



CONDITIONS OF CONTEST

**JUNIOR CHANNEL TROPHY
GIRLS JUNIOR CHANNEL TROPHY
YOUNGSTER TROPHY
U16 CHANNEL TROPHY
2020**

**Played on RealBridge
19th – 20th December 2020**

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1 Officials

Match Manager – Charlie Bucknell

Chief Tournament Director – Gordon Rainsford

Tournament Directors – Colin Simcox and Christine MacFarlane

Chairman of Appeals –

With grateful assistance from RealBridge

2 Times of Play

All times GMT: 9-board rounds, except U16 will play 8-board rounds (on the same schedule).

Saturday 19th December

10:00 – 11:15 Round 1A

11:25 – 12:40 Round 1B

12:45 – 13:45 **Lunch**

13:45 – 15:00 Round 2A

15:10 – 16:25 Round 2B

16:35 – 17:50 Round 3A

18:00 – 19:15 Round 3B

Sunday 20th December

10:00 – 11:15 Round 4A

11:25 – 12:40 Round 4B

12:45 – 13:45 **Lunch**

13:45 – 15:00 Round 5A

15:10 – 16:25 Round 5B

16:35 – 17:50 Round 6A

18:00 – 19:15 Round 6B

19:30 Closing ceremony, on Zoom

3 Programme and table allocation

A double round-robin will be played within each category, six matches in total. Matches are of 18-boards, played in two halves of 9-boards, with a compulsory change of opponents at half-time. The U16 event will be same overall, but matches will be 16 boards, played in two halves of 8-boards.

The schedule of matches is the same in all categories.

Matches are 'home' v 'away'

Round 1	England v France	Belgium v Netherlands
Round 2	Netherlands v England	France v Belgium
Round 3	England v Belgium	France v Netherlands
Round 4	Netherlands v Belgium	France v England
Round 5	England v Netherlands	Belgium v France
Round 6	Netherlands v France	Belgium v England

The Junior Channel Trophy will be tables 1 – 4

The Girls Junior Channel Trophy will be tables 5 - 8

The Youngsters Trophy will be tables 9 – 12

The U16 Channel Trophy will be tables 13 – 16.

Belgium will have their home tables as tables 1, 5, 9, 13

England will have their home tables as tables 2, 6, 10, 14

France will have their home tables as tables 3, 7, 11, 15

The Netherlands will have their home tables as tables 4, 8, 12, 16

N/S play at their home table (and E/W at their opponent's home table).

4 The Teams

Junior Channel			
Belgium (1) Clovis Dehay Romain Monticelli Emile Huybrecht Romain Monticelli Eloise Lafourcade Laure Mommaerts Carl-Louis Van Brandt Leopold Van Brandt	England (2) Kripa Panchagnula Jonathan Clark Aaron Hutton Oliver Powell Eshan Singhal Filippos Kritsalis	France (3) Arthur Boulin Luc Bellicaud Méléc Dufrene Raphael Basler Romaric Guth Thibault Vincenot	The Netherlands (4) Stefan Thorpe Sibrand van Oosten Niels van Bijsterveldt Youp Caris Oscar Nijssen Tim van de Pavverd Wisse Huvers Sven Overvelde
Girls Junior Channel			
Belgium (5) Ines Meersman Laure Mommaerts Anke Van Den Bergh Eline Samson Fenna Rozemond	England (6) Hanna Tuus Siyu Ren Imogen La Chapelle Jasmine Bakhshi Dido Coley Kim Hudson	France (7) Mathilde Thuillez Anaïs Leleu Marie Coupel Margaux Kurek Beaulieu Sarah Combescure Constance Belloy Wilhelmine Schlumberger	The Netherlands (8) Fleur Beekman Anouk Casparie Sarah de Wijs Lotte de Wijs Malene Holm Christensen Esther Visser
Youngsters			
Belgium (9) Arthur Massar Bjorn Van Velthoven Stefan Beukema Constantijn Beukema Jasper Beukema	England (10) Sam Anoyrkatis Liz Gahan Theo Anoyrkatis Andy Cope Daniel Winter Liam Sanderson	France (11) Romain Bloch Clement Teil Théo Guillemin Léo Rombaut Jarjaille Maxence Fragola Nao Tabata	The Netherlands (12) Noa Kant Reinder van der Weide Tobias Westerveld Xavier Friessen Ronald Goor Sander Goor Sicco Kooiker Dieter Goudzwaard
U16			
Belgium (13) Baran Demiroglu Lara Demiroglu Richard Van Zandbeek Manuel de Haan	England (14) Jamie Fegarty Thomas Gardner Bjorn Ahl James Cater Venetia Anoyrkatis Raphaëla Sinclair Lucy Norman Charlotte Bedford	France (15) Philippe Tchoulkine Louis Bonin Maxence Roches Clément Bens Lucas Sartori Thomas Bonnet	The Netherlands (16) Miel Brocken Rex Brocken Aditya Bura Michael Walker Martijn Goor Wout Klarenbeek

5 Introduction

This tournament will be conducted under the auspices of the English Bridge Union. The events will be played in accordance with The Laws of Duplicate Bridge 2017 ('The Laws') and these Conditions of Contest, whose special provisions for this contest supplement The Laws as required; as the tournament is being played online, some laws will not be applicable.

6 Submission of entries

In addition to a non-playing captain, each team may have up to eight members.

The names of the captain and players on each team should be sent to the English Bridge Union.

Every proposed player must:

- a) have been born in or be a *bona fide* resident of the NCBO he or she is representing.
- b) Have been born on or after 1st January 1995 for the Junior Channel and Junior Channel Girls Trophies; have been born on or after 1st January 2000 for the Youngster Trophy; or have been born on or after 1st January 2005 for the U16 Channel Trophy.

7 Screens and RealBridge

7.1 Instructions

RealBridge uses computer video and audio for communication between players. Player can and should test their video/audio by logging into the system in advance.

During a session. if you have problems with audio/video, you should continue to play using text until you have time to try to sort it out, rather than delaying play.

It may be necessary to refresh the video feed every hour or so: this can be done (without logging out) by clicking the refresh button on your name bar.

7.2 Procedures

Please remember that your opponents will have sight of you whenever you are logged in at a table and always act accordingly – opponents can hear and see what is going on in the room around you.

7.2.1 Alerting/Announcing/Explaining

RealBridge has different modes of operations: open table v. screen mode, partner-alerting v. self-alerting, verbal v. text explanations. Different rules for alerting/announcing/explaining are appropriate for different modes of operation.

This event will be in screen mode with self-alerting and written explanations. Follow-up questions can be to the player who made the call (via private chat) or verbally to the screen mate. Note: the partner of the player who made the call will not have seen the written explanation.

Calls are alerted by the player making the call, the alert is made by clicking the alert strip. Alert calls that would be alertable under WBF regulations (with screens) and provide a written explanation when making the call.

In 2016, this tournament made a decision (at the captains' meeting) to alert the strength of opening 1NT. The EBU suggests that in this tournament, players explain the range of an opening 1NT bid (when making the call).

7.2.2 Calling the TD

When the TD is called, the TD can hear and speak to both sides of the screen – but the players cannot hear the players on the other side of the screen. It is difficult for the TD if both sides of the screen are talking.

When the TD is called only the player who called the TD should speak to the TD. The TD can then ask questions of the different players on either side of the screen, before instructing the table how to proceed.

If the TD appears at the table and you did not call the TD, please wait to be asked to speak – so that the table does not all speak at once.

7.2.3 Online Regulations

UNDOS

UNDOS are permitted in the auction but not in the play.

UNDOS are allowed in the auction for genuine 'misclicks' – a 'misclick' corresponds to a 'mechanical error', see Law 25A2. The time limit on corrections in Law 25A (until partner makes a call) does not apply – as player unfamiliar with RealBridge may take some time to locate the UNDO button.

When there is a request for an UNDO in the auction, the opponent on the other side of the screen should always accept the UNDO, their partner can decide whether to accept or to call the TD.

When there has been a correction of a mistaken explanation the TD should be called. If Law 21B1 (a) allows a non-offending player to change their last call, the TD will instruct that player to request an UNDO (and instruct the other side to accept) so that the call can be changed.

RealBridge does not disable requests for UNDOS in the play. If a player requests an UNDO in the play, the opponents should just reject the request.

Consulting one's own system card

The attitude is that any information that is provided by the platform or provided online for the opponents may be used by the players.

Players may consult their own system card as provided online for the opponents but may not consult their own private notes.

8 Official language

English is the official language of the tournament. During a match, the players may converse only in English unless both captains agree to use some other language at their own risk. If necessary, each captain is responsible for the provision of an interpreter for translation into English. No appeals due to misunderstandings in a language other than English will be entertained.

9 Systems & conventions

Players are required to make adequate initial written disclosure of their system and to make a full disclosure of the meaning of any call or play in response to a proper question at the table from an opponent. HUMs and Brown Sticker Conventions, as defined by the World Bridge Federation, may not be used. Full details of the WBF System Policy are available on request.

All material must be in English. Conventions should be explained, rather than merely named. If a player makes use of any conventional call or play not sufficiently outlined on the Convention Card or supplementary sheets, that player's team will be liable to procedural penalty (Law 90) for the infraction as well as score adjustment to redress damage. The onus of disclosure and explanation is on the user; when there is a claim of damage through inadequate disclosure, any benefit will be given to the non-offending side.

System cards should be uploaded to the internet in advance of the tournament. Pairs should provide a link to their system card to the opponents (in RealBridge table chat) at the start of each round.

10 Seating and line-ups

Team line-ups for the team sitting first (the away team for the first round) must be given 20 minutes before the start of the round. Team line-ups for the other team must be given 10 minutes before the start of the round.

- a) Teams play according to the schedules given within. The home team sits throughout the 18-board match in the N/S direction in the Open Room and in the E/W direction in the Closed Room.
- b) A change of players or partnerships can be made only at the beginning of each 9-board session.
- c) If one or more players are unavoidably detained, and a team is unable to field four players as a consequence, the captain may propose a substitute(s) subject to the approval of the Chief Tournament Director.
- d) The home team has the right to designate its line-up for the first 9 boards of each 18-board match after the away team has submitted its line-up to the Tournament Director. For the second 9 boards of an 18-board match, any pairs of the home team who are retained shall remain at the table in which they played the first 9 boards. For the second 9 boards of an 18-board match the away team has the right to designate its line-up after the home team has submitted its line-up to the Tournament Director. Any away team pairs retained for the second 9 boards may not sit in such a way as to play against the same pair twice during the course of an 18-board match. (For example, when two teams of four oppose each other, the away team pairs must change rooms and directions for the second half of the match.)
- e) A change of partnership creates a new pair.

11 Forfeits

If a team is unable to play or complete a match, the Chief Tournament Director may find that team to be in default and declare the match forfeited.

The team in forfeit shall score zero Victory Points and zero IMPs (both plus and minus) for that match.

The team winning the forfeited match shall receive the better of 18 Victory Points, or the average number of Victory Points won by the team in all of its other matches (including any fraction involved), or the converse of the average number of Victory Points won by the defaulting team in all of its other matches (including any fraction involved). [If it becomes necessary, for the tie-breaking to assign an IMP score, the winning team receives the average number of IMPs earning the assigned Victory Points score, including any fraction involved – or zero IMPs, both plus and minus, for the purposes of IMP quotient should this be required.]

12 Late arrival

Penalties may be waived at the discretion of the Chief Tournament Director for late arrival prior to the start of the tournament, where such lateness arises from genuine connection problems. Arrangements may be made to play part of the affected match at a later time during the weekend.

Other than this, late arrival for the start of any session shall be as follows:

5+ to 10 minutes late: 0.1 VP for each minute beyond 5 minutes

10+ to 15 minutes late: 0.5 VP and an additional 0.1 VP for each minute beyond 10.

15+ minutes late: 2 VPs. Additionally, one board will be removed from the match and scored as + and – 3 IMPs for each subsequent 5-minute delay or part thereof beyond 20 minutes. [See also ‘Forfeits’ in the case of excessive late arrival.]

13 Slow play

The time allowed for a 9-board session is one hour and fifteen minutes. Minor instances of slow play will not attract a penalty, save in the case of repeated instances by the same player or pair. For example, if a table has virtually completed the play of the final board and is making a genuine attempt to catch up on lost time, there will normally be no penalty.

Other than this, there will be an automatic penalty on the table in question, as follows:

0+ to 10 minutes late: 0.2 VP for each minute

10+ to 15 minutes late: 1 VP and an additional 0.4 VP for each minute over 10

15+ minutes late: A larger penalty at the discretion of the Chief Tournament Director (which could include the removal of unplayed boards, with either an artificial or an assigned adjusted score being awarded as the Tournament Director sees fit).

The Tournament Director will apportion the blame for slow play between the two pairs involved, and will apportion the appropriate VP penalty accordingly between the pairs concerned.

Example: a table is 12 minutes late. A 2.8 VP penalty will be assessed on the table; this could be distributed in any way (1.4-1.4, through 2.8-0.0), between the two pairs concerned.

14 Verification of scores

Team captains should agree upon a final result at the conclusion of each match. The Tournament Director will post an official result on the scoreboard. There shall be a one-hour period, beginning at the scheduled ending time of the match, during which the results of the match may be questioned by either Captain or the Captain's designee. Thereafter the results will be final, with the following exceptions:

- a) awaiting the decision of the Tournament Appeals Committee on a filed appeal;
- b) completion of play of replay boards where such replay has been directed by the Tournament Appeals Committee;
- c) correction of a manifestly incorrect score at the discretion of the Chief Tournament Director.

15 Smoking, alcohol and mobile phones

All the above are prohibited while playing. Mobile phones may be used in an emergency, including contacting the NPC when a player has connection problems.

A player will be warned for the first offence; any further offences will be subject to a penalty of 1 VP.

16 Appeals

Any request for a ruling or appeal of a ruling already given must be lodged within half an hour of the conclusion of the 9-board session in which the matter arose (if a ruling already asked for is not given until during a later session, then the time limit for an appeal of such a ruling shall be half an hour after the conclusion of the session in which the ruling was given).

The Chief Tournament Director shall arrange for an appeal to be heard in one of the following ways:

- a) By resolution of the matter between the two team captains involved;
- b) By forming an on-site Appeals Committee (which may be a committee of one person only) from amongst the officials and/or players present;
- c) By referring the matter to the designated Chairman of Appeals (see **Officials** above) by phone or email.
- d) By email or phone, to another member of the English Bridge Union's panel of referees.

17 Spectators and non-playing captains

Non-playing captains may be allowed access to the tables as 'Assistant TDs'. This allows the NPC to occupy the TD position at the table. Except in an emergency, NPCs can only be at their team's home table, and not during play of the round at that table.

There will be delayed kibitzing which will have access to all tables.

18 Tie-breaking procedures

Tie breaking procedures will be applied to break a tie for first place only.

If two teams acquire the same amount of VPs, then the pair of matches against each other will determine the ranking (if necessary, then the IMP balance in the pair of matches will be conclusive). Failing that, then IMP balances over all matches played will decide.

If three or more teams acquire the same amount of VPs then any team which has defeated all the other teams in terms of VPs over the pair of matches (or, failing that, in terms of IMPs over the pair of matches) shall be declared the winner. Failing that, then the IMP balances over all matches played will decide.

A tie which cannot be resolved by IMP balances will be resolved instead by IMP quotient over all matches played.

19 Conversion Scale

The difference in IMPs earned by two opposing teams at the end of each 18-board match shall be converted into Victory Points according to the 'continuous; WBF Victory Point Scale. The U16 event will use the 16-board scale.

Junior Channel Trophy – 2020

Matches of 18 Boards

IMP	VP	IMP	VP	IMP	VP
0	10.00 – 10.00	22	15.14 – 4.86	44	18.27 – 1.73
1	10.29 – 9.71	23	15.32 – 4.68	45	18.38 – 1.62
2	10.58 – 9.42	24	15.50 – 4.50	46	18.48 – 1.52
3	10.86 – 9.14	25	15.67 – 4.33	47	18.58 – 1.42
4	11.14 – 8.86	26	15.84 – 4.16	48	18.68 – 1.32
5	11.41 – 8.59	27	16.00 – 4.00	49	18.78 – 1.22
6	11.67 – 8.33	28	16.16 – 3.84	50	18.88 – 1.12
7	11.92 – 8.08	29	16.31 – 3.69	51	18.98 – 1.02
8	12.17 – 7.83	30	16.46 – 3.54	52	19.07 – 0.93
9	12.42 – 7.58	31	16.61 – 3.39	53	19.16 – 0.84
10	12.66 – 7.34	32	16.76 – 3.24	54	19.25 – 0.75
11	12.89 – 7.11	33	16.90 – 3.10	55	19.34 – 0.66
12	13.12 – 6.88	34	17.04 – 2.96	56	19.42 – 0.58
13	13.34 – 6.66	35	17.18 – 2.82	57	19.50 – 0.50
14	13.56 – 6.44	36	17.31 – 2.69	58	19.58 – 0.42
15	13.78 – 6.22	37	17.44 – 2.56	59	19.66 – 0.34
16	13.99 – 6.01	38	17.57 – 2.43	60	19.74 – 0.26
17	14.19 – 5.81	39	17.69 – 2.31	61	19.81 – 0.19
18	14.39 – 5.61	40	17.81 – 2.19	62	19.88 – 0.12
19	14.58 – 5.42	41	17.93 – 2.07	63	19.95 – 0.05
20	14.77 – 5.23	42	18.05 – 1.95	64	20.00 – 0.00
21	14.96 – 5.04	43	18.16 – 1.84	+	

Junior Channel Trophy – 2020

Matches of 16 Boards

IMP	VP	IMP	VP	IMP	VP
0	10.00 — 10.00	20	15.00 — 5.00	40	18.09 — 1.91
1	10.31 — 9.69	21	15.19 — 4.81	41	18.21 — 1.79
2	10.61 — 9.39	22	15.38 — 4.62	42	18.33 — 1.67
3	10.91 — 9.09	23	15.56 — 4.44	43	18.44 — 1.56
4	11.20 — 8.80	24	15.74 — 4.26	44	18.55 — 1.45
5	11.48 — 8.52	25	15.92 — 4.08	45	18.66 — 1.34
6	11.76 — 8.24	26	16.09 — 3.91	46	18.77 — 1.23
7	12.03 — 7.97	27	16.26 — 3.74	47	18.87 — 1.13
8	12.29 — 7.71	28	16.42 — 3.58	48	18.97 — 1.03
9	12.55 — 7.45	29	16.58 — 3.42	49	19.07 — 0.93
10	12.80 — 7.20	30	16.73 — 3.27	50	19.16 — 0.84
11	13.04 — 6.96	31	16.88 — 3.12	51	19.25 — 0.75
12	13.28 — 6.72	32	17.03 — 2.97	52	19.34 — 0.66
13	13.52 — 6.48	33	17.17 — 2.83	53	19.43 — 0.57
14	13.75 — 6.25	34	17.31 — 2.69	54	19.52 — 0.48
15	13.97 — 6.03	35	17.45 — 2.55	55	19.61 — 0.39
16	14.18 — 5.82	36	17.59 — 2.41	56	19.69 — 0.31
17	14.39 — 5.61	37	17.72 — 2.28	57	19.77 — 0.23
18	14.60 — 5.40	38	17.85 — 2.15	58	19.85 — 0.15
19	14.80 — 5.20	39	17.97 — 2.03	59	19.93 — 0.07
				60 +	20.00 — 0.00



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