

## DISTRICT 24 GRAND NATIONAL TEAMS 2023-2024 Conditions of Contest

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

1. Each team must select a captain who is responsible for understanding the District and ACBL GNT Conditions of Contest and ensuring his or her team abides by all conditions outlined.
2. Flights: Championship, A, B & C  
All opening rounds start at 11:00am ET and will be held face-to-face at the New York City club located at 110 East 55th Street, New York, NY, 10022.

Flight	Opening Round	Knock-out Round(s)*
Championship	Saturday Feb 24th	Sunday Feb 25th
A (0-6000)	Sunday, Feb 4th	Complete all KOs by Apr 14th
B (0-2500)	Sunday, Feb 25th	Complete all KOs by Apr 14th
C (0-500, Non-Life Master)	Sunday, Feb 4th	Complete all KOs by Apr 14th

\* If more than one knock-out round is required, the timing for all but the first is to be determined as described below. **All knock-out matches must be completed by April 14, 2024.**

3. The Championship Flight is open to District 24 ACBL players.  
Flight A is open to D24 players who as of Jul 31, 2023 had fewer than 6,000 Masterpoints.  
Flight B is open to D24 players who as of Jul 31, 2023 had fewer than 2,500 masterpoints.  
Flight C is open to D24 players who as of Jul 31, 2023 had fewer than 500 masterpoints and had not achieved the rank of Life Master.
4. Report Results to: GNT Coordinator Lee Lin [gnt@gnyba.org](mailto:gnt@gnyba.org).
5. 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 2023-2024 season, GNT eligibility for location, masterpoint limits, and Life Master rank are all based on August 31st, 2023 records. In all flights, a member's principal physical residence as of August 31st, 2023 shall establish District residency. For ACBL members who joined after August 31st, 2023, your current principal physical residence will establish District residency.
6. 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.

**7. ROSTER AND PARTICIPATION:**

For the District 24 GNT competition, i.e., the opening round and any knock-out rounds, the team roster is fixed as of the beginning of the opening round. Captains must ensure all players on the roster abide by the participation requirements for all rounds of the event.

A player may participate in multiple flights of the event as long there is no conflict in the initial rounds as scheduled. However, any player who is participating in more than one GNT team must obtain approval from both team captains and the GNT committee.

Each member of a team must play in 50% of the sessions played by his or her team, including the opening round and any knock-out rounds. For a Swiss or round robin, playing half the rounds, rounding down, is sufficient. The Committee may allow a contestant to entirely miss either the opening round or the first knock-out round (but not both), provided that he or she plays sufficient sessions to meet all other participation requirements (normally this means playing 100% of one of the rounds). No player should enter this event, or begin play in a match, knowing in advance they will be unable to fulfill the requirements. Note: Portions of this condition intentionally differ from ACBL General KO Conditions.

**8. FORMAT:**

The District 24 opening round is the first round of the event for all flights. Club qualification is not required.

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

The opening round of the District 24 competition will usually consist of a full day two-session round robin with the exact format depending on the number of teams entered and at the discretion of the Director in Charge and GNT Committee. See Appendix A.

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

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 [USBF Conditions of Contest](#).

**9. KO PHASE:**

For the Championship Flight, the first knock-out round will be held on Sunday, Feb 25<sup>th</sup> and will consist of 48 boards. If needed, subsequent knock-out round(s) will be scheduled by mutual agreement of the team captains and will consist of 48 boards.

For Flight A, all knock out rounds will be scheduled by mutual agreement and will consist of 48 boards played on the same day, unless both captains agree to either split the match across two days, or both captains agree to a shorter match (no fewer than 36 boards).

For Flight B and C, knock-out rounds will be scheduled by mutual agreement of the team captains. Unless otherwise agreed by both captains, the knock-out rounds will consist of 36 boards unless both captains agree to a shorter match (no fewer than 24 boards).

The deadline for completing all GNT District 24 matches is April 14<sup>th</sup>. Each team is expected to supply multiple suitable dates for each KO match, including a combination of weekends, weekdays, afternoons, and evenings. Failure to meet this deadline means both teams risk being eliminated at the discretion of the GNT Committee. To avoid this possibility, captains are strongly encouraged to contact the GNYBA for help remediating any issues more than one week in advance of the deadline. If multiple knock-out rounds are necessary, captains are strongly encouraged to schedule their first knock-out round before Spring Nationals begin on March 14<sup>th</sup>.

If feasible, the opening round and knock-out rounds will consist of pre-dealt hands and the players will be provided with hand records after play. The Director in Charge may substitute shuffled hands as needed.

#### **10. 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.

#### **11. SEEDING:**

In most cases, seeding does not apply because the format will be a single round-robin. However, if there is a need for seeding because the opening round consists of either multiple round robin groups or an immediate KO, 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. For a KO match, seeding should only impact choice of seating rights (1st half versus 2nd half), and after an opening RR, KO seeding is based on bracket group position.

## **12. SUBSIDIES:**

For 2024, top ranking team in Flight B and Flight C will receive travel a \$1,000 travel subsidy to attend the NABC National Finals.

## **13. CONVENTIONS:**

- a. 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.
- b. Flights B and C will follow the Basic+ Convention Chart.
  - i. Note that this is a change for Flight C. For the last 4 years, Flight C the Basic Convention Chart, disallowing Multi-Landy 1N-(2D) showing an unknown suit. Also, opening 2N showing both minors with 8-12 HCP is disallowed in Basic. Strong 1C followed by an artificial response of 1H, 1S, or 1N was disallowed. All of these are ok in Basic+.
  - ii. Examples of conventions that are disallowed in Basic+ include:
    - 1. Most transfer-oriented systems unless it is a game-forcing response
    - 2. Opening 1C showing an ambiguous artificial strong or quasi-natural average hand.
    - 3. Opening 1D that could be as short as 1 or 0 diamonds is not allowed because all 1D openings must be quasi-natural.
- c. Flight A will follow the Open Chart
- d. The Championship Flight will follow the Open+ Chart.

## **14. 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. 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 shortly after the original KO deadlines. If only one team wants to play at the NABC, they will be designated to attend. 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

- 15. AUGMENTATION:** Once a team qualifies to compete at the Summer NABC's, augmentation/replacement may take place choosing from any member in good standing meeting the District 24 eligibility requirements. 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 while still retaining at least 3 members of the original team. Any proposed augmentation must be approved by the District Director and Unit Presidents or their designees.

**16. SECURITY:**

- a. The director in charge will determine security protocols during the opening round if it is a Swiss, round robin, or group stage format.
- b. All rounds will be played following standard ACBL conventions for Swiss, round robin, or knock-out matches.
- c. If knock-out matches 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.

**17. APPEALS:**

No appeal of a bridge 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.

All non-playing disputes shall be resolved by a committee consisting of the District 24 GNT Coordinator and 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). Petitions regarding disputes must be submitted to [gnt@gnyba.org](mailto:gnt@gnyba.org).

## Appendix A: Opening Round Format Guidelines (Subject to DIC Discretion)

Number of Teams	Championship / Flight A	Flight B / C
3	3-way KO, 1 survive	Same
4	2-session KO, 2 survive	Round Robin (6 rounds, 2 survive)
5	Round Robin (8 rounds, 2 survive)	Same
6	Round Robin (10 rounds, 4 survive)	Same
7	Round Robin (6 rounds, 4 survive)	Same
8	2-session KO, 4 survive	Round Robin (7 rounds, 4 survive)
9	Round Robin (8 rounds, 4 survive)	Same
10	RR (2 groups, 4 survive)	Same
11	DIC Discretion	Same
12	RR (2 groups, 6 survive)	Same
13	DIC Discretion	Same
14	DIC Discretion	Same
15	DIC Discretion	Same
16+	DIC Discretion - 8 survive	RR (2 groups, 8 survive)

The opening round in all flights should total at least 48 boards and can be as high as 56 boards, with the exact number subject to the round robin or KO format used. The director in charge has the final decision on the format, number of rounds, length and timing of breaks, and the number of boards per round. In some cases, matches may be split into parts or treated as two separate matches per director discretion.

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

### *4 survivors (1 group):*

The winner of the bracket will choose an opponent from among the 3rd or 4th place teams. The remaining two opponents will play in the other sem-final match. However, the 2nd place team may opt-in as an eligible opponent choice, after which the bracket winner may choose the 2nd place team, leaving the 3rd and 4th teams as semi-final opponents.

### *4 survivors (2 groups):*

The winner of one bracket will play the second place team of the other.

### *6 survivors (1 group):*

The top two teams after the opening round receive a bye, and the 3rd place team has the option to choose between the 5th and 6th place team for their first KO match. The winner of that match will play the 2nd place team in the semi-finals, while the winner among the remaining two teams will play the opening round 1st place team in the semi-finals.

*6 survivors (2 groups):*

The top team in each group receives a bye while the Group A 2nd place team plays the Group B 3rd place team to see who qualifies into the semi-finals. The winner of 2A vs 3B will play 1B in the semi-finals, while the winner of 2B vs 3A will play against 1A. There is no option that allows the two 2nd place teams to agree to play each other in the quarter-finals.

*8 Survivors (2 groups):*

Quarter Finals: Winner of group A chooses from 3rd/4th of Group B. 2nd place from group A will play the remaining 3rd/4th team from Group B. Winner of group B, will choose from 3rd/4th of Group A, 2nd place from B will play the remaining 3rd/4th team from Group A. The 2nd place team from Group A may opt-in as a choice for the Group A winner, which would cause the Group B 3rd/4th place teams to play as opponents in the original Group A 2nd matchup.

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 advance each round, they would face off in the finals.