

**UNITED STATES BRIDGE FEDERATION  
CONDITIONS OF CONTEST FOR  
THE 2014 UNITED STATES BRIDGE  
CHAMPIONSHIPS**

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

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Kit Woolsey			

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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 USBF events (see: <http://usbf.org/docs/COC/General%20CoC.pdf>) apply to this event but are subject to these Conditions of Contest.

The 2014 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 winning team as the USA1 representative to the 2015 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 team 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 2014 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=38&task=entryform](http://usbf.org/index.php?option=com_entries&event=38&task=entryform)

#### 1) Guaranteed Entry Date

To assure entry in the 2014 USBC, teams must enter on or before 11:59 pm EDT on Monday, April 7, 2014. 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 7, 2014.

#### 2) Late Entry Date

Teams may continue to enter until 11:59 EDT on April 21, 2014, 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 April 7, 2014 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 May 7, 2014. However, if an Online Preliminary Stage is scheduled, a roster change after April 14, 2014, 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 Credentials Committee review. After May 7, 2014, 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 9, 2014, there will most likely<sup>1</sup> be a 2.0 day Complete Round Robin, followed by 2 day, 120 board, Round of 16, Quarter-final, Semi-final and Final matches, with the USBC ending Sunday, May 18th.

Within a week after entries close on April 7, 2014, 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. At that time, the website will also state whether additional entries will be accepted.

Some teams may play in an Online Preliminary Stage to be completed by April 20, 2014. If the teams cannot agree on a date and time for the Online Preliminary Stage matches, the first match will be played on April 19, 2014 and the second match will be played on April 20, 2014. One team seeded into the Online Preliminary Stage may withdraw by April 14, 2014 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 \$960, consisting of an event fee of \$360 and prepayment of four, \$150 session fees. The event fee is normally

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<sup>1</sup> See Appendix A for specific event formats with different numbers of teams.

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 \$960 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 2014 USBC is the Scottsdale Embassy Suites, 4415 E. Paradise Valley Pkwy South, Phoenix, AZ 85032; 602-765-5800. Reservation website is posted on usbf.org.

#### **E. Captain's Meeting.**

The Director In Charge or his designee (DIC) may convene a captain's meeting before the Round Robin 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.

#### **A. Positioning Points from Regular Cycle Events**

PPs for the qualifying events will be as follows:

Place	Spingold & Vanderbilt	Reisinger	USBC
1 <sup>st</sup>	100	85	18**
2 <sup>nd</sup>	70	60	14**
3 <sup>rd</sup>	46	42	11**
4 <sup>th</sup>	46	29	11**
5 <sup>th</sup>	27	21	8**
6 <sup>th</sup>	27	17	8**
7 <sup>th</sup>	27	14	8**
8 <sup>th</sup>	27	12	8**
9 <sup>th</sup>	12	11	
10 <sup>th</sup>	12	10	
11 <sup>th</sup>	12	9*	
12 <sup>th</sup>	12	8*	
13 <sup>th</sup>	12	7*	
14 <sup>th</sup>	12	6*	
15 <sup>th</sup>	12	5*	
16 <sup>th</sup>	12	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 USA1 bracket of the 2013 USBC, (Kranyak) has earned 51 PPs for the 2014 USBC; the team that won the USA2 bracket of the 2013 USBC (Fleisher) has earned 30 PPs for the 2014 USBC. The winner of the 2014 USBC will earn PPs for the 2016 USBC because that team is not eligible to compete in 2015.

\*\*\*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.

### **B. Positioning Points from Performance in the 2013 USBC USA2 Bracket**

The PPs for the 2014 USBC set forth above are awarded to teams placing in the USA1 bracket. In addition PPs are 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":

<b>Overall Finish in USA2</b>	<b>PPs</b>
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:

<b>Round of USA2 won</b>	<b>PPs</b>
R16 or earlier	0
R8	6 PPs
R4	9 PPs

### **C. Eligibility for PPs**

A team may earn PPs for the 2014 USBC based on its performance in the 2013 USBC, 2013 Spingold, 2013 Reisinger, and 2014 Vanderbilt. To earn PPs from any of these “cycle” events, at least 4 members of the 2014 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 2013 USBC team, and players ABEF played together on a 2013 Spingold team, and players CDEF played together on a 2013 Reisinger team, then a 6-person 2014 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 D., E. and F., 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.

### **D. 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 2014 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 in 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.

### **E. Pre-Registration.**

In order to receive PPs for bye considerations, a team containing a player who did not play in the 2013 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.

### **F. Requirement to be an Active or Resident Member of USBF.**

Players entering the USBC must be dues paying 2014 Active or Resident Members of the USBF. For a team to be credited with Positioning Points (PPs) for bye purposes for the 2014 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 Stan Subeck, 106 Penn Court, Glenview, IL 60026 or by using a credit card online at:

[http://usbf.org/index.php?option=com\\_paydues&Itemid=73](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 PP 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 2013 Spingold, the 2013 Reisinger, the 2014 Vanderbilt or the 2013 Bermuda Bowl. 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. 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. 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 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 Masterpoint 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 field	2/2.5 days
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) The rest of the teams continue to be assigned their number by lot in groups of two.
- c) If there is an odd number of teams to be shuffled, the bottom three teams are shuffled together.

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 its team number and its bracket mate's numbers (i.e., a two or three team group identified in the above paragraph). The number chosen by the RR winner will be swapped with its 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. 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 2014 Vanderbilt, the ITT Technical & Advisory Committee (TAC) shall make determinations.
- 2) After the end of the 2014 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 may 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 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.

#### **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	2.0A	2.0A	2.0A				
11	2.5A	2.0A	2.0A	2.0A	2.0A	2.0A			
12	2.5C	2.5C	2.0A	2.0A	2.0A	2.0A	2.0A		
13	2.5AK	BAD	2.5A	2.0A	2.0A	2.0A	2.0A	2.0A	
14	2.5B	2.5C	2.5C	2.0A	2.0A	2.0A	2.0A	2.0A	2.0A
15	BAD	BAD	BAD	2.5A	2.0A	2.0A	2.0A	2.0A	2.0A
16	3.0BK	2.5B	2.5C	2.5C	2.5A	2.0A	2.0A	2.0A	2.0A
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**

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.