

NSWBA GNOT QUALIFYING TOURNAMENT - 2009

1. The Event

1.1 This competition is conducted under the Laws of Duplicate Contract Bridge 2007, supplemented by the Tournament Regulations of the NSWBA as amended and these Supplementary Regulations. In the case of conflict between these Supplementary Regulations and the NSWBA Tournament Regulations, the Supplementary Regulations shall apply.

1.2 The event will be held over five nights as scheduled in the official NSWBA Program.

1.3 The event will be run with qualifying pools in Session 1 followed by a Double Knock-out with a Swiss repechage.

1.4 Matches in the Knock-out after session 1 will be over 28 boards.

1.5 Matches in the Swiss will be over 14 boards.

1.6 The initial field will be seeded.

1.7 The Knock-out section

1.7.1 Session 1

The field is divided into 8 pools of either 2 or 3 teams. Matches will be over either 28 (2 team pools) or 14 boards (3 team pools). The winner of each pool will qualify to the Double Knock-out section. Of the remaining teams, the 8 teams with the best IMP difference will qualify to the Single Knock-out section. The remaining teams will qualify to the Swiss.

1.7.2 Session 2

The draw for the Knock-out sections in Session 2 will be conducted as soon as all results have been collated for Session 1. Teams in each of the Double Knock-out and Single Knock-out sections will be ranked according to their net IMPs. Within each section, the team ranked first shall have choice of opponents from those teams ranked 5th to 8th. The second ranked team shall have next choice from the remainder of the teams ranked 5th to 8th. The highest ranked remaining team will be drawn against the lowest ranked remaining team. Matches will be over 28 boards. Losing teams in the Single Knock-out section qualify to the Swiss. Losing teams in the Double Knock-out section qualify to the Single Knock-out section.

1.7.3 Session 3

The draw for the Knock-out sections in Session 3 will be conducted as soon as all results have been collated for Session 2. Teams in the Double Knock-out section will be ranked according to their net IMPs in Session 2. The highest ranked team in the Double Knock-out section will choose their opponent from the teams ranked 3rd and 4th. In the Single Knock-out section, the team winning by the greatest margin in Session 2 will be drawn against the team from the Double Knock-out section which lost by the greatest margin. The Single Knock-out team which won by the next greatest margin will play the team which lost by the next greatest margin, and so on.

1.7.4 Session 4

The two remaining undefeated teams in the Double Knock-out section will play off, with the winning team qualifying to the National Final. Six teams will remain in the Single Knock-out section. They will play off in two 3-way pools with matches over 14 boards. The two losing teams from Session 3 of the Double Knock-out section will play in different pools. Teams who have already met in the Knock-out sections may not be drawn in the same pool. Having regard to this restriction, the team from the Double Knock-out section with the lower losing margin in Session 3 will have first choice of opponents from the other 4 teams. The other losing team will have next choice. Should a valid choice still be possible, the team with the lower losing margin shall have the final choice.

1.7.5 Session 5

The losing team from the Double Knock-out section will play off with the two pool winners from the Single Knock-out section in a 3-way match with matches of 14 boards. The winning team will qualify to the National Final. The other two teams will qualify to the Metropolitan Regional Final.

1.7.6 All reseeding and choosing of opponents will occur at the completion of scoring each night. Any ranked team which is not represented will forfeit its right to choose an opponent. If an appeal overturns a result in a particular match (after the draw has been made), no change will be made in the draw other than to replace the losing team with the winning team.

1.8 The Swiss

1.8.1 Results in the Swiss will be converted to Victory Points using the standard WBF 14 board match IMP to VP conversion scale.

1.8.2 Losing teams from the knockout will enter the Swiss on the score given in the following table, or the leading team's score, whichever is the lesser.

Loss in knock out round	Enter Swiss on score of:	Max poss	%
2	40	50	80
3	84	100	84
4	leader's score		

1.8.3 Teams entering the Swiss will be ranked on the basis of the loss suffered. Rankings will be determined by (a) loss of play-off by smallest difference
(b) smallest IMP difference
(c) most IMPs won
(d) lot

If n teams drop into the Swiss, the n th ranked team will play the top ranked team in the Swiss, the $(n-1)$ th ranked team will play the second ranked team in the Swiss, *etc.*

1.8.4 Teams that have played in the Knock-out sections may meet again in the Swiss.

- 1.9 Qualifiers. (Listed in order of final ranking)
 - 1.9.1 Qualifiers to the National Final will be the winners of:
 - (a) the Double Knock-out section
 - (b) the Single Knock-out section
 - 1.9.2. Qualifiers to the Metropolitan Regional Final will be:
 - (a) the higher ranked last round loser in the Single Knock-out section
 - (b) the other last round loser in the Single Knock-out section
 - (b) the top ranked teams in the Swiss so that the total number of qualifiers to the Metropolitan Final is one seventh (fractions rounded up) of the initial entry.
- 1.10 Any teams that qualifies for the National or Metropolitan Regional Final, but opts not to proceed, will be replaced by the next highest ranked team available, provided always that the replacement team finished above the middle-ranked team of the Swiss field.
- 1.11 Tie Breaks in rounds 2 to 5 of the knock-out section will be decided by 4 board play-offs. If still tied, the result of the 4 board play-off will be recalculated using total points. If still tied, successive 2-board play-offs (total points) will be played until a result is obtained.
- 1.12 In 3-way matches, the result will determined by (in order):
 - (a) number of wins
 - (b) net IMP difference
 - (c) net IMP quotient
 - (d) lot
- 1.13 The time limit for each set of 14 boards will be 98 minutes. No further boards may be started after 91 minutes.
- 1.14 All systems will be permitted. Pairs may not claim protected pair status.
2. Eligibility
 - 2.1 Teams are to consist of 4, 5 or 6 players.
 - 2.2 All team members must be active player members of the ABF Masterpoint Scheme.
 - 2.3 Each player must be a member of a Sydney metropolitan bridge club affiliated with the NSWBA, though not necessarily a member of the NSWBA.
 - 2.4 Players do not need to be residents of the Sydney Metropolitan region.
 - 2.5 Players should be aware that all metropolitan clubs have been invited to conduct events to qualify teams to the Metropolitan Final. Players may enter in as many teams as they like, provided always that:
 - (a) Each team is in a different qualifying competition
 - (b) Each team pays the specified table monies and/or tournament entry fees of the club.
 - (c) If a player qualifies to the Metropolitan Final in more than one team, he/she must notify the Convener (Tony Musgrove) in writing before Saturday 3 October, nominating the team in which he/she will play.
 - 2.6 Non-contending teams. Regulation 2.5 notwithstanding:
 - 2.6.1 Players who qualify directly to the National Final are committed to playing in the team in which they so qualified. They may complete any GNOT Metropolitan event in which they are currently playing, but must then immediately withdraw from any team that has qualified to the Metropolitan Final.
 - 2.6.2 Players who qualify directly to the National Final may not enter any subsequent GNOT Qualifying event.

2.6.3 An entire team may declare itself as non-contending, providing it does so before the start of Session 2. Members of such teams forfeit all qualifying rights, but are not subject to the restrictions of Regulations 2.6.1 and 2.6.2.

2.7 There is no minimum board requirement for competitors in the NSWBA or club qualifying events or the Metropolitan Final.

3. Substitutions and Augmentations

3.1 Substitutions are to be in accordance with the NSWBA Tournament Regulations.

3.2 Teams may augment players during the event up until the start of Round 4.

3.3 Teams of 4 or 5 players that qualify for the Metropolitan Final may augment players after the completion of the NSWBA qualifying event provided:

- (a) A request to augment is received in writing by the Convener before Saturday 3 October, 2009. Such request must specify the original team members, any replaced player, and the proposed players to be augmented.
- (b) The augmented player(s) are judged (by the NSWBA Tournament Committee) to be of equal or lesser strength than the original team members.
- (c) The team never has more than six (6) members (including replaced members, but excluding non-playing captains and dropped members).
- (d) The augmented team contains more than half of the members of the team who originally entered the event.
- (e) All augmented players comply with Regulations 2.2 and 2.3.

3.4 Players who have previously entered any metropolitan GNOT qualifying event and subsequently been eliminated may be augmented.

3.5 Players still participating in any metropolitan GNOT qualifying event may be augmented under regulation 3.2, but not under regulation 3.3.

3.6 After completion of the Metropolitan Regional Final, any team that has qualified to the National Final may augment provided:

- (a) A request to augment is received in writing by the Convener before Monday 26 October, 2009. Such request must specify the original team members, any replaced player, and the proposed players to be augmented.
- (b) The team never has more than six (6) members (including replaced members, but excluding non-playing captains).
- (c) The augmented team contains all the members of the team who originally entered the event (excluding any replaced players).
- (d) All augmented players comply with Regulations 2.2 and 2.3.

Examples: A four person team may augment either one or two players. If a player withdraws from a four-person team, that team may augment either one or two players, but not three. If a pair withdraws from a four-person team, that team is no longer eligible to continue, though the remaining pair would be eligible to augment onto another team.

4. Fees

4.1 Entry fee is \$320 per team, payable in full on the first night.

4.2 The NSWBA will pay all further entry fees and table money associated with the Metropolitan Final and the National Final.

5. Masterpointing

Gold masterpoints will be available to the winners of matches at the rate of 0.04 masterpoints per board per player.