

GRAND NATIONAL TEAMS
DISTRICT 4 CONDITIONS OF CONTEST
SPECIAL CONDITIONS FOR ONLINE FINALS 2022

Note: Masterpoint awards will be 80% of what is specified below, as is true of all online events.

DISTRICT 4 GNT COORDINATOR

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INTRODUCTION

The 2022 District 4 Grand National Teams Finals will be conducted in one stage. No qualification from the club or unit level is required to play in the District Finals. The District Finals will be held online on Bridge Base Online (BBO).

The Open and Flight B District Finals will be held on Saturday, April 9, and Sunday, April 10, 2022.

The Flight A & Flight C District Finals will be held on Saturday, Feb 26, and Sunday, Feb 27, 2022.

CONDITIONS OF CONTEST

The 2021-2022 ACBL Grand National Teams Special Conditions of Contest shall govern all Grand National Teams qualifying play in District 4. The District 4 Conditions of Contest Grand National Teams is a supplement to the ACBL GNT Conditions of Contest. ACBL GNT Conditions of Contest supersede District 4 GNT Conditions of Contest in cases of conflict. This is the link to the 2021-2022 ACBL GNT Conditions of Contest: <https://web2.acbl.org/documentLibrary/play/coc/gnt/GNT2021-22.pdf>

FLIGHT MASTERPOINT REQUIREMENTS

GNT District Finals will be played over a period not to exceed two days. The GNT is played in four flights as defined below. Masterpoint requirements for each flight are as follows:

FLIGHT MASTERPOINT LIMITS

Open Championship Flight:	Unlimited
Flight A:	Under 6000 Masterpoints
Flight B:	Under 2500 Masterpoints
Flight C:	Non-Life Master under 500 Masterpoints

Flight eligibility will be established by ACBL's September masterpoint cycle run by ACBL data processing on or about August 7, 2021. Masterpoints won after this cycle will not impact on flight eligibility for these events.

QUALIFICATION AND ELIGIBILITY

1. The event is open to teams of four, five or six players. Each team must have a captain.
2. All players must live in District 4, be a member of a District 4 unit and be a paid up member in good standing of the ACBL. For the GNTs, a member's principal physical residence as of September 1 of the year prior to the National Final shall establish the district in which a member is eligible to participate. Changes in residence after September 1 shall not change the district in which the player is eligible to participate. The ACBL will not grant a player's request to change units for the sole purpose of playing in a District GNT finals.
3. The first-place finishers in the Open Championship Flight, Flight A, Flight B, and the second place finisher in the Open Championship Flight of the District 4 final earn Blue Ribbon Pairs qualifications. The first place finishers in Flight C in the District 4 final earn a Red Ribbon Pairs qualification.
4. Players deemed ineligible by the ACBL are not allowed to participate in the District Finals. Such players are disqualified and may cause their team to be disqualified as well. See the ACBL GNT Conditions of Contest regarding "Ineligible Players and Disqualifications."

ENTRY FEES

Entry fees will be determined and published in advance by the District 4 Board of Directors, Executive Committee or their designee. In 2022, entry fees have been set at the usual \$60 per team per session.

DISTRICT WINNERS

The winning team from each Flight qualifies to compete in the National Finals. The team finishing second in Flight B and Flight C are eligible to compete in the National Finals as long as there are 8 or more teams in the event.

RULES OF PLAY FOR DISTRICT FINALS – TWO DAYS

1. Byes are not permitted
2. Replays during the knockout phase are to be avoided as long as possible.
3. The defending champion team in the Open Championship Flight, Flight A and Flight B shall receive the top seed provided at least four members of that team return, not including substitutes or augmentees. Other teams within these Flights shall be seeded based on average masterpoints of team members.
4. Schedule of Play for the Open Championship Flight, Flight A & Flight B:
 - 2 Teams: Head-to-head, 60 boards played within two 30 board sessions on Saturday.
 - 3 Teams: Saturday: Two round robins, 7 boards per match, in each of the 2 sessions (total of 4 round robins on Saturday). Each team will have played 28 boards against

each other team. Two teams qualify for Sunday. If played online, DIC to determine play, as BBO does not allow 3 way matches.

Sunday: 32 board final.

4 Teams: Saturday: Two round robins, 9 boards per match (18 boards against each team) for a total of 54 boards on Saturday. 3 teams advance to Sunday. Teams will be ranked by Victory Points to determine teams advancing to Sunday. If played online, DIC to determine play, as BBO does not allow 3 way matches.

Sunday: 1st session – Two round robins, 7 boards per match (14 boards against each team) for a total of 28 boards to qualify 2 teams to final.

2nd session – 32 board final.

5 Teams: Saturday: Two round robins, 7 boards per match (14 boards against each team) for a total of 56 boards on Saturday; 4 teams advance to Sunday. Saturday's winner will choose its semifinal opponent. If played online, DIC to determine play, as BBO does not allow 3 way matches.

Sunday: 30 board semifinal and 30 board final.

6-10 Teams: Saturday: Full round robin with maximum of 64 boards. 4 teams advance to the semifinals on Sunday. Saturday's winner will choose its semifinal opponent.

Sunday: 30 board semifinal and 30 board final.

11-20 Teams: Saturday: 2 seeded brackets complete round robins of 48-64 boards. Seeding will be by average masterpoints. The top 2 qualifiers from each bracket advance to the semifinals on Sunday. In the semifinals, each bracket winner will play the 2nd place finisher from the opposite bracket.

Sunday: 30 board semifinal and 30 board final.

20+ Teams: At the discretion of the DIC. He/she will devise a movement designed for best fair competition and strive to allow all teams at least 2 sessions of play. Said two sessions may include byes.

5. Schedule of Play for Flight C:

2 Teams: Head-to-head, 48 boards played in two 24 board sessions on Saturday.

3 Teams: Three-way matches on Saturday afternoon with one team eliminated and head-to-head 24 board final on Saturday night. If played online, DIC to determine play as BBO does not allow 3 way matches.

- 4 Teams: Head-to-head, 24 board semifinal on Saturday afternoon followed by 24 board final on Saturday night. Seeding by average masterpoints.
- 5 Teams: Saturday: Two round robins, 6 boards per match (12 boards against each team); 4 teams advance to Sunday. Saturday's winner will choose its semifinal opponent. If played online, DIC to determine play, as BBO does not allow 3 way matches.
- Sunday: 24 board semifinal and 24 board final.
- 6-10 Teams: Saturday: Full Round Robin, 4 teams advance to Sunday. Maximum of 56 boards. Saturday's winner will choose its semifinal opponent.
- Sunday: 24 board semifinal and 24 board final.
- 11-20 Teams: Saturday: 2 seeded brackets complete round robins of 48-64 boards. Seeding will be by average masterpoints. The top 2 qualifiers from each bracket advance to the semifinals on Sunday. In the semifinals, each bracket winner will play the 2nd place finisher from the opposite bracket.
- Sunday: 24 board semifinal and 24 board final.
- 20+ Teams: At the discretion of the DIC. He/she will devise a movement designed for best fair competition and strive to allow all teams at least 2 sessions of play. Said two sessions may include byes.

TIE BREAKERS (Applies to all Flights):

1. If a KO match ends in a tie, a four-board playoff will determine the winner. Should subsequent playoffs be required to break a tie, each playoff will be four boards.
2. Swiss & Round-Robins: In the event of a tie for the last qualifying spot (the right to go on and play in the semifinals), there is a 4-board playoff. If the playoff continues to result in a tie, there will be an additional four-board playoff. If a third or subsequent tiebreaker is required, there will be a one-board playoff.

MISCELLANEOUS

1. KO matches are not to be played with barometer scoring, but run as two half matches with comparison at the half as in face to face KO play.
2. The winner of the Saturday Round-Robin shall pick their opponent for Sunday.
3. Allowed conventions: Open Championship Flight uses Open+ chart. Flight A – Open chart. Flight B – Basic+ chart. Flight C – Basic chart.
4. Preregistration is required in all flights. Registration will be online via Bridge Winners and late registrations CANNOT be accepted. Late withdrawals may not receive a refund of deposits paid in advance – this will be at the sole discretion of the District 4 GNT Coordinator.

5. All round robin matches are scored by IMPs and each match is converted to Victory Points (using the 20-Point Victory Point Scale) to decide the order of finish, EXCEPT 3 way matches which will be decided in accordance with ACBL KO CoC.
6. The total boards played in Flight C matches shall be as above unless time issues require fewer boards. This decision will be made by the District Coordinator after consulting with the DIC.
7. The total boards in the Open Championship Flight, Flight A and Flight B semifinal and final matches shall be as above unless all the Team Captains agree to play fewer boards before the matches begin.
8. Masterpoint awards are gold for overalls in the Open Championship Flight, Flight A and Flight B District Finals. In the Flight C District Finals, masterpoint awards are 50% gold and 50% red for overalls. Match awards are red and regionally rated: 100% in the Open Flight, 90% in Flight A, 70% in Flight B and 50% in Flight C.
9. The award for first place overall for the District Champion in each flight is set by the ACBL and is based on the number of sessions in the District Final. The maximum number of masterpoints awarded to the winners in each flight:

Open Championship Flight:	48 masterpoints
Flight A:	40 masterpoints
Flight B:	33.50 masterpoints
Flight C:	20 masterpoints

10. The District 4 Grand National Teams is a knockout event. If any knockout round is conducted as a three way match, the results of the three-way match shall be determined as set forth in Paragraph 12 under the heading "Scoring and Play" in the ACBL General Conditions of Contest for Knockout Team Events.

To add clarity to Paragraph 12, note the following:

- (a) When the conditions of contest state that two teams progress from the three-way match and one of the three teams wins both matches, that team progresses. The determination of the second team that progresses is made in accordance with the rules of Paragraph 12.
- (b) When the conditions of contest state that one team progresses from the three-way match and one of the three teams wins both matches, that team progresses. If the three-way match consists of the final three teams in the event, the team that progresses is the winner.

SUBSTITUTIONS DURING PLAY AT DISTRICT FINALS

The District GNT Coordinator or the Director-in-charge may approve a substitute in an emergency. Only one substitute is permitted at any time, and no substitute is permitted if four or more team members of record are available. A substitute may not appreciably strengthen a team and is also subject to the following limitations:

1. The substitute must meet the requirements under QUALIFICATION (see page 1);

2. The substitute must be eligible to play in the flight in which the team requiring the substitution is competing; and
3. The substitute is not permitted for more than 50% of the boards played; any substitute who is required to play more than 50% of the boards because the original team member cannot return shall be deemed a replacement player subject to the requirements of the following section; the original player shall not return for the remainder of the District Finals but may be returned to the team as an augmentee provided such player meets the requirements for augmentation set forth below.
4. Any team with a substitute player shall retain its original seed.

REPLACEMENT DURING PLAY AT DISTRICT FINALS

The Permanent replacement of a player who, for cause, cannot continue in the event is permitted only with the permission of the District 4 GNT Coordinator. A replaced player permanently leaves the event with all masterpoints already earned, and the replacement continues in the event earning points thereafter. A replaced player may be returned to the team as an augmentee provided such player meets the requirements for augmentation set forth below. Play percentage requirements apply to the replacement only for the portion yet to be played. The replacement:

1. Must meet the requirements under QUALIFICATION (see page 1);
2. Must not be eligible for further competition in another flight, but may withdraw from such other flight in a writing directed to the District GNT Coordinator;
3. Must be eligible to compete in the flight of the team needing the replacement; and
4. Must not appreciably strengthen the team.

A team with a replacement player shall retain its original seed.

AUGMENTATION OR REPLACEMENT AFTER DISTRICT FINAL

The Permanent replacement of a player who, for cause, cannot continue in the event or augmentation of a fifth and/or sixth player to a team after completion of the District Final will be allowed provided:

1. The District GNT Coordinator is notified;
2. The augmentee or replacement does not appreciably weaken the team;
3. The player(s) to be added meet the requirement under QUALIFICATION (see page 1) and are eligible to compete in the flight in which the team wishing to add them is competing;
4. At least three original members remain on the team; and
5. Must not be eligible for further competition in another flight, but may withdraw from such other flight in a writing directed to the District GNT Coordinator.

NATIONAL GNT FINALS

The 2021-2022 National GNT Finals, for all flights, will be held at the Summer NABC in Providence, RI beginning on Wednesday, July 13, 2022. In each flight, the first place team will represent District 4 in the National GNT Finals. Second place teams in Flight B and C will also represent District 4 in the National GNT Finals as long as there are 8 or more teams in the Finals in those flights. In the event that the first place team cannot attend, the second place team will be offered the opportunity to represent the district. In the event that the second place team cannot attend, then the offer will be made to the third place team. If the third place cannot attend, then the offer will be made to the fourth place team.

At the district finals, the losers of the semifinal matches will be offered a playoff for 3rd and 4th places. Masterpoint awards, if any, for third and fourth place will be determined according to the ACBL guidelines as dictated by the ACBL Conditions of Contest for the GNT as well as the ACBL General Conditions of Contest for KO events. Determination of the third and fourth place teams **for the sole purpose of determining who will go to NABC should the first and second place decline to attend** will be as follows:

1. If both teams agree to a playoff then the playoff determines 3rd and 4th place. The number of boards played will be determined by the Director in Charge.
2. If one team agrees to a playoff and the other does not, then the team that agreed is the 3rd place team and the other team is the 4th place team.
3. If neither team agrees to a playoff then a coin flip will determine which of these two teams is the 3rd place team and which of the two teams is the 4th place team.

In the event that none of the teams that finished first (1st) through fourth (4th) can attend the national event, then the District GNT Coordinator, the District President, and the District ACBL Director will select a team based on these priorities:

1. Pairs or individuals who can attend nationals that played on the first through fourth place teams (in that order) will be given priority. That is, pairs from the first place team will be selected before pairs from the second place team, and on down the line. Preference will be given to established pairs over individuals.
2. After #1 above, priority will be given to pairs (or individuals) that played in the District 4 finals on any team in the specific flight.
3. After #1 and #2 above, any pair eligible from the district may be extended an invitation.

DISTRICT 4 SUBSIDIES

District 4 awards subsidies to help defray travel and lodging expenses to the NABC. In 2022, we will pay \$2000 to the first place team in each flight and \$1200 to the second place team in Flights B and C. Additionally any team that survives past the second day will receive \$400 a day subsidy. Subsidies are paid after the team attends and plays in the NABC until elimination. D4 will also reimburse entry fees and screen fees, if applicable.

SECURITY

During the KO phase when the field is reduced to 4 or fewer teams, players will be required to maintain a Zoom link with their screenmate throughout the match. If for some reason Zoom cannot be used, the DIC can approve another means of communication link.

UNEXPECTED CIRCUMSTANCES

In the event that these District 4 Conditions of Contest and the ACBL GNT Conditions of Contest do not provide a remedy to an incident that requires a timely solution, the District 4 Director, or, in that person's absence, the District 4 President, or in the event of both of their absence the District 4 GNT Coordinator, shall make a timely and just determination and ruling with the consultation of district officials, tournament directors, and others as such person may deem necessary.