

Monroe Magnus Grand National Teams
Conditions of Contest for 2012
January 21 – January 22, 2012
Sturbridge Host Hotel
366 Main Street, Sturbridge, MA 01566
(508) -347-7393

REFERENCE

ACBL 2011-2012 GNT Special Conditions of Contest are part of these conditions. In case of conflict, the ACBL Special Conditions will take precedence.

DESCRIPTION

This is a team event in which District 25 will name a team district champion in each of four separate flights. These district champions then may compete in the national final of their respective flight. Although subject to change at any time, for the past several years District 25 has chosen to raise \$1/table per Regional KO event during the year to help offset some of the winning teams' expenses to compete in the National finals. Equal disbursements to the Winning Team in each of the four flights are normally made around the time of the Summer Regional.

LOCATION

The 2012 District 25 Grand National Teams finals will be held at the Sturbridge Host Hotel, 366 Main Street, Sturbridge, MA 01566

DATES AND STARTING TIMES

Saturday, 1 / 21 / 2012:

1 pm & 7 pm - Championship Flight, Flight A & Flight B
(2-session Qualifier for Sunday)

Sunday, 1 / 22 / 2012:

10 am & TBD* Finals –Championship Flight, Flight A & Flight B
10 am & TBD* : 2 session Flight C Swiss Teams

* NOTE: Starting times for morning and afternoon sessions on Sunday are subject to change at the discretion of the Tournament Director-In-

Charge, Mr. Peter Marcus (tourndirector@nebridge.org), in consultation with the GNT Coordinator, Mark Aquino (gntcoord@nebridge.org) and/or District 25's Representative to the ACBL Board of Directors, Rich DeMartino (director@nebridge.org), provided that all participants are notified prior to the end of the previous session.

CONDITIONS OF ENTRY

1. Each event is open to teams of four, five or six players.
2. All players must be members in good standing of the ACBL.
3. All players must live in District 25. A player who is a full-time student, a member of the armed services, has dual residency, or a person whose full time employment requires temporary relocation, who is residing temporarily in District 25 may participate in the event. This player must get approval prior to entering the competition from the GNT Coordinator or the District Director.

For the GNT, a member's principal physical residence as of Sept 1 of the year prior to the National Finals shall establish the district in which said member is eligible to participate. It is expected that there will be no exceptions to the residency requirements for participation in this event. Any player who has a question as to whether or not he/she is eligible to play in District 25 should contact the GNT Coordinator or the District Director as far in advance as possible.

4. The contest is split into four flights as defined below. The player must meet the conditions as reflected in the ACBL's September 2011 masterpoint cycle which is established on or about 8/6/11.

Championship Flight	Open
Flight A	0 - 5000 Masterpoints
Flight B	0 - 2000 Masterpoints
Flight C	0 - 500 Masterpoints, Non-Life Master

5. If a player has masterpoints won from other Bridge Organizations, such as the ABA or the WBF, he/she must make this known to the GNT Coordinator and/or the

Director- In- Charge prior to the beginning of competing in the GNT. This information may be taken into account for placement in the flights. The Director-in-charge is authorized to make the decision on the player's classification.

6. Each team must select a captain, playing or non-playing, who will be the team's official representative in all dealings with opponents, directors or committees. The captain is responsible for timely entry of the team.
7. The tournament director may accept a late entry if he/she has the opinion this will enhance the play structure of the event.

PARTICIPATION REQUIREMENTS

1 ACBL requirements shall govern.

2 Each player must play at least half of the semi-final and final matches, and at least 50% of all boards, excluding playoffs to receive overall master point awards. Team captains may apply to the tournament committee for exemption from the 50% in semi-final and final match provision in the case of personal emergency. An exempted player must still play 50% of the semi-final and finals combined.

3 Each team member must have played at least 50% of the boards, excluding playoff boards, for as long as the team survived to qualify for overall masterpoint awards and to be eligible for the monetary subsidy. No contestant may play any match after it has become mathematically impossible for him/her to play at least 50% of the boards (excluding playoff boards played by his/her team).

4 A player who fails to maintain participation eligibility in an event receives match awards only, and is not entitled to any honors or recognition.

5 A player who can no longer meet participation requirements for overall awards is ineligible to continue playing on a team.

CONVENTIONS

1. The ACBL Mid-Chart and General Convention Chart will be allowed in Flight A and Championship Flight.
2. The ACBL General Convention Chart only will be allowed in Flights B and C.

SCORING AND PLAYING

General:

1. IMP penalties assessed are subtracted from the offending team's score.
2. Each team captain must report the IMP score of all matches to the director responsible for the scoring.
3. Breaks shall be scheduled by the director in charge.
4. Time allowed will be 7.5 minutes per board.
5. See attachment 1 for details on match scheduling.

Knockout Head-to-Head Matches:

1. Each head-to-head match is a single elimination KO with 1 IMP constituting a win.
2. In case of a tie, an 8-board playoff will be held in matches lasting 48 boards or more, and 4-board playoff will be held in matches of less than 48 boards. Tie-breaking boards will be played immediately following the session.

3. If a tie should remain after the 4 or 8 board sudden death playoffs, 2 board sudden death matches will continue until a winner is decided.

Round Robin Qualifier:

1. In case of a tie, head to head records during the round robin phase will be first tie-breaker,
2. In case there was also a tie during head to head competition, a 4-board playoff will take place immediately following the session.
3. In case a tie remains after above, 2 board sudden death playoffs will be played until there is a winner.
4. Should more than 2 teams be tied after the round robin, head to head competition win-loss records will be first tie-breaker, then VP quotient, then IMP quotient in head to head, then total VPS, then total IMPS, and finally total win-loss records against the field.
5. In the unlikely event that all of the above will not result in the needed tie-breakers to qualify or advance the proper number of teams to the next level of competition, 4 board sudden death, followed by successive 1-board sudden death matches will ensue as long as necessary to break the ties.

Swiss team Qualifier:

1. In case of a tie, the ACBL standard tie-breaking procedures will apply.

AUGMENTATION

After a team has won their flight, they may augment their team per the

following conditions:

1. The augmentee must have participated in any flight of the District Level Qualifiers. If a team wishes to augment a player who could not attend the District Level Qualifiers due to family or other such emergencies, the District Director or GNT Coordinator may be willing to waive this provision.
2. The augmentee must meet the masterpoint eligibility requirements listed above.
3. The District Director and GNT Coordinator must approve the augmentation.
4. Final team roster must be submitted to the ACBL by 6/15/2012 by the GNT Coordinator.

The DIC will ensure that if any circumstances or rulings might directly affect the GNT Coordinator or the District Director or their teams as participants playing during the competition, that they will of course be expected to not rule or adjudicate on such matters.

DISQUALIFICATIONS

1. Reference the ACBL GNT Conditions of Contest for disqualification regulations.
2. When a player's team is disqualified after the correction period, teams move up one position as appropriate.

CORRECTIONS AND APPEALS PERIOD

1. In matches requiring a playoff, no appeal of a director's ruling or score correction is possible after the auction begins at either table of the playoff.
2. The period for an appeal expires 30 minutes after each session.
3. The period for score corrections expires 30 minutes after a match

has been completed. For an on-going match, it expires when the auction begins at either table for the next segment.

4. Requests for appeals and scoring corrections must be made in person to the Director In Charge. No requests phoned in or emailed will be honored.

KIBITZING

A player who kibitzes must be at least two tables distance from where teammates are playing.

SEEDING

1. Championship Flight: The team captains shall self-seed prior to the event.
2. Flight A: A committee appointed by the Director-in-charge, in consultation with the GNT Coordinator, shall seed the flight prior to the event
3. In Knock-Out matches, seeded team has seeding rights per ACBL Regulations.
4. Franklin Merblum is currently the GNT Seeding Chairman.

PENALTIES

1. Slow play and tardiness will not be tolerated. The DIC's judgment is final, but he/she will exercise due diligence in ensuring that only teams responsible for delays are penalized and in adjudging whether one or both teams is responsible for the delays, and should be assessed penalties. A team may not waive any penalties assessed their opponents for tardiness or slow play.
2. The penalty for failure to seat a complete team at announced game time is:

0-10 minutes no penalty
10-15 minutes 1 IMP
15-20 minutes 3 IMPs
20-25 minutes 6 IMPs
25-30 minutes 9 IMPs
30-35 minutes 12 IMPs
35-40 minutes 15 IMPs

In addition, the match will be curtailed one board, up to a maximum of four boards, for each 7.5 minute or fraction thereof of tardiness after the first ten minutes. Three IMPs will be awarded to the non-offending side for each curtailed board.

3. If play has not commenced within forty minutes of announced game time, the match is forfeited.
4. When a table exceeds the time allowed for play, the pair(s) involved will receive a warning. When a pair exceeds the time limit a second time in an event, they will appear before the Conduct & Ethics committee for review. Cases of excessive slow play will be referred to the Conduct & Ethics committee without previous warning.
5. At the discretion of the director, similar penalties may be assessed for slow play. Slow play penalties do not carry to the next match unless a team is unable to start on time and is judged at fault.

DISTRICT SUBSIDY

1. District 25 will subsidize the winning teams. The amount of this subsidy for each team will be equal to one-quarter of the total amount collected (\$1 per player per session from all regional KO's, including the GNT District Finals).

2. To receive this subsidy, at least 3 of the original team members at the district finals must go on to compete at the national finals and each of these players must attend and play in the National Team Finals for as long as his team is still eligible to participate.

RESULT REPORTING AND SANCTION FEES

1. Results shall be reported to the ACBL.

Winning team captains, as well as team captains of all teams that must play a final match after the conclusion of the District finals weekend are required to submit a complete list of the names, addresses, phone numbers, ACBL numbers, and email addresses to the GNT Coordinator not later than January 31, 2012.

2. Sanction fees shall be sent to the ACBL.

The District 25 GNT will be run concurrent with District 25 I/N Sectional (“Rainbow Weekend”). Flight C qualification rules and eligibility for GNT remain as outlined in National and District Conditions of Contest. Players must be residents of D25 and their ACBL dues payments must be current.

Attachment 1. Play Format

Note: If circumstances should warrant it, the Director-in-Charge, with approval of the GNT Coordinator and District Director may modify the movement described below to improve the event.

CHAMPIONSHIP FLIGHT

Approximately 64 boards to be played per day.

**# teams
entered in
flight**

Format

3-4 teams Saturday: Full day round robin, qualifying top two teams with highest Victory Point total. Scoring on a 20 Victory Point scale per match.

Sunday: Full 64 board final with maximum 35 IMP carryover.

5-6 teams Saturday: Full day round robin, qualifying 3 teams.
Sunday: 64 Board round robin with full carryover from Saturday –with top two teams surviving.
TBD: Full 64 board final with max 35 IMP carryover.

7-9 teams Saturday: All day round robin, qualifying 4 teams .
Top qualifier in the Round Robin will be the # 1 seed and will select the #4 seed.
Round Robin runner-up will be the #2 seed and will play the remaining team.
Sunday : 64 board semi-final matches.
#1 will play #4. #2 will play #3 with maximum 35 IMP carryover.

TBD: Full 64 board final with maximum 35 IMP carryover

10+ teams

For 10 or more teams in the Championship Flight pre-seeding will be required per the following protocol:

The Seeding Chairman or GNT Coordinator should be prepared to bring at least 10 minutes ahead of game time, 6 pages with names of the entered teams. The team captains of what they have assumed to be the top 6 teams

will then be asked to pre-seed the entire Championship Flight – excluding their own team.

Saturday: The flight shall be split into two groups as follows:

Group 1: Seeds 1, 4, 5, 8, 9 etc.

Group 2: Seeds 2, 3, 6, 7, 10, 11 etc.

They shall play a round robin. Three teams survive per group.

Sunday morning: The top three teams of each group will play each other – **full carryover from round robin**- with two survivors.

Sunday afternoon: The top two team of each group will play a 32 board semifinal against each other with **full carryover applied**.

TBD: Full 64 board final with maximum 35 IMP carryover

FLIGHT A & FLIGHT B

There will be no pre-seeding, nor any carryover from round robin/ swiss qualifier to final.

Approximately 56 boards to be played per day.

Flight A and Flight B final generally to be 28 boards.

teams entered in flight

Format

3-5 teams

Saturday: Full day round robin, qualifying two teams.

Sunday: Full 56 board final with no carryover.

6-8 teams

Saturday: All day round robin, qualifying 4 teams with no carryover.

Top qualifier in Round Robin will be the # 1 seed and will select the #4 seed opponent.

Round Robin runner-up will be #2 seed and will play the remaining team.

Sunday morning: 28 board semi-final matches.
#1 will play #4. #2 will play #3 with no carryover.

Sunday afternoon: 28 board final with no carryover.

9-11 teams

Saturday: All day Swiss teams, qualifying 6 teams

Top qualifier in Swiss will be #1 seed and will select #6 seed from the original 4th thru 6th place finishers in the Swiss.

Swiss runner-up will be #2 seed and will select #5 seed from the remaining 2 teams of the original 4th thru 6th finishers.

Swiss 3rd place finisher will be #3 seed. Remaining team is now #4.

Sunday morning: 3 way matches with 2 survivors – **no carryover.**

#1, #4, and #6 will play with no carryover and two survivors.

(If original #1 is eliminated, #4 becomes #1 seed.)

#2, #3, and #5 will play with no carryover and two survivors.

(If original #2 is eliminated, #3 becomes #2 seed.)

Sunday afternoon: 32 board KO semifinals with **no carryover**.

#1 seed selects opponent from the current #3/#4 seeds.

#2 seed plays the remaining team.

TBD: The remaining two teams will play a 28 board final with **no carryover** at a date to be scheduled.

12 + teams

Saturday: Qualifying Swiss with top 8 teams surviving.

Sunday morning: Four 28 board KO matches with no carryover.

Swiss winner will be #1 seed and will select #8 seed opponent from the original 5th thru 8th place finishers in the qualifying Swiss.

Swiss runner-up will be #2 seed and will select #7 seed opponent from the remaining 3 teams of the original 5th thru 8th finishers.

The remaining 4 qualifying teams will draw into 3-6 seeds.

#3 seed will play #6 seed ; #4 seed will play #5 seed.

Sunday afternoon: 28 board KO with no carryover.

Winner of morning's #1/#8 match will select #4 opponent.

Winner of morning's #2/#7 match will play remaining team. (#3).

TBD: 28 board final to be scheduled at later date – no carryover.

FLIGHT C

All day Swiss Team on Sunday to determine Flight C GNT winner. Approximately 48 boards to be played on Sunday.

Scheduling of Final match after weekend: If final matches are needed to be played beyond the timeframe of this weekend, then those final matches will be scheduled at the finalist's convenience if necessary. Such matches must be scheduled and the schedule communicated to the GNT Coordinator prior to February 14, 2012 (the start of Cromwell Regional).

The matches must be completed by 5/30/12.

Attachment 2. National GNT Finals

NATIONAL GNT FINALS

1. The first place finisher at the District Final in each of the four flights will be eligible to participate in the National GNT Finals, which will begin on the day just prior to the start of the Summer NABC in Philadelphia, PA, (July 12-July 22, 2012). Should the first place team in any flight elect not to advance to the National Finals, the second place team in that flight will be extended the invitation to participate. If neither the first nor second place team in a particular flight elect to advance to the National Finals, District 25 will not be represented in that flight.
2. The format for the National Finals was changed in 2007. All Flights will have a 2 session Swiss Team Qualifier on Wednesday, July 11th, and then each day there will be seeded head to head KO matches until there are only 2 teams remaining for the final on Sunday, July 15th. Replacement and Augmentation rules detailed above apply to teams advancing to the National Finals. Teams

advancing to the National Finals must consist of at least three of the team members who participated in the District 25 Finals.

3. Please see ACBL 2011-2012 Grand National Teams Special Conditions of Contest for further details.

http://www.acbl.org/assets/documents/play/Conditions-of-Contest/Other-GNT_CoC.pdf

The ACBL SuperChart will govern conventions in the Championship Flight and Flight A with segments of 12 or more boards. The General Convention Chart will apply to Flights B & C.