



CANADIAN BRIDGE FEDERATION

GENERAL CONDITIONS OF CONTEST
FOR ALL CANADIAN NATIONAL BRIDGE CHAMPIONSHIPS
REVISED OCTOBER 2024
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1. PREAMBLE

These General Conditions of Contest are the standard regulations which apply to all national championships held by the Canadian Bridge Federation.

The CBF policies, which can be found on the CBF website at www.cbf.ca, are part of the Conditions of Contest for every Canadian National Bridge Championship.

The CBF also issues Supplemental Conditions of Contest to further regulate each Canadian National Bridge Championship.

In the event of any inconsistency between these General Conditions of Contest and the Supplemental Conditions of Contest, the Supplemental Conditions of Contest shall prevail.

2. DEFINITIONS

Expressions used in these General Conditions of Contest and not defined shall have their ordinary meaning in duplicate bridge terminology (which may include expressions defined in the Laws of Duplicate Bridge 2017). In the event of any doubt or dispute as to such meaning, the decision of the Championship Committee shall be final and conclusive. The singular shall include the plural and vice-versa and reference to one gender shall include the other.

Unless repugnant to the context or obvious meaning, the following expressions were used in these General Conditions of Contest shall have the following meanings:

ACBL

means the American Contract Bridge League.

Board of Directors

means the CBF Board of Directors established under the Constitution and By-Laws of the CBF.

Canadian Championship

means the national final stage of any of the Canadian team or pair championships (CMTC, CNTC, CSTC, CWTC, CIPC or COPC).

Canadian National Bridge Championship or CBC

means any event so designated by the CBF from time to time and if the context permits, also means the totality of such events scheduled for play at a particular site.

Canadian Team Championship or CTC

means the national final stage of any of the Canadian team championships (CMTC, CNTC, CSTC or CWTC).

CBF

means the Canadian Bridge Federation, a National Bridge Organization, recognised by the WBF.

Championship Committee

mean the respective committees constituted by the CBF Board of Directors either generally or for a Canadian National Bridge Championship.

CIPC

means the Canadian IMP Pairs Championship.

CMTC

means the Canadian Mixed Team Championship.

CNTC-A

means the Canadian Open Team Championship Flight A (no masterpoint restrictions).

CNTC-B

means the Canadian Open Team Championship Flight B (restricted to players with fewer than 3,500 masterpoints as of the preceding September ACBL masterpoint cycle).

CNTC-C

means the Canadian Open Team Championship Flight C (restricted to players with fewer than 1,000 masterpoints as of the preceding September ACBL masterpoint cycle).

COPC

means the Canadian Open Pairs Championship.

Convention Card or Card

means the Convention Card authorized by the ACBL or WBF for the disclosure of Systems by contestants in a Bridge Championship.

CSTC

means the Canadian Senior Team Championship.

CWTC

means the Canadian Women Team Championship.

DIC

means the Director in Charge or Head Director appointed by the Canadian Bridge Federation.

Law

means a Law contained in the Laws of Duplicate Bridge 2017.

NBO

means a National Bridge Organization as defined by the WBF.

Playing Area

the area defined by the CBF which may include the lobby in the immediate vicinity of the actual playing rooms, the toilets adjoining the playing rooms which are designated for the use of the players and any other rooms/lobby areas to be decided on site.

Schedule of Play

means the schedule for the play of a Canadian National Bridge Championship, either as contained in the Supplemental Conditions of Contest or as subsequently determined by the CBF.

Session

means

- a segment of play in a pairs event after which scores are computed; or
- one or more segments of play in a knockout match as prescribed by the Schedule of Play; or
- one or more matches in the Round Robin stage of a team event as prescribed by the Schedule of Play.

Supplemental Conditions of Contest

means the additional Conditions of Contest issued from time to time by the CBF for the further regulation of a Canadian National Bridge Championship.

System

means all agreements and understandings a pair has as to the meaning of any call or play as those respective expressions are defined in the Laws of Duplicate Bridge 2017.

Tournament Director or TD

means a tournament director appointed by the Canadian Bridge Federation.

WBF

means the World Bridge Federation, an International Sport Federation, recognised by the International Olympic Committee and incorporated in Switzerland.

WBF Screen Regulations

means the regulations, issued by the WBF from time to time, that regulate the use of screens in a World Bridge Championship.

WBF VP Scale

means the WBF Continuous Victory Point Scale used in WBF World Championships

3. GENERAL

3.1. SPONSORSHIP

The Canadian National Bridge Championships are conducted under the auspices of the CBF, and all events designated as a Canadian National Bridge Championship shall be played in accordance with the Laws of Duplicate Bridge 2017. These Conditions of Contest, and any Supplemental Conditions of Contest, supplement the Laws of Duplicate Bridge 2017 as required.

The Championships will be run under the overall control of a National Coordinator appointed by, and responsible to, the Board of Directors.

3.2. SANCTION

The ACBL is the sanctioning organization for the Canadian National Bridge Championships and shall issue ACBL Masterpoint® awards to participants in accordance with the latest ACBL Masterpoint Awards handbook.

3.3. PROCEDURAL AND LEGAL MATTERS

- i. The CBF schedules a Canadian National Bridge Championship to occur at a particular time and place. However, the CBF makes no warranty to any participating team, pair or person, that any particular Canadian National Bridge Championship will take place as scheduled and accepts no responsibility for any loss or expense should it not do so.
- ii. By participating in any Canadian championship event each player agrees to abide by these General Conditions of Contest, the relevant Supplemental Conditions of Contest, CBF Policies, the Laws of Duplicate Bridge 2017, the regulations of the sanctioning body, and the WBF Screen Regulations.
- iii. The CBF, or the Championship Committee by its delegation, reserves the authority to modify or supplement these General Conditions of Contest, and/or the Supplemental Conditions of Contest, at any time after their publication and before the beginning of the championships. After the start of the championships only on the initiative of the DIC may changes be proposed to the Championship Committee, which will then decide whether or not to implement such amendments.
- iv. The interpretation of these General Conditions of Contest or any Supplemental Conditions of Contest is a matter to be referred to the Championship Committee. The Committee's decisions shall be final.
- v. The CBF reserves the authority to cancel any of the Canadian Team Championships should fewer than 2 teams submit their entry for the event by the pre-registration deadline (see 4.5.i and 5.1). In the event of the cancellation of an event, teams already registered shall be notified of the event cancellation by email no later than **two weeks** after the pre-registration deadline. **Registered teams will then have the option of receiving a full refund or, subject to meeting the championship's restrictions, registering for one of the other Canadian Team Championships and paying (or receiving) any difference in the entry fee. The deadline for registering for another championship, and paying any additional fees, will be two weeks after the date that notice is given.**
- vi. Should a team, pair or individual player be disqualified from any Canadian championship event no refund of the entry fees, either in part or in whole, will be made.
- vii. Procedural and legal matters (other than cases which would normally be heard by an appeal committee) are the responsibility of the Championship Committee. Their decisions while the event is in progress are binding. Questions of residency, health or other extraordinary circumstances may be submitted to the CBF National Coordinator.
- viii. An appeal at any level below the National Final shall be handled as all club appeals are handled under ACBL regulations.

3.4. OFFICIAL LANGUAGE

English is the official language of the Canadian National Bridge Championships. During a match, the players may converse only in English unless both captains (in team games), or all four players at the table (in pairs events), agree to use some other common language at their own risk.

The Laws printed in English will be used by the TDs to adjudicate irregularities. No review due to misunderstanding in a language other than English will be heard.

4. ELIGIBILITY AND CONDITIONS OF ENTRY

4.1. CBF MEMBERSHIP

To be eligible to participate in any Canadian Championship a player must be a paid up (paid member) member in good standing of the CBF.

4.2. CITIZENSHIP/RESIDENCY REQUIREMENT

To be eligible to play in the CNTC-A, CMTC, CSTC or CWTC a player must be a Canadian Citizen OR a landed immigrant resident in Canada, as of August 15 of the preceding year.

Note: A player who has competed in an event organized by another NBO to qualify teams for the WBF championships, is not eligible to play in a Canadian team championship qualifying teams for the same WBF championships (even if for a different event).

4.3. SUSPENDED PLAYERS

Any person who is under suspension by the CBF, WBF, or ACBL may not participate in a CBC event.

4.4. CLUB QUALIFYING

- i. For the COPC and CNTC (flights A, B and C) a player is required to qualify at the club stage to become eligible to play in the National Final. **However, players who participated in the National Final of a Canadian Team Championship at the same CBC are considered to have qualified for the COPC National Final.**
- ii. Qualifying games are held at sanctioned clubs across Canada during the period September 1st - January 15th immediately preceding the CBC. The CBF Board may designate other games as qualifying games from time to time.
- iii. A player qualifies as an individual for the national final.
- iv. An eligible player may enter qualifying round games as often as he/she wishes, with the same or different partner or teammates.
- v. In the CNTC, a player qualifies if he or she played at least the equivalent of one session for a team which achieved a qualifying position.
- vi. Any player who has not qualified at the club level for any reason, whether residing in Canada or not, may purchase club round qualification upon payment of an administrative fee ("Qualifying Fee") as follows:

CNTC-A	\$100
CNTC-B	\$ 50
CNTC-C	\$ 30
COPC	\$ 25

The Qualifying Fee does **NOT** include CBF membership and must be paid to the CBF Coordinator (or his/her delegate) before a player is eligible to play in the event.

In the case of the COPC, the Qualifying Fee may be paid on site prior to the start of the event. However, in the case of the CNTC, the Qualifying Fee must be paid by the Roster Changes Deadline (see 5.2).

- vii. If there are no sanctioned CNTC club qualifying games within a reasonable distance of the permanent residence of the player - the National Coordinator may, at their sole discretion, reduce the Qualifying Fee to \$25. All applications for consideration under this clause must be submitted to the National Coordinator in writing.

This reduced Qualifying Fee will only be considered for resident Canadians.

4.5. PRE-REGISTRATION FOR CANADIAN TEAM CHAMPIONSHIPS

- i. Teams wishing to compete in any of the national team championships must register, and pay the **non-refundable** Round Robin entry fee, by the specified deadline.
- ii. The entry fee may be refunded **only** if at the start of play a team is unable to field a complete team because one or more of its pre-registered members is still playing in another national team championship (e.g., if a team registered to play in the CMTC no longer has two women and two

men members because one or more of its pre-registered members is still competing in the CSTC or CNTC knockout stage).

- iii. At the discretion of the National Coordinator, late entries may be accepted but only to improve the movement (e.g., if an odd number of teams have entered by the deadline), or to avoid the cancellation of the event.

4.6. TEAM CAPTAIN

Every team that enters a Canadian team championship must name a Team Captain, who shall represent the team in all official capacities.

4.7. TEAM COMPOSITION

- i. A team competing in any Canadian team championship may consist of 4, 5 or 6 players. However, teams representing Canada must consist of 6 players. A non-playing captain (NPC) is recommended but not required. If a 4- or 5-person team becomes eligible to represent Canada at one of the world championships, such team will be required to augment to 6 players. Except in exceptional circumstances, acceptable to the CBF Board of Directors, augmented players must meet one of the two following criteria:

- 4.7.1.i.1. Have played in the National Final stage of one of the four major Canadian team championships (CNTC-A, CWTC, CSTC or CMTC) qualifying teams for that world championship; OR

- 4.7.1.i.2. Have played in the National Final stage of one of the four major Canadian team championships in 3 of the previous 5 Canadian Bridge Championships.

- ii. To participate in the CSTC a player must meet the WBF minimum age criteria for participation in WBF Senior Championship events.

To participate in a WBF Senior Championship event, the player must reach **at least** the required minimum age (specified in the following table) during the calendar year of the relevant WBF Senior Championship event.

Effective Date	Required Minimum Age
January 1 st , 2020	62
January 1 st , 2022	63
January 1 st , 2024	64
January 1 st , 2026	65

- iii. To participate in the CMTC a team must consist of at least two women players and two men players. In any match, each pair must consist of one woman and one man.

4.8. MINIMUM BOARD REQUIREMENT

In any Canadian Team Championship, each member of a team must play at least 50% of the boards at each stage of the championship (Round Robin, Quarterfinals, Semifinals and Finals). A player who does not play the required number of boards at any stage will be deemed to have withdrawn from the team at the point where it becomes impossible for him or her to meet the playing requirements and may not play beyond that point. Failure to play the appropriate number of boards in the National Final may result in disciplinary action.

In the exceptional case of a medical problem occurring during the championship, the DIC may give permission for a player to continue in the event even if he/she has been unable to play 50% of the boards in a given stage.

4.9. COMPLIANCE WITH WBF REQUIREMENTS

By entering the event, each player in the CNTC-A, CMTC, CSTC or CWTC agrees that in the event the player represents Canada in a WBF Championship, he or she will comply with WBF requirements for the championship.

These requirements include, among other things the possibility of drug testing. Players may also be videotaped at any time during the WBF championship and agree to the use of video footage or other photographs to publicize the championships and for any other reasonable purpose of the WBF.

5. DEADLINES FOR CANADIAN TEAM CHAMPIONSHIPS

5.1. **PRE-REGISTRATION DEADLINE**

Teams wishing to compete in any of the Canadian team championships must register, and pay the **non-refundable** Round Robin entry fee, as outlined in the Supplemental Conditions of Contest.

5.2. **ROSTER CHANGES DEADLINE**

Changes to a team's roster may be made for any reason up until **2 weeks** from the start date of the CBC. A player is deemed to be a member of a team **only** if they are listed on the team's entry before the Roster Changes deadline.

CWTC, CSTC and CMTC Exceptions

Teams competing in the CSTC, CWTC or CMTC shall be allowed to make changes to their roster up to the start of their competition, provided that any new member of the team must have played in one of the other Canadian Team Championships (CNTC-A, CWTC, or CSTC) held during the same CBC.

5.3. **PRE-ALERTS DEADLINE**

Pairs using a convention where a pre-alert is required must, no later than **2 weeks** before the start date of the CBC, electronically submit to the National Coordinator a complete description of the convention for posting online. A suggested defence must also be submitted if an approved defence is not included in the ACBL approved defences database.

6. GENERAL REGULATIONS

- a. Screens and bidding boxes will be used for all team national finals. Every effort will be made to provide screens for the finals of the CIPC and COPC.
- b. Fifth and sixth members of teams may kibitz only at tables at least two tables removed from each table of their own match.
- c. Pairs are expected to know their methods. Procedural penalties may be given to pairs who do not give substantially the same explanation on one side of the screen as on the other side. The penalties will be automatic if the opponents may have been damaged by the differing explanations. These penalties will NOT be appealable.
- d. There will be no penalty for an established revoke unless attention is first drawn to it before a member of the non-offending side has made a call on the next board played at the table (or as provided in Law 64). For the last board of a match, the round will be deemed to have ended when the non-offending side leaves the table, or their partners arrive at the table.
- e. Any team not seated and ready to play at the announced starting time of a match, or a session of a match, will be assessed a penalty according to the following scale (the assignment of a penalty for tardiness does not preclude the application of a further adjustment in accordance with the CBF Slow Play Regulations):

During the Round-Robin

Up to 5 minutes late - Warning (after the 2nd warning the provision for 5+ minutes late shall apply).

5+ – 10 minutes late - 1 VP

10+ – 15 minutes late - 2 VPs

15+ – 20 minutes late - 3 VPs

20+ minutes late - 5 VPs and the match is cancelled and considered a forfeit.

The DIC may also recommend a more severe action be considered by the Championship Committee.

Should a team be penalized for tardiness, no indemnity points are to be awarded to the non-offending team. Victory Points assigned to the non-offending team are computed as though there had been no penalty imposed on their opponents.

During the Knock-out Phase

Up to 5 minutes late - Warning (after the 2nd warning the provision for 5+ minutes late shall apply).

5+ – 20 minutes late - 1 IMP plus an additional 1 IMP for each full minute or part thereof beyond 5 minutes.

20+ – 30 minutes late - 20 IMPs plus an additional 2 IMPs for each minute thereafter.

30+ minutes late - The match is cancelled and considered a forfeit.

- f. In the event that two teams in a match fail to seat themselves properly, and no result is possible for the match, both teams receive zero Victory Points for the match.
- g. There will be no carryover from the Round Robin to the KO portion of a team championship.
- h. During the Round Robin stage of a team championship all matches will be scored using the WBF 20-point VP Scale.
- i. During the Round Robin stage of team championships every effort will be applied to limit the maximum number of boards played per day to fifty-six.

7. SYSTEMS POLICY

7.1. APPLICABLE CONVENTION CHARTS

- The ACBL Open+ Chart will apply in all stages of the **CNTC-A, CWTC, CSTC and CMTC**.
- The ACBL Open Chart will apply in all stages of the **CNTC-B, COPC and CIPC**.
- The ACBL Basic+ Chart will apply in all stages of the **CNTC-C**.

7.2. PRE-ALERTS

- Pairs using a convention where a pre-alert and a written defence are required, must submit them in advance as described in section 5.3.
- In the case of any method for which a written defense is required, the opposing pair may use their own defense rather than the one provided, and the defending pair may refer to a written copy of the defense.

7.3. CONVENTION CARD

i. Requirements

Contestants are required to make full written disclosure of their System, and also 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.

The full written disclosure referred to in the above paragraph is made by the completion in due form of the Convention Card, and any necessary supplementary sheets.

A Card will not be regarded as having been completed in due form for the purposes of this section unless:

- a. All sections of the Card have been accurately and legibly completed, in English.
- b. The Card shall contain a clear and sufficient explanation of the System used, including, without limitation, all competitive agreements and understandings, it being accepted by the CBF that the full particulars of some sequences (such as relays) which occur in later rounds of the auction, may be omitted from the Card without such omission constituting a breach of the requirement that the Card contain a clear and sufficient explanation of the System.

ii. Supplementary Sheets

The Convention Card may be supplemented by the addition of supplementary sheets to facilitate the full disclosure of Systems. The relationship of material on a supplementary sheet to material on a Card should be clearly indicated by corresponding numbers on both the Card and the supplementary sheet(s).

iii. Use of Convention Cards at the Table

Unless otherwise set forth in the Supplemental Conditions of Contest, each member of a pair must hand to one of his opponents at the table at the start of each Session of an event his duly completed Card and supplementary sheets. These are to be reclaimed at the end of the Session. Failure to

provide copies of the Convention Card in accordance with this regulation may lead to a procedural penalty.

After withdrawing his cards from the board and until they are restored at the conclusion of the play, a player may not consult his own Card or supplementary sheets. He may pose a written question to his opponent, and he may consult written defense to ACBL Open+ Chart methods used by their opponents.

7.4. FULL DISCLOSURE

If a player makes use of any conventional call not sufficiently described on his Card (including supplementary sheets), or if a partnership is found to be using agreements not permitted at that particular event, that player's partnership may be subject to a procedural penalty (Law 90) for the infraction and/or to disciplinary penalty as well as to score adjustments to redress any damage.

In addition, if a pair is found to be playing a system not permitted within the regulations for the event in question as detailed in the Supplemental Conditions of Contest, penalties may be applied. Furthermore, that player will not be permitted to continue using their system until it has been altered to the full satisfaction of the Championship Committee.

7.5. ALERTS AND EXPLANATIONS

An alertable call is defined in the ACBL Alert Procedures. Subject to the provisions of the WBF regulations regarding the use of screens, the partner of a player who has made an alertable call must immediately alert his opponents.

It is the responsibility of the alerting player to alert clearly. No explanation of the meaning of the alertable call should be made unless requested by an opponent. Request for explanation of an alertable call may be deferred until later in the auction, or until after the auction has closed in accordance with Law 20.

8. TEAM CHAMPIONSHIPS FORMAT

8.1. CNTC-A

The CNTC-A national final consists of two stages: the Round Robin stage and the Knockout stage.

Round Robin Stage

- Up to 14 teams entered - All teams will be in one group and a complete round robin is played over two or three days.
- 15 or more teams entered - The teams will be divided into two seeded groups with seeding done by team captains. Each group will play a complete round robin over two days.

Knockout Stage

- Quarter Final - 56 Boards

Provided that 11 or more teams enter the event, the top eight teams at the end of the Round Robin (or the top four teams in each group if the field is divided into two groups) shall advance to the quarter final (should fewer than 11 teams enter the event, only the top four teams in the Round Robin shall advance directly to the semi final).

- Semi Final - 56 Boards
- Final - 112 Boards

8.2. CMTC, CWTC AND CSTC

The CMTC, CWTC and CSTC consist of two stages: the Round Robin stage and the Knockout stage.

Round Robin Stage

- Up to 14 teams entered - All teams will be in one group and a complete round robin is played over two or three days.
- 15 or more teams entered - The teams will be divided into two seeded groups with seeding done by team captains. Each group will play a complete round robin over two days.

Knockout Stage

- Quarter Final - 56 Boards
- Provided that 11 or more teams enter the event, the top eight teams at the end of the Round Robin (or the top four teams in each group if the field is divided into two groups) shall advance to the quarter final (should fewer than 11 teams enter the event, only the top four teams in the Round Robin shall advance directly to the semi final).
- Semi Final - 56 Boards
- Final - 56 Boards

8.3. CNTC-B AND CNTC-C

The CNTC-B and CNTC-C consist of two stages: the Round Robin stage and the Knockout stage.

Round Robin Stage

- Up to 14 teams entered - All teams will be in one group and a complete round robin is played over two or three days.
- 15 or more teams entered - The teams will be divided into two seeded groups with seeding done by the total masterpoints of each teams top four masterpoint holders. Each group will play a complete round robin over two days.

Knockout Stage

- Quarter Final - 56 Boards
 Provided that 15 or more teams enter the event, the top four teams in each group at the end of the Round Robin shall advance to the quarter final. Should fewer than 15 teams but more than 10 teams enter the event (11-14), the top eight teams in the Round Robin shall advance to the quarter final.
 Should fewer than 11 teams enter the event, only the top four teams in the Round Robin shall advance directly to the semi-final.
- Semi Final - 56 Boards
- Final - 56 Boards

8.4. DETERMINING MATCHUPS IN THE KNOCKOUT STAGE

- i. In the case where four teams advance from the Round Robin to the semi finals, the team finishing 1st in the Round Robin chooses its semi final opponent from the teams finishing 3rd and 4th.
- ii. In the case where eight teams advance to the quarter finals, and there was only one group in the Round Robin, the team finishing 1st in the Round Robin chooses its quarter final opponent from the teams finishing 5th thru 8th. The team finishing 2nd in the Round Robin will have second pick and the team finishing 3rd will have third pick.
 For the semi final matches, the team advancing to the semi final with the highest standing in the Round Robin chooses its opponent from the other three teams.
- iii. If the field was originally divided into two groups, the quarter final matches will be as follows:
 - *QF Match A1* - The team finishing 1st in group A may choose their opponent from the teams finishing 3rd and 4th in group B.
 - *QF Match B1* - The team finishing 1st in group B may choose their opponent from the teams finishing 3rd and 4th in group A
 - *QF Match A2* - The team finishing 2nd in group A will play the 3rd or 4th team in group B not picked in QF Match A1
 - *QF Match B2* - The team finishing 2nd in group B will play the 3rd or 4th team in group A not picked in QF Match B1
 For the semi final matches, the winner of QF Match A1 plays the winner of QF Match B2, and the winner of QF Match B1 plays the winner of QF Match A2.

9. PAIR CHAMPIONSHIPS FORMAT

9.1. COPC

- a. The 2-day COPC national final is four sessions (2 qualifying sessions and 2 final sessions).
- b. At the end of the second session the field will be cut. A minimum of 40% of the original field will advance to the final. The exact number will depend on the number of original tables and the number of drop-ins for the two-session final.
- c. The top carryover from Day 1 will be two boards. (i.e., the top qualifying pair after the first day will receive a two-board carryover, while the bottom qualifying pair will receive a 0 carryover).
- d. Should knockout stage matches of a team championship be concurrent with Day 1 of the COPC, the losing players in such matches will be allowed to drop into Day 2 of the COPC.
 - i. Players dropping into Day 2 of the COPC are allowed to play with any other COPC qualified, eligible player.
 - ii. Each individual player dropping into Day 2 of the COPC will be assigned a one-half board carryover. Two dropping in players playing together will receive a total of one board carryover (one half plus one half).
- e. The DIC may secure an additional pair to fill out a half table for the first two qualifying sessions. Any such pair will not be eligible to advance to Day 2 of the COPC. However, the pair is entitled to masterpoint awards.
- f. A 1st place tie will be broken using the ACBL Tie-breaking Formula for the purposes of prize money and medals only.

9.2. CIPC

- a. The 2-day CIPC is a four-session event (2 qualifying sessions and 2 final sessions).
- b. The scoring method will be International Match Point scoring.
- c. The DIC may secure an additional pair to fill out a half table.
- d. A 1st place tie will be broken using the ACBL Tie-breaking Formula for the purposes of prize money and medals only.

10. DURATION OF MATCHES

7 board matches: 1 hour

8 board matches: 1 hour 10 minutes

9 board matches: 1 hour 20 minutes

10 board matches: 1 hour 30 minutes

11 board matches: 1 hour 35 minutes

12 board matches: 1 hour 45 minutes

13 board matches: 1 hour 55 minutes

14 board matches: 2 hours

15 board matches: 2 hours 10 minutes

18 board matches: 2 hours 35 minutes

20 board matches: 2 hours 50 minutes

Teams judged guilty of slow play will be subject to penalty in accordance with the CBF Slow Play regulations. Additional time will not be allowed for teams playing on Vu-Graph; neither will extra time be granted because of the use of bidding boxes, screens, discussions of systems or for other similar reasons.

11. SEATING RIGHTS

11.1. ROUND ROBIN MATCHES

There are no seating rights in Round Robin matches. Should a seating disagreement arise, it will be resolved by having each captain submit to the DIC the precise geographic lineups of his/her team.

11.2. KNOCKOUT MATCHES

For each segment of a knockout match, there is an Away team, which seats its players first, and a Home team which seats its players second.

Immediately after the teams are known, the higher ranked team (the seeded team) chooses the match segments in which it will be the Home team from among the following choices:

- In a 4-segment match, the team may choose segments 1 and 4, or segments 2 and 3.
- In a 6-segment match, the team may choose segments 1, 4 and 5, or segments 2, 3 and 6.
- In an 8-segment match, the team may choose segments 1, 4, 6 and 7, or segments 2, 3, 5 and 8.

The un-seeded team then becomes the Home team in the segments not chosen by the higher ranked team.

In the case of a 3-segment match, each team chooses one of the three segments in which it will be the Home team (with the higher ranked team choosing first). A coin flip is then used to determine the Home team in the segment not yet chosen by either team.

Teams are encouraged to exchange their line-ups in a timely fashion. A member of the Away team must be in the playing area with its line-up no later than ten minutes before the start of a segment. A member of the Home team must advise the Away team of its line-up no later than five minutes before the start of a segment.

12. SUBSTITUTES

12.1. TEAM EVENTS

If, for any reason, a team is unable to produce four players, either at the start of a Session or because of an emergency that develops during the Session, the DIC, in consultation with the team captain, may designate a substitute to complete the team.

A substitute must not be a player from another team and may not be a male in the case of an event restricted to women. In a Mixed event a man may not substitute for a woman, nor a woman for a man.

Note: The citizenship/residency restrictions in 4.2 do not apply to players used as temporary substitutes.

The DIC, having designated a substitute, shall inform the Chairman of the Championship Committee or his designee as soon as practicable. The results obtained by the substitute shall stand unless the Championship Committee judges that the substitute's bridge skills were considerably greater than those of the player replaced, in which case an adjusted score may be determined. Whether or not the result stands, the Championship Committee may impose appropriate penalties when it judges a team to be at fault. The Championship Committee shall have authority to determine whether, and to what extent, a substitute may become a permanent replacement.

12.2. PAIR EVENTS

The DIC may make emergency substitutions whenever they are necessary to the smooth operation of the game. If this will, or may, cause the resultant disqualification of any contestant, the contestant shall, where practicable, be notified at the time the substitution is made. In an event where a category is involved, the substitute must be in the same category.

A substitute for a player may be permitted for a maximum of one session due to illness or other valid reasons. Should a substitute be required for more than one session or for both members of a pair, the pair shall be disqualified.

13. FORFEITS IN TEAM EVENTS

If a team is unable to play or complete a match, the Championship Committee 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 for that match. The team winning the forfeited match will receive the best Victory Point score between:

- i. 60% of the maximum VPs available; or
- ii. The average number of VPs per match won by the team, excluding the forfeited match; or

- iii. The average number of Victory Points won against the forfeiting team in all matches, excluding forfeited matches.

A second forfeit by the same team will be referred to the Disciplinary Committee which may apply further sanctions including disqualification of the team. If it is, or becomes, necessary also to assign an IMP score for tie-breaking or carryover purposes, the winning team shall be credited with the average number of IMPs, rounded up, which earn the assigned Victory Point score.

14. SCORE CORRECTIONS

Score corrections may be made as sanctioned in Law 79 and in Laws 69 and 71. An agreed-upon score that is proven to be erroneous to the complete satisfaction of the DIC may be corrected.

14.1. CORRECTION PERIOD IN PAIRS EVENTS

In pairs events, only the results of boards played that day are subject to correction. The Correction Period in Law 79C expires 30 minutes after the posting of scores at the end of play on each day, with the following exceptions:

- awaiting a review of a director's ruling.
- completion of play or a replay of boards where such replay has been directed by the DIC.

14.2. CORRECTION PERIOD IN TEAM EVENTS

In team events, the Correction Period in Law 79C expires as follows:

- During the Round Robin phase, the Correction Period expires at the start of the next session of the Round Robin. In the case of the last session of the Round Robin, the Correction Period expires 30 minutes after the final result has been posted.
- During the Knockout phase, the Correction Period expires at the start of the next segment of a Knockout match. In the case of the last segment of a knockout match, the Correction Period expires.
 - 15 minutes before the start of the next stage of the Knockout if the next stage starts on the same day, or
 - one hour before the start of the next stage of Knockout if the next stage starts on a different day.
- In the case of the final match of the event, the Correction Period expires 60 minutes after completion of the match.

The Correction Period is extended as appropriate in the following cases:

- awaiting a review of a director's ruling.
- completion of play or a replay of boards where such replay has been directed by the DIC.

14.3. APPEAL PERIOD

The appeal period for, or of, a director's ruling expires 30 minutes after the completion of a session in pairs events.

In team events, the appeal period expires.

- at the start of play of the next match in the Round Robin, or 30 minutes after the completion of the final Round Robin match of the day, whichever is earlier.
- at the start of play at either table in the next segment of a Knockout match, or 30 minutes after the completion of the final segment of the day of a Knockout match, whichever is earlier.

15. TIE-BREAKING PROCEDURES

15.1. KNOCKOUT MATCH

If a tie exists at the end of a knockout match, it will be resolved by playing eight additional boards. Should a tie still exist, eight more boards will be played. If a tie still exists, one board "sudden death" matches will determine the winner. There are no seating rights for the additional play-off boards. Before the start of play of the additional boards, each captain will submit their line-up to the DIC without knowing the line-up of their opponents.

15.2. AT THE END OF THE ROUND ROBIN PHASE

The following tie-breaking formula will only apply to ties at the end of the Round Robin phase of any Canadian Team Championship, and solely for the purpose of deciding the last qualifying spot(s).

1. A two-way tie is broken by:
 - a. All matches played will be scored based on:
WIN - 1 point; TIE - ½ point; LOSS - 0 points.
 - b. The result of the match between the tied teams.
 - c. A playoff between the tied teams.
The playoff must be five boards.
If still tied after five boards, continuing sets of five boards will be played until the tie is broken.
2. A multi-tie is broken by:
 - a. All matches played will be scored based on:
WIN - 1 point; TIE - ½ point; LOSS - 0 points.
 - b. Matches played between all tied teams will be scored based on 2a.
 - c. Victory Points of matches between all tied teams.

In the event a multi-tie is reduced in number by one of the foregoing steps, only the remaining teams should be considered in tie-breaking procedures for succeeding steps. In the event a multi-tie is reduced to two teams, the procedures for two team ties are applied.

16. ELIGIBILITY TO REPRESENT CANADA

All players meeting the requirements of the conditions of contest for a Canadian team championship may enter the competition as a matter of right. However, selection to represent Canada internationally is not a right, but a privilege, which may be extended or denied.

The CBF reserves its option to declare any player, pair, or team, regardless of its tournament record, ineligible to represent Canada in international competition, for reasons of personal hygiene, dress, deportment, CBF membership status or ethics.

CBF Membership Condition

To be eligible to represent Canada Internationally, a player must meet the following membership conditions:

- a. The player must be a member in good standing of the CBF.
- b. The player's CBF membership has not lapsed for more than four (4) months since January 1st of the calendar year preceding the year in which the Canadian championship's National Final is held. *However, a player not meeting this condition for the first time will be deemed eligible to represent Canada upon payment of \$200 penalty prior to the start of play in the Canadian championship's National Final. Should that player's team be selected to represent Canada, the total CBF financial subsidy given to the team will be reduced by 5%.*
- c. First time members of the CBF are exempt from the condition in article 5.1.b. above. Determination of first-time member status is at the sole discretion of the CBF Board of Directors.