NSWBA STATE SWISS PAIRS CHAMPIONSHIP 2022

Supplementary Tournament Regulations

These competitions are 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.

1. The Event

- 1.1 The event will be held online using the RealBridge platform over three session as scheduled in the official NSWBA Program.
- 1.2 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.
- 1.3 The event will be run as either
 - 9 x 9-board matches if there are 15⁺ tables or
 - 6 x 14 board matches if there are fewer than 15 tables.
- 1.4 Scoring will be by Cross-IMPs with match scores converted to VPs using the appropriate ABF continuous IMP to VP conversion scale.
- 1.5 The draw for the first round will be random. The draw for subsequent rounds will be on the single-field Swiss principle.
- 1.6 The official scores are those on the NSWBA website, not those displayed by Realbridge.
- 1.7 If an odd number of pairs enter, the NSWBA will provide a house pair.

2. Entry

Entry is restricted to members of the NSWBA and its affiliated clubs. Members of any of the ABF's Foreign Players clubs are also allowed to play.

3. Fees

The entry fee as specified on the official brochure must be paid in full before the start of play.

4. Substitutions

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

5. Systems

- 5.1 No yellow systems will be permitted.
- 5.2 Pairs may not claim protected pairs status.

6. Tie Breaks

Ties will not be broken.

7. Score Correction Period

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

8 Masterpoints

Red masterpoints will be awarded at State Championship level with a weighting of 5.00.