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**UNITED STATES BRIDGE FEDERATION  
SPECIAL CONDITIONS OF CONTEST FOR  
THE 2021 USBF JUSTIN LALL ONLINE TEAMS #4**

*Adopted by the Board of Directors  
of the United States Bridge Federation*

**Board of Directors of the United States Bridge Federation**

**International Team Trials Committee**

**Technical & Advisory Committee**

**USBC Systems Committee**

**USBF Credentials Committee**

**Appeals Coordinators**

**Tournament Appeals Committee Panel**

**Tournament Planning Committee**

**USBF Recorder**

**USBF Ethics Investigation Committee**

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## **I. AUTHORITY AND OVERVIEW**

These Conditions of Contest may not be changed after commencement of play except for emergency changes. The [General Conditions of Contest](#) for USBF events apply to this event except as otherwise provided in these Conditions of Contest.

The 2021 USBF JLall Online Team #4 (JLall4) is held under the authority of the United States Bridge Federation (USBF). This is a stand alone, on-line event, with no influence on any future USBF event and no rewards to the winning team.

Players in this event have the same ethical obligations as in USBCs, and they are subject to the same potential penalties. If the USBF Ethical Investigation Committee finds that any player covertly communicated with his/her partner or unethically obtained information about any other player's hand, the player will be subject to discipline, which may include suspension or expulsion from the USBF.

## **II. GENERAL INFORMATION**

### **A. Eligibility**

Each team must have from 4 to 6 players. Each player in JLall4 must be a USBF Active Member. Any player who has not paid his or her 2021 dues by XX, 2021 will not be eligible to play in the event.

### **B. Registration.**

Teams enter the event by registering online on the USBF.org website. This link will only work if you are logged in to the USBF site.

Entries will close when 32 teams have entered the event or at 11:59 pm EDT on XX, 2021, whichever comes first. An entry will not be valid until there are at least 4 players listed on the entry form; if more than 32 teams enter, teams with fewer than 4 players listed will be deemed to have entered later than teams with 4 or more players. If an odd number of teams less than 32 has entered by the closing date, one additional team will be accepted. If 30 teams have entered by the closing date, two additional teams will be accepted.

Registered teams may add or subtract players as they wish, (advising the USBF by sending an email to the [USBF Secretary](#)), until March 17, 2021. After XX, teams may change their rosters only in such a way as not to substantially strengthen or weaken the team.

### **C. Date, Schedule and Length of Matches.**

From Friday, XX, 2021 to Sunday, XX, 2021, there will be a 3-day day Complete Round Robin, within 2 separate groups, XX and XX. On Monday, XX, there will be a one-day continuing Round Robin among the

teams that placed 6-10 in each Round Robin group. On Friday, XX through Monday, XX, there will be 4 one-day KO matches. Each match will be 56 boards long, played in 4 equal quarters. However, if both teams in the Final agree before the match starts to play a 60 or 64 board match, the Final will be 60 or 64 boards long. Play will start at 1:00 pm EDT on each day.

#### **D. Entry Fee.**

The entry fee for the event is \$400.

#### **E. Site**

The site of the 2021 JLall2 is RealBridge.

#### **F. Captain's Meeting.**

The Director In Charge (DIC) or DIC's designee may convene a captain's meeting before the Round Robin stage, the Round of 16 stage, and any other stage. Topics may include: conditions clarifications, seed selection, seating, system summary form, convention cards, tampering, reporting of scores, score corrections and slow play procedures. The Captains' meeting before the Round of 16 will take place on Tuesday, XX at a time that is convenient for all of the the KO teams. At that meeting, the KO bracket will be set in accordance with Section III.B below.

### **III.**

### **FORMAT**

#### **A. Round Robin**

##### **1. First stage**

If there are 32 teams entered, for the first 3 days of play, the teams will be divided into two groups of 16 each. If there are 30 teams entered, the teams will be divided into two groups of 15 each. The divisions will be called XX and YY.

The groups will be selected as follows:

- a. All of the teams will vote to determine the top 2 teams in the event.
- b. The top team (called Team A for convenience here) will be assigned to XX.
- c. The second place team (called Team B for convenience here) will be assigned to YY.
- d. Starting on XX:
  1. Team A will select **one** team to be assigned to YY
  2. Team B will select **two** teams to be assigned to XX

3. Team A will select **one** team to be assigned to YY
4. Team B will select **one** team to be assigned to XX
5. Team A will select **two** teams to be assigned to YY
6. Team B will select **two** teams to be assigned to XX
7. Team A will select **two** teams to be assigned to YY
8. Team B will select **two** teams to be assigned to XX
9. Team A will select **two** teams to be assigned to YY
10. Team B will select **two** teams to be assigned to XX
11. Team B will select **one** team to be assigned to YY
12. Team A will select **two** teams to be assigned to XX
13. Team B will select **two** team to be assigned to YY
14. Team A will select **two** teams to be assigned to XX
15. Team B will select **one** team to be assigned to YY
16. The remaining teams will be randomly assigned to the two groups.

Selection will be by email between the top teams and the Tournament Organizer and the order of selection will be confidential.

Each Round Robin team will play a ten board match against each other team in its group. The matches will be scored at IMPs converted to VPs using the USBF 10-board VP scale. The teams in each group will be ranked by VPs. The top 5 teams in each group will qualify for the Round of 16. The groups that finish 6-10 in each group (“bubble teams”) will play in the second stage of the Round Robin on Monday, XX. The remaining teams will be eliminated.

## **2. Second Stage**

Each bubble team will play a 10-board match against each of the bubble teams from the other group. The matches will be scored at IMPs converted to VPs using the USBF 10-board VP scale. Each team will have a VP carryover of 100% of the VPs it earned against the top 10 teams in its group plus 50% of the VPs it earned against the remaining teams in its group. At the end of the day, the ten bubble teams will be ranked based on their total score (carryover plus VPs earned in the second stage). The top 6 teams will qualify for the Round of 16. The bottom 4 teams will be eliminated.

## **3. Order of Play**

The Round Robin order of play will not be announced in advance and teams will have to submit their lineups before knowing their opponent for a match. If there are 15 team groups, each team will sit out one round. The teams will be notified in advance when their sit out will be.

#### **4. Play Requirement**

A player on a team that qualifies for the Round of 16 after Round Robin 1 must have played 7 of the 14 or 15 matches in Round Robin 1 to meet the 50% play requirements. A player on a team that qualifies for the Round of 16 after Round Robin 2 must have played a total of 9 or 10 matches in the two stages of the Round Robin (9 if 19 total matches, 10 if 20 total matches) to meet the play requirement.

The play requirement may be waived in advance by the DIC for what the DIC deems reasonable cause.

### **B. Setting the Bracket for Knockout Rounds**

The bracket is set before the start of the Round of 16. The bracket is determined as follows:

#### **4. Determining Opponents for Round of 16**

The team that earned the most VPs in Stage One of the Round Robin will be Team 1 and will choose its Round of 16 opponent from the bubble teams plus the teams that finished 5th in each Round Robin group (“available teams”). The team chosen by Team 1 will be Team 16.

The team that finished 1st in the opposite Round Robin group from Team 1 will be Team 2 and will choose its Round of 16 opponent from the remaining available teams. The team chosen by Team 2 will be Team 15.

The remaining team that earned the most VPs in Stage 1 will be Team 3 and will choose its Round of 16 opponent from the remaining available teams. The team chosen by Team 3 will be Team 14.

The team that finished 2nd in the opposite Round Robin group from Team 3 will be Team 4 and will choose its Round of 16 opponent from the remaining available teams. The team chosen by Team 4 will be Team 13.

The teams that finished 3rd in each Round Robin group will be randomly assigned as Teams 5 & 6.

The teams that finished 4th in each Round Robin group will be randomly assigned as Teams 7 & 8.

The remaining teams will be randomly assigned as Teams 9-12.

## **VI. SPECIAL RULES FOR ONLINE PLAY**

### **A. Audio & Video Screenmate Communication**

Screenmates (N & E, S & W) shall have audio communication with each other throughout the bidding and play, except that when one of them is dummy, they may leave the table and mute themselves [should they lose dummy rights?]. Screenmates should attempt to have video communica-

tion with each other throughout the bidding and play, but may turn off video if they are having connection or computer issues.

### **B. Use of Electronic Devices**

Except when a player is dummy, or to consult their own bidding notes or the opponent's system filings, no player may use an electronic device for any purpose other than playing on RealBridge.

### **C. Players May Consult Bidding Notes**

During the bidding, players may consult their bidding notes. No other aids to memory, including but not limited to calculators, lists of percentages, optimal ways to play suit combinations, and notes about defensive carding, may be used during the event. The time used for consulting notes will be charged against the player who has done so, and if the table is late and one player has consulted notes frequently the presumption will be that that player is at fault for the lateness.

### **D. Undos for Misclicks Will be Allowed**

Any player who accidentally clicks on the wrong bid or card ("misclick") may ask for an undo and the opponents must allow the undo. The request for an undo is made by clicking on "UNDO" and must be made before the partner of the person requesting the undo has acted. If the undo request is for a bid that has not yet been shown to the players on the other side of the screen, the screenmate of the player requesting the undo shall accept or reject it without input from their partner. If there are any concerns about whether an undo should be allowed, the players should summon the Director.

### **E. Self Alerts and Explanations**

Each player will explain and alert their own bids. Players should explain any bid about which they have information they believe the opponent might not expect. Bids that have been explained or alerted will be highlighted in the bidding diagram for the bidder's opponents, but not for the bidder's partner. A bid that is alerted but not explained will be highlighted in the diagram in the same way as an explained bid - it is not necessary to alert a bid that is explained.

### **F. Logging onto RealBridge**

Each player will receive an email each day with links to log in for each segment of play. The link will take the player directly to his or her seat. All players should be logged onto RealBridge by the scheduled start for the segment. Play for a segment will start until all of the players in all of the matches are on RealBridge. If a player is late for the scheduled start of a Round Robin match or KO segment, his or her team will lose 1 VP or 3 IMPs for each 5 minutes the player is late, unless the start has been delayed by the organizers.

## G. Submitting lineups

All lineups are to be submitted on the team's lineup page. The lineup pages will be shared with the team captain and any players the captain requests at least 1 week before the start of the event. Team captains are responsible for making certain that someone on the team will be able to submit lineups in a timely fashion.

### 1. Round Robin

- A. Each team must submit its lineup for the first match of the day by 11:00 am.
- B. Each team must submit its lineup for subsequent matches at least 30 minutes before the scheduled starting time for the match.
- C. If a team has not submitted its lineup by the time it is due, the lineup will be the same as for the preceding segment. If a team has not submitted its lineup for the first match of either stage of the Round Robin, the Tournament Organizer and DIC will assign random positions to players for that match.
- D. For the first match of the day, the tournament organizer will email each team captain the match #, the opposing team name and the opposing team lineup approximately 90 minutes before the starting time for the match. For subsequent matches, the tournament organizer will email each team captain the match #, the opposing team name and the opposing team lineup approximately 20 minutes before the starting time for the match.

### 2. KO Segments

Seating rights for KO segments will be determined as set forth in the USBF General Conditions of Contest. At least one hour before the start of play for the first segment each day, the team that does not have seating rights will submit its lineup for the segment. At least 30 minutes before the start of play for the third segment each day, the team that does not have seating rights will submit its lineup for the segment. At least 15 minutes before the start of play for the second and fourth segments each day, the team that does not have seating rights will submit its lineup for the segment. Within 5 minutes of receiving the opposing team's lineup, the team with seating rights will submit its lineup.

## F. Time Allowed

The play schedule is based on 7.5 minutes per board, with 20 minutes between Round Robin stages and KO segments. A board that has not been started when time for a segment expires may not be played.



## **G. Video Meetings**

1. The Captains' Meetings will be held on Zoom. All team captains and any player who is interested in attending a Captains' Meeting should accept the invitation to join the Zoom meeting.

## **H. Kibitzing**

There will be deferred kibitzing and Vugraph online. "Live" kibitzing from next to a player is allowed, but kibitzers should observe the same procedures they would if they were kibitzing a face to face bridge event: they should not speak, they should not point anything out to the player, they should not have any electronic devices.

# **VII. INTERPRETATION OF CONDITIONS.**

## **A. Interpretation of Conditions**

On matters involving the interpretation of these conditions or treatments of matters not included in these conditions, the DIC in consultation with the JLall3 organizers will make all determinations. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.

## **B. Headings for Convenience.**

Headings are for convenience only and are not to be considered for purposes of interpreting the conditions.

## **C. Conditions Interpreted in Entirety.**

These Conditions of Contest are to be interpreted in their entirety and including the USBF General Conditions of Contest. No section or appendix of these conditions shall be interpreted in such a manner as to render any other section or appendix to be meaningless.

## **D. Omissions.**

- 1) The omission of a condition, restriction, rule, or regulation in one section or paragraph of the conditions which condition, restriction, rule, or regulation is expressly stated in another section of the conditions is deemed intentional.
- 2) Decision makers shall be guided by similar WBF or ACBL policies, procedures or regulations, as well as the Laws of Duplicate Bridge when ruling on matters or issues not expressly addressed in these conditions.