

GRAND NATIONAL TEAMS 2023-2024 DISTRICT 17 CONDITIONS OF CONTEST

ACBL Grand National Teams Special Condition of Contest are part of the conditions, which may be found at <http://web2.acbl.org/documentLibrary/play/coc/gnt/GNT2023-24.pdf>

District 17 GNT Coordinator

Bonnie Bagley
7285 Ross Drive
Colorado Springs, CO 80920
719 593-0205

bon1bon@comcast.net

The D17 2023-2024 **Championship Flight** GNT Finals are scheduled to be **held Saturday, April 6th and Sunday, April 7th online on Bridge Base Online**. A team with any amount of masterpoints may enter and are encouraged to do so, however, if you win the Championship Flight, you and your team may not participate in another Flight's Final.

The D17 GNT Finals for **Flights A, B & C** are scheduled to be held at the Denver Rocky Mountain Regional **Saturday, May 25th and Sunday, May 26th**.

The National Finals are scheduled to be held at the 2024 Summer Toronto, ON. NABC Wednesday, July 17th through Sunday, July 21th.

Eligibility:

Flight C: NLM with fewer than 500 Masterpoints

Flight B: 0-2500 Masterpoints

Flight A: 0-6000 Masterpoints

Championship Flight: unlimited Masterpoints

- Flight eligibility will be established by ACBL's September masterpoint cycle. This information was produced on August 6, 2023 in Horn Lake, MS.
- Masterpoints won after this cycle will not impact flight eligibility for these events.
- District Eligibility is based on residence as of September 1, 2023. A player who moved to a new District between September 1, 2022 and September 1, 2023 may elect to compete beyond the club stage in either District (but not both).

Players including those from other districts or non-members may play at the club level.

To play at the District 17 Finals players must:

- Be members of the ACBL and in good standing
- Be members of District 17 or have received special permission.

Teams may be composed of 4, 5, or 6 eligible players and a team captain must be selected.

Club Level Qualifying

Clubs or Units may conduct Club Level Qualifying Games. There is no limit on the number of Club Level Qualifying Games that a Club or Unit may hold. Players qualifying at the club level stage games (online or FTF) are eligible to participate in the District Finals. Clubs and units are not required to hold GNT qualifying games, but are strongly encouraged to do so.

Club/Unit level events must be held between September 1, 2023 and February 28, 2024.

Permission to extend this through March 31 if in-person play in clubs is still limited by the pandemic, may be granted by ACBL.

Clubs and Units have the following options for club level games:

- Stratified Games.
- Flighted Games where all four flights compete simultaneously, but separately.
- Flighted Games where each flight is conducted as a separate event; either on separate days, or where one, two or three flights are held on one day and the other flight(s) are held on other days.
- Strati-flighted Games where one flight plays by itself, and the other flights play a stratified game.
- Games may be conducted as Swiss Team or Round Robin events.
- Games may be held as one or two session events.
- If the event is stratified, the Open Flight and Flight A are combined as one group for the purposes of scoring and awarding masterpoints.
- If the event is flighted, and only one team is entered in any one flight, that team will be automatically qualified for the District Final. That team must pay the club qualifying fee, even though they will not have to play in that event to qualify.
- Matches will be scored by Victory Points, a 20-point scale. Ties will not be broken.
- Fifty percent (50%) of the teams entered (rounded up), including those teams tied for the last qualifying position, will qualify for the next stage of competition.
- ACBLscore will automatically assign the appropriate scoring and determine qualifiers. If a club or unit does not use ACBLscore, please contact your GNT Chairman to obtain proper forms. Points awarded at the club level stage are half red and half black, at sectional rating.

Sanction Fees for Club Qualifying Games

Sanction fees of \$5.00 per team per session are due District 17. Club owners/managers/Unit officials will establish their own entry fees.

- Club owners will receive an invoice from the GNT Coordinator after the Qualifying Period.
- Checks will be sent to the D17 Treasurer, payable to District 17 or Zelle may be used (information will be provided on the invoice).
- ACBL Sanction Fees are \$2.35 per team per session for each event.

Play Requirements

For any overall award, a player must play at least 50% of the boards.

For the first-place award, a player must play at least 50% of the combined boards in the semifinal and final matches.

ACBL General Conditions of Contest shall apply to all play.

Conventions

The use of conventions is governed by the ACBL Convention Charts as follows:

- Championship Flight – Open+ Chart
- Flight A - Open Chart
- Flight B - Basic + Chart
- Flight C - Basic + Chart

Entry Fees

Entry fees for Flight C GNT Finals are waived. The entry fee for the Championship Flight is \$80.00 per team per session and Flights A and B is \$60.00 per team per session.

Preregistration Required

Teams participating in the Championship Flight D17 GNT Final must preregister no later than Friday, March 31, 2024. Late registrations may be sent to the GNT Coordinator and will be considered on a case-to-case basis.

Teams participating in the Flights A, B, and C GNT Finals must preregister no later than Friday, May 17, 2024. Late registrations may be sent to the GNT Coordinator and will be considered on a case-to-case basis by the GNT Coordinator and the DiC.

Teams may be composed of any player eligible for the flight who is an ACBL member in good standing, a D17 member, and has qualified.

In cases of dual residence, active military duty, school attendance or similar cases of extended temporary or permanent relocation, qualification in another District will be accepted upon approval of the GNT Coordinator.

The team captain of the Championship Flight and Flights A, B, and C shall email the roster of the team to **Bonnie Bagley**, bon1bon@comcast.net.

All entries must include the following information for all team members:

- Name
- ACBL Number

A check for the first two sessions of play for the Championship Flight, which is **\$160.00** and Flights A and B, which is **\$120.00 payable to District 17** shall be sent to **Jennifer O'Neill, D17 Treasurer, 30 Sommerset Circle, Greenwood Village, CO 80111** or remitted via Zelle through your bank - ACBLd17@gmail.com

Entry fees for the Flight C GNT Finals are waived.

District Winners

The winning team of each flight is eligible to compete in the National Final, which is scheduled to be held at the 2024 Summer Toronto, ON. NABC Wednesday, July 17th through Sunday, July 21th. Should the first-place team in any flight not elect to advance to the National Finals, the second-place team will be extended the invitation to participate.

If at least eight teams compete in the B or C Flights, the second-place teams may also compete in the National Finals. The third-place team in Flights B and C may move up if the first or second place team is unable to compete at the National level.

All teams advancing to the National level must contain at least two of the players who participated in the District Final.

Substitutions

During the District Finals, the GNT Chairman or the DIC may approve an emergency substitute. Only one substitute per team is allowed and is not permitted if four or more team members are available.

The substitute must be:

- A D17 ACBL member in good standing.
- Eligible to play in the flight in which the team is competing.
- A substitute is not permitted for more than a 24-hour period or for more than 50% of the boards played, whichever is less.
- No substitute is allowed when a team member is suspended or expelled.

Replacements

The permanent replacement of a player is permitted only with the permission of the D17 GNT Chairman. The replacement must be:

- A D17 ACBL member in good standing.
- Eligible to play in the flight in which the team is competing
- Must not be eligible for further competition in another flight.

Augmentation

Augmentation of a fifth or sixth player to a team after the completion of the District Final will be allowed provided:

- The D17 GNT Chairman is notified and approves
- The player/s are D17 ACBL members in good standing.
- The player/s to be added are eligible to play in the flight in which the team is competing.

Ineligible Players and Disqualifications

An ineligible player is disqualified. The disqualified player's team will be disqualified unless the DIC determines the teammates were unaware of the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified. When a player's team is disqualified after the correction period, the disqualified team's position remains vacant. In ongoing events, teams move up one position.

Subsidies

District 17 provides \$2,000.00 to each first-place team in Flights A, B, and C when the National Finals are conducted at an NABC (not online).

District 17 provides \$500.00 to a second team in Flights B & C when the National Finals are conducted at an NABC (not online).

The subsidies are given to the team captain upon registration at the NABC.

There are no subsidies given to the Championship Team winners.

Replacements, Substitutions, Ineligible Players & Disqualifications and Tie Breakers

Described in the ACBL Grand National Teams Conditions of Contest

<http://web2.acbl.org/documentLibrary/play/coc/gnt/GNT2023-24.pdf>

Zero Tolerance

The ACBL Policy on Zero Tolerance will be observed at all levels of the GNT competition.

<https://www.acbl.org/conduct-and-ethics/zero-tolerance-policy/>

ACBL rules and regulations govern play at every level of the event and supersede District conditions in cases of conflict.

GNT District 17 Play for 2023-2024

For any event with 3 (three) teams registered, the 2 (two) teams advancing will be determined using the KO formula (total wins or net IMPs if all three are 1-1). For all other Round Robins, teams advancing will be based on total VPs.

With the exception of 3 (three) teams, the following tie-breaking procedure applies to all cases where a tie must be settled for the purpose of advancement to a subsequent phase of the event from a Swiss or Round Robin phase.

- ♠ Head-to-head result of the two teams played each other
- ♠ Number of matches won: win =1, tie =1/2, loss =0
- ♠ If the event was a Swiss and not a full round-robin, the combined VP of the teams played (Strength of Schedule)
- ♠ Total Net IMPs for the day in all matches
- ♠ Coin flip

The tie-breaker for head-to-head matches is a 4-board playoff until there is a winner.

All Swiss Team and Round Robin Matches will be scored using the 20-point Victory scale.

If only one team is entered in any flight, that team is determined the winner upon receipt of entry fee, otherwise the event format shall be as follows:

Championship Flight

13 teams or more:

- ♠ Day 1 – Swiss Teams with 6 nine-board matches, 4 teams advance.
- ♠ Day 2 – 1st Session – 28-board head-to-head Knockout Semi-Final.
The KO bracket will be drawn by when the first-place team selects their opponent for the Semi-Final from the other three surviving teams. Ties for first place will be resolved using the tie-breaking procedure outlined in these conditions.

10-12 teams:

- ♠ Day 1 – Swiss Teams with 6 nine-board matches, 4 teams advance.
- ♠ Day 2 - 1st Session – 28-board head-to-head knockout Semi-final.
The KO bracket will be drawn by when the first-place team selects their opponent for the semi-final from the other three surviving teams. Ties for first place will be resolved using the tie breaking procedure outlined in these conditions.
- ♠ Day 2 2nd Session – 28-board Final.

5-9 teams:

- ♠ Day 1 – Full-Day round robin where contestants will play no fewer than fifty-four boards, 4 teams advance
- ♠ Day 2 - 1st Session – 28-board head-to-head knockout Semi-final.
The KO bracket will be drawn by when the first-place team selects their opponent for the semi-final from the other three surviving teams. Ties for first place will be resolved using the
- ♠ Day 2 - 2nd Session – 28-board Final.

3-4 teams:

- ♣ Day 1 – 54- or 56-board Round Robin, 2 teams advance.
- ♣ Day 2 – 56-board Final.

2 teams:

- ♣ 56-board Final.

Flight A

13 teams or more:

- ♣ Day 1 – Swiss Teams with 8 seven-board matches, 8 teams advance.
- ♣ Day 2 – Round Robin with 7 eight-board matches. Carryover will be applied from the first day per ACBL regulations.

10-12 teams:

- ♣ Day 1 – Swiss Teams with 6 nine-board matches, 4 teams advance.
- ♣ Day 2 - 1st Session – 28-board head-to-head knockout Semi-final.
The KO bracket will be drawn by when the first-place team selects their opponent for the Semi-Final from the other three surviving teams. Ties for first place will be resolved using the tie breaking procedure outlined in these conditions.
- ♣ Day 2 - 2nd Session – 28-board Final.

5-9 teams:

- ♣ Day 1 – Round Robin (48-50 boards total), 4 teams advance.
- ♣ Day 2 - 1st Session – 28-board head-to-head knockout Semi-final.
The KO bracket will be drawn by when the first-place team selects their opponent for the semi-final from the other three surviving teams. Ties for first place will be resolved using the tie breaking procedure outlined in these conditions.
- ♣ Day 2 - 2nd Session – 28-board Final.

3-4 teams:

- ♣ Day 1 – 54- or 56-board Round Robin, 2 teams advance.
- ♣ Day 2 – 56-board Final.

2 teams:

- ♣ 56-board Final.

Flight B

13 teams or more:

- Day 1 – Swiss Teams with 8 seven-board matches, 8 teams advance.
- ♣ Day 2 – Round Robin with 7 eight-board matches. Carryover will be applied from the first day per ACBL regulations

10-12 teams:

- ♣ Day 1 – Swiss Teams with 6 nine-board matches, 4 teams advance.
- ♣ Day 2 - 1st Session – 28-board head-to-head knockout Semi-Final.

The KO bracket will be drawn by when the first-place team selects their opponent for the semi-final from the other three surviving teams. Ties for first place will be resolved using the tie breaking procedure outlined in these conditions.
- ♣ Day 2 - 2nd Session – 28-board Final.

5-9 teams

- ♠ Day 1 – Round Robin (48-50 boards total), 4 teams advance.
- ♠ Day 2 - 1st Session – 28-board head-to-head knockout Semi-final.
The KO bracket will be drawn by when the first-place team selects their opponent for the semi-final from the other three surviving teams. Ties for first place will be resolved using the tie breaking procedure outlined in these conditions.
- ♠ Day 2 - 2nd Session – 28-board head-to-head knockout Final.

3-4 teams:

- ♠ Day 1 – 54 or 56-board Round Robin, 2 teams advance.
- ♠ Day 2 – 56-board Final.

2 teams:

- ♠ 56-board Final.

Flight C

13 teams or more:

- ♠ Day 1 – Swiss Teams with 8 six-board matches, 8 teams advance.
- ♠ Day 2 – Round Robin with 7 seven-board matches. Carryover will be applied from the first day per ACBL regulations.

10-12 teams:

- ♠ Day 1 – Swiss Teams with 6 eight-board matches, 4 teams advance.
- ♠ Day 2 - 1st Session – 24-board head-to-head knockout Semi-final.

The KO bracket will be drawn by when the first-place team selects their opponent for the semi-final from the other three surviving teams. Ties for first place will be resolved using the tie breaking procedure outlined in these conditions.

- ♠ Day 2 - 2nd Session – 24-board Final.

5-9 teams:

- ♠ Day 1 – Round Robin (48-50 boards total), 4 teams advance.
- ♠ Day 2 - 1st Session – 24-board head-to-head knockout Semi-Final.

The KO bracket will be drawn by when the first-place team selects their opponent for the semi-final from the other three surviving teams. Ties for first place will be resolved using the tie breaking procedure outlined in these conditions.

Day 2 - 2nd Session – 24-board Final.

3-4 teams:

- ♠ Day 1 – 48-board Round Robin, 2 teams advance.
- ♠ Day 2 – 48-board Final.

2 teams:

- ♠ 48-board Final.

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Page 7 of 7

