

District 23 Grand National Teams  
2024 CONDITIONS OF CONTEST  
sanction # \_\_\_\_\_

All aspects of the National Conditions of Contest apply to each of these events. In no case may a player compete in the District 23 GNT if they have competed previously in another 2023-24 GNT event in any other District.

In accordance with ACBL regulations, each participant in the GNT must be an ACBL member in good standing (The membership requirements are deemed to have been met if payment of Dues accompanies the corresponding game report)  
The GNT is divided into four flights as defined below. Players will be allowed to participate in any flight they desire, provided that they are eligible to play based upon their masterpoint holdings as of September 2023 masterpoint cycle produced on August 6, 2023.

### **DEFINITION of FLIGHTS**

Championship Flight: Unlimited

Flight A: 0 - 6000 Masterpoints

Flight B: 0 - 2500 Masterpoints

Flight C: Non-Life Masters with fewer than 500 Masterpoints

### **1. ENTRY FEES**

Entry fees will be \$17.50 per team member per session. The district board, at its discretion, may decide to divide some of the profits from GNT qualifying events between each of the teams representing our District at the Summer Nationals.

### **2. REGISTRATION**

Entries must be received no later than **SEVEN DAYS** before the announced starting time for the event. Late entries will be accepted only at the discretion of the Tournament Director in consultation with the Tournament Chairmen, a decision that largely will be based on available space and ability to accommodate the entrants. No prior qualification is necessary to enter these events on the date competition starts. Sign up by emailing [Walt\\_Schafer2000@Yahoo.com](mailto:Walt_Schafer2000@Yahoo.com). You may also try [www.cuebidcruises.com/gnt](http://www.cuebidcruises.com/gnt).

### **3. CAPTAINCY**

Each team must designate the team Captain and said Captain will be responsible for all representation of the team.4. **TEAM COMPOSITION and PLAY REQUIREMENTS**  
Teams may consist of four, five or six players. Players may be added at any time before actual competition begins. Each player must play at least 50% of the boards or one full session during the first stage and at least 50% of the final and semi-final knockout match thereafter. Any player who can no longer satisfy this requirement is deemed ineligible for the duration of the D23 GNT. Exceptions to this rule may be made by request to the Tournament Chairmen, but will be entertained only with good cause. No exceptions will be made for

the final match.

## **5. APPEALS COMMITTEE REQUIREMENTS**

Each team that participates in either the Championship Flight or Flight A, must designate prior to play on the entry form one (or more) of its players to serve as a committee member if necessary. Those designated players must be available after each session to serve if so requested. The Tournament Director(s) should assemble any committees from amongst these players designated. Designated players must not leave the event without verifying with the Tournament Chairmen that their services will not be required.

## **6. SCHEDULE**

Competition in each flight will begin on [Saturday, April 13th, 2024](#) and conclude on [Sunday April 14th](#) of the same weekend unless seventeen (17) or more teams have entered a single flight, in which case the event will conclude at a time and date mutually agreed upon by the remaining teams and the Director-in-Charge or, if no agreement can be reached, [at 10:00 a.m. Sat., April 21st 2024.](#)

## **7. SITES and STARTING TIMES**

All sessions of the 2023 GNT events will take place at the [Long Beach Bridge Center, 4782 Pacific Coast Highway, Long Beach, CA](#). The phone number at the game site is [626-247-4457](#). Session starting times will be [10:00 AM and TBA](#). The location and times will be advertised prior to the events in the Southern California Bridge News and on the District 23 website.

## **8. FORMAT for PLAY**

The twenty (20) point Victory Point scale used by the USBF for team trial events will be used to convert the results of all matches from IMPs to Victory Points where VPs have been specified.

The boards per session for KO matches is 30, except in Flight C where it will be 26 boards per session. In the Championship Flight and Flights A and B, teams can agree to play 28 to 32 boards per session. In Flight C, they can agree to play 24 to 30 boards per session.

If 2 Teams enter a Flight:

The 2 teams play one match. They can agree to play either Saturday or Sunday. If there is no agreement, they will play Sunday.

If 3 Teams enter a Flight:

The 3 teams will play a 60 Board Round Robin on [Saturday](#), 30 boards against each team. If a team wins both matches, they advance to the National Finals. If the 3 teams finish 1 - 1 - 1, they return Sunday to continue (full carryover) with another 60 board Round Robin. If a team has won both matches after Sunday, they advance to the National Finals. If the 3 teams are still 1 - 1 - 1, the winner will be determined by quotient.

If 4 Teams enter a Flight:

The 4 teams will play a 2-day KO (random draw on [Saturday](#)).

If 5 Teams enter a Flight:

The 5 teams will play a 60 Board Round Robin (4 - 15 Brd matches), scored by VP's with the top 2 teams playing a KO match on Sunday.

If 6 Teams enter a Flight:

The 6 teams will play a 60 Board Round Robin (5 - 12 Brd matches), scored by VP's with the top 4 teams playing two KO matches on Sunday. The top qualifier gets to pick their opponent.

If 7 Teams enter a Flight:

The 7 teams will play a 60 Board Round Robin (6 - 10 Brd matches), scored by VP's with the top 4 teams playing two KO matches on Sunday. The top qualifier gets to pick their opponent.

If 8 Teams enter a Flight:

The 8 teams will play a 3 "session" KO on [Saturday and Sunday](#). There will be a random draw for the bracket and then they will play two KO matches on [Saturday](#) and one Final KO match (2 sessions) on [Sunday](#).

If 9 Teams enter a Flight:

The 9 teams will play a 56 Board Round Robin (8 - 7 Brd matches), scored by VP's with the top 4 teams playing two KO matches on Sunday. The top qualifier gets to pick their opponent.

If 10 - 13 Teams enter a Flight:

The teams will play a 56 board Swiss Team event (8 - 7 Brd matches), scored by VP's with the top 4 teams playing two KO matches on Sunday. The top qualifier gets to pick their opponent.

If 14+ Teams enter a Flight:

The teams will play a 56 board Swiss Team event (8 - 7 Brd matches), scored by VP's with the top 8 teams playing two KO matches on Sunday. The top 3 qualifiers get to pick their opponents (from opponents that haven't been picked already). That will leave 2 finalists to play a Final KO match to be scheduled later as specified.

## **10. ADVANCEMENT to the NATIONAL FINALS**

One team from each flight will advance to the National Finals [in Toronto, July, 2024](#). If at least eight teams are entered in either Flight B or Flight C, the second-place team will also qualify for the final. If a team qualifies for the national finals but does not have sufficient members who wish to accept the invitation to the national finals, the invitation will be offered to other overall finishers in the order of their finish, provided that those teams have at least three members who wish to accept the invitation. If there is a tie for an overall position, or if the choice devolves to teams that did not achieve an overall award, first priority will be given to teams that reached the knockout stage. Any remaining tie will be broken in order of finish in the Swiss qualifying stage, and if teams finish tied in the Swiss qualifying stage, the tie will be broken in favor of the team with the better head-to-head record during the Swiss stage against other tied teams. If teams

remain tied after this step, the tie will be broken by coin flip (or equivalent game of chance). If the event three or more teams are tied, the steps above will be followed in order until either (a) a winner is declared or (b) one or more teams are eliminated from the tie, at which point the tiebreaking procedure will be applied again among the remaining tied teams as necessary until the team or teams that go to the national finals is Determined.

## **11. CARRYOVER**

There shall be NO Carryover from a VP Qualifying round to a KO round. There is 100% Full Carryover for a 3 team Round Robin as specified.

## **13. SEATING RIGHTS**

In KO rounds, the team that finished higher in a Qualifying round can choose 1st and 4th Quarter or 2nd and 3rd Quarter Seating Rights. In all other cases, if the teams cannot agree on seating prior to the start of play, the flip of a coin will determine Seating Rights with the winner choosing 1st and 4th Quarter or 2nd and 3rd Quarter Seating Rights. If play has already started and they cannot agree on seating, a coin flip shall determine seating rights.

## **14. CONVENTIONS**

Championship Flight uses the Open + chart.  
Flight A uses the Open chart.  
Flight B uses the Basic + chart.  
Flight C uses the Basic chart.

## **15. SUBSTITUTIONS, REPLACEMENT and AUGMENTATION**

A permanent replacement for a player who, for cause, cannot continue in the event is permitted only with the permission of the District Director. Prior to the completion of the District final, the replacement need not have played in the event but must:

- Have their ACBL membership in District 23, and
- Be a member in good standing of the ACBL, and
- Not appreciably strengthening the team.

A replaced player permanently leaves the event with all masterpoints already earned and the replacement continues in the event earning masterpoints thereafter. Play percentage requirements apply to the replacement only for the portion of the event yet to be played.

A fifth and/or sixth player may be added to a team after completion of the District Final. Any such player must have played on another team in the current year's GNT or have previously represented District 23 in the GNT at a prior Summer Nationals.

A team becomes ineligible to continue in the event when fewer than three original team members can continue and meet the play percentage Requirements.

If no team from the event has sufficient players eligible to continue at the national level the GNT Coordinator may name up to 6 players to represent

the district. These players must be chosen first from any player that participated in the qualifying events that wishes to continue and then augmented with any district member.

## **16. SLOW PLAY**

Specific amounts of time for completion of segments similar to those used for other National events will be assigned to each segment of play (approximately 7-1/2 minutes per board). Failure to complete a segment of play within the allotted time will result in the following penalties:

First offense: Warning and subsequent time monitoring.

Second offense: Loss of 1/4 IMP per board played in a Swiss match or KO segment where the violation occurred, to a maximum of 3 IMPS, or loss of 1 VP during a Stage I Round Robin movement.

Third offense: Loss of 1/2 IMP per board played in a Swiss match or KO segment where the violation occurred, to a maximum of 6 IMPS, or loss of 3 VP's during a Stage I Round Robin movement.

If, in the Tournament Director's opinion, both teams are equally at fault, then the resulting penalties would be applied to both teams, and the Tournament Director may arbitrarily shorten the duration of a match by removing boards from play. If only one team is at fault, then the above penalties will be applied. Both teams may receive VP penalties during a Stage I Round Robin movement.

## **17. LATENESS and FORFEITS**

Any team failing to seat a complete team within ten (10) minutes of the announced or actual starting time (whichever is later) will be penalized 3 IMP per board to be played in that Swiss match or KO segment, and an additional 1 IMP for each two minutes of tardiness thereafter. If a team is not seated within thirty (30) minutes of the starting time, the Swiss or KO match will be forfeited. The match will be curtailed one (1) board, up to a maximum of four (4) boards, for each five (5) minutes of tardiness after the first ten (10) minutes.

Any team failing to seat a complete team within ten (10) minutes of the starting time for the session shall receive ZERO VP's for the match(es) not played plus a one (1) VP penalty for each match not played, and their opponents shall receive a VP amount for a skipped match equal to their average result in all of their other matches.

## **18. TIE BREAKERS**

If two teams are tied for the last qualifying position, the head-to-head winner advances. If three or more teams are tied and all teams have played one another, the best won-lost-tied record among the teams advances. If multiple teams are tied for the best won-lost-tied record and there are enough qualifying slots to accommodate all such tied teams, then all such tied teams advance. If more teams are tied for the best won-lost-tied record among the teams in the tiebreak than there are qualifying slots available, then the team with the the worst won-lost-tied record among those teams fails to advance. If multiple

teams are tied for the worst won-lost-tied record among those teams but after eliminating those teams, enough teams remain in the tiebreak to fill all qualifying spots, then all of the teams tied for the worst won-lost-tied record fail to advance. At any stage either where any team advances or any team fails to advance, the tiebreak procedure will be restarted until all qualifying positions are filled, if possible. Solely for purposes of a tiebreak (and for carryover at the knockout stage), multiple matches between the same two teams shall be combined into a single match. If this procedure does not determine the qualifying spots all teams remaining in the tiebreak procedure will play segments of 4 boards each (in a round robin format if required) until all qualifying slots have been filled. At this stage, teams will be ranked by net IMP differential, but with no carryover from 4-board segment to 4-board segment.

## **19. WAIVER of RIGHTS**

No player may waive any restriction imposed upon another player or team by these Conditions. This paragraph has specific reference to (but is not limited to) the waiver of the use of unauthorized conventions and the waiver of slow play or tardiness penalties.

## **20. DISRUPTION of EVENT or REFUSAL to PLAY**

Any player(s) who discontinue(s) play or significantly disrupt(s) the normal playing schedule based upon disagreement with a ruling made by the Tournament Director, the Committee Chairmen, or an Appeals Committee will have their behavior reviewed by a Conduct and Ethics Committee with specific reference to the applicable Code of Disciplinary Regulations sections.

## **21. ITEMS NOT COVERED**

Any items not covered by these Conditions of Contest will be resolved by the Tournament Chairmen in consultation with the Tournament Director.

## **22. AUTHORITIES**

Tournament Chairman:

[Walt Schafer](#)  
[\(847\) 744-4426](#)  
[Walt\\_Schafer2000@Yahoo.com](mailto:Walt_Schafer2000@Yahoo.com)

Directors in charge of games shall make all rulings on regulation. Rulings may be appealed to the Director in Charge who will appoint a tournament committee to hear such appeals. The Director in Charge is the authority on matters regarding bridge, and matters of judgment can be appealed to an appeals committee, whereas the Tournament Chair or Regional Director, as appropriate, is the authority regarding conditions of play, such as eligibility or augmentations.