

**UNITED STATES BRIDGE FEDERATION
CONDITIONS of CONTEST for
the 2015 JUNIOR UNITED STATES
BRIDGE CHAMPIONSHIPS**

*Adopted by the Board of Directors
of the United States Bridge Federation*

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I. Authority and Overview

The 2015 Junior United States Bridge Championships (JUSBC) is held under the authority of the United States Bridge Federation (USBF). The 2015 JUSBC will be held December 27, 2015 – January 1, 2016, at the Hyatt Regency in Atlanta. The USBF will nominate the winning teams to represent the USA in the World Youth Team Bridge Championships (WYTBC) August 3-13, 2016, in Salsomaggiore, Italy. Teams will be chosen in three categories: 1) Two open under 26 (U26) teams, to compete for the Patiño Cup, 2) one open under 21 (U21) team, to compete for the Damiani Cup, and 3) one “girls” team (Rona) to compete for the Rona Cup. An under 16 (U16) team will be appointed by the USBF Junior Committee and Board of Directors after the JUSBC.

The competition for U21 and U26 will begin at 11:00 AM EDT, on Sunday, December 27, with Saturday, December 26 as a travel day for those flying to Atlanta. The Rona competition will begin one day later, on Monday, December 28, at 11:00 AM EDT, with Sunday, December 27 as a travel day.

II. General Information

A. Eligibility

Each Player in the 2015 JUSBC must be eligible to compete and intend to compete in the 2016 World Youth Team Championships, August 3-13, 2016, in Salsomaggiore, Italy. To be eligible for U26 or Rona, players must have been born in 1991 or later; for U21, 1996 or later. U16 players, who will be selected after the JUSBC, must have been born in 2001 or later.

B. Registration

U26 and Rona teams must register by August 18, 2015, at USBF.org; U21 teams must register by August 25. Additional teams will be accepted after these deadlines only if it improves the movement for the competition. Each player in the event must be registered on the USBF website. Juniors are not required to pay USBF dues to participate; players who are selected to represent the US in Italy will be expected to pay dues at reduced junior rates and to become active members of the USBF.

C. Augmentation

Junior teams representing the United States in international competition normally will comprise six players. If a team that qualifies has fewer than six players, (an) additional player(s) shall be added. Teams may suggest (a) player(s) to add. Player(s) to be added must be approved by the USBF Board of Directors. Preference will be given to players who participated in the 2015 JUSBC and who have participated in the USBF Junior Online Training Program.

In exceptional circumstances, the Board may approve in advance sending a team of four or five players, or augmenting a team of four with a player or pair that may not be expected to meet the minimum play requirements to receive WBF masterpoints.

D. Training Program

The USBF expects those who qualify to represent the USA at the 2016 World Youth Team Championships to attend structured practice with their partners at least once a week for at least two hours between January 15, 2016, and when they leave for Italy in July/August 2016.

E. Play at World Youth Bridge Team Championships

Every member of any USBF-sponsored junior team who complies with the requirements will be afforded the opportunity and be expected to play the number of boards required to receive WBF masterpoints, except under circumstances mentioned above in II.C.

F. Waiver Agreements

Participants at the in-person portions of the JUSBC and those who represent the USA in Italy will be required to sign a waiver of liability agreement provided by the USBF before they travel to the 2015 JUSBC or to the 2016 World Youth Team Championships.

G. Reimbursement of expenses

The USBF will attempt to reimburse lowest-available coach airfare to (and mileage for those who drive, up to the lowest available coach airfare) and housing expenses (double or triple occupancy) for the JUSBC, but not expenses associated with meals and ground travel to and from airports, for up to 40 participants (assuming four U26 teams, four U21 teams, and two Rona teams, each with 4 players). If a team is eliminated during the competition, the USBF will pay their housing through the night of the day they are eliminated.

If more than four teams enter U26 or U21 or more than two teams enter Rona, the USBF may prorate expenses such that players may pay a portion of their own airfare to and housing at the JUSBC (e.g., if six teams of four enter a category, the USBF may reimburse only two-thirds of airfare and housing expense). In addition, teams with more than four players may be reimbursed at a prorated amount (e.g., each member of a team of six would be reimbursed for two thirds of their travel and housing expenses). Expenses associated with representing the USA at the World Youth Team Championships, including airfare, housing, entry fees, and meal charges, will be covered or reimbursed in full.

III. Event Format

A. General Information and Terminology

Round Robin (RR) refers to each team playing each other team in the field in a series of matches.

Full carryover is 100% of the IMP difference in the prior segment(s). Modified carryover is 51% of full carryover if the leading team finished ahead of its opponent in the RR; 34% if it finished behind or tied with its opponent. Full carryover is not capped, but modified carryover is capped at .21 multiplied by the number of boards in the forthcoming match (i.e., for a 60-board KO match, carryover is capped at 12.6 IMPs and for a 30-board 3-way RR match, the carryover is capped at 6.3 IMPs). Carryover from RR matches will apply only the first time two teams meet in a KO match; if two teams happen to meet again competing for USA2, no carryover will apply.

In three- and four-way RR matches, if the win-loss record of teams does not clearly indicate which teams advance or are eliminated, ties will be broken by IMP Quotient. The IMP Quotient for a team is the sum of the net IMPs won in both (all) pairings divided by the sum of the net IMPs lost in both (all) pairings.

If the number of teams that enter in a category is not covered below, the USBF Junior Committee, with the approval of the USBF Board of Directors, will determine the specific Conditions of Contest within 30 days after entries close. In some cases, the number of teams entered may require online qualifying, which, if needed, will be held September 26 and 27, 2015, on BBO.

If online qualifying is necessary, the USBF Board of Directors, in consultation with the Junior Committee, may grant teams a bye to the in-person JUSBC based on their past performance in Junior international play, ACBL tournaments, and the online Junior Training Program, while holding an online qualification for additional teams to compete in the in-person JUSBC. If a combination of byes and online competition are used to select teams for the in-person portion of the JUSBC, more than half the teams in the in-person competition will come from the online competition.

B. Various Formats

Formats not listed below (i.e., formats for more than three teams entered with one advancing) will be determined after entries close.

i. TWO TEAMS ENTER (one advances)

120-board match over 2 days

ii. THREE TEAMS ENTER (one advances)

Stage 1

90-board RR over 1.5 days (45 against each other team).

Stage 2

If one team has lost both matches in Stage 1, each by >20 IMPs, that team is eliminated. The two remaining teams continue with another 90 boards over 1.5 days to determine the winner, with full carryover from the RR match.

If one team has won both matches in Stage 1, each by >20 IMPs, the other two teams play another 30 boards with full carryover from their earlier RR match. The winner then plays the team that won the RR in a 60-bd match on the third day, with full carryover from their RR match.

If neither of the conditions above (under Stage 2, first two paragraphs) is met, Stage 2 will be another 90-board RR, with full carryover, and the winner of the RR advances.

iii. THREE TEAMS ENTER (two advance)

Stage 1

90-board RR over 1.5 days (45 against each other team)

Stage 2

If one team has won both matches in Stage 1, each by >20 IMPs, that team advances as USA1, and the other two teams play an additional 90 boards head-to-head, with full carryover from their RR match, to determine USA2. Otherwise, repeat the 90-board RR, with full carryover from the first RR, and the top two teams advance.

iv. FOUR TEAMS ENTER (two advance)

Stage 1

60-board RR (20 against each other team), after which the leading team chooses its semifinal opponent from teams that finish 3 and 4

Stage 2

USA1 semifinals, 60 boards, with modified carryover from the RR

Stage 3

Stage 2 winners play USA1 final, 60 boards, with modified carryover from their RR match. Stage 2 losers play USA2 semifinals, 60 boards, with modified carryover from their RR match.

Stage 4

USA1 final loser plays winner of USA2 semifinal in the USA2 final, 60 boards, with modified carryover from their RR match if this is the first time the two teams have met after the RR (otherwise no carryover)

v. FIVE TEAMS ENTER (two advance)

Stage 1

2-day, 120-board RR (22 boards against each other team). The winner of the RR has a bye to the USA1 final in Stage 3.

Stage 2

USA1 semifinal between the teams finishing 2nd and 3rd in the RR, 60 boards, with modified carryover from their RR match.

USA2 quarterfinal between the teams finishing 4th and 5th in the RR, 60 boards, with modified carryover from their RR match.

Stage 3

USA1 final between the winner of the RR and the winner of the USA1 semifinal in Stage 2, 60 boards, with modified carryover from their RR match

USA2 semifinal between the loser of the USA1 semifinal in Stage 2 and the winner of the USA2 quarterfinal in Stage 2, 60 boards, with modified carryover from their RR match

Stage 4

USA2 final between the loser of the USA1 final and the winner of the USA2 semifinal in Stage 3 with no carryover from the RR match.

vi. SIX TEAMS ENTER (two advance)

Stage 1

1-day, 55-bd RR (11 against each other team)

Stage 2

Top four teams from RR play USA1 semi-finals, with the winner of the RR picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards, with modified carryover from their RR match.

Teams that finished 5th and 6th in the RR play each other in USA2 quarterfinal, 60 boards, with modified carryover from their RR match. The loser is eliminated.

Stage 3

Winners from USA1 semifinals play each other in USA1 final, 60 boards, with modified carryover from their RR match.

USA2 is a three-way RR with the winner of the USA2 quarterfinals and the two losers from Stage 2 USA1 semi-finals, 60 boards, 30 against each team, with one winner to advance to the USA2 final, with modified carryover from their RR match.

Stage 4

Loser of the USA1 final plays the winner of the 3-way USA2 semifinal, 60 boards, with modified carryover from their RR match.

vii. SEVEN TEAMS ENTER (two advance)

Stage 1

1-day, RR (8 against each other team)

Stage 2

Top four teams from RR play USA1 semi-finals, with the winner of the RR picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards, with modified carryover from their RR match.

Teams that finished 5th, 6th, and 7th play a 3-way USA2 quarterfinal match, 60 boards (30 against each other team), with modified carryover from their RR match, with two teams advancing to the USA2 semi-finals and the last place team being eliminated.

Stage 3

Winners from USA1 semifinals play each other in USA1 final, 60 bds, with modified carryover from their RR match. Losers from USA1 semifinals plus the two teams that advanced from the USA2 quarter final 3-way in Stage 2 play a 4-way match, 60 boards (20 against each other team), with modified carryover from their RR matches, with three teams advancing to USA2 semifinals.

Stage 4

USA2 semifinals, with the loser of the USA1 final picking its opponent from the two lowest qualifiers from the USA2 semi-finals in Stage 3, 60 boards, with modified carryover from their RR match.

Stage 5

USA2 final, 60 boards, between the two winners of Stage 4, with no carryover from their RR match.

viii SEVEN OR EIGHT TEAMS ENTER (one advances)

Stage 1

2-day, RR (16 boards against each other team, 8 each day). The top four teams advance to the KO stage; other teams are eliminated.

Stage 2

Top four teams from RR play semi-finals, with the winner of the RR picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards, with modified carryover from their RR match.

Stage 3

Winners from semifinals play each other in the final, 60 bds, with modified carryover from their RR match. Losers from semifinals play each other to determine the 3rd place finisher, with modified carryover from their RR matches.

C. System Summary Forms and Conventions Allowed

Each pair must submit a Systems Summary Form (SSF) at least two weeks before the event (and two weeks before the online portion of the competition, if any). Once you are logged in to USBF.org (you must be logged in), select “SSF or ASF” from the User Menu on the left. For more information about what is to be included on the SSF, see http://usbf.org/index.php?option=com_content&task=view&id=91&Itemid=28. See also the “System Regulations” tab under the “USBF Tournaments” menu on the home page of USBF.org.

ACBL Mid-Chart Conventions will be allowed (<http://www.acbl.org>, then “charts, rules, regulations,” then “convention charts.”). If you are playing Mid-Chart Conventions, you must list those conventions in the section of the SSF that lists conventions that might require advance preparation. Where an ACBL defense is available, please indicate “ACBL Defense” when you list the convention on your SSF. For a list of ACBL Defenses, see http://www.acbl.org/tournaments_page/charts-rules-and-regulations/tournament-specific-regulations/defense-database/. Defenders are allowed to refer to written defenses for Mid-Chart conventions that require a written defense.

D. Matches that End in a Tie

Ties in knockout matches will be broken by an additional segment of six boards (and further additional segments of four boards, if needed).

E. Pace of play

Players will be allowed 8 minutes per board. Slow play penalties may be imposed at the discretion of the director.

F. Tardiness

Play shall begin at the announced starting time. Players shall arrive five minutes before the announced starting time to discuss methods with their opponents. Players who do not arrive at the table in accordance with the above are deemed to

be tardy. When tardiness exceeds 10 minutes from the announced starting time, the Director may curtail the match by removing one board and one additional board for every 9 minutes later than the original 10-minute tardiness. The opponents will be awarded 3 IMPs per board removed, and the DIC may impose penalties without removing boards.

IV. Interpretation of Conditions

The DIC, in conjunction with the USBF tournament chair, shall make any necessary interpretations of these conditions or resolution of matters not included in these conditions. These Condition of Contest are to be interpreted in their entirety, which includes the USBF General Conditions of Contest. No section or appendix of these conditions shall be interpreted in such a manner as to render any other section or appendix to be meaningless, except those that may be rendered so because some portion of the play is on BBO.

Decision makers shall be guided by similar WBF, USBF, and ACBL policies, procedures, or regulations, as well as the Laws of Duplicate Bridge when ruling on matters or issues not expressly addressed in these conditions.

The DIC and the USBF Tournament Chair may modify any of these conditions as deemed necessary to ensure the integrity of the event.