
**UNITED STATES BRIDGE FEDERATION
SPECIAL CONDITIONS OF CONTEST FOR
THE 2021 USBF JUSTIN LALL ONLINE TEAMS #2**

*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

2021 USBF JLall2 Table of Contents

I. AUTHORITY AND OVERVIEW	1
II. GENERAL INFORMATION	1
A. Eligibility.....	1
B. Registration.....	1
C. Date, Schedule and Length of Matches.....	1
D. Entry Fee.....	2
E. Site.....	2
F. Captain’s Meeting.....	2
III. FORMAT	2
A. Round Robin	2
B. Setting the Bracket for Knockout Rounds	4
VI. SPECIAL RULES FOR ONLINE PLAY	4
A. Players May Consult Bidding Notes	4
B. Undos for Misclicks Will be Allowed.....	4
C. Self Alerts and Explanations	5
D. Logging onto RealBridge.....	5
E. Submitting lineups	5
E. Time Allowed.....	6
F. Video Meetings & Screenmate chat.....	6
G. Kibitzing.....	6
VII. INTERPRETATION OF CONDITIONS.....	6
A. Interpretation of Conditions	6
B. Headings for Convenience.....	6
C. Conditions Interpreted in Entirety.....	7
D. Omissions.....	7

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 #2 (JLall2) 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 JLall2 must be a USBF Active Member. Any player who has not paid his or her 2021 dues by February 1, 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 Friday, January 15th, 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.

Registered teams may add or subtract players as they wish, (advising the USBF by sending an email to the [USBF Secretary](#)), until January 25, 2021. After January 25, 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, February 12, 2021 to Sunday, February 14, 2021, there will be a 3-day day Complete Round Robin, within 2 separate groups - the Red Sox and the Yankees. On Monday, February 15th, there will be a one-

day continuing Round Robin among the teams that placed 6-10 in each Round Robin group. On Friday, February 26 through Monday, March 1, 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 EST on each day.

D. Entry Fee.

The entry fee for the event is \$300.

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, February 16th 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 Red Sox group
- c. The second place team (called Team B for convenience here) will be assigned to the Yankees group.
- d. Starting on January 20:
 1. Team A will select **one** team to be assigned to the Yankees
 2. Team B will select **two** teams to be assigned to the Red Sox
 3. Team A will select **one** team to be assigned to the Yankees
 4. Team B will select **one** team to be assigned to the Red Sox
 5. Team A will select **two** teams to be assigned to the Yankees

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

Selection will be by email between the top teams and 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, February 15th.

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. Self Alerts and Explanations

Each player will explain and alert the player's 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.

D. 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 by the scheduled start for the segment. 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, unless the start has been delayed.

E. Submitting lineups

1. Round Robin

- A. Each team must submit its lineup on the team's online lineup page for the first match of the day by 11:00 am.
- B. Each team must submit its lineup on the team's online lineup page 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 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 30 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 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 online 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 is based on 7.5 minutes per board, with 20 minutes between Round Robin stages and 15 minutes between KO segments. A board that has not been started when time for a segment expires may not be played.

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 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 JLall2 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.