

SENIORS KNOCKOUT

THE GERARD FAULKNER SALVER



REGULATIONS

INTRODUCTION

Various general regulations and conditions of play apply to all English Bridge Union competitions which involve matches played privately. These are contained in a separate document, [General Regulations for EBU Knockout Competitions](#) which should be read alongside this document which contains the regulations specific to this competition.

All these regulations and conditions are supplementary to, and in certain cases a replacement of, general EBU regulations as contained in various EBU publications (e.g. [Blue Book](#), [White Book](#), Diary, [Website](#)). All such general EBU regulations continue to apply unless specifically stated otherwise.

Once again, the option is available for teams to agree with each other to play their match online. This is only an option and will only take place if both teams agree. Should such an online match be agreed, the [Supplementary Regulations for Matches Played Online](#), contained in a separate document, will apply.

Any correspondence or enquiries regarding this competition should initially be addressed to:

The Competitions Secretary
The English Bridge Union
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Aylesbury, HP19 8AZ.

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SPECIAL SENIORS KNOCKOUT REGULATIONS

- 1 Entry is limited to players whose sixty-first birthday is during the year in which the competition starts, or earlier.
- 2 Teams may consist of four, five or six players. Teams of fewer than six players may add additional players prior to playing their quarter-final match. Thereafter, players may only be added to a team provided that the Chief TD or Deputy Chief TD, or an officer of the Board acting on their behalf, is satisfied that the addition does not materially strengthen the team. In either case the maximum of six players per team still applies. No player may represent two different teams in one season.
- 3 Matches up to and including the quarter-finals will be played over 32 boards. The semi-finals will be played over 40 boards, and the final over 48 boards. All matches will be played in eight-board stanzas.
- 4 A number of teams between four and eight will be seeded. The number of seeds is mandated by the number of entries in order to avoid byes in either Round 1 or the repechage round. If the finalists from the previous year are known in time, they will both be seeded. In order to be seeded on this basis the team must be substantially unchanged from the previous year. This means that at least three players must remain from a team which comprised four registered players in the previous year; and at least four players must remain from a team which comprised five or six registered players. The remaining seeds will be determined by Gold Points or similar, for which purpose (only) players whose Master Point record is primarily held abroad may be assigned a nominal Gold Point total.
- 5 Seeds will be exempted from Round 1. Any team defeating a seed shall acquire the status of that seed for themselves. Seeds will not be drawn against one another before the quarter-finals. If the number of seeds is not precisely eight, the draw for the quarter-finals will be arranged so as to minimise the number of matches between two seeded teams.
- 6 Non-seeded teams only will play in Round 1. There will be no byes for non-seeded teams in Round 1. Teams who lose their Round 1 match will then play a 'repechage' match against another losing team from Round 1 and the winner of this will progress to round 2. The repechage round is known as Round 1A.
- 7 Teams winning in Round 1A will not be drawn again against the team to which they lost in Round 1 prior to the quarter-finals, but such rematches are possible from the quarter-finals onwards.

- 8 In order to reduce the field to 32 teams for Round 3, byes will be allocated in Round 2. These will be allocated at random amongst the non-seeded teams.
- 9 The draws for all rounds up to and including the quarter-finals will be regionalised as far as possible consistent with the provisions relating to seeding (see regulations 4 and 5) and rematches (regulation 7), which take precedence over geographical considerations. The semi-finals will be drawn randomly.
- 10 In order to avoid unnecessary travelling and to help teams in making arrangements, team captains may agree to play matches online if they wish. If they agree to this then the [Supplementary Regulations for Matches Played Online](#) will apply and in cases of conflict will over-ride the regulations in this document.
- 11 Level 4 agreements are permitted in this competition.
- 12 The dates by which each round must be played will be found on the [main event](#) and [results](#) pages of the website. The date and venue of the final should be decided by the team captains by mutual agreement. No play-by date is published for the final, and the rules for offering dates set out in Regulations 6-8 and 11 of the [General Regulations](#) do not apply to the final. However, captains are expected to use their best endeavours to find a mutually acceptable date within a reasonable time of the identity of the finalists becoming known, and if the final is unduly delayed a ruling may be given under Regulation 42 of the [General Regulations](#).
- 13 Master Points will be awarded in the form of Green Points for each round won as follows:

R1/1A/2	R3/4	Quarter- finals	Semi- finals	Final
1	2	3	4	6

All awards quoted are per player, subject to that player having played at least one-third of the total number of boards in the match concerned. Master Points will be direct-credited as soon as practicable after the conclusion of each round.

- 14 Prizes will be awarded to the top four teams as below. The amounts will be credited to the EBU accounts of the nominated team captains following the conclusion of the event.

Winners	£280
Runners-up	£140
Losing semi-finalists	£80

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