

## DISTRICT 6 GRAND NATIONAL TEAM CONDITIONS OF CONTEST

2016/2017

### Important District Dates – *All Teams Must Pre-register*

#### **A Bracket (0-6000 MP)**

First Weekend:

Saturday, January 28, 12 Noon  
Meadowbrook Park

Sunday, January 29, 11 A.M.  
Meadowbrook Park

Second Weekend

Saturday, April 8, 11 A.M.  
Schweinhaut Senior Center

Sunday, April 9, 11 A.M.  
Schweinhaut Senior Center

#### **B Bracket (0-2500 MP)**

First Weekend: **Northern Site**

Saturday, March 4, 12 Noon  
White Oak Comm. Center

Sunday, March 5 11 A.M.  
White Oak Comm. Center

First Weekend; **Southern Site**

Saturday, March 4, 12 Noon  
Charlottesville, Cavalier Inn

Sunday, March 5, 11 AM  
Charlottesville, Cavalier Inn

Second Weekend: For all qualified teams

Saturday, June 3, 12 Noon  
To be announced

Sunday, June 4, 11A.M.  
Finals

#### **Open Bracket**

First Weekend:

Saturday, March 4, 12 Noon  
White Oak Comm. Center

Sunday, March 5, 11 A.M.  
White Oak Comm. Center

Second Weekend

Saturday, June 3, 12 Noon  
To be announced

Sunday June 4, 11 A.M.  
To be announced

#### **C Bracket (0-500 MP)**

First Weekend: **Northern Site**

Saturday, March 4, 12 Noon  
White Oak Comm. Center

First Weekend: **Southern Site**

Saturday, March 4, 12 Noon  
Charlottesville, Cavalier Inn

Second Weekend: For all qualified

Sunday, June 4, 11 A.M.  
To be announced

Directions to all bridge sites can be found at [www.districtsix.org](http://www.districtsix.org)

**ALL MEMBERS OF A FOUR-PERSON TEAM MUST BE PREPARED TO PLAY ALL THE SESSIONS. IF THERE ARE KNOWN PROBLEMS, MAKE ARRANGEMENTS WITH THE DISTRICT COORDINATOR TO SOLVE THESE PROBLEMS AS FAR IN ADVANCE AS POSSIBLE.**

## **GENERAL CONDITIONS – PART I**

**The ACBL Grand National Teams 2016-2017 Special Conditions of Contest are incorporated by reference.**

1. Winners of the four District 6 Grand National Team Championships will earn the right to represent District 6 at the national finals in Toronto, Canada during the 2017 Summer NABC. All teams consist of four, five or six players, each of whom is a member of any Unit within District 6. The **Championship Flight** is an open event; **Flight A** is limited to players with 0-6000 master points; **Flight B** is limited to players with 0-2500 master points; and **Flight C** is limited to Non-Life Masters with fewer than 500 master points.

Flight eligibility will be established by the ACBL August master point cycle. This information will be produced August 7, 2016, in Horn Lake, MS. This means that a player's point holding printed in the September

Bulletin will determine that player's flight eligibility.

2. Players qualify as individuals at the club or unit level and may form new teams of qualified players for the District phase of the competition.

a. The National Conditions of Contest will be used to determine a player's eligibility to play in a specific district. If it is determined that a player is not a member of District 6, the player's entire team will be disqualified. **Players who wish an exception from the residency requirement, must begin the process by December 1, 2016.**

b. An individual may request a waiver from club or unit qualification, if there are few or no qualifying games within 90 driving miles of his/her home. Waivers must be requested no later than January 1, 2017.

c. Participants beyond the club qualifying level must be ACBL members in good standing. By entry into any district stage, participants certify that they are eligible to play in this District.

\*Appendix 1 of the NAP and GNT Conditions of Contest is amended as follows:

a. Exceptions will be considered in the following situations:

1. “Snowbirds” Any member with a seasonal residence who spends more than half of the GNT qualifying period (considered to be September 1, 2016- May 3, 2017) in a district other than their principal physical residence may play in the district of seasonal residence. If he chooses to do so, he must play in that district’s finals to be eligible for the national finals. Such a player will not be eligible to be added to a team from the district of his principal residence.
2. Players who live near district borders and who are members of a unit in a district in which they do not reside may seek permission to play in the district in which they have a unit membership. Players seeking this exception must have been an active member of the unit in the district in which they wish to play for at least 5 years continuously prior to the start of the competition in the year in which they wish to play and must not have played in the GNT in another district for that period of time. (The 2016/2017 GNT is not considered for this requirement). Once this permission is granted the player is eligible to play only in that district and may not change

unit affiliation unless the player's principal physical residence changes.

3. Players with multiple domiciles should apply to the Credentials Committee for a one time choice of district in which they wish to play. Players may be asked to document their time in each of their residences. A player must live at least 3 months each year in a district in order to have it considered as a possibility as their residence. Once a player chooses a district in which to play, he/she must play only in that district until he/she no longer has a domicile in that district.

### **Board Item 973-170**

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

\* 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.

\*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. They may play ½ of the semis and ½ of the finals OR they may

play 100% of the final match to be considered part of the winning team.

\*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.

3. All teams must pre-register to participate in the District Final. Teams that request registration after the deadline will only be allowed to play at the convenience of the movement. Teams that are not pre-registered will not be permitted to enter the District Final, unless the GNT committee makes such a decision based on the number of teams already entered in that flight.

- a. **Teams in Flights B and C must designate the site where they will be playing.** If a team subsequently decides to play at another site, the District Coordinator must be notified. (See your specific flight conditions for dates for pre-registration/change in sites/cancellation.)

- b. Team captains must send a check or money order for **\$100.00** made payable to District 6 to the District Treasurer:

Ron Spieker (District Treasurer)  
4548A 28th street S  
Arlington, Va 22206-1365

Entry fees **MUST** be received by the District Coordinator by the Thursday, nine days before the event.

- c. Entry provided by team captain **must** include names of all players, player numbers for all players, e-mail address for Captain, flight in which to play, site in which to play and telephone number for Captain.
- d. Teams that pre-register and fail to notify the *District* Coordinator, or the Chairman of the District GNT/NAP Planning Committee, Bill Cole (see last paragraph) of a change in plans at least 9 days before the event starts will **forfeit their entry fee** and may be **subject to further penalties**, including exclusion from play in the 2016/2017 event.

4. In the A (0-6000), B (0-2500) and C (0-500 NLM) brackets, all members of a team whose names appear on the pre-registration entry form are expected to play at least 50% of the sessions in District competition. If a player plays 100% of either the first

or second weekend (except Flight C), he/she is deemed to have met the 50% rule. \*Caution: BYE Matches do not count as boards played.

In the Open Bracket, all of the players must not only play 50% of the boards but are also required to play 50% of the semi finals and finals or 100% of the finals.

If it becomes known subsequent to pre-registration that a player is unable to play in the District competition, the team captain must notify the District Coordinator no later than the close of pre-registration for the team's flight. All players on the entry must play  $\frac{1}{2}$  the boards,  $\frac{1}{2}$  the sessions **or**  $\frac{1}{2}$  the weekends. If a player is going to play fewer than four sessions (two sessions in Flight C), in general that player will be treated as a substitute and will not be used in computing the team's seeding. Additionally, this player will have to be approved by the Player Evaluation Committee and will only be allowed to play two sessions. See the rules on substitutes, below. **The District Coordinator must be notified as soon as possible, and if sufficient evidence can be provided as to an emergency situation, it is possible an exception will be made. The 50% requirement is the goal. If a player or players on a team do not play 50% of the sessions, and no**

**waiver is made, that player, the captain and/or the whole team may be disqualified. If it is found that a player has not met these requirements, the team (if they have won) will lose part of their reimbursement. If it is found that a player cannot meet the player time requirement before the event has ended, they will be treated as a substitute and must be approved to play. If not, penalties may apply.**

**5. A player is responsible for knowing if he/she is club qualified. A team with an ineligible player on its roster will be immediately disqualified. See paragraph 16, below.**

6. The entry fee for the District Final is \$100.00 per team per day.

7. This event has been structured so that teams can compete in any flight at the District level for which they are eligible, within the constraints of the scheduling of the various flights. Should one or more members of the team win both flights, they must play in the Open. They will not poison the remaining 0-6000 teammates left that are not on their Open team. If fewer than two of the original players remain on the 0-6000 winning team, the second place team will advance.

8. Seating rights are by coin flip, unless seeded team has earned their seed in that year's round robin. In that case, seeded team has choice of seating.

### **CLUB and UNIT QUALIFICATION**

1. There are only three flights at the clubs or unit games: Open, Flight B and Flight C
2. The Club qualification Starts on September 1, 2016. Each club game or unit game is authorized to hold as many qualifiers as they choose. Invitational clubs or units may hold open GNT qualifying games. In addition, "C" teams may qualify in NLM sectionals. Whenever possible, the District 6 website posts the dates for the GNT club or unit qualifications. It is the club managers' responsibility to notify Don Berman, District 6 webmaster, of the dates for their qualifying games.
3. Club or unit qualifiers may be held for any combination of the flights simultaneously or they may be stratified.
4. **How Club or Unit Game Qualification Works:**
  - a. Whether the qualifier is scored by victory points or win/loss, players on teams that score

- 50% or more of the available VPs, win half the matches or are in the top 50% of the field in each qualifying group (an odd number of teams is rounded up) become eligible to compete at the District stage of competition; this includes all teams tied for the last qualifying position. If a team has more than 4 players, each player must play 2 rounds. If the team qualifies, all team members qualify.
- b. Anyone who scores average or better in a stratified event earns qualification into the flight for which they are eligible at the District level.
  - c. If you play in a GNT qualifier for players with fewer than 300 master points, you are qualified for Flight C only.

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**CHAMPIONSHIP (OPEN) FLIGHT DISTRICT**  
**FINAL**

1. Entry fee of \$100.00 must reach the District Coordinator by February 23, 2017. **The check should be made out to District Six.** If a pre-registered team is unable to field a team on March 4, 2017, cancellation must be made by March 2, 2017.

2. Saturday: Play on Saturday, March 4, 2017. Site: White Oak Community Center. Game time for the first session will be 12:00 p.m. Sunday: Play on March 5, 2017. Game time for the first session will be 11:00 a.m. Site: White Oak Community Center. The starting times for the second session each day will occur 1 1/2 hours after finish of first session.

3. The Director-in-Charge will use seeding patterns drawn up in advance by the District Six GNT Planning Committee.

4. **Bracketing**:

\* **12 Teams**: four three ways. Top two teams in each bracket advance to next day.

1	2	3	4
5	6	8	7
12	11	9	10

Random shuffle of 3-4, 5-6, 7-8, 9-10 and 11-12

\* **13Teams**: First Saturday: a combination of two way and three way matches will be held. Two way matches will consist of 48 boards. Comparisons are made after 12 boards. In three way matches, 48 boards are played. No comparisons between 3<sup>rd</sup> and 4<sup>th</sup> quarters.

1	2	3	7 versus 10
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6	5	4	
11	12	13	
			8 versus 9

Random shuffle of 3-4, 5-6, 7-8, 9-10, and 11-12-13

**\*14 Teams:** A combination of two way and three way matches will be held. Two way matches will consist of 48 boards. Comparisons are made after 12 boards. In 3 way matches, 48 boards are played. No comparisons between 3<sup>rd</sup> and 4<sup>th</sup> quarters.

1	2	3	4	5	6
7	8	12	11	10	9
14	13				

Random shuffle of pairs: 3-4, 5-6, 7-8, 9-10-11, and 12-13-14

**\* 15 Teams:** With 15 teams, teams seeded 7, 8, and 9 should be in a 3 way match. The team that wins this match (7, 8, 9) becomes number 7 seed and the second place team becomes number 8 seed. All other teams in head to head matches.

1	2	3	4	5	6	7
15	14	13	12	11	10	8
						9

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Random shuffle of 3-4, 5-6, 7-8, 9-10, 11-12 and 13-14-15

\* **16 Teams:** Straight KO's

1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9

Random Shuffle of 3-4, 5-6, 7-8, 9-10-11-12, and 13-14-15-16

\* **17 Teams:** Matches are either all-day head-to-head KOs or 3-way matches. The match assignment of teams has been predetermined according to seed position as specified by the committee. There will be head to head matches with the first 16 teams and the 17th team will be randomly shuffled in to make one three way match.

1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9

\*\*\*Team 17 will be shuffled into one of the matches

**18 Teams:** Round Robin matches

There will be two brackets with nine teams in each bracket. There will be eight six board matches. Four teams will qualify from each

bracket. The winner of each bracket will choose between teams 3 and 4 for play the next day. Random shuffle of pairs 7-8, 9-10, 11-12, 13-14, 15-16, and 17-18 to fill the brackets. If one team is behind in both matches of a three way, and their net minus is larger than both of the other teams, they will be eliminated at the half and will receive a half refund.

5. **Seeding**: Seeding is based on the master point holding and bonus IMPs of each team member who will be competing in the District Final as follows:

a. Players with fewer than 500 master points are awarded 16 seeding points.

501-1000 master points = 17 seeding points

1001-1500 master points = 18 seeding points

1501-2000 master points = 19 seeding points

2001-2500 master points = 20 seeding points

2501-3000 master points = 21 seeding points

3001- 3500 master points = 22 seeding points

3501- 4000 master points = 23 seeding points

One IMP is added for each full 1000 points from 4001 to 20,000 points

4001- 5000 master points = 24 seeding points

5001- 6000 master points = 25 seeding points etc

IMPs will be computed from the September master point cycle for each person on the team.

One IMP is added for each 5,000 points after 20,000 master points.

If a Grand Life Master becomes a new member of District 6, they will get 3 IMPS for each of the last 5 years for a total of 15 IMPs.

- b. Bonus IMPs: Bonus IMPs are earned by performance in GNT and NAP events for the previous five years

	1st	2nd	3rd	3 <sup>rd</sup> /4th	4 <sup>th</sup> /6th	5 <sup>th</sup> /8th
GNT	6	4	2			** .5/1
NAP	3	2	1		.5	

\*\*If you win both halves of a three way, you will receive 1.0 seeding points. If you win one match of a three way, you receive .5 seeding points. If you are in the bottom of a bracket and you win a match, you win 1.0 seeding points. If you are in the top of the bracket, and you win a match, you will receive .5 seeding points.

- c. The total number of bonus seeding points plus the master point seeding points per team is divided by the number of players on that team. That result will be used to seed the teams in order.

- d. **Brackets**: The #1 and #2 seeds are as seeded. The 3-8 are shuffled in pairs to determine seeding. Teams 9 to the end will be split into a higher seeded group and a lower seeded group. Seeding order in each group will be determined by random shuffle. If groups are uneven, the larger group will be the lower seeded group.

6. **Semifinal/Final Matches**:

- a. **Location**: Semi-finals and finals will be played at a site to be announced.
- b. **Time**: The start time will be 12:00 p.m. for Saturday, June 3, 2017 and 11:00 a.m. on Sunday, June 4, 2017.
- c. The semi-final matches and the final match will each be 52 boards, unless site constraints dictate otherwise.

**FLIGHT A (0-6000) DISTRICT FINAL**

1. Entry fee of \$100.00 payable with a check made out to **District Six** must reach the District Coordinator by January 20, 2017. Director will use seeding patterns drawn up in advance by the District Six GNT planning committee. If a pre-registered team is unable to field a team on January 28, 2017 cancellation must be made by January 26, 2017.

2. **Saturday Location**: Play on January 28, 2017. Site to be announced. Game time for the first session will be 12:00 p.m.
3. **Sunday Location**: To be announced for January 29, 2017. Game time for the first session will be 11:00 a.m. The starting times for the second session each day are TBA.
4. The form of play will be Round-Robin leagues on Saturday, with KOs beginning on Sunday.
5. **Seeding**: Seeding is based on the master point holding and bonus IMPs of each team member who will be competing in the District Final as follows:
  - a. The IMP master point figure for each team member is computed based on the IMP scale through 4000 points. One additional IMP is added for a player with 4001-5000 points. IMPs will be computed from the Sept. 1, 2016 master point cycle for each person on the team.
  - b. **Bonus IMPs**: Bonus IMPs are earned by performance in GNT, GNT A (0-6000) and NAP events for the previous five years.

1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup> /4 <sup>th</sup> or 3 <sup>rd</sup>	5 <sup>th</sup> - 8 <sup>th</sup> *	5 <sup>th</sup> - 6 <sup>th</sup> or 4 <sup>th</sup> - 6 <sup>th</sup>	Overalls	2 <sup>nd</sup> Day
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GNT-open	8	6	4	2			
GNTA	6	4.5	3	2			
NAP	6	5	4		3	2	1

\* 2 matches won (in 3-way on second day decided by net IMPs 2<sup>nd</sup> place finisher receives bonus)

c. The total number of IMPs per team is divided by the number of players on that team. That result will be used to seed the teams in order.

d. **Brackets**

- **Saturday**: In accordance with the formula, the highest seeded teams will be assigned as the #1 and #2 seed of each league in the round robin. The #3 and lower seeds for each league will be assigned by the seeding formula, shuffled in groups of the number of leagues, and randomly placed in each league. All teams will play the entire first Saturday of the District Final.

Comparisons will be made at the end of each match.

- **Sunday**: Qualifying teams will continue to play within their original leagues with carryover from Saturday's play (100% carryover with a maximum of 12.5 IMPs).

## 6. **Semifinal/Final Matches:**

- a. **Location:** These matches will be played Saturday, April 8, 2017 and Sunday, April 9, 2017 at the WBL Sectional.
- b. **Times:** The start time for both Saturday and Sunday is 11A.M.
- c. The semifinal matches and the final match will each be 48 boards.
- d. The carryover from the first weekend extends through the semifinals.

### **Tie Breaking Conditions Flight A (0-6000)**

If two teams are tied in Victory Points in a bracket, the tie is broken in the following sequence:

- a. Conversion of all matches to Win/Loss/Tie
- b. IMP result of the Head to Head Match(es)
- c. Total Point Result of the Head to Head Match(es)
- d. Position of tie
  1. For a position 2/3 tie to determine a bye: 2 board playoff
  2. For a position 6/7 tie to determine a qualifier: 2 board playoff
  3. For other rank order ties: coin flip
- e. A tie in any two board playoff will result in a coin flip due to curfew.

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## **FLIGHT B (0-2500) DISTRICT FINAL**

1. Entry fee of \$100.00, **check made out to District Six**, must reach the District Coordinator by February 24, 2017. The dates for the qualification rounds are March 4 and March 5, 2017. If a pre-registered team wishes to change the site at which it will play, this change must be made by February 23, 2017. If a pre-registered team is unable to field a team on March 4, cancellation must be made by March 2, 2017. The number of teams to be qualified from each location will be determined after the close of entries at each site.

### **2. Locations First Weekend:**

- a. North: Saturday: Site: White Oak Community Center. Game time for the first session will be 12:00 p.m. Sunday. Site: White Oak Community Center. Game time for the first session will be 11:00 a.m.
- b. South: Charlottesville Site: Cavalier Inn, Game time 12 Noon Saturday and 11 AM Sunday.

3 Because this event is being held at more than one site, the structure of the first weekend will not be finalized until completion of pre-registration (March 3, 2017). The number of teams that qualify from Saturday's play into Sunday and the number of teams that qualify for the semifinals will be based on the number of total teams playing at both sites and the number of teams playing at each site. If a small number of teams are present at any site, there may be no need for a second day of preliminary play at that site. This information will be made available on Saturday, March 4, 2017.

4. The Director-in-Charge will use seeding patterns drawn up in advance by the District Six GNT Planning Committee.

5. The form of play will be Round-Robin leagues on Saturday and Knockout matches beginning on Sunday.

6. **Seeding**: Seeding is based on the master point holding and bonus IMPs of each team member who will be competing in the District Final as follows:

- a. The IMP master point holding of each member of the team is computed. IMPs are computed on a fractional basis, e.g.,  $195 = 5.5$  IMPs;  $220 = 6$  IMPs; etc.

- b. Bonus IMPs: Bonus IMPs are earned by performance in GNT A, GNT B and NAPB events for the previous five years.

	1st	2nd	3 <sup>rd</sup> /4th	5 <sup>th</sup> /6th	2 matches
GNTA	7	5	3	2	
GNTB	5	3	2		.5
NAPB	3	2	2	1	

- c. The total number of IMPs per team is divided by the number of players on that team.

d. Brackets:

- Saturday: In accordance with the formula, the highest seeded teams will be assigned as the #1 and #2 seed of each league in the round robin. The #3 and lower seeds for each league will be assigned by the seeding formula and randomly placed in each league. All teams will play the entire first Saturday of the District Final. Occasionally, the Seeding Committee may move a team or teams, after seeding points have been computed, to balance the leagues.
- Sunday: Qualifying teams will continue to play within their original leagues with

carry-over from Saturday's play (a maximum of 12.5 IMPs)

7. **Semifinal/Final Matches:**

- a. Saturday: Semifinals These matches will be played on June 3, 2017. Site: To be announced. Starting time Saturday is 12:00 noon.
- b. Sunday: Finals June 4, 2017. The start time for the first session will be 11:00 p.m. Site is to be announced. There will be 26 board final.
- c. The format (round-robin or KO) of the semifinal will depend on the number of teams qualified from the preliminary weekend. The total number of boards played will depend on the format of the two days.

8. Three-way KO matches will be played in accordance with the conditions listed in paragraph 10 below of the General Conditions.

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**FLIGHT C (Non-LM, 0-500) DISTRICT FINAL**

1. Entry fee of \$100.00 **check made out to District Six** must reach the District Coordinator by February 23, 2017. If a pre-registered team wishes to change the site at which it will play, this change must be made by February 24, 2017. If a pre-registered team is unable to field a team on March 4, 2017,

cancellation must be made by March 2, 2017. If a team that has qualified through the first weekend is unable to field a team for the finals on June 5, 2017 - cancellation must be made by June 2, 2017. This will enable the next place team to take the place of the team that is unavailable. The number of teams to be qualified from each location will be determined after the close of entries at each site. **This year there will be a one day qualification at both the northern and southern sites.**

a. Northern Site: Saturday at White Oak Community Center. Game time will be 12:00 noon.

. Southern Site: Saturday at Charlottesville Cavalier Inn. Game time 12 Noon

2. Because this event is being held at more than one site, the structure of the first weekend will not be finalized until completion of pre-registration (which closes February 23, 2017). Some form of Round Robin format will be used depending on the size of the field. The number of teams that qualify from Saturday's play into Sunday and the number of teams that qualify for the second weekend will be based on the number of total teams playing at all sites and the number of teams playing at each site. This information will be made available on Saturday, March 4, 2017. If, at any point, three-way KO

matches are played, they will be conducted as set forth in paragraph 10 below of the General Conditions. If the field is large, it will be seeded by masterpoints.

3. **Semifinal/Final Matches:**

- a. Location: These matches will be played on Sunday, June 4, 2017. The site is TBA.
- b. Time: The start time for the first session will be 11 A.M..
- c. The format (round-robin or KO) of the semifinal and final will depend on the number of teams qualified from the preliminary weekend.

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**GENERAL CONDITIONS – PART II**

8. At the District level, conventions on the Mid-Chart will be allowed in the Open and 0-6000 flights. Flights B and C events are restricted to the General Convention Chart. If a question regarding the use of a modification or extension of a convention needs to be answered, a clear written summary of such modification must be received by the District Coordinator two weeks prior to the first KO session. If an illegal convention is used, penalties will be assessed according to standard ACBL procedures.

9. **Lateness Penalties: Knockouts or 3 way matches:** for the first Saturday session of each flight, timing to determine lateness penalties begins at the agreed starting time. Starting times for the evening sessions will be posted on the bracket sheets and will be observed. The opposing team may not waive a penalty for tardiness. Tardiness up to and including ten minutes incurs no score penalty. Teams arriving 11 to 15 minutes late for a match will be penalized three IMP's and three IMP's more for each subsequent five minutes of tardiness: 16-20 = 6, 21-25 = 9, etc. Tardiness penalties for the offending team will be divided 50-50 between the two opposing teams in cases of one team coming late for a three-way match; odd-number IMP penalties would in such an instance be reduced by one IMP to an even number.

10. **Lateness penalties** for Round Robins. Again, timing begins at posted game time. Tardiness up to and including ten minutes incurs no score penalty. Teams arriving 11 to 15 minutes will be penalized 2 Victory points. For each additional 5 minutes, 2 more Victory points will be deducted: 16-20 minutes=4 VP etc. Victory points will be deducted from the offending teams score.

**The break between sessions will be 1.5 hours.**

11. Three-way matches in all flights will be conducted as follows:

a. All-day 48 Board three-ways in which 2 teams qualify. The afternoon and evening sessions will each consist of two 12-board segments against each team, i.e., each team will play 24 boards against each of its opponents. There will be no score comparisons in the 2nd half of three way matches. Comparison of scores will take place at the end of the second half. Two teams will survive.

**If teams compare scores, there will be a 6 IMP penalty against the offending team**  
**(3 IMPS go to each of the non-offending teams)**

b. All-day 56 Board three ways in which one team qualifies. The afternoon and evening sessions will each consist of two 14 board segments against each team. No comparisons of score between 3<sup>rd</sup> and 4th quarter.

c. One team eliminated at dinner break. The afternoon session will consist of two 16-board sets played against each team with score comparisons after 8 boards have been played against each team. One team will be eliminated at the dinner break. A team will only be eliminated at the half, if they have lost both matches **and** have a larger negative IMP total than the other two teams. If no team is

eliminated, all three teams continue play with a total of 24 more boards played. No score comparisons allowed until match is over. One team will survive. If all three teams have won a match, total IMPs decide the winner. If one team has been knocked out at the half, the evening session will then consist of a 24-board head-to-head knockout between the two survivors with 100% carryover of IMPs from the afternoon session.

12. For two-session three-way matches, a posted schedule shall provide each team with a balanced schedule of primary and secondary seating rights in quarters 2, 3, and 4. For two-session, four-quarter matches, a coin toss will determine who has choice of seats for either the 1<sup>st</sup> & 4<sup>th</sup> or the 2<sup>nd</sup> & 3<sup>rd</sup> quarters. In knockout play, changes in partnership(s) may be made only at the point where the teams stop play to compare scores, except emergency situations with the director's approval. In round-robin play, permission for change of partnerships will be announced at the start of the session.

13. Should any two-way match end in a tie, continuing four-board tiebreakers will be used. There will be no seeding privileges in such playoffs. Play will begin after a short intermission to recheck scores. In three-way matches, ties for continuing the

event will be broken in accordance with ACBL General Knockout Team Conditions (i.e., by Net IMPs). In round-robins, tie-break conditions will be posted.

14. Players are expected to maintain a steady pace of play. Players should alert the director when their opponents are playing slowly.

a. Breaks between segments of knockout play are ten minutes. Breaks between sessions are ninety minutes. By mutual agreement, and with permission of the Director-in-Charge, shorter breaks between sessions are allowed up to 15 minutes.

b. Each segment of knockout play and Round Robin play will be timed to allow eight minutes per board. In addition, eight minutes will be added to each segment to allow time for shuffling, and for questions about the opponent's methods and agreements. Even if this process does not take eight minutes, these minutes remain part of the time for the segment. The director will start the time clock when the boards have been handed out to all of the tables. No boards will be removed from a segment; however, failure to start one or more boards before time expires will constitute a slow play infraction. This infraction may be assessed against one or both pairs at the table.

c. In determining responsibility for slow play, the Director-in-Charge will consider:

- \* Acknowledgement of fault by one or more players

- \*Delays resulting from repeated post-mortems

- \*Delays caused by unnecessary absence from the table during the segment

- \* Personal observation

- \*Complaint during segment

- \*Other sources of information available to the director

d. Slow play infractions accumulate for each partnership throughout the District event. They do not accumulate across multiple flights. The first slow play infraction is not penalized. The second infraction will result in both a board reduction penalty in a future match and in seeding point penalties. Board reduction penalties do not apply in Flights B and C.

e. If a board-reduction penalty is assessed against the winning team during the round of 16, 8, or 4, the

penalty shall be applied in the subsequent match. If a board reduction penalty is assessed against the losing team during the round of 16, 8, or 4, or by either team in the final, the penalty shall be applied when the pair reaches the round of 8 in the subsequent year or the first year that pair reaches the round of eight.

f. The board reduction penalty is a reduction of four boards. The choice to enforce the penalty will be made by the opposing team at half-time of the next match or the next round of eight match. If the opposition chooses not to enforce the penalty, it is considered paid. If two opposing teams have each earned a board-reduction penalty, the match is played to its full default length. The penalty follows the partnership. If the partnership splits, each person carries the full four-board penalty

g. **POLICY FOR ENFORCING SLOW PLAY RULES:**

1. There is one time clock for all the teams except when a slow play infraction has occurred, and one match has fallen behind the other matches.

2. At the start of the first quarter, after announcements, the clock will be set to include 8 minutes for shuffling and discussing conventions and 8 minutes per board.

3. There will be 104 minutes for 12 boards and 120 minutes for 14 boards.

4. The clock starts for the 2<sup>nd</sup> quarter 10 minutes after the 1<sup>st</sup> quarter expires.

5. The clock starts for the 3<sup>rd</sup> quarter 90 minutes after the 2<sup>nd</sup> quarter expires. If two teams decide to start a match early, they will be on the same time clock as the other teams that start 90 minutes after the 2<sup>nd</sup> quarter.

6. The clock starts for the 4<sup>th</sup> quarter 10 minutes after the 3<sup>rd</sup> quarter expires.

7. If a team falls behind, the director will note the infraction and put that match on their own time clock.

8. The director's judgment on who is at fault for slow play is final and cannot be appealed.

9. If the timing process is not accurately followed or there is disagreement on the interpretation of the rules, either one can be appealed to the GNT committee.

h. In round-robins in any flight, the segment shall be timed at eight minutes per board plus eight minutes for shuffling, etc. The first slow play

infraction is not penalized. For a second infraction in the same round-robin, a 2VP penalty will be assessed. The third infraction is penalized 2 more VP's. Subsequent infractions are penalized at 3.5VP's each. The assessment of VP penalties constitutes full payment for the infractions that generated them. If a team has one infraction and survives the round-robin, the infraction accumulates to the knockout phase.

i. The Director-in-Charge will inform the District Coordinator of all infractions and penalties. Any player with two slow play infractions will lose 10% of his or her seeding points the following year. Third and subsequent infractions will result in the loss of an additional 10% each. These seeding point penalties apply to all flights for which a player is eligible,

15. Appeals of director's rulings and protests of scoring errors are to be dealt with in accordance with ACBL rules by the normal tournament authority: the tournament appeals committee (Bob Bell, Chairman) during the District level. The Director-in-Charge is authorized to form telephone committees if an appropriate committee cannot be formed on site. In the Open Flight, at the discretion of the Director-in-Charge, the Chairman of the District 6 Planning Committee and/or the District 6 GNT Coordinator,

email committees will be constructed of members from outside of and/or within District 6 in order to obtain the best and most objective ruling possible.

- If the appeals committee finds that the appeal should not have been brought because there were no grounds for the appeal, i.e., found to be without merit, a 20% reduction of seeding points will be assessed against the appealing pair and the team captain. **This penalty applies to all flights for which a player is eligible.** The penalty will apply for 3 years.

\* If a person or persons receive more than one frivolous protest ruling, a District 6 Conduct and Ethics Committee may be convened to determine the penalty assessed.

#### 16. Substitutes, Replacements and Augmentations at District Competitions:

- a. A team must field at least two registered members of the team in a match or it forfeits the match. If only two or three members are available, a substitute(s) may be used for no more than two sessions. If four members are available, a substitute is not permitted for an absent fifth or sixth. Substitutes need not be club-qualified.

- If a substitute is needed, the team captain must make this requirement known as soon as possible.
  - If more than one substitute is required, a team must field the team on its entry form for half the number of sessions played in its event.
- b. Under rules specified below, teams may request augmenters or replacements. Any replacement or augmentation player must have qualified for that flight in a club game and must not have been entered in the same flight in the District GNTs (A team member is not eligible to switch to another team until the team Captain notifies the District Coordinator that his team is canceling its pre-registration.)

c. **Player Evaluation Subcommittee:**

- \*No combination of substitutes, replacements or augmentations will be permitted where such would strengthen the team.**
- Only the team Captain can make a request for substitutes, replacements or augmentations. The Captain will contact the Chair of the Player Evaluation Subcommittee (PES)—Earl Glickstein (CPES), 820 Diamond

Dr., Gaithersburg, MD 20878, (301) 977-1334—with the name (or list of names) to be approved. If unable to contact the CPES, the Captain can call either the District 6 GNT Coordinator or the Chairman of the GNT Planning Committee (phone numbers listed at the bottom of last page). The CPES, in consultation with at least one appropriate PES member, may immediately accept or reject the request. The captain will be called back. If the request has been rejected or if the CPES feels that the decision is "too close to call," the Captain can request that a named five-member panel (the CPES and four others) be convened to assess/make that decision. The Captain has the right to replace one member (other than the CPES) of the panel without cause and to request the replacement of more than one member (including the CPES) for stated cause. After action has been taken by the panel, the Captain will be called with the result and can be told vote totals but not who voted which way. There is no appeal from the panel ruling. The CPES can advise the Captain of individuals whom he feels would be appropriate as substitutes, replacements or augmentations in this case. Late in the event (Quarterfinal or later), the CPES can request

an opinion from the opposing team Captain. Since it is virtually impossible to measure in advance the relative importance in a given match of partnership strengths or individual abilities, the PES will use as their yardstick the principle that a player being considered as a substitute, augmentation or replacement must be of equal or less ability than any member of the team who is to sit out.

- d. **Substitutes for Part of a Quarter**: If it is known ahead of time that a player will be late for a quarter, e.g., traveling, and the District Coordinator is notified, permission will be given for the player to enter the match when he/she arrives at game site at the conclusion of the hand being played.

17. **Forfeit/Disqualification**: If forfeit/disqualification occur between the first Saturday and first Sunday, either the team eliminated in a KO by the offending team will advance or the highest non-qualifier in the offending team's league will advance. If the forfeiture occurs after the first Sunday and before the semi-finals, no eliminated team will advance. If the District winning team is eliminated, the second place team advances.

18. **ACBL Players Moving into District 6:** Players moving from another District into District 6 may be eligible for bonus seeding points. In the case of an ACBL Grand Life Master, the player will receive 10 bonus IMPs the first year of competition in District 6; however, bonus points will decrease at the rate of two per year over the following five years. Any additional bonus points will be those earned in District 6 competition. However, as each District conducts its event differently, performance bonus points will be considered on a case-by-case basis.

19. **Foreign Players:** There will be no seeding point consideration given to foreign players who are new ACBL members unless the player has represented his country in open international play.

20. **Compensation for National Competition:**

- a. The winning team from each flight will receive \$2000 compensation to help defray travel and hotel costs regardless of the number of players on the team. If the original team consists of four players and a player is unable to play at the National level, compensation is reduced by one-quarter for each player dropping off. For instance, if only 3 of the original players go to Toronto, Canada the compensation will be \$1500. There will be no exceptions to this rule.

b. **When Team Receives Compensation:** When the team captain picks up the entry for the first session of play at the NABC, a single check made out to the team captain will be available. If team members need the money earlier, contact Ron Spieker (District 6 treasurer) (703-671-1346) for such.

21. If a southern team (defined as not in units 135, 218, and 147) has to travel twice to the northern site to play, each member of the team will receive \$50 to help defray the costs.

22. Augmentation, to any of the four winning teams, of a 5<sup>th</sup> and/or 6<sup>th</sup> players must be made at least one week prior to the commencement of play at the NABC. The names of the augmented players must be provided to the GNT Coordinator. Those members augmented to a team will not receive compensation from the District, and must be club qualified.

23. Cell phone penalties: ½ board in matchpoints or 3 IMPs in Knockouts or 1 Victory point in Swiss matches

*Immediate rulings on interpretations of these conditions and dealings with unforeseen situations will be based on the **intent** of the rule and may be made by the District Coordinator or she may refer the question to the full Planning Committee. If you have*

*a question or a problem that arises contact the Chairman or the coordinator. Planning Committee members whose own team has an interest in the ruling will abstain from voting. The on-site tournament committee consists of all available members of the Planning Committee; District Six's ACBL Representative, and any additional members appointed by the ACBL Representative. The Chair of the Committee is the ACBL Representative or a Committee member designated by her.*

District Six Planning Committee Members are:

Chairman: Bill Cole—301-649-1350 (H) 301-602-9024©

District Coordinator: To be announced

Bob Bell, Barb Doran, Jim Geist

Earl Glickstein—301-977-1334(H)

Margot Hennings