

GNOT - SYDNEY METROPOLITAN FINAL - 2015

Supplementary Tournament Regulations

1. The Event

1.1 This competition is conducted under the Laws of Duplicate Bridge 2007, 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 Saturday 10 and Sunday 11 October, 2015. 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	Final Round (1)	Round 4
Sunday, 11.45am - 1.23pm	Final Round (2)	Round 5
Sunday, 2.00pm - 3.38pm		Round 6
Sunday, 3.45pm - 5.23pm		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 section and a bottom section. The size of the top section shall be dependent on the number of entries.

1.7 The exact format of the knockout section will be dependent on the size of the entry (see appendix for further details)

1.8 The Swiss Repechage

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

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

1.8.3 Losing teams from the knockout will enter the Swiss on a score of 80% of the available VPs.

1.8.4 Teams entering the Swiss after round 1 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

1.8.5 For each round of the Swiss, the top ranked team in the Swiss will play the bottom ranked team dropping into the Swiss, the second ranked team in the Swiss will play the second bottom ranked team dropping into the Swiss, *etc.*

1.8.6 Teams that have played in the knock-out section may meet again in the Swiss.

1.9 Tie Breaks

1.9.1 Tie Breaks for 14 board knockout matches will be decided by two board play-offs. If still tied, the result of all 16 boards played will be recalculated using board-a-match scoring and if still tied by total point scoring. If the teams are still tied then the tie will be broken by lot. Note that a tiebreak may not be necessary in rounds where there are lucky losers.

1.9.2. Tie Breaks for 28 board knockout matches or for a spot in the National Final from the Swiss Repechage will be decided by a four board playoff followed by successive one board play-offs until a result is achieved.

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

2. Eligibility

2.1 All teams must have:

- (a) been nominated by an affiliated Metropolitan Bridge Club after completion of a GNOT Qualifying Tournament.
- (b) entered the event directly and paid the \$280 entry fee. Such teams must consist entirely of players who have previously played in Metropolitan Club qualifying competitions or one of the DQEs held at the NSWBA or NSBC.

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 GNOT convener (gnot@nswba.com.au) by e-mail before Saturday 3rd October, 2015, nominating the team in which they will play.

3. Substitutions, Augmentations, Withdrawals and Qualification to the National Final

3.1 Substitutions are to be in accordance with the NSWBA Tournament Regulations, with each match (or 14-board segment) being defined as a separate session.

3.2 Teams of 4 or 5 players may augment players before the start of play provided:

- (a) The augmentation has the approval of the club that nominated the team.
- (b) 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.
- (c) The players being augmented have not previously qualified to the National Final.

3.3 Teams of 4 or 5 players that qualify to the National Final may augment players provided:

- (a) A request to augment is received in writing by the Chairman of the NSWBA Tournament Committee before Friday 17th October.
- (b) The players being augmented are judged to be of equivalent standard to the rest of the team.
- (c) 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.
- (d) The players being augmented have not previously qualified to the National Final.

3.4.1 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.

3.4.2 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 that lost by the smallest margin.

3.5.1 The two teams which win in the final round of the knockout section will qualify to the National Final, along with the top two teams from the Swiss Repechage.

3.5.2 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.*

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 3.36 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.

5.4 Outright masterpoints will be awarded to the top third of the field.

6. Appendix - The knock-out section.

6.1 Round 1. Each team in the top section will be randomly drawn to play against a team from the bottom section. Where there are triangles, they shall consist of one team from the top section and two teams from the bottom section.

6.2 Subsequent rounds; The teams remaining in the knockout section will be reseeded on the basis of their results in the previous round. 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 highest will have choice of opponents from amongst the lowest n seeded teams, where n is defined by the table below. The team seeded second will then have choice of opponents from the remaining bottom n teams, and so on. The remaining unchosen teams will then be paired by seeding, with the highest seeded team playing the lowest seeded team.

Any team not represented will lose its 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 in the bottom n teams. Teams may not meet twice in the knockout section.

Remaining	"n"	Remaining	"n"	Remaining	"n"
32	20	24	15	8	5
30	18	16	10	4	2
28	17	14	9		

6.3.1 For some sizes of entry there will be triangles in the first round of the knockout section, in such cases the triangles will be ranked on the basis of

- (a) wins
- (b) net IMPs
- (c) IMP quotient

6.3.2 Only the top ranked team in the triangle advances to the next round. Both the other teams are eligible to advance as a “lucky loser”

6.4 If there is a small entry then there will only be four rounds in the knockout section, in this case round three of the knockout section will be played over twenty-eight boards. The final round of the knockout section will be played over twenty-eight boards. See the table below for the number of rounds for each number of entries.

6.5 In each round the winner of a knockout match qualifies for the next round along with a number of lucky losers as defined in the table below. A team which has lost a match in a previous round is ineligible for a lucky loser slot in this round. Lucky loser slots will be taken by;

- (a) teams which finished net positive on IMPs in triangles
- (b) teams which tied their match (a lower IMP turnover shall take a lucky loser slot first)
- (c) teams which lost by the smallest margin (lower turnover gets preference where equal)

6.6 Format table;

Entry	Rounds	Top Section	R1 Triangles	R1 Lucky Losers	R2 Lucky Losers	R3 Lucky Losers
30	4	15	0	1	0	0
31	4	15	1	1	0	0
32	4	16	0	0	0	0
33	4	16	1	0	0	0
34	4	16	2	0	0	0
35	4	16	3	0	0	0
36	5	18	0	6	2	1
37	5	18	1	6	2	1
38	5	19	0	5	2	1
39	5	19	1	5	2	1
40	5	20	0	4	2	1
41	5	20	1	4	2	1
42	5	21	0	7	2	0
43	5	21	1	7	2	0
44	5	22	0	6	2	0
45	5	22	1	6	2	0
46	5	23	0	5	2	0
47	5	23	1	5	2	0
48	5	24	0	4	2	0
49	5	24	1	4	2	0
50	5	25	0	5	1	0
51	5	25	1	5	1	0
52	5	26	0	4	1	0
53	5	26	1	4	1	0
54	5	27	0	3	1	0
55	5	27	1	3	1	0
56	5	28	0	4	0	0
57	5	28	1	4	0	0
58	5	29	0	3	0	0
59	5	29	1	3	0	0
60	5	30	0	2	0	0
61	5	30	1	2	0	0
62	5	31	0	1	0	0
63	5	31	1	1	0	0
64	5	32	0	0	0	0