



2024-25 Grand National Teams District 9 Finals

Conditions of Contest

ACBL Grand National Teams Conditions of Contest are part of the conditions, which may be found at:
<https://web2.acbl.org/documentLibrary/play/coc/gnt/GNT.pdf>

Event Information

Flights A, B & C – held in conjunction with the 2025 Southeasterns Regional.

Fort Lauderdale Marriott Coral Springs Hotel & Convention Center
11775 Heron Bay Blvd, Coral Springs FL 33076

Schedule: Registration due by Saturday, April 5th at 10am.
 Saturday, April 5th – 10:15am & 2:45pm
 Sunday, April 6th – 9:30am & TBA

Championship Flight – held before the 2025 Southeasterns Regional at the Fort Lauderdale Bridge Club.
620 NE 8th Street, Ft Lauderdale, FL 33304

Schedule: **Pre-Registration is required!** Please pre-register by Monday, March 24th
 Send an email with your team members to John Moschella
 JMoschellaUnit240@outlook.com. Late entries can be accepted at the discretion
 of the GNT Coordinator.
 Saturday, March 29th – 10am & TBA
 Sunday, March 30th – 10am & TBA

The NABC Finals are scheduled to be held at the 2025 Summer NABC in Philadelphia, PA from Wednesday July 23rd through Sunday, July 27th. The playing site is the Philadelphia Marriott Downtown.

Eligibility

Flight C: NLM with fewer than 750 Masterpoints

Flight B: 0-3000 Masterpoints

Flight A: 0-6000 Masterpoints

Championship Flight: unlimited Masterpoints

- Flight Eligibility is based on the highest player's masterpoint totals as of August 6, 2024
- District Eligibility is based on residence as of September 1, 2024.

Flight eligibility is based on the player with the most masterpoints on the team using the September 2024 masterpoint cycle. This information was produced on August 6, 2024, at ACBL Headquarters in Horn Lake, MS. Masterpoints won after this cycle will not impact flight eligibility for these events.

To play at the District 9 Finals players must:

- Be paid members of the ACBL and in good standing.
- Be members of District 9.

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

Club Qualification

Club qualification is **not** required to compete in the District 9 Finals. However, clubs that wish to run a Club Qualification game can and will be billed \$4.00 per table from District 9 in addition to the \$2.35 sanction fee charged by the ACBL.

In addition, all District 9 clubs will be able to run GNT Fund Raiser Games (which can be a Pairs game) once per year per sanctioned game. These games will also be billed \$4.00 per table from District 9 in addition to the \$1.10 ACBL sanction fee.

Entry Fees

The entry fee for all flights at the District 9 Final is \$80.00 per team per session with an additional \$20 per session per additional player for teams over 4 members.

District Winners

The winning team of each flight is eligible to compete in the NABC Finals, which are scheduled to be held at the 2025 Summer NABC in Philadelphia PA.

Flights B & C only: If 8 or more teams compete in the District 9 Finals, the second place team will also be invited to play in the NABC Finals.

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 neither the first nor second place teams can participate, then District 9 will not be represented for that flight.

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 NABC level must contain at least three of the players who participated in the District Final.

Substitutions/Additions for the NABC Final

The captain of each winning flight is responsible for advising the District 9 GNT Coordinator (or designee) no later than one month after the District Final of players to be replaced and/or of any augmentation. Players may be replaced only with confirmed consent of the replaced player.

Any district champion team has the right to augment up to a 6 person team that includes at least 3 players from the original team.

- Championship flight and Flight A can only add players who played on other teams at the District 9 GNT Finals (if contested).
- Flight B and C will be able to augment from any eligible player in District 9.

Only one substitute is allowed per team per session. Any emergency substitution will be determined by the DIC and the Regional 8 Director, whose decision is final.

Subsidies

District 9 will provide \$700 to each participant (including any additional players added to the team) in Flights A, B and C if the NABC Finals are conducted face-to-face. The subsidy is given to each player upon registration and participation in the Grand National Teams at the upcoming Summer NABC. District 9 pays the entry fees for the NABC Finals unless paid by ACBL.

Second place teams that are invited to the NABC Finals (Flights B & C only) and will also receive the same full subsidy as first place teams upon participation in the Grand National Teams at the upcoming Summer NABC.

Receipts for travel, lodging and food must be submitted to John Moschella after the NABC before any monies are paid out.

Convention Charts

The latest ACBL approved Convention Charts can be found here:

<http://web2.acbl.org/documentLibrary/about/Convention-Charts.pdf>

At the District and NABC level:

- Basic+ Chart applies to Flight C
- Basic+ Chart applies to Flight B
- Open Chart applies to Flight A
- Open+ Chart applies to the Championship Flight.

Players are responsible for ensuring their methods are legal for the event they are playing in. Each partnership is required to have two completed ACBL Convention Cards and any partnership notes available to their opponents during play.

Play Format

If only one team registers, then they will be declared the winner of that Flight. The team will be required to pay for a 2-session entry but will not receive any masterpoints.

If 2 teams register, then the event will be conducted as a Head-to-Head Match with 4 segments.

Championship Flight and Flight A will play 56 boards. Flights B and C will play 48 boards. The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the highest average team would have seating rights for 1st and 4th segments.

If 3 or 4 teams register, then the event will be conducted in a 2-day knockout format as explained below.

Tables	Flights B and C	Flights A and Championship
3	Day 1: Round Robin with 48 boards split into 4 segments. No Seating Rights Top 2 Teams advance to Day 2 with no carry-over. Final will have 48 boards split into 4 segments*	Day 1: Round Robin with 56 boards split into 4 segments. No seating rights. Top 2 Teams advance to Day 2 with no carry-over. Final will have 56 boards split into 4 segments*
4	2 Head-to-Head matches – seeded by Average MPs. Winners advance to Day 2. Each match is 48 boards split into 4 segments*.	2 Head-to-Head matches – seeded by Average MPs. Winners advance to Day 2. Each match is 56 boards split into 4 segments*

*-. The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the highest average team would have seating rights for 1st and 4th segments.

5 Teams -

If 5 teams register, then the event will be conducted with a 2 Session (1 Day) Round Robin Qualifying Event with the top 2 teams advancing to the Final.

Flights B & C - Qualifying Session: 4 rounds of 12 boards per round with 2 segments (morning and afternoon).
Final Session: 48 boards split into 4 segments.

Championship and Flight A – Qualifying Session: 4 rounds of 14 boards per round with 2 segments (morning and afternoon). Final Session: 56 boards split into 4 segments.

No seating rights in the qualifying session. The top qualifier chooses seating rights for 1st and 4th segments OR 2nd and 3rd segments in the finals. If no choice was made, then the highest average team would have seating rights for 1st and 4th segments.

6 Teams –

If 6 teams register, then the event will be played as a Knockout seeded by Average Masterpoints. Seeds 1,4 and 5 will be placed in the top bracket. Seeds 2,3 and 6 will be placed in the bottom bracket. Each bracket will play a round robin in the 1st session. Two surviving teams from each bracket from the 1st session will advance to the 2nd session and play against each other with a full carryover from the 1st session. The 2 remaining teams will play in the 2nd session for match awards only. (No refund if match is not played.) The winner of each bracket will advance to the final the next day.

The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the highest average team would have seating rights for 1st and 4th segments.

If 7 or more teams register, then the event will be conducted with a 2 Session (1 Day) Swiss Qualifying Event with the top 4 teams advancing to the Knockout stage. All Flights will use the ACBL 20 VP scale. Unless noted, each round will be 1 segment.

Each match in the Knockout Stage will be 24 boards split into 2 segments in Flights B and C and 28 boards split into 2 segments in Flights A and Championship. The team with the highest VP total in the Swiss Qualifying Event can choose either the 3rd or 4th highest VP total as their opponent for the semi-final. The team with the 2nd highest VP total can offer to be played against the highest VP total team. The team with the highest VP total in the Swiss Qualifying Session has seating rights for the 1st session only. However, they can opt for the 2nd session if they inform their opponents and the Tournament Director before the match begins.

This is the play format for the Swiss Qualifying Event for Day 1:

Tables	Flights B and C	Flights A and Championship
7	Full Round Robin – Each team plays against all other teams. 6 Rounds of 8 boards per round.	Full Round Robin – Each team plays against all other teams. 6 Rounds of 9 boards per round.
8	Full Round Robin – Each team plays against all other teams. 7 Rounds of 7 boards per round.	Full Round Robin – Each team plays against all other teams. 7 Rounds of 8 boards per round.
9	Full Round Robin – Each team plays against all other teams. 8 Rounds of 6 boards per round.	Full Round Robin – Each team plays against all other teams. 8 Rounds of 7 boards per round.
10	Full Round Robin – Each team plays against all other teams. 9 Rounds of 6 boards per round.	Full Round Robin – Each team plays against all other teams. 9 Rounds of 6 boards per round.
11	Full Round Robin – Each team plays against all other teams. 10 Rounds of 5 boards per round.	Full Round Robin – Each team plays against all other teams. 10 Rounds of 6 boards per round.
12 or more	Swiss – 6 Rounds of 8 boards per round. Pairings for the first round are random. Pairings for all other rounds will be done by ACBLscore.	Swiss – 6 Rounds of 9 boards per round. Pairings for the first round are random. Pairings for all other rounds will be done by ACBLscore.

5 or 6 person teams: Each member of the team must play at least 50% of the total number of matches in the qualifying sessions. In the case of an odd number of matches, the requirement is 50% of the matches rounded up. For example, if seven matches are played then each player must play in at least four matches.

Tie Breakers

This applies to all flights:

In the event of a tie for the last qualifying spot (the right to go on and play in the semifinals), there will be a 4-board playoff. If the playoffs continue to result in a tie, then 2 board playoffs will be conducted until there is a winner.

In the event of ties among 1st thru 4th place, seeding will be based on: 1) head-to-head result, 2) number of wins, 3) net IMPs against common opponents, 4) net IMPs against all opponents, 5) coin toss.

If there is a tie in the Knockout phase, then there will be a 4-board playoff. If the playoff continues to result in a tie, then 2-board playoffs will be conducted until there is a winner. There are no seating rights in the playoff.

Contact Information

If you have any further questions, please contact the District 9 GNT Coordinator:

John Moschella JMoschellaUnit240@Outlook.com