

NSWBA GNOT QUALIFYING TOURNAMENT - 2006

1. The Event

1.1 This competition is conducted under the Laws of Duplicate Contract Bridge 1997, 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 single 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 format will be determined when entries are known.

1.7.2 Session 2

The draw for the Knock-out round in Session 2 will be conducted as soon as all results have been collated for Session 1. Teams will be ranked according to their finishing position and net IMPs. The team ranked first shall have choice of opponents from those teams ranked 9th to 16th. The second ranked team shall have next choice from the remainder of the teams ranked 9th to 16th, and so on.

1.7.3 Session 3

The 8 teams remaining in the knockout will be reseeded on the basis of Session 2 results. Rankings are determined by:

- (a) greatest IMP difference (winning score - losing score)
- (b) greatest IMP quotient (winning score / losing score)
- (c) lot

Teams will have choice of opponents for the next knock-out round in order of seeding. The highest seeded team at any point in the selection process which has yet to be matched for the next round will have the choice of any team from the selection pool. This pool initially consists of the teams seeded 5 through 8, plus any team from seeds 2 through 4 which wishes to include itself in the pool. After each selection is made, any team initially seeded 2 through 4 may choose to include itself in the pool. A team which includes itself in the pool will remain there until chosen or until the right to choose devolves to that team.

1.7.4 Session 4

The four remaining teams will be reseeded on the basis of Session 3 results (as in 1.7.2). The top ranked team will have choice of opponents from seeds 3 and 4 – and also seed 2 if it chooses to allow itself to be selected.

1.7.5 Session 5

The two remaining undefeated teams will be deemed to have come equal first and will qualify directly to the National 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

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 section 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 two undefeated teams from the knock-out section

1.9.2. Qualifiers to the Metropolitan Regional Final will be:

- (a) the two losers from Session 4 of the Knock-out
- (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 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 The time limit for each set of 14 boards will be 98 minutes. No further boards may be started after 91 minutes.

1.13 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 12 August, 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 19 August, 2006. 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 on 26 & 27 August 2006, 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 30 October, 2006. 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 \$120 per team, payable in full on the first night.

4.2 Table money is \$9.00 per night for member of the NSWBA and \$12.00 per night for non-members.

4.3 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.