

GNT Instructions

FACE TO FACE GAMES:

- (1) Masterpoint® Awards: At an Open club, awards will be 200% of Standard Masterpoint rating, divided evenly between red and black masterpoints. At an Invitational Club, the masterpoint awards are 80% of the awards at an Open Club, all black masterpoints.
- (2) The extra ACBL per-table sanction fee for these games will be \$1.25 (total \$2.25 per table). **Please check with your District GNT Coordinator, as some Districts charge additional fees.**
- (3) At the club level the events may be flighted or stratified. Stratified, the Open Championship and Flight A must be combined for play and masterpoint awards. In a stratified field at the club level:
 - a. All teams are eligible for qualification to the Open Championship Flight.
 - b. All teams are eligible for Flight A qualification with the exception of a team with a member over 6000 masterpoints
 - c. All teams are eligible for Flight B qualification with the exception of a team with a member over 2500 masterpoints
 - d. All teams are eligible for Flight C qualification with the exception of a team with a member over 500 masterpoints or one who has achieved the rank of Life Master.
- (4) Qualification at the club level is by player, not by team. In other words, a player need not have the same teammates in the District final as in club final.
- (5) Club qualifying games (if required) may be run between September 1 and February 28. If a District does not require Club-level qualification for participation in the District final, it may nonetheless permit clubs to hold GNT "qualifier" games as a fundraiser. Such games must be team games. The ACBL Conditions of Contest allow all clubs to hold as many club-level GNT qualifiers as they wish, but please check with your individual Districts!
- (6) Setting up the game in ACBLScore®, be sure to choose type 2, "Team," then Victory Points as the scoring method, then Swiss pairing by computer. When you get to the "Select Event Rating:"
 - a. Select North American Pairs or Teams (Club or Unit Level).
 - b. Then select Grand National Teams - Club Level.
 - c. If stratified, select two strata or three strata, as applicable. (In a stratified event, the Open Championship and Flight A must be combined for play and masterpoint awards.)
 - d. Indicate one session. For an open game, use the GNT strata of None/2500/NLM. For a Flight "B" game, use the strata of 2500/NLM. For a standalone Flight "C" event, select NLM for the upper masterpoint limit. (Must use the player with the highest masterpoints on the team for Strata designation.)
 - e. Select qualifying field size as 50% of contestants, unless you are advised otherwise by your District. Your District should have its own Conditions of Contest, so please be sure to read them.
- (7) For a team to earn a Qualification to the next level, the team must (1) win 50% of the matches, or (2) finish in the top 50%* of the field, (*some Districts allow this to be 60%, so please check with your District).
- (8) Flight eligibility will be established by ACBL's September masterpoint cycle (produced on August 6, 2021). Masterpoints won after this cycle will not impact flight eligibility for these events.

IMPORTANT IN-PERSON NOTES:

- No "short game," using fewer than 18 boards, will be considered for GNT qualification.
- See the [GNT Conditions of Contest](#) for clarification on any aspect of your game.
- For questions or help with your face-to-face game, please send an email to specialevents@acbl.org

VIRTUAL CLUB GAMES on BBO:

- (1) All GNT qualifying games held virtually will award 50% red, 50% black, at double regular club masterpoints.
- (2) The extra ACBL per-table sanction fee for these games will be \$1.25 (total \$2.25 per table to ACBL). **Please check with your District GNT Coordinator, as some Districts charge additional fees.**
- (3) Your club will be able to hold as many virtual GNT qualifying games as you wish, from September 1, 2021 through February 28, 2022.
- (4) In order to designate them as GNT for scoring and qualifying purposes, add **+GNT+** to the tournament description field (with the rest of your game hacks; this hack is not case-sensitive).
- (5) GNT Qualifying games at Virtual Clubs should be flighted if possible. While you will not be able to set the correct GNT strats in a BBO stratified game, ACBL qualification status will be based on the correct strats after the fact, when ACBL does its reporting.
 - a. Championship (Open) Flight GNT qualifying games have no upper limit. (In a stratified event, the Open Championship and Flight A must be combined for play and masterpoint awards.)
 - b. Flight B GNT games have an upper limit of 2500 masterpoints. No variations.
 - c. Flight C GNT games have an upper limit of 500 masterpoints. No variations.
- (6) For a team to earn a Qualification, they must (1) win 50% of the matches, or (2) finish in the top 50%* of the field. (*Some Districts allow this to be 60%, so please check with your District.)
- (7) ACBL will run reporting, the results of which will trigger ACBL emails to players who qualified. ACBL will also send the list of qualifiers to the players' Districts.
- (8) VACBs will not be able to run GNT games during global Virtual Club events. This means your games will default to the following events, overriding your GNT hacks, in September: Labor Day event on Sunday and Monday, September 5-6; International Fund weekend on Saturday and Sunday, September 11-12; Silver Linings week running Monday through Sunday, September 20-26.
- (9) **NO ROBOTS should be allowed to register as players' partners in GNT qualifying games.** Please toggle the robot partners OFF in all GNT qualifiers. *If the ACBL gets a file from BBO that shows a robot, the team will not be able to qualify.* Also, if a player with > 500 points tells you that they are not a Life Master, and they had < 500 points as of the August 6th reporting, you do not have to police this. Please edit the game to remove the MPLIMIT hack, allow them to register, and reinsert the hack and modify again. If any slip through the cracks, ACBL's monthly reports will find them. If they qualified in your game illegally, we will remove the qualification and rescore the game.

IMPORTANT VIRTUAL CLUB NOTES:

- No "short game," using fewer than 18 boards, will be considered for GNT qualification.
- No GNT virtual games will be allowed during Labor Day weekend, Stardust Week.
- See the [GNT Conditions of Contest](#) for clarification on any aspect of your game.
- For questions or help with your Virtual Club game, please send an email to VACB@acbl.org