

District 16
2020 Grand National Teams
Conditions of Contest

General Information:

The September masterpoint cycle produced on August 6, 2019 marks the cutoff date for flight eligibility. Masterpoints won after this cycle will not impact flight eligibility for these events.

Super Flight is unlimited, Flight A is 0 – 6000, Flight B is 0 – 2500, Flight C is non-life master with less than 500 masterpoints.

A player must be a member in good standing of the ACBL.

A player must be a member in good standing of District 16.

Each Team may comprise 4, 5, or 6 players.

The ACBL conditions of contest are included [herein](#) as a part of the District 16 conditions of contest.

Qualifying for District Level Final:

– Qualifying for Flight ‘C’ and Flight ‘B’

All flight ‘C’ and flight ‘B’ teams must qualify at a club qualifying game or a unit qualifying game. Each bridge club may hold GNT Qualifying games between September and March for each sanction they hold. We suggest that the clubs hold one, two or three GNT qualifying games a year, either as separate B and C events or as B and C mixed events. Team members that qualify in either club or Unit qualifying games qualify as an individual, and are free to make new teams for the District finals as long as all team members have qualified at some club or unit qualifying game, in District 16, for the Flight in which they wish to play. A Flight “C” player who qualifies for the Flight “B” District Final may play in the District “C” flight final.

The unit may also hold two qualifying events, one for flight ‘C’ and one for flight ‘B’ teams, or it may hold a joint qualifying event for both flight ‘C’ and flight ‘B’ together. These would be in addition to the club qualifying games and might be used to subsidize the unit’s district finals participants, or may be done if the unit clubs do not hold GNT qualifying games.

The qualifying games will qualify 60% of the field, or 60% of both fields if held jointly. You technically qualify as an individual rather than as a team, even though you are qualifying in a team event.

You do not have to qualify in your unit. You may qualify at any unit or club event in District 16.

Substitutions and Realignment:

You do not have to play at the district level with the team you qualified with at the unit level. The district level team may be made up of entirely different people as long as each individual has qualified at some unit or club qualifying event within District 16, for the Flight in which they wish to play.

District 16 Finals:

The district finals for all four flights; 'A', 'B', 'C' and 'super flight' will be held at the Houston sectional April 3–5, 2020 at the Marriott Westchase, 2900 Briarpark Dr., Houston, TX.

The sessions for flight 'A', 'C' and the 'Super flight' will run at the same time as the sectional sessions, Saturday morning 10:00 and Afternoon 2:30. Sunday at 10:00 and TBA.

Because we expect a large turnout for flight 'B', their district finals will start Friday night at 7 PM at the Marriott Westchase.

Entry fee for the district finals will be \$60 per team per session.

We would appreciate flight 'A' and 'Super flight' teams planning to play at the district finals to let the GNT Coordinator know at least one week in advance: [Scott Nason sdnason@sbcglobal.net](mailto:Scott.Nason@sbcglobal.net). If you do not let the Coordinator know, please be registered at the playing site a half hour ahead of the starting time.

For Flights 'B' and 'C' only: If 8 or more Teams compete in one of these flights, the first and second place Teams in the flight will qualify to compete at the National Level for the flight.

District Level Competition

The format for the District Level competition is the same for flights A, C and Super.

If one team enters the event: That team will be declared the district champion.

If two teams enter the event: they will play a two session final Saturday (24 boards per session, divided into two 12-board halves) with the winner being the district champion.

If three, four or five teams enter the event: they will play a round robin, two session Saturday to come to two teams. The two teams will play a two session final on Sunday (24 boards per session divided into two 12-board halves) with the winner being the district champion.

If six or more teams enter the event: they will play a Swiss or Round Robin two sessions Saturday to come down to four teams. The four teams will play a one session semi-final and a one-session final (each 24 boards per session, divided into two 12-board halves) on Sunday with the winner being the district champion.

Flight 'B': Because we expect a large turnout for flight 'B' they will start Friday night and play two sessions of Swiss to come to eight teams. The Knockout phase will start Saturday afternoon and end Sunday afternoon with a district champion.

All round robins or Swiss qualifying will be scored on the WBF 20 point scale.

Conventions Allowed

- Flight C will use the ACBL Basic Convention Chart
- Flight B will use the Basic+ Convention Chart
- Flight A will use the Open Chart
- Championship Flight will use the Open+ Chart.

Number of Boards Played

All players must play at least 50% of the boards played in each of the events (Round Robin and Knockout matches) at the District Level competition in order to qualify for overall master point awards and to be eligible to play in the remainder of the Grand National competition.

Substitutes

A team must be prepared to field at least three members or it forfeits the match scheduled for that time. If due to absence for cause, only three members are available, a substitute may be utilized for no more than one calendar day or two half days during any one level of competition. Substitutes must be approved by the Director in Charge, and should not appreciably strengthen or weaken the team. A substitute must be a member of the District and may not be a member of a team still in competition. If four members are available, a substitute is not permitted for an absent fifth or sixth member. A substitute player is entitled to any match awards while playing.

Protests

The protest period expires 30 minutes after each match, half match or segment, as applicable.

The DIC will use ROD for protests in all flights.

Time Limit Penalties:

– Starting Time Penalty

Any team which fails to seat a complete team at the start of a match shall be subject to the standard ACBL start time penalties. If this occurs during a round robin or swiss qualifying match and results in a forfeit, the team winning by default shall receive the largest of the following:

- 15 Victory Points
- The average of its Victory Points scored in other matches not involving defaults
- The average number of Victory Points scored against the team that defaults
- The team that defaults shall receive zero Victory Points

– Playing Time Penalties

Play of the matches must be completed within the allotted time plus the grace period. Failure to complete play of boards will result in penalties.