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**UNITED STATES BRIDGE FEDERATION
CONDITIONS OF CONTEST FOR
THE 2023 SENIOR 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

USBF Recorder

Hospitality Committee

Vugraph Committee

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2023 Senior 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 2023 Senior 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 teams as USA1 and USA2 for the 2023 d'Orsi Trophy. This World Championship is scheduled to take place August 20-Sept 2, 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 d'Orsi Trophy, 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 2023 Senior USBC.

II. GENERAL INFORMATION

A. Vaccination Requirement

All players in the 2023 Senior 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 2023 Senior USBC, teams must enter on or before 11:59 pm EDT on Tuesday, March 28, 2023.

2. Late Entry Date

Teams may continue to enter until 11:59 EDT on Sunday, April 2, 2023, but only if it improves the format of the event.

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Entries after March 22, 2023 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

1. Before Play Starts

Registered teams may add or subtract players as they wish, (advising the USBF by [sending an email to the USBF Secretary](#)), until April 9, 2023 if there is an online stage, or until May 16, 2023 if there is not an online stage.

2. Between Round Robin and KO

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

1. The change is a replacement for a player who has died or qualified for the Bermuda Bowl or Wuhan Cup; or the change is a replacement for a player who had to withdraw for another reason and the replacement has been approved by the USBF Board of Directors.
2. At least 3 players on a 4 person team or 4 players on a 5 or 6 person team who met the play requirement in the Round Robin remain on the team for the face-to-face stages.

3. During the KO Stages

No 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

If more than 8 teams have entered, there will be an online Round Robin to reduce the field to 8 teams. The online Round Robin will be held April 4-6, 2023, unless there was not an Open Online stage, in which case it will be within the March 28-April 6 timeframe. If between 12 and 16 teams enter the 2023 Senior 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 between 9 and 12 teams enter, the Round Robin will be a complete Round Robin with match length and number of days determined based on the number of teams. If more than 16 teams enter, the Round Robin will be played in 2 stages with the format for each stage 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.

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Within a week after March 28, 2023, the USBF website will summarize the format of the Round Robin.

2. Face-to-Face Stages of Play

Starting on May 19, 2023, there will be face-to-face 2-day, 120-board USA1 Quarterfinal, Semifinal, and Final matches; concurrent with the USA1 Semifinal & the first half of the USA1 Final there will be a 90 board USA2 Quarterfinal match; concurrent with the second half of the USA1 Final and the day after the USA1 Final there will be a 90 board USA2 Semifinal match; one day after completion of the USA1 Final, there will be a 2 day, 120 board USA2 Final. The 2023 Senior USBC will end on May 27, 2023.

Face to face play will be on LoveBridge electronic devices 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.

F. Prepaid Entry and Fees

The advance entry fee for the 2023 Senior 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 due by March 28, 2023 and is fully refundable if a team withdraws before March 28, 2023 or if a team withdraws after March 28, 2023 and is replaced, or if a team withdraws after March 28, 2023 and that improves the format.

There will be a \$200 per team per session (\$400 per day) entry fee for the face-to-face stages of the event.

G. Site and Hotel Reservations

The site of the 2023 Senior USBC is the Hyatt Regency located in Schaumburg, IL. The room rate is \$136 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 Quarterfinal stage, and any other stage. Topics may include: use of electronic devices, conditions clarifications, seed selection, seating,

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system summary form, convention cards, tampering, reporting of scores, score corrections and slow play procedures. All Captain's Meetings will be held on Zoom.

III. USA1 FORMAT

A. If fewer than 8 teams are Playing in the Face-to-face Stages

If fewer than 8 teams enter, or the field is reduced to fewer than 8 teams, the first 2 days of play will be a 2-day double Round Robin. The top 4 teams will qualify for the USA1 Semifinal; the remaining teams will play in USA2.

B. Setting the Bracket for Knockout Rounds

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

1. Seeding the Quarterfinal or Semifinal - 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. PPs earned by an individual (IPPs) in the 2022 USBC, Spingold, Soloway, and Reisinger, and the 2023 Vanderbilt. IPPs are the PPs earned by individual members of a team the individual played on, 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. For this purpose, Ineligible Player means a person who is not eligible to be a member of the USBF. The IPPs of a player shall be the sum of the IPPs earned in the events set forth above. IPPs are further limited as follows:
 - The first twenty are counted fully
 - The second twenty are discounted by half
 - The third twenty are discounted by three-quarters
 - No credit shall be earned for more than 60 PPs
 - The maximum IPPs for any player shall be 35.
- c. Round Robin Points earned for high finishes in the Round Robin shall be awarded as follows:

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- 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.

d. 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 90) divided by the number of players on the team. Round Robin points earned shall not be subject to the 90 SP cap.

2. Seeding the Quarterfinal - 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.

IV. USA2 FORMAT

A. USA1 Quarterfinal Teams Play in USA2

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

B. Format

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

1. Stage 1

The 120 board Stage 1 takes place during the USA1 Semifinal. There are 4 teams in Stage 1, the 4 losers from the USA1 Quarterfinal.

2. Quarterfinal

The 90 board USA2 Quarterfinal takes place during the first day and the first half of the second day of the USA1 Final. There are 4 teams in the USA2 Quarterfinal, the two USA1 Semifinal losers and the two USA2 Stage 1 winners. Each USA1 Semifinal loser will play a USA2 Stage 1 winner. Normally team 3 plays team 6 and team 4 plays team

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5, unless that assignment would result in a replay of a USA1 Quarterfinal match, in which case team 3 will play team 6 and team 4 will play them 5.

3. Semifinal

The 90 board USA2 Semifinal takes place during the second half of the second day of the USA1 Final and the day after the USA1 Final. There are 2 teams in the USA2 Semifinal, the winners of the USA2 Quarterfinal.

4. Final

The 120 board USA2 Final match takes place on the two days following the completion of the USA2 Semifinal. There are 2 teams in the Final, the winner of the USA2 Semifinal and the loser of the USA1 Final.

V. 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

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there are any concerns about whether an undo should be allowed, the players should summon the Director.

E. Self Alerts and Explanations

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

F. Logging onto RealBridge

Each player will receive an email each day with links to log in for each segment of play. The link will take the player directly to his or her seat. All players should be logged onto RealBridge by the scheduled start for the segment. Play for a segment will not be started until all of the players in all of the matches are on RealBridge. If a player is late for the scheduled start of a 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 EDT.
2. Each team must submit its lineup on the team's online lineup page for the match after the long break by 30 minutes before that match is scheduled to start.
3. Each team must submit its lineup on the team's online lineup page for other matches before the scheduled starting time for the preceding match.
4. 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.
5. 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

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approximately 55 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 approximately 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 slow play are set forth in the General Conditions of Contest.

For this event the VP and IMP penalties set forth in the General Conditions of Contest for slow play shall be reduced by 50%.

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.

VI. SPECIAL RULES FOR FACE-TO-FACE PLAY

A. Play is on Electronic Devices

Face-to-face play will be on electronic devices; there will be 2 players (screenmates) in each room. The electronic devices will be supplied by USBF, and will remain at the table.

B. Use of Electronic Devices

No electronic devices other than the 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 10imps 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.

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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.

D. Time Allowed

The play schedule is based on approximately 7.5 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.

For this event the VP and IMP penalties set forth in the General Conditions of Contest for slow play shall be reduced by 50%.

E. Kibitzing

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

F. If a Player tests Positive for Covid19

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.

VII. 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 28, 2023, the Conditions of Contest Committee and ITTC Technical & Advisory Committee (TAC) shall make determinations.
2. After March 27, 2023 but before May 19, 2023, the DIC shall make determinations after consulting with the TAC. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.

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3. Beginning May 19, 2023, the DIC shall make such determinations. Appeals from the DIC's decision may be made to the Tournament Appeals Committee.

Appendices
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APP I: FORMATS FOR ONLINE STAGES

A. Fewer than Nine Teams Entered

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

B. Nine to Fourteen Teams Entered

If there are 9 to 14 teams entered in the Senior USBC, there will be an online complete Round Robin to select 8 teams. If there are 9-12 teams, the Round Robin will be 2 days long; if there are 13 or 14 teams, the Round Robin will be 3 days long. All matches will be 10-boards long and will be scored at Victory Points using the USBF 10-board Victory Point scale. Teams placing lower than 8th will be eliminated.

C. More than Fourteen Teams Entered

If there are more than 14 teams entered in the Senior USBC, there will be a multi-stage Round Robin to reduce the field to 8 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 no carryover from one stage to the next.
4. If possible, steeper cuts will be in early stages.