UNITED STATES BRIDGE FEDERATION CONDITIONS OF CONTEST FOR THE 2022 MICHAEL SEAMON JUNIOR UNITED STATES BRIDGE CHAMPIONSHIPS

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

Board of Directors of the United States Bridge Federation
USBF Credentials Committee
USBF Recorder

**USBF** Junior Committee

Joe Stokes, Chair Lynn Baker Dave Caprera Alex Kolesnik Jan Martel McKenzie Myers Michael Rosenberg

## I. Authority and Overview

The 2022 Michael Seamon Junior United States Bridge Championships (MSJUSBC) is held under the authority of the United States Bridge Federation (USBF). The 2022 MSJUSBC will be held December 27 - 31, 2022, at the Hyatt Regency in Atlanta. The USBF has agreed, unless special conditions arise, to nominate the winning teams to represent the USA in the World Youth Bridge Team Championships (WYBTC) in the summer of 2023.

Teams will be chosen in four categories: 1) Two open under 26 (U26) teams, to compete for the Patiño Cup, 2) two open under 21 (U21) teams, to compete for the Damiani Cup, 3) one team of women under 26 (Rona) to compete for the Rona Cup, and 4) one open under 16 (U16) team to compete for the Koç University Trophy.

The competitions for U26, U21, and U16 will begin on Tuesday, December 27. U26 will begin at 11:00 AM EST, U21 at 11:30 AM EST, and U16 at 11:15 AM EST.

Under current USBF procedures, if the USBF Board of Directors believes there is any reason not to nominate all the players on the winning teams for the WYBTC, the Board will submit the name(s) of any players about whom the Board has questions to the Credentials Committee for its review. The Credentials Committee review shall be limited to the players' ethics, conduct, deportment and hygiene and shall not take into consideration their bridge ability. Normally, the USBF Board will only follow this procedure based on behavior at or after the MSJUSBC or information received after the MSJUSBC. A team with a player who is later not invited or approved by the WBF and/or the USBF for any reason (such as residency, conduct, ethics, hygiene, etc.) may be disqualified should it win the 2022 MSJUSBC.

# **II. General Information**

## A. Eligibility

Each Player in the 2022 MSJUSBC must be eligible to compete and intend to compete in the 2023 WYBTC (date and location to be determined). To be eligible for U26 or Rona, players must have been born in 1998 or later; for U21, 2003 or later; for U16, 2008 or later.

## **B.** Registration

Teams in all categories must register by 11:59 PM EDT, August 7, 2022, at USBF.org. Additional teams will be accepted after this deadline 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 the 2023 WYBTC will be expected to pay dues at reduced junior rates and to participate actively in the USBF Junior Training Program from January 2023 until the 2023 WYBTC in summer 2023.

## C. Augmentation

Junior teams representing the United States in international competition normally will have 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 Junior Committee and Board of Directors. Preference will be given to players who participated in the 2022 MSJUSBC 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 2023 WYBTC to attend structured practice with their partners at least once a week for at least two hours between January 15, 2023, and when they leave for the 2023 WYBTC. Further, to be eligible for reimbursement of travel expenses to the MSJUSBC in Atlanta, players must participate in the Online Training Program September-December 2022.

## 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. Required Forms

Participants at the in-person portions of the MSJUSBC and those who represent the USA at the 2023 WYBTC will be required to sign the following forms provided by the USBF before they begin play in the 2022 MSJUSBC or the 2023 World Youth Bridge Team Championships.:

USBF Player Commitment Form;

Junior Competitor Agreement, Waiver;

2022 Junior Covid Waiver;

In addition, competitors in the MSJUSBC or WYBTC may be required to sign the <u>WBF</u> <u>Participant's Commitment Form</u>

## G. Reimbursement of expenses

The USBF will attempt to reimburse most of the lowest-available coach airfare to and from the MSJUSBC (and mileage for those who drive, up to the lowest available coach airfare) and housing expenses (double or triple occupancy) for the MSJUSBC, but not expenses associated with meals and ground travel to and from airports. If a team is eliminated (or wins their category) during the competition, the USBF will pay their housing through the night of the day they are eliminated (or win). To be eligible for reimbursement of expenses to the MSJUSBC, players must participate in the USBF online training program in the fall of 2022. USBF will cover or reimburse

most of the expenses associated with representing the USA at the 2023 WYBTC, including airfare, housing, entry fees, and meal charges.

# 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. To mirror WBF policies, there will be no carryover from RR matches to head-to-head (KO) matches when the RR comprises more than four teams, except the winner of their RR match will be the winner of KO matches that end in a tie. IMP scores in RR matches will be converted to Victory Points (VP), using the appropriate USBF VP scale. For RR matches that span two days, the results for each day will be converted to VPs, and VPs earned over the two days will be summed to determine overall rankings.

If the number of teams that enters 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 14-15 and/or September 21-22, 2022, on RealBridge.

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 MSJUSBC 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 MSJUSBC. If a combination of byes and online competition are used to select teams for the in-person portion of the MSJUSBC, at least half the teams in the in-person competition will come from the online competition.

## **B.** Various Formats

Formats not listed below will be determined after entries close, if needed.

#### i. TWO TEAMS ENTER (one advances)

120-board match over 2 days

#### ii. THREE TEAMS ENTER (one advances)

<u>Stage 1</u>

2-Day RR (56 against each other team, 28 each day), with IMPs converted to VPs each day using the USBF 28-board scale. After the second day, the teams are ranked based on total VPs for the 2 days.

#### <u>Stage 2</u>

The top two teams from the RR in Stage 1 play a 60-board final. Carryover is 51% (no cap) of the IMP difference in the 56-board RR match played by these two teams.

### iii. THREE TEAMS ENTER (two advance)

<u>Stage 1</u>

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

### <u>Stage 2</u>

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 (one advances) (2022 Rona)

### <u>Stage 1</u>

120-board Round Robin (40 boards against each other team, 20 each day, each player must play against each other team) on Days One & Two, with IMPs converted to VPs using the USBF 20-board scale. The top two teams advance to the Final.

### <u>Stage 2</u>

Top two teams from Stage 1 play each other, 60-board KO match, to determine USA representative for the Rona Cup. The team that won the teams' Round Robin match will carry over 51% of the IMPs from that match.

### v. FOUR TEAMS ENTER (two advance)

<u>Stage 1</u>

KO matches, 60 boards, pairings determined by random draw.

### <u>Stage 2</u>

Winners from Stage 1 play each other, 60 boards; the winner of this match is USA1. Losers from Stage 1 play each other, 60 boards; the loser of this match is eliminated from the competition.

## <u>Stage 3</u>

The two remaining teams (the loser of the "winner's match" and the winner of the "loser's match") play each other, 60 boards; the winner of this match is USA2.

#### vi. FIVE TEAMS ENTER (two advance)

#### <u>Stage 1</u>

2-day RR (22 boards against each other team, 11 each day), with IMPs converted to VPs each day using the USBF 11-board scale. The top four teams advance to the KO stage; the fifth team is eliminated.

#### <u>Stage 2</u>

The four remaining teams play USA1 semifinals, with the winner of the RR picking its opponent from teams finishing  $3^{rd}$  and  $4^{th}$  in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

#### <u>Stage 3</u>

Winners from the USA1 semifinals play each other in the USA1 final, 60 boards. Losing teams from USA1 semifinals play each other in the USA2 semifinal, 60 boards.

#### <u>Stage 4</u>

The winner of the USA2 semifinal plays the loser of the USA1 final in the USA2 final, 60 boards.

#### vii. FIVE OR SIX TEAMS ENTER (one advances)

<u>Stage 1</u>

2-day, RR (22 boards against each other team, 11 each day), with IMPs converted to VPs each day using the USBF 11-board scale. The top four teams advance to the KO stage; other teams are eliminated from the competition.

#### <u>Stage 2</u>

Top four teams from RR play semifinals, with the winner of the RR picking its opponent from teams finishing 3<sup>rd</sup> and 4<sup>th</sup> in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

#### <u>Stage 3</u>

Winners from semifinals play each other in the final, 60 boards.

#### viii. SIX TEAMS ENTER (two advance)

<u>Stage 1</u>

2-day RR (22 boards against each other team, 11 each day), with IMPs converted to VPs each day using the USBF 11-board scale. After the second day, the teams are ranked based on total VPs for the 2 days. The top four teams advance to the KO stage; the fifth and sixth teams are eliminated.

#### <u>Stage 2</u>

Top four teams from RR play USA1 semifinals, with the winner of the RR picking its opponent from teams finishing 3<sup>rd</sup> and 4<sup>th</sup> in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

#### <u>Stage 3</u>

Winners from USA1 semifinals play each other in the USA1 final, 60 boards. The losing teams from the USA1 semifinals play each other in the USA2 semifinals.

#### <u>Stage 4</u>

Loser of the USA1 final plays the winner of the USA2 semifinal in the USA2 final, 60 boards.

#### ix. SEVEN TEAMS ENTER (two advance)

#### <u>Stage 1</u>

2-day RR (16 boards against each other team, 8 each day; each player must play against each other team.), with IMPs converted to VPs each day using the USBF 8-board scale. The top four teams advance to the KO stage; the fifth, sixth, and seventh place teams are eliminated.

#### <u>Stage 2</u>

Top four teams from RR play USA1 semifinals, with the winner of the RR picking its opponent from teams finishing 3<sup>rd</sup> and 4<sup>th</sup> in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

#### <u>Stage 3</u>

Winners from USA1 semifinals play each other in the USA1 final, 60 boards. The losing teams from the USA1 semifinals play each other in the USA2 semifinals.

#### <u>Stage 4</u>

Loser of the USA1 final plays the winner of the USA2 semifinal in the USA2 final, 60 boards.

#### x. SEVEN OR EIGHT TEAMS ENTER (one advances)

#### <u>Stage 1</u>

2-day, RR (16 boards against each other team, 8 each day), with IMPs converted to VPs each day using the USBF 8-board scale. The top four teams advance to the KO stage; other teams are eliminated.

#### <u>Stage 2</u>

Top four teams from RR play semifinals, with the winner of the RR picking its opponent from teams finishing  $3^{rd}$  and  $4^{th}$  in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

#### <u>Stage 3</u>

Winners from semifinals play each other in the final, 60 boards.

#### xi. EIGHT TEAMS ENTER (two advance)(2022 U21)

#### <u>Stage 1</u>

2-day, RR (16 boards against each other team, 8 each day), with IMPs converted to VPs each day using the USBF 8-board scale. The top four teams advance to the KO stage; other teams are eliminated.

#### <u>Stage 2</u>

Top four teams from RR play USA1 semifinals, with the winner of the RR picking its opponent from teams finishing 3<sup>rd</sup> and 4<sup>th</sup> in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

#### <u>Stage 3</u>

Winners from USA1 semifinals play each other in the USA1 final, 60 boards. Losing teams from USA1 semifinals play each other in the USA2 semifinals.

#### <u>Stage 4</u>

The winner of the USA2 semifinals plays the loser of the USA1 final in the USA2 final, 60 boards.

#### xii. NINE OR TEN TEAMS ENTER (two advance) (2022 U26)

#### <u>Stage 1</u>

1-day RR (7 boards against each other team), with IMPs converted to VPs using the USBF 7-board scale. The top four teams advance to the USA1 KO stage; the remaining teams play in the USA2 bracket.

#### <u>Stage 2</u>

Top four teams from the Round Robin play USA1 semifinals, with the winner of the Round Robin picking its opponent from teams finishing 3<sup>rd</sup> and 4<sup>th</sup> in the RR, 60 boards. The team that finished second in the Round Robin has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

The remaining teams from the Round Robin play another 1-day (USA2) Round Robin, 12 boards against each other team, with IMPs converted to VPs using the USBF 12 board scale. The top four teams advance to the USA2 quarterfinals; the remaining team(s) are eliminated.

#### <u>Stage 3</u>

Winners from USA1 semifinals play each other in the USA1 final, 60 boards. The winner of this match is the USA1 team. Losing teams from USA1 semifinals drop into the USA2 quarterfinals and pick their opponents from the four teams that survived the USA2 Round Robin in Stage 2, with the losing semi-finalist that finished higher in the Stage 1 RR picking first, 60 boards. The losing semi-finalist from USA1 who finished lower in the Stage 1 RR has the option of making itself available to be chosen as the other losing USA1 semi-finalist opponent in the USA2 quarterfinal. (If the two losing semi-finalists from USA1 are playing each other, the highest finisher in the Stage 2 Round Robin picks next.) The two remaining teams that advanced from the USA2 RR play each other, 60 boards. No carryover from any prior Round Robin for any of these matches, except that if a match in the USA2 quarterfinals ends in a tie, the team that won the USA1 Round Robin match between the teams will win the match.

#### <u>Stage 4</u>

The loser of the USA1 finals drops into the USA2 semi-finals and picks its semi-final opponent from the three teams that won in the USA2 quarterfinals. USA2 semi-finals matches are 60 boards. No carryover from any prior RR except that if a match ends in a tie, the team that won the USA1 Round Robin match between the teams will win the match.

#### <u>Stage 5</u>

Winners of the USA2 semi-finals play each other in the USA2 finals, 60 boards, no carryover from prior RR matches. The winner is USA2.

## C. System Summary Forms and Conventions Allowed

Each pair must submit a System 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 "Create/Edit SSF" from the User Menu on the left. For more information about SSFs, see the "System Regulations" tab under the "USBF Tournaments" menu on the home page of USBF.org.

Play at the 2022 MSJUSBC will be governed by the Open+ Convention Chart of the ACBL (http://web2.acbl.org/documentLibrary/about/181AttachmentD.pdf).

## D. Carryover and Matches that End in a Tie

Unless specifically stated in the format for a specific number of teams entered and advancing, there is no carryover from a previous Round Robin or KO match between 2 teams in a subsequent KO match.

If a knockout match that follows a RR ends in a tie, the team that won the RR match between these two teams will be the winner (except for a final match). If there was no RR, ties in knockout matches will be broken by an additional segment of six boards (and further additional segments of six boards, if needed). For the final match only in USA1 and USA2, ties will be broken by an additional segment of six boards (and further additional segments of six boards, if needed).

## E. Tardiness

Play shall begin at the announced starting time. Players shall arrive at least 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. In addition, the DIC shall impose the tardiness penalties set forth in the USBF General Conditions of Contest.

# **IV. Special Rules for Play on Tablets**

Face-to-face play will be on electronic tablets; there will be 2 players ("screenmates") at each table. The tablets will be supplied by USBF and will remain at the table. Styluses will also be supplied by USBF.

# A. Use of Electronic Devices

No electronic devices other than the tablets used for play or health- related devices approved in advance by the DIC will be allowed in the playing rooms.

Tournament staff may randomly check for electronics on players' persons. If a player is found with an electronic device in a KO match, the player's team will be penalized 10 imps. A second infraction by any player on an offending team in a KO match will result in a penalty of 30 imps. If a player is found with an electronic device in a Round Robin match, the player's team will be penalized 3 VPs. A second infraction by any player on an offending team in a penalty of 9 VPs. The third time any player on an offending team is found to have an electronic device the team will be eliminated from the event.

# **B. Alerts and Explanations**

Each player will explain and alert their own bids. The explanations and alerts will be seen only by the bidder's opponents, not by the bidder's partner. Players should explain any bid about which they have information they believe the opponent might not expect.

# C. Time Allowed

The play schedule is based on 7.5 minutes per board for one fewer board than played, with 15 minutes between KO segments. A board that has not been started when time for a segment expires may not be played. The score for unplayed boards and penalties for a pair that is found to be at fault are set forth in the General Conditions of Contest.

# D. Kibitzing

There will be delayed kibitzing and Vugraph online. "Live" kibitzing from next to a player is not allowed.

## V. General Expectations of Participants

Participants in the 2022 Michael Seamon MSJUSBC are expected to abide by all applicable regulations of the USBF, ACBL, and other sponsoring organizations, as well as all laws of the State of Georgia and the United States of America. Participants are expected to dress and behave appropriately at all times, including tournament play and any related events and mentoring sessions. The USBF reserves the right to sanction any participant who does not meet these expectations during the 2022 MSJUSBC.

When the WYBTC is held in Asia, the USBF expects players who represent the USA to be in Asia at least three nights before they begin play. When the WYBTC is held in Europe, the USBF expects players who represent the USA to be in Europe at least two nights before they begin play. Additional time in either Asia or Europe is desirable.

Participants in Junior World Championships sponsored by the WBF should be aware that testing for banned substances may take place during international competitions (see <a href="http://www.worldbridge.org/rules-regulations/anti-doping-regulations/">http://www.worldbridge.org/rules-regulations/</a> for more details). Players taking banned substances for legitimate medical reasons should file a Therapeutic Use Exemptions form before participating in WBF events.

## VI. Interpretation of Conditions

The DIC, in conjunction with the USBF Tournament Committee 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 an electronic platform.

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 Committee Chair may modify any of these conditions as deemed necessary to ensure the integrity of the event.