

JOHN ARKINSTALL STATE OPEN TEAMS – 2017
NSWBA 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.

Supplementary Regulations for the Final of the John Arkinstall State Teams, when posted, can be found at <http://www.nswba.com.au/tourn/state/se.asp?Y=2017&E=sot>.

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 Qualifying session, followed by a Knock-out section (28 board matches) with Swiss Repechage (14 board matches).
- 1.3 Match results will be converted to victory points using the appropriate WBF continuous VP scale.
- 1.4. The three highest ranking contending teams will qualify to the State Final.

2 Tie Breaks

- 2.1 A tie-break in any Knock-out match or to determine a spot in the State Final shall consist of successive two board playoffs.

3. Fees

- 3.1 The entry fee as specified on the official brochure must be paid in full on the first night.
- 3.2 There are no subsequent entry fees for teams that qualify to the State Final.

4 Substitutions

Substitutions are to be in accordance with the standard NSWBA substitution regulations.

5 Format

5.1 Qualifying

Session 1 - The field will be seeded into 3 pools of 5 teams, each pool playing an American Whist of 4 x 7 board matches. The first and second placed teams in each pool together with the two highest scoring thirds will qualify to the Knock-out section. The remaining teams will qualify to the Swiss Repechage.

5.2 Knock-out section

Session 2 - The qualifiers to the Knock-out section will be seeded according the results of Session 1. The teams will be ranked first on the basis of their placing, and then on VPs. With the proviso that a team may not play another team from the same pool, the draw for the first round of the KO will be 1 v 8, 5 v 4, 3 v 6 and 7 v 2. In order to accommodate this proviso, the field will be re-ranked as required on reverse Swiss principles. The losing teams proceed to the Swiss Repechage.

Session 3 - The winner of 1 v 8 will play the winner of 5 v 4, with the winner of 3 v 6 playing the winner of 7 v 2. The losing teams proceed to the Swiss Repechage.

Session 4 - The two match winners from Session 3 play off. The winner qualifies to the State Final. The losing team proceeds to the Swiss Repechage.

5.3 Swiss Repechage

The Swiss will comprise 8 x 14 board matches. In Match 1 of the Swiss, the teams will be randomly drawn against one another with the proviso that teams may not be drawn against a team they played in Session 1.

Teams entering the Swiss after Session 2 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

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.

Teams dropping into the Swiss at the start of Session 3 will carry-forward 90% of the Swiss leader's score after Swiss Match 2.

Teams dropping into the Swiss at the start of Session 4 will carry-forward 95% of the Swiss leader's score after Swiss Match 4.

The team dropping into the Swiss at the start of Session 3 will carry-forward the Swiss leader's score after Swiss Match 6.

The two leading teams at the conclusion of Swiss Match 8 will qualify to the State Final.