

# GNOT - SYDNEY METROPOLITAN FINAL - 2005

## Supplementary Tournament Regulations

### 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 case of conflict between these Supplementary Regulations and the NSWBA Tournament Regulations, the Supplementary Regulations shall apply.

1.2 The event will be run as a single knock-out with Swiss repechage.

1.3 Unless otherwise stated, all matches will be over 14 boards with a time limit of 98 minutes. No further boards may be started after 91 minutes.

1.4 The event will be held on the weekend of Saturday 27 and Sunday 28 August, 2005. Session times will be as follows:

		Knock-out	Swiss
Saturday,	10.00am - 11.38pm	Round 1	
Saturday,	12.00 noon - 1.38pm	Round 2	Round 1
Saturday,	2.15pm - 3.53pm	Round 3	Round 2
Saturday,	4.00pm - 5.38pm	Round 4	Round 3
Sunday,	10.00am - 11.38pm	Round 5 (1)	Round 4
Sunday,	11.50am - 1.28pm	Round 5 (2)	Round 5
Sunday,	2.15pm - 3.53pm		Round 6
Sunday,	4.00pm - 5.38pm		Round 7

1.5 All systems will be permitted. Pairs may not claim protected pair status.

1.6 The initial field will be seeded into a top and a bottom section. The top section will be further seeded into two fields, A and B, of equal strength.

### 1.7 The knock-out section.

1.7.1 Round 1. Each team in the top section will be randomly drawn to play against a team from the bottom section. Each team will now be considered to be in either Section A (matches involving teams from field A) or Section B (matches involving teams from field B).

If more than 64 teams have entered, three way matches will be organised involving one team from the top section and two from the bottom. One team will qualify to the knock-out section and the other two will proceed to the Swiss, thus ensuring that 32 teams are playing in the knock-out section for Round 2.

If less than 64 teams have entered, then those teams that lose by the smallest margins (as defined in 1.7.2) will be designated "lucky losers" and elevated into the knock-out section to ensure there are 32 teams in the knock-out section for Round 2. For the Round 2 draw, the "lucky losers" will remain in their own section, with the proviso that should this result in more than 16 teams in one section, the "lucky loser(s)" with the greatest loss will be transferred to the other section. A "lucky loser" may meet the team that defeated it in any subsequent round of the knock-out section.

1.7.2 Round 2. The 16 teams remaining in each section will be reseeded within their section (A or B) on the basis of round 1 results. Rankings will be determined by:

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

The team seeded 1 will have choice of opponents from amongst teams 9-16. The team seeded 2 will then have choice of opponents from the remaining teams of 9-16, and so on down to the team ranked 8. The choosing of opponents will take place as soon as practical after the conclusion of round 1.

Any team not represented will lose its right to choose. If two or more teams lose their right to choose, the highest ranked such team will play the lowest ranked unchosen team. The right to choose does not devolve to teams ranked below 8.

1.7.3 Round 3. The 16 teams remaining will be combined into a single section and reseeded on the basis of their round 2 results. Rankings will be determined by:

- (a) greatest IMP difference (winning score - losing score)
- (b) greatest IMP quotient (winning score / losing score)
- (c) ranking from previous round
- (d) lot.

The team seeded 1 will have choice of opponents from amongst teams 9-16. The team seeded 2 will then have choice of opponents from the remaining teams of 9-16, and so on down to the team ranked 8. The choosing of opponents will take place as soon as practical after the conclusion of round 2.

Any team not represented will lose its right to choose. If two or more teams lose their right to choose, the highest ranked such team will play the lowest ranked unchosen team. The right to choose does not devolve to teams ranked below 8.

1.7.4 Round 4. The 8 remaining teams will be reseeded on the basis of their round 3 results as in 1.7.3. The team seeded 1 will have choice of opponents from amongst teams 5-8. The team seeded 2 will then have choice of opponents from the remaining teams of 5-8. The team seeded 3 will have choice of the two remaining teams 5-8. The choosing of opponents will take place as soon as practical after the conclusion of round 3.

Any team not represented will lose its right to choose. If two or more teams lose their right to choose, the highest ranked such team will play the lowest ranked unchosen team.

1.7.5 Round 5. The 4 remaining teams will be reseeded on the basis of their round 4 results as in 1.7.3. The top ranked team will have choice of opponents from seeds 3 and 4.

Round 5 will consist of a 28 board match (2 × 14 board segments). The two winners will qualify to the National Final of the GNOT in November.

1.7.6 No team may withdraw from the knock-out section of the event, however, if mishap prevents a team from continuing, its place will be taken by:

- (a) the team it is currently playing
- (b) the loser from the last completed round of the knock-out (from the same section) that lost by the smallest margin.

## 1.8 The Swiss Repechage

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	20	25	80
3	42	50	84
4	66	75	88
5.2	115	125	92

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

1.8.4 Teams entering the Swiss in subsequent rounds will be ranked on the basis of the loss suffered. Rankings will be determined by:

- loss of a play-off (by smallest difference using the following criteria)
- smallest IMP difference (winning score - losing score)
- smallest IMP quotient (winning score / losing score)
- 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.

1.8.5 The two top ranked teams at the end of round 7 will qualify to the National Final of the GNOT in November.

1.8.6 Teams wishing to withdraw from the Swiss may do so at the end of round 3 (Saturday 5.40pm) or at the end of round 5 (Sunday, 1.30pm). Such teams must notify the Director.

## 1.9 Tie Breaks

1.9.1 Tie Breaks in rounds 1 to 4 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 one board play-offs (total points) will be played until a result is obtained.

1.9.2. A tie in round 5 of the knock-out section will be broken by a 4-board playoff followed by successive 2 board play-offs until a result is achieved.

1.9.3 A tie for second place in the Swiss at the conclusion of round 7 will be broken by successive 4 board play-offs until a result is achieved.

1.9.4 Other ties in the Swiss will be broken by net IMPs.

1.10 Any team that qualifies for the National Final, but opts not to proceed, will be replaced by the highest placed team available. For the purposes of this regulation, the ranked order of teams will be defined as:

- 1= Undefeated teams from the knock-out,
- 3 Top ranked team from the Swiss,
- 4 Second ranked team from the Swiss, *etc.*

## **2. Eligibility**

- 2.1 All teams must have qualified via a GNOT Qualifying Tournament organised by an affiliated Metropolitan Bridge Club.
- 2.2 There is no minimum board requirement for team members.
- 2.3 Players who have qualified to the Metropolitan Final in more than one team must notify the Convener (Tony Musgrove, C/- NSWBA) in writing before Saturday 13th August, 2005, nominating the team in which they will play.

## **3. Substitutions and Augmentations**

- 3.1 Substitutions are to be in accordance with the NSWBA Tournament Regulations, with each match being defined as a separate session.
- 3.2 Teams of 4 or 5 players may augment players provided:
  - (a) A request to augment is received in writing by the Convener before Saturday 13th August, 2005. 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).
  - (d) The augmented team contains at least three (3) members of the team who originally qualified for the Metropolitan Final.
  - (e) Each augmented player is an active player member of the ABF Masterpoint Scheme and also a member of a Sydney metropolitan bridge club affiliated with the NSWBA.
- 3.3 Only players who have previously entered a metropolitan GNOT qualifying event and subsequently been eliminated may be augmented.
- 3.4 The teams that qualify to the National Final will be allowed to augment.

## **4. Fees**

- 4.1 The NSWBA will pay all masterpoint charges and all further entry fees associated with the National Final.

## **5. Masterpointing**

- 5.1 Gold masterpoints will be available to the winners of each 14 board match (or segment) at the rate of 2.24 masterpoints per team.
- 5.2 For masterpointing purposes only, a win in a 14 board match or segment must be by at least 3 IMPs. Masterpoints will be shared equally by the teams for wins by margins smaller than those specified.
- 5.3 No masterpoints are awarded for tie-breaking play-off matches.