

# 2025 District 21 GNT Conditions of Contest

The ACBL District 21 2025 Grand National Teams will be played according to the ACBL Conditions of Contest, <https://www.acbl.org/gnt-qualifiers/>, with District 21 electing the following options as allowed in those Conditions. Any changes to the ACBL Conditions of Contest and their allowed options take precedence over the items listed here.

In accordance with ACBL regulations, each participant in the GNT must be an ACBL member in good standing and must follow ACBL residency requirements.

The GNT is divided into flights and dates as defined below. Eligibility is based on masterpoint holdings as of the ACBL August masterpoint cycle, which is printed on the back of the players' September 2024 Bulletin. Foreign players with non-ACBL experience and masterpoints must register their foreign points with the ACBL.

## 1. FLIGHTS - All Flights all Days begin 11 a.m.

Open Championship Flight	Unlimited January 25 <sup>th</sup> , January 26 <sup>th</sup> , February 8 <sup>th</sup>
Flight A	Under 6,000 masterpoints January 26 <sup>th</sup> , February 8 <sup>th</sup>
Flight B	Under 3,000 masterpoints January 25 <sup>th</sup> , January 26 <sup>th</sup> , February 8 <sup>th</sup>
Flight C	Non-Life Master and under 750 MPs January 25 <sup>th</sup> , January 26 <sup>th</sup>

## 2. ENTRY FEES

Entry fees will be \$68 per team per session. ACBL will not charge entry fees for Flights A, B, and C for the first two days of the Summer NABC in Philadelphia, to be held in July, 2025.

## 3. REGISTRATION

All teams must register online no later than:

Open Championship Flight	Jan.17 <sup>th</sup> , 2025	<a href="#">click here</a> to register
Flight A	Jan.17 <sup>th</sup> , 2025	<a href="#">click here</a> to register
Flight B	Jan.17 <sup>th</sup> , 2025	<a href="#">click here</a> to register
Flight C	Jan.17 <sup>th</sup> , 2025	<a href="#">click here</a> to register

4. CAPTAINCY

Each team must designate the team captain from among its own playing members, and said captain will be responsible for all representation of the team.

5. TEAM COMPOSITION AND PLAY REQUIREMENTS

Teams may consist of four, five or six players. Players may be added at any time before the event begins. Each player must play at least 50% of the boards during the qualifying stage, and at least 50% of the semi-finals and 50% of the finals. Exception to this rule may be made by request to the District 21 GNT coordinator but will be entertained only with good cause. No exceptions will be made for the final match.

6. CONVENTIONS The Basic+ Chart applies to Flight C and to Flight B, the Open Chart applies to Flight A and the Open+ Chart to the Championship Flight. This may change based on changes in the Usage section of the Convention Charts. Conventions that require written defenses must have two copies presented to the opponents before play begins, or will not be permitted.

7. SUBSTITUTIONS, REPLACEMENT AND AUGMENTATIONS

A permanent replacement for a player who, for cause, cannot continue in the event is permitted only with the permission of the District 21 GNT coordinator. Prior to the completion of the District final, the replacement need not have played in the event but must: (1) be a member of the ACBL and maintain their membership in District 21, and (2) not appreciably strengthen the team.

A replaced player permanently leaves the District event with all masterpoints already earned and the replacement continues in the event earning masterpoints thereafter. Play percentage requirements apply to the replacement only for the portion of the event yet to be played. In order to play in the National Finals, 50% or more players on the team must participate. Any player augmented to the team for the National Final must be approved by the District 21 GNT Coordinator.

8. PARTICIPATION IN MULTIPLE FLIGHTS. Teams may not participate in multiple Flights with conflicting dates. The Open Flight, Flight B, and Flight C commence on January 27<sup>th</sup>, thus teams must choose which Flight in which to compete. Flight A begins Jan. 28<sup>th</sup>, so any team eliminated from the other Flights may enter Flight A. Teams qualifying for Day 2 of Open, B, or C must state they are withdrawing from that event in order to enter Flight A.

9. QUALIFICATION ROUNDS. All Flights with more than 4 entries will have a qualification event, to reduce the field to 4 teams. If possible, a full round robin against all other teams will be played. If the number of teams does not accommodate a full round robin, a Swiss format will be used instead. The winner of each qualification event, whether a round robin or Swiss team, will choose their opponent for the semifinals from the 3rd and 4th qualifying

teams. Any Victory Point ties will be decided by the tying teams' head to head result. Should that match be a tie, a four board playoff will ensue.

10. KNOCKOUT MATCH DURATION

Each knockout match in Open Flight and Flight A will consist of 60 boards divided into four 15-board quarters. Unless deferred, the higher-ranked team will have seating rights in the first and fourth quarters. Flight B and Flight C will play 28-board matches. In each 28-board head-to-head match, the higher ranked team will decide whether to have seating rights for the first or second half. A four board sudden death will be played if tied at the end of regulation.

11. SEEDING

There will be no seeding in any of the top flights. Flight C will be seeded by average master point totals for each team.

12. ITEMS NOT COVERED Any items not covered by these Conditions of Contest will be resolved by the District 21 GNT coordinator in consultation with the Director-In-Charge.

GNT Coordinator: Grant Vance, [grantvance1@gmail.com](mailto:grantvance1@gmail.com)