



Arab Bridge League

ABL Champions League

Open Teams - Feb. & Mar. 2021

ABL Online Bridge



7 February to 18 March- 2021

General Conditions of contest

1. Conditions of Entry

The event is an open team's event but participation in the Event may be subject to the approval of the ABL - CAUC (ABL - Credentials Authority Committee) reserves the right to refuse any player at its own discretion.

2. Number of players / team

Each team consists of at least 5 players and up to 8 players, those teams who started the event with less than 8 players can register the rest of the players during the event.

3. Official Language

English language will be the official language of the event.

4. Ethics

The organizing committee is expecting from all bridge players and all the participants to behave in sportsmanlike manner.

It is not accepted by all means any political statements, rude behavior and any unsportsmanlike conduct towards your partner, your opponents, your TD or the officials responsible of running the event.

Self-kibitzing and any sort of unauthorized communications are strictly forbidden and will result in canceling the team match and to be excluded from the event.

Any complain shall be sent to the head TD who will discuss the case with the ABL-CAUC and take the necessary action if needed.

Should a team be disqualified as a result of a decision made by the Head Tournament Director or by the organizing committee itself, no refund of the entry fees will be made.

5. Systems, codes and Alert Procedure

5.1. Alert

All alertable bids must be pre-alerted (press the alert button before making the bid). Giving an explanation is not compulsory unless it is an extra-ordinary bid.

For example if you are playing forcing NT over major openings (which is very common) alerting should be sufficient (if needed opponents can ask for explanation) , but if you are playing 1NT transfer to X, only alerting is not enough. You have to type the explanation before making the bid. We strongly recommend you try to help opponents giving sometimes the simplest of information.

For example, if you are opening 1♣ with 2+. At least the first time you do it, just type "2+" in the explanation box when you make the bid. Only alert your own bids, do not even attempt to explain your partner's bids. Alert explanation space is limited on BBO, if opponents ask for further clarification using private chat respond privately, not on table chat. (Of course, unless opponents asked on table chat), If you are playing an unusual system make sure you pre-alert it before you start bidding the first board, including but not limited to: Variable or weak NT openings, strong ♣ or ♦ systems, 4-card major systems like ACOL, playing unusual honor card leads like Rusinow or low from a doubleton

5.2. Systems

- HUM, Browne stickers systems, Forcing Pass Systems, Random Openings, and Encrypted Signals are not allowed all the time.
- Players can't consult their system cards or notes between the start of the auction period until the end of the play. Exception: players may consult their defense notes vs 2 ♦ multi-opening.
- psychic conventional opening bids are forbidden

5.3. Codes

- If you want more information about an opponent's bid, whether or not it was explained, you should send a private message to the opponent who made the bid asking for clarification.
- Requesting information may be made at any time, at the time the bid is made, when the auction concludes, or any time during the play as long as it is a private chat between one opponent and the bidder.
- If players explain bids via chat they should set the recipients to Opponents, not Table, so that only opponents see the explanation, not the partner. But the best way is to explain the bids via the BBO alert mechanism.

6. Penalties

It is expected from all the players are to be online 10 min at least before the official time of the session. Late log on to BBO could results in a penalty by the TD

The TD may remove un-played boards if a delay in finishing the match will interfere with the smooth running of the competition. An assigned adjusted score will be awarded to each board that has already been played in the other room.

7. Ruling and appeals

Keep in mind that the TDs are here to help you enjoying the game and **not all the laws of duplicate bridge is applicable online**, so try not to give yourself and the TD a hard time, if you want to appeal a TD ruling, it will be to the Head TD who will hear to all parties if needed and **his decision shall be final**.

8. Line up

All line-ups are blind and a personal line-up form (link) for each team including all the matches will be sent to the team captain to keep the link as it will be used each time , the team captain will choose 1) the match number, 2) pick the players from the given name list and players preferred direction (North, South, East or West) and submit it at least 60 min before the match starts.

9. Tie-break procedure

9.1. Round Robin Stage

9.1.1. If two teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken as follows (in the sequence shown):

- a) IMPs earned by the tied teams in the match(s) they played against each other. If the tie remains, then:

- b) Total IMPs earned in all matches played by the tied teams in the event. If the tie remains then:
- c) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in the event. If the tie remains:
- d) One board "sudden death" will determine the winner

9.1.2. Three teams

If three teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

- a) If one of the teams earned more VPs against each of the other two in the matches it played against them in the event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with Subsection 9.1.1. If the three teams remain tied, then:
 - b) If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in the event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with Subsection 9.1.1. If the three teams remain tied, then:
 - c) If one team has been beaten by the other two teams in matches it played against them in the event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with Sub-section 9.1.1
 - d) IMP quotient in all matches played by the tied teams in the event.

9.2. Knock out stage

There shall always be a carry-over of 0.5 IMP for the team that scored more VPs at the end of the RR stage to break the tie.

10. Undo

Undoes are allowed according to the followings:

1. The undo button is activated from the beginning
2. Click the undo button to stop the play.
3. Call the TD
4. No Action from any party will be taken before the arrival of the TD.
5. The TD will instruct the opponents whether to accept the undo or not.
6. The TD will keep counting the undoes for each player, only 2 undoes are allowed for each player during one session.
7. If the opponents accept – before the TD arrival - , play continue. but all parties forfeit their rights for any kind of rectification later on.
8. If the opponents don't accept – before the TD arrival - , play stops and the TD decide what is to be done.

9. The TDs reserve the rights to adjust the score of the board for any unauthorised information might arise from using the undo process.

11. Hesitation & Unauthorized information

Only Long hesitations that are bridge-related require hesitator's partner to consider UI has been passed and act accordingly. However, shorter hesitations that would pass UI in face-to-face events are to be ignored as not bridge related.

12. Kibitzers

Kibitzers will not be allowed during the RR stage.

Kibitzers will be allowed only if live broadcasting is applied at the KO stage.

13. Format

1. The teams will be divided into 2 groups and up to 4 groups.
2. One or two complete RR in each group will be played according to the total number of participating teams.
3. Match/session unit will be 12 boards in 90 min if two complete RR or 16 boards in 120 min if one complete RR
4. After the end of the qualification RR stage, the top 5/4/3 teams - according to number of groups- in each group (please check the tie-break procedures section 9) will qualify to Group (A) and the rest of the field will form Group (B)
5. Five swiss sessions of 16 boards each will be played in each group, 1st session will be according to the rank due to the VPs gained in RR stage followed by four swiss sessions and last session will be Danish.
6. All teams will start the swiss groups with a 35% carry over of the total VPs they scored in the RR stage.
7. The top six teams from group (A) plus the top two teams from group (B) will qualify to the quarter final stage.
8. The winners of group (A) will be seeded no. 1-6 while the winners of group (B) will be seeded no. 7-8.
9. The quarter-final match will be 2 sessions of 12 boards in one day with 0.5 IMP carry-over for the high ranked team and will be according to the following:
#1 Vs #8 (M01) , #2 Vs #7 (M02) , #3 Vs #6 (M03) and #4 Vs #5 (M04)
The winners will qualify to the semi-final stage.
10. The semi-final match will be 4 sessions of 12 boards in two consecutive days with 0.5 IMP carry-over for the high ranked team and will be according to this format:
 - Semi-final (1) : The winner of Match (1) Vs the winner of Match (3)

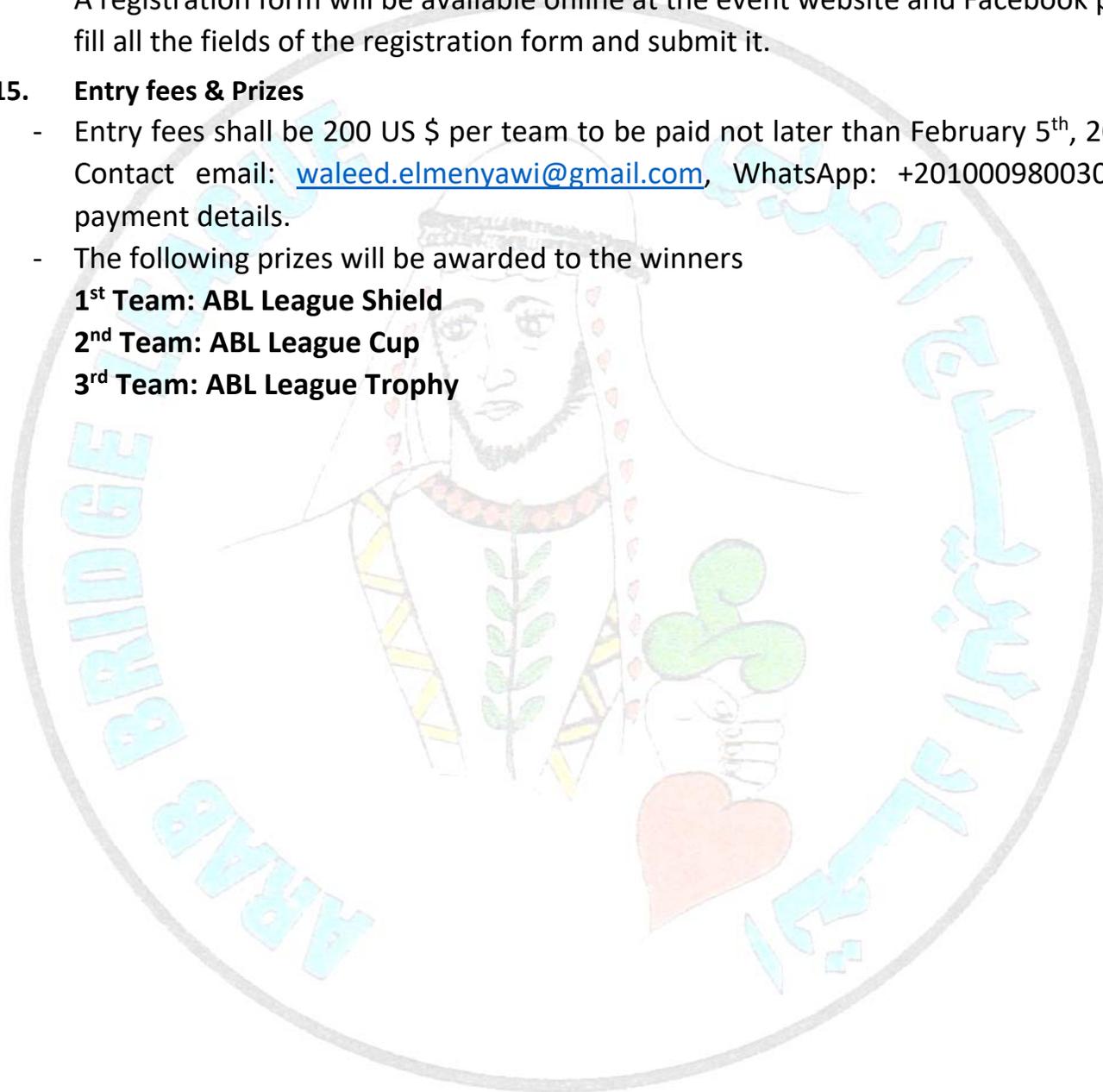
- Semi-final (2) : The winner of Match (2) Vs the winner of Match (4)
11. The winners will qualify to the final match which will be 6 sessions of 12 boards in 3 consecutive days with 0.5 IMP for the high ranked team and the two losing teams will play 2 sessions of 12 boards in one day for the 3rd Place.

14. Registration

A registration form will be available online at the event website and Facebook page, fill all the fields of the registration form and submit it.

15. Entry fees & Prizes

- Entry fees shall be 200 US \$ per team to be paid not later than February 5th, 2021.. Contact email: waleed.elmenyawawi@gmail.com, WhatsApp: +201000980030 for payment details.
- The following prizes will be awarded to the winners
 - 1st Team: ABL League Shield**
 - 2nd Team: ABL League Cup**
 - 3rd Team: ABL League Trophy**

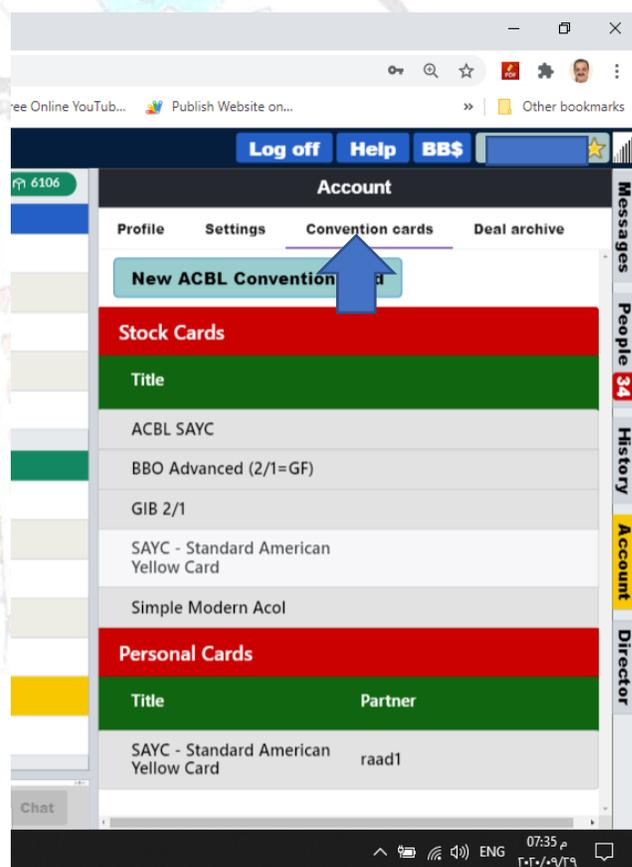
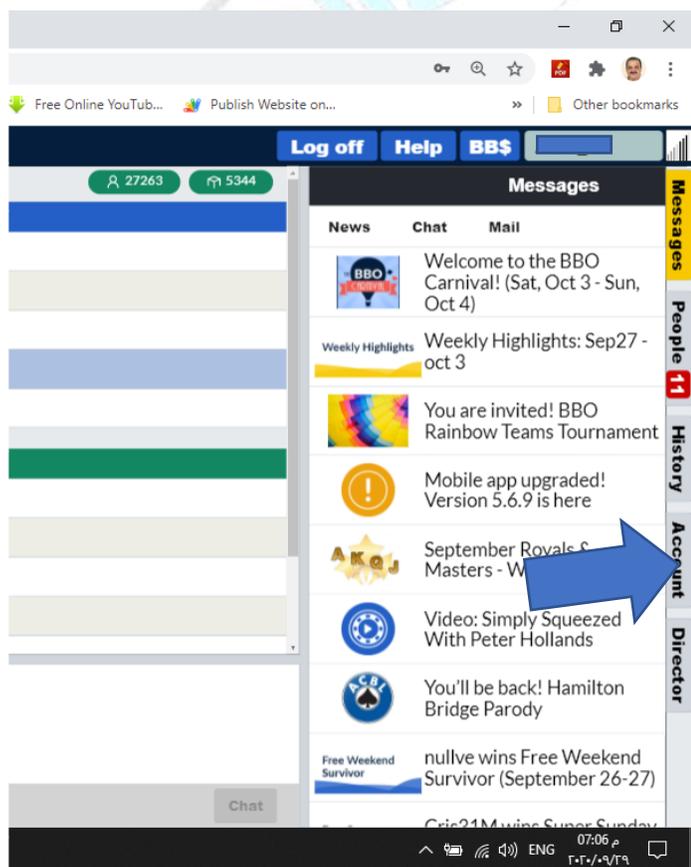


16. Convention cards

All the participating pairs have to fill an online convention card using the BBO tools shown in this document. Otherwise, any miss explanation will be considered against this pair.

Failure to alert = miss explanation

- Log on to your BBO account
- Click account as shown in the left figure, then...
- Click convention card tab in the tabs shown in your account as shown in the right figure



- You will find several types of convention cards which you can directly use or you can edit it or you can even upload your own convention card
- You have to register you partner in your convention card and then save it and then edit it if needed.
- You can make more than one convention card with more than one partner and save it into your archive.
- Now, your convention card is ready with your partner.
- Once you & your partner are at the table, your convention card will automatically be loaded and will be available to the players and the TDs.

17. General

- WBF 20 VP continues scale will be used in the RR Stage
- KO stage will be calculated in IMPs
- Butler ranking will be posted after each RR session.
- in the event that there is confusion, lack of clarity, or a difference in the interpretation of one of the technical clauses in these regulations, the interpretation of the Head TD is the final interpretation of this confusion / wording.
- In the event that there is confusion, lack of clarity, or a difference in the interpretation of one of the non-technical items in these regulations, the interpretation of the Chairman of the organizing Committee of the event shall be final interpretation of this confusion / wording.

18. Disqualification / Withdraw

In qualifying stage, in the event that a team is disqualified or withdraw, its results will be cancelled, and no opponent in the matches that have been played shall count those points that he achieved before the team was disqualified.

19. Agreement to the conditions of contest

Entering or being accredited to attend ABL Cup means that everybody concerned with such entry knows and agrees to abide by these Conditions of Contest.

20. Social Media, Website & Communication

A WhatsApp Group will be created for the team's Captains for better and faster communications between the OC and the teams.

A Facebook page for announcements, results and media.

(www.facebook.com/Arab.Bridge.League)

A Website for all info about the event

(www.bridgewebs.com/ablonline/)

A private Facebook group for Live broadcasting – in case we apply it.(Captains survey)

(<https://www.facebook.com/groups/bridgelivebroadcasting>)

21. Tournament Directors committee

Waleed El-Menyawi	Head TD; WBF Ass. Chief TD	ABF, BFAME, ABL & EBF Chief TD
Raad Etoom	BFAME INT'L TD	
Tarek Abdelrahman	ABF INT'L TD	
Khaled Hassan	ABL INT'L TD	
Ibrahim Al Ahdal	ABL INT'L TD	

22. ABL Cup time table

Qualification stage : Maximum, All Sundays, Tuesdays, and Thursdays from Sunday 07.02.2021 till Tuesday 09.03.2021, and as for the **KO stage**: Thursday 11.03.2021 to Friday 18.03.2021, All days are from 04:00 PM to 07:00 PM (GMT).