



2010 CANADIAN NATIONAL TEAM CHAMPIONSHIP - FLIGHT A
CONDITIONS OF CONTEST - NATIONAL FINAL

1. LOCATION

Holiday Inn Hotel & Suites Markham-Toronto
7095 Woodbine Avenue
Markham, ON L3R 1A3
905-474-0444
toll free: 1-800-387-3303
www.holidayinn.com/yyz-markham

2. REPRESENTATION OF TEAMS

23 teams from across Canada.

3. DATES AND TIMES

Please see separate sheet that gives all times for matches.

4. FORMAT

The National Final will be held in two Stages.

a) Round Robin

A 4 day round robin consisting of 23 matches to qualify the top eight teams for the quarter-finals.

Matches will be 10 boards, with scoring by Victory Points as per the attached WBF scale.

Each team will have one sit-out match.

b) Knockouts

Quarter Final - 64 boards, subject to curtailment for slow play. Team finishing first in the Round Robin will select their opponent from teams finishing 5th thru 8th. The team finishing second in the Round Robin will then select their opponent from the remaining teams that finished 5th thru 8th. Third place team will then select its opponent from the remaining teams that finished 5th thru 8th and the 4th place team will play the remaining team.

Semi-Final - 72 boards, subject to curtailment for slow play. For the Semi-Final matches, the team advancing to the Semi-Final Round that had the highest ranking at the completion of the Round Robin will be allowed to choose its opponent from the other three teams.

QUARTER FINAL

SEMI-FINAL

FINAL

T1 vs ___ winner

T ___* vs ___ winner

T2 vs ___ winner

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T3 vs ___ winner

T ___ vs ___ winner

T4 vs ___ winner

* team with highest Round Robin finish.

The Final will be 128 boards, subject to curtailment for slow play.

Ties for qualification into the Knockouts will be broken using the attached Tie-breaking Formula.

There will be NO carryover from the round robin to the Knock Out portion of this event.

GENERAL CONDITIONS

5. Each team must designate on its entry blank an official captain, and such captain will be responsible for all representation to the Tournament Committee or the Director-In-Charge (DIC).
6. There are no seeding rights in the round robin. Should any question arise, it will be resolved by having each captain submit to the DIC the precise geographic lineups of his/her team. In the Knock-Out portion of the event, the team with the higher finishing position in the Round Robin will be the seeded team in each match. The seeded team will choose which quarters (1st & 4th or 2nd & 3rd) they wish to exercise their rights. In the quarters not chosen by the seeded team, the non-seeded team has rights.
7. Fifth and sixth members of teams may kibitz only at tables at least two tables removed from each table of their own match.
8. Conventions listed in the ACBL General Convention Chart are permitted in this round. In the Round Robin, any other system or convention other than HUM Systems (Highly Unusual Methods), will be permitted provided that 1 typewritten copy of their descriptions, along with suggested defences including ACBL accepted defence, has been turned in to the CBF Executive Assistant by MAY 1, 2010. In the Knock-Outs any system or convention, including HUM systems, will be permitted provided that 8 typewritten copies of their descriptions, along with suggested defences, are available to the teams advancing to the KO portion.

For a definition of HUM systems please refer to the 2010 Canadian National Team Championship Conditions of Contest. (Section IV B. 5 on page 5)

All teams with pre-alerts must provide the ACBL standard defence.

If a suggested defence does not come up to par, the team submitting it will be required to change the suggested defence so that teams can have the amended defence at the table.

Teams with pre-alerts must have a copy of them with ACBL defences at the table during every match.

9. There will be no penalty for an established revoke unless attention is first drawn to it before a member of the non-offending side has made a call on the next board played at the table (or as provided in Law 64). For the last board of a match, the round will be deemed to have ended when the non-offending side leaves the table, or their partners arrive at the table.

10. SPEED OF PLAY

In all stages of this event, speed of play will be at the standard of about 8 minutes per board.

In the round robin time will be called after one hour twenty minutes and a five minute grace period allowed.

Failure to complete play within the grace period will result in the penalties as follows:

- a) First Offence - warning
- b) Second Offence - Loss of 1 Victory Point in final score.
- c) Third and Subsequent Offences - Loss of 2 Victory Points.

These penalties are cumulative over all sessions, and apply with equal effect to the last match of any given session.

In the Quarter Finals time will be called after two hours and fifteen minutes of play and a five minute grace period.

In the Semi-Finals time will be called after two hours and thirty minutes of play and a five minute grace period.

In the Finals time will be called after two hours and fifteen minutes of play and a five minute grace period allowed.

IN NO STAGE OF THIS EVENT MAY A BOARD BE STARTED AFTER THE EXPIRY OF THE GRACE PERIOD.

11. Any team which fails to seat a complete team within ten minutes of the announced starting time of a match will be penalized three IMP's in the net score of that match and further 1-IMP for each two minutes thereafter. If a full team is not seated within 20 minutes, the team will forfeit the match in question. Should a team be penalized for tardiness, no indemnity points are to be awarded to the non-offending team. Victory Points assigned to the non-offending team are computed as though there had been no penalty imposed on their opponents. The assignment of a penalty for tardiness does not preclude the application of a further adjustment under point 12.
12. If a table is unable to complete all boards of a given match, the result of that match will be based upon only those boards completed at both tables unless, in the opinion of the Tournament Director, only one side is at fault. When a match must be curtailed due to tardiness or slow play, the non-offending team receives three IMP's per board curtailed. These three IMP's are added to the non-offending team's total.
13. In the event that two teams in a match fail to seat themselves properly, and no result is possible for the match, both teams receive zero Victory Points for the match.
14. In the event of a forfeited match, for overall ranking and/or qualification purposes, the winner is awarded the maximum of:
 - a) 60% of the available Victory Points for the match,
 - b) The average number of Victory Points won per match excluding the forfeit,
 - c) The average number of Victory Points won against the forfeiting team in all matches, excluding forfeited

matches.

The loser is assigned Zero Victory Points.

15. An appeal of the Director's ruling must be made not later than 30 minutes after the conclusion of the session in which the ruling was made.
16. The first place award will be 140 gold points.
17. The Conditions of Contest for the Canadian National Team Championship as approved by the Canadian Bridge Federation and the ACBL are a part of these conditions.

18. CBF MEMBERSHIP

The Conditions of Contest for the CNTC state that all players playing in the Unit Final or higher stages of the CNTC must be paid up members of the CBF. Any player that is not a paid up CBF member will only be allowed to play in the CNTC National Final upon payment of a penalty fee of \$200. (This penalty fee will include one year membership in the CBF) One year CBF Membership is currently \$15 if paid separately from ACBL dues or \$12.00 if paid with ACBL dues.

WBF IMP-VP CONVERSION SCALE - 10 board matches

<u>IMP DIFFERENCE</u>	<u>VICTORY POINTS</u>
0- 1	15 - 15
2-6	16 - 14
7-9	17 - 13
10-12	18 - 12
13-15	19 - 11
16-18	20 - 10
19-21	21 - 9
22-25	22 - 8
26-29	23 - 7
30-33	24 - 6
34-37	25 - 5
38-41	25 - 4
42-45	25 - 3
46-50	25 - 2
51-55	25 - 1
56+	25 - 0

TIE-BREAKING FORMULA

- For breaking ties at the conclusion of the Round Robin.

1. A two-way tie is broken by:
 - a) All matches played will be scored on the basis of 1 point for a win, ½ point for a tie and 0 points for a loss.
 - b) The result of the match between the two tied teams.
 - c) A playoff between the tied teams. The playoff must be five boards. If still tied after five boards, continuing sets of five boards will be played until the tie is broken.
2. A multi-tie is broken by:
 - a) All matches played will be scored on the basis of 1 point for a win, ½ point for a tie and 0 points for a loss.
 - b) Matches played between all tied teams will be scored on the basis of 2 a).
 - c) Victory Points of matches between all tied teams.

In the event a multi-tie is reduced in number by one of the foregoing steps, only the remaining teams should be considered in tie-breaking procedures for succeeding steps.

In the event a multi-tie is reduced to two teams, the procedures for two team ties are applied.

In KO matches of 48 boards or less ties will be broken by playing further boards in 4 board segments until a winner is determined. For matches of more than 48 boards, ties will be broken by playing further boards in 8 board segments until a winner is determined.