

Rules and Regulations

Matches

Qualification (11 matches of 10 boards)

Two groups (equal strength) of twelve teams. The composition of groups is determined upon ranking in previous European events.

→ 1-6 of each group qualify for Intermediate Final A. 7-12 of each group go on to Intermediate Final B. Results of matches against teams from the own group are carried forward.

Intermediate Finals (6 matches of 10 boards)

Everyone plays against the 6 teams from the other group.

→ IF A: 1-7 qualify for the QF

→ IF B: The winner qualifies for the QF

→ The other 16 teams enter the B/C/D/E Finals, based on the total vips of Monday-Wednesday. Their final ranking is based upon their vip scores from Monday-Thursday.

Quarter Finals (2 matches of 14 boards)

QF 1: 1A may choose it's opponent from 5A/6A/7A/1B

QF 2: 2A may choose it's opponent from 5A/6A/7A/1B (except team chosen by 1A)

QF 3: 3A may choose it's opponent from 5A/6A/7A/1B (except teams chosen by 1A and 2A)

QF 4: 4A plays the remaining team

Semifinals (2 matches of 14 boards)

The winner of QF 1 plays against the winner of QF 4; the winner of QF 2 plays against the winner of QF 3 (but: two teams from the same country must play each other).

Consolation (2 matches of 14 boards)

Facultative for losing QF-teams; under discussion with captains.

C A: the losing team from QF 1 plays the losing team from QF 2

C B: the losing team from QF 3 plays the losing team from QF 4

After that, the winners of CA and CB play against each other, and the losers of CA and CB play against each other. Their final ranking is based upon the total vipcount of Monday-Thursday.

Finals (3 matches of 14 boards)

Consolation for 3/4 is facultative; under discussion with captains.

Rules and Regulations (not yet confirmed)

Seating rights in Quarter Finals, Semifinals and Finals

- The higher ranking team may choose one session to have rights, in which case their opponents get the other session(s).
- Alternatively the higher ranking team may pass this choice to their opponents, who then get one session of their choice, and the higher ranking team gets the other(s).

Tiebreaker

- In Qualification and IF: result in mutual match. If it's still a tie: higher imp saldo.
- In QF, SF and Final: the team with the higher vip total in the Swiss wins.

Systems

- All systems are allowed. Red and Yellow agreements have to be announced a day before play to the tournament directors.
- Every pair is requested to print and bring two completely filled in convention cards and hand these over to the opponents before start of play.
- Every pair is requested to e-mail their convention cards and system files to jacob.duschek@outlook.com before the **17th of March**, as they may be needed in TD cases (and can be printed if they get lost).

Appeal

There is no possibility to appeal a decision by the tournament directors. They will take their decision after extensive consultation with each other, the coaches and expert players.

BBO

We would like it if the participants agree to play on BBO. The teams playing on BBO will be announced as soon as possible. However, if you have any problems with playing on BBO, please let your captain announce this to the tournament director.

Drinks and food in The White House

- It is not allowed to bring drinks or food from outside to Het Witte Huis.
- Alcoholic beverages at the table during the matches are not permitted.