

**THE AUSTRALIAN NATIONAL CHAMPIONSHIPS
IN ADELAIDE – AT THE WAYVILLE SHOWGROUNDS
– WITH FREE PARKING**

THE SIDE EVENTS:

FROM SATURDAY JULY 6TH – THURSDAY JULY 11TH

9.30 AM – 4.45PM; A NEW EVENT EACH DAY

IDEAL FOR ALL STANDARDS OF CLUB PLAYERS

ALL EVENTS WITH RED MASTERPOINTS



ALL side-events will be 9.30am-12.45pm and 1.30pm-4.45pm

Saturday July 6th; The SABF (warm-up) Swiss Pairs

Pairs with teams scoring, with many of the State Team's players playing to "warm-up" for the Interstate Teams Championship that starts on Sunday.

Sunday July 7th ; The SABF Swiss Teams

Teams of four, playing 6 matches (3 in the morning, 3 in the afternoon)
Entries are limited to 16 teams

Monday July 8th; The Flighted Pairs

A Matchpoint Pairs event with two sessions. There will be three winning pairs, or Three "flights"; "A" any pair with a player with at least 300mp, "B" between 100 and 300 mp, "C" both players under 100mp
Entries limited to 32 pairs

Tuesday July 9th ; The Grade Pairs

A Matchpoint Pairs with two sessions, but three different sections, A, B, C grade (as above), so you only play players of your standard.
Entries limited to 10 pairs per Grade.

Wednesday July 10th; The Mixed-Up Teams

A Swiss Teams event of 6 matches (3 in morning, 3 in afternoon). HOWEVER, for each match, each player must play with a different team-member from the previous match. So you could alternate partners, or rotate all partnerships, IT IS UP TO YOU, BUT YOU CANNOT PLAY WITH THE SAME PARTNER TWO MATCHES IN A ROW!
Entries limited to 16 teams.

Thursday July 11th; The SABF Matchpoint Pairs Championship

Two sessions, the first a qualifying session with the top NS and EW players making the afternoon final, with the remaining pairs making the consolation final. There will be a carry-over from the morning session to the two finals.
Entries limited to 32 pairs.

Please note: Entries are restricted to all the side events due to space limitations. Entries can be made via the ABF web-site and all entries must be made with the entry fee (\$30/day/player) to guarantee an entry. Enter early to guarantee a place.