
**UNITED STATES BRIDGE FEDERATION
SPECIAL CONDITIONS OF CONTEST FOR
THE 2020 USBF JUSTIN LALL ONLINE TEAMS #1**

*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 2020 USBF JLall Online Team #1 (JLall1) 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.

The USBF will not try to provide security for this event, as when a USBC is held online. However, players have the same ethical obligations in this event 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 JLall1 must be a USBF Active Member. Any player who has not paid his or her 2020 dues by November 1, 2020 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 Monday, September 7th, 2020, whichever comes first. An entry will not be valid until there are at least 4 players listed on the entry form; if more than 16 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.

Registered teams may add or subtract players as they wish, (advising the USBF by sending an email to the [USBF Secretary](#)), until October 20, 2020. After October 20, teams may change their rosters only because of unexpected contingencies, and not in such a way as to substantially strengthen or weaken the team.

C. Date, Schedule and Length of Matches.

From Friday, November 6, 2020 to Sunday, November 8, 2020, there will be a 3-day day Complete Round Robin, within 2 separate groups - the In-

dians, honoring Justin's heritage, and the Cowboys, honoring his favorite sports team. On Monday, November 9th, there will be a one-day continuing Round Robin among the teams that placed 6-10 in each Round Robin group. On Friday, November 13 through Sunday, November 17, 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 \$300.

E. Site

The site of the 2020 JLall1 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, November 11th 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

For the first 3 days of play, the teams will be divided into two groups of 16 each. 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 the Indians group
- c. The second place team (called Team B for convenience here) will be assigned to the Cowboys group.
- d. Starting on October 20:
 1. Team A will select **one** team to be assigned to the Cowboys
 2. Team B will select **two** teams to be assigned to the Indians
 3. Team A will select **one** team to be assigned to the Cowboys
 4. Team B will select **one** team to be assigned to the Indians

5. Team A will select **two** teams to be assigned to the Cowboys
6. Team B will select **two** teams to be assigned to the Indians
7. Team A will select **two** teams to be assigned to the Cowboys
8. Team B will select **two** teams to be assigned to the Indians
9. Team A will select **two** teams to be assigned To the Cowboys
10. Team B will select **two** teams to be assigned to the Indians
11. Team A will select **one** team to be assigned to the Cowboys
12. Team B will select **one** team to be assigned to the Cowboys
13. Team A will select **two** teams to be assigned to the Indians
14. Team B will select **two** team to be assigned to the Cowboys
15. Team A will select **two** teams to be assigned to the Indians
16. Team B will select **one** team to be assigned to the Cowboys
17. The remaining six teams will be randomly assigned to the two groups.

Selection will be by email to 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 bottom 6 teams in each group will be eliminated. The groups that finish 6-10 in each group (“bubble teams”) will play in the second stage of the Round Robin on Monday, November 10th.

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 bottom 6 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.

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 remaining teams may make themselves available to be chosen. 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 remaining teams may make themselves available to be chosen. 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 remaining teams may make themselves available to be chosen. 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 remaining teams may make themselves available to be chosen. 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. 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.

B. 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 must be made before the partner of the person requesting the undo has acted. If there are any concerns about whether an undo should be allowed, the players should summon the Director.

C. Logging onto RealBridge

Each player who is playing in a Round Robin match or KO segment will receive an email with a link to log in. The link will take the player directly to his or her seat. All players should be logged onto RealBridge at least 5 minutes before the scheduled start of play and must be logged in by the scheduled start. Play for a segment will not be started 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 every minute the player is late.

D. Submitting lineups

1. Round Robin

- A. Each team must submit its lineup for the first 2 matches of the day to the DIC by midnight EDT the day before the matches are to be played.
- B. Each team must submit its lineup for the 3rd match of the day before commencing play in the 2nd match, for the 4th match of the day before commencing play in the 3rd match, and for the 5th match of the day before commencing play in the 4th match.
- C. The lineup submitted should list the exact seat (N, S, E, W) in which each player should be placed.
- D. If both teams in a match have submitted their lineups the day before the match, the tournament organizer will email the two team captains with the match #, the opposing team name and the opposing team lineup.

2. KO Segments

Seating rights for KO segments will be determined as set forth in the USBF General Conditions of Contest. At least 10 minutes before the start of play for each segment, the team that does not have seating rights will submit its lineup for the segment on the team's lineup page. Within 5 minutes of receiving the opposing team's lineup, the team with seating rights will submit its lineup on the team's lineup page.

E. Time Allowed

The play schedule will be based on 7.5 minutes per board.

F. Video Meetings & Screenmate chat

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.

2. During the bidding, screen mates (N&E, S&W) must participate in a chat session. RealBridge includes screenmate chat in the presentation of the table. Video is optional but recommended.

G. Kibitzing

There will be delayed kibitzing or 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 JLall1 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.