

# **DISTRICT 2 GRAND NATIONAL TEAMS**

## **2021 Conditions of Contest**

The event shall be composed of 4 Flights: The events will not be stratified.

Open Championship Flight	No masterpoint limits
Flight A	No player with over 6000 masterpoints
Flight B	No player with over 2500 masterpoints
Flight C	Non-Life Masters with under 500 masterpoints

All flights are defined by masterpoint holdings as of September 1, 2019  
The September masterpoint cycle (run on Aug 6, 2019) determines a player's Flight eligibility.

### **General Conditions**

ACBL Conditions of Contest are a part of the District Conditions of Contest

A player must be a member of the ACBL in good standing and resident of District 2, in order to participate in the District Final.

A player's physical residence as of Sept 1, 2019 shall establish the district in which the member is eligible to participate beyond the qualifying stage.

Players who have moved into D2 between Sept 1, 2019 and Sept 1, 2020 are permitted to play in D2, provided they don't compete in another district.

### **Event Schedule**

Each Flight will play a separate event. All events will be played online ( BBO )

All events will be held on Sundays in May and June, 2021, starting at 1 pm EST

All winners will represent District 2 at the NAOBC, held in July 2021, online

### **Team Information**

A team may have 4, 5 or 6 members. Each team must designate a Captain, and one person to participate in a Committee (if one should arise)

Since we are playing online, only 4 players may play in a particular online event.

Pre-registration to the District Final is required. Pre-qualification to the District Final is not.

### **General Information**

The North American Final will be held online in July 2021.

District 2 will cover any session fees at the National Finals, not paid by ACBL

Open+ Convention Chart applies in the Open Championship Flight

Open Convention Chart applies in Flt A.

Basic + Convention Chart applies in Flt B

Basic Convention Chart applies in Flt C

In a Swiss Event on BBO, an odd # of entries will result in a team of robots

In a Swiss Event on BBO, replays are possible between lower ranked teams

### **Augmentation / Substitution to NAOBC Final**

A team's composition may be modified by at most 2 players between the District Final and the NABC Final ( i.e. Add 2 OR Add 1 + Substitute 1 OR Substitute 2 )

## **APPENDIX A: Team Movements for District 2 GNT Final**

The intent is to have all events with two stages:

1. Swiss Qualifying ( 1 or 2 sessions ) 20 VP Scale
2. KO Semi-Finals ( 1 session ) and Finals ( 2 session )

Boards per KO session:      Championship Flight – 24      Flight A - 24  
                                         Flight B – 20                      Flight C – 20

If there is a tie after Knockout match, a 4-board tie-breaker will be held.

If there is a tie after a Swiss movement, the head-to-head-result between the 2 teams will determine the qualifying position.

If the 2 teams tied in their head-to-head match, then:

Net IMPs against common opponents, followed by net IMPs against all opponents, followed by coin flip

One Team:    No entry will be paid, no masterpoints will be awarded  
                  The team will be eligible to represent District 2 at the National Final

Two Teams: 2 sessions  
                Format: 40/48 - board match – 2 sessions, Play it in 10/12 board halves

Three Teams: 3-way with one team eliminated after 1 session  
                  20/24-board matches, Play it in 10/12 board halves  
                  Final: 2 teams – 2 sessions ( no carryover )

Four Teams: 1 or 2 session of Swiss to determine positions Round-Robin ( 3 x 8/9 boards),  
then 1 vs 4, 2 vs 3 in semi-finals

Five Teams: 1 or 2 session of Swiss to determine positions, Round – Robin ( 4 x 7/8 boards )  
then 1 vs 4, 2 vs 3 in semi-finals

Six Teams: 1 or 2 session of Swiss to determine positions, Round-Robin (5 x 7/8 boards)  
then 1 vs 4, 2 vs 3 in semi-finals

Seven Teams: As for 8 teams: BBO Swiss with team of robots  
( could be 2 sessions of Swiss to determine positions, but 8 matches needed ( 4 x 6, twice )

Eight or more Teams:  
1 session of BBO Swiss to determine 2 qualifiers ( # 1 and 2 seeds )      ( 6 x 6 boards)  
2<sup>nd</sup> session of BBO Swiss ( no carryover ) to determine 2 more qualifiers ( # 3 and 4 seeds )  
# 1 seed will choose their opponent in semi-final from # 3 or 4