

DISTRICT 24 GRAND NATIONAL TEAMS

2021-2022

Revised April 14, 2022

Flights: Championship, A, B & C

All opening rounds start at 10:00am ET

FLIGHT	Opening Weekend	Semi-Final (if needed)	Final
Open	May 7 + May 8	May 15	June 5
Flight A	May 14 + May 15		June 5
Flight B	Apr 30 + May 1		June 5
Flight C	May 14 + May 15		June 5

GNT will be held at 177 East 87th Street, Suite 302A, New York, NY 10128. Card fees are \$200 per team per day (2 sessions).

Pre-registration required on Bridge Winners at least 3 days prior to the Opening Weekend of each flight. The latest link to the pre-registration page can be found on the front page of gnyba.org

Report Results to:

GNT Coordinator
Lee Lin
gnt@gnyba.org

For the latest copy of conditions, check <https://gnyba.org/tag/gnt/>

District 24 Grand National Teams 2021-2022

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.

1. The District Final is the first round of the event for all flights. Club qualification is not required.

All ACBL rules for knockouts and round robins will apply unless specifically covered in these conditions. Rules can be found at www.acbl.org.

All disputes shall be resolved by a 5-person committee consisting of the District 24 GNT Committee, the Unit Presidents (or their designees). They 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 meet residence and flight-specific masterpoint / rank restrictions.

For the 2021-2022 season, GNT eligibility for location, masterpoint limits, and Life Master rank are all based on August 31st, 2021 records. In all flights, a member's principal physical residence as of August 31st of 2021 shall establish District residency. For ACBL members who joined after August 31st, 2021, your current principal physical residence will establish District residency.

The Championship Flight is open to all such players, Flight A to those who had fewer than 6000 masterpoints, Flight B to those who had fewer than 2500 masterpoints, and Flight C to non-life masters who had fewer than 500 masterpoints.

A player may participate in multiple flights of the event as long there is no conflict in the initial rounds as scheduled. However, once a team advances to the final KO phase in any flight (or semi-finals of open flight), none of the players may participate in any other flight. For example, if a Flight B team advances past Apr 30th and May 1st into the finals on June 5th, none of the players will be allowed to join a Flight A or Flight C roster. The team will not be allowed to forfeit their KO in order to join other flights.

The District GNT committee may grant exceptions on a case-by-case basis after ensuring all impacted teams understand and agree on how to resolve potential scheduling conflicts. Petitions for exceptions must be submitted to gnt@gnyba.org for approval.

3. CAPTAINS.

Each team must designate a Captain. The Captain is the primary point of contact between the team and the District GNT coordinator. **The Captain must provide an e-mail address and phone number suitable for receiving match instructions and other information from the Coordinator, and for reporting results to the Coordinator and Director-in-charge as necessary.**

The Team captain must pre-register the team at least one week prior to the opening round for their intended Flight. Teams may continue to make modifications to the roster until the registration deadline. After the deadline but before the opening round, teams may replace players who are disqualified by advancing to the later KO stages of another flight.

4. FORMAT.

a) The First stage of the District Final will be knockouts, round robins, or swiss at the discretion of the Coordinator and the tournament Director. (See Appendix A and B).

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.

c) Round robins or swiss rounds will be scored using the USBF Victory Point charts (even though BBO software may display ACBL Victory Points). See USBF conditions <https://usbf.org/docs/COC/General%20Conditions%20of%20Contest%202019.pdf>.

d) NUMBER OF BOARDS. Every knockout match in the championship flight will consist of 48 boards. For Flight A, B, & C, the final knockout match will consist of 48 boards, while earlier rounds will be 24 boards if single-session and 48 boards if two-session. The exact format depends on the number of teams entered and will be determined by the Tournament Director using Appendix A as a guideline.

5. CONVENTIONS.

At the District and National Finals, 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. Players are responsible for ensuring their agreements abide by the appropriate chart. The director-in-charge and GNT Committee may unfavorably adjust the results of any board in which a pair or team used disallowed methods, or even disqualify the offending team in extreme cases.

6. ARRANGEMENT OF MATCHES AND SECURITY

a). All rounds will be played following standard ACBL conventions for swiss, round robin, or knockout matches.

b). If any portion of the knockouts are held online, all flights follow NAOBC knockout security protocols. During play, each player must maintain a connection with a virtual screen mate opponent using Zoom, a live phone call, or other video chat software. At each table, North and East are one set of screen mates, South and West are the other set.

c). The director in charge will determine security protocols during the opening round if it is a swiss, round robin, or group stage format.

7. PARTICIPATION.

Each member of a team must play in 50% of the sessions played by his or her team, including the opening round and any knockout rounds. For a two-session swiss or round robin, playing half the rounds, rounding down, counts as playing one session. Each member must also play at least half of the final KO. In any flight where the district is eligible to send two teams, each member must also play at least half of the semi-final KO.

The Coordinator may allow a contestant to miss either the opening round or one of the early KO rounds, provided he or she meets the remaining participation 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 opening round of the district final for that Flight. The qualifying team in each flight must have at least three of its original members prior to augmentation and substitution to represent the District in the NABC.

In the event that the district can have two teams in Flight B or C and only one of the 1st or 2nd place plans to attend: The District Coordinator will notify the 3rd and 4th place teams and ask them if they wish to play at the NABC.

A. If both teams would like to play, the Coordinator will require that they play a match to determine the 2nd representative and will provide a must play date probably in late June.

B. If only one team wants to play at the NABC, they will be designated to attend

C. If neither team wants to play or they cannot schedule a playoff match, the District Director in conjunction with the two Unit presidents will select a team at their discretion

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 2022, top ranking team in Flight B and Flight C will receive travel a \$1,000 travel subsidy to attend the NABC in Providence.

Appendix A Recommended First Day Formats

All day 1 round robins are 2 sessions.

The Director in Charge has final authority over the format used.

Number of teams	Preferred Championship Format	Preferred Flight A/B/C Format
3	KO- 3 way- (1S)	KO- 3 way- (1S)
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 3-4th place teams.

2. 4 survivors (2 groups).

The winner of one bracket will play the second place team of the other. For the finals, the top seed will be determined by VPs from the original round robin or swiss event (coin-toss if exactly tied), or from the original seed when the opening round is a KO.

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

Semi-Finals: The winners of the quarter final matches including the 1st and 4th 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 3rd-4th of Group B. 2nd place from group A will play the remaining 3-4th team from Group B. Winner of group B, will choose from 3rd-4th of Group A. 2nd place from group B will play the remaining 3-4th team from Group A.

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

In other words, if the original group A and group B winners continue to advance each round, they would face off in the finals. Alternatively, if the original group A 1st place and group A 2nd place team continue to advance each round, they would face off in the finals.