

## **District 25 Grand National Teams 2019 Conditions of Contest**

ACBL 2018-2019 GNT Special Conditions of Contest are part of these conditions. In case of conflict, the ACBL Special Conditions will take precedence. ([web2.acbl.org/coc/GNT2018-19.pdf](http://web2.acbl.org/coc/GNT2018-19.pdf))

### **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**

The Grand National Teams finals for all flights will be held at the Sturbridge Host Hotel, 366 Main Street, Sturbridge, MA 01566.

Championship Flight along with Flight A and Flight B will be held on April 13 and April 14:

Saturday April 13: 12 Noon and TBD

Sunday April 14: TBD and TBD

### **Flight C will be held on Sunday April 14 ONLY**

Sunday April 14: 10:00 AM and TBD

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 two session Swiss on 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.

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District 25 Director – Bob Bertoni  
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## **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 September 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 2018 masterpoint cycle, which is established on or about August 6, 2018.

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 qualifier, 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. Any team which attempts to withdraw prior to the completion of the Round Robin/Swiss portion of the event (unless for a medical emergency) will be subject to disciplinary action.
6. Any team which is unable to complete the KO portion of the event (unless for a medical emergency) will forfeit any succeeding matches.

## **CONVENTIONS**

1. The ACBL Open+ Convention Chart is used in Open Flight
2. The ACBL Open Convention Chart is used in Flight A
3. The ACBL Basic+ Convention Chart is used in Flight B
4. The ACBL Basic Convention Chart is used in Flight C

Convention Chart info can be found here:

<http://web2.acbl.org/documentLibrary/about/181AttachmentD.pdf>

## **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 Addendum 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 a 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, Flight A and Flight B significantly reducing the likelihood of a tie in Round Robin 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 or Swiss matches were 7 boards or more and 2 boards if the Round Robin or 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.
3. The District Director and GNT Coordinator must approve the augmentation.
4. Final team roster must be submitted to the ACBL by 6/14/19 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:

<b>0 - 10 minutes</b>	<b>no penalty</b>
<b>10 - 15 minutes</b>	<b>1 IMP</b>
<b>15 - 20 minutes</b>	<b>3 IMPS</b>
<b>20 - 25 minutes</b>	<b>6 IMPS</b>
<b>25 - 30 minutes</b>	<b>9 IMPS</b>
<b>over 30 minutes</b>	<b>Forfeit</b>

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:

<b>0 - 5 minutes</b>	<b>no penalty</b>
<b>5 - 10 minutes</b>	<b>1 IMP</b>
<b>10 - 15 minutes</b>	<b>3 IMPS</b>
<b>Over 15 minutes</b>	<b>Forfeit</b>

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 for 2019, the District Executive Committee has 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. In addition, the 2<sup>nd</sup> place team for both Flights B & C will also qualify for the national finals. The subsidy for the two second place teams will be \$1,200 per team.

After augmentation, equal disbursements to the Winning Team in each of the four flights and the 2<sup>nd</sup> place teams in Flight B & C 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.

In flights B and C, if there is a tie for first both teams will be considered winners and the subsidy will be \$1600 per team.

If there is a tie for second place in flight C ACBL tie breaker for swiss format will be used to determine 2<sup>nd</sup>. If no tie breaker conditions are met then there will be a play off. Decision of the DIC and the GNT Coordinator together is final.

If there is a three way tie for any cash position there will be a three way play off.

## **ADDENDUM 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, Bridgemates 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 and runner-up.

Approximately 48 boards will be played on Sunday.

## CHAMPIONSHIP FLIGHT & FLIGHT A – Maximum 25 IMP Carryover

The Saturday qualifier will play approximately 56-64 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	<b>Saturday:</b> Full-day round robin, qualifying the two teams with highest Victory Point total. Scoring on a 20 Victory Point scale per match. Max 25 IMP carryover. <b>Sunday:</b> 64 Board Final For Championship Flight 56 Board Final for Flight A
5-6	<b>Saturday:</b> Full-day round robin, qualifying 3 teams with max 25 IMP carryover. <b>Sunday morning:</b> 32 Board (28 Boards for Flight A), round robin with the top 2 teams surviving with full carryover from morning session. <b>Sunday afternoon:</b> 32 board final; 28 board final for Flight A.

<b>7+</b>	<p><b>Saturday:</b> All day round robin, qualifying 4 teams with max 25 IMP carryover throughout. The top qualifier in the Round Robin will be the # 1 seed and will select his opponent from the 3rd and 4th qualifiers.</p> <p><b>Sunday morning:</b> 32 board semi-final; 28 board semi-final for Flight A.</p> <p><b>Sunday afternoon:</b> 32 board final; 28 board final for Flight A.</p>
<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 4<sup>th</sup> session. Where applicable, we will maintain max 25 IMP carryover throughout. Regardless of format, the top qualifier will be the # 1 seed and will select his opponent from the 3rd and 4th qualifiers.</p>	

**FLIGHT B – Maximum 25 IMP Carryover**

# of Teams	Conditions of Contest
3-4	<p><b>Saturday:</b> Full-day round robin, qualifying the two teams with highest Victory Point total. Scoring on a 20 Victory Point scale per match. Maximum 25 IMP carryover.</p> <p><b>Sunday:</b> 52 Board Final</p>
5-6	<p><b>Saturday:</b> Full-day round robin, qualifying 3 teams with max 25 imp carryover.</p> <p><b>Sunday morning:</b> 26 board round robin with the top 2 teams surviving and full carryover.</p> <p><b>Sunday afternoon:</b> 26 board final.</p>
7–10	<p><b>Saturday:</b> All day round robin, qualifying 4 teams with maximum 25 imp carryover. The top qualifier in the Round Robin will be the # 1 seed and will select his opponent from the 3rd and 4th qualifiers.</p> <p><b>Sunday morning:</b> 26 board semi-final.</p> <p><b>Sunday afternoon:</b> 26 board final.</p>

11-18	<p><b>Saturday:</b> An all-day Swiss qualifying 4 teams.</p> <p><b>Sunday:</b> The semi-finals and finals are KO with maximum 25 imp carryover. The top finisher in the Swiss picks its opponent from the 3rd and 4th qualifiers.</p>
19 – 24	<p><b>Saturday:</b> An all-day Swiss qualifying 8 teams.</p> <p><b>Sunday:</b> Using the ACBL carryover formula, an 8 team round robin will be played on Sunday (two sessions).</p>
25 – 32	<p><b>Saturday:</b> An all-day Swiss qualifying 12 teams.</p> <p><b>Sunday:</b> 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.

**ADDENDUM 2  
National GNT Finals**

1. The first place finisher in each of the four flights and the 2<sup>nd</sup> place finisher in Flights B & C at the District Final will be eligible to participate in the 2019 National GNT Finals, July 17-21, 2019 at The Cosmopolitan, 3708 S. Las Vegas Blvd., Las Vegas, NV.
2. Should the first place team in any flight, or the 2<sup>nd</sup> place team in Flights B & C, elect not to advance to the National Finals, the second place, or 3<sup>rd</sup> place for Flights B & C, 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. If the third-place team in either Flights B & C elect not to participate, then only one team will represent the district for that particular 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.

### ADDENDUM 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	<b>57</b>		18-5 (13 Imps) <b>15 VPs</b>	5-24 (-19) <b>3</b>	28-0 (28) <b>20</b>	7-22 (-15) <b>4</b>	16-3 (13) <b>15</b>
2	<b>49</b>	5-18 (-13) <b>5</b>		6-3 (3) <b>12</b>	15-1 (14) <b>16</b>	3-22 (-19) <b>3</b>	17-10 (7) <b>13</b>
3	<b>72</b>	24-5 (19) <b>17</b>	3-6 (-3) <b>8</b>		12-0 (12) <b>15</b>	6-1 (5) <b>13</b>	32-7 (25) <b>19</b>
4	<b>36</b>	0-28 (-28) <b>0</b>	1-15 (-14) <b>4</b>	0-12 (-12) <b>5</b>		17-2 (15) <b>16</b>	8-7 (1) <b>11</b>
5	<b>46</b>	22-7 (15) <b>16</b>	22-3 (19) <b>17</b>	1-6 (-5) <b>7</b>	2-17 (-15) <b>4</b>		1-22 (-21) <b>21</b>

							<b>2</b>
<b>6</b>		3-16 (-13)	10-17 (-7)	7-32 (-25)	7-8 (-1)	22-1 (21)	
	<b>40</b>	<b>5</b>	<b>7</b>	<b>1</b>	<b>9</b>	<b>18</b>	

Top qualifier = Team 3, 2<sup>nd</sup> = Team 1, 3<sup>rd</sup> = Team 2, 4<sup>th</sup> = 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 state that the top qualifier (Tm 3) can choose to play either Team 2 (3<sup>rd</sup> qualifier) or Team 5 (4<sup>th</sup> qualifier).

In all cases the DIC and GNT Coordinator will decide any unforeseen issues and their decision will be final.