

0-10,000 (10K) 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 0-10,000 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 10,000 recorded masterpoints (MPs) as of the ACBL computer run on March 6th of that year.

PARTICIPATION REQUIREMENTS

- 1) The event consists of two qualifying and two final sessions. Four seven-board matches will be played each session. Victory point scoring (20 point scale) will be used throughout.
- 2) Players must play in at least four matches in the qualifying phase to be eligible to play in the finals, and at least four 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 is 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 Open+ 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.
 - a) 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 rules.
 - b) To break ties the following progression will apply:
 - Matches won: a win = 1, a tie = 1/2, a loss = 0.
 - 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.
 - The VP totals of opponents played in the second qualifying session.
 - The VP totals of opponents played in both qualifying sessions.

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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.
- 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, regardless of conditions. 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 Director in Charge will be final.