

CHAPTER VI – CLUB SANCTIONED GAMES

E. CONVENTIONS

Section 1 – Systems and Conventions

- 1.1 The ACBL retains the right to approve or disapprove any bidding or defensive carding (lead or discard signal) convention for general use in ACBL-sanctioned tournament events. In exercising this right, the ACBL has established convention charts that list conventions permitted in games having varying degrees of difficulty.
- 1.2 A club manager can bar or allow specific conventions and can bar certain conventions in novice games but allow them in open games. The types of events for which this applies are club masterpoint games, Club Championships, club charity events, ACBL-wide events, Unit Championships, Unit charity events, District charity events, and the North American Pairs events.
- 1.3 The Alert procedure is used in tournaments and is optional (and strongly encouraged) in club games.
- 1.4 When masterpoints are awarded for overall positions in several locations, such as Unit-wide games, STaCs, etc., all conventions in the ACBL Open Chart must be allowed unless the conditions of contest specify otherwise. Use of the Alert procedure is mandatory.
- 1.5 Occasionally special games, such as the GNT event, may be held in clubs. In such a case the club manager must check the conditions of contest to be sure to conduct the game in conformity with rules.
- 1.6 The ACBL recommends that clubs which are inclined to permit patrons to test new or little-known conventions or systems restrict such testing to one of several scheduled game sessions. If experience indicates that the majority of the club players welcome this policy, it can be extended easily to other sessions. In any case, players must have the approval of the director before using any convention not specifically authorized. The ACBL recommends that each club post a list of approved conventions in a conspicuous place on its premises.

See also Appendix 6-B *ACBL Convention Charts*.