

# Keohane North American Open Swiss Teams (Six-Session) 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 CoC may not be changed during the course of this event.

## CONDITIONS OF ENTRY

The event is open to teams of four, five or six players, each of whom is a paid-up ACBL Member.

## PARTICIPATION REQUIREMENTS

1. The event consists of six sessions: two qualifying, two semi-final and two final sessions. Four seven-board matches will be played each session. The NABC+ VP scale will apply throughout.

Players must play in at least four matches in the qualifying sessions to be eligible to play in the semi-finals, at least four matches in the semi-finals to be eligible for the finals and at least four matches in the finals to receive overall awards. Furthermore, players not prepared to play all three days are ineligible.

2. An ineligible player is disqualified. The ineligible player's team will be disqualified unless the DIC determines that teammates were unaware of the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified. When a team is disqualified after the correction period for the event, because the deficiency was discovered then, the disqualified team's position remains vacant. In ongoing events, teams move up one position as appropriate.

## CONVENTIONS

Bidding and carding methods permitted, restricted, or not permitted in this event are per the ACBL Mid-Chart.

## SCORING AND PLAY

1. Both for qualification and final ranking, any fraction of a victory point will be sufficient separation.
2. The number of teams qualifying for the semi-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 an NABC+ Swiss Teams event, all teams tied will qualify to continue in the event. If this results in an odd number of teams, one additional team will be selected, using our current tie breaking rules. To break ties for qualification the following progression will apply:

- a. Matches won: A win = 1, a tie =  $\frac{1}{2}$ , a loss = 0.
- b. The result of the match(es) between the tied teams. If more than two teams are tied, this will apply only if they have all played each of the other teams.
- c. The VP totals of opponents played in the second qualifying session.
- d. The VP totals of opponents played in both qualifying sessions.

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3. The scores of the teams qualifying to the semi-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 (maximum 30 VPs), then the appropriate factor is used to cause a spread of 30 points between the high and low qualifiers.

4. At the conclusion of the semi-final, the number of teams qualifying for the final will be approximately 50%, but in no case less than 40%, of the semi-final field. Ties will be broken using standard ACBL tie-breaking formulas.
5. The carryover of the teams qualifying to the finals will be determined with a standard ACBL carryover formula, except that if the factor produces a spread of more than two matches of VPs (40), then the appropriate factor is used to cause a spread of 40 points between the high and low qualifiers.
6. A team in the semi-finals or finals may meet any other team subject to the general conditions regarding pairing except for the following: During the last two matches of the finals, teams in the bottom half of the field may meet each other for a second time that day. When a choice exists, it shall be the teams with the lowest records.
7. Boards will be duplicated across the entire field for both final sessions. 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. Regardless of fault, no substitute board will be played.
8. Screens will be used for all matches in the final two sessions.
9. Regarding any of the above or any of the General CoC for Swiss Teams, the decision of the DIC will be final.