

Prebulletin

September 30, 2020

Editor: Marek Wójcicki

Dear Friends

During the days of forced isolation our game has almost completely moved to the Internet. The social aspect of bridge has been strongly reduced, the opportunity of meeting many friendly faces at tournaments like European Championships, primarily scheduled for June 2020, has disappeared. Although it was not possible to meet face to face, we managed to organize quite frequently friendly matches against senior teams of other countries. The spirit of the game and the performance of players were on the championship level, and more and more players were getting involved, so we think it is worth of trying to organize something on a larger scale. Thereby some members of governing bodies of Polish Bridge Union came up with an idea of organizing this tournament. Participation of 20 teams, with numerous world and European champions and the players from the top of European seniors ranking list is the best confirmation that the bridge seniors community needs it.

We could always observe a high level of the spirit of the game in senior's bridge society. That's why, while working on the formula, we decided that the matches will be played with the use of the same boards, what makes the tournament more attractive. To ensure some level of security, Vuegraph match will start with 30 minutes delay.

Rhe way we see the future we will have to keep our games in the Internet for longer time than we would like to, so I hope that this tournament will be a beginning of a regular series.

Włodek Starkowski Witold Stachnik, PBU President

TIMETABLE

Qualification

5-15 Oct., 8 p.m. CET 11 rounds of Swiss, 20-board matches

Play off

Friday, 16 Oct., 7.30 pm CET Quarterfinals, 2x16 boards Saturday, 17 Oct., 1.00 pm CET Semifinals, 4x12 boards Sunday, 18 Oct., 1.00 pm CET Final, 4x12 boards

Swiss for 3rd place

Friday, 16 Oct., 8 pm CET 1 round, 20-board match Saturday, 17 Oct., 1.30 pm CET and 5 pm CET 2 rounds, 20-board matches Sunday, 18 Oct., 1.30 pm CET and 5 pm CET 2 rounds, 20-board matches

TEAMS RANKING

According to average team playing member European Seniors Masterpoints (Current):

1.POLAND III	547.33	DRAW TO ROUND 1 OF QUALIFICATION SWISS
2.POLAND I	310.67	POLAND III - POLAND I vuegraf
3.SWEDEN	236.25	SWEDEN - ITALY I
4.ITALY I	207.67	DENMARK - BELGIUM
5.DENMARK	181.20	GERMANY II - IRELAND
6.BELGIUM	125.75	ISRAEL - ITALY II
7.GERMANY II	116.28	GERMANY I - ENGLAND
8.IRELAND	114.62	SCOTLAND BLUE - AUSTRIA
9.ISRAEL	80.50	POLAND II - NETHERLANDS II
10.ITALY II	72.75	SCOTLAND WHITE - HUNGARY
11.GERMANY I	71.17	NETHERLANDS I - PORTUGAL
12.ENGLAND	64.00	
13.SCOTLAND BLUE	56.00	
14.AUSTRIA	55.12	
15.POLAND II	45.33	
16.NETHERLANDS II	34.33	
17.SCOTLAND WHITE	21.13	
18.HUNGARY	12.50	
19.NETHERLANDS I	1.00	
20.PORTUGAL	0.33	
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Draw to the Round I of the Qualification Swiss will be made according to it (1st vs 2nd, 3rd vs 4th, etc.).

IMPORTANT INFORMATION

Website of the tournament:

https://wyniki.pzbs.pl/turnieje/2020/ESC/#000RR00000100100100000000

All teams are kindly requested to appoint a captain (playing or non-playing).

NPC will be allowed to kibitz his team. Request should be sent to Tournament Director together with the lineup.

During Swiss matches substitutions are allowed. Substitution should be sent together with line-up.

We ask all captains to submit lineup not later than two hours before start of the round.

All teams are kindly requested to appoint the person(s) responsible for line-up in case they are not the captains. E-mail addresses of those people must be sent to the tournament directors. We have to establish emergency contact line with tournament director using WhatsApp voice connection.

All teams are kindly requested to check at the website if all BBO nicks are spelled in a correct way.

All teams must submit the convention cards to tournament directors (to e-mail: aleksander.krych@pzbs.pl) before Oct. 2.

We will prepare Daily Bulletin during the whole tournament. We ask all players, kibitzers, etc. to send interesting boards, bidding, declarer and defensive plays to editor: marek.wojcicki@bridge.com.pl

Daily Bulletin will be sent each day to all players and officials who provided their e-mail addresses. If anybody does not want to get it, please, send e-mail to marek.wojcicki@bridge.com.pl and the address will be removed from the mailing list.

Participants:

AUSTRIA		BELGIUM	
Franz TERRANEO (pc) Sylvia TERRANEO Kurt FEICHTINGER Robert FRANZEL Theresa WEIGKRICHT Hans-Richard GRÜMM Heinrich BERGER Susanne GRÜMM	saurus53 sterraneo ennser dr_crazy tewe4 hrgruemm Wuzi5 sgruemm	Faramarz BIGDELI Philippe CONRAETS David JOHNSON Alain KAPLAN Jean-Pierre LAFOURCADE Alain MOULART Guy POLET Jacques STAS	faramarz philippeIV Rosbif69 Kaplan70 Foxyguy52 amoulart Guy99 Casoar99
DENMARK		ENGLAND	
Bo Lonberg Bilde (npc) Klaus ADAMSEN Thomas BERG Knud-aage BOESGAARD Flamming DAHL Mads GROVE Henrik Norman HANSEN H.C.NIELSEN Dennis KOCH-PALMUND Dorthe SCHALTZ Peter SCHALTZ	kadenta beccamin kaab_5 beccamin GROVE_DK HNHansen HC_DK PALMUNDDK DS_dk PS_dk	Jeremy DHONDY (pc) Brian CALAGHAN Roger GIBBONS John HASSETT David KENDRICK Trevor WARD	Jeremy69a BCallaghan rgibbons21 pademelon DKendrick1 tww604
GERMANY I		GERMANY II	
Nedju BUCHLEV (pc) Nicolas BAUSBACK (npc) Herbert KLUMPP Jurek KOZYCZKOWSKI Jacek LEŚNICZAK Reiner MARSAL Norbert SCHILHART	nb49 cloumppi jurekk lesny reiner13 stier58	Waltraud VOGT (pc) Hans FRERICHS Loek FRESEN Ulrich KRATZ Bernhard STRAETER Karin WENNING Ulli WENNING	fres duku lgfr ukratz bstraeter kawe frewe
HUNGARY		IRELAND	
Andras FOGARAS Jozsef FOLDI Peter GAL Sandor JAKAB Gyorgy KUTTNER Ferenc ZOLD	FogA Jocoka galim kopakopa kuttner KUDRI1	Derek O'GORMAN (npc) Nick FITZGIBBON Peter GOODMAN Adam MESBUR Ranald MILNE BJ O'BRIEN Micheal O'BRIAIN Padraig O'BRIAIN Terry WALSH	derekog6 nickfg petepunt amesbur ranald bjoboru mobrule padraigo walshtr
ISRAEL		ITALY I	
Doron LIMOR (pc) Ron Pachtman (coach) Yosi ENGEL Julian FRYDRICH Avi KALISH Eitan ORENSTEIN Yaacov MINTZ	doron ronpa engel j yulek f kalish eitano ymintz	Andrea BURATTI Amedeo COMELLA Giuseppe FAILLA Tiziano DI FEBO Stefano SABBATINI Lanfranco VECCHI	Lucrezio14 Makatea Gioffi ncne Dinamite Lank

ITALY II		NETHERLANDS I	
Sergio FREDDIO Virgilio GAGLIARDI Franco GARBOSI Gianpaolo GUERMANI Bernardo MANCINI Aldo MINA Ruggero PULGA Paolo UGGERI	sfreddio baffino59 garf garf pguer51 bernardino minaaldo53 Lyndonb cirenius	Paul CARWELL Jan KOLEN Ton LUCASSEN Tjali TUWANAKOTTA(pc) Jan VERHEES Rob WALKER	rovers JanKolen Lucassen tjali J Verhees rob
NETHERLANDS II		PORTUGAL	
Leo HOFLAND Marten LA HAYE (pc) Bas VAN DER HOEK Peter VAN DER VOORDEN Rob VAN LEEUWEN Frank VEGER	Leo2005 MartenHa bassek23 Pvoorden RobLw maggiehond	Luis FOLQUE Carlos GONÇALVES Manuel GONÇALVES Jose HENRIQUES Paulo PESSANHA Eduardo PINTO	luis carlo ydeeps manolo1 manaca PPessanha didiloco
SCOTLAND BLUE		SCOTLAND WHITE	
Anne Perkins (npc) Mike ASH Robert FERRARI Alan GOODMAN Jim HAY John MURDOCH Derrick PEDEN Brian SHORT Iain SIME	traqupolly ma5546 rcferrari arg98 ahh murdo derrick O brianshort iain sime	Anne Perkins (npc) Roy BENNET Derek DIAMOND Martin DIAMOND Cathy FERGUSON Bob MCKINNON Cameron MCLATCHIE David SHENKIN Harry SMITH	traqupolly drroy48 derekd diamondm44 cathyf bobmfc mclatchie dshenikn harsmith
SWEDEN		POLAND I	
Olle WADEMARK (npc) Carina WADEMARK (coach Mats AXDORPH Bengt-Erik EFRAIMSSON PG ELIASSON Gunnar ELMROTH Bjorn FALLENIUS Mats NILSLAND Goran SELLDEN Bjorn WANNEBERG	Flashrex)aco Axdorph63 berik56 pgeliasson turnip1 bf88 nilsland sellden TopBjorn	Victor MARKOWICZ (pc) Piotr BIZOŃ Marek BLAT Michał KWIECIEŃ Krzysztof MOSZCZYŃSKI Włodzimierz STARKOWSKI	wiciom taub blama1 michal1 moszcz1 wstarkowsk
POLAND II		POLAND III	
Stefano SZENBERG (pc) Wit KLAPPER Jerzy MICHAŁEK Mirosław MIŁASZEWSKI Piotr TUSZYŃSKI Sławomir ZAWIŚLAK	queenathen vitelio chaly23 milaszewsk fredzik1 megi1	Wojciech OLAŃSKI (pc) Bogusław GIERULSKI Apolinary KOWALSKI Jacek ROMAŃSKI Jerzy RUSSYAN Vytautas VAINIKONIS	olanski bogier bambik jar27 jerzy077 vainikonis

CONDITIONS OF CONTEST

I. General Rules and Format

FORMAT

QUALIFICATION SWISS

First 11 matches, starting on 5th Oct. till 15th Oct. till are the qualifiaction stage, played as the Swiss, 20-board matches.

The seeding to the 1st round matches will be based on the average ranking of the team players according to EBL Senior Masterpoints.

After 11 rounds of swiss, the first 8 teams will play the Quarter-Finals (32 boards - 2 segments of 16 boards) and later on the Semi-Finals (48 boards - 4 segments of 12 boards) and the Final (48 boards - 4 segments of 12 boards). The rest of the teams will compete at the Swiss for the 3rd place, which will be also joined by the losers of quarterfinals and semifinals.

For the Swiss phases, each result will be converted from IMPs into VPs according to the WBF 20 boards VP Scale:

10.00 -10.00 tie	14.20 - 5.80 18 imps	17.06 - 2.94 36 imps	19.00 - 1.00 54 imps
10.28 - 9.72 1 imp	14.39 - 5.61 19 imps	17.19 - 2.81 37 imps	19.08 - 0.92 55 imps
10.55 - 9.45 2 imps	14.58 - 5.42 20 imps	17.31 - 2.69 38 imps	19.17 - 0.83 56 imps
10.82 - 9.18 3 imps	14.76 - 5.24 21 imps	17.44 - 2.56 39 imps	19.25 - 0.75 57 imps
11.08 - 8.92 4 imps	14.94 - 5.06 22 imps	17.56 - 2.44 40 imps	19.33 - 0.67 58 imps
11.34 - 8.66 5 imps	15.11 - 4.89 23 imps	17.67 - 2.33 41 imps	19.41 - 0.59 59 imps
11.59 - 8.41 6 imps	15.28 - 4.72 24 imps	17.79 - 2.21 42 imps	19.49 - 0.51 60 imps
11.83 - 9.17 7 imps	15.45 - 4.55 25 imps	17.90 - 2.10 43 imps	19.57 - 0.43 61 imps
12.07 - 7.93 8 imps	15.61 - 4.39 26 imps	18.01 - 1.99 44 imps	19.64 - 0.36 62 imps
12.30 - 7.70 9 imps	15.77 - 4.23 27 imps	18.12 - 1.88 45 imps	19.72 - 0.28 63 imps
12.53 - 7.47 10 imps	15.92 - 4.08 28 imps	18.23 - 1.77 46 imps	19.79 - 0.21 64 imps
12.76 - 7.24 11 imps	16.08 - 3.92 29 imps	18.33 - 1.67 47 imps	19.86 - 0.14 65 imps
12.98 - 7.02 12 imps	16.23 - 3.77 30 imps	18.43 - 1.57 48 imps	19.93 - 0.07 66 imps
13.19 - 6.81 13 imps	16.37 - 3.63 31 imps	18.53 - 1.47 49 imps	19.99 - 0.01 67 imps
13.41 - 6.59 14 imps	16.52 - 3.48 32 imps	18.63 - 1.37 50 imps	20.00 - 0.00 68 and more imps
13.61 - 6.39 15 imps	16.66 - 3.34 33 imps	18.72 - 1.28 51 imps	
13.81 - 6.19 16 imps	16.79 - 3.21 34 imps	18.82 - 1.18 52 imps	
14.01 - 5.99 17 imps	16.93 - 3.07 35 imps	18.91 - 1.09 53 imps	

KNOCKOUT PHASE.

QUARTER-FINALS.

The team placed 1st at the end of the Qualification Swiss has the right to choose their opponent among the teams placed 4th-8th. Then, the team placed 2nd will choose their opponent among the remaining teams placed 4th-8th, etc.

SEMI-FINALS.

Among the winners of the Quarter-Finals, the team which was highest placed in the Qualification Swiss will choose the opponent of the Semifinal. If two teams of the same country qualify to semifinal, they play against each other. If three teams of the same country qualify to the semifinal, the fourth team has the right to choose the semifinal opponent.

CARRY OVER.

Carry over in QF and SF matches is 0.1 imp for the team higher placed in Qualification Swiss

FINALS

There will be no Carry-Over. In case of tie after 48 boards, it will be solved by 1-board Sudden Death.

SWISS FOR THE 3RD PLACE

Swiss for the third place starts on Friday, 16 Oct. Carry over is 1/11 of VP from the Qualification Swiss. Draw to the first round is done according to the carry over. Last round of 3RD PLACE SWISS will be played as Danish (matches can be played between the teams, which have played against each other in earlier rounds); 20-board matches will be played.

Friday, 16th Oct., 8 pm - 1 round

Saturday, 17th Oct., 1.30 pm and 5 pm - 2 rounds

Sunday, 18th Oct., 1.30 pm and 5 pm - 2 rounds

Losers of the Knock-out matches will join Swiss for the 3rd place

- after quarterfinal – to the 5,7,9,11 places (according to the rank in Qualification Swiss), with number of VP equal to the average of 6th and 7th team after a previous round;

- after semifinal - to the 3rd and 5th place (according to the rank in qualification Swiss) with number of VP equal to the average of 3rd and 4th team after a previous round.

KIBITZERS.

Kibitzers are allowed only at the vuegraph tables table, which will start with 30 minutes delay. We believe that spirit of the game in seniors society excludes chances of cheating so all the matches are played the same boards and there are no restriction in closing match time etc.

The choice of the Vuegraph match will be announced in Daily Bulletin.

STARTING TIMES.

The starting time of each Qualification Swiss match is 8.00 pm (CET). We hope all of us can accept few minutes in some cases.

SUBSTITUTES.

After the first 10 boards (1-10) each player/pair can be substituted with another player/pair for the second half of the match (boards 11-20). Substitutions will be allowed for each SWISS match. Tournament directors must be informed about the substitute no later than half hour after the match starts.

II. Line-Up Procedure

QUALIFICATION SWISS, 3RD PLACE SWISS - blind line up

The captain of each team has to send its line-up by e-mail to the tournament directors:

aleksander.krych@pzbs.pl

jakub.kasprzak@pzbs.pl

no later than at 3 p.m. of the day when the match will be played (for the second matches on Sat. and Sun. at 3RD PLACE SWISS half our before the play starts).

Mail must content:

1)round number

2) positions (W/N/E/S) and BBO nicks of the players

Draw for each round will be published in the morning at the Daily Bulletin and on the Website of the tournament: https://wyniki.pzbs.pl/turnieje/2020/ESC/

PLAY OFF

Players of the team placed higher at the Qualification Swiss sits as second in first and last segment of the

match if more than two segments are played. If there are only two halfs of the match, the team ranked higher at Qualification Swiss sits as second at the second half of the match.

Line up should be sent to tournament directors:

aleksander.krych@pzbs.pl

kubakasprzak@o2.pl

before first part of the match, first sitting team must send the line up 1 hour before scheduled start of the match. Further line ups will be at the tournament directors care who will be in touch with the captains of the involved teams

PENALTIES.

Delaying or not providing the line-ups (the long term one discussed here above and the definitive one) will be subject to VP penalties, starting from a 0.5 VP penalty for the first lack and increasing each time by 0.5 VP (1, 1.5 and so on).

LINE-UP CHANGES.

It is possible to change the submitted line-up, but only for emergency and must be communicated through a phone call (also WhatsApp but not a message) to the organization.

III. Anti-Cheating rules

We assume full trust to all players, kibitzers, and other members of the bridge society. All the disciplinary violations will be solved by the Disciplinary Comission of Polish Bridge Union. The captains of all participating teams will be its advisory body at more complicated cases.

If somebody will want to report about suspicious hands it should also be forwarded to the Disciplinary Comission of Polish Bridge Union (e-mail piotr.ilczuk@pzbs.pl). All proceedings will be carried with the appropriate discretion and confidentiality. Ruling of the PBU Disciplinary Comission will be final.

IV. Zero tolerance for rude comments or behavior

Zero tolerance for rude comments or behavior. If you need to ask something to your opponents, please use the private chat instead of the table chat.

V. Convention Cards

Before the start of the tournament all the teams should send their convention cards, preferable in the WBF standard to tournament directors(aleksander.krych@pzbs.pl). The cards will be available at the tournament website https://wyniki.pzbs.pl/turnieje/2020/ESC/. In more complex cases (like brown sticker, HUM, etc. the apropriate rules of European Teams Championships 2018 will be aplicable).

VI. Starting time and missing players

All players are kindly asked to log in on BBO at least 10 minutes before the starting time of their match. We are playing pre-dealt duplicate boards. Delays can affect the event schedule as we are playing consecutive matches, therefore all delays will be penalized (unless the late start is not resposibility of the team, e.g. BBO's server issues, etc.).

If at some point during a match a player loses his/her connection, the partner of the missing player must immediately call at the table the tournament director (by pressing the usual button) who will find together with the team's captain another player of the team available for a prompt substitution.

Only in case of BBO's server issues when it is not possible to start some matches, the delays matches will not play pre-dealt boards, but we are confident that this will not happen anymore.

VII. Players of the team

Because the tournament is played on line, there are no limitations of the number of the players registered for the team. Players can be added/replace during the tournament.

VIII. Undos

UNDO is available and fair. We strongly encourage to accept UNDOs. If you feel that there is a damage due to the UNDO you can call the director at the table but we will be very happy if you play this tournament in a friendly way and allow UNDOs because most of the times it is a true misclick.

UNDOs are allowed and encouraged, but only for misclick.

UNDOs for correction of errors are not appropriate and should not be requested. If the opponent questions the reason for an undo, they should call the director as long as it becomes evident that this may have been the case.

IX. Alerts

Bids must be alerted before being entered. In such way, the left hand opponent knows about the alert before making his/her bid. If you don't alert before sending your bid, your opponent may think that your bid is natural, make his/her bid, then see the Alert and legitimaly ask for an UNDO in case the information changes his/her perspectives. This may unguiltily lead to unauthorized information. Thus, you need to click the Alert button before entering your bid. Also, during this procedure it is very important to include the explanation in the proper box. We obviously understand that we are not used to such procedure, and will try to tolerate innocent mistakes, but it is important to practice this Alerting style. During each match, players are not allowed to click on an unalerted bid of the opponents in order to have more information. If they want information, they can privately ask to the opponent (by chat). The reason is that it is important to avoid any possible UI between partners. If you note this please call the director that will explain this rule to the opponents (BBO software allow this but it could lead to some issues). Opponents in any case will be not penalized the first time.

X. System Notes

Every player is given the right to check his/her own bidding system during play. We decided for this rule because it helps learning the system also while playing in very good competitions in order to be ready for live tournaments and because anyway we do not have the possibility to check what everybody is doing while playing and do not want to disadvantage anybody.

XI. Tournament Director and rulings.

The Tournament Director can be summoned to a table as soon as attention is drawn to an irregularity. After the Director has given the ruling, the only appeal against such ruling can be adressed to the Chief Tournament Director. The decision of the Chief Tournament Director is the final one.

XII. Tie-breaking procedures

According to the WBF Tie-breaking procedures:

Two Teams

If two teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken as follows (in the sequence shown):

a) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event.

If the tie remains, then:

b) IMPs earned by the tied teams in the match they played against each other.

If the tie remains, then:

c) Total points earned by the tied teams in the match they played against each other. If the tie remains then:

d) Total point quotient in all matches played by the tied team in that particular event. If the tie remains then: e) One board ("sudden death") matches will determine the winner.

Three Teams

If three teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

f) IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance with the previous section. If the three teams remain tied, then:

g) If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with sub-section 19.1. If the three teams remain tied, then:

h) If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with the previous section. If the three teams remain tied, then:

i) If one team has been beaten by the other two teams in matches it played against them in that particular event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with the previous section.

In all other cases, ties shall be broken in accordance with the following:

j) Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with the previous section. If the three teams remain tied, then:
k) Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it may be broken in accordance with the previous section. If the three team remain tied, then:
l) Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance section. If the three teams remain tied, then:

m) One-board ("sudden death") matches will determine the winner. Four Teams or more If four or more teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

n) IMP quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with the previous sections if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:

o) If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and defeated the other tied teams, it shall be declared winner and the ties for the remaining teams will be broken in accordance with the previous section, if appropriate. If there are more than three teams that remain tied, then:

p) Total points quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with the previous sections if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:

q) One-board ("sudden death") matches will determine the winner.

r) In case of "sudden death" match, the appeal (protest period) is over when the "sudden death" match begins.

XIII. Complete Calendar

Qualification Swiss

5-15 Oct., 8 p.m. CET 11 rounds of Swiss, 20-board matches

Play off

Friday, 16 Oct., 7.30 pm CET Quarterfinals, 2x16 boards

Saturday, 17 Oct., 1.00 pm CET Semifinals, 4x12 boards

Sunday, 18 Oct., 1.00 pm CET Final, 4x12 boards

Swiss for 3rd place

Friday, 16 Oct., 8 pm CET 1 round, 20-board match

Saturday, 17 Oct., 1.30 pm CET 2 rounds, 20-board matches Sunday, 18 Oct., 1.30 pm CET 2 rounds, 20-board matches

XIV. In all cases, not specified in this CoC, appropriate rules of 2018 European Senior Teams Championships will be applied.

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