

DISTRICT 24 GRAND NATIONAL TEAMS 2025-2026 Conditions of Contest

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

ACBL GNT Conditions and General Team conditions to anything not specified below.

1. Any of these conditions can be amended at the discretion of the director in charge at any time. If practical the DIC shall obtain prior approval from the GNT Coordinator or designee.
2. 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.
3. Flights: Championship, A, B & C
All opening rounds start at 10:00am ET and will be held face-to-face at the Honors located at 110 East 55th Street, New York, NY, 10022.

Initial Round Schedule at Honors:

Flight	Opening Round	Knock-out Round(s)*
Championship	Saturday Feb 21st	Sunday Feb 22nd + Final
A (0-6000)	Sunday, Mar 15th	Complete all KOs by Apr 30th
B (0-3000)	Sunday, Feb 22nd	Complete all KOs by Apr 30th
C (0-750, Non-Life Master)	Sunday, Mar 15th	Complete all KOs by Apr 30th

* 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 30, 2026.**

4. The Championship Flight is open to District 24 ACBL players.
Flight A is open to D24 players who as of August 31, 2025 had fewer than 6,000 Masterpoints.
Flight B is open to D24 players who as of August 31, 2025 had fewer than 3,000 masterpoints.
Flight C is open to D24 players who as of August 31, 2025 had fewer than 750 masterpoints and had not achieved the rank of Life Master.
5. Report Results to: GNT Coordinator Lee Lin gnt@gnyba.org.
6. 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 2025-2026 season, GNT eligibility for location, masterpoint limits, and Life Master rank are all based on August 31st, 2025 records. In all flights, a member's principal physical residence as of August 31st, 2025 shall establish District residency. For ACBL members who joined after August 31st, 2025, your current principal physical residence will establish District residency.

7. 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.

8. 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 Coordinator.

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.

9. 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.

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.

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](#).

10. KO PHASE:

For the Championship Flight, the first round will be held on Saturday Feb 21st consisting of no fewer than 48 boards. The second round will be held on Sunday Feb 22nd. 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 and B and C subsequent knock out rounds will be scheduled by mutual agreement of the team captains and consist of 24 boards.

Players are welcome to play in both Flight A and Championship Flight.

The deadline for completing all GNT District 24 matches is April 30th. 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 as early as possible.

If one team cannot agree on the location for a knock out the two captains should flip a coin to determine the venue first. Then, the teams must supply various dates and times as above.

The GNT Committee expects location, time, and date preferences to be made in good faith by both teams and may penalize any team seen to have unreasonable restrictions.

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.

11. 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 each 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.

12. SEEDING:

In most cases, opening round seeding does not apply because the format will be a single round-robin or swiss. However, if there is a need for 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. Seeding after an opening round swiss is based on VP ranking and only impacts choice of seating rights (1st half versus 2nd half). If captains agree to play a match in thirds, team A has seating rights over one segment of choice while the team B has seating rights over the remaining two segments (higher seed chooses A or B).

New for 2026, the top seeded team after the swiss phase will NOT be given a choice of opponents. For example, when 4 teams survive, Seed 1 will always play Seed 4, and Seed 2 will always play Seed 3. In cases when the number of qualifying teams is not an even power of 2, bye slots will be added to the bracket (Seed 1 will play Seed 8, but if there are only 6 teams advancing, then anyone matched against Seed 8 and Seed 7 receive a bye).

13. SUBSIDIES:

For 2026, top ranking team in Flight B and Flight C will receive a \$1,000 travel subsidy to attend the NABC National Finals. The 2nd place team in Flight B and Flight C will receive a \$400 travel subsidy, but only if the District qualifies to send a second team to the national finals by meeting the attendance requirement of 8 teams in the opening round.

14. CONVENTIONS:

- a. Players are responsible for ensuring their agreements abide by the appropriate chart. A pair or team using disallowed methods may receive unfavorable score adjustments or even disqualification in extreme cases per DIC and GNT Committee.
- b. Flights B and C will follow the Basic+ Convention Chart.
 - i. 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 ambiguous artificial strong or quasi-natural
 3. Opening 1D that could be as short as 1 or 0 diamonds.
- c. Flight A will follow the Open Chart
- d. The Championship Flight will follow the Open+ Chart.

15. **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 President 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 must play in early May. If only one team wants to play at the NABC, they will be designated. 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.

16. **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.

17. **APPEALS:**

No appeal of a bridge ruling will be considered if it is not timely. An appeal is timely only if it is made within 30 minutes after the end of a match to the director who made the initial ruling. If the director cannot be located within 30 minutes the Coordinator or designee must be contacted.

Appeals should be decided as soon as practical after contacting all parties involved but without compromising the need for proper consideration. For a qualifying stage appeals must be decided before the beginning of the next stage if they might have affected what teams qualify or possible carry-over.

The Director in charge shall hear and rule on any part of the appeal that deals solely with the Law or regulations (if necessary, after consultation with other tournament directors and officials). His ruling is final.

Appeals that involve a player’s bridge judgement should primarily be decided through director consultation. A team directly involved in the appeal can then request a player committee appeal. The Director and the Coordinator by mutual agreement can (but do not have to) agree the use of a player committee if they believe it will occur without harming the smooth running of the event. In this case the Coordinator or designee will select a committee of players not impacted by the decision. The appeal may be heard by zoom or other convenient means.

In adjudicating appeals, the committee (or authorized alternative) may exercise all powers assigned by the Laws to the Director, except that it may not overrule the Director in Charge on a point of law or regulations or on exercise of his Law 91 disciplinary powers.

Decisions by the Coordinator on administrative matters are final.

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

Number of Teams	Championship	Flight A / B / C
3	3-way KO Determines overall	Same
4	2-session KO with 2 survivors	Round Robin 2 survivors
5	Round Robin with 2 Survivors	Same
6	Round Robin with 4 Survivors	Same
7	Round Robin with 4 Survivors	Same
8	2-session KO, Survivors	Round Robin 4 Survivors
9-11	Round Robin 4 Survivors	Same
12-13	Round Robin 4 Survivors	Swiss 6 Survivors
14-15	Swiss 4 Survivors	Swiss 7 Survivors
16+	DIC Discretion, 8 survivors	DIC Discretion, 8 survivors

Opening round KO’s will be 48 boards unless both teams and the DIC agree to another number to accommodate playing in thirds. The DIC will determine the number of boards in Round robins and Swiss and should be no fewer than 45 boards in Open, A, and B Flights, no fewer than 40 boards in Flight C. However, the DIC 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 (Flights B and C players may request a format with more chances for match awards).