

**UNITED STATES BRIDGE FEDERATION
SPECIAL CONDITIONS OF CONTEST FOR
THE 2020 USBF INVITATIONAL2**

*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 Systems Committee

USBF Credentials Committee

Appeals Coordinators

Tournament Appeals Committee Panel

Tournament Planning Committee

Grievance & Appeals Committee

USBF Recorder

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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 except as otherwise provided in these Conditions of Contest.

The 2020 USBF Invitational2 (INV2) is held under the authority of the United States Bridge Federation (USBF). This is a stand alone, online event, with no influence on any future USBF event and no rewards to the winning team.

The USBF will not try to provide security for this event, as when a USBC is held online. However, players have the same ethical obligations in this event as in USBCs, and they are subject to the same potential penalties. If an expert committee finds that any player covertly communicated with his/her partner or unethically obtained information about any other player's hand, the player will be subject to discipline, which may include suspension or expulsion from the USBF.

II. GENERAL INFORMATION

A. Eligibility

Each team must have from 4 to 6 players. Each player in INV2 must be a USBF Active Member. Any player who has not paid his or her 2020 dues by August 1, 2020 will not be eligible to play in the event.

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.

Entries will close when 16 teams have entered the event or at 11:59 pm EDT on Saturday, July 18th, 2020, whichever comes first. An entry will not be valid until there are at least 4 players listed on the entry form - if more than 16 teams enter, teams with fewer than 4 players listed will be deemed to have entered later than teams with 4 or more players. If an odd number of teams less than 16 has entered by the closing date, one additional team will be accepted.

Registered teams may add or subtract players as they wish, (advising the USBF by sending an email to the [USBF Secretary](#)), until August 6, 2020.

B. Date, Schedule and Length of Matches.

From Saturday, August 8, 2020 to Monday, August 10, 2020, there will be a 3 day Complete Round Robin; On Friday, August 14 there will be a 56 board Quarterfinal played in 4 segments; on Saturday, August 15 there will be a 56 board Quarterfinal played in 4 segments; on Sunday, August 16 there will be a 60 board Final played in 4 segments; a vote of all teams entered in the event determined the format for the KO stages. Play will start at 2:00 pm EDT on each day.

C. Entry Fee.

The entry fee for the event is \$300.

D. Site

The site of the 2020 INV2 is BBO.

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 QF 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.

FORMAT

A. Round Robin

Eight of the Round Robin teams will qualify for the Quarterfinal. The Round Robin order of play will not be announced in advance and teams will have to submit their lineups before knowing their opponent for a match.

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:

The winner of the Round Robin will be assigned bracket position 1 and will choose its Quarterfinal opponent from the teams that finished 5-8 in the Round Robin. The teams that finished 2-4 in the Round Robin may make themselves available to be chosen. The team chosen by the Round Robin winner will be assigned bracket position 8. The team that finished 2nd in the Round Robin will be assigned bracket position 2 and will choose its Quarterfinal opponent from the remaining teams that finished 5-8. The

teams that finished 3-4 in the Round Robin may make themselves available to be chosen. The team chosen by the 2nd place Round Robin team will be assigned bracket position 7. The teams that finished 3rd and 4th in the Round Robin will be randomly assigned bracket positions 3 and 4. The remaining 2 teams will be randomly assigned bracket positions 5 and 6.

VI. SPECIAL RULES FOR ONLINE PLAY

A. Players May Consult Bidding Notes

During the bidding, players may consult their bidding notes. No other aids to memory, including but not limited to calculators, lists of percentages, optimal ways to play suit combinations, and notes about defensive carding, may be used during the event. The time used for such consultation will be charged against the player who has done so, and if the table is late and one player has consulted notes frequently the presumption will be that that player is at fault for the lateness.

B. 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 must allow the undo. The request for an undo must be made before the partner of the person requesting the undo has acted.

C. Logging onto BBO

Each player who is playing in a Round Robin match or KO segment must be logged onto BBO at least 5 minutes before the scheduled start of play. Play for a segment cannot be started until all of the players in all of the matches are on BBO. If a player is late for the start of a Round Robin match or KO segment, his or her team will lose 1 VP or 3 IMPs for every minute the player is late.

D. Submitting lineups

1. Round Robin

- A. Each team must submit its lineup for the first 2 matches of the day to the DIC at least one hour before play commences.
- B. Each team must submit its lineup for the 3rd match of the day before commencing play in the 2nd match, for the 4th match of the day before commencing play in the 3rd match, and for the 5th match of the day before commencing play in the 4th match.

- C. The lineup submitted should list the BBO name of each player and the exact seat (N, S, E, W) in which the player should be placed.

2. KO Segments

Seating rights for KO segments will be determined as set forth in the USBF General Conditions of Contest. At least 10 minutes before the start of play for each segment, the team that does not have seating rights will submit its lineup for the segment to both the DIC and the other team. Within 5 minutes of receiving the opposing team's lineup, the team with seating rights will submit its lineup to the DIC and the other team. Submission may be by email or in a Zoom meeting or using BBO chat.

E. Time Allowed

The play schedule will be based on 7.5 minutes per board.

F. Video Meetings

1. The Captains' 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, which will be designated as USBF INV2 followed by the day.
2. During play, screen mates (N&E, S&W) must participate in a chat session. They may either join the Zoom meeting and be assigned to individual breakout rooms before play commences to chat with each other during the segment or arrange with each other for a chat session on some other platform. Video is not required for these sessions. Players should continue to alert and briefly explain their bids in BBO, even though they are able to provide a more extensive verbal description to their screen mate.
3. After both tables have completed play of a Round Robin match or KO segment, the players from a team may ask to be "moved" to their team's Zoom "home table" to compare scores and discuss things, including deciding their lineup for future Round Robin matches.

VII. INTERPRETATION OF CONDITIONS.

A. Interpretation of Conditions

On matters involving the interpretation of these conditions or treatments of matters not included in these conditions, the DIC in consultation with the

INV2 organizers will make all 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.