

# Supplementary Conditions of Contest

Get Active! Singapore Pesta Sukan 2026 (Bridge)

## 1. Preamble

Get Active! Singapore Pesta Sukan 2026 (Bridge) is an annual bridge competition organised by Singapore Contract Bridge Association (**SCBA**) with support from Sport Singapore.

For technical questions on Bridge, The Laws of Duplicate Contract Bridge 2017 and the [SCBA General Conditions of Contest \(GCoC\)](#) (available from: [www.scba.org.sg](http://www.scba.org.sg)) will apply to this competition. These Supplementary Conditions of Contest shall prevail in case of conflict with the SCBA GCoC.

This SCoC will cover the Schedule of Events, specific regulations governing Pairs competitions, specific regulations governing Teams competitions, and other regulations governing all competitions.

English is the official language. During a match the players may converse only in English unless both captains (in team events) or all four players (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 appeal due to misunderstanding in a language other than English will be heard.

## 2. Eligibility & Registration

- For Open and Masters category, all teams and pairs must comprise of **least 50% Singaporeans or Permanent Residents (PR)**. In addition, for Masters, all players must be born in the year of 1971 or earlier (i.e. 55 years or older as of year of competition).
- For Corporate, players must come from legal entities registered with ROS or ACRA, or IHLs, Government Ministries and Statutory Boards, or a club approved by SCBA. The 50% Singaporeans or PR rule does not apply. A full team of students will play under the Youth/School category instead of the Corporate category.
- For Youth, all participants must be 25 or younger on December 31 of the year of the competition. University students should sign up under this category. The 50% Singaporean or PR rule does not apply.
- For School, students come from a legally registered educational institution below University-level, such as Secondary Schools, Junior Colleges, or Polytechnics. The 50% Singaporeans or PR rule does not apply.
- International teams will play under the Open/Youth/School category (i.e. no Masters or Corporate) with prices pegged at their respective rates.
- Each pair in the Mixed Pairs must consist of a male and female player according to gender at birth.
- Each Team can register not more than six Players, except for school or youth teams that can register not more than eight Players.

- All members in their school Team must be students who are currently studying in the school they are representing. Random identification checks may be conducted during the event. Non-compliant school Teams will be disqualified and the incident reported to the school.

Registration fees are decided by the organisers of Pesta Sukan.

### 3. List of Events

The following events will form part of Pesta Sukan:

- Inter Club Socials
- Mixed Pairs
- Open Pairs
- Open Teams

Date	Time	Event
18 July (Friday)	1400 – 1740	Inter Club Socials (Invite only)
	1900 – 2230	Mixed Pairs
19 July (Saturday)	0930 – 1045	Open Teams Qualifying Round 1
	1105 – 1220	Open Teams Qualifying Round 2
	1330 – 1445	Open Teams Qualifying Round 3
	1505 – 1620	Open Teams Qualifying Round 4
	1640 – 1755	Open Teams Qualifying Round 5
20 July (Sunday)	0930 – 1045	Open Teams Qualifying Round 6
	1105 – 1220	Open Teams Qualifying Round 7
	1330 – 1545	Open Team Semifinals
	1400 – 1810	Open Pairs
	1555 – 1810	Teams Finals / 3rd/4th match

### 4. Registration

Online registration for all events ends on 12 July 2026. The Teams event will strictly adhere to this deadline.

For the pair events, walk-ins are allowed, especially for Open Pairs since it starts after the Open Teams qualifying. However, online registrations are strongly encouraged in order to secure places.

## 5. Pairs Competition

### 5.1. Format

For the Mixed/Open Pairs, each session will last for about 26 boards, with scoring by Matchpoints. The movement can either be a Howell or a Mitchell. For Open Pairs, Barometer will also be used as much as possible.

For Inter Club Socials, a Swiss movement will be used if the number of pairs exceed 12. There will be seven rounds of 3 boards each if the number of pairs exceeds 16. Otherwise, it will be six rounds of 4 boards each. If there are 12 pairs or less, a Mitchell or Howell movement may be used.

For all pair events, no screens will be used.

### 5.2. Duration of Rounds

The time allowed for completion of a round is based on 8½ minutes per board, including player movement in between rounds. For Swiss pair format, each board will take 7½ minutes with a 5-minute break in between rounds to determine seating lineups for each round.

### 5.3. Tie-breaking

By head to head record, else most match points against the highest-ranking pair that all tied pairs played against. Should a tie still exist, the foregoing procedure shall be used with the next highest-ranking pair(s) until the tie is broken. If no comparison is available, it will be broken in favour of the pair which scored the most match points against its highest-ranked opponent.

### 5.4. Correction of Scores

Players are advised to agree their scores with opponents after each round. An agreed score that is proven erroneous to the TD's satisfaction can be corrected up to 30 minutes (20 minutes for Open Pairs) after posting of the scores at the end of the session, following which the scores will be final.

## 6. Teams Competition

### 6.1. Overall Format

The general format is 7 rounds of Swiss Qualifying for the combined field. The top teams in each category will qualify for their respective Playoffs - the number of teams to qualify will depend on the initial number of teams in each category. Teams that did not qualify, along with pairs from qualified teams not playing in the Open Team Playoffs, can play in the Open Pairs.

Scoring is by IMPs converted to VP in the Qualifying and Consolations, and IMPs in the Finals.

The above assumes a Swiss Qualifying format of  $\geq 14$  teams. Should this threshold not be reached, the format shall be a full round robin instead, with an updated schedule given to the Team Captains before the event.

## 6.2. Duration of Rounds

Qualifying Rounds (Swiss): 1 hour and 15 minutes for 10 boards

Qualifying Rounds (Round Robin): 7.5 minutes for each board

Playoffs: 16 boards for both Semi-Finals (if applicable) and Finals, ~8.5 minutes for each board

## 6.3. Procedure for Swiss Qualifying

All team entries will be placed into a single, combined Swiss Qualifying bracket. Team numbers will be randomly drawn before the event. No Team has seating rights against one another.

All board results must be keyed into the Bridgemate at most five minutes after the end of each Round. The Tournament Director has the right to scrap boards and award slow play penalties for offending Teams.

Any change in the match ups from a score adjustment due to a Tournament Director ruling can only be made up to 10 minutes after the end of each round.

## 6.4. Procedure for Playoffs

Number of teams in each category	Procedure
8+	The Top 4 teams will qualify for a 16-board semifinals, followed by a 16-board Finals and Bronze playoff. Cash prizes and medals will be awarded to the Top 3 teams, while the winning team will also receive a trophy.  Additional cash prizes will be given to the top three finishers of the Open (including International) Category.
4-7	The Top 2 teams will qualify for a 32-board finals. Both teams, along with the third-placed team, will be awarded medals as per Section 7.3.
3	The Top 2 teams will qualify for a 32-board finals. Both teams will be awarded medals as per Section 7.3.
2	The results will be decided by the end of qualifying. The higher-ranked team will be awarded medals as per Section 7.3.

All teams not playing in the playoffs can register and play in the Open Pairs.

For a four-team playoffs, the Top-placed Team will select their semi-final opponent from the 3rd or 4th-placed Team, with carryover knowledge for all potential matches. No Team has seating rights over one another. Screens will be used.

For a two-team playoffs, a pairs switch will be conducted at half time by the lower-ranked team. Screens will be used.

Carryover:  $\frac{1}{2}$  IMPs for higher-ranked team,  $\frac{1}{3}$  IMPs for lower-ranked team. Capped at 4 IMPs for a 16-board match and 8 IMPs for a 32-board match.

## 6.5. Tie-breaking

For the knock-out stages, the tie will be broken in favour of the team which placed higher in the Qualifying.

If both Teams are tied in qualifying, the tie-break will be broken using the following order:

- Head-to-head IMP score during qualifying
- IMP Quotient during qualifying
- Head-to-head Total Points during qualifying
- Total Points Quotient during qualifying.

## 6.6. Correction of Scores

Players are advised to agree their scores with opponents after each round. An agreed score that is proven erroneous to the complete satisfaction of the Tournament Director, shall be corrected up to 30 minutes (20 minutes for Open Teams Finals) after the posting of the scores at the end of the session, following which the scores will be final. However, any change in the match ups from the correction of wrong scores can only be made up to 10 minutes after the end of each round.

# 7. Awards for All Events

## 7.1. International Participants

International participants are eligible to play under the Open/Youth/School category of all events. They are also eligible for medals.

While SportSG does not award cash prizes for international participants (awards will be given down the ranks), SCBA will still award cash prizes for eligible participants (see 7.2).

## 7.2. Criteria for Pesta Sukan-specific cash and medal prizes

Prizes under the SportSG's General Rules of Pesta Sukan will administered by Sport Singapore.

Separately, SCBA will also give out cash prizes for eligible winners, with the quantum to be decided closer to the event date.

### 7.3. Rules for insufficient participation in any category

If there are more than one but less than four pairs or teams in a category, participants will continue with the competition but will not be eligible for prize money. Medals should be awarded based on the 'minus 1 rule'. (If there are only 3 participants/teams for the event, only 1st & 2nd will be awarded with medal.)

If there is only one pair or team in a category, SCBA will:

- Collapse the School category into the Youth/Corporate category if eligible, then
- Collapse any other affected categories into the Open category.

## 8. Substitutes

Procedure governing substitutes will be handled as per the SCBA GCoC.

## 9. Punctuality

Any partnership not seated and ready to play at the announced starting time of the session will be assessed a penalty according to the following scale:

0-5 minutes	1 VP or 3 IMPs in a direct knock-out match, or 25% of the match points available on a board for that session for Pairs events
5-10 minutes	2 VP or 6 IMPs in a direct knock-out match; or 50% of the matchpoints available on a board for that session for Pairs events
10-15 minutes	3 VP or 9 IMPS in a direct knock-out match, or 75% of the match points available on a board for that session for Pairs events
15+ minutes	Walkover

## 10. Slow Play

Tables are not allowed to start new boards when the timer ends. A slow play penalty will also be assessed automatically, apportioned between both teams/pairs according to their contribution to slow play:

0-5 minutes	1 VP or 3 IMPs in a direct knock-out match, or 25% of the match points available on a board for that session for Pairs events
5-10 minutes	2 VP or 6 IMPs in a direct knock-out match; or 50% of the match points available on a board for that session for Pairs events
10+ minutes	<p>Pairs: Play will be stopped immediately and an average given regardless of how the board was progressing for either pair. A disciplinary penalty of 125% of the match points available on a board for that session will be given for unsportsmanlike behaviour.</p> <p>Teams: Play will be stopped immediately. Penalty of 2 VP or 6 IMPS in a direct knock-out match. Law 86B also applies.</p>

## 11. Walkover

A walkover will be granted if a Team is unable to play or complete a match or is more than 15 minutes late.

### 11.1. Scoring for Walkover in Pairs

The Pair conceding shall score zero match points for that round. Their opponents will receive the best score between: (a) 60% for all the boards in that round, (b) the Pair's average, or (c) the average score obtained by all the other opponents against the Pair at fault, whichever is greater. If it is, or becomes, necessary also to assign a match point score for tie breaking or carry-over purposes, the pair shall be credited with the average number of match points, rounded up, which earn the assigned % score.

### 11.2. Scoring for Walkover in Teams

The Team conceding shall score zero Victory Points and zero IMPs for that match. The Team winning the forfeited match will receive the best score between: (a) 12 VPs using the 20-0 VP scale, (b) the Team's average, or (c) the average score obtained by all the other opponents against the Team at fault, whichever is greater. If it is, or becomes, necessary also to assign an IMP score for tie breaking or carry-over purposes, the winning Team shall be credited with the average number of IMPs, rounded up, which earn the assigned Victory Points score.

## 12. Withdrawal from Event

A Pair or Team is deemed to have withdrawn if it concedes more than 1 walkover, whether on consecutive or separate occasions. The offending Team shall provide satisfactory reasons to the Competition Secretary; otherwise, the Team and/or Players may be rejected for participation in the event next year.

All scores of the withdrawn Team/Pair and the complements of these scores shall be cancelled.

## 13. Systems and conventions policy

### 13.1. Permitted Systems

For all events, the World Bridge Federation (WBF) Category 3 Systems Policy shall apply. HUM (Highly Unusual Methods) and Brown Sticker Conventions as defined by the WBF are not allowed.

### 13.2. Full disclosure of System and Convention Cards

Players are required to make a full disclosure of their system, preferably in the form of Convention Cards. Players must ensure that their Convention Cards are available whenever requested by opponents in any matches.

The onus of disclosure is on the user of the system or convention. Particularly where no convention card is available, players should ensure that opponents are informed of the general system approach and style, strength of 1NT opening, lead and signalling agreements, and special bids that may require defence **before the start of play** in each segment.

Players are also required 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.

When there is a claim of damage through inadequate disclosure and no convention card is available, the Tournament Director and the Tournament Appeals Committee will give the benefit of any doubt to the opponents.

### 13.3. Alerting policy

APBF Alerting Policy shall apply (APBF adopts the WBF Alerting Policy with the following exception: All doubles (redoubles not included) are NOT alertable, with or without screen). In the absence of a written convention card, additional pre-alerting and disclosure obligations apply.

### 13.4. Psychic Bidding

Psychic bidding is allowed in all matches, as it is specifically permitted by the Laws of Duplicate Contract Bridge. All psyches should be reported to the Director.

Understandings whereby **from time to time** there **may be** gross violations of the normal meanings of calls, and where the nature or type of violation can be anticipated, must also be disclosed on the convention cards. The understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to opponents. They must be pre-alerted to opponents and listed on the card amongst the conventions that may call for special defense and the supplementary sheets must give full detail of situations in which these violations may occur and of the relevant partnership practices and expectations. Subject to satisfactory disclosure methods of this kind are permissible.

**Explicit agreements** in which psychic calls are **expected**, or providing systemic protection for them, are classified as Brown Sticker and hence disallowed in the league. An artificial adjusted score (+3 imps/- 3 imps) will be awarded on deals where such illegal conventions/agreements have been used. Further procedural penalties may apply.

## 14. Review Following a Tournament Director's Ruling

Procedure governing review will be handled as per the SCBA GCoC.

## 15. Resolution of Ambiguities

Should any matters which are not covered in this SCoC or the SCBA GCoC arise, the Organising Committee's decision, along with inputs from non-interested parties, shall prevail.