

District 25 2016 Grand National Teams Conditions of Contest

ACBL 2016 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. The District 25 Executive committee has approved a \$2000 subsidy for each of the four winning teams.

Location and Dates

The 2016 District 25 Grand National Teams finals will be held at the Sturbridge Host Hotel, 366 Main Street, Sturbridge, MA 01566 on April 9 and April 10:

Saturday April 9, 2016: 1:00 PM and TBD
Sunday April 10, 2016: 10:00 am and TBD

The Championship Flight, Flight A & Flight B will generally play a two-session qualifying coming down to 4 teams and will then play a semi-final and final match on Sunday.

Flight C will generally play a 2 Session Swiss Sunday

NOTE: Starting times for morning and afternoon sessions on Sunday are subject to change at the discretion of the Tournament Director-In-Charge, in consultation with the GNT Coordinator, provided that all participants are notified prior to the end of the previous session.

Conditions of Entry

This event is open to teams of four, five or six players.

All players must be members in good standing of the ACBL.

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 or she is eligible to play in District 25 should contact the GNT Coordinator or the District Director as far in advance as possible.

The contest is split into four flights as defined below. Any entrant player must meet the conditions as reflected in the ACBL's September 2015 masterpoint cycle, which is established on or about August 6, 2015.

Championship: Unlimited

Flight A: Under 6000 masterpoints

Flight B: Under 2500 masterpoints

Flight C: Non-Life Master under 500 masterpoints

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.

Each team must select a captain, playing or non- playing, who is the team's official representative. The captain is responsible for timely entry of the team.

Participation Requirements

ACBL requirements shall govern.

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.

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.

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

Conventions

The ACBL Mid-Chart and General Convention Chart are allowed in the top two flights.

The ACBL General Convention Chart only are allowed in Flights B and C.

Scoring

If only one team enters in any flight, they win the flight without playing.

If two teams enter, they play a single all day match of 56 boards with one winner, but if both teams and the DIC agree before play, any other number of boards can be played.

If three to ten teams enter any flight, they play a full round robin, each team playing every other. If there are eleven teams or more, they play Swiss teams. The number and length of matches will depend on the number of teams and the flight. If practical, Swiss or round robin matches will be scored by the decimal NABC+ 20-point victory point scale, otherwise by the customary 20-point integer victory point scale. See Appendix 1 for more information on the NABC+ scale.

In the lowest flight, Flight C, the winner of Sunday's round robin or Swiss wins the flight.

In all other flights, the Saturday round robin or Swiss qualifies teams for a knockout stage on Sunday. If 3-5 teams enter, the top two qualify for one all-day knockout match of 56 boards, or another number of boards if the DIC and both teams agree.

If six or more teams enter a flight, the top four qualify for 28-board semifinal knockouts, with the winners to meet in a 28-board final, both to be held Sunday April 10. The top qualifier chooses its semifinal opponent from among the other three qualifiers.

In inclement weather or other unfortunate events, the DIC may curtail match lengths, or otherwise alter this schedule of play.

There are no carryovers from Swiss or round robin qualifiers in any flight.

Each team captain must report the winner and IMP margin of all matches to the director responsible for the scoring.

Breaks shall be scheduled by the DIC.

Time allowed will be approximately 7.5 minutes per board.

Ties

Knockout Matches:

Each head-to-head match is a single elimination KO with 1 IMP constituting a win. In case of a tie, there will be a four-board playoff. If still tied, the teams play two-board playoffs until a team wins one of them.

Round Robin or Swiss Qualifier or Flight C:

If two teams tie for one qualification spot, they play two-board playoffs until there is a winner.

If three or more teams tie for one or more qualification spots, they will play a round robin of two board matches scored at victory points with untied teams either qualified or disqualified. Any remaining tied teams continue playoffs till all qualification spots are filled.

Slow Play Penalties

The DIC has broad authority to impose victory point or imp penalties on teams who are tardy arriving at the game or late reporting results. Slow play and tardiness will not be tolerated in the qualifying round robin or Swiss.

The first failure to report a score in the time allotted will generally result in a warning to both teams. Subsequent failures to report a score on time will result in a victory point penalty, the severity of which will increase with each offense thereafter.

Boards may be removed by the DIC if play has been too slow. However, deliberate stalling by a team in the lead, who might benefit by reducing the number of boards to be played, may be subject to a disciplinary penalty if the DIC thinks it is warranted.

Augmentation

After a team has won their flight, they may alter their team per the following conditions:

They may withdraw promptly in favor of the second place team. If the two top teams both withdraw, in Flight C the GNT coordinator continues down in order of finish till some team agrees to go. In the other flights, if both top teams withdraw and both losing semifinalists wish to go, they can promptly schedule a match, normally of 28 boards, at some other place as soon as possible. If no team wants to go, or such a match can't be scheduled, District 25 will not be represented in that flight in 2016.

A team of four or five members may augment their team up to five or six. Augmentees must have participated in any flight of the District Level Qualifiers. The augmentee must meet the eligibility requirements for the relevant flight. The District Director and GNT Coordinator must approve the augmentation.

In extreme circumstances, replacement of a player who cannot attend the Nationals is possible if approved by the District Director and GNT Coordinator. The rules for replacements will be similar to those for augmentees.

Final team roster must be submitted to the ACBL by 6/15/2016 by the GNT Coordinator.

If any rulings might affect teams of which either the GNT Coordinator or the District Director are members, they shall recuse themselves from ruling on such matter, leaving it to the DIC.

District Subsidy

For a team to receive District 25's \$2000 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.

Appendix 1 – the NABC+ Victory Point Scale

To eliminate ties in round robin or Swiss qualifiers, as well as to provide a more accurate scaling of imp margins to victory points, the ACBL used the following method during team imp qualifying rounds at recent nationals. In what follows, $y^{**}x$ means "y to the x power", so $T^{**}3$ is T cubed, $5^{**}0.5$ is the square root of 5, and $T^{**}(3M/B)$ means T to some variable fractional exponent.

Let V= the number of victory points in a match, such as 20, for example.

Let K= the number of boards in a match, such as 7, for example.

Let M=the raw imp margin in a match, as reported by the team captains.

To find W=the winning team's victory points, and L=the losing team's victory points,

Set $T = ((5^{**}0.5)-1)/2$. This is 0.618[03...], otherwise known as the golden mean.

Set $B = (3V/4)(K^{**}0.5)$. For example, if $V=20$ and $K=7$, $B=39.686...$

Set $D = 1-(T^{**}3)$, which is 0.764...

If $M \geq B$, then the match is a blitz and $W=V$ and $L=0$, otherwise

$N = 1-(T^{**}(3M/B))$

$W = (V/2)(1+(N/D))$ and $L=V-W$.

Since we only compute N/D if $B > M \geq 0$, it follows that $1 > (N/D) \geq 0$, so W always satisfies $V \geq W \geq (V/2)$. Each added imp to the winning team has a slowly declining exponential value until $M > B$ and the match is a blitz. For example, if $V=20$ and $K=7$, then W and L are as follows to two decimal places for each M:

0	10-10
1	10.47-9.53
2	10.92-9.08
3	11.35-8.65
4	11.77-8.23

5 12.19-7.81
6 12.38-7.62
7 12.95-7.05
8 13.31-6.69
9 13.65-6.35
10 13.99-6.01
11 14.32-5.68
12 14.63-5.37
13 14.93-5.07
14 15.22-4.78
15 15.51-4.49
16 15.77-4.23
17 16.03-3.97
18 16.30-3.70
19 16.53-3.47
20 16.79-3.21
21 16.99-3.01
22 17.21-2.79
23 17.42-2.58
24 17.62-2.38
25 17.81-2.19
26 18.01-1.99
27 18.19-1.81
28 18.36-1.64
29 18.53-1.47
30 18.69-1.31
31 18.85-1.15
32 19.01-0.99
33 19.15-0.85
34 19.29-0.71
35 19.42-0.58
36 19.55-0.45
37 19.69-0.31
38 19.80-0.20
39 19.92-0.08
40+ 20-0

Since the actual values of W and L are irrational except when they are 0, 10, or 20 (by irrational I mean never ending decimals which never repeat), a computer program on a laptop can break all ties, except those between two or more teams whose sets of raw imp margins are identical, which are ties no victory point method can break (nor can win-loss records ever break such ties, since in this bad case, win-loss records will always be tied). In that uncommon case, playoffs seem appropriate. As a practical matter, a third decimal place will break ties that can be broken. At the 2014 and 2015 fall nationals, with around 100 teams competing for a fixed number of slots in the next round of the North American Swiss, no unbreakable ties occurred.

If the NABC+ method is to be used, approximate VP scales such as the above should be posted on the wall for each match length in use.

If no NABC+ scoring program is available, the NABC+ VP scale isn't practical, so the customary integer 20-point victory point scales will be used, in which case the risk of ties and even multi-way ties is much greater than with NABC+ victory points. In 2016, all ties for qualifying spots are to be decided by two-board playoffs.

Whether NABC+ or integer victory points are used, a director's program will do the conversion to victory points. Captains report results as raw imp margins.