

2008 REISINGER CONDITIONS OF CONTEST

1. ENTRY: The event is the Reisinger and associated Reisinger Flight B Knockout Teams, and may be entered by teams of 4, 5 or 6 players. Each team must designate a captain who is responsible for ensuring that the team complies with these conditions, including prompt reporting of match results. The Reisinger is open to all players. The Reisinger Flight B is open to teams of which no team member holds more than 2000 master points.

2. FORMAT:

Open Reisinger KO:

7PM Monday May 19th, Tuesday May 20th and Wednesday May 21st. 3-Session KO or Round Robin reducing to four teams. The specific format is to be determined by the Tournament Director in consultation with the tournament committee. See appendix A for KO Bracketing

Thursday & Friday May 21-22 7:00pm: 2-Session Semi-Final

Monday May 26th 11 & 3:30 2-Session Final (contestants may by mutual agreement play the final earlier)

All matches will consist of 52 boards

Reisinger B's:

The Reisinger B's is a 4 session KO from Tuesday May 27th thru Friday May 30th at 7PM each evening. The ACBL conditions of contest

Matches in the top flight will consist of 26 boards

3. TIES: In the event of a tie after the scheduled number of boards, an additional 6 boards shall be played. If the match remains tied, additional sets of 4 boards shall be played until the tie is resolved.

4. CONVENTIONS: The Flight A Reisinger is Superchart. Suggested defenses (2 copies) are required for all Superchart and Midchart conventions.

5. COMMITTEE REVIEW OF CONVENTIONS: The Tournament Committee may bar any unusual methods, agreements or convention which, in the opinion of the committee, are designed to unfairly disadvantage the opponents.

6. SUBSTITUTES: The Tournament Director may seat a substitute in cases of unforeseen absences; if the absence could reasonably have been anticipated, prior Tournament Committee approval is required and any proposed substitute may not be appreciably better than the weakest missing member of the team.

7. SEEDING RIGHTS

- A. There shall be no seeding rights in a round robin or in a play-off. Should a question arise, each captain will submit a geographic line-up for the team.
- B. In each 26 board head-to-head match, the higher ranked team will decide whether to be seeded for the first or the second half. In 52 board matches, higher ranked teams will decide to exercise their seeding rights in the first and fourth quarters or the second and third.
- C. If play begins without the higher ranked team informing the other team that they waive rights for the first segment, they are deemed to have elected rights for the first segment (and 4th, if applicable).
- D. In any segment, the non-seeded team sits down first and the seeded team second.

8. PARTICIPATION: Each member of a team is required to play at least 50% of the boards played by the team, (not including playoff boards if any). These must include at least 50% of the boards played by the team in the quarterfinals, semifinals and finals combined, and at least 50% each of the semifinals and finals. For good cause timely stated, the Tournament Committee may permit substitution of boards from a later stage of the event for boards missed earlier. A player is excluded from further participation if it becomes mathematically impossible for that player to fulfill the participation requirements. The failure of an entered player to fulfill the playing requirements may be referred to Committee.

9. PACE OF PLAY: Each player is expected to maintain a reasonable pace of play. Failure to do so is an act of discourtesy to the opponents, partner, teammates and to other players. The time allotted to each segment of play is 7 1/2 minutes per board plus 10 minutes. Although the Tournament Director is expected to monitor the pace of play at all tables and to inform tables which appear to be playing slowly, it is the responsibility of the opponents of a slow pair to notify the Tournament Director. In the absence of such notification, both pairs are presumed to be at fault. [If and when table screens are in use, the time allotment per segment of play will be increased by 45 seconds per board.]

10. SLOW PLAY PENALTIES: In addition to any actions the Tournament Director may take in accordance with the Laws, instances of slow play will be reported to the Tournament Committee for appropriate action. This may include, but is not limited to: (A) Exclusion of the offender(s) from part or all of succeeding matches, and/or (B) expulsion from the event with possible referral to the offenders' home Unit Conduct & Ethics committee with or without recommendations for further sanctions or penalties.

11. KIBITZERS: No player may refuse to allow kibitzers. Any player may bar one specific kibitzer without assigning cause, or any number of kibitzers may be removed by the Tournament Director for good cause stated. No member of a team may kibitz that

team or at a nearby table.

Appendix A KO Bracketing after the completion of Round Robins

1. 4 survivors (1 group)

The winner of the bracket will choose its opponent from the 3-4th place teams.

2. 4 survivors (2 groups).

The winner of one bracket will play the second place team of the other. The 1 seed will be determined by VPs (Pro-rated if necessary). Seeding ties will be broken by original seed.

The team opposing team 1 will be 4 and the team opposing team 2 will be 3.