

## PCU BRIDGE TROPHY 2022

### *Online Pairs Tournament 20/04/2022 - Regulations*

#### **Eligibility**

- All students worldwide are welcome to participate: active students in the academic years 2020-21 or 2021-22.
- Students playing in a pair don't need to represent the same University/University College.
- A team must field a minimum of two players per team that are active students at the participating universities or university colleges in the academic years 2020-21 or 2021-22.

#### **Good behaviour**

- All players are expected to be polite to each other and to the Director. Rude language must be avoided and may lead to disqualification from the tournament and/or a ban from future tournaments at the Director's discretion.
- Everybody would like to know who they are playing against. Therefore, all players should make sure to enter their first and last name in their profile.

#### **Convention Cards**

- Convention cards are not mandatory.
- At the beginning of the round, each pair should explain their 1-level openings and their opening leads briefly, e.g., "Hello, we play 5-card majors with 1NT=15-17. Leads: 3/5 vs. suit contracts, 4th vs. notrump."

#### **Alerts and Explanation**

- Any call which is not natural must be alerted at all levels of bidding (except takeout doubles, including negative doubles, in the first round of bidding). The same applies to natural calls with an unexpected meaning.
- The player making an alertable call must alert it when making it, and should also explain it voluntarily at this time. The player should write the explanation before making the call, so that the opponents will receive the explanation in time.
- Players are generally encouraged to explain their calls voluntarily, even if they are not alertable.
- A player (except dummy during the play period) can ask for an explanation of the opponents' agreements at any time.
  1. Questions and answers must be written using the functionality designed for that purpose, or through private chat if necessary. Chatting to the table for this purpose is forbidden because it gives partner unauthorized information.
  2. Questions may only be asked to the player who made the call to be explained.
  3. Asking the player's partner, to find out whether the opponents have had a bidding misunderstanding, is prohibited. Exception: If a player explains that the pair has an agreement which, however, he has forgotten, the Director may allow that the question be asked to the player's partner instead.
- If a player has made a wrong call according to the system and becomes aware of this, he must provide the explanation according to the partnership agreements, even if this misdescribes his hand (cf. Law 40C).

#### **Consulting One's Own System Notes**

- A player may consult his own system notes during the bidding or play period.

**Stop**

- Players should pause for 10 seconds after a skip bid, just as they would in face-to-face tournaments.

**Undo**

- Undo's are not allowed (Laws 21B1a and 25A do not apply).
- Make sure to protect yourself for misclicks (go to settings in BBO and "confirm biddings and playing")

**Claims and Concessions**

- The Director applies Laws 68-71 for claims and concessions.
- A player who lets play continue by rejecting a claim made by an opponent (and was not requested to do so by an opponent) instead of calling the Director is deemed to have requested that play continue. If no other player objects, this means (cf. Law 68D2b) that the score must stand.

**Right to Appeal**

- The Director's decisions are final and cannot be appealed to a higher authority.

**Adjusted Score**

- BBO does not support weighted or unbalanced scores. When BBO is used for the official scoring, the Director assigns a score as a percentage which is as equitable as possible for both sides. This also applies when the Director awards an adjusted score because a board could not be completed.

**Internet connection**

- Each player is responsible for problems arising from having an unstable or inadequate internet connection.

**Dishonest Play**

- Dishonest play is a grave offence, also when it occurs in online play. The following are examples of actions which may be judged as dishonest play:
  1. Communication with partner during play in any other way than through chat to the table.
  2. Communication with a kibitzer during play.
  3. Play from an account which is not the player's own.
  4. Play from multiple accounts in one tournament.
  5. Advance knowledge of a hand, e.g., by self-kibitzing from another account.
- Any accusation of dishonest play must be submitted confidentially to the Director and to the PCU Committee.