

**UNITED STATES BRIDGE FEDERATION
CONDITIONS OF CONTEST FOR
THE 2021 UNITED STATES BRIDGE
CHAMPIONSHIPS**

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

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[Tournament Policy Committee & Technical & Advisory Committee](#)
[USBF Credentials Committee](#)
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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 apply to this event but are subject to these Conditions of Contest.

The 2021 Open 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 USA1 and USA2 teams as USA1 and USA2 for the 2021 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 2021 USBC.

II. SPECIAL PROVISION IF 2021 WC IS CANCELED

This World Championship (WC) is scheduled to take place from August 21 - Sept. 4, 2021, in Salsomaggiore, Italy. If the World Bridge Federation (WBF) cancels the WC before May 1, 2021, the USBF will cancel this event and refund all entry fees. If the WBF cancels the WC between May 1, 2021 and May 25, 2021, the USBF will cancel the face-to-face stages of this event, and hold KO stages online to select a winner of the "substitute 2021 Open USBC." There will be no USA2 bracket in the substitute event. If the WBF cancels the WC after May 25, 2021, the USBF will hold the face-to-face stages of this event, the winner of the USA1 bracket will earn a bye to the **Final/Semifinal** of the 2022 Open USBC, and the winner of the USA2 bracket will earn a bye to the **Semifinal/Quarterfinal** of the 2022 Open USBC.

III. GENERAL INFORMATION

A. Registration.

Teams enter the event by [registering online](#) on the USBF.org website. This link will only work if you are logged in to the USBF site.

1) Guaranteed Entry Date

To assure entry in the 2021 USBC, teams must enter on or before 11:59 pm EDT on Friday, April 2, 2021.

2) Late Entry Date

Teams may continue to enter until 11:59 EDT on Thursday, April 22, 2021, but entries will be accepted only if they cause the Round Robin to run more smoothly.

Entries after April 2, 2021 will be accepted on a provisional basis, subject to review to determine whether they improve the Round Robin format. If all late entries cannot be accepted, later entries will be rejected before earlier ones.

Registered teams may add or subtract players as they wish, (advising the USBF by sending an email to the USBF Secretary), until April 30, 2021.

B. Date, Schedule and Length of Matches.

1. Online Stages of Play

Beginning Friday, May 7, 2021, there will be an online Round Robin to reduce the field to 8 or 16 teams. The format and length of the Round Robin will be determined based on the number of teams entered (see Appendix ??). If the Round Robin has reduced the field to 16 teams, it will be followed by an online 2-day, 120 board KO Round of 16.

2. Face to Face Stages of Play

Starting on June 1st, there will be face-to-face 2-day, 120-board USA 1 Quarterfinal, Semifinal and Final matches; concurrent with the USA1 Semifinal & Final there will be a 2-day, 120 board USA2 Round of 16 KO match and 1-day, 60 board USA2 Quarterfinal and Semifinal matches; after completion of the USA1 Final, there will be a 2 day, 120 board USA2 Final. The 2021 USBC will end on Tuesday, June 8, 2021.

Within a week after entries close on April 2, 2021, the USBF website will summarize the format of the Round Robin and whether there will be a Round of 16. At that time, the website will also state whether additional entries will be accepted.

If the WBF postpones the World Championship, these dates may be changed.

C. Prepaid Entry and Fees.

The advance entry fee for the event is \$500 per team, which covers the online stages. The advance entry fee is fully refundable if a team withdraws before April 2, 2021 or if a team withdraws after April 2, 2021 and is replaced, or if a team withdraws after April 2, 2021 and that improves the Round Robin format. A team that plays only 3 days in the event will receive a credit of \$200 against entry fees in future 2021 USBF events. A team that plays only 4 days in the event will receive a credit of \$100 against entry fees in future 2021 USBF events.

There will be a \$400 per team per day entry fee for the face-to-face stages of the event.

D. Site and Hotel Reservations.

The site of the 2021 USBC is the Hyatt Regency located in Schaumburg, IL. The room rate is \$ plus tax per night and includes internet access. Reservation website is (to be added when known) and is linked from the usbf.org website.

E. Captain's Meeting.

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

IV.

USA 1 FORMAT

A. Setting the Bracket for Knockout Rounds

The bracket is set before the start of the first knockout round. The bracket is determined by seeding points.

1) Seeding the Round of 16 - Seeding Points

All teams 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) Round Robin Points earned for first thru 10th place in the Round Robin shall be awarded as follows:
 1. For a complete Round Robin, the teams receive the following seeding points:
 - 1st: 9
 - 2nd: 6.3
 - 3rd: 4.4
 - 4th: 3.1
 - 5th: 2.2
 - 6th: 1.5
 - 7th: 1
 - 8th: 0.7
 - 9th: 0.5
 - 10th: 0.4
 2. For a Split Field Round Robin the teams receive the following seeding points:
 - 1st in each division: 7.6
 - 2nd in each division: 3.7
 - 3rd in each division: 1.8
 - 4th in each division: 0.9
 - 5th in each division: 0.4

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. Round Robin points earned shall not be subject to the 65 SP cap.

2) Seeding Point Reductions

- a) A player shall forfeit all seeding points earned in an event when the team for that event included a player who has been convicted by ACBL or EBL of collusive cheating.
- b) A player shall forfeit 50% of seeding points earned on a team that included a player who has been charged by ACBL or EBL of collusive cheating or has been precluded by the WBF Credentials Committee from playing in a WBF event within the 2 years preceding the start of the 2021 USBC.
- c) Seeding points awarded for online play in ACBL events shall not count.

3) Seeding the Round of 16 - Shuffling

The teams from the Round Robin are plugged into the Bracket based on seeding points. Teams 1 and 2 are fixed.

- 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 Round Robin, the bracket shall be set in accordance with this paragraph.

VI.

USA 2

A. USA1 Quarterfinal Teams Play in USA2

Only teams that qualify for face-to-face play are eligible to play in the USA2 bracket.

B. Format

All of the Quarterfinal losers shall play in USA2. The USA2 stages, format and the number of teams in each are as follows:

1) Round of 16

The 120 board Round of 16 takes place during the USA1 Semifinal. There are 4 teams in the Round of 16, the 4 losers from the USA1 Quarterfinal.

2) Quarterfinal

The 60/64 board USA2 Quarterfinal takes place during the first day of the USA1 Final. There are 4 teams in the USA2 Quarterfinal, the two USA1 Semifinal losers and the two USA2 Round of 16 winners. Each USA1 Semifinal loser will play a USA2 Round of 16 winner. Which teams play will be randomly assigned, unless one assignment would result in a replay of a USA1 Quarterfinal match, in which case the other assignment will apply.

3) Semifinal

The 60/64 board USA2 Semifinal takes place during the second day of the USA1 Final. There are 2 teams in the USA2 Semifinal, the winners of the USA2 Quarterfinal.

4) Final

The 120 board USA2 Final match takes place on the two days following the completion of the USA2 Semifinal.

VII. SPECIAL RULES FOR FACE-TO-FACE PLAY

A. Play Will be on Tablets

Face-to-face play will be on electronic tablets, with 2 players (screenmates) in each room. The tablets will be supplied by USBF and each player will use the same tablet as long as s/he continues to play.

B. Use of Electronic Devices

No electronic devices other than the tablets used for play will be allowed in the playing rooms.

C. Alerts and Explanations

Each player will explain and alert their bids and their partner's bids orally to their screenmate. Players should explain any bid about which they have information they believe the opponent might not expect.

D. Time Allowed

The play schedule is based on 8 minutes per board, with 15 minutes between KO segments. A board that has not been started when time for a segment expires may not be played. If a board may not be played at one table, the DIC will attempt to prevent the other table from playing it.

VIII. SPECIAL RULES FOR ONLINE PLAY

A. Audio & Video Screenmate Communication

Screenmates (N & E, S & W) shall have audio communication with each other throughout the bidding and play, except that when one of them is dummy, they may leave the table and mute themselves, but if they do so they lose their dummy rights. Screenmates should attempt to have video communication with each other throughout the bidding and play, but may turn off video if they are having connection or computer issues.

B. Use of Electronic Devices

Except when a player is dummy, or to consult their own bidding notes or the opponent's system filings, no player may use an electronic device for any purpose other than playing on RealBridge.

C. Players May Consult Bidding Notes

During the bidding, players may consult their bidding notes. No other aids to memory, including but not limited to calculators, lists of percentages, optimal ways to play suit combinations, and notes about defensive carding, may be used during the event. The time used for consulting notes will be charged against the player who has done so, and if the table is late and one player has consulted notes frequently the presumption will be that that player is at fault for the lateness.

D. Undos for Misclicks Will be Allowed

Any player who accidentally clicks on the wrong bid or card (“misclick”) may ask for an undo and the opponents must allow the undo. The request for an undo must be made before the partner of the person requesting the undo has acted. If the undo request is for a bid that has not yet been shown to the players on the other side of the screen, the screenmate of the player requesting the undo shall accept or reject it without input from their partner. If there are any concerns about whether an undo should be allowed, the players should summon the Director.

E. Self Alerts and Explanations

Each player will explain and alert their own bids. Players should explain any bid about which they have information they believe the opponent might not expect. Bids that have been explained or alerted will be highlighted in the bidding diagram for the bidder’s opponents, but not for the bidder’s partner. A bid that is alerted but not explained will be highlighted in the diagram in the same way as an explained bid - it is not necessary to alert a bid that is explained.

F. Logging onto RealBridge

Each player will receive an email each day with links to log in for each segment of play. The link will take the player directly to his or her seat. All players should be logged onto RealBridge by the scheduled start for the segment. Play for a segment will not be started until all of the players in all of the matches are on RealBridge. If a player is late for the scheduled start of a Round Robin match or KO segment, his or her team will lose 1 VP or 3 IMPs for every minute the player is late, unless the start has been delayed by the organizers.

G. Submitting lineups

1. Round Robin

- A. Each team must submit its lineup on the team’s online lineup page for the first match of the day by 11:00 am.
- B. Each team must submit its lineup on the team’s online lineup page for subsequent matches at least 30 minutes before the scheduled starting time for the match.
- C. If a team has not submitted its lineup by the time it is due, the lineup will be the same as for the preceding segment. If a team has not submitted its lineup for the first match of either stage of the

Round Robin, the Tournament Organizer and DIC will assign positions to players for that match.

- D. For the first match of the day, the tournament organizer will email each team captain the match #, the opposing team name and the opposing team lineup approximately 90 minutes before the starting time for the match. For subsequent matches, the tournament organizer will email each team captain the match #, the opposing team name and the opposing team lineup approximately 20 minutes before the starting time for the match.

2. KO Segments

Seating rights for KO segments will be determined as set forth in the USBF General Conditions of Contest. At least 15 minutes before the start of play for each segment, the team that does not have seating rights will submit its lineup for the segment on the team's online lineup page. Within 5 minutes of receiving the opposing team's lineup, the team with seating rights will submit its lineup on the team's lineup page.

F. Time Allowed

The play schedule is based on 7.5 minutes per board, with 20 minutes between Round Robin stages and 15 minutes between KO segments. A board that has not been started when time for a segment expires may not be played. If a board may not be played at one table, the DIC will attempt to prevent the other table from playing it. If a board has been played at one table and not the other, for the Round Robin and Round of 16, the DIC will assign a score based on the Cross-IMPs for the result at the table where the board was played.

G. Video Meetings

1. The Captains' Meetings will be held on Zoom. All team captains and any player who is interested in attending a Captains' Meeting should accept the invitation to join the Zoom meeting.

H. Kibitzing

There will be delayed kibitzing and Vugraph online. "Live" kibitzing from next to a player is allowed, but kibitzers should observe the same procedures they would if they were kibitzing a face to face bridge event: they should not speak, they should not point anything out to the player, they should not have any electronic devices.

IX. POSITIONING POINTS

There are no Positioning Points for the 2021 USBC because there were no NABC events in the 2021 cycle. Teams playing in the face-to-face stage of the 2021 USBC will earn Positioning Points for the 2022 USBC as follows:

1. For the USA1 Bracket:

1st: 51
 2nd: 33
 3rd/4th: 19

2. For the USA2 Bracket:

1. If a team **wins 2 or more face-to-face KO matches** 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 Round Robin counts as "winning a KO":

Overall Finish in USA2	PPs
Reach R16 of USA2, then lose:	6
Reach USA2 QF, then lose:	9
Reach USA2 SF, then lose:	14
Reach USA2 F, 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
QF	6 PPs
SF	9 PPs

X.

XI. 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 April 3, 2021, the ITTC Technical & Advisory Committee (TAC) shall make determinations.
- 2) After April 2, 2021 but before April 23, 2021, 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 April 22, 2021, 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 ONLINE STAGES

A. Fewer than Nine Teams Entered

If fewer than nine teams enter the USBC, there will be no online stages.

B. Nine to Eighteen Teams Entered

If there are 9 to 18 teams entered in the USBC, there will be an online complete Round Robin to select 8 teams. The Round Robin be 2 or 3 days long depending on entry size. All matches will be 10-boards long and will be scored at Victory Points using the USBF 10-board Victory Point scale. Teams placing lower than 8th will be eliminated

c. Nineteen to Twenty-four Teams Entered

If there are 19-24 teams entered in the USBC, the online format will be as follows:

a. Round Robin

The first stage of the event will be a complete Round Robin to select 16 teams. The length of the Round Robin will be determined based on the number of teams entered. All matches will be 10-boards long and will be scored at Victory Points using the USBF 10-board Victory Point scale. Teams finishing lower than 16th will be eliminated.

b. Round of 16

The Round of 16 will be a 2-day, 112 board KO. The bracket will be set as set forth in Section III.A.1. above. Round of 16 losers will be eliminated. Winners will play in the face-to-face stages of the USBC.

c. Twenty-five to Thirty-four Teams Entered

a. Round Robin

The first stage of the event will be a two-stage Round Robin to select 16 teams. All matches will 10-boards long and will be scored at Victory Points using the USBF 10-board Victory Point scale. The two stages will be:

1. First Stage: The teams will play a split field Round Robin with half of the teams in the Cubs Division and the other half in the White Sox Division. The teams will be assigned to divisions based on team seeding points. The top five teams in each division will qualify for the Round of 16. The next five teams in each division will qualify for Round Robin stage 2. The remaining teams will be eliminated.
2. Second Stage: The teams that finished 6th through 10th in each division will play each other, with full carryover from their matches against the top ten teams in their division. The top 6 teams in the Second Stage will qualify for the Round of 16. The remaining teams will be eliminated.

b. Round of 16

The Round of 16 will be a 2-day, 112 board KO. The bracket will be set as set forth in Section III.A.1. above. Round of 16 losers will be eliminated. Winners will play in the face-to-face stages of the USBC.

c. More than Thirty-five Teams Entered

If there are more than 35 teams entered in the USBC, the Conditions of Contest committee will determine the format based on the number of teams.