

**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 or have been as of August 6, 2019.

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:**

Although club and unit qualifiers were held in 2019 for some flights, for this year's District Finals, no prequalifying is required for any flights.

**District 16 Finals:**

The district finals for all four flights; 'A', 'B', 'C' and 'super flight' will be online on BBO on April 9–11.

The sessions for flight 'A', 'B', 'C' and the 'Super flight' will run with slightly staggered starts on Saturday morning 9:30 and Afternoon 2PM and on Sunday at the same time.

Because we expect a large turnout for flight 'B', their district finals will start Friday night at 6:30PM.

Entry fee for the district finals will be \$5 per person per session.

In order to organize the BBO games, all teams planning to play at the district finals must pre-register at least three days in advance. Entries will close on Wednesday April 7 at noon. Entries must be posted on Bridgewinners, where teams will enter their team members' names, BBO IDs and their credit card information to play for their sessions played.

The winner in each flight will qualify to compete in the NABCs online in July 2021. For Flights 'B' and 'C' only: If 8 or more Teams compete in one of these flights, the second place team in the flight will also 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. Note that if the Saturday event has an odd number of teams, then the timing of the play will be adjusted to accommodate the necessary sitouts.

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, seeded on Sunday based on their VPs, with the highest seed playing the lowest seed. The four teams will play a one session semi-final to come down to two teams 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':** If the number of teams entered is less than 12, then the format will be the same as the other flights. But because we expect a large turnout for flight 'B' they will be scheduled to start Friday night and play two sessions of Swiss (including Saturday morning) to come to eight teams. The eight qualifiers will play a seven match round robin, starting Saturday afternoon and ending Sunday morning. The top four teams will play a round robin on Sunday afternoon to determine the district champion and the second place team. There will be a 20% carryover of victory points from the Swiss to the two session round robin and a 20% carryover of victory points from the eight team round robin to the four team round robin on Sunday afternoon.

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

## **Tie Breakers**

All ties in seeding for the next round will be broken by a coin flip. Where a tie break will determine which team or teams will continue to the next round, the tie will be broken by the result of the head-to-head match between the tied teams. If that still results in a tie, then total IMP differentials for the two session event will determine the tie-break. During KOs and during the Flight B Finals round robin, the tie-breaker will be a four board playoff. If any tie-breaker results in another tie, the procedure will be repeated, with the KO tie-breakers shortening by one board each time.

## **Conventions Allowed**

- In Flight C, the Basic Chart applies
- In Flight B, the Basic+ Chart applies
- In Flight A, the Open Chart applies
- In the Super Flight, the Open+ Chart applies

## **Number of Boards Played**

All players must play at least 50% of the boards played in each of the events (Swiss, 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.