

**GRAND NATIONAL OPEN TEAMS – 2021**  
**NSWBA DIRECT TO NATIONAL FINALS QUALIFYING EVENT**  
**SUPPLEMENTARY TOURNAMENT REGULATIONS**

This competition is 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.

General Supplementary Regulations that apply to both the Sydney Metropolitan Direct Qualifying Events can be found at <http://www.nswba.com.au/tourn/2021/gnot/metro.asp>.

## **1 The Event**

1.1 The event will be held online using the RealBridge platform over five nights, as scheduled in the official NSWBA Program.

1.2 The event will be run as a three round knockout with Swiss repechage. A Qualifying stage will be played over two sessions to qualify 16 teams to the Knockout sections.

1.3 Matches in the Knockout sections are over 24 boards, played in two stanzas of 12. Matches in the Swiss are over 12 boards.

1.4 Yellow systems will not be permitted.

## **2 Choice, Ranking and Draws in the Knockout Sections**

2.1 All teams will be ranked on total IMPs at the conclusion of the qualifying stage. Teams finishing in positions 1 to 3 in each pool will have choice of opponents from the teams finishing fifth to eighth in the other pool. The remaining teams will proceed to the Swiss repechage.

2.2 Two KO sections will be formed where "x" represents a chosen team:

Knock-out section 1		Knock-out section 2	
Match 1a	A1 v x	Match 1e	B1 v x
Match 1b	B2 v x	Match 1f	A2 v x
Match 1c	A3 v x	Match 1g	B3 v x
Match 1d	B4 v x	Match 1h	A4 v x

Teams will remain in the same section throughout.

2.3 After Round 1 of the KO, winning teams in each KO section will be ranked on the basis of the size of their winning margin. The teams ranked first will have choice from among the third and fourth ranked teams in their section. Ties will be broken by (in order):

- i) IMP quotient;
- ii) higher net IMP score in the qualifying stage;
- iii) lot.

2.4 Teams with choice of opponents will forfeit their choice if they do not respond within the time limit set by the Director. In such cases, they will be matched with the lowest ranked available choice.

## **3 Swiss Repechage**

3.1 Results in the Swiss repechage will be converted to victory points using the WBF 12 board match IMP to VP conversion scale.

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

3.3 Drop-in score for losing teams from the knockout:

- i) after KO Round 1: 90% of the Swiss leader's score;
- ii) after KO Round 2: the Swiss leader's score

3.4 Teams entering the Swiss after round 1 will be ranked on the basis of the loss suffered.

Rankings will be determined by:

- (a) loss of a play-off (by smallest difference using the following criteria)
- (b) smallest IMP difference (winning score – losing score)
- (c) smallest IMP quotient (winning score / losing score)
- (d) lot

3.5 For each round of the Swiss, the top ranked team in the Swiss will play the lowest ranked team dropping into the Swiss, the second ranked team in the Swiss will play the second lowest ranked team dropping into the Swiss, etc. Any remaining teams will be matched randomly.

3.6 Teams that have played in the knockout sections may meet again in the Swiss.

#### **4 Tie Breaks**

4.1 Ties in the qualifying session will be broken by combining the results of each round against the same opponent to give 6-board match results. Then, in order, as follows:

- i) In the case of a two way tie, the team which won the head-to-head encounter will be ranked higher;
- ii) The team with higher number of "wins" (with an exact draw counting as a "half-win") will be ranked higher;
- iii) The team with the better result against the highest placed of the other teams will be ranked higher - if still tied, the process will be repeated against the 2<sup>nd</sup> highest, 3<sup>rd</sup> highest, *etc.*
- iv) lot

4.2 With exception of KO Match Round 3, a tie in a KO match will be broken by (in order):

- i) rescoring the match at board a match scoring;
- ii) rescoring the match at total points;
- iii) the higher ranked team in the qualifying stage will be the winner;
- iv) the team with the higher net IMP score in the qualifying stage will be ranked higher;
- v) lot.

4.3. Ties in KO Match Round 3 will be decided by a 4-board playoff arranged with the Director at a time suitable for both teams. If the tie remains, single additional boards will be played until a result is obtained.

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

#### **5 Qualification to subsequent stages**

5.1 The winners of the two KO sections will qualify to the National Final. If either of these teams opts not to proceed, a 24-board playoff will be arranged between the two losing teams from KO Round 3.

5.2 One seventh of the original entry (rounded up) will qualify to the Metropolitan Regional Final. Losing teams from Round 3 of the KO sections will be ranked first followed by teams as placed after the Swiss Repechage.

5.3 Any team that qualifies for the National or Metropolitan Regional Final, but opts not to proceed, will be replaced by the next highest ranked team available, provided always that the replacement team finished above the middle-ranked team of the Swiss Repechage.

#### **6. Fees**

6.1 The entry fee as specified must be paid in full before play begins.

6.2 Thereafter, all subsequent entry fees for teams that qualify to the Metropolitan and/or the National Final will be paid by the NSWBA.

#### **7. Score Correction Period**

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