



# Hong Kong Contract Bridge Association

## General Conditions of Contest

### July 2022

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## 1. Preamble

These Conditions of Contest are the standard regulations which apply to all tournaments held by the Hong Kong Contract Bridge Association (HKCBA).

The HKCBA also issues Supplemental Conditions of Contest (SCoC) further to regulate any tournaments held in accordance with their characteristics.

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

## 2. Laws and Regulations

The 2017 Laws of Duplicate Bridge (Laws) is used.

Unless stated explicitly, the regulations and General Conditions of Contest governing WBF tournaments will apply, which includes but not limited to:

- The WBF Systems Policy
- The WBF Alerting Policy
- The WBF Psychic Bidding Guidelines
- The WBF Code of Practice for Reviewers
- The WBF Code of Ethics
- The WBF Anti-Betting Regulations
- The WBF Victory Point Scales

Expressions used in these 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 HKCBA Board of Tournament Directors shall be final and conclusive. The singular shall include the plural and vice-versa and reference to one gender shall include the other.

### 3. Official Language

English is the official language of an HKCBA tournament. 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. If necessary, each captain is responsible for the provision of an interpreter for translation into English.

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

### 4. Playing Area Restrictions

The following restrictions apply to both participants and spectators in the playing areas (HKCBA Clubhouse).

#### 4.1. Dress Code

The participants must observe the dress code of the HKCBA Clubhouse. The Tournament Director, an HKCBA Council Member or the HKCBA Clubhouse Manager may, at his discretion, prohibit a participant from entering the HKCBA Clubhouse.

#### 4.2. Smoking and Consumption of Alcohol

Smoking in the playing area is prohibited by law. No player may leave the playing area in order to smoke before completion of play in a session.

The consumption of alcoholic beverages of any nature in the playing area and the toilet area is prohibited. No player may leave the playing area in order to consume alcohol.

Any player failing to observe the above is subject to a standard penalty.

#### 4.3. Mobile Phones and Electronic Devices

Mobile phones and electronic devices must be switched off in the playing area. Any mobile phones or electronic devices ring is subject to a mandatory standard penalty.

For tournaments where screen is used, the Tournament Director may require players to store their mobile phones and electronic devices at a designated area under CCTV surveillance, or to be kept by their Non-Playing Captains (NPC) outside the playing area. The Tournament Director may arrange random checks of players to ensure compliance with these restrictions. Refusal to these checks may result in procedural penalty or the player being barred from the playing area.

#### 4.4. Tournament Director's Desk and Area

The Tournament Director's desk and area is for the use of Tournament Directors and officials designated by the HKCBA Council only. No player is allowed to enter the Tournament Director's area, look at the screen or take control of Tournament Director's devices without permission.

Any player failing to observe the above may be subject to a standard penalty.

#### 4.5. Surveillance

In the HKCBA Clubhouse, each table is equipped with a camera at the ceiling. The entire area of the HKCBA Clubhouse is also under CCTV surveillance. The footages from these surveillance devices may be used by the Tournament Directors for tournament related purposes, or by a HKCBA Council Member or the HKCBA Clubhouse Manager for security purposes.

#### 4.6. Clubhouse Rules

The HKCBA Clubhouse may specify additional rules for the proper usage of facilities and tidiness within the HKCBA Clubhouse. Violations of such rules may be subject to penalties.

## 5. Spectators

### 5.1. Open and Closed Room

Unless specified otherwise in the SCoC, the below areas are assumed the Open Room and the Closed Room respectively:

At a Pairs Event, the whole playing area is the Open Room.

At a Teams Event of direct matches, the playing area where tables marked Open Room are in play is the Open Room, and the rest of the playing area is the Closed Room. There shall be physical separation between the Rooms.

At a Teams Event where three or more teams meet each other at the same round (mini-triangle or multiple team movement), the whole playing area is the Closed Room.

At any time during the tournament the Tournament Director may declare a part of the playing area as the Closed Room.

## 5.2. Spectators in Open Room

Subject to the conditions of security and play, the Tournament Director may permit spectators to watch matches in the Open Room. No more than three spectators may watch at any one table. During the match, all spectators must be seated. If screens are in use, a spectator must be seated at one side of the screen. Spectators may watch one match at each round only. Players from a team are not permitted to watch their own team's match.

Spectators are subject to mobile phone and electronic device restrictions. Violation may result in being barred from the playing area.

Spectators are subject to the restrictions of Law 76.

## 5.3. Closed Room Restrictions

Only the Tournament Director and officials may enter and leave the Closed Room during any match.

At the discretion of the Tournament Director, the NPC of a team may be permitted to watch the team's match in the Closed Room and is subject to the restriction on spectators in the above section.

## 6. Vu-Graph and Broadcasting

The HKCBA may designate a match to be played or broadcast on Vu-Graph or any other electronic medium, including the video footage of those tables. Players are required to play when assigned to do so.

During a broadcast on Vu-Graph or any other forms, the devices for broadcast are limited to the Vu-Graph operators on duty, the Tournament Directors and other officials designated by the HKCBA Council only. Players are not allowed to look at the screen or take control of those devices. Any player failing to observe the above may be subject to a standard penalty.

## 7. Systems and Conventions

The following regulations apply to all tournaments held by the HKCBA.

### 7.1. Systems restrictions

HUM systems and Brown Sticker conventions are not allowed. Psychic or conventional opening bid is prohibited.

### 7.2. Publication of Systems

The Tournament Director may require participants to file System Cards and Supplementary Sheets before the commencement of the tournament. Supplementary Sheets are deemed an integral part of the participant's System Cards for this purpose. Late submission of System Cards as required by the SCoC is subject to a standard penalty.

Unless specified otherwise in the SCoC, the System Cards in PDF format shall be sent to [hkcbadirector@gmail.com](mailto:hkcbadirector@gmail.com) one week before the first match day.

The Tournament Director shall then release that information to all participants of the tournament. The release of submitted System Cards is for the convenience of participants, and does not necessarily imply the submitted System Cards are approved to be used in the tournament.



### 7.3. Requirements of System Cards

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 WBF System Card and Supplementary Sheets as required. Partnerships are required to file their System Cards and Supplementary Sheets in accordance with the SCoC.

For further details regarding requirements of System Cards, refer to the WBF General Conditions of Contest, Section 13.

### 7.4. System Cards at the Table

Each pair is required to bring 2 copies of duly completed WBF System Cards and Supplementary Sheets to the tournament, pairs failing to comply may be subject to procedural penalties.

After withdrawing their cards from the board and until they are restored at the conclusion of the play, players may not consult their own System Cards or Supplementary Sheets except as provided in Law 40B2(b). Players may consult their opponent's Systems Cards or Supplementary Sheets only at the circumstances described in Law 40B2(c).

### 7.5. Record of Psychic Actions

Deviations from System and Psychic Actions are described in Law 40C. Players are encouraged to report deviations from System of their opponents, whether or not they are damaged by such actions. The Tournament Director may file a record accessible to fellow Tournament Directors for future reference of implicit partnership understandings.

## 8. Alerts and Explanations

An alertable call is defined in the WBF Alerting Policy.

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.

### 8.1. Alerting Procedures without 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 player that alerts to make sure both opponents see the alert.

A player may, at his turn, request a full explanation of an opponent's call. The partner of the player who has made that call shall reply.

### 8.2. Alerting Procedures with the use of Screens

A player who makes an alertable call must alert the screenmate, and partner must alert on the other side of the screen when the bidding tray arrives.

It is the responsibility of the player that alerts to make sure that the screenmate sees the alert. It is recommended to put the alert card in front of the screenmate to alert, and the screenmate to return the alert card for acknowledgement.

At any time during the auction a player may write to the screenmate requesting a full explanation of an opponent's call. The screenmate will reply in writing.

At all times from the commencement of the auction to the completion of play, each player receives information only from the screenmate about the meanings of calls and explanations given. Questions during the play period should be in writing with the aperture closed. The aperture is raised after the response has been given. Therefore, the tournament director cannot make enquiries on a player's behalf on the other side of the screen during the auction or play.

### 8.3. Explanations and Meanings of Calls

It is recommended to explain a call by its meaning, not by its convention name. The Tournament Director may refuse to hear complaints due to misunderstanding of the meaning of a convention name and not asking further.

## 9. Time Control of Matches

Unless specified otherwise in the SCoC or by the Tournament Director before the commencement of tournament, the below time is allowed for each match or round:

Without Screens: 7.5 minutes × number of boards

With Screens: 8.5 minutes × number of boards

Teams judged guilty of slow play will be subject to penalty. 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, summoning the Tournament Director or for other similar reasons.

### 9.1. Late Boards in Pairs Tournaments

The Tournament Director may require late boards to be played to facilitate smooth operations of the tournament, including but not limited to the below situations:

- Slow play of a round, where some boards have not been started at the announced end time of the round. The unplayed boards may be played after the end of the session.
- Wrong seating at the start of a round, where two pairs play some boards not assigned for that round. If both pairs have not played the boards before, the Tournament Director shall allow those boards to be finished. The other two pairs who have been deprived their chance to play those boards shall meet after the end of the session and play those boards at the Tournament Director's discretion.

A pair refuses to play late boards shall receive a score of Average Minus for each board if it is because of the pair's slow play, and a score of Average for each board if it is because of other reasons. Their opponents of the late boards, or both pairs if the Tournament Director decides not to arrange late boards, shall receive a score of Average for each board if it is because of the pair's slow play, and a score of Average Plus if it is because of other reasons.

## 9.2. Late Start and Slow Play Penalties in Teams

The below penalties apply to the pair at fault.

If both pairs at a table are at fault, the penalty shall be shared between the two pairs according to their contribution by the discretion of the Tournament Director. Without evidences proving otherwise, the Tournament Director shall assume equal contributions to Slow Play by both pairs at a table.

If both pairs of a team are subject to these penalties at the same round, only the highest penalty of the same type applies, i.e. a team is not penalized twice if both tables are slow at a round.

It is the responsibility of players to observe the scheduled start and end time of a round. The Tournament Director is not obliged to remind players about the time. The below penalties are mandatory and are effective without warnings or reminders.

### 9.2.1. Late Start in Round Robin Teams (with the 20-0 Victory Point scale)

0+ - 10 mins.            0.2 VPs for each full minute or part thereof

Over 10 mins.            minimum 2 VP plus 0.4 VPs for each full minute or part thereof beyond 10 minutes, but after 30 minutes the match is cancelled and considered a walkover.

### 9.2.2. Late Start in Knockout Matches

0+ - 20 mins.            1 IMP for each full minute or part thereof

Over 20 mins. minimum 20 IMPs plus 2 IMPs for each full minute or part thereof beyond 20 minutes, but after 40 minutes the match is cancelled and considered a walkover.

#### 9.2.3. Slow Play in Round Robin Teams (with the 20-0 Victory Point scale)

0+ - 5 mins. 0.2 VPs for each full minute or part thereof

Over 5 mins. minimum 1 VP plus 0.4 VPs for each full minute or part thereof beyond 5 minutes. After 10 minutes, the match shall be truncated, reducing the number of boards played. The match will be scored only with the boards played at both tables, using the same VP conversion scale of complete matches.

#### 9.2.4. Slow Play in Knockout Matches

0+ - 20 mins. 1 IMP for each full minute or part thereof

Over 20 mins. minimum 20 IMPs plus 2 IMPs for each full minute or part thereof beyond 20 minutes, but after 40 minutes the match is truncated, reducing the number of boards played.

## 10. Substitutes in Tournaments

The Tournament Director may make emergency substitutions whenever they are necessary to the smooth operation of the game.

For tournaments across multiple match days, if it becomes necessary to make a substitution after the first match day, the pair or team in question may propose a substitute to the Tournament Director. The Tournament Director shall approve the substitution unless he finds the substitution causes substantial unfairness to other contestants, in that case the Tournament Director shall appoint another substitute where possible.

If for any reasons a pair or team has more players allowed than the tournament format or the SCoC, the pair or team in question is allowed to complete the current stage of the tournament, but is not eligible to qualify to the next stage, nor eligible to any Master Points for that tournament.

## 11. Forfeits in Pairs Tournaments

If a pair is unable to complete a session when assigned, the pair shall receive a score of Average Minus for each unplayed boards, and their opponents a score of Average Plus.

If a pair drops out in a tournament with multiple sessions, the scores for completed sessions shall stand. The movement for subsequent sessions may be adjusted to reduce the number of sit-out rounds, wherever possible.

## 12. Forfeits in Teams Tournaments

If a team is unable to play or complete a match, the Tournament Director may find that team to be in default and declare the match forfeited or postponed. The team in forfeit shall score zero Victory Points and zero IMPs for that match. The team winning the forfeited match will receive the highest of:

- (a) 12 VPs using the 20-0 VP scale, or the equivalent according to the VP scale adopted, or
- (b) the teams average, at the end of that round robin, or
- (c) the average score obtained by all the other opponents against the team at fault, at the end of that round robin.

A second walk-over by the same team will be referred to the HKCBA Council which can apply further sanctions including disqualification of the team. If it is, or becomes, necessary also to assign an IMP score for tie-breaking, the winning team shall be credited with the average number of IMPs, rounded up, which earn the assigned Victory Points score.

## 13. Penalties

The standard penalty for a team is 2 VPs with the 20-0 VP scale, or the equivalent according to the VP scale adopted, or 6 IMPs in a knockout match, or 0.5 board in board-a-match format, or 50% of a top board in Matchpoint format, or 6 IMPs per comparison in IMP Pairs format.

Repeated violation of the relevant regulation may, and constant violation will, result in the player being prohibited from playing.

## 14. Tie-breaking Procedures

### 14.1. Tie-breaking in Swiss Teams

In the event of two or more teams having the same number of Victory Points, their rankings will be determined in the sequence shown below:

- (a) The total Victory Points of each team's opponents ("Swiss Points") is calculated and the team with the largest number of "Swiss Points" is ranked first, and so on.
- (b) The direct matches between them if such matches took place.
- (c) The IMP quotients of the tied teams.
- (d) One-board ("sudden death") matches until the tie is broken.

### 14.2. Tie-breaking in Round Robin Teams

#### 14.2.1. Two Teams

If two teams are tied with the same number of Victory Points, their rankings will be determined in the sequence shown below:

- (a) The aggregate IMPs in the direct matches between the two teams.
- (b) The IMP quotients in all matches of the tied teams.
- (c) The aggregate total points in the direct matches between the two teams.
- (d) The total point quotients in all matches of the tied teams.
- (e) One-board ("sudden death") matches until the tie is broken.

#### 14.2.2. Three or more Teams

If three or more teams are tied with the same number of Victory Points, the tie shall be broken in the sequence shown below. If at any point in the sequence the ranking of one of the teams is determined, the tie between the other teams shall be broken likewise or in accordance with the previous section.

- (a) If one of the teams earned more VPs against each of the other teams in the matches it played against them, it shall be declared winner.
- (b) IMP quotient in all matches of the tied teams.
- (c) If one of the teams earned more VPs against one of the remaining teams and tied with the other teams in the matches it played between them, it shall be declared winner.
- (d) If one team has been beaten by all the other teams in matches it played against them, it shall be ranked last in the tied positions.
- (e) Net IMPs of the tied teams against each other.
- (f) Net total points of the tied teams against each other.
- (g) Total points quotient in all matches of the tied teams.
- (h) One-board (“sudden death”) matches until the tie is broken.

#### 14.3. Tie-breaking in Knockout Team Matches

In case of tie in a knockout team match, the tie is broken in the sequence shown below, if applicable:

- (a) Aggregate IMPs in the direct matches in the Qualifying Rounds if such matches took place.
- (b) The rank of the teams at the Qualifying Rounds, if it took place and if the two teams are ranked in the same section.
- (c) A 4-board (“sudden death”) match, if 50 or more boards were played for the knockout match in question.
- (d) Two-board (“sudden death”) matches until the tie is broken.



#### 14.4. Tie-breaking in Pairs Events

Scores are tied only if they are identical. If a tie needs to be broken, the winner is the pair with the highest score in its best Session played at that stage. Further ties are broken likewise. If there is still a tie, the highest score in two Sessions is decisive.

If a tie still exists the remaining tie shall be broken in favour of the pair who scored the most match points against the highest-ranking pair or pairs that all the tied pairs played against. Should a tie still exist, the foregoing procedure shall be used with the next highest-ranking pair or pairs and so on until the tie is broken.

### 15. Seating in Mixed Tournaments

The lady in each pair shall be seated in either East or South.

### 16. Bidding Boxes and Bridgemates

#### 16.1. Bidding Boxes

The use of bidding boxes is mandatory.

Starting with the dealer, calls must be removed from the bidding box and placed on the table directly in front of the player making the call. Players may either remove all previous, or just the chosen call, provided the manner remains consistent throughout the event. All calls must be visible and neatly overlap in a straight line from left to right, at an equal distance from each previous call.

Players should refrain from touching any bidding cards until they have determined their call. Without the use of Screens, a call is considered made when it is removed from the bidding box with apparent intent (subject to Law 25 any changes are assessed from the moment an error is recognised). With the use of Screens, a call is considered made when it is fully released on the bidding tray.

Until they are removed from the table, a review of the auction is made by inspecting the bidding cards. When such inspection is not feasible a player may obtain a review of the auction at their turn to play to trick one. A player who removes one or more bidding cards from the tray in an apparent attempt to “Pass” is indeed deemed to have “Passed”.

The use of Stop Card is prohibited. The LHO of the player who made a skip bid shall maintain a tempo prescribed by regulation.

The Alert Card should be used when alerting calls. The procedure of alerting is described in the corresponding section.

Violation of correct procedures is subject to penalties.

## 16.2. Bridgemates and other Devices used for the recording of matches

Electronic devices or other electronic and/or mechanical devices are used in HKCBA tournaments to record bidding and play, enter results, control the time of the play, send the collected data to any control centre etc.

Whatever device is in use, players are required to enter all the scores in a timely, accurate manner. It is good practice to enter a result the moment the outcome of the board is agreed by both sides. In the case where a ruling is called for, unless unable to determine the outcome of a board, players are required to enter the table result awaiting the final ruling.

Bridgemates are currently the official score recording devices to be used at all HKCBA tournaments. This recording is the responsibility of the team sitting North/South at each table. Failure to enter the score before leaving the playing area is subject to a standard penalty.

The official score will be that keyed in by North/South and agreed by East/West. Players are reminded that they are responsible for the accuracy of their own scores.

Violation of correct entering procedures is subject to penalties.

## 17. Regulations with Screens in use

The SCoC shall describe whether Screens are in use.

If Screens are in use, the operations and regulations are described in WBF General Conditions of Contest, Section 33.

## 18. Ruling and Review

The Tournament Director shall be summoned to a table as soon as attention is drawn to an irregularity.

Any appeal against the Tournament Director's ruling must be lodged within 30 minutes after the round's end time, or, if the ruling is given after the round's end time, then 30 minutes after that.

Appeals will be heard by a Reviewer appointed by the HKCBA Board of Tournament Directors. The Reviewer shall review the appeal case in accordance with WBF Code of Practice for Reviewers.

If, in the opinion of the Reviewer, there is insufficient basis for requesting the review, a standard penalty will be deducted from the score of the appealing side.

## 19. Ethics and Conduct

Players are expected to display good sportsmanship, correct deportment and irreproachable ethics. The HKCBA expects all teams and partnerships to play to win.

Players are therefore urged to familiarize themselves thoroughly with the Proprieties. It is expected that Players and Non-Playing Captains will receive all decisions of the Tournament Director, the HKCBA Council and its sub-committees in a courteous and sportsmanlike manner.

Apart from those mentioned in the relevant Laws and Regulations, the following are examples of actions and violations of procedure that are subject to immediate penalties, and repeated

violations are subject to suspension, disqualification or escalation to the HKCBA Council or its appropriate sub-committees:

- Discussions or arguments with partner, opponents or the Tournament Director in a discourteous manner.
- Discussions after a round audible to the playing area while other tables are in play.
- While screens are in use, talking to the opposite side of the screen with aperture closed.

The Tournament Director may refer serious breach of ethics issues to the HKCBA Council or its appropriate sub-committees.

## 20. HKCBA as a Regulating Authority

HKCBA as a Regulating Authority under the 2017 Laws, elects the below treatments to the Laws:

Law	Context	HKCBA's Election
IB	The Regulating Authority may require the face of each card to be symmetrical.	HKCBA does not require it.
12C2(b)	When the Director chooses to award an artificial adjusted score of average plus or average minus at IMP play, that score is plus 3 IMPs or minus 3 IMPs respectively. Subject to approval by the Regulating Authority, this may be varied by the Tournament Organizer as provided for by Laws 78D, 86B3 and (d) hereunder.	HKCBA specifies the average plus or average minus at IMP play is plus 3 IMPs or minus 3 IMPs.
12C2(d)	The Regulating Authority may provide for circumstances where a contestant fails to obtain a result on multiple boards during the same session. The scores assigned for each	HKCBA does not provide a different treatment than those prescribed in Laws 12C2(a) and (b).

	subsequent board may be varied by regulation from those prescribed in (a) and (b) above.	
16B2	When a player considers that an opponent has made such information available and that damage could well result he may announce, unless prohibited by the Regulating Authority (which may require that the Director be called), that he reserves the right to summon the Director later (the opponents should summon the Director immediately if they dispute the fact that unauthorized information might have been conveyed).	HKCBA does not prohibit it.
18F	Regulating Authorities may authorize different methods of making calls.	Unless specified otherwise in the SCoC, the use of bidding boxes is mandatory in HKCBA tournaments.
20F	During the auction and before the final pass any player may request, at his own turn to call, an explanation of the opponents' auction. He is entitled to know about calls actually made, about relevant alternative calls available that were not made, and about inferences from the choice of action where these are matters of partnership understanding. Except on the instruction of the Director replies should be given by the partner of the player who made the call in question. The partner of a player who asks a question may not ask a supplementary question until his turn to call or play. Law 16	Refer to the section "Alerts and Explanations" in these Conditions of Contest.

	may apply and the Regulating Authority may establish regulations for written explanations.	
20G3	Except as the Regulating Authority allows, a player may not consult his own system card and notes during the auction period and play [but see Law 40B2(b)].	HKCBA does not allow it.
40A1(b)	Each partnership has a duty to make its partnership understandings available to its opponents. The Regulating Authority specifies the manner in which this is done.	Refer to the section “Systems and Conventions” in these Conditions of Contest.
40B1(b)	In its discretion the Regulating Authority may designate certain partnership understandings as ‘special partnership understandings’. A special partnership understanding is one whose meaning, in the opinion of the Regulating Authority, may not be readily understood and anticipated by a significant number of players in the tournament.	HKCBA does not designate these. The power of deciding such opinion is delegated to the Tournament Director.
40B1(c)	Unless the Regulating Authority decides otherwise, any call that has an artificial meaning constitutes a special partnership understanding.	HKCBA does not decide otherwise.
40B2(a)	The Regulating Authority: (i) is empowered without restriction to allow, disallow, or allow conditionally, any special partnership understanding. (ii) may prescribe a System Card, with or without supplementary sheets, for the prior listing of a partnership’s understandings, and regulate its use.	Refer to the sections “Systems and Conventions” and “Alerts and Explanations” in these Conditions of Contest.

	<p>(iii) may prescribe alerting procedures and/or other methods of disclosure of a partnership's methods.</p> <p>(iv) may disallow prior agreement by a partnership to vary its understandings during the auction or play following an irregularity committed by the opponents.</p> <p>(v) may restrict the use of psychic artificial calls.</p>	
40B2(b)	<p>Unless the Regulating Authority provides otherwise a player may not consult his own system card between the commencement of the auction period and the end of play, except that players of the declaring side (only) may consult their own system card during the Clarification Period.</p>	<p>HKCBA does not provide otherwise.</p>
40B2(c)	<p>Unless the Regulating Authority provides otherwise a player may consult his opponent's system card:</p> <p>(i) prior to the commencement of the auction,</p> <p>(ii) during the Clarification Period,</p> <p>(iii) during the auction and during the play but only at his turn to call or play, and</p> <p>(iv) following an opponent's request for an explanation, pursuant to Law 20F, for the purpose of correctly explaining the significance of his partner's call or play.</p>	<p>HKCBA allows a player to consult his opponent's system card in these situations.</p>
40B2(d)	<p>Unless the Regulating Authority provides otherwise a player is not entitled to any aids to his memory, calculation or technique during the auction period and play.</p>	<p>HKCBA does not provide otherwise.</p>

41A fn	Regulating Authorities may specify that opening leads be made face up	HKCBA specifies that opening leads be made face down.
45A fn	The opening lead is first made face down unless the Regulating Authority directs otherwise.	HKCBA specifies that opening leads be made face down.
70E2	The Regulating Authority may specify an order (e.g. “from the top down”) in which the Director shall deem a suit played if this was not clarified in the statement of claim (but always subject to any other requirement of this Law).	HKCBA does not specify an order.
73A2	Calls and plays should be made without undue emphasis, mannerism or inflection, and without undue hesitation or haste. But Regulating Authorities may require mandatory pauses, as on the first round of the auction, or after a skip-bid warning, or on the first trick.	HKCBA does not require such mandatory pauses.
76A2	Regulating Authorities and Tournament Organizers who grant facilities for electronic transmission of play as it occurs may establish by regulation the terms by which such transmissions are viewed and prescribe acceptable conduct for viewers. (A viewer must not communicate with a player in the course of a session in which the latter is playing.)	HKCBA establishes such regulation by specifying in the SCoC. Otherwise, this power is delegated to the Tournament Director.
76C2	Regulating Authorities and Tournament Organizers may specify how to deal with irregularities caused by spectators.	HKCBA specifies such in the SCoC. Otherwise, this power is delegated to the Tournament Director.
78D	If approved by the Regulating Authority other scoring methods (for example conversions to Victory Points) may be adopted. The	These are specified in these Conditions of Contest and in the SCoC.



	<p>Tournament Organizer should publish Conditions of Contest in advance of a tournament or contest. These should detail conditions of entry, methods of scoring, determination of winners, breaking of ties, and the like. The Conditions must not conflict with law or regulation and shall incorporate any information specified by the Regulating Authority. They should be available to contestants.</p>	
86B3	<p>The Regulating Authority may provide differently for circumstances where boards have been played at only one table between the same or multiple contestants. The score awarded for each such board may be varied by regulation from that prescribed in B2, however in the absence of a relevant regulation, the Director proceeds as above.</p>	<p>Unless specified otherwise in these Conditions of Contest or in the SCoC, HKCBA provides that all such boards are cancelled without further adjustments. Procedural penalties may apply. If a Victory Point conversion is in place, the same conversion scale as a complete match is used.</p>
93C	<p>Further Possibilities of Appeal</p> <ol style="list-style-type: none"> <li>1. Regulating Authorities may establish procedures for further appeals after the foregoing procedures have been exhausted. Any such further appeal, if deemed to lack merit, may be the subject of a sanction imposed by regulation.</li> <li>2. The Director in charge or the reviewing body may refer a matter for later consideration by the Regulating Authority. The Regulating</li> </ol>	<p>Appeal procedures are described in section “Ruling and Review” in these Conditions of Contest or in the SCoC. HKCBA does not provide further appeals not describe in the above.</p>

	<p>Authority has authority to resolve any matter finally.</p> <p>3. (a) Notwithstanding 1 and 2 above, where deeming it crucial to the progress of the tournament, the Regulating Authority may assign to a specified tournament body the responsibility for dealing finally with any appeal and, along with the parties to the appeal, is then bound by the outcome.</p> <p>(b) With due notice given to the contestants a Regulating Authority may authorize the omission or modification of such stages as it wishes of the appeals process set out in these Laws.</p> <p>fn: The Regulating Authority is responsible for compliance with any national law that may affect its action.</p>	
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