

DISTRICT 2 GRAND NATIONAL TEAMS

2017 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	No player with over 6000 masterpoints
Flight B	No player with over 2500 masterpoints
Flight C	Non-Life Masters with under 500 masterpoints

All flights are defined by masterpoint holdings as of September 1, 2016.

The September masterpoint cycle (run on Aug 6, 2016) determines 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 and resident of District 2, in order to participate in the District Final.

A player's physical residence as of Sept 1, 2016 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 2016. 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 number of teams entered.

A 2-session Swiss qualifier, to a 1-session semi-final and 1-session final is the desired format.

All events will be held on the Saturday (and Sunday, if necessary)

of the Toronto Easter Regional, held in March or April each year.

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.

All players must play at least half of the boards in each match to remain eligible.

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 Toronto, ON in July 2017.

In Flights A, B & C, the ACBL pays entries for the first 2 days.

District 2 will cover all other session fees at the National Finals.

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/her own team.

APPENDIX A: Team Movements for District 2 GNT Final

The intent is to have all events with two stages, completed in 4 sessions or fewer:

1. Swiss Qualifying
2. KO Semi-Finals and Finals

Boards per KO session: Championship Flight – 26 Flight A - 26
 Flight B – 24 Flight C – 24

If there is a tie after Knockout match, a 4- board tie-breaker will be held.

If there is a tie after a Swiss movement, the head-to-head-result between the 2 teams will determine the qualifying position.

One Team: No entry will be paid, no masterpoints will be awarded
 The team will be eligible to represent District 2 at the National Final

Two Teams: 2 sessions
 Format: 48/52 - board match – 2 sessions, Play it in 12/13 board halves

Three Teams: 2 sessions
 Format: 3-way with one team eliminated after 1 session
 24/26-board matches, Play it in 12/13 board halves
 Final: 2 teams – 1 session (no carryover, unless agreed on prior to start of event)

Four Teams: 2 sessions
 Swiss format: Head-on matches three 8/9 board matches, 1 session
 Final: 2 teams – 1 session (no carryover)

Five Teams: 3 sessions
 Swiss format: Intertwined 3-ways four 12/13-board matches - 2 sessions
 Final: 2 teams – 1 session (no carryover)

Six Teams: 4 sessions
 Swiss format: Head-on Matches five 9/10-board matches (2 sessions)
 Semi-final: 4 teams qualify, 1st chooses 3rd or 4th, 2nd plays the other – 1 session
 Final: 2 teams – 1 session

Seven Teams: 4 sessions
 Swiss format: Intertwined 3-ways six 8/9-board matches (2 sessions)
 Semi-final: 4 teams qualify, 1st chooses 3rd or 4th, 2nd plays the other – 1 session
 Final: 2 teams – 1 session

Eight Teams: 4 sessions
 Swiss format: Head-on matches seven 7/8-board matches (2 sessions)
 Semi-final: 4 teams qualify, 1st chooses 3rd or 4th, 2nd plays the other – 1 session
 Final: 2 teams – 1 session

Nine Teams: 4 sessions

Swiss format: Head-on matches eight 6/7-board matches (2 sessions)

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

Final: 2 teams – 1 session

Ten+ Teams: 4 sessions

Swiss format: to qualify 4 teams

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

Final: 2 teams – 1 session