

American Contract Bridge League (ACBL) District 20
2023-2024 Grand National Teams (GNT)
Conditions of Contest - Rev. 2/4/2024

A. General

1. Overview: These conditions apply to the District 20 (D20) GNT competition to be conducted online via BBO starting March 30th 2024 and ending May 20, 2024
2. National Conditions: Refer to National Conditions of Contest provided by the ACBL and are part of these conditions. Including the appendix on online play.
3. Participation: Any player in good standing of both the ACBL and District 20 (D20). There is no club qualifying requirement. Players are encouraged to participate in their local clubs GNT Qualifying games in order to earn extra points and gain experience. Players are encouraged to play in as many flights as they are eligible for.
4. Eligibility: Masterpoints are "frozen" from the September 2023 MP cycle:
Open Championship (Open) – open to all players
Flight A – 0 to 6000 MP's
Flight B – 0 to 2500 MP's
Flight C – 0 to 500 MP's, non Life Master
5. Team Formation: Teams may consist of four, five, or six players.
6. Unit Level: There is no unit level qualifying requirement.
7. Contingencies: In addition to ruling on bridge competition matters, the Director in Charge (DIC) will adjudicate any errors, omissions, or ambiguities in this document subject to the review and approval of the Regional Director who has ultimate responsibility for this event.

B. Registration

1. Pre-Registration: Required one week prior to competition; March 23, 2024 for the Open flight and flight B, March 30, 2024 for flights A and C. Registration must include PDFs of the pairs CC. Exceptions to the pre-registration deadline that improve the movement may be made by the Regional Director or the DIC.

2. Table Fees:

Qualifying \$80 per team per session for the Open teams and flights A and B. \$72 per team per session for flight C:

KO – \$80 per team for KO matches for the Open, \$64 per team in flight A, \$48 per team in flight B and \$45 per team for flight C. KO will be 60 deals in the Open; 48 deals in flight A 36 deals in flight B, and 32 deals in flight C.

Payment: mail checks to ACBL D20 C/O Marie Ashton, 6512 SW Midmar Pl, Portland or 97223

3. Convention Cards (CC): Each pair is required to have a BBO convention card filled out that accurately describes their conventions. A PDF of all the pair's CC must accompany the team's registration. Captains will facilitate questions about their teammates' conventions. Conflicts will be adjudicated by the coordinator. Failure to have adequately disclosed conventions may result in a 3 IMP penalty.

4. Pre-alerts and written defenses, when required, shall be submitted with the registration at least one week prior to the start of the competition and disclosed to opponents at the start of each match segment.

C. Playing period

Our GNT finals will be contested as a Soloway style KO event. The Open teams and flight B teams will play on Saturday March 30, 2024 to qualify for their next stage. Flights A and C will play on April 6th to qualify for their next stage. The qualifying will be played on BBO and run by an ACBL director. In all flights the teams advancing from the preliminary stage will self schedule their finals matches on BBO. All matches to be completed by May 20th. See section H below.

D: Scheduling:

March 30, 2024 11 AM Pacific
Open Preliminary,
Flight B Preliminary

April 6, 2024 11 AM Pacific
Flight A Preliminary
Flight C Preliminary

In the Open and B flights, teams must be prepared to play qualifying matches starting at 11 AM Pacific time on Saturday March 30th. In flights A and C teams must be prepared to play qualifying matches starting at 11 AM Pacific time on Saturday April 6th. The starting time of the additional qualifying session or sessions will be announced by the DIC. The exact format of the preliminary and finals are enumerated in section H below. Teams will self schedule and complete their finals matches within the time frames dictated by the COC or risk having their matches forfeited.

In all flights, the team captains are required to coordinate their finals matches including BBO set-up. Captains should be proactive in their efforts to schedule their matches. If teams have not scheduled their finals match by the end of the first week of each finals stage, both teams must present possible times to the DIC and coordinator who will choose a time that the two teams must play. The DIC and coordinator may declare a forfeit if a team does not complete their match in the allotted time.

E. Conditions of Play

1. BBO Set-Up: No kibitzing, no outside chatting with players, no barometer scoring, no undos in the finals stage. The DIC will evaluate requests for undos due to mechanical errors during the

bidding in the qualifying sessions. Captains may divide their matches into whatever length segments they agree on. Absent agreement matches will be played 1/4 of the total deals at a time. 15 deals for open, 14 deals for A and B, and 13 for C. Players must maintain a video or audio link with their screen mates or the DIC.

2. General: For all flights, players may play their matches from home or another convenient venue without an official monitor. During all matches players will have an ongoing video or audio chat session with their screenmates or the DIC. (N&E, S&W) Partners and team mates should not be able to hear each other or see a teammates screen.

3. Seating: For the first qualifying matches the captains will disclose their line-ups to the DIC with their registration. Captains must disclose any changes to their team's line-up 30 minutes prior to the start of the additional qualifying sessions.

In the finals stage, captains may agree on line-ups before the match. If the captains cannot come to an agreement regarding starting line-ups, the team with the most VP from the preliminary stage will get to choose 1st and 4th or 2nd and 3rd. In matches played in more than 4 segments, if the captains do not come to an agreement before the match, the team that is behind at the end of a segment beyond the fourth will have seating rights for the next segment. If the captains cannot agree on line-ups, the coordinator will assign the line-ups and penalize each team three IMPs.

4. Lateness: If a team is not online at the scheduled time, they are given 10 minutes. If the team is late more than 10 minutes, they will be penalized 10 IMPs. If they are more than 20 minutes late the match is forfeited. Nothing in the above language should prevent teams from rescheduling matches if emergencies cause undue delays.

If a player loses connection during a match, the other players will wait for 10 minutes. If the player cannot regain their connection, then his/her partner can nominate a new player with whom to finish the segment. The fill-in partner may not materially improve the team.

If the team does not find a replacement player the match is forfeited.

If any player of a team withdraws during the match, that team forfeits the match.

In the case of lateness or connection issues, or issues involving illness of a team member, nothing in these conditions prevents the team captains from agreeing to reschedule a match. Team captains are encouraged, but not obligated, to apply the "Golden Rule" in deciding whether to agree to reschedule a match, if there is a good reason for the requested rescheduling and the rescheduling will not result in undue inconvenience to either team."

5. Substitutes: The opposing captain may approve a proposed substitute for the current segment. If such approval is not given, the DIC may allow the substitute for any segment or segments, provided that so doing does not materially strengthen the team.

6. Per Person Play Requirements: Per ACBL Conditions of Contest for masterpoint awards. Players who do not play in the preliminary session may not play in the semifinal or final. Players who do not play in the semifinal may not play in the final.

7. Sportsmanship and Ethics: Participants are expected to bid and play ethically and in accordance with BBO and ACBL guidelines. Competitive decisions must be motivated only by a desire to do one's best, not as a strategy for placement in the qualifying queue.

8. Forfeits: In the case of forfeit by any team during the qualifying matches, the team forfeiting will receive 5 VPs if they can demonstrate that there was good cause for the forfeit. Good causes would include unexpected illness of a team member, power outage at the location where a team member is playing, accidents resulting in lateness, or any other similar event outside the control of the forfeiting team.

- Absent good cause, forfeits in the round robin are awarded no (0) Victory Points.
- A team winning by forfeit gets 12 VPs. The award will be adjusted to the average margin of their other matches or the average margins of their opponent's opponents whichever is greater.

9. Ties: There are no carryovers from the qualifying stage of the event to the finals stage. In the finals stage, four deal matches will be played to break ties. If the teams can't come to an agreement the GNT coordinator or regional director will set the time for the teams to play.

10. Team withdrawals: Teams may not withdraw from the competition without permission of the DIC. Entry fees are not refundable to teams that withdraw.

11. Correction and Appeal Period: The team captain must notify the DIC of scoring errors and/or an appeal of a ruling within 1 hour of the segment conclusion.

12 All match comparisons will be made using the WBF Continuous Victory Point Scale. However, in the case of three-way matches, a team winning both their matches will advance.

F. Conventions

1. The use of conventions is governed by the ACBL Convention Charts as follows:

- Championship Flight – Open+ Chart
- Flight A - Open Chart
- Flight B - Basic+ Chart
- Flight C - Basic+ Chart

G. National Finals: This event does not qualify a team for any National finals except the 2024 National finals in Toronto, ON.

1. Advancement: The winning teams in all flights are eligible to advance to the National Finals. In addition, the second place teams in Flights B and C are also eligible if there are at least eight teams entered in the flight.

2. Progression: If a team eligible to represent the district at the Nationals declines or becomes ineligible to play, the next highest placing team will be eligible to advance. If teams such as the losing semi finalists are the next highest, the teams will play eight deal matches to determine the advancer.

3. Substitutions, replacements, and augmentations: It is expected that the advancing teams will remain intact but may change or add members subject to the following. At least 3 players from a team in the Open or flight A must remain on the team for the team to be eligible to advance to the national finals. At least two players from the winning team in flights B and C must remain for the team to be eligible to advance to the national finals. All changes must be approved by the GNT Coordinator or Regional Director. An exception to this rule will be made if players from an advancing team chose to represent the district in the national finals of another flight. In that case the team losing players may add a pair from the district subject to approval from the DIC.

4. Travel Expenses: The District may subsidize the travel expenses incurred by the winners of each Flight to the National Finals. If and when the plans are confirmed, a subsidy schedule will be published on the D20 website.

H. The following is the structure of the finals for different numbers of teams in a flight.

1. Abbreviations

D=Deals

Q=Quarterfinals

S=Semifinals

F=Finals

R=rounds

6Rx9D= six rounds of nine deals

32 D RR means 32 deals in each of the matches.

2. Time periods: In all brackets with three self scheduled matches, teams must complete each match within two weeks. In all brackets with two self scheduled matches teams must complete their matches within three weeks. In self scheduled RR teams should play a match every two weeks. The time period for the self scheduled matches begins immediately after the qualifying.

3. All match comparisons will be made using the WBF Continuous Victory Point Scale. In the case of three-way matches to determine one winner, a team that wins both matches shall advance. In the case of three way matches to determine two advancing teams the two teams with the most VP will advance.

# teams	13+	10-12	9	8	7	6	5	4	3	2
Open Qualifying	Swiss 6Rx9D	Swiss 6Rx9D	7 Deal RR	8 Deal RR	10 Deal RR	12 Deal RR	15 Deal RR	20 Deal RR	30 Deal RR	60 Deal KO
Open finals self scheduled	Q8 60 D Q,S, F	Q4 60 D S,F	Q4 60 D S,F	Q4 60 D S,F	Q4 60 D S,F	Q4 60 D S, F	Q2 60 D Final	Q2 60 D Final	Q2 60 D Final	
Flight A Qualifying	Swiss 6Rx9D	Swiss 6Rx9D	7 Deal RR	8 Deal RR	9 Deal RR	11 Deal RR	14 Deal RR	18 Deal RR	28 Deal RR	56 D KO
Flight A finals Self scheduled	Q8 48 D Q, S, F	Q4 40 D S,F	Q4 40 D S, F	Q4 40 D S, F	Q4 40 D S, F	Q4 40 D S, F	Q2 56 D Final	Q2 56 D Final	Q2 56 D Final	
Flight B Qualifying	Swiss 6Rx9D	Swiss 6Rx9D	7 Deal RR	8 Deal RR	9 Deal RR	11 Deal RR	14 Deal RR	18 Deal RR	28 Deal RR	56 D KO
Flight B finals Self scheduled	Q8 36 D Q, S, F	Q4 36 D RR	Q4 36 D RR	Q4 36 D RR	Q4 36 D RR	Q4 36 D RR	Q2 56 D F	Q2 56 D F	Q2 56 D F	
Flight C Qualifying	6Rx9D	6Rx9D	7 D RR	8 D RR	9 D RR	10 D RR	13 D RR	17 D RR	26 D RR	52 D KO
Flight C finals Self scheduled	Q8 32 D Q,S,F	Q4 32 D RR	Q4 32 D RR	Q4 32 D RR	Q4 32 D RR	Q4 32 D RR	Q2 48 D F	Q2 48 D F	Q2 48 D F	