

Combined District 5/District 6

Summer 2022 Online IMP League

Dates: Wednesday evenings with starting times for brackets staggered between 6:30 pm and 7:30 pm, beginning June 22, 2022, and continuing according to the following schedule:

June 22, June 29, July 6, July 27, August 3, August 10, August 17, August 24 and August 31, 2022. (No games during Providence NABC.)

Teams can handle occasional schedule conflicts by playing their match on a different day by agreement with their opponent, or by using substitutes.

Teams: Four to Six Players per team. (Team members must play at least half of the matches to be eligible for overall awards.)

Field: Open to anyone, not just active ACBL members (non-members don't receive ACBL Masterpoints). **There is no residency requirement.** Players do not have to reside in District 5 or District 6.

Round Robin Format: Teams are divided into brackets of 9-10 teams with each team playing every other team in the bracket once (9-team brackets have one bye). In the bottom two brackets, bracket size and schedules may be adjusted based on number of teams signing up.

Brackets are based on a team's Average Masterpoints, but can be adjusted based on decision of the League Chairman (captains preferring to move up should advise the Chairman).

Awards: Masterpoints for each match won, and Overall masterpoint awards (black points only) to top 4 teams in each full bracket (2-3 overall awards in smaller brackets). There are no cash prizes.

Entry Fee: \$180 per team, payable in advance. **Send payments by regular mail, Zelle or paypal to Unit 125, c/o Harvey Bernstein, 160 Fox Hollow Dr., Apt. 403, Cleveland, OH 44124. (If paying by Paypal, specify purpose of payment as "Personal" NOT payment of a debt.) Only one payment per team, please (team**

captains should collect from their team members and send only one payment for the team to Harvey.)

League Chairman: Stan Dub; League Director: Gary Sikon

Deadline for Entry: Friday, June 17, 2022. **Maximum Size of League is 80 teams, so register early to insure a spot.**

To register, you should do the following: (a) Send an email to the League Chairman, stan.dub@gmail.com; and (b) send your payment to Harvey Bernstein. **The email should specify** (i) name of the team's captain, (ii) name, email address, BBO ID, ACBL number (if any) and cellphone number for each member of the team, and (iii) approximate total number of masterpoints held by all team members. **A form for this purpose is included below.**

Phone numbers and email addresses will NOT be published on the website and are only for use of the Director and Chairman when necessary in connection with the matches themselves.

BBO Configuration:

- Boards will generally be duplicated within each separate bracket
- Kibitzers are not allowed.
- Undos allowed in the bidding only.
- Barometer Scoring turned OFF in top two brackets but turned ON in all other brackets. If captains wish to handle this differently for a match, they must notify the Chairman at least one day in advance.
- Games are set up by the Director.
- Matches are 24 boards with a short break in the middle. (In the bottom one or two brackets, matches are play-through, with no break, but players can take their own breaks as necessary.)

**Summer 2022 Online IMP League
Registration Form**

(Complete and send this form by email to stan.dub@gmail.com
or type the information into an email.)

1. Team Captain's name _____

Email address _____

BBO ID _____ ACBL # _____

Cell # _____ ACBL points _____

2. Next Player's name _____

Email address _____

BBO ID _____ ACBL # _____

Cell # _____ ACBL points _____

3. Next Player's name _____

Email address _____

BBO ID _____ ACBL # _____

Cell # _____ ACBL points _____

4. Next Player's name _____

Email address _____

BBO ID _____ ACBL # _____

Cell # _____ ACBL points _____

5. Next Player's name _____

Email address _____

BBO ID _____ ACBL # _____

Cell # _____ ACBL points _____

6. Next Player's name _____

Email address _____

BBO ID _____ ACBL # _____

Cell # _____ ACBL points _____