****

MANCHESTER COUNTY BRIDGE ASSOCIATION

GOLDSTONE TROPHY

Sept 23 Update

CONDITIONS OF CONTEST

Contents

1. Definitions 2
2. Scope of the Goldstone Trophy 2
3. Entry Fee 3
4. Team Members and Eligibility 3
5. Arranging Matches 3
6. Playing Conditions and Playing the Match 3
7. Scoring and Reporting Results 7
8. Substitutes 7
9. Defaults 7
10. Withdrawals 7
11. Masterpoints 7

Appendix A: Procedure in the Case of Difficulty Arranging Matches 8

**These Conditions of Contest are the definitive conditions under which the Manchester County Bridge Association (MCBA) Goldstone Trophy competition will run. MCBA has also produced a much shorter and simpler set of guidelines to assist teams and captains in organising and playing matches, particularly if they are relatively new to playing matches in competitions. The guidelines will suffice in almost all cases, unless difficulties arise in arranging a match or during the match itself, when this fuller set of Conditions of Contest will have to be consulted.**

**In all cases, if there is any discrepancy between the Guidelines and these Conditions of Contest, then the Conditions of Contest with take precedence**.

1. Definitions
	1. The Conditions of Contest for the Manchester County Bridge Association (MCBA) Goldstone Trophy comprise these Conditions of Contest and the general regulations of the EBU concerning matches played privately. In the event of any conflict between the EBU regulations on matches played privately and these regulations, these regulations shall prevail.
	2. For any issues relating to the Goldstone Trophy, these regulations, arranging matches, or any other matter relating to the MCBA competition, please contact the Goldstone Trophy Secretary, Roger Hopton, at roger.hopton@gmail.com.

1. Scope of the Goldstone Trophy
	1. The MCBA Goldstone Trophy is a local competition played by teams, all players of which must have Manchester County Contract Bridge Association as primary county of affiliation.
	2. The Goldstone Trophy is a straight knockout match event.
	3. A maximum of 4 teams will be seeded. The seeded teams will preferentially not play in round 1, and the draw will be arranged so that the top two seeds cannot meet until the final and none of the top four seeds can meet until the semi-final. Other than this the draw will made at random. The complete draw will be made at one time and shown on the MCBA website.
	4. Teams will be informed of their opponents as soon as the draw is made, and also of the end date for playing each round (which will also be on the MCBA website. Every effort should be made to play the matches by the due date. Matches which are played late disrupt the event both for the Goldstone Trophy Secretary and for the next opponents. In the case of difficulty, the provisions of Appendix A and Section 9 will apply.
	5. Matches (apart from the final) may be played online or face to face. If either captain does not wish to play face to face for any reason the default will be online.
	6. The final is to be played face to face and must be played at a MCBA affiliated club. There will be no closed room, so spectators will be allowed to watch at either table. Spectators will not be allowed to go from one table to another during the same set, so they can't watch a board being played twice). MCBA will meet the costs of the final.
	7. The winners will hold the trophy for 1 year. Prize money will be awarded to the winning team.
	8. The Goldstone Trophy is the MCBA qualifying event for the Pachabo. The winning team will be invited to represent Manchester in the Pachabo. MCBA will pay the entry fee, but all other expenses will be paid by the players. In the event that the winning team is unable to play in the Pachabo, the losing finalist will be invited to play. If the losing finalist cannot play, the Goldstone Trophy Secretary will try to facilitate a team consisting of players from the winners and runners up. If that is unsuccessful, Manchester will not send a team to the Pachabo that year.
	9. Teams entering the Goldstone Trophy should be aware that whilst the final decision has yet to be made, the EBU has indicated that the Pachabo is likely to be played online, probably on RealBridge in the future. Teams should enter knowing that the Pachabo is likely to be online and that MCBA has no say in the format.
2. Entry Fee
	1. There is no entry fee for the event.
3. Team Members and Eligibility
	1. A team may have as many players as it wishes. However, teams with more than eight players are encouraged to split into two teams. The Pachabo has a limit of six players, so if a team with more than six players wins the Goldstone Trophy it will have to decide which six players (maximum) will play in the Pachabo.
	2. All players must be registered with the Goldstone Trophy Secretary (roger.hopton@gmail.com) before they play in a match.
	3. All players in a team must be current members of the EBU and must have Manchester as their county of primary allegiance at the start of the season (and certainly before playing the first match).
	4. Any team fielding a player in a match who does not have Manchester as county of primary allegiance will forfeit the match.
	5. No player may play for more than one team in the Goldstone trophy in any one season. Any team which plays a player who has already played for another team in the Goldstone Trophy will forfeit the match.
4. Arranging Matches
	1. It is assumed that all matches can be arranged amicably between the team captains.
	2. It is good practice to start arranging the match as soon as the draw comes out. History has repeatedly shown that teams who leave the arrangements until near the closing date for play have great difficulty arranging the match, and often end up defaulting.
	3. Team captains should check the information provided which indicates the preferred days of the team you are playing.
	4. All matches should be arranged by mutual agreement between the captains.
	5. Either captain may initiate the arrangement of matches, though the onus is on the away captain to initiate the contact.
	6. On occasion, through no fault, a match has to be cancelled, and it will need to be re-arranged. If a match is cancelled with less than 24 hours notice, the Goldstone Trophy Secretary must be informed. If a match is cancelled near to the play by date, re-arrangement may not be possible, and a default may have to be awarded.
	7. It is hoped that all matches can be arranged. If, for whatever reason, there are problems arranging the match, then the Goldstone Trophy Secretary should be contacted immediately. The provisions of Appendix A will be followed in the case of difficulties in arranging matches and team captains are advised to study these.
5. Playing Conditions and Playing the Match
	1. Matches are of 24 boards played in four 6-board stanzas in round 1 and any preliminary rounds; 32 boards played in four 8-board stanzas in all other rounds.
	2. Captains should agree before the match starts how long the break between stanzas should be. It is acceptable in online matches for the Captains to agree to play the stanzas on different dates. In this case the scores are added together to form the final result.
	3. Before the start of play, the captains toss a coin. The captain who wins the toss may take the first choice or may pass that choice to his opponent. Whoever has first choice (either the winner of the toss or the opposing captain if the winner has passed) selects one stanza in which he will have seating rights (i.e. how to place his own pairs after opponents have nominated their line-up). The other captain next selects two of the remaining three stanzas in which he will have seating rights, and the remaining stanza is then taken by the captain who had first choice.

So, for example, you may win the toss and choose to pass. Your opponent may then pick set 4 (say). You can now pick any 2 of the remaining 3 stanzas, and your opponent then has the remaining stanza.

* 1. All players must abide by the EBU Best Behaviour at Bridge guidelines. Anyone who thinks they have been affected by bad behaviour should report back to the Goldstone Secretary as soon as possible.
	2. If matches are online, matches can be played on any agreed online platform, though Bridgebaseonline (BBO), www.bridgebase.com, is the assumed platform, and the default unless both captains agree to a different platform.
	3. In online matches, care should be taken to minimise the opportunities for unfair practices. To that end, any technology that allows players to see other than their own cards such as the kibitzing function in BBO should be disabled. It is considered good practice, though not a requirement, that a Zoom or equivalent meeting should be taking place between the 4 players at a table so that all the players can see each other.
	4. For matches on BBO Captains should set matches up with +private+ and +slow+ and +nokill+ in the description field. This will prevent other players trying to enter your match and will stop a match timing out if it is played very slowly. The addition of +noinvite+ in the description field will enable the captain to omit a player from either team and start the match with seven or fewer players. The missing player can then be introduced by the following method. Click on the match in your Director tab and choose Show Tables from the options. Where there is a missing player the word Invite will appear in their seat. Click on Invite and type in the missing player's name. They will get an invitation to SUBSTITUTE in the match. As soon as they accept you can start playing. All the instructions must use lower case and have a + both before and after. e.g. +NOINVITE+ will NOT work.
	5. Please note that on BBO, there is no facility for starting a set other than at Board 1. This means that you will play boards 1-8 (or 1-6 in the preliminary round) repeatedly.
	6. Online matches should be set up with Undos allowed. Undos for genuine misclicks in the bidding are allowed by the EBU in the Sky Blue Book and so undo requests during the auction should be allowed by the opponents. If an undo is granted and afterwards the opposing team feels that the subsequent bid indicates a change of mind then they should advise the opponent accordingly and ask if they are prepared to revert to the original bid. If not then they can reserve their rights and ask for a ruling later as per Section 7 below. Undos during play are not allowed.
	7. For matches on BBO if a board is lost in a set through slow play then BBO will score it as 0 IMPs. In this case an extra board should be added to the last set to bring the total of scored boards to the correct number. If the board was played by half the team then that score will be scrapped and replaced by the score on the additional board.
	8. If the final board of the match is lost then a new match will need to be set up to play that board. BBO will not allow team matches of fewer than 3 boards so set up a 3 board match and take the score from the first board only and add to the previous total score. To speed up completion of the match you can pass the other boards out. The results of the last two boards will show as 0. Use of +slow+ and +nokill+ (see 2 above) in the description will prevent these problems.
	9. If a match is abandoned for any reason then the remaining sets must be played on another mutually agreed date before the closing date.
	10. All players must provide to the captain setting up the match their BBO names (or other platform as appropriate) so the match can be set up in a timely fashion.
	11. It is strongly advised that all players are on BBO (or other platform) at least 10 minutes before the match is due to start. Any match set up on BBO will fail if any of the players is not on the site and the captain will have to try to create the match again. To avoid this, players should ensure they are online in good time. All players must ensure that they are in the Competitive section of BBO and it is recommended that they also click on Team Matches and wait in the Team Match lobby. Players should take care to ensure that they have not labelled any player in the match as "Ignore" as this may prevent them receiving the invitation to the match.
	12. In face to face matches, smoking (including electronic cigarettes) is prohibited in all playing rooms throughout the match. However, the match host may designate an area where smoking is permitted during scoring breaks.
	13. If played face to face, matches can be at any reasonable venue, but are normally played in the home captain’s house, or at a bridge club. Teams wishing to play at a bridge club should contact the relevant club for details of facilities, including food.
	14. When arranging a match, the venue, start time, any dietary requirements, any access requirements, and any other relevant matters, should all be clearly specified. It is also useful for captains to exchange phone numbers, particularly mobile numbers, in case they need to contact each other on the night.
	15. The home team is responsible for all costs (unless the match is at a half way venue when the costs are shared) and should provide light refreshments (usually a hot drink, sandwich and cake or something of that sort).
	16. In face to face matches, players are requested to turn off mobile phones, ipads, ipods etc.
	17. In online matches, players should abide by the alerting and explanation rules of the platform. In face to face matches, each pair must have two identically completed system cards for the opponents to refer to**.** It is expected that EBU 20B convention cards will be used. WBF convention cards are acceptable ONLY if prior permission has been obtained from the opposition captain.
	18. EBU regulations, and in particular the EBU alert and announcing procedures should be followed at all times. The EBU summary of alerting and announcing regulations is available at <https://www.ebu.co.uk/laws-and-ethics/publications>.
	19. The Goldstone Trophy is a Level 4 event as defined in the EBU Blue Book.
	20. Bidding boxes must be used in all face to face matches (except in the case of disability).
	21. In face to face matches. boards are dealt at the table in the presence of at least one player from each team. Pre-duplicated (duplimated) boards may be used as long as both captains agree and are satisfied with the security arrangements.

 **Rulings**

* 1. In the case of a dispute a ruling from a director outside the Manchester area should be sought. The following are suitable people to provide a ruling

 Robin Barker 01392 259 081

 Gordon Rainsford 07908 730 774

 Phil Godfrey 07702 735587

 David Stevenson 0151 677 7412

 Jeremy Dhondy 07967 475 925

 Jason Hackett 07793 110268

* 1. Teams unhappy with the ruling may appeal to the EBU, but unless it is a matter of bridge regulation, they may decline to hear it.

**Incorrect Direction of Seating**

* 1. In online matches, it should be obvious if you are sitting incorrectly, because you will usually find you are playing your teammates! If this happens cancel the match and set it up again, following the video at **bridgewebs.com/manchesterevents/**, to make sure you get the match setup correctly. To cancel the match click on your Director tab then click on the match and the bottom option on the green menu will be Cancel Tournament. Captains must take great care to ensure that they do not place their own players sitting in the same direction for the two different teams. This will result in a void stanza but will only become apparent after the end of the set. If so, the set will have to be replayed with the players sitting in the correct seats.  Always ensure that your team are sitting in the the four seats allocated to Team 1 BEFORE you start the match.
	2. In face to face matches, It is considered good practice to nominate a home table, where the home team sit North-South and an away table, where the away team sit North-South. However, both pairs at the table are equally responsible for sitting in the correct direction. If a pair sits in the wrong direction in one stanza, that set cannot be scored. Any completed stanza will be scored by IMPs. The remaining stanza(s) will have to be replayed, either immediately or at a later date arranged by both captains, and before the closing date of the round. If, for whatever reason, the stanza looks like it cannot be replayed then the Goldstone Trophy Secretary should be contacted immediately. The provisions of Appendix A will apply in such circumstances, and a team may find that it defaults the match if it does not make sufficient attempt to get the stanza replayed.

 **Abandonment of Match**

* 1. If a match is abandoned due to unforeseen circumstances with neither team at fault, then any remaining boards should be replayed at another date. The provisions of 6.26 above apply in the case of abandonment of a match.

 **Fouled or Cancelled Boards**

* 1. In face to face matches, if a board is fouled or cancelled in a set, a substitute board is added to the next set with the same dealer and vulnerability. If a board is fouled or cancelled in the last set a substitute board may not be played if the final score without that board is known.

 **Late Arrival**

* 1. The home team should allow leniency in the matter of late arrival in face to face matches, particularly if matches have a start time which means the opposition are travelling during rush hour. However, the home team may choose to impose the following penalties for late arrival:
* A team is deemed to have arrived when it has four players present at the venue.
* A team cannot start to count any late period until four of its players are present at the venue.
* If a team arrives less than 30 minutes late, there is no penalty
* If a team arrives more than 30 minutes late, the match is shortened by removing two boards (so now the match is 30 boards long).
* For each further complete 15-minute period by which the offending team is late, two further boards are removed.
* The maximum number of boards which can be removed is 8.
* For each board removed, the non-offending side scores 3 IMPs.
* The boards removed are those consecutively numbered from 1.
* When the length of the match is known, the number of boards is divided into four equal stanzas (or as near four equal stanzas as possible).
* If a team arrives more than 90 minutes late, the match is defaulted.

The late arriving team has the right of appeal to the Goldstone Secretary for mitigation but would need to provide clear evidence of unusual circumstances (“heavy traffic” for example would not be considered unusual circumstances).

1. Scoring and Reporting Results
	1. Scoring will be by IMPs.
	2. Full details of the match including the name of the winning team, the players who played, and the net IMP difference should be sent in a timely manner to the Goldstone Secretary, Roger Hopton, at roger.hopton@gmail.com.
2. Substitutes
	1. No substitutes will be allowed in any match under any circumstances.
	2. If fewer than four players are available for a pre-arranged match, then the following options are available:
* Try and re-arrange the match
* Register another player(s) on the team who is available for the match.
	1. New players in a team must be fulfil the criteria in section 4 above. In particular, such a player(s) must not have played for any other team in the Goldstone Trophy in that season and must have Manchester as primary county of allegiance. The Goldstone Trophy Secretary must be informed about any new players, before the new player plays in a match. Failure to do this will result in the match being forfeited.
	2. If a team cannot raise 4 players to play and the match cannot be re-arranged then the match is forfeited to the opponents. However, if the Goldstone Trophy Secretary receives evidence that the opposition have been unreasonable in not trying to re-arrange the match then the Goldstone Trophy Secretary has the right the award the match to the other team. The provisions of Appendix A will apply in determining this.
1. Defaults
	1. All matches should be played by the due date. Late matches disrupt the competition and cause problems for the Goldstone trophy Secretary and the next opponents.
	2. If there is difficulty in arranging a match the Goldstone Trophy Secretary should be contacted as soon as possible.
	3. If necessary, the Goldstone Trophy Secretary will usually grant a week’s extension to the due date in order to get the match played. However, the Goldstone Trophy Secretary is under no obligation to do this and teams should not rely on this provision.
	4. Only in exceptional circumstances, such as the death or serious incapacity of a team member, will an extension of longer than 1 week be granted.
	5. If the match cannot be played, then one team will be awarded a default. The provisions of Appendix A will apply, and team captains are advised to read these carefully.
2. Withdrawals
	1. On occasion a team withdraws from the Goldstone Trophy. In such a case the team it is due to play is awarded a walkover.
	2. Teams should do all they reasonably can to avoid withdrawing, including registering new players. The Goldstone Trophy Secretary reserves the right to refuse entry in the following season to some or all the members of a team who consistently withdraw from the event. For this purpose, consistent will be withdrawing in two years.
3. Masterpoints
	1. The Goldstone Trophy is a green pointed event and green points will be awarded in line with the standard EBU schedule.

Appendix A: Procedure in the Case of Difficulty Arranging Matches

It is hoped that all matches can be arranged amicably. If, for whatever reason, there are problems arranging the match, then the following regulations will apply:

1. Teams should contact each other as soon as the draw comes out, preferably without 48 hours. Either captain may initiate contact, but the onus is on the away captain to make first contact.
2. If, for whatever reason, there is difficulty in arranging a match, then the away team (which is the lower team in the draw on the MCBA website) should formally offer 4 dates to the home team, these all to be before the end date of the round (or within any extension if granted).
3. Of these dates, at least 3 must be week evening dates, and no more than 2 should fall in any continuous 7 day period. None of the dates should be on a day where the opposing team have said they cannot play.
4. All dates offered must be a minimum of 5 weekdays from the date they are offered (that is, if dates are offered on a Monday, the earliest date that be offered is the following Monday etc).
5. It is advised that these dates are communicated by email or other written communication in order to ensure an audit trial.
6. if the conditions above are met, the home team is unable to agree to any of these dates, and no other date can be arranged, then the match will be awarded to the away team as a default.
7. if the away team cannot or will not offer the relevant number of dates within 1 week of being requested by the home captain, then the home team is entitled to offer dates, in line with the provisions of paragraphs 2) – 5) above.
8. If the away team is unable to agree to any of these dates, and no other date can be arranged, then the match will be awarded to the home team as a default.
9. If neither team are able to offer dates which comply with 2) – 5) above and/or were unable to prove that (see 5) above) then the match will be awarded by the Goldstone Trophy Secretary. In exceptional circumstances, the Goldstone Trophy Secretary may decide that both teams default the match. In making the decision, the Goldstone Trophy Secretary will consult other MCBA officers.
10. In all cases, the team(s) awarded against can appeal against this decision. This appeal will be dealt with by the Chair of Council, who may form a committee of up to 3 people to assist. The Goldstone Trophy Secretary may not be involved in the appeal, though the Goldstone Trophy Secretary will be asked for a written statement as to how and why the decision was made. Any MCBA officer who the Goldstone Trophy Secretary consulted about the decision also cannot be involved in the appeal.