



**2020 – 2021 Grand National Teams**  
**District 22 Conditions of Contest**

Effective March 8, 2021

# 2020 – 2021 Grand National Teams

## District 22 Conditions of Contest

It is the spirit of these conditions that the Grand National Teams be a "grass roots" event. Each participant in the GNT must be an ACBL member in good standing.

Lack of knowledge does not constitute cause for exception to these conditions of contest. These conditions of contest may not be changed at any level of play during the course of this event.

**There are no club or unit qualifying games. All eligible teams are qualified to play in the District 22 Finals.**

ACBL GNT Conditions of Contest

<http://web2.acbl.org/documentLibrary/play/coc/gnt/GNT2020-21.pdf>

The District 22 GNT competition will determine a champion in each of four categories of team play. These four team champions have the right to represent District 22 in the national finals that have yet to be scheduled.

In addition, if Flight B or C has at least eight team entrants, that flight will be eligible to send a second team to the national finals.

Four categories of play

- Open Championship Flight: Open (no masterpoint limitation)
- Flight A: 0 to 6000 masterpoints
- Flight B: 0 to 2500 masterpoints
- Flight C: Non-Life Masters (NLM) with fewer than 500 masterpoints.

Flight eligibility will be established by ACBL's September 2019 masterpoint cycle. This information was produced August, 2019 at Horn Lake, MS. Masterpoints won after this cycle will not impact flight eligibility for these events.

## District 22 GNT Finals

### LOCATION

D22 Finals for all Flights will be held **ONLINE**.

### DATE & TIME

QUALIFYING – Saturday, May 22 10:00am and 3:00pm

FINAL – Sunday, May 23 10:00am and 3:00pm

### Team Registration

Each team participating in the District 22 GNT Finals **MUST** pre-register with the District 22 GNT Coordinator, Ron Lien [ronaldlien@aol.com](mailto:ronaldlien@aol.com), by noon on May 15, 2021. *Late registrants may be accepted, depending upon the number of entrants.*

**Pre-registration** is accomplished by the team captain furnishing the District 22 GNT Coordinator, Ron Lien, with the following information:

1. Contact information for the team captain - e-mail and telephone number
2. Flight in which the team is entered
3. Full name, email, BBO User ID, and ACBL number of each team member
4. The masterpoint holding of each team member as of the August 6, 2019. reporting cycle. Contact the District 22 GNT Coordinator if you are unsure.
5. A pdf of any written defenses (Open Flight only).

**Note:** There will be a captains' Zoom call on **May 16, 2021**. **Attendance is mandatory.**

The contact info of the **District 22 GNT Coordinator** is:

Ron Lien, 626.695.5409, email: [ronaldlien@aol.com](mailto:ronaldlien@aol.com)

### Entry Fees

Entry fees for all flights are \$48 per team per session for four person teams. Fifth and sixth team members will pay \$6 each. Each team must mail a check **no later than May 15** for two sessions (4 members: \$96, 5 members: \$108, or 6 members: \$120) to:

Richard Picheny  
District 22 Treasurer  
31212 Paseo Amapola  
San Juan Capistrano, CA 92675

**Please include the team captain's name.**

### Eligibility

Each person participating in the GNT must have had a principal residence in District 22 as of **September 1, 2019** or moved into District 22 by **September 1, 2020**. The ACBL Special Events department shall decide the correct district for any player if there is any challenge to a player's eligibility. All players entering this event certify, subject to penalties as provided in the conditions of contest for this event and in the ACBL Code of Disciplinary Regulations, that they are eligible to play in District 22.

## **Ineligible Players and Disqualifications**

An ineligible player is disqualified. The ineligible player's team will be disqualified unless the Director-in-Charge (DIC) determines that teammates were unaware of the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified.

## **Flight Status**

Masterpoints won by players from other Bridge organizations, such as the ABA and foreign organizations, must be taken into account in determining a player's placement in a flight. A player's bridge experience may also be taken into account to determine a suitable flight. The DIC of the District 22 GNT Finals is authorized to make the decision on the player's classification.

## **Player Substitution Rules**

Players on a team winning a flight of the District 22 GNT may be substituted by other players only with the approval of the District 22 GNT Coordinator. Immediately upon determining that it is necessary to make a player substitution, the team captain will contact the District 22 GNT Coordinator and advise the coordinator of:

- the name of the individual to be replaced,
- the name and ACBL player number of the proposed replacement, and
- the reason for the replacement.

Replacement players must be eligible to play in District 22.

No team may go forward unless it has at least three members of the team that competed in the District 22 final.

## **Team Augmentation Rules**

Subsequent to winning a flight in the District 22 final, a team may elect to augment its membership to a maximum of six players with approval of the D22 GNT Coordinator. Augmented players must be eligible to play in District 22.

## **Team Substitution Rules**

In the event circumstances occur which make it impossible for at least three members of a winning team to play represent the district at the nationals, the team captain must immediately contact the D22 GNT Coordinator, and advise the coordinator of the team's withdrawal from further GNT competition. The District 22 GNT Coordinator will substitute the next highest ranking team in the District 22 GNT Finals competition for the withdrawn team. The substituted team, if less than six players, is encouraged to augment its team with players from the winning team if any are available to play.

Issues regarding replacements and/or substitutions not addressed by these conditions of contest are resolved by using the ACBL GNT Special Conditions of Contest.

## **Zero Tolerance**

The ACBL Policy on Zero Tolerance will be observed at all levels of the GNT.

<https://www.acbl.org/conduct-and-ethics/zero-tolerance-policy/>

## ONLINE Conditions of Contest

DIC  
An ACBL Tournament Director will be the DIC (Director-in-Charge). The DIC's decisions for online play will be final. The DIC is empowered to remedy any omissions in these Conditions of Contest. Handicapped players or those without computer skills must contact the [DIC](#) for help.

Should technical difficulties arise, which delay play for one or more matches, play in all unaffected matches shall continue, and 15 minutes will be allotted to resolve the issue before play is suspended. If play is suspended for one or more matches, and in the DIC's opinion, the rest of the contest is unaffected, the affected matches will continue at a later time with different hands than those played during the main competition.

### General

All players will play the same boards, barring technical difficulties.  
All players are responsible to have read these Conditions of Contest, and a lack of computer skills does not excuse irregularities or violations.

### Zoom

Each team must register as detailed in Team Registration on page 3. For 2021 the District 22 **Open Flight** on **Day 1** and all flights on **Day 2** will be held online using BBO and Zoom. Each player must set up a free [Zoom](#) account.

### Security

1. Zoom will ensure security via the ability for players to continuously see their screen-mates (North and West; South and East).
- 2. Players requesting exceptions must contact the District 22 GNT Coordinator by May 8.**
3. Players are not permitted to be in possession of any electronic communications devices while they are competing. VIOLATION OF THIS CONDITION WILL RESULT IN A MANDATORY PENTALTY OF 12 IMPS, AND A SECOND VIOLATION WILL RESULT IN THE TEAM'S DISQUALIFICATION.

### The Play

Each pair must post a complete convention card, in ACBL format, with each player's full name, inclusive of any supplemental notes.

Players playing methods requiring a written defense (Open Flight only) must pre-alert their opponents and post a pdf of the method(s) on Zoom chat along with their convention card on BBO.

For more information about alerts, private chats, extraneous information, deviations in tempo, claims, concessions, and undoes of unintended calls please see **III – The Play** in the [GNT 202-2021 CoCs](#).

## District 22 GNT Finals

### General

1. The District level is flighted.
2. Each team must have a captain and a total of four to six playing members. All playing members must be qualified for the flight in which they compete.
3. The [ACBL Open+ Chart](#) shall be in effect for the Open Championship Flight.
4. The [ACBL Open Chart](#) shall be in effect for Flight A.
5. The [ACBL Basic+ Chart](#) shall be in effect for Flight B.
6. The [ACBL Basic Chart](#) shall be in effect for Flight C.
7. District 22's GNT Finals are two days. Day 1 is a Round Robin team event scored by IMPs and converted to NABC+ 20 VP scale. Day 2 is a KO (two or four teams) in the first session, while the second session is a two team KO final.
8. A player can play on only one team. A team can play in only one flight.
9. In order to qualify for D22 Final overall awards a player must have played at least 50% of all boards played (excluding playoff boards.) A player that plays half of all segments (half a match) or KO matches, has met this requirement, providing in no case may a player play fewer than 40% of all boards played to participate in overall awards. In order for a player to initiate play at any point, they must be able to meet the above requirements assuming the team plays all boards on the final day.

### Format

1. Each day is a two-session format unless there are fewer than three teams in a bracket. If there are two teams in a flight, teams will play a one day, two-session KO.
2. If only one team is entered in a flight, that team pays their Day 1 card fees and moves on to the NABC.
3. All teams in flights with three or more teams play a two-session Round Robin on Day 1, the qualifying day.
4. Based on the number of teams in each flight on Day 1, the following number of teams will play a two session KO on Day 2.

Day 1	Day 2	
2	no play	
3 to 7	2	Highest VPs
8 to 10	4	Highest VPs
11-17, 20	4	2 Highest VPs in each bracket
18, 19, 21-25	4	Highest VP in each bracket + Next highest VP at large

On Day 1 with more than 10 teams in a flight, there will be two or three brackets. The DIC will seed the field in each bracket giving consideration to brackets of different sizes.

Appendix I details Day 1 match formats.

5. If **8 to 10** teams started Day 1, on Day 2 (based on VPs) #1 plays #4, and #2 plays #3 in the first session.

If **11-17 or 20** teams started Day 1, on Day 2 #1 in each bracket plays #2 in the other bracket in the first session.

If **18, 19 or 21-25** teams started Day 1, on Day 2 matches are randomly drawn for the first session.

- Match awards are red points.  
Assuming 5 or more teams in a bracket: (80% of maximum for online play)
- Open Championship Flight winners are awarded 38.4 gold masterpoints
- Flight A winners are awarded 32.00 gold masterpoints
- Flight B winners are awarded 26.8 gold masterpoints
- Flight C winners are awarded 16.00 masterpoints - 8.00 gold, 8.00 red

### **Ties**

Ties will be addressed as follows:

*KO format:*

Play additional sets of 4 boards until there is a winner.

*Day 1 Round Robin:*

1st tiebreak goes to the team that won the match between the two tied teams.

2nd tiebreak goes to team that won the highest number of net IMPs.

3rd tiebreak goes to the team that won the most number of matches.

### **Contingencies**

The DIC will resolve all contingencies or ambiguities relating to the format or playing conditions that arise during the District finals that are not specifically addressed by these conditions.

### **Correction Period**

A team's captain must make scoring corrections within the earlier of 1) thirty (30) minutes after conclusion of play or 2) the start of play at either table for the next round or tie-breaker segment. Reference: Law 79 C. 1. Error in Score.

### **Appeals**

The period for an appeal of a DIC's ruling must be in email and expires thirty (30) minutes after each session. There will be an Appeals Committee. Reference: Laws of Duplicate Bridge - 92 B and 93 B respectively.

### **District Director Authority**

All ACBL tournament regulations, though not specifically included in these conditions, apply throughout this event. The District Director has final authority on any item not specified in the conditions of contest.

## Appendix I – Day 1 Format of Play

TEAMS	MOVEMENT	SESSIONS	ROUNDS/ SESSION 1	ROUNDS/ SESSION 2	BOARDS/ ROUND	BOARDS/ TEAM	TOTAL BOARDS	DAY 2
1	NONE	NONE	0	0	0	0	0	Winner
2	KO	2	2	2	12	48	48	No Day 2
3	ROUND ROBIN	2	3*	3*	12	24	48	2 highest VP
4	ROUND ROBIN	2	3	3	8	16	48	2 highest VP
5	ROUND ROBIN	2	5*	5*	12	12	48	2 highest VP
6	ROUND ROBIN	2	3	2	10	10	50	2 highest VP
7	ROUND ROBIN	2	7*	7*	8	8	48	2 highest VP
8	ROUND ROBIN	2	4	3	7	7	49	4 highest VP
9	ROUND ROBIN	2	9*	9*	6	6	48	4 highest VP
10	ROUND ROBIN	2	5	4	6	6	54	4 highest VP
11	BRACKETS OF 6 & 5	2						See page 6.
12	BRACKETS OF 6 & 6	2						See page 6.
13	BRACKETS OF 7 & 6	2						See page 6.
14	BRACKETS OF 8 & 6	2						See page 6.
15	BRACKETS OF 8 & 7	2						See page 6.
16	BRACKETS OF 8 & 8	2						See page 6.
17	BRACKETS OF 9 & 8	2						See page 6.
18	BRACKETS OF 6, 6 & 6	2						See page 6.
19	BRACKETS OF 7, 6 & 6	2						See page 6.
20	BRACKETS OF 10 & 10	2						See page 6.
21	BRACKETS OF 8, 7 & 6	2						See page 6.
22	BRACKETS OF 8, 8 & 6	2						See page 6.
23	BRACKETS OF 8, 8 & 7	2						See page 6.
24	BRACKETS OF 8, 8 & 8	2						See page 6.
25	BRACKETS OF 9, 8 & 8	2						See page 6.

\*Each team will have one bye round.

Each team will play at least 6 boards against each team in their bracket. With even numbers of teams in each bracket (4, 6, 8, 10, 12, 14, 16, 18, 20, 22 and 24) there will be no bye rounds. With odd numbers of teams (3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23 and 25) there will be one bye each round in one bracket. All teams playing at the same time will play the same hands.