

2024-25 Grand National Teams
Conditions of Contest
District 18

March 28-29, 2025

1. General

a. National Conditions

Grand National Teams (GNT) Conditions of Contest, as published by the ACBL govern and are incorporated into these conditions. These ACBL District 18 (D18) Conditions of Contest cover circumstances that are unique to D18 and clarify options available under the National Conditions of Contest.

<http://web2.acbl.org/documentLibrary/play/coc/gnt/GNT2024-25.pdf>

b. Participation:

Anyone from anywhere is permitted to play at the club level. Qualification to play in District 18 may be earned at any GNT qualifying club game. To advance beyond the club level to the District 18 Finals, all dues or service fees must be paid. You must be a member of District 18 as of September 1, 2024.

c. District Coordinator

Melissa Martin
123 Trails End Road
Whitefish MT 59937
E-mail address: mgmbridge@yahoo.com
Telephone: 406-570-9614

d. Eligibility

Flight Eligibility is determined by a player's masterpoint totals as of ACBL's September cycle, produced on **August 6, 2024**. Masterpoints earned after this cycle will not impact flight eligibility for these events.

Championship Flight is open to all players (Unlimited Masterpoints)

Flight A is open to players with less than 6,000 Masterpoints

Flight B is open to players with less than **3,000** Masterpoints

Flight C is open to players with less than **750** Masterpoints who are Non-Life Masters

e. District Membership – A player is eligible to compete in the District of their principal residence as of September 1, 2024.

2. Club Level

To qualify for the District level, you must qualify at the Club Level. This may be attained in any district. If your club does not offer a GNT Qualifying Event, you may buy in at

\$30 (Local Currency). Qualification at the club level is by player, not by team. (They may play in a GNT club level event in any district but they are only qualified to advance in their specific district. Club qualifying games may be run between September 1 and February 28.

3. Unit Level

There are no Unit Level Qualifying events in District 18.

4. District Finals

a. Event Date and Location

All Flights will be played online (BBO platform) on **March 28-29, 2025**. Please refer to the Appendix II of the National Conditions of Contest for clarifications of online play. Specifically, Appendix O for Online Play applies and supersedes any conditions in this document in the event of conflict.

b. Starting Times (Mountain Time)*

Session #1 Friday 6:30 pm

Session #2 Saturday 9:30 pm

Session #3 Saturday 1:30 pm

Session #4 Saturday TBD pm

*Starting times may be staggered depending on the number of teams in each flight. All contestants will be notified of the exact starting times prior to the start of the event.

c. Entries

Teams wishing to participate must pre-register for the event by Monday, March 24, 2025. Please complete the attached entry form and e-mail it to the District Coordinator. All correspondence will be through the Team Captain. The entry fee is \$120 (local currency) per team. There is an additional charge of \$60 (local currency) to advance to the 3rd and an additional charge of \$60 (local) to the 4th round of the D18 Final. Payment information will be provided when registration is confirmed.

Entries should be sent to:

Canadian \$ Cheques to:

Doug Mann

1714 13th Ave S

Lethbridge AB T1K 0R9

403-804-4211

E-Transfers to MANNCD@Shaw.ca

US Checks to:

Melissa Martin

123 Trails End Road

Whitefish MT 59937

406-570-9614

Venmo on request

d. Conventions

Basic+ Chart applies to Flight C

Basic+ Chart applies to Flight B,

Open Chart applies to Flight A

Open+ applies to the Championship Flight.

e. Event

1 Entry

If there is only one team entered in a flight there will be no District Final. That team will have the option to represent District 18 at the National Event. There will be no Subsidy awarded.

2 Entries

If there are only two teams entered in a flight, they will play a two session knockout of 48 boards (24 boards per session) to determine the winner of that flight.

3 Entries

Flights with 3 entries will play a 24-board match against the two other teams over the two qualifying rounds. This will require each team to sit out during each round. Team A will play Team B. Next Team A will play Team C. Finally, Team B will play Team C. This system will be repeated during the Saturday morning session. At the conclusion of the Saturday morning event, the top two teams will qualify to a third round 24 board match to determine the overall winner.

If at the end of round 2 there is a tie between all 3 teams, the following solutions apply. If "a" does not determine a winner, then continue to "b". If "b" is not sufficient, then try "c". The final solution is "d".

- a. The USBF continuous 20 point Victory Point scale will be used to determine the winner.
- b. Win/Loss of games will apply. 1 point for a win, $\frac{1}{2}$ point for a tie.
- c. Net IMPS against all opponents in common.
- d. Coin flip.

These same solutions will be used if there is a 2-way tie (Team A defeats Teams B & C, but Teams B and C are tied.)

4 Entries

Flights with 4 entries will play an 18 board match over 2 qualifying rounds. Each team will play all teams 9 boards during session 1 (Friday eve) and repeat in session 2 (Saturday morning). At the conclusion of the Saturday morning round, the top two teams (must have won a match) will qualify to a third round 24 board match to determine the overall winner. There are many possibilities for a tie in this category. In the event of a 2-way tie or 3-way tie for second place the following remedies

apply. As in the system for **3 Entries**, begin with step “a” and progress to “d” to determine a second place finisher.

- a. Use the USBF continuous 20 point Victory Point Scale.
- b. Win/Loss will apply. 1 point for a win, $\frac{1}{2}$ point for a tie, 0 for a loss.
- c. Net IMPS against all opponents in common.
- d. Coin Flip.

5 or more Entries

Flights with 5 teams will play a 12-board match against all other teams, 6 boards per segment over the two qualifying rounds. This will require each team to sit out one segment during each round.

With 6 teams, teams play a 10-board match against each other, five boards per segment.

With 7 teams, teams play an 8-board match against each other, 4 boards per segment.

With 8 teams, teams play 7 boards against all other teams over the two rounds.

With 9 teams, teams play 6 boards against all other teams over the two rounds.

With 10 teams, teams play 5 boards against all other teams over the two rounds.

With 11-16 teams, a Swiss Team format of six 8-board matches will be played.

With 17 or more teams, a Swiss Team of eight 6-board matches will be played.

At the conclusion of the Saturday morning round, the top four teams (must have won a match) will advance to a third round 24 board semi-final. The USBF continuous 20 point Victory Point scale will be used to determine the top four advancers to the semi-final. In the event of a tie, (equal number of wins as well as number of Victory points won) then the following solutions will determine the advancers:

1. Total game wins (Win=1, Tie=1/2, Loss=0), if no winner then
2. Net IMPS against all opponents in common, if no winner then
3. Coin flip.

The first place team of the Qualifying Rounds will select their opponents from the 2nd, 3rd or 4th place finishers; the remaining teams will then be matched. Both matches will be 24 board knockouts. The winners of the two matches in the 3rd session of play will advance to the 4th and final session to play a 24-board knockout.

In the event of a tie in any of the matches of the 3rd and 4th sessions a 3-board tiebreaker will be held. If that does not solve the tie, the teams will play a 3-board playoff. If a second 3-board playoff is required, the first team to win an IMP wins the match.

In all cases, the Director in Charge may modify the number of boards and sessions to be played to accommodate unanticipated circumstances.

f. Substitution

If a player on a registered team becomes unavailable prior to the district final, the team captain must contact the District Coordinator and make arrangements for a substitute subject to the same conditions as described in section 2 a and b (above).

g. Online Competition

District 18 holds the Final competition on-line using the BridgeBase Platform. The Conditions of Contest for District GNT Finals hosted online as specified in Appendix II of the ACBL Grand National Teams 2024-2025 Conditions of Contest apply to the District 18 final. Monitors will be at the discretion of the DIC.

Generally, District 18 has not required video monitoring. If any party of a match feels the need for audio and/or video to be in place, the DIC will mediate any issue regarding this request.

Security provisions are described in Appendix II, Section II.

5. District Winners

The winning team in each flight of the D18 Finals is eligible to compete in the National Finals. **IN THE EVENT THE NATIONAL EVENT WILL NOT BE PLAYED IN PERSON, THERE WILL BE NO SUBSIDY GIVEN FOR ONLINE PLAY.**

- At least 2 of the original team members must compete in the National Finals.
- Any substitute player must meet the requirements to play in the D18 Finals.
- Augmentation of the original District team may be allowed upon approval of the Coordinator. (4 person team expanded to 5 or 6 members or 5/6 member team reduced to 4 person team.) Subsidy provided by the district is per team not player.
- The District Coordinator must approve any substitutions.
- 2nd Place Finishers in Flight C and B may be invited to the National Event if there are 8 teams in their event. NO SUBSIDY WILL BE GIVEN TO THE ADDITIONAL TEAM.

6. Contingencies

The Director in Charge (DIC) will resolve all contingencies or ambiguities relating to the format or playing conditions of the D18 finals that are not specifically addressed by these conditions.

2025 GNT ENTRY FORM

FLIGHT: _____

1. TEAM CAPTAIN

NAME _____

PHONE _____

ACBL # _____

BBO ID _____

2. NAME _____

PHONE _____

ACBL # _____

BBO ID _____

3. NAME _____

PHONE _____

ACBL # _____

BBO ID _____

4. NAME _____

PHONE _____

ACBL # _____

BBO ID _____

5. NAME _____

PHONE _____

ACBL # _____

BBO ID _____

6. NAME _____

PHONE _____

ACBL # _____

BBO ID _____

