

GNOT – NSWBA DIRECT QUALIFYING EVENT - 2013

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/2013/gnot/docs/GNOT_2013_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. A preliminary qualifying session may be played to qualify an appropriate number of teams to the Double Knockout section.
- 1.3 Matches in the Double Knockout section and the final round of the Single Knockout section will be over 28 boards. Other matches in the Single Knockout section and matches in the Swiss will be over 14 boards.
- 1.4 All systems will be permitted. Pairs may not claim protected pair status.
- 1.5 The exact format of the knockout sections will be dependent on the size of the entry. (See Appendix for details.)

2 Swiss Repechage

- 2.1 Results in the Swiss will be converted to victory points using the 2012 WBF 14 board match IMP to VP conversion scale.
- 2.2 The draw for round 1 of the Swiss repechage will be random.
- 2.3 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.
- 2.4 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
- 2.5 For each round of the Swiss, the top ranked team in the Swiss will play the lowest ranked team dropping into the Swiss, the second ranked team in the Swiss will play the second lowest ranked team dropping into the Swiss, *etc.*
- 2.6 Teams that have played in the knockout sections may meet again in the Swiss.

3 Choice and Ranking in the Knockout sections

- 3.1 In all cases the first principle is that a team cannot play a team twice in the Knockout sections (Session 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.
- 3.2 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.*
- 3.3 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.*

3.4 Unless otherwise noted in the Appendix, where IMP margin is identical, IMP quotient, then lot will be used to determine ranking.

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

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

3.7 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. (3.1 will not apply.)

4 Tie Breaks

4.1 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.

4.2 Where a fourteen board match is scheduled for the second half of the evening the tie shall be broken by a one board playoff, if still tied then the fifteen boards played will be rescored as per 4.1

4.3. 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 4.1

4.4 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.

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

5 Qualification to subsequent stages

5.1 At the end of the event the field will be ranked as follows:

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

5.2. 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.

5.3 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.

6. Fees

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

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

Appendix - The Knockout Sections

Session 1 – Qualifying Session

The field will be seeded into 5 pools, each of 4 teams. Session 1 will consist of a round-robin of three 9 board matches, converted to Victory Points (VPs) using the 2012 WBF 8 board scale.

Within each pool, the teams will be ranked on number of wins and then VPs.

The five pool winners plus the three highest scoring seconds will qualify to the Double Knockout section. The remainder will qualify to the Single Knockout section.

Double Knockout section (DKO)

Round 1 – The five pool winners will be ranked 1-5 on VPs, with ties broken by net IMPs, number of wins and then lot. Teams ranked 4 and 5 will have the option of making themselves available for

choosing by Teams 1 to 3. In order, teams ranked 1 to 3 choose from the available pool, where such option exists having regard to 3.1.

Round 2 – The four winners from Round 1 will be ranked on the basis of Round 1 match result as per 3.2. Having regard to 3.1, the team ranked 1 will have the choice of the other teams with the proviso that the second ranked team may opt not to be chosen.

Round 3 – The two winners from Round 2 will play off in a head to head match. The winner will qualify to the National Final.

Single Knockout section (SKO)

Round 1 – The twelve teams will be ranked according to (in order): placing in session 1, VPs, number of wins, net IMPs, lot. Having regard to 3.1, the draw will be 1 v 12, 2 v 11, 3 v 10, 4 v 9, 5 v 8, 6 v 7.

Round 2 – The six winners from Round 1 will be ranked as per 3.2. Having regard to 3.1, the top ranked team will have the option of choosing from Teams 4 to 6. Team 2 will then play the lower ranked team remaining of 4 to 6 with Team 3 playing the remaining team.

Round 3 – The four losing teams from Round 1 DKO will be ranked as per 3.3. Having regard to 3.1, they will choose, in rank order, their opponents from the three Round 2 SKO winners plus the team from Round 2 SKO which lost by the smallest margin.

Round 4 – The four winners from Round 3 will be ranked on the basis of Round 3 match results in the same procedure as in 3.2. Having regard to 3.1, the top ranked team will have the choice of the other teams with the proviso that the second ranked team may opt not to be chosen.

Round 5 – The two losing teams from Round 2 DKO will be ranked as per 3.3. Having regard to 3.1, the higher ranked team will choose their opponents from the two Round 4 SKO winners.

Round 6 – The two winners from Round 5 play off in a head to head match.

Round 7 – The loser of Round 3 DKO will play off in a head to head match against the Round 6 SKO winner.