

**District 23 Grand National Teams  
2020-21 CONDITIONS OF CONTEST  
sanction 2106623**

All aspects of the National Conditions of Contest apply to each of these events. In no case may a player compete in the District 23 GNT if they have competed previously in another 2022-23 GNT event in any other District.

In accordance with ACBL regulations, each participant in the GNT must be an ACBL member in good standing (The membership requirements are deemed to have been met if payment of Dues accompanies the corresponding game report)

The GNT is divided into four flights as defined below. Players will be allowed to participate in any flight they desire, provided that they are eligible to play based upon their masterpoint holdings as of September 2022 masterpoint cycle produced on August 6, 2022.

**DEFINITION of FLIGHTS**

Super Flight:	unlimited
Flight A:	0-6,000 masterpoints
Flight B:	0-2,500 masterpoints
Flight C:	Non-Life Masters with fewer than 500 mp's

**1. ENTRY FEES**

Entry fees will be \$18 per team member per session. All profits from GNT qualifying events will be divided evenly between each of the teams representing our District at the Online Summer Nationals.

**2. REGISTRATION**

Entries must be received no later than one day before the announced starting time for the event. Late entries will be accepted only at the discretion of the Tournament Director in consultation with the Tournament Chairmen. No prior qualification is necessary to enter these events on the date competition starts. Sign up at [www.cuebidcruises.com/gnt](http://www.cuebidcruises.com/gnt) or email to [jeffgro@gmail.com](mailto:jeffgro@gmail.com).

**3. CAPTAINCY**

Each team must designate the team Captain and said Captain will be responsible for all representation of the team.

**4. TEAM COMPOSITION and PLAY REQUIREMENTS**

Teams may consist of four, five or six players. Players may be added at any time before actual competition begins. Each player must play at least 50% of the boards or one full session during the first stage and at least 50% of the final and semi-final knockout match thereafter. Exceptions to this rule may be made by request to the Tournament Chairmen, but will be entertained only with good cause. No exceptions will be made for the final match.

**5. APPEALS COMMITTEE REQUIREMENTS**

Each team that participates in either the Super Flight or Flight A must designate prior to play on the entry form one (or more) of its players to serve as a committee member if necessary. Those designated players **must** be available after each session to serve if so requested. The Tournament Director(s) should assemble any committees from amongst these players designated. Designated players must not leave the event without verifying with the Tournament Chairmen that their services will not be required.

**6. SCHEDULE**

Competition in each flight will begin on Saturday April **15, 2023** and conclude on Sunday of the same weekend unless seventeen (17) or more teams have entered a single flight, in which case the event will conclude at a time and date mutually agreed upon by the remaining teams and the Director-in-Charge or, if no agreement can be reached, at 10:00 a.m. Sat., **April 22, 2023**.

**7. SITES and STARTING TIMES**

All sessions of the 2023 GNT events will take place at Pasadena Bridge Club, 643 Fair Oaks Ave #201 Pasadena, CA 91103. The phone number at the game site is 626-247-4457. Session starting times will be 10:00 AM and TBA. The location and times will be advertised prior to the events in the Southern California Bridge News and on the District 23 web site.

**8. FORMAT for Play**

Qualifying for Sunday's KO final will take place on Saturday, **April 15, 2023**. If the number of original entries received is 10 or less a full Round Robin movement will be used. If the original number of entries is 11 or more a Swiss movement consisting of eight (8) seven (7) board matches will be used. The number of teams advancing to the KO round is based on the number of entries in each flight.

Flights Open and A will play 56 boards per day.

3 - 28 boards against every other team. Unfortunately, this will look like 3 matches, with each team sitting out a match, so timing will be a bit tricky.

4 - 18 boards/match - 3 full matches.

5 - 14 boards/match - 5 matches, one of which will be a sitout. Again, a bit tricky.

6 - 11 boards/match - 5 full matches.

7 - 9 boards/match - 7 matches, one of which will be a sitout.

8 - 8 boards/match - 7 full matches.

Flight B 52 boards

3 - 26 boards/match. 3 matches, includes 1 sitout.

4 - 18 boards/match. 3 full matches.

5 - 13 boards/match. 5 matches, includes 1 sitout.

6 - 10 boards/match. 5 full matches.

7 - 8 board matches. 7 matches, includes 1 sitout.

8 - 8 boards/match - 7 full matches.

Flight C 48 boards  
 3 - 24 boards/match. 3 matches, includes 1 sitout.  
 4 - 16 boards/match. 3 full matches.  
 5 - 12 boards/match. 5 matches, includes 1 sitout.  
 6 - 10 boards/match. 5 full matches.  
 7 - 8 board matches. 7 matches, includes 1 sitout.  
 8 - 7 boards/match - 7 full matches.

**9. ADVANCEMENT to KNOCKOUT STAGE**

The number of original entries received will determine the number of teams that advance to the knockout stage on the second day of play.

<u># Teams Entered</u>	<u># Teams Advancing</u>
3-4	2
5-16	4

The twenty (20) point scale used by the USBF for team trial events will be used to convert the results of all matches into Victory Points. The teams with the most Victory Points will advance to the later stages.

The team placing first during the first day of competition will choose their opponent for the next match from the bottom half of the advancing teams from the first day. The team finishing second has the right to join the group of teams eligible for the first place team to choose from. That election must be made within 10 minutes of the posting of final results including carryover amounts of all the possible knockout matches. The first-place team must then choose its opponent for the first knockout match within 20 minutes of the posting of results. If that choice is not made in a timely manner the lowest qualifying team will be assigned as the first round opponent.

**10. ADVANCEMENT to the NATIONAL FINALS**

One team from each flight will advance to the **National Finals in Chicago, IL Thursday, July 13, 2023**. If at least eight teams are entered in either Flight B or Flight C, the second-place team will also qualify for the final.

If a team that qualifies for the national finals, but does not have sufficient members who wish to accept the invitation to the national finals, the invitation will be offered to other overall finishers in the order of their finish, provided that those teams have at least three members who wish to accept the invitation.

If there is a tie for an overall position, or if the choice devolves to teams that did not achieve an overall award, first priority will be given to teams that reached the knockout stage. Any remaining tie will be broken in order of finish in the Swiss qualifying stage, and if teams finished tied in the Swiss qualifying stage, the tie will be broken in favor of team with the better head-to-head record during the Swiss stage against other tied teams. If teams remain tied

after this step, the tie will be broken by coin flip (or equivalent game of chance). If the event three or more teams are tied, the steps above will be followed in order until either (a) a winner is declared or (b) one or more teams are eliminated from the tie, at which point the tie-breaking procedure will be applied again among the remaining tied teams as necessary until the team or teams that go to the national finals is determined.

**11. CARRYOVER**

Victory points determine the order of finish and advancement. Carryover for the KO matches on the final day is based on the IMP margin and finishing position from the qualifying round. If the team finishing higher in the qualifying round has won the head-to-head match the carryover will be  $\frac{5}{8}$  (62.5%) of the IMP margin in their head-to-head match. If the team finishing lower in the qualifying round has won the head-to-head match the carryover will be  $\frac{3}{8}$  (37.5%) of the margin. If the teams did not play each other on the first day's competition or have finished tied in the head-to-head match, there will be no carryover to the KO match. The maximum carryover will be limited to no more than 1.1 IMP per board played between the two teams in all of the head-to-head segments in the qualifying phase with a maximum of 12.5 IMPS.

**12. KNOCKOUT MATCH DURATION**

Each KO match in the Super Flight and Flight A will consist of 30 boards divided into two 15 board halves, unless there are only two teams that advance to Stage 2, in which case the final match shall consist of 60 boards divided into four 15 board quarters. Flights B and C will play 28 or 56 board matches.

**13. SEATING RIGHTS**

There will be no seating rights in any match on the first day of competition. Otherwise, the seeded team (based on the finish in the qualifying stage) will have seating rights during the first half (or the first and fourth quarters) but may elect to exchange those seating rights for seating rights during the second half (or the second and third quarters).

**14. CONVENTIONS**

Championship Flight uses the Open + chart.  
Flight A uses the Open chart.  
Flight B uses the Basic + chart.  
Flight C uses the Basic chart.

**15. SUBSTITUTIONS, REPLACEMENT and AUGMENTATION**

A permanent replacement for a player who, for cause, cannot continue in the event is permitted only with the permission of the District Director. Prior to the completion of the District final, the replacement need not have played in the event but must:

- Be a member in good standing of the ACBL, and
- Maintain their ACBL membership in District 23, and
- Not appreciably strengthen the team.

A replaced player permanently leaves the event with all masterpoints already earned and the replacement continues in the event earning masterpoints thereafter. Play percentage requirements apply to the replacement only for the portion of the event yet to be played.

A fifth and/or sixth player may be added to a team after completion of the District Final. Any such player must have played on another team in the current year's GNT or have previously represented District 23 in the GNT at a prior Summer Nationals.

A team becomes ineligible to continue in the event when fewer than three original team members can continue and meet the play percentage requirements.

If no team from the event has sufficient players eligible to continue at the national level the District Director may name up to 6 players to represent the district. These players must be chosen first from any player that participated in the qualifying events that wishes to continue and then augmented with any district member.

**16. KIBITZERS**

Since this is an online event, kibitzing will not be allowed.

**17. SLOW PLAY**

Specific amounts of time for completion of segments similar to those used for other National events will be assigned to each segment of play (approximately 7-1/2 minutes per board). Failure to complete a segment of play within the allotted time will result in the following penalties:

First offense: Warning and subsequent time monitoring.

Second offense: Loss of 1/4 IMP per board played in a Swiss match or KO segment where the violation occurred, to a maximum of 3 IMPS, or loss of 1 VP during a Stage I Round Robin movement.

Third offense: Loss of 1/2 IMP per board played in a Swiss match or KO segment where the violation occurred, to a maximum of 6 IMPS, or loss of 3 VP's during a Stage I Round Robin movement.

If, in the Tournament Director's opinion, both teams are equally at fault, then the resulting penalties would be applied to both teams, and the Tournament Director may arbitrarily shorten the duration of a match by removing boards from play. If only one team is at fault, then the above penalties will be applied. Both teams may receive VP penalties during a Stage I Round Robin movement.

**18. LATENESS and FORFEITS**

Any team failing to seat a complete team within ten (10) minutes of the announced or actual starting time (whichever is later) will be penalized 3 IMP

per board to be played in that Swiss match or KO segment, and an additional 1 IMP for each two minutes of tardiness thereafter. If a team is not seated within thirty (30) minutes of the starting time, the Swiss or KO match will be forfeited. The match will be curtailed one (1) board, up to a maximum of four (4) boards, for each five (5) minutes of tardiness after the first ten (10) minutes.

If a Stage 1 Round Robin movement consisting of short matches is required, any team failing to seat a complete team within ten (10) minutes of the starting time for the session shall receive ZERO VP's for the match(es) not played plus a one (1) VP penalty for each match not played, and their opponents shall receive a VP amount for a skipped match equal to their average result in all of their other matches.

## **19. TIE BREAKERS**

If two teams are tied for the last qualifying position, the head-to-head winner advances.

If three or more teams are tied and all teams have played one another, the best won-lost-tied record among the teams advances. If multiple teams are tied for the best won-lost-tied record and there are enough qualifying slots to accommodate all such tied teams, then all such tied teams advance. If more teams are tied for the best won-lost-tied record among the teams in the tiebreak than there are qualifying slots available, then the team with the worst won-lost-tied record among those teams fails to advance. If multiple teams are tied for the worst won-lost-tied record among those teams but after eliminating those teams, enough teams remain in the tiebreak to fill all qualifying spots, then all of the teams tied for the worst won-lost-tied record fail to advance. At any stage either where any team advances or any team fails to advance, the tiebreak procedure will be restarted until all qualifying positions are filled, if possible. Solely for purposes of a tiebreak (and for carryover at the knockout stage), multiple matches between the same two teams shall be combined into a single match.

If this procedure does not determine the qualifying spots all teams remaining in the tiebreak procedure will play segments of 4 boards each (in a round robin format if required) until all qualifying slots have been filled. At this stage, teams will be ranked by net IMP differential, but with no carryover from 4-board segment to 4-board segment.

## **20. WAIVER of RIGHTS**

No player may waive any restriction imposed upon another player or team by these Conditions. This paragraph has specific reference to (but is not limited to) the waiver of the use of unauthorized conventions and the waiver of slow play or tardiness penalties.

## **21. DISRUPTION of EVENT or REFUSAL to PLAY**

Any player(s) who discontinu(e)s play or significantly disrupt(s) the normal playing schedule based upon disagreement with a ruling made by the

Tournament Director, the Committee Chairmen, or an Appeals Committee will have their behavior reviewed by a Conduct and Ethics Committee with specific reference to the applicable Code of Disciplinary Regulations sections.

**22. ITEMS NOT COVERED**

Any items not covered by these Conditions of Contest will be resolved by the Tournament Chairmen in consultation with the Tournament Director.

**23. AUTHORITIES**

Tournament Chairman:

Jeff Grotenhuis (310) 600-4275 [jeffgro@gmail.com](mailto:jeffgro@gmail.com)

Directors in charge of games shall make all rulings on regulation. Rulings may be appealed to the Director in Charge who will appoint a tournament committee to hear such appeals.

the Director in Charge is the authority on matters regarding bridge, and matters of judgment can be appealed to an appeals committee, whereas the Tournament Chair or District Director, as appropriate, is the authority regarding conditions of play, such as eligibility or augmentations.