



2025-26 GRAND NATIONAL TEAMS CONDITIONS OF CONTEST



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2025 - 26 GRAND NATIONAL TEAMS CONDITIONS OF CONTEST

THESE CONDITIONS OF CONTEST MAY NOT BE CHANGED AT ANY LEVEL OF PLAY DURING THE COURSE OF THIS EVENT. LACK OF KNOWLEDGE DOES NOT CONSTITUTE CAUSE FOR EXCEPTION TO THESE CONDITIONS OF CONTEST.

INTRODUCTION

While there are few substantive changes to the GNT Conditions this year, this document has been significantly re-organized. **Please** read the relevant sections carefully. Players need only read the first section (but may, of course, explore the rest of the document if interested). Districts (GNT Coordinators, Tournament Coordinators, District Presidents, etc.) should refer to the District section for important information about requirements for District Finals, District-level Conditions of Contest, and key dates. Clubs (Club Managers and Directors) should read the Clubs section for specific technical information needed to run qualifying games.

REGIONAL DIRECTOR AUTHORITY

All ACBL tournament regulations and Conditions of Contest, though not specifically included in these Conditions, apply to this event throughout. In the case of an unforeseen situation, the Regional Director (or their designee), in consultation with the ACBL GNT Coordinator, may make exceptions to these conditions. In emergency situations only, the Regional Director, on their own, may make decisions consistent with the spirit of these Conditions of Contest. In cases of dual residence, active military duty, school attendance or similar cases of extended temporary or permanent relocation, the ACBL GNT Coordinator has final authority of the residency and/or the qualification requirements (see Appendix). The Regional Director has final authority on any item not specified in the Conditions of Contest.

INFORMATION FOR PLAYERS

OVERVIEW

The Grand National Teams is a grass-roots competition where each District selects representatives to compete at the Summer North American Bridge Championship (NABC). The event begins with qualifying games in Clubs between September and February. These games are followed by Unit- (optional) and District-level competitions to select players for the NABC. ACBL does not provide financial subsidies to the qualifiers in each District, but individual Districts may choose to award such funds to offset the cost of travel to the NABC.

The competition is divided into four separate flights, based on masterpoint (MP) levels, so players of all levels of experience have the opportunity to compete and represent their District in the National competition.

SCHEDULE

1. **Club Qualifying** September through February
2. **Unit Finals** Between Sept 1 and the District Final (note: most Districts do not have Unit-level competition.)
3. **District Finals** Between January 1 and June 13
4. **National Finals** 2026 Summer NABC in Minneapolis, MN, July 8-12 2026

In all flights the NABC Final begins with a Swiss qualifier on Wednesday July 8. The top 16 teams in each flight will qualify to a knockout competition with full-day matches culminating on Sunday, July 12.

FLIGHT ELIGIBILITY

Eligibility for the various flights is as follows:

1. **Championship Flight** Open to any player
2. **Flight A** Players with fewer than 6000 MPs
3. **Flight B** Players with fewer than 3000 MPs
4. **Flight C** Players with fewer than 750 MPs who are not Life Masters

For purposes of GNT Flight Eligibility, ACBL uses the September masterpoint cycle, which ran on August 6, 2025. Points won after this cycle do not affect flight eligibility.

Players with significant playing experience in non-ACBL events may have this experience considered when determining their appropriate flight. Such players should contact ACBL (tournaments@acbl.org) to have eligibility points assigned **before** entering a District Final. Failure to do so may jeopardize their eligibility for the NABC Final, should they qualify.

Teams consisting of players at different masterpoint levels are only eligible to compete in those flights for which all players are eligible. For example, a team with a 3500-MP player playing with three 1000-MP players is not eligible for Flight B even though the average of the team is less than 3000 MP.

Players may participate in any flight for which they (and their teammates) are eligible. However, a player may play in only one flight at the NABC Final.

QUALIFICATION AND ADVANCEMENT

The qualification process begins at designated club qualifying games held between September and February. Players qualify for advancement by placing in the top half of their field or by winning at least half of their matches in the club qualifying game. Players may qualify in any club in any District but may only play beyond Club level in their home District. (See Appendix for more information about District membership.)

Players may play in as many club qualifying games, with as many different teammates, as they wish. Players on teams including non-ACBL members may still qualify; players whose teammates include one or more online “robots” may not.

Once qualified at the club level, players may play in future stages with any qualified teammates. In other words, new teams may be formed at the Unit or District level. Qualification to the NABC final (at the District-final level) is by team; players will play at the NABC with the same teammates they competed with at the District final. (See District section for information about potential augmentation.) For all stages beyond the club level, all participants must be full ACBL members (not guest members) whose dues are current.

The winning team in all flights at each District Final qualifies for the NABC Final. Two teams advance to the NABC Final in Flights B and C if at least eight teams entered the District Final in that flight.

In a stratified game at the Club or Unit level, players who achieve qualification in any flight also qualify in any lower flights for which they are eligible. In other words, a Flight C-eligible player who qualifies in Flight A is also qualified for Flights B and C at the next level. In a flighted game, qualification is only earned in that specific flight.

CONVENTIONS

The Open Convention Chart applies in stratified games at any level. In flighted games at all levels, the Basic+ Chart applies in Flights B and C, the Open Chart applies in Flight A, and the Open+ Chart applies in the Championship flight.

NABC FINAL

In the NABC final for all flights, teams will play a one-day Swiss event to qualify into a seeded KO bracket. Each Swiss event will be 8 7-board matches. The NABC Continuous Victory Point scale will be used. There may be playbacks at the bottom of the field.

The bracket seeding will be:

- Top eight Swiss finishers are seeds 1 through 8 (no shuffling)
- Seed #16 will be selected by seed #1 from Swiss finishers 9-16
- Seed #15 will be selected by seed #2 from Swiss finishers 9-16
- Seed #14 will be selected by seed #3 from Swiss finishers 9-16
- Seed #13 will be selected by seed #4 from Swiss finishers 9-16
- The remaining 4 teams will be randomly assigned seeds 9 -12

Ensuing knock-out matches will be 60 boards in length in the Championship flight; 56 boards in Flights A & B, and 52 boards in Flight C. These events will be governed by the Knockout General Conditions of Contest.

For the first two days for Flights A, B, and C of the GNT National Final, the entry fee is waived.

INFORMATION FOR DISTRICTS

Each District must appoint a District GNT Coordinator. This person serves as the point of contact for communication to and from ACBL, clubs, players, and Unit and District leadership. They are responsible for preparing the District's Conditions of Contest and scheduling Unit (if any) and District finals.

DISTRICT CONDITIONS OF CONTEST ARE DUE TO ACBL BY SEPTEMBER 1, 2025

There is a grace period; Conditions will be accepted until October 15. Conditions submitted after this date will have the following defaults imposed: club qualifying **will not** be required, Unit Finals **will not** be permitted, and District Finals **will** be a two-session Swiss or round-robin event in all four flights.

Conditions must be submitted by email to tournaments@acbl.org. District Conditions must address:

- Whether club-level qualifying is required. Districts may waive club-level qualification altogether, require only participation (players must merely play in a club qualifier regardless of result), or require that players finish in the top half of the field.
- Whether Unit-level qualifying is required or permitted (essentially no Districts require Unit-level play)
- The format (number of sessions, number of boards per session, etc.) for Unit (if any) and District Finals
- Specifics regarding whether and how players may be augmented onto teams representing the District at the NABC.
- The date and site of Unit (if any) and District Finals. If these are not yet known at the time the Conditions are submitted, they may be provided later. The due date is November 1, or 3 months prior to the date of the Finals, whichever is later. Note that in 2026 the Spring NABC begins in February (during dates when some Districts have historically held GNT Finals) and District Finals must not conflict with the NABC. Also note that since the Summer NABC begins July 8, District Finals must be completed by June 13 rather than the traditional June 30.

All Conditions of Contest, requests for Finals sanctions, and any questions should be submitted by email to tournaments@acbl.org. Sanction requests DO NOT use the submission/approval process in TourneyTRAX that is used by most other tournaments; simply email your requested dates and sites to tournaments@acbl.org. Conditions not addressing the items listed above will be returned to you for rework.

FEES

The table fee for club qualifying games is \$2.40 (USD), which is billed directly to clubs via ACBL Live for Clubs. Districts may impose an additional fee, supporting the District Grass Roots Fund, payable directly from clubs to the District. Table fees at the Unit and District level are also \$2.40 (USD).

EVENT FORMATS

District Finals must follow one of the following formats:

- Straight Knockout (KO). District Conditions must specify whether and how this will be seeded, and exact formats (byes, three-way matches, etc.) for any potential number of teams.
- A two-session Swiss or round-robin qualifier which cuts to a specified size (generally two, four, or eight teams) for a two-session final. Conditions must specify the format (number of matches and boards per match) for any potential number of teams. The final may be a KO or another Swiss/round-robin. Conditions must specify how matchups (if a KO) will be determined and what carryover (if any) will be applied.
- A one-day, two-session Swiss or round-robin. Conditions must specify the format (number of matches and boards per match) for any potential number of teams.
- Other formats may be approved by special request. Email tournaments@acbl.org to inquire.

Unit Finals, if held, must be a one-day, two-session event.

Districts need not use the same format in every flight. Ties in KO matches are resolved according to the General Conditions of Contest for KOs. Ties in a Swiss or round-robin remain as ties for masterpoint purposes. If advancement to the next stage is at stake, ties are resolved using the methods in the General Conditions of Contest for Swiss Teams. Districts are encouraged to use the Continuous 20-VP scale to reduce the likelihood of ties.

All sessions at both the Unit and District level must be at least 24 boards and no more than 30 boards. The use of pre-duplicated boards across all matches of a Swiss or round-robin is encouraged but not required. No matches at any level may be handicapped.

District Finals may be held in-person or online. An ACBL Tournament Director will be assigned for all District Finals. District Finals may be split among multiple sites; qualifying sessions may be played at one or more different sites combining to a single-site or online final. Many Districts run different flights on different dates to allow players to participate in more than one flight.

Unit Finals may not be held online. If requested, an ACBL Tournament Director will be assigned for a Unit Final. Otherwise, any club director who is certified as a Tournament Assistant or as qualified to run a Local Sectional may run the game.

Substitutes, Replacements, and Augmentation

At any stage of the competition, the Regional Director (or their designee), the District GNT Coordinator or the tournament committee may approve a substitute in an emergency. A substitute must meet the flight eligibility requirements, may not appreciably strengthen the team and is subject to the following limitations:

- At the club or Unit stage, if a substitute plays more than 50 percent of the boards, they become the contestant of record if otherwise qualified.
- At any stage beyond the Unit stage, a substitute is not permitted for more than 50 percent of the boards played in a qualifying session or sessions; for more than 50 percent of the boards played in a final session or sessions; or more than one session in any case.

Beyond the District Final stage, a replacement is permitted only if one member of a team that qualified to play in the National Final stage is either:

- Deceased - The team may select a new player, who must be fully eligible to play in the National Final stage, or,
- Medically diagnosed as being unable to travel to or play in the National Final stage and the medical condition that renders the member unable to travel to or play in the National Final stage was unknown to the member at the time of the District Final.

In the case of a medical withdrawal, the remaining team members may request permission to obtain a replacement upon provision of medical documentation of the condition. The NABC leadership team will decide the request fairly and promptly and are the sole judge of whether a replacement will be allowed. Their decision will be final. If the request is approved, the team may select a new player, who will be fully eligible to play in the National Final stage. The replacement must meet all of the eligibility requirements of this event and may not appreciably strengthen or weaken the team.

Teams of fewer than six players may, at District option, augment their rosters with additional players for the NABC finals. District Conditions of Contest must specify whether this is permitted and the process for additional players to be chosen. The District GNT Coordinator must inform ACBL (at specialevents@acbl.org) of any augmented players no later than July 1. Changes to rosters after this date must be approved by the NABC leadership team.

Flights

At the District Final, each flight plays separately. Each flight requires at least two teams to be considered “viable”. If only one team registers to play, said team will receive no masterpoints at the District level but will be considered qualified to play at the NABC upon payment of the District’s entry fee. If zero teams register in any flight, that flight will not be represented by the District at the NABC.

In no case may flights be combined at the District Final. Unit Finals may be combined into a stratified field if one or more flights are not viable.

INFORMATION FOR CLUBS

Club qualifying is in the months from September through February. Each club may run up to two GNT qualifying games per month for each of their scheduled weekly sessions; these games must be team games. Both face-to-face and virtual (VACB) clubs may run GNT qualifying games. Players in club qualifying games need not be ACBL members, but only players who are current ACBL members may advance to the next stage of the competition.

Many club qualifying games will be fully-stratified games. Clubs **MUST** use strat limits of Unlimited/3000/NLM 750 for a stratified game. Strats are based on the player with the most masterpoints, **NOT** the team average. Stratified games use the Open Convention Chart. Games submitted with strats other than these will be returned to the club for correction.

Clubs may also offer fully-flighted games, with each flight playing separately. Clubs need not offer all four flights in every session; for example, sessions which are normally a limited game may choose to offer only Flight C. Flighted games are **NOT** stratified within the flights, with one exception: a Flight C game playing separately may be stratified using whatever limits the club deems appropriate, provided that the top strat is NLM 750. Lower strats in such a game award black points only and do not impact qualification for further stages.

Flighted games use the Convention Chart appropriate for their flight: Open+ in the Championship flight, Open in Flight A, and Basic+ in Flights B and C. Club qualifying games award 50% Red, 50% Black masterpoints. See the District section (above) for information on table fees.

APPENDICES

Appendix I – Masterpoints

Clubs

In-person club qualifying games issue half red and half black points as a Club Special Game – Rating 9. In a flighted game, Flight A awards 80% of the above values; Flight B awards 70% and Flight C 50%. An Invitational Club awards 80% of the appropriate award. VACB qualifying game awards are 150% of club rating, 50% Red, 50% Black. The N/18 factor applies to these games, so if more than 18 boards are played awards will be slightly higher.

Unit Finals

Unit Finals award masterpoints at Sectional rating. Two-session events award fractional Gold for overall awards: 20% Gold in the Championship Flight, 15% Gold in Flight A, 10% Gold in Flight B, and 5% Gold in Flight C. The balance of the overall awards, and all section awards, are Red.

District Finals

District Finals award a fixed amount, per the following table showing awards for first overall:

| Flight | 2 Sessions | 3 Sessions | 4+ Sessions | Color – Overall and Section Top | Rating - Match Awards |
|---------------|-------------------|-------------------|--------------------|--|------------------------------|
| Open | 32 | 40 | 48 | 100% Gold | 100% Regional |
| A | 27 | 33 | 40 | 100% Gold | 90% Regional |
| B | 22.5 | 28 | 33.5 | 100% Gold | 70% Regional |
| C | 15 | 17.5 | 20 | 50% Gold/50% Red | 50% Regional |

Match awards in all flights are 100% Red. The following rules apply at all District Finals:

| # of Teams entered / flight in District Finals | % of Max Award /flight available for games of unlimited size | # of Overall Places |
|---|---|---|
| 1 | N/A | None |
| 2 | 50.00% | 1 |
| 3 – 4 | 66.67% | 1 |
| 5+ | 100% if 3+ sessions played in District Final; 67% if 2 sessions. | As specified for the type of event, if any phase is a KO, the depth of awards is as specified for a KO event of the same size as the original number of District Final entries. |

For events played “Soloway-style”, with a Swiss or round-robin coming down to a four-team knockout, awards for first overall are as above with second place earning 75% of this amount. Awards for 3rd/4th are per the following table:

| # of initial entrants | If playoff for 3 rd /4 th is held | If no playoff for 3 rd /4 th |
|-----------------------|---|--|
| 5 or 6 | 3 rd : 20% of 1 st (1/3 Gold) 4 th : 10% of 1 st (Red) | Both: 10% of 1 st (Red) |
| 7 or 8 | 3 rd : 45% of 1 st (Gold) 4 th : 20% of 1 st (Red) | Both: 20% of 1 st (Red) |
| 9 or more | 3 rd : 45% of 1 st (Gold) 4 th : 35% of 1 st (Gold) | Both: 35% of 1 st (Gold) |

For all events which are played over at least three sessions, a minimum masterpoint award of 1/3 of the first-place award will be given to any team that advances through 2 sessions to the second day of an event where there was a 50% or greater reduction in teams from the first day. Note that this provision supersedes the values in the table above for an initial entry of exactly eight teams cutting to four. Events cutting to more than 4 teams must play at least two sessions on the 2nd day for this provision to apply. If more than eight teams survive to the final day, the event must be at least five sessions for this provision to apply; otherwise it applies only to the eight highest finishers.

For any event played online, the masterpoint awards are 80% of the values listed above.

NABC Final

First overall in each flight is per the following table:

| Flight | Award for 1st Overall | Pigmentation |
|--------------|-----------------------|-----------------------|
| Championship | 100 | 100% Platinum |
| A | 80 | 5% Platinum, 95% Gold |
| B | 70 | 100% Gold |
| C | 45 | 50% Gold/50% Red |

Match awards are Platinum in the Championship flight and Red in all other flights. If the NABC Final is played online for any reason, overall awards which would otherwise be Platinum will be Gold, match awards in all flights will be Red, and the Championship Flight will not confer eligibility for Grand Life Master status.

Appendix II – District Membership

The Grand National Teams were created initially with the expectation that players would play in and represent the District in which they lived. A member's principal residence as of September 1 of the year prior to the National Final shall establish the District in which said member is eligible to participate beyond the club qualifying stage. Changes in residence after that date shall not change the District in which the player is eligible to participate.

The expectation is that exceptions to this rule will be rare, especially in the Championship flight. Exceptions must fall into the categories listed below in the "Guidelines for Exceptions". A player seeking an exception must obtain permission in writing from the ACBL Regional Director representing the District in which the member has a principal residence and from the ACBL Regional Director representing the District in which the member wishes to play. Both Directors must approve the request for the exception to be granted. Further, any exceptions in the Championship flight of the event must also be approved by a Credentials Committee comprised of ACBL Management. The expectation is that Regional Directors will approve and forward requests to the Credentials Committee only in very special cases. There is no appeal from the Credentials Committee decision.

The Credentials Committee (CC) is also responsible for clarifying which District a player is allowed to play in when said player's eligibility is in question. When a challenge to one's eligibility from a Unit final stage or later stage has been made, the CC may request documentary evidence from the member whose eligibility is in question. If a member is unable to verify to the CC's satisfaction that he or she is playing in the District of the member's principal residence, the CC shall automatically disqualify the member and their team. Knowingly attempting to compete in a District in which a player is not eligible constitutes a Violation as defined by the Code of Disciplinary Regulations.

Guidelines for Exceptions:

As noted above, the expectation is that exceptions will be rare. The following are some situations where an exception may be considered:

- “Snowbird”. A member with seasonal residences who spends more than half of the GNT qualifying period (Sept 1 – Feb 28) in a District other than the District of their principal physical residence may play beyond the club qualifying stage in the District of seasonal residence. If they choose to do so, they may play in the District-level final of only one District. They must play in that District's finals to be eligible to play in the National Final. All necessary approvals must be obtained before play begins at the District level.
- A player with multiple domiciles may apply to the ACBL GNT Coordinator for a one-time choice of District in which they wish to play. This application must be made before the start of the event's qualifying period. This player may be asked to document their time in each of their residences. The player must spend at least three months each year in a District in order to have it considered as a domicile possibility. Once a player chooses a District in which to play, they must play only in that District until they no longer have a domicile in that District.
- A participant who is a full-time student, a member of the armed forces or an employee requiring temporary relocation may play in the District in which they temporarily reside.

- In rare cases, a player who is a member of a Unit in a District in which they do not reside may seek permission to play in the District in which they have a Unit membership. Such an exception will be considered only if all the conditions below are met:
 - Lives sufficiently close to the District border;
 - Has been a member of the Unit in which they wish to play for at least 5 years continuously prior to the start of the competition in the year for which the exception is being requested;
 - Must not have played in the GNT or NAP in another District for that period of time; and
 - Must have been actively involved as a volunteer in the Unit or District in which they wish to play for at least two years. Possibilities include but are not limited to: Unit or District Board Member, Chair of NABC or major NABC Committee, District or Unit Recorder, Tournament Chair, or Club Manager.

Any player seeking an exception for this reason must document the reasons why an exception should be considered and send it to both Regional Directors involved, as described above. This application must be made before the start of the event's qualifying period. The Regional Director of the District in which the player seeks to play must confirm the fact that the player has been an active volunteer in the District (or Unit) where the player does not live. If the player seeks to play in the Championship Flight, the Regional Director must then forward such a request to the Credentials Committee. Should an exception be granted for this reason, the player is eligible to play only in that District and may not change Unit affiliation unless the player's principal physical residence changes.

The Credentials Committee may consider exceptions under unusual circumstances for otherwise eligible players who change their District through a change in their physical domicile after September 1. Requests must be made at least 30 days before the District Level final.

Appendix III – ONLINE District Finals

General Conditions

1. Knockout matches (and round-robins with a manageable entry size) may be played on any online platform mutually agreeable to the District, the players, and the Director in Charge (DIC). Swiss and round-robin events may be run on RealBridge or Bridge Base Online, at District option; additional platforms may be added in the future.
2. Regarding any of these conditions, the decision of the DIC will be final. The DIC is empowered to remedy any omissions in these CoC.
3. Unless specifically noted below, the Laws of Duplicate Bridge, the ACBL Convention Charts, the ACBL Alert Procedures, the CoC for the 2025-26 GNT, General CoC for Swiss and/or Knockout Teams (as appropriate) events, Appendix O for Online Play and ACBL Zero Tolerance Policy shall govern this event.
4. The DIC must be an ACBL Director, with the rank of Tournament Director or higher, and shall have the authority to assign their own staff.
5. The District will provide a format for the event which includes contingencies for any number of teams in each flight.
6. If feasible, 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 CoC 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 no later than one week 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 the following information for each team member: Name, ACBL Number, BBO (or other platform) ID, Flight in which they intend to compete, and any special needs not addressed by these CoC. Districts should collect entry fees as part of the registration process.
9. In the event a Contestant who, due to disability, is unable to use a computer, and in all cases where a Contestant does not have the requisite computer skills, said Contestant may appoint an Operator to relay calls, plays and explanations thereof. The Operator must be named in preregistration and is subject to the approval of the DIC.
10. Should a technical difficulty delay 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.

Security

Proctored sites are no longer required but may be used at District option. Players may participate from any location, provided that teammates are not playing from within the same room (unless proctored).

Contestants are not permitted to be in possession of any electronic communication devices while they are competing. While it is impossible to monitor this directly, any evidence of communication external to the online play environment, electronic or otherwise, will constitute a violation. **VIOLATION OF THIS CONDITION WILL RESULT IN A MANDATORY PENALTY OF 12 IMPS, AND A SECOND VIOLATION WILL RESULT IN THE TEAM'S DISQUALIFICATION.**

During team matches, players will have an ongoing video or audio chat session with their screenmate (North and East are screenmates; South and West are screenmates). These sessions are required for all KO matches and recommended for Swiss matches. Several of the online platforms (e.g. RealBridge) used for bridge play offer a video feature; if this is unavailable, the players may use whatever method (e.g. Zoom) is mutually agreeable. The Director in Charge will mediate any issue regarding these connections, or may waive, at his or her sole discretion, any security provision should this be necessary due to technological or other issues.

Alerts, questions, and explanations will be given in the online playing environment (and NOT verbally or visually to the screenmate) in order to have a record of these communications. (See Appendix O.)

Kibitzing will not be allowed other than by tournament staff.

The only software contestants may use during play are the bridge play environment itself (whether an app or in a browser window), and any video chat application (e.g. Zoom) used to maintain contact with a screenmate.

Contestants must not relay any extraneous information through chat visible to partner. Questions about the meanings of calls or plays must be answered via private chat to the opponent. Suspicious calls or plays must be reported to the Director. All calls and plays are subject to review by the ACBL Recorder or his designee; this includes computer-based cheating detection software tools.

The Play

1. Contestants are required to post a complete convention card, in ACBL format, including any supplemental notes.
2. Pairs playing methods requiring a written defense must pre-alert their opponents and post a written description of their 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.
3. The Director must be summoned electronically for any irregularity which occurs during play. Once the Director has been summoned, all bidding and play shall cease until the Director authorizes its continuation.
4. 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 their opponents (and only their opponents). Stating the common or popular name of the convention is not sufficient.
5. Any Contestant may request, but only at their 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.
6. Violations of conditions, thereby making 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, shall be rectified under the Laws of Duplicate Bridge, and are subject to procedural penalties. Contestants must report any such violations to the DIC.
7. 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 a break in tempo conveying extraneous information must immediately inform the Director.
8. Claims, concessions, agreement thereto and contention or cancellation thereof will be rectified under the Laws of Duplicate Bridge.
9. Unintended calls or plays will be rectified under the Laws of Duplicate Bridge. If a Contestant makes an unintended call or play they should summon the Director immediately. As in live play, "undos" are permitted only upon instruction of the Director.
10. See Appendix O for additional information about online play.