

American Contract Bridge League (ACBL) District 20

2022-2023 Grand National Teams (GNT) Conditions of Contest - Rev. 11/27/2022

A. General

1. Overview: These conditions apply to the District 20 (D20) GNT competition to be conducted online via BBO starting in January 2023 and ending in May, 2023.
2. National Conditions: Refer to National Conditions of Contest provided by the ACBL.
3. Participation: Any player in good standing of both the ACBL and District 20 (D20). There is no club qualifying requirement. Players are encouraged to participate in their local clubs GNT Qualifying games in order to earn extra points and gain experience. Players are encouraged to play in as many flights as they are eligible for.
4. Eligibility: Masterpoints are “frozen” from the September 2022 MP cycle:
 - Championship – open to all players
 - Flight A – 0 to 6000 MP's
 - Flight B – 0 to 2500 MP's
 - Flight C – 0 to 500 MP's, not a Life Master
5. Team Formation: Teams may consist of four, five, or six players.
6. Club/Unit Level: There is no club or unit level competition.
7. Contingencies: In addition to ruling on bridge competition matters, the Tournament Director (TD) will adjudicate any errors, omissions, or ambiguities in this document subject to the review and approval of the Regional Director who has ultimate responsibility for this event.

B. Registration

1. Pre-Registration: Required one week prior to competition (exceptions by Regional Director) December 24, 2022 for flights A, B, and C. March 17, 2023 for the Championship flight.
2. Table Fees: For the Championship Flight \$15 per player per session. For flights A,B, and C. \$20 per team per 16 board match; playoffs – \$20 per team per segment. Payment: by check to Business Manager, Marie Ashton
3. Convention Cards (CC): Each pair is required to have a BBO convention card filled out that accurately describes their conventions. The captains will exchange their team's CC when they schedule their matches. Captains will facilitate questions about their teammates' conventions. Conflicts will be adjudicated by the coordinator. Failure to adequately disclose conventions may result in VP penalties.

4. Pre-alerts and written defenses, when required, shall be submitted to the opposing captains at least one week prior to the start of the competition and disclosed to opponents at the start of each match segment.

C. Continuation Matches

In Flights A, B, and C, Continuation matches will be offered to teams not advancing from their brackets depending on the demand within each flight. Only match awards will be available in continuation matches.

D. Playing period

1. Competition Period:

Championship Flight: The championship flight will be contested over two weekends. March 25 and 26 and April 29th and 30th.

Flights A, B, and C

Round-Robin qualifying – January 2023 through May 28, 2023

Playoffs – May 2023 (Quarters, Semis, Finals)

Continuation Matches (if held) – April ending by May 28, 2023

General expectation is two-three matches per month excluding holiday periods,

ACBL nationals, and D-20 regionals

2. Boards randomly selected by BBO.

3. Platform: All players will play using BBO.

4. Scheduling:

In the Championship flight a schedule of matches will be published after the registration period is over. In general, teams should be prepared to play qualifying matches starting at 11 AM Portland time on Saturday March 25th and Sunday 26th. The starting time of the second session will be announced by the DIC. Depending on the number of teams entered in the flight, teams will play KO matches starting 11 AM Portland time on April 29th and 30th to determine the champion.

In flights A, B, and C the team captains are required to coordinate their matches including BBO set-up. Captains should be proactive in their efforts to schedule their matches. If in the opinion of the coordinator a team is not making good efforts to schedule and play their matches, VP penalties may be assessed. The coordinator will publish a schedule for RR matches within each flight after the registration period ends.

5. BBO Set-Up: No kibitzing, no outside chatting with players, no barometer scoring, no undos. Captains may divide their matches into whatever length segments they agree on. Absent agreement matches will be played 8 boards at a time.

E. Conditions of Play The following conditions apply only to the BBO competition. In person competition Conditions of Contest will be formulated if and when needed.

1. General: For all flights Championship, A, B, and C players may play their RR matches from home or another convenient venue without an official monitor. During all KO matches players will have an ongoing video or audio chat session with their screenmates. (N&E, S&W)

2. Scheduling: The coordinator will establish periods in which to conduct matches. Penalties or forfeits may be imposed for failure to complete a match within the assigned period unless prior approval from the Coordinator is obtained. VP penalties will be assessed for teams that have not completed their match by the end of the round robin period.

3. Seating Rights: In round-robin matches the captains may agree online ups before the match. The lineups may be changed for the 2nd segment so that no pairs repeat. If the captains do not come to an agreement before the match, the team that is behind at the half will have seating rights for the second segment. If the captains cannot come to an agreement regarding starting lineups, the default position is for the pair 1 on the registration form of each team to be NS. If the captains cannot agree on line ups, the coordinator will assign the line ups and penalize each team two Victory Points.

In the playoffs, the higher placed team will choose the 1st or 2nd segment; thereafter the captains will alternate segments in which to exercise their seating rights.

4. Lateness: If a team is not online at the scheduled time, they are given 10 minutes. If the team is late more than 10 minutes, they will be penalized 10 IMPs. If they are more than 20 minutes late the match is forfeited. Nothing in the above language should prevent teams from rescheduling matches if emergencies cause undue delays.

If a player loses connection during a match, the other players will wait for 10 minutes. If the player cannot regain their connection, then his/her partner can nominate a new player with whom to finish the game. The fill in partner may not materially improve the team.

If the team does not find a replacement player the match is forfeited.

If any player of a team withdraws during the match, that team forfeits the match.

“In the case of lateness or connection issues, or issues involving illness of a team member, nothing in these conditions prevents the team captains from agreeing to reschedule a match. Team captains are encouraged, but not obligated, to apply the “Golden Rule” in deciding whether to agree to reschedule a match, if there is a good reason for the requested rescheduling and the rescheduling will not result in undue inconvenience to either team.”

5. Substitutes: The opposing captain may approve a proposed substitute for the current match. If such approval is not given, the TD may allow the substitute for any segment or segments, provided that so doing does not materially strengthen the team.

6. Per Person Play Requirements: Per ACBL Conditions of Contest for masterpoint awards.

7. Sportsmanship and Ethics: Participants are expected to bid and play ethically and in accordance with BBO and ACBL guidelines. Competitive decisions must be motivated only by a desire to do one's best, not as a strategy for placement in the qualifying queue.

8. Forfeits:

- In the case of forfeit by any team, the team forfeiting will receive 5 VPs if they can demonstrate that there was good cause for the forfeit. Good causes would include unexpected illness of a team member, power outage at the location where a team member is playing, accident resulting in lateness, or any other similar event outside the control of the forfeiting team.
- Absent good cause, forfeits in the round robin are awarded no (0) Victory Points.
- A team winning by forfeit gets 13 VPs. The award will be adjusted to the average margin of their other matches or the average margins of their opponent's opponents whichever is greater

9: Ties: See Appendix A for tie breaking formats. Tie-breaking matches will be scheduled by team captains. If the teams can't come to an agreement the GNT Coordinator will set the time.

10. Team withdrawals: Teams may not withdraw from the competition without permission of the TD. If a team pulls out, all its round-robin results will be considered a forfeit. Entry fees are not refundable to teams that withdraw.

11. Kibitzing: Kibitzers will not be permitted at any stage of the competition. The coordinator will try to publish the finals for delayed kibitzing.

12. Correction and Appeal Period: The team captain must notify the Tournament Director of scoring errors and/or an appeal of a ruling within 24 hours of the segment conclusion.

13. Except in the case of three-way matches, all match comparisons will be made using the WBF Continuous Victory Point Scale.

F. Conventions

1. The use of conventions is governed by the ACBL Convention Charts as follows:

- Championship Flight – Open+ Chart
- Flight A - Open Chart
- Flight B - Basic + Chart
- Flight C - Basic Chart

2. Pre-alerts and written defenses, when required, shall be submitted by one week prior to the start of the competition and disclosed to opponents at the start of each match segment.

G. National Finals

1. This event does not qualify a team for any National finals except the 2023 National finals.

2. Advancement: The winning teams in all flights are eligible to advance to the National Finals. In addition, the second place teams in Flights B and C are also eligible if there are at least eight teams in the round robin competition of their flight.

3. Progression: If a team eligible to represent the district at the Nationals declines or becomes ineligible to play, the next highest placing team will be eligible to advance. When there is a tie between the teams that might advance, the teams will play an eight-board match to determine a winner. In flights with more than one bracket, the highest placing teams from both brackets would be tied for qualifying purposes.

4. Substitutions: It is expected that the advancing teams will remain intact but may change or add members subject to the following. At least 3 players from the team must continue. All changes must be approved by the GNT Coordinator or Regional Director. An exception to this rule will be made if players from a winning team chose to represent the district in the national finals of another flight. In that case the team losing players may add a pair from the district subject to approval from the DIC.

5. Travel Expenses: The District may subsidize the travel expenses incurred by the winners of each Flight to the National Finals. If and when the plans are confirmed, a subsidy schedule will be published on the D20 website.

H. Appendices – see below

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Appendix A - Formats

Except in the case of three-way matches, all match comparisons will be made using the WBF Continuous Victory Point Scale.

The number of entrants in the championship flight will determine the exact structure of the contest. In general there will be qualifying matches on March 25, 26 2023 with finals on April 29, 30 2023.

In flights A, B, and C the following formats will be used depending on the number of participants in a flight.

2 teams: 64 board KO (4 segments) If at the end of 64 boards the teams are tied, they will play eight board tie breaking matches until there is a winner.

3 teams: 48 board (3 segments) matches against the other two teams to reduce to two teams. The matches are scored win loss. A team that loses both matches is eliminated. See Appendix B for our tie breaking formula. 48 board KO final with full carryover from the head-to-head round robin match.

4 teams: 32 board (2 segments) matches against the other three teams to reduce to two teams. The matches will be scored by Victory Points. If there is a tie for advancement the teams will play eight board matches until there is a winner. 48 board KO final (three segments) with full carryover from the head-to-head round robin match.

5 teams: 32 board matches (2 segments) against the other four teams to reduce to two teams. The matches will be scored by Victory Points. If there is a tie for advancement the two teams will play eight board matches until there is a winner. 48 board KO final (three segments) with full carryover from the head-to-head round robin match.

6 teams: 24 board matches (1 segment) against the other five teams to reduce to two teams. The matches will be scored by Victory Points. If there is a tie for advancement the two teams will play eight board matches until there is a winner. 48 board KO final (three segments) with full carryover from the head-to-head round robin match.

7-8 teams: 16 board matches (1 segment) against the other teams to reduce to four teams. The matches will be scored by Victory Points. If there is a tie for advancement the teams will play eight board matches until there is a winner. 40 board KO semi finals (2 segments) with full carryover from the head-to-head round robin match. First place in the round robin gets to choose their semi-final opponent from the teams that finished third or fourth in the round robin. No consolation match. The losers of the semi final matches will share 3rd and 4th.

48 board KO final (three segments) with full carryover from the head-to-head round robin match.

9 teams: 16 board matches (1 segment) against the other teams to reduce to four teams. The matches will be scored by Victory Points. If there is a tie for advancement the teams will play eight board matches until there is a winner. 40 board KO semi finals (2 segments) with full carryover from the head-to-head round robin match. First place in the round robin gets to choose their semi-final opponent from the teams that finished third or fourth in the round robin. The third and fourth place teams may play a consolation match in flight A. The third and fourth place teams must play a consolation match in flights B and C. No carryover from head-to-head matches in the consolation.

48 board KO final (three segments) with full carryover from the head-to-head round robin match.

10-12 teams: Split the flight into two brackets seeded by the DIC and a Seeding Committee. Seeding may be made using Masterpoints and the D20 seeding formula. Play 20 board round robin matches (1 segment) for five and six team brackets against the other teams in their bracket to reduce to two teams. The matches will be scored by Victory Points. If there is a tie for advancement the teams will play eight board matches until there is a winner. 40 board KO semi (two segments) and 48 board finals (three segments). First place from bracket A plays second place from bracket B. The teams that lose their semi final match may play a 32 board consolation match(two segments) in flight A. The teams that lose their semi final match must play a consolation match in flights B and C. No carryover from head-to-head matches for the consolation or finals.

13+ teams: Split the flight into two brackets seeded by the DIC and a Seeding Committee. Seeding may be made using Masterpoints and the D20 seeding formula. Play 20 board round robin matches (1 segment) for six team brackets. Use 16 board round robin matches for seven team or larger brackets. Reduce to four teams from each bracket to qualify for KO playoffs. The matches will be scored by Victory Points. If there is a tie for advancement the two teams will play eight board matches until there is a winner.

The top eight teams advance to playoffs with matches as follows:

1. Quarter-Finals #1 Bracket 1 team #1 plays Bracket 2 team #4
2. Quarter-Finals #2 Bracket 1 team #2 plays Bracket 2 team #3
3. Quarter-Finals #3 Bracket 1 team #3 plays Bracket 2 team #2.
4. Quarter-Finals #4 Bracket 1 team #4 plays Bracket 2 team #1
5. Semi-Final #1 Winner of Quarter-Final 1 plays winner of Quarter-Final 3
6. Semi-Final #2 Winner of Quarter-Final 1 plays winner of Quarter-Final 4

The Quarter-Finals will be 32 boards (two segments). If there is a tie for advancement, the teams will play eight-board matches until there is a winner.

The Semi-Finals will be 48 boards (three segments). Ties in the Semi-Finals will be broken as follows:

- a) If the teams played in the round robin the winner of the head-to-head match will advance
- b) If the teams played in the round robin and were tied head-to-head, the team that finished higher in the round robin will advance.
- c) Otherwise, the teams will play 8 board matches until a winner emerges.

The Finals will be 48 boards (three segments). Ties in the Finals will be broken as follows:

a). If the teams played in the round robin, the winner of the head-to-head match will advance. b.) If the teams played in the round robin and were tied head-to-head, the team that finished higher in the round robin will advance. c.) Otherwise, the teams will play 8 board matches until a winner emerges.

The Consolation Match will be 32 boards (two segments). Losers of matches 5 and 6 may play a consolation match for third if either team wants to in flight A but are required to in flights B and C. Ties in the Consolation will be broken as follows: The teams will play 8 board matches until a winner emerges.

Appendix B - Clarifications

The following is modified from the ACBL General Conditions of Contest Knockout Teams CoC-KO Effective 08/01/2019)

These conditions pertain to the elimination of one team from a three-way match.

The team eliminated from a round-robin shall be determined as follows:

When two teams progress and one team has not lost both matches:

1. If each team has won a match:

a. Net Imps **

b. Result of the head-to-head match if two teams are tied in negative net IMPs. c. If the net IMPs for each of the three teams is zero: Playoff by continuing three-way matches of 4 boards until the tie is resolved.

2. If one team has won two matches and the other two teams tied, there will be an eight-board play-off. Should the first play-off end in a tie, continuing four board play-offs will be played until the tie is resolved.

**Net IMPs-the difference between the total number of IMPs won and the total number of IMPs lost.