

GNOT – NSWBA DIRECT QUALIFYING EVENT - 2014

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/2014/gnot/docs/GNOT_2014_Metro_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 Rounds 3 to 5 and in Round 8 of the Single Knockout section will be over 28 boards. Other matches 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 is detailed in the Appendix.

2 Swiss Repechage

- 2.1 Results in the Swiss will be converted to victory points using the 2013 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 75% 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 overriding principle is that a team cannot play a team twice in the Knockout sections unless it is unavoidable. This restriction takes precedence over all others when determining the draw for each round.
- 3.2 For the purposes of the draw, 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 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 14 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 14 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 15 boards played will be rescored as per 4.1

4.3. Where a 28 board match is tied, which does not determine a spot in the National Final, the tie shall be broken by a 2 board playoff, and if still tied then all 30 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 4 board playoff, and if still tied by successive 1 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 winner of the Double Knockout section
- (b) the winner of the Single Knockout section
- (c) the loser 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

Double Knockout section (DKO)

Round 1 – The 20 teams will be seeded into two sections of 10 teams (Seeds 1-10 and 11-20). Each team will be randomly matched with a team from the other section and play a 14 board match. The 10 match winners plus the 4 teams losing by the smallest margin will proceed to DKO Round 2. The other teams will proceed to SKO Round 1.

Round 2 – The qualifiers from DKO Round 1 will be ranked on the basis of Round 1 match result as per 3.2. The top 5 ranked teams will have choice of opponents in Round 2 from the teams ranked 6 to 14. After the selection of opponents, the highest ranked of the remaining four teams will be matched with the lowest ranked. Round 2 matches will be over 14 boards. The 7 match winners together with the team losing by the smallest margin will proceed to DKO Round 3. The other 6 teams will proceed to SKO Round 2.

Round 3 – The qualifiers from DKO Round 2 will be ranked on the basis of Round 2 match result as per 3.2. The top 2 ranked teams will, in order, have choice of opponents in Round 3 from the teams ranked 3 to 8. After the selection of opponents, the highest ranked of the remaining four teams will be matched with the lowest ranked. DKO Round 3 matches and all subsequent matches in the DKO section will be over 28 boards. The 4 winners will proceed to DKO Round 4. The 4 losers will proceed to SKO Round 4.

Round 4 – The winners from DKO Round 3 will be ranked on the basis of Round 3 match result as per 3.2. The top ranked team will have choice of opponents for Round 4 from the other teams, with the proviso that the second ranked team may make themselves unavailable for selection. The 2 winners will proceed to DKO Round 5. The 2 losers will proceed to SKO Round 6.

Round 5 – The winner will proceed to the National Final. The loser will proceed to SKO Round 8.

Single Knockout section (SKO)

Round 1 – The 6 teams will be ranked according to the size of their loss in DKO Round 1. The draw will be: 1 v 6, 2 v 5, 3 v 4. All teams will proceed to SKO Round 2.

Round 2 – The six teams from SKO Round 1 will combine with the 6 losing teams from DKO Round 2. The 3 winning teams from SKO Round 1 will have choice of opponents from all the other teams. After the choices have been made, the 6 remaining teams will be ranked on the basis of the size of their loss in DKO Round 2 or SKO Round 1. Teams from the DKO section will be ranked above teams from the SKO section. The draw will be: 1 v 6, 2 v 5, 3 v 4. The 6 winning teams will proceed to SKO Round 3. The losing teams will proceed to the Swiss.

Round 3 – The winners from Round 2 will be ranked on the basis of Round 2 match result as per 3.2. The highest ranked team will have choice from the other teams. After the choice has been made, the highest ranked of the remaining four teams will be matched with the lowest ranked. The 3 match winners together with the team losing by the smallest margin will proceed to SKO Round 4. The other teams will proceed to the Swiss.

Round 4 – The four losing teams from DKO Round 3 will be ranked as per 3.3. Having regard to 3.1, the teams will, in order, choose their opponents from the four qualifiers from SKO Round 3. The 4 winning teams will proceed to SKO Round 5. The losing teams will proceed to the Swiss.

Round 5 – The winners from SKO Round 4 will be ranked as per 3.2. Having regard to 3.1, the highest ranked team will choose their opponents from the other teams, with the proviso that the second ranked team may make themselves unavailable for selection. The 2 winning teams will proceed to SKO Round 6. The losing teams will proceed to the Swiss.

Round 6 – The two losing teams from DKO Round 4 will be ranked as per 3.3. Having regard to 3.1, the higher ranked team will choose their opponents from the 2 SKO Round 4 winners. The 2 winning teams will proceed to SKO Round 7. The losing teams will proceed to the Swiss.

Round 7 – The two winners from SKO Round 6 play off in a head to head match. The winner will proceed to SKO Round 8. The loser will proceed to the Swiss.

Round 8 – The loser of DKO Round 5 will play off in a head to head match against the SKO Round 7 winner. The winner will proceed to the National Final. The loser will proceed to the Metropolitan Final.