

**GRAND NATIONAL OPEN TEAMS – 2022**  
**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 Sydney Metropolitan Direct Qualifying Events can be found at <https://www.nswba.com.au/tourn/2022/gnot/metro.asp>.

## **1 The Event**

1.1 The event will be held online using the RealBridge platform over five nights, as scheduled in the official NSWBA Program. It is a requirement that all players on RealBridge have working video and audio connections. Players may only turn off their camera with the permission of the Director. Players in breach of this regulation will not be eligible to progress to subsequent stages.

1.2 The event will be run as a double knockout with Swiss repechage. Winning teams in the double knockout section (DKO) remain in the DKO. Losing teams in the DKO drop into the single knockout section (SKO). Winning teams in the SKO remain in the SKO. Losing teams in the SKO drop into the Swiss.

1.3 Unless otherwise stated, matches in the Knockout sections are over 28 boards, played in two stanzas of 14. Matches in the Swiss are over 14 boards.

1.4 Yellow systems will not be permitted.

## **2 Entry and Eligibility**

2.1 Every player must be an active member of the Australian Bridge Federation masterpoint system.

2.2 Players must be residents of the Metropolitan GNOT Region or a neighbouring GNOT region.

## **3 Choice, Ranking and Draws in the Knockout Sections**

Unless unavoidable, teams having already played one another in the DKO may not be drawn to play again in the SKO. Should any of the following conditions result in re-matches, the CTD shall make necessary variations in order to avoid repeat matches.

### **Week 1**

3.1 The initial field will be seeded. The top 5 seeded teams will be randomly drawn to play the bottom 5 teams. The middle 6 teams will be randomly drawn to play each other. Opponents will be automatically swapped to play the other pair for the second half of the match. Winning teams will proceed in the DKO. Losing teams will drop into the SKO.

### **Week 2**

3.2 After Round 1, winning teams (in the DKO) will be ranked by the size of their winning margin. The teams ranked first to third will have choice (in order) from teams ranked fourth to eighth. Ties will be broken (in order) by:

- i) IMP quotient;
- ii) higher net IMP score in the previous round;
- iii) lot.

3.3 Teams with choice of opponents will forfeit their choice if they do not respond within the time limit set by the Director. In such cases, they will be matched with the lowest ranked available choice.

3.4 After Round 1, losing teams (in the SKO) will be ranked by the size of their losing margin – smallest loss ranked highest. Ties will be broken as in #3.2. The highest ranked team will play the lowest ranked, second highest against the second lowest, etc.

Week 3

3.5 Winning teams (in the DKO) will be ranked by the size of their winning margin. The team ranked first will have choice from teams ranked third and fourth. Ties will be broken as in #3.2.

3.6 The 4 teams remaining in the SKO will be ranked as per #3.2 as will the 4 teams dropping into SKO. The top ranked drop-in will play the lowest ranked team remaining, etc.

Week 4

3.7 The winning team in the DKO will proceed to National Final.

3.8 The 2 teams dropping into SKO will be ranked as per #3.2. In order, they will select opponents from the teams remaining in the SKO. After the choice, the remaining 2 teams will play each other.

Week 5

3.9 The 4 teams in the SKO will play a round robin of 3 x 9-board matches (the SKORR). The team dropping in from the DKO will have a 2 VP carry-over. IMPs in each match will be converted to VPs according to the WBF continuous IMP to VP conversion scale. The winning team will proceed to the National Final. The other 3 teams will qualify to the Metropolitan GNOT Final.

#### **4 Swiss Repechage (weeks 3, 4 & 5)**

4.1 Results in the Swiss repechage will be converted to victory points using the WBF 14 board match IMP to VP conversion scale.

4.2 The draw for round 1 of the Swiss repechage will be random.

4.3 Drop-in score for losing teams from the SKO section:

i) after SKO Round 1: 90% of the Swiss leader's score;

ii) after SKO Round 2: the Swiss leader's score

4.4 Teams entering the Swiss 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

4.5 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.

4.6 Teams that have played in the knockout sections may meet again in the Swiss.

## **5 Tie Breaks**

5.1. A tie in DKO Match Round 4 will be decided by a 4-board playoff arranged with the Director at a time suitable for both teams. If the tie remains, single additional boards will be played until a result is obtained.

5.2. A tie in the SKORR will be broken (in order) by:

- i) removal of carry-over;
- ii) number of wins in SKORR (a draw = ½ win);
- iii) in the case of two-way ties, result of the head-to-head match in SKORR;
- iv) net IMPs scored in Week 5;
- v) net IMPs scored in Week 4, then in Week 3, etc.

5.3 Other ties in a DKO or SKO match will be broken (in order) by:

- i) rescoring the match at board a match scoring;
- ii) rescoring the match at total points;
- ii) lot.

5.4 Ties in the Swiss will be broken by net IMPs.

## **6 Qualification to subsequent stages**

6.1 The winners of the DKO and SKO sections will qualify to the National Final.

6.2 The three losing teams from the SKORR will qualify to the Metropolitan Regional Final.

6.3 The winner of the Swiss Repechage will qualify to the Metropolitan Regional Final.

6.4 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 Repechage.

6.5 The final ranking of teams is:

First: Winner of DKO;

Second to fifth: Teams from the SKORR in finishing order on VPs (with ties broken as per #5.2);

Sixth to sixteenth: Teams from the Swiss Repechage in finishing order (with ties broken as per #5.2).

## **7. Fees**

7.1 The entry fee as specified must be paid in full before play begins.

7.2 Thereafter, all subsequent entry fees for teams that qualify to the Metropolitan and/or the National Final will be paid by the NSWBA.

## **8. Score Correction Period**

The correction period ends at midday on the Wednesday immediately following each session.