

**UNITED STATES BRIDGE FEDERATION  
CONDITIONS OF CONTEST FOR  
THE 2005 UNITED STATES BRIDGE  
CHAMPIONSHIPS**

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

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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 2005 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 II Open International Team representative to the 2005 World Bridge Federation ("WBF") Bermuda Bowl.

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.

#### 1. Teams Requesting Byes.

Teams requesting byes based upon Positioning Points (PPs) as outlined in Section III, must register no later than Friday, April 1, 2005, by contacting the USBF Memphis office. The Credentials Committee may adjust or void the PPs of a team if new players are added or Eligible Players are removed after the April 1st deadline.

#### 2. Teams Not Requesting Byes.

Teams not requesting byes must register by Friday, April 15, 2005. This shall be the final date for close of entries. Registered teams not requesting byes may add or subtract players as they wish (advising the Memphis office of any changes) until Friday, May 6, 2005. However, roster changes after April 15, 2004, that would change a team's status from RR exempt\* to RR non-exempt or vice-versa shall not be allowed. After May 6th, 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 RR exempt or non-exempt status.

\*For RR exempt see V.C.2. a) and b)

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

There will be a 2 day Round Robin beginning Friday, May 13, 2005. The round of 16 shall be all day Sunday, and Monday morning, followed by a late Monday afternoon one session charity gala. The quarter-final, semi-final and final shall be 2 days each, with the USBC ending on Sunday evening May 22, 2005. Participants will be advised of the round robin schedule after entries close on

April 15th. After entries close, Appendix C describes the date, schedule and length of matches in detail.

**C. Fees.**

Session fees are approximately \$115 per team.

**D. Site and Hotel Reservations.**

The site of the 2005 USBC is the Houston Marriott Westchase (formerly Adams Mark), 2900 Briarpark Drive, Houston TX 77042, Tel 713 978-7400. Room reservations may be made by calling Marriott at 800-228-9290 or 713-978-7400. Mention "bridge event" or USBF to get the bridge rate of \$99 per night.

**E. Captain's Meeting.**

The DIC (Director in Charge or his designee) shall convene a captain's meeting before the RR stage, the round of 16 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.

### III. POSITIONING POINTS

Positioning Points (PPs) shall be earned based upon the number of Eligible Players per team at the time entries close for the 2004 USBC, 2004 Spingold, 2004 Reisinger, and 2005 Vanderbilt, respectively. 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 in other rounds. PPs for the qualifying events will be as follows:

<b>Event</b>	<b>1st</b>	<b>2nd</b>	<b>3rd</b>	<b>4th</b>	<b>5th</b>	<b>6th</b>	<b>7th</b>	<b>8th</b>	<b>9th</b>	<b>10th</b>
Spingold	100	70	46	46	27	27	27	27	12 (9th-16th)	
Reisinger	81	56	40	29	21	16	13	11	10	9
Vanderbilt	99	69	45	45	26	26	26	26	11 (9th-16th)	
USBC	Qualifying for R16:					0 PPs				
	Winning R16 match:					8 PPs				
	Winning QF match:					11 PPs				
	Winning semifinal match:					14 PPs				
	Winning final match:					18 PPs				

A total of 51 PPs are available to a team winning all four KO matches.

Teams normally earn full PPs for any event in which at least four Eligible Team members compete on the same team. There are two exceptions:

**A. Effect of Ineligible Players.**

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.

An Ineligible Player is a player who is not eligible to compete for the USA in the WBF championship for which the USBC is a selection trial or who has already qualified for the WBF event for which the USBC is the selection trial.

Teams with Ineligible Players as determined by the Credentials Committee get:

- 1) 50% of points earned if there are 2 Ineligible Players
- 2) 75% of points earned if there is 1 Ineligible Player

**B. Effect of Bridge Expertise.**

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 2005 USBC has expertise that is significantly less than that of the majority of the team.

- 1) If such a team member did not play in a Major Event (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.
- 2) 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.
- 3) If such a team member did not play in the 2004 USBC or competed in the 2004 USBC and did not play the required percentage of boards to qualify for that team's final position, the team will receive 100% of the PPs for the team's finishing 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. A player who has both regularly played more than the minimum required boards and regularly played the last segment in meaningful match situations 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 play in at least 50% of the Major Events in which the team competes and must be a member of the team before any PPs are won (See Pre-registration, below), except that if such a member plays in only one event and the team plays in the other two, the team may earn PPs in only the first of the those two other Major Events.

**C. Pre-Registration.**

In order to receive PPs for bye considerations, a team containing a player who did not play in the 2004 Spingold 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 2004 Spingold ("Pre-registered").

In order to receive PPs for bye considerations, a team containing a player who did not play in the 2004 Spingold and the 2004 Reisinger 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 2004 Reisinger ("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 Member of USBF.**

Players entering the USBC must be dues paying 2005 Active or Resident Members of the USBF. For a team to be credited with Positioning Points (PPs) for bye purposes for the 2005 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 1979, \$10 for players born after 1986), 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: 2990 Airways Blvd., Memphis, TN 38116, ATT: Rena Hetzer. A form for payment of dues may be found online at: <http://www.usbf.org/join.html>.

**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.

**A. Byes to the Semi-finals.**

There are two PPs thresholds to earn a bye to the semi-finals: 150 PPs for one bye and at least 162 each for two byes. In addition a team needs a **win** in the 2005 Spingold, the 2005 Reisinger, the 2005 Vanderbilt or the 2005 Olympiad. At most two teams may earn a bye to the semi-finals. 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-finals, 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-finals.

**B. Byes to the Quarter-finals.**

There are six PPs thresholds to earn a bye to the quarter-finals: 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-finals, up to six teams may earn a bye to the quarter-finals. The six PPs thresholds to earn a bye to the quarter-finals 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-finals, up to four teams may earn a bye to the quarter-finals. The four PPs thresholds to earn a bye to the quarter-finals 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-finals, only one or two teams may earn a bye to the quarter-finals. The two PPs thresholds to earn a bye to the quarter-finals 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-finals 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-finals), the teams with 85 PPs, 72 PPs and 69 PPs would have a bye to the quarter-finals. 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-finals), the teams with 85 PPs and 72 PPs would have a bye to the quarter-finals. 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-finals), only the team with 85 PPs would have a bye to the quarter-finals. 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 quarterfinal 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 quarterfinal 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. **Seeding for the Round of 16.**

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

- 1) Masterpoints as determined by Appendix B – Seeding Point / Masterpoint Logarithm.
- 2) ACBL seeding points, not including masterpoints. Resident's seeding points awarded (not earned) by the ACBL shall count toward a player's ACBL seeding point totals. See Appendix A.
- 3) PPs earned by an individual (IPPs) during the Cycle. IPPs are the PPs earned by individual members of an Eligible Team that the individual played on during the Cycle undiluted if such a team contained Ineligible Players. The IPPs of a player shall be the sum of the IPPs earned during the cycle. IPPs are further limited as follows:
  - a) The first fifteen are counted fully
  - b) The second fifteen are discounted by half
  - c) The third fifteen are discounted by three-quarters
  - d) No credit shall be earned for those PPs in excess 45
  - e) The maximum PPs for any player shall be 26.25.
- 4) RR Points earned for first thru fourth place in the RR, depending on the length of the RR as follows:

# Days	1	1.5	2	2.5+
1st place*	4	6	8	10
2nd place	4	6	8	10



3rd place	2	3	4	5
4th place	1	1.5	2	2.5

\* Plus the winner has a choice to reshuffle, described in section VI below

In a 3.0 day RR, teams who pre-qualify after 2.0 days play are ranked ahead of teams who qualify after 3.0 days play, for purposes of obtaining RR points and reshuffle rights.

+ A 3.0 day RR awards RR points in accordance with the 2.5 day scale in the chart above.

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. Paragraphs III.A. and III.B. regarding Ineligible Players and expert-disadvantaged players shall not apply to IPPs (described in D.3. above). For example, a team with only three Eligible players earns no IPPs, while a team with four Eligible players and two Ineligible Players earns 100% IPPs.

## **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, (if any)

### **A. Number of Teams Playing in Quarter-finals.**

The quarter-finals 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-finals or byes into the round of 16. The number of days leading up to the quarter-finals 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-finals shall equal the number of teams that should be in the quarter-finals 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 is below the number needed to fill out the quarter-finals, then the quarter-finals shall be a RR coming down to the number of teams needed to fill out the semi-finals. 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 is equal to the number of teams needed to fill out the quarter-finals, then a regular knockout will take place in the quarter-finals. Teams with quarter-final or round of 16 byes will lose their byes.
- c) If the number of non-bye teams is larger than the number required to fill out the quarter-finals, but
  - i) More than 50% of the non-bye teams advance to the quarter-finals, a 1.5 day RR will be held to reduce the field to the number needed to fill out the quarter-finals. Teams with byes to the round of 16 will lose their byes.
  - ii) Exactly 50% of the non-bye teams advance to the quarter-finals, a 1.5-day knockout will be held. Teams with byes to the round of 16 will lose their byes.

## 2. Medium Entry

In all cases below, the round of 16 will be 1.5 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 1.0 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.

In 2. a) above, the USBC shall last 9 days; in 2. b), c) and d) below, the USBC shall last 10 days.

- b) If only **two** teams will **not** move on to the round of 16, the lowest six teams ranked by SPs shall play a 2.0 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) With a RR entry of less than 18 teams, if *50% 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 2.0 days.
- d) With a RR entry of 18 or more teams, if *more than 50%* of the entry will move on to the round of 16, (but at least three teams will *not* move on), the RR shall be 2.0 days.

## 3. Large Entry

In all cases below, the round of 16 shall be 1.5 days and the USBC shall be 11 days.

- a) If less than 40% of the RR entry will move on to the round of 16 and at least 25% of the teams must be eliminated to qualify twice the number of teams needed to fill out the round of 16, there shall be a 1.5 day RR followed by a 1.5 day KO round of 32 (See VI. below).
- b) Otherwise than 3. a) above, if less than the percentages in 2. c) or 2. d) above move on to the round of 16, the RR shall be 3.0 days. The RR field will be reduced after 2.0 days as follows: teams 10% ahead of the team in the first non-qualifying position will qualify for the round of 16 and teams 12.5% below the last qualifying position will be eliminated subject to the following: if the result of these reductions would be to leave exactly as many teams to continue as there are qualifying positions available, the highest ranked of the teams 12.5% or more behind the last qualifying position (and any tied teams) will continue. The remaining teams shall play a complete 1 day RR. The VP scores from the initial RR will be multiplied by a factor which will be the square root of the ratio of the number of boards in each match in the initial RR divided by the number of boards in each match in the final RR. (Example: if the initial RR was 4 board matches and the continuation was 9 board matches, the carryover scores would be squareroot (4/9) or 2/3 of the VP scores from the initial RR.)

After the Cycle ends and the number of byes are known, Appendix D. describes the number of days the event will last depending on the entry sizes listed below. In all cases, teams will be shuffled in accordance with VI. below.

## **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-finals, the quarter-finals, 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 of the two paragraphs below.

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, as are 5-8, (but 5-6, 7-8 in any case in which team 5 has a bye), 9-12, 13-16, and continuing in groups of four, etc. A residue of two or three teams may be shuffled. A residue of one team will not be shuffled. (If there is no RR, the bracket shall be set as determined by the byes and the SPs of the non-bye 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. If the team that won the RR has no team to shuffle with, (because it was the bottom, odd seed), it may shuffle with the team that has the second lowest total SPs in the next higher bracket. Such team might not be the next lower numbered team because a bracket may have had four teams shuffled within it. If, according to the above, the RR winner would shuffle with a team that has a bye, it will shuffle instead with the team two numbers higher than its own, 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 2005 Vanderbilt, the ITT Executive committee shall make determinations.
- 2) After the end of the 2005 Vanderbilt but before entries close, the DIC shall make determinations after consulting with the ITT Executive 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, ACBL, or ABA 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. SEEDING POINTS

Seeding points awarded (not earned) by the ACBL to Residents shall count toward a player's ACBL seeding point totals.

### I. Vanderbilt and Spingold Knockout Teams:

Place	Years previous to current event:									
	1	2	3	4	5	6	7	8	9	10
1 <sup>st</sup>	10.0	9.0	8.0	7.0	6.0	5.0	4.0	3.0	2.0	1.0
2 <sup>nd</sup>	7	6.3	5.6	4.9	4.2	3.5	2.8	2.1	1.4	.7
¾	4.6	4.14	3.68	3.22	2.76	2.3	1.84	1.38	.92	.46
5/8	2.7	2.43	2.16	1.89	1.62	1.35	1.08	.81	.54	.27
9/16	1.2	1.08	.96	.84	.72	.6	.48	.36	.24	.12

### II. Reisinger Board-a-Match Teams:

Place	Years previous to current event:									
	1	2	3	4	5	6	7	8	9	10
1 <sup>st</sup>	8.0	7.2	6.4	5.6	4.8	4.0	3.2	2.4	1.6	.8
2 <sup>nd</sup>	5.6	5.04	4.48	3.92	3.36	2.8	2.24	1.68	1.12	.56
3 <sup>rd</sup>	4.0	3.6	3.2	2.8	2.4	2.0	1.6	1.2	.8	.4
4 <sup>th</sup>	2.7	2.43	2.16	1.89	1.62	1.35	1.08	.81	.54	.27
5 <sup>th</sup>	1.7	1.53	1.36	1.19	1.02	.85	.68	.51	.34	.17
6 <sup>th</sup>	1.4	1.26	1.12	.98	.84	.70	.56	.42	.28	.14
7 <sup>th</sup>	1.2	1.08	.96	.84	.72	.6	.48	.36	.24	.12
8 <sup>th</sup>	1.0	.9	.8	.7	.6	.5	.4	.3	.2	.1
9 <sup>th</sup>	.9	.81	.72	.63	.54	.45	.36	.27	.18	.09
10 <sup>th</sup>	.8	.72	.64	.56	.48	.40	.32	.24	.16	.08

### III. Grand National Open Teams No new seeding points are earned:

Years Previous to Current Event	Place				
	1 <sup>st</sup>	2 <sup>nd</sup>	3/4	5/8	9/12
10	.8	.6	.4	.2	.1

## **APPENDIX B. SEEDING POINT / MASTERPOINT LOGARITHM**

Every two ABA Masterpoints will be converted to one ACBL Masterpoint for the purpose of the calculation below. A player who holds both ABA and ACBL points will receive credit for both.

For the purpose of converting ACBL Masterpoints into the calculation determining Seeding Points the following logarithm shall be utilized:

$$SP = \text{Log}_2(\text{MP}/150)$$

In Excel that would be =LOG(MP/150, 2)

The effect of this is that 300 MP = 1 SP, and you gain an additional SP each time you double your MP. No SP is awarded for being a Life Master.

Here are some sample conversions:

MP	SP
300	1.00
600	2.00
1000	2.74
2000	3.74
3000	4.32
4000	4.74
5000	5.06
10000	6.06
15000	6.64
20000	7.06
30000	7.64
40000	8.06
50000	8.38

## **APPENDIX C. FORMAT OF ROUND ROBIN & SCHEDULE OF EVENT**

### **General Procedure for Round Robin(s)**

There will be a Captain's Meeting and random draw for team number at 10 pm on May 12<sup>th</sup>. The RR is played May 13<sup>th</sup> and May 14<sup>th</sup>. Each session is played in multi match segments, (labeled "Clumped") using guide cards and without score comparison or lineup change. Starting this year, teams will submit lineups for clumped matches without knowing who their opponents are. The same pair must play throughout the clump in the closed room, but not in the open room.

Movements recommended by the ITTC Conditions of Contest Committee appear below but the DIC will determine the actual movements used in the RR(s). The RR shall consist of approximately 120 boards, erring on the low side.

#### **I. I. Friday, May 13: Round Robin**

10:30 -1:30 Three 6-board matches (clumped, to save time)

**(70 minute break)**

2:40 - 4:40 Two 6-board matches (clumped)

**(15 minute break)**

4:55 - 7:55 Three 6-board matches (clumped)

**(end of day)**

#### **II. II. Saturday, May 14: Round Robin**

10:00 -1:00 Three 6-board matches (clumped)

**(15 minute break)**

1:15 - 3:15 Two 6-board matches (clumped)

**(60 minute break)**

4:15 - 8:15 Four 6-board matches. (clumped)

No score comparisons during a clump

Captain's Meeting immediately after conclusion of Round Robin

#### **III. Sunday, May 15: Round of 16**

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

Segment 2 12:30 pm – 2:45 pm Boards 16-30

**1 Hour 15 minute break**



Segment 3	4:00 pm – 6:15 pm	Boards 31-45
Segment 4	6:30 pm – 8:45 pm	Boards 46-60

#### **IV. Monday, May 16: Round of 16**

Segment 5	10:00 am – 12:15 pm	Boards 61-75
Segment 6	12:30 pm – 2:45 pm	Boards 76-90

Captain's Meeting immediately after conclusion of the round of 16.

#### **V. USBF Charity Gala**

4:30 pm – 7:30 pm, followed by light dinner and panel show

#### **VI. Tuesday, May 17: Quarter-final**

Segment 1	10:00 am – 12:15 pm	Boards 1-15
Segment 2	12:30 pm – 2:45 pm	Boards 16-30

##### **1 Hour 15 minute break**

Segment 3	4:00 pm – 6:15 pm	Boards 31-45
Segment 4	6:30 pm – 8:45 pm	Boards 46-60

#### **VII. Wednesday, May 18: Quarter-final**

Segment 5	10:00 am – 12:15 pm	Boards 61-75
Segment 6	12:30 pm – 2:45 pm	Boards 76-90

##### **1 Hour 15 minute break**

Segment 7	4:00 pm – 6:15 pm	Boards 91-105
Segment 8	6:30 pm – 8:45 pm	Boards 106-120

#### **VIII. Thursday, May 19: Semifinal**

Segment 1	10:00 am – 12:15 pm	Boards 1-15
Segment 2	12:30 pm – 2:45 pm	Boards 16-30

##### **1 Hour 15 minute break**

Segment 3	4:00 pm – 6:15 pm	Boards 31-45
Segment 4	6:30 pm – 8:45 pm	Boards 46-60

#### **IX. Friday, May 20: Semifinal**

Segment 5	10:00 am – 12:15 pm	Boards 61-75
Segment 6	12:30 pm – 2:45 pm	Boards 76-90

##### **1 Hour 15 minute break**

Segment 7	4:00 pm – 6:15 pm	Boards 91-105
Segment 8	6:30 pm – 8:45 pm	Boards 106-120

**X. Saturday, May 21: Final**

Segment 1 10:00 am – 12:15 pm Boards 1-15  
Segment 2 12:30 pm – 2:45 pm Boards 16-30

**1 Hour 15 minute break**

Segment 3 4:00 pm – 6:15 pm Boards 31-45  
Segment 4 6:30 pm – 8:45 pm Boards 46-60

**XI. Sunday, May 22: Final**

Segment 5 10:00 am – 12:15 pm Boards 61-75  
Segment 6 12:30 pm – 2:45 pm Boards 76-90

**1 Hour 15 minute break**

Segment 7 4:00 pm – 6:15 pm Boards 91-105  
Segment 8 6:30 pm – 8:45 pm Boards 106-120

## **APPENDIX D. NUMBER OF DAYS BASED ON ENTRY SIZE**

This Appendix describes how the size of the entry affects the starting dates and structure of the of the event leading up to the quarter-finals. A complete description may be found on page 7 – V. “Size of Field”

### **I. Based on previous entry sizes, the USBC is likely to have between 14 and 18 teams entering the RR.**

Going back over the last 4 years, 14, 18, 18 and 15 teams entered the RR stage of the USBC. In some of these years there were several teams with byes. This year, there are few byes and the USBC is in a new venue, Houston, which is a major bridge center. There may be more local teams entering the event than previously. Check with the USBF website, USBF.org, for a list of entrants.

### **II. What is known:**

The 1.5 day round of 16 (R16) begins Sunday, May 15, 2005. There is a one day Charity “Dream Team” event Monday, May 16<sup>th</sup> at 4:30. The quarter-finals, semi-finals and finals are all two days, beginning on Tuesday May 17, 2005 and ending Sunday, May 22, 2005 except in III.A, B and D. below.

There is one quarter-final bye, Schwartz, with 83.50 PPs and one bye to the round of 16, Welland, with 45.50 PPs. In all cases, Schwartz is seeded #1 and Welland is seeded #2. Before the first KO round (whenever that is), the other teams are shuffled according to their SPs: 3-4, 5-8, 9-12, 13-16, etc. Good performance in the RR may earn a seeding advantage in the KO stage – see page 6 and 7, IV.D.4.

13 teams will join Welland in the R16\* beginning Sunday, May 15, 2005. These 14 teams play 1.5 days. The 7 round of 16 survivors join Schwartz in the quarter-finals. The quarter-finals, semi-finals and finals will be two days each.

(\*if there is a round of 16)

Every team plays every other team in any RR.

### **III. In addition to the one team with a bye to the Quarter-final, and one team with a bye to the round of 16, if:**

#### **A. 3 or 4 teams enter the event.**

The event begins Tuesday, May 17, 2005. These three teams join Welland and Schwartz for a two day RR eliminating one team. There is no reward for winning the RR. After one team is eliminated, the remaining bye teams are ordered by PPs followed by non-bye teams ordered by SPs. Teams 3 and 4 are then shuffled. See section V.C.1.a.

#### **B. 5 teams enter the event.**

The event begins Tuesday, May 17, 2005. A three day RR between these teams, Schwartz and Welland reduces them to 4 teams, who continue on to the semifinal. There is no reward for winning the RR. After one team is eliminated, the remaining bye teams are ordered by PPs followed by non-bye teams ordered by SPs. Teams 3 and 4 are then shuffled. In this one case, the event ends Monday, May 23, 2005. See section V.C.1.a.

**C. 6 teams enter the event.**

The event begins Tuesday, May 17, 2005. These six teams join Schwartz and Welland, who lose their byes, in a two day quartefinal KO. See section V.C.1.b

**D. 7-12 teams enter the event.**

The event begins Sunday, May 15, 2005. A 1.5 day RR is held amongst the RR entrants and Welland (who loses its R16 bye). 7 teams qualify for the Quarter-final. See section V.C.1.c.i.

**E. 13 Teams enter the event.**

The event begins Sunday, May 15, 2005. A 1.5 day KO is held amongst the 13 teams and Welland (who loses its R16 bye). The seven winners continue to the Quarter-final. See section V.C.1.c.ii

**F. 14 teams enter the event.**

The event begins Saturday, May 14, 2005. A one day preliminary RR, held amongst the four teams with the fewest SPs, eliminates one team. The three preliminary RR survivors join the 10 exempt teams and Welland for a 1.5 day R16 KO beginning Sunday, May 15, 2005. The seven winners continue to the quarter-final. See section V.C.2.a.

**G. 15 teams enter the event.**

The event begins Friday, May 13, 2005. A two day preliminary RR amongst the six teams with the fewest SPs eliminates two teams. The four preliminary RR survivors join the 9 exempt teams and Welland for a 1.5 day R16 KO beginning Sunday, May 15, 2005. The seven winners continue to the quarter-final. See section V.C.2.b.

**H. 16-25 Teams enter the RR. (This is by far the most likely entry size.)**

The event begins Friday, May 13, 2005. A two day RR qualifies 13 teams, who then join Welland for a 1.5 day R16 KO beginning Sunday, May 15, 2005. The seven winners continue to the quarter-final. See section V.C.2.c for 16-17 teams and V.C.2.d. for 18-25 teams.

**I. 26-34 teams enter the RR.**

The event begins Thursday, May 12, 2005. A three day RR (with a field reduction after two days) qualifies 13 teams, who then join Welland for a 1.5 day R16 KO beginning Sunday, May 15, 2005. The seven winners continue to the quarter-final. See section V.C.3.a.

**J. 35 or more teams enter the RR.**

The event begins Thursday, May 12, 2005. A 1.5 day RR reduces the field to 26 teams, who play a 1.5 day R 32 KO to come down to 13 teams who then join Welland for a 1.5 day R16 KO beginning Sunday, May 15, 2005. The seven winners continue to the quarter-final. See section V.C.3.a.