

DISTRICT 19 CONDITIONS OF CONTEST FOR 2015-2016 GRAND NATIONAL TEAMS

BASICS

The Grand National Teams is a grass-roots event that begins at the club level, continues with the District Finals competition in the spring, and concludes at the Summer North American Bridge Championships. Players qualify as individuals at the club level and may form new teams for the District Finals stage. There are four flights: Open Championship Flight; Flight A; Flight B; and Flight C. The winning team in each flight at the District Finals is invited to participate in the National Finals of the GNT at the Summer NABC. District 19 awards the winning team in each flight a US\$2,000 (or \$CA equivalent) subsidy to assist with transportation and lodging expenses, provided they play in the National Finals to the point where they are eliminated or win. Teams that win the District Finals are expected to represent the District in the National Finals or, if they cannot, to immediately so inform the District Coordinator. Captains should verify that all team members expect to play the entire event. Entering the event with the knowledge that one cannot compete throughout is a violation of ACBL ethics guidelines.

2015-2016 GNT CYCLE – DISTRICT 19 FINALS DATES, VENUES, SESSION TIMES AND REGISTRATION

Open Championship Flight and Flight B:

Dates: April 16-17, 2016

Venue: IUOE Local 302 Union Hall, 18701 120th Ave. NE, Bothell, WA 98011

Session Times: Saturday April 16 at 1:00PM and 7:00PM; Sunday April 17 at 10:00AM & TBA

Registration: There is no pre-registration. On-site registration closes at 12:30 PM Saturday to allow time to (a) verify team members' qualification status and (b) set up the movement prior to the first session.

Directions: From Interstate-405, take exit 24 for NE 195th St. Head east on 195th St (this is a right turn from the south, and a left turn from the north). Then take the second right on 120th Ave NE. The site will be on your right in less than half a mile.

Flight A and Flight C:

Dates: March 26-27, 2016

Venue: Vancouver Bridge Centre, 2776 E. Broadway, Vancouver BC V5M 1Y8.

Session Times: Saturday March 26 at 1:00PM and 7:00PM; Sunday March 27 at 10:00AM & TBA

Registration: There is no pre-registration. On-site registration closes at 12:30 PM Saturday to allow time to (a) verify team members' qualification status and (b) set up the movement prior to the first session.

Directions: If arriving via Highway 1, there are two exits near the Bridge Centre. They are Rupert/1st Avenue (from Eastbound Highway 1) and Boundary/Grandview Highway (from Highway 1 West), and they are equally close by. From the Rupert/1st Avenue exit, follow

the bend and go straight through the light to go south on Rupert. Turn right on Broadway, and take the first left (Kaslo) after the traffic lights at Renfrew Street. From Boundary/Grandview Highway, follow Grandview until you reach Kaslo Street (one block after Renfrew). Turn right on Kaslo.

THE 2015-2016 EVENT

Additional information specific to the 2015-16 event, including Conditions of Contest, is provided below:

The **DISTRICT COORDINATOR** for the GNTs is:
Tim White, 8121 SE79th St., Mercer Island, WA 98040
He can be reached at (206) 979-9041 (cell)
And by e-mail at trkwhite@gmail.com

The **DISTRICT DIRECTOR** for District 19
Through 12/31/15: Don Mamula, 15329 14th Drive SE, Mill Creek, WA 98012
Phone (425) 357-1964 (home) or (425) 269-7936 (cell)
e-mail at don@d19director.net
Effective 1/1/16: Marv Norden, 4214 Pincushion Pl., Peachland, BC V0H 1X5
Phone (250) 767-6446 (home)
email at marv.norden@gmail.com

FLIGHT MASTERPOINT LIMITS:

Open Championship Flight: unlimited

Flight A: all members of the team under 6000 masterpoints

Flight B: all members of the team under 2500 masterpoints

Flight C: all members of the team under 500 points and Non-Life Masters

Flight eligibility is established by players' masterpoint totals as of September 1, 2015, as reflected in the ACBL's masterpoint run cycle produced in Horn Lake, MS on August 6, 2015. Masterpoints won after this cycle will not impact flight eligibility.

NOTEWORTHY DATES for the 2015-2016 GNT CYCLE

July 1, 2015 is the deadline for applying for an exception from the residency requirements for the GNT for players wishing to qualify in a different district than that of their primary physical residence.

September 1, 2015 through February 29, 2016 constitutes the time period for the Club Qualifying Stage.

March 26-27, 2016: District 19 Flight A and Flight C Finals at the Vancouver Bridge Centre.

April 16-17, 2016: District 19 Open Championship Flight and Flight B Finals at the IUOE Local 302 Union Hall, Bothell, WA

July 20 - July 31, 2016: Summer NABC in Washington, DC where the National Final stage

will be held.

STAGE ONE club qualification game surcharge for 2015-2016 is \$4.00 US per team whether a one-session or two-session event is held. This surcharge enables the District to fund subsidies for teams winning the District Finals to represent the District at the National Finals stage. The surcharge amount is sent by the clubs to the District 19 GNT Coordinator, and is separate from the sanction fees proceeds to be sent to ACBL with the monthly report. An additional ACBL sanction fee of \$1.25 US per table per session is to be paid with the club's ACBL monthly report.

SUBSIDY for the team winning each flight at the District Finals is \$2,000 US (or \$CA equivalent). This subsidy is paid only if a team plays in the National Finals to the point of their elimination (or event win) and in accordance with the ACBL Conditions of Contest.

BUY-IN FEE at the District Finals for players or full teams who have not qualified at a club level qualification event is \$25.00 US for each unqualified player to a maximum of \$100.00 US per team.

CONDITIONS OF CONTEST

The ACBL Grand National Teams Conditions of Contest (CoC) apply to the District 19 Conditions of Contest. In the event of a conflict between the ACBL CoC and the District 19 CoC, the ACBL CoC takes precedent.

The Stages of Play. The Grand National Teams is conducted in three stages: club qualifying games (referred to herein as Stage One), the District Finals (referred to herein as Stage Two) and the National Finals. The ACBL GNT Conditions of Contest specify that each District establish the method by which its champions are determined. This document covers the first two stages of play in the GNT. The ACBL Conditions of Contest cover the National Finals.

The Levels of Play. The Grand National Teams is run in four flights. Masterpoint limits for each flight are listed above. In Stage One competition, clubs and/or units may combine the four flights into one stratified event. (Stage One games are normally stratified into three strats with the Open Championship and A Flights together in the top strat.) A club may also schedule games that are limited to one, two, or three of the four flights, as long as there is at least one chance for players within the four GNT flights to qualify. The final two stages of the event, the District Final and the National Final, are conducted separately for each flight.

Eligibility Requirements.

A player must be a member of the ACBL to be eligible to participate in the District Finals and National Finals. (Non-members are allowed to play at club-level qualification games.) A player must be a member of a Unit within the District to be eligible to participate in the District Finals and to represent the District in the National Finals.

Anyone from anywhere is permitted to play in a STAGE ONE club level event.

Residency Requirements. A member's principal physical residence as of September 1 of the calendar year prior to the Grand National Teams National Finals shall establish the District in which the member is eligible to participate beyond the qualifying stage. The ACBL's GNT Credentials Committee may request documentary evidence from a member whose eligibility is in question.

Players wishing an exception from these requirements must, by July 1 of the year prior to the relevant National Finals, seek permission in writing from the District Directors of both the District in which the Player lives and the District in which the player wishes to play. Both District Directors must agree for the exception to be granted. For the Open Championship Flight, this written permission from both District Directors will be forwarded to the ACBL's GNT Credentials Committee for final approval. If the District Directors do not agree, the exception is not granted. There is no appeal from this decision.

Qualifications, Augmentations and Subsidies. To qualify to play in the District Finals you must be a playing member of a qualifying team in a STAGE ONE competition, playing at least 50% of the boards that your team played, or alternatively you may "buy in" at the District Finals as provided for herein. Players qualify during STAGE ONE as individuals in the Flight(s) qualified for by their team(s) and any flight below the qualified flight for which the player is also eligible.

At the District Final, the winning team in each flight will qualify for District subsidy to attend the National Final. Three members of the winning team must agree to participate in the National Final, with possible augmentations. Augmented players are expected to be equal in strength to the other players on the team. In particular, it is District policy to exclude from the augmentation pool any player who does not play in any part of the event, expecting or hoping to join the winning team via augmentation. If a team winning the District Final cannot attend the National Final under these conditions, the District subsidy will go to the second place team, if they can attend the National Final. If both District finalist teams are unable to attend the National Final, the District Coordinator and the District Director will attempt to combine the two teams to form a team. If a team cannot be formed in this fashion to represent the District, then no team will be sent to the National Final.

STAGE ONE. Any sanctioned club may conduct STAGE ONE qualifying games during the qualifying period. No STAGE ONE game may be scheduled in conflict with any portion of the following:

- North American Bridge Championships
- District 19 Regionals
- The District Finals of the North American Pairs
- National championship events of the USBF or CBF

Any of four to six players may form a team for STAGE ONE competition. This team need not compete together at future stages. Each member of a team that qualifies can play with a new team when participating in the District Finals stage, no matter how many players there are from any particular club or unit. The purposes of STAGE ONE competition are to provide for qualification to the District Finals by local event play and to raise money through

surcharges to provide subsidies to the four District 19 teams at the National Finals. The current surcharge for STAGE ONE events is shown above.

STAGE ONE games may be one-session or two-session games. In a one-session game, all teams must play at least 24 boards. In a two-session game, all teams must play at least 48 boards total (but the number of boards played by an individual may vary). The Director must be a club or higher rated Director, but may play if there are 17 teams or fewer. Clubs may decide which conventions to allow in STAGE ONE competition, however it is suggested that the ACBL General Convention Chart be the limit. (In the Open Championship Flight and Flight A, contestants will be permitted to use ACBL Mid-Chart conventions in the District Final, but at club level games, especially stratified games, all participants should be limited to the General Convention Chart, even in matches between two teams in Flight A or the Open Flight.)

The format for a STAGE ONE qualifying game may be decided at game time, when the number of teams is known. Any of the following may be used:

- Swiss Teams scored by Victory Points or by Win-Loss
- Round Robin Teams scored by Victory Points, by net IMPs or by Win-Loss
- Any other ACBL-acceptable team format

In STAGE ONE games, individuals qualify for the next stage in a strat by being on a team that accomplishes any of the following:

- wins one-half or more of their matches in a Swiss Teams (a tie is one-half win)
- finishes average or higher in the scoring system used to rank teams (VP or win-loss)
- finishes "middle or higher" within a strat in the scoring system used

Note to club directors: ACBLscore® does not always qualify every eligible team by the above rules. It might be necessary for the club to add manual qualifications before making the results official.

Clubs MUST send the final results of each STAGE ONE game to the District Coordinator (contact information above) along with a check for the District surcharge for the game (see above) as soon as the results are finalized.

Players who have not qualified in a STAGE ONE game may choose to pay the additional BUY-IN fee (see above) in order to gain eligibility to play in the District Finals.

STAGE TWO – District Finals

The District conducts the Finals for each flight at a single location in a Saturday-Sunday event each spring (see dates and locations above). Open Championship & Flight B Finals and Flight A & Flight C Finals are conducted on separate weekends at separate venues.

NOTE: Flight C is guaranteed to finish on Saturday. Players who qualify during STAGE ONE to play in more than one flight may elect to play in more than one flight in the District Finals. However, if they elect to do so and successfully qualify for the National Finals in more than flight, they must – immediately upon completion of the later of the two separate District Finals competitions – declare to the District Coordinator in which Flight they will represent the District in the National Finals. In this way the District Coordinator can contact

and verify with the second place team – in the Flight where the winner will not be playing in the National Finals – that they instead can represent the District in the National Finals.

District Finals entry fees are set by the District Coordinator. Unless otherwise set by the Coordinator, entry fees will be at the most recently established District Regional rates.

In the Open Championship Flight and Flight A, contestants will be permitted to use ACBL Mid-Chart conventions in the District Final.

The expected number of boards per session is set at 32 in the Open Championship Flight and Flight A, 28 in Flight B, and 24 in Flight C. The Director determines the format of the event for each flight depending on the number of teams entered. Most likely formats for the event are:

Two Teams: A two-session match on Saturday decides the championship.

Three Teams: The teams will play a two-session round robin knockout to eliminate one team on Saturday. If there is a tie in number of head-to-head wins, it will be broken by total net IMPs. If a tie still remains, it will be broken by number of head-to-head boards won between the teams that tied (as in Board-a Match). The two finalists will play a two-session match on Sunday. With respect to 3+ teams in a field, at his discretion the Director may determine that the field size of a particular Flight establishes a basis for completing the District Finals in a single day.

Four Teams: Teams will play a two-session full round robin on Saturday, with two teams advancing to play a two-session match on Sunday. In the event of a tie, the tie will be broken by the number of matches won in the round robin. If a tie still remains, the tie will be broken by head-to-head result. If a tie still exists, the tie will be broken by net IMPs scored.

Five to Eight Teams: Teams will play a two-session full round robin on Saturday to reduce the field to four teams. In the event of a tie, the tie will be broken by the number of matches won in the round robin. If a tie still remains, the tie will be broken by head-to-head result. If a tie still exists, the tie will be broken by net IMPs scored. The semi-finals and finals will each be single-session matches on Sunday. The top team from the round robin will pick its semi-final opponent from the third- and fourth-place finishers. In the event of a tie for seeding rights, the tie will be broken by the number of matches won in the round robin. If a tie still remains, the team that won when playing head-to-head will be the top seed. If a tie still exists, the tie will be broken by net IMPs scored.

Nine, Ten, or Eleven Teams: Teams will play a two-session full round robin on Saturday to reduce the field to four teams. In the event of a tie, the tie will be broken by the number of matches won in the round robin. If a tie still remains, the tie will be broken by head-to-head result. If a tie still exists, the tie will be broken by net IMPs scored. The semifinals and finals will each be single-session matches on Sunday. The top qualifier from the round robin stage will pick its semi-final opponent from among the third- and fourth-place

finishers. In the event of a tie for seeding rights, the tie will be broken by the number of matches won in the round robin. If a tie still remains, the team that won when playing head-to-head will be the top seed. If a tie still exists, the tie will be broken by net IMPs scored.

Twelve, Thirteen, Fourteen, or Fifteen Teams: Teams will play a two-session Swiss Teams on Saturday to reduce the field to four teams. In the event of a tie, the tie will be broken by the number of matches won in the Swiss. If a tie still remains, the tie will be broken by head-to-head result. If a tie still exists, the tie will be broken by net IMPs scored. The semifinals and finals will each be single-session matches on Sunday. The top qualifier from the round robin stage will pick its semi-final opponent from among the third- and fourth-place finishers. In the event of a tie for seeding rights, the tie will be broken by the number of matches won in the Swiss. If a tie still remains, the team that won when playing head-to-head will be the top seed. If a tie still exists, the tie will be broken by net IMPs scored.

Sixteen or More Teams: During the two sessions on Saturday, teams will play Swiss Teams in a movement(s) to be determined by the Director based on the number of entrants. This will reduce the field to four teams for the single-session semifinals and finals matches on Sunday. In the event of a tie, the tie will be broken by the number of matches won in the Swiss. If a tie still remains, the tie will be broken by head-to-head result. If a tie still exists, the tie will be broken by net IMPs scored. The top qualifier from Saturday will pick its semi-final opponent from among the third- and fourth-place finishers. In the event of a tie for seeding rights, the tie will be broken by the number of matches won in the Swiss. If a tie still remains, the team that won when playing head-to-head will be the top seed. If a tie still exists, the tie will be broken by net IMPs scored.

All knockout matches are scored in IMPs. All round robin and Swiss Teams matches are scored in IMPs and each match is converted to Victory Points to decide the order of finish. Ties in qualifying round robin or Swiss Teams affecting (a) progression to the second day Knockout stage (event semifinals and finals) or (b) the seeding for the knockout stage will be broken as described above. Ties involving the teams surviving to the Knockout stage will be broken with additional boards scored in IMPs as follows:

--if two semifinals teams are tied for one spot in the finals stage, a four-board match will be played between the teams. If a tie then remains, two-board matches will be played until a winner is determined.

--if more than two teams are tied, the Director will determine the nature of the tie-breaking procedure; a short round-robin or knockout round or rounds may be required. The Director may also postpone the start time of the survivor's match to allow for a reasonable break after the tie-breaking procedure.

Substitutes, Replacements, and Minimum Requirements. At STAGE ONE, temporary substitutes are allowed at the discretion of the Director. A substitute player who plays at least 50% of the boards is eligible for qualification to the District Finals. At the District Finals, substitutes must be approved by the District Coordinator or the District Director. No substitute may be allowed to play more than 24 boards nor more than 50% of the total

boards played in the District Finals. Substitutes at all levels may not appreciably strengthen the team. No substitute may be used if four members of the team are available to participate.

The permanent replacement of a player who, for cause, cannot continue in the event is permitted only with the permission of the District Coordinator or, in his or her absence, the Director. A team whose player is removed for cause shall NOT be eligible to continue to the next stage and shall be removed from the field by the Director at the first reasonable opportunity. Prior to replacement, the replacement need not have played in the event, but must:

- be a member of District 19
- not have played in the event beyond STAGE ONE, and
- not appreciably strengthen the team

A replaced player permanently leaves the event with all masterpoints earned and the replacement earns masterpoints thereafter. A team cannot start the District Final competition with a non-qualified replacement. However, the proposed member may follow the "buy-in" procedure. All team starting members must have qualified at STAGE ONE or "buy-in." Replacement players are not allowed if a team has four members available.

Other than approved substitutions and approved replacements, no augmentation of a team is allowed during the District Finals once the event has begun. Teams can be augmented to play in the National Finals (see 'Qualifications' above).

Members of teams are required to play at least 50% of boards in each session, except that a member may choose to play one full session of a two-session Swiss. A team becomes ineligible to continue in the event when fewer than three members of the original team can continue and meet the play percentage requirements.

To encourage increased participation levels, individuals (or teams) are allowed to compete in more than one District Finals flight. In accordance with the discussion above, should a player or players prove victorious in more than one flight, he, she, or they must immediately declare to the District Coordinator in which flight they choose to represent the District. This could potentially require that a second place team be the District's representative in the National Finals for such a flight. That said, the mere presence of a player with victories in more than one flight does not "poison" the eligibility for other team members – standard augmentation and replacement steps described above would apply.

Interpretation of Regulations. The District Coordinator (contact information above) shall have discretion on all issues of qualifications and interpretation of these rules. In any questions where the District Coordinator is charged with discretionary responsibilities involving players in a flight in which the Coordinator is currently playing, the Director will have discretion in lieu of the District Coordinator, in consultation with the District's National Director if available.

APPENDIX I

District 19 has not, to date, adopted a Plan for Conducting the District GNT Finals on the Internet. However, the National Board of Directors in its Summer 2011 Meetings in Toronto established General Conditions of Contest for those Districts developing a District-wide plan for such a competitive format. Accordingly, the following Appendix is added to the District 19 Conditions of Contest for future reference.

APPENDIX II Conditions of Contest For District GNT Finals Hosted Online

General Conditions

1. This event will be conducted at a variety of playing sites, and hosted online by an ACBL approved host. (See Appendix III)
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 Conditions of Contest.
3. Unless specifically noted below, the Laws of Duplicate Bridge, the ACBL Convention Charts, the ACBL Alert Charts, the Conditions of Contest for the 2014/2015 GNT, General Conditions of Contest for team play and ACBL Zero Tolerance shall govern this event.
4. 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.
5. The Tournament Organizer will provide a format for the event which includes Contingencies for any number of teams in each flight.
6. If feasible and except in #10 below: Contestants in each flight will play the same deals as others within their flight, and no two flights shall play the same deals.
7. Each Contestant shall have access to these conditions of contest, and the event's format (#5 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.
8. Each team must pre-register by three weeks prior to the announced date of the Contest. 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, teams are required to submit funds for participation and the following information for each team member:
 - a. Name
 - b. ACBL Number
 - c. User ID for online host
 - d. Site of participation
 - e. Any special needs addressed by these Conditions of Contest

9. 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.

10. Should a technical difficulty arise, which delays play for one or more matches, play in all unaffected matches shall continue, and 15 minutes will be allotted to resolve the issue before play is suspended. If play is suspended for one or more matches, and in the DIC's opinion, the rest of the contest is unaffected (as in the final match of a Swiss) the affected matches will continue at a later time with different hands than those played during the main competition.

Security

1. Each Contestant must pre-register 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 conditions of contest, 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. VIOLATION OF THIS CONDITION WILL RESULT IN A MANDATORY PENALTY OF 12 IMPS, AND A SECOND VIOLATION WILL RESULT IN THE TEAM'S DISQUALIFICATION.

6. Chatter at each physical location shall be kept to a minimum. No discussion of hands is permitted at any given location until all bridge play at that location has been completed.

7. Contestants must connect to the internet through a designated on-site router.

8. 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 the Championship or A Flights only) for the purpose of accessing the ACBL's defense database.

9. Monitors shall ensure that Contestants cannot view the Computer Screens of other Contestants within their own flight.

10. Monitors shall ensure that Contestants, competing at the same site as members of their own team, are seated in positions which obscure their view of one another.

11. Contestants must not relay, through chat visible to partner, any extraneous Information.

The Play

1. Contestants are required to post a complete convention card, in ACBL format, Inclusive of any supplemental notes.

2. The ACBL Mid-Chart applies to Flight 'A' and the Championship Flight.

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.

http://www.acbl.org/tournaments_page/charts-rules-and-regulations/tournament-specific-regulations/defense-database/

3. The ACBL General Convention Chart applies to Flights B & C.

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.

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.

APPENDIX III Requirements for ACBL approved Online Host

1. Online hosts must be accessible to all of the events participants.
2. The host must have the ability to run four separate flights.
3. The host must have the capability to run distinct sets of deals for each match, as well as distinct sets of deals for each flight.
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 will 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 Swiss, Knockout, and/or Round Robin movement. Specific movements are listed below:
 - a. Three table Round Robin in 2 rounds with distinct sets of deals for each match.
 - b. Four table Round Robin: Three rounds with identical deals for both matches of each round.
 - c. Five table BAM movement: Four rounds with comparison after round four.
 - d. Five table Swiss Round-Robin: Four rounds with comparisons after rounds two and four.
 - e. Five table Round Robin: Five rounds with a sit-out and identical deals for both matches of each round. Comparisons after each round.
 - f. Six table Round Robin: Five rounds with identical deals for all three matches of each round. Comparisons after each round.

- g. Seven table BAM: Six rounds with comparison after round six.
- h. Seven table Swiss Round Robin: Six rounds with comparisons after rounds two, four, and six.
- i. Seven table Swiss Round Robin: Seven rounds with a sit-out and identical deals for all three matches of each round. Comparisons after each match.
- j. Eight table Round Robin: Seven rounds with identical deals for all four matches of each round. Comparisons after each match.
- k. Nine table BAM: Eight rounds with comparison after round eight.
- l. Nine table Swiss Round-Robin: Eight rounds with comparisons after rounds two, four, six, and eight.
- m. Nine table Swiss Round Robin: Nine rounds with a sit-out and identical deals for all four matches of each round. Comparisons after each match.
- n. Ten table Round Robin: Nine rounds with identical deals for all five matches each round. Comparisons after each match.
- o. Any odd number table Swiss Team movement with 11 or more teams, consisting of a three table round robin and four or more head to head matches. Pairing to be based upon the aggregate VP results of each team.
- p. Any even number table Swiss Team movement with 12 or more teams. Pairing to be based upon the aggregate VP results of each team.
- q. Any KO movement from 9-16 teams, to be completed in four rounds, with no sit-outs.
- r. Any KO movement from 6-8 teams, to be completed in three rounds, with no sit-outs.
- s. KO movement with 2 or 4 teams.