

EBC ONLINE TEAMS CHAMPIONSHIP

SPRING 2022

The EBC Online Teams Championship is held on [Bridge Base Online](#) and is open to all EBC members, their guests, and friends. The extended championship is sanctioned and masterpoint awards will be given. As well, there is a cash prize for the winning and second-place teams.

Entry Fees and Prizes

- Registration should include the names of all team members, designation of a team captain and selection of a team name.
- The team entry fee is **\$120**; this can be paid individually by share or in total as a team.
- Entry fees will be paid by *Interac* e-Transfer to **green4don@telus.net** or by cash/debit at the Edmonton Bridge Centre.
- Sectional-rated black ACBL Masterpoints® are awarded for each round-robin match as well as overall placements and the playoffs will award cash prizes without additional Masterpoints®.
- Half of the entry fees go to EBC; the balance of the fees is put into a pool and then reduced by the ACBL sanction fees incurred and rounded off. First place team shares approximately **67%** of the remaining pool; 2nd place team shares **33%** of the remaining pool.
- If there are multiple flights or multiple pools playing, these amounts will be adjusted to fairly reflect the entries, challenge, and accomplishments in this event. When there is a large number of teams in a pool, there can be a 3rd place team share.
- As a benchmark, an eight to ten team pool pays \$240 to the first-place team and \$120 to the second-place team.

Contest Rules

- Each team can have a maximum of 6 players. All participants should be EBC members or guests or pretty much anyone we know.
- Round robin matches will be 24 Boards in length.
- WBF 20-point variable VP scale will be used.
- The ACBL Convention Chart as specified below will govern bidding and play methods for this event:
 - The open (unlimited MP) pool uses the Open+ chart for matches between open teams, otherwise the Open chart applies.
 - Any pool with an upper masterpoint limit of 2000+ uses the Basic+ chart.
 - Any pool with an upper masterpoint limit less than 2000 uses the Basic chart.

- It is preferable for each pair to have a completed ACBL convention card (NOT the old style BBO card but the current ACBL card).
- Each player is required to self-alert any bids requiring any announcement or alert under the alert procedures as revised 2021-01-01.
- Failing to alert is just lazy and/or annoying. If you have questions, call and talk to Don and we will go through your card and remind you which bids require alerts.
- If you're unclear about alerting on BBO, it's just like alerting behind screens; all alerts are immediate and made by you about your bids. Again, talk it through with a director.
- A 1NT Opening Bid of 15-17 HCP does not require an alert.
- If a pair that uses an Open+ chart convention (Pool 'A', Flight 'A' only) which requires a special defense is scheduled to play a match, the team captain is required to notify the other team's captain at least 72 hours ahead of their match.
- ACBL Zero Tolerance rules apply with respect to behavior while playing and for all communications with respect to these Online Championships, including emails.
- These matches run without a Director and this all seems to work. If there is a board that requires review, try to complete it and the board will be reviewed 'after-the-fact' by an impartial ACBL Director. A ruling will be made, and the score adjusted if and as necessary.
- If a player is disconnected for any reason and is unable to rejoin the match within 15 minutes, the match is terminated unless the players agree to wait longer or to reschedule the balance of the match. If 18 or more boards can be compared, then the result of the match is official; otherwise, the complete match must be rescheduled.
- A team which is deemed to forfeit a match shall score zero Victory Points for that match. The team winning the forfeited match will receive the greater score between: (a) 12 VP, (b) the teams average over all matches, and (c) the average score obtained by all the other opponents against the team in default.

Substitution Rules:

- If needed, a team may use **two** substitute players for a match.
- No substitution is generally allowed in the middle of a match, though 'loss of internet' may make a substitute the best option.
- Substitutes may not generally play for more than one team and are not allowed in the playoffs.
- If a substitute is needed, the team captain must, before the match, notify the opposing team captain.

Schedule

- The Round Robin will start the week of **January 17th, 2022**, and will complete subject to the number of participating teams.
- The registered teams will be stratified by EBC and divided into pools as the numbers permit. Our intent is to play with three pools (each with 2 strats) if possible.
- Each pool will play a complete round-robin. An odd number of teams in a pool will mean a bye for one team each week. If there are fewer than 6 teams in a pool, they will play a double Round-Robin.
- The draw and match schedules will be published shortly after the registration deadline, with one Round Robin match scheduled each week.
- A round runs from Monday through Sunday. The scheduled time for Round Robin match completion will be Sundays at 6:00 pm Mountain time.
- The default match time is Tuesday evenings, but flexibility is key due to time zone considerations and work requirements. Not all games should be expected on Tuesday evening.
- Should one or both teams wish to play the match at a different time, the two team captains will be responsible for agreeing on a new match time, preferably during the match week but in no case later than the end of the next match week.
- If one or both teams is unable to play a match by its originally scheduled time or unable to agree to reschedule, the team(s) will be considered in default and forfeit the match.
- Both teams should report the net IMP result to **ddg4bridge@gmail.com** as soon as the match completes (please).

Play-Off Rules

- The top 4 teams at the end of the round robin phase will qualify for the playoff.
- Round Robin Tie-Breaking Formula:
 - A two-way tie is broken in the following order:
 - a) All matches played will be scored based on: WIN – 1 point; TIE – ½ point; LOSS – 0 points.
 - b) The result of the match(es) between the tied teams.
 - c) A 5-board playoff between the tied teams. If still tied at the end of the extra boards, continuing sets of five boards will be played until the tie is broken.
 - A multi-tie is broken in the following order:
 - a) All matches played will be scored based on: WIN – 1 point; TIE – ½ point; LOSS – 0 points.

- b) Matches played between all tied teams will be scored based on the method described above.
 - c) Victory Points of matches between all tied teams.
 - d) In the event a multi-tie is reduced in number by one of the foregoing steps, only the remaining teams should be considered in tie-breaking procedures for succeeding steps.
 - e) In the event a multi-tie is reduced to two teams, the procedures for two team ties are applied.
- The team finishing first in the round robin will choose their semi-final opponents from the teams finishing third and fourth.
 - There is no carry over from the round robin stage.
 - The semi-finals and finals are 48 board matches that are played in two halves (24 boards each). Each half may be played on a different day.
 - Each member of the team qualifying must play at least one half of the two-session semi-final match and one half of the two-session final match.
 - In case of a tie at the end of a semi-final or final match, the teams will play a 5-board playoff. If still tied at the end of the extra boards, continuing sets of five boards will be played until the tie is broken.

Match Set Up

- The two team captains are responsible for agreeing on who will set up the match on BBO (default is the home team), and what parameters to use (recommended below).
- There are no seating rights during the round robin. Ideally, when the match is set up, each captain should provide their line-up indicating who will be sitting EW and NS, and their BBO handles.
- Normally, the match is played as one set of 24 boards between A-N/S and B-E/W at one table and B-N/S and A-E/W at the other table.
- With the consent of **both** team captains, the match may alternatively be played in two 12-board sets, alternating the seating at half time so that both team pairs play both of the other team pairs.
- If either captain is not happy with the seating arrangement, then contact **ddg4bridge@gmail.com** at least 12 hours before the match and I'll randomly assign seats.

Recommended Match Parameters

The following match set up parameters are recommended though the two captains may mutually agree to a different set up:

- Undos – are allowed but should be requested and only used on the agreement of an opposing players. Fat fingers make honest mistakes, fairer if they can be undone. This is not intended to be used for a change of mind, but a slip of the fingers. Disallowing an honest mistake is rude.
- Kibitzers – Allow Silent as we like to watch and trust everyone.
- Barometer scoring – Off/Unchecked. (so that play at each table is unaffected by the current score in the match). The boards are still played sequentially, and you see half-time scores if the game is so set up, but you do not see board-by-board results during the play.
- Outside the 'A' pool barometer scoring may be turned on but shouldn't you be trying your best every hand?

Registration

- Registration deadline is 6pm, **January 16th, 2022**