

**UNITED STATES BRIDGE FEDERATION  
CONDITIONS OF CONTEST FOR  
THE 2022 OPEN UNITED STATES BRIDGE  
CHAMPIONSHIPS**

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

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

**International Team Trials Committee & Technical & Advisory Committee**

**USBC Conventions Committee**

**USBF Credentials Committee**

**Tournament Appeals Coordinators**

**Tournament Appeals Committee Panel**

**Tournament Planning Committee**

**Grievance & Appeals Committee**

**USBF Recorder**

**Hospitality Committee**

**Vugraph Committee**

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# 2022 Open USBC Conditions of Contest

## 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 2022 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 team as USA1 for the 2023 Bermuda Bowl. This World Championship is scheduled to take place October 21 - November 4, 2023, in Marrakech, Morocco.

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 2022 Open USBC.

## II. GENERAL INFORMATION

### A. Vaccination Requirement

All players in the 2022 Open USBC must have submitted evidence of completed vaccination against COVID19 to the USBF Secretary before play commences. There are no exceptions to this rule.

### B. 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 2022 Open USBC, teams must enter on or before 11:59 pm EDT on Tuesday, March 22, 2022.

#### 2. Late Entry Date

Teams may continue to enter until 11:59 EDT on Thursday, April 7, 2022, but only if additional teams cause the event to run more smoothly.

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Entries after March 22, 2022 will be accepted on a provisional basis, subject to review to determine whether they improve the format. If all late entries cannot be accepted, later entries will be rejected before earlier ones.

### C. Roster Changes

If there is a Round Robin, registered teams may add or subtract players as they wish, (advising the USBF by [sending an email to the USBF Secretary](#)), until April 20, 2022. If there is only a face-to-face stage, registered teams may add or subtract players as they wish, (advising the USBF by [sending an email to the USBF Secretary](#)), until May 15th, 2022.

#### 1. After the Round Robin

After completion of the Round Robin, teams that are qualified for the face-to-face stages of play may make roster changes subject to the following rules:

1. The change is a replacement for a player who had to withdraw for health reasons.
2. At least 4 players who met the play requirement in the Round Robin remain on the team for the face-to-face stages.
3. Replacement player(s) are chosen for the face-to-face stages to improve the team's expected performance at the table.
4. No replacement player played on a different team in the online stages of the event.

#### 2. During the KO Stages

If a player tests positive for Covid-19 during the KO stages of play, and wants to continue to play, the DIC may, in the DIC's absolute discretion, allow the player to continue to compete from a separate hotel room. In that situation, both the Covid-positive player and that player's screenmate will be video recorded during play.

No other roster changes are allowed after the KO has commenced. Substitutes may be allowed subject to the provisions of the General Conditions of Contest.

### D. Date, Schedule, and Length of Matches

#### 1. Online Stages of Play

Beginning April 27, 2022, there will be an online Round Robin to reduce the field to 16 teams. If between 20 and 26 teams enter the 2022 Open USBC, the Round Robin will be a complete Round Robin, played over as many days as needed to have 10 board matches (5 matches per day). If fewer than 20 teams enter, the Round Robin will be a complete Round Robin with match length and number of days determined based on the

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number of teams. If more than 26 teams enter, the Round Robin will be played in 2 stages the format for each stage will be based on the number of teams, with the intent of eliminating no more than 40% of the teams in each stage, and having matches no shorter than 7 boards.

Within a week after March 22, 2022, the USBF website will summarize the format of the Round Robin. At that time, the website will also state whether additional entries will be accepted and how additional teams would change the format.

### 2. Face-to-Face Stages of Play

Starting on May 16, 2022, there will be face-to-face 2-day, 120-board Round of 16, Quarterfinal, Semifinal, and Final matches. The 2022 Open USBC will end on May 23, 2022.

Face to face play will be on LoveBridge tablets with 2 players (screenmates) in each room.

### E. Play Requirement

Each player must play 50% of the matches in any Round Robin stage to be eligible to continue on the team for subsequent Round Robin stages and for the face-to-face stages. If any Round Robin stage has an odd number of matches, this requirement is rounded down.

Each player must play 50% of the boards in any KO match to remain on the team for the following match (boards not played in a match may be assigned to any player on the team). This play requirement can only be waived by the Tournament Conduct and Ethics Committee in accordance with Section XII.B.3 of the General Conditions of Contest.

**Exception for Covid Issues:** The DIC may waive the play requirements for the Round of 16, for a player who tested positive before leaving for the tournament, or the player's replacement.

### F. Prepaid Entry and Fees

The advance entry fee for the 2022 Open USBC is \$500 per team, which covers the online stages as well as the start up costs for the face-to-face stages. The advance entry fee is fully refundable if a team withdraws before March 22, 2022 or if a team withdraws after March 22, 2022 and is replaced, or if a team withdraws after March 22, 2022 and that improves the Round Robin format.

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

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### **G. Site and Hotel Reservations**

The site of the 2022 Open USBC is the Hyatt Regency located in Schaumburg, IL. The room rate is \$134 plus tax per night and includes internet access. There is no charge for early departure. Reservation website is linked from the usbf.org website

### **H. Captain's Meeting(s)**

The Director In Charge (DIC) or DIC's designee may convene a captain's meeting before the Round Robin stage, the Round of 16 stage, and any other stage. Topics may include: use of tablets, conditions clarifications, seed selection, seating, system summary form, convention cards, tampering, reporting of scores, score corrections and slow play procedures. All Captain's Meetings will be held on Zoom.

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### III. 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.

#### A. Seeding the Round of 16 - Ranking by Seeding Points

All teams shall be ranked by average Seeding Points (SPs). Each player's 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 high finishes in each stage of the Round Robin shall be awarded as follows:
  - 1) Round Robin finishers receive: 7 seeding points for first, 5 seeding points for second, 3 seeding points for third, 2 seeding points for fourth, 1 seeding point for fifth.
  - 2) If there is a 2 stage Round Robin, Round Robin 1 finishers receive: 3 seeding points for first, 2 seeding points for second, and 1 seeding point for third.
- c. Seeding Point Reductions and Exclusions
  - 1) A player shall forfeit all seeding points earned in an event when the team for that event included a player who has been found guilty of cheating by the USBF, the ACBL, the ABA, the WBF or a member NBO of the WBF.
  - 2) Seeding points awarded for online play in ACBL events shall not count.

A team's average Seeding Points (SPs) are equal to the SP totals for each player (capped at 50) divided by the number of players on the team. Round Robin points earned shall not be subject to the 50 SP cap.

#### B. Seeding the Round of 16 - Shuffling

The teams are plugged into the Bracket based on seeding points:

- a. Teams 1 and 2 are fixed.
- b. Teams that are ranked 3 and 4 are assigned to positions 3 and 4 by lot.
- c. Lower ranked teams are assigned their bracket positions in pairs by lot.



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### **IV. 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 the opponent's system filings, or for health related devices that have been approved by the DIC in advance, no player may use an electronic device for any purpose other than playing on RealBridge. The first violation of this rule will be subject to a procedural penalty of 5 IMPs. Subsequent violations will be subject to procedural penalties to be determined by the DIC.

#### **C. Closed Notes**

Players may not consult their own notes or any other aids to memory at any time during play, except when they are dummy.

#### **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 shall either allow the undo or summon the director to rule on whether it should be allowed. 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.

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### 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 segment, his or her team will lose 1 VP for each 5 minutes the player is late, unless the start has been delayed by the organizers.

### G. Round Robin Played in 2 Halves

1. The “Balanced Play Requirement” set forth in the General Conditions of Contest applies to a Round Robin that is played in 2 halves.
2. There will be no seating rights for a Round Robin that is played in 2 halves.
3. If a Round Robin is played in 2 halves, the scores for each half will be converted to Victory Points and the team’s score for the full Round Robin will be the sum of its VP scores in each half of each match.

### H. Submitting Lineups

1. Each team must submit its lineup on the team’s online lineup page for the first match of the day by 11:00 am.
2. Each team must submit its lineup on the team’s online lineup page for subsequent matches before the scheduled starting time for the current match.
3. If a team has not submitted its lineup by the time it is due, the lineup will be the same as for the preceding match. If a team has not submitted its lineup for the first match of any stage of the Round Robin, the Tournament Organizer and DIC will assign positions to players for that match.
4. 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 when all lineups have been submitted.

### I. Time Allowed

The online play schedule is based on 7.5 minutes per board, with 15 or 20 minutes between matches. A board that has not been started when time expires may not be played. The score for unplayed boards and penalties for a pair that is found to be at fault are set forth in the General Conditions of Contest.

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### **J. Video Meetings**

Any Captains' Meetings or other 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.

### **K. Kibitzing**

There will be delayed kibitzing and Vugraph online. "Live" kibitzing from next to a player is allowed for online play only, and 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, and they should not have any electronic devices.

## **V. SPECIAL RULES FOR FACE-TO-FACE PLAY**

### **A. Play is on Tablets**

Face-to-face play will be on electronic tablets; there will be 2 players (screenmates) in each room. The tablets will be supplied by USBF, will remain at the table and will be cleaned after each segment of play. Styluses, keyboards, and mice will also be supplied by USBF and will be placed in each room.

### **B. Use of Electronic Devices**

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

Tournament staff will randomly check for electronics on players' persons. If a player is found with an electronic device, the player's team will be penalized 10 imps and the remaining players on the offending team will be checked for electronic devices. If any other player on the offending team is found with an electronic device, the team will be eliminated.

A second infraction by any player on an offending team will result in a penalty of 30 imps. The third time any player on an offending team is found to have an electronic device the team will be eliminated from the event.

Any player who was found with an electronic device more than once will not be allowed to enter any USBF selection trials for 25 months.

### **C. Alerts and Explanations**

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

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### 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. The score for unplayed boards and penalties for a pair that is found to be at fault are set forth in the General Conditions of Contest.

### E. Kibitzing

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

## VI. INTERPRETATION

### A. Interpretation of Conditions

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

1. Prior to March 22, 2022, the Conditions of Contest Committee and ITTC Technical & Advisory Committee (TAC) shall make determinations.
2. After March 22, 2022 but before May 16, 2022, 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. Beginning May 16, 2022, the DIC shall make such determinations. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.

**DRAFT 1  
APPENDIX TO  
2022 OPEN USBC CONDITIONS OF CONTEST**

## **APP I: FORMATS FOR ONLINE STAGES**

### **A. Fewer than 17 Teams Entered**

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

### **B. Seventeen to Twenty-six Teams Entered**

If there are 17 to 26 teams entered in the USBC, there will be an online complete Round Robin to select 16 teams. The Round Robin will 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 16th will be eliminated.

### **C. More than Twenty-six Teams Entered**

If there are more than 26 teams entered in the USBC, there will be a multi-stage Round Robin to reduce the field to 16 teams. The Conditions of Contest committee will determine the exact format for the number of teams entered, based on the following general principles:

1. No more than 45% of the teams will be eliminated in any one stage.
2. Each match will be 7 boards or longer.
3. There will be some carryover from one stage to the next.
4. If possible, steeper cuts will be in early stages.