

JOHN ARKINSTALL STATE OPEN TEAMS – 2021
NSWBA 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.

Supplementary Regulations for the Final of the John Arkinstall State Teams can be found at <http://www.nswba.com.au/tourn/state/se.asp?Y=2021&E=sot>.

1 The Event

1.1 The event will be held online using the RealBridge platform over four nights, as scheduled in the official NSWBA Program. All players on RealBridge should have working video and audio connections. Players may only turn off their camera with the permission of the Director.

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

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

1.4 Yellow systems will not be permitted.

2 Qualifying Stage

2.1 Teams will be seeded into four pools: A, B, C and D of 6 or 8 teams.

2.2 Each pool will play a round robin of 5 x 5 or 7 x 4 board matches, with scores being converted to VPs according to the appropriate WBF continuous IMP to VP conversion scale.

2.3 All teams will be ranked on total VPs at the conclusion of the qualifying stage and assigned designations according to their pool and finishing position.

2.4 The top 4 ranked teams in each pool will proceed to the knockout sections. The remaining teams will proceed to the Swiss.

3 Choice, Ranking and Draws in the Knockout Sections

3.1 Two knockout sections will be formed. Teams finishing first in each pool will have choice of opponents from the teams finishing third and fourth in another pool as shown. 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 lower ranked available choice.

Knock-out section 1	
Match 1a	A1 v B3/B4
Match 1b	C2 v D3/D4
Match 1c	B1 v C3/C4
Match 1d	D2 v A3/A4

Knock-out section 2	
Match 1e	C1 v D3/D4
Match 1f	A2 v B3/B4
Match 1g	D1 v A3/A4
Match 1h	B2 v C3/C4

3.2 Winning teams will remain in the same section throughout. Losing teams proceed to the Swiss.

3.3 The draw for KO round 2 is predetermined between the match winners as shown.

Knock-out section 1	
Match 2a	1a v 1b
Match 2b	1c v 1d

Knock-out section 2	
Match 2c	1e v 1f
Match 2d	1g v 1h

3.4 The draw for KO round 3 is predetermined between the match winners as shown.

Knock-out section 1	
Match 3a	2a v 2b

Knock-out section 2	
Match 2c	2c v 2d

4 Swiss Repechage

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

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

4.3 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

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

Rankings will be determined by:

- (a) smallest IMP difference (winning score – losing score)
- (b) smallest IMP quotient (winning score / losing score)
- (c) lot

4.5 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.

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

5 Tie Breaks

5.1 Ties in the qualifying session will be broken, 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 highest number of "wins" (with an exact draw counting as a "half-win") will be ranked highest;
- iii) The team with the best result against the highest placed of the other teams will be ranked highest - if still tied, the process will be repeated against the 2nd highest, 3rd highest, *etc.*
- iv) lot

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

- i) rescoring the match using board-a-match scoring;
- ii) rescoring the match using total points;
- iii) the higher ranked team (on position) in the qualifying stage will be the winner;
- iv) the team with the higher average VP score in the qualifying stage will be the winner;
- v) lot.

5.3. 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.

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

6. Fees

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

6.2 There are no subsequent entry fees for teams that qualify to the State Final or the NSWBA Jacaranda Teams Congress (Metropolitan Teams Final).

7. Score Correction Period

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

8 Substitutions

Substitutions are to be in accordance with the standard NSWBA substitution regulations.

9 Qualification to Subsequent Stages

9.1 The winners of the two KO sections will qualify to the Finals of the John Arkinstall State Teams, to be held at the NSWBA on 10-12 December, 2021. 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.

9.2 The losing teams from KO Round 3 and first and second places in the Swiss repechage will be offered free entry into the NSWBA Jacaranda Teams Congress on 24th October. Any such offer not accepted is forfeited – it does not devolve to lower placed teams in the Swiss.

10 Augmentation for Subsequent Stages

10.1 All requests for augmentation should be emailed to Warren Lazer, Chairman of the NSWBA Events Committee, at events@nswba.com.au

10.2 No team may augment beyond a maximum composition of 6 members.

10.3 All augmented players must be eligible to participate in a Metropolitan Zone club qualifying event.

10.4 No member of a team offered a place in the State Final via the NSWBA's Direct Qualifying Event may be augmented.

10.5 For teams proceeding to the Metropolitan Final, the request for augmentation must be received before 10th October, 2021. For teams proceeding directly to the State Final, the request for augmentation must be received before 26th November, 2021. Permission to augment after these dates may be granted by the NSWBA Events Committee in exceptional circumstances.