

NAOBC

North American Online
Bridge Championships



Table of Contents

NAOBC OPEN KNOCKOUT	Page 1
NAOBC PREMIER PAIRS	Page 5
NAOBC PREMIER IMP PAIRS	Page 6
NAOBC 0-6000 PAIRS	Page 7
NAOBC REGIONAL PAIR GAMES	Page 8

NAOBC OPEN KNOCKOUT

The General Conditions of Contest (CoC) for Knockout (KO) Teams will apply to this event, subject to the following special CoC. The CoC for the NAOBC KO Teams consist of this Special CoC, Appendices B, E, and O that are most recently revised prior to the date of the event. These CoC may not be changed during the course of this event. The Director in Charge (DIC) will resolve any issue not specifically covered by these CoC.

CONDITIONS OF ENTRY

1. These events are open to teams of four, five, or six players, each of whom is a paid-up ACBL Member. Each team must select a captain, playing or non-playing, who will be responsible for all official representations to the TD or committee. The completed entry must include the names, player numbers and BBO IDs of all participants, and a notation as to who is captain.
2. Entries for this event will be sold at the following website:

<https://cloud.bridgefinesse.com/BigTeam/bigteamteams/addteam.php?tkey=BF999099-240916>.

All players must be paid-up ACBL Members. The entry deadline is 8:00PM Eastern time, Saturday, September 14, 2024. After this deadline and before 8:00PM Eastern time, Sunday, September 15, 2024, an entry may be accepted if, in the sole opinion of ACBL Management, it would improve the format of the event.

3. The DIC will resolve any request for changes to the submitted entry.

PARTICIPATION REQUIREMENTS

1. Every team member must play at least half the boards of each match, exclusive of playoffs, in order to continue on that team for the remainder of the event. The team captain may submit an application for exemption from the requirements of this paragraph to the DIC but must do so (other than for emergencies) prior to entering the team.
2. A team member granted an exemption must still play at least 40% of the boards, excluding playoff boards, for as long as the team survives to qualify for overall masterpoint awards and other privileges. No contestant may play any match after it has become mathematically impossible to play at least 40% of the boards, excluding playoff boards, played by the team.
3. An ineligible player is disqualified. If the disqualification occurs prior to the conclusion of the registration period, the team is not disqualified as long as it

contains four or more eligible players. If a player is disqualified after the beginning of play, the team is disqualified. Any team reduced to fewer than three original members due to disqualification of ineligible members is disqualified. When a player's team is disqualified after the correction period for the event expires, 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.

THE BRACKET

1. Bracket seeding will be based on the average seeding points of all members of the team. A maximum of 70 seeding points will be credited to any one player. When necessary to break a tie, the players on the tied teams will be credited with their full seeding point totals. Continuing ties will be broken by lot. Seeding points are awarded per Appendix B.
2. The teams will be ordered by their average seeding points. In cases where a tie broken by lot involves teams in two groups, the loser(s) of the tie-break will be given the high seed(s) in the next group.
 - The team with the highest average seeding points will be seeded number one, and the next ordered team will be seeded number two.
 - The next two teams will be assigned seed numbers three and four by lot. Then, the next four teams will be assigned seed numbers five through eight by lot. Similarly, seed numbers will be assigned by lot for positions 9-12, 13-16, 17-20, 21-24, 25-28, 29-32, 33-40, 41-48, 49-56, 57-64, 65-80, 81-96 and so on in groups of 16. See Appendix B.
3. Any corrections to the bracket must be requested at least two hours before the announced starting time of the event. After that time the bracket will stand as posted.

CONVENTIONS

The ACBL Open+ convention chart governs whether bidding and carding methods are permitted, disallowed, or restricted in this event.

SCORING AND PLAY

1. This event will be hosted by and played on Bridge Base Online.
2. This event is a single-elimination KO, with any fraction of an IMP constituting a win.

- For each round, match pairings will be such that the sum of the seeds is the number of teams in the current round, plus one. If the number of teams is not a power of two, it is the lowest power of two greater than the number of teams in the event, plus one.
 - Two-way, three-way and four-way matches will be divided into 14-board segments. 28-board matches will consist of one pair of segments and 56-board matches of two pairs of segments. In three-way matches, seven boards will be played against each of the other two teams in each segment.
4. The time allowed for each 14-board segment is 100 minutes.
 5. Should any head-to-head match end in a tie, a play-off will be played as follows:
 - 28-board match will result in a 4-board play-off.
 - 56-board match will result in an 8-board play-off.
 - Should the first playoff end in a tie, continuing 4-board playoffs will be played until the tie is resolved.
 - Should one team refuse to participate in a playoff, their opponent shall be declared the winner of the match.
 - Should both teams refuse to participate in a playoff, neither team shall be declared the winner.

SEATING

1. Teams are required to line up electronically. The web address and password for entering lineups will be sent to each team captain's email after registration has closed.
2. There shall be no seating rights in a round robin or in a play-off.
3. The higher-ranked team must submit in which segments they intend to exercise their seeding rights 45 minutes before the start of the match.
 - In 28-board matches, the higher-ranked team will decide whether to exercise seating rights for the first or the second half.
 - In 56-board matches, the higher-ranked team will decide whether to exercise their seating rights in the first and fourth quarters or the second and third.

- No submission or an untimely submission is deemed to be choosing the second half of two-segment matches or the first and fourth quarters of four-segment matches.
4. For the first segment of a match, the team without seating rights must submit their seating information at least 30 minutes before the segment starts. The team with seating rights will thereafter transmit their lineup at least 15 minutes before the segment starts.
 5. For the second, third and fourth segments, the team without seating rights must submit their seating information at least 20 minutes before the segment starts. The team with seating rights will thereafter transmit their lineup at least 10 minutes before the segment starts.
 6. Replays of pairs are permitted throughout the event.

SUBSTITUTES

Substitutes will be permitted at the discretion of the DIC. No more than two substitutes at a time will be permitted on a team. See the General Conditions of Contest for KO Teams.

REPLACEMENTS

A team reduced to three members for cause will be permitted a replacement at the discretion of the DIC. A replacement for the finals receives match awards only. In no case is a team permitted to replace more than one player.

PENALTIES

The opposing team may not waive any penalties assessed their opponents for tardiness or slow play.

1. Penalties for failure to seat a complete team at the announced game time will be per the General Conditions of Contest for KO Teams.
2. Penalties for slow play will be per Appendix E.

CONCESSIONS

Concessions may be permitted at any time at the discretion of the DIC. Credit for participation and timely finishes in unplayed sessions will be assigned to players on the winning team at the discretion of the DIC.

SECURITY

1. Throughout the event, players will be required to have an ongoing video or audio chat session with their screenmate (North and East are screenmates; South and West are screenmates). This chat can be done in a software of the players' choice, or by telephone call; if none can be agreed, the default choice is Zoom. Alerts will be given in the online playing environment in order to have a record of these explanations.
2. Kibitzing will not be allowed other than by tournament staff. Some matches may be on Delayed Vugraph.

NAOBC PREMIER PAIRS

The General Conditions of Contest (CoC) for pairs events will apply to this event, subject to Appendix O and the following special CoC. These CoC may not be changed during the event. Regarding any of the below, any of Appendix O, or any of the General CoC of ACBL pairs events, the decision of the DIC shall be final.

CONDITIONS OF ENTRY

The NAOBC Premier Pairs is open to any two paid-up ACBL Members.

CONVENTIONS

Bidding and carding methods permitted, restricted, or not permitted in these events are per the ACBL Open+ Convention Chart.

SCORING AND PLAY

- 1) This NAOBC Pair event will be hosted by and played on Bridge Base Online. It will consist of four twenty-four board sessions: two qualifying and two final.
- 2) Each session will consist of twelve 2-board rounds, and each round will last 14 minutes. Play will be curtailed when time for the round expires. The Director will adjust the result of any deal that is curtailed due to the time constraint.
- 3) Approximately fifty percent of the field will qualify for the two final sessions. Ties for the last qualifying position will be broken per ACBL regulation.
- 4) There will be a carryover from the qualifying sessions to the final. The carryover will be calculated per ACBL regulations, but the spread from top to bottom can be no greater than four boards.
- 5) For purposes of qualifying or overall ranking, any fraction of a matchpoint will be sufficient separation.
- 6) Qualification of contestants for the final shall be based on overall standing in the entire field, regardless of section or direction.
- 7) Regarding any of the above, any of Appendix O, or any of the General CoC of ACBL pairs events, the decision of the DIC shall be final.

SECURITY

- 1) Kibitzing will not be allowed other than by tournament staff.
- 2) Any player or tournament official may submit a deal for investigation. Deals submitted for investigation will go to the ACBL Recorder, who may send the information to a players' committee.
- 3) Players can submit deals for investigation through this [link](#).
- 4) Further, penalties for being found to be cheating in this event, as all ACBL online events, are the same as in live ACBL events, and may include, but are not limited to, probation, suspension, loss of masterpoints or titles, or expulsion.

NAOBC PREMIER IMP PAIRS

The General Conditions of Contest (CoC) for pairs events will apply to this event, subject to Appendix O and the following special CoC. These CoC may not be changed during the event. Regarding any of the below, any of Appendix O, or any of the General CoC of ACBL pairs events, the decision of the DIC shall be final.

CONDITIONS OF ENTRY

The NAOBC Premier IMP Pairs is open to any two paid-up ACBL Members.

CONVENTIONS

Bidding and carding methods permitted, restricted, or not permitted in these events are per the ACBL Open+ Convention Chart.

SCORING AND PLAY

- 1) This NAOBC Pair event will be hosted by and played on Bridge Base Online. It will consist of four twenty-four board sessions: two qualifying and two final, scored by IMPs as follows:
 - a. Each pair's result on a board shall be compared with every other pair's result. The difference in the results shall be converted to IMPs subject to a maximum 17 IMP differential.
 - b. Calculate the average IMPs for that pair on that board.
 - c. The unrounded average IMPs is the pair's score on that board (the score will be published rounded to the nearest hundredth).
 - d. A pair's final score for a session is the sum of the scores on each board rounded to the nearest hundredth of an IMP.
- 2) Each session will consist of twelve 2-board rounds, and each round will last 14 minutes. Play will be curtailed when time for the round expires. The Director will adjust the result of any deal that is curtailed due to the time constraint.
- 3) Approximately fifty percent of the field will qualify for the two final sessions. Ties for the last qualifying position will be broken per ACBL regulation.
- 4) Carryover:

- a. There will be a carryover from the qualifying sessions to the final. The carryover can be no greater than the percentage of pairs who qualify times 52.
 - b. Carryovers will be equal to the difference between each pair's score and the lowest qualifying score multiplied by the percentage of pairs that qualify. If this results in a maximum carryover greater than that permitted in 4a, the highest carryover will be reduced to the maximum allowable and all other scores prorated. For purposes of qualifying or overall ranking, any fraction of an IMP will be sufficient separation.
- 5) Qualification of contestants for the final shall be based on overall standing in the entire field, regardless of section or direction.
 - 6) Regarding any of the above, any of Appendix O, or any of the General CoC of ACBL pairs events, the decision of the DIC shall be final.

SECURITY

- 1) Kibitzing will not be allowed other than by tournament staff.
- 2) Any player or tournament official may submit a deal for investigation. Deals submitted for investigation will go to the ACBL Recorder, who may send the information to a players' committee.
- 3) Players can submit deals for investigation through this [link](#).
- 4) Further, penalties for being found to be cheating in this event, as all ACBL online events, are the same as in live ACBL events, and may include, but are not limited to, probation, suspension, loss of masterpoints or titles, or expulsion.

NAOBC 0-6000 PAIRS

The General Conditions of Contest (CoC) for pairs events will apply to this event, subject to Appendix O and the following special CoC. These CoC may not be changed during the event. Regarding any of the below, any of Appendix O, or any of the General CoC of ACBL pairs events, the decision of the DIC shall be final.

CONDITIONS OF ENTRY

The NAOBC Premier Pairs is open to any two paid-up ACBL Members who have fewer than 2500 Masterpoints as of the ACBL computer run on September 6, 2024.

CONVENTIONS

Bidding and carding methods permitted, restricted, or not permitted in these events are per the ACBL Open Convention Chart.

SCORING AND PLAY

- 1) This NAOBC Pair event will be hosted by and played on Bridge Base Online. It will consist of four twenty-four board sessions: two qualifying and two final.

- 2) Each session will consist of twelve 2-board rounds, and each round will last 14 minutes. Play will be curtailed when time for the round expires. The Director will adjust the result of any deal that is curtailed due to the time constraint.
- 3) Approximately fifty percent of the field will qualify for the two final sessions. Ties for the last qualifying position will be broken per ACBL regulation.
- 4) There will be a carryover from the qualifying sessions to the final. The carryover will be calculated per ACBL regulations, but the spread from top to bottom can be no greater than four boards.
- 5) For purposes of qualifying or overall ranking, any fraction of a matchpoint will be sufficient separation.
- 6) Qualification of contestants for the final shall be based on overall standing in the entire field, regardless of section or direction.
- 7) Regarding any of the above, any of Appendix O, or any of the General CoC of ACBL pairs events, the decision of the DIC shall be final.

SECURITY

- 1) Kibitzing will not be allowed other than by tournament staff.
- 2) Any player or tournament official may submit a deal for investigation. Deals submitted for investigation will go to the ACBL Recorder, who may send the information to a players' committee.
- 3) Players can submit deals for investigation through this [link](#).
- 4) Further, penalties for being found to be cheating in this event, as all ACBL online events, are the same as in live ACBL events, and may include, but are not limited to, probation, suspension, loss of masterpoints or titles, or expulsion.

NAOBC REGIONAL PAIR GAMES

The General Conditions of Contest (CoC) for pairs events will apply to this event, subject to Appendix O and the following special CoC. These CoC may not be changed during the event. Regarding any of the below, any of Appendix O, or any of the General CoC of ACBL pairs events, the decision of the DIC shall be final.

SCORING AND PLAY

- 1) The Regional Open Pairs, Regional Midflight Pairs, and Regional Gold Rush Pairs will be hosted by and played on Bridge Base Online. Each of these events will consist of two sessions.
- 2) The sessions in the Regional Open Pairs and Regional Mid-Flight Pairs will consist of eleven 2-board rounds, and each round will last 14 minutes. Play will be curtailed when time for the round expires. The Director will adjust the result of any deal that is curtailed due to the time constraint.
- 3) The sessions in the Regional Gold Rush Pairs will consist of seven 3-board rounds, and each round will last 21 minutes. Play will be curtailed when time for the round

expires. The Director will adjust the result of any deal that is curtailed due to the time constraint.

- 4) Regarding any of the above, any of Appendix O, or any of the General CoC of ACBL pairs events, the decision of the DIC shall be final.

SECURITY

- 1) Kibitzing will not be allowed other than by tournament staff.
- 2) Any player or tournament official may submit a deal for investigation. Deals submitted for investigation will go to the ACBL Recorder, who may send the information to a players' committee.
- 3) Players can submit deals for investigation through this [link](#).
- 4) Further, penalties for being found to be cheating in this event, as all ACBL online events, are the same as in live ACBL events, and may include, but are not limited to, probation, suspension, loss of masterpoints or titles, or expulsion.