

## **0-2500 Swiss Teams**

### **Special Conditions of Contest**

The General Conditions of Contest (CoC) for Swiss Teams events will apply to this event, subject to the following special CoC. These conditions are in addition to, or supersede, the General CoC for Swiss Teams. These CoC may not be changed during the course of this event.

#### **CONDITIONS OF ENTRY**

The 0-2500 Swiss Teams is open to teams of four, five or six players each of whom is a paid ACBL Member and has no more than 2500 recorded masterpoints (MPs) as of the ACBL computer run preceding the start of the NABC; this will typically be on March 6<sup>th</sup>.

#### **PARTICIPATION REQUIREMENTS**

- 1) The event consists of two qualifying and two final sessions. The qualifying sessions will consist of either four six-board or three eight-board matches as determined by the Director-in-Charge (DIC) based on the field size. The DIC will determine an appropriate movement for the two final sessions. Victory point scoring (NABC Continuous 20 point scale) will be used throughout.
- 2) Players must play in at least half of the matches in the qualifying phase to be eligible to play in the finals, and at least half of the matches in the finals to be eligible for overall awards. Furthermore, players not prepared to play both days are ineligible.
- 3) An ineligible player is disqualified. The ineligible player's team may be disqualified. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified. When a player's team is disqualified after the correction period for the event has ended, the disqualified team's position remains vacant. If the deficiency is discovered prior to a match starting, the result of the preceding match is changed; or, if discovered during a match, that match may be forfeit. The result of no other match is altered.

#### **CONVENTIONS**

Bidding and carding methods permitted, restricted, or not permitted in this event are per the ACBL Basic+ Convention Chart.

#### **SCORING AND PLAY**

- 1) Both for qualification and final ranking, any fraction of a VP will be sufficient separation.
- 2) The number of teams qualifying for the finals will be approximately 50%, but in no case less than 40%, of the original field. When there is a tie for the last qualifying position(s) of this Swiss Teams event, all teams tied will qualify to continue. If this results in an odd number of teams, one additional team will be selected, using current tiebreaking procedure (see General CoC for Swiss Teams).

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- 3) The scores of the teams qualifying to the finals will be adjusted to a carryover by using the factor produced by the following formula:

$$C = S * (Q/E + 1)/2$$

Where C = carryover, S = raw score, Q = # of qualifiers & E = # of entrants.

- If this factor produces a spread of more than one-and-one-half matches of victory points (30) then the appropriate factor is used to cause a spread of 30 points between the high & low qualifiers.
- 4) A team playing in the finals may meet any other team subject to the general conditions regarding pairing. There may be playbacks at the bottom of the field.
- 5) Boards will be duplicated across all matches of the final two sessions when possible; however, during the final four matches the boards will be duplicated across the five matches involving the highest ranked teams. A board played in the same condition at both tables of a match will count even if it does not match the same board number played in other matches. Should any board played at one table not match the one played at the other, both results will be cancelled. No substitute board will be played.
- 6) Regarding any of the above, or any of the General CoC for Swiss Teams, the decision of the DIC will be final.