

NSWBA GNOT QUALIFYING TOURNAMENT - 2008

1. The Event

1.1 This competition is conducted under the Laws of Duplicate Contract Bridge 2007, 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 as a Single Knock-out with Swiss repechage.

1.4 Matches in the Knock-out 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 knockout section

1.7.1 Session 1

The Director will seed the field into a top and bottom section. For Round 1, each team in the top section will be randomly drawn to play against a team from the bottom section.

If less than 32 teams enter, then those teams that lose by the smallest margins will be designated "lucky losers" and elevated into the knockout section to ensure there are 16 teams in the knockout section on the second night of competition. Lucky losers on the same nett IMP score will be ranked by

(a) most IMPs won

(b) lot

If an odd number of teams enter, a three way match (2x14 boards) will be organised involving the middle ranked team, one team from the top section and one from the bottom. One team will qualify to the knock-out section and the other two will proceed to the Swiss (unless elevated as a lucky loser). Rankings in the 3-way match will be determined by

(a) Number of wins

(b) Greatest total IMP difference

(c) most IMPs won

(d) lot

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 1.7.3). 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 play each other to determine first and second places. The two losing teams from Session 4 will play-off to determine third and fourth places.

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.

1.7.7 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 Final rankings

1.9.1 Rankings 1-4 are determined from the knockout section as defined in 1.7.5.

1.9.2 Rankings from 5 onwards are as per finishing order from the Swiss repechage section.

1.10 Qualifiers.

1.10.1 Qualifiers to the National Final will be the two top-ranked teams.

1.10.2. The total number of qualifiers to the Metropolitan Final is one seventh (fractions rounded up) of the initial entry.

1.10.3 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.

1.11 Tie Breaks in rounds 1 to 5 of the knock-out section will be decided by 2-board play-offs. If still tied, the result of the 2 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 Time limit for knock-out matches will be 190 minutes. The time limit for matches in the Swiss will be 95 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 20 September, nominating the team in which he/she will play.

2.6 Non-contenting teams.

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 A team that contains a player who has already qualified to the National Final (via the DBBC or NSBC direct qualifying events) is not eligible to proceed to the National Final nor to the Metropolitan Final.

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 Augmentation after qualification

3.3.1 Teams of 4 players that qualify to the National Final may augment 1 or 2 players. Teams of 5 players that qualify to the National Final may augment 1 player. Requests to augment will only be granted if:

- (a) the request to augment is made in writing to the Chairman of the NSWBA Tournament Committee.
- (b) the player(s) to be augmented satisfy the eligibility conditions of Regulation 2.
- (c) the request to augment is received in writing (email accepted) **before commencement of the Metropolitan Final.**
- (d) the player(s) being augmented did not play as members of a “non-contending” team.
- (e) the players being augmented have not previously qualified to the National Final.

3.3.2 Teams of 4 players that qualify to the Metropolitan Final may augment 1 or 2 players. Teams of 5 players that qualify to the Metropolitan Final may augment 1 player. Requests to augment will only be granted if:

- (a) the request to augment is made in writing to Tony Musgrove, the Sydney Metropolitan Region GNOT Convener.
- (b) the players to be augmented satisfy the eligibility conditions of Regulation 2.
- (c) the request to augment is received in writing (email accepted) before 28th September 2008.
- (d) the players being augmented did not play as members of a “non-contending” team.
- (e) the team that proceeds to the Metropolitan Final contains at least 3 members of the team that qualified.
- (f) the players being augmented have not previously qualified to the National Final.

3.3.3 Should a player withdraw from a team that has qualified to the National Final, then:

- (a) the Chairman of the NSWBA must be notified immediately.
- (b) if the player has played zero (0) boards, he/she will be treated as never having been a team member.
- (c) the team affected may augment player(s) in accordance with #3.1, but with the withdrawn player being deemed a team member (i.e. a team of 4 that is reduced to 3 may augment 1 or 2 players, but not 3). This rule will be relaxed only in extreme and unforeseen circumstances (e.g. death or incapacity of team member) at the discretion of the NSWBA Tournament Committee.
- (d) the player who withdraws will not be permitted to play in the Metropolitan Final.
- (e) the player who withdraws is permitted to play as a substitute in the Metropolitan Final.

4. Teams Proceeding to and Participating in the Metropolitan Final

4.1 No team will be allowed to augment after commencement of the Metropolitan Final and no team will be allowed to augment after completion of the Metropolitan Final. That is, the team that plays in the Metropolitan Final is the team that qualifies to the National Final.

4.2 There is no minimum board requirement for competitors in the Metropolitan Final.

5. Fees

5.1 Entry fee is \$320 per team, payable in full on the first night.

5.2 The NSWBA will pay all further entry fees and table money associated with the Metropolitan Final and the National Final.

6. Masterpointing

6.1 Gold masterpoints will be available to the winners of matches at the rate of 0.04 masterpoints per board per player.