

District 5 of the ACBL

District 5 Grand National Teams **2026 Conditions of Contest**

Champion Flight (Unlimited); Flight A (0-6000); Flight B (0-3000) Flight C (0-750) Non-Life Master Flight eligibility will be established by ACBL's September 2025 masterpoint cycle. This information is produced on August 6, 2025 in Horn Lake, MS. Masterpoints won after this cycle will not impact flight eligibility for these events.

ACBL Conditions of Contest including those for KO, Round Robin and Swiss events are part of the District 5 Conditions of Contest as published in the Bulletin and/or the ACBL website, (www.acbl.org).

The 2026 GNT Finals for all flights will be held in Erie, Pa at the Erie Bridge Center on Saturday May 2nd and Sunday May 3rd 2026. The Erie Bridge Center is located at 1221 Grant Ave., Erie, Pa.16505. All teams must pre-register by April 29th **at 5pm**. Game time on May 2nd is 11am with a 2nd session directly after a provided lunch. Game time on Sunday May 3rd is 10am. The second session will start after a provided lunch.

The National Finals will be held at the Minneapolis NABC starting July 8, 2026.

For additional questions or information, contact the District 5 Coordinator Steven Grzegorzewski, steven.grzegorzewski@zoominternet.net.

The D5 GNT Coordinator has the authority and responsibility to enforce the following conditions:

- A. Lack of knowledge does not constitute cause for exception to these conditions of contest.
- B. No Unit or Club Qualification is required. Each team must name a captain and all players before the beginning of play. All players listed in the team roster must play a minimum of 50% of the hands played by that team each day. Furthermore, all players are expected to play all sessions of the District qualifying event for which their team qualifies.

Players who do not play in the preliminary session may not play in the semifinal or final. Players who do not play in the semifinal may not play in the final. In addition, a team that cannot maintain four players will be considered to have withdrawn (except in the case of section F).

- C. The format and schedule of play for each flight in the District Finals is determined by the number of teams in that flight as follows:

*** When the conditions are satisfied which permit two teams to qualify for the National Finals, [Flights B and C when 8+ teams compete on day 1] day 2 shall consist of a four team round robin played over 2 sessions. Flight C shall play 48 boards (16 board RR) and flight B shall play 54 (18 board RR). Under these conditions, the two top teams will advance to the National Finals event.

Championship Flight									
# Teams	10+	9	8	7	6	5	4	3	2
Preliminary Swiss	7 Boards	7 Boards	8 Boards	10 Boards	12 Boards	15 Boards	20 Boards	30 Boards	60 Boards
	RR	RR	RR	RR	RR	RR	RR	RR	RR
Sunday Final	4 - Teams	2 – 30 Board Semi Final & Final matches						60 Boards	
	3 - Teams	2 – 30 Board Round Robin matchs						60 Boards	
	2 - Teams	1 – 30 Board Final match						30 Boards	

Flight A									
# Teams	10+	9	8	7	6	5	4	3	2
Preliminary Swiss	7 Boards	7 Boards	8 Boards	10 Boards	12 Boards	15 Boards	20 Boards	30 Boards	60 Boards
	RR	RR	RR	RR	RR	RR	RR	RR	RR
Sunday Final	4 - Teams	2 – 30 Board Semi Final & Final matches						60 Boards	
	3 - Teams	2 – 30 Board Round Robin matchs						60 Boards	
	2 - Teams	1 – 30 Board Final match						30 Boards	

Flight B									
# Teams	10+	9	8	7	6	5	4	3	2
Preliminary Swiss	7 Boards	7 Boards	8 Boards	10 Boards	12 Boards	15 Boards	20 Boards	30 Boards	60 Boards
	RR	RR	RR	RR	RR	RR	RR	RR	RR
Sunday Final	4 - Teams	2 – 28 Board Semi Final & Final matches						56 Boards	
	3 - Teams	2 – 28 Board Round Robin matchs						56 Boards	
	2 - Teams	1 – 28 Board Final match						28 Boards	

Flight C									
# Teams	10+	9	8	7	6	5	4	3	2
Preliminary Swiss	7 Boards	7 Boards	8 Boards	10 Boards	12 Boards	15 Boards	20 Boards	30 Boards	60 Boards
	RR	RR	RR	RR	RR	RR	RR	RR	RR
Sunday Final	4 - Teams	2 – 24 Board Semi Final & Final matches						48 Boards	
	3 - Teams	2 – 24 Board Round Robin matchs						48 Boards	
	2 - Teams	1 – 30 Board Final match						24 Boards	

Entry Fees

Entry fees are 60 dollars per session per team.

Conventions

Permissible conventions are regulated by the ACBL. The charts for C/B/A/Open are Basic+/Basic+/Open/Open+. The link to the convention charts is www.acbl.org/convention-charts. Open+ Chart Conventions that require written defenses must have two copies presented to the opponents before play begins, or will not be permitted. All chart related information can be found www.acbl.org/convention-charts.

General Conditions

All players must be members of the ACBL in good standing. All players must be members of District 5 at the District Final.

District Final

District 5 will pay the entry fees for National competition to District Champions per team of four.

District Champions that do not have at least 3 original members who played in the District 5 Finals will be replaced by the next eligible team willing to participate.

The captain of the District Champion Team is responsible for advising the District Coordinator no later than May 30, 2026 of their teams' intention to represent District 5 at NABCs and May 30, 2026 of players to be replaced or augmented. Players may be replaced only with confirmed consent of the replaced player and do not automatically qualify for District subsidy. Any District Champion Team has the right to augment the team, up to a 6-person team and assign a non-playing Team Captain.

In an emergency, substitution may be allowed at the discretion of the DIC so long as the substitute does not substantially improve the team for any individual session.

The District 5 Director and GNT Coordinator are responsible for any modifications and/or clarifications to the GNT event format design. In all events number of boards will be determined by DIC and District Coordinator unless shown.

D. The following apply to all four flights (Championship, A, B, C):

- 1) A preliminary round of Round Robin play will reduce the field to 4 teams (when 5+ teams start a flight on Saturday) which will play on Sunday.
- 2) All RR and Swiss matches will be scored by IMPs and converted to Victory Points using the WBF 20-Point Continuous Victory Point Scale.

3) If at the conclusion of the preliminary round a tie exists that determines who qualifies for the final session/day-the tie will be broken by one or more 2-board playoff rounds that will continue until the winner is determined. Playoffs begin immediately once tie is verified.

4) After the preliminary round ending 4 team final, the 1st place team has the option to play the 3rd place team or the 4th place team. The 2nd place team has the option to be added to the 1st place teams choice if they so wish.

5) When fewer than eight teams in a flight compete on the first day, there will be a 100% imp carryover applied to both the semifinal and final matches.

6) All ties in the semi-finals or finals will be resolved by one or more 4 board playoff rounds that will continue until a winner is determined.

E. One team from each flight, [or 2 teams in Flights B and C when 8+ teams compete in round 1] as determined according to the above guidelines, will proceed to the National Finals. The District requests that no members of a team that cannot participate in the National Finals participate in the District Finals. Any team that cannot maintain three of its original members will be considered as withdrawing (except in the case of Section H). If the 1st place team is withdrawn, then the 2nd place team will be offered the qualification. If the 2nd place team declines, then the 3rd place team, as determined by imp differential, will be offered the qualification. If the 3rd place team declines, then the 4th place team will be offered the qualification. If none of the top four finishers accept the invitation, the GNT Coordinator will select a team from all appropriate members of D5 in good standing with the ACBL. This team will be approved by D5 in a vote during a board meeting prior to the ACBL deadline.

F. During the D5 finals, a replacement to a roster is permissible due to a verified sickness, injury, death, or Force Majeure. Only one such replacement is allowed. All replacements must be approved by the District 5 GNT Coordinator in consultation with the DIC of the event. The replacement must not substantially increase or decrease the overall strength of the team. The condition allows for an exception to the participation guidelines above for one session. Any player who misses more than one session will be removed from the team's roster. If a replacement player plays for more than one session, the replacement's name and ACBL number will be added permanently to the team roster and is considered an original member for the requirement in section E. Only one replacement is allowed per this condition, and any team that utilizes this condition and does not maintain the participation requirements as outlined in this condition is deemed to withdraw.

G. After the District Finals and before May 31 a team may decide to reduce its roster to a minimum of four players. Similarly, the winning team may augment the roster to a maximum of six players. Any team using this condition must coordinate with the D5 GNT Coordinator. District 5 encourages all flights to field the strongest team as possible. Players removed from a team will not be removed from its roster until the GNT Coordinator receives written confirmation from said player.

H. After the District Finals, a team may permanently replace a player due to a verified sickness, injury, death, or Force Majeure. Any team using this condition must coordinate with the D5 GNT Coordinator. Under this condition, a team may not substitute for more than one player.

I. For disputes regarding decisions made by the D5 GNT Coordinator an appeal must be filed by May 31. The GNT Coordinator will select three voting members of the D5 board to serve on a special committee. These three members may not be selected from the Unit of the appealing team. In addition, if there is any team that will gain a substantive advantage from the outcome of the appeal, then members of the committee will also not be selected from that unit. In the case of a lack of eligible committee members, any D5 member in good-standing may be asked to serve. After hearing from all parties, the committee will hold secret deliberations and vote. The results of the vote and a majority opinion will be given to both the GNT Coordinator and the team without insight into the private workings of the committee. If the appeal is denied, the committee will then consider if the appeal was frivolous. Due to the costs and resources required to hold an appeals committee, if an appeal is deemed to be frivolous, then the entire appealing team will be suspended from participating in any D5 GNT contest for the following two years. If the ACBL moves the roster deadline earlier than June, the district deadline may be adjusted by the D5 GNT Coordinator to allow two weeks before the new ACBL deadline. This change must be communicated to all winning teams in a timely manner. Teams must report to the district treasurer for reimbursement of entry fees upon return from the NABC finals.

D5 Online Conditions of Contest Appendix

In the event that the D5 finals are moved to an online platform instead of face-to-face play:

- A. Pre-registration and payment is required by the deadline to participate.
- B. Teams must provide the following information when registering: full roster with player names, ACBL numbers, email addresses, and BBO user names.
- C. Shortly after registration closes the GNT coordinator will release a schedule and match assignments for the Round Robin/Swiss qualifying phase.
- D. The Round Robin/Swiss qualifying will be self-directed in BBO. At least one player per team should have experience creating team matches. Training will be provided on the D5 website.
- E. Each flight will play on a specified Saturday with the possibility of roll over into Sunday as needed. Teams will play up to eight rounds depending on entries.
- F. Pairs are required to have completed convention cards and should provide full disclosure of their methods using some combination of the BBO chat and alert system. Penalties will be issued for a failure to comply with these requirements.
- G. The GNT Coordinator will handle any disputes regarding irregularities. Teams are expected to make every attempt to conduct matches in a timely fashion and resolve irregularities fairly.
- H. In cases where matches are not played and no fault can be determined both teams will receive zero victory points.
- I. Security measures such as audio/visual connections between screen-mates are highly encouraged during the qualifying phase. These measures are required for the KO phase.
- J. If a player wins in multiple flights, they must represent D5 in the higher of the two flights. As a reminder, winning teams are still subject to the conditions of contest requirement in Section E after this rule is applied.