

Conditions of Contest for NBU Online Championships 2025

The regulations in this document apply to the NBU Online Championships held on RealBridge in 2025.

This version issued 13 March 2025.

Format

Classes

The NBU Online Championships comprise the following classes:

- Senior (born 1961 or earlier) - 6 teams
- Mixed – 4 teams

Schedule

A double round-robin is played in the senior class. A triple round-robin is played in the mixed class. 16 boards per match. The time allotted for each match is 120 minutes

Friday 14th March:	Saturday 15th March:	Sunday 16th Mars:
17:30 - 19:30 - Round 1 19:40 - 21:40 - Round 2	10.00 – 12.00 - Round 3 12:10 - 14:10 - Round 4 14:10 – 15:00 - Lunch break 15:00 – 17:00 - Round 5 17:10 - 19:10 - Round 6	10.00 – 12.00 - Round 7 12:10 - 14:10 - Round 8 14:10 – 15:00 - Lunch break 15:00 – 17:00 - Round 9 17:10 - 19:10 - Round 10

Players are requested to be ready at their tables 10 minutes before start of the first round of a day, and 5 minutes before the start of later rounds.

Playing Environment

Players must log in using their true names (at least first and last name), not nicknames.

Each player is responsible for problems arising from having an unstable or inadequate internet connection. If players exceed the allotted time for a session and some (or all) of the delay was caused by a player's unstable connection, the player will be deemed responsible for that part of the delay. If a player is disconnected for a long time and time pressure seems likely, the Director may decide to cancel boards (if possible, these should not be played at the other table).

Camera and microphone must always be turned on during a session. A player may turn them off for a short period (e.g., during a toilet break) subject to the approval of the opponents or the Director.

Players should test their equipment on the RealBridge test page the day before the tournament.

Mobile phones (or other electronic devices) may not be used in any way during a session, except if necessary to contact a player who is unexpectedly absent. This includes using the device on which the tournament is played for any other purpose than playing.

By their participation, players accept that their games are kibitzable (with a delay) on RealBridge.

Official Language

English is the official language of the tournament. Players may agree to use some other common language at their own risk.

Systems and Convention Cards

No HUMs or Brown Sticker conventions are allowed.

Convention cards for every partnership must be submitted to the Organizer.

As a matter of courtesy, players should briefly state their bidding system and carding methods at the beginning of each match.

A player may not consult his own convention card from the moment the cards become visible to the players and until the end of play. Exceptions:

- Players of the declaring side (only) may consult their own system card after the final pass. For declarer, this right expires when he makes the first play from dummy.
- A player may consult a written defense against Multi when relevant. If such a written defense exists, it must be submitted together with the convention card within the stipulated deadline.

Playing procedures

RealBridge is used in “screens mode” for all classes.

Alerts and Explanations

All explanations are alerted and explained **by the player who made the call**. Questions about the meaning of a call must always be directed to the player who made the call. Screenmates may communicate orally if they so agree, but questions to the screenmate should only relate to the screenmate’s own calls.

Both the alert and the explanation should be entered before making the call, so that the opponents will receive the explanation when they see the call. If a player becomes aware that his explanation is insufficient or wrong, he may update the bidding diagram with the correct explanation.

Any alert should be accompanied by an explanation, but players are also encouraged to explain their nonalertable calls voluntarily whenever the meaning cannot be taken for granted.

Asking for Elaboration

When a player needs his opponent to elaborate on an explanation, asking and answering should be done through private chat. A player (except dummy during the play period) can ask for an explanation of the opponents’ agreements at any time, but questions to a player who is in turn should be avoided. Similar principles apply regarding questions about carding agreements.

Undo

General principle:

1. A player can request an Undo if he has clicked a bid or a card by mistake.
2. A player **must not** request an Undo if he has misbid, e.g., because he momentarily forgot his system or blundered somehow.

The opponents may always accept the request. If they do not wish to do this, the Director should be called. The Director judges whether the player misclicked, in which case he decides that the request must be accepted (however, the Director should reject the request if the offending player has made a call or played a card after his mistake unless it is obvious that such call or play did not give the player extra information about the hand). The players must comply with the Director's decision.

Deliberately ignoring a request for an Undo and continuing play is forbidden until the request has been resolved.

All information which became available because of an irregularity is unauthorized for the offending side. If a request for an Undo is not granted, the request also constitutes unauthorized information to partner. The Laws on penalty cards do not apply to online play.

If a player is in doubt whether a request for an Undo was due to a misclick, the Director should be called immediately.

If a hand is passed out, and one of the passes was a misclick, the error cannot be undone. In this case, the Director must award an adjusted score (often an artificial score).

Claims and Concessions

The Director applies Laws 68-71 for claims and concessions.

Any claim should be accompanied by a statement about the line of play. The explanation should be oral.

A player who let's play continue by rejecting a claim made by an opponent (and was not requested to do so by an opponent) instead of calling the Director is deemed to have requested that play continue. If no other player objects, this means (cf. Law 68D2b) that the score must stand. Information given to a player because of a claim made by an opponent is authorized.

Penalties, Appeals, Score Corrections

Start of the Round

Any team that is not seated and ready to play at the start of a period of play will be fined 1 VP and for each completed period of 5 minutes thereafter a further 1 VP.

Any team not seated within half an hour after starting time by its own fault forfeits the match.

Slow Play

If the time limit for a session is exceeded, a 0.2 VP penalty for each commenced minute in excess of the allotted time is imposed, to be shared between the two teams according to the percentage of responsibility of each of them.

The Tournament Director will normally warn the teams when they are in danger of penalties for slow play, but an absence of warnings does not diminish the responsibility of the players or their liability to be fined.

Adjusted Score

RealBridge does not support weighted or unbalanced scores. If relevant, such scores will only be visible in the official results published through Ruter.

Score Corrections

An appeal against a score must be made no later than 30 minutes after the official playing time **for the day** has finished (if a table exceeds the allotted playing time, the time limit for appealing is adjusted accordingly).

Right to Appeal

The right to ask for the Director's decision expires 30 minutes after the official playing time **of the match** has finished (if a table exceeds the allotted playing time, the time limit for appealing is adjusted accordingly).

There is no Appeals Committee in this tournament. The Director's decision is final.