

**CEO TROPHY
INTERNATIONAL TOURNAMENT BRIDGE
TELKOM INDONESIA OPEN 2018**



CONDITIONS OF CONTEST

A. GENERAL

The event will be played in accordance with “2017 Laws of Duplicate Bridge” and these Conditions of Contest.

B. SPECIFIC

1. Appeal to the AC must be submitted in writing within a period of no later than 15 minutes after the PP determines its decision (after the session is complete) and accompanied by a protest fee of Rp.1,000,000,- (This money will be refunded if the protest is declared reasonable or correct by the AC) . The AC session must be attended by at least 3 experts appointed by the committee. In this case, the experts' decisions are absolute and must be obeyed.
2. Participants are not permitted to use complicated artificial bidding systems, including HUM category.
3. In decision making,, TD can consult with experts.

C. TOURNAMENT DATE

Day : Thursday to Saturday
Date : November 15th–17th, 2018
Time : 13:00 until finish
Place : Telkom Landmark Tower Auditorium 6th Floor
Gatot Subroto Kav 52, South Jakarta

D. Type of Contest

1. The main event is consist of two phase, Qualifying Round and the Final Round. The Qualifying Round will play the 7 Sessions of Swiss, plays 10 boards/session. The seven best teams from the Qualifying Round plus one Team appointed by the Host will advance to the final round. Whereas the team that fail in the preliminary round has the right to take part in the Swiss Event with a minimum of 4 team members from the qualifying round.
2. Each Teams consists of a maximum of 6 players. Players who have competed in a Team are not permitted to compete in other Teams, except to re-register during the Swiss match with the condition of paying registration fees for the Swiss category.
3. Prizes for the Best Ladies, Best Institution, Best Telkom, Best Junior, Best Students, Best Mixed/Supermixed and Best Senior, based on the results of the Swiss Event (not from the results of the preliminary round) provided there are no double prizes and each the category is followed by a minimum of 4 teams, if it does not meet the requirements the relevant category is excluded.
4. The Foreign Team is all players from outside Indonesia proven by identity (Passport).
5. Junior/University Team players are at least 4 people aged **26 years** (born January 1, 1993 or after) as proved by valid ID cards and may be 2 players 28 years old.
6. The 4-person Senior Team players are at least **60** years old (when the event start) as evidenced by showing the valid ID card and may be 2 players 58 years old
7. Specifically for the Institution Team category, at least represented by 3 players who are employees of the relevant Institution as evidenced by the identification of the Institution.

E. TOURNAMENT FORMAT

1. Qualifying Round

- a. The Swiss system in 7 sessions @ 10 boards without moving places and each team play against the same opponent once.
- b. Pairing is done with the following rules as follows:
 - The First Session based on Team number.
 - The Second Session and so on based on the Team's current ranking, which is Rk. 1 x Rk. 2, Rk. 3 x Rk. 4, Rk. 5 x Rk. 6, Rk. 7 x Rk. 8, etc.
 - In the last session, the team that would definitely be ranked 1 despite losing 20-0 (with the total VP difference with the ranking team 2 at that time, at least 20.01 VP) were not included in the last session or play against the bottom team.
 - Pairing determination based on total VP at that time. For the tie breaking, if there are two or more teams that have the same total VP, it can be seen from the total imp plus, and if it is equal, the team with small numbers is considered to be in a higher rank.
- c. After 7 sessions, 7 best teams based on total VP will advance to the final round. If there are more than 1 team that has the same total VP, then tie breaking based on the Total IMP plus divided by the Total minus IMP.

2. Final Round

- a. 7 best teams from the Qualifying Round, Plus one host team or team appointed by the Organizing Committee will play in the Final Round.
- b. Final Round will play one round robin @ 12 boards without moving, and play the same card distribution. No carry over in the Final Round.
- c. The final ranking is based on a total VP of 7 sessions. If there are Tie Break, then the ranking is determined in the following order:
 - i. Direct match.
 - ii. If the direct match results are still the same, or there are more than two teams with the same total VP, then the rank of each teams is determined from the results of the total Plus IMP divided by the total Minus IMP in the final round.
- d. Final Round Scheme:

Rd.	Table 1	Table 2	Table 3	Table 4
1	1 x 8	2 x 7	3 x 5	4 x 6
2	1 x 7	8 x 2	6 x 3	5 x 7
3	1 x 6	2 x 5	3 x 8	4 x 7
4	1 x 5	6 x 2	7 x 3	8 x 4
5	1 x 4	2 x 3	5 x 8	6 x 7
6	1 x 3	4 x 2	7 x 5	8 x 6
7	1 x 2	3 x 4	5 x 6	7 x 8

The first number team will be the Home Team. The Home Team has the right to place the players after the Visiting Team takes the seating position.

e. Victory Point

The difference in IMPs is received by the opposing teams at the end of each of the matches scored in Victory Points (VP) shall be converted into VP, according to the official WBF 2013 conversion scales.

F. ETHICS

The participants must follow a number of rules relating to ethical performance during the match, as follow:

- a. Each player must uphold sportsmanship and the ethics and norms of bridge games
- b. During a match the players may converse only in English
- c. Players are requested not to look at their partners during play of a hand. The object is to avoid any suggestion of unethical communication.
- d. When players holding the card, it should be lower than the table surface, except for the declarer.
- e. Players are required to wear shoes (not allowed to wear sandals or the like) except for special obstacles.

G. SYSTEM, CONVENTION CARD AND ALERT

Players must notify their opponents of the bidding system used, provide convention cards and alerts artificial bidding according to the following conditions.:

- a. Each pairs must have two copies of their convention cards.
- b. In the Qualifying Round and Swiss Matches are prohibited from using the Brown Sticker and Red Sticker systems
- c. Each player must provide an alert if the partner is making an artificial bid or a bid that has certain meanings, including weak no trump. Especially for matches that use screen, the alerts are done for the bidder itself and the partner at the other screen.

H. PENALTY

- a. Lateness
 - 1 – 5 minutes : Warning
 - 5+ -15 minutes : -0,5 VP/minutes
 - 15+ minutes : Walk Over.
- b. Slow Play

If the time runs out for the session or round, the boards that have not been played will be revoked and the board being played must still be completed but subject to a slow play penalty as follows:

 - 1 – 5 minutes : Warning PP
 - 5 minutes/lebih : -0,5 VP/minutes
- c. Walk Over Calculation:

The team that won the W.O. got the best VP of the three choices as follows:

 1. The average VP is up to the session.
 2. 20 VP minus the average VP of the team that lost the W.O. until the session.
 3. 13 VP.
- d. Special VP rules for W.O. will apply as follow:
 1. In matches using the Swiss system, WO wins. in 1st session or 2nd session gets 13 VP.
 2. A second walk-over by the same team will cause a disqualification of the team. If the disqualified team has competed for at least 4 rounds, then the scores obtained by previous opponents remain valid, on the contrary if it is less than 4 rounds, then all the scores against the team will be deleted and all teams that have or will compete against it are deemed against bye.
 3. In the average VP calculation the third number behind the comma is deleted (round up???)
- e. Any violation of the following provisions is subject to 1 VP Penalty :
 1. Writing the score sheet must be near or clear and without scribbles.
 2. Not allowed to use Mobile phone. When entering the match room, the mobile phone must be turned off (inactive).
 3. During the game, players who will leave their seats must ask first for PP's permission or their staff.

4. After the complete is complete and before the opening lead, the declarer may not show the hand to partner.

I. PRIZE CATEGORIES

In this tournament 220 million rupiahs of money prize will be provided for the following categories:

8 Finalists, Top 4 Teams in Swiss Matches, Best Ladies Team, Best Institute Team, Best Telkom Teams, Best Youth Teams, Best Student Teams (maximum high school students), Best Mixed / Supermixed Teams and Best Senior Teams.

J. OTHER REGULATIONS

1. In an emergency and for the smooth running of the match, then after consulting with the Organizing Committee, in this case the PP can take it by announcing it in advance to all participants.
2. All Matches are Double Closed Room.
3. The two teams that play against each other turned out to be sitting in the same direction so that the score could not be compared, only getting VP 7-7.

K. TOURNAMENT'S SCHEDULE

Thursday, November 15th 2018

Qualifying Round

11:00 – 13:00	Registration
13:00 – 14:15	QR1
14:15 – 15:00	Opening Ceremony
15:00 – 15:30	Break
15:30 – 16:45	QR2
17:00 – 18:15	QR3
18:15 – 19:00	Break
19:00 – 20:15	QR4

Friday, November 16th 2018

Qualifying Round

09:00 – 10:15	QR5
10:30 – 11:45	QR6
11:45 – 13:00	Break

Final

13:00 – 14:30	FR1
14:45 – 15:15	Break
15:15 – 16:45	FR2
17:00 – 18:30	FR3
19:30 – 22:00	Gala Dinner

Swiss

11:00 – 12:00	Swiss Team Registration
12:00 – 13:00	Break
13:30 – 14:45	SW1
14:45 – 15:15	Break
15:15 – 16:30	SW2
16:45 – 18:00	SW3

Saturday, November 17th 2018

Final

09:00 – 10:30	FR4
10:45 – 12:15	FR5
12:15 – 13:00	Break
13:00 – 14:30	FR6
14:45 – 16:15	FR7
17:00 – end	Closing Ceremony

Swiss

09:00	-	10:15	SW4
10:30	-	11:45	SW5
11:45	-	12:30	Break
12:30	-	13:45	SW6
14:00	-	15:15	SW7

Schedule and match scheme for students, will be adjusted depending of the number of participants. Student matches start on Friday, November 16th 2018 at 14:00 WIB.

10 Boards VP Scale

IMP	VICTORY POINT	IMP	VICTORY POINT	IMP	VICTORY POINT
1	10.39 - 9.61	17	15.29 - 4.71	33	18.30 - 1.70
2	10.77 - 9.23	18	15.22 - 4.78	34	18.44 - 1.56
3	11.14 - 8.86	19	15.75 - 4.25	35	18.58 - 1.42
4	11.50 - 8.50	20	15.97 - 4.03	36	18.71 - 1.29
5	11.85 - 8.15	21	16.18 - 3.82	37	18.84 - 1.16
6	12.18 - 7.82	22	16.39 - 3.61	38	18.97 - 1.03
7	12.51 - 7.49	23	16.59 - 3.41	39	19.10 - 0.90
8	12.83 - 7.17	24	16.78 - 3.22	40	19.22 - 0.78
9	13.14 - 6.86	25	16.97 - 3.03	41	19.33 - 0.67
10	13.43 - 6.57	26	17.16 - 2.84	42	19.44 - 0.56
11	13.72 - 6.28	27	17.33 - 2.67	43	19.55 - 0.45
12	14.00 - 6.00	28	17.51 - 2.49	44	19.66 - 0.34
13	14.28 - 5.72	29	17.67 - 2.33	45	19.76 - 0.24
14	14.54 - 5.46	30	17.84 - 2.16	46	19.86 - 0.14
15	14.80 - 5.20	31	17.99 - 2.01	47	19.96 - 0.04
16	15.05 - 4.95	32	18.15 - 1.85	48	20.00 - 0.00

12 Boards VP Scale

Selisih 0 imp = 10-10 VP

MP	VICTORY POINT	IMP	VICTORY POINT	IMP	VICTORY POINT
1	10.33-9.67	20	15.26-4.74	39	18.29 - 1.71
2	10.66-9.34	21	15.46-4.54	40	18.41 - 1.59
3	10.97-9.03	22	15.66-4.34	41	18.53 - 1.47
4	11.28-8.72	23	15.85-4.15	42	18.65 - 1.35
5	11.58-8.42	24	16.03-3.97	43	18.76 - 1.24
6	11.87-8.13	25	16.21-3.79	44	18.87 - 1.13
7	12.16-7.84	26	16.38-3.62	45	18.98 - 1.02
8	12.43-7.57	27	16.55-3.45	46	19.08 - 0.92
9	12.71-7.29	28	16.72-3.28	47	19.18 - 0.89
10	12.97-7.03	29	16.88-3.12	48	19.28 - 0.72
11	13.23-6.73	30	17.04-2.96	49	19.38 - 0.62
12	13.48-6.52	31	17.19-2.81	50	19.47 - 0.53
13	13.72-6.28	32	17.34-2.66	51	19.56 - 0.44
14	13.96-6.04	33	17.49-2.51	52	19.65 - 0.35
15	14.19-5.81	34	17.63-2.37	53	19.74 - 0.26
16	14.42-5.58	35	17.77-2.23	54	19.83 - 0.17
17	14.64-5.36	36	17.90-2.10	55	19.91 - 0.09
18	14.85-5.15	37	18.04-1.96	56	19.99 - 0.01
19	15.06-4.94	38	18.16-1.84	57	20.00 - 0.00