

KAZAKHSTAN STOCK EXCHANGE

A p p r o v e d

by decision No. 144/0 of Kazakhstan
Stock Exchange Board
of November 7, 2005

E f f e c t i v e

from November 7, 2005

N O T I C E

The Rules have been translated into English by employees of Kazakhstan Stock Exchange for information purposes only. In case of any incompliance of this translation with the original version of the Rules in Russian, the Russian version shall always prevail.

R U L E S

**of Annual Games Tournament Dedicated
to "Birthday" of Kazakhstan Stock Exchange**

Almaty

2005

LIST OF AMENDMENTS

1. Changes and Additions No. 1:

- approved by decision No. 164/1 of Kazakhstan Stock Exchange Board of October 30, 2006;
- effective from November 1, 2006.

2. Additions and change No. 2:

- approved by decision of Kazakhstan Stock Exchange Board (minutes No. 150 of meeting on September 26, 2013);
- effective from September 27, 2013.

These Rules provide terms and procedures for holding of the annual games tournaments dedicated to "birthday" (November 17) of Kazakhstan Stock Exchange (hereinafter referred to as – the Exchange).

Chapter 1. GENERAL PROVISIONS

Article 1. General Provisions on Tournaments

1. Annual games tournaments dedicated to the Exchange birthday (hereinafter referred to as – the tournaments) are held for purposes of popularization of the Exchange and its birthdays in the business society of the Republic of Kazakhstan and organization of informal socializing of representatives of different financial organizations, shareholders, members and partners of the Exchange, listing companies and individual persons invited by the Exchange.
2. Tournaments are held in the following types of games (sports) *(this paragraph was supplemented by the Exchange Management Board of September 26, 2013)*:
 - 1) futsal;
 - 1-1) cheerleading *(this sub-item was supplemented by the Exchange Management Board of September 26, 2013)*;
 - 2) billiards "Combined pyramid";
 - 3) classical backgammon;
 - 4) preference.
3. Applications for participation in tournaments are submitted via the Exchange employees whose contact requisites are provided in the Exchange announcements on holding of the tournaments.
4. Major costs for preparation, organization and holding of tournaments are paid by the Exchange.

Article 2. Organizing Committee

1. The Organizing committee (hereinafter referred to as – the Organizing committee) prepares, organizes, holds and administers tournaments, and quantitative and personal composition thereof is determined by the Exchange Board.
2. For purposes of successful holding of tournaments on occurrence of unforeseen situations the Organizing committee may:
 - 1) interpret these Rules;
 - 2) in the course of tournaments modify general rules and terms of the conduct thereof.
3. Decisions of the Organizing committee may be made public in the written form and by word.
4. Decisions of the Organizing committee are not subject to appeal; however the Organizing committee may reverse its decision.
5. In case the number of applications for participation in any tournament exceeds that indicated herein, the Organizing committee is entitled to treat preferentially separate persons that submitted the applications or were invited by the Organizing committee on behalf of the Exchange depending on the time of registration of these applications by the Organizing committee and/or with regard to the grade of membership of these persons to shareholders, members and partners of the Exchange.

Article 3. Time and Venues of Tournaments

1. Time and venues of tournaments are determined by the Organizing committee.

2. On time and venues of tournaments its participants are notified by the Organizing committee not later than one day before the beginning of the tournament.
3. The cheerleading tournament is conducted at the same time as the futsal (*this item was supplemented by the Exchange Management Board decision of September 26, 2013*).

Article 4. Awarding of Tournament Participants

1. The winner of a tournament in a game (sports) and the participants of the tournament (the teams) coming second and third are entitled to awarding by the methods determined by the Organizing committee in coordination with the Exchange President (*this item was supplemented by the Exchange Management Board decision of September 26, 2013*).
2. In the course of the futsal tournament, the best, in the opinion of the Organizing committee, players of the tournament may be awarded with the souvenirs as defined by the Organizing committee as agreed with the Exchange President.

Chapter 2. FUTSAL TOURNAMENT

Article 5. Tournament Participants

1. The tournament is a team competition.

Six to eight teams (taking into account details set out by the third paragraph of this item and item 2 of this article) may participate in the competition, including the Exchange and Central Securities Depository JSC united team.

The Organizing committee is entitled to invite particular teams for participation in the tournament.
2. Teams are admitted to the tournament whose representing organizations simultaneously submit applications for participation in the tournament in cheerleading, or teams paired with cheerleading teams who don't have their own "paired" futsal team and at the same time submit applications for participation in the cheerleading tournament.
3. Applications of teams for participation in the tournament should be submitted to the Organizing committee not later than three days before the beginning of the tournament, if no other term was set by the Organizing committee.

(This article was changed by the Exchange Management Board decision of September 26, 2013)

Article 6. Players

1. Every team may have not more than ten players – 5 players of the main line-up (4 field players and a goalkeeper) and 5 substitutes.
2. Surnames, first names and, if available, patronymics of players and places of their employment are indicated by the team in the application list presented to the Organizing committee before the beginning of the match to be played by the team.

The Organizing committee may deny the team admission to the match of the players whose places of employment fall short of the team membership.
3. A number of player substitutions in the course of the match is not limited.

Article 7. General Tournament Rules

All issues concerned with holding of the tournament whose resolution order is not specified hereby are subject to settlement in compliance with the rules of the Union of European Football Associations (UEFA) published at the Internet address <http://www.uefa.com/newsfiles/19067.pdf>.

Article 8. Tournament Holding Conditions

1. The tournament is held in two stages.
2. At both stages every match consists of two 20 minute "net" time halves with a five minute break between the halves.

In the course of each half every team may have a one minute time-out for which the captain of the team should address the referee.

In case of unforeseen situations that entailed stoppage of the game the referee may suspend timing of the half.
3. For purposes of holding of the first tournament stage the teams are divided into 2 groups ("A" and "B") 3–4 teams in each group.

Division of teams by groups is carried out by the Organizing committee on the basis of the principle of approximate parity of the teams in one group in relation to the teams of the other group.
4. At the tournament's first stage:
 - 1) each team plays on a "rotation" system (with every team of the same group);
 - 2) a team is given three points for a win, one point is given for a draw; no point is given to a team for losses.
5. According to the results of the tournament first stage the teams are ranked in lists (separately on each group) according to the number of points gained by teams, beginning from the highest number of points (with account to provided in item 6 of this article) and the teams coming first and second in their groups participating in semifinals are defined.
6. In case of equity of points gained by the two teams at the tournament first stage, the higher rank in the list will be assigned to the team that won the match between the teams in question; in case the match between the teams in question resulted in a draw – the team with a better goal difference between the number of scored and conceded goals; in case both of the teams in question have equal goal difference between goals scored and conceded – the team that scored more goals; in case the teams in question scored the same number of goals – the team that won in the penalty shootout between these teams subject to paragraph two of this item.

A penalty is kicked to the goal from a six meter distance by five players from each team. All eligible players of the team may kick a penalty, but only once. A penalty shootout is won by the team whose players scored more goals. In case a penalty shootout ends with a draw it will be continued; penalties are additionally kicked in turns by each team players who did not participate in the penalty shootout until the first unscored penalty, the winner of the shootout is the team whose player scored the penalty preceding the unscored penalty.
7. At the tournament's second stage:
 - 1) teams that are the winners of their groups play semifinals with the teams coming second in their groups;
 - 2) the final is played by the winners of semifinals;
 - 3) the teams that lost in semifinals play a match for the third place;
 - 4) in case the teams are equal on goals in a semifinal or a final the team that wins a penalty shootout between the two teams is a winner subject to conditions similar to provided in the second paragraph of item 5 of this article.
8. The team which wins the third place match takes the third place at the tournament.

The team which loses the final takes the second place and the team that wins the final takes the first place at the tournament (is the winner of the tournament).

9. Refereeing at matches is carried out by the referees authorized by the Organizing committee.

Chapter 2-1. CHEERLEADING TOURNAMENT

(This chapter was included by the Exchange Management Board decision of September 26, 2013).

Article 8-1. Tournament participants

1. The cheerleading tournament is a team competition.
5–8 teams participate in the tournament (taking into account details set out in the paragraph three of this item and item 2 of this article), including the united team of the Exchange and Central Securities Depository.
The Organizing committee is entitled to invite particular teams for participation in the tournament.
2. Teams are admitted to the tournament whose representing organizations simultaneously submit applications for participation in the futsal tournament, or teams paired with futsal teams who don't have their own "paired" cheerleading team and at the same time submit applications for participation in the futsal tournament.
3. Applications of teams for participation in the tournament should be submitted to the Organizing committee not later than three days before the beginning of the tournament, if no other term was set by the Organizing committee.
4. The application for participation in the tournament must be signed by all members of the team and contain a record that they consciously undertake the responsibility for emergence of any risks ton their lives and health directly related to action of the team.

Article 8-2. Team participants

1. Every team may have five to 11 participants.
Age limits and other restrictions with regard to the gender, height or other personal characteristics are not set out for team participants.
2. Surnames, first names and, if available, patronymics of players and places of their employment are indicated by the team in the application list presented to the Organizing committee before the beginning of the tournament which the team is going to participate in.
The Organizing committee may deny the team admission to the match of the participants whose places of employment fall short of the team membership.
3. A team participant cannot act as part of another team.
In case of violation by a team participant of the ban set out by the first paragraph of this item, the Organizing committee may suspend that participant from participation in the tournament.

Article 8-3. Team participants

1. The Exchange provides a room or floor with a safe (non-slippery) covering of 12 by 12 sq. m for the tournament.

The equipment for playing back music (music and sound) accompaniment of teams' performance is provided by the Exchange or the teams themselves (at their wish).

The teams independently arrange for music (music and sound) accompaniment of their performance using media and records in formats compliant with technical characteristics of the equipment used for playing back music (music and sound) accompaniment of teams' performance.

The teams independently arrange for playing back, management and control of the playback quality of the music (music and sound) accompaniment of their performance.

2. Participants of each team must wear a uniform matching (if possible) the colors of the uniform of the "paired" futsal team.

The uniform of team participants must be convenient for wearing and not create threat of injuries. Team participants may not carry jewelries, medical devices and other accessories able to inflict injuries to theses as well as other team participants.

Uniform containing elements of overt eroticism or disclosing the underwear of team participants is prohibited.

Team participants are prohibited to take off their uniform or its elements before, during or after their performance (except for taking off the uniform in the special place after that team's performance).

3. Team participants' shoes must be sport shoes or other, but robust and convenient for cheerleading. Shoes with laces enabling tight lacing of the shoes are recommended.

Team performances in high heels are prohibited.

Shoes, the same or very similar for all participants of the same team, are recommended.

4. Teams may include chants in their performances.

Chant texts must be beforehand presented to the jury with a translation, if needed, into Russian.

Chants with vulgar, unethical or other content violating the legislation of common ethics norms are prohibited.

The music (music and sound) accompaniment of a team's performance must be stopped during chanting.

Article 8-4. Tournament terms

1. Each team performs only once under the tournament – before the first match of the "paired" futsal team.

Outside the tournament, during the futsal tournament, the teams may repeat their performances or parts thereof to support their "paired" futsal teams.

2. Duration of a team's performance is at least 65 seconds, but not longer than three minutes. The countdown of a team's performance starts from the moment of the beginning of the music (music and sound) accompaniment of its performance or from the moment of the sound signal used by the team for marking the start of its performance, and ends with the end of the accompaniment or upon expiry of three minutes (depending upon what onsets earlier).

3. Judging at the tournament is carried out by the jury approved by the Organizing committee using tables according to the form of appendix to these Rules.

4. Evaluation of teams' performances is carried out by judges according to the five-score scale in accordance with the following criteria:
 - 1) performance synchronicity;
 - 2) team participants' appearance;
 - 3) music (music and sound) accompaniment of performance;
 - 4) content and performance of chants;
 - 5) general design of performance;
 - 6) visual appeal of performance.
5. Based on scores assigned to team performance (by all criteria) by each judge, he assigns to the team the final score calculated as the weighted average of these scores.

Based on final scores assigned to the team by all judges the weighted average of these scores is calculated, named as the "total score".
6. On each particular criterion the weighted average of the scores assigned to the team by all judges by this criterion is calculated, named as "the average score" and announced to the tournament participants for information purposes.
7. Upon each team's performance ending:
 - 1) tournament participants are ranked in a list according to their total scores, beginning from the highest total score;
 - 2) tournament participants taking the first, second and third places in the said tournament, occupy accordingly the first ("tournament winner"), second and third places in the tournament.

Chapter 3. "COMBINED PYRAMID" BILLIARDS TOURNAMENT

Article 9. Tournament Participants

1. The tournament is an individual contest.
2. The tournament participants total number may not exceed 64 people, with that, 12 people are independently determined by the Organizing committee and the rest of tournament participants are defined by the Organizing committee on the basis of the tournament participation applications.

If a number of the tournament participation applications is less than sixty-four the tournament is to be held according to the actual number of enlisted participants. At that the Organizing committee may modify conditions of the tournament having priority notified the tournament participants.
3. The Organizing committee ends filing applications for participation in the tournament one day before its beginning.
4. The tournament participation application should contain the following data:
 - 1) surname, name, and if applicable, patronymic of the tournament participation candidate (hereinafter in this item – the candidate);
 - 2) candidate employment place;
 - 3) candidate mastership level (by a five-grade scale with the highest grade equal to 5) according to his own evaluation;
 - 4) candidate e-mail address;
 - 5) candidate contact phone number.

Article 10. General Rules of Tournament

All tournament issues whose resolution procedures thereof are not specified hereby are subject to settlement in compliance with the Rules on Russian billiards approved by the conference of Russian Billiards Federation on December 10, 2004 and published at the Internet address <http://www.billiard-info.ru> (chapter "rules" – sub-chapters "General rules" and "Pyramid combined").

Article 11. Terms of Tournament

1. The tournament is held at 8 stages in 2 days.
2. At any stage of the tournament every pair play two or three parties until any of the players wins two parties (except as provided in the second paragraph of item 4 of this article).
3. For purposes of holding of the tournament first stage the participants are divided by the Organizing committee into 8 groups ("A", "B", "C", "D", "E", "F", "G", "H") with 4–8 participants in each group on the basis of the following principles:

- 1) the tournament participants that claimed highest levels of mastership and the participants, which in the opinion of the Organizing committee are high level masters are seeded by the Organizing committee in groups so that minimum of such participants are in the same group;
- 2) the rest of the tournament participants are grouped by the Organizing committee on a random basis by draw.

4. At the tournament first stage every participant plays on "round" system (with every participant – member of the same group).

In case there are more than four participants in a group, the Organizing committee may establish for every pair of the group to play "abridged" version – only one party (until one win).

5. According to the results of the tournament first stage parties the participants are ranked in lists (each group separately) according to the number of wins, beginning with the largest number of wins (with account to provided in item 6 of this article) and the participants taking first and second places in their respective groups are then defined to proceed to the second stage of the tournament.

Further in this article these tournament participants are designated by the combination of the group symbol and the number of the place taken (for example, "A1" – is a designation of the tournament participant who took the first place in group "A", "B2" – is a designation of the tournament participant who took the second place in group "B").

6. In case of equality of wins gained by two participants in a group, the higher place in the list will be given to the tournament participant who gained a victory in the parties between these two participants.

In case three or more participants are equal on wins gained, the higher place in the list will be given to the tournament participant with a better difference of the parties won and lost by him in parties with these participants; in case this indicator is equal among several participants in question – the participant with the best difference of "scored" and "conceded" balls in the parties between these participants; in case in is impossible to settle arguments on the basis of the criteria provided above – the participant that won an additional party between these participants gets a higher place.

7. At the tournament second stage the participants who took first places in their groups play with the participants who took second places in their groups according to the scheme A1–H2, B1–G2, C1–F2, D1–E2, E1–A2, F1–B2, G1–C2, H1–D2.

8. According to the results of the tournament second stage "the top net" and "the bottom net" of the tournament participants are formed (hereinafter referred to respectively as – the top net and the bottom net). The top net is composed of the participants that won, and the bottom net – is composed of those who lost their parties at the second stage of the tournament.
9. Tournament stages from third through sixth are held by "cup" system ("with relegation" of the losing participant), with that the participants that played in the top net and lost their parties "are relegated" (transferred) to the bottom net and the participants that played in the bottom net and lost their parties "are relegated" (dropped out) from further participation in the tournament.
10. At the third stage of the tournament 8 pairs of the participants play within their nets only, according to the scheme:
 - 1) in the top net:

(A1–H2)¹ – (B1–G2) (pair III-1);
(C1–F2) – (D1–E2) (pair III-2);
(E1–A2) – (F1–B2) (pair III-3);
(G1–C2) – (H1–D2) (pair III-4);
 - 2) in the bottom net:

(A1–H2)² – (B1–G2) (pair III-5);
(C1–F2) – (D1–E2) (pair III-6);
(E1–A2) – (F1–B2) (pair III-7);
(G1–C2) – (H1–D2) (pair III-8).
11. At the fourth stage of the tournament:
 - 1) four tournament participants that stayed in the top net after the third stage of the tournament play between themselves according to the scheme:

the winner in the pair III-1 plays with the winner in the pair III-2 (pair IV-1);
the winner in the pair III-3 plays with the winner in the pair III-4 (pair IV-2);
 - 2) four tournament participants that played at the third stage in the bottom net and won their parties will play with the four participants that played at the third stage in the top net and lost their parties ("relegated" to the bottom net after the third stage of the tournament) according to the scheme:

the winner of the pair III-5 plays with the loser of the pair III-2 (pair IV-3);
the winner of the pair III-6 plays with the loser of the pair III-1 (pair IV-4);
the winner of the pair III-7 plays with the loser of the pair III-4 (pair IV-5);
the winner of the pair III-8 plays with the loser of the pair III-3 (pair IV-6).
12. At the fifth stage of the tournament:
 - 1) the participant that played in the top net and won all his parties proceeds to the final (the eighth stage) of the tournament;
 - 2) four participants of the tournament that played at the fourth stage in the bottom net and won all their parties will play each other according to the scheme:

the winner of the pair IV-3 plays the winner in the pair IV-4 (pair V-1);
the winner of the pair IV-5 plays the winner of the pair IV-6 (pair V-2).

¹ In this sub-item the winner in the pair of participants is designated with brackets.

² The brackets indicate the loser of the tournament participants pair in this sub-item.

- 3) two participants of the tournament that played at the fourth stage in the top net and lost their parties ("relegated" after the fourth stage of the tournament to the bottom net) play each other according to the scheme:
the loser of the pair IV-1 plays with the loser in the pair IV-2 (pair V-3);
13. The sixth and the seventh stages of the tournament are held only in the bottom net.
14. At the sixth stage of the tournament the three participants of the tournament that played at the fifth stage in the bottom net and won their parties and the participant that played at the fifth stage in the top net and lost his parties ("relegated" after the fifth stage of the tournament to the bottom net) play with each other according to the scheme:
the last of the indicated participants of the tournament plays with the winner of the pair V-1;
the winner of the pair V-2 plays with the winner of the pair V-3.
15. At the seventh stage of the tournament the pair of the participants who won their parties at the sixth stage plays semifinals parties. The loser of the pair takes the third place at the tournament and the winner proceeds to the final (the eighth stage) of the tournament.
16. At the tournament eighth stage the pair of participants that proceeded to the final according to the results of its fifth and seventh stages plays in the final parties.
The participant that loses final parties takes the second place and the one that wins – takes the first place at the tournament (becomes the winner of the tournament).
17. The first through third stages of the tournament are held on the first day and the rest of the stages are held on the second day of the tournament.
18. In case of participant non-appearance at the game within 15 minutes from the game start time set by the Organizing committee the participant that failed to appear loses his match by default and he is dropped out of further participation in the tournament.
19. Tournament refereeing is carried out by the participants except for semifinal and final parties. Refereeing of semifinal and final parties is carried out by the judges authorized by the Organizing committee.

Chapter 4. CLASSICAL BACKGAMMON TOURNAMENT

Article 12. Tournament Participants

1. The tournament is an individual competition.
2. The total number of the tournament participants may not exceed 24 people, with that 8 people are independently determined by the Organizing committee and the rest of the tournament participants are determined by the Organizing committee on the basis of the tournament participation applications.
If the number of the tournament participation application is less than twenty four, the tournament is held in accordance with the actual number of eligible participants. At that the Organizing committee may modify the tournament holding conditions, having priory notified thereon the tournament participants.
3. The Organizing committee ends filing applications for participation in the tournament one day before its beginning.
4. The tournament participation application should contain the following data:
 - 1) surname, name and, if applicable, patronymic of the tournament participation candidate (hereinafter in this item referred to as – the candidate);

- 2) candidate employment place;
- 3) candidate Internet address;
- 4) candidate contact phone number.

Article 13. Tournament General Rules

1. Backgammon game sets are provided by the Exchange. Participants are not prohibited to bring their backgammon game sets.
2. Before the party starts any participant may practice throws of cubes and demand that they are replaced. Participants playing with each other (hereinafter in this chapter referred to as – the players) also may upon mutual consent, replace the cubes after the party ends, but may not make such replacement in the course of the party.
3. Games are held in compliance with the classical ("long") backgammon game rules with fifteen chips at every player. At the party beginning "the head chip" of every player is placed in the further right corner of the game-board in respect of the player. Moves are made counterclockwise. "The house" of the player is in the near right corner of the game-board in respect of the player.
4. Game cubes are thrown at any half of the game-board from cup, or upon a mutual consent of the players, from hand. Game cubes should be re-thrown in the following cases:
 - 1) drop out of game cubes onto different halves of the game-board;
 - 2) drop out of one or two game cubes outside the game-board;
 - 3) stoppage of one or two game cubes at the game-board fields;
 - 4) stoppage of the game cubes so that they are in contact;
 - 5) stoppage of one or two game cubes not in parallel to the game-board plane;
 - 6) contact of one or two game cubes with any player.
5. The right of first move in any party is determined at its beginning by way of simultaneous throw of one cube by players. The right of first move is with the player whose game cube produced the maximum value. In case of equality of these values game cubes should be thrown repeatedly until the player that receives the right of first move is determined.
6. In case each cube bring the same value at first move, the player who produced such throw may take from "the head" 2 chips.
7. The winner of the party is the player who drops his chips from "the house" first. For a simple win a player receives one point, and for a gaining "a top victory" (if the opponent drops out of his "house" no chips) the winner receives two points.

Article 14. Tournament Conditions

1. The tournament is held by 4 stages during one day.
2. At any stage each pair plays 3 parties between each other until one of the two gains three points, except as specified below:
 - 1) a player scores three points in two parties; in this case he is considered to have won 3 parties ahead of time, and the third party is not played;
 - 2) players score equal points in three parties; in this case the participants in question play the fourth party, which result will determine the winner.
3. For purposes of holding of the first tournament stage its participants are divided by the Organizing committee into 4 groups ("A", "B", "C", "D") 4–6 players in every group on the basis of the following principles:

- 1) the players, that as the Organizing committee thinks, are high level masters, are seeded in groups by the Organizing committee so that every group has minimum of such participants;
- 2) the rest of the participants are randomly grouped by the Organizing committee by way of ballot.
4. At the first stage of the tournament every participant plays by "round" system (with every participant – same group member).
5. Participants are ranked by lists (separately on each group) on the basis of the first stage results depending on the number of wins, beginning with the maximum wins (with account to provided in item 6 of this article) and then the participants who took the first and the second places in their groups are determined; they proceed to the second stage of the tournament.

Hereinafter in this article the tournament participants are marked with the group symbol and the number of the place they took (for example, "A1" – is a designation of the participant that took the first place in group "A", "B2" – is a designation of the participant that took the second place in group "B").

6. In case two participants of the same group are equal on wins, the participant that won the other participant in question takes a higher place in the list.

In case three or more participants of the same group are equal on wins, the higher place in the list is assigned to the participant that scored more points in the parties between the participants in question; in case several participants in question are equal in respect of this indicator – the participant that has a better "won" and "lost" chips ratio takes a higher place; in case it is impossible to resolute arguments on the basis of the above provided criteria – the top place is assigned to the participant that won additional parties between the participants in question.

7. The second-third stages of the tournament are held by "cup" system ("with relegation" of the participant that loses the game).
8. At the second stage of the tournament, the participants that took first places in their groups play with the participants that took second places in their groups, according to the scheme A1–B2, B1–A2, C1–D2, D1– C2.
9. At the third stage of the tournament two pairs of participants play in semifinals at the third stage of the tournament according the scheme (A1–B2) – (C1–D2), (B1–A2) – (D1– C2)³.

10. At the fourth stage of the tournament:

- 1) winners of semifinals play final parties to become the winner of the tournament;
- 2) the participants that lost semifinals play with each other for the third place.

11. The participant that wins the parties for the third place takes the third position at the tournament.

The participant that loses the final parties takes the second place and the one that wins the final parties takes the first place at the tournament (becomes the winner of the tournament).

12. In case of non-appearance of the participant at the game within 15 minutes after the game start time fixed by the Organizing committee this participant is considered to have lost the game and he drops out of further participation in the tournament.

13. Refereeing of the tournament is carried out by the participants.

³ The winner in the pair of participants is marked with the brackets in this item.

Chapter 5. PREFERENCE TOURNAMENT

Article 15. Tournament Participants

1. The tournament is an individual contest.
2. The tournament participants total may not exceed 64 people, with that, 15 people are determined independently by the Organizing committee, and the rest of the tournament participants are determined by the Organizing committee on the basis of the tournament participation applications.

In case the tournament participation applications number is less than sixty four, the tournament is held in compliance with the actual number of participants. With that the Organizing committee may modify the tournament conditions with prior notification of the tournament participants.

3. The Organizing committee ends filing applications for participation in the tournament one day before its beginning.
4. A tournament participation application should contain the following data:
 - 1) surname, name and, if applicable, patronymic of the tournament participation candidate (hereinafter in this item referred to as – the candidate);
 - 2) candidate employment place;
 - 3) candidate E-mail address;
 - 4) candidate contact phone number.

Article 16. Tournament General Rules

1. Card decks and writing materials for preference games are provided by the Exchange. Participants are prohibited to bring their own card decks.
2. For each party the Organizing committee provides two new unopened card decks with different card backs.

At the end of the party the Organizing committee withdraws the card decks used and checks number of cards in there.

3. Every party is played by three or four tournament participants; with that a party is played by three tournament participants in case the actual number of the eligible participants is not multiple of four and also in case of a player absence subject to provided in item 4 of this article and paragraph five of item 7 of article 17 hereof.
4. Allowed tardiness time for a tour is 10 minutes. Upon expiration of this time the tardy participant is not allowed for participation in the tour.

The tour participant may skip the tour or refuse further participation in the tournament having in advance notified the referee thereof. The tour participant that missed the last tour is not allowed for participation in the final party.

Hereinafter in this chapter the tournament participants that play one party are collectively referred to as "players" and separately as "player".

5. Cards are dealt at the gaming table in the manner as follows:
 - 1) the first cards deal is made by the last player according to the order of players listing by the tournament judge (judges) or the Organizing committee representative (representatives);
 - 2) for the first deal cards are shuffled by the dealing player, moved by his right-hand neighbor and dealt by the distributing player;
 - 3) cards are not put in widow at first and last deal rounds;
 - 4) the dealing player should not see the cards from the widow;

- 5) during the deal the player, sitting opposite of the dealing player, simultaneously shuffles the second pack for the next distribution;
 - 6) after the second deck is shuffled the player sitting opposite of the dealing player, puts it on the right of himself between his right-hand man and the player on the opposite, dealing cards from the other deck, who moves the second deck after the end of deal; next cards deal is made by the following dealing player without shuffling;
 - 7) transfer of cards deal turn occurs regardless if the game is played or not, for example, the second cards deal is not made after the misère is not played;
 - 8) technical errors⁴ of the dealing player at cards deal entail no penalties in his respect; but upon request of any player the cards are subject to recurrent deal, at that, the card deck is recurrently shuffled by the player, sitting opposite of the dealing player, it is moved by the player sitting on the right from the dealing player, and the cards are recurrently dealt by the dealing player.
6. In the course of deal, trade and play the players are prohibited:
 - 1) to use mobile phones and other devices of electronic communication;
 - 2) to hide cards "under table", for example, for purposes of cards removal;
 - 3) make any actions which may give a cue on players hands or which may be considered as directed on giving a cue on players hands by any player;
 - 4) make any (no) actions which may be considered as leading to game delaying by any player.
 7. The examples of prohibited actions specified in sub-item 3) of item 6 of this article include but are not limited to:
 - 1) cards demonstration;
 - 2) swing with cards or handling the cards in the special manner for purposes of one's cards power or weakness demonstration;
 - 3) prompting the moving hand at "blind" draws, in which manner he should move, specifically, reminding him of the trading procedures, if he himself does not ask other players about it.
 8. Subject to specified in sub-item 3) of item 7 of this article the acting player may demand from the leading player that the suit is returned.
 9. In the course of the party, fans are allowed for presence; however, they are prohibited to make any actions which may be considered by any player as directed on game interference.
 10. Players and fans should comply with general ethical behavior norms, refraining from actions which may be considered by any player as directed on obstructing normal game procedure, for example, creating "nervous" situation at the gaming table.
 11. Results of the games (not)-played are recorded by the player; other players control validity of such records.

The lead calculation (determining the number of whists won and lost by players) is made by the players on their own account.
 12. Players are given rating points subject to items 13 and 14 of this article for the positions they took at the gaming table after the end of the party, and also for the number of whists won and lost in this party.

⁴ For example, deal of the wrong cards number, cards shuffling by the dealing player and other possible technical errors of the dealing player.

Apart from this, the participant that missed the tour is given rating points with the value equal to minus 8 points.

13. Rating points for the places taken by the players at the gaming table at the end of the party are given in the manner as follows:
 - 1) in case the party was played by four participants:
 - for the first place – plus 3 points;
 - for the second place – plus one point;
 - for the third place – minus one point;
 - for the fourth place – minus 3 points;
 - 2) in case the party was played by three participants:
 - for the first place – plus 3 points;
 - for the second place – no points given;
 - for the third place – minus 3 points.
14. Rating points for the whists won or lost by players in the course of the party are given in the manner as follows:
 - 1) for 0 whists – no points given;
 - 2) for the whists won:
 - from 1 to 100 – plus one point;
 - from 101 to 300 – plus 2 points;
 - from 301 to 600 – plus 3 points;
 - from 601 to 1,000 – plus 4 points;
 - above 1,000 – plus 5 points;
 - 3) for the whists lost:
 - from 1 to 100 – minus one point;
 - from 101 to 300 – minus 2 points;
 - from 301 to 600 – minus 3 points;
 - from 601 to 1,000 – minus 4 points;
 - above 1,000 – minus 5 points.
15. Any party except for the final party is limited with the time of one hour and thirty minutes from the moment of the following tour announcement or with 120 whists in the lead for each player (depending on which occurs earlier).

In case on the expiry of the indicated time limit the players did not gain necessary number of whists in the lead, it is closed compulsively subject to item 13 of article 18 hereof.

At the end of each tour (the indicated time limit expiration) the tournament referee and/or the Organizing committee representative announces the next game, after this the players should play the game out, including that the distribution for which was started before the announcement, and without starting the next distribution to compulsively close the lead (if required) and complete the calculation thereof.

The final party is not time limited, and is to be played until each player gains 200 whists in a lead.

16. On each tour end subject to item 15 of this article, the rating points, gained by the tournament participants, are calculated (subject to item 12 of this article), and the participants are ranked in the list according to the rating points gained, beginning

with the maximum positive rating points (with account to provided in the second paragraph of this item).

In case several tournament participants are equal in respect of the rating points gained, the participant that gained the most whists in all tours gets the top place in the list.

Article 17. Tournament Terms and Conditions

1. The tournament is held in two days and consists of seven tours and the final party.
2. All tournament players participate in every tour (with account to provided in item 4 of article 16 hereof).
3. For purposes of the first tour the participants are allotted by the Organizing committee in groups of 3–4 people on random basis by lottery, without any preferences setting in regard to any of the tournament participants.
4. The participants' game table seating is determined before the first tour by way of lottery, as for the other tours and the final game – the seating order is determined by rating points subject to the second paragraph of this item.

For to determine the seating of the participants at the gaming tables at the second and subsequent tours and in the final party, the tournament referee (referees) and/or the Organizing committee allots (allot) the participants into groups of 4–3 players in the order of citation in the list compiled in accordance with item 16 of article 16 hereof.

The players seating at the gaming table should comply with the order of citation by the tournament referee (referees) or the Organizing committee representative (representatives).

5. The final party is played by the four tournament participants that got the first four places in the list compiled subject to item 16 of article 16 hereof.
6. At the end of the final party:
 - 1) the participants are ranked by the list according to the whists won and lost in this party, beginning with the maximum won whists;
 - 2) the participants that took the first, the second and the third places in the list, get the first ("the tournament winner"), the second and the third place at the tournament accordingly.
7. The Organizing committee assigns the tournament referees. With that, the Organizing committee may assign as the tournament referees the participants thereof, representing the Exchange.

The tournament participants may address the referee (referees) in regard of any controversial points arising at gaming tables and in case they need consultations.

The tournament referee (referees) may resolve the controversy arising at a gaming table in compliance with their judgment. The decision of the tournament referee (referees) is final and is not subject to appeal.

The participants should comply with any decisions of the tournament referee (referees).

If any of the tournament participants fails to comply with the norms provided in item 16 hereof, or in case of unethical behavior of this participant the tournament referee (referees) and the Organizing committee may disqualify this participant from further participation in the tournament.

Article 18. Tournament Main Conventions

1. The whists are registered, except for those at bidding of misere (in regard of the hand playing out for the game played – in the bullet or at game not played for

being one trick short – in the "mountain", in respect of the whisting player for each whist taken – to the whists or for being one trick short – to the "mountain"), in the following manner:

- 1) at six tricks ordered in the game – 8 whists;
 - 2) at seven tricks ordered in the game – 16 whists;
 - 3) at eight tricks ordered in the game – 24 whists;
 - 4) at nine tricks ordered in the game – 32 whists;
 - 5) at ten tricks ordered in the game – 40 whists.
2. For the misere played the hand played out is recorded 40 whists in the bullet, for the one not played – 40 whists in the "mountain" for every trick received.
3. At bidding:
- 1) "jumps" are allowed;
 - 2) misere with no widow "wins" a game with nine tricks ordered;
 - 3) a game with ten tricks order with no widow "wins" a game with ten tricks ordered with a widow;
 - 4) at the end of bidding, but before the order of the game is announced it is possible to leave ("shoot") "without the three and without whists" (to refuse the hand with the record of being three tricks short to the "mountain", but with no whists on the side of the other players), except for the case of announcement of the misere.
4. The last player not closed in the pool deals the cards on a common basis.
5. In respect of the player that dealt (in case the party is played by four tournament participants):
- 1) no penalty is recorded, if the cards unnecessary to the winner of bidding got into the widow;
 - 2) no whists for "good" cards in the widow are recorded (2 aces, ace, ace and king of the same suit, marriage);
 - 3) when playing "in light" the player that dealt may participate in the hand for the whisting player;
 - 4) no whists for "letting down" are recorded (for short take of the tricks by the playing out player).
6. At whisting:
- 1) mandatory whisting at the order of the game "6 spades" is not applicable;
 - 2) the game with ten tricks ordered may be whisted;
 - 3) leave of half whist is possible only at the game with six tricks ordered ("half whist" is equal to two whists) or at the game with seven tricks ordered ("half whist" is equal to one whist); at games with eight, nine or ten tricks orders it is prohibited to leave half whist;
 - 4) whisting by the principle "whist"–"pass"–"half whist" is not allowed (*this sub-item was changed by the Exchange Board decision of October 30, 2006*);
 - 5) whisting by the principle "whist"–"half whist"–"whist" is allowed only at demonstration of games with six and seven tricks ordered (*this sub-item was changed by the Exchange Board decision of October 30, 2006*);
 - 6) if the party is played by four tournament participants and after the game is announced both possibly whisting players passed, then the player that dealt may announce a whist, having looked at the cards of only one of the passed players;

- 7) whist – "slob" way: the whists are recorded only to whisted players;
 - 8) at two whisted players at the game with eight, nine, ten tricks ordered for failure to take the whists only the second whisting player is responsible.
7. At play:
- 1) if the first lead is made by the playing out player, then this lead is always made "in dark";
 - 2) if only one player is whisting he announces the hand method – "in dark" or "in light" (in case the first lead is made by the playing out player – until or after this lead, in case the first lead is made by the whisting or passing player – before this lead); in case the first lead is made by the whisting or passing player "in dark" all subsequent leads may be made "in dark" only;
8. At announcement and order of misere:
- 1) an announced misere with a widow is "beaten" by the game with nine or ten tricks ordered, or by other misere without a widow;
 - 2) an announced misere without a widow is "beaten" by the game with nine tricks ordered without a widow or by the game with ten tricks ordered;
 - 3) misere – "enslaving": should be announced at once, with no preceding announcement of the games by the player, who is intended to play misere;
 - 4) leave at misere "without the three and whists" is allowed;
 - 5) in case the party is played by four tournament participants, before the beginning of the hand the player who intends to play misere, may invite thereto the player who dealt provided that he did not see the cards of other players; at consent of the player that dealt to participate in misere the inviting player should announce the misere; at participation of the player that dealt in the misere that is being played move and further hand are done only by the player that invited.
9. In regard to all passes:
- 1) all passes – non-progressive, with constant record of 4 whists in the "mountain" for one trick;
 - 2) depart from all passes – the played game with at least seven tricks ordered; played misere or any other played game, at which both possibly whisting players passed or the whisting player took (whisting players took) no whists, is not to be considered as a depart from all passes (*this sub-item was complemented by the Exchange Board decision of October 30, 2006*);
 - 3) the player that got no tricks at all passes (except for the player that dealt at the game with four participants) records 4 whists to his bullet;
 - 4) if the party is played by four tournament participants, the player that dealt participates in full in all passes with cards from a widow (in two rounds of the all passes hand);
 - 5) if the party is played by three tournament participants, the cards from a widow will show the suits only.
10. In regard to rendering help:
- 1) the help form the player that closed in the bullet is rendered to the player with a larger number of whists in the bullet (including the dealing player); in case there are several such players – the help is rendered to the player with minimum whists in the "mountain", and if there are several players with minimum whists in the mountain – the help is rendered to the closest of them in the "clockwise" direction);
 - 2) the player that dealt is rendered help on a common basis.
11. In regard to penalties:

- 1) the player, that declared himself not in his turn, is penalized with four whists in the "mountains";
 - 2) the player that opened his cards before the end of bidding is penalized with the price of the last announced game to the "mountain";
 - 3) the player that made a move "not in the suit" (in case he had available the card of the suit to make a move into, or – in case of absence of such a card – he had a trump suit card), is penalized with a triple price of the game being played out to the "mountain" by principle "without three and without whists" (with termination of the game played out hereon and with no whists in regard of the player from other players);
 - 4) in controversial situations the judges at their sole discretion may penalize any player.
12. In the event prescribed in sub-item 2) of item 11 of this article, upon request of any player the cards are subject to recurrent deal in the order specified by sub-item 8) of item 5 of article 16 hereof.
13. The compulsory close of bullet is made in the following order:
- 1) a "middle" bullet is calculated – an arithmetic mean value of whists in the bullet, scored by the players upon termination of the last game in the party;
 - 2) for each player a difference of closing is calculated – a difference between the whist in his bullet and "middle" bullet multiplied by ten;
 - 3) after a standard determination of the number of won (lost) whists by the player (regardless if the player closed in the bullet) a closing difference is added thereto and, and thereby, a final gain (loss) of the player (in whists) is determined.

President

A. Joldasbekov

Rules of Annual Games Tournament Dedicated to "Birthday" of Kazakhstan Stock Exchange

No.	Team	Synchronicity	Appearance	Music accompaniment	Chant	General performance design	Visual appeal	Total score
6.								
7.								
8.								

Evaluation of each team's performance is carried out separately according to each criterion in accordance with the five-score scale. The total score is the weighted average of all scores assigned to the team according to all criteria.

Judge

(signature)
