

**UNITED STATES BRIDGE FEDERATION
CONDITIONS OF CONTEST FOR
THE 2013 UNITED STATES BRIDGE
CHAMPIONSHIPS**

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

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I. AUTHORITY AND OVERVIEW

These Conditions of Contest may not be changed after commencement of play except for emergency changes. The General Conditions of Contest for USBC events (see: <http://usbf.org/docs/COC/General%20CoC.pdf>) apply to this event but are subject to these Conditions of Contest.

The 2013 United States Bridge Championship (USBC) is held under the authority of the United States Bridge Federation (USBF). The USBF has agreed, unless special conditions arise, to nominate the two winning teams as the USA Open representatives to the 2013 Bermuda Bowl. Under current USBF procedures, if the USBF Board of Directors believes there is any reason not to nominate all of the players on the winning teams for the Bermuda Bowl, 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 USBC or information received after the USBC.

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 USA1 or USA2 bracket of the 2013 USBC.

II. GENERAL INFORMATION

A. Registration.

Teams enter the event by registering online on the USBF.org website at: http://usbf.org/index.php?option=com_entries&event=32&task=entryform

1) Guaranteed Entry Date

To assure entry in the 2013 USBC, teams must enter on or before 11:59 EDT on April 15, 2013. The Credentials Committee may adjust or void the Positioning Points (PPs) of a team with a bye if new players are added or Eligible Players are removed after April 15, 2013.

2) Late Entry Date

Teams may continue to enter until 11:59 EDT on April 29, 2013, but entries will be accepted only if all the following conditions are met:

- i) The starting date and time of day for the Round of 16, and the number of sessions in the Round of 16 remain unchanged; and

- ii) The late entry does not change the starting date of any other team; and
- iii) The late entry does not result in a “BAD” number of teams (see Appendix A) being entered. However, if the entry of team A causes a “BAD” number of teams, but team B subsequently enters, so that there is no longer a “BAD” number of teams, both entries will be accepted.

Entries after 4/15 will be accepted on a provisional basis, subject to review to make certain that these conditions are met. If all late entries cannot be accepted, later entries will be rejected before earlier ones.

Registered teams not requesting byes may add or subtract players as they wish, (using the “update” button on the team list, which is available only to team captains who are logged into the USBF.org website), until 5/24, 2013. However, if an Online Preliminary Stage is scheduled, a roster change after April 29, 2013, that would move a team out of the bottom 4 will not change the requirement that such team participate in the Online Preliminary Stage and a roster change that moves a team into the bottom 4 will cause that team to play in the Online Preliminary Stage. A roster change to any team after the Online Preliminary Stage has taken place that would have caused such team to play in the Online Preliminary Stage will not be permitted without Credential Committee review. After May 24, 2013, teams may apply to the Credentials Committee to change their team roster as long as such proposed change would not affect the team’s bye position or seeding group (if the team's 1st stage is a K/O).

B. Date, Schedule and Length of Matches.

Beginning Friday, May 31, 2013, there will be a 1.5, 2.0 or 2.5 day Round Robin or a 1.5 or 2.5 day Round Robin followed by a 1.0 day round of 32. The Round of 16 will [usually] be 1 day, the Quarter-finals 1.5 days, and the Semi-finals and final 2 days each, with the USBC ending approximately Sunday, June 10th.

Approximately a week after entries close on April 15th, the USBF website will summarize the effect of the byes and entry size on the length of the USBC, and the starting and finishing days of the stages of the event.

Some teams may play in an Online Preliminary Stage to be completed by May 12, 2013. If the teams cannot agree on a date and time for the Online Preliminary Stage matches, the first match will be played on May 10 and the second match will be played on May 11. One team seeded into the Online Preliminary Stage may withdraw by May 3, 2013 and receive a refund of its prepaid entry. Active member dues will not be refunded. More details of the Online Preliminary Stage are in Appendix B.

C. Prepaid Entry and Fees.

The advance entry fee for the event is \$810, consisting of an event fee of \$360 and prepayment of three, \$150 session fees. The event fee is normally

not refundable, but an appeal for a refund may be made to the Credentials Committee. The session fees are refundable if a team withdraws before the start of the event. The \$810 entry fee will be refunded to a team seeded into the Online Preliminary Stage that promptly withdraws.

D. Site and Hotel Reservations.

The site of the 2013 USBC is the Buena Vista Palace, 1900 E. Buena Vista Dr, Orlando, FL. Reservation website & phone will be posted on usbf.org as soon as they are known.

E. Captain’s Meeting.

The Director In Charge or his designee (DIC) may convene a captain’s meeting before the RR stage, the R16 stage, and any other stage where new teams enter the event. Topics may include: conditions clarifications, seed selection, seating, system summary form, convention cards, tampering, reporting of scores, score corrections and slow play procedures.

F. Modification of Normal Play Requirements

The play requirements set forth in Section XII of the USBF General Conditions of Contest shall be modified as follows:

1) Online Preliminary Stage

If there is an Online Preliminary Stage, all players in the Online Preliminary Stage must play 50% of the boards in the Online Preliminary Stage and in Round Robin 1 combined, including at least 50% of the boards in Round Robin 1.

2) Round Robin

If there is a Morphed Round Robin, (as set forth in Formats B and D in Appendix A), each player must play at least 50% of the boards in the Morphed Round Robin, including at least 50% of the boards in Round Robin 2 (the second stage of the Morphed Round Robin).

III. POSITIONING POINTS

Positioning Points (PPs) are used to rank the teams for the purpose of obtaining byes to the Semi-finals, Quarter-finals, and Round of 16, as well as seeding the K/O bracket. PPs for the qualifying events will be as follows:

Place	Spingold & Vanderbilt	Reisinger	USBC
1 st	100	85	18**
2 nd	70	60	14**
3 rd	46	42	11**

4 th	46	29	11**
5 th	27	21	8**
6 th	27	17	8**
7 th	27	14	8**
8 th	27	12	8**
9 th	12	11	
10 th	12	10	
11 th	12	9*	
12 th	12	8*	
13 th	12	7*	
14 th	12	6*	
15 th		5*	
16 th		4*	

*Positioning points for the Reisinger are awarded only to teams that qualify for the final.

** Also note: PPs earned in a prior USBC will not count when determining byes to the Quarter-finals or Semi-finals. Positioning points for the USBC are awarded for winning a K/O match. Thus, the team that wins its final match receives 18 PPs, in addition to any PPs it may have received for winning an earlier match; each team that wins its Semi-finals match receives 14 PPs; a team that wins its quarter final match receives 11 PPs; a team that wins its Round of 16 match receives 8 PPs. A team without a bye that wins the USBC receives a total of 51 PPs. The team that won the 2012 USBC, (Nickell) has earned 43 PPs for the 2013 USBC.

***Also note: Ties shall **not** be broken by coin flip as in the GCoC's. The tie breaker shall be most PPs won in the Spingold, then if still tied, most PPs won in the Vanderbilt, then if still tied, a coin flip.

A. Eligibility for PPs

A team may earn PPs for the 2013 USBC based on its performance in the 2012 USBC, 2012 Spingold, 2012 Reisinger, and 2013 Vanderbilt. To earn PPs from any of these "cycle" events, at least 4 members of the 2013 USBC team must play on the cycle-event team, and must be Eligible Players who were USBF Active or Resident Members on a date no later than 2 weeks after conclusion of the event for which PPs were awarded. For example, if players ABCD played together on a 2012 USBC team, and players ABEF played together on a 2012 Spingold team, and players CDEF played together on a 2012 Reisinger team, then a 6-person 2013 USBC team of ABCDEF could use PPs earned in all three events to count towards earning a bye (subject to V.B.1 and V.B.2 below).

An Eligible Player is a player who is eligible to compete for the USA in the WBF championship for which the USBC is a selection trial and who has not already qualified for the WBF event for which the USBC is the selection trial. In addition to being subject to Section III., paragraphs B., C. and D., below, to be counted as a member of a team in an event that awards PPs, a player must fulfill the ACBL minimum-play requirements for the overall rank for which PPs are awarded. For

example, if a team with eligible players A, B, C & D and ineligible player E wins an event, and player A did not fulfill the minimum play requirement in the final, but did fulfill the minimum play requirement through the Semi-finals, the team earns PPs for winning its Semi-finals match (finishing 2nd), but does not earn PPs for winning the final. The Credentials Committee determines Eligibility.

B. Dilution of PPs

Teams normally earn full PPs for any event in which at least four Eligible Players who are also USBF Active Members compete on the same team. There are two exceptions:

1) Effect of Ineligible Players.

A team with one or two Ineligible Players will earn diluted PPs according to the following schedule:

- 75% of PPs earned if there is 1 Ineligible Player
- 50% of PPs earned if there are 2 Ineligible Players
- No PPs if there are 3 or more Ineligible Players

2) Effect of Bridge Expertise.

When a player has been added to a team that earned PPs without that player, the Credentials Committee shall first determine whether the team added the player in order to improve its chances of winning at the table. If the Credentials Committee determines that is the case, the team's PPs shall not be reduced under this section. In all other situations, based on criteria described in this section, the Credentials Committee may determine, for PPs purposes, that any team member of a team entered in the 2013 USBC has expertise that is significantly less than that of the majority of the team.

- a) If such a team member did not play in a Major Event (USBC, Spingold, Reisinger, or Vanderbilt) in which his teammates earned PPs, the team will receive 50% of the PPs for the team's finishing position in the event.
- b) If such a team member earned some PPs and then did not play the required percentage of boards to qualify for that team's final position a Major Event, the team will receive the greater of the PPs earned up to the point such team member did not play the required percentage of boards, or, 50% of the PPs for the team's finishing positioning position in the event.

In making the determination as to whether a player has expertise significantly below the majority of the team, the Credentials Committee shall examine many criteria and any special circumstances necessitating the augmentation. A player who has both regularly played more than the minimum required boards and regularly played the last segment in meaningful match situations when the player was not required to do so on this or comparable teams in recent years is considered to have expertise not significantly below the majority of the team.

If a team member's bridge expertise is determined to be significantly less than that of the majority of the team, that member must be a member of the team before any PPs are won (See Pre-registration, below). If such a member does not play in a Major Event with his team, his team may earn PPs only in the first Major Event he does not play in. In that first event, the team earns the lesser of one half the PPs earned or the largest number of PPs earned in any event in which such a player played.

C. Pre-Registration.

In order to receive PPs for bye considerations, a team containing a player who did not play in the 2012 USBC, Spingold or Reisinger who then joins the team for play in a later event and whose bridge expertise is determined to be significantly less than that of the remainder of the team, must have submitted a USBC entry to the USBF prior to the first Major event that he did not play in. ("Pre-registered").

In the event a Pre-registered team wishes to make changes to its roster, such team is subject to all other terms of these conditions.

D. Requirement to be an Active or Resident Member of USBF.

Players entering the USBC must be dues paying 2013 Active or Resident Members of the USBF. For a team to be credited with Positioning Points (PPs) for bye purposes for the 2013 USBC, at least 4 Eligible Players on the team must have paid their USBF Active or Resident Member dues prior to the start of the event in which they earned PPs or (for an additional fee) within two weeks after the event in which they earned PPs.

USBF Active and Resident Member Dues cover a calendar year.

USBF Active and Resident Member Dues are \$50 (\$25 for players under age 26 and \$10 for players under age 20 on January 1 of the year for which dues are paid), or \$150 when paid within two weeks after an event in which PPs were earned. Dues may be paid by sending a check made payable to the USBF to Barbara Nudelman, 200 E. Delaware, Apt. 18E, Chicago, IL 60611 or by using a credit card online at: http://usbf.org/index.php?option=com_paydues&Itemid=73. To access this page, you must be logged into the USBF website.

IV. BYES

In order to determine the number of teams needed to emerge from the early stages of the event, it is necessary to focus on the number of "slots" taken up in the Round of 16 (if held). When counting "slots" in the Round of 16, teams with byes to the Semi-finals count as four slots, teams with byes to the Quarter-finals count as two slots and teams with byes to the Round of 16 count as one slot. At most 12 slots can be taken up by teams with byes. At least four slots in the Round of 16 are reserved for teams without byes to emerge from the field. (If no Round of 16 is held, then the focus is on the teams in the Quarter-finals, counting the teams receiving

byes to the Semi-finals as two slots in the Quarter-finals.) Byes are given in rank order by PPs. The team with the highest number of PPs is placed ahead of teams with fewer PPs. PP's earned with ineligible player(s) on the team cannot be used for R8 or S/F byes. Also, PPs earned in the USBC cannot be used for R8 or S/F byes (see chart in III.)

A. Byes to the Semi-finals.

There are two PPs thresholds to earn a bye to the Semi-finals: 155 PPs for one bye and at least 165 each for two byes. In addition a team needs a **win** in the 2012 Spingold, the 2012 Reisinger, the 2013 Vanderbilt or the 2012 World Mind Sports Games Open Event. At most two teams may earn a bye to the Semi-finals. If three teams have won an event and each has PPs equaling or exceeding 165, the two teams with the highest PPs totals shall earn byes to the Semi-finals.

Example: There are three teams with the following PPs: 150, 156 and 165 and each team has won one of the events listed above. Only the team with 165 PPs gets a bye to the Semi-finals, because in order for two teams to earn a bye, each would need to have at least 165 PPs. The other two teams would have byes to the Quarter-finals.

B. Byes to the Quarter-finals.

There are six PPs thresholds to earn a bye to the Quarter-finals: 78, 79, 81, 84, 88, 93. Each slot taken up by a Semi-finals bye removes the two lowest threshold numbers above.

If no team has a bye to the Semi-finals, up to six teams may earn a bye to the Quarter-finals. The six PPs thresholds to earn a bye to the Quarter-finals are: at least 78 PPs for one bye, at least 79 PPs each for two byes, at least 81 PPs each for three byes, at least 84 PPs each for four byes, at least 88 PPs each for five byes and at least 93 PPs each for six byes.

If one team has a bye to the Semi-finals, up to four teams may earn a bye to the Quarter-finals. The four PPs thresholds to earn a bye to the Quarter-finals are: at least 81 PPs for one bye, at least 84 PPs each for two byes, at least 88 PPs each for three byes and at least 93 PPs each for four byes.

If two teams have a bye to the Semi-finals, only one or two teams may earn a bye to the Quarter-finals. The two PPs thresholds to earn a bye to the Quarter-finals are at least 88 PPs for one bye and 93 PPs each for two byes.

Teams that did not receive a bye to the Quarter-finals will usually be eligible to receive a bye to the Round of 16. See C. below.

Examples: There are six teams with the following PPs: 60, 65, 67, 79, 80, 85.

If there are 6 slots available (no bye to the Semi-finals), the teams with 85 PPs and 80 PPs would have a bye to the Quarter-finals. The team with 79

PPs could not earn a bye because giving three byes require each team to have at least 81 PPs.

If there are 4 slots available, (one bye to the Semi-finals), only the team with 85 PPs would have a bye to the Quarter-finals. The team with 80 PPs could not earn a bye because the fourth slot, 84 PPs, would apply.

If there are two slots available, (two byes to the Semi-finals), none of these teams would receive a QF bye, as 88 would become the first threshold.

C. Byes to the Round of 16.

If there is a Round of 16, at most 12 slots can be taken up by teams with byes. There are 12 PPs thresholds to earn a bye to the Round of 16: 40, 40, 40, 42, 44, 46, 48, 50, 52, 54, 57, 60. Slots taken up by Semi-finals byes and/or Quarter-finals byes remove the lowest threshold numbers above.

Example: there are five teams with the following PPs: 45, 47, 52, 65, 67, and four slots are already taken up by Semi-finals or Quarter-finals byes.

The first four PPs thresholds for byes to the Round of 16 are removed (40, 40, 40, 42) because of the four slots are taken up by the Semi-finals and/or Quarter-finals byes. The eight remaining PPs thresholds for byes to the Round of 16 are at least 44 for one bye, at least 46 PPs each for two byes, at least 48 PPs each for three byes, at least 50 PPs each for four byes, at least 52 PPs each for five byes, etc. In this example, there are three teams with at least 48 PPs, but there are not four teams with at least 50 PPs. So the three teams with 67, 65 and 52 PPs would earn a bye to the Round of 16.

D. Byes to the Round of 32

If there is a R32 KO, teams with 40 or more PPs that did not earn a bye to the R16 shall have a bye to the R32.

V. USA1 FORMAT

A. Number of Teams Playing in Early Stages

1) Quarter-finals.

The Quarter-finals shall consist of four teams if there are two Semi-final byes, six teams if there is one Semi-final bye, and eight teams if there are no Semi-final byes.

2) Number of Teams Playing in the Round of 16.

The Round of 16 shall consist of twice the number of teams in the Quarter-finals reduced by twice the number of Quarter-final byes and four

times the number of Semi-final byes. The resulting number is referred to as “Slots in Round of 16.”

3) Pre-Round of 16 Formats

Appendix A describes the format of the stages before the Round of 16 based on the number of entries and byes. By a supermajority vote (60+% in favor) the International Team Trials Committee may change the format of the Pre-R16 stage(s) after entries close.

B. Setting the Bracket for Knockout Rounds

The USA1 bracket is set before the start of the first knockout round. The bracket is determined by the byes earned in the Semi-finals, the Quarter-finals, the Round of 16, and the seeding order as determined by SPs of the surviving teams from the RR (after adjustment for RR performance) in accordance with the provisions in Section C below.

1) Seeding the Round of 16 - Seeding Points

All teams not receiving a bye into the Semi-finals, Quarter-finals or Round of 16 shall be ranked by average Seeding Points (SPs). SPs shall be calculated as the sum of the following:

- a) ACBL Seeding Method One: ACBL seeding points, (a.k.a V/S/R points), including masterpoints given via the ACBL Maspoint Log. Resident’s seeding points awarded (not earned) by the ACBL shall count toward a player’s ACBL seeding point totals.
- b) PPs earned by an individual (IPPs) during the Cycle. IPPs are the PPs earned by individual members of a team that the individual played on during the Cycle, but if that team contained Ineligible Players, IPPs are diluted by 25% if the team contained one Ineligible Player, 50% if the team contained 2 Ineligible Players and 75% if a team contained 3 Ineligible Players. No IPPs may be earned by players on a team with 4 or 5 Ineligible Players. The IPPs of a player shall be the sum of the IPPs earned during the cycle. IPPs are further limited as follows:
 - The first fifteen are counted fully
 - The second fifteen are discounted by half
 - The third fifteen are discounted by three-quarters
 - No credit shall be earned for more than 45 PPs
 - The maximum PPs for any player shall be 26.25.
- c) RR Points earned for first thru fourth place in the RR, or for first and second in each division if the Round Robin is played in two separate divisions, depending on the length of the RR and whether it is split into two divisions as follows:

# Days	1.5 day not split	1.5 day split	2/2.5 days
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		field	
1st place*	6	6	8
2nd place	6	2.25	8
3rd place	3		4
4th place	1.5		2

* Plus the team with the highest number of Victory Points has an option to reshuffle, described in section 2 below

There are no RR points awarded for good performance in an Online Preliminary Stage RR.

A team's average Seeding Points (SPs) are equal to the SP totals for each player (capped at 65) divided by the number of players on the team. However, RR points earned shall not be subject to the 65 SP cap. Paragraph III.B.2. regarding teammates of a player who has expertise significantly below the majority of the team, shall not apply to IPPs

2) Seeding the Round of 16 - Shuffling

The teams from the RR are plugged into the Bracket after the Bye teams have been placed in accordance with their PPs. Teams 1 and 2 are fixed based on their PPs. Regardless of whether they have byes or byes to different stages of the event:

- a) Teams that would be seeded into the 3 and 4 slots are assigned their number by lot.
- b) Teams that would be seeded into the 5 and 6 slots are assigned their number by lot.
- c) Teams that would be seeded into the 7 and 8 slots are assigned their number by lot.
- d) The rest of the teams are shuffled in groups of four numbers, 9-12, 13-16, etc. If the numbered group contains two, three, or four teams, the group is shuffled. If the numbered group contains only one team, it does not participate in a shuffle. It is possible that a team without a bye might not have a team to shuffle with. In such a case this single team would not be shuffled.

If there is no RR, the bracket shall be set as determined by the byes and the SPs of the non-bye teams, in accordance with this paragraph.

3) Seeding the Round of 16 - Reshuffle

After the brackets are set and the shuffling is done as provided above, the team that won the RR can refuse its drawn opponent by asking for a reshuffle. If such reshuffle is requested, the RR winner will randomly choose from among his team number and his bracket mate's numbers (i.e., a two, three, or four team group identified in the above paragraph). The number

chosen by the RR winner will be swapped with his original number. If the RR winner chooses its own number again, it keeps it.

A team with a bye in a bracket group with the RR winner is exempt from inclusion in a reshuffle (even though it was included in the initial bracket shuffle). In such a case, the reshuffle is among only those teams who do not have byes.

If the RR winner does not have a bracket mate to reshuffle with, because its bracket-mates have byes or are empty bye slots, then the team may reshuffle with the next highest bracketed team below the RR winner that is an even number of bracket slots below the RR winner. (i.e. 2 slots below, or 4 slots below, if 2 does not exist, etc.).

If the RR winner does not have a bracket mate to reshuffle with because it was the lowest seed (fewest SP's) and in a remainder group of one, then it may reshuffle with the team with the second lowest seed (second lowest SP's). Such team might not hold the second lowest seeding position in the bracket, since it was in the initial shuffle.

There are no such rewards for winning an Online Preliminary Stage RR.

VI. USA2

A. Playing in USA2 is Mandatory

Every team who enters the event commits to play until eliminated not only in the USA1 bracket, but also in the USA2 bracket. Any team who qualifies for the USA2 bracket must play in that bracket until eliminated. If a player or team goes home or seeks to withdraw after suffering its first loss (in USA1), he/she/it is subject to the same disciplinary penalties and procedures as would apply if it failed to show up for a match in the USA1 bracket.

B. Format

All of the Round of 16 losers shall play in USA2. If there are any Semi-finals or Quarter-finals byes, some teams eliminated in the final pre-R16 stage shall also play in USA2. The USA2 stages, format and the number of teams in each are as follows; Appendix C contains more details:

1) Round of 128

The 60 board USA2 Round of 128 takes place during the USA1 Round of 16 if there are any byes to the USA1 Quarter-finals or Semi-finals. If there is a USA1 Round of 32, all Round of 32 losers participate in the USA2 Round of 128. If the last pre-Round of 16 stage was a Round Robin, the number of teams in the USA2 Round of 128 is based on the number of teams needed to fill out the USA2 Round of 64 and which teams enter the USA2 Round of 128 is determined by their finish in the Round Robin. If the pre-R16 stage included two Round Robins, no team that was eliminated

after the first Round Robin is eligible to play in the USA2 Round of 128. Appendix C, Table 2 sets forth the number of teams in the USA2 Round of 128.

2) Round of 64

The 90 board Round of 64 takes place during the USA1 Round of 8. All USA1 Round of 16 losers play in the USA2 Round of 64. In addition, if there were any USA2 Quarter-finals or Semi-finals byes, the Round of 128 winners compete in the Round of 64.

3) Round of 32

The 60 board Round of 32 takes place on the first day of the USA1 Semi-finals. There are 8 teams in the Round of 32: the USA1 Quarter-finals losers and USA2 Round of 64 winners.

4) Round of 16

The 60 board Round of 16 takes place on the second day of the USA1 Semi-finals. The 4 USA2 Round of 32 winners compete in the Round of 16.

5) Quarter-finals

The 60 board USA2 Quarter-finals takes place on the first day of the USA1 Final. The 2 USA1 losing Semi-finalists and the two USA2 Round of 16 winners compete in the Quarter-finals.

6) Semi-finals

The 90 board USA2 Semi-finals takes place on the second day of the USA1 Final and the first half of the day after USA1 ends. The two winners from the USA2 Quarter-finals compete in the Semi-finals.

7) Final

The 90 board USA2 Final match takes place on the second half of the day after the end of USA1 and the day after that.

C. Setting the Bracket for USA2

The USA2 bracket is set at the same time as the USA1 Bracket, subject to revision to avoid replays, based on these rules:

1. Drop-ins from USA1 to USA 2 do not play against each other in their first USA2 round;
2. Teams that have played against each other in the USA1 round of 16 or later do not play against each other in USA2 before the USA2 Round of 8
3. In the USA2 Round of 8, if one of the USA1 Semi-finals losers defeated both of the USA2 surviving teams, that team will draw its opponent randomly from among the two teams it defeated.

D. Positioning Points from USA2 Performance

In addition to PPs awarded to teams placing in the USBC in III., above, PPs shall also be awarded to teams in the USA2 bracket as follows:

1. If a team **wins 2 or more KO matches** (not including a USA1 R32 KO) in both brackets combined, it earns the HIGHER of the PPs for its USA1 wins (under the normal formula) or the PPs shown on the chart below. For this purpose, surviving a USA2 RR counts as "winning a KO":

Overall Finish in USA2	PPs
Reach R16 of USA2, then lose:	6
Reach R 8 of USA2, then lose:	9
Reach R 4 of USA2, then lose:	14
Reach R 2 of USA2, then lose:	21
Win USA2:	30

2. If a team **wins exactly 1 KO match** in both brackets combined, it earns PPs for the one match won. If the team won its match in USA2 bracket, PPs are as follows:

Round of USA2 won	PPs
R16 or earlier	0
R8	6 PPs
R4	9 PPs

VII. INTERPRETATION OF CONDITIONS.

A. Interpretation of Conditions

On matters involving the interpretation of these conditions or treatments of matters not included in these conditions:

- 1) Prior to the end of the 2013 Vanderbilt, the ITT Technical & Advisory Committee (TAC) shall make determinations.
- 2) After the end of the 2013 Vanderbilt but before the Guaranteed Entry Date, the DIC shall make determinations after consulting with the TAC. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.
- 3) After the Guaranteed Entry Date, the DIC shall make such determinations. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.

B. Headings for Convenience.

Headings are for convenience only and are not to be considered for purposes of interpreting the conditions.

C. Conditions Interpreted in Entirety.

These Conditions of Contest are to be interpreted in their entirety and including 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.

D. Omissions.

- 1) The omission of a condition, restriction, rule, or regulation in one section or paragraph of the conditions which condition, restriction, rule, or regulation is expressly stated in another section of the conditions is deemed intentional.
- 2) Decision makers shall be guided by similar WBF or 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.

APPENDIX A. FORMATS FOR PRE-R8 STAGES

A. Number of Non-Bye Teams \leq Slots in Round of 16

1. Teams entered Less than Slots in Quarter-finals

If the number of teams that do not have byes to the Semi-finals is less than the number of teams needed for the Quarter-finals, the Quarter-finals shall be a 2 day or longer Complete Round Robin. Teams with byes to the Quarter-finals and Round of 16 lose their byes, but if they survive the Round Robin will be seeded in the same manner as if they did not lose their byes.

2. Teams Entered Equal Slots in Quarter-finals

If the number of teams that do not have byes to the Semi-finals is equal to the number of teams needed for the Quarter-finals (8 minus 2 times the number of teams with byes to the Semi-finals), the first stage of the USBC will be a Quarter-finals KO. Teams with byes to the Quarter-finals and Round of 16 lose their byes, but will be seeded in the same manner as if they did not lose their byes.

3. Teams Without Deep Byes Less Than Slots in Round of 16

If the number of teams without byes to the Quarter-finals or Semi-finals is less than the number of slots in the Round of 16, the first stage of the event is a 2 day or longer complete Round Robin. Teams with byes to the Quarter-finals and Round of 16 lose their byes, but but if they survive the Round Robin will be seeded in the same manner as if they did not lose their byes.

4. Teams Without Deep Byes Equal Slots in Round of 16

If the number of teams without byes to the Quarter-finals or Semi-finals is equal to the number of slots in the Round of 16, the first stage of the event is the Round of 16. Teams with byes to the Round of 16 lose their byes, but will be seeded in the same manner as if they did not lose their byes.

B. Number of Non-Bye Teams Greater Than Slots in Round of 16

1. Table of Formats

The following Table defines the formats for many of the possible combinations of Round of 16 slots and teams without byes to the Round of 16 and beyond. Boxes shaded in blue have not been carefully considered because they are unlikely to occur. If one of these combinations arises, the ITTC Technical and Advisory Committee (TAC) will attempt to come up with a reasonable format.

Boxes labeled "BAD" are ones where the addition of one team or the withdrawal of one team results in a combination for which there is a good

format. If there is a “BAD” number of slots/teams, the USBF will attempt to obtain an additional team or there will be an Online Stage to eliminate one team in order to obtain a number for which there is a good format.

Boxes labeled with a “?” are ones where a good format has not been found and the addition of one team or withdrawal of one team would not result in a number for which there is a good format. Those combinations are unlikely to arise; if one does arise, the TAC will attempt to come up with a reasonable format.

PRE R16 FORMATS									
Tms In RR	OPENINGS IN ROUND OF 16								
	5	6	7	8	9	10	11	12	13
10	2.5A	2.0A	1.5A	1.5A	1.5C				
11	2.5A	2.0A	2.0A	1.5A	1.5A	1.5C			
12	2.5C	2.5C	2.0A	2.0A	1.5A	1.5D	1.5C		
13	2.5AK	BAD	2.5A	2.0A	2.0A	1.5A	1.5D	1.5C	
14	2.5B	2.5C	2.5C	2.0A	2.0A	2.0A	1.5A	1.5D	1.5C
15	BAD	BAD	BAD	2.5A	2.0A	2.0A	2.0A	?	1.5D
16	3.0BK	2.5B	2.5C	2.5C	2.5A	2.0A	2.0A	1.5A	1.5A
17	BAD	BAD	BAD	BAD	2.5A	2.5A	2.0A	2.0A	BAD
18	3.0BK	2.5B	2.5C	2.5C	2.5C	2.5C	2.0A	2.0B	2.0A
19	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
20	3.5CK	3.0A	2.5BK	2.5C	2.5C	2.5C	2.5C	2.0B	?
21	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
22	3.5CK	3.0BK	2.5B	2.5B	2.5C	2.5C	2.5C	2.0B	?
23	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
24	3.5CK	3.5CK	3.0BK	2.5B	2.5B	2.5C	2.5C	2.5C	?
25	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
26	3.5BK	3.5CK	3.5CK	3.0BK	2.5B	2.5B	2.5C	2.5C	2.5C
27	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
28	3.5BK	3.5CK	3.5CK	3.5CK	3.0BK	2.5B	2.5C	2.5C	2.5C
29	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
30	BAD	BAD	BAD	BAD	3.0BK	2.5B	?	BAD	BAD

DESCRIPTION OF FORMATS

1.5 days	1.5A	Complete Round Robin
	1.5B	Split Field Round Robin
	1.5C	Low 4 teams play 2 40-board matches to eliminate 1
	1.5D	Bottom 6 teams play complete RR to eliminate 2
2 days	2.0A	Complete Round Robin
	2.0B	Split Field Round Robin
2.5 days	2.5A	Complete Round Robin
	2.5AK	1.5 day Complete Round Robin and 1 day R32
	2.5BK	1.5 day Split Field Round Robin and 1 day R32
	2.5C	Morphed Round Robin
3 days	3.0BK	2.0 day Split Field Round Robin and 1.0 day R32
3.5 days	3.5BK	1.5 day Split Field Round Robin, 1 day R64, 1 day R32
	3.5CK	2.5 day Morphed Round Robin & 1 day R32

C. Guidelines for Round Robins

The specific formats set forth in the table above are based on the following **non-binding** guidelines:

- No Round Robin match shall be shorter than 6 boards.;
- The pre-Round of 16 shall be:
 - At least 1.5 days long when 70% or more advance
 - At least 2.0 days long when 57%-74% advance
 - At least 2.5 days long when 1/3 to 59% advance
- In a Morphed Round Robin, the number of boards per match in the first stage is the same as the number of boards per match in the second stage.
- When an equal number of boards are played in each day of a Round Robin, the number of boards played per day shall be as close to 56 as possible.
- If there is an odd number of teams entered in a Round Robin, it is played as a Complete Round Robin or it is a “BAD” number requiring the addition or elimination of one team.
- In order to comply with the above parameters, some formats set forth in the “Pre R16 Formats” have been lengthened and these guidelines have overlapping percentages.

APPENDIX B. ONLINE PRELIMINARY STAGE

If the number of teams that have entered and the slots in the Round of 16 combine to a “BAD” number in the chart in Appendix A, and the USBF has been unable to obtain an additional team within the time allowed for that, there will be an Online Preliminary Stage to eliminate one team in order to have a number of teams and slots for which there is a good format. When there is an Online Preliminary Stage, the following formats shall apply, in order.

A. Teams That Are Assigned to the Online Preliminary Stage Withdraw

Each team that has been assigned to the Online Preliminary Stage shall be given 7 days in which to withdraw from the event. The first team that withdraws (by sending an email to Jan Martel) shall receive a refund of its initial entry fee. If a team withdraws, there will no longer be an Online Preliminary Stage.

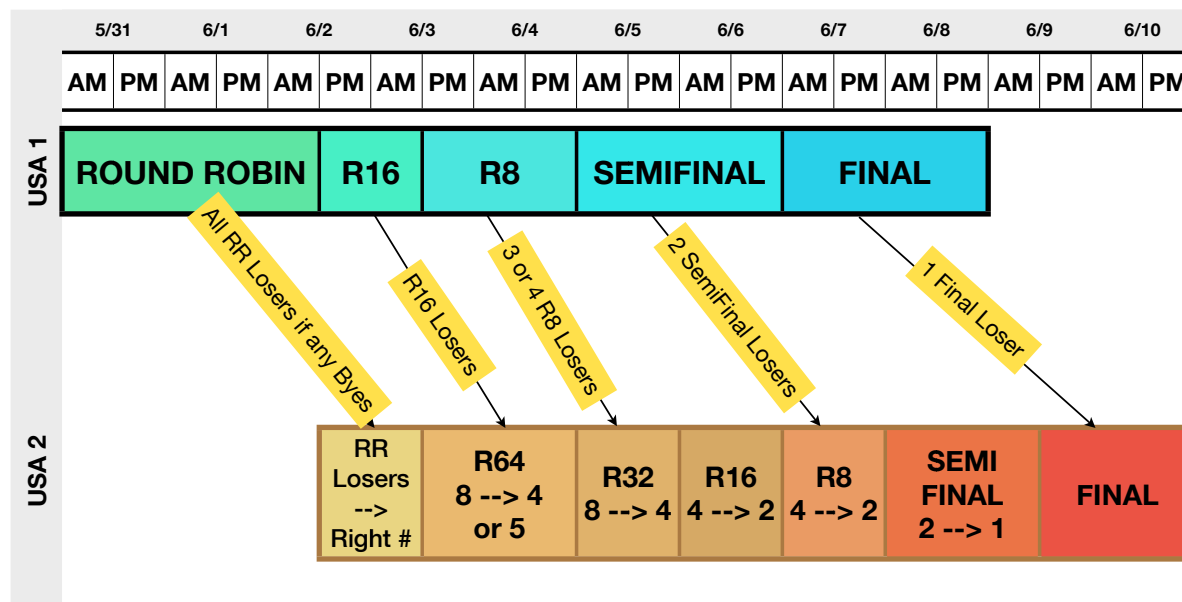
B. Online Preliminary Stage Format

Whenever 1 team is to be eliminated in the Online Preliminary Stage, the bottom 4 teams shall play 2 rounds of 40 board KO matches online. The team with the most seeding points shall be seeded 1, the team with the next most seeding points shall be seeded 2, the remaining two teams shall be randomly assigned to 3 and 4. Team 1 will play team 4 and team 2 will play team 3. After the first round, the winners shall be qualified to enter the USBC and the losers shall play a second match. The winner of that match shall be qualified to enter the USBC.

APPENDIX C. USA2 FORMAT

A. General Format

Table 1: 2013 OVERALL FORMAT



All RR Losers if any Byes

R16 Losers

3 or 4 R8 Losers

2 SemiFinal Losers

1 Final Loser

B. Determining Number of Teams For USA2 Round of 128

1. General Principles

There should be 8 teams in the USA2 Round of 32 (the first USA2 stage opposite the USA1 Semi-finals). The USA2 Rounds of 64 & 128 should always eliminate at least 2 teams. If there is a USA1 Round of 32, and any R32 losers drop into USA2, all of the R32 losers must play in USA2 R128. The R128 format may then be a Round Robin instead of a KO. If there is a 2-stage pre-R16 (either RR followed by R32 or double RR), only the losers in the second stage are eligible to play in USA2.

Table 2: SPECIFIC FORMATS

	NO SEMI-FINAL BYES					ONE SEMI-FINAL BYE			
# R8 Byes	0	1	2	3	4	0	1	2	3
# R16 Losers	8	7	6	5	4	6	5	4	3
# Additional teams needed for R64	0	1	2	3	4	2	3	4	5
R128 Format	none	KO	KO	KO*	KO*	KO*	RR	KO	
#teams in R128**		2	4	6	8	8	8 [#]	8	
R64 Format		KO	KO	KO	KO	KO	KO	RR	

*May be Round Robin with some numbers The TAC will determine the exact format after entries have closed.

**If there was a R32, all R32 losers will play in the R128, which will be a KO or Round Robin depending on the number of teams.

C. The USA2 Bracket

Table 3: USA 2 BRACKET WITH NO SEMI-FINAL BYES

