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<i>Ladies' Teams</i>	
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***Master Point graded competitions*****INTERMEDIATE B COMPETITIONS**

<i>Intermediate B Pairs</i>	Robb Cup. Pairs event restricted to players graded no higher than Intermediate B level
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<i>Intermediate B Pairs</i>	Lowther Salver. Pairs event restricted to players graded no higher than Intermediate B level
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<i>Spring Congress Intermediate B Pairs</i>	Pairs event restricted to players graded no higher than Intermediate B level held at the spring congress over 2 sessions
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<i>Autumn Congress Intermediate B Pairs</i>	Patterson Cup. Pairs event restricted to players graded no higher than Intermediate B level held at the autumn congress over 2 sessions
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<i>East Antrim Intermediate B Pairs</i>	Pairs event restricted to players graded no higher than Intermediate B level held in Antrim area over 2 sessions
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**INTERMEDIATE A COMPETITIONS**

<i>Intermediate A Pairs</i>	Curran Salver. Pairs event restricted to players graded no higher than Intermediate A level
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<i>Spring Congress Intermediate A Pairs</i>	Pairs event restricted to players graded no higher than Intermediate A level held at the spring congress over 2 sessions
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<i>Autumn Congress Intermediate A Pairs</i>	Mackenzie/Johnston Cup. Pairs event restricted to players graded no higher than Intermediate A level held at the autumn congress over 2 sessions
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<i>North Down Intermediate A Pairs</i>	Pairs event restricted to players graded no higher than Intermediate A level
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### INTERMEDIATE B / SENIOR COMPETITIONS

<i>Intermediate B/Senior Pairs</i>	Each pair must include one player graded no higher than Intermediate B
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### INTERMEDIATE A / SENIOR COMPETITIONS

<i>Intermediate A/Senior Pairs</i>	Each pair must include one player graded no higher than Intermediate A
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### INTERMEDIATE B / INTERMEDIATE A COMPETITIONS

<i>Hyman Cup</i>	Knock-out teams event restricted to players graded Intermediate B or Intermediate A
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### INTERMEDIATE B / INTERMEDIATE A / SENIOR COMPETITIONS

<i>Helm Cup</i>	Each team of 12 players must consist of 4 players graded no higher than Intermediate B, 4 players graded no higher than Intermediate A and 4 players graded no higher than Senior with at least 8 players members of the same club. 2 session team event.
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## *Handicap competitions*

Handicap pairs are open to any pair, with handicaps being applied in accordance with Master point ranking of each player

<i>Louis Herbert Cup</i>	One session pairs event
<i>Mr Monty Pairs</i>	One session pairs event
<i>Handicap Teams</i>	

## *Schools competitions*

<i>Rosenberg Cup</i>	Teams event restricted to players attending schools in Northern Ireland. Each team member must attend the same school
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## *Individual competitions*

<i>McCaw Cup</i>	Individual invitation event for expert players
<i>Gardiner Cup</i>	Individual invitation event for players ranked less than expert

## *Irish Bridge Union competitions*

<i>Inter-Provincial Championships</i>	Teams event with each province having 3 senior teams and 3 intermediate teams NIBU teams selected by the Selection Committee
<i>Moylan Trophy</i>	All Ireland pairs event with NIBU allocated 8 pairs out of 40 pairs. NIBU pairs selected by the Selection Committee
<i>Burke Trophy</i>	All Ireland inter-county inter-club teams event. Clubs play off in each County to qualify

<b><i>Egan Trophy</i></b>	All Ireland teams event with 2 teams from NIBU and 4 teams from CBAI. Currently the winners of Premier I League and the winners of the Kelvin Cup represent NIBU
<b><i>Sonia Britton Trophy</i></b>	NIBU team plays CBAI team Each team comprises Open, Senior, Ladies, Intermediate B, Intermediate A and Officials teams NIBU teams selected by the Selection Committee

## ***International competitions***

Team competitions between teams representing Northern Ireland Bridge Union, Contract Bridge Association of Ireland, Scottish Bridge Union, English Bridge Union and Welsh Bridge Union organised by Bridge Great Britain

<b><i>Camrose Trophy</i></b>	Open team of up to six players. Played as a round robin of head-to-head matches over a weekend in January and a second weekend in March with the venue alternating between the competing bridge unions. The bridge union hosting each final weekend provides a sixth team
<b><i>Lady Milne Trophy</i></b>	Team of up to six lady players. Played as a round robin of head-to-head matches over a weekend with the venue alternating between the competing bridge unions The bridge union hosting the event provides a sixth team
<b><i>Junior Camrose Trophy</i></b>	Open team of up to six players all less than 25 years of age on the first January 2013. Played as a round robin of head-to-head matches over a weekend with the venue alternating between the competing bridge unions
<b><i>Peggy Bayer Trophy</i></b>	Open team of up to six players all less than 20 years of age on the first January 2013. Played as a round robin of head-to-head matches over a weekend with the venue alternating between the competing bridge unions
<b><i>Senior Camrose Trophy</i></b>	Open team of up to six players born during or before 1953 Played as a round robin of head-to-head matches over a weekend with the venue alternating between the competing bridge unions. The sponsor of the event provides a sixth team.

## *Appeals Procedure*

### *The Laws*

This is outlined in Laws 92 & 93 of the Laws of Contract Bridge 2007

#### *Contestant's Rights*

- A contestant or his Captain may appeal any ruling made at his table by the Director.
- An appeal may not be made by a person not present at the table (except by a Captain in a teams event)
- It should be noted that Law 83 requires the Tournament Director to notify contestants of the right to appeal when he believes that a review of his decision on a point of fact or exercise of his discretionary powers might be in order.

#### *Time of Appeal*

- The right to request or appeal a Director's ruling expires 30 minutes after the official score has been made available for inspection, unless a different time period has been previously specified.

#### *What may be appealed?*

- As a general rule a contestant may appeal any ruling made at the table - Law 92A.
- There is a presumption in the Laws that appeals will go to an Appeals Committee but Law 93A states that the Chief Director shall hear and rule upon appeals if there is no Appeals Committee.
- In practice it is advisable to settle all disputes with an Appeals Committee.
- There is a division of jurisdiction between the Chief Director and an Appeals Committee.
- The Chief Director determines law and regulation (Law 93 B1). All other matters are determined by the Appeals Committee (Laws 93 B2 and B3).
- Note that the Appeals Committee may not overrule the Director on a point of Law or regulation (Law 93 B3).
- It should also be noted that the Laws now provide for penalties for 'appeals without merit'.
- This is laid out in the footnote to Law 92A and gives Appeals Committees the power to subject such appellants to a score penalty.
- The concept behind this is that the appeals process should always be used in a reasonable manner and never in an attempt to gain an advantage in a situation where it 'can't hurt'.

#### *How to Appeal*

- All appeals must be made through the Director.

### *Concurrence of Appellants*

- An appeal shall not be heard unless both members of a pair (except in an individual event) concur in appealing. An absent member shall be deemed to concur.
- In a teams tournament the captain of a team may determine that an appeal shall be entered notwithstanding the wishes of his players. Where players wish an appeal to be entered it requires the consent of their captain for this to be done.

## ***Setting Up an Appeal***

### *Composition of Appeals Committee*

- The Appeals Committee is appointed by the Director and should consist of no fewer than three members nor more than five. The personnel should incorporate a quota of strong players together with other members considered to be of broad bridge experience and to have a balanced objective approach to the decision making process.
- It is desirable that at least one member of the committee should have an insight into the laws of the game.
- A Chairman of the committee should be appointed.
- A list of those players who have been asked to constitute an appeals committee should one be needed should be displayed at the start of a event. This does not however preclude other players from sitting on an appeals committee should such substitutions prove necessary.
- Neutral members should be used when ever possible, however, contestants should be aware that, in the majority of case, sufficient suitable neutrals will not be available and the committee will consist of players participating in the event.

### *When to hear appeals?*

- As soon after the session as possible.
- Note that in teams events there is no right to have an appeal heard before the end of the match, but may if time permits.

## ***Committee Procedure***

- It is not intended that the procedures are over formalised. It is the Chairman's job to put everyone at ease so that the players can state their case with no feeling of nerves. The objective is to ensure that the parties to the Appeal receive a fair hearing.

### *The Appeal Form*

- When the intention to appeal is first intimated to the Director, he will complete the Appeal Form (copy attached).

- A copy of this Form is made available to the members of the Appeals Committee.
- The Appellant Pair and Responding Pair must be given the opportunity, prior to the hearing, to confirm the facts on the Form.
- The Director must also ensure that he notifies all interested parties of the place and time of the appeal

***The persons entitled as of right to appear before the Committee are:***

- (a) The Appellant Pair;
- (b) The Responding Pair i.e. the opponents at the table of the Appellant Pair;
- (c) The Captain of a team for which either pair was competing;
- (d) The Director who gave the ruling;
- (e) The Director in Charge.

Other interested parties may also attend but may not speak or in any way take part, and their attendance is always at the discretion of the Chairman.

After the Chairman has introduced the parties to the members of the committee, the following procedures apply:

- (1) The Director will speak first, explaining the facts to the committee;
- (2) The Appellant Pair and Responding Pair, in turn, then have the opportunity to explain their position and to answer questions put by members of the Committee;
- (3) The Director, the two pairs, the Captains (if they are present) and any other spectators then retire while the Committee considers its decision;
- (4) The decision of the Committee will then be communicated to the Director who will then advise the players. It is important that this is done as soon as possible after the Committee has arrived at a decision.
- (5) A copy of this procedure should be handed to the Appellant Pair, Responding Pair, respective Captains and members of the Appeals Committee.
- (6) Directors are also asked to ensure that a copy of all appeals, complete with the Committee's decision, is forwarded to the Chairman of the Laws & Ethics Committee of the Northern Ireland Bridge Union [the Laws & Ethics Committee].

***Recourse to Laws & Ethics Committee***

- After the preceding remedies have been exhausted, further appeal may be made to the Laws & Ethics Committee using the procedures set out in the Standing Orders of the Laws & Ethics Committee set out hereunder.
- A fee of £50.00 should be forwarded to the Chairman of the Laws & Ethics Committee, together with details of the appeal.
- This fee will be returned unless the Laws & Ethics Committee deems the appeal frivolous.

*Extract for the Standing Orders of the Laws and Ethics Committee*

### **3 Appeals and references to the Committee**

The Committee shall deal with the following matters

3.1 an appeal to the Committee by a member dissatisfied with the ruling of an appeals committee to which such member appealed or by a member being a party present at the hearing of such appeals committee in accordance with the Laws of Contract Bridge against the decision of a tournament director arising in a competition organised by or under the auspices of the Union

3.2 an appeal against the ruling of a league organiser by any member dissatisfied with the ruling of a league organiser

3.3 a reference by a tournament director of any ruling made by an appeals committee relating to a decision of that tournament director where such tournament director considers it appropriate in the interests of bridge for such reference to be made

3.4 An appeal must be made in writing accompanied by a deposit of £50 to the Chairman of the Committee within 14 days of the verdict of the Appeals Committee, the ruling of the league organiser and a copy of the appeal or complaint must be lodged with the chairman of the Tournament Committee

3.5 The Tournament Committee shall furnish a record of each appeal made against the ruling of a tournament director to an appeals committee at any competition organised by or under the auspices of the Union within 14 days of such appeal in the form set out in the Appendix hereto.

3.6 No appeal under clause 3.1 shall lie to the Committee in respect of any ruling made by a tournament director at any competition organised by or under the auspices of the Union

3.6.1 if there was no appeal against such ruling under Law 92 A or

3.6.2 if the appeal is made by a player who did not appear before the appeals committee

3.7 On receipt of an appeal under clause 3.1 the Committee shall advise the appellant[s] whether the appeal is on a point of law or on a value judgment

3.7.1 Where an appeal is on a point of law the Committee may refund the deposit if the Committee decides that the appeal was not frivolous

3.7.2 Where an appeal is on a value judgment and the appeal is not successful, the appellant[s] shall not be entitled to a refund of the deposit paid

3.7.3 Where an appeal is withdrawn by written notice to the Chairman of the Committee before the date of the hearing of the appeal the deposit may be refunded to the appellant[s]

3.7.4 A value judgment includes *inter alia* a decision on the facts, a decision as to whether a player was entitled to take the action taken, and a decision as to the penalty awarded

3.8 On an appeal to the Committee under clause 3.1 the Committee shall hear representations from such of the appellant[s], the tournament director and the other players at the table when the incident giving rise to the appeal occurred as the Committee considers necessary

3.9 The decision of the Committee shall be published on the Union website within 21 days of the decision having been made together with the report of the tournament director [if any]

# NORTHERN IRELAND BRIDGE UNION

## Appeal Form

PLEASE COMPLETE IN BLACK INK USING BLOCK CAPITALS

# Northern Ireland Bridge Union

## Appeal Form.

Event							
Board		Dealer		Vuln		Appellant	N/S E/W
North:-				East:-			
South:-				West:-			

	♠ _____.		
	♥ _____.		
	♦ _____.		
	♣ _____.		
		N	
♠ _____.		♠ _____.	
♥ _____.		♥ _____.	
♦ _____.	W	E	♦ _____.
♣ _____.			♣ _____.
	S		
	♠ _____.		
	♥ _____.		
	♦ _____.		
	♣ _____.		

### Bidding

West	North	East	South	Comments

### TD's Comments

Appellant's Comments

Comments from Non – appealing side

Appeals Committee's statement

Appeal Committee Decision

Date

Deposit Returned / Forfeited

Chairman's Signature.

## *Rules for Leagues*

### *1. Scope*

- 1.1 These rules govern the operation of the **Premier, Senior, Intermediate A, Intermediate B and Novice Leagues** organised by or under the auspices of the Northern Ireland Bridge Union [the Union].
- 1.2 Nothing in these rules shall be interpreted as implying that the Laws of Contract Bridge, as applied by the Union, are in any way diminished or inoperative.
- 1.3 In all matters not specifically covered by these rules the power of decision rests with the Competitions Secretary of the Union [the Secretary].
- 1.4 Each team entering a league submits to governance by these rules

### *2. Composition and Organisation*

- 2.1.1 The **Premier** League shall consist of a first division of 8 teams [**Premier I**] and, optionally, a second division of up to 8 teams [**Premier II**].
- 2.1.2 Each of the **Senior, Intermediate A, Intermediate B and Novice** Leagues shall consist of one division. If the number of entries exceeds 9 in any league then that League shall be split into two divisions and the final positions decided by a play-off.
- 2.2 Entry to the Leagues and considerations of eligibility shall be decided by the Secretary or an Organiser appointed by the Council of the Union.
- 2.3 It shall be the duty of the Secretary or Organiser to arrange for a suitable date for the receipt of entries for Leagues and to publish such date on the Union web-site before 15 August in each year. Depending on entries and composition of teams it may also be necessary to arrange a suitable date or dates for play-offs before the commencement of the season.
- 2.4 It shall be the duty of the Secretary or Organiser
  - 2.4.1 to maintain a record throughout the season of team memberships and, in particular, designations of **regular** and **substitute** members (see Para. 5 below)
  - 2.4.2 to publish on the Union web-site the results of league matches within 7 days of completion of each match
- 2.5.1 Each League and each division of the Premier League shall be administered by an Organiser, who shall be appointed for each season by the Secretary or the Council of the Union.
- 2.5.2 The Organiser may appoint Tournament Directors to act as proxies at a session of the League. Such Directors shall exercise all the powers of the Organiser insofar as they apply during a session of the League.
- 2.6.1 Neither the Organiser nor the Tournament Director may play in the division of the League for which they are responsible.

- 2.6.2 The Organiser may appoint an Administrator who may play in that division to assist in some or all of the following ways: organising venues, appointing a Tournament Director, receiving and recording results and keeping a record of the accumulated League position
- 2.6.3 In no case may an Administrator decide or advise on penalties, scores to be awarded, postponement of matches, or any other disputatious matters.
- 2.7 Each team shall consist of between 4 and 6 members, each of whom must be members in good standing of a club affiliated to the Union, and must not be otherwise ineligible [some grounds for ineligibility and definitions of membership are given in Section 5 below]

### 3. *Matches.*

- 3.1.1 Each team in the **Premier, Senior, Intermediate A** Leagues shall play each other team in its league or division once over 28 boards
- 3.1.2 Each team in the , **Intermediate B and Novice** Leagues shall play each other team in its league or division once over 24 boards
- 3.1.3 All boards must be played in one session. Only 4 members of a team may play in any match (unless illness affects a team member after the commencement of a match).
- 3.1.4 If one player is temporarily delayed, the Tournament Director may, with the agreement of the opposing Captain, play, or permit a spectator to play the first four boards. This does not affect eligibility in any way and does not use one of the teams 6 memberships. If agreement is not forthcoming, the match shall be suitably reduced in length.
- 3.2.1 Matches must, except as provided in Section 3.3, be played on the due night at the due venue.
- 3.2.2 Each session shall commence at 7.15 p.m. and no new board shall be started after 11.00 p.m. except by express permission of the Director.
- 3.2.3 Slow play or late arrival are punishable at the discretion of the Organiser, see Section 8.
- 3.3.1 Matches shall be played on the published date at the published venue, or, with the agreement of both captains, on the alternative published date and venue
- 3.3.2 In the event that the alternative published date and venue is not agreed by both captains, the Organiser shall at his discretion decide whether the published date or the alternative published date shall apply, but will ensure that so far as is just and equitable that the team prepared to play on the published date is not disadvantaged
- 3.3.3 Under exceptional circumstances a team may request the Laws & Ethics Committee for a postponement. The team requesting the postponement must have agreed an alternative date with the opposing captain
- 3.3.4 The Organiser is not empowered to allow a match to be postponed
- 3.4 If teams play a match without the Organiser's permission at other than the normal date and time, then the match shall be null and void and both teams shall be treated as if they conceded the match under Rule 6
- 3.5 All matches shall use pre-dealt hands supplied by the Organiser and bidding boxes of a pattern approved by the Union
- 3.6.1 Only systems and conventions approved by the Union shall be used.  
**Intermediate B and Novice** Leagues shall use only those permitted conventions as contained in the "Handbook of English Bridge Union Directives and Conventions" published by the Laws and

Ethics Committee of the English Bridge Union [the Orange Book] for level 2 and 3 events. The Orange Book is available to peruse or download at <http://www.ebu.co.uk/lawsandethics/>

**Senior, Intermediate A** Leagues shall use only those permitted conventions as contained in the Orange Book for level 2, 3 and 4 events

**Premier** Leagues shall use only those permitted conventions as contained in the Orange Book for level 2, 3, 4 and 5 events

- 3.6.2 Level 5 conventions and systems are approved for use in **Premier I** and **Premier II** Leagues, provided at least 2 weeks notice of such systems is given to the captain of the opposing team with a full description of the system or convention and suitable defence(s) thereto. The opposing team shall have sole seating rights against competitors playing level 5 conventions and systems and may consult a written defence during the bidding
- 3.6.3 Any pair in any doubt as to the eligibility of their chosen methods should apply, through the Organiser, to the Convener of the Laws & Ethics Committee of the Union.
- 3.6.4 The Organiser shall apply Rule 8 below if any team uses unapproved methods
- 3.6.5 Each pair shall have two properly completed convention cards which shall be deemed to provide a complete statement of their methods

#### 4. *Promotion and Relegation*

- 4.1.1 At the end of each season the lowest placed team in the **Premier I** League shall be relegated to the **Premier II** League. The place left vacant shall be filled by the leading team in **Premier II**.
- 4.1.2 Provided the second team in **Premier II** wishes they shall play off against the seventh team in **Premier I** over 28 boards, the arrangements to be made by the **Premier I** Organiser. The **Premier I** team must win by 1 IMP to retain its place for the following season otherwise it is relegated to **Premier II**.
- 4.1.3 If the second team in **Premier II** does not wish to play then the seventh team in **Premier I** shall remain in **Premier I**.
- 4.2.1 The winning team in the **Senior** League play-offs is entitled, if they wish, to promotion to **Premier II**. If the number of teams in **Premier II** thereby would exceed 8, then the lowest-placed team in **Premier II** shall be relegated to the **Senior** League.
- 4.2.2 If the runners-up in the **Senior** League play-offs wish to compete in **Premier II**, they shall, if necessary, play-off with the seventh placed team in **Premier II**. The **Premier II** team must win by 1 IMP to retain its place for the following season; otherwise it shall be relegated to the **Senior** League.
- 4.2.3 If the second team in the **Senior** League does not wish to play then the seventh team in **Premier II** shall remain in **Premier II**. The **Premier II** Organiser shall be responsible for the playoffs described in this paragraph.
- 4.3.1 At the end of each season the winning team in a **Novice, Intermediate B** and **Intermediate A** League is entitled to promotion to the League immediately ranked above that of the winning team
- 4.3.2 At the end of each season the lowest placed team in an **Intermediate B** and **Intermediate A** League shall be relegated to the League immediately ranked below that of the lowest placed team

#### 5. *Changes in Formation of Teams and Eligibility*

- 5.1.1 Every team must designate, in writing, to the Competitions Secretary on or before a specified

date(see Para. 2.3), four, at least, of its members as **regular** members. Designation of **regular** team members can have important consequences as outlined in the following rules.

5.1.2 A team member without a Master-Points number can be eligible to play in any League. All notifications of team members must include the Master-Points numbers of the team members

5.2.1 Regular team members can play in any number of the team's matches. Other regular members may be similarly notified during the season.

5.2.2 Additional members may be designated as substitute members and these are only permitted to play in fewer than one-third of the team's matches, provided that no more than 6 persons in total represent a team in any one season.

5.3 No-one may play in any match until eligibility has been confirmed by the Competitions Secretary or the Organiser for the appropriate league

5.4 In the case of **Novice**, **Intermediate A** and **Intermediate B** Leagues no proposed member of a team or substitute is eligible if that member is registered as a player of a category higher than that of the League in which the member is intending to play

5.5 In the case of **Senior** and **Premier** Leagues no proposed regular member of a team or substitute is eligible if that player has played a match in a higher league or division in the current season

5.6 A regular member of a relegated team may only play in the higher division or league in the following season as a substitute.

5.7 A substitute member of a relegated team may play in the higher division or league.

5.8 No regular member of any team may play, either as a regular or substitute member, in a lower division or League.

5.9 Except as provided in Section 3.1 no player may play, either as a regular or substitute member, for more than one team in any league or division.

**Rules 5.10 - 5.15 apply in particular to the Premier League and its divisions.**

5.10 After promotions and relegations in Division I of the **Premier** League, if the number of entries falls below 8, the vacancy or vacancies may not be filled by reorganisation of existing teams in Division I from the previous season but from the relegated team or teams *or* from teams that were members of Division II in the previous year, normally according to their position in that division in the previous year. The organisation of this to be decided by the Competitions Secretary or referred to the Laws & Ethics Committee

5.11.1 After promotions and relegations in Division II of the **Premier** League, if the number of entries falls below 8 the vacancy or vacancies may not be filled by reorganisation of existing teams in Division II from the previous season.

5.11.2 Such a vacancy or vacancies may only be filled from the relegated team or teams *together with* teams from the Senior League invited by the Competitions Secretary to play in playoffs for such positions.

5.12.1 In the Divisions I and II of the **Premier** League if any team wishes, from season to season, to change its **regular** personnel the following rules apply.

- a) Only team members designated as *regular* members in the previous season have rights in decisions pertaining to changes in personnel
  - b) Two members of a team cannot be considered a team.
  - c) A team is only deemed to remain in being if a majority of the players (at least 3 of those designated as *regular* team members in the previous season) wish to continue playing together in the future.
- 5.12.2 If this condition is satisfied, the team may submit an entry by the addition of suitable eligible players, excepting where 6 players of the original team were designated as *regular* team members and the six wish to split into two equal parts in which case 5.12.3 applies.
- 5.12.3 If the team splits into two equal parts the Organiser shall require the two resulting teams to play off for the place. The winning team shall be the team winning by 1 Imp. The losing team shall be relegated to the *Premier II* or *Senior* League.
- 5.12 If two or more teams of the same division wish to re-arrange *regular* personnel then, unless the number of teams would thereby increase, the Organiser shall normally acquiesce in the re-arrangements unless they are contested by regular members of one of the teams involved, when Section 5.12 shall apply.
- 5.13 If for any other reason a team does not accept its rightful place the vacancy shall be filled at the discretion of the Competitions Secretary.
- 5.14 If a team does not complete at least two-thirds of its matches, then none of its regular members shall be eligible to play in the *Premier* League in any capacity the following season.

## 6. Scoring Methods and Concessions

- 6.1 If a team completes fewer than half its matches, then none of its results shall count.
- 6.2 All matches shall be scored by International Match Points [Imps] converted to Victory Points [VPs] on the scale set out in the Appendix hereto.
- 6.3 The final placings in each division shall be decided on VP aggregates.
- 6.4.1 No team may concede during a match (except for reasons of ill-health) unless the opposing team has already established a lead sufficient to score a maximum victory (currently 25 VPs).
- 6.4.2 If a concession is made on health grounds then, if the other team has a lead sufficient to give 20 VPs or more it shall be awarded that score, else it shall be awarded 20 VPs.
- 6.4.3 The Tournament Director may, at his discretion, as a substitute complete, or ask a spectator as a substitute to complete, the match in -place of the ill player.
- 6.4.4 Wilful violation of this rule shall invoke standard Union penalties for refusing to complete a fixture.
- 6.5 If a team concedes a match before the start of the match the opposing team shall be awarded 17 VPs or the average number of VPs scored over all that teams other matches, both before and after the conceded match, whichever is the greater.
- 6.6 Any team conceding a match before the start of a match or failing to turn up for a match or being more than 30 minutes late for the start of a match shall receive 0 VPs.
- 6.7.1 If a team completes a match in good faith and it was subsequently discovered that the opposition has fielded an ineligible player, the non-offending team shall be awarded 17 VPs or the average

number of VPs scored in all their other matches (both before and after that match) or the score actually obtained in the match, whichever is the greater.

6.7.2 The offending team shall receive 0 VPs.

## **7. *Breaking of Ties***

7.1.1 If two or more teams finish with the same VP total, the tie shall be broken by (in descending order) :-

- (a) most points on a scale of 2 for a win and 1 for a draw (a draw being any Imp differential of 7 or less), then
- (b) the result of the direct match in VPs, then
- (c) the result of the direct match in Imps , then
- (d) the total Imp quotient

7.1.2 If a tie still exists, the teams should play a further 28 board match, 1 Imp deciding.

7.2 Conceded matches shall be assessed to have scored the lowest number of Imps shown on the Camrose scale for the VPs received.

## **8. *Penalties for Rule Infractions***

### **8.1 Slow Play**

8.1.1 Penalties may be imposed against any team whose members, in the Director's opinion, are guilty of slow play. The penalty for slow play during any set of 7 boards is 1VP. A penalty may be imposed for slow play during each and every set of 7 boards.

8.1.2 'Slow play' is the inability to maintain a playing speed of 7 boards plus scoring per hour

8.1.3 Any competitor who considers that an opponent or opponents are, in his opinion, playing slowly should call the Director's attention to the situation else the Director shall consider each pair to be equally guilty of slow play

8.1.4 The Director may, at his discretion, rule that one or more boards of the set cannot be played, in which case the penalties for not completing 28 boards shall be invoked

8.1.5 Any penalty may be withdrawn if the Director is satisfied that the team members have recovered lost time

### **8.2 Non-completion of 28 boards**

8.2.1 If a match is running behind schedule the Tournament Director shall decide the number of boards to be played in the last set of boards

8.2.2 Failure to complete the prescribed number of boards in time shall attract an automatic penalty of 2 VPs on both teams where the competitors have not drawn the Tournament Director's attention to slow play

8.2.3 The Tournament Director shall have the power to impose further penalties up to an additional 3 VPs for what is, in his opinion, excessively slow play, or deliberately slow play

### **8.3 Use of unapproved methods**

8.3.1 The conventions and systems permitted to be used in each league are described in Rule 3 of these Rules

- 8.3.2 The penalty for using any unapproved convention(s) or system(s) is 2 VPs or such other penalty as the Tournament Director, to a maximum of 6 VPs, may decide is just and equitable
- 8.3.3 The Tournament Director may award the non-offending side such part, up to the whole, of the penalty where he thinks they have suffered
- 8.3.4 The use of unapproved methods must cease upon discovery: continued use shall entail concession in addition to the penalty already incurred

#### **8.4 Late arrival**

- 8.4.1 A team is late if one or more playing members of that team is not seated and ready to play at the advertised starting time. Warnings and penalties apply to the team as a whole rather than to any individual or to any partnership within a team.
- 8.4.2 The penalties described below apply to each separate match.
- 8.4.3 There will be a penalty of 1 VP for any team not seated at the advertised starting time, save that a warning will be issued in lieu of a penalty for the first offence of no more than 5 minutes of lateness.
- 8.4.4 Thereafter for each portion of 5 minutes late or part thereof up to 30 minutes late, there shall be an additional 1VP penalty and one board will be removed from the match and scored as +/- 3 imps save that the non-offending team may elect to play all boards.
- 8.4.5 If a team is more than 30 minutes late the match is abandoned due to late arrival the match shall be treated as conceded by the offending team
- 8.4.6 A team which feels that it can demonstrate good cause for late arrival may apply to the League Organiser for a waiver or relaxation of any penalty

#### **8.5 Fouled stanza**

- 8.5.1 A stanza is fouled if teams sit in the same direction in both rooms and the error is not discovered until the end of the stanza or, after two thirds of the boards in that stanza have been played.
- 8.5.2 When a stanza is fouled the stanza is abandoned and scored as 0 imps to both teams.
- 8.5.3 When a stanza is fouled both teams shall be penalized 1.5 VPs

#### **8.6 Slow play**

- 8.6.1 The time allowed for play of each stanza shall not exceed more than 7 minutes per board
- 8.6.2 After warning given by the Tournament Director automatic penalties shall apply to any table which fails to complete a stanza within the allotted time
- 8.6.3 The penalty shall be 1VP for each pair per 5 minute delay or part thereof
- 8.6.4 The Tournament Director may apportion the responsibility for slow play between the two pairs involved. The Tournament Director may monitor or appoint a person to monitor to assess the responsibility for the speed of play either on request of one of the players or of his own volition

## **9. Notification of Results**

- 9.1 All results, including those of re-arranged matches, must be received, in writing, by the Organiser or the Secretary within 48 hours of the completion of the match. The Tournament Director will also accept results. The Organiser may, at his discretion, penalise any infraction.
- 9.2 The information to be notified must include :-
  - a) the names and Master Point numbers of all members of both teams playing in the match,
  - b) the actual Imp scores of both teams, and
  - c) the signature of both captains.

9.3 The Organiser or the Secretary should ensure that all results and the up-to-date positions within the division are posted on the Union web-site and are available at the start of each session.

9.4.1 The captain of any team may apply to the Organiser within 48 hours of the completion of a match for an adjustment to the score submitted to the Organiser

9.4.2 The Organiser, after inviting and considering any submission made by the opposing captain, shall rule on the application for an adjusted score

## 10. Appeals

Any appeal against decisions or rulings, either of the Organiser or of a Tournament Director, shall be made in the prescribed fashion to the Laws & Ethics Committee of the Union.

### Appendix

The scale used for conversion of Imps to VPs shall be as follows

28 board match		24 board match	
0 – 3	15 – 15	0 – 3	15 – 15
4 – 10	16 – 14	4 – 9	16 – 14
11 – 15	17 – 13	10 – 14	17 – 13
16 – 20	18 – 12	15 – 19	18 – 12
21 – 25	19 – 11	20 – 24	19 – 11
26 – 31	20 – 10	25 – 29	20 – 10
32 – 37	21 – 9	30 – 34	21 – 9
38 - 43	22 – 8	35 – 39	22 – 8
44 – 49	23 – 7	40 – 45	23 – 7
50 – 55	24 – 6	46 – 51	24 – 6
56 – 61	25 – 5	52 – 57	25 – 5
62 – 68	25 – 4	58 – 64	25 – 4
69 – 76	25 – 3	65 – 71	25 – 3
77 – 85	25 – 2	72 – 79	25 – 2
86 – 94	25 – 1	80 – 87	25 – 1
95 (+)	25 - 0	88 (+)	25 - 0

## *Kelvin Cup Rules*

### **1. Eligibility**

- The Kelvin Cup is open to all members of the Northern Ireland Bridge Union.

### **2. Method of Scoring**

- The Kelvin Cup is scored by International Match Points.
- A difference of 1 International Match Point is sufficient for a win.

### **3. Number of Boards**

- The rounds up to the Semi-Finals are played over 32 boards.
- Semi-Finals are over 48 boards.
- The Final is over 64 boards.
- The semi-final and final may be played over one or two sessions by agreement of both captains.

### **4. Breaking of Ties**

- In the event of a tie, this should be broken by comparing total aggregate scores [honours not being counted].
- If the match is still tied, then four extra boards should be played, four at a time until a result is obtained.

### **5. Composition of Teams**

- A Team may consist of up to six players, but only four may take part in any one match.
- If the Final or Semi-Final are played over one session then only 4 players may play on that occasion.
- If the Final or Semi-Final are played over two sessions, up to six players may play, but only four may play in each session.

## 6. *Choice of Dates*

- The Captain of the first named Team is termed the Home Captain and has the choice of venue. The Home Captain is responsible for contacting the opposing Away Captain **before** the arrangement date and offering to him a choice of at least three dates, one of which must be on a different day of the week to the other two.
- In the case of a two session match, first named Captain is “at home” in the first session and second name Captain is “at home” in the second session.
- Matches may be played before the arrangement date but must be completed on or before the last date shown for playing.
- If the Home Captain has not contacted the Away Captain with a choice of dates before the arrangement date the Away Captain must offer the Home Captain a choice of three dates, one of which must be on a different day of the week to the other two, one of which the Home Captain must accept or he forfeits the match.
- An extension to the time published will only be granted in **very exceptional** circumstances. All such requests should be made to the Competitions Secretary before the final date published for arrangements to be made.
- If it is not possible to arrange the match before the final date then the match must be played on the final date at venue designated by the Competitions Secretary. A team not able to play that night is considered to have forfeited the match

## 7. *Rulings*

In the event that a ruling is required in a match where no Tournament Director has been appointed

[a] If the Captains agree upon a ruling then that ruling is final

[b] If the Captains agree upon an acceptable arbiter, then the ruling of that arbiter shall be treated as the ruling of a Tournament Director

## 8. *Notification of Result*

- The winning Captain is responsible for notifying the Competitions Secretary of the result, in Imps, and the names and Master Point numbers of the players, in both teams, who played within 2 days of the match.
- A score card from the match, signed by both captains, should be forwarded to the. Competitions Secretary within 7 days of the date of the match.

## *Mackinnon Cup Rules*

### **1. Eligibility**

- The Mackinnon Cup is open to all members of the Northern Ireland Bridge Union.

### **2. Method of Scoring**

- The Mackinnon Cup is scored by Total Aggregate Points.
- Honours are not counted.

### **3. Number of Boards**

- The rounds up to and including the Semi-Finals are played over 30 boards. Each match consists of 3 x 10 board segments, and each Team member must play one segment with each other Team member.
- The Final is over two such 30 board matches.

### **4. Breaking of Ties**

- In the event of a tie, this should be broken by playing extra boards.
- The extra boards should be played in sets of three, until a result is obtained.
- Each Team member plays one board with each other Team member in each set.

### **5. Composition of Teams**

- A Team may consist of up to six players, but only four may take part in any one match.
- In the Final played over two sessions, up to six players may play, but only four may play in each session.

### **6. Choice of Dates**

- The Captain of the first named Team is termed the Home Captain and has the choice of venue. The Home Captain is responsible for contacting the opposing Away Captain **before** the arrangement date and offering to him a choice of at least three dates, one of which must be on a different day of the week to the other two.
- In the case of a two session match, first named Captain is “at home” in the first session and second name Captain is “at home” in the second session.

- Matches may be played before the arrangement date but must be completed on or before the last date shown for playing.
- If the Home Captain has not contacted the Away Captain with a choice of dates before the arrangement date the Away Captain must offer the Home Captain a choice of three dates, one of which must be on a different day of the week to the other two, one of which the Home Captain must accept or he forfeits the match.
- An extension to the time published will only be granted in **very exceptional** circumstances. All such requests should be made to the Competitions Secretary before the final date published for arrangements to be made.
- If it is not possible to arrange the match before the final date then the match must be played on the final date at venue designated by the Competitions Secretary. A team not able to play that night is considered to have forfeited the match

## 7. *Rulings*

In the event that a ruling is required in a match where no Tournament Director has been appointed

[a] If the Captains agree upon a ruling then that ruling is final

[b] If the Captains agree upon an acceptable arbiter, then the ruling of that arbiter shall be treated as the ruling of a Tournament Director

## 8. *Notification of Result*

- The winning Captain is responsible for notifying the Competitions Secretary of the result, and the names and Master Point numbers of the players, in both teams, who played within 2 days of the match.
- A score card from the match, signed by both captains, should be forwarded to the Competitions Secretary within 7 days of the date of the match.

## *Millership Cup Rules*

### **1. *Eligibility***

- The Millership Cup is to members of the Northern Ireland Bridge Union who are ranked below the rank of expert on the first September of the season in question.

### **2. *Method of Scoring***

- The Millership Cup is scored by International Match Points.
- A difference of 1 International Match Point is sufficient for a win.

### **3. *Number of Boards***

- The rounds up to the and including the Semi-Finals are played over 28 boards.
- The Final is over 56 boards.
- The Final may be played over one or two sessions by agreement of both captains.

### **4. *Breaking of Ties***

- In the event of a tie, this should be broken by comparing total aggregate scores (Honours not counted).
- If the match is still tied, then extra boards should be played, four at a time, until a result is obtained.

### **5. *Composition of Teams***

- A Team may consist of up to six players, but only four may take part in any one match.
- If the Final or Semi-Final are played over one session then only 4 players may on that occasion.
- If the Final is played over two sessions, up to six players may play, but only four may play in each session.

## 6. *Choice of Dates*

- The Captain of the first named Team is termed the Home Captain and has the choice of venue. The Home Captain is responsible for contacting the opposing Away Captain **before** the arrangement date and offering to him a choice of at least three dates, one of which must be on a different day of the week to the other two.
- In the case of a two session match, first named Captain is “at home” in the first session and second name Captain is “at home” in the second session.
- Matches may be played before the arrangement date but must be completed on or before the last date shown for playing.
- If the Home Captain has not contacted the Away Captain with a choice of dates before the arrangement date the Away Captain must offer the Home Captain a choice of three dates, one of which must be on a different day of the week to the other two, one of which the Home Captain must accept or he forfeits the match.
- An extension to the time published will only be granted in **very exceptional** circumstances. All such requests should be made to the Competitions Secretary before the final date published for arrangements to be made.
- If it is not possible to arrange the match before the final date then the match must be played on the final date at venue designated by the Competitions Secretary. A team not able to play that night is considered to have forfeited the match

## 7. *Rulings*

In the event that a ruling is required in a match where no Tournament Director has been appointed

[a] If the Captains agree upon a ruling then that ruling is final

[b] If the Captains agree upon an acceptable arbiter, then the ruling of that arbiter shall be treated as the ruling of a Tournament Director

## 8. *Notification of Result*

- The winning Captain is responsible for notifying the Competitions Secretary of the result, in International Match Points, and the names and Master Point numbers of the players, in both teams, who played within 2 days of the match.
- A score card from the match, signed by both captains, should be forwarded to the Competitions Secretary within 7 days of the date of the match.

## *Hyman Cup Rules*

### **1. *Eligibility***

- The Hyman Cup is to members of the Northern Ireland Bridge Union who are classified as Intermediate B or Intermediate A on the first September of the season in question.

### **2. *Method of Scoring***

- The Hyman Cup is scored by International Match Points.
- A difference of 1 International Match Point is sufficient for a win.

### **3. *Number of Boards***

- The rounds up to the and including the Semi-Finals are played over 28 boards.
- The Final is over 56 boards.
- The Final may be played over one or two sessions by agreement of both captains.

### **4. *Breaking of Ties***

- In the event of a tie, this should be broken by comparing total aggregate scores (Honours not counted).
- If the match is still tied, then extra boards should be played, four at a time, until a result is obtained.

### **5. *Composition of Teams***

- A Team may consist of up to six players, but only four may take part in any one match.
- If the Final or Semi-Final are played over one session then only 4 players may on that occasion.
- If the Final is played over two sessions, up to six players may play, but only four may play in each session.

## 6. *Choice of Dates*

- The Captain of the first named Team is termed the Home Captain and has the choice of venue. The Home Captain is responsible for contacting the opposing Away Captain **before** the arrangement date and offering to him a choice of at least three dates, one of which must be on a different day of the week to the other two.
- In the case of a two session match, first named Captain is “at home” in the first session and second name Captain is “at home” in the second session.
- Matches may be played before the arrangement date but must be completed on or before the last date shown for playing.
- If the Home Captain has not contacted the Away Captain with a choice of dates before the arrangement date the Away Captain must offer the Home Captain a choice of three dates, one of which must be on a different day of the week to the other two, one of which the Home Captain must accept or he forfeits the match.
- An extension to the time published will only be granted in **very exceptional** circumstances. All such requests should be made to the Competitions Secretary before the final date published for arrangements to be made.
- If it is not possible to arrange the match before the final date then the match must be played on the final date at venue designated by the Hon. Competitions Secretary. A team not able to play that night is considered to have forfeited the match

## 7. *Rulings*

In the event that a ruling is required in a match where no Tournament Director has been appointed

[a] If the Captains agree upon a ruling then that ruling is final

[b] If the Captains agree upon an acceptable arbiter, then the ruling of that arbiter shall be treated as the ruling of a Tournament Director

## 8. *Notification of Result*

- The winning Captain is responsible for notifying the Competitions Secretary of the result, in IMP's, and the names of the players, in both teams, who played within 2 days of the match.
- A score card from the match, signed by both captains, should be forwarded to the Competitions Secretary within 7 days of the date of the match.

## *Agnew Cup Rules*

### **1. *Eligibility***

- The Agnew Cup is open to teams who are all bona fide members of Golf Club Bridge Sections or are Associate or House members of Golf Clubs within Northern Ireland.
- The Golf Club need not necessarily be affiliated to the Northern Ireland Bridge Union..

### **2. *Method of Scoring***

- The Agnew Cup is scored by International Match Points.
- A difference of 1 International Match Point is sufficient for a win.
- Teams are awarded 2 points for win and 1 point for a draw in the League stage.

### **3. *Number of Boards***

- All matches are played over 24 boards.

### **4. *Breaking of Ties***

- In the event of a tie, this should be broken by comparing total aggregate scores (Honours not counted).
- If the match is still tied, then extra boards should be played, four at a time, until a result is obtained.

### **5. *Composition of Teams***

- A Team may consist of up to six players, but only four may take part in any one match.

### **6. *Choice of Dates***

- The Captain of the first named Team is termed the “Home Captain” and is responsible for contacting the opposing “Away Captain” **before** the arrangement date and offering to him a choice of at least three dates, one of which must be on a different day of the week to the other two.
- Matches may be played at a “Neutral” venue if both Captains agree.
- Matches may be played before the arrangement date but must be completed on or before the last date shown for playing.

- **Both** captains are responsible for notifying the Competitions Secretary if the match has not been arranged by the latest date indicated for arrangement.
- An extension to the time published will only be granted in **very exceptional** circumstances. All such requests should be made to the Competitions Secretary before the final date published for arrangements to be made.

## **7. *League Stage***

- The winner of each group is decided on League Points as detailed above.
- Should the group be tied, the result of the direct match between the two teams will decide.
- If the group is still tied, then the tie will be broken by IMP quotient and then, if necessary, by total aggregate points.

## **8. *Semi-Finals & Final***

- The winners of each group meet in the Semi-Final, as indicated.
- If, after 24 boards the teams are tied the, additional boards will be played, in sets of 4, until a winner is
- established.

## **9. *Rulings***

In the event that a ruling is required in a match where no Tournament Director has been appointed

[a] If the Captains agree upon a ruling then that ruling is final

[b] If the Captains agree upon an acceptable arbiter, then the ruling of that arbiter shall be treated as the ruling of a Tournament Director

## **10. *Notification of Result***

- The winning Captain is responsible for notifying the Competitions Secretary of the result, in IMPs, and the names of the players, in both teams, who played within 2 days of the match.
- A score card from the match, signed by both captains, should be forwarded to the Competitions Secretary within 7 days of the date of the match.

