



EUROPEAN BRIDGE LEAGUE

**SUPPLEMENTAL
CONDITIONS OF CONTEST**

**2nd EUROPEAN ONLINE
SENIOR'S TEAMS CHAMPIONSHIPS**

MARCH 16th – 26th 2026

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1. INTRODUCTION AND FORMAT

1.1 Introduction

This Event will be played online, using the RealBridge platform (RB), under the auspices of the European Bridge League (“the EBL”), from 16 to 26 March 2026. It is a transnational event in the Seniors Category. The Event will be governed by the Laws of Duplicate Bridge 2017 as amended on 1 January 2024 (“the Laws”), the EBL General Conditions of Contest (“the GCoC”), the relevant Ancillary Documents as published on the EBL website, these Supplemental Conditions of Contest (“the SCoC”), and the separate regulations that will be communicated in letters to the teams. Unless otherwise stated, or unless illogical in context, the definitions used in the GCoC also apply to these SCoC. See Section 8 below regarding interpretation of the Laws.

1.2 Organization

The Event will be organised on behalf of the EBL by the EBL Seniors’ Bridge Committee.

1.3 Format

QUALIFICATION ROUND ROBIN

The first six days (March 16-24) is the qualification stage, played as a Round Robin, three 10-board matches each day (except for March 24: only two matches).

The draw for team numbers in the movement is made randomly.

After 17 rounds of Round Robin, the first four teams will qualify to play the play-off semi-final on March 25). The remainder of the teams will compete in the Swiss for the bronze medals, where also both losers of play-off matches will join.

For the Round Robin phase, each result will be converted from IMPs into VPs according to the WBF scale for 10 boards.

KNOCKOUT PHASE

SEMI-FINALS (3 X 10 BOARDS)

The team placed 1st at the end of the Qualification Swiss has the right to choose their opponent among the teams placed 3th- and 4th.

The captains of the qualified teams will receive an email with information about this process shortly after the last round of the qualification. The winner of the Round Robin is expected to respond within 8 hours, if no choice has been made, 1 plays 4 and 2 plays 3.

SEMI-FINALS AND FINAL (ALL 3 X 10 BOARDS)

Carry over in SF matches is 0.1 imp for the team higher placed in Qualification Round Robin. The same applies for the final.

SWISS FOR THE 3RD PLACE

Swiss for the third place will be played as 6 rounds Swiss, 3 rounds of 10 boards per day.

Results will be converted from IMPs into VPs according to the WBF 10 boards VP scale

Carry over is 1/3 of VP from the Round Robin.

Draw to the first round is done according to the carry over.

Losers of the Semi-finals will join 3RD PLACE SWISS (according to the rank in Qualification Round Robin – highest ranking team the lowest place)

After semifinal – to the 5th and 3rd place (according to the rank in qualification Swiss) with number of VP equal to the average of 2nd and 3rd team after a previous round.

Line-ups will be determined by RealBridge, which will assign pairs randomly to the North–South or East–West positions.

Each board is allocated 7 minutes 30 seconds, with an additional courtesy period of 2 minutes at the beginning of each round.

Updates to the above are available on the event's microsite:

<https://championships.eurobridge.org/2026-european-spring-online-transnational-senior-teams-championship>

1.4 Draw and Lineup

To avoid the complexity of line-up submissions and the transmission of line-ups from the EBL systems to RealBridge in every round, players will receive a personalised link. Players must use only their own personalised link.

Players must log in using the name as it appears in the EBL database. The player will compete under that name and ID.

Each team will sit at its designated table, with the correct partnerships.

At the start of each round, the system will randomly determine which pair will sit North–South and which pair will sit East–West for the match.

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 described on the Event's microsite, no later than 13 March 2026. Each captain must ensure that their email address is provided, and they must check it regularly for information or queries from the organisers.

2.1.2 Right to enter

Each team must consist of a captain and players belonging to one or multiple NBOs that are members of the WBF.

Players born on or after 1 January 1961 are not eligible to play.

Each player must be in good standing with their NBO, will be subject to approval by the EBL Credentials Committee, and must be registered in the WBF database. The team must have paid the entry fee.

2.1.3 Competitor's Commitment

Attention is drawn to Article 2.8 of the EBL GCoC. Players are required to sign and submit the EBL Participant's Commitment Form before the start of the Event. The completed form shall be sent to the EBL Secretariat at secretary@europeanbridge.org.

2.2 Entry Fees and Costs

2.2.1 Entry Fee

The entry fee will be €250 per team of 4–10 players for the entire Event. Entry fees must be paid by bank transfer (quoting the reference Senior Online Teams) before 13 March 2026 to the EBL bank account, or via an online payment form, if available.

UBS SWITZERLAND AG

Account Name European Bridge League

IBAN CH94 0023 6236 2129 6360 L

SWIFT/BIC UBSWCHZH80A

2.2.2 Cancellations Policy

There will be no refund for cancellation or "no show" without prior notification. The Eligibility Committee will consider the team's participation in the following events in case of not showing up and playing the tournament or any of its rounds without a good reason approved by the Chief TD prior the round.

2.3 Team Members

Each team is entitled to have 4–10 playing members. No player is allowed to participate in more than one team.

A team may change or add members up to three days before the commencement of play. All such changes are subject to approval by the Credentials Committee. Except with permission of the Head TD or the EBL Seniors' Bridge Committee, any substitute or added player must use one of the systems already filed in accordance with Section 3.2 below.

2.4 *Tournament Directors*

TDs will be selected by the EBL Championships Committee from a pool of TDs familiar with the RealBridge environment. In addition to responding to TD calls from players at the table and issuing rulings, they will provide practical assistance related to the RealBridge platform. One of these TDs will be appointed Head TD by the EBL TD Committee.

For polling purposes, the EBL Championships Committee might appoint suitable players, not participating in the Event, to be available on call for consultation.

2.5 *Credentials Committee*

The names of the captain and all 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 and approval of participation.

3. SYSTEMS

3.1 *Systems Policy*

The EBL Systems Policy 2023 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 System must be described on System (Convention) Cards and Supplementary Sheets in English only, in accordance with Section 11 of the GCoC and the Regulations for the Registration and Use of Systems, and submitted as described below.

3.2 *Submission of Systems*

Systems must be registered with the EBL no later than 13 March 2026, following the procedure described on the Event's microsite. Captains must ensure that their email address is provided and that they check it regularly, so that they are available for any queries that may arise regarding a system submitted by their team.

The maximum number of Supplementary Sheets is 6.

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

Minor changes to systems (clarifications, amendments, minor additions and/or cosmetic revisions) will be accepted up to 15 March 2026. Revisions will be published on the website together with the other systems, marked as REV1, REV2, etc., thus allowing captains to compare them with the original submission.

3.3 *Format of System Cards for submission*

System Cards must be submitted in the correct format, and only pdf files will be accepted.

Any revised System Cards submitted must have all revisions clearly highlighted to ensure that other teams can easily identify the changes.

Pairs are reminded to ensure that their System Card fits onto two printed sheets (front and back) without the font being too small, with Supplementary Sheets added as required. A System Card that is not formatted correctly will be rejected, and the pair will be required to make the necessary adjustments to ensure proper printability.

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 scheduled to play shall seat themselves at their team's table.

No seating rights exist. In the event of a dispute regarding seating, the TD will resolve it by random draw.

When the match begins, players will automatically be seated against their opponents by the RealBridge platform.

4.2 *Period of Play and penalties for slow play*

4.2.1 *Start of the round*

The allotted time is calculated from the commencement of the period of play and includes the time required for system explanations and scoring procedures.

Players are requested to be seated 15 minutes before the scheduled start of play.

Any team not seated and ready to play at the scheduled start time will be penalised as described in Section 18 of the GCoC. Any team not seated within 40 minutes after the start time, through its own fault, forfeits the match and may be subject to further sanctions.

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

4.2.2 End of the period of play

- (a) If play has not been completed by the end of the allotted time, the penalties defined in Section 18 of the GCoC will be imposed, possibly shared between the two teams according to their respective responsibility (subject to 4.2.2(c) below).
- (b) If a pair believes that responsibility for slow play lies with their opponents, they should call a TD, who will take whatever corrective measures they deem necessary. The TD will normally issue warnings when teams are nearing penalties for slow play, but the absence of a warning does not reduce the responsibility of the players.
To determine responsibility, the TD may use timing data recorded by the RealBridge system. If the two sides are not considered equally responsible for the late finish, the prescribed penalty will be divided between the teams proportionally to each side's contribution to the delay.
- (c) The Head TD may remove unplayed boards if, in their opinion, completing the match within the allotted time would interfere with the smooth running of the competition. (The Head TD will take into account the scheduled start time of the next round.) The match will be scored in accordance with Section 20 of the GCoC.

5. PLAYING CONDITIONS

For the purpose of the GCoC, no area is designated as the Playing Area.

5.1 Equipment

Each player must have a fast and stable internet connection. Each player must use a device with a functioning camera, microphone, and speakers, all of which must be switched on at all times. The player's face must be clearly visible at all times.

It is not permitted to play using a smartphone. A PC, laptop, Chromebook, MacBook, iMac, iPad, or tablet must be used.

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

If a player has a mobile phone or other communication device, it must be set to silent.

5.2 Player Location

During play, no other person may be in the same room as the player, except with the permission of the TD. If permission is granted, that person may not communicate directly or indirectly with the player.

If two players are in the same building, they must be in different rooms, with no possibility of sound from one room being heard in the other.

5.3 Communication

During play, no player may communicate directly or indirectly with their partner, teammates, or any other participant in the Event, except via the RealBridge interface or under instructions from a TD.

A player may not make or receive calls, or send or receive messages, emails, etc., except to/from the TD or RealBridge technical support staff.

5.4 Spectating

Spectators, including team members not currently playing, may watch play via the (delayed) kibitzing facility provided by RealBridge.

5.5 Presence in the RB playing session

During play, no one is permitted to enter the RealBridge playing session except the four players of each team, TDs, RealBridge support staff, and representatives of the EBL.

5.6 Between rounds

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

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

When the next round begins, all captains and all players not playing must leave the session immediately.

6. GENERAL RULES DURING PLAY

6.1 Convention cards and system notes.

During play, a player may refer to their opponents' System Card, either online or in printed form.

A player may not refer to their own System Card or any other notes.

6.2 Smoking, Eating and Alcohol

Smoking (including the use of electronic cigarettes) and eating during play are not permitted.

Consumption of non-alcoholic beverages is permitted, provided it does not cause disturbance or inconvenience to other players.

Consumption of alcoholic beverages is not permitted during play.

6.3 Behaviour

During the match, players must avoid discussion or argument with their partner or opponents. In case of dispute, a player's proper recourse is to call the TD.

Players are asked to remain seated and not engage in any physical activity requiring them to leave the chair (standing, walking, stretching, etc.). Penalties will be applied if necessary.

Players must not leave the table or computer before play in both rooms has concluded. Players may leave the table only when all teammates have finished all boards and the system has redirected them to their original team table.

Going to the bathroom during a round is prohibited. In urgent cases, permission must be obtained from the TD.

6.4 Dress Code

The formal EBL Dress Code does not apply, but players are expected to be appropriately dressed when visible.

6.5 Calling the TD

Most mechanical issues will be handled automatically by the platform. However, players must call the TD in the following situations:

- (a) the platform has not resolved a mechanical issue satisfactorily;
- (b) a player is unresponsive, or play becomes “stuck” in any way;
- (c) there is conflicting information about the meaning of a call or play (e.g. the alert/explanation differs 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 regarding a claim or concession;
- (f) a request for an undo is made;
- (g) any instance of bad behaviour.
- (h) System Cards of the opponents are not available
- (i) the opponents do not show up in time

6.6 Pauses in bidding and play

At Trick One, the platform will automatically generate delays before the first three plays become visible:

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

6.7 End of rounds, byes, ranking

6.7.1 IMP scale

The difference in total point scores on each board shall be converted to International Match Points (IMPs).

6.7.2 VP Scale

For each match, 20 Victory Points (VPs) will be at stake, to be apportioned between the two teams according to the continuous VP scale published on the EBL website.

6.7.3 Protest time

The time for requesting a TD ruling or a review of an existing ruling ends one hour after the end of the session.

6.7.4 Publication of decisions

All decisions involving play, penalties, deals, infringement of the Rules, etc., will be sent by email. However, the absence of a posted penalty or notification to the players or captains does not nullify the penalty.

6.7.5 Byes

In the event of a team having a bye in any round it will receive 12 VPs.

6.7.6 Ranking

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

7. ALERTS AND EXPLANATIONS

Players are responsible for alerting and explaining only their own calls via the RealBridge interface.

They must not alert or explain their partner's calls.

Questions may be asked orally, but the reply must be given to both opponents so that they receive identical information. In the event of a dispute, if a player has asked or answered a question verbally only to their screenmate, this may jeopardise their right to redress.

The table chat box must not be used for requesting or providing explanations.

8. PROCEDURE FOLLOWING A CLAIM OR CONCESSION

In principle, claims will be handled in accordance with Laws 68–71.

- (a) If a claim is made and initially accepted but the opponents subsequently disagree, the TD will apply Law 69B.
- (b) If one defender claims or concedes, the other defender must agree before the claim or concession can be accepted by declarer. If the other defender does not agree, play continues in accordance with Law 68B2.
- (c) If a claim has been made and rejected (so the claiming side's cards are visible to the opponents) and a subsequent claim or concession occurs requiring a TD ruling, the determination of what is "likely" and "normal" will take into account that one side has seen all the cards.
- (d) If both sides agree to play on, then Law 68D applies.

9. SCREEN REGULATIONS

Only Section 3 ("Screens") of the Regulations for Screens, Bidding and Entering Scores, as modified by Section 6, shall apply.

10. LAWS INTERPRETATIONS and OPTIONS

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

10.1 Call Undo

A player wishing to substitute a call under Law 25A1 must call the TD, who will rule on whether the substitution is permitted.

10.2 Call or Play Undo

A change of call or play based on misinformation (Laws 47E2, 21B1(a)) may be authorised only by the TD. Otherwise, except as provided in Section 7.1, a change of call or play is not permitted.

10.3 "Face Down" Leads

There is no provision for face-down leads. The opening leader should request any information they require before making the opening lead.

11. RULINGS AND APPEALS

The EBL Review Regulation shall apply.

12. PRIZES AND MASTER POINTS

The winning team will be awarded the Julian Klukowski Trophy.

They will receive free entry (up to six vouchers) for either:

- a. All events of the 2027 European Winter Transnational Championships, or
- b. The Senior events of the 12th European Transnational Championships.

Medals will be sent to the winners, provided they have played at least 50% of the boards.

EBL Master Points will be awarded in accordance with the EBL Master Point Scale.

13. CHANGES IN REGULATIONS

These SCoC may be amended and/or supplemented at the discretion of the EBL, if circumstances warrant, in order to ensure that the Event proceeds in a smooth, efficient and fair manner.

14. CONFLICTING REGULATIONS

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

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