

# GNOT – NSWBA DIRECT QUALIFYING EVENT - 2012

## Supplementary Tournament Regulations

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

General Supplementary Regulations that apply to all the Sydney Metropolitan Direct Qualifying Events can be found at [http://www.nswba.com.au/tourn/2012/gnot/GNOT\\_2012\\_DQE\\_Regs.pdf](http://www.nswba.com.au/tourn/2012/gnot/GNOT_2012_DQE_Regs.pdf)

### 1. The Event

- 1.1 The event will be held over five nights as scheduled in the official NSWBA Program.
- 1.2 The event will be run as a Double Knockout with a Swiss repechage.
- 1.3 Matches in the Double Knockout section will be over 28 boards where possible. Matches in the Single Knockout section will generally be of 14 boards. (See appendix for further details)
- 1.4 Matches in the Swiss will be over 14 boards.
- 1.5 The initial field will be seeded.
- 1.6 All systems will be permitted. Pairs may not claim protected pair status.
- 1.7 The exact format of the knockout sections will be dependent on the size of the entry. (See appendix for further details)

### 1.8 The Swiss Repechage

- 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 The draw for round 1 of the Swiss repechage will be random.
- 1.8.3 Losing teams from the knockout will enter the Swiss on a score of 80% of the available VPs or the leading team's score, whichever is the greater, with the proviso that the score is no more than 5 VPs more than the leader's score.
- 1.8.4 Teams entering the Swiss after round 1 will be ranked on the basis of the loss suffered. Rankings will be determined by:
  - (a) loss of a play-off (by smallest difference using the following criteria)
  - (b) smallest IMP difference (winning score - losing score)
  - (c) smallest IMP quotient (winning score / losing score)
  - (d) lot
- 1.8.5 For each round of the Swiss, the top ranked team in the Swiss will play the top ranked team dropping into the Swiss, the second ranked team in the Swiss will play the second ranked team dropping into the Swiss, *etc.*
- 1.8.6 Teams that have played in the knock-out sections may meet again in the Swiss.

## **1.9 Tie Breaks**

1.9.1 Where a fourteen board match is scheduled for the first half of the evening; ties shall be broken by rescoring the match using board-a-match scoring, and if still tied by rescoring using total point scoring. If the teams are still tied then the tie will be broken by lot.

1.9.2 Where a fourteen board match is scheduled for the second half of the evening the tie shall be broken by a 1 board playoff, if still tied then the fifteen boards played will be rescored as per 1.9.1

1.9.3. Where a twenty-eight board match is tied, which does not determine a spot in the National Final, the tie shall be broken by a two board playoff, and if still tied then all thirty boards will be rescored as per 1.9.1

1.9.3 Where a tie occurs which determines a spot in either the National or Metropolitan final it shall be broken by a four board playoff, and if still tied by successive one board playoffs.

1.9.4 Other ties in the Swiss will be broken by net IMPs.

## **1.10 Choice and Ranking in the Knockout sections**

1.10.1 In all cases the first principle is that a team cannot play a team twice in the Knockout sections (week one counts as part of the Knockout sections) unless it is unavoidable. This restriction takes precedence over all others when determining the draw for each round.

1.10.2 In the Double Knockout section the team which won by the largest IMP margin in the previous round will be ranked highest, followed by the team which won by the second largest margin, etc.

1.10.3 In the Single Knockout section the team which lost by the smallest IMP margin in the previous round of the Double Knockout section (loss in a playoff is considered a smaller margin than losing by any margin in the original match) shall be ranked highest, followed by the team which lost by the second smallest margin, etc. The next highest ranked team will be the team from the Single Knockout section which won by the largest margin in the previous round, etc.

1.10.4 Where IMP margin is identical, IMP quotient, then lot will be used to determine ranking.

1.10.5 Choice will take place as soon as possible after the conclusion of any match.

1.10.6 Teams with choice of opponents will forfeit their choice if they do not have a representative present when required by the Director.

1.10.7 If an appeal changes the result of a match after the draw has been made then the draw will be unchanged except that the position of the two teams will be swapped.

## **1.11 Qualification to subsequent stages**

1.11.1 At the end of the event the field will be ranked as follows;

- (a) the winners of the Double Knock-out section
- (b) the winners of the Single Knock-out section
- (c) the losers in the final round of the Single Knock-out section
- (d) the teams in the Swiss in finishing order

1.11.2. The two highest ranking contending teams will qualify to the National final, then one-seventh of the remaining contending teams (rounded up) will qualify to the Metropolitan Regional Final.

1.11.3 Any team 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.

## **2. Fees**

2.1 The entry fee as specified on the official brochure must be paid in full on the first night.

2.2 Thereafter, all subsequent entry fees for teams that qualify to the Metropolitan and/or the National Final will be paid by the NSWBA.

## **3. Appendix - The Knock-out Sections**

### **3.1 Ideal entry (24 teams)**

3.1.1 Session 1 Double Knockout Section. The field is seeded into a top section, a middle section and a bottom section. The field is divided into 8 pools of 3 teams, each 3-team pool will consist of one team from each of the three sections. The teams will then play a fourteen board match against each of the other teams in their pool. At the conclusion of the evening the teams in each pool will be ranked on the basis of

- (a) their number of wins,
- (b) net IMPs, and
- (c) IMP quotient

If two teams are still tied for first, then they shall play a two board playoff, and if still tied then the tie will be broken in accordance with 1.9.1 considering all thirty boards played.

If two teams are tied for second in a pool then the tie shall be broken in accordance with 1.9.1.

If all three teams are tied then the tie will be broken by a one board triangle, and if still tied then in accordance with 1.9.1 considering all thirty boards played.

The 8 pool winners will qualify to the Double Knockout section, the remaining sixteen teams will qualify to the Single Knockout section

3.1.2 Session 2 Double Knockout Section. The eight pool winners will be ranked according to the same criteria as in 3.1.1 above. The team ranked first shall have choice of opponents from those teams ranked 4<sup>th</sup> to 8<sup>th</sup>. The team ranked second shall have choice of the remainder of the teams ranked 4<sup>th</sup> to 8<sup>th</sup>. The team ranked 3<sup>rd</sup> shall then have a choice of the three remaining teams, leaving the two unchosen teams to play each other. These teams will then play a twenty-eight board match with the winners advancing to Session 3 of the Double Knockout section and the losers dropping into Session 3a of the Single Knockout section.

3.1.3 Session 2a Single Knockout Section. The eight pool runners-up and the eight teams which finished third will be ranked according to the same criteria as in 3.1.1 above. The highest ranked runner-up will be paired with the lowest ranked third placed team (after considering 1.10.1 above), etc. These teams will then play a fourteen board match with the winners advancing to Session 2b of the Single Knockout section and the losers dropping into the Swiss repechage.

3.1.4 Session 2b Single Knockout Section. The highest ranked team shall have choice of opponents from the teams ranked 3<sup>rd</sup> to 8<sup>th</sup>. The team ranked second shall then have choice of the remainder of the teams ranked 3<sup>rd</sup> to 8<sup>th</sup>. The four remaining teams shall be paired according to rank with the highest ranked playing the lowest ranked. These teams will then play a fourteen board match with the winners advancing to session 3a of the Single Knockout section and the losers dropping into the Swiss repechage.

3.1.5 Session 3 Double Knockout Section. The highest ranked team shall have choice of the teams ranked 3<sup>rd</sup> and 4<sup>th</sup>. These teams will then play a twenty-eight board match with the winners advancing to session 4 of the Double Knockout section and the losers dropping into session 4a of the Single Knockout section.

3.1.6 Session 3a Single Knockout Section. The highest ranked team shall have choice of opponents from the teams ranked 3<sup>rd</sup> to 8<sup>th</sup>. The team ranked second shall then have choice of the remainder of the teams ranked 3<sup>rd</sup> to 8<sup>th</sup>. The four remaining teams shall be paired according to rank with the highest ranked playing the lowest ranked. These teams will then play a fourteen board match with the winners advancing to session 3b of the Single Knockout section and the losers dropping into the Swiss repechage.

3.1.7 Session 3b Single Knockout Section. The highest ranked team shall have choice of the teams ranked 3<sup>rd</sup> and 4<sup>th</sup>. These teams will then play a fourteen board match with the winners advancing to session 4a of the Single Knockout Section and the losers dropping into the Swiss repechage.

3.1.8 Session 4 Double Knockout Section. The two remaining teams play a twenty-eight board match. At the Director's discretion the winner shall have the option of playing in the Swiss repechage on week five as a non-contending team. The losing team will drop into session 5 of the Single Knockout section.

3.1.9 Session 4a Single Knockout Section. The highest ranked team shall have choice of the teams ranked 3<sup>rd</sup> and 4<sup>th</sup>. These teams will play a fourteen board match with the winners advancing to session 4b of the Single Knockout section and the losers dropping into the Swiss repechage.

3.1.10 Session 4b Single Knockout Section. The two teams will play a fourteen board match. The winner will advance to session 5 of the Single Knockout section and the loser will drop into the Swiss repechage.

3.1.11 Session 5 Single Knockout Section. The two teams will play a twenty-eight board match.

### 3.2 Large entry (25 to 32 teams)

3.2.1 The field is seeded into a top section of 8 teams, a bottom section of 8 teams and the remaining teams are seeded in the middle section.

3.2.2 In week one for each team above twenty four that enters there will be a pool of four teams. Such pools will consist of one team from the top section, two teams from the middle section, and one team from the bottom section.

3.2.3 In a pool of four the team from the top section plays the team from the bottom section in the first half of the evening, while the two teams from the middle section play each other. In the second half of the evening the two winners play each other and the two losers play each other. The team which wins both matches qualifies for the Double Knockout section. The team which wins the first match and loses the second qualifies for the Single Knockout section as a pool runner-up. The team which loses the first match and wins the second qualifies for the Single Knockout section as a third placed team. Unless the total entry is 25 teams then the teams which lose both matches drop into the Swiss repechage.

3.2.4 When precisely 25 teams enter, there would be only one team in the Swiss for the first half of week two.

3.2.4.1 The two bottom ranked runners-up, the two bottom ranked third placed teams and the one fourth placed teams play in a five table American Whist movement (playing seven board matches). The result of each seven board match is converted to VPs using the NSWBA scale for 8 board butler matches. The highest ranked team enters session 3a of the Single Knockout session as the bottom ranked team. In the event of a tie on VPs, the team which won most matches will be ranked highest, if still tied then the tied teams will play a two board playoff, then if still tied the tie will be

broken in accordance with 1.9.1 above considering all thirty boards played. The other four teams enter the Swiss repechage on a score equal to one-quarter of the VPs earned in the American Whist movement – however these teams are deemed not to have played each other yet when calculating the Swiss draw.

3.2.4.2 In this case there will only be six teams in session 2b. The two highest ranked shall have choice of the other four.

### 3.3 Average Entry (21 to 23 teams)

3.3.1 The field is seeded into a top section of 8 teams, a middle section of 8 teams and the remaining teams are seeded in the bottom section.

3.3.2 Each “missing” team from the ideal entry creates a twenty-eight board head-to-head match between a team from the top section and a team from the middle section. Winners advance to the Double Knockout section and losers to the Single Knockout section.

3.3.3 Each “missing” team creates a triangle in week two in the Single Knockout section. The teams which played in head-to-head matches in week one will be assigned to triangles, with the lowest ranked week one triangle runners-up and the highest ranked third placed teams. These triangles work exactly the same as those in week one of the “Ideal Entry”. The four pool winners advance to Session 3a of the Single Knockout section. The other teams from the triangles drop into the Swiss on a score of 7 plus one-third of the VP score for the two matches played in the triangle – however they are deemed not to have played each other for the purposes of the Swiss draw.

### 3.4 Small Entry (16 to 20 teams)

3.4.1 Week one works exactly as in the case of an Average Entry.

3.4.2 Week two in the Single Knockout section consists of twenty-eight board head-to-head matches, with one triangle for each team in excess of 16. The lowest ranked teams which played in head-to-head matches in week one are assigned to triangles first. These triangles work exactly the same as those in week one of the “Ideal Entry”. The four pool winners advance to Session 3a of the Single Knockout section. The other teams enter the Swiss repechage on a score of 0.