
**UNITED STATES BRIDGE FEDERATION
CONDITIONS OF CONTEST FOR
THE 2017 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

2017 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 2017 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 USA1 and USA2 teams as USA1 and USA2 for the 2017 Bermuda Bowl. This World Championship is scheduled to take place from August 12-26, 2017, in Lyon, France.

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 teams 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 2017 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 2017 USBC, teams must enter on or before 11:59 pm EDT on Monday, April 3, 2017.

2) Late Entry Date

Teams may continue to enter until 11:59 EDT on Monday, April 10, 2017, 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 3, 2017 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 April 26, 2017.

B. Date, Schedule and Length of Matches.

Beginning Friday, April 28, 2017, there will most likely¹ be a 2.0 day Complete Round Robin, followed by 2 day, 120 board, USA 1 Round of 16, Quarterfinal, Semifinal and Final matches, with concurrent USA2 Round of 64 (if needed), Round of 32, Round of 16 and Quarterfinal matches; after completion of the USA1 Final, there will be 2 day, 120 board USA2 Semi Final and Final matches. The 2017 USBC will end on Thursday, May 11, 2017.

Within a week after entries close on April 3, 2017, the USBF website will summarize the effect of the byes and entry size on the length of the USBC, 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 2017 USBC is the Hyatt Regency located in Schaumburg, IL. The room rate is \$129 plus tax per night and includes internet access. Reservation website is (to be added when known) and is linked from the usbf.org website.

¹ See Appendix A for specific event formats with different numbers of teams.

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	Reisinger	USBC
1 st	100	85	18**
2 nd	70	60	14**
3 rd	46	42	11**
4 th	46	29	11**
5 th	27	21	8**
6 th	27	17	8**
7 th	27	14	8**
8 th	27	12	8**
9 th	12	11	
10 th	12	10	
11 th	12	9*	
12 th	12	8*	
13 th	12	7*	
14 th	12	6*	
15 th	12	5*	

16th	12	4*
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*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 2017 USBC based on its performance in the 2016 USBC, 2016 Spingold, 2016 Reisinger, and 2017 Vanderbilt. To earn PPs from any of these “cycle” events, at least 4 members of the 2017 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 2016 USBC team, and players ABEF played together on a 2016 Spingold team, and players CDEF played together on a 2016 Reisinger team, then a 6-person 2017 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 2nd), 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 2017 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, 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.
- 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 2016 USBC, Spingold 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 2017 Active or Resident Members of the USBF. For a team to be credited with Positioning Points (PPs) for bye purposes for the 2017 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 \$10 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 by first by most PPs won in the Spingold, then if still tied, most PPs won in the Vanderbilt, 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 cannot be used for Quarterfinal or Semifinal byes. Also, 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: 155 PPs for one bye and at least 165 each for two byes. In addition a team needs a **win** in the 2016 Spingold, the 2016 Reisinger, the 2017 Vanderbilt, or the 2016 Open Team event at the World Bridge Games. 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 165, the two teams with the highest PP totals shall earn byes to the Semifinal.

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 Semifinal, because in order for two teams to earn a bye, each would need to have at least 165 PPs. The other two teams would have byes to the Quarterfinal.

B. Byes to the Quarterfinal.

There are six PPs thresholds to earn a bye to the Quarterfinal: 78, 79, 81, 84, 88, 93. Each slot taken up by a Semifinal bye removes the two lowest threshold numbers above.

If no team has a bye to the Semifinal, up to six teams may earn a bye to the Quarterfinal. The six PPs thresholds to earn a bye to the Quarterfinal are: at least 78 PPs for one bye, at least 79 PPs each for two byes, at least 81 PPs each for three byes, at least 84 PPs each for four byes, at least 88 PPs each for five byes and at least 93 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 81 PPs for one bye, at least 84 PPs each for two byes, at least 88 PPs each for three byes and at least 93 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 88 PPs for one bye and 93 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: 60, 65, 67, 79, 80, 85.

If there are 6 slots available (no bye to the Semifinal), the teams with 85 PPs and 80 PPs would have a bye to the Quarterfinal. The team with 79 PPs could not earn a bye because giving three byes require each team to have at least 81 PPs.

If there are 4 slots available, (one bye to the Semifinal), only the team with 85 PPs would have a bye to the Quarterfinal. The team with 80 PPs could not earn a bye because the fourth slot, 84 PPs, would apply.

If there are two slots available, (two byes to the Semifinal), none of these teams would receive a QF bye, as 88 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 PPs thresholds to earn a bye to the Round of 16: 40, 40, 40, 42, 44, 46, 48, 50, 52, 54, 57, 60. 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: 45, 47, 52, 65, 67, and four slots are already taken up by Semifinal or Quarterfinal byes.

The first four PPs thresholds for byes to the Round of 16 are removed (40, 40, 40, 42) because of the four slots are taken up by the Semifinal and/or Quarterfinal byes. The eight remaining PPs thresholds for byes to the Round of 16 are at least 44 for one bye, at least 46 PPs each for two byes, at least 48 PPs each for three byes, at least 50 PPs each for four byes, at least 52 PPs each for five byes, etc. In this example, there are three teams with at least 48 PPs, but there are not four teams with at least 50 PPs. So the three teams with 67, 65 and 52 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 40 or more PPs that did not earn a bye to the R16 shall have a bye to the R32.

V. USA 1 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 Round of 16 shall consist of twice the number of teams in the Quarterfinal 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 by the byes earned in the Semifinal, the Quarterfinal, and the Round of 16, and the seeding order as determined by SPs of the surviving teams from the Round Robin (after adjustment for Round Robin performance) in accordance with the provisions in Subsection 1) below.

1) Seeding the Round of 16 - 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.
- 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 PPs for any player shall be 26.25.
- c) Round Robin Points earned for first thru fourth place in the Round Robin as follows:

# Days	2/2.5 days
1st place*	8
2nd place	8

3rd place	4
4th place	2

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

A team's average Seeding Points (SPs) are equal to the SP totals for each player (capped at 65) divided by the number of players on the team. However, Round Robin points earned shall not be subject to the 65 SP cap. Paragraph III.B.2. regarding teammates of a player who has expertise significantly below the majority of the team, shall not apply to IPPs

2) 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 or EBL of collusive cheating.

A player shall forfeit 50% of seeding points earned on a team that included a player who has been charged by ACBL or EBL of collusive cheating or has been precluded by the WBF Credentials Committee from playing in a WBF event within the 2 years preceding the start of the 2017 USBC.

3) Seeding the Round of 16 - Shuffling

The teams from the Round Robin 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:

- 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.

4) Seeding the Round of 16 - Reshuffle

After the brackets are set and the shuffling is done as provided above, the team that won the Round Robin can refuse its drawn opponent by asking for a re-shuffle. If such reshuffle is requested, the Round Robin winner will randomly choose from among its team number and its bracket mate's numbers (i.e., a two or three team group identified in the above

paragraph). The number chosen by the Round Robin winner will be swapped with its original number. If the Round Robin winner chooses its own number again, it keeps it.

A team with a bye in a bracket group with the Round Robin winner is exempt from inclusion in a reshuffle (even though it was included in the initial bracket shuffle). In such a case, the reshuffle is among only those teams who do not have byes.

If the Round Robin winner does not have a bracket mate to reshuffle with, because its bracket-mates have byes or are empty bye slots, then the team may reshuffle with the next highest bracketed team below the Round Robin winner that is an even number of bracket slots below the Round Robin winner. (i.e. 2 slots below, or 4 slots below, if 2 does not exist, etc.).

VI. USA 2

A. Playing in USA2 is Mandatory

Every team that enters the event commits to play until eliminated not only in the USA1 bracket, but also in the USA2 bracket. Any team that qualifies for the USA2 bracket must play in that bracket until eliminated. If a player or team goes home or seeks to withdraw after suffering its first loss (in USA1), he/she/it is subject to the same disciplinary penalties and procedures as would apply if it failed to show up for a match in the USA1 bracket.

B. Format

All of the Round of 16 losers shall play in USA2. If there are any Semifinal or Quarterfinal byes, some teams eliminated in the final pre-R16 stage shall also play in USA2. The USA2 stages, format and the number of teams in each are as follows; Appendix C contains more details:

1) Round of 64

The 120 board Round of 64 takes place during the USA1 Round of 16, if there were any Quarterfinal or Semifinal Byes in the USA1 bracket.

2) Round of 32

The 120 board Round of 32 takes place during the USA1 Quarterfinal. There are 8 teams in the Round of 32: the USA1 Round of 16 losers plus additional teams from the USA2 Round of 64 if there were byes to the Quarterfinal or Semifinal of USA1.

3) Round of 16

The 120 board Round of 16 takes place during the USA1 Semifinal. There are 8 teams in the Round of 16, the 4 losers from the USA1 Quarterfinal plus the 4 winners from the USA2 Round of 32.

4) Quarterfinal

The 120 board USA2 Quarterfinal takes place during the USA1 Final. There are 6 teams in the USA2 Quarterfinal, the two losing USA1 Semifinalists and the four USA2 Round of 16 winners.

5) Semifinal

The 120 board USA2 Semifinal takes place after completion of the USA1 selection. There are 4 teams in the USA2 Semifinal, the losing USA1 finalist and the 3 winners from the USA2 Quarterfinal.

6) Final

The 120 board USA2 Final match takes place on the two days following the completion of the USA2 Semifinal.

C. Setting the Bracket for USA2

The USA2 bracket is set at the same time as the USA1 Bracket, subject to revision to avoid replays, based on these rules:

1. Drop-ins from USA1 to USA 2 do not play against each other in their first USA2 round;
2. Teams that have played against each other in the USA1 round of 16 or later do not play against each other in USA2 before the USA2 Round of 8.
3. The losing USA1 finalist chooses its Semifinal opponent from the 3 USA2 Quarterfinal winners and the other 2 Quarterfinal winners play each other.

D. Positioning Points from USA2 Performance

In addition to PPs awarded to teams placing in the USBC in III., above, PPs shall also be awarded to teams in the USA2 bracket as follows:

1. If a team **wins 2 or more KO matches** (not including a USA1 R32 KO) in both brackets combined, it earns the HIGHER of the PPs for its USA1 wins (under the normal formula) or the PPs shown on the chart below. For this purpose, surviving a USA2 Round Robin counts as "winning a KO":

Overall Finish in USA2	PPs
Reach R16 of USA2, then lose:	6
Reach R 8 of USA2, then lose:	9
Reach R 4 of USA2, then lose:	14
Reach R 2 of USA2, then lose:	21
Win USA2:	30

2. If a team **wins exactly 1 KO match** in both brackets combined, it earns PPs for the one match won. If the team won its match in USA2 bracket, PPs are as follows:

Round of USA2 won	PPs
R16 or earlier	0
R8	6 PPs
R4	9 PPs

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:

- 1) Prior to the end of the 2017 Vanderbilt, the ITTC Technical & Advisory Committee (TAC) shall make determinations.
- 2) After the end of the 2017 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

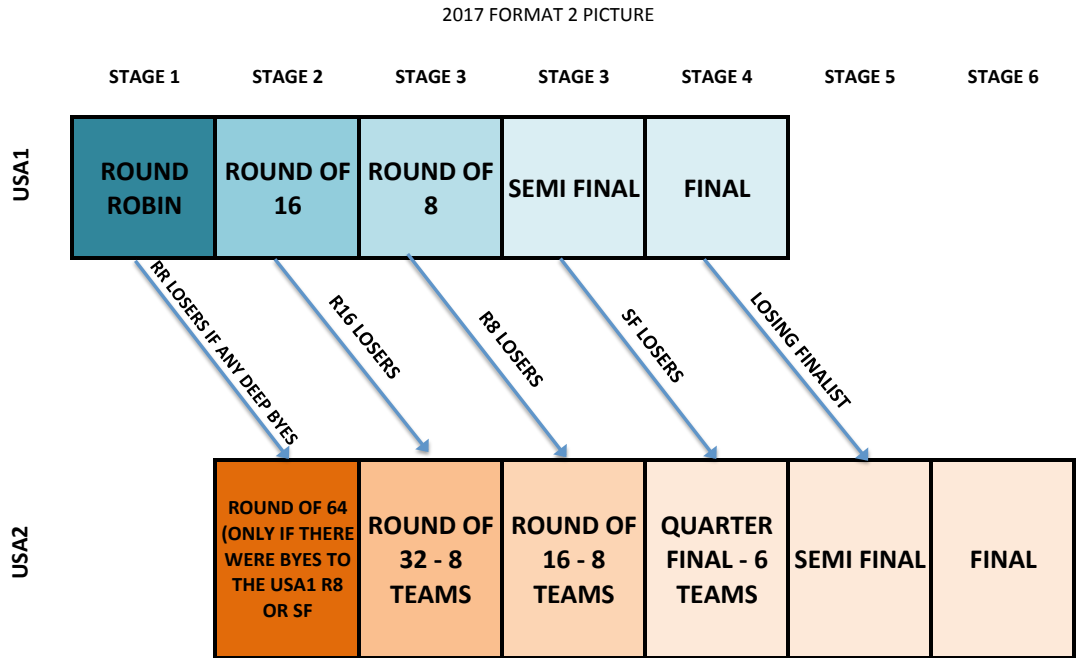
C. Guidelines for Round Robins

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.

APPENDIX B. USA2 FORMAT

A. Overall Format of 2017 USBC



B. General Principles

There should be 8 teams in the USA2 Round of 16 (the USA2 stage opposite the USA1 Semifinal). If there is a USA1 Round of 32, and any R32 losers drop into USA2, all of the R32 losers must play in USA2 R64. The R64 format may then be a Round Robin instead of a KO. If there is a 2-stage pre-R16 (either Round Robin followed by R32 or double RR), only the losers in the second stage are eligible to play in USA2.

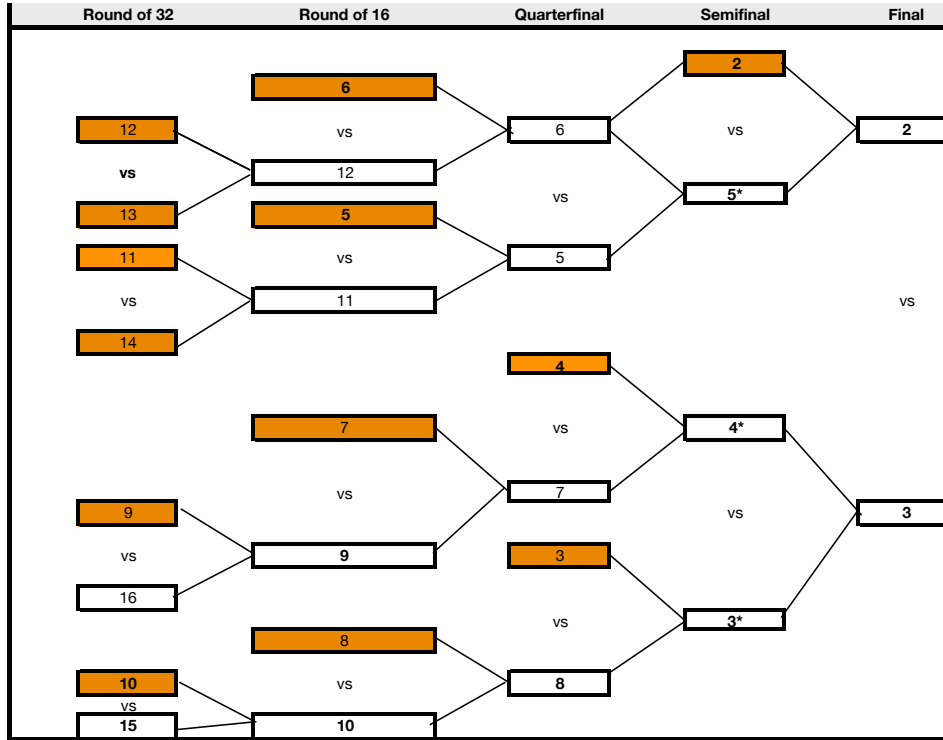
Table 2: SPECIFIC FORMATS

	NO SEMIFINAL BYES					ONE SEMIFINAL BYE			
# R8 Byes	0	1	2	3	4	0	1	2	3
# R16 Losers	8	7	6	5	4	6	5	4	3
# Additional teams needed for R32	0	1	2	3	4	2	3	4	5
R64 Format	none	KO	KO	KO*	KO*	KO*	RR	KO	
#teams in R64**		2	4	6	8	8	8 [#]	8	
R32 Format		KO	KO	KO	KO	KO	KO	RR	

* May be Round Robin with some numbers The TAC will determine the exact format after entries have closed.

** If there was a R32, all R32 losers will play in the R64, which will be a KO or Round Robin depending on the number of teams.

C. Pictorial Representation of USA2 Bracket



Shaded boxes are teams that drop in from USA1

* Team numbers may change for the Semifinal because USA1 losing finalist picks its opponent