

**UNITED STATES BRIDGE FEDERATION  
SPECIAL CONDITIONS OF CONTEST FOR  
THE 2022 USBF JUSTIN LALL ONLINE TEAMS #7**

*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 2022 USBF JLall Online Team #7 (JLall7) 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 JLall7 must be a USBF Active Member or a Junior who is participating in the USBF Junior Training Program. Any player who has not paid his or her 2022 dues by Sept. 1, 2022 will not be eligible to play in the event.

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

Dates, Schedule and Format will depend on the number of teams entered: JLall7 will be canceled if fewer than 8 teams enter.

If exactly 8 teams enter, there will be a 2-day Round Robin on Sept. 17 & 18, and 3 days of KO play on Sept. 23-25. All teams will play in the first day of KO, the top 4 Round Robin teams in Bracket 1 and the bottom 4 Round Robin teams in Bracket 2. The second day of KO will be the Bracket 1 final and the Bracket 2 Semifinal. The third day of KO will be the Bracket 2 Final.

If 9-11 teams enter, there will be a 2-day Round Robin on Sept. 17 & 18, and 4 days of KO play on Sept. 22-25. All teams will play in the first day of KO, the top 4 Round Robin teams in Bracket 1 and the remaining teams in a Bracket 2 Round Robin to qualify 2 teams for the 3rd day. The second day of KO will be the Bracket 1 Final and the Bracket 2 Quarterfinal. The third day of KO will be the Bracket 2 Semifinal (QF winners; losing Bracket 1 finalist gets the day off, unless both Finalists opt for a 2-day final, which can be 6-8 15 board segments long). The fourth day of KO will be the Bracket 2 Final.

If 12 teams enter, there will be a 2-day Round Robin on Sept. 17 & 18, and 5 days of KO play on Sept. 19 and 22-25. The first day of KO play will be the Bracket 1 Quarterfinal; the bottom 4 Round Robin teams will get the day off. The second day of KO play will be the Bracket 1 Semifinal and Bracket 2 Stage 1 (8 teams - bottom 4 from Round Robin and 4 Bracket 1 Quarterfinal losers). The third day of KO play will be the Bracket 1 Final and Bracket 2 Quarterfinal (6 teams, 4 winning Stage 1 teams and 2 losing Bracket 1 Semifinalists). The fourth & fifth days of KO play will be the Bracket 2 Semifinal and Final.

If 13-15 teams enter, there will be a 3-day Round Robin on Sept 15-17, and 5 days of KO on Sept 18, and 22-25. The Round Robin will qualify 8 teams for Bracket 1. The first day of KO will be the Bracket 1 Quarterfinal and Bracket 2 Stage 1 (Round Robin to qualify 4 teams for Stage 2). The second day of KO play will be the Bracket 1 Semifinal and Bracket 2 Stage 2 (8 teams - top 4 Stage 1 and 4 Bracket 1 Quarterfinal losers). The third day of KO play will be the Bracket 1 Final and Bracket 2 Quarterfinal (6 teams, 4 Stage 1 winners and 2 Bracket 1 Semifinal losers). The fourth & fifth days of KO play will be the Bracket 2 Semifinal and Final.

If 16-20 teams enter, there will be a 3-day Round Robin on Sept 15-17, and 5 days of KO on Sept 18, and 22-25. The Round Robin will qualify 8 teams for Bracket 1 and 8 teams for Bracket 2; any teams finishing below 16th will be eliminated. The first day of KO will be the Bracket 1 Quarterfinal and Bracket 2 Stage 1 KO. The second day of KO play will be the Bracket 1 Semifinal and Bracket 2 Stage 2 (8 teams - 4 Stage 1 winners and 4 Bracket 1 Quarterfinal losers). The third day of KO play will be the Bracket 1 Final and Bracket 2 Quarterfinal (6 teams, 4 Stage 1 winners and 2 Bracket 1 Semifinal losers). The fourth & fifth days of KO play will be the Bracket 2 Semifinal and Final.

### **C. 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 at 11:59 pm EST on August 19, 2022. An entry will not be valid until there are at least 4 players listed on the entry form. If an odd number of teams has entered by the closing date, one additional team will be accepted.

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

The entry fee for the event is \$300.

In addition, there is a \$400 entry fee for any teams that qualify to play more than 3 days.

### **E. Site**

The site of the 2022 JLall7 is RealBridge.

## **F. Roster Changes**

Registered teams may add or subtract players as they wish, (advising the USBF by sending an email to the [USBF Secretary](#)), until Sept. 15, 2021.

After completion of the Round Robin, teams that will continue to play may make roster changes subject to the following rules:

1. The change is a replacement for a player who had to withdraw for health reasons.
2. At least 4 players who met the play requirement in the Round Robin remain on the team.
3. Player(s) are added to improve the team's expected performance at the table.
4. No added player played on a different team in the Round Robin.

## **G. Captain's Meeting.**

The Director In Charge (DIC) or DIC's designee may convene a captain's meeting before the Round Robin stage, the KO stages, 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.

# **III. FORMAT**

## **A. Round Robin**

### **1. 8 Teams**

The Round Robin will consist of 14 matches, 7 on each day. Each team will play each other team once each day. Each match will be 8 boards long. Each player on each team must play once against each other team (General Conditions of Contest Section IX.B). The top 4 teams will qualify for Bracket 1, the bottom 4 teams will qualify for Bracket 2.

#### **a. Order of Play**

The Round Robin order of play will be announced in advance. The second day schedule will be the reverse of the first day to make it as easy as possible for teams to meet the balance play requirement. Play Requirement

#### **b. Play Requirement**

Each player must play 50% of the Round Robin boards.

### **2. 9-11 Teams**

The Round Robin will be a 2-day complete Round Robin. The top 4 teams will qualify for Bracket 1; the remaining teams will continue in Bracket 2.

**a. 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 an odd number of teams, each team will sit out one round. The teams will be notified in advance when their sit out will be.

**b. Play Requirement**

Each player must play 50% of the Round Robin boards, rounded down if there are an odd number of rounds.

**3. 12 Teams**

The Round Robin will be a 2-day complete Round Robin. The top 8 teams will qualify for Bracket 1. The bottom 4 teams will continue in Bracket 2.

**a. 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. Play Requirement**

Each player must play 50% of the Round Robin boards.

**4. 13-15 Teams**

The Round Robin will be a 3-day complete Round Robin. The top 8 teams will qualify for Bracket 1; the remaining teams will continue in Bracket 2.

**a. 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. Play Requirement**

Each player must play 50% of the Round Robin boards.

**5. 16-20 Teams**

The Round Robin will be a 3-day complete Round Robin. The top 8 teams will qualify for Bracket 1. The next 8 teams will continue in Bracket 2. Any teams finishing below 16th will be eliminated.

**a. 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. Play Requirement**

Each player must play 50% of the Round Robin boards.

**B. Bracket 1 Format**

The bracket is set before the start of play in Bracket 1. The bracket is determined as follows:

**1. Four Teams in Bracket 1**

The team that earned the most VPs in the Round Robin is Team 1 and selects its Semifinal opponent from the teams that finished 3rd and 4th in the Round Robin and the team that finished 2nd if it chooses to make itself available (“available teams”). The team chosen by Team 1 will be Team 4.

The team that finished 2nd in the Round Robin is Team 2 and plays the remaining team, which will be team 3. If the 2nd place Round Robin finisher chose to make itself available to be chosen by the Round Robin winner and was chosen, the teams that finished 3rd and 4th in the Round Robin play each other and are teams 2 and 3.

**2. Eight Teams in Bracket 1**

The team that earned the most VPs in the Round Robin will be Team 1 and will choose its Quarterfinal opponent from the teams that finished 5th through 8th and either of the teams that finished 3rd and 4th that make themselves available to be chosen (“available teams”). The team chosen by Team 1 will be Team 8.

The team that finished 2nd in the Round Robin will be Team 2 and will choose its Quarterfinal opponent from the remaining available teams.

The team that finished 3rd in the Round Robin will be Team 3 and will choose its Quarterfinal opponent from the remaining available teams.

The team that finished 4th in the Round Robin will be Team 4 and will play the remaining available team in the Quarterfinal.

**C. Bracket 2 Format**

**1. 4 Teams in Bracket 2 because there were 8 teams entered**

If there are 4 teams in Bracket 2, the team that finished fifth in the Round Robin is Team 5 and selects its Stage 1 opponent from the teams that finished 7th and 8th in the Round Robin and the team that finished 6th if it makes itself available to be chosen (“available teams”). The two remaining teams play each other. The two winning stage 1 teams play the two Bracket 1 Semifinal losers in the Bracket 2 Quarterfinal. The Bracket 1 team that finished higher in the Round Robin plays the Bracket 2 team that finished lower in the Round Robin. The Bracket 2 winning Quarterfinalists play each other in the Bracket 2 Semifinal. The Bracket 2 winning

Semifinalist plays the Bracket 1 losing Finalist (which had a day off during the Bracket 2 Semifinal) to decide the Bracket 2 winner.

## **2. 4 Teams in Bracket 2 because there were 12 teams entered**

If 4 teams out of an original entry of 12 will continue in Bracket 2, those teams have a day off during the Bracket 1 Quarterfinal. The Bracket 1 losing Quarterfinalists join those 4 teams for the Bracket 2 Stage 1; each Bracket 1 losing Quarterfinalist plays an original Bracket 2 team; the teams are numbered from 5-12 based on their Round Robin finish and paired normally (5 vs 12, 6 vs 11, 7 vs 10, 8 vs 9). The four Bracket 2 Stage 1 winners and the two Bracket 1 Semifinal Losers play in the Bracket 2 Quarterfinal (the Bracket 1 losers are added to Bracket 2 as teams 3 and 4). The three Bracket 2 Quarterfinal winners and the Bracket 1 Final loser play in the Bracket 2 Semifinal (the Bracket 1 loser is team 2). The winners of the Semifinal matches play in the Bracket 2 Final to determine the Bracket 2 winner.

## **3. 5-7 Teams in Bracket 2**

If there are 5-7 teams in Bracket 2, Stage 1 will be a Round Robin to qualify 2 teams for Stage 2. Those 2 teams play the 2 Bracket 1 Semifinal Losers in the Bracket 2 Quarterfinal. The Bracket 2 winning Quarterfinalists play each other in the Bracket 2 Semifinal. The Bracket 2 winning Semifinalist plays the Bracket 1 losing Finalist (which had a day off during the Bracket 2 Semifinal) to decide the Bracket 2 winner.

## **4. 8 Teams in Bracket 2**

If there are 8 teams in Bracket 2, the first stage is a KO to reduce to 4. The second stage is a KO with 8 teams (the four Bracket 1 Quarterfinal losers and the 4 Bracket 2 stage 1 winners). The third stage is the Quarterfinal, with 6 teams (the 2 Bracket 1 Semifinal losers and the 4 Bracket 2 stage 2 winners). The Semifinal has 4 teams (the Bracket 1 Final losers and the 3 Bracket 2 Quarterfinal winners). The Final has the 2 Bracket 2 Semifinal winners.

# **IV. 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, in which case they lose their dummy rights. Screenmates should attempt to have video communication 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, or for health related devices that have been approved by the DIC in advance, no player may use an electronic device for any purpose other than playing on RealBridge. The first violation of this rule will result in a warning; subsequent violations will be penalized by VP penalties during the Round Robin and by IMP penalties in the KO, on the following scale:

2nd violation: .5 VP or 2 IMPs

3rd violation: 1 VP or 4 IMPs

4th violation: 2 VPs or 8 IMPs

5th violation: 4 VPs or 16 IMPs

6th and subsequent violation: 8 VPs or 32 IMPs, or if egregious, elimination from the event.

## **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 may 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 no later than the scheduled start for the segment, and preferably 5 minutes early. Play for a segment will not 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, or a re-scheduled start if the organizers have delayed the start, his or her team will lose 1 VP or 3 IMPs for each 5 minutes the player is late.

## **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 round of the day at least one hour before play starts.
- b. Each team must submit its lineup for subsequent rounds before the start of the immediately preceding round.
- 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 round of any stage of the Round Robin, the Tournament Organizer and DIC will assign random positions to players for that match.
- d. For the first round of the day, the Tournament Organizer will email each team captain the match #, the opposing team name and the opposing team lineup approximately 60 minutes before the starting time for the match. For subsequent rounds, the Tournament Organizer will email each team captain the match #, the opposing team name and the opposing team at the start of the preceding round.

### **2. KO Segments**

Seating rights for KO segments will be determined as set forth in the USBF General Conditions of Contest. Lineups for the KO will be submitted on the team's online lineup page, which is the same as for the Round Robin. The team that does not have seating rights for the first segment each day shall submit its lineup for the segment At least one hour before the start of play. The team that does not have seating rights for the third segment each day shall submit its lineup for the segment at least 30 minutes before the start of play. the team that does not have seating rights for the second and fourth segments each day shall submit its lineup for the segment at least 15 minutes before the start of play.

The team with seating rights shall submit its lineup within 5 minutes of receiving the opposing team's lineup.

#### **H. 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.

#### **I. Video Meetings**

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.

#### **J. Kibitzing**

There will be deferred kibitzing and Vugraph online. "Live" kibitzing from next to a player is allowed; 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.

### **V. 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 JLall7 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.