

GRAND NATIONAL OPEN TEAMS – 2018
NSWBA DIRECT TO NATIONAL FINALS QUALIFYING EVENT
SUPPLEMENTARY TOURNAMENT REGULATIONS

This competition is conducted under the Laws of Duplicate Bridge 2017, 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 both the Sydney Metropolitan Direct Qualifying Events can be found at <http://www.nswba.com.au/tourn/2018/gnot/metro.asp>.

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 will be played to qualify an appropriate number of teams to the Double Knockout section.
- 1.3 The length of matches in the Qualifying session will depend on the number of entries. Matches in the Double Knockout section (DKO) and the final round of the Single Knockout section (SKO) will be over 28 boards. Other matches in the SKO and matches in the Swiss will be over 14 boards.
- 1.4 Teams in triangles will be ranked on the basis of number of wins and then net IMPs.
- 1.5 In certain situations a defeated team or teams may be designated as "lucky losers" and retain a position in a stage of the event along with winning teams. Lucky loser slots will be taken in order by:
 - (a) teams that finished net positive on IMPs in triangles
 - (b) teams that tied their match (a lower IMP turnover shall take a lucky loser slot first)
 - (c) teams that lost by the smallest margin (lower turnover gets preference where equal)

A team is only eligible to be designated as a lucky loser once in the event.

- 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 1 for details.)

2 Swiss Repechage

- 2.1 Results in the Swiss repechage will be converted to victory points using the 2013 WBF continuous 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 as described in Appendix 2.
- 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, Ranking and Draws 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. (Session 1 counts as part of the knockout sections.) This restriction takes precedence over all others when determining the draw for each round.

3.2 For the purposes of choice in knockout matches, teams will be ranked according to their net IMP score in their previous match.

3.3 Where the IMP margins are identical, IMP quotient, then lot will be used to determine ranking.

3.4 Draws in knockout matches will be based on either:

- i) draw by choice - subject to 3.1, eligible teams will (in order, top ranked first) choose their opponents from the available pool, subject to the conditions detailed for that stage of the event; or
- ii) set draw - subject to 3.1, the highest ranked team will play the lowest ranked team, the second highest team will play the second lowest ranked team, etc.

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 Once teams with the right have exercised their choice (or have forfeited it under 3.6), any remaining teams will be drawn with the highest ranked playing the lowest ranked, etc.

3.8 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 session, 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 session, 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. In a 28 board match 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-break determines a spot in either the National or Metropolitan Final, it shall consist of 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 winner of the DKO;
- (b) the winner of the SKO;
- (c) the loser in the final round of the SKO;
- (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 original entry (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 1 - Format for 23 teams

Session 1 – Qualifying Session

The field will be seeded. Each of the top 8 seeds will be randomly drawn against a team from the bottom 8 seeds. The remaining 7 teams will then be randomly matched against each other, 3 of them playing a triangle of two 14 board matches. All head-to-head matches (Match 1) will be over 14 boards.

The Triangle: The winning team will proceed to DKO Round 1, the other two teams will proceed to SKO Round 1.

Match 1: The 10 winners of the head-to-head matches plus 2 lucky losers will qualify to Pool A, contending for the DKO. The other 8 teams will qualify to Pool B, contending for the SKO.

In Pool A: There will be a draw by choice (3.4), with the top 5 ranked teams choosing from the other 7 teams. These teams will play a 14 board match (Match 2). The 6 match winners plus 1 lucky loser (along with the winner of the triangle) will qualify to the DKO for Session 2. The other 5 teams in Pool A will qualify to the SKO.

In Pool B: The 8 teams will play a 14 board match (Match 2) with a set draw (3.4). The 4 winners plus 1 lucky loser (along with the 2 losing triangle teams and 5 teams from Pool A) will qualify to the SKO for Session 2. The other 3 teams in Pool B will proceed to the Swiss repechage.

Double Knockout Section (DKO)

Round 1 (Session 2) – The eight qualifiers will be ranked as per 3.2. There will be a draw by choice (3.4). Teams ranked 4 and 5 will have the option of making themselves available for choosing by Teams 1 to 3. Winning teams proceed to DKO Round 2; losing teams proceed to SKO Round 3.

Round 2 (Session 3) – The four winners from DKO Round 1 will be ranked as per 3.2. There will be a draw by choice (3.4), with the proviso that the second ranked team may opt not to be chosen. Winning teams proceed to DKO Round 3; losing teams proceed to SKO Round 5.

Round 3 (Session 4) – The two winners from DKO Round 2 will play off in a head-to-head match. The winner will qualify to the National Final. The loser proceeds to SKO Round 7.

Single Knockout Section (SKO)

Round 1 (Session 2) – Match length 14 boards. The twelve teams will be ranked as per 3.2, with teams defeated in Pool A in Session 1 ranked above qualifiers from Pool B. Second in the triangle will be ranked 3rd. Third in the triangle will be ranked 11th if it scored 0 wins, 7th if it scored 1 or ½ wins. There will be a set draw (3.4). The 6 match winners plus 2 lucky losers will qualify to SKO Round 2. Other teams will proceed to the Swiss repechage.

Round 2 (Session 2) – Match length 14 boards. The teams will be ranked as per 3.2. There will be a draw by choice (3.4) with teams ranked 1-3 choosing from the remaining teams. Winning teams proceed to SKO Round 3; losing teams proceed to the Swiss repechage.

Round 3 (Session 3) – Match length 14 boards. The teams will be ranked as per 3.2 with the four losing teams from DKO Round 1 ranked above the winning teams from SKO Round 2. There will be draw by choice (3.4) with the top four ranked teams choosing from the other teams. Winning teams proceed to SKO Round 4; losing teams proceed to the Swiss repechage.

Round 4 (Session 3) – Match length 14 boards. The four winners from SKO Round 3 will be ranked as per 3.2. There will be a draw by choice (3.4) with the proviso that the second ranked team may opt not to be chosen. Winning teams proceed to SKO Round 5; losing teams proceed to the Swiss repechage.

Round 5 (Session 4) – Match length 14 boards. The teams will be ranked as per 3.2 with the two losing teams from DKO Round 2 ranked above the winning teams from SKO Round 4. Unless 3.1 permits only one valid draw, there will be a draw by choice (3.4) with the top ranked team choosing either of the teams from SKO Round 4. Winning teams proceed to SKO Round 6; losing teams proceed to the Swiss repechage.

Round 6 (Session 4) – Match length 14 boards. The two winners from SKO Round 5 play off in a head-to-head match. The winning team proceeds to SKO Round 7; the losing team proceeds to the Swiss repechage.

Round 7 (Session 5) – Match length 28 boards. The loser of DKO Round 3 will play off in a head-to-head match against the winner of SKO Round 6.

Appendix 1 - The Knockout Sections for original entry of 16+ teams

Session 1 – Qualifying Session

(a) for 16- 19 teams

The field will be seeded.

In the case of an entry of 16 or 17 teams, the qualifying session will consist of a single match over 28 boards. The 8 winning teams will qualify to DKO in Session 2. The remaining teams will qualify to SKO in Session 2.

(b) For 20, 22, 24, 26, 28 or 32 teams

The field will be seeded. Match 1 will be played over 14 boards, with each team in the top half being randomly drawn against a team from the bottom half. All match winners plus a number of lucky losers, as detailed in Table 1A, will qualify to Pool A, all other teams will qualify to Pool B.

Teams in Pool A (contending for the DKO) will be ranked as per 3.2. The team seeded highest will have choice of opponents from amongst the lowest "m" seeded teams, where "m" is 1 less than half the number of teams in Pool A. The team seeded second will then have choice of opponents from the remaining bottom m teams, and so on. These teams will play a 14 board match (Match 2). All match winners plus sufficient lucky losers will qualify eight teams to DKO for Session 2. Other Pool A losing teams will qualify to SKO.

Teams in Pool B (contending for the SKO), will be ranked on the basis of size of loss in Match 1. Having regard to 3.1, they will be drawn to play a 14 board match - smallest loser v biggest loser, second smallest loser v second biggest loser, *etc.* Match winners will qualify to SKO for Session 2. In addition, sufficient lucky losers will survive so that, combined with the teams eliminated from Pool A, the total of SKO qualifiers will be as designated in Table 1A. Other teams will proceed to the Swiss repechage.

Table 1A: DKO, SKO and Swiss qualifiers after Match 2 for even number of teams

Initial entry	Pool size		Pool A Qualifiers		DKO Qualifiers		SKO Qualifiers				Swiss
	A	B	head-to-head winners	lucky losers	head-to-head winners	lucky losers	# tables in SKO	Pool A losers	Pool B winners	Pool B lucky losers	Round 1 Swiss size
20	12	8	10	2	6	2	10	4	4	2	2
22	14	8	11	3	7	1	12	6	4	2	2
24	14	10	12	2	7	1	12	6	5	1	4
26	14	12	13	1	7	1	14	6	6	2	4
28	16	12	14	2	8	0	14	8	6	0	6
30	16	14	15	1	8	0	16	8	7	1	6
32	16	16	16	0	8	0	16	8	8	0	8

(c) For 21, 23, 25, 27, 29 or 31 teams

The field will be seeded. Each of the top $(n-7)/2$ seeds will be randomly drawn against a team from the bottom $(n-7)/2$ seeds. The remaining 7 teams will then be randomly matched against each other, 3 of them playing a triangle of two 14 board matches. All head-to-head matches (Match 1) will be over 14 boards.

The Triangle: The winning team will proceed to DKO Round 1 (Session 2), the other two teams will proceed to SKO Round 1 (Session 2).

Match 1 will be played over 14 boards. All match winners plus a number of lucky losers, as detailed in Table 1B, will qualify to Pool A, all other teams will qualify to Pool B.

Teams in Pool A (contending for the DKO) will be ranked as per 3.2. The team seeded highest will have choice of opponents from amongst the lowest "m" seeded teams, where "m" is 1 less than half the number of teams in Pool A. The team seeded second will then have choice of opponents from the remaining bottom m teams, and so on. These teams will play a 14 board match (Match 2). All match winners plus one team from the triangle and sufficient lucky losers as specified in Table 1B will qualify eight teams to DKO for Session 2. Other Pool A losing teams will qualify to SKO.

Teams in Pool B (contending for the SKO), will be ranked on the basis of size of loss in Match 1. Having regard to 3.1, there will be a set draw (3.4) to play a 14 board match. Match winners will qualify to SKO for Session 2. In addition, sufficient lucky losers will survive so that, combined with the teams eliminated from Pool A, and two teams from the triangle, the total of SKO qualifiers will be as designated in Table 1B. Other teams will proceed to the Swiss repechage.

Table 1B: DKO, SKO and Swiss qualifiers after Match 2 for odd number of teams

Initial entry	Pool size			Pool A Qual's		DKO Qualifiers			SKO Qualifiers					Swiss
	A	B	Δ	h-2-h winners	lucky losers	h-2-h winners	lucky losers	Δ	# tables	Pool A losers	Pool B winners	Pool B lucky losers	Δ	Round 1 Swiss size
21	10	8	3	9	1	5	2	1	10	3	4	1	2	3
23	12	8	3	10	2	6	1	1	12	5	4	1	2	3
25	12	10	3	11	1	6	1	1	12	5	5	0	2	5
27a	12	12	3	12	0	6	1	1	14	5	6	1	2	5
27b	14	10	3	12	2	7	0	1	14	7	5	0	2	5
29	14	12	3	13	1	7	0	1	14	8	6	0	2	7
31	14	14	3	14	0	7	0	1	16	7	7	0	2	7

Double Knockout section (DKO)

Round 1 (Session 2) – The eight qualifiers will be ranked as per 3.2. There will be a draw by choice (3.4). Teams ranked 4 and 5 will have the option of making themselves available for choosing by Teams 1 to 3. Winning teams proceed to the DKO Round 2; losing teams proceed to the SKO Round 3.

Round 2 (Session 3) – The four winners from DKO Round 1 will be ranked as per 3.2. There will be a draw by choice (3.4), with the proviso that the second ranked team may opt not to be chosen. Winning teams proceed to the DKO Round 3; losing teams proceed to the SKO Round 5.

Round 3 (Session 4) – The two winners from DKO Round 2 will play off in a head-to-head match. The winner will qualify to the National Final. The losing team proceeds to the SKO Round 7.

Single Knockout section (SKO)

Teams will be ranked as per 3.2, with teams defeated in Pool A in Session 1 ranked above qualifiers from Pool B. For an initial field with an odd number of teams, the second placed team in the triangle will be ranked third. The third placed team in the triangle will be ranked:

- immediately above the highest ranked Pool B lucky loser if it scored 0 wins; or
- in $((P/2)+1)^{\text{th}}$ position (p is the number of teams in SKO Round 1) if it scored 1 or ½ wins.

For 20+ teams

Round 1 (Session 2) – Match length 14 boards. Having regard to 3.1, there will be a set draw (3.4) with the highest seed v lowest seed, second highest seed v second lowest seed, *etc.* The match winners (plus lucky losers where needed) will qualify 8 teams to SKO Round 2. Other teams will proceed to the Swiss repechage.

Initial Entry	# teams in SKO Round 1	# winners to SKO Round 2	# Lucky losers to SKO Round 2	# Losers entering Swiss Round 2	# Teams in Swiss for Round 2
20	10	5	3	2	4
21	10	5	3	2	5 (2 + Δ)
22	12	6	2	4	6
23	12	6	2	4	7 (4 + Δ)
24	12	6	2	4	8
25	12	6	2	4	9 (6 + Δ)
26	14	7	1	6	10
27	14	7	1	6	11 (8 + Δ)
28	14	7	1	6	12
29	14	7	1	6	13 (10 + Δ)
30	16	8	0	8	14
31	16	8	0	8	15 (12 + Δ)
32	16	8	0	8	16

Round 2 (Session 2) – Match length 14 boards. The 8 teams will be ranked as per 3.2. There will be a draw by choice (3.4) with teams ranked 1-3 choosing from the remaining teams. Winning teams proceed to SKO Round 3; losing teams proceed to the Swiss repechage.

Round 3 (Session 3) – Match length 14 boards. The teams will be ranked as per 3.2 with the four losing teams from DKO Round 1 ranked above the winning teams from SKO Round 2. There will be draw by choice (3.4) with the top four ranked teams choosing from the other teams. Winning teams proceed to SKO Round 4; losing teams proceed to the Swiss repechage.

Round 4 (Session 3) – Match length 14 boards. The four winners from SKO Round 3 will be ranked as per 3.2. There will be a draw by choice (3.4) with the proviso that the second ranked team may opt not to be chosen. Winning teams proceed to SKO Round 5; losing teams proceed to the Swiss repechage.

Round 5 (Session 4) – Match length 14 boards. The teams will be ranked as per 3.2 with the two losing teams from DKO Round 2 ranked above the winning teams from SKO Round 4. Unless 3.1 permits only one valid draw, there will be a draw by choice (3.4) with the top ranked team choosing either of the teams from SKO Round 4. Winning teams proceed to SKO Round 6; losing teams proceed to the Swiss repechage.

Round 6 (Session 4) – Match length 14 boards. The two winners from SKO Round 5 play off in a head-to-head match. The winning team proceeds to SKO Round 7; the losing team proceeds to the Swiss repechage.

Round 7 (Session 5) – Match length 28 boards. The loser of DKO Round 3 will play off in a head-to-head match against the winner of SKO Round 6.

Appendix 2 – Drop-in Scores for the Swiss Repechage

From Round 2 onwards, teams entering the Swiss repechage will carry-forward a VP score according to the following table. In each round, the carry-forward score will be the greater of the scores from Column A and Column B. LS = the Swiss leader's score at that point.

Entering Swiss for Round	Column A	Column B
2*	40% of LS after Round 2	10
3	80% of LS	LS - 6.0
4	85% of LS	LS - 4.5
5	90% of LS	LS - 3.0
6	95% of LS	LS - 1.5
7	LS	LS

* Calculation based on only those teams that played Round 1. Applied at the end of round 2.