

District 13 Grand National Teams

Conditions of Contest – 2010-2011

Time and Place

Play in all four flights (Championship, A, B, and C) will take place March 5-6 2011 at the Holiday Inn at 3405 Algonquin Road, Rolling Meadows, Illinois 60008.

Telephone: (847) 259-5000

The event will take place over 4 sessions and will be concluded in a single weekend. Game times on Saturday will be 12:00 PM and 7:00 PM. Sunday times will be 11:00 AM and TBA. There will be a (half black, half red) Stratified Swiss Team (open to new entrants) on Sunday for those eliminated on Saturday.

Basic Format

The same basic format will be used in each flight. There will be no competition among flights. There will be three stages of play with teams eliminated at each of the first two stages culminating in a two-team final match in Stage 3.

Stage 1

Stage 1 will consist of the first two sessions of play on Saturday. Teams will play a round robin within each flight. If the field is small enough within a particular flight, teams will play a complete round robin in each of the two sessions on Saturday. If the field for a particular flight is large (this is likely in Flight B) the teams will be placed in seeded groups. Sessions will be approximately 26-28 boards in length, depending upon the requirements of the movement. The movements will be "board-a-match style," but the score will be based upon IMP's converted to a USBF style 20 VP scale. (See Appendix A for scale examples). The number of qualifying teams will be announced when we know the final number of entries. The general principle is to make the first-day cut a "gentle" one in flights with relatively smaller team totals. The concept is to allow teams the maximum number of boards to qualify and to generate the maximum number of boards played between eventual semi-finalists and finalists.

The exact movements are subject to change at the discretion of the GNT coordinator. This depends upon the number of teams actually arriving to play. It is unusual, but possible, that weather or personal circumstances will change the size of the entry.

Stage 2

Stage 2 will consist of a single session of play on Sunday. The number of boards will be 32, or as close to that number as possible given the requirements of the movement. Teams will play a complete round robin with each flight. There will be no carry over of VP's from Saturday's play. There will, however, be a full carryover of the IMP score against each team still in contention. The objective of this provision is to make sure that the winning team does well against other good teams, not just the lowest-scoring opponents. It is also designed to make every board count, and extend the length of the match between the two ultimate finalists. Scoring for Stage 2 will use the USBF style 20 VP scales, using the combined score and number of boards from both of the first two stages. The top two teams in each flight will qualify for the final.

During Stage 2 the session should be viewed as consisting of two segments. Captains should plan for players to participate in one entire half, with substitutions possible after score comparisons.

Stage 3

Stage 3 is a final heads-up match between the two leading teams. There will be a full carryover of the score from boards played between the two finalists in the prior two stages. It is our expectation that this will result in an effective match length of between 42 and 50 boards.

Qualification

Flight	Master Point Limit	Club Qualification
	Points as of 8/6/10 MP Cycle	
Championship	Unlimited	None
A	Fewer than 5000 points	None
B	Fewer than 2000 points	Determined by Unit
C	Non-Life master and fewer than 500 points	Determined by Unit

Players in the District Finals must reside in District 13. Each member of the team must be a paid member in good standing with the ACBL. Players in Flight B or C must be certified by their respective Units. Club qualifying may be required at the discretion of each Unit. Anyone from anywhere is permitted to play at the club level. Each Unit will provide a schedule of qualifying events and any relevant Unite Conditions of Contest. A Flight B or C team may qualify under the rules of any Unit where a plurality of team members resides.

In addition, players who are currently, or have ever been in the past, members of another bridge organization, whether domestic (e.g., American Bridge Association) or

foreign (e.g., Polski Związek Brydza Sportowego), must submit information on their past and/or current ranking in that organization. Submissions must be in writing and be received by the District GNT Coordinator or CCBA Unit Administrator at the time of registration for the event. The information submitted may be used to assign a conversion to ACBL masterpoints for purposes of verifying flight eligibility.

Registration

PRE-REGISTRATION IS REQUIRED FOR THIS EVENT. All teams wishing to enter must provide notification by noon on February 25, 2011 by contacting:

Suzi Subeck, District 13 Director

847-509-0311 (Home)

708-927-6819 (cell)

stansubeck@prodigy.net (email)

or by registering online at <http://bridgeinchicago.com>

Entering teams must have a written confirmation either by email or letter. No team without such a written confirmation should assume that entry has been verified. It is important to know in advance the teams entered. Captains should bring the confirmation with them to the site and be prepared to present it when buying an entry.

Conventions

The ACBL Mid-Chart of conventions shall be in effect for the Championship Flight and Flight A.

- a. Pre-alerts are required;
- b. A written description of, and defenses to, any Mid-Chart conventions must be provided to the opponents in writing; and
- c. Opponents may consult written defenses during any action in which such conventional methods are employed, whether such defenses are the ones provided by their opponents or their own defenses.

For Flights B and C the ACBL General Convention Chart will be in effect.

Ties

Should the final match end in a tie, continuing 8 board matches will commence immediately until the tie is broken. There will be no seeding rights in a playoff. A team may field any four of its players for a playoff. Both teams shall submit written lineups in advance to the director.

A tie for the last qualifying position after Stage 1 or Stage 2 will be broken based upon the head-to-head match between the teams. Any further tie will be broken in accordance with ACBL technical placing guidelines.

Participation

Each player must play at least 50% of the boards scheduled for the event (not including tie-breaking playoffs), including 50% of the boards in each Stage, with a possible exception for a BAM movement if required on Sunday. It is a Conduct and Ethics violation to list players on the entry who will not actually participate or to use players in early rounds when they will not play in later rounds. Any exceptions will be permitted only in the event of an emergency and at the sole discretion of the District Director or Grand National Team Coordinator.

It is possible that the movement in the first two stages will require an anchor pair sitting NS. Captains should not assume that a five-person team will be able to substitute freely at both tables. It is also possible that the movement will prevent a player from playing 50% of the boards as required in the prior paragraph. Captains are expected to come as close as possible to this requirement for each player.

Substitutes

Substitutes are subject to the discretion of the District Director or Grand National Team Coordinator and may not appreciably strengthen a team. Substitutes for more than one session shall be deemed a permanent addition to the team. **Players should not enter this event unless planning to play until eliminated. Players who win should expect to represent the District at the North American Championship beginning Wednesday, July 20th 2011 in Toronto, ON. Captains should verify that all team members expect to play the entire event. Entering the event with the knowledge that one cannot compete throughout is a violation of ACBL ethics guidelines.**

Appeals

The period for an appeal of a director's ruling expires thirty minutes after each session.

Corrections

The period for score corrections expires at the announced starting time of the next session in an ongoing match, one hour before the announced starting time of the next

session for the last session of a completed match, and fifteen minutes after the session for the last session of the final match.

Penalties

The penalties for failure to seat a complete team at announced game time (tardiness) in Stage 3 will be as follows:

- (i) first five minutes - no penalty
- (ii) more than 5 minutes, up to 15 minutes - 1 IMP
- (iii) more than 15 minutes, up to 20 minutes - 3 IMPs
- (iv) more than 20 minutes, up to 25 minutes - 6 IMPs
- (v) more than 25 minutes, up to 30 minutes - 9 IMPs
- (vi) more than 30 minutes, up to 35 minutes - 12 IMPs
- (vii) more than 35 minutes, up to 40 minutes - 15 IMPs

In Stages 1 and 2 the offending team may be required to use a substitute to facilitate the movement, in addition to the prescribed penalties.

The final match will be curtailed one board, up to a maximum of four boards, for each 7 1/2 minutes or fraction thereof of tardiness after the first ten minutes. Three IMPs per board curtailed will be awarded to the non-offending team in addition to the penalty in subsection (a) above.

If play has not commenced (with or without a substitute) forty minutes after the announced game time, the match will be declared a forfeit.

Augmentation

The winner of the event, if consisting of fewer than six members, may augment its team for advancement to the National Finals with any player or players approved by the District Grand National Coordinator and/or the District Director. Augmented players are expected to be equal in strength to the other players on the team. In particular, it is our policy to exclude from the augmentation pool any player who does not play in the event, expecting and or hoping to join the winning team via augmentation.

Entire Team Replacement

Should circumstances arise where the winning team is unable to field three members of the original team, the team finishing second in the District Final will become the District representative. This team will also receive the District stipend. If the second place

team is not available, the GNT coordinator and the District Director may assemble a substitute team to represent the District. Such a team would also receive the District stipend. The goal of this provision is to make sure the District is represented, while respecting the results of the tournament insofar as that is possible.

ACBL Conditions

The official ACBL Conditions of Contest are incorporated as part of the District 13 Conditions. Any inconsistency between the two shall be resolved in favor of the ACBL Conditions. http://www.acbl.org/assets/documents/play/Conditions-of-Contest/Other-GNT_CoC.pdf

Stipend

The District-winning team in each flight will receive a stipend of \$1000 from the District.

GNT Coordinator:
Jeff Miller
876 Buttonwood Cir.
Naperville, IL 60540
630-548-0517 (office) 630-357-0308 (home)
jmiller@newarc.com

Appendix A

These are sample VP scales based upon the extensive work by Henry Bethe for the Team Trials. The VP scales used in the GNT will be based upon Henry's formula for consistency in all matches. This may mean modification of the "standard" scales for shorter matches.

The Team Trials has considered a fractional VP scale so that every IMP counts. For simplicity, we have not adopted that format, but we will seek feedback and review this for future years.

Once we know the number of teams, the VP scales will, of course, be announced in advance for each of the relevant match links.

Below are 20 point integer scales for 12, 14 and 20 board matches on the assumption that you will play either 5, 4, or 3 matches each day.

VPs	12 boards	14 boards	20 boards
10-10	0- 1	0- 1	0- 1
11- 9	2- 4	2- 4	2- 5
12- 8	5- 7	5- 8	6- 9
13- 7	8-11	9-12	10-14
14- 6	12-15	13-16	15-19
15- 5	16-19	17-21	20-25
16- 4	20-24	22-26	26-31
17- 3	25-30	27-33	32-39
18- 2	31-37	34-40	40-48
19- 1	38-46	41-50	49-60
20- 0	47+	51+	61+

The underlying assumption is that you reach 15-5 when the margin is 5 times the square root of the number of boards, and 18-2 when the margin is about twice that.

Henry Bethe