

## **D22 Grand National Teams (GNT) Conditions of Contest**

See the GNT flyer for D22 GNT finals dates.  
Starting time on Saturday is 10 am.

### **Special note:**

DHBC has moved to new facilities at  
31461 Rancho Viejo Road, Suite 205, San Juan Capistrano, CA  
Telephone (949) 248-1268.

And the name has changed from Dana Harbor Bridge Center to  
South Orange County Bridge Center, SOCBC

<http://www.socb.center>

### **Team Registration.**

Each team participating in the District 22 GNT Finals must register with the District 22 GNT Coordinator by noon Friday, the day before the district final in which the team wishes to participate. Late registrants may be accepted, depending upon the number of entrants.

Final registration closes 15 minutes before the announced starting time.

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

1. Flight in which the team is entered.
2. Name of each team member (indicate which team member is the captain).
3. Contact address (mail or e-mail) and telephone number of the team captain.
4. The masterpoint holding of each team member as of the September 1, 2017 reporting cycle.

The name and contact info of the District 22 GNT Coordinator is:

***John Kissinger, (949) 218-9118, e-mail: [Johnkissinger88@gmail.com](mailto:Johnkissinger88@gmail.com)***

### **PURPOSE**

The D22 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 held at the Summer North American Bridge Championships (NABCs.)

The four categories of play are:

- 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.

The masterpoint limitations stated above are as of the September 2017 masterpoint reporting cycle.

## **TEAM SUBSIDIES**

Each flight winning team shall receive a subsidy of \$2,000 from the district towards expenses incurred in representing the district at the summer nationals.

## **ELEGIBILITY**

### **Residence.**

Each person participating in the GNT must have a principal residence in District 22 as of September 1, 2017. An ACBL credentials committee 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.

*Lack of knowledge does not constitute cause for exception to any of these Conditions of Contest.*

Any exceptions to the residency rule must be requested of the District Directors by July 1. Please contact John Kissinger or David Lodge with any questions.

### **Standing:**

Each participant in the GNT, beyond the club qualifying level, must be an ACBL member in good standing. (The membership requirement is deemed to have been met if dues accompany the unit or district final game report.)

**Ineligible Players and Disqualifications.** An ineligible player is disqualified. The ineligible player's team will be disqualified unless the Director-in-Charge determines that teammates were unknowledgeable about the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified. When a player's team is disqualified after the correction period, the disqualified team's position remains vacant. In ongoing events, teams move up one position as appropriate.

### **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 Director-in-Charge of the District 22 GNT Finals is authorized to make the decision on the player's classification.

## **QUALIFICATION**

**Levels of Play.** There are two levels of play in District 22:

- Club qualifying level OR unit qualifying level. Players that qualify at either are qualified to compete in the D22 final.
- District final.

### **Club and Unit Qualifying.**

At district option, each flight may be played at one or more levels. (Club, Unit, or District) The District level must be flighted, but at the club and unit levels the events may be flighted or stratified. In a stratified event the Open Championship and Flight A must be combined for play and masterpoint awards. In a stratified field at the club or unit level:

1. All teams are eligible for qualification to the Open Championship Flight.
  2. All teams are eligible for Flight A qualification with the exception of a team with a member over 6000 masterpoints.
  3. All teams are eligible for Flight B qualification with the exception of a team with a member over 2500 masterpoints.
  4. All teams are eligible for Flight C qualification with the exception of a team with a member over 500 masterpoints or one who has achieved the rank of Life Master.
- Clubs and units may conduct games beginning on September 1, 2017.
  - Games at club and unit level are Swiss Team events, and are scored on the 20-point Victory Point scale.

- Games may be open, stratified or flighted.
- Players qualify as individuals for the GNT D22 final.
- An individual whose team (1) wins 50% or more of the possible Victory Point awards in a game, or (2) finishes in the top 50%, qualifies for the D22 finals in each level in which the player is qualified to play. For example, a NLM with less than 500 MPs that qualified in a club or unit qualifying game is qualified to play in his or her own Flight C or in any higher flight.
- Individuals may be members of several different teams and qualify more than once at the club qualifying level of play.
- The club and unit qualifying level ends on the Friday prior to the first D22 final.

## **D22 FINALS**

### General:

- Players who have qualified to play in District 22 GNT Finals at the unit level or club level form teams to play in the District 22 GNT Finals.
- Each team has a captain and a total of four to six playing members. All playing members must be qualified for the flight in which they compete.
- The District 22 GNT Finals are knockout team events scored by IMPs (and converted to VP's when a team plays in a round robin.)
- The [ACBL Knockout Team Conditions of Contest](#) apply to the conduct of this event.
- See Appendix 1 for team formats 2-20.
- See Appendix 2 for tiebreak rules.
- A player can play on different teams for different flights if eligible for both flights, e.g. a player qualified for flight B may play in that flight and separately compete in flight A on the other weekend.
- 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 any two full sessions, or any four full half-sessions, 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, he/she must be potentially able to meet the above requirements assuming the team plays all boards on the final day.
- The ACBL Mid-Chart may be used in Open and Flight 'A' flights. Pre-alert is required. Methods requiring a written defense must both pre-alert their opponents and provide two copies of a written defense to their opponents.

**Match Schedule and Tiebreak Rules:**

Attachment 1 is a match schedule for flights with three to twenty teams. All flights will use this match schedule. See Attachment 2 for tiebreak rules.

**Seeding:**

- Seeding is not relevant within a round robin, however is relevant if there are multiple round robins and/or multiple KO's. Seeding only potentially applies to first-day matches because all survivors will play all other surviving teams on the final day.
- When the movement calls for seeding, only the top half of the field is required to be seeded.
- The top seeded teams shall be distributed such that the highest seeds would all qualify for the second day if they win all of their first day matches.
- Teams that did not provide sufficient information in a timely manner may not be seeded.

Flights B and C seeding: When seeding is used these flights will be seeded by the average (per person) number of masterpoints of a team, except that teams with three or more members of a team that were in the finals (same flight) of a previous years event (within the past three years) will take seeding priority.

Open and flight A seeding:

When teams with at least three players from a team that won the event in a prior year compete, they will be seeded according to the following:

2017 winner	Seeded 1 <sup>st</sup> (or higher)
2016 winner	Seeded 2 <sup>nd</sup> (or higher)
2015 winner	Seeded 3 <sup>rd</sup> (or higher)
2014 winner	Seeded 4 <sup>th</sup> (or higher)

Individuals that previously played on teams that placed in the finals will receive bonus seeding points in accordance with the following:

2015-2017 winner	5000
2015-2017 2 <sup>nd</sup>	2500
2015-2017 ¾	1250

**Player Substitution Rules.**

Players on a team winning a flight of the District 22 GNT may be substituted for 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 should preferably have played in the D22 finals on the final day, and must at a minimum have been qualified to play in the District 22 GNT finals.

### **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 should preferably have played in the D22 finals on the final day, and must have at a minimum have been qualified to play in the District 22 GNT finals.

### **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 captain of the withdrawn team is responsible for ensuring that any team subsidy payments made by District 22 to the withdrawn team are returned to the District 22 GNT Coordinator. 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 [Vanderbilt/Spingold Conditions of Contest.](#)

## **Master Point Awards**

### **Club and Unit Qualifying Game Masterpoint Awards.**

Points awarded at club and unit level qualifying games are half red and half black, at sectional rating.

### **District 22 Finals Masterpoint Awards.**

The following shows masterpoint awards for first place finish in each flight. Lower overall placements are by ACBL formulae. Match awards are red points.

Open Flight winner: 36.00 gold masterpoints.

Flight A winner: 30.00 gold masterpoints.

Flight B winner: 26.00 gold masterpoints.

Flight C winner: 15.00 3.75 gold, 11.25 red masterpoints.

**GNT Fund-raiser Games.**

Clubs and units may hold one sectional rated black-point game (may be played as a pair, team or individual game) as a fund raiser for the Grand National Teams. District 22 will use the funds raised from this game only as team subsidies. The fund-raiser is a separate event and must be held in addition to the Grand National Teams qualifying games. The game cannot count as both a fund raiser and a GNT event.

**Applicable Authority**

**District 22 GNT Coordinator and District Director Authority.**

All ACBL tournament regulations, though not specifically included in these conditions, apply throughout this event.

Unforeseen situations should be referred to the District 22 GNT Coordinator who will then consult with the District Director relative to the situation's solution. Only in such unforeseen situations may the D22 GNT Coordinator, in consultation with the District Director (or his designee) make exception to these conditions.

In emergency situations only, e.g. at the district final, the District Director (or his designee) may on his own make decisions consistent with the spirit of these conditions of contest. The District Director has final authority on any item not specified in the Conditions of Contest.

The [ACBL GNT Conditions of Contest](#) apply to this event.

## **APPENDIX 1**

### **D22 GRAND NATIONAL TEAMS MATCH FORMATS**

**Objective:** to select the best team to represent the district at the nationals. The district will utilize the following rules to help achieve this result:

1. All teams will play both sessions on each day for which they are qualified.
2. Teams play-through a two-session RR to determine qualification for play on the second day. Results with a given team in the first session will be summed with results with the same team in the second session. (Teams may play more boards in the second session in order that total boards approximate ACBL national play for their flight.)
3. All teams play substantially the same boards.
4. All boards will be shuffle, deal and play.

### **GENERAL**

#### **AWL Movement**

(D22 uses this movement for 5, 7, 9 and 11-team formats, and a modification for 4, 6 and 8-team formats.)

#### **NOTE REGARDING THE NUMBER OF BOARDS TO BE PLAYED:**

In some cases teams do not play the same number of boards in both sessions in order that the brackets come as close as practical to the number of boards required by ACBL National COC for play at the nationals (60 boards Open flight, 56 boards A and B, and 52 boards C.) Director is free to 'flip' the indicated boards between first and second session in order for the two brackets to play approximately the same number of boards before the lunch break, however the indicted total number of boards indicated should be played.

### **FIRST DAY**

#### **2 Teams**

The two teams play head to head.

1<sup>st</sup> session: 26 boards all teams.

2<sup>nd</sup> session: 32 boards Open, 30 boards A and B, 26 boards C.

Both teams continue the second day, same number of boards, all scores carried over.



**3 Teams  
Not seeded**

The three teams play in a round robin through the two sessions, with two survivors qualifying for the second day.

1<sup>st</sup> session: 26 boards all teams.

2<sup>nd</sup> session: 32 boards Open, 30 boards A and B, 26 boards C.

Two teams qualify for the second day.

**4 Teams  
Not seeded**

Play three matches of X boards each. 3X boards in circulation.

1<sup>st</sup> Session: 8 boards per match. 24 boards total.

Match 1. Share Boards 1-8 at all tables. Team 1 plays Team 2. Team 3 plays Team 4

Match 2. Share Boards 9-16 at all tables. Team 1 plays Team 3. Team 2 plays Team 4

Match 3. Share Boards 17-24 at all tables. Team 1 plays Team 4. Team 2 plays Team 3

2<sup>nd</sup> Session: 8 boards/match, 24 boards total B and C,

12 boards/match, 36 boards total, Open and A

Match 1. Share Boards as required at all tables. Team 1 plays Team 2. Team 3 plays Team 4

Match 2. Share Boards as required at all tables. Team 1 plays Team 3. Team 2 plays Team 4

Match 3. Share Boards as required at all tables. Team 1 plays Team 4. Team 2 plays Team 3

Two teams qualify for the second day.

**5 Teams (AWL)  
Not seeded**

4 rounds of X boards each. 5X boards in circulation.

1<sup>st</sup> session: 7 boards/round, 28 boards all teams. 35 boards in circulation.

2<sup>nd</sup> session: 6 boards/round Fl. C, 24 boards total, 30 boards in circulation.

7 boards/round, 28 boards total all other teams. 35 boards in circulation.

Two teams qualify for the second day.

**6 Teams  
Not seeded**

1<sup>st</sup> session: 5 rounds of 5 boards each. 25 boards in circulation.

2<sup>nd</sup> session: Same as above, except Open flight plays 6 boards/round, 30 boards in circulation.

Top 2 teams qualify for second day.

Set out 5 boards per table for Tables 1 to 5 only for Round 0

**Important.**

- Tables 1 to 5 are considered to be the circuit. Table 6 is considered as an extra table, isolated outside the circuit.
- Table 6 will always share boards with the table at which the EW pair of Team 6 is sat.

**To start:**

- At the end of Round 0, boards remain stationary, and  
EW 1 goes to Table 6,  
EW 2 goes to Table 4,  
EW 3 goes to Table 2,  
EW 4 goes to Table 5,  
EW 5 goes to Table 3,  
EW 6 goes to Table 1.
- Shuffle and play to begin the session.

**At the end of each of Rounds, 1, 2, 3 and 4,**

- boards go down one table within the circuit of Tables 1-5,
- EW pairs 1-5 go up one table within the circuit of Tables 1-5, but when they would arrive at their home table, they displace to Table 6 and share boards with their Home Table, before resuming on the circuit (up one table from their home table.)
- EW Pair 6 goes up 2 tables within the circuit of tables 1-5.

At the end of Round 5, all EW return to home table to score.

**7 Teams (AWL)  
Not seeded**

1<sup>st</sup> session: 6 rounds of 5 boards each, 30 boards played. 35 boards in circulation.

2<sup>nd</sup> session: (A, B, C) 6 rounds of 4 boards each, 24 boards played. 28 boards in circulation.

(Open) 6 rounds of 5 boards each, 30 boards played. 35 boards in circulation.

Top 3 teams qualify for second day.

## **8 Teams Not seeded**

1<sup>st</sup> session: 7 rounds of 4 boards each all flights. 28 boards played/session, 28 boards in circulation.

2<sup>nd</sup> session: Same as above for flights Open and A, 3 boards/round, 21 boards in circulation for flights B and C.

Top 3 teams qualify for second day.

Round 0: Set out 4 boards per table for Tables 1 to 7 only

### **Important.**

Tables 1 to 7 are considered to be the circuit. Table 8 is considered as an extra table outside the circuit. Table 8 will always share boards with the table at which the EW pair of Team 8 is sat.

At the end of Round 0, boards remain stationary, and

### **To Start:**

EW 1 goes to Table 8

EW 2 goes to Table 6

EW 3 goes to Table 4

EW 4 goes to Table 2

EW 5 goes to Table 7

EW 6 goes to Table 5

EW 7 goes to Table 3

EW 8 goes to Table 1

At the end of each of Rounds, 1, 2, 3, 4, 5 and 6,

- boards go down one table within the circuit of Tables 1-7
- EW pairs 1-7 go up one table within the circuit of Tables 1-7, but when they would arrive at their home table, they displace to Table 8 and share boards with their Home Table, before resuming on the circuit.
- EW Pair 8 go down 2 tables within the circuit of tables 1-7.  
At the end of Round 7, EW return to home table to score.  
Top 3 teams qualify for second day.

**9 Teams (AWL)  
Not seeded**

1<sup>st</sup> session: 8 rounds of 3 boards each, 24 boards played. 27 boards in circulation.

2<sup>nd</sup> session: (B and C) Same as above.

(Open and A) 8 rounds of 4 boards each, 32 boards played. 36 boards in circulation.

Top 3 teams qualify for second day.

**10 Teams (2 x 5-way RR)  
Seeded**

Played as two five-team round robins. See 5-team format.

The top two from each round robin qualify for the second day.

**11 Teams (AWL)  
Not seeded**

1<sup>st</sup> session: 3 boards/round, 30 boards total all teams. 33 boards in circulation.

2<sup>nd</sup> Session: 2 boards/round, 20 Fl. C. 22 boards in circulation.

3 boards/round, 30 boards total all other teams. 33 boards in circulation.

The top four survivors qualify for the second day.

**12 Teams (4 x 3-way RR)  
Seeded**

Four round robins of three teams each. See 3-team format.

Each of four survivors qualifies for the second day.

**13 Teams (3 x 3-way RR + 1 x 4-way RR)  
Seeded**

See 3 and 4-way RR formats

Each of four survivors qualifies for the second day.

**14 Teams (2 x 7-way RR)  
Seeded**

Played as two seven-team round robins. See 7-team RR format.

The top two from each round robin qualify for the second day.

**15 Teams (5 x 3-way RR)  
Seeded**

Five round robins of three teams each. See 3-team format.  
One survivor from each round robin qualifies for the second day.

**16 Teams (4 x 4-way RR)  
Seeded**

See 4-team format.  
Each of four survivors qualifies for the second day.

**17 Teams (3 x 4-way RR + 1 sx 5-way RR)  
Seeded**

See 4 and 5-team formats.  
Each of four survivors qualifies for the second day.

**18 Teams (2 x 4-way RR + 2 x 5-way RR)  
Seeded**

See 4 and 5-team formats.  
Each of four survivors qualifies for the second day.

**19 Teams (1 x 4-way RR + 3 x 5-way RR)  
Seeded**

See 4 and 5-team formats.  
Each of four survivors qualifies for the second day.

**20 Teams (4 x 5-way RR)  
Seeded**

See 5-team format.  
Each of four survivors qualifies for the second day.

## **SECOND DAY**

### **Two Teams**

See 2-team format.

### **Three Teams**

See 3-team format.

### **Four Teams**

See 4-team format.

### **Five Teams**

See 5-team format.

## **APPENDIX 2**

### **TIE BREAKS**

2-team format: play an additional 4 boards to break tie.

3 or more teams: if two or more teams are tied with total VP's:

1<sup>st</sup> tiebreak goes to the team that won the largest number of matches.

2<sup>nd</sup> tiebreak goes to the team that won the match between the two tied teams.

3<sup>rd</sup> tiebreak goes to team that won the highest number of net imps.