

**CONDITIONS OF CONTEST
CLEVELAND WHIST CLUB
(ACBL UNIT 125)
2020 ONLINE FALL VICHILL LEAGUE**

I. TYPE OF EVENT

The Vichill League is a bracketed, sectionally rated team event played in a multi-session event beginning September 16, 2020.

The number of sessions, brackets and teams per bracket are based on the number of teams entered.

The Vichill League is a round robin tournament within each bracket with the round robin format (number of boards, number of matches and movement) determined by the number of teams in a bracket. The team in each bracket with the most victory points wins. Ties are broken based on the winner of the head-to-head match played between tied teams. If the tied teams tied their match, the tie is not broken.

Round robin matches normally are 18 or 24 boards, but may be adjusted based on the number of teams in a bracket and the round robin format and movement. Matches are scored according to an ACBL approved IMP scale and then converted to victory points in accordance with Section VIII, Scoring Calculations. A victory of one IMP or more is considered a win for purposes of master point awards. In the case of late play, the number of boards may be adjusted. (See Section III).

Prior to beginning a match, if team captains cannot agree on which pairs will oppose each other the director will flip a coin to resolve the issue, or if one team wants to switch at the half and the other doesn't then the trailing team has the option. If the teams are tied, the director will flip a coin to resolve the issue.

The Vichill League has one or two Chairpersons (referred to as Chairperson in this document even if there are two Chairpersons) who have overall responsibility for the event. In addition, the Chairperson, the Cleveland Whist Club President (President) and additional Cleveland

Whist Club members selected by the President and Chairperson constitute a committee (Vichill Committee) to be used as appropriate in making decisions during the year.

Each Bracket may have a Coordinator whose primary duties include the following:

- Assist team captains in their bracket to find appropriate substitutes.
- Review requests for the use of substitutes and determine if the substitute is appropriate for the bracket.
- Notify team captain of the substitute that the opposing team proposes to use. See Section X for further discussion of substitutes.
- Be the primary contact for teams that forfeit a match and notify both the Chairperson and the opposing team captain of this occurrence.
- Assist the Chairperson in notifying team captains of any cancellations or rescheduling of matches as described in Section IX.

II. TEAM COMPOSITION

Each team consists of four to six members. Teams are placed in brackets based on ACBL and ABA master points of their members. The Vichill Committee may assign teams to higher or lower brackets than their master point holdings suggest if the Vichill Committee determines that the team is better qualified to compete in another bracket.

All bridge players (ACBL members and non-members) are welcome to play, except persons under suspension by ACBL. This stipulation applies to both team members and substitutes. Non-members are encouraged to join the ACBL so that their master points can be recorded.

A player may be a member of only one team in this event.

III. TIME AND PLACE

All regularly scheduled matches are played on Bridge Base Online on specifically scheduled Wednesday nights. Play starts promptly at 7:00p.m. and ends no later than 11:00pm. No board may be started

after 10:30pm To respect those teams who are available and ready to play the following rule is enforced:

Upon notification to the director by the team captain that his or her team is ready to play and their opponent has not arrived by 7:15p.m., a penalty of five (5) IMPS and an additional three (3) IMP penalty for each additional five-minute interval, is assessed against the late team. A team not available to play by 7:30p.m. forfeits the match. The forfeit deadline may be extended at the director's discretion but the IMP penalties will continue. The number of boards may be reduced, at the director's discretion, to meet the deadline of no board being started after 10:30p.m.

If all boards in the first half of the match have not been completed by 8:45p.m. the team captains may notify the director who may make a provisional adjustment in the number of boards for the second half so that all boards may be completed at both tables. If teams catch up, missed boards may be restored.

IV. AWARDS

To be eligible for overall awards, a player must have played at least 50% of the boards played (excluding forfeits and byes) by his/her team. Players who only play part of a match will receive credit for the actual boards played in that match. Only team members meeting the 50% requirement are eligible for overall awards.

Master points are issued for each winning match, or based on overall rank, whichever is higher. Substitutes are eligible for points for winning individual matches, except as stated in Section X. Points are based on ACBL schedules and will come directly from ACBL.

V. REGISTRATION AND FEES

All teams must designate a captain and be registered with the Chairperson prior to the first scheduled match.

Fees will be not more than \$2.00 per player, \$8.00 per team payable in advance prior to the first session. Fees are to be paid even if team forfeits. Checks may be made payable to Unit 125.

VI. TEAM CAPTAIN'S DUTIES

- Properly register his/her team prior to the published deadline and check the published roster. Any corrections to the roster are to be given to the Vichill Chairperson as soon as a discrepancy is discovered.
- Field his/her team punctually on the scheduled date.
- Inform the bracket coordinator and/or the opposing team of a desired substitution as provided in Section X.
- Make sure team entry containing the names of all players and subs who are participating in the match are completed. ACBL numbers should be given for all substitutes.
- Verify the score with the opposing team captain. Each Captain must notify Bill Hogsett by email (bhogsett@gmail.com) or phone (216-926-8729) of the results of the match as soon as possible and utmost effort must be made to notify by Noon of the day following the session.
- Verify the accuracy of posted scores. Scores are posted on the Cleveland Whist Club web site as soon as possible following a match and no later than the next scheduled match. If a Captain believes a posted score is incorrect, he or she must notify the Chairperson as soon as possible after discovering the possible error. The Chairperson will review the posted scores and determine if a correction needs to be made.
- Notify both the bracket coordinator and opposing team captain in the event his or her team is forfeiting.

VII. HANDICAP CALCULATIONS

An ACBL approved handicap system may be used in a bracket if the Chairperson determines it is appropriate. The master points held by the persons playing as of the most recent ACBL posting will be used in computing the handicap. If a match is played over two or more sessions the handicap is calculated based on the handicap calculated based on the number of boards played in each session. Note that there is no handicap involving teams that both average 5000 or more master points per player in the session.

VIII. SCORING CALCULATIONS

The total final victory points for each team are calculated as follows:

1. Net IMP's (after incorporating the handicap, if any) are converted to victory points according to the scale(s) submitted and approved by the ACBL for this event. The current scales are attached as Exhibit A. Any fraction of an IMP created by a handicap is rounded to the nearest whole number, with .5 being rounded up. (An exception to the previous sentence is that the fraction will not be rounded when determining the winner of an individual match for purposes of master points for that match. The rounding will still take place for the purpose of determining VP total.)
2. Byes are scored at 15 VP and remain as part of the final total.
3. Forfeits are provisionally scored at 20 VP during the year for the non-forfeiting team and zero (0) for the forfeiting team. At the end of the year, the non-forfeiting team will have the value of each winning forfeit recalculated based upon the highest of the following: (a) 20 victory points, (b) average of their victory points for all non-forfeited matches, or (c) the reciprocal of each of the forfeiting team's average victory points in all non-forfeited matches. The "reciprocal" is calculated as thirty minus the forfeiting team's average victory points in non-forfeited matches. Losing forfeits will retain the value of zero (0) victory points. (Note that non-forfeited matches do not include byes.)
4. If a team forfeits the larger portion of a multi-session match, that is a forfeit of the entire match and scores are calculated as in Section VIII.3.
5. If a team forfeits the smaller portion of a multi-session match, the VP score is calculated based on the boards played. After that calculation is complete, the non-forfeiting team's score is increased by 3 VP and the forfeiting team's score decreased by 3 VP, with a maximum score possible of 30 and a minimum of 0. For example, if the forfeiting team won the 28-board portion of a 36-board match by a score of 21-9, that score will be adjusted to 18-12, while if the forfeiting team lost the 28-board portion by a score of 28-2, that score would be adjusted to 30-0.
6. A match that is underway may not be forfeited prior to its completion without the consent of the Chairperson or President. (This rule is necessary due to the round robin nature of the competition.) The Chairperson or President may apply an appropriate penalty if an underway match is not completed because of one team's failure to continue play to conclusion.

IX. SPECIAL PROCEDURES APPLICABLE TO ONLINE PLAY

The ACBL Online Events Special Conditions of Contest (attached) will apply to the extent that they are not applicable to a team game on Bridge Base Online. The following portions of the Online Events Special Conditions of Contest are not applicable: General: Sections 1, 5 and 7; Security: All, but players may not communicate with partners or teammates in any manner that would provide information about a hand until the hand has been played at both tables; Play: In applying Section 8, the Director in Charge will consider the online nature of the event in determining if a break in tempo should be rectified under the Laws of Duplicate Bridge.

It is assumed that nobody in these matches cheats and everyone assumes that their opponents don't cheat. Undos in the bidding are permitted if the director is called before the bidder's partner has bid and the director determines that the bid was a mechanical error. Everyone is to be patient, understanding and pleasant in these unusual times and playing in the possibly unfamiliar conditions of BBO.

It is not assumed that players are experienced BBO users and will not be interrupted for unknown reasons. Hesitations, even long hesitations are to be considered normal and it is assumed that unauthorized information is not necessarily being passed and that it would not be taken advantage of in any event unless the Director in Charge rules otherwise.

The rules for alerting are that any bid an opponent might not understand needs to be alerted and described. If a private understanding exists in the partnership, it should be alerted and described. Players are to over alert using the self-alerting capability of BBO or the chat function to opponents.

Either ACBL certified directors or team Captains will set up the games on Bridge Base Online. They will enter the following:

Identification:

Title: Online Vichill Session-n where n is the session(e.g, 1, 2, etc.)

Description: Bracket-n where n is the bracket number

Teams: Captains last names

Form of Scoring

IMPs (default no action needed)

Number of Boards: 24 or 12 boards if players are to be changed and the procedure for changing out players mid-game cannot be followed.

Deal Source

Random Deals (default no action needed) or pre-dealt hands if ACBL directors set up the games.

Options

- Allow kibitzers (Team members who are not playing may kibitz a game their team is playing, but may not speak to the table and, of course, may not communicate to teammates at the other table.)
- Kibitzers may speak to the table, except as above, if directors are not setting up the game. This is needed so the director in a game not set up by a director can speak to the table.
- Undos are permitted in the bidding as described above
- Barometer scoring is on unless both Captains agree to turn it off.

X. SUBSTITUTES, REPLACEMENTS, AND ADDITIONS

To maintain team identity, Captains are encouraged to field as few subs as possible.

Team captains must determine, well in advance of schedule games, whether four players will be available. If not, the captain must make every effort promptly to obtain a substitute.

As far in advance of the game as possible, a team captain needing to use a substitute must notify the bracket coordinator or Chairperson of the name(s) of any proposed substitute(s). The bracket coordinator will consider the proposed substitutes and approve or disapprove the substitution and notify the opposing team's captain of his or her decision. If the bracket coordinator has a conflict of interest, or is unavailable, then the Chairperson or the President (if no Chairperson is available) may decide the suitability of a substitute for a bracket. If the opposing captain is dissatisfied with the bracket coordinator's decision, that captain may protest the choice to the Vichill Chairperson. The Chairperson will review the situation and make a final decision as to whether the proposed substitute may be used. If the Chairperson would have a conflict of interest then the Whist Club President or the bracket coordinator (in that order) will make the final decision.

No substitute will be approved who would likely improve the caliber of the team beyond the expected level for the bracket in question.

The bracket coordinator, and ultimately the Chairperson in the event of an appeal of a bracket coordinator's decision, determines if a proposed substitute would likely improve the caliber of the team beyond the expected level for the bracket and will consider the following guideline, and any other relevant facts, in deciding:

Substitutes typically do not have more master points than 150% of the higher of:

- (1) the masterpoints of the player being substituted for or
- (2) the average team masterpoints in the bracket.

If a substitute is used without prior approval (e.g., no time to get approval), and the Chairperson determines that the substitute does not meet the standard for a substitute in the bracket, the Chairperson may apply a handicap to the match in which the substitute was used. The handicap is determined using the ACBL team handicap formula. If a substitute is not an ACBL member, he/she is deemed to have the same number of masterpoints as the person with the most master points playing that evening for that team.

A team may only use three substitutes in cases of extreme emergency. If any team designates a "permanent" substitute, that person may not substitute on any other team and will not qualify for any overall awards.

No team may use a substitute in lieu of a team member who wishes to play in a session.

Typically, additional players may not be added to the team after the first match. However, any team that permanently loses a player, due to unforeseeable circumstance, may, subject to approval of the Vichill Chairperson designate a replacement member. Such designations may occur at any point during the season. Additions that would have affected the bracket assignment are not permitted.

No team member may substitute for another team in the same or lower bracket and no member may change teams after the first match has been played. However, an existing team member who is not playing with his/her team and is "on hand" during the regular Vichill night may fill-in for a member of a team in a higher bracket. To do this requires:

- An unusual situation causing a team member to not be present
- Agreement of both team captains, such agreement not to be unreasonably withheld

- Approval of the Vichill Chairperson if available, or otherwise the President
- No master points are earned by the substitute, only by the regular members or a non-team substitute

XI. APPEALS OF DIRECTOR RULINGS

Any team Captain who believes a ruling by the director needs further review must inform both the director and the opposing team's captain prior to the end of that night's session that it is appealing and ideally should make the notification as soon as a ruling is made. The director will inform the Chairperson and President if an appeals committee is needed. The Chairperson, or in the absence of a Chairperson the President or Director, will select at least three, but not more than five, qualified people playing that night to act as an appeals committee. The Chairperson and President may participate in the appeal process as non-voting members of the appeals committee.

The appeals committee will decide the night of the match unless it determines that due to the unusual nature of the appeal no decision should be reached without consulting the ACBL. If the ACBL is consulted, a Chairperson, and at least one member of the appeals committee, will contact the appropriate person at the ACBL to assist with the final decision. The Chairperson will notify the captains of the decision if it is not made the night of the match.

Updated August 25, 2020

Exhibit A
Victory Point Scale

28 Boards			24 Boards	
IMPs	Victory Points		IMPs	Victory Points
0	15-15		0-2	15-15
1-2	16-14		3-5	18-12
3-4	17-13		6-8	19-11
5-7	18-12		9-12	20-10
8-11	19-11		13-16	21-9
12-15	20-10		17-21	22-8
16-20	21-9		22-26	23-7
21-26	22-8		27-31	24-6
27-33	23-7		32-37	25-5
34-41	24-6		38-44	26-4
42-50	25-5		45-52	27-3
51-60	26-4		53-61	28-2
61-71	27-3		62-71	29-1
72-83	28-2		72+	30-0
84-95	29-1			
96+	30-0			

18 and 20 Boards	
IMPs	Victory Points
Zero through 1	15 to 15
2 through 3	18 to 12
4 through 6	19 to 11
7 through 9	20 to 10
10 through 12	21 to 9
13 through 16	22 to 8
17 through 20	23 to 7
21 through 24	24 to 6
25 through 29	25 to 5
30 through 34	26 to 4
35 through 40	27 to 3
41 through 47	28 to 2
48 through 55	29 to 1
56+	30 to 0

36 Boards	
IMPs	Victory Points
Zero	15 to 15
1 through 3	16 to 14
4 through 5	17 to 13
6 through 9	18 to 12
10 through 14	19 to 11
15 through 19	20 to 10
20 through 26	21 to 9
27 through 33	22 to 8
34 through 42	23 to 7
43 through 53	24 to 6
44 through 64	25 to 5
65 through 77	26 to 4
78 through 91	27 to 3
92 through 105	28 to 2
106 through 122	29 to 1
123+	30 to 0