

## District 11 GNT Conditions of Contest

Approved: September 2017

The D11 GNT Coordinator has the authority and responsibility to enforce the following conditions:

A. Lack of knowledge does not constitute cause for exception to these conditions of contest

B. Each team must name a captain and all players before the beginning of play. All players listed in the team roster must play a minimum of 50% of the hands played by that team each day. Furthermore, all players are expected to play all sessions of the District Qualifying event for which their team qualifies. There is one session on Saturday and up to two sessions on Sunday. Players who do not play in the preliminary session may not play in the semifinal or final. Players who do not play in the semifinal may not play in the final. In addition, a team that cannot maintain four players will be considered to have withdrawn (except in the case of section F).

C. The format and schedule of play for each flight in the District Finals is determined by the number of teams in that flight as follows:

# Teams:	10+	9	8	7	6	5	4	3	2
Championship Preliminary	Swiss 8Bx8R	8 Board RR	9 Board RR	10 Board RR	12 Board RR	15 Board RR	20 Board RR	30 Board RR	60 Board KO
Championship Finals (KO)	2 - 30 Board Semi Final Matches (4 Teams) 1 - 30 Board Final Match (2 Teams)						60 Board (2 Teams)		
Flight A Preliminary	Swiss 8Bx8R	8 Board RR	9 Board RR	10 Board RR	12 Board RR	15 Board RR	20 Board RR	30 Board RR	60 Board KO
Flight A Finals (KO)	2 - 30 Board Semi Final Matches (4 Teams) 1 - 30 Board Final Match (2 Teams)						60 Board (2 Teams)		
Flight B Preliminary	Swiss 7Bx8R	7 Board RR	8 Board RR	9 Board RR	11 Board RR	14 Board RR	18 Board RR	28 Board RR	56 Board KO
Flight B Finals (KO)	2 - 28 Board Semi Final Matches (4 Teams) 1 - 28 Board Final Match (2 Teams)						56 Board (2 Teams)		
Flight C Preliminary	Swiss 6Bx8R	6 Board RR	7 Board RR	8 Board RR	10 Board RR	12 Board RR	16 Board RR	24 Board RR	48 Board KO
Flight C Finals (KO)	2 - 24 Board Semi Final Matches (4 Teams) 1 - 24 Board Final Match (2 Teams)						48 Board (2 Teams)		

Swiss: 8Bx8R = 8 Boards for 8 Rounds. 7Bx8R = 7 Board for 8 Rounds. 6Bx8R = 6 Boards for 8 rounds.

Swiss = Swiss teams; RR = Round Robin Format – each team plays the other once.

D. The following apply to all four flights (Championship, A, B, and C):

- 1) A preliminary round of Round Robin or Swiss Play will reduce the field to four teams who will play a knockout the following day.
- 2) The governing charts for each flight are as follows: Championship - Open+, Flight A - Open, Flight B - Basic+, and Flight C - Basic+.
- 3) All RR and Swiss Matches will be scored by IMPs and converted to Victory Points using the WBF 20-Point Continuous Victory Point Scale.
- 4) If at the conclusion of the preliminary round a tie exists that materially affects who qualifies for the final session/day--the tie will be broken by one or more 4-board playoff rounds that will continue until the winner is determined. Playoffs begin immediately once the tie is verified.
- 5) After a preliminary round ending in a four team final, the first place team chooses from the 3rd and 4th place teams as their opponent in the semifinal round.
- 6) When four teams qualify for the second day, there will be no imp carryovers. When two teams qualify for the second day, there will be a 100% imp carryover from the first day.
- 7) All ties in the knockout round of the semi-finals or finals will be resolved by one or more 4-board playoff rounds that will continue until the winner is determined.

E. One team from each flight, as determined according to the above guidelines, will proceed to the National Finals. The District requests that no members of a team that cannot participate in the National Finals participate in the District Finals. Any team that cannot maintain three of its original members will be considered as withdrawing (except in the case of Section H). If the first place team is withdrawn, then the second place team will be offered the qualification. If the second place team declines, then the third place team, as determined by imp differential, will be offered the qualification. If the third place team declines, then the fourth place team will be offered the qualification. If none of the top four finishers accept the invitation, then the GNT Coordinator will select a team from all appropriate members of D11 in good standing with the ACBL. This team will be approved by D11 in a vote during a board meeting prior to the ACBL deadline.

F. During the D11 Finals, a replacement to a roster is permissible due to a verified sickness, injury, death, or Force Majeure. Only one such replacement is allowed. All replacements must be approved by the D11 GNT Coordinator in consultation with the DIC of the event. The replacement must not substantially increase or decrease the overall strength of the team. This condition allows for an exception to the participation guidelines above for one session. Any player who misses more than one session will be removed from the team's roster. If a replacement plays for more than one session, then the replacement's name and ACBL number will be added permanently to the team roster and is considered an original member for the requirement in section E. Only one replacement is allowed per this condition, and any team that utilizes this condition and does not maintain the participation requirements as outlined in this condition is deemed to withdraw.

G. After the District Finals and before May 31 a team may decide to reduce its roster to a minimum of four players. Similarly, the winning team may augment the roster to a maximum of six players. Any team using this condition must coordinate with the D11 GNT Coordinator. District 11 encourages all flights to field the strongest possible team. Players removed from a team will not be removed from its roster until the GNT coordinator receives written confirmation from said player.

H. After the event of the District Finals, a team may permanently replace a player due to a verified sickness, injury, death, or Force Majeure. Any team using this condition must coordinate with the D11 GNT Coordinator. Under this condition, a team may not substitute for more than one player.

I. For disputes regarding decisions made by the D11 GNT coordinator an appeal must be filed by May 31. The GNT coordinator will select three voting members of the D11 board to serve on a special committee. These three members may not be selected from the Unit of the appealing team. In addition, if there is any other team that will gain a substantive advantage from the outcome of the appeal, then members of the committee will also not be selected from that unit. In the case of a lack of eligible committee members, any D11 member in good-standing may be asked to serve. After hearing from all parties, the committee will hold secret deliberations and vote. The results of the vote and a majority opinion will be given to both the GNT coordinator and the team without insight into the private workings of the committee. If the appeal is denied, the committee will then consider if the appeal was frivolous. Due to the costs and resources required to hold an appeals committee, if an appeal is deemed to be frivolous, then the entire appealing team will be suspended from participating in any D11 GNT contest for the following two years.

J. If the ACBL moves the roster deadline earlier than June 10, all district deadlines may be adjusted by the D11 GNT coordinator to allow two weeks before the new ACBL deadline. This change must be communicated to all winning teams in a timely manner.