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**UNITED STATES BRIDGE FEDERATION  
SPECIAL CONDITIONS OF CONTEST FOR  
THE 2020 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**

2020 USBC Conditions of Contest

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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 2020 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 for the 2020 World Bridge Games, which are scheduled to take place from August 21 to September 4 in Salsomaggiore Terme, Italy.

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 2020 USBC.

## II. 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 2020 USBC, teams must enter on or before 11:59 pm EDT on Monday, April 6, 2020.

#### 2) Late Entry Date

Teams may continue to enter until 11:59 EDT on Monday, April 20, 2020, but entries will be accepted only if all the following conditions are met:

- i) The late entry does not change the starting date of any other team; and

- ii) The late entry does not change the format or result in a “BAD” number of teams (see Appendix A) or an odd number of Round Robin teams. However, if the entry of team A causes a “BAD” number of teams or an odd number of Round Robin teams, but team B subsequently enters, so that there is no longer a “BAD” number of teams or an odd number of Round Robin teams, both entries will be accepted.

Entries after April 6, 2020 will be accepted on a provisional basis, subject to review to make certain that these conditions are met. If all late entries cannot be accepted, later entries will be rejected before earlier ones.

Registered teams may add or subtract players as they wish, (advising the USBF by sending an email to the USBF Secretary), until May 3, 2020.

### **B. Date, Schedule and Length of Matches.**

Beginning Tuesday, May 5, 2020, there will be a 2 day Complete Round Robin, followed by 2 day, 120 board, Round of 16, Quarterfinal, Semifinal and Final matches. The 2020 USBC will end on Thursday, May 14, 2020.

Within a week after entries close on April 6, 2020, the USBF website will summarize the effect of the byes and entry size on the format, and the starting and finishing days of the stages of the event. At that time, the website will also state whether additional entries will be accepted.

### **C. Prepaid Entry and Fees.**

The advance entry fee for the event is \$960, consisting of an event fee of \$360 and prepayment of four, \$150 session fees. The event fee is normally 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.

### **D. Site and Hotel Reservations.**

The site of the 2020 USBC is the Hyatt Regency, Schaumburg, IL. The room rate is \$136 plus tax per night and includes internet access. Reservation website will be linked from the [usbf.org](http://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.

**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:

If there is a Morphed Round Robin, (as set forth in Formats B and D in Appendix A), each player must play at least 50% of the boards in the Morphed Round Robin, including at least 50% of the boards in Round Robin 2 (the second stage of the Morphed Round Robin).

**III. POSITIONING POINTS**

Positioning Points (PPs) are used to rank the teams for the purpose of obtaining byes to the Semifinal, Quarterfinal, and Round of 16, as well as seeding the K/O bracket.

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

PPs for the qualifying events will be as follows:

Place	Spingold, Vanderbilt, & Soloway	Reisinger	USBC
1 <sup>st</sup>	100	85	18**
2 <sup>nd</sup>	70	60	14**
3 <sup>rd</sup>	46	42	11**
4 <sup>th</sup>	46	29	11**
5 <sup>th</sup>	27	21	8**
6 <sup>th</sup>	27	17	8**
7 <sup>th</sup>	27	14	8**
8 <sup>th</sup>	27	12	8**
9 <sup>th</sup>	12	11	
10 <sup>th</sup>	12	10	
11 <sup>th</sup>	12	9*	
12 <sup>th</sup>	12	8*	
13 <sup>th</sup>	12	7*	
14 <sup>th</sup>	12	6*	
15 <sup>th</sup>	12	5*	
16 <sup>th</sup>	12	4*	

\*Positioning points for the Reisinger are awarded only to teams that qualify for the final.

\*\* Positioning points for the USBC are awarded for winning a K/O match. Thus, the team that wins its final match receives 18 PPs, in addition to any PPs it may have received for winning an

earlier match; each team that wins its Semifinal 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. PPs earned in a prior USBC will not count when determining byes to the Quarterfinal or Semifinal.

## **B. Eligibility for PPs**

A team may earn PPs for the 2020 USBC based on its performance in the 2019 USBC, 2019 Spingold, 2019 Soloway, 2019 Reisinger, and 2020 Vanderbilt. To earn PPs from any of these “cycle” events, at least 4 members of the 2020 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 2019 USBC team, and players ABEF played together on a 2019 Spingold team, and players CDEF played together on a 2019 Reisinger team, then a 6-person 2020 USBC team of ABCDEF could use PPs earned in all three events to count towards earning a bye (subject to V.B.1 and V.B.2 below).

An Eligible Player is a player who is eligible to compete for the USA in the WBF championship for which the USBC is a selection trial and who has not already qualified for the WBF event for which the USBC is the selection trial. In addition to being subject to Section III., paragraphs D., E. and F., below, to be counted as a member of a team in an event that awards PPs, a player must fulfill the ACBL minimum-play requirements for the overall rank for which PPs are awarded. For example, if a team with eligible players A, B, C & D and ineligible player E wins an event, and player A did not fulfill the minimum play requirement in the Final, but did fulfill the minimum play requirement through the Semifinal, the team earns PPs for winning its Semifinal match (finishing 2<sup>nd</sup>), but does not earn PPs for winning the Final. The Credentials Committee determines Eligibility.

## **C. Dilution of PPs**

Teams normally earn full PPs for any event in which at least four Eligible Players who are also USBF Active Members compete on the same team. There are two exceptions:

### **1) Effect of Ineligible Players.**

A team with one or two Ineligible Players will earn diluted PPs according to the following schedule:

- 75% of PPs earned if there is 1 Ineligible Player
- 50% of PPs earned if there are 2 Ineligible Players
- No PPs if there are 3 or more Ineligible Players

In addition, PPs earned on a team with 1 or 2 ineligible players will not count when determining byes to the Quarterfinal or Semifinal.

## **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 2020 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, Soloway, Reisinger, or Vanderbilt) in which his or her teammates earned PPs, the team will receive 50% of the PPs for the team's finishing position in the event.
- b) If such a team member earned some PPs and then did not play the required percentage of boards to qualify for that team's final position in a Major Event, the team will receive the greater of the PPs earned up to the point such team member did not play the required percentage of boards, or, 50% of the PPs for the team's finishing positioning position in the event.

In making the determination as to whether a player has expertise significantly below the majority of the team, the Credentials Committee shall examine many criteria and any special circumstances necessitating the augmentation. A player who has both regularly played more than the minimum required boards and regularly played the last segment in meaningful match situations when the player was not required to do so on this or comparable teams in recent years is considered to have expertise not significantly below the majority of the team.

If a team member's bridge expertise is determined to be significantly less than that of the majority of the team, that member must be a member of the team before any PPs are won (See Pre-registration, below). If such a member does not play in a Major Event with his team, his team may earn PPs only in the first Major Event he does not play in. In that first event, the team earns the lesser of one half the PPs earned or the largest number of PPs earned in any event in which such a player played.

## **D. Pre-Registration.**

In order to receive PPs for bye considerations, a team containing a player who did not play in the 2019 USBC, Spingold, Soloway, or Reisinger who

then joins the team for play in a later event and whose bridge expertise is determined to be significantly less than that of the remainder of the team, must have submitted a USBC entry to the USBF prior to the first Major event that the team played in without such player. (“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.

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

Players entering the USBC must be dues paying 2019 Active or Resident Members of the USBF. For a team to be credited with Positioning Points (PPs) for bye purposes for the 2020 USBC, at least 4 Eligible Players on the team must have paid their USBF Active or Resident Member dues prior to the start of the event in which they earned PPs or (for an additional fee) within two weeks after the event in which they earned PPs.

USBF Active and Resident Member Dues cover a calendar year.

USBF Active and Resident Member Dues are \$50 (\$25 for players under age 26 and \$15 for players under age 20 on January 1 of the year for which dues are paid), or \$150 when paid within two weeks after an event in which PPs were earned. Dues may be paid by sending a check made payable to the USBF to Stan Subeck, 106 Penn Court, Glenview, IL 60026 or by using a credit card on the usbf website, or by cash or credit card in person.

#### **F. Ties**

Ties shall be broken first by most PPs won in the Spingold, then if still tied, most PPs won in the Vanderbilt, then if still tied, most PPs won in the Soloway, then if still tied, most PPs won in the Reisinger, then if still tied, a coin flip

### **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 Semifinal count as four slots, teams with byes to the Quarterfinal 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. (If no Round of 16 is held, then the focus is on the teams in the Quarterfinal, counting the teams receiving byes to the Semifinal as two slots in the Quarterfinal.) 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 and PP's earned in the USBC cannot be used for Quarterfinal or Semifinal byes.

### **A. Byes to the Semifinal.**

There are two PP thresholds to earn a bye to the Semifinal: 186 PPs for one bye and at least 198 each for two byes. In addition a team needs a **win** in the 2019 Spingold, the 2019 Soloway, the 2019 Reisinger, the 2020 Vanderbilt, or the 2019 Bermuda Bowl. At most two teams may earn a bye to the Semifinal. If three teams have won an event and each has PPs equaling or exceeding 198, the two teams with the highest PP totals shall earn byes to the Semifinal.

Example: There are three teams with the following PPs: 186, 189 and 199 and each team has won one of the events listed above. Only the team with 199 PPs gets a bye to the Semifinal, because in order for two teams to earn a bye, each would need to have at least 198 PPs. The other two teams would have byes to the Quarterfinal.

### **B. Byes to the Quarterfinal.**

There are six PP thresholds to earn a bye to the Quarterfinal: 94, 95, 97, 101, 106, 112. Each slot taken up by a Semifinal bye removes the two lowest threshold numbers.

If no team has a bye to the Semifinal, up to six teams may earn a bye to the Quarterfinal. The six PP thresholds to earn a bye to the Quarterfinal are: at least 94 PPs for one bye, at least 95 PPs each for two byes, at least 97 PPs each for three byes, at least 101 PPs each for four byes, at least 106 PPs each for five byes and at least 112 PPs each for six byes.

If one team has a bye to the Semifinal, up to four teams may earn a bye to the Quarterfinal. The four PPs thresholds to earn a bye to the Quarterfinal are: at least 97 PPs for one bye, at least 101 PPs each for two byes, at least 106 PPs each for three byes and at least 112 PPs each for four byes.

If two teams have a bye to the Semifinal, only one or two teams may earn a bye to the Quarterfinal. The two PPs thresholds to earn a bye to the Quarterfinal are at least 106 PPs for one bye and 112 PPs each for two byes.

Teams that did not receive a bye to the Quarterfinal 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: 80, 85, 94, 96, 100, and 106.

If there are 6 slots available (no bye to the Semifinal), the teams with 106 PPs and 101 PPs would have a bye to the Quarterfinal. The team with 96

PPs could not earn a bye because giving three byes require each team to have at least 106 PPs.

If there are 4 slots available, (one bye to the Semifinal), only the team with 106 PPs would have a bye to the Quarterfinal. The team with 100 PPs could not earn a bye because the fourth slot, 101 PPs, would apply.

If there are two slots available, (two byes to the Semifinal), none of these teams would receive a QF bye, as 112 would become the first threshold.

### **C. Byes to the Round of 16.**

If there is a Round of 16, at most 12 slots can be taken up by teams with byes. There are 12 PP thresholds to earn a bye to the Round of 16: 48, 48, 48, 50, 53, 55, 58, 60, 62, 65, 68, 72. Slots taken up by Semifinal byes and/or Quarterfinal byes remove the lowest threshold numbers above.

Example: there are five teams with the following PPs: 52, 58, 67, 72 and 75 and four slots are already taken up by Semifinal or Quarterfinal byes.

The first four PP thresholds for byes to the Round of 16 are removed (48, 48, 48, 50) because of the four slots are taken up by the Semifinal and/or Quarterfinal byes. The eight remaining PP thresholds for byes to the Round of 16 are at least 53 for one bye, at least 55 PPs each for two byes, at least 58 PPs each for three byes, at least 60 PPs each for four byes, at least 62 PPs each for five byes, etc. In this example, there are three teams with at least 58 PPs, but there are not four teams with at least 60 PPs. So the three teams with 75, 72, and 67 PPs would earn a bye to the Round of 16.

### **D. Byes to the Round of 32**

If there is a R32 KO, teams with 48 or more PPs that did not earn a bye to the R16 shall have a bye to the R32.

## **V. FORMAT**

### **A. Number of Teams Playing in Early Stages**

#### **1) Quarterfinal**

The Quarterfinal shall consist of four teams if there are two Semifinal byes, six teams if there is one Semifinal bye, and eight teams if there are no Semifinal byes.

## **2) Round of 16.**

The number of teams in the Round of 16 shall be 16 reduced by four times the number of Semifinal byes plus twice the number of Quarterfinal byes. The resulting number reduced by the number of teams with byes to the Round of 16 is referred to as "Slots in Round of 16."

## **3) Pre-Round of 16 Formats**

Appendix A describes the format of the stages before the Round of 16 based on the number of entries and byes. By a supermajority vote (60+% in favor) the International Team Trials Committee may change the format of the Pre-R16 stage(s) after entries close.

## **B. Setting the Bracket for Knockout Rounds**

The bracket is set before the start of the first knockout round. The bracket is determined 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 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 at <http://cdn.acbl.org/coc/AppendixB2016.pdf>
- 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 5 below

A team's average Seeding Points (SPs) are equal to the total of the SPs for each player (capped at 70) divided by the number of players on the team. However, Round Robin points earned shall not be subject to the 70 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.

If there is no Round Robin, the bracket shall be set as determined by the byes and the SPs of the non-bye teams, in accordance with this paragraph.

**5) Seeding the Round of 16 - Reshuffle**

After the bracket is 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.).

## **VI. INTERPRETATION OF CONDITIONS.**

### **A. Interpretation of Conditions**

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

- 1) Prior to the end of the 2020 Vanderbilt, the ITTC Technical & Advisory Committee (TAC) shall make determinations.
- 2) After the end of the 2020 Vanderbilt but before the Guaranteed Entry Date, the DIC shall make determinations after consulting with the TAC. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.
- 3) After the Guaranteed Entry Date, the DIC shall make such determinations. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.

**B. Headings for Convenience.**

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

**C. Conditions Interpreted in Entirety.**

These Conditions of Contest are to be interpreted in their entirety and including the USBF General Conditions of Contest. No section or appendix of these conditions shall be interpreted in such a manner as to render any other section or appendix to be meaningless.

**D. Omissions.**

- 1) The omission of a condition, restriction, rule, or regulation in one section or paragraph of the conditions which condition, restriction, rule, or regulation is expressly stated in another section of the conditions is deemed intentional.
- 2) Decision makers shall be guided by similar WBF or ACBL policies, procedures or regulations, as well as the Laws of Duplicate Bridge when ruling on matters or issues not expressly addressed in these conditions.

## **APPENDIX A. FORMATS FOR PRE-R8 STAGES**

### **A. Number of Non-Bye Teams $\leq$ Slots in Round of 16**

#### **1. Teams entered Less than Slots in 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.

