

## **District 9 Grand National Teams Conditions of Contest**

ACBL Conditions of Contest (<http://web2.acbl.org/coc/GNT2017-18.pdf>) are incorporated into these conditions

General ACBL Conditions of Contest/GNT Conditions of Contest

If eligible and qualified, players can participate in more than one final.

Dates, times and Locations for District 9 finals can be found on the District 9 website.

### **Eligibility:**

Flight C: NLM with fewer than 500 Masterpoints

Flight B: 0-2500 Masterpoints

Flight A: 0-6000 Masterpoints

Championship Flight: unlimited

Flight eligibility will be established by ACBL's Masterpoint cycle. This information will be produced on **August 6** in Horn Lake, MS (subject to change from ACBL). Masterpoints won after this cycle will not impact flight eligibility for these events.

Questions/information contact District 9 GNT Coordinator Shirley Seals or Assistant Coordinator Jeff Edelstein. Contact information for Shirley or Jeff is available on the District 9 website.

Championship and Flight A can play ACBL Mid Chart while flights B and C can play the ACBL General Chart.

Players must have confirmation that systems are Mid Chart to use them. The Mid Chart is a special set of conventions for use in high-level ACBL competition (<http://cdn.acbl.org/wp-content/uploads/2014/02/ACBL-Mid-chart.pdf>). When required, suggested defenses must be available for Mid Chart conventions. Even if defenses are not required, it is recommended that they be available to establish that the convention is Mid Chart. Each player should have a copy available for the opponents. Note that this is subject to change based on ACBL policy.

All players including those from other districts or non-members may play at the club level. To play at the District 9 Finals players must:

- (a) Be members of the ACBL and in good standing
- (b) Have qualified at the club level
- (c) Be members of District 9 or have received special permission (rarely granted)

Teams are formed for the District 9 final from eligible players who qualified at the club level.

### **Club Level Qualification:**

Clubs may hold GNT qualifying events from September 1 through and including March 31 and they should be stratified combining Open, Flight A, Flight B, and Flight C. There is no limit for the number of GNT qualifying games a club may host. Players qualify as individuals and may play in as many qualifying events and on as many teams as they wish.

Qualifying games must be advertised to the local players at least 1 week prior to the event.

## **Fee Schedule**

District fees are \$4.75/team for one session events, or \$8/team for two session events. Please make checks payable to District 9 and forward with the appropriate financial report and a list of qualifiers to the District 9 GNT coordinator:

A list of qualifiers must be sent with payment.

Please send at least one payment and the report(s) by the end of January. All fees should be paid in full by May 20.

(The fee for a GNT Fund game is \$4 per table, to be sent to the same place, and should be sent within 2 months of the game.)

## **District Finals**

District 9 will award a stipend of \$900 per player for the winning teams in each flight. (Any player augmented to the team after the district finals will not receive funds.) If a player does not participate in the national event, the stipend is to be refunded to the district.

The district treasurer is required to send a 1099 taxable income form for the stipend received.

District champions who do not have at least 3 original members who played in the district finals will be replaced by the next eligible team willing to participate.

The captain of each winning flight is responsible for advising the district coordinator no later than May 24 of players to be replaced and/or of any augmentation. Players may be replaced only with confirmed consent of the replaced player. Any district champion team has the right to augment up to a 6-person team that includes the players who participated at the district finals. Augmented players must have qualified at the club level. 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 substitute must have qualified at the club level. Only one substitute allowed per team per session. Any emergency substitution will be determined by the DIC, whose decision is final.

## **Play Format**

The tournament and competition committee (or a subcommittee thereof) is responsible for any modifications and/or clarifications of the GNT Conditions of Contest.

In the Open/Flight A events (number of boards to be determined by DIC and District Coordinator unless shown below):

2 Teams: Head-to-head format, 2 sessions of 24-28 boards

3 Teams: RR on Saturday, 2 sessions of 24-28 boards

    Sunday head-to-head match, 24-28 boards with full carryover

4 Teams: KO format, 2 sessions of 24-28 boards

    Sunday head-to-head, 2 sessions of 24-28 boards

5 Teams: Full RR on Saturday, 4 matches, 12-14 boards per match, 20 VP scale

    Top 4 teams advance to 2<sup>nd</sup> day, 24-28 boards per session on 2<sup>nd</sup> day with KO format

    Highest scoring team from day 1 chooses opponent for first match of day 2

    Full carryover

6 Teams: Two RRs, 24-28 boards, cut field to 4 teams

    Semifinals in afternoon

    Finals on Sunday morning

7 Teams: 1 RR and 2 head-to-heads, 24-28 boards, cut field to 4 teams

    Semifinals in afternoon

    Finals on Sunday morning

8 Teams: Straight KO, 24-28 boards per session

9-16 Teams: 4 session regional KO rules apply  
17+: Discretion of director in charge (not happening)

### **Tiebreakers**

All ties will be broken by ACBL KO CoC (available on ACBL website)