

GNT



Grand National Teams

2025– 2026 Grand National Teams **District 22 Conditions of Contest**

Effective September 25, 2025
Revised April 2, 2026

The District 22 GNT competition will determine a champion in each of four flights of team play. The four team champions have the right to represent District 22 in the National Finals to be played in July 2026 at the Minneapolis NABC. In addition, if Flight B or C has at least eight teams entered in the District 22 Finals, that flight will be eligible to send a second team to the National Finals. 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 this event. Players qualify as individuals to play in the District 22 Finals.

District 22 will provide a stipend of \$2,000 to each of the four (4) flights top qualifying teams from the District Finals to compete in the National GNT Finals. No subsidies are awarded by the ACBL to winning teams.

Level	Dates	District	ACBL
Club Qualification	September 1, 2025 – February 28, 2026	\$1.75 per table	\$2.40 per table
District 22 Finals SOCBC San Juan Capistrano	May 2-3, 2026	\$1.75 per table	\$2.40 per table
National Finals NABC Minneapolis	July 8 – 12, 2026		

FLIGHTS

Open Championship Flight
Flight A
Flight B
Flight C

MASTER POINT LIMITS

Unlimited
Under 6,000 masterpoints per each player
Under 3,000 masterpoints per each player
Under 750 masterpoints per each player, Non-Life Masters

Flight eligibility will be established by ACBL’s *September 2025* masterpoint cycle (which ran on August 6, 2025). Masterpoints won after this cycle will not impact flight eligibility for these events.

CLUB/UNIT LEVEL QUALIFICATION

The club level competition begins September 1, 2025, and will end February 28, 2026. Games will be 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, Clubs MUST use the following limits: Open/3,000/NLM <750. For non-flighted events, the top half of the teams entered will qualify. For flighted events, the top half of each flight will qualify. In the event of an odd number of teams, the top half plus one will be qualified to the next round.

Club qualification games may not be held during the Ventura Regional (October 27 – November 2, 2025), D22 Royal STaC (November 17-23, 2025), Fall NABC (November 27 – December 7, 2025), D22 Palm Springs Regional (December 8-14, 2025), or during a sectional within 25 miles of the club game.

No Unit-level qualification will be required.

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

Players may qualify as individuals and may play on a different team at the D22 Finals. The ACBL will track qualified players.

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.

A limited number of qualification games were held due to timing and multiple scheduling conflicts. As a result, a limited number of players qualified to play in the finals, particularly in Flights B and C. To maximize the opportunity for all players who are interested in representing District 22 in the National Finals, we have modified qualification rules to allow any team to participate in the District Finals.

Richard Picheny
District 22 Treasurer
31212 Paseo Amapola
San Juan Capistrano, CA 92675

The ACBL GNT Conditions of Contest may be found [here](#)

District 22 GNT Finals

LOCATION

South Orange Country Bridge Center
31461 Rancho Viejo Rd, San Juan Capistrano, CA 92675

DATE & TIME

QUALIFYING: Saturday, May 2, 2026, 10:00 a.m. and play through

FINAL: Sunday, May 3, 2026; 10:00 a.m. and play through

In the event of four or fewer teams in each flight, the final will be consolidated to a single day of play (Saturday, May 2).

Team Registration

All players participating in the D22 GNT Finals should intend to attend the Minneapolis NABC to represent District 22. Each team participating **MUST** pre-register with the D22 GNT Coordinator, Gary Waldron (lagunajhawk@icloud.com), no later than 11:59 pm on Friday, April **17**, 2026. **NO EXCEPTIONS TO THIS RULE WILL BE GRANTED.**

To pre-register, please email Gary (lagunajhawk@icloud.com) with the following information:

1. Contact information for the team captain, including e-mail and telephone number
2. Flight in which the team is entered
3. Full name & ACBL number of each team member

Entry Fees

Entry fees for all flights are \$15 per player (regardless of number of players on the team), per session.

Eligibility

Each person participating in the GNT must have had a principal residence in or have moved into D22 as of September 1, 2025. To request an exception or clarify eligibility, please contact Regional Director, [Cornelia Gould](mailto:cornelia.gould@gmail.com) (cornelia.gould@gmail.com). 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

After 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 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/>

Format of Play

Flights Open and A will be run as four-session events (3+ teams) on Day One and Day Two. The Day Two KO final will be two 24 board matches (2 halves). **The original CoC provided that the procedure for Day Two KO when there are three or four entrants in a Flight would be TBD. It has been determined that rather than holding a two-day competition for such groups, a round robin comprising 24 boards will be held in the first session on Day 1. The top two teams will survive and will advance to a 24 board head-to-head match for the second session on Day 1. The winner of the second session match will be the winner of their Flight.**

If only one team enters a flight, that team will be declared the district champion.

TEAMS	DAY ONE MOVEMENT	DAY TWO KOs
2	Two 24 board matches (2 halves)	NA
3	Two 24 board matches (4 quarters)	NA
4	Three 18 board matches (2 halves)	NA
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 place teams will receive more MPs if they play for the whole day.

Flights B and C will follow the Open and A format unless there are eight or more teams. In that case, they will play a two-session Swiss or Round Robin on Day One, reducing to four teams for the Day Two final. The four teams will play a two-session Round Robin to determine the district champion and second place team, both of which will be eligible to represent the district at the NABC 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 Flights B and Flight C.
4. NABC+ 20 VP scale.

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 in 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, [Cornelia Gould](#), has final authority on any item not specified in the Conditions of Contest.