

2024-25 Grand National Teams
Conditions of Contest
District 18

April 18-19, 2026

1. General

a. National Conditions

Grand National Teams (GNT) Conditions of Contest, as published by the ACBL are incorporated into these conditions. These ACBL District 18 (D18) Conditions of Contest cover circumstances that are unique to D18 and clarify options available under the National Conditions of Contest.

<https://web2.acbl.org/documentLibrary/play/coc/gnt/GNT.pdf>

b. Participation:

The Grand National Teams final is open to teams of four, five or six players. If a team has more than four players, the following participation requirements apply:

To qualify for a given overall masterpoint award, a player must play at least 50% of the boards in any qualifying rounds, and 50% of the boards in any semi-final or final session. No player may play any match after it has become mathematically impossible for him or her to play at least 50% of the boards (excluding any playoff boards) played by his/her team or failed to play in 50% of each session except the first session.

Club level qualifying is not required. Any ACBL member whose principal residence as of September 1, 2025 is within District 18 is eligible to compete in the District final, if they are current paid up members of the ACBL (i.e. all dues or service fees have been paid). If you have multiple residences (for example if you are a snowbird) see Appendix II to the National GNT Conditions of Contest to determine which District you are eligible to compete in.

c. District Coordinator

Crystal Mann
1714-13 Avenue South
Lethbridge, AB
E-mail address: manncd@shaw.ca
Telephone: 403-969-3225

d. Eligibility

Flight Eligibility is determined by a player's masterpoint totals as of ACBL's September cycle, produced on **August 6, 2025**. Masterpoints earned after this cycle will not impact flight eligibility for these events.

Championship Flight is open to all players (Unlimited Masterpoints)

Flight A is open to players with less than 6,000 Masterpoints

Flight B is open to players with less than 3,000 Masterpoints

Flight C is open to players with less than 750 Masterpoints who are Non-Life Masters

e. District Membership – A player is eligible to compete in the District of their principal residence as of September 1, 2025.

2. Club Level

There are no club level qualifying events.

3. Unit Level

There are no Unit Level Qualifying events in District 18.

4. District Finals

a. Event Date and Location

All Flights will be played in conjunction with the Lethbridge Regional in Lethbridge, Alberta, Canada on **April 18-19, 2026**.

b. Starting Times (Mountain Time)*

Session #1	Saturday	10:00 am
Session #2	Saturday	3:00 pm
Session #3	Sunday	10:00 am
Session #4	Sunday	TBD pm

c. Entries

In order to estimate the number of teams expected to attend, teams are encouraged to pre-register by March 31. However, entries will be accepted up to midnight of the night before the event starts. All correspondence will be through the Team Captain. Table fee payments are due before game time. Entries should be sent to the GNT Coordinator by email to manncd@shaw.ca:

d. Conventions Allowed:

For play in the specified flight, only conventions allowed under the specified convention chart may be used. For example, a one club opening that could be as short as one card (as in when playing Montreal Relay) is not allowed in Flight B as it is not allowed under the Basic+ Chart. Note that a Precision one club opening is allowed as it meets the exception by being “Strong”

The following convention charts will be used:

- Basic+ Chart applies to Flight C
- Basic+ Chart applies to Flight B
- Open Chart applies to Flight A Open+ applies to the Championship Flight.

See web2.acbl.org/documentLibrary/about/Convention-Charts.pdf for a copy of the relevant chart.

e. Format for Event:

Depending on the number of teams registered for a Flight, the following event formats will be used:

1 Entry

If there is only one team entered in a flight there will be no District Final. That team will have the option to represent District 18 at the National Event. There will be no Subsidy awarded.

2 Entries

If there are only two teams entered in a flight, they will play a two session knockout of 48 boards (24 boards per session) to determine the winner of that flight.

3 Entries

Flights with 3 entries will play a 24-board round robin against the two other teams over the two qualifying rounds. At the conclusion of the Saturday afternoon event, the top two teams will qualify to a 24 board final to determine the overall winner.

If at the end of round 2 there is a tie between all 3 teams, the following solutions apply. If “a” does not determine a winner, then continue to “b”. If “b” is not sufficient, then apply “c”. The final solution is “d”.

- a. The USBF continuous 20-point Victory Point scale will be used to determine the winner.
- b. Win/Loss of games will apply. 1 point for a win, ½ point for a tie.
- c. Net IMPS against all opponents in common.
- d. Coin flip.

These same solutions will be used if there is a 2-way tie (Team A defeats Teams B & C, but Teams B and C are tied.)

4 Entries

Flights with 4 entries will play an 18-board match against each of the other teams over 2 qualifying rounds. Each team will play all teams 9 boards during session 1 (Saturday morning) and repeat in session 2 (Saturday afternoon). The combined score between the two sessions will determine the winner of each match. At the conclusion of the Saturday afternoon round, the top two teams (each of which must have won a match) will qualify for a 24 board final to determine the overall winner. There are many possibilities for a tie in this category. In the event of a 2-way tie or 3-way tie for second place the following remedies apply. As in the system for **3 Entries**, begin with step “a” and progress to “d” to determine a second-place finisher.

- a. Use the USBF continuous 20-point Victory Point Scale.
- b. Win/Loss will apply. 1 point for a win, ½ point for a tie, 0 for a loss.
- c. Net IMPS against all opponents in common.
- d. Coin Flip.

5 or more Entries

Flights with 5 teams will play a 12-board match against all other teams, 6 boards per segment over the two qualifying rounds.

With 6 teams, teams play a 10-board match against all other teams, 5 boards per segment over the two qualifying rounds.

With 7 teams, teams play an 8-board match against each other, 4 boards per segment.

With 8 teams, teams play 7 boards against all other teams over the two rounds.

With 9 teams, teams play 6 boards against all other teams over the two rounds.

With 10 teams, teams play 5 boards against all other teams over the two rounds.

With 11-16 teams, a Swiss Team format of six 8-board matches will be played.

With 17 or more teams, a Swiss Team of eight 6-board matches will be played.

At the conclusion of the Saturday afternoon session, the top four teams (each of whom must have won a match) will advance to a 24-board semi-final. The USBF continuous 20-point Victory Point scale will be used to determine the top four advancers to the semi-final. In the event of a tie, (equal number of wins as well as number of Victory points won) then the following solutions will determine the advancers:

1. Total game wins (Win=1, Tie=1/2, Loss=0), if no winner then
2. Net IMPS against all opponents in common, if no winner then
3. Coin flip.

The first-place team of the Qualifying Rounds will select their opponents from the 2nd, 3rd or 4th place finishers; the remaining teams will then be matched. Both matches will be 24 board knockouts. The winners of the two matches in the 3rd session of play will advance to a 24-board final.

In the event of a tie in any of the matches of the 3rd and 4th sessions a 3-board tiebreaker will be held. If that does not solve the tie, the teams will play a 3-board playoff. If a second 3-board playoff is required, the first team to win an IMP wins the match.

In all cases, the Director in Charge may modify the number of boards and sessions to be played to accommodate unanticipated circumstances.

f. Substitution

If a player on a registered team becomes unavailable prior to the district final, the team captain must contact the District Coordinator and make arrangements for a substitute who meets the required residence and masterpoint requirements listed above.

5. District Winners

The winning team in each flight of the D18 Finals is eligible to compete in the National Finals. **IN THE EVENT THE NATIONAL EVENT WILL NOT BE PLAYED IN PERSON, THERE WILL BE NO SUBSIDY GIVEN FOR ONLINE PLAY.**

- At least 2 of the original team members must compete in the National Finals.
- Any substitute player must meet the requirements to play in the D18 Finals.
- The District Coordinator must approve any substitutions.

6. Contingencies

The Director in Charge (DIC) will resolve all contingencies or ambiguities relating to the format or playing conditions of the D18 finals that are not specifically addressed by these conditions.

2026 GNT ENTRY FORM

FLIGHT: _____

1. TEAM CAPTAIN

NAME _____

PHONE _____

ACBL # _____

EMAIL ADDRESS: _____

2. NAME _____

PHONE _____

ACBL # _____

3. NAME _____

PHONE _____

ACBL # _____

4. NAME _____

PHONE _____

ACBL # _____

5. NAME _____

PHONE _____

ACBL # _____

6. NAME _____

PHONE _____

ACBL # _____