

2009 GRAND NATIONAL OPEN TEAMS CHAMPIONSHIPS
National Final — Friday-Monday,
November 27 – November 30, 2009
Supplementary Regulations

GENERAL

The Grand National Open Teams (GNOT) National Final and GNOT Pairs Championship are conducted by the Australian Bridge Federation Incorporated (ABF) in accordance with the ABF Tournament Regulations and by these Supplementary Regulations.

TOURNAMENT OFFICIALS

Tournament Organisers	John Brockwell, Kim Ellaway
Chief Tournament Director (CTD)	David Anderson
Director	Chris Diment
Assistant Director	Phil Sellars
Tournament Staff	Chris Heesom, Michael Ellaway
Appeals Sub-Committee Chair	Eric Ramshaw
Appeals Consultant	Neville Francis
Tournament Sub-Committee Chair	Eric Ramshaw
Tournament Unit	Eric Ramshaw, Chris Diment
Recorder	John Brockwell
BBO Operators	Ray Ellaway, Charles Page
ABF Secretariat	Jane Rasmussen

The Chairs of the Appeal and Tournament Sub-Committees will appoint members of those committees and will be the sole judges of a quorum.

1. VENUE

- 1.1. The venue is Club Banora, Leisure Drive, Banora Point (Tweed Heads), New South Wales 2486.
- 1.2. Dress must be neat and tidy and conform to the requirements of the venue. Hats are not permitted. Minors (under the age of 18 years) must be accompanied by an adult at all times.
- 1.3. Consumption of alcohol is not permitted in the playing area.
- 1.4. Smoking is not permitted in the playing area, or elsewhere as defined by the management of Club Banora and by New South Wales state law.
- 1.5. Mobile telephones (and other electronic communication devices) must be switched off during session time. If a player's mobile 'phone rings during session time and/or if a player speaks into or otherwise consults his 'phone, that player, his partnership and his team shall receive a warning for the first offence and incur a disciplinary penalty of 3 VP or 9 IMP as appropriate for each subsequent offence. The provisions of this paragraph may be waived if a specific dispensation is granted by the CTD.

2. AUGMENTATION AND SUBSTITUTION

A team consists of 4, 5 or 6 players. A pair consists of two players.

- 2.1. After entries have closed but before play has commenced, a team of four or five players may augment (using any player eligible to represent the same Region) to a team of five or six players by application to the Tournament Organiser and subject to his/her approval.
- 2.2. The CTD may approve substitutes for a team for cause, not convenience, for a maximum of 56 boards in the KO and Swiss phases and a further 50% of the boards in each of the repechage final, semifinals and final. Boards played to break ties do not count. A substitute need not be qualified to represent the team's Region but must not be an entrant in another team unless that team has been eliminated from the event.
- 2.3. The CTD may approve substitutes for a pair for cause, not convenience, for a maximum of 2 rounds.
- 2.4. The Tournament Organiser may nominate a "house unit" for any purposes consistent with the movement. The Tournament Organiser makes every effort to nominate eligible players from a small group but, at the discretion of the tournament committee, a "house unit" may consist of any number of players including ineligible players.

3. SYSTEMS

- 3.1 ABF System Regulations apply and each pair must supply their opponents at the table with 2 current ABF Standard System cards on which their system is described.
- 3.2 GREEN, BLUE and RED systems and BROWN Sticker conventions are permitted without restriction.
- 3.3 YELLOW systems are not permitted in the GNOT Swiss, KO rounds 1 & 2, or the GNOT Pairs.
- 3.4 YELLOW systems are permitted in the GNOT KO rounds 3, 4 & 5, the Swiss repechage final, the semifinals and the final provided pairs lodge a system summary with the Tournament Organiser before 12 noon Friday 27 November.
 - 3.4.1 A YELLOW system summary shall comprise an ABF standard system card with not more than 2 supplementary A4 sheets, (typed or written in black ink on one side).
 - 3.4.2 A pair playing a YELLOW system shall provide a *bona fide* defence for the information of the opponents.
 - 3.4.3 A pair using a GREEN, BLUE, or RED system may change any facet of its system, including opening calls, but may itself use a YELLOW system only if it has been submitted in accordance with paragraph 3.4 above.
 - 3.4.4 During the **auction**, pairs may use written notes of their defence or counter-defence for YELLOW systems provided they comply with the regulations below. During the **play**, a player's own notes may be used only to answer a question from the opponents.
 - 3.4.5 A written counter-defence must be approved by and lodged with the Director and two copies submitted to the opponents at the start of the session.

- 3.4.6 A pair using a YELLOW system is not permitted to change its opening calls for a defence or counter-defence.
- 3.4.7 The seating of teams with YELLOW system pairs is according to ABF Tournament Regulations paragraph 5.7.
- 3.5 In the event of a dispute concerning the classification of a convention or system the decision of the Tournament Sub-Committee is final.

4. SEATING

- 4.1 In head-to-head matches, team captains toss for seating rights. The captain winning the toss may elect to seat first or last for the first stanza; the order of seating reverses for each subsequent stanza.
- 4.2 In the GNOT Swiss, seating will be arranged equitably. The team listed second in the draw is the AWAY team and sits first.

5. FORMAT

- 5.1. There are 62 teams. The field will be seeded taking into account form, past performance, and region of origin.
- 5.2. The event (until the semi-final stage) will be played in 14-board sets.
- 5.3. The event will commence as a knockout, the first round being of 14 boards. There will be **60** teams playing head-to-head in this first knockout round. The **30** winning teams progress to the second knockout round; the **30** losing teams enter the Swiss repechage.
- 5.4. The Swiss repechage comprises nine 14-board rounds.
- 5.5. The second knockout round comprises 32 teams and will be played over 28 boards in two 14-board sets. The 16 winning teams progress to the third knockout round; the 16 losing teams enter the Swiss repechage.
- 5.6. The third knockout round comprises 16 teams and will be played over 28 boards in two 14-board sets. The eight winning teams progress to the fourth knockout round; the eight losing teams enter the Swiss repechage.
- 5.7. The fourth knockout round comprises eight teams and will be played over 28 boards in two 14-board sets. The four winning teams progress to the fifth knockout round; the four losing teams enter the Swiss repechage.
- 5.8. The fifth knockout round comprises four teams and will be played over 42 boards in three 14-board sets. The two winning teams proceed directly to the semi-finals; the two losing teams proceed to the repechage playoff.
- 5.9. The repechage final comprises four teams — the two losers from the fifth round knockout and the two top teams from the Swiss. The repechage final will be played over 20 boards in two 10-board sets. The two winning teams proceed to the semi-finals.
- 5.10. The semi-finals will be played over 48 boards in four 12-board sets.
- 5.11. The final will be played over 64 boards in four 16-board sets.

6 SCHEDULE

Because the GNOT National Final is being played in New South Wales, the times given for playing schedules are **Eastern Standard Summer Time**. GNOT participants staying in Queensland should note well that Queensland time is one hour behind New South Wales time.

The event commences on Friday 27 November. There are two starting times, viz. 9.30 am (for the 60 teams that **do not** have first-round byes) and **12.00 noon** (for the 2 teams that **do** have first-round byes — Sydney 1 and Sydney 2).

The 60 teams that do not have a first-round bye, i.e. start play at 9.30 am, are:

Far North Queensland	Hunter 2	Mornington Peninsula
North Queensland	Central Coast 1	Northern Victoria
Whitsunday	Central Coast 2	Barwon
Capricornia	Tablelands-Illawarra	Melbourne 1
Wide Bay	South Coast-Monaro	Melbourne 2
Sunshine Coast 1	Mountains	Melbourne 3
Sunshine Coast 2	Central-Northern	Melbourne 4
Gold Coast 1	South-West NSW	Henty
Gold Coast 2	Western NSW	Tasmania 1
Gold Coast 3	Sydney 3	Tasmania 2
Gold Coast 4	Sydney 4	Adelaide 1
Darling Downs	Sydney 5	Adelaide 2
Brisbane 1	Sydney 6	Adelaide 3
Brisbane 2	Sydney 7	SA Provincial
Brisbane 3	Sydney 8	Northern Territory
Northern Rivers 1	Canberra 1	WA Country
Northern Rivers 2	Canberra 2	Perth 1
Tweed	ACT Provincial	Perth 2
North Coast	Gippsland 1	Perth 3
Hunter 1	Gippsland 2	WA Provincial

TIMETABLE (GNOT NATIONAL FINAL)

Friday 27 Nov.	9.30 am	Knockout round 1
	12.00 md	Knockout round 2
		Repechage round 1
	1.50 pm	Knockout round 2 (cont.)
		Repechage round 2
	4.00 pm	Knockout round 3
Saturday 28 Nov.		Repechage round 3
	5.50pm	Knockout round 3 (cont.)
		Repechage round 4
	9.30 am	Knockout round 4
		Repechage round 5
	12.00 md	Knockout round 4(cont.)
Sunday 29 Nov.		Repechage round 6
	1.50 pm	Knockout round 5
		Repechage round 7
	4.00 pm	Knockout round 5 (cont.)
		Repechage round 8
	5.50 pm	Knockout round 5 (cont.)
Monday 30 Nov.		Repechage round 9
	7.40pm	Hospitality
	9.15 am	Repechage final — stanza 1
	10. 45 am	Repechage final — stanza 2
	12.45 pm	Semi-finals — stanza 1
	2.45 pm	Semi-finals — stanza 2
	4.30 pm	Semi-finals — stanza 3
	6.00 pm	Semi-finals — stanza 4
	9.15 am	Final — stanza 1
	11.15 am	Final — stanza 2
	1.30 pm	Final — stanza 3
	3.30 pm	Final — stanza 4

7. SCORING AND DRAW

- 7.1 Hands are pre-dealt by an ABF-approved computer program and hand records are available.
- 7.2 KO matches are scored by IMP.
- 7.3 Swiss matches are scored by IMP converted to VP using the WBF scale for 14 boards.
- 7.4 The prime principle applying to the draws for the Swiss repechage and semi-finals is that, insofar as is possible, no team shall play a team that it has played previously.
- 7.5 The draw for the KO is determined essentially by original seeding.
- 7.6 The draw for the Swiss round 1 is random. The draw for subsequent Swiss rounds is according to rank (VPs, then excess IMPs, then original seeding). The team ranked highest plays the team ranked next highest that it has not already played, and so on. The CTD is permitted to alter this procedure if it is deemed necessary.
- 7.7 Losing teams from the knockout enter the Swiss after knockout rounds 1, 2 ,3 and 4. It is inevitable that such teams will be tied with each other and sometimes with teams already in the Swiss. For the

purposes of making the draw, all such teams are ranked by lot (but see paragraph 7.6 above).

- 7.8 Losers from KO round 1 enter the Swiss with a score of 0 VP and 0 IMP. Losers from KO rounds 2, 3, & 4 enter the Swiss with the same score, i.e. the VP score/mean IMP (0.5 rounded down) of the leading team(s) or 20 VP/21 IMP per (Swiss) round, whichever is the lower.
- 7.9 KO losers from round 4 cannot be drawn to play each other in Swiss round 7.
- 7.10 In the event that a team should forfeit its right to further participation after knockout round 5:
 - 7.10.1 If it is a losing team from knockout round 5, its place in the repechage final shall be taken by the third-ranked team from the Swiss repechage
 - 7.10.2 If it is a winning team from knockout round 5, its place in the semi-finals shall be taken by the team it defeated in knockout round 5.
- 7.11 Both captains bear responsibility for submitting the table record/result sheet of a match/stanza as soon as possible and no later than 5 minutes after the completion its play. Repeated late submission attracts a procedural penalty of 3 IMP or 1 VP as appropriate.

8. TIE BREAKING

- 8.1 In the knock-out phase and the repechage final, a tie shall be broken by playing two more boards then, if still tied, one board at a time until the tie is broken until the scheduled finishing time, then by lot.
- 8.2 Critical ties after the final round of the GNOT Swiss repechage are broken as follows:
 - 8.2.1 The total VP score of all the opponents of each tied pair shall be determined. The team whose opponents have the highest total shall be deemed to have had the most difficult draw and, therefore, shall be ranked higher.
 - 8.2.2 Where a team does not have a VP score because it has played throughout in the knockout rounds and, therefore, has never entered the Swiss repechage, that team's score is deemed to be:
 - 8.2.2.1 180 VPs/189 IMPs (9 stanzas x 20 VPs/21 IMPs), if it has been beaten in the final knockout round; or
 - 8.2.2.2 200 VPs/210 IMPs, if it has won the final knockout round.
- 8.3 In exceptional circumstances where the tie-breaking regulations cannot be applied, the Tournament Sub-Committee shall organize a playoff not exceeding four boards.

9. BBO

A semi-final and the final of the GNOT National Final will be broadcast on BBO. This means strict adherence to the playing schedules announced for these segments of the tournament.

10. GNOT PAIRS CHAMPIONSHIPS

10.1 Introduction

This 2-session stratified Swiss pairs event will be staged on Sunday 29 November starting at 9.15 am. **All players** who have participated in the GNOT National Final (irrespective of origin) and have been eliminated, are eligible to play free of charge. In addition, players from the Northern Rivers and Gold Coast Regions who have participated in GNOT 2009 qualifying events (i.e. Club Selections and/or Zonal Knockouts) are invited to play in the GNOT Pairs Championships — entry fee \$5 per person.

10.2 Stratification

The GNOT Pairs Championships will comprise three categories, *viz.* the Metropolitan Pairs, the Provincial Pairs and the Country Pairs. Categorisation will be according to GNOT regions as follows:

Metropolitan	Provincial	Country	
Brisbane	Gold Coast	Far North Queensland	North Queensland
Sydney	Hunter	Whitsunday	Capricornia
Canberra	ACT Provincial	Wide Bay	Sunshine Coast
Melbourne	Tasmania	Darling Downs	Northern Rivers
Adelaide	SA Provincial	Tweed	North Coast
Perth	Northern Territory	Central Coast	Tablelands-Illawarra
	WA Provincial	South Coast-Monaro	Mountains
		Central-Northern	Western NSW
		South-West NSW	Gippsland
		Mornington Peninsula	Northern Victoria
		Barwon	Henty
		WA Country	

10.3 Format

The GNOT Pairs Championships will be played as a stratified Swiss format over seven 8-board rounds. This means that there will be a single field and that pairs, irrespective of categorisation, will be drawn according to the normal Swiss draw against any other pair in the field. At the conclusion of the event, pairs will be placed in finishing order (i) overall and (ii) according to category. Medallions will be awarded to the winning pair overall and to the winning pairs in each category.

10.4 Draw

In round 1, the top ranked pair (1) will be drawn against the pair numbered $(n/2)-1$; the second ranked pair will be drawn against the pair numbered $(n/2)-2$; and so on.

In round 2, the top ranked pair (1) will be drawn against the pair numbered $(n/4)-1$; the second ranked pair will be drawn against the pair numbered $(n/4)-2$; and so on.

The round 3 draw will be based on the results of round 1 and the draw for round 4 will be based on the results of round 2.

The draws for rounds 5, 6 and 7 will be based on the results of rounds 4, 5 and 6 respectively. IMP scores are determined by comparison with a datum

calculated as the arithmetic mean of the scores remaining after removal of the two highest and two lowest. (Butler principle).

IMP are converted to VP using the WBF scale for 8 boards.

Both pairs bear responsibility for submitting the table record/result sheet of a match/stanza as soon as possible and no later than 5 minutes after the completion its play. Repeated late submission attracts a procedural penalty of 3 IMP or 1 VP as appropriate.

10.5 Ties

Ties are broken

1. To perform the Swiss draw - by net IMP; then lot.
2. After the final round, the total VP score of all opponents of each tied pair shall be determined. The pair whose opponents have the highest total shall be deemed to have had the most difficult draw and, therefore, shall be ranked higher.

10.6 Hospitality

There will be a brief function at close of play on Sunday afternoon during which medallions will be presented.

10.7 Timetable

Sunday 29 Nov.	9.15 am	Swiss round 1
	10. 15 am	Swiss round 2 — delayed draw
	11.15am	Swiss round 3 — delayed draw
	12.15 pm	Swiss round 4 — delayed draw
	2.00 pm	Swiss round 5 — real draw
	3.00 pm	Swiss round 6 — real draw
	4.00 pm	Swiss round 7 — real draw
	5.00 pm	Hospitality and presentation of medallions