

# DISTRICT 24 GRAND NATIONAL TEAMS

2019-2020

**Flights Championship, A, B & C: All opening rounds start at 11:00 am.**

<b>FLIGHT</b>	<b>Opening Rounds</b>	<b>Semi-Final Must Play</b>	<b>Final Must Play</b>
Open	Feb. 22/semi Feb.23		05/24/19
Flight A	Mar. 1	04/18/19	05/24/19
Flight B	Feb. 23	04/18/19	05/24/19
Flight C	Mar. 1	04/18/19	05/24/19

All games will be played at  
Honors Bridge Club  
133 East 58<sup>th</sup> St., 12<sup>th</sup> Floor  
New York, NY  
212-230-1230

Report Results to:

GNT Coordinator

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# District 24 Grand National Teams 2019-2020

## Conditions of Contest

**Team captains please note: It is your responsibility to read and be familiar with the Conditions of Contest, and to refer to them when necessary.**

The District Final is the first round of the event for Open, Flight A and Flight B.

**For Flight C, participants are required to qualify at a club qualifying event.** Club qualifiers will be team events. Players will qualify as individuals and can form teams of qualified players for the District final. There is no limit to the number of club qualifiers that eligible players may participate in. To qualify, a player must be on a team that scores in the top 50% of the field, scored by Victory Points, in a club qualifier. This is expected to be any team that places in the event overalls. Flight C club qualifiers may take place between Nov. 1, 2019, and Feb. 16, 2020

Clubs are required to send a list of qualifying individuals to the Coordinator.

All ACBL rules for knockouts and round robins will apply unless specifically covered in these conditions. Rules can be found at [www.acbl.org](http://www.acbl.org).

All disputes shall be resolved by a 3-person committee consisting of the unit Presidents and the District Director (or their designees) shall have final authority to decide how to resolve the situation appropriately (i.e. in the interests of the district and the game)

## 2. ELIGIBILITY.

The event is open to teams of 4-6 players. All players must be members in good standing of the ACBL and of District 24. The Championship Flight is open to all such players, Flight A to those with fewer than 6000 masterpoints, Flight B to those with fewer than 2500 masterpoints, and

Flight C to non-life masters with fewer than 500 masterpoints. For the GNTs, a member's principal physical residence as of September 1st of the year prior to the NA finals (held at the summer NABC) shall establish the District in which the member is eligible to participate beyond the club qualifying stage.

A player may participate in 2 flights of the event as long there is no conflict in the initial rounds as scheduled. A player may only represent the District at the NABC in one flight. If a player is on the winning team in two flights, he or she must choose in which flight to play at the NABC. (see #9 and #10 below for replacement conditions).

### 3. CAPTAINS.

Each team must designate a Captain. The Captain is responsible for arranging quarterfinal, semifinal, and final matches and for reporting those arrangements and the results (including participation information) to the District GNT Coordinator. **The Captain must provide (to the director on-site at the appropriate date above, or to the Coordinator at the email address above) an e-mail address suitable for receiving match-ups and other information from the Coordinator, and for reporting results to the Coordinator.**

### 4. FORMAT.

a) The First stage of the District Final will be knockouts or round robins, at the discretion of the Coordinator and the tournament Director. Round robins are preferred over full-day three-way matches with two survivors where practical. (See Appendix A)

b) Head to head KO ties will be broken by a six-board playoff. Round robin or three-way KO ties will be broken per current ACBL general conditions which can be found at [www.acbl.org](http://www.acbl.org).

c) Round robins will be scored using the USBF Victory Point charts. See USBF conditions <https://usbf.org/docs/COC/General%20Conditions%20of%20Contest%202019.pdf> The Tournament Director will select and post the applicable chart at the beginning of play

d) In full-day three-way matches with one survivor in the Championship Flight, a team that is behind in both matches *and* has a total score netted across both matches below -2.0 IMPs per board at the half will be eliminated. There will be no comparisons of scores until the completion of the first session. This is only expected to be applicable if there are only 3 teams entered in the event.

e) In full-day three-way matches with two survivors in the Championship Flight, any team ahead at half-time by at least 2.5 IMPs per board netted over both their matches will qualify. When one team drops out the match will be decided by the head-to-head results (over both sessions) between the two remaining teams. If all three teams remain in the match, there will be no comparison at the three-quarter mark.

f) NUMBER OF BOARDS. Championship Flight knockout matches and the Flight A and B final will consist of 52 boards, or any number between 48 and 56 boards if agreed by both teams. Other Flight A & B, and all Flight C knockout matches will consist of 26 boards, or any number between 24 and 28 agreed to by both teams. The number of boards in initial day KO's and round robins will be determined by the Tournament Director.

g) Each team will have a seed number which may change from round to round. When two teams play in a knockout match, the team with the lower number at that time is the seeded team.

## 5. CONVENTIONS.

At the Club and Unit qualifying level, the ACBL Open Convention Chart will apply. At the District and NABC level, the Basic Chart applies to Flight C, the Basic+ Chart applies to Flight B, the Open Chart applies to Flight A, and the Open+ Chart applies to the Championship Flight

## 6. ARRANGEMENT OF MATCHES.

a) The district will provide must report dates for each match after the rounds that are pre-scheduled. The teams must arrange to play the match at any suitable location by that date. It is customary, but not required, to play 2 session matches on a weekend day and one session matches on a weeknight evening. Teams with strong, specific scheduling preferences, especially those at odds with these customs, should anticipate potential scheduling difficulties and proactively seek to make arrangements as early as possible.

b) A team unable to offer a playable date prior to or on the Must Report Date, or a date in the extension period that is convenient for the other team, shall forfeit. If both teams offer different playable dates and cannot agree, see condition (e) below.

c) A team which offers a date which is accepted by their opponents and then cancels that date, should strive to accommodate their opponents when rescheduling or expect the worst (at the discretion of the Coordinator) in the procedure outlined in (e) below.

d) The Coordinator may, and usually will, **upon email request of both captains including an agreed date in the extension period**, extend the report date at the Coordinator's discretion. This request **must be made at least 3 days before the original report date**, otherwise the Coordinator will assign a must-play date.

e) In the event that the two teams cannot agree on a suitable date, the Coordinator may impose a must play date and location. The Coordinator can select from:

- The day before the original must report date
- The day seven days after the original must report date
- Any weekend day that falls in between the above (or a weekday excluding Friday and bank holidays for one session matches)
- If one of the possible must-play dates conflicts with a district 24 event, NABC, or international event that any player on either team wishes to participate in, the Coordinator may select a date up to 14 days after the original must report date.

If a team fails to appear on this date it will be **forfeited**.

This procedure is intentionally designed to encourage teams to agree on a date without the involvement of a Coordinator.

The Coordinator may at his or her discretion allow extensions of the must report date beyond one week, for the event finals only.

## 7. PARTICIPATION.

Each member of a team must play 50% of boards played by his team, including 50% of the boards in each match played in rounds in which there are four or fewer teams remaining. (This applies to regularly scheduled boards; boards played in tie-breaking playoffs are excluded). The Coordinator may, for good cause (non-bridge related), allow a contestant to play none of the boards in the semi-final provided that he/she play sufficient boards in the final, excluding playoff boards (if any), to meet all other participation requirements (normally this means 100% of the finals, though in flights with longer final matches than semi-finals it may be less). No contestant may play in any match, or portion of a match, where that match, or portion, occurs so late in the event that it is mathematically impossible for him to fulfill these requirements. No player should enter this event, or begin play in a match, knowing in advance they will be unable to fulfill these requirements. Note: Portions of this condition intentionally differ from the ACBL General KO Conditions.

## 8. APPEALS.

No appeal of ruling will be considered if it is not timely. If the Tournament Director is present, an appeal is timely only if it is made within 30 minutes of the end of the match. If the Tournament Director is not present, the appeal must be made to the Coordinator (or the Assistant Coordinator) before the start of the next match segment. If an appeal arises from the final segment then it is timely if made within twenty-four hours. Reasonable extensions of time will be granted at the discretion of the Coordinator based on the circumstances.

An appeal of a ruling of the Coordinator will only be considered if a team demonstrates that the Coordinator has not followed the conditions of contest. No appeal of the Coordinator's judgment will be heard.

## 9. SUBSTITUTES.

Replacement of lost members may be allowed, provided the added players do not improve the quality of the team. Replacement may only be with a player not currently entered in the event and only in case of emergency. Permission to replace a team member must be obtained from the District Coordinator. If the District Coordinator (or the Assistant Coordinator) is a participant in the same flight of the event when this question arises, a 3-Member panel, consisting of both Unit Presidents (or designees) plus one other mutually agreed upon individual, shall decide the question of replacement.

#### 10. ADVANCEMENT TO NABC.

Per the current ACBL GNT conditions, the winning team in each Flight will qualify to represent the district in the NABC. If fewer than three members intend to play in the NABC, the second place team will be invited to attend. If the second place team declines or is ineligible, the District Director in conjunction with the two Unit Presidents will select a team to represent the District.

In addition, the second place Flights B and C teams will qualify if there are at least eight teams competing in the Flight at the district final. The qualifying team in each flight must have at least three of its original members to represent the District in the NABC. There will be no replacement for a qualifying Flight B or C second place team that declines or is ineligible to attend the NABC.

#### 11. AUGMENTATION.

Once a team wins its Flight and thereby qualifies to compete at the Summer NABC's, augmentation/replacement may take place from any member in good standing of the District. Teams may replace a player who elects to play at the NABC in another flight for which he or she has qualified. Teams may augment to a maximum of six members per team. Augmentation should only be used to maintain or improve team quality. Any proposed augmentation must be approved by the District Director and Unit Presidents or their designees.

#### 12. LATENESS.

A team is subject to the following penalties for failing to field four players at the appointed starting time of a KO match: for the first 15 minutes of lateness, no penalty; for each additional 5 minutes of lateness or fraction thereof; 2 IMPS. The penalty for lateness of an hour or more is forfeiture of the match.

No penalty for lateness may be assessed unless an attempt to secure the District Coordinator's approval is made before play begins. If the Coordinator cannot be reached immediately, play should begin. The match should be scored provisionally without penalty, subject to a later ruling.

### 13. SEEDING.

The GNT Coordinator will appoint a seeding committee for the first round of the event. The defenders in each bracket will be allotted the top seed, provided that a majority of its original members are playing on the same team.

### 14. SUBSIDIES.

For 2020, the Flight B and C First Place teams that represent District 24 at the Montreal NABC will receive a \$1,000 subsidy from the district.

## Appendix A Recommended First Stage Formats

All day 1 round robins are 2 sessions

Number of teams	Preferred Championship Format	Preferred Flight A/B/C Format
3	KO- 3 way- (15)	KO- 3 way- (15)
4	KO - 2 session	KO - 2 session
5	RR, 2 survivors	RR, 2 survivors
6	RR, 4 survivors	RR, 4 survivors
7	RR, 4 survivors	RR, 4 survivors
8	KO, 4 survivors	RR 1 Group 4 survivors
9	RR 1 Group 4 survivors	RR 1 Group 4 survivors
10	RR, 2 Groups 4 Survivors	RR, 2 Groups 4 Survivors
11	RR 1 Group 4 survivors	RR 1 Group 4 survivors
12	RR, 2 Groups 8 Survivors	RR, 2 Groups 8 Survivors
13	RR 1 Group 8 survivors	RR 1 Group 8 survivors
14	RR, 2 Groups 8 Survivors	RR, 2 Groups 8 Survivors
15 +	RR 8 Survivors	RR 8 Survivors

## Appendix B KO Bracketing after the completion of Round Robins

### 1. 4 survivors (1 group)

The winner of the bracket will choose its opponent from the 3-4<sup>th</sup> place teams.

### 2. 4 survivors (2 groups).

The winner of one bracket will play the second place team of the other. The 1 seed will be determined by VPs (Pro-rated if necessary). Seeding ties will be broken by original seed. The team opposing team 1 will be 4 and the team opposing team 2 will

### 3. 8 Survivors (1 Group). Quarter Finals: The round robin winner will choose from the 5<sup>th</sup> - 8<sup>th</sup> place teams. 2<sup>nd</sup> Place will choose from the remaining 5-8<sup>th</sup> teams. 3<sup>rd</sup> place from the remaining.

Semi-Finals: The winners of the quarter final matches including the 1<sup>st</sup> and 4<sup>th</sup> place teams from the round robin will play in one semi-final. The winners of the other two quarter finals will play in the other semi-final

### 4. 8 Survivors (2 groups) Quarter Finals: Winner of group A, will choose from 3<sup>rd</sup>-4<sup>th</sup> of Group B. 2<sup>nd</sup> place from group A will play the remaining 3-4<sup>th</sup> team from Group B. Winner of group B, will choose from 3<sup>rd</sup>-4<sup>th</sup> of Group A. 2<sup>nd</sup> place from group B will play the remaining 3-4<sup>th</sup> team from Group A.

Semi-Finals: The winners of the quarter final matches including the group A winner and group B 2<sup>nd</sup> place will play in one semi-final. The winners of the other two quarter finals will play in the other semi final