

District 11 GNT Conditions of Contest

Approved: Feb 2021

The D11 GNT Coordinator has the authority and responsibility to enforce the following conditions:

A. Lack of knowledge does not constitute cause for exception to these conditions of contest

B. No Unit qualification required. Each team must name a captain and all players before the beginning of play. All players listed in the team roster must play a minimum of 50% of the hands played by that team each day. Furthermore, all players are expected to play all sessions of the District Qualifying event for which their team qualifies. Players who do not play in the preliminary session may not play in the semifinal or final. Players who do not play in the semifinal may not play in the final. In addition, a team that cannot maintain four players will be considered to have withdrawn (except in the case of section F).

C. The format and schedule of play for each flight in the District Finals is determined by the number of teams in that flight as follows:

# Teams:	10+	9	8	7	6	5	4	3	2
Championship Preliminary	Swiss 7Bx8R	7 Board RR	8 Board RR	10 Board RR	12 Board RR	15 Board RR	20 Board RR	30 Board RR	60 Board KO
Championship Finals (KO)	2 - 30 Board Semi Final Matches (4 Teams) 1 - 30 Board Final Match (2 Teams)						60 Board (2 Teams)		
Flight A Preliminary	Swiss 7Bx8R	7 Board RR	8 Board RR	10 Board RR	12 Board RR	15 Board RR	20 Board RR	30 Board RR	60 Board KO
Flight A Finals (KO)	2 - 30 Board Semi Final Matches (4 Teams) 1 - 30 Board Final Match (2 Teams)						60 Board (2 Teams)		
Flight B Preliminary	Swiss 7Bx8R	7 Board RR	8 Board RR	9 Board RR	11 Board RR	14 Board RR	18 Board RR	28 Board RR	56 Board KO
Flight B Finals (KO)	2 - 28 Board Semi Final Matches (4 Teams)* 1 - 28 Board Final Match (2 Teams)						56 Board (2 Teams)		
Flight C Preliminary	Swiss 6Bx8R	6 Board RR	7 Board RR	8 Board RR	10 Board RR	12 Board RR	16 Board RR	24 Board RR	48 Board KO
Flight C Finals (KO)	2 - 24 Board Semi Final Matches (4 Teams)* 1 - 24 Board Final Match (2 Teams)						48 Board (2 Teams)		

Swiss: 7Bx8R = 7 Boards for 8 Rounds. 6Bx8R = 6 Boards for 8 rounds.

RR = Round Robin Format – each team plays the other once.

*When the conditions are satisfied that permit two teams to qualify for the National Finals, Day 2 shall consist of a four team RR played over two sessions. Flight C shall play a total of 48 boards (16 board RR), and Flight B will play 54 (18 board RR). Under these conditions, the top two teams will proceed to the National Finals.

D. The following apply to all four flights (Championship, A, B, and C):

- 1) A preliminary round of Round Robin or Swiss Play will reduce the field to four teams who will play the following day.
- 2) All RR and Swiss Matches will be scored by IMPs and converted to Victory Points using the WBF 20-Point Continuous Victory Point Scale.
- 3) If at the conclusion of the preliminary round a tie exists that determines who qualifies for the final session/day--the tie will be broken by one or more 2-board playoff rounds that will continue until the winner is determined. Playoffs begin immediately once the tie is verified.
- 4) After a preliminary round ending in a four team final, the first place team plays the fourth place team and third place plays second place in the semifinal round.
- 5) When fewer than eight teams in a flight compete on the first day, there will be a 100% imp carryover applied to both the semifinal and final matches.
- 6) All ties in the semi-finals or finals will be resolved by one or more 4-board playoff rounds that will continue until the winner is determined.

E. One team from each flight, as determined according to the above guidelines, will proceed to the National Finals. The District requests that no members of a team that cannot participate in the National Finals participate in the District Finals. Any team that cannot maintain three of its original members will be considered as withdrawing (except in the case of Section H). If the first place team is withdrawn, then the second place team will be offered the qualification. If the second place team declines, then the third place team, as determined by imp differential, will be offered the qualification. If the third place team declines, then the fourth place team will be offered the qualification. If none of the top four finishers accept the invitation, then the GNT Coordinator will select a team from all appropriate members of D11 in good standing with the ACBL. This team will be approved by D11 in a vote during a board meeting prior to the ACBL deadline.

F. During the D11 Finals, a replacement to a roster is permissible due to a verified sickness, injury, death, or Force Majeure. Only one such replacement is allowed. All replacements must be approved by the D11 GNT Coordinator in consultation with the DIC of the event. The replacement must not substantially increase or decrease the overall strength of the team. This condition allows for an exception to the participation guidelines above for one session. Any player who misses more than one session will be removed from the team's roster. If a replacement plays for more than one session, then the replacement's name and ACBL number will be added permanently to the team roster and is considered an original member for the requirement in section E. Only one replacement is allowed per this condition, and any team that utilizes this condition and does not maintain the participation requirements as outlined in this condition is deemed to withdraw.

G. After the District Finals and before May 31 a team may decide to reduce its roster to a minimum of four players. Similarly, the winning team may augment the roster to a maximum of six players. Any team using this condition must coordinate with the D11 GNT Coordinator. District 11 encourages all flights to

field the strongest possible team. Players removed from a team will not be removed from its roster until the GNT coordinator receives written confirmation from said player.

H. After the event of the District Finals, a team may permanently replace a player due to a verified sickness, injury, death, or Force Majeure. Any team using this condition must coordinate with the D11 GNT Coordinator. Under this condition, a team may not substitute for more than one player.

I. For disputes regarding decisions made by the D11 GNT coordinator an appeal must be filed by May 31. The GNT coordinator will select three voting members of the D11 board to serve on a special committee. These three members may not be selected from the Unit of the appealing team. In addition, if there is any other team that will gain a substantive advantage from the outcome of the appeal, then members of the committee will also not be selected from that unit. In the case of a lack of eligible committee members, any D11 member in good-standing may be asked to serve. After hearing from all parties, the committee will hold secret deliberations and vote. The results of the vote and a majority opinion will be given to both the GNT coordinator and the team without insight into the private workings of the committee. If the appeal is denied, the committee will then consider if the appeal was frivolous. Due to the costs and resources required to hold an appeals committee, if an appeal is deemed to be frivolous, then the entire appealing team will be suspended from participating in any D11 GNT contest for the following two years.

J. If the ACBL moves the roster deadline earlier than June 10, all district deadlines may be adjusted by the D11 GNT coordinator to allow two weeks before the new ACBL deadline. This change must be communicated to all winning teams in a timely manner.

2022 District Finals: Miami Valley Bridge Center, April 9-10
GNT Coordinator: Ryan Schultz / schultzrr@gmail.com

D11 Online Conditions of Contest Appendix

- A. Pre-registration and payment is required by the deadline to participate.
- B. Teams must provide the following information when registering: full roster with player names, ACBL numbers, e-mail addresses, and BBO usernames.
- C. Shortly after registration closes the GNT coordinator will release a schedule and match assignments for the Round Robin/Swiss qualifying phase.
- D. The Round Robin/Swiss Qualifying will be self-directed on BBO. At least one player per team should have experience creating team matches. Training will be provided on the D11 website.
- E. Each Flight will play on a specified Saturday with the possibility of roll over into Sunday as needed. Teams will play up to eight rounds depending on entries.
- F. Pairs are required to have completed convention cards and should provide full disclosure of their methods using some combination of the BBO chat and alert system. Penalties will be issued for a failure to comply with these requirements.
- G. The GNT coordinator will handle any disputes regarding irregularities. Teams are expected to make every attempt to conduct matches in a timely fashion and resolve irregularities fairly.
- H. In cases where matches are not played and no fault can be determined both teams will receive zero victory points.
- I. Security measures such as audio/video connections between screen mates are highly encouraged for the qualifying phase. These measures are required for the KO phase.
- J. If a player wins in multiple flights they must represent D11 in the higher of the two flights. As a reminder, winning teams are still subject to the conditions of contest requirement in section E after this rule is applied.