

# **NABC Open Swiss Teams Special Conditions of Contest**

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

## **CONDITIONS OF ENTRY**

The Open Swiss Teams is open to teams of four, five or six players, each of whom is a paid ACBL member.

## **PARTICIPATION REQUIREMENTS**

1. The event consists of two qualifying and two final sessions. Four seven-board matches will be played each session. Victory point (VP) scoring (NABC+ 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. Players not prepared to play both days are ineligible.
3. An ineligible player is disqualified. If the disqualification occurs prior to the start of play of the event, the team is not disqualified as long as it contains four or more eligible players. If a player is disqualified after the beginning of play, the team is disqualified. Any team reduced to fewer than three original members due to disqualification of ineligible members is disqualified. When a player's team is disqualified after the correction period for the event expires, 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 these events are per the ACBL Mid-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.
3. 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 if necessary. To break ties, the following progression will apply:
  - Matches won: a win = 1, a tie =  $\frac{1}{2}$ , 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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4. 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 VP (30), then the appropriate factor is used to cause a spread of 30 points between the high and low qualifiers.

5. A team in the finals may meet any other team, subject to the General CoC regarding pairing.
6. If conditions permit, boards will be duplicated across all matches of the final two sessions; 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. Regardless of fault, no substitute board will be played.
7. Regarding any of the above, or any of the General CoC for Swiss Teams, the decision of the DIC will be final.