

District 7 Grand National Teams Conditions of Contest, 2016–2017

ACBL Conditions of Contest are incorporated into these Conditions

General ACBL Conditions of Contest/GNT Conditions of Contest

<http://web2.acbl.org/coc/GNT2016-17.pdf>

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

Point Count!

Championship and Flight B (0–**2500**) finals will be held in Greenville, SC, April 29–30, 2017. **All teams must register by 1 p.m. on Saturday, April 29. Start time is 1:30 p.m.**

Flight A (0–**6000**) and Flight C (NLM up to **500**) finals will be held in Morganton, NC, May 6–7, 2017. **All teams must register by 1p.m. on Saturday May 6, Start time is 1:30 p.m.**

Pre-registration is being offered for the district finals: You may pre-register your team by sending a full roster—with ACBL #s—to jay.bates@acbl.org by 11 p.m. on **April 28/May 5** respectively. Fees must be paid by game time.

The National Finals will be in Toronto, Canada, starting July 19, 2017.

Flight eligibility will be established by ACBL’s September 2016 masterpoint cycle. This information will be produced on August 6, 2016, in Horn Lake, MS. Masterpoints won after this cycle will not impact flight eligibility for these events.

Questions/information contact District 7 Coordinator Alex Hudson:

(919) 600 2766, bballrace@aol.com 1301 Carolina Pines Ave Raleigh, NC 27603

Conventions

Championship and Flight A
Flights B and C

ACBL Mid Chart
ACBL General Chart

Players must have confirmation that systems are Mid Chart to use them. 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.

All players including those from other districts or non-members may play at the club level. To play at the District 7 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 7 or have received special permission (rarely granted)

Teams are formed for the District 7 final from eligible players who qualified at the club level.

Club Level Qualification:

Clubs may hold GNT qualifying events from September 1, 2016, through and including April 30, 2017, and they should be stratified combining Open and 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 7** and forward with the appropriate **financial report and a list of qualifiers** to the District 7 GNT coordinator:

Alex Hudson, 1301 Carolina Pines Ave Raliegh, NC 27603

A list of qualifiers must be sent with payment.

Please send at least one payment and the report(s) by the end of January 2017. All fees should be paid in full by May 20, 2017.

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

District Finals

Entry fees for the District Finals:

Championship, Flight A and Flight B - \$40 per team/per session

Flight C - \$20 per team/per session

\$\$\$\$\$\$\$ WHAT A DEAL FOR FLIGHT C \$\$\$\$\$\$\$

If one of the teams that qualifies for the District 7 semi-final fails to participate, the remaining 3 teams will follow the procedure outlined for 3 teams. The team that fails to participate will receive only match awards.

If one of the teams that qualifies for the final fails to participate, the other finalist will be declared the winner (they must pay an entry fee for the final). The team that fails to participate will receive an award based on third/fourth.

District 7 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 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, 2017, 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.**

Tournament and Competition Committee

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):

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|-------------|---|
| 2 Teams | Head to head, 48–56 boards |
| 3 Teams | Three-way match on Saturday afternoon with one team eliminated, and head to head Saturday night with carryover of 49% of the IMPs from their match in the 3-way (with a maximum of one IMP per board to be played in final), 24–28 boards. |
| 4–11 Teams | Full Round Robin with carryover of 49% of the IMPs from the Round Robin match with a maximum of one IMP per board, 48–60 boards for full day Round Robin qualifying. If 4–5 teams, 2 teams advance to Sunday final, maximum of 48 boards; if 6–11 teams, 4 teams advance to (24 board) Sunday KO. There will be carryover of 49% of the IMPs from the Round Robin match with a maximum of one IMP per board to be played in the Semi-Final or Final. The Round Robin winner shall have the right to choose its opponent for the Semi-Final. Carryover shall apply to both Semi-Final and Final. |
| 12–20 Teams | Teams will be divided into two brackets with seeding by MP and each bracket will play a full Round Robin. The top seed shall be placed in one bracket and the next two seeds in the opposite bracket. Seeding will continue by twos unless only one team remains. Two teams will qualify from each bracket with winners of each round robin playing the runner-up from the other bracket. There will be no carryover, even if two teams from a bracket meet in the Final. |
| 21+ Teams | Teams will be seeded as set forth for 12–20 teams. Each bracket shall play a Swiss with two teams advancing. Winners will play runner-up from the other bracket in the Semi-Final. There will be no carryover. |

In the B/C Flight events (numbers of boards to be determined by DIC and District Coordinator unless shown below): No carryover for Flights B or C.

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| 2 Teams | Head to head, 48 boards |
| 3 Teams | Three-way match on Saturday afternoon with one team eliminated, and head to head Saturday night. 24 boards |
| 4-10 Teams | Full Round Robin. If 4–5 teams, 2 teams advance to Sunday final, maximum of 48 boards; if 6–10 teams, 4 teams advance to (24 board) Sunday KO. The Round Robin winner shall play the fourth place team for the Semi-Final. |

- 11-20 Teams Teams will be divided into two or more brackets with seeding by MP and each bracket will play a full Round Robin.
 The top seed shall be placed in one bracket and the next two seeds in the opposite bracket. Seeding will continue by twos unless only one team remains.
 Two teams will qualify from each bracket with winners of each round robin playing the runner-up from the other bracket.
- 21+ Teams Teams will be seeded as set forth for 11–20 teams. Each bracket shall play a Swiss with two teams advancing. Winners will play runner-up from the other bracket in the Semi-Final.

Tie Breakers (applies to all flights)

In the event of a tie for the last qualifying spot (the right to go on and play in the semi-finals), there would be a 4-board playoff. If the playoff continues to result in a tie, the following will apply. The following chart will also apply if there is a tie and both teams qualify for the next round.

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| <p>Tie Breakers from Round Robins Qualifying:</p> <ul style="list-style-type: none"> (1) Head to head (2) Wins (3) BAM results from Head to Head (4) Total Points from Head to Head (5) Coin Flip | <p>Tie Breakers from Swiss Qualifying:</p> <ul style="list-style-type: none"> (1) Head to Head if the teams met (2) Wins (3) Wins by common opponents (4) BAM if played each other (5) Total Points if played each other (6) Coin Flip |
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Mini-Spingold Participation

An extra incentive for non-championship levels. The runners up from Flights A, B, and C will receive \$2000 per team **if** they go to the summer NABC and enter the Mini-Spingold. The whole team must go and play as a team. There will be no augmentation. Payment will be sent after the event with *proof of entry*. If 1 or 2 players of a 5- or 6-person team voluntarily decide not to enter the event, then the \$2000 will still be awarded.