



ABA HANDBOOK

PART IV – TOURNAMENT REGULATIONS, PROCEDURES AND GUIDELINES

aba
AMERICAN BRIDGE ASSOCIATION,
INC.



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ORGANIZATION AND ADMINISTRATION OF TOURNAMENTS

SECTION I: NATIONAL TOURNAMENT ADMINISTRATAION

1. **National Tournament Authority and Operations (NTAO)**
 - A. **NTAO Structure:** The National Tournament Authority and Operations plans and manages tournaments. It is made up of an appointed Chair and the following:
 - (1) National Tournament Committee Chair (NTC)
 - (2) National Supervisory Director (NSD)
 - (3) National Convention Manager
 - (4) Appeals & Ethics Committee Chair
 - (5) Staff Development and Certification Chair
 - (6) National Secretary (Consultant)
 - B. **Responsibilities of the NTAO Chair:**
 - (1) Prepares and publicizes necessary instructions, uniform guidelines and playing conditions for all ABA sanctioned tournaments at all levels.
 - (2) Prepares an estimated operating budget, including income and expenses to conduct National Tournaments and presents it to the Board for the coming year.
 - (3) Reports actual results at the conclusion of the tournament explaining variances from the budget.
 - (4) Recommends an individual for appointment to position of Supervisory Director.
 - (5) Approves the list and number of Directors to whom contracts will be sent to work National Tournaments (submitted by the SD).
 - (6) Approves the number and level of Directors to be assigned to work each session of the tournament (submitted by the SD).
 - (7) Approves the number of Caddies to be assigned to work each session (submitted by the SD).
 - (8) Supervises the activities and budget of the Supplies and Logistics Office.
 - (9) Recommends pay levels and modifications thereto, and classifications of Directors, and modifications

thereto, to the Board for approval (submitted by the SD with input from the Staff Development Chair).

- (10) Recommends pay levels and modifications thereto for caddies (submitted by the SD).
- (11) Provides the Site Committee with necessary space requirements to efficiently conduct National Tournaments, including playing area and office space for the working staff.
- (12) Meets with the NTC Chair to determine if the playing schedule or other proposals submitted by the NTC creates technical, time, undue hardship on the working staff, or budgetary problems; Works with the NTC Chair to eliminate such problems prior to submission of schedules or other proposals to the Board.
- (13) Hears appeals of Directors' disciplinary actions at the National Tournaments to determine the correctness or appropriateness of the action before they are submitted to the Appeals and Ethics Committee.

2. National Tournament Committee (NTC)

- A. **Structure:** The NTC is composed of an appointed chair and shall include at least one representative (but not more than three) from each section, but with only one vote per section. The representative(s) shall be selected by the Section Vice President.
- B. **Responsibilities of the NTC Chair:**
 - (1) Recommends tournament regulations for all levels.
 - (2) Recommends the tournament schedules.
 - (3) Establishes and maintains a schedule of master-points for all national, sectional and local tournaments.
 - (4) Establishes procedures for periodic reviews of the classification of players by the committee; recommends any proposed changes to the Board for review and final approval.
 - (5) Submits all recommendations to the Tournament authority for review to determine any technical or operational difficulties involved in implementation.
 - (6) Reports such recommendations to the Board of Directors for review and final approval.

- (7) Publishes and implements such changes approved by the Board.
- (8) Meets with the committee members to produce the schedule of games and starting times for National Tournaments, normally one year in advance
- (9) Meets with the NTA Committee to determine if the schedule creates any technical, time, budgetary problems or working hardships on the staff; if so, works with the NTA Committee to resolve the problem(s).
- (10) Creates and modifies the list and point award scales for each game type, for all levels. Distributes revisions and all approved modifications to master point award schedule to National Secretary, for formal updates to the ABA administrative system, American Bridge Association Tournament Scoring System (currently ABATSS), and all certified Directors.
- (11) Sets scrip and/or trophy awards for winners for all events.
- (12) Considers all recommendations submitted by members pertaining to its area of responsibility and recommends appropriate action.
- (13) Attends all NTA meetings, discusses all committee Actions with NTA for purposes set forth in item 2 above and submits all actions to the Board for final decision. Reports to the Board when scheduled by the President.
- (14) Provides copies of all proposals, where Board action is required, to each Board member and NTA chair in sufficient time to study and seek clarification on issues prior to the meeting.
- (15) Holds a meeting at each national to discuss issues of mutual interest to ABA and ACBL *i.e.*, tournament schedules, joint programs and games.

3. National Supervisory Director

A. **Structure:** This function consists of an appointed Supervisor, and a sufficient number of Directors and Caddies hired to meet the requirement of each National Tournament.

B. Responsibilities of the National Supervisory Director:

- (1) Develops and maintains a list of qualified directors who meet the requirements for running each national tournament.
- (2) Issues contracts to Directors to work a national tournament with priority given to level 6 directors. Offers are made with sufficient lead time to handle refusals and to allow planning by the individual staff person.
- (3) Provides a list of staff members to the Convention Manager and to the National Office.
- (4) Determines supplies/materials needed for the next National Tournament and coordinates with the NTA; sends approved list to the National Secretary.
- (5) Conducts a training session at each tournament to brief the full staff (Directors, Scorers, Support Personnel and Major function Chairpersons of the NTAO) on issues pertinent to the conduct of the tournament operations and associated activities.
- (6) Coordinates with the Convention Manager to ensure the office areas are available and properly equipped to carry out the tournament functions.
- (7) Develops daily assignment schedules for Directors and coordinates the availability of caddies. This schedule is posted the day before the event.
- (8) Coordinates all game registration and pre-registration activities.
- (9) Verifies vouchers of the Directors and submits to NTA for approval.
- (10) Prepares daily reports of progress as reflected on the registration sheets.
- (11) Coordinates with the NTA and Staff Development Chair to determine Director reclassification and/or training requirements.
- (12) Exercises disciplinary actions in accordance with procedures outlined in the ABA Handbook.
- (13) Serves as back up for any major chairperson in the NTAO.
- (14) Performs duties as technical advisor as needed.

- (15) Offers specialized briefings to any component of the ABA that needs this support, *i.e.*, new players on developing the recap sheet.
- (16) Recommends censure, downgrade or certification action against staff personnel, when appropriate. Forward to NTA for concurrence and presentation to Board of Directors.
- (17) Verifies vouchers of the Directors and submits to NTA Chair for approval.

4. National Convention Manager

A. **Structure:** The National Convention Manager is appointed by the President and reports to the President and the Board of Directors.

B. **Duties of the National Convention Manager:**

- (1) Performs as liaison with the hotel and the host group.
- (2) Coordinates specific facility and support requirements with the hotels prior to the start of a tournament in accord with the hotel contract.
- (3) Establishes and implements communications channel with the hotel to ensure responsive support of tournament activities.
- (4) Receives reservation updates from contracted hotels to determine attendance trends which may allow for possible adjustment to tournament plans.
- (5) Coordinates room and function space requirements to accommodate ABA officials and tournament support personnel, seminars and committee meetings.
- (6) Coordinates pre-conference meeting with hotel personnel.
- (7) Coordinates accommodations for vendors.
- (8) Coordinates security issues.
- (9) Keeps accurate records of all procedures and maintains an up-to-date expenditure record during the tournament.
- (10) Identifies those expense areas where adjustments can be made to accommodate variations in the estimated attendance.
- (11) Approves expenditures necessary to preclude stoppage of a critical function.
- (12) Files a performance report relative to room pick-up with the Board of Directors.

- (13) Supports activities for investigating and recommending sites for future National Tournaments.
 - (14) Serves as a member of the Site Selection committee and the National Tournament Authority and Operations.
 - (15) Performs other assignments as needed to ensure smooth operation of the National Tournaments.
5. **Staff Development and Certification**
- A. **The National Staff Development and Certification Chair (SDC):**
- (1) Serves as Chair of the National Staff Development and Certification Committee.
 - (2) Is responsible for training directors including DICs.
 - (3) Assumes responsibility for working with the National Tournament Staff.
 - (4) Assumes responsibility for publishing director's criteria in the **ABA Bulletin** and **FLASH**.
 - (5) Recommends Director certification of levels 4, 5, and 6 to the NTC
 - (6) Meets with NTA at the end of the Summer Nationals to evaluate the national staff.
- B. **Section Chair's Duties:**
- (1) Keeps accurate and updated files for each director in the Section.
 - (2) Keeps in close contact with subcommittee members.
 - (3) Notifies SVP of all major changes.
 - (4) Gives seminars and tests for all aspiring directors.
 - (5) Sends progress reports quarterly to SDC.
 - (6) Makes recommendations for promotions to SDC.
- C. **Subcommittee Duties:**
- (1) Observes and trains aspiring and certified directors.
 - (2) Submits all promotions and/or upgrade recommendations, in writing, to the Section Chair indicating name, address, telephone number, ABA number, and level of certification.
 - (3) Keeps a record of directors in the area.
 - (4) Sends the Section Chair a progress report quarterly.

6. Appeals and Ethics (see Handbook Part II)

ADDITIONAL NATIONAL STAFF POSITIONS

1. ABATSS Administrator/Scorer

- A. The Administrator is appointed by the Supervisory Director and inputs scores for all games held. Currently, all games are inputted using the ABATSS program. The Administrator sets up all games into the ABATSS system prior to tournament.
- (1) Participates in training session held by Supervisory Director.
 - (2) Receives game results from floor Directors electronically.
 - (3) Inputs results into ABATSS.
 - (4) Prints results to be posted following each game.
 - (5) Transmits game winners to the on-site National Office for distribution of awards following the protest period for each game.
 - (6) Electronically transmits scores to the Flash Editor for daily publication of game results
 - (7) Submits all game results to the ABA National Office within one week following the tournament.

2. Tournament Recorder (If Needed)

- A. A tournament recorder is an official of the sponsoring organization. The person selected should be an experienced and knowledgeable bridge player, familiar with the Proprieties and Laws, who is tactful and non-political. Non-playing recorders have generally proven to be more effective. Duties may include:
- (1) Receiving complaints and/or inquiries from players, usually concerning a question of conduct or ethics.
 - (2) Responding to such complaint or inquiry in an appropriate and timely manner, which shall include two or more of-the following:
 - (a) Advising the person making the complaint or inquiry;
 - (b) Reviewing the complaint with the other player involved;
 - (c) Explaining the Proprieties to those who might not be aware of them; and

- (d) Referring the matter to a tournament director for disciplinary action.
- (3) Attending protest and disciplinary committee meetings to present a complaint.
- (4) Maintaining records of incidents only:
 - (a) When a committee has heard the facts and the player involved was given the opportunity to be present; or
 - (b) When the recorder has reviewed the complaint with the player and the player has been given the opportunity to present a written rebuttal (which shall be maintained as part of the record).
- B. Nothing in these procedures shall be deemed to affect the duties, responsibilities or authority of tournament directors or tournament committees.
- C. Tournament recorders have no independent disciplinary authority.
- D. A tournament recorder is ineligible to serve on any disciplinary committee or in any office where such service would result in a conflict of interest or give the appearance of a conflict of interest.
- E. After proper consideration of a complaint a tournament recorder is required to take action or make a record of the complaint or incident.
- F. Maintain documents forwarded by sponsoring organizations.
- G. Receive player memos from players where a tournament recorder was unavailable and solicit responses as necessary.
- H. Periodically review existing player files and refer cases to proper disciplinary bodies where appropriate.

OTHER NATIONAL TOURNAMENT REGULATIONS

1. **Allowances**
 - A. **Mileage** is a \$.40 per mile figure. This should not exceed the lowest available airfare plus a ground transportation allowance.
 - B. **Ground Transportation:** The ground transportation allowance for all official ABA travel is \$50 per round trip for any travel other than automobile.

C. **Staff allowances**

- (1) Directors' salaries to be reviewed every two years.
- (2) **Pay increases, within a level, may be** granted if a satisfactory performance evaluation is met.
- (3) Increases are limited to a **maximum** of \$3 - \$5; Increases within a level will be granted only upon a satisfactory performance evaluation. Evaluation includes review of games directed; attendance at seminars; error- free sanctions, etc.
- (4) The NTA, Supervisory Director and Subcommittee on Allowances should review salary increases and submit a recommendation to the Board of Directors.
- (5) These salaries are for directors working National Tournaments. Salaries at Club, Unit and Section events should be negotiated between the Director and the sponsoring organization.

2. **ABA/ACBL Policies**

- A. **Conventions and Laws:** The ABA uses the ACBL conventions and laws at all ABA tournaments.
- B. **Seeding:** An ABA player in ACBL events will be seeded as follows: 1st 1000 ABA points will not be counted; every three (3) ABA points shall be corrected to one (1) ACBL point for determining the appropriate playing field.
- C. **Seeding:** An ACBL player with 5,000 or less ACBL points participating in ABA events will be seeded on a 1:2 master point basis, plus ABA points. This means that for every one ACBL point, ABA will give two seeding points. Total ABA points plus ACBL seeding points will be used for seeding purposes. ACBL players having 5,001 to 9,999 points will be raised to 10,000 points plus ABA points. ACBL players having 10,000 or more points will have these points added to any ABA points held by the players.
- D. **Calling the Director:** Competitors should summon the Director immediately when they believe there may have been extraneous information available to the opponents that resulted in calls or plays, which could result in damage to their side.
- E. **Convention Cards:** Both members of a partnership must complete an identical convention card and have it available

- during play. If partnerships do not comply, penalties will be assigned.
- F. **Kibitzers:** No player has the right to bar all kibitzers from his table but each player has the right to bar one kibitzer without assigning cause. (A traveling player may bar only individual during a session without assigning cause.) The Tournament Director may bar any kibitzer for cause.
 - G. **Leads:**
 - (1) Full disclosure of all non-standard carding and lead agreements, which cannot be defined on the current convention card, are required.
 - (2) Face down opening leads shall be required at all sanctioned events.

3. Game Starting Times and Game Schedules

- A. All games will start at 9 a.m., 1:30 p.m. and 7:30 p.m. Exceptions may be made for special events such as the membership meeting and other special activities.
- B. No games shall be scheduled during the ABA Worship service or the General Membership Meeting.
- C. Other special regulations may apply.

SECTION II: SANCTIONED GAMES

SECTIONALS, GRADE A, B, C

1. Use of Scoring Programs and Other Electronic Support Devices

- A. **ACBLScore**¹ is the computer program currently required as the scoring system for all ABA Tournaments and sanctioned events. The ABA also strongly recommends that ACBLScore be used at all Local and Club Games. Directors in Charge must maintain and use a current Windows-based version of the application. A free-copy of ACBLScore may be downloaded from the www.acbl.org web-site or obtained from the National Staff Development, or Sectional Staff Development Chair.
- B. **Bridgemates II** is the primary electronic entry system used at National, Sectional, Regional – Grade A, B, C and other sanctioned events. It is strongly recommended that these devices be used by Clubs\Units for tournaments, events and larger local games. The Director in Charge should provide hand records to participants in all tournaments, special events, and other sanctioned games when pre-dealt boards are used.
- C. The **American Bridge Association Tournament Scoring and Reporting System (ABATSS)** is the primary reporting system approved by the Board of Directors for use by Directors. The system is used to create a file for electronically transmitting ABA sanctioned C games and higher tournament/game results to the National Office. The DIC creates an e-mail; attaches the ABATSS tournament file; and e-mails it to gert5@bellsouth.net. To complete the process, send the sanction form and sanction fee check to the National Office. Details on installing and using the system are located on the ABA website at the following link:
<http://www.ababridge.org/programs/staffdevelopment/instructionforabatss.aspx>

¹ ACBLScore is a trademark of the ACBL.

2. **Director-In-Charge (DIC)**

The Director-In-Charge (DIC) of a sanctioned tournament is directly responsible to the ABA for the successful completion of the scheduled game(s). It is important that (s)he conducts each tournament in accordance with the procedures and guidelines established for each type of game. Responsibilities include, but are not limited to the following:

A. **Preplanning for tournament**

- (1) All equipment/devices, application (computers, electronic entry devices – Bridge Mate II, pre-dealt boards) should be thoroughly checked in advance.
- (2) Insure compatibility of equipment, including compatible/current versions and sufficient equipment/supplies/ board/bidding boxes.
- (3) Check with the sponsoring officials at least one or more weeks prior to the event to ensure that sufficient amounts of supplies (cards/boards/guide-cards/pick-up slips/entry and equipment) are on hand to conduct all scheduled game(s)/event(s).
- (4) **Report to game site one (1) hour or more prior to registration.** Post signs, layout and dress room and set-up identifiers for each section.

B. **Receives game schedule and sanctions from the sponsoring group** authorizing the schedule of games. **The host group must provide the DIC with an approved sanction for each scheduled event prior to the start of the Tournament.**

C. Determines field classifications.

D. **Closes registration** fifteen (15) minutes before game time in order to organize players into fields, sections, flights, etc.

E. **Sets up the game**, numbers of tables, distributes boards and scoring materials. Gives players clear-cut instructions for play of the first round.

F. **Keeps the game moving.** Does not permit the game to drag due to continuous slow play, absence of the director from the playing area or lack of attention to time. Uses time clock to monitor play and movement.

G. **Starts the game** not later than fifteen (15) minutes after the announced starting time. **Note:** During the time between the close of registration and the completion of Round One, late

- entries should be accepted and permitted to play providing they do not cause a change in the movement or necessitate a replay of boards. Participants **must not** be inconvenienced by late arrivals.
- H. **Informs players of conditions of play prior to announcing the change for the start of Round Two** (the normal movement of boards/players, the number of rounds, conditions of play and any other information that will provide a well-run tournament).
 - I. **Rules on an infraction.** When the director is called upon to rule on an infraction, (s)he should listen carefully to both sides to understand the facts as stated. The director should refer to the current American edition of “Laws of Duplicate Bridge” and assess the penalty as prescribed. When ruling on violations of the Ethical Code, for which there is no prescribed penalty, the director must rule within the spirit of the law to bring about a normal result on the board, if possible. **Players must be informed of their right to appeal rulings.**
 - J. **Gives players information.** Before the change is called for the last round of play in the first session, the director must announce the starting time of the second session; inform players of the approximate time scores will be posted for inspection and the protest period expiration time.
 - K. Before posting the completed recap sheet for inspection, check to insure the following information is noted:
 - (1) Complete name of game
 - (2) Date played
 - (3) Sanction level (C, B, or A Regional, Sectional, etc.)
 - (4) Field classification
 - (5) Section designation
 - (6) Average score per session, **TOP** per board
 - (7) Expiration of protest period
 - (8) Scores are accurately match-pointed and totals balanced.
 - (9) Scores ranked (In-Section, where applicable, and overall)
 - (10) Seating instructions, where applicable
 - (11) Signature of scorer/director**Note:** The recap sheet should be posted for players to inspect immediately following the game.

Check scores (If Bridge Mates are not used): Tournament directors shall not accept score tickets unless verified by opponents' valid initials or mark. Tickets so marked may not be changed later on, regarding the number of tricks taken, except after investigation by the director of the reason for the change. **In no event shall a score change be made after the end of the next round.** No score from the last round played may be changed after it has been initialed and picked up. Scoring errors by directors **must** be corrected whenever they are reported.

- L. **Reports the results.** The DIC is responsible for reporting accurate results of all sanctioned tournaments to the National Office. Each tournament report must contain the following:
- (1) **Sanction Form:** The official sanction application must be completed by the DIC as required.
 - (2) All sanctioned games should be processed and submitted to the National Office using ABATSS.

ABA Sanction Fees: A check or money order, payable to the American Bridge Association, for the full amount of the sanction fees should accompany each tournament report. Schedule of Sanction Fees is provided on the sanction form. **Note:** Scrip may be used in payment of sanction fees.

Sanctions: When a sanction is returned, a copy of the cover letter should be sent to the SVP

3. Game Regulations

PARTICIPANTS' RULES AND REGULATIONS	
A	Fill in your registration slip with your ABA number and your points.
B.	A review of the auction must be given by an opponent of the player who is requesting it; however, all players are responsible for a correct review.
C.	All leads are to be made face down.

Table continued

D. Dummy is not permitted to call the director until the end of play.
E. Dummy does not speak during play of the hand. There are few exceptions. If one wishes to discuss a hand at the end of play, and if time permits, only one hand at a time should be exposed.
F. Kibitzers should remain seated at only one table or follow only one player.
G. Kibitzers are not permitted to call attention to any irregularity or play; likewise, no body gestures.
H. A kibitzer may be barred by any one player without reason.
I. Do not initiate or join in a discussion about bidding or play of the hand by opponents unless asked to do so.
J. Do not stall play through needless conversation, repeated questions, etc.
K. Declarer should plan his/her play after the lead of the first card.
L. You are restricted to ask questions about bids, conventions, discards, etc., only when it is your turn to bid.
M. An “alert” bid can only be explained by the one who says alert. If a wrong interpretation is given, the DIC must be summoned before play begins and an explanation given.
N. North announces the contract, records the score and cares for the boards.
O. Do not ask unnecessary questions as it will often alert the opponents or bidder.

4. **Player - Field/Flight Classification**

There are four (4) categories of “**Field Classification.**” – IV, III, II and I. The table below summarizes these

classifications. Each field classification is determined by the master point holding of the **majority** of the players in the field. Every game (pair, team, individual, etc.) must be classified depending on the number of fields in the event.

Guidelines for Classifying Team Flights: Each Flight must be classified on the basis of the average MP holding per team.

Note: If a Flight cannot be determined by the average master points of the teams, then the classification of the majority of the players in that Flight will be the deciding factor.

National, Sectional & Regional Field/Flight Classification	Master Point Holding
Field IV Strata "A" Strata "B"	2000 – Up 5000 – Up 2000 – 4999
Field III	1200 – 1999
Field II Strata "A" Strata "B"	300 – 1199 600 – 1199 300 – 599
Field I Strata "A" Strata "B" Strata "C"	0 – 299 100 – 299 25 – 99 0 – 24
Note: Specific guidelines for dividing the game into fields and classification must be followed by the DIC.	
Caution: Players may play in a field higher than their individual master point holding, but never lower. Players violating the rule are automatically disqualified and are not eligible for either trophies, scrip or MPA.	
New Player Field: 0-24 Master Points: Whenever there are at least three (3) full tables of new players (0-24) registered at any level of pair game competition, a separate field must be set up for them provided there are	

Table continued

at least nine (9) tables registered in the event. If less than three (3) full tables of new players are registered, or if less than nine (9) full tables are registered in the event, new players are combined with the lowest classified field or in the one field, whichever is the case.

Player Classifications

There are ten (10) categories of “Player Classification” authorized under ABA tournament regulations. These classifications are the direct result of master points earned in ABA events. Master point awards for all ABA events will be valid for recording 90 days from the date of the event. To receive credit for master points earned, a player **must** become a member of the ABA within the 90-day period.

Player Classification is determined on the basis of earned Master Points (even though some points are not recorded because of late sanctions, unpaid dues, etc.)

Grand Life Master	20,000 – UP	Medallion
Black Diamond	15,000 – 19,999	Certificate
Platinum Diamond	10,000 – 14,999	Certificate
Gold Diamond	5,000 – 9,999	Certificate
Silver Diamond	2,500 – 4,999	Certificate
Diamond	1,200 – 2,499	Pin
Ruby	600 – 1,199	Pin
Senior Life Master	300 – 599	Pin
Life Master	100 – 299	Pin
Master	25 – 99	Pin
Asterisk	0 –	

Changes in Player Classification

A Change will automatically occur in a player’s classification each time his/her master point holding reaches a new level. Therefore, it is important that a player is aware of his/her point holding when registering for sanctioned events.

Table continued

Caution: Anyone playing in a field below his/her classification is automatically disqualified. Master points and trophy awards are forfeited for all members of the partnership or team involved. A player who is not currently financial in the Association must play in the proper field according to his/her master point holding (awarded + unawarded). Once your record has been updated in the National Office, you may not play in a lower field.

Exception: If a player enters a tournament, even though (s)he may earn enough master points to change levels during the tournament. To assist players in keeping up with points won, the DIC should post master point award charts at all sanctioned events.

5. Stratifying Games

YOU MAY NOT HAVE A STRAT WITH LESS THAN 21/2 TABLES. If there are not enough tables in the top strata for 21/2 tables, you must go to the next lowest strata.

A game may have either two or three strata. For example, the game may contain a Strata A, a Strata B and a Strata C together. **The lowest strata must have at least five (5) pairs (2½ tables) in order to pay overall awards.**

Limitations of each strata should be established prior to the game. If the game consists of less than the minimum five (5) pairs required in the lowest strata, the level of the strata must be increased to the next highest legal strata that includes at least five (5) pairs. (For example, a 0-24 game should be increased to a 0-99 game or a 100-300 game.) Or you may choose to eliminate the lowest strata. In limited master point games such as 0-24, 0-99 and 100-300, the strata must be eliminated if the strata contains less than five (5) pairs.

There must be approximately the same number of pairs that sit N/S and E/W in each stratum, so that the section awards will be equal.

This event is like a Flighted Pairs except the flights (now called Strata) are intermixed and play against each other as in an open game. When the scoring is completed, there are multiple rankings and any pair in a lower strata has the potential to win the greater awards of an upper strata if they

legitimately rank there. A stratified game is advantageous to all stratas: (1) Strata A players get ranked on the number of tables in the entire field resulting in additional master points; (2) Strata B players have the advantage of possibly winning points in the higher strata, based on a greater number of tables which yields more master points; (3) Strata C players are ranked against other Strata C pairs, giving them the experience of playing against more skilled players **without diminishing** their chances of winning. Also Strata C players have the advantage of possibly winning points in the two higher stratas, which yields more master points.

How it works

Here is an example. You want your game to have three stratas, with C players having 0-299 master points (mps), Strata B players having 300-1199 mps and Strata A players having 1200 mps to infinity. Entries sold to Strata C players are marked C to identify that strata with less than 300 mps. Entries sold to Strata B players are marked B to indicate that no person has less than 300 mps but not more than 1199 mps. Entries sold to Strata A players are marked with an A to indicate more than 1199 mps. A pair must enter the strata for which the partner with the higher number of master points is eligible. Pairs from each strata are distributed throughout the section(s) as evenly as possible.

When the game is over, the entire game (field) is ranked as one. After ranking, the Strata A players with more than 1199 mps are eliminated. The Strata B and Strata C field are now ranked together. After this ranking, players who have more than 299 mps are eliminated. Strata C is now ranked separately.

A pair ranking (placing) in Strata A, Strata B and Strata C, will receive the highest master point award. Thus, a Strata C pair could win points from the Strata A field or Strata B field, and a Strata B pair could win points from the Strata A field. The Strata A pairs can win points **only** in their own field, but even this is a gain because their master point awards are based on the number of tables in the entire game. **Remember, players may**

always qualify to win points in a higher master point category, but they cannot win points from a lower category.

6. **Master Points for Stratified Games**

Master points are awarded to each strata based on the number of tables in that and all lower stratas. If you have a stratified game with 10 tables, 7 of which are Strata B (less than 1200 mps) and 3 are Strata C (less than 300 mps), the awards for Strata A would be based on 10 tables, Strata B would be based on 7 tables and Strata C would be based on 3 tables.

7. **Selling the Entries**

Assign each pair to the strata for which the partner with the higher number of master points is eligible. Balance the section by having the same number of pairs in each strata sit N/S and E/W. **Players cannot choose their own strata.** Each pair must enter the strata for which their master point holding indicates. Each pair is eligible to win in their own strata as well as any higher-rated strata. For example, in a game where Strata A is 1200 to infinity mps, Strata B is 300 to 1199 mps, and Strata C is 0-299 mps, a pair that each has no mps is assigned to Strata C. The pair is eligible for all awards from any of the three stratas.

8. **Scoring**

Use different color highlighters to designate the players in each strata. Let's assume that your game of 10 tables has (3 Strata A tables, 4 Strata B tables and 3 Strata C tables). Rank the full game exactly as you would do 10 tables.

Shown below are rankings for section (strata) places.

Pair #	Strata Level	Score	Strata A	MPA	Strata B	MPA	Strata C	MPA
1	C	120			3	1.73		
2	B	116						
3	A	84						
4	C	95						
5	C	129	3	2.47	2	2.17	1	1.28
6	B	100.5						
7	A	130	2	3.09				
8	A	126	4	1.85				
9	B	90						
10	B	130.5	1	4.12	1	2.89		

Look at the table above and see that the master point award for Strata A is based on 10 tables, Strata B on 7 tables and Strata C on 3 tables. Pairs placing in Strata C, B, and A, receive the higher number of master points, not both. Pair 1 receives 1.73, pair 5 receives 2.47 and pair 10 receives 4.12.

9. **Director's Report**

ACBL score should be used to score your game. It will report your game based on the stratas selected. The game is first scored on the total number of tables in play and master points are computed for the overall game. Awards for the second stratum include tables in the remainder of the game (all but the top stratum) and receive master points from the appropriate chart (in this case 7 tables). Awards for Strata C are from the overall chart but 60% of the award since to receive full award the table count should be at least 5.

10. **Preparation of Application for Sanction Form**

The following information should be contained on all sanction forms received by the National Office.:

- A. Date the sanction was prepared.
- B. Sanction Number
- C. Name of Organization

- D. Location - indicate city and state
- E. Type of Tournament (Open Pairs, Team, etc.)
- F. Classification of Tournament (Sectional, "A" Regional, etc.)
- G. Scholarship or Benefit
- H. A copy of the check that is presented to the beneficiary, if Special Benefit game
- I. Number of Sessions planned
- J. Date(s) of the event
- K. Signature of the Club or Unit Official requesting the Sanction from the SVP
- L. Official position in Club/Unit of person signing above
- M. Signature of SVP
- N. Signature of the DIC (the person responsible for running the tournaments). The DIC will submit the completed sanction and press sheets to the National Office within ten (10) days.
- O. Number of players in each Field
- P. Total number of players
- Q. Amount of entry fee per person
- R. Amount of sanction fee (Sanction fee percentages are on the form)
- S. Starting time first session
- T. DIC's ID number
- U. ABA number and name of players due master points
- V. Tournament Report. **The DIC will be responsible for submitting sanctioned game and tournament results by emailing an ABATSS text file, mailing sanction forms (PSA 505) and fees to the National Office within the ten (10) day period required by regulations. . The game will not be processed until check for sanction fees are received in the National Office.**
- W. **Sanction Check List:**
 - (1) Has the SVP signed the sanction?
 - (2) Has the breakdown of the field and/or strata been indicated?
 - (3) Are player names, numbers, master points clearly indicated?
 - (4) Are the game results correctly ranked and point awards indicated?

- (5) Does the date on the sanction agree with the date of the event and date on the press sheet?
- (6) Has the DIC signed the sanction?
- (7) Have the correct sanction fees been computed in accordance with the scale of fees on Form PSA 505 and entered in the appropriate place?
- (8) Have sanction forms and press sheets for the completed event(s) been forwarded to the National Office within ten (10) days?

11. Schedule of Sanction Fees

Game	Fee
City Swiss Team (minimum fee \$3.00)	10%
Grade C Regional (minimum fee \$5.00)	15%
Grade B Regional (except Swiss & Round Robin)	15%
Grade B Regional Swiss & Round Robin	20%
Grade A Regional (except Swiss, MRR, & KO)	15%
Grade A Regional Swiss, MRR & KO	20%
Sectional (except Swiss, MRR & KO)	20%
Sectional Swiss, MRR and KO Teams	25%
Annual Membership Game	15%
UNCF Charity Game	10%
Benefit Games	40%
Scholarship & Headquarters Benefit Games	50%
Nationwide Benefit, Scholarship & Open Pairs Games	60%
Special Club Benefit	20%

NOTE: All entries must be included in computing gross proceeds. For example: 40 players are participating in a Grade B “Regional at a fee” of \$10 per person. The sanction fee shall be 15% of \$400 =

\$60. If the gross receipts are less than \$400 by virtue of free plays, the \$60 sanction fee remains the same.

NOTE: Playing fees must be collected separately from other fees, *i.e.*, dinners, etc. Example: If a player **must** pay \$15 to play in an event, but \$5 of that fee is for a dinner, then the sanction fee is based on \$15. If a player pays an entry fee of \$10 and can pay an additional \$5 (collected separately) for the dinner, then the sanction fee is based on \$10.

The final recap sheet and entry blanks must be submitted to the sponsoring Club/Unit for its record. Recap sheets should not be destroyed until proof of master point awards have been received by the local secretary or point coordinator (minimum 90 days).

Disciplinary action will be taken against tournament officials for violations of requirements and guidelines for various game types and/or irresponsible conduct.

12. Standardized Entry Fees

Entry fees charged must fall within the range stipulated for each grade. (Subject to change based on Board Action)	
Game Level	Entry Fee
“C” Regional	\$3.00 - \$10.00 (per session)
“B” Regional	\$6.00 - \$10.00 (per session)
“A” Regional	\$7.00 - \$10.00 (per session)
Sectional	\$8.00 - \$11.00 (per session)
National	\$12.00 (per session)
All Nationwide	\$8.00 (Single session game)

13. **Tie Breaking Procedures – Pair/Individual Events**

Every board, which each tied contestant played, is counted in breaking a tie, irrespective of whether the tied contestants played the same or different boards, or were in different Sections. One (1) point is awarded for each match point score above average, one-half (1/2) point for average, zero (0) points for below average. The tied contestants with the greatest number of points take prior rank.

14. **Tie Breaking Procedures – Team Events**

Two Teams	A. Head-to-head competition. The result of the match between the teams involved (excluding a Dead Tie) will determine the winner. B. Total net Victory Points or IMPs. A. Number of boards with plus IMPs netted against the number of boards with minus IMPs. Tie boards count ½.
Dead Tie	If the match resulted in a Dead Tie, the highest net total IMP's or Swiss Points will break the tie for winner.
More than two teams	The highest net total IMP's or Swiss Points will break the tie for the winner.

If the above methods fail to produce an undisputed winner, the game is declared a **tie**. All teams involved will receive first and second place scrip awards, as the case may be.

Note: Ties are broken for awards only.

Swiss Points are based on the results of all matches of opponents who met the teams involved in the tie. These results are reflected on the Swiss Team Worksheet.

Example:

Team #'s 1, 4 and 7 are tied 1/2/3. The results of their opponents are shown in the following table:

Team #1 Opponents	Matches Won	Team #4 Opponents	Matches Won	Team #7 Opponents	Matches Won
2	4	1	7	1	7
4	7	7	7	4	7
7	7	8	1	9	3½
9	3½	9	3½	11	2
10	1¼	11	2	14	5
14	5	14	5	17	4¼
16	2	16	2	21	3
Totals	29¾		27½		31¾

Using the above example, Team #7, having the greatest number of Swiss Points, would receive the First Place Award. Team #1 would get the Second Place Award. **The point awards for all three teams are equal.** If the above methods fail to produce an undisputed winner, the game is declared a **tie**. All teams involved will receive **first** or **second place** trophy awards, as the case may be.

SECTION III: SPECIAL GAMES AND EVENTS

To provide funding for certain programs, the Association has designated specific Games to support these programs. The Special Games are listed below.

The Special Game Tables list in this section will provide detail explanations of the following items: authorization; purpose or restrictions; name; playing fee; time; MPA; award; special regulations/processing; sanction level\requirements; sanction fee (percentage) or fee due; and/or donations.

Seven Nationwide Games are scheduled throughout the year. These games sponsored by Units/ Club provide the participants who qualify/place an opportunity to win National and/or Sectional Points. Procedures for participation are included in this Section of the Handbook.

CALENDAR OF SPECIAL GAMES

January	Annual Membership Game
March First Wednesday	Nationwide Headquarters (Day)
June First Friday	Nationwide Headquarters (Day) Nationwide Benefit Game (Night)
September Last Friday Last Saturday	Nationwide Scholarship Game Night Day)
October Club/Unit selects date	United Negro College Fund Game
December Second Friday Second Saturday	Super Open Pairs Night Day
Other Special Games to Be Scheduled During the Year ABA Headquarters Benefit Game Bridge Education/Membership/Club House Acquisition Games (Club/Unit) Club/Unit Benefit/Scholarship Games Special Club Benefit Game	

Annual Membership Game	
Authorization	One single session game per year
Purpose	To encourage players to join the Association for the incoming fiscal year.
Point Award	Pays points for a one-session Sectional game.
Sanction Required	Independent Club/Unit must get a sanction from the SVP.
Sanction Fee	15%
Date of Game	This game must be held during the month of January.
Special Requirements	Must have paid ABA dues in order to receive master points for this game.

Scholarship and Membership Games	
Authorization	Two single session games per year, per club
Purpose	Proceeds are transferred to the ABA Educational and Charitable Foundation
Name	The regular Benefit and Scholarship Games may be scheduled at any time. Nationwide Benefit Game is held the first Friday in June. Nationwide Scholarship Games are held the last consecutive Friday and Saturday in September.
Point Award	Two-session Grade “B” at the local level. The Nationwide Game pays national points for the overall winners and Sectional points for the local winners

Sanction Fees and Fees Due	Club/Unit sponsored Benefit	40%
	Club/Unit sponsored Scholarship	50%
	Special Sectional ABA Benefit	40%
	Nationwide Game	60%
	If a Club/Unit does not hold a Scholarship game each year, it must submit a \$25 donation to the National Office before it can receive the next year's charter.	
All donations are to be submitted to the National Office.		

Bridge Education/Membership/Club House Acquisition	
Authorization	Two single session games per year
Purpose	The proceeds are to be used for Bridge Education, Membership and/or Club House Acquisition.
Restrictions	See Part II
Sanction Level	One Session Grade "A" Pays 150% of normal point award for one session Grade "A"
Sanction Fee	15% for processing of points

ABA Headquarters Benefit Game	
Authorization	Two single session games per year
Purpose	Proceeds are to be used for the National ABA Headquarters
Time	To be scheduled at the discretion of the Club/Independent Club
Sanction Level	Pays two session Grade "B" points at local level Grade "A" pays 150% of the normal point award
Sanction Fees Due	Club/Independent Club/Unit sponsored game - 50%.

	Clubs, not holding the ABA Headquarters Benefit Game, must submit a \$25 donation to the National Office in order to have their charter renewed for the next year.
Donations	All donations are to be submitted to the National Office.

Pro/Am Game	
Authorization	May be held at all levels
Restrictions	Pro - over 2000 master points Am - under 600 master points
Playing Fees	\$5.00 for National Tournaments \$5.00 at all other levels
Time of Game	At National tournaments, this is normally scheduled as a morning game. A continental breakfast is usually served to participants. At other levels, time is at the option of the sponsoring organization.
Special Regulations	Pre-registration may be required for this game in order to accommodate all the AM's wishing to play. Eighteen Boards are played.
Sanction Level	This is an 80% game at all levels.

Special Club Benefit Game	
Authorization	One single session game per year
Purpose	The proceeds are to be used to make a contribution to a non-profit organization or institution. It may not be used to benefit the Club/ Unit.
Sanction Level	Pays two session Grade "B" points. Grade "A" pays 150% of the normal point award.
Sanction Fee	20% to the National Office for processing.
Special Processing	The Donation is to be sent directly to the non-profit organization or institution as selected by the club/unit. A copy of the

	check must be attached to the Sanction Form when submitted to the National Office for processing.
NOTE: This game should not be confused with the ABA Benefit game, where proceeds are directed to the ABA Foundation.	

United Negro College Fund Game	
Authorization	One- or two- session game
Purpose	To support the United Negro College Fund
Date of Game	Month of October
Entry Fee	Fees are to be determined by the sponsoring organization. The games may be hosted by independent clubs and/or Unit .
Sanction Fee	10% Sanction Fee. Proceeds and sanction form should be sent to the National Office. Total amount received will be transferred to the abaECF for submission to the UNCF.
Point Award	<ol style="list-style-type: none"> 1. If the Unit sponsors the game, Grade A Benefit (150%) Points will be awarded. 2. Clubs, within the Unit, may also hold a UNCF Game, but their game will receive double “C” Regional Points. 3. If the Unit does not hold the UNCF Game, any club within the Unit may hold a two-session game. In this case the game will receive the point award for a two-session Grade B Game.

Nationwide Games Details	
Authorization	Seven games per year
Playing Fees	\$8.00 (subject to change with notice)
Sanction Fee	60%
Point Award	This is a stratified event. National Points awarded to those in the Nationwide Overall. Sectional Points to all other qualified participants.
Time of Game	<u>DAY</u> To be determined by the Nationwide Games Coordinator <u>NIGHT</u> To be determined by the Nationwide Games Coordinator
Results due to designated Personnel	By the deadline printed on the directions enclosed with the hand records.
Donations	100% to the National Office
Field Division	The field may not be divided on the basis of player classification. However, the DIC should seed players in each section for balance.
NOTE: Each game must contain at least five full tables to participate in the nationwide competition. (<i>as of Sept., 2016</i>)	

10. Ordering Hand Records Nationwide Games

- A. Requests for hand records must be received by Nationwide Games Coordinator not less than two (2) weeks before the scheduled event. This allows time for the hand records to be mailed and received by the requester.
- B. Overnight fees will be charged to Clubs who order hand records after the deadline, which require special mailing.

C. This is a stratified event. The entry fee is \$8.00 per player. Nationwide overall winners will receive the following master points:

A- OVER 2000

B - 300-1999

C - 0-299

RANK	O/A	LOCAL	O/A	LOCAL	O/A	LOCAL
1 st	25	12.48	20	8.74	15	6.24
2 nd	23	9.36	18	6.56	13	4.68
3 rd	21	7.49	16	5.24	11	3.74
4 th	19	6.24	14	4.37	9	3.12
5 th	17	5.62	12	3.93	7	2.82
6 th	15	4.99	10	3.50	5	2.50
7 th	13	4.37	8	3.06		
8 th	11	3.74	6	2.62		
9 th	9	3.12				
10 th	7	2.50				

11. Score Correction Periods Including “Board-A-Match” Teams

Score correction forms can be found in the Director's Office.	
Morning Games	3:00 PM
Afternoon Games*	10:00 PM
Evening Games	12:00 Noon the following day
SCORES FOR THE QUALIFYING SESSION OF THE FLIGHT “A” (FIELD IV) MIXED PAIR AND OPEN PAIR CHAMPIONSHIPS <u>MUST</u> BE CHECKED AS SOON AS POSSIBLE. SCORE CORRECTIONS WHICH AFFECT THE QUALIFYING POSITION WILL BE SUSPENDED FIFTEEN (15) MINUTES PRIOR TO THE SECOND SESSION.	

SECTION IV: EVENTS AND GAME SETUP **PROCEDURES**

The following schedules are events and game setups for authorized ABA sanctioned events. Also included in this Section are the General Conditions of Contest for Knockout Teams (16 teams) and knockout teams (7 to 11 Teams). The set-ups for head to head and 3-way matches and procedures for breaking ties within 3-way matches are also included in this Section.

- Non-Mixed Events
- Individual
- Pair Events
- Stratified Pairs
- Modified Round Robin
- Regular Round Robin
- Open Team Events
- Swiss Teams
- City Swiss Teams
- Stratified Swiss Team Games
- Knockout Teams (16 Teams) – Condition of Contest
- National Knockout (KO) Teams – 16 Team Event
- Morning Knockout (KO) Teams – 16 Team Event
- Sectional Knockout (KO) Teams – 16 Team Event
- Knockout for Seven to Eleven (7-11) Teams –
Condition of Contest
- Second Chance Knockout (KO) Teams
- AM II Knockout (KO) Teams
- Grade “A” Knockout (KO) Teams – Seven to Eleven Team
Flights

1. **Non-Mixed Events**

Non- Mixed Pairs	Field(s) will consist of both men and women, Each pair must be of the same sex.
Non- Mixed Teams	Field(s) will consist of both men and women. All members of each team must be of the same sex.
<p>Scoring: The following methods are authorized for scoring Standard Team-of-Four Games:</p> <p style="text-align: center;">A. Board-a-Match B. IMPs converted to VPs</p>	

2. **Individual**

Game Type	Open
Sanction Level	“C” Regional or higher
Table Minimum	Four (4)
Board Minimum	Twenty-two (22)
Number of Sessions	One (1) or more (as scheduled)
<p>Note: Directors should be prepared to select a movement that provides the best game for the number of players registered.</p>	
<p>Minimum Table Requirements: If either field in a scheduled Men’s and/or Women’s Individual contains less than sixteen (16) players, the fields are combined and the event is played as an “Open” Individual game.</p>	

3. Pair Events

Game Types	Open, Mixed, Men's &
Sanction Level	"C" Regional or higher
Table Minimum	Four and one half
Board Minimum	Twenty four (24) per session
Number of Sessions	One (1) or more (as scheduled)
Whenever practical, twenty-four (24) boards are recommended. However, twenty-two (22) boards are permitted when eleven (11) tables are in play and 21 boards are permitted when seven (7) tables are in play.	
Note: If either field in a scheduled Men's & Women's Pairs contains less than eleven (11) pairs, the fields are combined and the event is played as a "Non-Mixed Pairs."	

4. Stratified Pairs

Game Type	Open
Sanction Level	C or Higher
Minimum Boards	
Number of Sessions	One (1) or more
Conditions Of Contest	
A. The event may be composed of two-four flights. The primary purpose of the event is to expose players below 1200 Master Points to Field IV players without penalizing their chance for winning in their respective fields.	
B. Strata based on players in the game	

Table continued

C. **The four flights will correspond to current fields and are given as follows:**

Flight A - Field IV (2000 Up) (300-1199);300-599;100-1199	Flight C - Field II
Flight B - Field III (1200-1999)	Flight D - Field I (0-299)

D. **Master points will be awarded as follows:**

Overall Awards: Calculated based on total tables and field/strata classification of each flight. Field I, II and III players will receive either the award for their finish in their respective field or the award for their finish in the overall event, whichever is higher.

Section Awards: Each Section is ranked as though it were an open event. Those who rank within the Section will receive Section Awards based on the Section size.

E. **Procedures for Stratifying Pair Games:** Directors are now allowed to go below the six-table-rule in stratifying games. If the table count is at least three and less than six ($5\frac{1}{2}$), then the 60% rule applies. (The 60% rule: When a game does not have the required number of tables ($4\frac{1}{2}$), but has at least $2\frac{1}{2}$ tables, it may be held, but the point award is 60% of the award normally given that type game. This rule does not apply to games such as the Swiss Team where accommodations are made for games with less than the minimum required number of tables.)

5. Modified Round Robin

Game Type	Open
Sanction Level	Sectional, "A" and "B" Regional. Each Unit/ Club may sponsor one (1) Modified Round Robin Event per year. Each Section may sponsor two (2). (May not be held in one Sectional)
Team Minimum	Five (5) per Flight
Team Maximum	Nine (9) per Flight
Board Minimum	Six (6) to twelve (12) per round depending on the number of teams per Flight.
Board Minimum	Forty-eight (48) per game
Number of Players Per team	Four (4), Five (5) or Six (6)
<p>Note: Each team member must play at least 40% of the total boards to qualify for MPA.</p>	
<p>Conditions of Play:</p> <ol style="list-style-type: none"> 1. A Modified Round Robin must be played to its completion in one day. 2. Each team must meet and play the required number of boards against each team in its Flight. <p>NOTE: The DIC must announce that 1 IMP constitutes a win prior to the start of the game.</p>	

Number of Boards to be Played					
Field IV, III or II Flights			Total	Field I	
# of Teams Per Flight	# of Rounds to be Played	Minimum Boards per Round		Minimum Boards Per Round	Total
5	4	12	48	12	48
6	5	10	50	10	50
7	6	8	48	8	48
8	7	7	49	7	49
9	8	6	48	6	48

Note: Teams will receive the higher MPA for finish overall or the sum of the DTB – Not Both.

6. Regular Round Robin

Regular Round Robin	
Game Type	Open
Sanction Level	Each Unit may sponsor one (1) Regular Round Robin Event per year. (If there are two clubs in a vicinity, they may cooperatively sponsor one Full Round Robin.) There is a special point schedule. “B” points are awarded.
Team Minimum	Six (6) per Flight
Team Maximum	Twelve (12) per Flight
Board Minimum	Twenty-four (24) per match
Number of Sessions	Five (5) or more (as required)
# Players Per team	Four (4), Five (5) or Six (6)

Note: Each team member **must** play at least 40% of the total boards to qualify for MPA

Table continued

Conditions of Play:
1. A Regular Round Robin must be played to its completion within a three-month period.
NOTE: The DIC must announce that 1 IMP constitutes a win prior to the start of the game.
Defeated Team Bonus: Teams will receive the higher MPA for overall rank or the sum of DTB not both.

7. **Open Team Events**

Game Types	Open, Mixed, Men's & Women's, Non-Mixed
Sanction Level	"C" Regional or Higher
Table Minimum	Five (5)
Board Minimum	Twenty-four (24) per session
Number of Sessions	One (1) or more
# Players Per Team	Four (4), Five (5) or Six (6)
Scoring	Board-a-Match, IMPs, IMPs to Victory Points
Note: The following guidelines do not apply to Knock-Out Teams, Swiss, Regular and Modified Round Robins.	
Guidelines for Dividing and Classifying Fields: See Field Classification in Part V. Special Provisions for a Single Classification. See Field Classification in Part V	
Note: If either field in a scheduled Men's & Women's Teams contains less than five (5) teams, the fields are combined and the event is played as a "Non-Mixed Team." Note: Each member must play at least 40% of the total boards to qualify for master point awards. The DIC must announce what constitutes a win prior to the start of the game.	

8. Swiss Teams

Game Type	Special Fields or Classified
Sanction Level	“B” Regional or Higher
Team Minimum	Twelve (12)
Board Minimum	Forty-eight (48) per game
Number of Sessions	Two (2) or more (as scheduled)
Number Players Per Team	Four (4), Five (5) or Six (6)

If the minimum team requirement cannot be met, the sanction may be used for a Regular Team-of-Four Game - Scored Board-A-Match or IMP's converted to VP.

If the game is advertised for two (2) fields and one of the fields does not meet the minimum table requirement, the director may either conduct a Swiss Team in the field with the required tables and a Board-A-Match Team Game in the field without the required minimum number of tables, or convert the game to a **Stratified Swiss Team in order to produce two (2) sets of winners.**

Note: The minimum for a Two-Session Swiss Team is 12 teams.

Teams are classified based on the average point holding of the team members.

Each team member **must** play at least 40% of the total boards to qualify for master point awards.

The DIC must announce what constitutes a win, winning tie, tie, losing tie, or loss **prior** to the start of the game.

The Swiss Team is not authorized at the “C” Regional level. All one-session Swiss Teams will be processed as City Swiss Teams.

At National Tournaments, the Field IV Swiss Team will be scored IMPs to Victory Point

9. City Swiss Teams

Game Type	Special Fields or Classified
Sanction Level	City/Club Game
Team Minimum	Eight (8)
Board Minimum	Twenty (20) per game
Number of sessions	One
Number of Rounds	Four (4)
Number Players Per Team	Four (4)
Sanction Fee	5% to be sent to the National Office with the results for processing.

The DIC must announce what constitutes a win, winning tie, tie, losing tie, or loss **prior** to the start of the game.

The players receive the overall or sum of DTB - not both.

Note: This MPA Schedule is not applicable to Closed Clubs.

The Swiss Team is not authorized at the “C” Regional level. All one-session Swiss Teams will be processed as City Swiss Teams.

Procedures for Scoring Each Match	
IMP Difference is PLUS 3 or more	Win
IMP Difference is PLUS 1 or 2	Winning Tie
The Difference is Zero	Tie
IMP Difference is MINUS 1 or 2	Losing Tie
IMP Difference is MINUS 3 or more	Loss

10. Stratified Swiss Team Games

The Stratified Swiss Team Game has been approved under the following circumstances described in 1 and 2 below. Note: This is a procedure to allow more than one field to play in one game. It is not a flighted event. When the above conditions are met, the director will register the teams and announce the game will be stratified. Only players with the requisite number of points will be allowed on a team in the lower field.

- There are at least twelve (12) teams registered
- There are at least six (6) teams in the lower field.

NOTE: The minimum number of teams required for a Two-Session Swiss Team is twelve (12) teams.

When the above conditions are met, the director will register the teams and announce the game will be stratified. Only players with the requisite number of points will be allowed on a team in the lower field.

The DIC must announce what constitutes a win, winning tie, tie, losing tie, or loss **prior** to the start of the game.

The following procedure will be used to match teams:

Note: It is suggested teams be numbered 1, 2, 3, etc. for the top field and 21, 22, 23, etc. for the lower field(s). During the first half, teams in the top field will be matched against teams in the top field. Teams in the lower field will be matched against teams in the lower field. **Exceptions to the above will be made only where it is necessary to make all matches.**

During the second half, the best matches will be made from all teams regardless of the field. At the end of the game, teams will be ranked overall and in the lower field. Teams with the best records will win first, second, etc. for overall winners. Teams in the lower field(s) will then be ranked first, second, etc. and published as winners of that field(s). If a team in the lower field also places in the overall, points will be awarded to the players based on the greater award, not both. **(Swiss points are recommended for breaking ties for awards purposes only.)**

The number of rounds will be used to determine the first half and the second half regardless of when the break is actually taken

11. **Knockout Teams (16 Teams) – Conditions of Contest**
 - A. **Registrations: PRE-REGISTRATION IS REQUIRED AND ENTRY WILL BE AVAILABLE IN PLAYING AREAS.** All knockout team entries complete with names and player numbers must be submitted to the National Supervisory Director or his/her designee at a time specified. ABA master points do not have to be recorded. If a player has ACBL master points, these points must be recorded. Teams may consist of 4, 5, or 6 players. The total entry fee (currently \$24.00) per player must be paid

when entry is submitted. No additions or entry deletions may be made after the deadline without specific approval of the National Supervisory Director.

- B. **Dual Registration may void your entry!!!!!!** Any Captain who has pre-registered and desires to withdraw should do so before the deadline expires. When withdrawal occurs after the deadline due to dual registration, entry fee may be forfeited. **ATTENDANT CIRCUMSTANCES.** This event will be conducted as a double elimination knockout for the first round only. Teams losing in the first round will automatically be entered in a consolation event called the “**SECOND CHANCE KNOCKOUT**”. After the first round any team that loses is eliminated. Teams are not forced to play in the **SECOND CHANCE KNOCKOUT** and those desiring not to play must inform the Director-in-Charge within thirty minutes of the end of the first match. All members of the team must be in agreement and are required to sign a waiver. Entry fee for the **Second Chance** will not be refunded. (*If the Director in Charge concludes that there are not enough teams to merit a Second Chance KO, this event may be eliminated.*)
- C. **Bracketing:** Each flight will consist of 16 teams aligned according to the **team average of four, five, or six members.** In Flight “A” the defending team will be seeded number one provided four members of the original team are still members. Opponent pairing in all Flights of the MAJOR KNOCKOUT TEAMS will be determined by seeding. Teams will be seeded one through sixteen in each flight to determine their ranked positions and numerical designations. Adjustments may be made in the lower flights to accommodate excess registrants. However, the Association reserves the right to use other methods.

Byes will be used only as a last resort. Opponent pairing in all flights can be determined for the first round by subtracting your team number from 17 where there are 16 teams in the flight. Flights of less than 16, subtract your team number from the total number of teams in the flight plus one.

- D. **Team Entry**: The Team shall be completed with 4, 5, or 6 names. On the entry form, each name shall be followed with an ABA number.
- E. **Scoring**: Each match will be scored by IMPs; a margin of one (1) IMP constitutes a victory. Ties will be resolved by continuing 5-board playoffs. Playoffs will begin after a short interval (5 minutes) and continue until the match is resolved.
- F. **Required Participation**: A player is not required to play in the first match. However to be eligible for master points and awards, each member of the team, after the first round of the knockout, must play at least 50% of all ensuing matches as long as the team progresses. The National Supervisory Director may waive this requirement only in cases of dire emergency. Sit-outs must be reported at the time results are turned in. If for any reason a player is dropped or absent from a team, it must be reported immediately to the Director-In-Charge (DIC). No substitutes are allowed at anytime without prior authorization of the DIC.
- G. **Concurrent Participation**: Players entering two games concurrently must play the entire session of the event in which there is active participation. Substitutes are not permitted. Players are not allowed to register for single session games opposite any round of the Knockout Teams other than the first. Players must notify the Director selling entries, at the time of registration, that they are playing in another game. Should a player's team progress to the next round this player will receive master points for only the team game regardless of the next level of finish in the single game session event.

Violations of these rules could result in disqualification from both games. Entry fees in these instances will not be refunded.

- H. **Seating:** Each match is played in two segments called halves. Each match will consist of a “seeded team” (the team with the lower bracket number) and an “unseeded team”. In the first half of the match, the Captain of the unseeded team will seat his team first, placing one pair in the North/South position at their home table and East/West at the opponent’s home table. The Captain of the seeded team then seats his players as he chooses. Should the Captain of the unseeded team make changes before play commences, the Captain of the seeded team has the option of reseating his players. For the second half, the Captain of the seeded team seats his players North/South at his original home table and East/West at the other. The unseeded team then has the same privileges in seating its players as that of the seeded team in the first half. Second half partnerships may be reassigned, but no pair that met in the first half will play each other in the second half.
- I. **Conventions:** All conventions shown on the General Convention Chart are allowed in this event. Conventions listed as Mid-Chart are allowed in all flights where the bottom team has an average of 1200 or more master points. The Super Chart applies to Flight “A”. The National Tournament Authority must approve all special conventions at least two hours prior to the start of the game.
- J. **Protest Period:** The period for the appeal of Directors’ rulings or for filing protest expires 30 minutes after each match. An appeal of a Director’s ruling on an infraction that occurred during the first half must be made known to the DIC and the opposing Captain before the start of the second half of the match; and for tied matches before the bidding begins in the playoff. When a committee is required, the DIC’ should have it convene before the match resumes.

K. **Penalties:** ALL STARTING TIMES WILL BE PROMINENTLY POSTED AND OBSERVED. FAILURE TO SEAT A COMPLETE TEAM BY THE OFFICIAL STARTING TIME FOLLOWING A TEN (10) MINUTE GRACE PERIOD. CARRY THE FOLLOWING PENALTIES FOR TARDINESS.

- 1 IMP for the first 5 minutes
- 2 IMPS for the second 5 minutes (for each additional 5 minutes)

The 10-minute grace period is the period where the Director can excuse tardiness without penalty. If the player doesn't have an acceptable excuse then the penalties identified can be imposed at the Director's discretion. **BE ON TIME!** In addition, the match will be curtailed one board for each six (6) minutes of lateness after the grace period, up to maximum of three (3) boards. Three IMPS will be awarded for tardiness during the 10-minute grace period. 30 minutes after the posted starting time for the game the DIC will declare the match forfeited if a team has failed to seat four members. Starting times may not be changed by agreement between the teams except with the approval of the National Supervisory Director. If additional costs are associated with this change, they must be borne by the teams involved. Once a team member begins play in a match, he must complete that half. In case of an emergency, the DIC may excuse the player.

L. **Substitutes:** Substitutes may be used in an emergency with the express permission of the DIC with no penalty. (An emergency is defined as an unforeseen combination of dire circumstances, or the resulting state, requiring exigent action). A substitute may also be used to temporarily replace a late (unexcused) player. A substitute cannot be or have been a member of a team in the same flight as the team for which he is substituting. The presumed skill level of the substitute cannot be greater than that of the deposed player unless approved

by the opposing team. If a substitute is used to replace a player who is not excused by the DIC, there will be a three (3) IMP penalty for the first board played by the substitute and a two (2) IMP penalty for each subsequent board played.

- M. **Playing Time Limits:** Time limits apply: 6½ minutes per board. Playing time for 28 boards is Three (3) hours and 20 minutes, 32 boards is three (3) hours and 28 minutes, and 36 boards is three (3) hours and 54 minutes. Times are adjusted accordingly for other numbers of boards. Players have the responsibility to inform the Director of slow play. When the Director has fixed responsibility for slow play and all the boards are not completed in the prescribed time, a three (3) IMP penalty will be assessed the offending team for each board missed.
- N. **Acceptance of Penalties:** Penalties assessed by the Director for an infraction, including slow play, tardiness and lateness, must be accepted by the non-offending team.
- O. **Reporting Results:** Each Captain should sign his name on the reporting slip of the opposing team. The winning team Captain should turn in the slips for both teams at the assigned reporting station as soon as possible after results are determined and agreed upon.
- P. **Kibitzers:** Kibitzers will be permitted but must remain at one table. Any player may request the Director to remove a spectator from his table for cause. Fifth and sixth members may kibitz only at tables which are at least two tables removed from where their teammates are playing. During the finals, kibitzers are permitted in the “Open Room” only.
- Q. **Disqualification:** A team may be disqualified, at the discretion of the National Tournament Authority, for failure to comply with the conditions of contest.
- R. **Zero Tolerance:** Discourtesy to opponents, partner, or Director will not be tolerated. Repeated offenses will

subject the offender to suspension from participation in that particular match. The National Tournament Authority will determine any future participation in the event and the tournament.

- S. **Boards In Play:** Flight “A” 1st round 28 boards, 2nd round 28 boards, and 3rd round 32 boards. 32 boards in the final. Flight “B”, 1st, 2nd, and 3rd rounds 28 boards and the final round is 32 boards. All other flights 1st, 2nd, and 3rd rounds 26 boards and finals 28 boards.

National Knockout (KO) Teams – 16 Team Event	
Game Type	Flighted
Sanction Level	National
Table Minimum	16
Board Minimum	28 per Session

Morning Knockout (KO) Teams – 16 Team Event	
Game Type	Flighted
Sanction Level	National
Table Minimum	16
Board Minimum	24 per Session

Sectional Knockout (KO) Teams – 16 Team Event	
Game Type	Flighted
Sanction Level	National
Table Minimum	12
Board Minimum	26 per Session

12. **Knockout for Seven to Eleven (7-11) Teams - Conditions of Contest**

- A. **General:** Mini Knockout events for 8 team flights can be incorporated into a tournament schedule opposite a later round of a major event to accommodate players who did not play in or were eliminated during earlier rounds of a major event. Mini Knockouts consists of three (3) rounds divided into halves, with a short interval

between halves for comparison of scores. Half of the teams are eliminated in the first round. The second round will determine which two teams will play for first and second place and which two teams will play for third and fourth place.

- B. **Registration:** PRE-REGISTRATION IS REQUIRED AND ENTRY SLIPS WILL BE AVAILABLE IN PLAYING AREAS. Knockout team entries complete with player numbers and names of each member must be submitted to the National Supervisory Director or his/her designee no later than 40 minutes before the schedule start. ACBL master points must be added. Teams may consist of 4, 5 or 6 players. The total entry fee, currently \$10.00 per player, must be paid when entry is submitted. No additions or entry deletions may be made after the posted deadline without the specific approval of the National Supervisory Director.
- C. **Dual Registration May Void Your Entry!!!!!!!!!!** Any Captain who has pre-registered and desires to withdraw should do so one hour prior to scheduled starting time. Withdrawal occurring after the deadline due to dual registration may forfeit entry fee.
- D. **Attendant Circumstances:** This event will be conducted as a single elimination knockout for the first round only. Teams losing in the first round will be eliminated. Winning teams from the second round will play a third round to determine first and second. Losing teams in the second round will play each other to determine third and fourth places.
- E. **Bracketing:** Each flight will consist of eight (8) teams aligned according to the average master point holding of the four, five, or six members. The flight "A" defending team will be seeded number one provided four (4) members of the original team are still members. Opponent pairing in all flights will be determined by seeding. Teams will be seeded one through eight in each flight to determine their ranked positions and numerical designations. Adjustments may be made in the lower flights to accommodate excess registrants. The

Association reserves the right to use other methods. Byes will be used only as a last resort. Opponent pairing in all flights can be determined for the first round by subtracting your team number from 9 when there are 8 teams in the flight.

- F. **Playing Time Limits:** Time limits apply: 6½ minutes per board. Playing time for 24 boards is two (2) hours and 36 minutes. Times are adjusted accordingly for other numbers of boards. Players have the responsibility to inform the Director of slow play. When the Director has fixed responsibility for slow play and all the boards are not completed in the prescribed time, a three (3) IMP penalty will be assessed the offending team for each board missed.
- G. **Boards In Play:** – All flights will play 24 boards per match.

SEE OTHER CONDITIONS OF CONTEST FOUND IN KNOCKOUT TEAMS - 16 TEAMS

Second Chance Knockout (KO) Teams
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<p>This event is a closed contest for all teams who lose the first round of the Victor R. Daly (Summer Nationals) or C.G. Fredd (Spring Nationals) Knockout Teams. Entry into this game is automatic and closed to all teams except losers in the first round of the Victor Daly/C.G. Fredd KO. No team is forced to play in the event. However, they must inform the Director In Charge (DIC) within 30 minutes of the end of the first match. All members of the team must be in agreement. A single member of a team will be allowed to withdraw only with the permission of his team and the DIC, provided that they can still field a team. No new player will be added.</p>

(If the Director in Charge concludes that there are not enough teams to merit a Second Chance KO, this event may be eliminated.)

AM II Knockout (KO) Teams

This event is open for all teams except those still participating in AM Knockout I. The event requires pre-registration and is governed by the general conditions of contest for Knockout teams. Teams may consist of 4, 5, or 6 members.

Grade “A” Knockout (KO) Teams – Seven to Eleven Team Flights

Game Type	Flighted
Sanction Level	Grade A
Table Minimum	7 Team Flight
Board Minimum	24 per Session

SECTION V: CERTIFICATION OF DIRECTORS

The Certification and Staff Development Committee is charged with the responsibility of developing directors in the eight Sections. The Section Chairs meet with the National Chair at National Tournaments to evaluate and determine needs in their Sections and to exchange ideas for improving directing skills in the ABA.

The following standards of certification are listed as a guide for aspiring directors. The levels of director certification are clearly defined and the competencies for each level are spelled out so the director can work on his/her deficiencies. Aspiring directors should contact their Sectional representative to express their desire to upgrade and take every opportunity to work with them or the DIC in tournaments to hone their skills.

An aspiring director may direct **local club game without certification**. A director in training (DIT) position allows one to gain experience while training to become certified. The director works with a certified director or member of the staff development team to learn the following:

1. The philosophy, duties and responsibilities of the director
2. ABA game requirements
3. Necessary equipment
4. Registration
5. Various movements
6. Room setup
7. Ruling the game
8. Common violations of the Laws of Duplicate Bridge

9. ACBLScore game setup
10. Run a simple game using ACBLScore
11. Interpret and post game results
12. Set-up and use Bridge Mates or other electronic entry system if used by Club
13. Set-up and prepare pre-dealt boards using dealing machine if available

When one has successfully completed these requirements including hands on experience in independently running a Club game, they will be certified as a **Level I Club Director**.

STANDARDS OF CERTIFICATION AND UPGRADE FOR ABA DIRECTORS

1. **Level I — Club Director**
Level I Club Directors, under the guidance of a Staff Developer and/or designated certified director, will continue to work on the items listed under Club Director while adding the following:
 - A. Become familiar with multi-session events
 - B. Learn how to seed and divide the fields.
 - C. Be able to setup and run multi-section events in ACBLScore with across the field scoring
 - D. Learn and manage The ABA TSS master point Award System
 - E. Edit and assign ABA points in ACBLScore
 - F. Install and utilize the ABA player database in ACBLScore
 - G. Manage hand records and duplication of boards
 - H. Assign a committee to handle protests
 - I. Master procedure for completing ABA Sanction forms and sanction procedures
 - J. Become knowledgeable of laws and violations of duplicate

- bridge
- K. Successfully complete a sanctioned game under the observation of the Staff
- L. Development Chair or his/her appointee for promotion/upgrade

2. **Level II – Associate Tournament Directors**

Level II Associate Tournament Directors, qualify to be **Director-in-Charge of “C” games, benefit games and regional “B” (double session) games.** They should be able to assist any Tournament Director in any aspect of the tournament. The responsibility now is to further prepare to be a Tournament “A” Director qualified to be the Director-in-Charge of **Regional “A”** events. This level should master the following:

- A. Become familiar with tournament requirements, preparation and setup
- B. Be able to sell entries, handle monies and provide accurate reports
- C. Understand basic movements and other procedures, such as: Howell, Mitchell, Rover, Sit-outs, Bye and Relay, multi-sections, multi-sessions, with or without hand duplication
- D. Determine the best game setup for the field of players
- E. Demonstrate intimate knowledge of team games requirements, setup and reporting.
- F. Demonstrate intimate knowledge of ACBLScore and be able to run any pair or team game using the ACBL Scoring Program in conjunction with ABA TSS.
- G. Become familiar with the "Laws of Duplicate Bridge" - instructions on how to interpret the laws, enact rectification, and the location of various infractions.
- H. Maintain control of the game, how to appropriately deal with player complaints and conflicts and be familiar with the Zero Tolerance Policies.
- I. Work as Director-in-Training for a Regional “A” Weekend under the supervision of a qualified Director-in-Charge.

3. **Level III — Tournament Director**

Level III Tournament Directors qualify to direct games from the Club level through Grade A tournaments. As a summary, Grade A Directors should have mastered the following: knowledge of ACBL score, tournament requirements, pair and team movements, setups and reporting, laws of duplicate bridge, seeding, flighting, hand duplication, sanction forms and reporting, ABA Point award system, ABA and tournament databases, protest and protest committee procedures and the Bridge Mates electronic scoring system as well as:

- A. Successfully complete an “A” Regional as the Director-in-Charge
- B. For promotion to Level IV, successfully complete a Sectional Tournament as Director-in-Training under the supervision of a certified Tournament “S” or higher DIC

4. **Level IV — Tournament Director**

Level IV Tournament Directors qualify to be Director-in-Charge of all previous events and include Sectional Tournaments. Mastery of skills at this level qualifies one to be a Director-in-Charge of any event at a National Tournament. Demonstrated proficiency and the desire to be a working National Director is required for UPGRADE to **LEVEL**

5. **Level V — Associate National Director**

Level V Tournament Directors should demonstrate the ability to manage or be the DIC of any National event, with minimal assistance, and to effectively manage a team supporting the National Tournament Director in Charge.

6. **Level VI — National Director**

Level VI Tournament Directors should be capable of effectively managing the staff as Director-in-Charge of an American Bridge Association National Tournament. The duties should include: determining staff requirements to meet scheduled events; assigning staff to cover scheduled events; continually monitoring events in progress; evaluating reports to insure completion and timely submission; and evaluating director performance in all tournament events.

OTHER POLICIES AFFECTING DIRECTOR IN CHARGE (DIC)

1. **Elected Officials:** who are certified directors may work as directors at the Unit level and higher provided any disputes involving that director are resolved by an Appeals Committee. Any further appeal should be brought to the next higher level Appeals/Ethics Committee. Ex: Unit to Section, Section to National.

2. **Ineligible Directors:** In order for the ABA to grow and enhance its credibility as a competitive bridge organization, players must have confidence in the tournament officials. **All sanctioned events require a non-playing director with the appropriate certification.**
 - A. The penalty for a Director violating the policy is \$25 for the first offense; \$50 for the second offense and a six-month suspension thereafter.
 - B. The sponsoring organization is to be penalized \$25 for each violation of employing an ineligible Director.
 - C. The National Secretary will impose penalties, already in place, for persons who violate the DIC rules.

3. **Submission of Sanctions:** The Board of Directors has ruled as follows: **The sponsoring group and the DIC are equally responsible for submitting the results of completed sanctioned events. Failure to comply with the “ten day regulation” result in the following penalties:**
 - A. First offense: Send a letter of reprimand to both the DIC and to the Sponsoring Group.
 - B. Second offense: Fine the DIC and the Sponsoring Group \$25.
 - C. Third offense: Suspend the DIC for six (6) months.

Offenses should be reported immediately to the National Secretary so that the appropriate action can be taken.