

DISTRICT THREE 2022-2023 GRAND NATIONAL TEAMS CHAMPIONSHIP

CONDITIONS OF CONTEST

1. National Conditions: Grand National Teams (GNT) Conditions of Contest (CoC), as published by the ACBL govern and are incorporated into these conditions. These ACBL District 3 (D3) Conditions of Contest cover circumstances that are unique to D3 and clarify options available under the National Conditions of Contest. Also, the national General CoC and specific CoC for the different types of events apply, unless otherwise stated in these conditions. Any doubtful points will be decided by the Director in Charge of the event, in coordination with the District GNT Teams Coordinator.
2. Participation: Any player in good standing with the ACBL and a member of D3. D3 has waived the club level qualifier for the 2022-2023 season. See Appendix I of the National Conditions of Contest for clarification of District membership.
3. District Coordinator: The GNT District Coordinator is Fred Shubert, fshubert335@gmail.com, (973) 903-9713
4. Flight Eligibility: Determined by a player's masterpoint totals as of August 6, 2022. You also must reside in D3 as of September 1, 2022 to be eligible to play.
 - a. Championship Flight is open to all players (Unlimited Masterpoints)
 - b. Flight A is open to players with less than 6,000 Masterpoints
 - c. Flight B is open to players with less than 2,500 Masterpoints
 - d. Flight C is open to players with less than 500 Masterpoints who are Non-Life Masters
5. District Membership: A player is eligible to compete in the District of their principal residence as of September 1, 2022. For Championship Flight, exceptions may be granted by the Credentials Committee of the ACBL Board of Directors. For all other Flights, if a player is a member of D3, and does not live in D3, he/she must have received permission from the District Director from D3 and also the permission of the District Director from where he actually lives. This permission needed to be requested by July 1, 2022. There are no exceptions to this requirement.
6. Club and Unit level qualifying: There are no club and/or unit level qualifiers in D3 for the 2022-2023 GNT
7. District Finals:
 - a. Event date and location: District finals will be played online on BBO, February 11th and if necessary, February 12th, 2023. Please refer to the Appendix II of the National Conditions of Contest for clarifications of online play. Specifically, Appendix O for Online Play applies and supersedes any conditions in this document in the event of conflict.
 - b. Starting Times:
 - i. Session #1 (all flights) Saturday February 11th 10:30 am
 - ii. Session #2 (all flights) Saturday February 11th TBA
 - iii. Session #3 (Championship and Flight A) Sunday February 12th 10:30 am
 - iv. Session #4 (Championship and Flight A) Sunday February 12th TBA
 - v. NOTE: Starting times may be staggered depending on the number of teams in each flight. All contestants will be notified of the exact starting times prior to the start of the event. Sessions 3 and 4 will be held only if necessary, depending on the number of teams.

8. Entries: Teams wishing to participate in the District Final must register for the event by Thursday February 9th, at 9:00 AM EST. Registration details are provided on the district's website <http://bridge-district3.org/> After registration all correspondence will be through the Team Captain. The entry fee is \$60 per team and per session. Initial payment for the first session (Championship and Flight A) and for the first two sessions (Flights B and C) is done at registration. Details of payment for other sessions will be given at a later time (Championship and Flight A).
9. Convention Charts: The Basic Chart applies to Flight C, The Basic+ Chart applies to Flight B, the Open Chart applies to Flight A and the Open+ applies to the Championship Flight.
10. Event Format:
 - a. Championship, Flight A:
 - i. 1 Team - If there is only one team entered in a flight there will be no District Final. That team will have the option to represent D3 at the National Event.
 - ii. 2 Teams - If there are only two teams entered in a flight, they will play a double session knockout to determine the winner of that flight.
 - iii. 3 Teams - Two-session round robin. The top two teams (must have won at least one match) will qualify to a two session final on Sunday to determine the winner.
 - iv. 4 Teams – Two-session semifinal knock-out on Saturday. Two-session knockout final on Sunday. Matches will be determined by the masterpoint average of each team (highest will play lowest, second-highest will play third-highest)
 - v. 5 or more Teams - Two-session round robin or Swiss. The top two teams will qualify to a two session final on Sunday to determine the winner.
 - b. Flight B, Flight C:
 - i. 1 Team - If there is only one team entered in a flight there will be no District Final. That team will have the option to represent D3 at the National Event.
 - ii. 2 Teams - If there are only two teams entered in a flight, they will play a double session knockout to determine the winner of that flight.
 - iii. 3 or more teams - Two-session round robin or Swiss on Saturday only.
 - c. Director's discretion: In all cases, the Director in Charge (DIC) may modify the number of boards and sessions to be played to accommodate unanticipated circumstances.
11. Scoring method: In all flights, when a Swiss or round-robin is held, scoring will be on the USBF 0-20 continuous VP Scale.
12. Tie-breaking: In Knockout matches, a margin of one IMP (or any fractional margin, in the event of a fractional adjustment) constitutes a win. Should any match end in a tie, one-session matches will have a 4-board playoff and two-session matches will have a 6-board playoff. These will be followed, if necessary, by continuing 4 board matches until the tie is resolved. In a round-robin or Swiss, the following criteria will be applied in succession if a tie occurs by the end of Saturday's play: 1 – Net IMPs for matches between the tied teams; 2 – Number of match wins and ½ number of ties; 3 – Net IMPs against common opponents; 4 – Net IMPs against all opponents; 5 – Consecutive sets of 4 extra boards between tied teams, until the tie is broken.
13. Byes for odd numbers of teams: Due to software limitations, if there is an odd number of teams in a given flight, during a Swiss or a round-robin, it is NOT possible to hold any 3-way matches. D3 will make all the efforts to provide additional teams to ensure that the number of teams is

even. Otherwise, a team will be bye on each round. Team captains will be informed as soon as possible if and when their team will be bye, but depending on the format the information might be available only at the starting time of each round.

14. National Championships: The winning team from each flight becomes the D3 2022-2023 Grand National Team Champions from that flight and advances to the National Championships to be held at the 2023 Summer NABC in Chicago.
 - a. For the 2022-2023 GNT National Finals there will be no subsidy given by D3.
 - b. At least 2 of the original team members must compete in the National Finals.
 - c. Any substitute player must meet the requirements to play in the D3 Finals.
 - d. The District Coordinator must approve any substitutions.
 - e. If a team is not planning to compete at the NABC, it must inform the D3 GNT Coordinator as soon as possible.
15. Substitution: If a player on a registered team becomes unavailable, the team captain must contact the DIC and make arrangements for a substitute subject to the same conditions as described in section 2 (above).
16. Online play and security: ACBL and the District expect from the players the highest levels of ethical behavior and sportsmanship. For the Championship and A flight finals (Sunday, or Saturday if only 2 teams registered) players will additionally be required to have an ongoing video chat session with their screen mate (North and East are screen mates; South and West are screen mates). This chat will be managed by the DIC, on a Zoom room (links will be provided to the captains). *"Lack of proficiency with computers or the software used by the online host does not excuse any irregularity or violation of these conditions."*
17. Ineligibility: Each player must play 50% of the boards (not including tiebreak boards) or one-half the sessions of the event or of each stage. A player who does not play 50% of the boards or one-half of the sessions is ineligible to go to the National Final. In Knockout competition each player must also play at least 50% of each match to be eligible for the next match, and 50% of the Final Match in order to compete at the National Final.
18. Line-ups and Seating Rights: There will be NO seating rights in any matches. Captains are responsible for setting the lineup of their teams for each match, on the same online platform where registration was done (a link will be provided by the DIC prior to the start of the event). This responsibility is valid for ALL teams (independently of the number of players in the team)
19. Withdrawals: No team may withdraw without seeking and receiving the permission of the DIC. Permission will be granted only if the withdrawal will not seriously inconvenience the running of the event. It is NOT expected that a team in a round-robin will be allowed to withdraw. For a Swiss, permission will be granted only if the format of the event improves and for a large enough number of participating teams (by eliminating a bye, for example)
20. Appeal period: The appeal period 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.
21. Contingencies: The DIC will resolve all contingencies or ambiguities relating to the format or playing conditions of the D3 finals that are not specifically addressed by the CoC.