

District 14 GNT Conditions of Contest: **2009-2010**

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**DISTRICT 14 CONDITIONS OF CONTEST  
2009-2010 GRAND NATIONAL TEAMS**

<http://www.bridgedistrict14.com/> GNT tab

ACBL tournament regulations, including those for KO, RR, and Swiss events, not specifically included in these conditions, apply to all club, unit and district games throughout this event, subject to the ACBL special & District 14-specific conditions of contest.

ACBL Conditions of Contest are a part of the District Conditions of Contest:  
[http://www.acbl.org/assets/documents/play/Conditions-of-Contest/Other-GNT\\_CoC.pdf](http://www.acbl.org/assets/documents/play/Conditions-of-Contest/Other-GNT_CoC.pdf)

**I. Schedule**

**A.** The period for Club Qualifying Games begins September 1, 2009 and ends on May 14, 2010. Units may specify an earlier ending date if necessary for the scheduling of their Unit Finals.

**B.** Unit Finals must be completed by May 14, 2010. Unit Finals and Club Qualifying Games may not be held during the Spring Nationals, 2010 nor during any District 14 Regional.

**C.** The District 14 Finals will be held on May 15-16, 2010 at the New Brighton Family Service Center, 400 10<sup>th</sup> Street NW, New Brighton, MN 55112.

<http://maps.yahoo.com/#mvt=m&lat=45.065244&lon=-93.191882&zoom=16&q1=400%252010th%2520St.NW%2520C%2520New%2520Brighton%2520MN>

**II. Club & Unit Qualifying Games**

**A.** Clubs may schedule as many Qualifying Games in each flight as they wish during their regularly sanctioned game times, and may schedule additional one-or two-session Qualifying Games at other times with the approval of their Unit Secretary.

**B.** Clubs are encouraged to conduct stratified or flighted Qualifying Games in order to accommodate the maximum number of potential players. Any reasonable movement may be used consistent with producing a fair result.

Units will promote club level play. Units or joint units may sponsor one-session qualifying events or two-session qualifying games, and are encouraged to do so if club managers choose to not have qualifiers.

Two-session **Unit Finals** award **gold points for overall placements.**

**C.** The players on Flight B & C teams qualify for unit or district finals if their team:

1. Wins one-half or more of their matches in a Swiss Teams (a tie is one-half of a win)
2. Finishes average or higher in scoring system used to rank teams (VP or win-loss)
3. Finishes in the top 50% within a stratum or flight in the scoring system used

Note to club Directors: ACBLScore does not always qualify every team eligible by the above rules. It might be necessary to add manual qualifications before making the results official.

No player who is not a member of District 14 may earn qualification except as ACBL Special conditions of contest stipulate. Players may play at any club as often as desired and with any other players.

In a Unit in which only one club qualification event is held, all Flight C players who participate in the event will qualify for the District Final.

**D.** At the club and unit stages, players qualify as individuals. The flights are as follows:

Any Non-Life Master who earns a qualification in Championship flight, Flight A or Flight B will also automatically earn a qualification in Flight C. Any player with less than 2000 master points who earns qualification in Championship flight or Flight A will automatically earn a qualification in Flight B. Any player with less than 5000 master points who earns a qualification in Championship flight will also earn a qualification in Flight A.

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Flight eligibility will be established by ACBL's September masterpoint cycle. This information will be produced on August 6, 2009. Masterpoints won after this cycle will not impact flight eligibility for these events.

**E.** To continue beyond the club stage, the player must be a member of ACBL and in good standing with current dues paid for Non-Life Masters, and current Life Master Maintenance Fee for Life Masters. Delinquent members must pay the required dues or maintenance fees prior to playing in the Unit or District Finals.

**F.** The District 14 sanction fee of \$5.00 per table per session is sent to the District GNT Coordinator. Table fee payments may be aggregated until all club qualifying games are completed, but should be sent, in any case, before the DISTRICT 14 GNT FINALS. A copy of the ACBL GNT report forms should be included as well as the ACBL Score PRESS. Report forms and sanction fees should be sent to the District 14 GNT Coordinator, Mike Cassel, 3002 Troseth Rd., Roseville, MN. 55113

The game director or club manager is responsible for notifying each individual of their qualification won in club or unit games and their eligibility to participate in the next stage of the event. Before Unit and District finals, Club managers should notify their Unit GNT Coordinator of GNT-qualified players who will then forward the list to the District Coordinator at least one week before the District Finals.

**G.** The national sanction fee of \$1.25 per table per session is sent directly to the ACBL within their normal monthly game report.

**III. Unit Finals**

**Participation at the District Finals is not contingent on participation or above average performance in a Unit Final and the scheduling of Unit Finals is not intended to cut the field for the district finals.**

Qualification for a Unit Final is the same as that for the District Final except that Flight A and championship flight players must play in a prior GNT event to be eligible to play in the District Final (see IV.C.3 Buy-in fee for exemptions from this requirement)

		Unit Final	District Final
<b>Flight</b>	Master Point Limit Points as of 8/6/09 MP Cycle	Club Qualification	Club or Unit Qualification
<b>Open/Champ</b>	Unlimited	None	Play in qualifier
<b>A</b>	Fewer than 5000 points	None	Play in qualifier
<b>B</b>	Fewer than 2000 points	See section II.C above	See section II.C above
<b>C</b>	Non-Life master & <500 points	See section II.C above	See section II.C above

**A.** Units **are encouraged** to hold a Unit Final for all flights, Championship flight, A, B and C. Units may hold stratified or flighted finals on the same day, but are encouraged to hold flighted finals on different days in order to permit the greatest possible player participation. Unit Finals are optional, but players who do not participate in a Unit Final will incur an \$11 surcharge to play in the District Finals.

**B.** Unit Finals must be a two-session or longer event with each team playing a minimum of 24 boards per session. Any appropriate Swiss, round-robin or knockout movement may be used.

**C.** At the Unit Finals, four, five or six players enter as a team. To be eligible for participation in the Unit Final, all players must be members of District 14 and, for Flights B & C, have earned a Club Level Qualification in District 14 for the flight in which they are entered. Units should encourage clubs to hold "Last Chance" Club GNT qualifiers just before the Unit Final.

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**D.** The District 14 sanction fee of \$6.00 per table per session, a copy of the ACBL Report and Result Form, and ACBL Score PRESS, showing the team members having played, should be sent to the District 14 GNT Coordinator within seven days of the completion of the Unit's qualifying games, and, in any case, before the DISTRICT 14 GNT FINALS.

**E.** The national sanction fee of \$1.25 per table per session is sent directly to the ACBL within their normal monthly game report.

**F.** Entry forms for the unit and district finals shall include the following statement: "By entering this event, I hereby certify, subject to penalties as provided in the conditions of contest for this event and in the ACBL Code of Disciplinary Regulations, that I am eligible to play in this district".

### IV. District Finals

#### A. Date & Venue

The District Finals for all flights will be held in conjunction with a Swiss Team Sectional at the New Brighton Family Service Center, 400 10<sup>th</sup>. St., New Brighton, MN.55112, May 15-16, 2010. The tournament flyer is available at: <http://www.bridgedistrict14.com/d14ie.html> GNT tab

#### B. Format

ACBL Special Conditions of Contest for GNTs state: "It is the spirit of these conditions that the Grand National Teams be a "grass roots" event" with "fair competition". District 14 interprets the ACBL's desire for "fair competition" to include round-robin play when feasible so that most or all teams in any flight meet head to head in matches of at least 6 boards on the qualifying day.

All Flights will hold two-session qualifying events beginning Saturday at 1:00 PM. **PRE-REGISTRATION IS REQUIRED FOR THIS EVENT 1/2 HR BEFORE GAME TIME. ENTRIES SOLD AFTER THE PRE-REGISTRATION PERIOD EXPIRES WILL BE AT THE DISCRETION OF THE TOURNAMENT DIRECTOR.**

The second session will begin at 6:30 PM Saturday evening.

Entries warranted, **four teams from flights A and the Championship flight**, and **as many as 9 teams in Flights B & C** will qualify for semifinal or finals play.

The semifinal round will start on Sunday at 10:00 AM. The finals will begin later that day at a time to be determined by the Tournament Director. **A playthrough format with an onsite meal is preferred to accommodate out of town travel.** Subject to the approval of the Tournament Director, semifinal and final matches may be played or partially played at times agreeable to both teams.

#### C. Entries

**1.** The entry fee is \$48 per team per session at the District GNT Finals. Entrants who have not participated in a Unit Final will incur a surcharge of \$11 to be paid at first entry. Entry fees for consolation events will be \$10/pp/session (Consolation Swiss = \$80/team).

**2.** At the District Finals, four, five or six players enter as a team. To be eligible for participation all players must be members of District 14 and, for Flights B & C, have earned a Club Level Qualification in District 14 for the flight in which they are entered.

**3.** Entry forms for the district finals shall include the following statement: "By entering this event, I hereby certify, subject to penalties as provided in the conditions of contest for this event and in the ACBL Code of Disciplinary Regulations, that I am eligible to play in this district".

Entry forms should also identify both a team captain and a team member willing to participate, if the need arises, on a committee.

**4. BUY-IN FEE:**

A PLAYER will be exempted from qualifying for the District 14 Finals provided they warrant, in writing to the GNT District Coordinator before April 1 of the current cycle that:

1. No club qualifying event was scheduled within 50 miles of their home; or
2. A significant business or personal reason prevented them from participating in any of the Club qualifying events within 50 miles of their home, including being out of state during the qualifying period, and
3. A \$30 fee is paid to the District 14 GNT coordinator at least one week prior to the start of District Finals. Payment of the \$30 fee exempts the player from having to pay the \$11 fee for players who did not play in a Unit Final.

**D. General Conditions of Contest at District Finals**

1. Seeds

- a. The prior year's District Champions with more than 50% of team members returning earn top seed.
- b. Otherwise, teams shall be seeded based on average masterpoint holdings.
- c. Results of the qualifying sessions determine seeds for finals play. When semifinals play dictates head to head matches the #1 seed may choose it's opponent between the #3 & #4 seeds

2. Seating Rights

- a. The seeded team has seating rights in both halves. This means that the captain of the seeded team must declare before each half whether she wants to use the team's seating rights in the first quarter or preserve them for the second quarter of each half. Failure to mention the seating rights means that the seeded team has used them in the first quarter, and allows the lower seeded team to use them in the second quarter of that half. If a team uses its seating rights, the other team sits its 4-member team at each table; and the team using its right then sit down in the other seats.
- b. No change in seating may be made after the auction has started at either table except on instructions from the Director.

3. Corrections and Appeals Period

- a. In matches requiring a playoff, no appeal of a director's ruling or score correction is possible after the auction begins at either table of the playoff
- b. No increase in score will be granted unless the Director's attention is called to the error 15 minutes prior to the announced starting time of the next session.
- c. The period for an appeal expires 15 minutes before the next session's start time.
- d. If a team appeals a ruling by the Director, victory point totals for the purpose of determining match pairings will be temporarily scored assuming that each team will win the appeal. After the decision of the committee, the victory points for each team will be adjusted according to the decision of the committee.

4. Kibitzing: A player who kibitzes must be at least two tables' distance from where teammates are playing. Any player at a table may bar kibitzers.

5. Penalties (<http://www.acbl.org/assets/documents/play/Conditions-of-Contest/General-KOTeams.pdf>)

- a. A team may not waive any penalties assessed against their opponents for tardiness or slow play.
- b. The penalty for failure to seat a complete team at the announced game time is:
  - 0-10 minutes no penalty
  - 10-15 minutes 1 IMP
  - 15-20 minutes 3 IMPs
  - 20-25 minutes 6 IMPs
  - 25-30 minutes 9 IMPs
  - 30-35 minutes 12 IMPs
  - 35-40 minutes 15 IMPs

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In addition, the match will be curtailed one board, up to a maximum of four boards, for each 7.5 minute or fraction thereof of tardiness after the first ten minutes. Three IMPs will be awarded to the non-offending side for each curtailed board.

- c. If play has not commenced within forty minutes of announced game time, the match is forfeited.
- d. When a table exceeds the time allowed for play, the pair(s) involved will receive a warning. When a pair exceeds the time limit a second time in an event, they will appear before the Conduct & Ethics committee for review. Cases of excessive slow play will be referred to the Conduct & Ethics committee without previous warning.
- e. At the discretion of the Director, similar penalties may be assessed for slow play. Slow play penalties do not carry over to the next match unless a team is unable to start on time and is judged at fault.

### 6. Resolving Ties

#### Definitions:

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

IMP Quotient: the total number of IMPs won divided by the total number of IMPs lost

#### a. Qualifying Play

- 1. Head-to-head match: a 4-board play-off will be played
- 2. 2-way Ties in round-robin (not 3-way) play (either W-L format or VPs)
  - a. Result of head to head matches.
  - b. Net IMPs for the day
- 3. 3-way Ties in round-robin play: focus on matches between the three
  - a. When two teams progress and one team has not lost both matches:
    - 1. If each team has won a match:
      - a. Net IMPs among the 3 matches
      - b. Net IMPs for the day
    - 2. If one team has won two matches and the other two teams tied:
      - a. Net IMPs among the 3 matches
      - b. Net IMPs for the day
  - b. When one team progresses and one team has not won both matches:
    - 1. If each team has won a match:
      - a. Result of the head-to-head match
      - b. Net IMPs for the day
    - 2. If two teams beat the third team and tie their match:
      - a. Net IMPs for the day
      - b. IMP Quotient

#### b. Finals play

- 1. Head-to-head match: a 4-board play-off will be played
- 2. Ties in round-robin play broken by result of head to head competition during finals play, then
  - a. by the results of Saturday's head to head competition
  - b. Net IMPs in finals play

**E. Specific Conditions of Contest: Flighted Play**

**1. FLIGHTS A AND CHAMPIONSHIP FLIGHT**

**Round-robin play is in effect in the qualifying event with a knockout (W-L) format** preferred if matches are at least 10 boards. If available time and field size limit matches to 8 boards or less, scoring will be by **VPs on a 30-point VP scale** to magnify close wins. BAM movement up to 10 teams with a preference for hands to be shuffled and shared across the field. Swiss Team pairings with 11+ teams. No matches will be fewer than 6 boards.

**The semifinal and final events IN FLIGHTS A AND THE CHAMPIONSHIP FLIGHT will consist of 28 board knockouts.** If qualifying play reduces the field to 2 teams (2,3, or 4 teams in the field), a 56-board final will be played in 4 14-board quarters.

If qualifying play reduces the field to 4 teams, the #1 seed chooses between seeds #3 or #4 for their semi-final match. See section on seeding rights: IV.D.1

There is no carry-over from the Saturday qualifying rounds to the final rounds

**Three teams:** 2 sessions of round-robin knockout play in 2 28-board matches played in 7-board quarters, 14-board halves to produce 2 finalists. If each team ends up with 1 win and 1 loss ties will be broken via net IMPs (Sec IV. D.6.3)

**Four teams:** 2 sessions of round-robin knockout play (1v4 & 2v3, then 1v3 & 2v4, then 1v2 & 3v4) 3 8-board halves in 16 board matches. In the case where there are not two clear W-L winners: 3 teams are tied (2-1, or 1-2), match imp differentials to be converted to Victory Points using the USBF 20-point scale for 16 board matches (see VP table, p.9).

**Five teams:** 2 sessions of round-robin knockout play: 12 board matches, consisting of 2 6-board halves against the four other teams to eliminate one team. Ties in win-loss records broken as for a four-team bracket. BAM movement. Break after round 2 for 5-6person teams. Shuffled boards to move so that matches play the same hands.

**Six teams:** 2 sessions of round-robin knockout play: 10 board matches, consisting of 2 5-board halves against the five other teams to eliminate two teams. Movement is a 6 team Thurner BAM with a stationary N-S at table 6, and stationary E-W at table 1.

**Seven teams:** 2 sessions of round-robin play: 8 board matches, consisting of 2 4-board halves against the six other teams. **Scoring on 30-point VP scale.** BAM movement. Top 4 teams qualify for semifinal knockout. If the Director determines that time allows for 5-board halves & 10 board matches scoring can be win-loss. Break after 3 rounds to accommodate 5-6 person teams.

**Eight teams:** 2 sessions of round-robin play: 8 board matches, consisting of 2 4-board halves against the seven other teams. Movement is an 8 table, 7 round BAM (Thurner movement) with team 8 NS stationary at table 8 and team 8 EW stationary at table 1. Guide cards provided. In the last round the teams that have not met each other will reshuffle boards and play a 3-board match and relay the boards. **The top four VP scores qualify (30-point VP scale)** for semi-final knockouts.

**Nine teams:** 2 sessions of round-robin play: 6 board matches, consisting of 2 3-board halves against the eight other teams. A standard BAM movement with 8 3-board halves/session. The 6-board matches to be converted to VPs **on 30-point VP scale)** and the top four VP scores qualify for semi-final knockouts.

**Ten teams:** A TWO session full round-robin will be played in a ten table BAM movement. 9 3-board rounds in each session will result in 6-board matches. The teams with the top four VP scores **(Scoring on 30-point VP scale)** qualify for semi-final knockouts. In the last round the teams that have not met each other will reshuffle boards and play a 3-board match and relay the boards.

## 2. FLIGHTS B AND C

Each Flight begins play with a 2 session Swiss Team Qualifier unseeded except that the top two seeds will not meet each other in the first round of a Swiss qualifier. BAM-style movement. Each team will play a minimum of 48 boards in the qualifying event in matches of at least six boards. **PLAY ON THE FIRST DAY WILL CUT THE FIELD APPROXIMATELY IN HALF** with the to ease the BAM movement for the finals. **IN NO CASE, WILL MORE THAN 9 TEAMS QUALIFY FOR FINALS PLAY.** A **20-point VP scale** is in effect for Flights B & C.

# teams entered	10	11	12	13	14	15	16	17	18+
%teams reaching finals	50%	45%	42%	54%	50%	47%	56%	53%	<50%
# teams in final	5	5	5	7	7	7	9	9	9

The semifinal and final events in flights B & C will be a 2-session round-robin Swiss with hand records, pre-duplicated hands, and a BAM movement if more than four teams will be contesting. The team with the highest VP total (20-point VP Scale) will become the new district GNT champion. (See 6.B.1 for tie-breaking procedures). There will not be Knockout competition in Flights B & C as radical cuts to 4 teams from large fields are deemed to not be in the spirit of "fair competition".

**FIVE to SEVEN teams:** A two-session round-robin will be played on Saturday in a BAM movement as described in the table below. The top four VP scores qualify for finals play.

**EIGHT teams:** A TWO session round-robin will be played: 6 rounds 4-board halves in each session. The prior year's District Champions, defending with more than 50% of team members, earns top seed. Otherwise the two teams with the highest average masterpoints become the top seeds. The two top seeds play the other six teams in 8 board matches over the course of the day). Movement is an 8 table, 6 round BAM with seed #1 at table 1 and seed #2 at table 5. Guide cards provided. The top four VP scores qualify for a 2-session round-robin Swiss final.

**FOUR TEAM final:** Finals contested among 4 qualifiers from 5-8 original teams consist of 3 16-board matches scored on the USBF 20-point VP scale (see table): 3 segments of 8 boards in head to head matches: 1vs4 & 2vs3, 1vs3 & 2vs4, 1vs2 & 3vs4 in each half with a lunch break. 2 sets of pre-duplicated hands are required.

### Saturday

#TEAMS	# MATCHES/ROUND	#BOARDS per MATCH	BDS PLAYED
5	4	6+6= <b>12</b> (USBF 20vp scale)*	48
6	5 (Turner movement)	5+5= <b>10</b>	50
7	6	4+4= <b>8</b>	48
8	6	4+4= <b>8</b>	48

### Sunday

# IN FINALS	# MATCHES(ROUNDS)	#BOARDS/MATCH	BDS PLAYED
4	3x8bds (head to head)	8+8= <b>16</b> (USBF 20vp scale)*	48

**NINE TEAMS:** A two session full round-robin will be played consisting 8 3-board halves/session with a standard BAM movement. The 6-board matches will be converted to VPs (20-point.scale) and the top five VP scores qualify for a two session round-robin Swiss Final.

**TEN TEAMS:** A TWO session full round-robin will be played in a ten table BAM movement. 9 3-board rounds in each session will result in 6-board matches. In the last round the teams that have not met each other will reshuffle boards and play a 3-board match and relay the boards. The teams with the top four VP scores qualify for or a 2-session round-robin Swiss final.

**FIVE TEAM final:** The teams with the top five VP scores will play in a two-session round-robin Swiss Final. The movement is a standard 5 table BAM with one set of preduplicated hands, and shall consist of 4 rounds of 6-board matches in each half scored on the USBF 20-point VP scale highlighted in the table below for a 12-board match

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Saturday

#TEAMS	# MATCHES/ROUND	#BOARDS per MATCH	BDS PLAYED
9	6	4+4=8	48
10	8	3+3=6	48

Sunday

# IN FINALS	# MATCHES (ROUNDS)	#BOARDS/MATCH	BDS PLAYED
5	4	6+6=12 (USE USBF 20vp scale)*	48

**ELEVEN or MORE** teams: Teams will play a two session Swiss Team qualifier: 8 7-board matches using a standard 20-point VP scale to divide the field by half to the nearest odd integer (see table above) which makes for easy BAM movements in the final).

Orig.#TEAMS	# IN FINALS	# (ROUNDS)	#BOARDS per MATCH	BDS PLAYED
11-12	5	4	6+6=12 (USBF 20vp scale)*	48
13-15	7	6	4+4=8	48
16+	9	8	3+3=6	48

**Victory Point Scales from USBF General Conditions of Contest**

20-point integer scales for 12, 14, 16, and 18 board matches (for longer matches when 4 or 5 teams play in the finals)

Victory Points	12 boards	14 boards	16 boards	18 boards
10-10	0-1	0-1	0-1	0-1
11-9	2-4	2-4	2-5	2-5
12-8	5-7	5-8	6-8	6-9
13-7	8-11	9-12	9-12	10-13
14-6	12-15	13-16	13-17	14-18
15-5	16-19	17-21	18-22	19-24
16-4	20-24	22-26	23-28	25-30
17-3	25-30	27-33	29-35	31-37
18-2	31-37	34-40	36-43	38-46
19-1	38-46	41-50	44-53	47-56
20-0	47+	51+	54+	57+

The underlying assumption is that you reach 15-5 when the margin is 5 times the square root of the number of boards, 20-point and 18-2 when the margin is about twice that. Based on Henry Bethe's work for USBF team trials.

<http://homepage.mac.com/bridgeguys/pdf/USBAConditionsContest.pdf>

- a. The ACBL General Convention Chart will apply. No other conventions will be allowed.
  
- b. For fields of 11 or more teams, the Director will assign the match pairings at random the first match of Swiss Team play. There are no seeding rights except that the #1 and #2 seeds as described above (Sec. IV.D.1) shall not meet in match #1. Thereafter, pairings will be determined by Victory Point totals with teams having like total scores playing against each other.
  
- c. Should any questions arise as to the seating of players on one team against players on an opposing team, the captains will be required to submit precise geographic lineups to the Director. Should a team appeal a ruling by the Director, victory point totals for the purpose of determining match pairings will be temporarily scored assuming that each team will win the appeal. After the decision of the committee, the victory points for each team will be adjusted according to the decision of the committee.

### 3. Consolation Games

The tournament committee, in consultation with the District GNT Coordinator, will schedule events for teams who did not qualify for semi-final or finals play. An effort will be made to have a second day of flighted play if attendance warrants, and the tournament committee will provide assistance in team re-formation for players from teams that do not continue to the second day. The event pays 1/2red, 1/2 black at regional consolation rating. If possible, the Sunday event will carry a sectional rating with silver points.

## **V. Substitution, Replacement, Augmentation and Subsidies**

### **A. 50% Rule**

Every member of every team must play in at least half of the scheduled boards of each day of the event (exclusive of playoffs) in order to continue participating on the team for the remainder of the event. The team captain may submit an application for exceptions with the Director in charge but must do so prior to entering the team.

At the District Stage, each player must play at least 50% of the semi-final knockout match and 50% of the final knockout match in order to receive overall master point awards.

### **B. Substitution**

A team may use a substitute in an emergency at the discretion of the Director in Charge in consultation with the GNT Coordinator, and/or the District Director. Only one substitute is permitted at any time on a team and no substitute is permitted if four or more team members of record are available. A substitute must be a member of District 14, must not appreciably strengthen the team and, beyond the Club Stage, must not play on any other team in the same flight at the same time. If a substitute plays more than 50% of the boards in any stage of competition, he/she becomes a permanent player of record for that team.

### **C. Augmentation**

If a team of fewer than six players wins the District Final, that team may elect to add a fifth and/or sixth player for the National Finals with the following conditions:

1. Any player so augmented to the team must be a member of District 14 and must be eligible to play in that flight.
2. Players may be replaced only with confirmed consent of the replaced player and do not automatically qualify for District subsidy.
3. The augmentee must have participated in one of the current cycle's GNT Club Level Qualifying, Unit qualifying or Final, or District GNT final events. If a team wishes to augment a player who could not attend any GNT events in the current cycle due to family or other such emergencies, the District Director and GNT Coordinator **may** be willing to waive this provision.
4. The augmentee must meet the masterpoint eligibility requirements for the team's flight listed above.
5. ***The Captain of the District Champion is responsible for advising the District GNT Coordinator in writing and no later than May 31, 2010 of players to be replaced and/or augmentation. Augmented players will not be subsidized by the District to participate in the National Finals. Augmentation of a player who did not participate in the District finals is strongly discouraged.*** Any player who does not play in the event, hoping to join the winning team via augmentation, can expect to be excluded from the augmentation pool.
6. The District GNT Coordinator will consult with District Director on proposed augmentations, and will notify team captains of the decision within 7 days.
7. The GNT Coordinator will submit final team rosters to the ACBL by 6/15/2010.

### **D. Replacement Team**

Winning team captains must notify the District 14 GNT coordinator by May 31, 2010 if the team does not intend to represent the District at the Summer Nationals. Winning teams must compete in the National GNT competition to receive the District subsidy.

The next eligible team willing to participate will replace district Champions that do not have at least 3 original members who played in the District Finals. The replacement team will be entitled to the winning-team subsidy should the winning team be unable to attend.

### **E. District Subsidies to Winning Teams**

The winning team in each flight will be subsidized, in part, by the District to participate in the National Finals in New Orleans at the Summer NABC, 2010. District funds accrue from the entry fees

## District 14 GNT Conditions of Contest: **2009-2010**

from club qualifiers, Unit qualifying & Finals, and the GNT Finals. After payment of all District 14 GNT expenses, the balance of the District 14 income from club & unit-qualifying games, Unit Finals, and the District finals will be distributed equally among the four flights..

### **VI. Conventions**

At all stages of the Championship flight, Flight A, flight B and Flight C, the ACBL general convention chart will apply except that the ACBL Mid-Chart Conventions may be used in the Flight A and Championship flight District 14 Finals. Mid-chart conventions must be pre-alerted, and written defenses must be available.

### **VII. Disqualifications**

- A.** Reference the ACBL GNT Conditions of Contest for disqualification regulations.
- B.** When a player's team is disqualified after the correction period, teams move up one position as appropriate.

### **VIII. Contingencies**

**A. District 14 GNT Coordinator:** The District 14 GNT Coordinator will resolve all contingencies or ambiguities relating to Club Qualifying Events, Unit Level Qualifying or Final Events, and the format or playing conditions of the Finals that are not specifically addressed by these Conditions including publicity, playing sites and dates. If any circumstances or rulings might directly affect the GNT Coordinator, he will be expected to not rule or adjudicate on such matters, but defer to the District Director to act in his or her stead.

**B. The Tournament Director (DIC)** will resolve all contingencies or ambiguities relating to the format or playing conditions of the District Finals that arise during the District Finals that are not specifically addressed by these conditions. The DIC will ensure that if any circumstances or rulings might directly affect the GNT Coordinator or the District Director or their teams as participants playing during the competition, that they will be expected to not rule or adjudicate on such matters.

**C.** ACBL tournament regulations, though not specifically included in these conditions, apply throughout this event, unless they are specifically addressed by these conditions (e.g. resolving ties).

### **IX. District Director Authority**

The District Director (or designee) has final authority in the interpretation of District 14 Conditions of Contest and on any item not specified in the conditions of contest. In the case of emergency or unforeseen conditions, they may issue or make adjustments regarding any item that is consistent with the general spirit of the Conditions of Contest. Where feasible, or if the issue directly involves his or her team, the District Director should consult with the GNT coordinator and/or available Unit officials before exercising this authority.

The District 14 Director is Sharon Anderson, 2243 Estates Drive, Eagan, MN 55122  
(651) 797-2902, e-mail [sharonroeanderson@comcast.net](mailto:sharonroeanderson@comcast.net)

The District 14 GNT Coordinator is Mike Cassel, 3002 Troseth Rd., Roseville, MN 55113  
(651) 697-9856, e-mail [mcassel9856@comcast.net](mailto:mcassel9856@comcast.net)

**Appendix A: GNT Cycle Calendar for 2009-2010**

**GNT Cycle Annual Calendar Dates**

**August 6** ACBL Masterpoint Flight Eligibility Determined  
Flight eligibility will be established by ACBL's September masterpoint cycle. This information will be produced on August 6, 2009 in Memphis TN. Masterpoints won after this cycle will not impact flight eligibility for these events.

**September 1** Start of the GNT qualifying period

tbd Unit Finals

**May 15-16** District Finals

**May 31** Winning Captains inform GNT Coordinator of Replacements, Augmentation

Winning Captains inform GNT Coordinator of Abdication

**June 15** District GNT Coordinator forwards name of team members for Summer Nationals  
"All districts must notify ACBL Headquarters by June 15, 2009 of each team in any flight that will be participating in the GNT North American finals "

**New Cycle**

**June 1** Sanction Request for next cycle's GNT finals due to ACBL

**July 1** District Eligibility exception requests: If players wish an exception from the requirements of sections A above, they must begin the process for the GNT by July 1. Players must seek permission in writing from the district directors of the district in which he lives and the district in which he wishes to play. Both district directors must agree for the exception to be granted. For the Open Championship Flight in the GNT, this written permission from both district directors will be forwarded to the credentials committee for final approval. If the directors do not agree, the exception is not granted. There is no appeal from this decision.

**September 1**

Each district shall determine the nature of the event by which it declares its district champions. Prior to Sept. 1, each district must provide ACBL Headquarters with an outline of their conditions of play. The name, address and phone number of the person to whom questions should be directed concerning the district's event should be included.

**Appendix B: GNT Logistic Principles endorsed by the District 14 Board of Directors**

**GNT logistics:**

1. Each Unit will designate a liaison for GNT coordination, typically the Unit GNT Coordinator or Unit Tournament Coordinator, who will work with the club managers in the unit to encourage GNT participation as well as coordinate with District 14 GNT coordinator.
2. The District 14 GNT coordinator will prepare a list of fees due the District from each Unit at the conclusion of the club qualifying period based on reports from the ACBL Special Events coordinator.
3. **Unit GNT liaisons** will assist the D14 GNT coordinator to see that table fees from club qualifiers are forwarded to the District before the completion of the District Finals.
4. Club managers will print report forms from GNT club qualifying games as they occur and be prepared to forward table fees & report forms when requested. Club managers need not send a series of checks after each qualifying game. Club managers will also prepare a list for posting of GNT-qualified players at the conclusion of their qualifiers.
5. Units are encouraged to hold two-session Unit Finals with the following benefits and caveats:
  - a. Play in a Unit Final means District 14 GNT final entrants will not suffer the \$11 surcharge.
  - b. Players can earn gold points in a two session Unit GNT game.
  - c. Players do not have to play in a Unit Final to qualify for the District Finals
  - d. Unit finals are not designed to thin the field; the maximum number of teams will qualify (ACBLScore program will qualify 90%).

It was agreed that these principles would be added to the District 14 Policies under GNT. (D14 BOD meeting October 2009)

.....  
**Club managers** forward the ACBL sanction fee of \$1.25 per table per session to the ACBL with their normal monthly game report.

The game director or **club manager** is responsible for notifying each individual of their qualification won in club or unit games and their eligibility to participate in the next stage of the event. A posting of GNT-qualified players is sufficient notification.

<p>Note: The players on Flight B &amp; C teams qualify for unit or district finals if their team:</p> <ol style="list-style-type: none"><li>1. wins one-half or more of their matches in a Swiss Teams (a tie is one-half of a win)</li><li>2. finishes average or higher in the scoring system used to rank teams (VP or win-loss)</li><li>3. finishes in the top 50% within a stratum or flight in the scoring system used</li></ol> <p>ACBLScore does not always qualify every team eligible by the above rules. It might be necessary to add manual qualifications before making the results official.</p>
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**Club managers** should provide their Unit GNT Coordinator a list of GNT-qualified participants before the District finals.

Units or joint units may sponsor one or two-session qualifying games, and are encouraged to do so if club managers choose to not have qualifiers.