

Minneapolis Grand Slam Club 2016 Round Robin Conditions of Contest

1. GENERAL CONDITIONS

- A. The format is a round robin with each team playing each of the other teams. Scoring is by IMPs converted to Victory Points using the attached VP table.
- B. The event winner is determined by total VPs.
- C. There are 7 teams registered for the MGSC knockouts.
- D. Master points will be awarded according to the ACBL's regular award schedule for extended knockout team events. The event is sectionally rated.

2. ELIGIBILITY:

- A. Teams may consist of 4 to 6 players who do not have to be MGSC members.
- B. Teams will consist of the players listed on the original registration form.
- C. Teams may be augmented to contain a maximum of six total players.
- D. No player can play on more than one team.

3. CONDITIONS OF PLAY:

- A. Schedule

Team captains and the schedule are in the attached Schedule table. Matches should be scheduled as indicated in the table. However, by agreement of the involved teams the matches can be played at any time as long as they are completed by the last week of the event.

- B. Matches may be played at the Twin City Bridge Center (TCBC) on Monday, Tuesday, or Thursday nights, at the Edina Senior Center (ESC) on Tuesday or Thursday night, or at a place, date and time mutually agreed upon by the opposing team captains. Games that are played other than at TCBC or ESC will be responsible for arranging for pre-dealt hands and hand records.

- C. Teams should notify TCBC for games played there and Tony Ames for ESC games at least 24 hours in advance of a match so they can prepare pre-dealt hands and hand records.

- D. The default night for play is on Thursday at 6:30 pm at the Edina Senior Center if no other time can be agreed upon.

4. FORFEITS

- A. If a team does not have 4 players seated and ready to play by 15 minutes after the agreed start time its opponents will win by forfeit. However, by agreement of both captains, the match may still be played and the actual result will determine the winner.
- B. If neither team has 4 players ready to play by 15 minutes after the agreed start time it will be deemed a double forfeit (unless one team has already forfeited by phone to the opposing captain).
- C. Because the event winner is determined by total VPs a team that wins by forfeit will be awarded the average of VPs won in its other matches.

5. SEATING

To start a match, captains will flip a coin. The captain who wins the flip may exercise seating rights for either the first or second half at his/her discretion.

6. LENGTH OF MATCHES

All matches will be 28 boards, scored at IMPs and the IMP difference is converted to VPs.

7. BIDDING BOXES:

Use of bidding boxes will be required.

8. BREAKING TIES:

If a match ends in a tie, each team will be awarded 10 VPs.

9. FEES:

Entry fees are \$24/team/match. The team captain gives her/his team's entry fee to either Judy Schwarz, Phil Schwarz, or Barry Purrington along with clear notation on the date and site at which the game was played. The treasurer will then distribute fees to the appropriate recipients.

10. CAPTAIN'S DUTIES

The Captain (or acting captain) is the only spokesperson for the team. His/her responsibilities include:

- A. Making all arrangements for the time and date of the match with the opposing team's captain.
- B. Collecting the \$24.00 match fee from among the teammates and submitting to either the MGSC treasurer (Barry Purrington) or the KO coordinators (Judy or Phil Schwarz).
- C. Ensuring that all entry/result forms are completely filled out (including ACBL numbers) and turned in to the Director. Be sure to indicate the "ins and outs" of the participating players so that the correct masterpoints are awarded.
- D. The day following the match, the winning captain reports both the half-time and final scores of the match in IMPs to Phil or Judy Schwarz (952-892-6126), or by emailing judyphils@yahoo.com. The third and **preferred method** is to directly enter the match results on the MGSC [website](#).

11. KIBITZERS

- A. Kibitzers are automatically welcome at matches held at TCBC or ESC. If games are being played at another site, good etiquette suggests contacting the host to assure that kibitzers are welcome.
- B. Players may kibitz their own team but only with the approval of the opposing team's captain.

12. SMOKING POLICY

This is a non-smoking event with breaks.

13. DIRECTORS, RULINGS, PROTESTS AND ETHICS COMMITTEE

- A. If there is an impropriety in the course of a match or a question arises about the rules of the game call the director on duty. In a match played at a site other than TCBC or ESC call the director in charge at TCBC or ESC. If the event is being played at a time when there is no one scheduled at TCBC or ESC, one of the Captains should agree to arrange a "director on call".
- B. Protests where a committee is needed should be saved for the following Friday at the MGSC. Please notify the Chair prior to Friday regarding the matter. If any contested rulings, protests or ethics violations occur, the two teams are required to play one extra board after the match in case the committee rules that another board should be played as a replacement board. If there is any doubt, play another board!

14. General

- A. The above rules may be changed only by consent of the majority of the MGSC Board of Directors and team captains still remaining in the event. Any questions should be directed to the Chair.
- B. REMEMBER: The purpose of this event is to promote knockout competition and foster sociability in our Club. In this spirit we ask that teams make a positive effort to avoid forfeits by accommodating -- within reason -- the scheduling problems of the other team.
- C. Since everyone connected with running this event is also a participant, to avoid conflict of interest, the application of the rules needs to be as automatic and impartial as possible. Any proposed changes to the rules can be submitted to the MGSC Board and will be considered for the next year's event.

Judy and Phil Schwarz, Co-chairs
952-892-6126
952-250-3918 (cell)
judyphils@yahoo.com
judy0713@yahoo.com

PLAYING SCHEDULE

MGSC 2016 Round Robin Schedule									
Team	Captain	<u>Round</u>							
		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	
1	Cassell	8	Bye	7	2	6	5	3	
2	Holloway	Bye	8	5	1	3	7	6	
3	Hendrickson	7	5	8	6	2	Bye	1	
4	Bye	2	1	6	8	7	3	5	
5	Stuhlman	6	3	2	7	8	1	Bye	
6	Weiman	5	7	Bye	3	1	8	2	
7	Rice	3	6	1	5	Bye	2	8	
8	Ames	1	2	3	Bye	5	6	7	

Round 1:	Oct 9 -15					
Round 2:	Oct 16-22					
Round 3:	Oct 23-29					
Round 4:	Oct 30-Nov 5					
Round 5:	Nov 6-19 (2 weeks to accommodate Sioux City Regional)					
Round 6:	Nov 20-Dec 10 (3 weeks to accommodate Thanksgiving and NABC)					
Round 7:	Dec 11-17					

Teams can schedule their matches at any time if both teams agree. Otherwise the match must be played in the specified week.

All matches are 28 boards and are scored using the 20 VP scale.						
Report scores using the MGSC web site.						
Total VPS determine the KO winner. In the event there's a tie the winner of the teams' head to head match wins.						

VP TABLE

IMPs	Winner VP	Loser VP		IMPs	Winner VP	Loser VP
0	10.00	10.00		52	18.01	1.99
1	10.24	9.76		53	18.10	1.90
2	10.47	9.53		54	18.19	1.81
3	10.70	9.30		55	18.28	1.72
4	10.92	9.08		56	18.37	1.63
5	11.14	8.86		57	18.45	1.55
6	11.35	8.65		58	18.53	1.47
7	11.56	8.44		59	18.61	1.39
8	11.77	8.23		60	18.69	1.31
9	11.98	8.02		61	18.77	1.23
10	12.18	7.82		62	18.85	1.15
11	12.38	7.62		63	18.93	1.07
12	12.57	7.43		64	19.01	0.99
13	12.76	7.24		65	19.08	0.92
14	12.95	7.05		66	19.15	0.85
15	13.13	6.87		67	19.22	0.78
16	13.31	6.69		68	19.29	0.71
17	13.48	6.52		69	19.36	0.64
18	13.65	6.35		70	19.43	0.57
19	13.82	6.18		71	19.50	0.50
20	13.99	6.01		72	19.56	0.44
21	14.16	5.84		73	19.62	0.38
22	14.32	5.68		74	19.68	0.32
23	14.48	5.52		75	19.74	0.26
24	14.63	5.37		76	19.80	0.20
25	14.78	5.22		77	19.86	0.14
26	14.93	5.07		78	19.92	0.08
27	15.08	4.92		79	19.98	0.02
28	15.23	4.77		80	20.00	0.00
29	15.37	4.63		72	19.56	0.44
30	15.51	4.49		73	19.62	0.38
31	15.65	4.35		74	19.68	0.32
32	15.78	4.22		75	19.74	0.26
33	15.91	4.09		76	19.80	0.20
34	16.04	3.96		77	19.86	0.14
35	16.17	3.83		78	19.92	0.08
36	16.29	3.71		79	19.98	0.02
37	16.41	3.59		80	20.00	0.00
38	16.53	3.47				
39	16.65	3.35				
40	16.77	3.23				
41	16.88	3.12				
42	16.99	3.01				
43	17.10	2.90				
44	17.21	2.79				
45	17.32	2.68				
46	17.42	2.58				
47	17.52	2.48				
48	17.62	2.38				
49	17.72	2.28				
50	17.82	2.18				
51	17.92	2.08				

