

Conditions of Contest For District 10 GNT Championship Final

Registration Due: March 10, 2014

Play Begins: April 5, 2014

Play Continues: April 6, 12, 13
(as needed)

Entry Fee: \$144/team

I. General Conditions

- 1) This event will be conducted at a variety of playing sites, and hosted online by BridgeBase.
- 2) Regarding any of the below, the decision of the DIC will be final. The DIC is empowered to remedy any omissions in these Conditions of Contest.
- 3) Unless specifically noted below, the Laws of Duplicate Bridge, the ACBL Convention Charts, the ACBL Alert Chart, the Conditions of Contest for the 2013/2014 GNT, General Conditions of Contest for team play and ACBL Zero Tolerance Policy shall govern this event.
- 4) The DIC must be an ACBL Director and hold the rank of TD or higher.
- 5) The Tournament Organizer will provide a format for the event which includes contingencies for any number of teams in each flight.
- 6) Each Contestant shall have access to these CoC, and the event's format (#5 above). Failure to have reviewed these conditions, or lack of proficiency with computers or the software used by the online host does not excuse any irregularity, or violation of these conditions.
- 7) Each team must pre-register by March 10, 2014. Late entrants may be accepted for the convenience of the movement and only at the discretion of the DIC. At the time of pre-registration, teams are required to submit the entry fee of \$144 for participation and the following information for each team member:

Name
ACBL Number
User ID for online host
Site of participation
Any special needs addressed by these CoC.

9) In the event a Contestant is handicapped, where he is unable to use a computer, and in all cases where a Contestant does not have the requisite computer skills, said Contestants may bring an Operator to relay calls, plays and explanations thereof. Communication between the Contestant and his Operator is to be conducted in writing. Any notes from a Contestant/Operator interaction may be used to settle disputes. The Operator must be named in preregistration, and is subject to the approval of the DIC.

10) Should a technical difficulty arise, which delays play for one or more matches, play in all unaffected matches shall continue, and 15 minutes will be allotted to resolve the issue before play is suspended. If play is suspended for one or more matches, and in the DIC's opinion, the rest of the contest is unaffected (as in the final match of a Swiss), the affected matches will continue at a later time with different hands than those played during the main competition.

II. Security

1) Each Contestant must preregister to participate at a particular site, and no Contestant may participate from a physical location other than a site designated by the Tournament Organizer, and approved by the DIC. The DIC shall be informed, no later than 2 Days after the close of registration, of each designated site.

2) The Tournament Organizer will designate at least one Monitor for each playing site. The DIC shall be informed, no later than 2 Days after the close of registration, of the proposed Monitor for each site, and their contact information. The proposed Monitor is subject to approval by the DIC.

3) Monitors shall ensure the enforcement of these conditions of contest, and will be primarily responsible for the enforcement of any security related issues at their designated location.

4) Monitors need not be Directors, and may not rule on any irregularity occurring during play, nor penalize a Contestant for any violation of these conditions. Monitors must immediately inform the DIC of any irregularity or violation of which they become aware in any manner.

5) Contestants are not permitted to be in possession of any electronic communication devices while they are competing. VIOLATION OF THIS CONDITION WILL RESULT IN A MANDATORY PENALTY OF 12 IMPS, AND A SECOND VIOLATION WILL RESULT IN THE TEAM'S DISQUALIFICATION.

6) Chatter at each physical location shall be kept to a minimum. No discussion of hands is permitted at any given location until all bridge play at that location has concluded.

7) Contestants must connect to the internet through a designated on site router.

8) Contestants may only run the following applications during the play period:

- a. Online Host Software or
- b. An internet browser for the purpose of accessing the Online Host and/or (in the Championship and A Flights only) for the purpose of accessing the ACBL's defense database.

9) Monitors shall ensure that Contestants cannot view the Computer Screens of other Contestants within their own flight.

10) Monitors shall ensure that Contestants, competing at the same site as members of their own team, are seated in positions which obscure their view of one another.

11) Contestants must not relay, through chat visible to partner, any extraneous information.

III. The Play

1) Contestants are required to post a complete convention card, in ACBL format, inclusive of any supplemental notes.

2) The ACBL Mid-Chart applies to Flight 'A' and the Championship Flight. Pairs playing methods requiring a written defense must pre-alert their opponents, and post a written description of the method(s) along with their convention card. Contestants opposing a pair playing such methods are permitted to access the ACBL's defense database and keep said defenses open in their internet browser.

<http://www.acbl.org/play/defenseDataBase.html>

4) The TD must be summoned electronically for any irregularity which occurs during play. Once the TD has been summoned, all play and bidding shall cease until the TD authorizes its continuation.

5) Contestants are required to alert and explain their own calls (not their partner's). When one makes an alertable call, the bidder must give a full explanation of the agreement to his opponents (and only his opponents). Stating the common or popular name of the convention is not sufficient.

6) Any Contestant may request, but only at his turn to call or play, information concerning an opponent's methods. Such inquiries may be asked of either or both opponents, but must be asked in a private chat. Replies to these inquiries must be given in a private chat.

7) Violations of conditions, which make available to one's partner extraneous information by a remark, a question, a reply to a question, an unexpected alert, failure to alert, special emphasis, tone, gesture, movement or mannerism (Security 9-11 & The Play 5 & 6), shall be rectified under the Laws of Duplicate Bridge, and are subject to procedural penalties. The Monitors and Contestants must report any such violations to the DIC.

8) Any deviation in tempo does convey extraneous information, and is subject to rectification under the Laws of Duplicate Bridge. Any Contestant experiencing technical difficulties which may be construed as conveying extraneous information should immediately inform the Monitor or TD.

9) Claims, concessions, agreement thereto and contention or cancellation thereof will be rectified under the Laws of Duplicate Bridge.

10) Unintended calls or plays will be rectified under the Laws of Duplicate Bridge. If a Contestant makes an unintended call or play he should summon the TD immediately. As in live play, undoes are permitted only upon instruction of the TD.