

2009 Yeh Bros Cup Conditions of Contest

1. Yeh Bros Cup

The 2009 Yeh Bros Cup which is staged by the Queensland Bridge Association and the Australian Bridge Federation, includes the Open Teams, Swiss Plate and Open Pairs. Entries from all WBF zones are on an invitation basis.

2. Laws

The Laws of Duplicate Contract Bridge (revised 2007) will be used. The official language of the tournament is English.

3. Entry Fees

Open Teams – US\$250 per team

Swiss Plate – Free of charge for non-qualifiers from main event

US\$500 for newcomers

Open Pairs – US\$350 per pair to be paid in 3 phases:

US\$50 qualifying

US\$100 for semi-final

US\$200 for final

4. Tournament Format

A. Open Teams

The Open Teams consist of three stages: Swiss Qualifying, Knock-out, and Final/Play-off.

Qualifying Stage

A 10-round Swiss movement of 10 boards matches. The draw for matches 1 and 2 is pre-determined. The draw for subsequent rounds will be Swiss, one round delayed.

Draw for Round 1 (the draw for team numbers will be conducted at the –Captains’ Meeting):

1 v 2	3 v 4	5 v 6	7 v 8
9 v 10	11 v 12	13 v 14	15 v 16
17 v 18	19 v 20	21 v 22	23 v 24

Draw for Round 2:

1 v 6	3 v 8	5 v 10	7 v 12
9 v 14	11 v 16	13 v 18	15 v 20
17 v 22	19 v 24	2 v 21	4 v 23

The top 15 teams will advance to the Knock-out phase, joining pre-seeded No.1 Yeh Bros team.

Knock-out Stage

Four rounds of 32-boards matches in two different brackets. The top 8 seeded teams will start in the upper bracket with knock-out match losers dropping to the lower bracket.

The next 8 teams will start in the lower bracket and be eliminated with a loss.

After Round 3 there will be one undefeated team in the upper bracket. This team has a bye to the Final with a 6.5 IMP carryover.

In Match 3, the two losers from upper bracket will join the four winners from the lower bracket to play two 3-way matches. The two winners will advance.

In Match 4, the loser of match 3 in upper bracket and the two winners of match 3 in the lower bracket will play a 3-way match for a spot in the Final.

In all 3-way matches, the team winning both their matches will be declared winner. Otherwise, total VP's will decide the winner.

Final and Third-Place Playoff

Both are 48-boards matches played in two segments – each of 12 board stanzas.

The top 4 finishers will receive cash prize.

B. Swiss Plate

Non-qualifiers in the Open Teams and teams eliminated in Knock-out Rounds 1 and 2 play in the Swiss Plate free of charge. In addition, places are available for 4 additional newcomer teams to join the Swiss Plate on payment of the prescribed entry fee. The Swiss Plate consists of 8 rounds of 10 board matches, with a Swiss draw, one round delayed. The top 3 finishers will receive cash prizes.

The four first-round losers in the lower knock-out bracket join Round 4 of the Swiss Plate on the afternoon of Saturday February 28. They will be assigned a VP score equal to that of the 4th position score at the end of Round 3. These 4 teams will match up against each other in Round 4 by means of a random draw. The draw for Round 5 will be based on the results of Round 3 including the new teams which have entered the Swiss Plate.

The four second-round losers in the lower knock-out bracket join Round 6 of the Swiss Plate on the morning of Sunday March 1. They will be assigned a VP score equal to that of the 4th position score at the end of Round 5. These 4 teams will match up against each other in Round 6 by means of a random draw. The draw for Round 7 will be based on the results of Round 5 including the new teams which have entered the Swiss Plate.

C. Open Pairs

This will consist of a total of 50 pairs with 2 pairs reserved for each competing team. Team captains are responsible for determining the pairs from their team who will be nominated for entry. The nominations must be given to the Director prior to the start of the Knock-out stage of the Open Teams.

Open Pairs Qualifying

March 1, 16:00 – 19:43, 27 boards (9 rounds x 3 boards)

Five sections of 5 tables each with a Howell movement. Scoring is by IMPs against the mean scored across the field. The top 6 pairs in each section (a total of 30 pairs) advance to the Semi-final.

The 20 non-qualifiers are eliminated. However, the highest scoring non-qualifier (ranked 31st) will advance without charge to play in Open Pairs Consolation on the afternoon of March 2.

Open Pairs Semi-Final

March 2, 09:00 – 13:13, 27 boards (9 rounds x 3 boards)

Three sections of 5 tables each with a Howell movement. Scoring is by IMPs against the mean scored across the field. The top three pairs from each section together with the host pair (Mr Yeh and his partner) will advance to the Final (a total of 10 pairs). Non-qualifiers from the Semi-final play the Open Pairs Consolation free of charge on the afternoon of March 2

Open Pairs Final

March 2, 14:30 – 18:13, 27 boards (9 rounds x 3 boards) – 5 table Howell

Open Pairs Consolation : 14:30 – 18:13, 27 boards (9 rounds x 3 boards) – 11 tables

** Semi-final and Final will use Barometer IMP scoring

5. Procedures

5-1. Computer dealt hands will be used throughout.

5-2. Screens will be used in the main event.

5-3. Each pairs are required to bring two convention cards to the table. HUM systems are not permitted in any event. Brown Sticker Conventions (BSC) are permitted only in the Knock-out and Final/Playoff. BSC users are required to provide adequate defences.

5-4. Time Limit

10-board One hour and 20 minutes

16-board Two hour and 10 minutes

24-board Three hours and 20 minutes

32-board Four hours and 20 minutes

5-5. Up to 2 matches (4 tables) per session will be broadcast on BBO. Players do not have the right to decline to play on BBO.

6. Tie Breaking

6-1. Swiss Movement

The higher IMP quotient, and if still tied, the Total Point quotient in all matches played by the tied teams. If the tie remains, the winner will be determined by a draw.

After Round 10, ties on Victory Points will be broken in the following order:

- a) higher IMP quotient in all matches played by the tying teams;
- b) greater number of IMPs obtained in the match between the tying teams (should it have occurred);
- c) greater number of Total Points obtained in the match between the tying teams (should it have occurred);
- d) higher Total Point quotient in all matches played by the tying teams;
- e) successive one board playoffs until a winner is determined.

6-2. Knock-out Phase

The higher total point, and if still tied, the number of boards won (a difference of 10 points is considered a winning board, even though no IMPs are gained). Draw if the tie remains.

6-3. Final and Playoff

The higher total point, and if still tied, the number of boards won (a difference of 10 points is considered a winning board, even though no IMPs are gained). If the tie remains, two-board sudden death matches until a winner emerges.

6-4 Pairs

For any stage of the competition, the pair with the greater number of boards on which they scored positive IMPs will be ranked higher. Draw if the tie remains.

7. Alert Procedure

Standard alert procedures with or without screen shall be used. In cases when screens are used, questions and answers shall be written on the memo pad provided. Otherwise the director may not accept any complaints on misinformation later on.

8. Seating

Teams play according to the schedules as posted. The team with higher team number are designated as the Home Team and the other team as the Visiting Team. The Home Team sits NS direction in the Open Room and EW in the Closed Room. The Visiting Team sits NS in the Closed Room and EW in the Open Room. There will be blind seating for all matches in the Qualifying and Knockout-stages and in the Swiss Plate. Prior to the start of the Final and 3rd Place Playoff, the team captains will draw to determine choice of seating rights. The winner of the draw may choose to sit first in either the first and third or second and fourth of the 12 board stanzas. Team captains are required to submit their line-up within 5 minutes of the scheduled finishing time of the previous round.

9. Penalties

Late Start

0~5 minutes :	1st offence - Warning
	2nd and subsequent offences - 1VP (Swiss) or 3 imps (Knock-out) each
5+~10 minutes:	2 VP (Swiss) or 6 imps (Knock-out) each
10+~15 minutes:	3 VP (Swiss) or 10 imps (Knock-out) each
Over 15 minutes :	Forfeiture

Slow Play

0~5 minutes:	1st offence - Warning
	2nd and subsequent offences - 1VP (Swiss) or 3 imps (Knock-out) each
5+~10 minutes:	2VP (Swiss) or 6 imps (Knock-out) each
10+~15 minutes:	3VP (Swiss) or 10 imps (Knock-out) each
Over 15 minutes:	At the discretion of the CTD, including cancellation of unplayed boards and assigned scores for both teams

Mobile Phone

Mobile phones in the playing area are prohibited during game time. Players with mobile phones should surrender their phones to the staff at the service desk and receive a number tag which is used to collect the phone after the game. Answering to a phone call during play shall receive a penalty according to the following scheme

Answering the phone

1st offence:	3VP (Swiss) or 15 imps (Knock-out)
2nd offence:	10VP (Swiss) or 30 imps (Knock-out)
3rd offence:	25VP (Swiss) or Forfeiture of the match (Knock-out)

Smoking

By law, smoking is not permitted indoors nor within 4 metres of any doorway.

Penalties for breach of the smoking regulations:

Each offence – US\$50 for the offender to be donated to a youth development program and 2 VPs for the team.

Kibitzers

Kibitzers will be permitted at the discretion of the Director.

10. Appeal Procedure

An appeal, or request for a ruling by a Tournament Director must be lodged by the Captain of a team within 30 minutes of the official completion time of a match in which the ruling was made. A deposit of US\$100 must be accompanied with the appeal, which may not be refunded if the appeal is deemed frivolous or without merit.

11. Prizes

Exceeding US \$ 160,000 in total

Yeh's Cup	1st	US\$	70,000	Open Pairs	1st	US\$	20,000
	2nd		30,000		2nd		8,000
	3rd		12,000		3rd		3,000
	4th		6,000				
Swiss Plate:	1st	US\$	4,000	Consolation Pairs	1st	US\$	2,500
	2nd		2,000		2nd		1,000
	3rd		1,000		3rd		500

2009 YEH BROS CUP SCHEDULES

Date	Time	Event
Feb 25 (Wednesday)	21 : 00	Captains' Meeting
Feb 26 (Thursday)	19 : 30	Welcome Dinner
Mar 2 (Monday)	19 : 30	Victory Dinner
Date	Time	Event
Feb 26 (Thursday) 24Team Qualify 1~5 Round 10 Board/Round	09 : 30~10 : 50	Qualify Swiss Round 1
	11 : 05~12 : 25	Qualify Swiss Round 2
	Lunch Time	
	14 : 00~15 : 20	Qualify Swiss Round 3
	15 : 35~16 : 55	Qualify Swiss Round 4
	17 : 10~18 : 30	Qualify Swiss Round 5
	19 : 30	※Welcome dinner ※
Feb 27 (Friday) 24Team Qualify 6~10 Round 10 Board/Round	09 : 30~10 : 50	Qualify Swiss Round 6
	11 : 05~12 : 25	Qualify Swiss Round 7
	Lunch Time	
	14 : 00~15 : 20	Qualify Swiss Round 8
	15 : 35~16 : 55	Qualify Swiss Round 9
	17 : 10~18 : 30	Qualify Swiss Round 10
Dinner Time		
Feb 28 (Saturday) 16 Team Knock Out 1~2 Round 32 Board/Round Consolation Swiss Team 1~5 Round 10 Board/Round	09 : 30~11 : 40 (1st half)	Knock out 1
	13 : 10~15 : 20 (2nd half)	
	16 : 00~20 : 20	Knock out 2
	09 : 30~10 : 50	Consolation Swiss Round 1
	11 : 05~12 : 25	Consolation Swiss Round 2
	14 : 00~15 : 20	Consolation Swiss Round 3
	16 : 05~17 : 25	Consolation Swiss Round 4
	17 : 40~19 : 00	Consolation Swiss Round 5
Dinner Time		
Mar 1 (Sunday) 8 Team Knock Out 3~4 Round 32 Board/Round Consolation Swiss Team 6~7 Round ; 10 Board/Round Open Pair Qualify	09 : 30~11 : 40 (1st half)	Knock out 3
	13 : 00~15 : 10 (2nd half)	
	16 : 00~20 : 20	Knock out 4
	09 : 30~10 : 50	Consolation Swiss Round 6
	11 : 05~12 : 25	Consolation Swiss Round 7
	Lunch Time	
	14 : 00~15 : 20	Consolation Swiss Round 8
	16 : 00~19 : 43	Open Pair Qualify
Dinner Time		
Mar 2 (Monday) 48Boards Final and 3rd place play-off	09 : 30~13 : 00(1st half)	Final & Play-off
	14 : 30~18 : 00(2nd half)	
Mar 2 (Monday) Open Pair Victory Dinner	09 : 30~13 : 13	Semi-Final
	Lunch Time	
	14 : 30~18 : 13	Final / Pair Consolation
	19 : 30	□ Victory Dinner □

All session times may be subject to change depending on circumstances

PAST WINNERS OF YEH BROS CUP

First: 2003 China - Shanghai

1st: China State Construction Engra Corp

2nd: Beijing Copia

3rd: China Meikuangtixie

4th: Australia

Second: 2004 China - Beijing

1st: Italy

2nd: England

3rd: USA II

4th: Yeh Bros

Third: 2005 China - Hangzhou

1st: Italy I

2nd: China Shanghai Qi Zhong

3rd: Canada & China SMEG

Fourth: 2006 Taiwan - Kaohsiung

1st: France

2nd: Poland

3rd: Italy II & Canada

Fifth: 2007 China - Shenzhen

1st: Beijing Capital

2nd: USA II

3rd: Italy I & China SMEG

Sixth : 2008 Taiwan - Kaohsiung

1st: Sweden

2nd: Italy II

3rd: USA I

4th: Israel