



**2012 CANADIAN NATIONAL TEAM CHAMPIONSHIP - FLIGHT A**  
**CONDITIONS OF CONTEST - NATIONAL FINAL**

**1. LOCATION**

**Sheraton Montréal Airport Hotel**  
**12505 Côte de Liesse**  
**Dorval, QC H9P 1B7**  
**1-514-828-4208**  
**1-866-961-3779**

**Room rate: \$119 + tax single or double Please make sure to state you are with the Canadian Bridge Championships when reserving rooms. Cut-off date for receiving the bridge rate is March 30, 2012.**

**2. REPRESENTATION OF TEAMS**

**18 teams from across Canada.**

**3. DATES AND TIMES**

Saturday, April 28: Captain's Meeting: 12:15pm  
Match 1: 1:00pm - 2:40pm  
Match 2: 2:55pm - 4:35pm  
Match 3: 7:00pm - 8:40pm  
Match 4: 8:55pm - 10:35pm  
Sunday, April 29: Match 5: 10:00am - 11:45am  
Match 6: 1:00pm - 2:40pm  
Match 7: 2:55pm - 4:35pm  
Match 8: 7:00pm - 8:40pm  
Match 9: 8:55pm - 10:35pm  
Monday, April 30: Match 10: 10:00am - 11:45am  
Match 11: 1:00pm - 2:40pm  
Match 12: 2:55pm - 4:35pm  
Match 13: 7:00pm - 8:40pm  
Match 14: 8:55pm - 10:35pm  
Tuesday, May 1: Match 15: 10:00am - 11:45am  
Match 16: 1:00pm - 2:40pm  
Match 17: 2:55pm - 4:35pm  
**HALL OF FAME CEREMONY 7:30PM**  
Wednesday, May 2: Quarter Final  
BDs: 1- 16 10:00am - 12:15pm  
BDs: 17- 32 1:15pm - 3:30pm  
BDs: 33- 48 3:50pm - 6:05pm  
BDs: 49- 64 8:00pm - 10:15pm  
Thursday, May 3: Semi-Final  
BDs: 1- 18 10:00am - 12:30pm  
BDs: 19- 36 1:30pm - 4:00pm  
BDs: 37- 54 4:20pm - 6:50pm  
BDs: 55- 72 8:45pm - 11:15pm  
Friday, May 4: Final  
BDs: 1- 16 10:00am - 12:15pm  
BDs: 17- 32 1:15pm - 3:30pm  
BDs: 33- 48 3:50pm - 6:05pm  
BDs: 49- 64 8:00pm - 10:15pm  
Saturday, May 5: Final  
BDs: 65- 80 10:00am - 12:15pm  
BDs: 81- 96 1:15pm - 3:30pm  
BDs: 97-112 3:50pm - 6:05pm  
BDs: 113-128 8:00pm - 10:15pm

## 4. FORMAT

The National Final will be held in two Stages.

### a) Round Robin

A 4 day round robin consisting of 17 matches to qualify the top eight teams for the quarter-finals. Matches will be 12 boards, with scoring by Victory Points as per the attached WBF scale.

### b) Knockouts

**Quarter Final - 64 boards.** The 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.** 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

### NATIONAL CHAMPION

T3 vs \_\_\_ winner

T \_\_\_ vs \_\_\_ winner

T4 vs \_\_\_ winner

\* team with highest Round Robin finish.

The Final will be 128 boards played in four sessions over two days.

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

- 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).
- 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 segments (1st & 4th or 2nd & 3rd) they wish to exercise their rights. In the segments not chosen by the seeded team, the non-seeded team has rights. In the Final which has 8 segments, the team with the higher Round Robin finish will select which segments on Day 1 (1st and 4th or 2nd and 3rd) they wish to choose. On Day 2 of the final, teams will just switch which segments they are the seeded team in. This means that if the team that ranked higher in the Round Robin chooses to be seeded in segments 2 & 3 on Day 1 - they will be the seeded team in segments 1 and 4 on Day 2.
- Fifth and sixth members of teams may kibitz only at tables at least two tables removed from each table of their own match.
- 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 electronic typewritten copy of their descriptions, along with suggested defences including ACBL accepted defence, has been turned in to the CBF Executive Assistant by APRIL 1, 2012. For all pre-alerts the ACBL Accepted Defence must be also provided.

Failure to submit pre-alerts by the set deadline may result in the team not being allowed to play that system or convention.

In the Knock-Outs, in addition to systems or conventions already on file, any system or convention not previously filed with the CBF Executive Assistant, **excluding HUM systems**, will be permitted provided that typewritten copies of the descriptions of the systems, along with suggested defences and ACBL accepted defences, are given to all team captain's advancing to the KO portion at the time the draw is done for the KO portion of the event. (This will occur immediately upon completion of the last match in the Round Robin). Teams playing any new systems or conventions(ones not pre-registered for the Round Robin) must announce this to the other team captains prior to the

draw for opponents in the KO portion. Failure to follow these rules will result in the disallowing of these systems or conventions. **NOTE: HUM systems are not allowed as this is not a Bermuda Bowl year.**

**All teams with pre-alerts must provide the ACBL accepted 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 accepted defences at the table during every match.**

9. Pairs are expected to know their methods. Procedural penalties may be given to pairs who do not give substantially the same explanation on one side of the screen as on the other side. The penalties will be automatic if the opponents may have been damaged by the differing explanations. These penalties will NOT be appealable.
10. 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.

#### 11. SPEED OF PLAY

In all stages of this event, speed of play will be at the standard of about 8 to 8.5 minutes per board.

In the **Round Robin** time will be called after one hour forty minutes and a five minute grace period allowed.

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. 8 minutes per board will go on the players' individual late play records.

**For each board removed from a match, due to slowplay during the Round Robin, players will be assigned 8 minutes on their personal late play record.** When no fault is assigned all four players at the table will have the assigned minutes added to their individual slow play record.

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

**In the KO stage all boards will be played. If a match finishes 0 - 25 minutes late, a 1 IMP per minute penalty is assessed. After 25 minutes more serious penalties may be assessed including forfeiture of the match. The actual number of minutes late will go on each players individual record. When no fault is assigned, all four players at the table will have the total minutes late added to their individual late play record. When fault is assigned the minutes added to each record will be passed on the percentage fault assessed to each pair.**

**ANY PLAYER THAT ACCUMULATES 60 MINUTES OF LATE PLAY OVER TWO CONSECUTIVE CBCs WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE NEXT YEAR'S CBC.**

12. 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 11.
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 \$22 if paid separately from ACBL dues or \$12.00 if paid with ACBL dues.

### WBF IMP-VP CONVERSION SCALE - 12 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
13-16	19 - 11
17-20	20 - 10
21-24	21 - 9
25-28	22 - 8
29-32	23 - 7
33-36	24 - 6
37-40	25 - 5
41-45	25 - 4
46-50	25 - 3
51-55	25 - 2
56-61	25 - 1
62+	25 - 0

### TIE-BREAKING FORMULA

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

1. A two-way tie is broken by:

- 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.
- The result of the match between the two tied teams.
- 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:

- 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.
- Matches played between all tied teams will be scored on the basis of 2 a).
- 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.