BRIDGE CHAMP
ONLINE CONTRACT BRIDGE LEAGUE

GENERAL CONDITIONS OF CONTEST

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1. General Condition of Contest

Bridge Champ will provide random hands when the tournament starts and invites every member to the pertinent Team Match. Results and Butler scores will be available inside the bridge Champ interface as soon as a round is over.

All tables will have screens, but every player still alert own bid, in fact alerts and written announcements (from the player making the call) pass through the screen.

The video is highly recommended for all participants, while we encourage to mute the audio during the gameplay to avoid disturbing other players. In any case, the official communication is always writing. All the tables will have a delay kibitz of 13-minute.

The scoring system in use will be the following scale:

Bridge Champ uses a hybrid scoring system inspired by the Patton method, referred to internally as the Champ scoring system. This system combines both Board-A-Match (BAM) and IMPs-to-Victory Points (VPs) scoring to balance fairness and excitement across all boards.

Each team's total score in a match is the sum of:

1. BAM score: Each board is awarded 2 points – 1 point per table. If a team wins the board (their score is more than their opponents' on that board), they receive 2 points. A tie gives 1 point each.

2. VP score: The IMP result over all boards is converted to a Victory Point score using the following scale:

2 BOARDS MATCH	
IMPS	VP
0-1	2-2
2-4	2,5-1,5
5-8	3-1
9-13	3,5-0,5
14+	4-0

The final score is calculated by adding the total BAM score and the VP score.

Example:

In a 2-board team match between Team T1 and Team T2:

- Board 1: tie → BAM score = 1–1
- Board 2: T1 wins by 12 IMPs → BAM score = 2–0

  Total BAM score: T1 = 3 T2 = 1
- The 12 IMPs difference translates to VPs as T1 = 3.5, T2 = 0.5

Final "Champ" score:

T1: 3 + 3.5 = 6.5

T2: 1 + 0.5 = 1.5

This system rewards consistent performance across boards while minimizing the impact of a single large swing.

Players are required to be online 10 minutes prior to the starting time of the event.

2. Conditions of Entry

The OCBL emphasizes that all their events are by invitation. There is a limit of 4 players per team, and with a fixed lineup for the entire event. OCBL reserves the right to not invite any team or player without stating a reason. Teams interested in receiving such an invitation and who believe they meet the standards of OCBL's various events can apply. By applying, teams and players – including those who have played in the OCBL before – agree to the rights stated above. Should a team be disqualified or withdraw before or during the event, the entry fees will not be refunded.

3. Lengths of Matches

Average time per board is 6.5 minutes. Tournaments are timed, and scores will be adjusted if the board is not completed, but only when a clear result is available. However, in any case, slow play will be considered as a factor in determining the adjustment.

4. Policies, Codes and Regulations

a) Alert Regulation

I. Players must alert their own bids and write their explanations in the "alert box" before bidding (and not just alert).

II. Your opponents are entitled to know anything your partner knows about your bid. This includes specific agreements and style, but not what you actually have in your hand or that you and your partner are having a misunderstanding (e.g., the range of a 1NT opening should be alerted unless it shows 15-17 HCP).

III. Online, there is no difference between an alert and an explanation. Whether you believe your bid should be alerted or not, you should provide a full explanation.

IV. Whenever you make a bid about which you believe your partner has information that does not come from general bridge knowledge, you should enter a clear, concise explanation of your bid's meaning in the alert box.

V. If you want more information about an opponent's bid, whether it was explained or not, you should send a private message to the opponent who made the bid to request clarification.

VI. Requesting information may be done at any time: at the time the bid is made, when the auction concludes, or at any time during play. Requests for information must be made via private chat between the involved players, not through the table chat.

VII. When players explain their bid(s) via chat, they should set the recipients to "Opponents," not "Table," so that only opponents can see the explanation. The preferred method for explaining bids is by using the Bridge Champ alert mechanism.

b) System Policy

I. Systems Policy: Forcing Pass Systems, Random Openings, HUMs, and Encrypted Signals are prohibited.

II. Psychic Bidding: psychic conventional opening bids are forbidden.

c) Undos

I. Undos are allowed and encouraged, especially in the case of:
- a mis-click, not caused by inattention.
- misinformation or lack of information
In both cases, the director must be called to request an undo, the director must be called, as he is the only one authorized to grant it.

II. Any undo request made when there is no logical bridge explanation for the bid made or the card played shall be accepted. A couple of examples to illustrate: playing towards AQ and the K is played in the second hand, and you click the Q; passing 1 NT - 2 H as a transfer bid.

d) UI

I. Hesitations that break the tempo of play require the hesitator's partner to consider whether UI has been conveyed and to act accordingly. However, shorter hesitations of less than 5 seconds, which would be considered UI in face-to-face events, are to be ignored as not being bridge-related.

II. In cases where the interpretation of the Laws is unclear, the Head Tournament Director should consult the WBF Laws.

III. Players who take advantage of breaks in tempo must expect to be ruled against. A break in tempo can be established before the regular 15 seconds.

5. TD, ruling and Appeals

When the TD is called all the players will see and hear him. The TD will ask questions to the involved players before instructing the table how to proceed.

If the TD arrives at the table and you did not call him, please wait for instructions before speaking, to avoid multiple voices. OCBL tournaments are conducted with the utmost respect for players and organizers. OCBL will provide a Tournament Director for circumstances that require a ruling. In case of score adjustments, a clear explanation will be provided by the Tournament Director.

Further appeals must be filed by the team Captain within 30 minutes after the last board via email to *td@ocbl.org*, and will be decided by a qualified Director. No further appeal is possible after their decision.

Any complaints regarding ethics may be submitted through: *https://www.ocbl.org/report/*

6. Agreement to abide by the Conditions of Contest

By entering or attending an OCBL Tournament, all participants agree to abide by these General Conditions of Contest.