

**Warwickshire Pairs League Online (WPLO)**  
**Rules & Conditions of Competition**  
**Current for 2021/22 Season Only**



**1. Changes**

- a. Divisions A & B will play 2 x 12 board Matches in each Session (Format, Appendix I).
- b. Promotion/relegation will be 3 pairs up and 3 pairs down (Promotion/Relegation).
- c. Pairs may not now withdraw from a Session. They must either provide Substitute(s) or Pair Off (Non-Attendance).

**2. Summary of Competition**

- a. This is a pairs competition across two or more Divisions run in a Swiss Pairs format with promotion/relegation between them. Two Series consisting of five Sessions each are run each season with promotion/relegation at the end of each Series.
- b. The event is held on the 3<sup>rd</sup> Tuesday of each month from September to June.
- c. The event is run online using the RealBridge platform. Pairs should be online at least 5 minutes before the scheduled start time.
- d. The first match in each Series will be assigned at random. The remaining matches in the Series will be assigned on a Swiss basis, with the Swiss being reset after session 3 of 5 in each Series.
- e. Pairs may use a substitute player or substitute pair in a Session or they may sit out (see Substitutes below). For the purpose of these rules 'sit out' or 'sitting out' refers to a missing pair.
- f. Pairs not competing in a minimum of 4 Sessions (including the use of substitutes on one occasion), will be relegated or, in the lowest Division, will not be eligible for promotion.
- g. When joining a Session it is vital that the correct link (Division) is selected. Selecting the wrong link (Division) may affect the integrity of the event and will, therefore, be subject to a 3 VP per Match penalty. A Director's Mismatch will also be applied if the offending pair plays in a lower division to their own.
- h. The event is subject to the rules contained herein, as well as the Warwickshire Online Club (WOC) Guidelines.

**3. Eligibility**

- a. Players, including substitutes, must be members of the WOC.

#### **4. Entry**

- a. Entry is as a pair only and must be made to the Event Organiser.
- b. Entry must be by email on or before the 31<sup>st</sup> August for Series 1 and 31<sup>st</sup> January for Series 2. An acknowledgement from the Event Organiser must be received to confirm entry. No assumption can be made about entry until explicit (email) confirmation is received.
- c. Payment for the Series or for the Season should be made when entry is confirmed.
- d. Pairings may change between Series, but a change in pairing may be subject to relegation to a lower Division. If non-relegation is sought, the Event Organiser must be contacted at least two weeks prior to the start of the next Series to discuss the proposed changes.
- e. Entry applications received after the published date will not be guaranteed.
- f. New pairs will normally be placed in the lowest Division but may be placed in a higher Division at the discretion of the Competitions Committee. New pairings seeking placement to a Division other than the lowest must contact the Event Organiser.
- g. There is no appeal against the Competition Committee's placement.
- h. Entrants to this event commit to:
  - i. Playing themselves
  - ii. Fielding suitable substitutes (suitable means the substituting pair or player must be suited to the Division they are asked to substitute in (ie it would be totally inappropriate to ask a pair just out of lessons to substitute in anything but the lowest Division))
  - iii. Sitting out by notifying the Tournament Director In Charge (TD I/C) that they are unable to attend at least 15 minutes prior to each Session commencing.

#### **5. Non – Attendance**

- a. A pair unable to play may field a substitute pair or player unless another pair agrees to 'Pair Off', ie to withdraw from a Session. Pairs who Pair Off will be assigned a 40% score (8 VPs) and their opponents in that Session will score 60% (12 VPs).
- b. The TD I/C must be notified, and a confirmation email received by the player, of any substitutes or Pair Offs. Please note if there is any doubt about notification of a substitution or Pair Off you will be required to produce the confirmation email from the TD I/C.
- c. Pairs fielding substitutes must notify the substitute(s) name(s), EBU

number(s) and email addresses to the TD I/C in advance of the Session, and the substitute must register, or have registered, for WOC on the [WCBA website](#).

- d. Failure to provide details of substitutes, unless in an emergency, will result in a penalty of 1 VP per substituted player being applied to the pair's overall score.
- e. Failure to play, Pair Off or provide substitutes will result in a score of 0 VPs for each Match not played and the pair may, eg if it is deemed that the pair could have notified (see 11d below) of their inability to attend, also be referred to the Conduct Committee. Opponents who then have to sit out will score 12 VPs for that Match.
- f. Substitutes may be as a pair or a single player. No pair already playing in the event may act as a substitute pair. However, two players not playing together may act as a substitute pair in a division that neither of them is currently competing in. A player may never substitute in his/her own division.
- g. Sitting out the last Session could, in some circumstances, be used as a way of guarding against relegation. For this reason some stipulations are made regarding sitting out the last Session.
  - i. Sit outs for the last Session arranged prior to the 4<sup>th</sup> Session are valid, but may not be withdrawn after the 4<sup>th</sup> Session
  - ii. Sit outs arranged after the 4<sup>th</sup> Session will automatically score 0 for each of the last 3 Matches, so it is recommended that players arrange substitutes.
- h. This clause does not apply to any substitutes used in Division 1.
  - i. If a substitute pair is deemed, in the opinion of the TD I/C (who may consult others), to be of a much higher standard than the substituted pair, then a Director's (WPL) Mismatch will be applied. This is in accordance with the calculation in Appendix II of these rules.
  - ii. The TD I/C's decision on this matter is final.
- i. Where a half table exists either at the start of a Session, a substitute pair may be used if available (not in Division A) and the scores will count for that Session, but will not be included in the final VP summary. However, any score obtained against the substituted pair will count and will be included in the final VP summary.
  - i. If a suitable substitute player is used for a single player, then the results shall stand.
  - ii. If a substitute pair/suitable player cannot be found, a sit out will occur. Where a pair started the session, but cannot finish it, standard EBU regulations will apply to any unplayed boards.

## **6. Format**

- a. There will be 2 Series per season, each of 5 Sessions, in all Divisions.
- b. A Swiss movement will be used. This will be reset after 3 Sessions which will mean that it is possible to play the same pairs in the last 2 Sessions as you did in the first 3 Sessions.
- c. Each session will comprise :
  - i. In Divisions A and B, 2 x 12 board head-to-head Matches
  - ii. In lower Divisions, 3 x 8 board head-to-head Matches
- d. RealBridge does not provide the robot facility which means that, in the event of a missing pair, the opposing pairs will have to sit out for that Match.
- e. The RealBridge Self-Alert option will be used.

## **7. Time Regulations**

- a. No new boards may be started after 55 minutes has elapsed in each Match.
  - i. Subject to the provision of d. below, an adjusted score of -2 IMPs will be awarded to each pair on any board yet to be started.
- b. The TD may, at his/her discretion, extend the round time at any point during a session. The TD will never reduce the round time, even if he/she has already extended it.
- c. Players concerned that their opponents are likely to cause a time problem must inform the TD immediately.
- d. Scoring of incomplete/unplayed boards:
  - i. If a pair wishes to register slow play by their opponents then they should call the TD to do this. If one pair is deemed by the TD to be solely responsible for boards not being played within the allotted time then they will score average- and their opponents average+ for each unplayed board.
  - ii. If one pair is deemed by the TD more responsible than another pair for boards not being played within the allotted time then they will score average- and their opponents 0 IMPs for each unplayed board.
  - iii. Average+ will be +2 imps or the pair's average score over the played boards in the match whichever is the greater. Average- will be -2 imps.

- iv. Whilst the TD I/C will entertain any reasonable objection to an awarded score, once the TD I/C's final decision is given, it shall be final.

## **8. Systems and Conventions**

- a. All Divisions will be played at EBU level 4.

## **9. Scoring**

- a. Realbridge will provide the VP scores for each match. These will be in continuous format, ie to 2 decimal places, on a scale of 0-20. For those who like to understand the calculations used to derive the VP score, see Appendix I. Overall scoring will be based on total VPs.
- b. The OFFICIAL score is the VP score which is published on the WCBA website shortly after each Session.

## **10. Ties**

- a. In the event of a split tie in total VPs at the end of a Series the tie will be split according to EBU regulations.

## **11. Late or Non-Arrival**

- a. Any player who is going to arrive late is, where possible, expected to notify the TD I/C (Darren Evetts, 07977 481399) to allow a decision to be made on how to proceed with the Session.
- b. A pair who has notified their late arrival will not play their first Match.
- c. Any pair or player who fails to attend for the individual Session without prior notification (\*) and without a valid reason, more than once will be deemed to have withdrawn from the Event. A future application from the pair or player to play would have to be considered by the Competitions Committee.
- d. **(\*) Please note that unacknowledged emails do not constitute 'prior notification'. Please see section 15 for contact information. Confirmation of a message is always required.**

## **12. Results**

- a. Results will be posted on the WCBA website.
- b. Scores on RealBridge cannot be wrong. However, it is still possible for players to make/accept a flawed claim.
- c. A request for a ruling on a board where a flawed claim was made/accepted must be made, by email ([wpl@warwickshirebridge.co.uk](mailto:wpl@warwickshirebridge.co.uk)), to the TD I/C within 5 minutes of the end of the Session.
- d. Pursuant to Law 9 of the Laws of Duplicate Contract Bridge, the right to request a ruling on any other matter will expire 5 minutes after the Session ends. No rulings will be considered after this time. For the avoidance of doubt, this time period is provided for players who may not consult the hands until after the Session ends, whereupon they may become aware of a possible infraction (NB it is not possible to revoke or lead/bid out of turn on RealBridge). This clause does not allow for rulings to be requested relating to infractions that were identified earlier.
- e. There will be no local appeals, the TD I/C's ruling in any matter shall be considered final.
- f. Until all score queries and rulings have been resolved, the results will be provisional. Results will normally be confirmed 24 hours after the Session, unless the website states otherwise.
- g. All score queries and requests for rulings must be made to the TD I/C. In the absence of the TD I/C these can be made to another TD noted in the Contact section below.
- h. Please note that email communications will not be deemed received unless acknowledged by the recipient. If acknowledgement has not been received then the TD I/C (or in his absence one of the other TDs) must be contacted by phone. If contact has not been made within the prescribed period then the request will not be actioned.

## **13. Master Points/NGS**

- a. Master Points will be awarded according to EBU scales.
- b. NGS will apply to this event.

## **14. Prizes**

- a. No prizes will be awarded.

## **15. Promotion/Relegation**

- a. Promotions and relegations take place at the end of each Series (January & June).
- b. Three pairs from each Division other than the top Division will be promoted to the next higher Division. Three pairs from each Division other than the bottom Division will be relegated to the next lower Division.
- c. The structure of the Divisions is at the discretion of the Competitions Committee which has the right to promote and/or relegate more or fewer pairs to create what it considers to be the optimum structure. No Division may have more pairs than any lower Division for more than one Series. Players will be informed of Division restructuring no later than before the penultimate Session of the current Series, eg before the December Session for changes to happen after the January Session.
- d. Once any new entrants have been placed, if a vacancy still exists in a Division other than the bottom Division (let's say Division X), it will be filled as follows using data from the preceding Series:
  - i. The difference in VPs between the highest placed pair relegated from Division X and the pair immediately above them will be compared to the difference in VPs between the highest placed pair not promoted from the next lower Division and the pair immediately above them, ie the 4<sup>th</sup> pair to be promoted. The pair with the smallest difference in VPs will be promoted to Division X.
  - ii. An example might be – with 20 pairs in Division 1 and promoting & relegating 4 pairs, the pair who finished 17<sup>th</sup> in Division 1 scored 6 VPs less than the pair finishing 16<sup>th</sup>; the pair finishing 5<sup>th</sup> in Division 2 scored 2 VPs less than the pair finishing 4<sup>th</sup>. So the pair finishing 5<sup>th</sup> in Division 2 would be promoted to the vacant place in Division 1.
  - iii. In the event that the VP difference is the same then priority for promotion will be given to the highest placed relegated pair.

## 16. WPL Online Notification - Contact

- **Tournament Director I/C:  
& Event Organiser**      **Darren Evetts (07977 481399)**  
Email: [wpl@warwickshirebridge.co.uk](mailto:wpl@warwickshirebridge.co.uk)

- **Tournament Director:**                      **Elizabeth Gahan**

**Email:**    [wpl@warwickshirebridge.co.uk](mailto:wpl@warwickshirebridge.co.uk)

**(Please note that unacknowledged emails do not constitute prior notification).**

- **Competitions Secretary,  
Entries & Event  
Co-organiser:**                      **Elayne Meakin (02475 013147 or 07985  
597447),**  
[competitions@warwickshirebridge.co.uk](mailto:competitions@warwickshirebridge.co.uk)



## Appendix I – VP Scale

The basic form of scoring is cross-imps (xIMPs) – see Appendix III below. Cross-imps is basically like scoring normal teams, but with multiple teammates (ie, each NS's score is impeded against all other EW scores). Each board is then factored as follows :

$$\text{Factored\_IMPs} = \text{total cross-IMPS} / \sqrt{(\text{num\_tables} * (\text{num\_tables} - 1) * 0.5)}$$

This is then rounded to the nearest integer and converted to VPs using the following table for 8 board rounds :

### 1. IMP to VP Table

#### 8 Board Matches

IMPs	VPs	IMPs	VPs	IMPs	VPs
0	10.00	15	15.23	30	18.37
1	10.44	16	15.50	31	18.53
2	10.86	17	15.75	32	18.68
3	11.27	18	16.00	33	18.83
4	11.67	19	16.23	34	18.97
5	12.05	20	16.46	35	19.11
6	12.42	21	16.68	36	19.24
7	12.77	22	16.90	37	19.37
8	13.12	23	17.11	38	19.50
9	13.45	24	17.31	39	19.62
10	13.78	25	17.50	40	19.74
11	14.09	26	17.69	41	19.85
12	14.39	27	17.87	42	19.95
13	14.68	28	18.04	43	20.00
14	14.96	29	18.21		

#### 12 Board Matches

IMPs	VPs	IMPs	VPs	IMPs	VPs
0	10.00	18	15.15	36	18.28
1	10.36	19	15.37	37	18.41
2	10.71	20	15.58	38	18.54
3	11.05	21	15.79	39	18.66
4	11.38	22	15.99	40	18.78
5	11.70	23	16.18	41	18.90
6	12.01	24	16.37	42	19.02
7	12.31	25	16.55	43	19.13
8	12.61	26	16.73	44	19.24
9	12.90	27	16.91	45	19.34
10	13.18	28	17.08	46	19.44
11	13.45	29	17.24	47	19.54
12	13.71	30	17.40	48	19.64
13	13.97	31	17.56	49	19.74
14	14.22	32	17.71	50	19.83
15	14.46	33	17.86	51	19.92
16	14.70	34	18.00	52	20.00
17	14.93	35	18.14		

## Appendix II – VP Conversion for Director’s (WPL) Mismatch

- a) To be applied when:
  - i) match(es) where a pair plays in a higher Division due to the absence of pairs in 2 Divisions and,
  - ii) when a substitute pair (see 4g) is deemed to be much stronger than the substituted pair.
- b) The lower Division pair or non-substituted pair has their VP score calculated as follows:

25% of the maximum match score available, 20VPs (5VPs), or 30VPs (7.5VPs) + 75% of the VPs actually scored.
- c) The substituted pair’s score will be the maximum match score available (20VPs or 30VPs) less the total score applied to non-substituted pair. The total of the scores for that match will, barring any unrelated adjustments, always equal the maximum match score available (20VPs or 30VPs).
- d) The higher Division pair’s score will stand.

### **Example :**

The non-substituted pair score 4VPs out of a maximum of 20VPs for the match.

The score is adjusted to 5VPs (25% of 20VPs) + 3VPs (75% of 4VPs) = 8VPs.

The substituted pair will, therefore, score 12VPs. That being determined by, 20VPs minus the assigned score of the non-substituted pair (8VPs)

**Appendix III – Cross IMP Scoring**

Your net cross IMP score on a board is the total of your IMP scores with the pairs playing in the opposite direction at all the other tables. This means that both good and bad scores will be magnified.

Here is a typical board scored at Game All in Division A:

NS	EW	Contract	By	North/South	
				+	-
1	9	3NT +1	N	630	
2	10	3NT +2	N	660	
3	11	3NT +3	N	690	
4	12	3NT =	S	600	
5	13	4♥* -4	E	1100	
6	14	2NT +3	S	210	
7	15	3NT -2	S		200
8	16	6NT =	N	1440	

Pair 1	IMP 1	IMP 2	IMP 3	IMP 4	IMP 5	IMP 6	IMP 7	Cross IMPs
Score with EW Pair	10	11	12	13	14	15	16	
IMPS	-1	-2	+1	-10	+9	+13	-13	-3

The IMP scores for pair 1 are calculated as:

- With Pair 10 (630-660) = -30 = -1
- With Pair 11 (630-690) = -60 = -2
- With Pair 12 (630-600) = +30 = +1
- With Pair 13 (630-1100) = -470 = -10
- etc.

The Cross IMP score for the board would therefore be the total of these scores = -3. The total of all the Cross IMP scores for the Match is the Match Cross IMP score which is used to convert to Victory Points (see Appendix I).