

DISTRICT 4 (D4) KNOCKOUT (KO) EVENTS WITH QUALIFYING ROUND ROBIN/SWISS

Conditions of Contest (13 October 2019)

1. INTRODUCTION.

This document contains the setup information and Conditions of Contest (CoC) for D4's implementation of the ACBL experimental two day KO with a first day qualifying two-session Round Robin or Swiss.

2. EVENT FORMAT.

The first day will consist of a two session Round Robin or Swiss event to qualify four teams for the second day's semi-final and final KO matches. Losing teams in the semi-final matches **must** playoff for third and fourth place masterpoint awards.

Before the first session of the two-session Round Robin or Swiss qualifier, the directors will collect the tournament's entry fee for a two-session team event. Tournaments may charge extra for five and six person teams to cover increased hospitality costs.

At the end of the Round Robin or Swiss qualifier, the four teams advancing to the KO phase will again pay the directors the tournament's entry fee for a two-session team event. This entry fee covers two sessions of play for each team during the KO phase – either semi-final and final or semi-final and consolation playoff for third and fourth place masterpoint awards. Tournaments may charge extra for five and six person teams to cover increased hospitality costs.

3. MASTERPOINT AWARDS.

Masterpoint awards will be calculated outside ACBLScore using the procedures, rules and spreadsheet tools developed by the ACBL for the experimental two day KO with qualifying Round Robin or Swiss. As of 18 February 2018, second place receives 70 percent of the first place award, third place receives 45 percent of the first place award and fourth place receives 35 percent of the first place award.

4. FIRST DAY SWISS BRACKETING.

- a. All brackets must contain at least five teams;
- b. Bracketing will be done by master points in such a way as to try best to have brackets with an equitable distribution of masterpoints within each bracket;
- c. If possible, brackets should be fewer than ten teams so that the Tournament can run a Round Robin (RR) qualifying event in that bracket;
- d. Any team can, at their request, play "up" **into the top bracket** instead of the bracket corresponding to their masterpoint average.
- e. At the discretion of the DiC, the top bracket can be **handicapped** (both in the RR or Swiss

Qualifier and in the KO stage). The formula for computing the handicap is $N \times (N/5)^{1/3} \times \text{Log}_{10} [(40 + \{L/2\} + H)/(40 + \{L * 3/2\})]$, where N = the number of boards per match, H = the average masterpoint holding of all team members for the team with more masterpoints per member, L = the average masterpoint holding of all team members for the team with fewer masterpoints per member. Handicaps are rounded. No team whose average masterpoint holding is greater than 5,000 per member will receive any handicap. For purposes of giving handicaps, a team with greater than 5,000 points per member average will continue to give handicaps to teams with less than 5,000 average on the basis of their actual average. Appendix 1 contains the handicaps for a seven-board match. Similar handicap charts can be generated easily for any number of boards.

5. ROUND ROBIN AND SWISS QUALIFIER MOVEMENTS.

a. For a bracket with **ten or more teams**, the Tournament will run a normal two session Swiss consisting of **six rounds of eight boards** or **seven rounds of seven boards**;

b. For a bracket of **nine teams**, the Tournament will run a RR with **eight rounds of six boards** using four three-ways (e.g. Tic-Tac-Toe assignments) or **seven rounds of seven boards** (in the latter case the top four teams by masterpoint totals must all play each other) ;

c. For a bracket of **eight teams**, the Tournament will run a RR with **seven rounds of seven boards**;

d. For a bracket of **seven teams**, the Tournament will run a RR with **six rounds of eight boards**. There will be one three way (beginning or continuing) and two heads up matches in each of the six rounds. Alternatively, the RR can be played “up 1 down 1, up 2 down 2, up 3 down 3”

e. For a bracket of **six teams**, the Tournament will run a RR with **ten rounds of five boards**. Each team in the bracket will play two distinct matches (one in the morning session and the other in the afternoon session) against every other team in the bracket. In order to reduce the time between matches, the Tournament will provide movement guide cards to the teams during the first round of the event and will collect match results after each round from the teams’ home tables.

f. For a bracket of **five teams**, the tournament will run a RR with **eight rounds of six boards** using a Board-a-Match movement that allows for comparisons after every two rounds. Each team in the bracket will play two distinct matches (one in the morning session and the other in the afternoon session) against every other team in the bracket.

6. VICTORY POINT (VP) SCALES.

The top bracket of the first-day Round Robin or Swiss qualifier will use the United States Bridge Federation (**USBF**) Victory Point (**VP**) scales for the number of boards played per round (see <https://www.usbf.org/conditions-of-contest/conditions-of-contest/general-conditions-of-contest/index.php>). For all of the other brackets, the Tournament may use either the USBF VP scales or the standard ACBL VP scales. While the USBF VP scales are inarguably more equitable than the standard ACBL VP scale, players in lower brackets may not be accustomed

to anything other than the standard ACBL VP scales and the Tournament may wish to consider the player experience in making the choice of VP scales.

7. QUALIFIERS FOR THE KO.

The top four teams in each Swiss bracket will qualify for the semi-final round of the KO on the next day. There will be no carryover from the Round Robin or Swiss qualifying phase to the KO phase. All qualifiers **must play** two sessions in the KO phase – either semi- final and final (semi-final winners) or semi-final and consolation playoff for third and fourth place (semi-final losers).

8. ROUND ROBIN AND SWISS TIE BREAKING.

Ties at the end of the Round Robin or Swiss qualifying round shall be broken only if the finish of the teams is relevant either to which teams advance to the KO phase of the competition or to which teams finish first or second. In those cases, ties will be broken by VP's scored against all tied teams, then by successive two-board matches.

9. KO MATCHES.

The teams finishing first and second in their bracket's qualifying Round Robin or Swiss will be placed in different KO semi-final matches. Additionally, the team finishing first in a bracket will be allowed to choose either the third or fourth place finishers in their bracket's qualifying Round or Swiss as their semi-final opponent.

10. KO TIE BREAKING.

Standard ACBL KO tie breaking rules will be used for the semi-final, final and consolation matches.

11. CONDITIONS OF CONTEST.

Other than conditions enumerated in previous Sections, the first day qualifying Round Robin or Swiss will follow the general ACBL Conditions of Contest (**CoC**) for a two session Swiss <http://web2.acbl.org/coc/SwissGeneral.pdf>. The KO phase will follow the general ACBL CoC for a KO event <http://web2.acbl.org/coc/KOGeneral.pdf> except that all players on a team qualifying for the KO phase must play at least half of each match.

Appendix 1 – Handicaps for KOs with Swiss Qualifiers

Number of Boards **7**

	5000	4800	4600	4400	4200	4000	3800	3600	3400	3200	3000	2800	2600	2400	2200	2000	1800	1600	1400	1200	1000	800	600	400	200
10000	1.73	1.84	1.96	2.08	2.21	2.35	2.49	2.64	2.81	2.98	3.17	3.38	3.60	3.83	4.10	4.39	4.71	5.07	5.49	5.97	6.54	7.25	8.15	9.43	11.55
9000	1.45	1.56	1.67	1.79	1.92	2.05	2.19	2.34	2.51	2.68	2.86	3.06	3.28	3.52	3.78	4.06	4.38	4.74	5.15	5.63	6.20	6.90	7.81	9.08	11.19
8000	1.14	1.24	1.36	1.47	1.60	1.73	1.87	2.02	2.17	2.34	2.53	2.72	2.94	3.17	3.42	3.71	4.02	4.38	4.79	5.26	5.83	6.52	7.42	8.69	10.80
7000	0.80	0.90	1.01	1.12	1.24	1.37	1.51	1.65	1.81	1.97	2.15	2.34	2.55	2.78	3.03	3.31	3.62	3.97	4.37	4.84	5.40	6.09	6.99	8.25	10.35
6000	0.42	0.52	0.62	0.73	0.85	0.97	1.10	1.24	1.39	1.55	1.73	1.91	2.12	2.34	2.58	2.86	3.16	3.51	3.90	4.36	4.92	5.60	6.49	7.74	9.84
5000		0.09	0.19	0.29	0.40	0.52	0.65	0.78	0.92	1.08	1.24	1.42	1.62	1.83	2.07	2.33	2.63	2.97	3.36	3.81	4.35	5.03	5.91	7.15	9.24
4800			0.10	0.20	0.31	0.42	0.55	0.68	0.82	0.97	1.14	1.31	1.51	1.72	1.96	2.22	2.51	2.85	3.23	3.69	4.23	4.90	5.78	7.02	9.10
4600				0.10	0.21	0.32	0.44	0.57	0.71	0.86	1.03	1.20	1.40	1.61	1.84	2.10	2.39	2.73	3.11	3.56	4.10	4.77	5.64	6.88	8.96
4400					0.11	0.22	0.34	0.47	0.60	0.75	0.91	1.09	1.28	1.49	1.72	1.98	2.27	2.60	2.98	3.43	3.96	4.63	5.50	6.74	8.81
4200						0.11	0.23	0.36	0.49	0.64	0.80	0.97	1.16	1.37	1.60	1.85	2.14	2.47	2.85	3.29	3.82	4.49	5.36	6.59	8.66
4000							0.12	0.24	0.38	0.52	0.68	0.85	1.03	1.24	1.47	1.72	2.00	2.33	2.70	3.15	3.68	4.34	5.20	6.43	8.50
3800								0.12	0.25	0.40	0.55	0.72	0.90	1.11	1.33	1.58	1.86	2.19	2.56	3.00	3.52	4.18	5.04	6.27	8.33
3600									0.13	0.27	0.42	0.59	0.77	0.97	1.19	1.44	1.72	2.04	2.40	2.84	3.36	4.02	4.87	6.09	8.15
3400										0.14	0.29	0.45	0.63	0.83	1.04	1.29	1.56	1.88	2.24	2.67	3.19	3.84	4.70	5.91	7.97
3200											0.15	0.31	0.48	0.68	0.89	1.13	1.40	1.71	2.08	2.50	3.02	3.66	4.51	5.72	7.77
3000												0.16	0.33	0.52	0.73	0.97	1.24	1.54	1.90	2.32	2.83	3.47	4.31	5.52	7.56
2800													0.17	0.35	0.56	0.79	1.06	1.36	1.71	2.13	2.63	3.27	4.10	5.30	7.34
2600														0.18	0.38	0.61	0.87	1.17	1.51	1.92	2.42	3.05	3.88	5.07	7.10
2400															0.20	0.42	0.67	0.96	1.30	1.71	2.20	2.82	3.64	4.82	6.84
2200																0.22	0.46	0.75	1.08	1.48	1.96	2.57	3.38	4.55	6.56
2000																	0.24	0.52	0.84	1.23	1.70	2.30	3.10	4.26	6.26
1800																		0.27	0.58	0.96	1.42	2.01	2.80	3.94	5.92
1600																			0.30	0.67	1.12	1.69	2.46	3.59	5.55
1400																				0.35	0.79	1.34	2.09	3.20	5.14
1200																					0.42	0.95	1.68	2.76	4.66
1000																						0.51	1.21	2.25	4.11
800																							0.66	1.65	3.46
600																								0.92	2.64
400																									1.57