

General Conditions of Contest

Board-A-Match Teams

These CoC may not be changed at any level of play during the course of the event. Sponsoring organizations may amend these conditions for specific events, but such amendments must appear in all printed tournament schedules.

These conditions apply to all Board-A-Match (BAM) Teams events. At the North American Bridge Championships (NABCs), there may be additional conditions. In such cases, the specific conditions will supersede the general ones. These conditions must be available.

The Director in Charge (DIC) shall make the final decision on any item in these conditions. Furthermore, the DIC will resolve any issue not specifically covered.

ENTRY AND PARTICIPATION

- 1) Each team must consist of four, five or six players, except that single-session events are limited to four. In events which have a masterpoint restriction, the entry will be based on the player with the highest masterpoint holding.
- 2) Each player must play at least 50% of boards played to be eligible for either session or overall masterpoint awards. Other than to cover an emergency, changes in a team's lineup may not be made once play has begun.
- 3) An ineligible player is disqualified. The ineligible player's team will be disqualified unless the DIC determines that teammates were unaware of the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified.

When a team is disqualified after the correction period for the event has ended because the deficiency was discovered then, the disqualified team's position remains vacant. If the deficiency is discovered prior to a match starting, the result of the preceding match is changed; or, if discovered during a match, that match may be forfeit. The result of no other match is altered.

PLAY

- 1) All schedules must be approved by the ACBL Tournament department six months in advance.
 - In flighted events, groups are segregated by masterpoint totals.
 - In stratified events, the groups play together but are ranked both collectively and separately.
 - In strati-flighted events, at least one group is segregated and another stratified (i.e. A is Open, B is stratified with the top group 300-1000 and the second group 0-300).
- 2) Events may be run from one to six sessions and may reduce the field after

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specified sessions. Consolation events may be run concurrently with the final session(s).

- 3) A player may enter and earn masterpoints in as many sessions as possible while not entered in a concurrent or over-lapping event. Exception: Players on teams with more than four members, or teams with byes, may play in concurrent one-session events. For this purpose, Side Game Series are considered one-session events, with no access to gold points for that session, nor may that session's score be used to determine overall rank. In such cases, masterpoints may not be earned in both events. The higher award shall be retained, the lower award deleted.
 - A player who is on a team that has received a bye is considered entered in that event when that event begins.
 - Morning and evening KO events are not overlapping or conflicting events regardless of times scheduled.
- 4) Players are required to play each hand to win at all times.

ADJUSTED SCORES

If a board is unplayable for any reason, then:

- 1) If the board has not yet been played at the other table, the director shall substitute a new board if practical.
- 2) If the board has already been played at the other table, or if substituting a new board is not practical, the director shall assign percentage scores to the pairs at the affected table, as follows:
 - If neither side is responsible for the irregularity, each pair receives a matchpoint score of 50%.
 - If only one side is responsible, that pair receives 40% and their opponents receive 60%.
 - If both sides are responsible, they both receive 40%.
- 3) These percentage assignments are *not* average-plus and average-minus. A 60-40 assignment is exactly that.
- 4) The result obtained at the other table is matchpointed across the field of pairs in the same comparison group who played the same board. The matchpoint percentage scores achieved by the pairs at that table are added to the assigned percentage scores at the table with the irregularity, and:
 - A team that totals 120% or more receives a win.
 - A team that totals 80% or less receives a loss.
 - A team that totals more than 80% and less than 120% receives a half.
 - If both teams are responsible, they both receive zero.
 - If neither team is responsible, they both receive half.

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- If one team is responsible, it receives zero, and their opponents receive their *team* percentage of game. This is the *only* case in which percentage of game (of any kind) is used.
- 5) Any team or teams responsible for an irregularity requiring the assignment of an artificial adjusted score (percentage) shall be penalized one-quarter of a board.

FOULED BOARD

Handling of a fouled board is similar to the handling of an adjusted score. When both tables achieve a valid result and they have *not* played the identical deal, then:

- 1) The director shall determine a matchpoint percentage score for the result at each table:
- If the board has been played at least six times in an identical condition, then the board is matchpointed across the field of pairs who played the board in that condition to produce a matchpoint percentage.
 - If the board has been played less than six times in an identical condition, the director shall assign percentages, from best to worst, as follows:
 - a. Five times: 60, 55, 50, 45, 40.
 - b. Four times: 60, 55, 45, 40.
 - c. Three, two or one time: 50% to each pair.Any pairs tied at a particular score receive the average of the appropriate percentages.
- 2) The percentages of the two pairs on each team are added together, and:
- A team that totals 120% or more receives a win.
 - A team that totals 80% or less receives a loss.
 - A team that totals more than 80% and less than 120% receives a half.

SEEDING

The DIC shall ensure that the field is seeded in both directions.

QUALIFYING EVENTS AND CONSOLATIONS

- 1) Events of two or more sessions may be run as some number of qualifying sessions and some number of final sessions. Consolation events may be scheduled for non-qualifiers.
- 2) A carryover will be calculated based on scores in the qualifying session(s). The scores of the teams qualifying to the finals will be reduced by using the percentage of teams qualified over teams entered. The maximum carryover cannot exceed seven boards. For six-session events with two cuts, the maximum spread for the middle two rounds will be only four boards.

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- 3) The following tie breaking criteria will be used in order until the tie is broken:
- Convert all fractions of boards to one (i.e. boards not lost).
 - If all teams involved played each other, the result of all boards played among them.
 - Total points of all boards played in common.
 - Total points of all boards played.

TARDINESS & SUBSTITUTIONS

- 1) Substitutes are subject to the discretion of the DIC, or his designee, and may not appreciably strengthen the team. A substitute is not allowed if a fifth or sixth member of the team is present.
- 2) A qualified team which fails to seat all team members of the partnership 10 minutes after the announced starting time of a finals will be replaced by the highest available alternate qualifier.

CORRECTION AND APPEAL PERIODS

- 1) The score correction period for player errors expires at the completion of play of the session following the one in which the error occurred or 30 minutes after completion of the last event of the tournament, whichever is earlier.
- 2) For TD errors, the correction period expires 24 hours after the completion of the event or 30 minutes after completion of the last event of the tournament, whichever is earlier. The DIC, in consultation with the ACBL Senior Director of Bridge, however, may in unusual circumstances elect to make a correction of a TD error at a later time.
- 3) For qualifying events, the score correction period for both player and TD errors expires one hour before the first session following qualification. The carryover score for qualifiers may be corrected up until the end of the first session following qualification.
- 4) The appeal period of or for a TD's ruling expires 30 minutes after the completion of a session or at the starting time of the next session, whichever is earlier.