

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

**I. TYPE OF EVENT**

The Vichill League is a bracketed, sectionally rated team event played in a multi-session event beginning June 24, 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 24 to 28 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](mailto: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. If undos are allowed a request for an undo must be accepted as it is assumed that the opponent has made a mechanical error and will not take advantage of unauthorized information. 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

Deal Source

Random Deals (default no action needed) or Common Game hands if ACBL directors set up the games.

Options

Use all four defaults:

## **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 June 3, 2020

**Exhibit A  
Victory Point Scale**

<b>28 Boards</b>			<b>24 Boards</b>	
<b>IMPs</b>	<b>Victory Points</b>		<b>IMPs</b>	<b>Victory Points</b>
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			

<b>36 Boards</b>	
<b>IMPs</b>	<b>Victory Points</b>
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

## **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.

## **Appendix I: Online Events Special Conditions of Contest**

### **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.

## **Appendix I: Online Events Special Conditions of Contest**

### **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/](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.

## **Appendix I: Online Events Special Conditions of Contest**

- 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.