

## 2013 Grand National Teams Conditions of Contest

ACBL 2012-2013 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 AND DATES

The 2012 District 25 Grand National Teams finals will be held at the Sturbridge Host Hotel, 366 Main Street, Sturbridge, MA 01566 on January 26 and 27:

Saturday: 1pm and 7pm

Sunday: 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](#). The final will be played at a

subsequent time only in the Championship flight if there are 12 or more teams.

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, Mr. Peter Marcus ([tourndirector@nebridge.org](mailto:tourndirector@nebridge.org)), 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 2012 masterpoint cycle, which is established on or about August 6, 2012.

Championship: Unlimited

Flight A: Under 5000 masterpoints

Flight B: Under 2000 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.
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 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 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 6/15/2013 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.

## SEEDING

1. Championship Flight: The team captains shall self-seed prior to the event if there are 10+ teams.
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 only if there is more than one group.
3. In KO matches, the seeded team has seeding rights per ACBL Regulations.

## 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 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 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

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).

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: 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.

## FLIGHT C

An all-day Swiss Team event will be held on Sunday to determine Flight C GNT winner. Approximately 48 boards will be played on Sunday.

## CHAMPIONSHIP FLIGHT

<u># of Teams</u>	<u>Conditions of Contest</u>
3 - 4	Saturday: Full-day round robin, qualifying the two teams with highest Victory Point total. Scoring on a 20 Victory Point scale per match. 64 board final (full carryover).
5 - 6	Saturday: Full-day round robin, qualifying 3 teams. Sunday: 32 board round robin with full carryover from Saturday with the top 2 teams surviving. 32 board final (full carryover).
7 - 9	All day round robin, qualifying 4 teams. The top qualifier in the Round Robin will be the # 1 seed and will select their opponent. Sunday: 32 board semi-final and final (full carryover).
10 - 11	The flight shall be split into two groups: <p style="margin-left: 40px;">Group 1: Seeds 1, 4, 5, 8, 9, 12, etc.</p> <p style="margin-left: 40px;">Group 2: Seeds 2, 3, 6, 7, 10, 11, etc.</p> All day round robin, qualifying 2 teams in each group. On Sunday morning, each group will come down to one team (full carryover). Sunday afternoon: 32 board final.

12+	Flights shall be split as above. All day round robin, qualifying 3 teams in each group. On Sun morning, each group will come down to two teams (full carryover) and then one team on Sun afternoon. A 32 board final will be played by a prescribed end-date no more than 31 days from the end of the semi-final.
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Full carryover from Saturday is limited to a maximum of 35 IMPs.

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.

## FLIGHT A & FLIGHT B

<u>Number of Teams</u>	<u>Conditions of Contest</u>
Fewer than 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.</p>
18 – 24	<p>Saturday: An all day Swiss qualifying 8 teams.</p> <p>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 Team event will be played.</p>

If there are more than 32 teams, a consistent set of conditions will be implemented by the DIC, with input from the Grand National 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 National GNT Finals, which will begin on the day just prior to the start of the Summer NABC. 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, coming down to 16 teams. Each subsequent day there will be seeded head-to-head KO matches until there are only 2 teams remaining for the final on Sunday. 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.