

NABC Senior Swiss Teams Special Conditions of Contest

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

CONDITIONS OF ENTRY

The event is open to teams of four, five or six players who were born prior to January 1, 1959, and are paid-up ACBL Members.

PARTICIPATION REQUIREMENTS

1. The event consists of four sessions: two qualifying and two final. Four seven-board matches will be played each session. The Official ACBL NABC+ VP scoring will be used.
2. Players must play in at least four of the eight matches in the qualifying phase to be eligible to play in the finals and at least four of the eight 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 this event 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. When there is a tie for the last qualifying position(s) of an NABC+ Swiss 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 the current tie -breaking rules. 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 = carry over

S = raw score

Q = # of qualifiers

E = # of entrants

If this factor produces a spread of more than one and one-half matches of VPs (30), then the appropriate factor is used to cause a spread of 30 points between the high and low qualifiers.

4. A team in the finals may meet any other team, subject to the general conditions regarding pairing.
5. 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. 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.