



# GNOT UPDATE

To Country Clubs

## GNOT 2020 Update

Due to the outbreak of Covid-19

The ABF has announced that clubs can now run congresses and red masterpoint club sessions on BBO. As a result, clubs are now permitted to run GNOT qualifying sessions online and award red masterpoints for these sessions at level B4 (W = 2.5).

The NSWBA no longer needs income from club GNOT sessions to pay entry fees to the ABF so, within reason, clubs are free to do what they want. The only restrictions that apply now are:

- Club events are still restricted to 2-5 sessions.
- Matchpoint scoring is not allowed. The only format available for online play is Cross IMP pairs. These can either be run as Swiss Pairs or Howell or Mitchell movements.
- A maximum of 2 events per club may be held.
- All club sessions must be finished by 8 November.

**Masterpoints:** There's a big change here. Bill Powell is not involved. You need to advise both David Anderson [revoke1@live.com](mailto:revoke1@live.com) and Matthew McManus [matmc@internode.on.net](mailto:matmc@internode.on.net) that you are running a GNOT club qualifying event on BBO, with the relevant details. This is essential so that the correct BBO sessions are awarded red masterpoints at level B4. Your club will be invoiced directly by the ABF MPC for the masterpoints awarded.

**Cost:** Clubs should set their own fees, cognisant of the need to pay for the red B4 MPs at \$1.98 each. Remember that the players pay in BBO \$ at the start of each session and your club will receive a rebate of approximately 65% of the fees charged. You are not allowed to charge an extra entry fee on top of the BBO fee. No fees are payable to the NSWBA.

**Regional Finals:** These are allowed, but I'm not expecting many to be held. Contact your Regional GNOT Organiser to find out more. All the above information regarding formats, masterpoints and cost apply for a BBO based Regional Final.

*Warren Lazer*

Warren Lazer [gnot@nswba.com.au](mailto:gnot@nswba.com.au)

Acting 2020 GNOT Coordinator