

DISTRICT 2 GRAND NATIONAL TEAMS

2012 Conditions of Contest

The event shall be composed of 4 Flights: The events will not be stratified.

Open Championship Flight	No masterpoint limits
Flight A	Under 5000 masterpoints
Flight B	Under 2000 masterpoints
Flight C	Non-Life Master under 500 masterpoints

All flights are defined by masterpoint holdings as of September 1, 2011.
The September masterpoint cycle (determined during the second week of August) will determine a player's Flight eligibility.

General Conditions

ACBL Conditions of Contest are a part of the District Conditions of Contest

A player must be a member of the ACBL in good standing

A player must be a member of District 2 to participate in the District Final.

A player's physical residence as of Sept 1, 2011 shall establish the district in which the member is eligible to participate beyond the qualifying stage. If a player wishes an exception from this requirement, they must begin the process for the GNT by July 1 2011. 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.

Event Schedule

Each Flight will play a separate event, with separate hands. Appendix A lists the movements that will be played depending on how many teams enter the event.

A 2-session Swiss Team qualifier, to a one-session semi-final and a one session final is the desired format.

All events will be held on a date to be determined: April or May 2012

In 2012, District 2 will be holding its District GNT Final online (BBO)

Units are responsible for:

- Declaring their Unit's intention to hold an online District Final
- Providing a location with sufficient desks/ power for all contestants
- Providing a technical assistant for on-site assistance.
Spare laptops and, if possible, a spare router should be available for any unforeseen laptop failures.
- Providing volunteer monitor(s) to ensure integrity and security for the event
(approval required by District Co-ordinator)

Monitor's Duties:

Monitor the security on a continued basis.

Report any irregularities to the Director in charge.

Ensure seating is set up in such a manner to prevent any inadvertent or intentional viewing of any competitor, or their screen, in the same Flight.

A Unit may hold a Unit Final if it so desires. The results of this Unit Final will have no bearing on which teams may participate in the District Final.

There is no fee payable by a Unit to the District in respect of a Unit Final.

Conditions of Contest for the Unit Final are at the discretion of the individual Unit.

Units are encouraged, to subsidize, to some extent, winning teams to the District Final.

Potential Players are responsible for:

- Supplying their own Laptop, Netbook, I-pad device, if necessary
- Having a Bridge Base Online (BBO) username and password and providing them to the Unit Co-ordinator prior to the event
- Familiarizing themselves with BBO software and playing environment

Team Information

A team may have 4, 5 or 6 members. Each team must designate a Captain, and one person to participate in a Committee (if one should arise)

Pre-registration to the District Final is required. Pre-qualification to the District Final is not

Augmentation / Substitution to NABC Final

A team may add up to 2 players to augment their team in the NABC Final

OR A team may substitute up to 2 players for the NABC Final

NOT BOTH

General Information

The North American Final will be held in Philadelphia in July 2012.

There is no ACBL subsidy to the winning team in any Flight.

No subsidy will be paid by the District.

Units are encouraged to subsidize players playing in the National Finals.

Mid-chart conventions will be allowed in the Open Championship Flight and in Flight A.

Mid-chart conventions must be pre-alerted, and written defenses must be available.

No player may kibitz his own team.

Should a technical difficulty arise, which delays play for one or more matches, play in all unaffected matches shall continue, and 15 minutes will be allotted to resolve the issue before play is suspended. If play is suspended for one or more matches, and in the DiC's opinion, the rest of the contest is unaffected (as in the final match of a Swiss), the affected matches will continue at a later time with different hands than those played during the main competition.

Contestants are not permitted to be in possession of any electronic communication devices while they are competing.

VIOLATION OF THIS CONDITION WILL RESULT IN A MANDATORY PENALTY OF 12 IMPS.

A SECOND VIOLATION WILL RESULT IN THE TEAM'S DISQUALIFICATION.

Ten Teams: 5 sessions

Swiss format: Head-on matches

9 matches of 8 boards – 3 sessions

Semi-final: 4 teams qualify, 1st chooses 3rd or 4th, 2nd plays the other – 1 session

Final: 2 teams – 1 session

Eleven Teams: 5 sessions

Swiss format: Intertwined 3-ways

10-8 board matches – 3 sessions

Semi-final: 4 teams qualify, 1st chooses 3rd or 4th, 2nd plays the other – 1 session

Final: 2 teams – 1 session

Twelve Teams: 5 sessions

Swiss format: Head-on matches

11-7 board matches – 3 sessions

Semi-final: 4 teams qualify, 1st chooses 3rd or 4th, 2nd plays the other – 1 session

Final: 2 teams – 1 session

If more than 12 teams participate, the director in charge and the District Coordinator will decide the movement. The preferred method is a complete round robin, but this is not compulsory.