

DISTRICT THREE 2018-2019 GRAND NATIONAL TEAMS CHAMPIONSHIP CONDITIONS
OF CONTEST

The following regulations apply to the Grand National Teams. Additionally, the ACBL Conditions of Contest, which are found at <http://web2.acbl.org/coc/GNT2018-19.pdf>, apply. If there is some part of the Conditions that is not clear to you, please consult the Tournament Director or the Grand National Teams Coordinator.

The District 3 Grand National Teams Coordinator is Farley Mawyer, 410 Westchester Avenue, Unit 310, Port Chester, New York, 10573. Cell phone – 516-987-7785. E-mail – Farley.Mawyer@gmail.com. The District 3 GNT will be held Sunday January 27th at 10:30 AM at The Westchester Marriott, 670 White Plains Road, Tarrytown, NY running in conjunction with the Tarrytown Regional.

The winning team from each flight becomes the District 3 2018-2019 Grand National Teams Champion from that flight and advances to the National Championships to be held at the 2019 Summer NABC in Las Vegas. If a team is not planning to compete at the NABC, it must inform the District 3 GNT Coordinator as soon as possible.

District 3 will reimburse any entry fees for the National Finals for the District winners in all flights for as long as they remain in the event and will also reimburse each team \$800 after the NABC has concluded.

GENERAL CONDITIONS

2. The Event will be run in four Flights: Championship Flight with no master point restrictions: Flight A, limited to players with fewer than 6000 recorded master points as of ACBL's September 2018 master point cycle; Flight B, limited to players with fewer than 2500 master points as of ACBL's September 2018 master point cycle; Flight C, limited to non-Life Masters who have fewer than 500 master points as of ACBL's September 2018 master point cycle. Teams may consist of 4, 5, or 6 players.
3. All Flights will compete at the District Level only. There are no club or unit qualifying events.
4. A player desiring to play in the event must be a member of the ACBL in good standing and be a resident of one of the units of District Three: Adirondack Bridge Association, Capital District Bridge Association, Dutchess County Bridge Association, Hudson Valley Bridge Association, New Jersey Bridge League, North Jersey Bridge Association, Westchester Contract Bridge Association.
 - A. For Championship Flight... all players must actually live in District 3. Exceptions may be granted by the Credentials Committee of the ACBL Board of Directors.
 - B. For all other Flights: If a player is a member of District 3, and does not live in District 3, he or she must have received permission of the District Director from District 3 and also the permission of the District Director from where he or she actually lives. This permission needed to be requested by July 1, 2018. There are no exceptions to this requirement.

5. Conventions:
 - a Championship Flight: Open Chart+
 - b Flight A: Open Chart
 - c Flight B: Basic+ Chart
 - d Flight C: Basic Chart

Formats and Number of Boards to Be Played

A. Championship Flight and Flight A

1. These flights will be run as Knockout Events getting down to either 1 (the winner), 2 or 4 teams at the end of the two rounds that will occur on the first day. If subsequent rounds are needed, they will be scheduled by the team captain's adhering to a schedule set by the District Coordinator. Subsequent rounds must be played with a Certified Director present or On-call as approved by the District Coordinator.
2. Seeding will be based on the Average Master Points for each Team.
3. If there are between 12 and 16 teams entered:
 - i. the first round will consist of a combination of head-to-head and three-way matches of 28 boards each to get down to 8 teams remaining.
 - ii. the second round will consist of 4 head-to-head matches of 28 boards to get down to 4 teams remaining.
 - iii. The third round (see above) will consist of 2 head-to-head matches of 64 (Championship) or 56 (Flight A) boards to get down to 2 teams remaining.
 - iv. The fourth round will consist of 1 head-to-head match of 64 (Championship) or 56 (Flight A) boards to get down to a single winner.
4. If there are between 9 and 11 teams entered:
 - i. the first round will consist of a combination of head-to-head and three-way matches of 28 boards each to get down to 6 teams remaining.
 - ii. the second round will consist of 2 three-way matches of 28 boards to get down to 4 teams remaining.
 - iii. The third round (see above) will consist of 2 head-to-head matches of 64 (Championship) or 56 (Flight A) boards to get down to 2 teams remaining.
 - iv. The fourth round will consist of 1 head-to-head match of 64 (Championship) or 56 (Flight A) boards to get down to a single winner.
5. If there are between 6 and 8 teams entered:
 - i. the first round will consist of a combination of head-to-head and three-way matches of 28 boards each to get down to 4 teams remaining.
 - ii. the second round will consist of 2 head-to-head matches of 28 boards to get down to 2 teams remaining.
 - iii. The third round (see above) will consist of 1 head-to-head match of 64 (Championship) or 56 (Flight A) boards to get down to a single winner.

6. If there are 5 teams entered:
 - i. the first round will consist of a 28 board round robin eliminating one team.
 - ii. the second round will consist of 2 head-to-head matches of 28 boards to get down to 2 teams remaining. The winner of the round robin will select their opponent.
 - iii. The third round (see above) will consist of 1 head-to-head matches of 64 (Championship) or 56 (Flight A) boards to get down to a single winner.
7. If there are 4 teams entered:
 - i. the first round will consist of 2 head-to-head matches of 28 boards to get down to 2 teams remaining.
 - ii. The second round will consist of 1 head-to-head match of 28 boards to get down to a single winner.
8. If there are 3 teams entered:
 - i. The first round will consist of a single 28 board three-way match to eliminate one team.
 - ii. The second round will consist of 1 head-to-head match of 28 boards to get down to a single winner.
9. If there are 2 teams entered:
 - i. The first/second round will consist of 1 head-to-head match of 64 (Championship) or 56 (Flight A) boards to get down to a single winner.
10. If there is only one team entered:
 - i. Collect their entry fee and wish them good luck in the Nationals.

B. Flight B and Flight C

1. These Flights will be run as a single day Swiss Team Event.
2. If there are more than 12 teams entered, it will consist of 8 7 boards matches.
3. If there are between 7 and 12 teams entered, it will consist of 6 9 board matches
4. If there are 6 teams entered, it will consist of 5 11 board matches.
5. If there are 4 or 5 teams entered, it will consist of 2 round robin sessions. Each round robin would consist of:
 - i. three 9 board matches if 4 teams are entered
 - ii. four 7 board matches if 5 teams are entered.
 - iii. the victor will be the team with the most cumulative Victory Points at the completion of the two round robin sessions.
6. If there are 3 teams entered, it will be run as 2 three-way matches of 28 boards each. the victor will be the team with the most cumulative Victory Points at the completion of the two three-way matches.
7. If there are 2 teams entered, it will be run as a single 56 board match.
8. If there is only one team entered, collect their entry fee and wish them good luck in the Nationals.

TIE BREAKERS

1. If a 28 board KO match in Open Flight or Flight A ends in a tie, a four-board playoff will determine the winner. Should subsequent playoffs be required to break a tie, each playoff will be four boards.
2. If a 56 or 64 board KO match in Open Flight or Flight A ends in a tie, an 8-board playoff will determine the winner. Should subsequent playoffs be required to break a tie, each playoff will be four boards.
3. If a Swiss team event in Flight B or Flight C ends in a tie, a four-board playoff will determine the winner. Should subsequent playoffs be required to break a tie, each playoff will be four boards.

SUBSTITUTIONS DURING PLAY AT DISTRICT FINALS

The District GNT Coordinator or the Director-in-charge may approve a substitute in an emergency. Only one substitute is permitted at any time, and no substitute is permitted if four or more team members of record are available. A substitute may not appreciably strengthen a team and also is subject to the following limitations:

1. Must meet the requirements under QUALIFICATION (see page 1);
2. Must be eligible to play in the flight in which the team requiring the substitution is competing; and
3. Is not permitted for more than 50% of the boards played; any substitute who is required to play more than 50% of the boards because the original team member cannot return shall be deemed a replacement player subject to the requirements of the following section; the original player shall not return for the remainder of the District Finals but may be returned to the team as an augmentee provided such player meets the requirements for augmentation set forth below.
4. Any team with a substitute player shall retain its original seed.

REPLACEMENT DURING PLAY AT DISTRICT FINALS

The Permanent replacement of a player who, for cause, cannot continue in the event is permitted only with the permission of the District 3 GNT Coordinator. A replaced player permanently leaves the event with all masterpoints already earned, and the replacement continues in the event earning points thereafter. A replaced player may be returned to the team as an augmentee provided such player meets the requirements for augmentation set forth below. Play percentage requirements apply to the replacement only for the portion yet to be played. The replacement:

- a) Must meet the requirements under QUALIFICATION (see page 1).
- b) Must not be eligible for further competition in another flight, but may withdraw from such other flight in a writing directed to the District GNT Coordinator;
- c) Must be eligible to compete in the flight of the team needing the replacement; and

- d) Must not appreciably strengthen the team.
- e) A team with a replacement player shall retain its original seed.

AUGMENTATION OR REPLACEMENT AFTER DISTRICT FINAL

The Permanent replacement of a player who, for cause, cannot continue in the event or augmentation of a fifth and/or sixth player to a team after completion of the District Final will be allowed provided:

1. The District GNT Coordinator is notified;
2. The augmentee or replacement does not appreciably weaken the team;
3. The player(s) to be added meet the requirement under QUALIFICATION (see page 1) and are eligible to compete in the flight in which the team wishing to add them is competing;
4. At least three original members remain on the team; and
5. Must not be eligible for further competition in another flight but may withdraw from such other flight in a writing directed to the District GNT Coordinator.
 6. May be a player on the team who played in the District round but was not eligible for overall awards due to the number of boards played. For example, someone who played only in the first round and had to leave due to illness or other extenuating circumstance.