
**UNITED STATES BRIDGE FEDERATION
CONDITIONS OF PLAY FOR
THE 2018 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

2018 USBC Conditions of Play

TABLE OF CONTENTS

I.	AUTHORITY AND OVERVIEW	1
II.	GENERAL INFORMATION	1
	A. Date, Schedule and Length of Matches	1
	B. Prepaid Entry and Fees	1
	C. Site and Hotel Reservations.....	2
	D. Captain’s Meeting.....	2
III.	BYES.....	2
IV.	FORMAT	2
	A. Number of Teams Playing in Early Stages.....	2
	B. Setting the Bracket for Knockout Rounds	2
V.	INTERPRETATION OF CONDITIONS.	5
	A. Interpretation of Conditions.....	5
	B. Headings for Convenience.....	5
	C. Conditions Interpreted in Entirety.	5
	D. Omissions.	5
APPENDIX A.	Formats
	for Pre-R8 stages	6
	A. Number of Non-Bye Teams ≤ Slots in Round of 16	6
	B. Number of Non-Bye Teams Greater Than Slots in Round of 16	6
	C. Guidelines for Round Robins	8

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 2018 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 2019 Bermuda Bowl. This World Championship has not yet been scheduled.

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 2018 USBC.

II. GENERAL INFORMATION

A. Date, Schedule and Length of Matches.

Beginning Friday, May 11, 2018, there will be a 2.0 day Complete Round Robin, followed by 2 day, 120 board, Round of 16, Quarterfinal, Semifinal and Final matches. The 2018 USBC will end on Sunday, May 20, 2018.

B. 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 not refundable, but an appeal for a refund may be made to the USBF Board of Directors. The session fees are refundable if a team withdraws before the start of the event.

C. Site and Hotel Reservations.

The site of the 2018 USBC is the Marriott Westchase located in Houston, TX. The room rate is \$129 plus tax per night and includes internet access. Reservation website is linked from the usbf.org website.

D. Captain's Meeting.

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

III. BYES

The Fleisher and Nickell teams have byes to the Quarterfinal. The Rosenthal team has a bye to the Round of 16. There are 11 slots in the Round of 16 to be filled from Round Robin teams.

IV. FORMAT

A. Number of Teams Playing in Early Stages

1) Quarterfinal

The Quarterfinal shall consist of eight teams.

2) Round of 16.

The number of teams in the Round of 16 shall be 12.

3) Pre-Round of 16 Format

Based on Appendix A for a Round Robin with 18 teams and 11 slots in the Round of 16, the Round Robin will be a 2-day complete Round Robin of 6 board matches.

B. Setting the Bracket for Knockout Rounds

The bracket is set before the start of the Round of 16. The bracket is determined as follows:

1) Seeding the Teams with Byes

Teams with byes are seeded first based on the stage to which they have a bye and second, when more than 1 team has a bye to the same stage, based on the total Positioning Points the teams with byes to that stage have earned.

2) Seeding the Round of 16 – Teams without Byes; Seeding Points

All teams not receiving a bye into the Semifinal, Quarterfinal 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. ACBL seeding points are calculated in accordance with [Appendix B to the ACBL Conditions of Contest](#).
- 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 IPPs for any player shall be 26.25.
- c) Round Robin Points earned for first thru fourth place in the Round Robin as follows:

Finish	SPs
1st place*	8
2nd place	8
3rd place	4
4th place	2

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

A team’s average Seeding Points (SPs) are equal to the total of the SPs for each player (capped at 65) divided by the number of players on the team. However, Round Robin 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

3) IPP and Seeding Point Reduction for finishes with “tainted players”

A player shall forfeit all positioning points and seeding points earned in an event when the team for that event included a player who has been convicted by ACBL, EBL or the player’s NBO of collusive cheating.

4) Seeding the Round of 16 - Shuffling

The teams from the Round Robin are plugged into the Bracket after the Bye teams have been placed as set forth in 1) above. 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.

5) Seeding the Round of 16 - Reshuffle

After the brackets are set and the shuffling is done as provided above, the team that won the Round Robin can refuse its drawn opponent by asking for a re-shuffle. If such reshuffle is requested, the Round Robin 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 Round Robin winner will be swapped with its original number. If the Round Robin winner chooses its own number again, it keeps it.

A team with a bye in a bracket group with the Round Robin 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 Round Robin 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 Round Robin winner that is an even number of bracket slots below the Round Robin winner. (i.e. 2 slots below, or 4 slots below, if 2 does not exist, etc.).

V. 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) 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 Quarterfinal

If the number of teams that do not have byes to the Semifinal is less than the number of teams needed for the Quarterfinal, the Quarterfinal shall be a 2 day or longer Complete Round Robin. Teams with byes to the Quarterfinal 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 Quarterfinal

If the number of teams that do not have byes to the Semifinal is equal to the number of teams needed for the Quarterfinal (8 minus 2 times the number of teams with byes to the Semifinal), the first stage of the USBC will be a Quarterfinal KO. Teams with byes to the Quarterfinal 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 Quarterfinal or Semifinal 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 Quarterfinal or Semifinal 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 persuade a team to withdraw.

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	2.5BK	2.5BK	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	2.5BK	2.5BK	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	2.5BK	2.5BK	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.

