

## **D11 Online Conditions of Contest Appendix**

- A. Pre-registration and payment is required by the deadline to participate.
- B. Teams must provide the following information when registering: full roster with player names, ACBL numbers, e-mail addresses, and BBO usernames.
- C. Shortly after registration closes the GNT coordinator will release a schedule and match assignments for the Round Robin/Swiss qualifying phase.
- D. The Round Robin/Swiss Qualifying will be self-directed on BBO. At least one player per team should have experience creating team matches. Training will be provided on the D11 website.
- E. Each Flight will play on a specified Saturday with the possibility of roll over into Sunday as needed. Teams will play up to eight rounds depending on entries.
- F. Pairs are required to have completed convention cards and should provide full disclosure of their methods using some combination of the BBO chat and alert system. Penalties will be issued for a failure to comply with these requirements.
- G. The GNT coordinator will handle any disputes regarding irregularities. Teams are expected to make every attempt to conduct matches in a timely fashion and resolve irregularities fairly.
- H. In cases where matches are not played and no fault can be determined both teams will receive zero victory points.
- I. Security measures such as audio/video connections between screen mates are highly encouraged for the qualifying phase. These measures are required for the KO phase.
- J. If a player wins in multiple flights they must represent D11 in the higher of the two flights. As a reminder, winning teams are still subject to the conditions of contest requirement in section E after this rule is applied.