

## **Mini-Soloway Knockout Teams Conditions of Contest**

The Mini-Soloway Knockout (KO) Teams, also referred to as “Soloway-style KO” is a two-day event which consists of a two-session round-robin or Swiss qualifier on the first day, followed by a four-team, two-session knockout phase on the second day. The General Conditions of Contest (CoC) for Knockout (KO) Teams will apply to the Knockout portion of this event and the General CoC for Swiss Teams will apply to the Swiss qualifying portion, subject to the following CoC. These CoC also incorporate Appendices E, G, H, and K to the General CoC.

These CoC may not be changed during the course of the event. The Director in Charge (DIC) will resolve any issue not specifically covered by these CoC.

### **CONDITIONS OF ENTRY**

- 1) These events are open to teams of four, five or six players. Each team must select a captain, playing or non-playing, who will be responsible for all official representations to the TD or committees. The completed entry must include the names and player numbers of all participants, and a notation as to who is captain.
- 2) The DIC will resolve any request for changes to the submitted entry.

### **PARTICIPATION REQUIREMENTS**

- 1) Each member of the team must play at least 50% of the total number of matches in the qualifying sessions. In the case of an odd number of matches on day one, the requirement is 50% of the matches rounded up. For example, if seven matches are played then each player must play in at least four matches.
- 2) Every team member must play at least half the boards of each KO match, exclusive of play-offs, in order to be eligible for overall awards. Players not prepared to play in both sessions of day two may not enter the event on day one.

### **Day One QUALIFYING**

- 1) Teams will be placed into brackets based on the average masterpoint holding of each team. At sponsor option, teams may be permitted to “play up” into the top bracket.
- 2) Each bracket should consist of between seven and eleven teams and be played as a full round-robin, if practical, on day one. Larger brackets may be played as a Swiss.
- 3) If dictated by field size and/or convenient bracket breaks, a five- or six-team bracket is permitted.
- 4) The top four teams in each bracket qualify to the knockout phase on day two.

### **Day Two KNOCKOUT PHASE**

- 1) Day two consists of a four-team, two-session knockout. Sponsors are encouraged to require a playoff for 3<sup>rd</sup>/4<sup>th</sup> place, and to charge all qualifying teams for two sessions.

## **Mini-Soloway Knockout Teams Conditions of Contest**

- 2) The winning team selects its semifinal opponent from the teams finishing third and fourth on day one. At sponsor option, the second place team may, if it so chooses, also make itself available for selection.

### **CONVENTIONS**

Bidding and carding methods permitted, restricted or not permitted in this event are per the usage guidelines in the Convention Charts.

### **SCORING AND PLAY**

- 1) The qualifying portion of this event is a round-robin or Swiss teams event scored at Victory Points. See the General Conditions of Contest for Swiss Teams for tiebreaking procedures.
- 2) The KO portion of this event is a single-elimination knockout, with any fraction of an IMP constituting a win.
- 3) Each match in the KO phase will be 24 boards (or longer, at sponsor option) broken into two equal segments. See the General Conditions for KO events for information regarding timing, play-offs, etc.

### **SEATING RIGHTS**

- 1) There shall be no seating rights on day one or in a play-off on day two.
- 2) In the KO phase, higher ranked (seeded) teams may choose to exercise their seating rights in the first or second half, with their opponent having seating rights in the other half.
- 3) In any segment, the team not exercising seating rights sits down first and the team exercising seating rights team second.
- 4) Replays of pairs are permitted throughout.

### **SUBSTITUTES**

Substitutes will be permitted at the discretion of the DIC. A five- or six-person team must utilize their additional players as substitutes if available. No more than two substitutes at a time will be permitted on a team. See the General Conditions of Contest for Knockout Teams.

### **REPLACEMENTS**

A team reduced to three members for cause will be permitted a replacement at the discretion of the DIC. In no case is a team permitted to replace more than one player.

# **Mini-Soloway Knockout Teams Conditions of Contest**

## **PENALTIES**

- 1) The opposing team may not waive any penalties assessed their opponents for tardiness or slow play.
- 2) Penalties for failure to seat a complete team at the announced game time during the KO phase will be per the General Conditions of Contest for Knockout Teams.
- 3) Penalties for slow play will be per Appendix E.

## **CONCESSIONS**

Concessions may be permitted at any time at the discretion of the DIC. Credit for participation and timely finishes in unflawed sessions will be assigned to players on the winning team at the discretion of the DIC.