



THE WORLD BRIDGE FEDERATION

SUPPLEMENTAL CONDITIONS OF CONTEST FOR THE WBF 3rd WBF Online Women's Teams

27th to 29th March, 2026

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1 INTRODUCTION and FORMAT

1.1 Introduction

This Event is to be played online, using the RealBridge platform (RB), under the auspices of the World Bridge Federation ("the WBF") 27-29 March, 2026. The Event will be governed by the Laws of Duplicate Bridge 2017 as amended 1 January 2024 ("the Laws"), [the General Conditions of Contest](#) ("the GCoC") and relevant Ancillary Documents as published on [the WBF website](#), these Supplementary Conditions of Contest ("the SCoC") and the separate regulations that will be communicated in letters to the teams. Unless otherwise stated or illogical in context, the definitions used in the GCoC also apply to these SCoC. But see Section 8 of the SCoC regarding the interpretation of the Laws.

1.2 Organisation

The event will be organised on behalf of the WBF by the WBF Women's Committee.

1.3 Format

The competition will be played as a partial round robin of 13 matches each of 8 boards. Each team will play on a schedule specific to that team, to cater to the time zones of each team.

Each match is 55 minutes with 5 minutes for changeover.

Updates to the above are available on the WBF event webpage.

Screens and self-alerts/self-explanations will be used.

1.4 Schedule

If there is a change in the number of teams participating, adjustments to the schedule of play may occur. These will be notified to the affected teams and published on the event microsite before the start of the event.

2 ADVANCE ORGANIZATION

2.1 Registration

2.1.1 Registration of Teams and Players' Names

Registration of teams must be submitted via the registration system as described on the event microsite, by 2 March, 2026.

Each captain must ensure that their e-mail address is provided. They should check it regularly for information or queries from the organisers.

2.1.2 Right to enter

Each team may have up to 8 players. The event is transnational.

Each member must be in good standing with their NBO and will also be subject to the approval of the WBF Credentials Committee.

2.1.3 Competitor's Commitment

Attention is drawn to Article 3.11 of the WBF GCoC. Players are required to have signed and submitted the WBF Participant's Commitment Form before the start of the event.

2.2 Entry Fees and Costs

The entry fee is 80 euros for the whole team if registered by 28th February, 2026. After this date the fee is 100 euros and must be paid by March 16th.

2.3 Team Members

A team may change or add members up to 3 days before the commencement of play. All such changes are subject to the approval of the Credentials Committee.

Except with the permission of the Head Tournament Director (TD) or WBF Women's Committee any such substitute or added player must use one of the systems already filed in accordance with Section 3.2 below.

2.4 Team Availability

Each team will be sent a form to specify their availability. The form must be completed by 9th March, 2026. Each team will supply their exact availability on the playing days. This will constitute a commitment to be able to play at those times. To facilitate scheduling across time zones, teams are asked to supply a total of at least 22 hours of availability.

2.5 Tournament Directors

TDs will be selected by the WBF Women's Committee from a pool of TDs who are familiar with the RB environment. As well as responding to TD calls from players "at the table" and issuing rulings, they will also assist the players with practical matters related to the RB platform.

2.6 Credentials Committee

The names of the captain and other members of each team as submitted in accordance with Sections 2.1 and 2.3 above will be transmitted to the Credentials Committee for consideration of approval of participation.

3 SYSTEMS

3.1 Systems Policy

The WBF Systems Policy 2024 applies to this Event.

The event is classified as a Category 3 event (no HUMs or Brown Sticker methods). Both members of a partnership must adopt the same methods in the auction and in their carding.

The systems must be described on system (convention) cards and supplementary sheets in accordance with Section 15 of the GCoC and the [Regulations for the Registration and Use of Systems](#), and submitted as described below.

3.2 Submission of Systems

System Cards must be on an official WBF card and should be uploaded to the microsite using a dedicated link by 16 March 2026. Changes to System cards are possible by uploading a new file, which will overwrite the previous version and will be accepted up to March 24, 2026.

Captains should ensure that their e-mail address is provided. They should check it regularly so they are available for any queries that may arise concerning a system registered by their team.

Note that VP penalties and other restrictions will be applied in accordance with the GCoC for late submission.

3.3 Format of Cards for submission

Cards must be in the correct format.

Any revised cards submitted should have the revisions highlighted to ensure that other teams are able to see easily what changes have been made.

Pairs are reminded to check that their card fits onto two sheets (a front and a back) when printed without the font being too small, with supplementary sheets as required. A card not formatted correctly will be rejected and the pair required to make the necessary changes to ensure that it can be printed properly. The system cards must be in English, typed. The file must be PDF.

4 RULES FOR RUNNING THE TEAMS MATCHES

4.1 Composition and Seating of Teams

Before the start of each match the four players who are to play seat themselves at their team's table.

No seating rights exist.

When the match starts, players will be seated against their opponents automatically by the RB platform. The pairs are randomly rotated by RB, keeping the same partnerships. This is equivalent to blind seating.

4.2 Period of Play and penalties for slow play

4.2.1 Start of the round

The time allowed is calculated from the commencement of the period of play and includes the time for system explanation and scoring procedure. Players are requested to be seated 15 minutes before the scheduled start of play. Any team that is not seated and ready to play at the start of a period of play will be penalised as described in Section 24 of the GCoC and the [Procedures for Apportioning Penalties](#). Any team not seated within 15 minutes after starting time by its own fault forfeits the match and may be subject to further sanction.

If any team has been fined for being late at the commencement of a round, the fines for slow play in the same round will be based on the time at which all players were seated at the table and ready to play.

4.2.2 End of the period of play

If at the end of the allocated time play has not been completed the penalties defined in Section 24 of the GCoC and the [Procedures for Apportioning Penalties](#) will be imposed, eventually to be shared by the two teams according to the percentage of responsibility of each of them.

If a pair should claim that the responsibility for the slow play is with their opponents, they will do so by calling a TD who will take any corrective measures that are necessary in their opinion.

The TD will normally issue warnings when teams are in danger of penalties for slow play, but an absence of warning does not diminish the responsibility of the players.

To determine the responsibility of each side for the slow play the TD will use data recorded by the RB system. If the two sides at the table are not considered to bear equal responsibility for the late finish the prescribed penalty will be divided between the two teams proportionately to the extent to which each side is deemed to have contributed to the overrun.

The TD in charge will remove unplayed boards from players if, in his/her opinion, a delay in finishing the match in the allotted time would interfere with the smooth running of the competition. (The TD in charge will take into account the time of start of play for the next round.) The match will be scored in accordance with Section 24 of the GCoC and the [Procedures for Apportioning Penalties](#).

5 PLAYING CONDITIONS

5.1 Equipment

Each player must have a fast and stable internet connection. Each player must use a laptop or desktop computer (Windows, Mac or Chromebook). Alternatively, if a tablet is used, it must have a separate keyboard. It is strictly forbidden to use smart phones for play.

The playing device must have a fully functional camera, microphone and speakers (internal or external). These must always be switched on. The player's face must always be visible.

No sound should be audible via the microphone other than the player's own voice. In particular, there should be no noise from television or audio equipment.

The playing device must not be used for any other purpose during a session, except on the instructions of a TD.

The WBF regulations for Electronic Communication Devices apply, except to the playing device.

5.2 Communication

During play, no player shall communicate directly or indirectly with their partner, their teammates or any other participant in the Event, other than via the RB interface, except on the instructions of a TD.

A player may not make or receive calls, or send or receive messages, emails, etc, other than with the TD or RB technical support staff.

5.3 Spectating

Spectators, including any team members not currently playing, may watch play on the delayed kibitzing facility provided by RB.

5.4 Presence in the RB playing session

During play, except as detailed in 5.8, nobody is permitted in the RB playing session except for the four players of each team, TDs, RB support staff, and representatives of the WBF.

5.5 Between rounds

If a team is changing its players between two rounds in the same session, the new players are requested to join the RB playing session 15 minutes before the start of the next round. They may join their team's table once the team has finished playing the current round.

A team captain (only) who is not playing the current round may join the RB session 15 minutes before the start of the next round. They may join their team's table once the team has finished playing the current round.

When the next round starts, captains and players who are not playing must leave the RB session immediately.

6 GENERAL RULES DURING PLAY

6.1 System (convention) cards and system notes

Before the start of each match, each partnership must add the link to their system card to the relevant place in the RealBridge platform.

During play, a player may refer to their opponents' system card, either online or in paper form. A player must not refer to their own system card or other notes.

6.2 Behaviour

During the match a player should avoid discussion or arguments with their partner or opponents. In case of dispute a player's proper recourse is to the TD.

6.3 Calling the TD

Most mechanical problems will be prevented automatically. However, it is necessary to call the TD when:

- (a) the platform has not dealt with a mechanical issue satisfactorily
- (b) a player is unresponsive, or the play becomes 'stuck' in some other way
- (c) there is conflicting information about the meaning of a call or play, e.g. when an alert or explanation is different from the system card or does not reflect the partnership understanding
- (d) there appears to be use of unauthorised information
- (e) there is a dispute over a claim or concession
- (f) there is a request for an undo
- (g) there is any bad behaviour.

6.4 Pauses in bidding and play

At Trick One there will be delays automatically generated by the platform before the first three plays are visible:

- (a) Before the opening lead: 5 seconds
- (b) Before declarer plays from dummy: 10 seconds
- (c) Before 3rd hand plays: 5 seconds

6.5 End of rounds, ranking

6.5.1 IMP scale

The difference in the total point scores on each board is to be converted to International Match Points (“IMPs”).

6.5.2 VP Scale

For each match there will be 20 Victory Points (VPs) at stake to be apportioned between the two teams in accordance with the VP scale published on the WBF website.

6.5.3 Protest time

The time for a request for a TD ruling or for a review of a ruling already received ends one hour after the end of the session.

6.5.4 Publication of decisions

All decisions involving play, penalties, deals, infringement of the Rules, etc., will be e-mailed. However, the fact that a penalty has not yet been posted and that the attention of the players or captains has not yet been drawn to it does not nullify the penalty.

6.5.5 Ranking

Final rankings will be according to the total number of VPs scored by each team.

7 ALERTS AND EXPLANATIONS

Alerts and explanations are made by the player who makes the bid, using the RB platform’s facility for self-alerting and self-explanations. Explanations are made in writing (by typing).

Players are responsible for alerting and explaining to both opponents any call they make that is alertable, by typing to ask for an explanation or to ask a follow-up question. A player must ask the opponent who made the call. If that is the opponent on the other side of the screen, they must do this by private message to the player.

Questions and answers to a screenmate should be made by private message. In the event of a dispute, if a player made a verbal question or answer to their screenmate it may jeopardise their right to redress.

The table’s chat box must not be used for requesting or giving explanations.

8 PROCEDURE FOLLOWING A CLAIM OR CONCESSION

In principle, claims will be dealt with in accordance with Laws 68-71.

- (a) If there is a claim and the claim is accepted but the opponents subsequently disagree, the TD will apply Law 69B.
- (b) If one defender claims or concedes then the other defender has to agree before the claim/concession can be accepted by the declarer. If the other defender does not agree, play continues as in Law 68B2.
- (c) If there has been a claim that the opponents have rejected (so the claiming side’s cards are visible to the other side) and then a subsequent claim/concession occurs which requires a TD ruling, determination of ‘likely’ and ‘normal’ will take into account that one side can see all the cards.
- (d) If both sides agree to play on then Law 68D2(b) applies.

9 LAWS INTERPRETATIONS and OPTIONS

Words and phrases in the Laws and GCoC applicable in face-to-face bridge, and not specifically defined in these SCoC, shall be interpreted *mutatis mutandis* to an online environment.

9.1 Call Undo

A player wishing to substitute a call under Law 25A1 shall call the TD who will rule on whether to allow the substitution.

9.2 Call or Play Undo

A change of call or play based on misinformation (Laws 47E2, 21B1(a)) may be allowed by the TD only. Otherwise a change of call or play is not allowed.

9.3 “Face Down” Leads

There is no provision for face down leads. The opening leader should request, if interested, any information before leading.

10 RULINGS AND APPEALS

The WBF Review Procedure shall apply.

11 MASTER POINTS

WBF Master Points will be awarded.

12 CHANGES IN REGULATIONS

These SCoC may be amended and/or augmented, at the discretion of the WBF, if circumstances so warrant in order to ensure that the event can progress in a smooth, efficient and fair manner.

13 CONFLICTING REGULATIONS

In case of a conflict between these SCoC and the GCoC, these SCoC shall prevail.

Matters not regulated here are governed by the GCoC, the Laws of Duplicate Bridge and relevant provisions and regulations of the WBF.