

GRAND NATIONAL OPEN TEAMS - 2016
NSW REGIONAL CLUBS QUALIFYING EVENTS
DEFAULT 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 they stand at the time an issue arises, and these Supplementary Regulations. In the case of conflict between these Supplementary Regulations and the NSWBA Tournament Regulations, the Supplementary Regulations shall apply.
- 1.3 The tournament will be conducted over 2, 3, 4 or 5 sessions as advertised.
- 1.4 The tournament will be run as a Swiss consisting of two 14-board matches each session.
- 1.5 Results of each match will be converted to victory points on the 2012 standard WBF 14-board victory point scale.
- 1.7 One fifth (fractions rounded down) of the number of teams entered will qualify to the Regional Final. One team will qualify if the entry is 5 teams or fewer.
- 1.8 Teams that qualify for the Regional Final, who opt not to proceed, will be replaced by lower ranked teams invited in finishing order.
- 1.9 No yellow systems will be permitted.

2. Eligibility and Entry

- 2.1 Teams may consist of 4, 5 or 6 players.
- 2.2 All team members must be active player members of the ABF Masterpoint Scheme.
- 2.3 Each player must be a member of an NSWBA affiliated bridge club within the same region, though not necessarily a member of the club in whose event he/she is participating.
- 2.4 Players must be *bona fide* residents of the region or a neighbouring NSW country GNOT region.
- 2.5 Each team must contain at least one current financial member of the Club.
- 2.6 There is no minimum board requirement for team members.
- 2.7 Players who have already qualified to the National Final via a Regional Final in a neighbouring region may play, but must withdraw if their team qualifies for the Regional Final.
- 2.8 The advertised entry fee is payable in full at the first session. It will cover all masterpointing costs and entry fees for teams that qualify for later stages of the GNOT. Normal table money applies.

3. Progression to the Regional and National Finals

- Players should be aware of the following restrictions on teams participating in the Regional Final.
- 3.1 There is no minimum board requirement for competitors in the Regional Final.
 - 3.2 Players who have already qualified for the National Final via another Regional Final may not compete in this Region's Final. This rule applies even if the player withdraws from the team that has qualified to the National Final.
 - 3.3 Teams of 4 or 5 players that qualify from the Regional Final to the National Final may apply to the Regional Organiser and the State GNOT Convener to augment an extra 1 or 2 players. Such application must be made within one week of the completion of the Regional Final.

4. Substitutions, Withdrawals and Augmentations

- 4.1 The number of allowed substitutions is to be in accordance with the relevant clauses of Section 4 of the NSWBA Tournament Regulations.
- 4.2 Teams that are in breach of the substitution regulations will not be offered a place in the Regional Final should they finish in a qualifying position.
- 4.3 As some players may qualify to the Regional Final in more than one team, teams that qualify to the Regional Final may not be able to progress as a complete unit. In such cases, any team that still contains at least 50% of its original membership may augment to become a viable team of 4, 5 or 6.
- 4.4 All augmented players must comply with Regulations 2.2, 2.3 and 2.4.
- 4.5 Augmented players must either
 - (a) have played in any of the Club's GNOT qualifying events, or
 - (b) be financial members of the Club.
- 4.6 Players who have already qualified for the National Final may not be augmented. This rule applies even if the player withdraws from the team that has qualified to the National Final.
- 4.7 Players who have qualified may withdraw without penalty and without assigning any reason.
- 4.8 Players who have qualified may withdraw from that team and be augmented onto a different team that has qualified.
- 4.9 Should a qualified team of 4 or 6 fragment into two halves, each claiming rights to progress to the Regional Final after augmentation, that half containing the designated Team Captain will progress. The other half of the team, after augmentation, will be offered entry to the Regional Final, but will be liable for the \$200 entry fee.
- 4.10 Teams that qualify for the Regional Final must indicate their intention to accept the offer at least 2 weeks before the start of the Regional Final. Any augmentations must be notified at the time of acceptance.
- 4.11 If a team withdraws after this date, the Club's Executive Committee may, at its discretion, use any method to find a replacement team.

5. Masterpointing

- 5.1 Gold masterpoints will be available to the winners of every match at the rate of 0.56 masterpoints per player per match. In the case of 5 or 6 person teams, the masterpoint awards per member will be 4/5 and 2/3 respectively.
- 5.2 To qualify as winners for the purpose of masterpoint awards, the leading team must win by a margin greater than 3 IMPs.