Systems

1 Introduction

1.1 General

Players and Directors are expected to observe the spirit of these guidelines in considering conventions or treatments not specifically mentioned. In the event of a dispute, the Director's interpretation is final and may subsequently be referred to the Head Director for ratification or resolution by the appropriate committee of the Board of NZB.

It is important to understand that the regulations cover partnership agreements and that, to depart from a partnership agreement (i.e. forgetting the system or making a psychic call or play) is not a violation of the regulations.

Systems are classified according to the characteristics of their opening calls, subsequent responses and overcalling structures. Colour classification of a system (Green, Blue, Red or Yellow) is based on the opening call structure. Classification by Level (1 through 8) is based on all aspects of a pair's system and will normally be used as the criteria for determining which systems are permitted at tournaments with various playing restrictions or conditions (see 7 NZB Systems Policy).

Both members of a partnership must play the same system, including bidding and card play agreements. Where, as a matter of style, members frequently adopt different approaches from each other, any such differences must be disclosed on the system card.

1.2 Definitions

Average Hand	A hand containing 10 High Card Points (HCP)
Weak	High card strength below that of an average hand
Strong	A hand containing at least 15 HCP
Pre-emptive Bid	A systemic Weak bid made at the 2-level or higher with the purpose of reducing the available space for the opponents bidding in the auction
Transfer Pre-empt	A bid showing a Pre-emptive Bid in the next suit up
Game Force	For an opening bid to be described as a Game Force, it must by agreement satisfy one of the following criteria: (a) 23+ HCP if balanced or semi-balanced; or (b) 20+ HCP if unbalanced (with allowance for distribution – one additional point counted for every card after the ninth card in the two longest suits) Note: Losing trick count alone is not adequate for determining whether a hand qualifies as a Game Force hand.
Length	Three cards or more
Shortage	Two cards or fewer
Natural	A call or play that is not artificial or conventional (i.e. not a "special partnership understanding" as defined in Law 40B1)
Artificial	An artificial bid is one which carries information concerning a denomination other than the one named or a bid concerned with values or controls without necessarily a preparedness to play in the named denomination

Convention	A call that, by partnership agreement, conveys a meaning other than a willingness to play in the denomination named (or in the last denomination named), or high-card strength or length (3 cards or more) there. However, an agreement as to overcall strength does not make the call a convention.
Balanced	Any of the following hand shapes: 4333, 4432, 5332
Semi-Balanced	Any of the following hand shapes: 6322, 5422
Relay calls	A call that conveys no substantive information about a player's hand as to high card strength or distribution, but requests partner to respond providing information about their own hand with regard to distribution, high card strength and/or placement of high card strength. The partner's responses may be natural or coded (artificial). Relay calls are frequently the cheapest available call in the auction, though this is not a necessary condition for them to be considered as such.
Relay-based system	A system that includes agreements that rely on the use of relay calls by one member of the partnership on consecutive rounds of an auction. Unless covered by the following exceptions, agreements that involve relay calls on more than one round of the auction will be deemed to form part of a relay-based system. Exceptions: 1) Stayman, Stayman-style enquiries and similar agreements; 2) Ace-asking conventions and continuations (Gerber, Blackwood, etc.). Relay calls on up to three consecutive rounds of the auction will be permitted in the case of each of the exceptions.
Junior Tournament	A tournament open to all players who have a grading less than Intermediate as at the preceding 1 January.
Intermediate Tournament	A tournament open to all players who have a grading less than Open as at the preceding 1 January.

2 Colour Classification of Systems

2.1 Green (Natural) Systems

a) All one-level opening bids are non-forcing.
b) An opening bid at the one level promises, in the suit bid, at least 2 cards if ♣, 3 cards if ♦, and at least 4 cards if a major.
c) All one-level opening suit bids, must by agreement, promise at least 8 HCP.
d) An opening bid of 1NT must promise at least 11+ HCP and be balanced or semi-balanced.
e) An opening bid of 2NT must promise either:
   i) 20+ HCP and be balanced or semi-balanced; or
   ii) at least 5 cards in one minor and at least 4 cards in the other in a weak hand.
f) An opening bid of 2 of a suit must promise either:
   i) a strong hand; or
   ii) a weak hand with at least 6 cards in a known suit: or
   iii) a weak hand with at least 5 cards in a known suit and at least 4 cards in another suit, which may or may not be specified. (The bid may also include a strong option.); or
   iv) for 2♣ or 2♦ only, a weak hand with at least 6 cards in either major – also known as a "multi-two" bid. (The bid may also include a strong option.)
g) An opening bid of 3NT may be "gambling" (i.e. showing a solid suit with minimal values outside.)
h) Unless allowed for as above, other opening bids must be natural.

2.2 Blue (Strong Club/Strong Diamond) Systems

This category includes systems that satisfy all of the following criteria:
a) Openings of either 1♣ or 1♦ are artificial, strong and always forcing.
b) Openings of one of a major and 1NT are both natural and non-forcing.

c) The one-level opening in the other minor may be artificial with various possibilities not covered by the other opening bids and may be as short as a void.
d) All one-level opening bids, must by agreement, promise at least 8 HCP.

2.3 Red Systems

This category includes:
a) All systems employing artificial one-level openings that do not fall under the definition of Yellow (HUM) systems [see below], other than Strong Club/Strong Diamond (Blue) systems.
b) Any system in which the basic 1-level opening structure (other than the length of natural suit bids or the point range of openings) varies according to position and/or vulnerability.

Any Green or Blue system which also includes any Brown Sticker Convention will be classified as Red.

2.4 Yellow (HUM) Systems

For the purpose of these Regulations, a Highly Unusual Method (HUM) means any system that has, as a matter of partnership agreement, one or more of the following features:

a) A Pass in the opening position that shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
b) An opening bid at the one level that may be weaker than Pass.
c) An opening bid at the one level in either 1st or 2nd seat that may be made on high card strength a king or more below that of an average hand (i.e., ~ 0-7 HCP).
d) An opening bid at the one level that shows either specified length or specified shortage in a known suit, whilst excluding other intermediate lengths in that same suit (i.e., the use of 'wonder' style bids).
e) An opening bid at the one level that shows either length in a specified major or length in another specified suit.

2.5 Brown Sticker Conventions and Treatments

Certain types of conventional calls or treatments are considered to place demands upon the opponents' defensive preparations. The conventions/treatments in question are categorised as Brown Sticker. A pair may play a maximum of three Brown Sticker conventions.
Any of the following characteristics qualifies a convention/treatment as Brown Sticker if it is a matter of partnership agreement:

a) Any opening bid of 2♣ through 3♠ that could be weak and does not promise at least four cards in a known suit.

   Exceptions:
   (i) Where all the weak meanings guarantee at least four cards in one known suit and only the strong options do not.
   (ii) A two-level opening bid in a minor may show a weak hand with 5+ cards in either major only, or as an option among any number of strong hand types.

b) An overcall of a natural opening bid of one of a suit (see note A below) that does not promise at least four cards in a known suit.

   Exceptions:
   (i) A natural overcall in no trumps.
   (ii) Any cue bid that shows a strong hand.
   (iii) A cue bid in an opponent's known suit that asks partner to bid 3NT with a stopper in that suit.

c) Any purported weak two-suited bid (whether it be an overcall, an opening bid or a response) at the two or three level that does not promise at least four cards in at least one known suit.

Notes:

(A) Restriction (b) also applies to overcalls after a non-forcing opening bid of 1♣ which promises 2 clubs or more and 1♦ which promises 3 diamonds or more.

(B) None of the foregoing restrictions (a-c) pertain to conventional defences against strong, forcing artificial opening bids, or defences against 'Brown Sticker' or HUM conventions. Conventional defences to 1NT are also unrestricted.

3 Level Classification of Systems

Systems are classified from Level 1 (most basic) to Level 8 (highly unusual methods). The criteria indicate what is permitted at each level. Systems classified at higher levels may include any agreements permitted under lower level criteria. (For example, a pair playing a Level 5 system may also include any elements of Levels 1 to 4 systems.) Unless otherwise specifically restricted in terms of length and/or strength, a natural call is permitted at any level.

Level 1 (Natural systems)

Opening bids

One level suit openings – 11+ HCP
Minimum lengths: 1♣ – 2+, 1♦ – 3+, 1♥ – 4+, 1♠ – 4+
1NT – balanced within the 11-18 HCP range with a maximum 3 point range (eg. 12-14, 15-17, etc)
2♣ – strong and Game Forcing, any distribution
2♦ – either strong, artificial and forcing OR strong, natural OR 6+ ♦, 6-10 HCP
2♥ – strong, natural OR 6+ ♥, 6-10 HCP
2♠ – strong, natural OR 6+ ♠, 6-10 HCP
2NT – balanced with a maximum 3-point range containing at least 20 HCP
3NT – balanced at least 20 HCP or "gambling" (with long minor suit)

Responses

* Artificial forcing responses promising trump support (eg. 2NT strong raise, splinters, inverted minors)
* Jump raises of opening 1 level suit bids promise at least 5 HCP
* To 1NT and 2NT (balanced): – Stayman or Baron, including modified forms
  – transfers and/or range-finder responses
* Artificial responses to strong 2 level openings (eg. showing point count, honour holding, etc)
* 2NT strong enquiry to weak 2 opening

Other

* Any overcall that promises 4+ cards in the suit bid
* Cue bid of opponent's opening bid – very strong, 19+ HCP
* Bids in competition (including a cue-bid) showing 5-5 in two suits with at least one known suit (any continuous point range)
* Any meaning of double in any sequence
* Jump cue-bid asking partner to bid 3NT with a stopper in the opponent's suit
* Any ace-asking bids and responses
* Any treatment for a cue-bid made after the first bid by our side
* Any defence to opponents' artificial forcing opening or 1NT opening, except that at least one suit must be known

Level 2 (Strong club systems)

Opening bids

1♣ – at least 15+ HCP
1♦ – 11-15 HCP, at least 2♦ (possibly longer clubs)
1♥/1♠ – 11-15 HCP, at least 4 in bid suit
1NT – Balanced within the 11-18 HCP range with a maximum 3 point range (eg. 12-14, 15-17, etc)
2♣ – 11-15 HCP; 6+ ♣ OR 5♣ plus a 4 card Major
2♦ – either 11-15 HCP, three-suited with short diamond OR 6+♦, 11-15 HCP OR 6+♦, 6-10 HCP

Responses

* 1♦ to 1♣ – negative, no other artificial calls permitted
* 2♦ to 2♣ – enquiry
* Any enquiry bid in response to 2♦ three-suited opening

Level 3

Opening bids

One level suit openings – 10+ HCP

1NT – balanced within the 11-18 HCP range with a maximum 4 point range (eg. 12-15, 15-18, etc)
2♣ – strong and forcing, but not necessarily Game Forcing (ie. showing playing trick strength)
2♣/2♦ – multi: 5-10 HCP with 6 cards in either ♥ or ♠, with or without a strong option or options
2♥/2♠ – 5-10 HCP with 5 in bid suit and 4+ in another suit (which may be unspecified)
2NT – 5-10 HCP with at least 5/5 in minors
3NT – two-suited with at least one known suit (any strength)
Transfer openings at the three level and above (any strength)

Opening bids of 2♣ and higher showing 10+ HCP and promising a specified suit (single suited) or at least one known suit (two- or three-suited)

Polish Club-style 1♣ opening which satisfies the requirements for Level 1 OR for Level 2 (ie. 1♣ showing either an opening hand (10+ HCP) with 2+ clubs OR any strong hand (15+ HCP))

Responses

* After a strong 1♣ opening:
    - asking bids which request information in a specific suit
    - any handling of 4441 distribution
    - after a negative 1♦ response, an artificial bid of 1♥ showing extra strength, together with any subsequent artificial bids showing additional strength or weakness
* 2NT enquiry in response to multi or any weak two-suited opening
* Artificial 2♣ or 2♦ after 1NT response or 1NT rebid by opener
* No limit on strength of jump raises of opening bids
* Lebensohl, Rubensohl and similar treatments may be used:
    - after intervention over 1NT
    - after a takeout double of a two-level opening

Other

* Bids in competition (including a cue-bid) showing a two-suited hand with at least one known suit (any point range)
* A bid of the 4th suit may be used for any meaning
* 1st and 2nd round control showing bids in game forcing auctions
* Any convention for 2NT or above (other than relay-based systems) used to investigate slam
* Any defence to opponents' artificial forcing opening
* Any defence to opponents' 1NT opening, except that if the defence shows two suits at least one must be known

Level 4

1♣ in strong club system – 15+ HCP or compensating playing strength (eg. 9+ playing tricks)
1♦ in a strong club system may be bid with as few as zero diamonds

1♦ showing 15+ HCP or compensating playing strength (eg. 9+ playing tricks)

1NT – Balanced or Semi-balanced within the 11-18 HCP range with a maximum 4 point range (eg. 12-15, 15-18, etc)

Canape openings (where the suit opened may not be the longest suit)

Polish Club-style openings, 1♣ – either Strong OR opening hand (10+ HCP) without 5 cards in any other suit and therefore may have fewer than two clubs

Transfer responses to 1♣

No restrictions on strength in responding to one level openings

Weak twos (including multi 2♣/2♦) may include 5+ cards in the suit shown

Level 5

One level openings – 8+ HCP

Opening bids of 1NT or 2NT opening may contain (but not promise) at most one singleton; however methods to find out about the singleton are not permitted

Any two level opening or above showing 5-10 HCP with 4+ in bid suit and 4+ in another unknown suit

Any two level opening or above showing 5-10 HCP with 4+/4+ in two known suits

Transfer pre-empts at any level

Any artificial raise of one level opening

Relay-based responses in any system

Any defence to opponent's 1NT opening

Level 6

1♣ or 1♦ opening showing 13+ HCP with other one level openings in 8-12 HCP range

1♥, 1♠ or 1NT opening showing 15+ HCP or compensating playing strength (9+ playing tricks)

No restriction on distribution requirements for no-trump opening bids

No restriction on range of 1NT opening other than 8+ HCP minimum

Transfer openings at any level

1♥ or 1♠ opening which shows length in either minor

1♥ or 1♠ opening which shows length in one known suit or any balanced hand

No restriction on strength for weak 2 level openings

Weak 2 level openings must promise at least 4 cards in a known suit (whether one-, two- or three-suited)

Systems which vary according to position or vulnerability

Level 7

Brown Sticker conventions

Level 8

HUMs

4 Other Restrictions and Obligations

4.1 Random Actions

It is forbidden to open or to overcall hands, which by agreement, may contain fewer than 8 high card points and for which no further definition is provided (i.e. bids that promise nothing more than 13 cards in a player's hand). Pairs employing HUM methods may however open hands at the one-level that conform to paragraph 2.4(c) criteria.

4.2 Encrypted Signals

Additional to the restrictions on bidding methods and conventions above, players may not use signalling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (i.e. encrypted signals are not allowed).

4.3 Players' Obligations

The onus lies with all players to classify their own systems appropriately according to these Regulations. If players are in any doubt about the appropriate classification of their system, they may submit their system card and any supplementary sheets to the Tournament Organiser for formal classification by the Director in Charge. Any such submission should occur at least two weeks prior to the event or by the due date specified in the Entry Conditions.

5 Adequate Disclosure, System Cards and Defensive Notes

5.1 Adequate Disclosure

Players must disclose fully the meaning of their conventional agreements, particularly conventions and treatments that may require extensive or unusual defensive preparation by opposing pairs. In addition to the appropriate system card, pairs may use supplementary sheets, where necessary, to achieve this objective.

To satisfy the principle of adequate disclosure, the onus is on each pair to prepare for the information of opponents an accurate and reasonably comprehensive system card.

5.2 Prior Submission of System Cards and Supplementary Sheets

The Entry Conditions for any NZB Tournament may require that pairs submit their system cards (including any supplementary sheets) in advance. If so, the Entry Conditions must specify the date and/or time by which the Tournament Organiser must receive copies of any system cards and supplementary sheets. Failure to meet the specified deadline date may result in prohibition of some or all of the relevant methods for part of or the entire event.

5.3 Prior Submission of Yellow Systems

Pairs intending to play Yellow Systems in any NZB Tournament will be required to advise the Tournament Organiser in advance. They may be required to lodge copies of their system card and an electronic copy of their detailed system notes. Yellow System pairs are also required to prepare and submit a *bona fide* suggested defence to the HUM aspects of their system, as well as any Brown Sticker conventions. Having been lodged, any system cards or notes will be made available for prior consultation by opposing pairs and for possible use at the table by the opponents if they so choose.

5.4 Yellow System Defensive Notes

5.4.1 A pair opposing a pair using a Yellow System may prepare its own written notes (not exceeding one two-sided A4 sheet) detailing a defence to the Yellow System.

5.4.2 Two copies of any such defence must be given to the opponents at the table prior to the start of play.

5.4.3 At any time during the bidding and play, any player at the table may refer to any Yellow System defensive notes being utilised, whether the notes were prepared by the Yellow System pair or by their opponents.

5.4.4 Yellow systems that are to be played only as a defence against other Yellow systems may only be used if submitted in accordance with any pre-lodgement requirements under 5.3.

5.4.5 In preparing their counter-defence, the pair using a Yellow system is not permitted to change any of the highly artificial aspects of their system.

5.5 Brown Sticker Defensive Notes

5.5.1 Pairs may prepare a written defence (not exceeding one single-sided A4 sheet) against those system elements of the opponent's system that are categorised as Brown Sticker.

5.5.2 Two copies of any such defensive notes must be given to the opponents at the table prior to the start of play.

5.5.3 At any time during the bidding and play, any player at the table may refer to any such defence.

6 System Classification and Restrictions

Players and Directors are expected to observe the spirit of these guidelines in considering conventions or treatments not specifically mentioned.

6.1 Tournament Organisers may request specific exception to the NZB Systems Policy. Application must be made to the Board of NZB giving reasons for the request and in a timely manner to allow for its consideration.

6.2 Notwithstanding the policies laid down in section 7, in events where the right to enter is determined by the masterpoint holdings of each individual player, the Director in Charge may further restrict a partnership from playing a method which the Director judges may not be readily understood by a significant proportion of the players in that field.

6.3 In accordance with the Supplementary Regulations for the event, system restrictions may vary from one stage of an event to another. They may also be different within a single stage as, for instance, when determined by either round number or current field position.

6.4 Unless otherwise provided for in the Supplementary Regulations, the following restrictions will be applied in any Swiss events where Yellow systems are permitted:

6.4.1 Yellow systems cannot be played in Rounds 1 or 2, unless both members of the opposing partnership (Pairs) or at least three members of the opposing team (Teams) have a ranking of Grand Master or higher. (In the case of overseas players, the Director in Charge has absolute discretion to deem those players as Grand Masters.)

6.4.2 In subsequent rounds, Yellow systems can only be played if the unit's opponents are placed in the top one-third of the field at that point. (Fractions to be rounded down.)

7 NZB Systems Policy

7.1 C point events

NZB assigns to individual affiliated clubs the power under Law 40B2(a)(i) for C point events held within the club. An affiliated club as Tournament Organiser of C point events held within the club, whether exclusively for club members or where visitors may play by invitation, may determine regulations relating to systems and partnership agreements.

7.2 A and B point events

Unless otherwise specified by NZB or in the Supplementary Regulations of the event, the following system classification levels are permitted:

Novice – Level 1

Junior – Levels 1 or 2

Intermediate – Levels 1 to 3

Tournaments where Open-Open partnerships are not permitted – Levels 1 to 4

Restricted (all players below the rank of National Master) – Levels 1 to 5

Open 5A or below (including Open 8B) – Levels 1 to 6

Open 10A and above, Pairs – Levels 1 to 6

Open 10A and above, Pairs Semi-Finals and Finals; Swiss Pairs; Teams events with matches of fewer than 8 boards – Levels 1 to 7

Open 10A and above, Teams events with matches of 8 boards or longer – Levels 1 to 8

7.3 National Rubber Bridge Competition

The following short summary has been prepared to assist players with regard to the basic requirements and treatments that are approved to be played in the New Zealand National Rubber Bridge Competition.

For the purposes of the following tables, these definitions will apply:

Opening strength	At least 11 HCP or equivalent
Strong	At least 15 HCP or equivalent
Very strong	At least 19 HCP or equivalent
Weak	Less than opening strength
“or equivalent”	includes allowance for distribution, for which the guideline is: add one extra point for every card after the eighth in the two longest suits.

(i) Opening Bids

Call	Meaning
1♣	- Opening strength with 2+♣; **OR** - Strong - Simple Precision with no relay or artificial responses other than the negative 1♦ response
1♦	- Opening strength with 3+♦; **OR** - Precision-style, 11-15 HCP
1♥, 1♠	Opening strength with a minimum of 4 cards in the bid suit
1NT	Balanced, 11+ HCP
2♣	- Very strong, forcing, any distribution; **OR** - Very strong, forcing, with 4+♣; **OR** - Precision-style 11-15, 5+♣ with or without a major
2♦	- Very strong, forcing, any distribution; **OR** - Very strong, forcing, with 4+♦; **OR** - Opening strength with 5+♦; **OR** - Weak with 6+♦
2♥, 2♠	- Very strong, forcing, with 4+ cards in the suit bid; **OR** - Weak with 6+ cards in the suit bid
2NT	Balanced with a lower limit of at least 18 HCP
Suit bid at the 3 level or higher	Weak with 6+ cards in the suit bid
3NT	- Very strong; **OR** - “Gambling”-style (with a long solid minor)

(ii) Other permitted conventions/agreements

Call	Meaning
Response to Precision 1♣	Any artificial negative response to a forcing opening, including "impossible" 1♦ response
Responses to openings of 1 of a suit	Any artificial forcing responses promising trump support (e.g. 2NT, Bergen raises, splinter bids)
Responses to NT openings and overcalls	- Stayman, Baron (including modified forms) - Transfers - Artificial range finders
Response to Precision 2♣ opening	2♦ enquiry
Response to a weak 2 opening	2NT artificial enquiry
Overcalls after opponent's opening of 1 of a suit	- A cue bid showing a very strong hand; - Any bid that shows two suits (5+/5+) with at least one specified; must specifically be either weak or strong; - A jump cue bid asking partner to bid 3NT with a stopper in that suit
Intervention over opponent's 1NT opening	Any defence
Intervention after opponent's Precision-style 1♣ opening	Any defence
Other	Any ace-asking enquiry and response
Other	Any meaning of a cue bid after the first bid by own side

8 Review of Systems Classification

8.1 Players may apply to the NZB Regulations Committee to have their systems classified.

8.2 In the course of an event, the Director in Charge may review the classification made by the players and, if necessary, reclassify any system. For the purposes of the event, the decision made by the Director in Charge will be final.

8.3 When carrying out such review, the Director in Charge may also take into account any other features of the opening bid and overcalling structures which, in their opinion, are such as to make it unreasonably difficult for opponents to devise and implement adequate defensive methods

8.4 If the Director in Charge alters the classification of a system, the pair may request a review of the decision subsequent to the event. This review will be considered by the NZB Regulations Committee. Any such determination will not retrospectively affect the results of any decision made by the Director in Charge at the event in question.

9 Violation Of System and Psychic Manoeuvres

9.1 A player may violate their side's announced understanding always provided that their partner has no more reason to anticipate the violation than have the opponents.

9.2 A psychic call is defined as a deliberate and gross misstatement of honour strength and/or of suit length. (Laws of Duplicate Bridge 2017, Definitions). Note: The key words are "deliberate" and "gross". To make a wrong bid accidentally is not a psychic call – it is not deliberate. To shade an opening bid by a couple of points is not a psychic call – it is not gross.

9.3 A partnership understanding exists when the frequency of calls which deviate significantly from the partnership agreement is sufficient for the partner of the player who made the call to take their awareness of this possibility into account, whether they actually do or not. In such instances, any such call is no longer considered to be a psychic call. The opponents must be made aware if a partnership makes calls that are gross violations of the normal meanings and where the nature or type of violation may be anticipated. These understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to the opponents.

9.4 Agreements that significant deviations from systemically agreed understandings are to be expected, or the provision of systemic protection for them, will result in the system being classified as Yellow. A call which is based on a partnership understanding is not a psychic call and such methods are only permissible when allowed under the NZB Systems Policy.

9.5 Opponents have no recourse if they are misled or damaged by a psychic bid unless they can establish that they were given an incomplete or erroneous explanation of the opposing side's methods.

9.6 If a player's action in the auction or during the play period is inconsistent with the explanation given earlier of partner's bidding or play, the Director may require that the player demonstrate that their subsequent actions were based on information gained from the opponent's bidding or play or from their own cards, and not from a concealed partnership agreement. Any doubt will be resolved in favour of the opponents.

9.7 If the Director judges there is undisclosed knowledge affecting the result of a board, they shall adjust the score and may award a procedural penalty.

9.8 The psyching of a conventional bid, which is unequivocally forcing and systematically indicative of the strongest possible opening hand (e.g., a Game Forcing 2♣ or a Precision 1♣) is strictly forbidden.

9.9 In response to an opening bid, responder is prohibited from psyching any conventional bid that by partnership agreement is a game try or game force, unless the bid either:

(a) shows a specific suit or support for partner's suit; or
(b) promises a balanced hand.

10 Non-Compliance with System Regulations

10.1 When it is brought to the Director's attention that a pair has transgressed the System Regulations, whether in the system played or convention(s) used, the Director should consider whether the opponents have been damaged; and, if so, award an adjusted score(s).

10.2 The adjusted score may be an assigned score if the Director judges that likely result(s) on the board had the opponents not breached the Regulations can be ascertained. In other cases, an artificial score under Law 12C2 is applied.

10.3 In addition, the Director may consider the assessment of a disciplinary penalty, taking into account:

a) The standard of the offending pair.
b) The standard of the field, especially those pairs that may have been affected.
c) Was it reasonable for the offenders to have been aware that they were transgressing the Systems Regulations?
d) Did they take steps to check any doubtful points with the Director or with NZB prior to the event?