

Format and Regulations for Trials 2025

Dates for trials

- a. Open and Women's trials 23 February – 1 March 2025. Closing date for entries 14 February.
- b. Mixed trials 16 March – 22 March 2025. Closing date for entries 7 March.
- c. SABF reserves the right to extend the closing date.

The length of trials is dependent on the number of entries received but players must be available for the full duration indicated above. SABF may start or end the trials at any time within the indicated framework.

Eligibility for trials

1. South African citizen or permanent resident
2. Fully paid-up members of the SABF who are in good standing with the federation
3. SABF reserves the right to refuse any entry to the trials
4. Players may enter teams consisting of 4-6 players. If fewer than 6 players are in the winning team, they will be required to choose another player or pair from the losing finalists or semi-finalists. All players in the team must play a minimum of 33% of the boards in each segment. A segment may be the round robin, semifinal or final.

Format of the trials

Trials will be played on the BBO platform online.

- a. Players must play at a designated centre with monitors.
- b. Play from home will only be allowed if a full motivation is received by the tournament committee. Players are expected to have a camera setup with audio connected to the monitoring centre at the Links club. The onus is on the player to ensure that the camera and audio are working and connected. Cost of set-up will be for the player. Failed audio and video may result in disqualification of the team from the event.
- c. Spectators will not be permitted at the monitored centres and no spectators may be present where players are playing from home.
- d. Cell-phones and smartwatches must be switched off completely and must be visible at the play tables. Contravention of electronic communication devices rules will attract penalties without warnings. 1st offence 1VP during the round robin and 3 IMPS during knockout phase, 2nd offence 3VPS round robin, 10 IMPS knockout and third offence immediate disqualification of the whole team. Penalties are cumulative for members of the same team. If 2 or more members of the same team have their electronic devices active at the same time, this will result in immediate disqualification of the team. Permission to have a cellphone on for 1 session may be requested from the director if a hotspot is required for internet connection.

Late Starts

- a. There shall be no "score" penalty for late starts of up to 20 minutes. Thereafter a team that arrives late without the permission of the Tournament Director, shall forfeit the match unless the Tournament Director, with the agreement of the opponents, allows the match to be played provided that at least 50% of the boards are played at both tables and within the remaining scheduled time. The Tournament Director's decision in this respect is final. Opponents of any team forfeiting a match, for

any reason whatsoever, shall be awarded either 60% of the maximum number of victory points of the specific point scale in use, their overall average or the reciprocal of the delinquent team's average, whichever is the greater. All calculations shall be rounded off to the nearest whole number (0.49 will round down, 0.50 will round up). The offending team shall receive zero points.

- b. Failure to complete play of all boards in a match within the time scheduled for the session, due to the late arrival or early departure of any member of a team, shall result in slow play penalties of 1 Victory Point per 5 minutes, or part thereof of late arrival or early departure, being awarded against the offending team. The non-offending team will be awarded 3 IMP's per board which they were unable to complete due to the late arrival or early departure of their opponents, or a proportionate amount if their total on the boards actually played in that match exceeds 3 imps per board. The fact that a board has been played at the other table shall not constitute reason for allowing a late play.

The exact format for trials is highly dependent on the number of entries received.

- A. If 6 or more teams enter the following format will apply
 - a. There will be an initial complete round robin.
 - b. The top 4 teams will play a semifinal followed by a final. All ties will be broken firstly by the result of the match between the 2 teams in the round robin and if still tied by the imp quotient (number of imps won divided by number of imps lost). If there is still a tie, the SABF may use other methods as determined by the tournament committee to break the tie.

- B. Semifinal
 - a. The winner of the round robin may choose their opponents from the remaining 3 teams.
 - b. There will be a carryover from the round robin that will be calculated as indicated below:

If Team A beat Team B in the round robin, carry over will half of IMP difference in the round robin match if they won the round robin match and 1/3 of the IMP difference if they lost the round robin match. 0.1 IMPS will be added to any differences to avoid ties. If team A beat team B in the round robin but tied their individual match, the carry-over will be 0.1 IMPS. If Team A and Team B tied in the round robin and tied their individual match, the 0.1 imp carryover will be awarded to the team with the highest imp quotient (imps won/ imps lost). Maximum carryover will be 16.1 IMPS.

- c. Semifinal will be 56 boards over 1 day in 4 segments of 14 boards; 105 minutes per segment
- C. Final
 - a. A straight knockout will be played. There will be a carryover from the round robin as described above.
 - b. 96 boards over 2 days 6X16 board segments 2 hours for each segment (7.5min per board)
 - c. If there is a tie at the end of either the semifinal or final knockout a further 4 boards will be played until a result is obtained.

- D. Seating

- a. Round robin – seating will be random. Away teams must put in their line-ups at least 30 minutes before the start of the round. The home team must put in their line-ups 20 minutes before start of the next round. Late posting of line-ups will be penalised with 1 warning for first offence, 1VP for first offence, 2 VP's r 2nd offence and 5Vp's for third offence.
 - b. Final and semifinal – For seating rights, a toss of coin will determine who may choose seating rights for rounds 1,3 or 5 or 2,4,6. The rules for putting in line-ups are as above.
- E. Fewer than 6 teams entered
- a. 5 teams. Based on the combined performance index of the teams, the bottom 3 teams will play a 3-way match over 1 day to eliminate 1 team. This will be followed with a semifinal and final as indicated above.
 - b. 4 teams. A semifinal and final will be played. The team with the highest total performance index will have the option to choose their opponents for the semifinal.
 - c. 3 Teams. A two-day, double round robin will be played to eliminate 1 team and this will be followed by the final as above.
 - d. 2 teams. A 2-day final will be played as described above.
 - e. 1 team. The SABF reserves the right to not send any teams to the international event if only 1 team enters.
- F. Entry fees – Fees will be calculated on the basis of R100 per 24 boards played per player.
- a. Entry fees will be posted once the final format has been determined.
 - b. Initial entry fees must be received 48 hours prior to the start of the event.
 - c. Subsequent entry fees for teams that progress to the semi-final and final must be paid prior to start of these segments.
 - d. Entry fees should be paid to the following account;
- Name of account: SABF
- Nedbank account number 1777000327 Current account
- Reference: Team Name (person responsible for the entry), trials 2025
- G. Rules for trials. WBF rules for duplicate bridge (2017), the Supplementary regulations (2022) , rules for online bridge as posted on the SABF website will apply. Entrants are expected to familiarise themselves with the above rules.
- H. Convention cards: Partnerships are expected to have completed convention cards which must be submitted to B. Donde (bdonde101@gmail.com) at least 1 week prior to the start of the event. HUM (highly unusual methods as defined by the WBF) will only be permitted from the semi-final onwards. Players using these methods will lose all seating rights.

The SABF reserves the right to change any of the above rules for cause.