

District 25 Grand National Teams 2017 Conditions of Contest

ACBL 2016-2017 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:

Championship – Unlimited

Flight A – Not to Exceed 6,000 MPs

Flight B – Not to Exceed 2,500 MPs

Flight C – Non LM – Under 500 MPs

These district champions then may compete in the national final of their respective flight.

LOCATION AND DATES – SPLIT SITES

The Grand National Teams finals for Flight A, Flight B, and Flight C will be held at the Sturbridge Host Hotel, 366 Main Street, Sturbridge, MA 01566.

Flight A and B will be held on April 22 and April 23:

Saturday April 22 : 12 Noon and TBD

Sunday April 23 : 10:00 AM and TBD

Flight C will be held on Sunday April 23 ONLY

Sunday April 23 : 10:00 AM and TBD

The Championship Flight (No Masterpoint Restrictions) will be held at the Sea Crest Beach Resort, 350 Quaker Road, North Falmouth MA Sat April 29, and Sun April 30

Saturday April 29 : 10:00 AM and TBD

Sunday April 30 : 10:00 AM and TBD

This schedule will allow players to compete in A, B, or C as appropriate, and then still try their hands in the Open Championship Flight the following week. If they should qualify in both events, they may decide in which event they wish to compete, and the 2nd place team in the flight they vacate will automatically advance. Some restrictions will apply regarding augmentations between flights.

The Championship Flight, Flight A & Flight B will generally play a two-session qualifying on Saturday and a semifinal and final on Sunday.

Flight C will 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 and District Director, provided that all participants are notified prior to the end of the previous session.

CONDITIONS OF ENTRY

1. 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 2016 masterpoint cycle, which is established on or about August 6, 2016.

Championship: Unlimited

Flight A: Under 6000 masterpoints

Flight B: Under 2500 masterpoints

Flight C: Non-Life Master under 500 masterpoints

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 is the team's official representative. The captain is responsible for timely entry of the team.

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.

CONVENTIONS

1. The ACBL Mid-Chart and General Convention Chart will be allowed in the top two flights.

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 DIC.

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 or Swiss Qualifier:

1. NABC+ Victory Points will be applied in the Championship Flight and in Flight A significantly reducing the likelihood of a tie in RR, or Swiss.

2. In case of a tie, head to head records during the round robin phase, if applicable, will be first tie-breaker.
3. In case of a tie in the head to head match, win/loss record will be the second tie-breaker.
4. In case there was also a tie in win/loss record, playoff will take place immediately following the session. The playoff will be 4 boards if the round robin/Swiss matches were 7 boards or more and 2 boards if the round robin/Swiss matches were 6 boards or less.
5. In case a tie remains after the above, 2-board sudden death playoffs will be played until there is a winner.
6. Should more than 2 teams be tied, 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.
7. 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, 2 board sudden death matches will ensue as long as necessary to break the ties.

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. Eligible players may augment into different flights but if the team they competed in also qualified for the National championships, augmentations will not be allowed if this should result in their original team having less than four players. Full teams can compete in more than one flight if eligible, and if they qualify in both events, the team can choose which flight it wishes to play in the national championships, and the second place team in the flight they leave will automatically move up to 1st place.
3. The District Director and GNT Coordinator must approve the augmentation.

4. Final team roster must be submitted to the ACBL by 6/15/2017 by the GNT Coordinator.

5. 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.

SEEDING

In KO matches, the seeded team has seating rights per ACBL Regulations.

SLOW PLAY / TARDINESS 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. 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 in a KO, Swiss or Round Robin match of 12 boards or longer 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
over 30 minutes	Forfeit

3. The penalty for failure to seat a complete team at announced game or match time in a KO, Round Robin or Swiss match up to 12 boards is:

0 - 5 minutes	no penalty
5 - 10 minutes	1 IMP
10 - 15 minutes	3 IMPS
Over 15 minutes	Forfeit

In addition to the penalties above in 2 and 3, the match may be curtailed one board, up to a maximum of four boards, for each 7.5 minute or fraction thereof of tardiness

after the first 7.5 minutes. Three IMPs will be awarded to the non-offending side for each curtailed board.

4. 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

The ACBL does not provide a subsidy for the GNT winning teams, but in 2017, the District Executive Committee approved a generous \$2,000 per team subsidy for each of the winning teams in the four flights from monies gained in Grass Roots Fund games.

Equal disbursements to the Winning Team in each of the four flights are normally made around the time of the Summer Regional.

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.

Attachment 1. Play Format

Note: The Director-in-Charge, with approval of the GNT Coordinator and District Director may modify the formats described below to improve the event. Depending on the size of the field, and if appropriate Bridemates may be used to his advantage, he may opt to adopt a BAM-like format instead of Round Robin.

FLIGHT C

An all-day Swiss Team event will be held on Sunday to determine the Flight C GNT winner.

Approximately 48 boards will be played on Sunday.

CHAMPIONSHIP FLIGHT & FLIGHT A – Maximum 25 IMP Carryover

The Saturday qualifier will play approximately 54-56 boards depending on round robin size. Round Robin matches may be played in two halves or in one set, according to the event size and best movement, as determined by the DIC.

All Sunday matches have full carryover from the Saturday match, limited to 25 IMPs. This includes head to head and round robin matches.

# of Teams	Conditions of Contest
3-4	<p>Saturday: Full-day round robin, qualifying the two teams with highest Victory Point total. Scoring on a 20 Victory Point scale per match. Sunday 56 Board Final</p>
5-6	<p>Saturday: Full-day round robin, qualifying 3 teams with max 25 IMP carryover thruout. Sunday morning 27 board round robin with the top 2 teams surviving. Sunday afternoon 28 board final.</p>
7-10	<p>All day round robin, qualifying 4 teams -with max 25 IMP carryover thruout. The top qualifier in the Round Robin will be the # 1 seed and will select his opponent from the 3rd</p>

	<p>and 4th qualifiers – but must pick 4th place finisher if 4th place has more than or equal IMP deficit to top finisher compared to 3rd place finisher. Sunday morning 28 board semi-final. Sunday afternoon 28 board final.</p>
11+	<p>DIC has great flexibility in deciding number of boards and playing format for large turnout provided that 1 winner is determined at the end of the 4th session. Where applicable we will maintain max 25 IMP carryover thruout. Regardless of format, the top qualifier will be the # 1 seed and will select his opponent from the 3rd and 4th qualifiers – but must pick 4th place finisher if 4th place has more than or equal</p>

	<p>IMP deficit to top finisher compared to 3rd place finisher.</p> <p>Sunday morning 28 board semi-final.</p> <p>Sunday afternoon 28 board final.</p>
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FLIGHT B – No Carryovers

# of Teams	Conditions of Contest
3-4	<p>Saturday: Full-day round robin, qualifying the two teams with highest Victory Point total. Scoring on a 20 Victory Point scale per match.</p> <p>Sunday 52 Board Final</p>
5-6	<p>Saturday: Full-day round robin, qualifying 3 teams.</p> <p>Sunday morning 24 board round robin with the top 2 teams surviving.</p> <p>Sunday afternoon 26 board final.</p>
7-10	All day round robin,

	<p>qualifying 4 teams. The top qualifier in the Round Robin will be the # 1 seed and will select his opponent from the 3rd and 4th qualifiers – but must pick 4th place finisher if 4th place has more than or equal IMP deficit to top finisher compared to 3rd place finisher.</p> <p>Sunday morning 26 board semi-final.</p> <p>Sunday afternoon 26 board final.</p>
11-18	<p>Saturday: An all day Swiss qualifying 4 teams.</p> <p>Sunday: The semi-finals and finals are KO with no carryover. The top finisher in the Swiss picks its opponent from the 3rd/4th place teams but must pick 4th place finisher if 4th place has more than or equal IMP deficit to top finisher compared to 3rd place finisher.</p>

19 – 24	<p>Saturday: An all day Swiss qualifying 8 teams.</p> <p>Sunday: Sunday: Using the ACBL carryover formula, an 8 team round robin will be played on Sunday (two sessions).</p>
25 – 32	<p>Saturday: An all day Swiss qualifying 12 teams.</p> <p>Sunday: Using the ACBL carryover formula, a two session Swiss will be played on Sunday.</p>

If there are more than 32 teams, a consistent set of conditions will be implemented by the DIC, with input from the D25 GNT Coordinator and the District Director.

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 2017 National GNT Finals, July 19-23, 2017 Metro Toronto Convention Centre, 225 Front Street West, Toronto, ON

2. 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.

3. 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.

Attachment 3. Sample RR Carryover

When a match is played, IMPs are totaled for both teams. The difference in score is called the IMP Differential, and this is used to determine the victory points. For the sample 6 team match we are showing, we will reflect the score tally, the IMP Differential in parentheses, and the number of VPs. (To alleviate the likelihood of ties, we have gone to NABC+ VPs. For the sake of this simple example, however, we are sticking with regular 20 IMP VP schedule.)

Team	Total VPs	1	2	3	4	5	6
1	57		18-5 (13 Imps) 15 VPs	5-24 (-19) 3	28-0 (28) 20	7-22 (-15) 4	16-3 (13) 15
2	49	5-18 (-13) 5		6-3 (3) 12	15-1 (14) 16	3-22 (-19) 3	17-10 (7) 13
3	72	24-5 (19) 17	3-6 (-3) 8		12-0 (12) 15	6-1 (5) 13	32-7 (25) 19
4	36	0-28 (-28) 0	1-15 (-14) 4	0-12 (-12) 5		17-2 (15) 16	8-7 (1) 11
5	46	22-7 (15) 16	22-3 (19) 17	1-6 (-5) 7	2-17 (-15) 4		1-22 (-21) 2
6	40	3-16 (-13) 5	10-17 (-7) 7	7-32 (-25) 1	7-8 (-1) 9	22-1 (21) 18	

Top qualifier = Team 3, 2nd = Team 1, 3rd = Team 2, 4th = Team 5

IMP Differential Tm 3 vs Tm 2 = -3 IMPs Carryover

IMP Differential Tm 3 vs Tm 5 = +5 IMPS Carryover

IMP Differential Tm 1 vs Tm 2 = 13 IMPs Carryover

IMP Differential Tm 1 vs Tm 5 = -15 IMPS Carryover

Our conditions will require top qualifier (Tm 3) to play 4th qualifier (Tm5) because they have a higher carryover against this team {+5 IMPS } than they have against the 3d qualifier (Tm 2) {-3 IMPS} . Previously, the top qualifier might select Tm 2, because the 4th place team has a hefty +15 IMP Carryover against Team 1 – the 2nd place qualifier.