

2024 Sam Amer Junior USBC  
Conditions of Contest  
FINAL

**UNITED STATES BRIDGE FEDERATION  
CONDITIONS OF CONTEST FOR  
THE 2024 SAM AMER JUNIOR  
UNITED STATES BRIDGE  
CHAMPIONSHIPS**

*Adopted by the Board of Directors of the  
United States Bridge Federation*

[Board of Directors of the United States Bridge Federation](#)

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2024 Sam Amer Junior USBC  
Conditions of Contest  
FINAL

|                                                                  |    |
|------------------------------------------------------------------|----|
| I. Authority and Overview.....                                   | 4  |
| II. Required Forms.....                                          | 4  |
| III. General Information for 2024 SAJUSBC Participants.....      | 5  |
| A. General Expectations at the 2024 SAJUSBC.....                 | 5  |
| B. Eligibility.....                                              | 5  |
| C. Registration.....                                             | 5  |
| D. Reimbursement of Expenses.....                                | 5  |
| III. General Information for 2025 WYBTC Participants.....        | 6  |
| A. Compliance with WBF Requirements.....                         | 6  |
| B. Augmentation.....                                             | 6  |
| C. Attendance and Play at WYBTC.....                             | 7  |
| D. Training Program.....                                         | 8  |
| E. Reimbursement of Expenses.....                                | 9  |
| F. NPCs.....                                                     | 9  |
| G. Partnership Coaches.....                                      | 10 |
| IV. Event Format.....                                            | 10 |
| A. General Information and Terminology.....                      | 10 |
| B. Various Formats for Teams Trials.....                         | 11 |
| i. THREE TEAMS ENTER (two advance).....                          | 11 |
| ii. FOUR TEAMS ENTER (two advance).....                          | 11 |
| iii. FIVE TEAMS ENTER (two advance) [2024 U21].....              | 12 |
| iv. SIX TEAMS ENTER (two advance).....                           | 12 |
| v. SEVEN TEAMS ENTER (two advance).....                          | 13 |
| vi. EIGHT TEAMS ENTER (two advance).....                         | 13 |
| vii. NINE OR TEN TEAMS ENTER (two advance) [2024 U26].....       | 13 |
| C. Carryover and Matches that End in a Tie for Teams Trials..... | 14 |
| D. Various Formats for Pairs Trials.....                         | 14 |
| i. SIX OR SEVEN PAIRS ENTER.....                                 | 14 |
| ii. EIGHT TO TWELVE PAIRS ENTER [2024 U16 & U26 Women's].....    | 16 |
| iii. CARRYOVER.....                                              | 17 |
| iv. IMP TO VP CONVERSION.....                                    | 17 |
| D. System Summary Forms and Conventions Allowed.....             | 18 |
| F. Tardiness.....                                                | 18 |
| V. SPECIAL RULES FOR ELECTRONIC FACE-TO-FACE PLAY.....           | 18 |
| A. Playing Procedure.....                                        | 18 |
| B. Alerts & Explanations.....                                    | 18 |
| C. If a Player tests Positive for Covid-19.....                  | 19 |
| D. Time Allowed.....                                             | 19 |
| E. Kibitzing.....                                                | 19 |

2024 Sam Amer Junior USBC

Conditions of Contest

FINAL

|                                                               |    |
|---------------------------------------------------------------|----|
| VI. SECURITY .....                                            | 20 |
| A. Rules Applicable to Players in Electronic Environment..... | 20 |
| VII. Interpretation of Conditions.....                        | 21 |

2024 Sam Amer Junior USBC  
Conditions of Contest  
FINAL

## I. Authority and Overview

The 2024 Sam Amer Junior United States Bridge Championships (SAJUSBC) is held under the authority of the United States Bridge Federation (USBF). The 2024 SAJUSBC will be held **December 27, 2024 – January 2, 2025**, at the Hyatt Regency in Atlanta. The USBF has agreed, unless special conditions arise, to nominate the winning teams in categories with Teams Trials and a certain number of winning pairs in categories with Pairs Trials to represent the USA in the World Youth Bridge Team Championships (WYBTC) in the summer of 2025.

Teams will be chosen in four categories:

- 1) Two open under 26 (U26) teams, to compete for the Patiño Cup, through a Teams Trials
- 2) Two open under 21 (U21) teams, to compete for the Damiani Cup, through a Teams Trials
- 3) Two female under 26 (U26W) teams, to compete for the Rona Cup, through a Pairs Trials
- 4) Two open under 16 (U16) teams to compete for the Koç University Trophy, through a Pairs Trials

Each category will participate in training camp for 2 days and competitive play for at least 1.5 days. The exact schedule will be determined after sign-ups close. The training camp is sponsored by the ACBL Educational Foundation.

Under current USBF procedures, if the USBF Board of Directors believes there is any reason not to nominate all the players on the winning teams or qualifying pairs for the WYBTC, the Board will submit the name(s) of any players about whom the Board has questions to the USBF Credentials Committee for its review. The Credentials Committee review in this capacity shall be limited to the players' ethics, conduct, deportment and hygiene and shall not take into consideration their bridge ability. Normally, the USBF Board will only follow this procedure based on behavior at or after the SAJUSBC or information received after the SAJUSBC. A team or pair with a player who is later not invited or approved by the WBF and/or the USBF for any reason (such as residency, conduct, ethics, hygiene, etc.) may be disqualified should it win a qualifying spot at the 2024 SAJUSBC.

## II. Required Forms

Participants at the in-person portions of the SAJUSBC and those who represent the USA at the 2025 WYBTC will be required to sign the following forms provided by the USBF before they begin play in the 2024 SAJUSBC or the 2025 World Youth Bridge Team Championships.:

- [USBF Competitor's Agreement](#);
- [Junior Competitor Agreement, Waiver](#);

In addition, competitors in the WYBTC may be required to sign the [WBF Participant's Commitment Form](#) and any other forms required by the WBF.

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

The USBF reserves the right to sanction any participant who does not meet the expectations laid out in the 2024 SAJUSBC Conditions of Contest, USBF Player Commitment Form, and Junior Competitor Agreement during the 2024 SAJUSBC or the 2025 WYBTC.

## III. General Information for 2024 SAJUSBC Participants

### A. General Expectations at the 2024 SAJUSBC

Participants in the 2024 SAJUSBC are expected to abide by all applicable regulations of the USBF, ACBL, and other sponsoring organizations, as well as all laws of the State of Georgia and the United States of America. Participants are expected to dress and behave appropriately at all times, including tournament play and any related events and mentoring sessions. The USBF reserves the right to sanction any participant who does not meet these expectations during the 2024 SAJUSBC.

There is no longer any requirement for a Covid-19 vaccination to participate.

### B. Eligibility

Each Player in the 2024 SAJUSBC must be eligible to compete and intend to compete in the 2025 WYBTC (date and location to be determined). To be eligible for U26 or U26W, players must have been born in 2000 or later; for U21, 2005 or later; for U16, 2010 or later.

Eligibility to represent the USA includes having active US citizenship OR living in the US for at least half a year in the year of the WYBTC (2025). There may also be eligibility issues if a player is planning on representing another country in another WBF event occurring within a close timeframe of the WYBTC; these situations are evaluated on a case by case basis. Players should reach out to the USBF Junior Committee Chair ([Joe Stokes](#)) immediately if they have any concerns.

### C. Registration

Teams in all categories must register by **11:59 PM EDT, August 31, 2024**, at [USBF.org](https://www.usbf.org).

Additional teams will be accepted after this deadline only if it improves the format of the competition. Each player in the event must be registered on the USBF website. Juniors are not required to pay USBF dues to participate in the SAJUSBC; only players who are selected to represent the USBF in the 2025 WYBTC will be expected to pay dues at reduced junior rates.

### D. Reimbursement of Expenses

The 2024 SAJUSBC will not charge any entry fee to players. The USBF will fully cover the cost of staff, directors, and any other costs of running the training camp and tournament itself.

2024 Sam Amer Junior USBC  
Conditions of Contest  
FINAL

To be eligible for any reimbursement of housing or travel expenses for the 2024 SAJUSBC in Atlanta, players must participate in the “serious portion” of the USBF Junior Online Training Program from September-December 2024 (beginning after registration for the SAJUSBC closes). This includes at least 2 hours of training per week on a regular basis and consistently informing mentors and organizers about absences. Players new to the program can register here: <https://www.usbf.org/junior-training-programs/junior-online-training-program>

The USBF will provide and organize housing for all players (double or triple occupancy) at the Hyatt Regency who attend the SAJUSBC *and* fulfill the training program requirement. If a team is eliminated (or wins their category) during the competition, the USBF will pay their housing during the training camp and through the night of the day they are eliminated (or win).

The USBF will reimburse certain travel costs by application of players who attend the SAJUSBC, fulfill the training program requirement, and demonstrate need. All players may submit an application. Travel costs that may be eligible for reimbursement by application include lowest-available coach airfare to and from the SAJUSBC (and mileage for those who drive, up to the lowest available coach airfare). Travel to and from airports will not be included.

### III. General Information for 2025 WYBTC Participants

#### A. Compliance with WBF Requirements

Each player in a USBC, by entering the event, agrees that in the event the player represents the United States in a WBF Championship, he or she will comply with WBF requirements for the championship. These requirements include, among other things:

- **Drug Testing:** Each player must be willing to submit to drug testing mandated by WBF. Participants in Junior World Championships sponsored by the WBF should be aware that testing for banned substances may take place during international competitions (see <http://www.worldbridge.org/rules-regulations/anti-doping-regulations/> for more details). Players taking banned substances for legitimate medical reasons should file a Therapeutic Use Exemptions form before participating in WBF events.
- **Publicity:** Players are required to play on Vugraph when assigned to a Vugraph table. Players may be videotaped at any time during the championship and agree to the use of video footage or other photographs to publicize the championships and for any other reasonable purpose of the WBF.

#### B. Augmentation

Junior teams representing the United States in international competition normally will have six players.

For categories that qualify through Teams Trials, if a team that qualifies has fewer than six players, (an) additional player(s) shall be added. The USBF Junior Selection Committee will

2024 Sam Amer Junior USBC  
Conditions of Contest  
FINAL

provide a preliminary recommendation list. Teams will review this list, provide their own input, and may also suggest (an) additional player(s) not on the list (with explanation). The Junior Selection Committee will take into account the team's input and make a final recommendation which will need to be approved by the Junior Committee and the USBF Board of Directors.

For categories that qualify through Pairs Trials, a certain number of winning spots will automatically qualify to play on a 2025 WYBTC team and the remaining spots will be determined based on recommendations from the USBF Junior Selection Committee.

The USBF Junior Selection Committee will provide recommendations based on:

- Performance at the 2024 SAJUSBC
- Review of hands from the 2024 SAJUSBC performed by an expert panel
- General past performance at bridge events including ACBL, USBF, and WBF events
- Feedback from USBF Junior Online Training Program mentors and 2024 SAJUSBC training camp mentors
- Participation and attendance record in the USBF Junior Online Training Program

A draft of the USBF Junior Selection Committee process can be found [here](#).

It is expected that any players selected to join 2025 WYBTC teams will have participated in the 2024 SAJUSBC. Exceptions due to extraordinary circumstances will be made at the discretion of the Junior Selection Committee and Junior Committee.

The Junior Selection Committee may recommend augmenting a four-person team with a player or a pair who is likely not expected to play the minimum number of boards required for masterpoint awards. In this case, before joining the team, the added player/pair (and their parents if the players are under 18 years old) must be made aware of and consent to the possibility of their playing time being restricted. Generally, all players would be expected to play the minimum in the Round Robin but time may be more likely to be restricted in the KO.

## C. Attendance and Play at WYBTC

Players representing the USBF at the 2025 WYBTC must attend and be available to play the entirety of the WYBTC, including the secondary event (typically a Transnational Board-a-Match event) if the team is knocked out of the primary Teams event. Exceptions due to extraordinary circumstances will be made at the discretion of the USBF Junior Committee.

When the WYBTC is held in Asia, the USBF expects players who represent the USA to be in Asia at least three nights before they begin play. When the WYBTC is held in Europe, the USBF expects players who represent the USA to be in Europe at least two nights before they begin play. Additional time in either Asia or Europe is desirable.

There is a general expectation that all players who qualify to play in the 2025 WYBTC will meet the minimum playing time required to receive masterpoints, with an exception for pairs added

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

after the SAJUSBC that were given notice before they agreed to be added. However, an NPC, for any cause (e.g., bridge performance, sickness, problematic behavior), may choose not to play any player the minimum amount required to receive masterpoints, regardless of whether they qualified through the 2024 SAJUSBC or were later added to the team. Note that the WBF playing requirements were recently changed from one third to one half of the boards.

If a team is knocked out of the primary Teams event, all players must participate in the secondary event (typically a Transnational Board-a-Match event) and are expected to play the minimum amount required to receive masterpoints. All players are expected to play with their existing partners and teammates in the secondary event. There may be exceptions made up to the discretion of the NPC.

The USBF reserves the right to sanction players who do not meet the attendance requirements at the WYBTC, save for extraordinary circumstances. Sanctions may include having their playing time reduced at the 2025 WYBTC, withholding of expense reimbursements, removal from the WYBTC team, and getting barred from subsequent JUSBCs.

#### D. Training Program

Players representing the USBF at the 2025 WYBTC must participate in a structured practice program from January – July 2025. The expectations of the program will include:

- ~2 hours of weekly team training, generally with the Team NPC or Team Coach
- ~2 hours of weekly partnership coaching, generally with a Partnership Coach
  - All players are expected to complete System Notes and WBF Convention Cards at deadlines to be set by the USBF in 2025, with assistance from their Partnership Coach and NPCs
- A weekly in-person practice, ideally with a player's WYBTC partner (online may be substituted if in-person is not feasible). These may include:
  - Club games, Sectionals, and Regionals
  - Non-ACBL sanctioned games (e.g., a home game, a local youth organization event)
  - Online games, team matches, and tournaments
- Several games with a volunteer mentor (in-person preferable to online). The USBF Online Training Program Coordinators will help match players to volunteer mentors, prioritizing mentors who live nearby.
- Several non-bridge play trainings throughout the 7-month period organized by the USBF Junior Program Coordinators to cover topics such as tournament logistics, mental preparation, being a good partner and teammate, etc. These are likely on Zoom.
- A strong effort to attend major live tournaments in 2025, such as the Spring NABC, the Summer NABC, and potentially an ACBL Educational Foundation bridge camp. These tournaments are not required as the USBF cannot fund expenses to attend, however, the USBF OTP Coordinators will do their best to help any interested juniors apply to other sources of funding to attend these programs if needed.



## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

- ~10 hours of “bridge community service” that is also beneficial to the player’s bridge learning, paid or volunteer, throughout 2025. These hours can be completed before or after the WYBTC. A wide scope of bridge-related activities will be considered. A more comprehensive suggestion list will be supplied in 2025. Juniors should reach out in advance to the USBF Junior Committee to receive approval for any activities not on the suggestion list. Examples may include:
  - Organizing or teaching at a school bridge club or local event
  - Mentoring for free online programs for juniors such as the USBF Junior Training Program or ACBL Educational Foundation Bridge Whiz
  - Facilitating vugraph for major bridge events such as an NABC Knock-out or the US Bridge Championships
  - Volunteering for a bridge charity auction, such as the ACBLEF Charity Auction
  - Teaching lectures at local tournaments (e.g., novice lecture at a Regionals)

Players representing the USBF at the 2025 WYBTC must demonstrate a best effort to complete all requirements of the structured practice program and actively communicate any conflicts or tardiness with their teammates, NPC/coaches, and USBF Junior Training Program Coordinators. The USBF reserves the right to sanction players who repeatedly do not complete training program requirements. Sanctions may include having their playing time reduced at the 2025 WYBTC and removal from the WYBTC team.

### E. Reimbursement of Expenses

While the results of the SAJUSBC and the selection process will *qualify* two teams for the WYBTC, the USBF Junior Committee is yet to determine how many teams will receive funding. In the case that only one team is fully funded (USA1) in a category, the players on USA2 will have “first priority” in attending the event with funding outside of the USBF. The USBF Junior Committee and Junior Selection Committee will determine which players will have “next priority” in case the “first priority” players decide not to attend the event.

For fully funded teams, the USBF will cover or reimburse nearly all expenses associated with representing the USBF at the 2025 WYBTC, including airfare, housing (double or triple occupancy), entry fees, and meal charges. The USBF reserves the right to withhold reimbursement of expenses as a form of sanctioning players who do not meet expectations laid out in the Conditions of Contest or Player Agreement Forms.

### F. NPCs

All teams representing the USBF in the 2025 WYBTC must have an NPC. Full NPC responsibilities will be detailed in the NPC Agreement and Waiver. Select responsibilities include:

- ~2 hours per week of online team training (or sharing the responsibility with another mentor or coach)

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

- Several virtual NPC trainings leading up to the WYBTC on tournament logistics, responsibilities, building team morale, etc.
- Researching other teams' system cards and preparing defenses (or share the responsibility with other NPCs and Coaches)
- Leading the team and its players for the entirety of the WYBTC, including the secondary event if the team does not continue in the main Teams event

The USBF Junior Committee will curate a shortlist of potential NPCs by December 2024 who have agreed to be considered for the role and are familiar with the USBF Junior NPC Agreement and Waiver. Teams will be asked to review the NPC shortlist and nominate an NPC within 1 week after the conclusion of the SAJUSBC. Deadline extensions may be granted. If the team's nominee was not on the USBF Junior Committee shortlist, the team must provide an explanation for their nomination. The USBF Junior Committee and USBF Board must review and approve all NPC nominations (and explanations). Approved NPCs must then review and sign the USBF Junior NPC Agreement and Waiver before officially being added to the team.

NPCs will receive the same reimbursement of expenses as players representing the USBF at the 2025 WYBTC, with single occupancy housing covered instead of double or triple.

The USBF reserves the right to sanction any NPC who does not meet the expectations laid out in the Junior NPC Agreement ahead of or during the 2025 WYBTC. Sanctions may include withholding reimbursement of expenses, removing the NPC from the team, and barring the NPC from acting as NPC for future WYBTC teams.

## G. Partnership Coaches

All players representing the USBF in the 2025 WYBTC will have a Partnership Coach. The Partnership Coach's primary responsibilities are to lead regular partnership practices (~2 hours per week) with their pair and to assist with System Notes and Convention Card creation in the months leading up to the 2025 WYBTC, from January – July 2025.

Players may nominate their own Partnership Coaches or ask the USBF OTP Coordinators to match them with a Coach. Partnership Coaches do not need to be approved by the USBF Junior Committee or USBF Board.

## IV. Event Format

### A. General Information and Terminology

All players attending the 2024 SAJUSBC will participate in a 2-day training camp followed by 1.5 to 5 days of tournament play. The options for tournament play are described in this section.

Round Robin (RR) refers to each team or pair playing each other team or pair in the field in a series of matches. In Teams Trials, there will be no carryover from RR matches to head-to-head

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

(KO) matches when the RR comprises more than four teams, except the winner of their RR match will be the winner of KO matches other than the USA1 or USA2 Final that end in a tie. IMP scores in RR matches will be converted to Victory Points (VP), using the appropriate USBF VP scale. For RR matches that span two days, the results for each day will be converted to VPs, and VPs earned over the two days will be summed to determine overall rankings.

If the number of teams or pairs that enters in a category is not covered below, the USBF Junior Committee, with the approval of the USBF Board of Directors, will determine the specific Conditions of Contest within 30 days after entries close. In some cases, the number of teams or pairs entered may require online qualifying, which, if needed, will be held in late September or October.

If online qualifying is necessary, the USBF Board of Directors, in consultation with the Junior Selection Committee, may grant teams or pairs a bye to the in-person SAJUSBC based on past performance at bridge events including ACBL, USBF, and WBF events and participation and attendance record in the USBF Junior Online Training Program, while holding an online qualification for additional teams or pairs to compete in the in-person SAJUSBC. If a combination of byes and online competition are used to select teams or pairs for the in-person portion of the SAJUSBC, at least half the teams in the in-person competition will come from the online competition.

## B. Various Formats for Teams Trials

Formats not listed below will be determined after entries close, if needed. The USBF reserves the right to adjust formats after the final number of entries are known.

In all formats, the Round Robin match winner will be used as a tiebreak if teams play against each other again in the KO stage.

### i. THREE TEAMS ENTER (two advance)

#### **Stage 1**

90-board RR over 1.5 days (45 against each other team)

#### **Stage 2**

If one team has won both matches in Stage 1, each by >20 IMPs, that team advances as USA1, and the other two teams play an additional 90 boards head-to-head, with full carryover from their RR match, to determine USA2. Otherwise, repeat the 90-board RR, with full carryover from the first RR, and the top two teams advance.

### ii. FOUR TEAMS ENTER (two advance)

#### **Stage 1**

1-day RR (20 boards against each other team), with IMPs converted to VPs using the USBF 20-board scale.

#### **Stage 2**

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

The USA1 semifinals, with the winner of the RR picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

There will be full carryover from the 1-day RR into the USA1 semifinals.

#### **Stage 3**

Winners from the USA1 semifinals play each other in the USA1 final, 60 boards.

Losing teams from the USA1 semifinals play each other in the USA2 semifinal, 60 boards. The loser of this match is eliminated from the competition.

#### **Stage 4**

The winner of the USA2 semifinal plays the loser of the USA1 final in the USA2 final, 60 boards.

### iii. FIVE TEAMS ENTER (two advance) [2024 U21]

#### **Stage 1**

1.5-day RR (2 sets of 10-boards against each other team, with blind lineups throughout; each player must play against each other team), with IMPs converted to VPs each day using the USBF 10-board scale. The top four teams advance to the KO stage; the fifth team is eliminated.

#### **Stage 2**

The four remaining teams play USA1 semifinals, with the winner of the RR picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

#### **Stage 3**

Winners from the USA1 semifinals play each other in the USA1 final, 60 boards.

Losing teams from the USA1 semifinals play each other in the USA2 semifinal, 60 boards. The loser of this match is eliminated from the competition.

#### **Stage 4**

The winner of the USA2 semifinal plays the loser of the USA1 final in the USA2 final, 60 boards.

### iv. SIX TEAMS ENTER (two advance)

#### **Stage 1**

2-day RR (24 boards against each other team, 12 each day; each player must play against each other team), with IMPs converted to VPs each day using the USBF 12-board scale. After the second day, the teams are ranked based on total VPs for the 2 days. The top four teams advance to the KO stage; the fifth and sixth teams are eliminated.

#### **Stage 2**

Top four teams from RR play USA1 semifinals, with the winner of the RR picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

#### **Stage 3**

Winners from USA1 semifinals play each other in the USA1 final, 60 boards.

Losing teams from the USA1 semifinals play each other in the USA2 semifinals.

#### **Stage 4**

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

Loser of the USA1 final plays the winner of the USA2 semifinal in the USA2 final, 60 boards.

#### v. SEVEN TEAMS ENTER (two advance)

##### **Stage 1**

2-day RR (20 boards against each other team, 10 each day; each player must play against each other team), with IMPs converted to VPs each day using the USBF 10-board scale. The top four teams advance to the KO stage; the fifth, sixth, and seventh place teams are eliminated.

##### **Stage 2**

Top four teams from RR play USA1 semifinals, with the winner of the RR picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

##### **Stage 3**

Winners from USA1 semifinals play each other in the USA1 final, 60 boards.

Losing teams from the USA1 semifinals play each other in the USA2 semifinals.

##### **Stage 4**

Loser of the USA1 final plays the winner of the USA2 semifinal in the USA2 final, 60 boards.

#### vi. EIGHT TEAMS ENTER (two advance)

##### **Stage 1**

2-day, RR (16 boards against each other team, 8 each day; each player must play against each other team), with IMPs converted to VPs each day using the USBF 8-board scale. The top four teams advance to the KO stage; other teams are eliminated.

##### **Stage 2**

Top four teams from RR play USA1 semifinals, with the winner of the RR picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards. The team that finished second in the RR has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

##### **Stage 3**

Winners from USA1 semifinals play each other in the USA1 final, 60 boards.

Losing teams from the USA1 semifinals play each other in the USA2 semifinals.

##### **Stage 4**

The winner of the USA2 semifinals plays the loser of the USA1 final in the USA2 final, 60 boards.

#### vii. NINE OR TEN TEAMS ENTER (two advance) [2024 U25]

##### **Stage 1**

1.5-day RR (10 boards against each other team), with IMPs converted to VPs using the USBF 10-board scale. The top four teams advance to the USA1 KO stage; the fifth through 8th place teams play in the USA2 bracket, the ninth team is eliminated.

##### **Stage 2**

Top four teams from the Round Robin play USA1 semifinals, with the winner of the Round Robin picking its opponent from teams finishing 3rd and 4th in the RR, 60 boards. The team that

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

finished second in the Round Robin has the option of making itself available to be chosen as the first-place finisher's semifinal opponent.

The teams that finished 5th through eighth in the Round Robin play the USA2 stage 1 KO.

Match ups will be determined by random draw.

#### **Stage 3**

Winners from USA1 semifinals play each other in the USA1 final, 120 boards. The winner of this match is the USA1 team.

Losing teams from USA1 semifinals drop into the USA2 quarterfinals and play the two teams that survived the USA2 Round Robin in Stage 2, with the losing semi-finalist that finished higher in the Stage 1 RR picking their opponent, 60 boards. There is no carryover from any prior Round Robin for any of these matches, except that if a match in the USA2 quarterfinals ends in a tie, the team that won the USA1 Round Robin match between the teams will win the match.

#### **Stage 4**

The USA1 Final continues for 2nd day, 120 boards. If the match ends in a tie, the tie is broken by 6 board playoffs. The winner is USA1.

The winners of the USA2 quarterfinals play each other in the USA2 semi-final, 60 boards. No carryover from any prior RR except that if a match ends in a tie, the team that won the USA1 Round Robin match between the teams will win the match.

#### **Stage 5**

The loser of the USA1 Final and the winner of the USA2 Semifinal play the USA2 final, 60 boards. If the match ends in a tie, the tie is broken by 6 board playoffs. The winner is USA2.

### C. Carryover and Matches that End in a Tie for Teams Trials

Unless specifically stated in the format for a specific number of teams entered and advancing, there is no carryover from a previous Round Robin or KO match between 2 teams in a subsequent KO match.

If a knockout match that follows a RR ends in a tie, the team that won the RR match between these two teams will be the winner (except for a final match). If there was no RR, ties in knockout matches will be broken by an additional segment of six boards (and further additional segments of six boards, if needed). For the final match only in USA1 and USA2, ties will be broken by an additional segment of six boards (and further additional segments of six boards, if needed).

### D. Various Formats for Pairs Trials

#### i. SIX OR SEVEN PAIRS ENTER

##### **Stage 1**

1.5-day RR with cross-IMPs converted to VPs after each round using the USBF VP scale

U16

2024 Sam Amer Junior USBC  
Conditions of Contest  
FINAL

| # of Pairs | # of Rounds                       | # of Boards per Round | Total # of Boards Over 1.5 Days |
|------------|-----------------------------------|-----------------------|---------------------------------|
| 6          | 10 (2 against each pair)          | 7 Boards              | 70                              |
| 7          | 7 (1 against each pair + sit-out) | 10 Boards             | 60                              |

Other Categories

| # of Pairs | # of Rounds                       | # of Boards per Round | Total # of Boards Over 1.5 Days |
|------------|-----------------------------------|-----------------------|---------------------------------|
| 6          | 5                                 | 15 Boards             | 75                              |
| 7          | 7 (1 against each pair + sit-out) | 12 Boards             | 72                              |

**Stage 2**

1.5-day Final with cross-IMPs converted to VPs after each round using the USBF VP scale

After the 1.5-day RR, the 4 highest-scoring pairs plus any pairs whose cumulative VPs total is equal to or greater than 80% of the cumulative VPs of the 4th highest-scoring pair will advance to the Final. If this results in an odd number of pairs, then the next pair will also qualify for the Final if their result was equal to or greater than 70% of the cumulative VPs of the 4th highest-scoring pair. It is possible that all pairs from the Qualifying stage will advance to the Final stage. There will be carryover from RR to Final; see Carryover section.

U16

| # of Pairs | # of Rounds                          | # of Boards per Round | Total # of Boards Over 1.5 Days |
|------------|--------------------------------------|-----------------------|---------------------------------|
| 4          | 6 (2 against each pair)              | 12 Boards             | 72                              |
| 5          | 10 (2 against each pair + 2 sit-out) | 7 Boards              | 56                              |
| 6          | 10 (2 against each pair)             | 7 Boards              | 70                              |
| 7          | 7 (1 against each pair + sit-out)    | 10 Boards             | 60                              |

Other Categories

| # of Pairs | # of Rounds | # of Boards per Round | Total # of Boards Over 1.5 Days |
|------------|-------------|-----------------------|---------------------------------|
|------------|-------------|-----------------------|---------------------------------|

# 2024 Sam Amer Junior USBC

## Conditions of Contest

### FINAL

|   |                                      |           |    |
|---|--------------------------------------|-----------|----|
| 4 | 6 (2 against each pair)              | 14 Boards | 84 |
| 5 | 10 (2 against each pair + 2 sit-out) | 8 Boards  | 74 |
| 6 | 5                                    | 15 Boards | 75 |
| 7 | 7 (1 against each pair + sit-out)    | 12 Boards | 72 |

### Qualifying Pairs to WYBTC

The 1st Place pair will be guaranteed a spot on the USA1 Team; the 2nd Place pair will be guaranteed a spot on either the USA1 or USA2 Team. All other spots will be based on USBF Junior Selection Committee recommendation. See Augmentation section for details.

### IF EIGHT TO TWELVE PAIRS ENTER [2024 U16 & U26 Women's]

#### Stage 1

2-day RR with cross-IMPs converted to VPs after each round using the USBF VP scale

| # of Pairs | # of Rounds    | # of Boards per Round | Total # of Boards Over 2 Days |
|------------|----------------|-----------------------|-------------------------------|
| 8          | 7              | 12                    | 84                            |
| 9          | 9 (1 sit-out)  | 10                    | 80                            |
| 10         | 9              | 10                    | 90                            |
| 11         | 11 (1 sit-out) | 9                     | 90                            |
| 12         | 11             | 9                     | 99                            |

#### Stage 2

2-day Final with cross-IMPs converted to VPs after each round using the USBF VP scale

#### *If 8-9 pairs enter:*

After the 2-day RR, the 6 highest-scoring pairs plus up to two more pairs whose cumulative VPs total is equal to or greater than 80% of the cumulative VPs of the 6th highest-scoring pair will advance to the Final. If this results in an odd number of pairs, then the next pair will also qualify for the Final if their result was equal to or greater than 70% of the cumulative VPs of the 6th highest-scoring pair. It is possible that all pairs from the Qualifying stage will advance to the Final stage. There will be carryover from RR to Final; see Carryover section.

#### *If 10-12 pairs enter:*



## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

After the 2-day RR, the 8 highest-scoring pairs will advance to the Final. There will be carryover from RR to Final; see Carryover section.

| # of Pairs | # of Rounds    | # of Boards per Round | Total # of Boards Over 2 Days |
|------------|----------------|-----------------------|-------------------------------|
| 6          | 10 (5 per day) | 11 Boards             | 110                           |
| 7          | 7 (1 sit-out)  | 16 Boards             | 96                            |
| 8          | 7              | 15 Boards             | 105                           |

#### Qualifying Pairs to WYBTC

The 1st Place pair will be guaranteed a spot on the USA1 Team; the 2nd and 3rd Place pairs will be guaranteed a spot on either the USA1 or USA2 Team. Team placement of the 2nd and 3rd Place pairs on USA1 or USA2 and all other spots will be based on USBF Junior Selection Committee recommendation. See Augmentation section for details.

#### iii. CARRYOVER

Carryover between Qualifying and Final stages will be calculated using this process.

- 1) Total VPs will be re-weighted by the # won against qualifiers and non-qualifiers. VPs against other qualifiers will be worth twice as much as VPs against non-qualifiers.
- 2) Carryover will be equal to the the difference between each pair's re-weighted score and the lowest re-weighted qualifying score multiplied by the % of pairs that qualify.
- 3) The maximum allowed carryover spread will be 20% of total VPs available in the Qualifying stage (i.e., 20 VPs x # of Rounds). If Step 2) produces a carryover above the maximum, the highest carryover will be reduced to the maximum allowable and all other scores prorated.
  - a) *Source: Jacoby / Roth Swiss maximum carryover is 1.5 out of 8 matches*
- 4) A normalization factor is then applied to account for a difference in number of rounds between Qualifying and Final stages, as both stages will have a similar number of boards played.

Example calculation here: [📄 2024 SAJUSBC - Pairs Event Calculations](#)

#### iv. IMP TO VP CONVERSION

After every match, a pair's scores are compared against every other table. Essentially, you pretend that your teammates were the N/S at every other table, and calculate a VP score for every other table. Your VP score for the match is an average of all the individual VP scores.

As the IMP pairs tournament format is new for the USBF, we will continue to study and iterate on the most fair formats.

2024 Sam Amer Junior USBC  
Conditions of Contest  
FINAL

## D. System Summary Forms and Conventions Allowed

Each pair must submit a System Summary Form (SSF) at least two weeks before the event (and two weeks before the online portion of the competition, if any). Once you are logged in to USBF.org (you must be logged in), select "Create/Edit SSF" from the User Menu on the left. For more information about SSFs, see the "System Regulations" tab under the "USBF Tournaments" menu on the home page of USBF.org.

Play at the 2024 SAJUSBC will be governed by the Open+ Convention Chart of the ACBL (<http://web2.acbl.org/documentLibrary/about/181AttachmentD.pdf>).

## F. Tardiness

*[From General CoC]* Play shall begin at the announced starting time. All pairs shall be prepared to commence play at the announced starting time. If a player is not at their assigned seat and signed in to the LoveBridge interface more than 1 minute after the announced starting time, the player's team will be penalized 1 VP in a Round Robin match or 3 IMPs in a KO match. The team/pair will incur the same penalty for each 5 minutes after the announced starting time the player is late, in addition to all other penalties for slow play and tardiness. Egregious tardiness, up to director discretion, will be referred to the USBF Conduct and Ethics Committee for possible disciplinary action.

## V. SPECIAL RULES FOR ELECTRONIC FACE-TO-FACE PLAY

### A. Playing Procedure

When using electronic devices rather than cards for face-to-face play, the "table" is split into two halves. North and East will play at one table, South and West play at another; bids, plays, and disclosure are sent to the other table via the play software. There will be separate rooms for N/S players and E/W players. The electronic devices used for bidding and play will be supplied by USBF and will remain at the table. With DIC approval, players may bring their own mice, track balls, and other devices to use to make bids and plays, so long as they use a USB connection; bluetooth is not allowed.

### B. Alerts & Explanations

Each player will explain and alert their own bids. Players should explain any bid about which they have information they believe the opponent might not expect; this expectation is above and beyond what ACBL or WBF requirements. Each player must provide a brief explanation of any bid that requires an alert or explanation before making the bid. That explanation should be adequate to allow the player who bids next to consider their bid. The player may expand on the explanation after making the bid.

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

Bids that have been explained or alerted will be highlighted in the bidding diagram for the bidder's opponents, but not for the bidder's partner.

### C. If a Player tests Positive for Covid-19

If a player tests positive for Covid-19, or has any other respiratory illness during the face-to-face stages of play, and wants to continue to play, the DIC may, in the DIC's absolute discretion, allow the player to continue to compete from a separate room. In that situation, only the Covid-positive player will be video recorded or monitored through alternate means during play.

### D. Time Allowed

The play schedule is based on ~7.5-8 minutes per board for one fewer board than played, with breaks to be determined. A board that has not been started when time for a segment expires may not be played.

When events are played on either RealBridge or LoveBridge, the time taken by each pair for a segment is available to the director, and IMP or VP penalties will be imposed if a pair takes more than their allotted time for a segment. Director discretion may be applied, for example, if all pairs in one direction are similarly above time or close to it. A team's excess time is the sum of the excess time taken by all pairs on the team during a match. Penalties will be imposed on the following schedule:

1. For a 1-day Round Robin or Pairs session, excess time will be penalized as follows:
  - a. The first 5 minutes in a match will not be penalized.
  - b. The next 4 minutes in a match will be penalized 1/4 VP per minute.
  - c. The next 4 minutes in a match will be penalized 1/2 VP per minute.
  - d. The next 4 minutes in a match will be penalized 1 VP per minute.
  - e. Subsequent excess time will be penalized 2 VPs per minute.
2. In a 1-day KO match, each team's excess time will be penalized as follows:
  - a. The first 5 minutes in a match will not be penalized.
  - b. The next 4 minutes in a match will be penalized 1/4 IMP per minute.
  - c. The next 4 minutes in a match will be penalized 1/2 IMP per minute.
  - d. The next 4 minutes in a match will be penalized 1 IMPs per minute.
  - e. Subsequent excess time will be penalized 2 IMPs per minute.

All other penalties are set forth in the [2024 General Conditions of Contest](#).

### E. Kibitzing

There will be delayed kibitzing and Vugraph online. "Live" kibitzing from next to a player is generally not allowed. Exceptions will be made at the DIC's discretion; in this case, kibitzers will be subject to the same security requirements as players.

2024 Sam Amer Junior USBC  
Conditions of Contest  
FINAL

## VI. SECURITY

### A. Rules Applicable to Players in Electronic Environment

[From [2024 General CoC](#)]

- a. Once play of a segment has begun, unless escorted or monitored, both members of a pair may not be away from the table at the same time until the segment is completed. If a pair wishes to converse in private, they must be monitored by a tournament official.
- b. Until the segment has been completed, players leaving the room must be escorted. Players may be escorted by their current opponents or tournament officials.
- c. A player upon finding himself or herself in a position in which security is compromised must report the situation to a tournament director immediately.
- d. No electronic communication devices (other than health aids or devices being used to play that have been approved by the DIC) are permitted to be in the possession of anyone other than a tournament official in a playing room. Prohibited devices include but are not limited to:
  - i. Cellphones
  - ii. Personal laptops or tablets
  - iii. Headphones or earbuds
  - iv. Wearable technologies such as smart watches and smart rings
- e. Tournament staff may randomly check for electronic devices on players' persons, including in any personal belongings with them at the table such as wallets, jackets, and bags.
- f. If a player is found in possession of an unauthorized electronic device in the playing room during a Round Robin match, the player's team or pair shall be penalized 3 Victory Points. If a player is found in possession of an unauthorized electronic device in the playing room during a Knockout match, the player's team will be penalized 10 IMPs. If a player is found in possession of an unauthorized device in the playing room, the remaining players on the offending player's team or pair will be checked for electronic devices. If any other player on the offending team or pair is found with an electronic device, the team or pair will be eliminated. A second infraction by any player on an offending team or pair in a Round Robin match will result in a penalty of 9 VPs; a second infraction by any player on an offending team in a KO match will result in a penalty of 30 imps. The third time any player on an offending team or pair is found to have an electronic device the team or pair will be eliminated from the event. Any player who was found with an electronic device more than once in a USBC will not be allowed to enter any USBF selection trial for 25 months.

*In a Teams KO match:*

If a player is found with an electronic device, the player's team will be penalized 10 imps and the remaining players on the offending team will be checked for electronic devices. If any other player on the offending team is found with an electronic device, the team will be eliminated. A second infraction by any player on an offending team or pair will result in a penalty of 30 imps.

## 2024 Sam Amer Junior USBC

### Conditions of Contest

#### FINAL

The third time any player on an offending team or pair is found to have an electronic device the team will be eliminated from the event.

*In a Teams RR match or Pairs event:*

If a player is found with an electronic device, the player's team will be penalized 3 VPs and the remaining players on the offending team will be checked for electronic devices. If any other player on the offending team is found with an electronic device, the team will be eliminated. A second infraction by any player on an offending team or pair will result in a penalty of 9 VPs. The third time any player on an offending team or pair is found to have an electronic device the team will be eliminated from the event.

## VII. Interpretation of Conditions

The DIC, in conjunction with the USBF Tournament Committee Chair, shall make any necessary interpretations of these conditions or resolution of matters not included in these conditions.

These Conditions of Contest are to be interpreted in their entirety, which includes the USBF General Conditions of Contest. No section or appendix of these conditions shall be interpreted in such a manner as to render any other section or appendix to be meaningless, except those that may be rendered so because some portion of the play is on an electronic platform.

Decision makers shall be guided by similar WBF, USBF, and ACBL policies, procedures, or regulations, as well as the Laws of Duplicate Bridge when ruling on matters or issues not expressly addressed in these conditions. The DIC and the USBF Tournament Committee Chair may modify any of these conditions as deemed necessary to ensure the integrity of the event.