

District14 GNT Conditions of Contest: 2019-2020

2019-2020 GRAND NATIONAL TEAMS

ACBL tournament regulations, not specifically included in these conditions, apply to all club, unit and district games throughout this event. ACBL Conditions of Contest are part of these District Conditions of contest: <http://web2.acbl.org/documentLibrary/play/coc/gnt/GNT2019-20.pdf>

General Information

This is a team event in which District 14 will name a District champion or champions in each flight by means of a fair competition.

If at least eight teams compete in a B or C flight in the District final, the second place team in that flight will also be considered eligible to compete in the national final of their respective flight.

A player may represent the District in only one flight at the NABC Final.

At the club and unit stages, players qualify as individuals. The flights are as follows:

Flight	Qualification masterpoints	Qualification in club/unit games
Championship flight	open	Flight A or open
Flight A	<6000 master points	Flight A or open
Flight B	<2500 master points	Flight A or B
Flight C	<500 master points & NLM	Flight A or B or C

Flight eligibility is established by ACBL's September masterpoint cycle on August 6, 2019.

District Finals

The District Finals for the Open flight, Flight A & Flight B are on April 18-19, 2020 and for flight C April 18 at the Edina Senior Center, 5280 Grandview, Edina, Minnesota.

All Flights except Flight C will hold two-session qualifying events beginning Saturday at 1:00 PM. Flight C GNT finals will be conducted as a Swiss Team (11+teams) or Round Robin (10 or fewer teams) over 2 sessions on Saturday. Each flight will play the same boards within their flight. Hand records with pre-duplicated boards are the norm.

PRE-REGISTRATION to Larry.Henson@gmail.com BY APRIL 10 IS APPRECIATED!

REGISTRATION AND ENTRY FEES FOR THIS EVENT ARE REQUIRED 1/2 HR BEFORE GAME TIME.

ENTRIES SOLD AFTER THE PRE-REGISTRATION PERIOD EXPIRES WILL BE AT THE DISCRETION OF THE TOURNAMENT DIRECTOR.

The second session will begin at 6:30 PM Saturday evening (tournament director's discretion). The semifinal round will start on Sunday at 9:30 AM. The finals will begin later that day at a time to be determined by the Tournament Director.

Entries. The entry fee is \$60 per team per session at the District GNT Finals. Full time students, 26 years and under entries will be half-priced.

At the District Finals, four, five or six players enter as a team. To be eligible for participation all players must be members of District 14 and, for Flights B & C, have earned a Club Level Qualification in District 14 for the flight in which they are entered. Previous play in a GNT qualifying event is sufficient to establish eligibility in Flights A and the Open Flight.

Non-qualifiers and Flight C GNT participants are encouraged to play Sunday in either or both of the single session Swiss events.

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Schedule

Club Qualifying Games begin September 1, 2019 and end April 17, 2020.

Unit Finals must be completed by April 17, 2020. Unit Finals and Club Qualifying Games may not be held during the Spring NABC nor during any District 14 Regional. Club qualifying events may be scheduled after Unit finals.

Club & Unit Qualifying Games

Clubs may hold any number of Qualifying Games in each flight during their regularly sanctioned game times and may hold additional one-or two-session Qualifying Games at other times. Clubs are encouraged to conduct stratified or flighted Qualifying Games to accommodate the maximum number of potential players.

Units will promote club level play. Units or joint units may sponsor one-session qualifying events or two-session qualifying games and are encouraged to do so if club managers choose to not have qualifiers. Two-session Unit Finals award gold points for overall placements.

The players on Flight B & C teams qualify for unit or district finals if their team:

- Wins one-half or more of their matches in a Swiss Teams (a tie is one-half of a win),
- Finishes average or higher in scoring system used to rank teams (VP or win-loss),
- Finishes in the top 50% within a stratum or flight in the scoring system used.

Note to club Directors: ACBLscore does not always qualify every team eligible by the above rules. It might be necessary to add manual qualifications before making the results official.

Only members of District 14 may earn qualification (unless ACBL Special Conditions of Contest provide otherwise).

In a Unit in which only one club qualification event is held, all Flight C players who participate in the event will qualify for the District Final.

District & ACBL game Fees

District 14 club qualifying table fees are \$5.00 per table per session. Please send table fees (checks made out to District 14) to the District GNT Coordinator, Larry Henson at 11949 Tapestry Lane, Minnetonka MN 55305 as soon as possible but no later than May 1, 2020.

Qualifiers

The game director or club manager notifies each individual of their qualification won in club or unit games and their eligibility to participate in the next stage of the event. Before Unit and District finals, Club managers notify their Unit GNT Coordinator of GNT-qualified players who will then forward the list to the District Coordinator at least one week before the District Finals.

GNT Fund-Raiser Games (NOT QUALIFIERS)

Units are urged to encourage their clubs to support the idea of raising financial aid for GNT district championship teams by running Grand National Team fund-raiser events. Clubs can hold one GNT Fund Raiser per year for each of its sanctions. The game is NOT a GNT qualifying event. Table fees of \$4/table is sent to the District GNT Coordinator at the conclusion of the GNT annual cycle.

GNT Fund-Raiser Games can only be held during a club's existing sanctioned game and any other time if they 1) have unit approval and 2) they have permission from any clubs within 25 miles of the game location that hold sanctioned games during that day of the week.

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Unit Finals

Participation at the District Finals is not contingent on participation in a Unit Final. Qualification for a Unit Final is the same as for the District Final.

Units are encouraged to hold a Unit Final for all flights. Unit Finals can be one or two sessions with each team playing a minimum of 24 boards per session. Any appropriate Swiss, round-robin or knockout movement may be used. Unit finals will pay a percentage of gold points if the event is longer than one session. Units are encouraged to offer a gold point game to Flight C teams.

The District 14 sanction fee of \$6.00 per table per session, a copy of the ACBL Report and Result Form showing the team members having played, are sent to the District 14 GNT Coordinator at the end of the GNT cycle in May.

BUY-IN FEE:

A PLAYER will be exempted from qualifying for the District 14 Finals provided they state in writing to the GNT District Coordinator before the district final that:

1. No club qualifying event was scheduled within 50 miles of their home; or
2. A significant business or personal reason prevented them from participating in any of the Club qualifying events within 50 miles of their home and
3. A \$20 fee is paid to the District 14 GNT coordinator prior to the start of District Finals.

General Conditions of Contest at District Finals

1. Final seeding for all flights is by the Director-in-Charge and District 14 GNT coordinator.
2. Seating Rights
 - a. If there are no seeds, a coin flip will determine seating rights.
 - b. The seeded team has seating rights. The captain of the team with seating rights should declare whether to use the team's seating rights in the first or second half of the match. The team with seating rights sits down last.
 - c. If there was no disagreement at the start of the match but there is one at halftime, the team that is behind has seating rights. If tied, seating rights are determined by coin-flip.
 - d. No change in seating after the auction has started unless instructed by the Director.
3. Corrections and Appeals Period
 - a. In matches requiring a playoff, no appeal of a director's ruling or score correction is possible after the auction begins at either table of the playoff
 - b. No increase in score will be granted unless the error is brought to the Director's attention 15 minutes prior to the announced starting time of the next session.
 - c. The period for an appeal expires 15 minutes before the next session's start time.
 - d. If a team appeals a ruling by the Director, victory point totals for the purpose of determining match pairings will be temporarily scored assuming that each team will win the appeal. After the decision of the committee, the victory points for each team will be adjusted according to the decision of the committee.
4. Kibitzing: A player who kibitzes must be at least two tables' distance from where teammates are playing. Any player at a table may bar kibitzers.
5. Penalties
 - a. Teams may not waive penalties assessed against opponents for tardiness or slow play.
 - b. The penalty for failure to seat a complete team at the announced game time is:

0-10 minutes no penalty	10-15 minutes 1 IMP	15-20 minutes 3 IMPs
20-25 minutes 6 IMPs	25-30 minutes 9 IMPs	30-35 minutes 12 IMPs
35-40 minutes 15 IMPs		

In addition, the match will be curtailed one board, up to a maximum of four boards, for each 7.5 minute or fraction thereof of tardiness after the first ten minutes. Three IMPs will be awarded to the non-offending side for each curtailed board.
 - c. If play has not started within forty minutes of announced game time, the match is forfeited

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Specific Conditions of Contest: Flighted Play FLIGHTS A, B AND CHAMPIONSHIP FLIGHT

Knockout play will be scheduled for any flight with 4 or fewer teams. Utilization of the continuous 20-pt. victory point scale (see appendix B) preferred. Preference for hands to be pre-dealt and shared across the field. No matches will be fewer than 6 boards. See below:

# of Teams	# of Matches/ Round	Format	# of Boards played	# of Boards per Match
2	1	2 session KO	56	28 (14 board quarters)
3	2	2 session RR KO	56	28 (7 board quarters)
4	3	2 session RR KO 1)	48	24 (8 board halves)
5	4	2 session RR KO 1)	48	6+6 =12(WBF 20vp scale)*
6	5	2 session RR KO, BAM 2)	50	5+5=10 with Thurner movement (addendum D)
7	6	2 session RR KO 2)	48	4+4=8
8	7	2 session RR KO 2)	56	4+4= 8 with Thurner movement (addendum D)
9	8	2 session RR KO, BAM movement 2)	48	3+3=6
10	5	2 session RR with 5 teams in each section (EW crosses over) followed by internal BAM movement in 2 nd session 2)	54	6 (30 first session, 24 2 nd session)
11+	8	2 session swiss team qualifier 2)	48	6

There is no carry-over from the Saturday qualifying rounds to the final rounds.

1) Qualifying play reduces to the field to 2 teams with 1 session final on Sunday.

2) Qualifying play reduces the field to 4 teams; the #1 seed chooses between seeds #3 or #4 for their semi-final match and 2 teams for final match. With 5 or more teams, the 20-point WBF Victory point scale is used to determine the top 4 teams.

The semifinal and final events in FLIGHTS A & B will consist of 28 board knockouts. If qualifying play reduces the field to 2 teams (2,3, or 4 teams in the qualifying field), a 56-board final will be played in 4 14-board quarters.

FLIGHT C Saturday Only

# of Teams	# of Matches/ Round	Format	# of Boards played	# of Boards per Match
2	1	2 session KO	56	24 (12 board quarters)
3	2	2 session RR KO	56	28 (7 board quarters)
4	3	2 session RR KO	48	24 (8 board halves)
5	4	2 session RR KO	48	6+6 =12 (WBF 20vp scale)*
6	5	2 session RR KO, BAM movement	50	5+5=10
7	6	2 session RR KO	48	4+4=8
8	7	2 session RR KO	49	7
9	8	2 session RR KO, BAM movement	48	3+3=6
10	5	2 session RR with 5 teams in each section (EW crosses over) followed by internal BAM movement in 2 nd session	54	6 (30 first session, 24 2 nd session)
11+	8	2 session swiss team	48	6

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Sunday Games

Those who do not go on to play in the Sunday GNT are encouraged to play in the IMP Sectional. There are two single session swiss team games for both IN and Open players. The games are regionally rated Grass Roots games for the benefit of the Grass Roots Fund. Note that the start times for the swiss games are later than the GNT games, 11 am and 3 pm.

Substitution, Replacement, Augmentation and Subsidies

50% Rule

Every member of every team must play in at least half of the scheduled boards of each day of the event (exclusive of playoffs) to continue participating on the team for the remainder of the event. The team captain may submit an application for exceptions with the Director in charge but must do so prior to entering the team.

At the District Stage, each player must play at least 50% of the semi-final knockout match and 50% of the final knockout match to receive overall master point awards.

Substitution

A team may use a substitute in an emergency at the discretion of the Director in Charge in consultation with the GNT Coordinator, and/or the District Director. Only one substitute is allowed at any time on a team and no substitute is permitted if four or more team members of record are available. A substitute must be a member of District 14, must not appreciably strengthen the team and, beyond the Club Stage, must not play on any other team in the same flight at the same time. If a substitute plays more than 50% of the boards in any stage of competition, he/she becomes a permanent player of record for that team.

Augmentation

If a team of fewer than six players wins the District Final, that team may elect to add a fifth and/or sixth player for the National Finals with the following conditions:

- Augmented player must be a member of District 14 and be eligible to play in that flight.
- Players may be replaced only with confirmed consent of the replaced player and do not automatically qualify for District subsidy.
- Augmented player must have participated in one of the current cycle's GNT Club Level Qualifying, Unit qualifying or Final, or District GNT final event.
- Augmented player may not be taken from a team that is going to National Finals.

Replacement Team

Winning team captains must notify the District 14 GNT coordinator by May 31, 2020 if the team does not intend to represent the District at the Summer NABC. Winning teams must compete in the National GNT competition to receive the District subsidy.

If a team wins the District Final and up to two players of a 4-person team cannot attend the National Finals, the 1 or 2 players may be replaced under the above conditions of augmentation (but are eligible for District subsidy). If only one player of the winning team is eligible to attend the National Finals, that team is not eligible.

The next eligible team willing to participate will replace district Champions that do not have at least 2 original members who played in the District Finals. The replacement team will be entitled to the winning-team subsidy should the winning team be unable to attend.

Notification of augmentation or replacement

The Captain of the District Champion is responsible for advising the District GNT Coordinator in writing and no later than May 31, 2020 of players to be replaced and/or augmented.

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The District GNT Coordinator will consult with District Director on proposed augmentations and will notify team captains of the decision within 7 days.

The GNT Coordinator will submit final team rosters to the ACBL by 6/15/2020.

District Subsidies to Winning Teams.

The first-place team in each flight will be subsidized by the District to play in the National Finals in Montreal, QC at the Summer NABC in July 2020. The District 14 Board of Directors voted in August 2015 to subsidize each team \$2,000. All district championship teams will be offered free entries for the first two days of the NABC finals.

Conventions

The following convention charts are approved:

Championship Flight: Open+

Chart Flight A: Open+ Chart

Flight B: Basic+ Chart

Flight C: Basic Chart

[ACBL New Convention Charts](#) Please familiarize yourself with these charts if you employ specialized conventions not likely to be understood by your opponents.

Contingencies

District 14 GNT Coordinator: The District 14 GNT Coordinator will resolve all contingencies or ambiguities relating to Club Qualifying Events, Unit Level Qualifying or Final Events, and the format or playing conditions of the Finals that are not specifically addressed by these Conditions including publicity, playing sites and dates. If any circumstances or rulings might directly affect the GNT Coordinator, he or she will be expected to not rule or adjudicate on such matters but defer to the District Director to act in his or her stead.

The Tournament Director (DIC) will resolve all contingencies or ambiguities relating to the format or playing conditions of the District Finals arising during the District Finals not specifically addressed by these conditions. The DIC will ensure that if any circumstances or rulings might directly affect the GNT Coordinator or the District Director or their teams as participants playing during the competition, that they will be expected to not rule or adjudicate on such matters.

District Director Authority

The District Director (or designee) has final authority in the interpretation of District 14 Conditions of Contest and on any item not specified in the conditions of contest. In the case of emergency or unforeseen conditions; they may adjust any item if it is consistent with the general spirit of the Conditions of Contest. Where feasible, or if the issue directly involves his or her team, the District Director should consult with the GNT coordinator and/or available Unit officials before exercising this authority.

The District 14 Director is Sharon Anderson, 2243 Estates Drive, Eagan, MN 55122
(651) 797-2902, e-mail sharonroeanderson@comcast.net

The District 14 GNT Coordinator is Larry Henson, 11949 Tapestry Lane, Minnetonka, MN 55305 (952) 237-0950, email larry.henson@gmail.com

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Appendix A: GNT Logistic Principles endorsed by the District 14 BOD

1. Each Unit will designate a liaison for GNT coordination, typically the Unit GNT Coordinator or Unit Tournament Coordinator, who will work with the club managers in the unit to encourage GNT participation as well as coordinate with District 14 GNT coordinator.
2. The District 14 GNT coordinator will prepare a list of fees due the District from each Unit at the conclusion of the club qualifying period based on reports from the ACBL Special Events coordinator.
3. **Unit GNT liaisons** will assist the D14 GNT coordinator to see that table fees from club qualifiers are forwarded to the District before the completion of the District Finals.
4. Club managers will print report forms from GNT club qualifying games as they occur and be prepared to forward table fees & report forms when requested. Club managers need not send a series of checks after each qualifying game. Club managers will also prepare a list for posting of GNT-qualified players at the conclusion of their qualifiers.
5. Units are encouraged to hold two-session Unit Finals with the following benefits and caveats:
 - a. Players can earn gold points in a two session Unit GNT game.
 - b. Players do not have to play in a Unit Final to qualify for the District Final.

It was agreed that these principles would be added to the District 14 Policies under GNT. (D14 BOD meeting October 2009).

Club managers must send the ACBL sanction fee of \$2.25 per table per session to the ACBL with their normal monthly game report.

The game director or **club manager** is to notify each individual of their qualification won in club or unit games and their eligibility to participate in the next stage of the event. A posting of GNT-qualified players is sufficient notification.

Note: The players on Flight B & C teams qualify for unit or district finals if their team:

1. wins one-half or more of their matches in a Swiss Teams (a tie is one-half of a win)
2. finishes average or higher in the scoring system used to rank teams (VP or win-loss)
3. finishes in the top 50% within a stratum or flight in the scoring system used

ACBLscore does not always qualify every team eligible by the above rules. It might be necessary to add manual qualifications before making the results official.

Club managers are to provide their Unit GNT Coordinator a list of GNT-qualified participants before the District finals.

Units or joint units may sponsor one or two-session qualifying games and are encouraged to do so if club managers choose to not have qualifiers.

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Appendix B- WBF Continuous Victory Point scale



WBF Continuous VP Scale

<http://www.worldbridge.org/victory-point-scales.aspx>

This scale will be used in WBF Championships and should be used for major team Tournaments

IMPS	No of Boards									
	6	7	8	9	10	12	14	16	20	32
0	10.00	10.00	10.00	10.00	10.00	10.00	10.00	10.00	10.00	10.00
1	10.50	10.47	10.44	10.41	10.39	10.36	10.33	10.31	10.28	10.22
2	10.99	10.92	10.86	10.81	10.77	10.71	10.66	10.61	10.55	10.44
3	11.46	11.35	11.27	11.20	11.14	11.05	10.97	10.91	10.82	10.65
4	11.90	11.77	11.67	11.58	11.50	11.38	11.28	11.20	11.08	10.86
5	12.33	12.18	12.05	11.94	11.85	11.70	11.58	11.48	11.34	11.07
6	12.75	12.57	12.42	12.29	12.18	12.01	11.87	11.76	11.59	11.27
7	13.15	12.94	12.77	12.63	12.51	12.31	12.16	12.03	11.83	11.47
8	13.53	13.31	13.12	12.96	12.83	12.61	12.44	12.29	12.07	11.67
9	13.90	13.65	13.45	13.28	13.14	12.90	12.71	12.55	12.30	11.86
10	14.25	13.99	13.78	13.59	13.43	13.18	12.97	12.80	12.53	12.05
11	14.59	14.32	14.09	13.89	13.72	13.45	13.23	13.04	12.76	12.24
12	14.92	14.63	14.39	14.18	14.00	13.71	13.48	13.28	12.98	12.42
13	15.24	14.93	14.68	14.46	14.28	13.97	13.72	13.52	13.20	12.60
14	15.54	15.22	14.96	14.74	14.54	14.22	13.96	13.75	13.41	12.78
15	15.83	15.50	15.23	15.00	14.80	14.46	14.19	13.97	13.61	12.95
16	16.11	15.78	15.50	15.26	15.05	14.70	14.42	14.18	13.81	13.12
17	16.38	16.04	15.75	15.50	15.29	14.93	14.64	14.39	14.01	13.29
18	16.64	16.29	16.00	15.74	15.52	15.15	14.85	14.60	14.20	13.46
19	16.89	16.53	16.23	15.97	15.75	15.37	15.06	14.80	14.39	13.62
20	17.12	16.77	16.46	16.20	15.97	15.58	15.26	15.00	14.58	13.78
21	17.35	16.99	16.68	16.42	16.18	15.79	15.46	15.19	14.76	13.94
22	17.58	17.21	16.90	16.63	16.39	15.99	15.66	15.38	14.94	14.09
23	17.79	17.42	17.11	16.83	16.59	16.18	15.85	15.56	15.11	14.24
24	17.99	17.62	17.31	17.03	16.78	16.37	16.03	15.74	15.28	14.39
25	18.19	17.82	17.50	17.22	16.97	16.55	16.21	15.92	15.45	14.54
26	18.38	18.01	17.69	17.41	17.16	16.73	16.38	16.09	15.61	14.68
27	18.56	18.19	17.87	17.59	17.34	16.91	16.55	16.26	15.77	14.82
28	18.73	18.36	18.04	17.76	17.51	17.08	16.72	16.42	15.93	14.96
29	18.90	18.53	18.21	17.93	17.68	17.24	16.88	16.58	16.08	15.10
30	19.06	18.69	18.37	18.09	17.84	17.40	17.04	16.73	16.23	15.24
31	19.22	18.85	18.53	18.25	18.00	17.56	17.19	16.88	16.38	15.37
32	19.37	19.00	18.68	18.40	18.15	17.71	17.34	17.03	16.52	15.50
33	19.51	19.15	18.83	18.55	18.30	17.86	17.49	17.17	16.66	15.63
34	19.65	19.29	18.97	18.69	18.44	18.00	17.63	17.31	16.80	15.76
35	19.78	19.43	19.11	18.83	18.58	18.14	17.77	17.45	16.93	15.88
36	19.91	19.56	19.24	18.97	18.71	18.28	17.91	17.59	17.06	16.00
37	20.00	19.68	19.37	19.10	18.84	18.41	18.04	17.72	17.19	16.12
38		19.80	19.50	19.22	18.97	18.54	18.17	17.85	17.32	16.24
39		19.92	19.62	19.34	19.10	18.66	18.29	17.97	17.44	16.35
40		20.00	19.74	19.46	19.22	18.78	18.41	18.09	17.56	16.46
41			19.85	19.58	19.33	18.90	18.53	18.21	17.68	16.57
42			19.95	19.69	19.44	19.02	18.65	18.33	17.79	16.68
43			20.00	19.80	19.55	19.13	18.76	18.44	17.90	16.79
44				19.90	19.66	19.24	18.87	18.55	18.01	16.90
45				20.00	19.76	19.34	18.98	18.66	18.12	17.01
46					19.86	19.44	19.08	18.77	18.23	17.11
47					19.96	19.54	19.18	18.87	18.33	17.21

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Appendix C- Tie Break rules

For 3 teams, if each have won 1 and lost 1, netimps will be used to break the tie

For 4 teams, if there are not 2 winners, the WBF 20-point victory scale will be used to convert the 16 board matches to victory points

Definitions:

Net IMPs: the difference between the total number of IMPs won and the total number of IMPs lost.

IMP Quotient: the total number of IMPs won divided by the total number of IMPs lost

a. Qualifying Play

1. Head-to-head match: a 4-board play-off will be played
2. 2-way Ties in round-robin (not 3-way) play (either W-L format or VPs)
 - a. Result of head to head matches.
 - b. Net IMPs for the day
3. 3-way Ties in round-robin play: focus on matches between the three
 - a. When two teams progress and one team has not lost both matches:
 1. If each team has won a match:
 - a. Net IMPs among the 3 matches
 - b. Net IMPs for the day
 2. If one team has won two matches and the other two teams tied:
 - a. Net IMPs among the 3 matches
 - b. Net IMPs for the day
 - b. When one team progresses, and one team has not won both matches:
 1. If each team has won a match:
 - a. Result of the head-to-head match
 - b. Net IMPs for the day
 2. If two teams beat the third team and tie their match:
 - a. Net IMPs for the day
 - b. IMP Quotient

b. Finals play

1. Head-to-head match: a 4-board play-off will be played
2. Ties in round-robin play broken by result of head to head competition during finals play, then
 - a. by the results of Saturday's head to head competition
 - b. Net IMPs in finals play

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Appendix D- Thurner Movement

6 Table movement

Set out 5 boards per table for Tables 1 to 5 only for Round 0

Important.

- Tables 1 to 5 are considered to be the circuit. Table 6 is considered as an extra table, isolated outside the circuit.
- Table 6 will always share boards with the table at which the EW pair from team 6 is playing.

To start:

- At the end of Round 0, boards remain stationary, and
EW 1 goes to Table 6,
EW 2 goes to Table 4,
EW 3 goes to Table 2,
EW 4 goes to Table 5,
EW 5 goes to Table 3,
EW 6 goes to Table 1.

At the end of each of Rounds, 1, 2, 3 and 4,

- boards go down one table within the circuit of Tables 1-5,
- EW pairs 1-5 go up one table within the circuit of Tables 1-5, but when they would arrive at their home table, they displace to Table 6 and share boards with their Home Table, before resuming on the circuit (up one table from their home table.)
- EW Pair 6 goes up 2 tables each round within the circuit of tables 1-5.

At the end of Round 5, all EW return to home table to score.

8 Table movement

Round 0: Set out 4 boards per table for Tables 1 to 7 only

Important.

Tables 1 to 7 are the circuit. Table 8 is considered as an extra table outside the circuit. Table 8 will always share boards with the table at which the EW pair from team 8 is playing.

At the end of Round 0, boards remain stationary, and

To Start:

EW 1 goes to Table 8
EW 2 goes to Table 6
EW 3 goes to Table 4
EW 4 goes to Table 2
EW 5 goes to Table 7
EW 6 goes to Table 5
EW 7 goes to Table 3
EW 8 goes to Table 1

At the end of each of Rounds, 1, 2, 3, 4, 5 and 6,

- boards go down one table within the circuit of Tables 1-7
- EW pairs 1-7 go up one table within the circuit of Tables 1-7, but when they would arrive at their home table, they displace to Table 8 and share boards with their Home Table, before resuming on the circuit.
- EW Pair 8 go down 2 tables within the circuit of tables 1-7.
At the end of Round 7, EW return to home table to score.