



**2021 – 2022 Grand National Teams**  
**District 22 Conditions of Contest**

Effective November 11, 2021  
Revised January 28, 2022

# 2021 – 2022 Grand National Teams

## District 22 Conditions of Contest

It is the spirit of these conditions that the Grand National Teams be a "grass roots" event. Each participant in the GNT must be an ACBL member in good standing. 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. ~~Club qualifying team games will be held September 1 through February, 28, 2022 online or face to face.~~ Players qualify as individuals to play in the D22 Finals.

LEVEL	DATES	DISTRICT	ACBL
Club Qualification	Sep. 1, 2021 – Feb. 28, 2022	\$ 1.75*	\$2.25*
District 22 Finals	Apr. 15-16	\$15.00^	
NABC Finals	Jul. 13-17	TBD	

\*Per table per session sent to D22 and ACBL

^Per player per session – 5<sup>th</sup> and 6<sup>th</sup> are \$8.00 per session

### ACBL GNT Conditions of Contest

<http://web2.acbl.org/documentLibrary/play/coc/gnt/GNT2021-22.pdf>

The D22 GNT competition will determine a champion in each of four flights of team play. The four team champions have the right to represent D22 in the National Finals expected to be played starting July 13, 2022 in person at the Providence NABC.

In addition, if Flight B or C has at least eight team entrants, that flight will be eligible to send a second team to the National Finals.

### FLIGHTS

Open Championship Flight  
 Flight A  
 Flight B:  
 Flight C

### MASTER POINT LIMITS

Unlimited  
 Under 6,000 masterpoints  
 Under 2,500 masterpoints  
 Non-Life Masters under 500 masterpoints.

Flight eligibility will be established by ACBL's September 2021 masterpoint cycle. This information was produced August 6, 2021 at Horn Lake, MS. Masterpoints won after this cycle will not impact flight eligibility for these events.

Due to the lack of GNT qualifying club games, Club Qualification has been waived. All teams comprised of D22 players in good standing are now eligible to play in the D22 GNT Finals in San Diego. 1-28-22

## **CLUB LEVEL QUALIFICATION**

The club level competition began Sep. 1, 2021 and will end Feb. 28, 2022. Games will be online or face to face. Clubs may hold as many GNT team games as they wish as one or two session events. Events should be flighted if possible. If the event is stratified, use the following limits:

Open/2,500/NLM <500

These games may not be held during the Fall NABC (Nov. 25—Dec. 5, 2021), D22 Palm Springs Regional (Dec. 13-19, 2021), Western Conference STaC (Dec. 6-12, 2021), or during a sectional within 25 miles of the club game.

For stratified games, the ACBL Open Convention Chart will apply. For flighted games, the Basic Chart (Flight C), Basic+ Chart (Flight B), Open Chart (Flight A) and Open+ Chart (Open Flight) will apply.

Players qualify as individuals and may play on a different team at the D22 Finals. The ACBL will track qualified players. **All players qualify for the D22 GNT Finals when they play in a D22 GNT Club Qualifying game.**

Clubs will remit \$1.75 per table per session to the D22 treasurer below. Please include the game dates, times, numbers of tables and club.

Richard Picheny

District 22 Treasurer \_\_\_\_\_

31212 Paseo Amapola

San Juan Capistrano, CA 92675

# District 22 GNT Finals

## LOCATION

San Diego Regional

While we expect to play face-to-face, D22 Finals for all Flights will be held **ONLINE** if the regional is cancelled due to the pandemic. Information specific to online play is highlighted in green.

## DATE & TIME

QUALIFYING – Friday, April 15 10:30am and 3:15pm

FINAL – Saturday, April 16 10:30am and 3:15pm

## Online Team Registration

Each team participating in the D22 GNT Finals **MUST** pre-register with the D22 GNT Coordinator, Ron Lien [ronaldlien@aol.com](mailto:ronaldlien@aol.com), by noon on April 8, 2022. *Late registrants may be accepted, depending upon the number of entrants.*

Pre-registration is accomplished by the team captain furnishing the D22 GNT Coordinator, Ron Lien, with the following information:

1. Contact information for the team captain - e-mail and telephone number
2. Flight in which the team is entered
3. Full name, **BBO User ID**, and ACBL number of each team member
4. A pdf of any written defenses (Open Flight only).

**Note:** There will be a captains' Zoom call on April 9, 2022. Attendance is mandatory.

The contact information for the D22 GNT Coordinator is:

Ron Lien, 626.695.5409, email: [ronaldlien@aol.com](mailto:ronaldlien@aol.com)

## Entry Fees

Entry fees for all flights are \$60 per team per session for four person teams. Fifth and sixth team members will pay \$8 each.

**If held ONLINE, each team must mail a check no later than April 8 for two sessions (4 members: \$120, 5 members: \$128, or 6 members: \$136) to:**

Richard Picheny

District 22 Treasurer

Please include the team captain's name.

31212 Paseo Amapola

San Juan Capistrano, CA 92675

## **Eligibility**

Each person participating in the GNT must have had a principal residence in or have moved into D22 as of **September 1, 2021**. To request an exception or clarify eligibility, please contact Regional Director, [David Lodge](#). The ACBL Special Events department shall decide the correct district for any player if there is any challenge to a player's eligibility. All players entering this event certify, subject to penalties as provided in the conditions of contest for this event and in the ACBL Code of Disciplinary Regulations, that they are eligible to play in D22.

## **Ineligible Players and Disqualifications**

An ineligible player is disqualified. The ineligible player's team will be disqualified unless the Director-in-Charge (DIC) 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.

## **Flight Status**

Masterpoints won by players from other Bridge organizations, such as the ABA and foreign organizations, must be taken into account in determining a player's placement in a flight. A player's bridge experience may also be taken into account to determine a suitable flight. The DIC of the D22 GNT Finals is authorized to make the decision on the player's classification.

## **Player Substitution Rules**

Players on a team winning a flight of the D22 GNT may be substituted by other players only with the approval of the D22 GNT Coordinator. Immediately upon determining that it is necessary to make a player substitution, the team captain will contact the D22 GNT Coordinator and advise the coordinator of:

- the name of the individual to be replaced,
- the name and ACBL player number of the proposed replacement, and
- the reason for the replacement.

Replacement players must be eligible to play in D22.

No team may go forward unless it has at least three members of the team that competed in the D22 Finals.

## **Team Augmentation Rules**

Subsequent to winning a flight in the D22 Finals, a team may elect to augment its membership to a maximum of six players with approval of the D22 GNT Coordinator. Augmented players must be eligible to play in D22.

## Team Substitution Rules

In the event circumstances occur which make it impossible for at least three members of a winning team to play represent the district at the nationals, the team captain must immediately contact the D22 GNT Coordinator, and advise the coordinator of the team's withdrawal from further GNT competition. The D22 GNT Coordinator will substitute the next highest ranking team in the D22 GNT Finals competition for the withdrawn team. The substituted team, if less than six players, is encouraged to augment its team with players from the winning team if any are available to play.

Issues regarding replacements and/or substitutions not addressed by these conditions of contest are resolved by using the [ACBL GNT Special Conditions of Contest](#).

## Zero Tolerance

The ACBL Policy on Zero Tolerance will be observed at all levels of the GNT.

<https://www.acbl.org/conduct-and-ethics/zero-tolerance-policy/>

## Face to Face Format of Play

Flights Open and A will be run as four-session events (3+ teams) on Friday and Saturday. The Saturday KO final will be two 24 board matches (2 halves).

If one team enters a flight and pays \$60, that team will be declared the district champion.

TEAMS	FRIDAY MOVEMENT	SATURDAY KOs
2	Two 24 board matches (2 halves)	-
3	Two 24 board matches (4 quarters)	Two survivors
4	Three 18 board matches (2 halves)	Two survivors
5	Four 12 board matches (2 halves) BAM	Two survivors
6	Five 10 board matches (2 halves)^	Two survivors
7	Six 8 board matches (BAM)^	Two survivors
8	Seven 7 board matches	Four survivors^
9	Eight 6 board matches	Four survivors
10-15	Six 8 board matches (SWISS)	Four survivors
16+	Eight 6 board matches (SWISS)	Four survivors

^Third and fourth teams get more MPs if they play Saturday.

Flights B and C will follow the Open and A format unless there are 8+ teams. In that

case, they will play a two-session Swiss or Round Robin on Friday reducing to four teams for Saturday final. The four teams will play a two-session Round Robin to determine the district champion and second place team, who will represent the district at the NABC GNT Finals.

## **ONLINE Conditions of Contest**

### **DIC**

An ACBL Tournament Director will be the DIC (Director-in-Charge). The DIC's decisions for online play will be final. The DIC is empowered to remedy any omissions in these Conditions of Contest. Handicapped players or those without computer skills must contact the [DIC](#) for help.

Should technical difficulties arise, which delay 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, the affected matches will continue at a later time with different hands than those played during the main competition.

### **General**

All players will play the same boards, barring technical difficulties.

All players are responsible to have read these Conditions of Contest, and a lack of computer skills does not excuse irregularities or violations.

### **Zoom**

Each team must register as detailed in Team Registration on page 3. For 2022 the D22 Open Flight on Day 1 and all flights on Day 2 will be held online using BBO and Zoom. Each player must set up a free [Zoom](#) account.

### **Security**

1. Zoom will ensure security via the ability for players to continuously see their screen-mates (North and West; South and East).
2. Players requesting exceptions must contact the D22 GNT Coordinator by March 1, 2022.
3. Players are not permitted to be in possession of any electronic communications devices while they are competing. VIOLATION OF THIS CONDITION WILL RESULT IN A MANDATORY PENTALTY OF 12 IMPS, AND A SECOND VIOLATION WILL RESULT IN THE TEAM'S DISQUALIFICATION.

## The Play

Each pair must post a complete convention card, in ACBL format, with each player's full name, inclusive of any supplemental notes.

Players playing methods requiring a written defense (Open Flight only) must pre-alert their opponents and post a pdf of the method(s) on Zoom chat along with their convention card on BBO.

For more information about alerts, private chats, extraneous information, deviations in tempo, claims, concessions, and undoes of unintended calls please see III – The Play in the [GNT 2021-2022 CoCs](#).

## Online Format of Play

The same format as the "Face-to-Face Format of Play" applies to an even number of teams in a flight. If an odd number of teams enter a flight, sit outs will be required due to BBO limitations.



## District 22 GNT Finals

### General

1. The [ACBL Open+ Chart](#) shall be in effect for the Open Championship Flight.
2. The [ACBL Open Chart](#) shall be in effect for Flight A.
3. The [ACBL Basic+ Chart](#) shall be in effect for Flight B.
4. The [ACBL Basic Chart](#) shall be in effect for Flight C.
5. NABC+ 20 VP scale.

### Ties

Ties will be addressed as follows:

#### *KO format:*

Play additional sets of 4 boards until there is a winner.

#### *Swiss/Round Robin:*

1st tiebreak goes to the team that won the match between the two tied teams.

2nd tiebreak goes to team that won the highest number of net IMPs.

3rd tiebreak goes to the team that won the most number of matches.

### Contingencies

The DIC will resolve all contingencies or ambiguities relating to the format or playing conditions that arise during the District finals that are not specifically addressed by these conditions.

### Correction Period

A team's captain must make scoring corrections within the earlier of 1) thirty (30) minutes after conclusion of play or 2) the start of play at either table for the next round or tie-breaker segment. Reference: Law 79 C. 1. Error in Score.

### Appeals

The period for an appeal of a DIC's ruling must be by phone or email and expires thirty (30) minutes after each session. There will be an Appeals Committee. Reference: Laws of Duplicate Bridge - 92 B and 93 B respectively.

### Regional Director Authority

All ACBL tournament regulations, though not specifically included in these conditions, apply throughout this event. The Regional Director, [David Lodge](#), has final authority on any item not specified in the conditions of contest.