

Appendix I: Online Events Special Conditions of Contest

General

- 1) This event will be conducted at a variety of playing sites, and hosted online by an ACBL approved host.
- 2) Regarding any of the below, the decision of the Director in Charge (DIC) will be final. The DIC is empowered to remedy any omissions in these CoC.

Unless specifically noted below, the Laws of Duplicate Bridge, the ACBL Convention Charts, the ACBL Alert Chart, General CoC for Pairs events and ACBL Zero Tolerance Policy shall govern this event.

- 3) The DIC must be an ACBL Director, hold the rank of Tournament Director or higher, and shall have the authority to assign his own staff.
- 4) The Tournament Organizer will provide a format for the event which includes contingencies for any number of pairs.
- 5) Contestants at each site will play the same deals as all other contestants.
- 6) Each Contestant shall have access to these CoC and the event's format (#4 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 pair must pre-register by one week prior to the announced date of the contest. Pairs participating at the tournament site shall not be required to pre-register. 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, pairs are required to submit funds for participation and the following information for each pair member: Name, ACBL Number, User ID for online host, site of participation, any special needs addressed by these CoC.
- 8) 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 Contestant 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 pre-registration, and is subject to the approval of the DIC.
- 9) Should a technical difficulty arise which delays play for one or more tables, play in all unaffected tables shall continue and 15 minutes will be allotted to resolve the issue before play is suspended. If play is suspended for longer than 15 minutes, the decision of the DIC about the continuation of the event shall be final.

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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 CoC 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. All electronic devices must be turned over to the monitor before the start of play.

VIOLATION OF THIS CONDITION WILL RESULT IN A MANDATORY PENALTY OF ONE FULL BOARD, AND A SECOND VIOLATION WILL RESULT IN THE PAIR'S DISQUALIFICATION.

- 6) 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 ACBL Open+ Convention Chart events only) for the purpose of accessing the ACBL's defense database.
- 7) Monitors shall ensure that Contestants cannot view the "computer screens" of other Contestants within their own flight.
- 8) Monitors shall ensure that Contestants, competing at the same site as their partner, are seated in positions which obscure their view of one another.
- 9) Contestants must not relay, through chat visible to partner or at the monitoring site, any extraneous information.

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The Play

- 1) Contestants are required to post a complete convention card, in ACBL format, inclusive of any supplemental notes.
- 2) The ACBL Open+ Convention Chart may apply at the Tournament Organizers' discretion. Tournaments utilizing the Open+ Chart must advertise its use on their tournament flyer. 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.

https://www.acbl.org/tournaments_page/charts-rules-and-regulations/defense-database/
- 3) If the ACBL Open+ Convention Chart is not used, the ACBL Open Convention Chart applies.
- 4) The Director must be summoned electronically for any irregularity which occurs during play. Once the Director has been summoned, all play and bidding shall cease until the Director 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 opponents' 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 Director.
- 9) Claims, concessions, agreement thereto and contention or cancellation thereof will be rectified under the Laws of Duplicate Bridge.

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- 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 Director immediately. As in live play, undoes are permitted only upon instruction of the Director.

Requirements for ACBL approved Online Host

- 1) Online Hosts must be accessible to all of the event's participants.
- 2) The Host must have the ability to run three separate strats.
- 3) The Host must have the capability to run distinct random deals for each session.
- 4) The Host must ensure the conditions of each deal are consistent with the Laws of Duplicate Bridge (Laws 1, 2, 4-6).
- 5) The Host shall ensure that each participant may chat with either or both of his opponents, and with all of the Contestants at his table, but not privately with partner.
- 6) All deals, auctions, play and chat shall be recorded and available for review, in real time, by the Director.
- 7) If feasible, the auction should appear for each Contestant three bids at a time.
- 8) The Host must have the capability of running a Pairs movement, where each board is played simultaneously at each table.