

2005-2006

GRAND

NATIONAL

TEAMS

**CONDITIONS
OF CONTEST**



GRAND NATIONAL TEAMS 2005-2006

ACBL SPECIAL CONDITIONS OF CONTEST

LACK OF KNOWLEDGE DOES NOT CONSTITUTE CAUSE FOR EXCEPTION TO THESE CONDITIONS OF CONTEST. THESE CONDITIONS OF CONTEST MAY NOT BE CHANGED AT ANY LEVEL OF PLAY DURING THE COURSE OF THIS EVENT. THE GENERAL CONDITIONS OF CONTEST FOR SWISS TEAM AND KNOCKOUT TEAM EVENTS WILL APPLY TO THIS EVENT SUBJECT TO THE FOLLOWING SPECIAL CONDITIONS OF CONTEST.

It is the spirit of these Conditions that the Grand National Teams be a "grass roots" event, with each participant competing in his/her District of membership.

A participant who is a full-time student, a member of the armed services, has dual residency, or a person whose full time employment requires temporary relocation, may play in the District in which he or she temporarily resides. Such players must notify the GNT coordinator of the District in which he or she intends to play prior to entering the competition. Prior to the start of the 2005-2006 GNT, each District shall review the eligibility of any member who is not a member of that District but intends to play in that District. The District GNT Coordinator in consultation with the ACBL GNT Coordinator shall determine whether or not eligibility requirements (see Appendix I to these conditions) have been satisfied, however, the ACBL GNT Coordinator is the final authority. In no case may a player compete in more than one District in the 2005-2006 GNT. Out-of-District members and non-ACBL members may compete in regular club session qualifying games.

Each participant in the GNT, beyond the club qualifying level, must be an ACBL member in good standing. (The membership requirement is deemed to have been met if dues accompany the corresponding game report.)

DISTRICT DIRECTOR AUTHORITY

All ACBL tournament regulations, though not specifically included in these conditions, apply throughout this event. Only in the case of an unforeseen situation, the District Director (or his designee) in consultation with the ACBL GNT Coordinator, may make exceptions to these conditions. In emergency situations only, the District Director (or his designee) on his own may make decisions consistent with the spirit of these conditions of contest. The District Director has final authority on any item not specified in the Conditions of Contest.

GENERAL

This is a team event in which each ACBL District will name a district champion in each category by means of a fair competition that is not necessarily the same from district to district. These district champions then may compete in the national final of their respective category. A player may represent the District in only one flight at the national final. Teams in the national final will not be subsidized in any way by the ACBL.

A district may elect not to name a district champion in flight A (0-5000).

The Flights are as follows:

FLIGHT	MASTERPOINT LIMITS
Open Championship Flight	Unlimited
Flight A	Under 5000 Masterpoints
Flight B	Under 2000 Masterpoints
Flight C	Non-Life Master under 500 Masterpoints

Flight eligibility will be established by ACBL's September masterpoint cycle. This information will be produced approximately August 6, 2005 in Memphis TN. Masterpoints won after this cycle will not impact Flight eligibility for these events.

At District option, each flight may be played at one or more levels. The Open Championship and Flight A may be combined at club and unit level for play and masterpoint awards.

In a stratified field all teams are eligible for qualification to the Championship flight. All teams are eligible for Flight A qualification with the exception of a team with a member over 5000 masterpoints. Teams are eligible for Flight B qualification with the exception of a team with a member over 2000 masterpoints. Teams are eligible for Flight C qualification with the exception of a team with a member over 500 masterpoints or Life Master rank. ACBL rules and regulations apply to all play in the event and supersede District conditions in cases of conflict.

CONVENTIONS

At District option the ACBL Midchart may apply at the district level of the GNT - Open Championship and Flight A provided that this has been included in the District Conditions of Contest.

DISTRICT REQUIREMENTS

Each District shall determine the nature of the event by which it declares its District champions. Prior to September 1st, 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. Districts are not required to subsidize players at any level, including the national final, and are not required to ensure that the District is represented at the national final. All Districts must notify ACBL Headquarters by June 15, 2006 of each team in any flight that will be participating in the GNT North American finals.

SCHEDULING

District events commence September 1st and may schedule play at any time thereafter. No level or stage may be scheduled which would prevent a player from attending one or more days of a North American Bridge Championships or participating in the United States Bridge Championship, the United States Women's Bridge Championship or the Senior Trials. The national final for all Flights will begin on the Wednesday prior to the Summer NABC. The Open Championship and Flight A commence with an afternoon session and Flight B and Flight C will start in the evening.

ENTRY REQUIREMENTS

The Championship Flight is open to any player, except as previously noted. Flight A is open only to a player, who has fewer than 5000 masterpoints recorded as of the September cycle. NOTE: If the event is stratified, the Open Championship and Flight A

are combined at club and unit level. Flight B is open only to players who have fewer than 2000 masterpoints as of the September cycle. Flight C is open only to players with fewer than 500 masterpoints who have not attained the rank of Life Master as of the September cycle. Teams may consist of four, five or six eligible players.

Masterpoints won in other Bridge Organizations, either domestic or foreign, must be taken into account for placement in the flights. A player's bridge experience will be taken into account to determine a suitable flight. The Director-in-charge is authorized to make the decision on the player's classification.

The first place finishers in the Championship Flight, Flight A, Flight B, and the second place finisher in the Championship Flight of the district final earn Blue Ribbon Pairs qualifications. The first place finishers in the Non-Life Master Flight in a district final earn Red Ribbon Pairs qualification.

The first place finishers in the Championship, Flight A, Flight B and the second place finishers in the Championship at the National Final will earn Blue Ribbon qualification. These teams will earn qualifying points, if applicable, for international competition on the same scale as in the Blue Ribbon Pairs and the Life Master Pairs. The first and second place finishers in the Non-Life Master Flight at the National Final will earn Red Ribbon qualification.

Overall awards will be based on the participation of each member (see page 6).

REPLACEMENTS AND SUBSTITUTIONS

Issues regarding replacements and/or substitutions not addressed by the District Conditions of Contest are resolved by using the Vanderbilt/Spingold Conditions of Contest.

INELIGIBLE PLAYERS AND DISQUALIFICATIONS

An ineligible player is disqualified. The ineligible player's team will be disqualified unless the Director-in-Charge determines that teammates were unknowledgeable about the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players may not continue and is disqualified.

When a team is disqualified after the correction period, the disqualified team's rank remains vacant. In ongoing events, teams move up one qualifying position as appropriate.

MASTERPOINTS

FLIGHT	RATING
Championship (Open) Flight	100% of Open Rating
Flight A - (0-5000)	97.14% of Open Rating
Flight B - (0-2000)	84.34% of Open Rating
Flight C - (NLM 0-500)	60.56 % of Open Rating

If stratified, the Championship and Flight A will be combined as one flight at unit level and club level. Size and depth of overall awards below the district final are based on the number of teams entered in that game except when Unit finals are held. Masterpoints for Unit finals will be as in regular stratified team events even if all flights are not held concurrently. (NOTE: Higher flights will receive the table count of all lower flights even though they are not playing concurrently.)

Points awarded at club level games are half red and half black, at Sectional rating. A club game conducted by invitation awards only black points, at 80% of Sectional Open rating for the Championship/Flight A, 65% of Sectional Open Rating for Flight B, and 48% of Sectional Open Rating for Flight C.

One session unit finals will award red points only at Sectional rating.

Overall masterpoints awarded at two or more session unit finals are 20% gold, 80% red for the Open Championship and Flight A. Flight B awards are 10% gold, 90% red; and flight C is 5% gold, 95% red at Sectional rating. Match awards are red at Sectional rating. Consolations of these games award black points at Sectional Consolation rating.

A game at any level or stage may give overall awards only if qualifying teams from that game will join teams from another site or other sites at a further level or stage. The size and depth of overall awards at any stage below the district stage in which teams play swiss matches to qualify into a knockout will be as follows:

- If two teams qualify into the KO, the award for first will be based on 4 teams with two overall positions.
- If four teams qualify, the award will be based on 8 teams, with 4 overall positions.
- If eight teams qualify, the award will be based on 16 teams with 4 overall positions.
- If sixteen or more teams qualify, awards are based on 32 teams with 8 overall positions.
- In no case will any stage pay overalls based on more than the eligible teams in actual competition.
- The qualifying phase will pay match awards only. Teams entering the KO phase will be entitled only to the sum of all match awards or the overall award, whichever is greater.

Silver points will be available at any unit level game played in conjunction with and at the site of an open Sectional tournament.

Points awarded at the stage in which the District champion is declared are gold for overalls and red for match awards at Regional rating. Swiss team events that qualify to a knockout are considered to be a part of the district finals whether they are conducted at the same site or not and do NOT award overall masterpoints. Consolations of these games award half red and half black points at Regional Consolation rating. The award for first place overall for the District champion is arbitrary and is based on the number of sessions in the district final as follows:

Championship Flight:

- 2 sessions - 24.00 masterpoints
- 3 sessions non KO event - 30.00 masterpoints
- KO or other longer events - 36.00 masterpoints
- Overall awards are gold. Match awards are 100% Regional rated.

Flight A:

- 2 sessions - 20.00 masterpoints
- 3 sessions non KO event - 25.00 masterpoints
- KO or other longer events - 30.00 masterpoints
- Overall awards are gold. Match awards are 97% of regional rating.

Flight B:

2 sessions - 18.00 masterpoints
3 session non KO event - 22.00 masterpoints
KO or other longer events - 26.00 masterpoints
Overall awards are gold. Match awards are 84% Regional rated.

Flight C:

2 sessions - 10.00 masterpoints
3 session non KO event - 12.50 masterpoints
KO or other longer events - 15.00 masterpoints
Overall awards are 25% gold and 75% red. Match awards are 60% Regional rated.

The winners of the Championship at the national final will receive 100 masterpoints; the winners of Flight A at the national final will receive 75.00 masterpoints, the Flight B winners 60.00 and the Flight C winners 40. For the Championship flight, Flight A and Flight B event, overalls will be gold and will extend to the top eight teams if the entry is 16 or more teams and to the top four teams with an entry of 8 to 15 teams. Match awards will be red at National rating. Flight C awards will be 1/3 gold and 2/3 red for the National Final overall.

SANCTIONS, DIRECTORS AND FEES

Requests for rated ACBL Tournament Directors should be received in Memphis 6 months before the event.

The director must be a club rated or higher-rated director to run games at the club and intermediate level. A non-playing director is recommended by ACBL, but at a club qualifying event with 17 or fewer teams may have a playing director. A Tournament Director will be assigned by the Tournament Department to officiate at each district final. ACBL will attempt to assign your preferred director. Game reports are to be submitted on the official ACBL GNT report forms, which will be available from the District GNT coordinator. A sanction fee of \$1.25 per table per session must accompany the game report for all games at all levels. A District may add a surcharge for games run by its clubs and/or Units.

NATIONAL FINAL

In the national final for the Championship Flight and Flight A, all teams will be seeded based on average masterpoint holdings of all team members and shall be distributed into four groups as follows:

I.	II.	III.	IV.
1	2	3	4
8	7	6	5
9 etc.			

In the semi-final, I plays IV and II plays III. The seeding provisions of the Vanderbilt/Spingold Conditions apply whenever a group is reduced to two teams and for the semi-finals and finals (the group 1 winner is 1, etc.) All other flights will be played as seeded knockouts, which may commence with round-robins. Seeding will be by average masterpoints. Ties will be broken by lot. The championship and all Flights of the national final will begin on the Wednesday prior to the Summer NABC. The ACBL Superchart will govern conventions in Championship and Flight A with segments of 12 or more boards, the General Convention Chart will apply to Flights B and C. Details of tie-breaking procedures, time and related penalties, playing requirements and other

conditions related to round-robin and knockout play apply to the finals as stated in the Conditions of Contest (and appendices thereto) for the Spingold Knockout Team event played at the same NABC.

APPENDIX I
Board Item 003-106

Members of the ACBL are normally expected to belong to the Unit in which they reside. If a member chooses to belong to a Unit in which he/she does not reside, the member must specifically make this request in writing to the ACBL stating the Unit of preference and the reasons for the request. Further, if the Unit is not in the same District as where he/she resides, both districts must approve the membership in the other District. The following are some of the reasons why a member would be given permission to belong to a unit outside the District of residence (To warrant consideration, a player should meet at least two of the six reasons listed.):

1. Plays at least once a month in a club in that Unit
2. Attends STaCs or Sectionals in that Unit at least twice a year
3. Attends the annual Unit dinner and/or membership meeting
4. Participates in Unit special events
5. Serves on the Unit board and/or Unit Committees
6. Serves on the District board and/or district Committees

If it is determined that a member requests a change of Unit membership for the sole purpose of Grand National Teams (GNT) or North American Pairs (NAP) play, the request must be denied.

The membership approval granted by a District in which the member does not reside may be reviewed by that District at least every five years to assure the above criteria continue to justify non-residency membership.

If a player has been a member of that Unit and wishes to remain and does not participate in GNT and NAP events in that District, permission may be granted by the District without the player meeting any of the six criteria.

Board Item 973-170

The General Knockout Conditions of Contest are revised to reflect the following:

1. For any overall award, a player must play at least 50% of all the boards played by the team at the time he or she (and the team) earned that award.
2. For the first place award, when the team wins the final, a player must play at least 50% of the combined boards in the semi-final and final matches.
3. For any given overall award, the player must have played at least 50% of the boards in the match in which they earned the award.
EXAMPLE: A player plays 100% of round one and 100% of round four, the final. If the team loses the final match, that player will receive masterpoints (match awards) only for the first round victory.

KNOCKOUT TEAM EVENTS
General Conditions of Contest

CONDITIONS OF ENTRY

These Conditions of Contest may not be changed at any level of play during the course of this event.

Lack of knowledge does not constitute cause for exemption.

Sponsoring organizations may, with ACBL approval only, amend these conditions for a specific event.

1. Each event is open to teams of four, five or six players.
Except that Compact Knockouts are only open to teams of four players.
2. An event with entry restricted by masterpoint holding, age, sex or any combination thereof will be publicized as such in the ACBL Bulletin and/or in the Daily Bulletin at the NABC.
3. An unexpectedly large number of entrants may cause an event to be randomly divided into two equal (or nearly equal) separate events.
4. Each team must select a captain, playing or non-playing, who will be responsible for all official representations to the Director or Committee. The captain or his/her designee must enter the team prior to game time or prior to the official closing time for entries, whichever is earlier, as publicized in the ACBL Bulletin and/or in the Daily Bulletin at the NABC. At that time, the completed entry must include a number indicating how many players are on the team, a listing of their names, home cities, states, player numbers, masterpoint holding if requested and a notation as to who is captain. No player may be added after the official closing time. A team may designate a new captain (playing or non-playing) at any stage of the event by submitting a written request, signed by the previously designated captain.
5. The Director may accept a late entry if in his/her opinion the inclusion of another team enhances the play structure of the event and does not inconvenience timely entrants.

PARTICIPATION REQUIREMENTS

1. To fulfill the participation requirement, a player must meet EACH of the following conditions as appropriate:
 - a. For any given overall award, a player must play at least 50% of all boards (excluding play-off boards) played by the team at the time the award is earned. No contestant may play any match after it has become mathematically impossible for him/her to play at least 50% of the boards (excluding play-off boards) played by his/her team.

- b. For any given overall award, a player must have played 50% of the boards in the match in which the team earned that award.
- c. In order to be entitled to the first place award, a player must also play at least 50% of the combined boards in the semi-final and final matches.
2. A player who fails to maintain participation eligibility in an event receives match awards only and is not entitled to honors or recognition for further achievements of his/her teammates in the event. Additionally, a player who was, but no longer is entered on a team in a knockout event may not participate in a concurrent championship event (two or more sessions) while the team is still competing in the KO event.
 3. If it is determined by the Director-in-Charge that a player(s) or team withdrew from a knockout for emergency reason(s), the player(s) or team will receive all masterpoints earned to that point. (i.e., team wins round of eight the player receives MPS for 3/4)
 4. An ineligible player is disqualified. The ineligible player's team will be disqualified unless the Director-in-Charge determines that teammates were unaware of the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified.

When a team is disqualified after the correction period for the event has ended because the deficiency was discovered then, the disqualified team's position remains vacant. If the deficiency is discovered prior to a match starting, the result of the preceding match is changed; or, if discovered during a match, that match may be forfeit. The result of no other match is altered.

BRACKETS

Bracket designators must be based on the average masterpoint holding of all members of each team.

PAIRING

1. Round-robins (with one or two survivors) may be held in the early rounds so as to avoid byes.
2. Each team will be assigned an opponent or into a round-robin by random draw each round either without regard for meetings in previous round-robins or with the exception that a team will not be paired against a previous opponent until as late a round as possible -- at sponsor's option.

CONVENTIONS

1. The ACBL General Convention Chart governs bidding and carding methods permitted, restricted, or not permitted in KO events.
2. Sponsors may permit the ACBL Mid-Chart or SuperChart. The Mid-Chart is permitted at NABCs in unrestricted Flight A KOs and any bracket of a bracketed KO where the bracket designator for the lowest ranking team is 1000 or more masterpoints.

SCORING AND PLAY

1. Each event is a single elimination knockout with any fraction of an IMP constituting a win. (For three-way matches, see #11 following.)
2. Net IMPs won and lost will be used to determine the winner of each match and the survivor(s) of each round-robin. A team's net IMPs won is the gross IMPs won in play less any tardiness or slow play penalties assessed that team. A team's net IMPs lost is the gross IMPs lost in play less any tardiness or slow play penalties assessed the opponents.
3. A round-robin tardiness penalty is assessed in the affected match (es).
4. Each team's captain must report the net IMPs won and the net IMPs lost to the director responsible for the bracket sheet as soon as the result is determined.
5. Matches will be 24 boards in length, but at sponsor option may be longer. Compact Knockout matches are generally 12 boards in length, but at sponsor option may be longer.
6. Head-to-head matches and round-robins will be divided into two sessions.
7. The time allowed will be seven and one-half minutes per board. The Director may allow extra time when bidding boxes are in use.
8. Should any head-to-head match end in a tie, a 4-board play-off will be played. Should the first play-off end in a tie, continuing 2 board play-offs will be played until the tie is resolved. In the special case of Compact Knockouts where there is another match to play in the current session, the initial tie is broken, in order, as follows:
 - a. Total Points Scoring
 - b. Board-a-Match Scoring
 - c. Coin-Flip
9. Play-offs will take place immediately following the session in which a tie occurs. If time does not permit an immediate play-off following a morning session, the play-off will be played immediately following the afternoon session of that day.

10. The play-off boards will not count toward any player requirements to qualify for masterpoint awards or additional rights. Play will begin after a short intermission to recheck scores.
11. The team(s) eliminated from a round-robin shall be determined as follows:

Definitions:

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

- A. When two teams progress and one team has not lost both matches:
 1. If each team has won a match:
 - a. Net Imps
 - b. Result of the head-to-head match if two teams are tied in negative net IMPs.
 - c. If the net IMPs for each of the three teams is zero:
Playoff (continuing three-way matches of 2 boards until the tie is resolved) except for a Compact Knockout match where there is another match to play in the current session. In this instance the tie is broken using the following methods until the tie is resolved:
 - (1) Total Points.
 - (2) Board-a-Match Scoring
 - (3) Coin-Flip (odd man out)
 2. If one team has won two matches and the other two teams tied, use #8 above for head to head ties.
- B. When one team progresses and one team has not won both matches:
 1. If each team has won a match:
 - a. Net Imps
 - b. Result of the head-to-head match if two teams are tied in net IMPs.
 - c. If the net IMPs for each of the three teams is zero:
Playoff (continuing three-way matches of 2 boards until the tie is resolved) except for a Compact Knockout match where there is another match to play in the current session. In this instance, total point scoring is used to resolve the tie. If still tied, BAM scoring is used to resolve the tie. If still tied, each team draws a card - high card progresses.
 2. If two teams beat the third team and tie their match, use #8 above for head to head ties.
- C. For three-way matches in which one team is meant to be eliminated after the first session: Unless one team has lost both matches (i.e., is behind in both 16-board matches), the match continues as a full day three-way match (playing a total of 32 boards against each of the other teams). In such a case, if there is a tie in the matches won, the tie will be broken as in "B" above.

When a team is eliminated after 16 boards against each of the other teams, the two teams continue with full carryover from their match only.

12. A partnership is responsible for knowing when their methods apply in probable (to be expected) auctions. A pair may be entitled to redress if their opponents did not originally have a clear understanding of when and how to use a convention that was employed.

SEEDING

1. There are no seeding rights. Should a seating disagreement arise:
 - a. At the start of a match: There is a coin flip. The winner of the coin flip selects either the first half or the second half to have seating rights (the team with seating rights sits down last). The loser of the coin flip has seating rights in the other half.
 - b. If there was no disagreement at the start of the match but there is one at the half: The team that is behind has the seating rights. If the match is tied, there will be a coin flip with the winner of the coin flip getting the seating rights.
2. No change in seating may be made after the auction has started at either table except on instructions from the Director.
3. "Playbacks" are permitted.

SMOKING

Smoking shall not be permitted in the playing area at NABCs.

SUBSTITUTES

1. Substitutes are subject to the discretion of the director and may not appreciably strengthen a team. No more than two substitutes will be permitted for any team at one time.
2. A substitute is not allowed if a fifth or sixth member of a team is available.

REPLACEMENTS

A team reduced to three members will be permitted, for cause, a replacement at the discretion of the Director-in-Charge. A replacement for the finals receives match awards only - a replacement at any other time receives the same overall award as other members of the team. No more than one replacement is permitted.

KIBITZING

1. A participant who kibitzes must be at least two tables removed from each table of his/her own team's match.

CORRECTION AND APPEAL PERIODS

The score correction period for player and scorer errors expires thirty minutes after the

completion of the segment, at the start of play at either table of a playoff, or at the announced starting time of the next match, whichever is earlier.

The appeal period for or of a director's ruling expires thirty minutes after the completion of the segment, at the start of play at either table in the next segment, or at the start of play at either table of a playoff, whichever is earlier.

A segment of a match is completed when the teams have agreed upon a score.

PENALTIES

1. The opposing team may not waive any penalties assessed their opponents for tardiness or slow play.
2. The penalty for failure to seat a complete team at announced game time (tardiness) will be:
 - a. first 10 minutes - no penalty,
 - b. more than 10 minutes, up to 15 minutes - 1 IMP,
 - c. more than 15 minutes, up to 20 minutes - 3 IMPs,
 - d. more than 20 minutes, up to 25 minutes - 6 IMPs,
 - e. more than 25 minutes, up to 30 minutes - 9 IMPs,
 - f. more than 30 minutes, up to 35 minutes - 12 IMPs,
 - g. more than 35 minutes, up to 40 minutes - 15 IMPs.
3. The match will be curtailed one board, up to a maximum of four boards, for each 7 ½ minutes or fraction thereof of tardiness after the first ten minutes. Three IMPs per board curtailed will be awarded to the non-offending team in addition to the penalty of 2 above.
4. If play has not commenced (with or without a substitute) forty minutes after announced game time, the match will be declared forfeit.
5. The Director may, at any time, seat a substitute until a missing player arrives. The Director may later apply or waive the provisions of paragraphs 2, 3 or 4 if compelling reasons exist.
6. When a table exceeds the time allowed for play, the pair(s) responsible will receive a warning.
7. When a pair exceeds the time allowed a second time in the event, they will appear before the Appeals Committee for review.
8. Cases of excessive slow play will be referred to the Appeals Committee for review regardless of previous warnings.

Regarding any of the above, the decision of the Director-in-Charge shall be final.