

## CHAPTER XII - SYSTEMS & CONVENTIONS

### B. FOULED BOARDS

#### Section 1 – Fouled Boards

- 1.1 For scoring fouled boards in team play the N/S team's matchpoint score will be matchpointed within its own group as well as the E/W score. Let us add these two numbers together and call it "X". If "X" is less than 80%, the team will lose the board. If "X" was greater than 120%, the team wins the board. In all other cases, the board is declared a tie.
- 1.2 Fouled board regulations for Board-A-Match events are changed to require six results, or 40% of the field whichever is less, before the match point formula will be used. When only one table can have its score match pointed, if one of the pairs has won 60% or more of the match points, its team wins the point. If not, the board is declared a tie.
- 1.3 Swiss team matches are scored on the basis of the non-fouled boards played by both teams.
- 1.4 Fouled Boards in Knockout Events
  - 1.4.1 In last segment of the match, the match is scored on the basis of the non-fouled boards played by both teams.
  - 1.4.2 In other than last segment of the match, that segment is scored on the basis of the non-fouled boards played by both teams and the next segment is increased by the number of fouled board(s).
- 1.5 At matchpoint scoring, a fouled board shall be scored according to the following formula and specifications.
  - 1.5.1 Formula for scoring fouled and adjusted boards.
$$M = (N*S)/n + (N-n)/2n$$

M = Final matchpoints on the board  
N = Number of scores on the board  
S = Matchpoint score in the group  
n = Number of scores in the group
  - 1.5.2 Specifications:

- a. The formula applies to groups of 4 or more scores on a fouled board.
- b. The scores in a group of 3 are awarded matchpoint scores of 70%, 60% and 50%.
- c. The scores in a group of 2 are awarded matchpoint scores of 65% and 55%.
- d. Equal scores share the arbitrary matchpoint awards.
- e. A single score is awarded a matchpoint score of 60% in each direction.
- f. Matchpoint scores are rounded to the nearest tenth with .05 rounded up.

## **Section 2 – Fouled Board Penalties**

- 2.1 Standard policy with regard to fouled boards at NABCs is that tournament directors shall make every effort to avoid fouled boards. The hand records shall be distributed odd/even in pair events using combined scoring and in BAM team games. In addition, hand records shall be redistributed at the end of round one in BAM team games (and combined score pair games at the discretion of the Director-in-Charge) to check duplication.
- 2.2 In Individual, Pair and B-A-M Team events, penalties for fouling or misduplicating a board will automatically apply any time the offense causes the board to be scored as a fouled board.
- 2.3 In events that are sectional- or regional-rated, a quarter board penalty for a foul during duplication will apply to all contestants assigned to the table at which the board was "made" unless the director determines that there are mitigating circumstances.
- 2.4 In all NABC+ events, a full-board penalty shall apply. A full-board penalty for a foul during play will be imposed on the pairs responsible.

## **Section 3 - Breaking Ties**

- 3.1 Tie Breaking in B-A-M T/4 Events
  - 3.1.1 Two teams tied (no fouled boards)
    1. Head-to-head matchpoints
    2. Head-to-head total points
    3. Cumulative total points of all boards played
    4. Two teams tied (2 fouled boards)
      - a. Head-to-head matchpoints

- b. Head-to-head total points (If one or more boards in head-to-head comparison was fouled for that match, omit Step #2 and proceed to Step #3.)
  - c. Cumulative total points of all boards played provided N/S of Teams A & B played an identical deal and E/W of Teams A & B played an identical deal. In all other cases, see #4
  - d. The board or boards that were fouled are omitted from the total point calculation and the particular session or sessions involved will be factored accordingly. (For example, one team did not play the fouled boards the two N/S halves or the two E/W halves did not play identical deals respectively.)
- 3.1.2 Three or more teams are tied
- 1. Any team that defeats all other involved qualifies
  - 2. Any team that loses to all others involved does not qualify
  - 3. The remaining teams needed will be determined by cumulative score over both sessions (See Items 3.1.1 4c and 3.1.1 4d above.)