

District 5 of the ACBL  
District Five Grand National Teams 2021  
Conditions of Contest

Champion Flight (Unlimited); Flight A (0-6000); Flight B (0-2500) Flight C (0-500) Non-Life Master

ACBL Conditions of Contest including those for KO, Round Robin and Swiss events are part of the District 5 Conditions of Contest as published in the Bulletin and/or the ACBL website. ([www.acbl.org](http://www.acbl.org)).

The GNT District Finals for all flights will be held in Erie, Pa. at the Erie Bridge Center on May 1&2 2021. The Erie Bridge Center is located at 1221 Grant Ave., Erie, Pa. 16505. All teams must register 15 minutes prior to game time on May 1, 2021.

The GNT National Finals will be held in Providence RI as part of the summer 2021 NABC. There is no club-qualifying necessary.

Questions/Information contact is District Coordinator Ron Franck, [rjtfranck @ gmail.com](mailto:rjtfranck@gmail.com).

Conventions

All conventions in the Basic+ Chart are permitted in all Flights. Open+ Chart Conventions will be allowed in the Open Championship and Flight A. Open+ Chart Conventions that require written defenses must have two copies presented to the opponents before play begins, or will not be permitted. All chart related information can be found (<http://web2.acbl.org/documentLibrary/about/181AttachmentD.pdf>).

General Conditions:

All players must be members of the ACBL in good standing. All players must be members of District 5 at the District Final. Players determine flight eligibility based upon masterpoint cycle of September 2019.

District Final

District 5 will pay the entry fees for National competition to District Champions per team of four.

District Champions that do not have at least 3 original members who played in the District Finals will be replaced by the next eligible team willing to participate.

The captain of the District Champion Team is responsible for advising the District Coordinator no later than May 29, 2021 of their teams' intention to represent District 5 at NABCs and May 29, 2021 of players to be replaced or augmented. Players may be replaced only with confirmed consent of the replaced player and do not automatically qualify for District subsidy. Any District Champion has the right to augment up to a 6 person team.

In an emergency, substitution may be allowed at the discretion of the DIC so long as the substitute does not substantially improve the team for any individual session.

Competition Committee

The District 5 Director and GNT Coordinator are responsible for any modifications and/or clarifications to the GNT event format design. In all events number of boards will be determined by DIC and District Coordinator unless shown.

### Conditions for the Superflight

2 teams: Head to Head, 64 boards played within two 32 board sessions on Saturday.

3 teams: Two round robins, 8 boards per match, in each of the 2 sessions (total of 4 round robins on Saturday). Each team will have played 32 boards against each other team. (The number of boards per match on Saturday can be lessened if all 3 teams agree before the event begins). Two teams qualify for Sunday, based on IMPS. If each team has one win, the qualifiers are determined by IMP differential. Sunday-32 board final with full carryover.

4 teams: Saturday—Two round robins, 8 boards per match, to qualify 3 teams. Victory points determine teams advancing to Sunday. Sunday: 1<sup>st</sup> session-- two round robins, 8 boards per match to qualify 2 teams, full carryover. If all teams have a win and a loss, the two teams with the most IMPS earned will advance to the final session. Sunday 2<sup>nd</sup> session-32 board final with full carryover (results in 64 boards in head to head play between finalists).

5 teams: Round Robin ( 16 boards against each team) 4 teams advance to Sunday with full carryover. Leader chooses opponent. Two 32 board match are played on Sunday.

6-10 teams: Full round robin with 48-64 boards with full carryover. 4 teams advance to Sunday. Saturday Swiss winner will choose opponent for first Sunday session.

If one of the 4 teams decides not to participate in the semifinals, the fifth place team will move up and play on Sunday, if accommodations for 5<sup>th</sup> place team prove unsuccessful then 3 remaining teams will play in a round robin. The team that drops out will only be awarded the match awards from the first day.

The director has the right to consult with the captain of each team in the Championship flight regarding specific elements of the movement.

### Conditions for Flights A, B and C;

General Condition- If teams play each other more than once on Saturday, for example once in the first session and once in the second session, the results will be treated as separate matches.

2 teams: Head to Head, 64 Boards played within two 32 board sessions on Saturday.

3 teams: 2 session three-way match on Saturday qualifying 2 teams for Sunday with 50% partial carryover up to 12.5 imps with no carry over for Flights B and C. 24-32 boards per session.

4-5 teams: 3 teams qualify to the semi-final on Sunday. Format will be a round robin with 50% carryover up to 12.5 imps in A, with no carry over for Flights B and C. The Sunday semi-final round robin will be one session, with two teams qualifying for a final sessions. 24-32 boards per session.

6-10 teams: Full round robin with 48-64 boards with 50% carryover up to 12.5 imps and with no carry over for Flights B and C. Saturday Swiss winner will choose their opponent. If one of the 4 teams in Flight A decides not to participate in the semi-finals, the remaining 3 teams will play a round robin for the right to play in finals (as in the 4-5 team description above). The team that drops out will only be awarded match awards from the first day.

11-15 Teams: Top 4 teams advance to Sunday KO with no carryover. Saturday Swiss winner will choose their opponent. There will be 48-64 boards on Saturday and 24-32 boards in the semi-finals and 24-32 boards in the finals.

16 or more Teams: 2 seeded brackets complete round robins of 48-64 boards with the top 2 qualifiers from each bracket advancing to Sunday KO where each bracket winners plays 2<sup>nd</sup> place from opposite bracket.

### Qualifiers

One team will qualify for Super Flight and Flight A. Two teams will qualify to NABC in Flights B and C if there are 8 teams playing in that Flight. Less than 8 teams will qualify one team only.

### Ties

In the event a qualifying team declines to go to NABC, the next ranked team will be extended a qualification. If the next ranking teams are tied, the following tie breakers will be utilized:

1<sup>st</sup> tiebreaker: the number of victory points won in the Saturday round robin.

2<sup>nd</sup> tiebreaker: if two teams tied in victory points, the qualifier will go to team that won the head to head

match on Saturday.

3<sup>rd</sup> tiebreaker: if the match on Saturday was a draw and victory points for day equal, we will utilize a coin toss.

Your team must report to the district treasurer for reimbursement of entry fees upon return from the NABC finals.