

Nordic Friendship League

RULES

General Part

§1

The Nordic Friendship League (NFL) has an amateur character, it runs in cooperation with the BBO Server <http://www.bridgebase.com>.

§2

Registration for NFL League is possible by email to Lasse Utter lasse.utter@kolumbus.fi

Particular part

A. League Organization

§3

- a) During the NFL season 2010-2011, teams will be divided into three groups (A, B, C).
- b) Organizers have the right to arrange teams in groups to equal the groups level.

§4

All rounds will be played on the following principles:

1. A match will consist of 16 boards.
2. The captain of the home team is responsible to contact the opponent's.
 - There are two different ways to do it:
 1. Email to opponent's contact person, and/or
 2. Write to Forum <http://nfl2007.forumotion.com/index.htm>
3. Barometer is disallowed, unless both captains agree to use it before play.

§5

Five teams from all groups will advance to the Knock-out phase. Also the best 6th team judged by the average VP score will advance.

§6

Teams may use a free number of players. One player can only play in one team during the season.

§7

Teams can contact the League organizers lasse.utter@kolumbus.fi.

§8

IMP difference will be converted to Victory Points (VP) using the 16-board scale:

VP	Difference in IMPs		
15 - 15	0	to	2
16 - 14	3	to	7
17 - 13	8	to	11
18 - 12	12	to	15
19 - 11	16	to	19
20 - 10	20	to	23
21 - 9	24	to	27
22 - 8	28	to	31
23 - 7	32	to	36
24 - 6	37	to	41
25 - 5	42	to	46
25 - 4	47	to	52
25 - 3	53	to	58
25 - 2	59	to	64
25 - 1	65	to	71
25 - 0	72+		

B. Game regulations

§9

During the matches, we will abide by International Bridge Laws, but it's not a condition sine qua non. The League is of amateur status, and relies on the good will of all members. There can also be a director in the match.

§10

In the case of a 100% confirmation of unauthorized information flowing through Internet communicators or phone, the players will be removed from the League for good.

§11

All systems approved by the WBF are allowed. Opponent's captain has to be informed a few days before the match, if a team is using a highly artificial system. Alert & explain is always required, if there is a possibility that opponents might not understand the bid as common. Lack of alerts & explanations with the wrong intentions will be dealt with carefully.

§12

The Organizers consider any arguable problems. Contact: lasse.utter@kolumbus.fi

§13

The Organizers will consider every appeal and obey the principle of "Innocent until proven guilty."

§14

It is highly forbidden to let a player see all the hands, while being dummy.

§15

The captain of the Home Team (alternatively host after consulting Home's Team Captain), has seating rights according to his own will.

§16

Organizers reserve their right to interpret this statute.