

District 23 Grand National Teams 2016 CONDITIONS OF CONTEST

All aspects of the National Conditions of Contest apply to each of these events, including but not limited to any and all residency requirements for participation. In no case may a player compete in the District 23 GNT if they have competed previously in another 2016 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 as many flights as they desire, provided that they are eligible to play based upon their masterpoint holdings as of September 2015 masterpoint cycle produced on August 6, 2015.

1. DEFINITION of FLIGHTS

Super Flight:	unlimited.
Flight A:	0-6000 masterpoints.
Flight B:	0-2500 masterpoints.
Flight C:	Non-Life Masters with fewer than 500 mp's

2. ENTRY FEES

Entry fees will be \$60 per team per session. All profits from GNT qualifying events will be divided evenly between each of the teams representing our District at the Summer Nationals.

3. REGISTRATION

Entries must be received no later than fifteen (15) minutes 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. Players may enter more than once as long as they take place on different weekends.

4. CAPTAINCY

Each team must designate the team Captain from amongst its own playing members on its registration entry, and said Captain will be responsible for all representation of the team.

5. 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.

6. 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 premises without verifying with the Tournament Chairmen that their services will not be required.

7. SCHEDULE

Competition in each flight will begin on Saturday 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 be finished at the next available local sectional.

<u>Flight</u>	<u>Competition Dates</u>
Super Flight:	April 30 – May 1, 2016
Flight A:	April 16-17, 2016
Flight B:	April 30 – May 1, 2016
Flight C:	April 16-17, 2016

8. SITES and STARTING TIMES

All sessions of the 2016 GNT events will take place at The Long Beach Bridge Center, 4782 PCH, Long Beach, 90804. The phone number at the game site is 562-498-8113. 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.

9. FORMAT for SUPER FLIGHT and FLIGHT B

Qualifying for Sunday's KO final will take place on Saturday, April 30th. If the number of original entries received is 12 or less a full Round Robin movement will be used. If the original number of entries is 13 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.

10. FORMAT for FLIGHT A and FLIGHT C

Qualifying for Sunday's KO final will take place on Saturday, April 16th. If the number of original entries received is 12 or less a full Round Robin movement will be used. If the original number of entries is 13 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.

11. 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.

12. 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 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 IMPS.

13. KNOCKOUT MATCH DURATION

Each KO match in the Super Flight and Flight A will consist of 32 boards divided into two 16 board halves, unless there are only two teams that advance to Stage 2, in which case the final match shall consist of 64 boards divided into four 16 board quarters. Flights B and C will play 28 or 56 board matches.

14. 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).

15. CONVENTIONS

All conventions in the General Chart are permitted in all flights. Only general chart conventions will be allowed in Flight C. Mid Chart conventions will be allowed in the other flights provided that two identical legibly written viable defenses with auction extensions and continuations are provided for the opponents. Should any question arise regarding viability or legibility of these defenses the decision of the Tournament Chairmen as to whether those conventions should be allowed shall be final. In addition, District 23 policy regarding permitted defenses to NoTrump openings will be followed in all flights.

16. 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 same flight of 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.

17. KIBITZERS

It is the policy of the ACBL and District 23 to encourage spectators. Kibitzers will be permitted at the event but must remain at one table during a match or segment. A fifth or sixth member of a team may kibitz at a table no closer than two tables away from the tables at which his own team is playing. Each player has the right to bar one kibitzer without assigning cause, or an unlimited number of kibitzers for cause. Any kibitzer may be barred for cause by the ACBL Director in Charge or the Tournament Chairmen, with or without prior application from the players at the table. Kibitzers shall follow appropriate etiquette (no talking, eating, gum chewing, etc.).

18. 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.

19. 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 1 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.

20. TIE BREAKERS

If a knockout match ends in an exact tie, subsequent segments of eight (8) boards each will be played until a winner is determined. The seating rights in each segment will be determined by a coin flip.

If three or more teams are tied for the last qualifying position after a round robin the team with the best IMP ratio from the direct competition between the tied teams shall advance. If the IMP ratio does not determine a winner subsequent segments of four (4) boards each will be played (in a round robin format if required) until the single advancer is determined. Seating rights for each segment will be determined by a coin flip.

21. 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.

22. DISRUPTION of EVENT or REFUSAL to PLAY

Any player(s) who discontinue(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.

23. 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.

24. AUTHORITIES

Tournament Chairmen:

Howard Einberg	(310) 475-9784
Janet Logan	(949) 400-5887

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

The Tournament Chairmen are the authority for all rulings on matters of regulation. Their rulings may be appealed to the District 23 Director.