

**UNITED STATES BRIDGE FEDERATION
CONDITIONS OF CONTEST FOR
THE 2012 UNITED STATES BRIDGE
CHAMPIONSHIPS**

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

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2012 USBC Appeals

To be determined

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I. AUTHORITY AND OVERVIEW

These Conditions of Contest may not be changed after commencement of play except for emergency changes.

Note: APPENDIX C will be updated after entries close.

The 2012 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 USA Open representative to the 2012 World Bridge Federation (“WBF”) Olympiad. 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 2012 Olympiad, 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 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&task=entryform&event=20
<http://usbf.org/index.php?option=com_entries&task=entryform&event=20>

1. Guaranteed Entry Date

To assure entry in the 2012 USBC, teams must enter on or before 11:59 EDST on Monday April 9, 2012. 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 9th.

2. Late Entry Date

Teams may continue to enter until 11:59 EDST on Thursday, April 12, 2012, 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 E) 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 9th will be accepted on a provisional basis, subject to review to make certain that these conditions are met. If it is necessary to reject any teams that entered between April 9th and 12th, 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 April 20, 2012. However, roster changes after April 9, 2012, that would change a team’s status from Preliminary Stage exempt* to non-exempt shall not be allowed (subject to Credentials Committee review). After April 20th, teams without byes may apply to the Credentials Committee to change their team roster as long as such proposed change would not affect the team’s seeding group (if the team’s 1st stage is a K/O) or Preliminary Stage exempt or non-exempt status.

*For Preliminary Stage exempt see V.C.2. a) and b), and V.C.3.

B. Date, Schedule and Length of Matches.

Beginning Friday, April 27, 2012, 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 1.5 days, and the quarter-final, semi-final and final 2 days each, with the USBC ending approximately Sunday, May 6th. As of July, 2011, it is likely the pre-R16 stage will be 2.5 days, with the event ending Sunday, May 6th.

Participants will be advised of the round robin schedule after entries close on April 9th. After entries close, Appendix C will describe the date, schedule and length of matches in detail. The USBF.org website will summarize the effect of the RR entry size on the length of the USBC, and the starting and finishing days of the stages of the event. A complete description may be found on page 10 – V. “Size of Field,” and the appendices.

Some teams may play in a Preliminary Stage, beginning Thursday, April 26th. (See V.) A team seeded into the Preliminary Stage may withdraw by Thursday, April 12th and receive a refund of its prepaid entry. Active member dues will not be refunded.

C. Prepaid Entry and Fees.

The 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 \$810 entry fee will be refunded to a team seeded into the Preliminary Stage that promptly withdraws. [See II.B.]

D. Site and Hotel Reservations.

The site of the 2012 USBC is the Hiatt Regency Woodfield, 1800 East Golf Road, Schaumburg, IL 60173. Reservations may be made by calling the Hotel at (847)

605-1234. Mention “bridge event” or USBF to get the bridge rate of \$115 per night (free Internet).

E. Captain’s Meeting.

The Director In Charge or his designee (DIC) shall 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 summary forms, 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. Preliminary Stage

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

2. Morphed Round Robin

If there is a “Morphed Round Robin,” (as set forth in Formats B and D in Appendix E), 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-final, quarter-final, 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	2011 USBC
1 st	100	99	81	18**
2 nd	70	69	56	14**
3 rd	46	45	40	11**
4 th	46	45	29	11**
5 th	27	26	21	8**
6 th	27	26	16	8**
7 th	27	26	13	8**
8 th	27	26	11	8**
9 th	12	11	10	
10 th	12	11	9	
11 th	12	11	8*	
12 th	12	11	7*	
13 th	12	11	6*	
14 th	12	11	5*	

15 th	12	11	4*
16 th	12	11	3*

*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 quarterfinal or semifinal. PPs 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-final 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. A team that WINS the 2014, 2018, etc., (Rosenblum year) USBC will have PPs earned applied to the USBC two years later, 2016, 2020, etc., because it is ineligible to play in the following USBC. The team that won the 2010 USBC, (Fleisher) has earned 43 PPs for the 2012 USBC. The team that won the 2011 USBC, (Bathurst) has earned 51 PPs for the 2012 USBC.

A. Eligibility for PPs

A team may earn PPs for the 2012 USBC based on its performance in the 2011 USBC, 2011 Spingold, 2011 Reisinger, and 2012 Vanderbilt. To earn PPs from any of these “cycle” events, at least 4 members of the 2012 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 2011 USBC team, and players ABEF played together on a 2011 Spingold team, and players CDEF played together on a 2011 Reisinger team, then a 6-person 2012 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-final, the team earns PPs for winning its semi-final 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:

- a) 75% of PPs earned if there is 1 Ineligible Player
- b) 50% of PPs earned if there are 2 Ineligible Players
- c) 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 2012 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 remainder 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 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 2012 Active or Resident Members of the USBF. For a team to be credited with Positioning Points (PPs) for bye purposes for the 2012 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 born after 1984, \$10 for players born after 1992), 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-final count as four slots, teams with byes to the quarter-final 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-final, counting the teams receiving byes to the semi-final as two slots in the quarter-final.) 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-final.

There are two PP thresholds to earn a bye to the semi-final: 150 PPs for one bye and at least 162 each for two byes. In addition a team needs a **win** in the 2011 Spingold, the 2011 Reisinger, the 2012 Vanderbilt or the 2011 Bermuda Bowl. At most two teams may earn a bye to the semi-final. If three teams have won an event and each has PPs equaling or exceeding 162, the two teams with the highest PPs totals shall earn the semi-final byes.

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-final, because in order for two teams to earn a bye, each would need to have at least 162 PPs. The other two teams would have a bye to the quarter-final.

B. Byes to the Quarter-final.

There are six PPs thresholds to earn a bye to the quarter-final: 60, 63, 67, 72, 78 and 85. Each slot taken up by a semi-final bye removes the two lowest threshold numbers above.

If no team has a bye to the semi-final, up to six teams may earn a bye to the quarter-final. The six PPs thresholds to earn a bye to the quarter-final are: at least 60 PPs for one bye, at least 63 PPs each for two byes, at least 67 PPs each for three byes, at least 72 PPs each for four byes, at least 78 PPs each for five byes and at least 85 PPs each for six byes.

If one team has a bye to the semi-final, up to four teams may earn a bye to the quarter-final. The four PPs thresholds to earn a bye to the quarter-final are: at least 67 PPs for one bye, at least 72 PPs each for two byes, at least 78 PPs each for three byes and at least 85 PPs each for four byes.

If two teams have a bye to the semi-final, only one or two teams may earn a bye to the quarter-final. The two PPs thresholds to earn a bye to the quarter-final are at least 78 PPs for one bye and 85 PPs each for two byes.

Teams that did not receive a bye to the quarter-final 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, 69, 72, 85.

If there are 6 slots available (no bye to the semi-final), the teams with 85 PPs, 72 PPs and 69 PPs would have a bye to the quarter-final. The team with 67 PPs could not earn a bye because giving four byes require each team to have at least 72 PPs.

If there are 4 slots available, (one bye to the semi-final), the teams with 85 PPs and 72 PPs would have a bye to the quarter-final. The team with 69 PPs could not earn a bye because three byes require each team to have at least 78 PPs.

If there are two slots available, (two byes to the semi-final), only the team with 85 PPs would have a bye to the quarter-final. The team with 72 PPs could not earn a bye because two byes require each team to have at least 78 PPs.

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, 40, 42, 44, 46, 48, 50, 52, 54, 56. Slots taken up by semi-final byes and/or quarter-final 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-final or quarter-final byes.

The first four PPs thresholds for byes to the round of 16 are removed (40, 40, 40, 40) because of the four slots are taken up by the semi-final and/or quarter-final byes. The eight remaining PPs thresholds for byes to the round of 16 are at least 42 for one bye, at least 44 PPs each for two byes, at least 46 PPs each for three byes, at least 48 PPs each for four byes, at least 50 PPs each for five byes, etc. In this example, there are three teams with at least 46 PPs, but there are not four teams

with at least 48 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

When there is a Large Entry, teams with 40 or more PPs that did not earn a bye to the R16 shall have a bye to the R32 if there is a R32 K/O.

V. SIZE OF FIELD.

The size of the entry combined with the number of teams that advance to each stage (as a result of assigned byes) shall determine the number of teams that emerge from the RR or a Preliminary RR [see Medium Entry, V.C.2] (if any), or a Preliminary Stage [see Preliminary Stage, V.C.3.].

A. Number of Teams Playing in Quarter-final.

The quarter-final 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. In addition, some teams may have byes into the quarter-final or byes into the round of 16. The number of days leading up to the quarter-final shall depend on the size of the entry in the earlier stages.

B. Number of Teams Emerging from the Round of 16.

The number of teams emerging from the round of 16 into the quarter-final shall equal the number of teams that should be in the quarter-final after including those slots taken up by teams receiving semi-final and quarter-final byes.

C. Entry Sizes.

1. Small Entry

- a) If the entry of non-bye teams plus any teams with byes to the round of 16 and quarter-final is below the number needed to fill out the quarter-final, then the quarter-final shall be a RR coming down to the number of teams needed to fill out the semi-final. If the cut in the RR is greater than 40%, the RR shall be three days. If the cut is 40% or less, the RR shall be two days. Teams with byes to the quarter-final or round of 16 shall lose their byes.
- b) If the entry of non-bye teams plus any teams with byes to the round of 16 and quarter-final is equal to the number of teams needed to fill out the quarter-final, then a regular knockout will take place in the quarter-final. Teams with quarter-final or round of 16 byes will lose their byes.
- c) If the number of non-bye teams plus any teams with byes to the round of 16 (Non-Bye Teams) is larger than the number required to fill out the quarter-final, but

- i) More than 50% of the Non-Bye Teams advance to the quarter-final, a 2.0 day RR will be held to reduce the field to the number needed to fill out the quarter-final. Teams with byes to the round of 16 will lose their byes.
 - ii) Exactly 50% of the non-bye teams advance to the quarter-final, a 2.0-day knockout will be held. Teams with byes to the round of 16 will lose their byes.
 - iii) If less than 50% of the Non-Bye Teams advance to the quarter-final, see Medium Entry.
- d) Teams will be placed in the bracket according to the rules in section VI. B.

2. Medium Entry

In a., b. and c. below, the round of 16 will be 1.5 days and the USBC will last 9 days.

- a) If only **one** team will **not** move on to the round of 16, the lowest four teams ranked by SPs shall play a 1.5 day Preliminary RR with three surviving. The three surviving teams shall join the other teams in the round of 16. Teams with byes to the round of 16 are seeded ahead of teams without a round of 16 bye and are exempt from the Preliminary RR.
- b) If only **two** teams will **not** move on to the round of 16, the lowest six teams ranked by SPs shall play a 1.5 day Preliminary RR with four surviving. The four surviving teams shall join the other teams in the round of 16. Teams with byes to the round of 16 are seeded ahead of teams without a round of 16 bye and are exempt from the Preliminary RR.
- c) If 60% or more of the entry will move on to the round of 16, (but at least three teams will *not* move on), the RR shall be 1.5 days.
- d) If more than 50% to less than 60% of the entry will move on to the round of 16, the RR shall be 2 days and the round of 16 shall be 2 days and the USBC will last 10 days.

Appendix E now includes Medium Entry formats. However, where Appendix E and the description of Medium Entry formats above conflict, the ITT Technical Committee shall decide on the precise movement to be used, shortly after entries close.

3. Large Entry

A Large Entry is when 50% or less of the entry will move on to the round of 16. See Appendix E for movements covering Large Entry sizes. In most cases the USBC will last 10 days and in a few cases the USBC will last 11 days. Note: when there is a Round of 32 K/O, (some cases where 20 or more teams enter the initial stage), the published movement may be modified to allow for the fact that there may be a team or teams with a bye to the round of 32.

Appendix E now includes many remote combinations of bye slots and teams entered, and some amendments to previous formats. But for several combinations, the movements have not been resolved. The ITT Technical Committee shall determine the precise movement shortly after entries close.

D. Preliminary Stage

A Preliminary Stage (P-S) may take place beginning April 8th. A P-S will be held if the movement of the main event would be improved by eliminating one, two or three teams. If there is a P-S, teams averaging fewer than 5 SPs (see SPs, VI.A.) will play in it, teams with an average of 5 to 9.99 SPs will play in it if needed to avoid having a steep cut in the P-S, and teams with 10 or more SPs will be exempt from playing in it. Between 4 to 10 teams would play in the P-S, with at least half qualifying for the main event. Appendix E contains guidelines showing the entry sizes for which main event movements will be improved by holding a P-S. Appendix F sets out who would play in a P-S.

E. When the Number of Byes are Known

After the Cycle ends, the number of byes will be known. Based on the number of byes, the USBF.org website will describe the number of days the event will last with various entry sizes. In all cases, teams will be shuffled in accordance with VI. below.

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.

VI. SETTING THE BRACKET FOR KNOCKOUT ROUNDS

The bracket for the entire event is set before the start of the first knockout round. The bracket is determined by the byes earned in the semi-final, the quarter-final, 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 this section VI.

A. Seeding the Round of 16 - Seeding Points

All teams not receiving a bye into the semi-final, quarter-final or round of 16 shall be ranked by average Seeding Points (SPs). SPs shall be calculated as the sum of the following:

1. The 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.
2. 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 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:
 - e) The first fifteen are counted fully
 - f) The second fifteen are discounted by half

- g) The third fifteen are discounted by three-quarters
 - h) No credit shall be earned for those PPs in excess 45
 - i) The maximum PPs for any player shall be 26.25.
3. 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 VI below

There are no RR points awarded for good performance in a Preliminary RR.

A team's average Seeding Points (SPs) are equal to the SPs totals for each player (capped at 65) and divided by the number of players on the team. However, RR points earned shall not be subject to the 65 SPs 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 (described in IV.A.3. above).

B. 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 or are seeded ahead of other teams in accordance with V.C.2, teams that would be seeded into the 3 and 4 slots are assigned their number by lot. The remaining teams in the bracket will be shuffled, according to the following plan. If team 5 has a bye, team 5 is randomly assigned to position 5 or 6. Then teams 6, 7 & 8 are randomly assigned to the remaining slots in the 5-8 bracket. If team 5 does not have a bye, teams 5-8 are shuffled. The rest of the teams are shuffled in continuing 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-byee teams, in accordance with this paragraph.)

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 re-shuffle. 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 his own number again, he 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 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 a Preliminary RR.

VII. INTERPRETATION OF CONDITIONS.

A. Winners at the Table Winners in Fact.

Except where specifically prohibited, the interpretation of these conditions, of USBF regulations, and of the Laws shall be such that the winners at the table are the winners in fact.

B. 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 2012 Vanderbilt, the ITT Technical Committee shall make determinations.
2. After the end of the 2012 Vanderbilt but before entries close, the DIC shall make determinations after consulting with the ITT Technical Committee. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.
3. After entries close, the DIC shall make such determinations. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.

C. Headings for Convenience.

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

D. 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.

E. 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 C. FORMAT OF ROUND ROBIN & SCHEDULE OF EVENT

This appendix will be modified when the size of the RR is known after RR entries close on April 9, 2012. The dates and times are only approximate. The schedule below, from round of 16 on is accurate, although the **dates** the K/O rounds are played will not be known until entries close.

The 1.5, 2.0, or 2.5 or 3.5 days before the R16

The days prior to the round of 16 are devoted to reducing the field to the number of teams needed in the round of 16, after allowing for byes. (See V. C. above) Depending on the number of byes and size of entry, there are many possibilities, most starting Friday, April 27, 2012. (See Appendix E.)

- a) a 1.5 day RR followed by a 1.5 day R16, etc.
- b) a 2.0 day RR followed by a 2.0 day R16, etc.
- c) a 1.5 day RR followed by a 1.0 day R32 K/O, etc.
- d) a 2.5 day, Morphed RR followed by a 1.5 day R16, etc.
- e) a 2.5 day, two stage Morphed RR followed by a 1.0 day R32 K/O, etc.
- f) A 1.0, 1.5 or 2.0 day Preliminary Stage, starting 12th, amongst the bottom 4 to 10 teams.
- g) There are other, even more remote possibilities, all covered in V., above.

As of August 1, 2011, the ITTC thinks that c), d) and e) above are very likely.

The example below is based on a a 2.5 day, Morphed RR.

General Procedure for Round Robin(s)

There is a random draw (shuffling) in advance of the event. There will be a Captain's Meeting 30 minutes before the start of the opening RR. If there is a Preliminary Stage, there will be a Captain's Meeting 30 minutes before its start.

Round Robin procedures are completely described in Section IX ("Round Robin Procedures") of the USBF General Conditions of Contest

<<http://usbf.org/docs/COC/GCOC.pdf>>. The Movement recommended by the ITT Conditions of Contest Committee appears below but the DIC will determine the actual movements used in the RR. ITTC policy is that the RR shall consist of approximately 60 boards per day, always erring on the low side. In 2010, when there was a Two-Stage Morphed RR, *the recommended movement was for 54 boards on Day 1, 54 boards on Day 2 and 57 boards on Day 3 (30 of which were played in the R16). (One match in RR1 was a bye round.)*

I. Friday, April 27 - Round Robin I - 9 Board Matches, 8 matches + 1 Bye Match

10:00 - 11:20 – match 1

11:35 - 12:55 – match 2

1:10 - 2:30 – match 3

2:30 - 4:00 – BREAK

4:00 - 5:20 – match 4

5:35 - 6:55 – match 5

7:10 - 8:30 – match 6

end of day**II. Saturday, April 28 - Round Robin I ends, Round Robin II begins**

10:00 - 11:20 – match 7

11:35 - 12:55 – match 8

1:10 - 2:30 – match 9

end of RR1 - 115 minute break**RR2 - 9 Board Matches, 6 matches**

4:00 - 5:20 – match 1

5:35 - 6:55 – match 2

7:10 - 8:30 – match 3

end of day**III. Sunday, April 29 - Round Robin II ends, Round of 16 begins**

10:00 - 11:20 – match 4

11:35 - 12:55 – match 5 2 matches, clumped

1:00 - 2:20 – match 6 (closed room pairs play all 18 boards)

End of RR2. 85 minute lunch break and draw brackets, then R16 begins

Segment 1 3:45pm – 5:55pm Boards 1- 15

15 minute break

Segment 2 6:10pm – 8:20pm Boards 16- 30

end of day

note: in K/O stage, 2:10 (not 2:15) allowed for 15 boards

IV. Monday, April 30 - Round of 16 concludes

Segment 3 10:00 am – 12:10 pm Boards 31-45

15 minute break

Segment 4 12:25 pm – 2:35 pm Boards 46-60

	1 Hour 10 minute break	
	Segment 5 3:45 pm – 5:55 pm	Boards 61-75
	15 minute break	
	Segment 6 6:10 pm – 8:20 pm	Boards 76-90
V.	Tuesday, May 1 - Quarter-final	
	Segment 1 10:00 am – 12:10 pm	Boards 1-15
	15 minute break	
	Segment 2 12:25 pm – 2:35 pm	Boards 16-30
	1 Hour 10 minute break	
	Segment 3 3:45 pm – 5:55 pm	Boards 31-45
	15 minute break	
	Segment 4 6:10 pm – 8:20 pm	Boards 46-60
VI.	Wednesday May 2 - Quarter-final	
	Segment 5 10:00 am – 12:10 pm	Boards 61-75
	15 minute break	
	Segment 6 12:25 pm – 2:35 pm	Boards 76-90
	1 Hour 10 minute break	
	Segment 7 3:45 pm – 5:55 pm	Boards 91-105
	15 minute break	
	Segment 8 6:10 pm – 8:20 pm	Boards 106-120
VII.	Thursday, May 3 - Semi-final	
	Segment 1 10:00 am – 12:10 pm	Boards 1-15
	15 minute break	
	Segment 2 12:25 pm – 2:35 pm	Boards 16-30
	1 Hour 10 minute break	
	Segment 3 3:45 pm – 5:55 pm	Boards 31-45
	15 minute break	
	Segment 4 6:10 pm – 8:20 pm	Boards 46-60
VIII.	Friday, May 4 - Semi-final	
	Segment 5 10:00 am – 12:10 pm	Boards 61-75
	15 minute break	
	Segment 6 12:25 pm – 2:35 pm	Boards 76-90
	1 Hour 10 minute break	

Segment 7 3:45 pm – 5:55 pm Boards 91-105

15 minute break

Segment 8 6:10 pm – 8:20 pm Boards 106-120

IX. Saturday, May 5 - Final

Segment 1 10:00 am – 12:10 pm Boards 1-15

15 minute break

Segment 2 12:25 pm – 2:35 pm Boards 16-30

1 Hour 10 minute break

Segment 3 3:45 pm – 5:55 pm Boards 31-45

15 minute break

Segment 4 6:10 pm – 8:20 pm Boards 46-60

X. Sunday, May 6 - Final

Segment 5 10:00 am – 12:10 pm Boards 61-75

15 minute break

Segment 6 12:25 pm – 2:35 pm Boards 76-90

1 Hour 10 minute break

Segment 7 3:45 pm – 5:55 pm Boards 91-105

15 minute break

Segment 8 6:10 pm – 8:20 pm Boards 106-120

APPENDIX E. FORMATS FOR LARGE ENTRY ROUND ROBIN

TABLE OF FORMATS									
Tms In RR	OPENINGS IN ROUND OF 16								
	5	6	7	8	9	10	11	12	13
10	A	1.5 RR	1.5 RR	M2	M1	SE	SE	SE	SE
11	2.0 RR	2.0 RR	1.5 RR	1.5 RR	M2	M1	SE	SE	SE
12	B	A	2.0 RR	1.5 RR	1.5 RR	M2	M1	SE	SE
13	BAD	BAD	2.0 RR	1.5 RR	1.5 RR	1.5 RR	M2	M1	SE
14	C	B	B	2.0 RR	1.5 RR	1.5 RR	1.5 RR	M2	M1
15	BAD	BAD	BAD	2.0 RR	1.5 RR	1.5 RR	1.5 RR	1.5 RR	M2
16	E	C	B	B	2.0 RR	1.5 RR	1.5 RR	1.5 RR	1.5 RR
17	BAD	BAD	BAD	BAD	2.0 RR	2.0 RR	1.5 RR	1.5 RR	1.5 RR
18	E	C	B	B	B	2.0 RR	1.5 RR	1.5 RR	1.5 RR
19	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
20	D	E	C	B	B	B	G	F	F
21	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
22	D	E	C	C	B	B	B	G	G
23	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
24	D	D	E	C	C	B	B	B	G
25	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
26	H	D	D	E	C	C	B	B	B
27	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
28	H	D	D	D	E	C	B	B	B
29	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD	BAD
30	BAD	BAD	BAD	BAD	E	C	C	BAD	BAD
SUMMARY OF LETTERS ABOVE:									
SE	Small Entry	See V.C.1.							
M1	Medium 1	Preliminary RR to Remove 1 Team, then R16 K/O See V.C.2.							
M2	Medium 2	Preliminary RR to Remove 2 Teams, then R16 K/O See V.C.2.							
A	Format A	Complete 2.5 day RR -- May revert to previous format						Not Approved	
B	Format B	(2.5 days). Start as Split Field RR, "morph" into Complete Round Robin ("RR2")							
C	Format C	(2.5 days): Split Field Round Robin followed by R.32 K/O (1.5 day R16)							
D	Format D	(3.5 days): 3 steps:							
		Step 1: 1.5 day Split Field Round Robin							
		Step 2: 1.0 day Split Field "morphs" into complete Round Robin							
		Step 3: 1.0 day R32 K/O. (1.5 day R16)							
E	Format E	(3.0 days): 2 day Split Field RR, 1.0 day R32 K/O (?0 day R16)						Not Approved	
F	Format F	(1.5 days): Split Field RR (1.5 day R16)							
G	Format G	(2.0 days): Split Field RR (2.0 day R16)							
H	Format H	(3.5 days): 3 steps:							
		Step 1: 1.5 day Split Field Round Robin							
		Step 2: 1.0 day R64 K/O							
		Step 3: 1.0 day R32 K/O (1.5 day R16)							
See Appendix F for "BAD" Numbers -- A BAD Number calls for a Preliminary Stage									

APPENDIX F. PRELIMINARY STAGE

In order to avoid the “bad” numbers for the Round Robin, there will be a preliminary stage, held on the one or two days preceding the announced starting date for the USBC, whenever the number of teams that enter the event and the number of openings in the round of 16 is “bad.” In that situation, the preliminary stage will eliminate enough teams to move to a good number of participants in the Round Robin, given the number of openings in the round of 16.

I. Who Participates in the Preliminary Stage

Teams shall be classified A, B or C as follows:

- A. Any team that meets one of these two conditions:
 - 1) Has an average of 10 or more Seeding Points. Or,
 - 2) The majority of the team members qualified for the first KO stage of the previous year's USBC.
- B. Any team that is neither A nor C.
- C. Any team with an average of 5 or fewer Seeding Points.

Whenever format considerations require a preliminary stage, all “C” teams shall participate in the preliminary stage. If there are not enough “C” teams to have the minimum number of teams required for the preliminary stage, enough “B” teams shall participate to have the desirable number of teams in the preliminary stage. “A” teams shall compete in the Preliminary Stage only if the Preliminary Stage is necessary for format reasons and there are not enough “B” and “C” teams to reach the minimum number of teams for the preliminary stage.

II. How Many Teams are Cut in the Preliminary Stage

Teams Entered (as a multiple of spots open in Round of 16 “x”)	Number of C Teams ¹	Number of Teams to cut	Desirable/Minimum Number of Teams to Play in Preliminary
2x	0-2	0	
	3-4	2	6/4
	5+	3	8/6
2x+1	0-4	1	4/2
	5+	3	8/6
2x+2	0-2	0	
	3+	2	6/4
2x+3	0-4	1	4/2
	5+	3	8/6
2x+4	0-2	0	
	3+	2	6/4
2x+5	0-4	1	4/2
	5+	3	8/6

2x+6		0	
2x+7		1	4/2
2x+8	0-2	0	
	3+	2	6/4
2x+9	0-4	1	4/2
	5+	3	8/6
2x+10 ^a		2	6/4
2x+10 ^b	0-2	0	
	3+	2	6/4
2x+11 ^a		3	8/6
2x+11 ^b	0-4	1	4/2
	5+	3	8/6
2x+12 ^a		0	
2x+12 ^b		2	6/4
2x+13 ^a		1	4/2
2x+13 ^b		3	8/6
2x+14		2	6/4
2x+15		3	8/6

^a There are 7, 8 or 9 openings in the round of 16

^b There are 10 openings in the round of 16

III. Preliminary Stage Format

When there is a Preliminary Stage, the following formats shall apply, in order.

A. Teams That Are Assigned to the Preliminary Stage Withdraw

Each team that has been assigned to the Preliminary Stage shall be given 7 days in which to withdraw from the event. Any team that withdraws shall receive a refund of its initial entry fee. The number of teams to be eliminated shall then be recalculated as above except that if zero is a possible number that is the one used.

B. Other Possibilities to be Determined