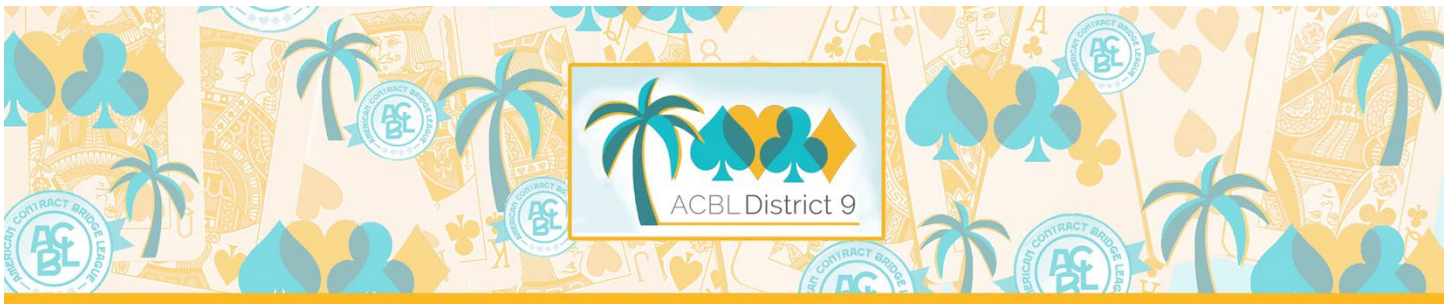




2026-27 Grand National Teams District 9 Finals

Conditions of Contest

ACBL Grand National Teams Conditions of Contest are part of the conditions, which may be found at:
<https://web2.acbl.org/documentLibrary/play/coc/gnt/GNT.pdf>

Event Information

Flight C – held in conjunction with the [Vero Beach Sectional](#).

Vero Beach Bridge Center, 1520 14th Ave, Vero Beach, FL 32960, Phone: 772-562-3008

Schedule: Sunday, January 31st – 10am & TBA (only 2 sessions)

Flight A and B – held in conjunction with the [2027 Southeasterns Regional](#).

Coral Springs Marriott, 11775 Heron Bay Blvd, Coral Springs, FL 33076

Schedule: Registration due by Saturday, April 3rd at 10:30am.

Saturday, April 3rd – 10:45am & 3pm

Sunday, April 4th – 9:30am & TBA (if necessary)

Championship Flight – held on Sunday in conjunction with the 2027 Southeasterns Regional and Monday at Temple Sinai, 2475 W Atlantic Ave, Delray Beach, FL 33445.

Schedule: Registration due by **Saturday, April 3rd at 10:30am.**

Sunday, April 4th – 9:30am & TBA

Monday, April 5th – 10am & TBA (if necessary)

The NABC Finals are scheduled to be held at the 2026 Summer NABC in Las Vegas, NV from Wednesday July 14th through Sunday, July 18th. The playing site is the Rio Hotel & Casino.

Eligibility

Flight C: Non-Life Masters with fewer than 750 Masterpoints

Flight B: 0-3000 Masterpoints

Flight A: 0-6000 Masterpoints

Championship Flight: unlimited Masterpoints

- Flight Eligibility is based on the highest player's masterpoint totals as of August 6, 2026
- District Eligibility is based on residence as of September 1, 2026.

Flight eligibility is based on the player with the most masterpoints on the team using the September 2026 masterpoint cycle. This information was produced on August 6, 2026, at ACBL Headquarters in Horn Lake, MS. Masterpoints won after this cycle will not impact flight eligibility for these events.

To play at the District 9 Finals players must:

- Be paid members of the ACBL and in good standing.
- Be members of District 9.

Teams may be composed of 4, 5, or 6 eligible players and a team captain must be selected.

Club Qualification

Club qualification is **not** required to compete in the District 9 Finals. However, clubs that wish to run a Club Qualification game can and will be billed \$4.00 per table from District 9 in addition to the \$2.40 sanction fee charged by the ACBL.

In addition, all District 9 clubs will be able to run GNT Fund Raiser Games (which can be a Pairs game) once per year per sanctioned game. These games will also be billed \$4.00 per table from District 9 in addition to the \$1.25 ACBL sanction fee.

Entry Fees

Except for Flight C, the District 9 Final entry fee is \$80 per team per session, plus \$20 per session for each player beyond four. Flight C entry is \$120 per team for the two-session event, with no extra charge for additional players.

District Winners

The winning team of each flight is eligible to compete in the NABC Finals, which are scheduled to be held at the 2027 Summer NABC in Las Vegas NV.

Flights B & C only: If 8 or more teams compete in the District 9 Finals, the second place team will also be invited to play in the NABC Finals.

Should the first-place team on any flight not elect to advance to the NABC Finals, the second-place team will be extended the invitation to participate. If neither the first nor second place teams can participate, then District 9 will not be represented for that flight.

If at least eight teams compete in the B or C Flights, the second-place teams may also compete in the NABC Finals. The third-place team in Flights B and C may move up if the first or second place team is unable to compete at the NABC level.

Additions/Substitutions for the NABC Final

The captain of each winning flight is responsible for advising the District 9 GNT Coordinator (or designee) no later than one month after the District Final of any augmentation.

Any team that has qualified to play in the NABC Final has the right to augment up to a 6-person team that includes all players from the original team.

- Championship flight and Flight A can only add players who played on other teams at the District 9 GNT Finals (if contested).
- Flight B and C will be able to augment from any eligible player in District 9.

A team that qualifies for the NABC Final stage may replace no more than one member, and only if that member is deceased or medically unable to travel to or compete in the NABC Final stage, provided the medical condition was unknown to the member at the time of the District Final. The replacement player must be fully eligible to compete in the NABC Final stage and approved by the Region 8 Director.

Subsidies

District 9 will provide \$700 to each participant (including any additional players added to the team) in Flights A, B and C if the NABC Finals are conducted face-to-face. The subsidy is given to each player upon registration and full participation in the Grand National Teams at the upcoming Summer NABC. District 9 pays the entry fees for the NABC Finals unless paid by ACBL.

Second place teams that are invited to the NABC Finals (Flights B & C only) will also receive the same full subsidy as first place teams upon full participation in the Grand National Teams at the upcoming Summer NABC.

Convention Charts

The latest ACBL approved Convention Charts can be found here:

<http://web2.acbl.org/documentLibrary/about/Convention-Charts.pdf>

At the District and NABC level:

- Basic+ Chart applies to Flight C
- Basic+ Chart applies to Flight B
- Open Chart applies to Flight A
- Open+ Chart applies to the Championship Flight.

Players are responsible for ensuring their methods are legal for the event they are playing in. Each partnership is required to have two completed ACBL Convention Cards and any partnership notes available to their opponents during play.

Play Format

Flight C – 2 session event:

Teams	Format
1	Declared Winner. The team will be required to pay for a 2- session entry but will not receive any masterpoints.
2	Head-to-Head Match (48 boards with 4 segments). <i>The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
3	Round Robin with 48 boards split into 4 segments. If one team wins both matches, they are declared the winner. If each team has won one match, the team with the Net IMPs is declared the winner or the result of the head-to-head match if two teams are tied in net IMPs. If the net IMPs for each of the three teams is zero: Play-off (continuing three-way matches of two boards until the tie is resolved. <i>No seating rights.</i>

4	3 rounds of 16 boards per round with 2 segments (morning and afternoon). <i>The team with the highest average masterpoints can choose seating rights for 1st OR 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>
5	American Whist Movement - 4 rounds of 12 boards per round with 2 segments (morning and afternoon). <i>No seating rights. Teams can switch out players halfway through a round robin match (but cannot switch positions) if they consult with the director beforehand.</i>
6	5 rounds of 10 boards per round with 2 segments (morning and afternoon). <i>The team with the highest average masterpoints can choose seating rights for 1st OR 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>
7	6 rounds of 8 boards per round. <i>No seating rights.</i>
8	7 rounds of 7 boards per round. <i>No seating rights.</i>
9	8 rounds of 6 boards per round. <i>No seating rights.</i>
10 or more	6 Rounds of 8 boards per round. Pairings for the first round are random. Pairings for all other rounds will be done by ACBLscore using Perfect Pairing. <i>No seating rights.</i>

Flight B - 4 session event (2 sessions with 2 teams):

Teams	Format
1	Declared Winner. The team will be required to pay for a 2- session entry but will not receive any masterpoints.
2	Head-to-Head Match (48 boards with 4 segments). <i>The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
3	Day 1 - Round Robin with 48 boards split into 4 segments. Top 2 teams advance to Day 2. <i>No seating rights.</i> Day 2 - Head-to-Head Match (48 boards with 4 segments). <i>The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
4	2 Day Knockout with 48 boards per round split into 4 segments. Knockout will be seeded based on average Masterpoints. <i>The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
5	Day 1 - American Whist Movement - 4 rounds of 12 boards per round with 2 segments (morning and afternoon). Top 2 teams qualify for Day 2. <i>No seating rights. Teams can switch out players halfway through a round robin match (but cannot switch positions) if they consult with the director beforehand.</i> Day 2 - Head-to-Head Match (48 boards with 4 segments). <i>The team with the highest total from Day 1 can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
6	Day 1 - Knockout seeded by Average Masterpoints. Seeds 1,4 and 5 will be placed in the top bracket. Seeds 2,3 and 6 will be placed in the bottom bracket. Each bracket will play a round robin with 12 boards per match with 2 segments in the 1 st session. Two surviving teams from each bracket from the 1 st session will advance to the 2 nd session and play 24 additional

	boards with 2 segments against each other with a full carryover from the 1st session. The 2 remaining teams will play in the 2nd session for match awards only. (No refund if match is not played.) The winner of each bracket will advance to the final the next day. <i>The team with the highest average masterpoints can choose seating rights for 1st OR 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i> Day 2 - Head-to-Head Match (48 boards with 4 segments). <i>The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
7	Day 1 - 6 rounds of 8 boards per round. Top 4 teams qualify for Day 2. Top team can choose 3rd or 4th place as their opponent*. Day 2 - Knockout with 24 boards per round split into 2 segments. <i>The team with the highest Day 1 total can choose seating rights for 1st or 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>
8	Day 1 - 7 rounds of 7 boards per round. Top 4 teams qualify for Day 2. Top team can choose 3rd or 4th place as their opponent*. Day 2 - Knockout with 24 boards per round split into 2 segments. <i>The team with the highest Day 1 total can choose seating rights for 1st or 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>
9	Day 1 - 8 rounds of 6 boards per round. Top 4 teams qualify for Day 2. Top team can choose 3rd or 4th place as their opponent*. Day 2 - Knockout with 24 boards per round split into 2 segments. <i>The team with the highest Day 1 total can choose seating rights for 1st or 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>
10 or more	Day 1 - 6 rounds of 8 boards per round. Top 4 teams qualify for Day 2. Top team can choose 3rd or 4th place as their opponent*. Day 2 - Knockout with 24 boards per round split into 2 segments. <i>The team with the highest Day 1 total can choose seating rights for 1st or 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>

*-2nd place can opt in to be chosen by the top team.

Championship and Flight A - 4 session event (2 sessions with 2 teams):

Teams	Format
1	Declared Winner. The team will be required to pay for a 2- session entry but will not receive any masterpoints.
2	Head-to-Head Match (56 boards with 4 segments). <i>The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
3	Day 1 - Round Robin with 56 boards split into 4 segments. Top 2 teams advance to Day 2. <i>No seating rights.</i> Day 2 - Head-to-Head Match (56 boards with 4 segments). <i>The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
4	2 Day Knockout with 56 boards per round split into 4 segments. Knockout will be seeded based on average Masterpoints. <i>The team with the highest average masterpoints can choose seating</i>

	<i>rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
5	Day 1 - American Whist Movement - 4 rounds of 14 boards per round with 2 segments (morning and afternoon). Top 2 teams qualify for Day 2. <i>No seating rights. Teams can switch out players halfway through a round robin match (but cannot switch positions) if they consult with the director beforehand.</i> Day 2 - Head-to-Head Match (56 boards with 4 segments). <i>The team with the highest total from Day 1 can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
6	Day 1 - Knockout seeded by Average Masterpoints. Seeds 1,4 and 5 will be placed in the top bracket. Seeds 2,3 and 6 will be placed in the bottom bracket. Each bracket will play a round robin with 14 boards per match with 2 segments in the 1st session. Two surviving teams from each bracket from the 1st session will advance to the 2nd session and play 28 additional boards with 2 segments against each other with a full carryover from the 1st session. The 2 remaining teams will play in the 2nd session for match awards only. (No refund if match is not played.) The winner of each bracket will advance to the final the next day. <i>The team with the highest average masterpoints can choose seating rights for 1st OR 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i> Day 2 - Head-to-Head Match (56 boards with 4 segments). <i>The team with the highest average masterpoints can choose seating rights for 1st and 4th segments OR 2nd and 3rd segments. If no choice was made, then the team would have seating rights for 1st and 4th segments.</i>
7	Day 1 - 6 rounds of 9 boards per round. Top 4 teams qualify for Day 2. Top team can choose 3rd or 4th place as their opponent*. Day 2 - Knockout with 28 boards per round split into 2 segments. <i>The team with the highest Day 1 total can choose seating rights for 1st or 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>
8	Day 1 - 7 rounds of 8 boards per round. Top 4 teams qualify for Day 2. Top team can choose 3rd or 4th place as their opponent*. Day 2 - Knockout with 28 boards per round split into 2 segments. <i>The team with the highest Day 1 total can choose seating rights for 1st or 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>
9	Day 1 - 8 rounds of 7 boards per round. Top 4 teams qualify for Day 2. Top team can choose 3rd or 4th place as their opponent*. Day 2 - Knockout with 28 boards per round split into 2 segments. <i>The team with the highest Day 1 total can choose seating rights for 1st or 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>
10 or more	Day 1 - 6 rounds of 9 boards per round. Top 4 teams qualify for Day 2. Top team can choose 3rd or 4th place as their opponent*. Day 2 - Knockout with 28 boards per round split into 2 segments. <i>The team with the highest Day 1 total can choose seating rights for 1st or 2nd segment. If no choice was made, then the team would have seating rights for 1st segment.</i>

*-2nd place can opt in to be chosen by the top team.

VP Scoring

The ACBL 20-point Continuous VP Scale will be used. Charts can be found on the WBF website:

https://wwwold.worldbridge.org/wp-content/uploads/2022/12/WBF_VPScales.pdf

Tie Breakers

In the event of a tie for the right to advance to the NABC Final, there will be a 4-board playoff with all tied teams. If the playoffs continue to result in a tie, then 2 board playoffs will be conducted until there is a winner.

In the event of a tie for the last qualifying spot (the right to go on and play in the semifinals), there will be a 4-board playoff. If the playoffs continue to result in a tie, then 2 board playoffs will be conducted until there is a winner.

In the event of ties among 1st through 4th place, seeding will be based on: 1) head-to-head result, 2) number of wins, 3) net IMPs against common opponents, 4) net IMPs against all opponents, 5) coin toss.

If there is a tie in the Knockout phase, then there will be a 4-board playoff. If the playoff continues to result in a tie, then 2-board playoffs will be conducted until there is a winner.

There are no seating rights in any playoff scenario.

Pre-Duplicated Boards:

The use of pre-duplicated boards is highly encouraged for all head-to-head qualifying sessions. Round robin or American Whist movements must be shuffled boards.

Contact Information

If you have any further questions, please contact the District 9 GNT Coordinator:

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