

GRAND NATIONAL OPEN TEAMS NATIONAL FINAL SUPPLEMENTARY REGULATIONS 2015

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1 General

- 1.1** The Grand National Open Teams (GNOT) National Final and GNOT Pairs Championships (GNOTPC) and the Australian Flitch Championship (AFC) are conducted by the Australian Bridge Federation Incorporated (ABF) in accordance with the ABF Tournament Regulations (ABF TR) as augmented by these Supplementary Regulations.
- 1.2** The venue is the Tweed Ultima, 20 Stuart Street, Tweed Heads, New South Wales.
- 1.3** Players must use the methods and equipment in the manner specified by the Tournament Organiser (TO). Players must record the score for each board after it is played and before the commencement of the next board. It is an offence to leave the table at the conclusion of a match without first confirming the completeness and validity of the data entered into the scoring unit. Every player present at the table is equally responsible for the accuracy of the scores.
- 1.4** Smoking is not permitted inside the venue, nor within any area defined by NSW Law as a non-smoking area. Breach of this regulation incurs a disciplinary penalty (see 5.3). Note that the use of electronic cigarettes is not permitted.
- 1.5** Consumption of alcohol is not permitted in the playing room during session time. Breach of this regulation incurs a disciplinary penalty (see 5.3)
- 1.6** Mobile telephones, iPads, iPods and other electronic communication equipment must be switched off during session time. Breach of this regulation incurs a disciplinary penalty, after one warning (see 5.3)
- 1.7** Mobile telephones, iPads and other electronic communication equipment may not be consulted or used during the session, unless a specific exception is permitted by the CTD. Breach of this regulation incurs an automatic disciplinary penalty (see 5.3) in the first instance. In the case of further breaches by the same unit, the CTD will assess a more severe penalty, which may include forfeiture or disqualification.

1.8 Expressions used in these Regulations and not defined shall have their ordinary meaning in the contract bridge terminology (which may include expressions defined in the Laws of Duplicate Bridge, 2007). In the event of any doubt or dispute as to such meaning, the decision of the Chief Tournament Director (CTD) shall be final and conclusive. Unless repugnant to the context or obvious meaning, all terms defined in the ABF TR shall have the same meaning for the purpose of these Supplementary Regulations.

2 Officials

2.1 The Tournament Organisers are John Brockwell, Kim Ellaway and Ray Ellaway

2.2 The Chief Tournament Director is Matthew McManus. Other Directors are Peter Busch and Bruce Crossman.

2.3 The Tournament Sub-Committee Chairman (and Convener) is Eric Ramshaw.

2.4 The Appeals Committee Chairman (and Convener) is Eric Ramshaw.

2.5 The Appeals Advisor is Neville Francis.

2.6 The ABF on-site representative is Nigel Dutton.

2.7 The Recorder is John Brockwell.

2.8 Floor Manager is Chris Heesom. Chief Caddy is Ben Goulding.

2.9 The IT consultant is Ray Ellaway

2.10 The BBO Operators are Toni Bardon and Bev Crossman.

2.11 The GNOT Treasurer is Jane Rasmussen. The deputy GNOT Treasurer is Kim Ellaway.

2.12 The Transport Officers are Ray Ellaway and Ben Goulding.

3 Eligibility, Augmentation and Substitution

3.1 At the time of commencement of an event, each Australian resident entrant must be a financial member of the ABF Masterpoint Scheme and of an organisation affiliated to the ABF or to an Australian State Bridge Association.

3.2 Teams in the GNOT National Final will have qualified *via* their Regional Playoff event(s).

3.3 The GNOTPC is open to all players who have participated in the GNOT National Final and have been eliminated (irrespective of origin), at no charge. In addition, players from the Northern Rivers, Gold Coast, Brisbane, Darling Downs and Sunshine Coast Regions who have participated in GNOT 2015 qualifying events (i.e. Club Selections and/or Zonal Playoffs) are invited to play in the GNOT Pairs Championships on payment of an entry fee of \$10 per person.

3.4 After receipt of entries has been acknowledged by the National Coordinator (NC) but before play has commenced, a team from any Region may augment up to a maximum of 6 players, with the consent of the NC. Any player so added must be a member of a club located in that region.

- 3.5** In the GNOT, a substitute for cause, not convenience, may be allowed with prior approval of the CTD for a maximum of 56 boards in the Knock-out (KO) and Swiss repechage phases and a further 50% of the boards in each of the Repechage Finals, Semi-Finals and Final. 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. In addition, the CTD may allow emergency substitutions for substantial cause and may impose any conditions in doing so and may take whatever other action is considered necessary to keep the tournament in motion.
- 3.6** In the GNOTPC and the AFC, the CTD may approve substitutes for a pair for cause, not convenience, for a maximum of 3 rounds
- 3.7** The TO may nominate a "house contestant" to compete in the GNOT, GNOTPC/and or the AFC in order to ensure the smooth running of the tournament. The TO will make every effort to nominate eligible players. The conditions under which the "house contestant" competes will, subject to ABF TR 1.9, be at the discretion of the TO.

4 Systems

- 4.1** GREEN, BLUE and RED systems and BROWN STICKER conventions are permitted throughout.
- 4.2** YELLOW systems are not permitted in the GNOT Swiss, KO Rounds 1 and 2, or in the GNOTPC or in the AFC.
- 4.3** YELLOW systems are permitted in the GNOT KO Rounds 3, 4 and 5, the Repechage Finals, the Semi-Finals and Final. Pairs wishing to play a YELLOW system must lodge a system summary and a bona fide defence with the TO before 9.30 am on Friday, November 27.

5 Disciplinary and Procedural Penalties

- 5.1** In the GNOT Swiss, GNOTPC and the AFC, penalties are included in the overall ranking, but the draw is determined by the scores excluding penalties.
- 5.2** The general provisions of ABF TR 10 concerning punctuality and slow play shall apply. The table of penalties is listed in the Appendices.
- 5.3** The disciplinary penalty for breach of regulations relating to smoking (1.4), consumption of alcohol (1.5) and mobile phones (1.6, 1.7) is 3 VPs, or 9 IMPs in head-to-head teams matches.

6 Correction Period and Time of Appeal

- 6.1** The Correction Period (Law 79C) for matches expires 30 minutes after the scores have been made available for inspection or at the start of the next round or stanza, whichever is earlier in the case of Knock-out matches and whichever is later in the case of matches in the Swiss Repechage. The CTD has the discretion to alter this period after giving notice to the players of such change.
- 6.2** The time for lodging an Appeal against a Director's Ruling (Law 92B) for all matches expires 30 minutes after the scheduled finishing time of the match in which the ruling was made or at the start of the next round or stanza, whichever is earlier.

6.3 Errors in scoring made by officials of the event may be corrected up until a time deemed appropriate by the TO.

7 Event Details – GNOT

7.1 Format

There are 64 teams representing the various regions as listed in the Appendices. The field will be seeded taking into account form, past performance, and region of origin. The draw for all matches in Knock-out (KO) rounds 1 to 5 is pre-determined.

7.1.1 KO Round 1: All 64 teams play a head-to-head match over 14 boards. The 32 winning teams progress to KO Round 2. The 32 losing teams enter the Swiss repechage.

7.1.2 KO Round 2: 32 teams play a head-to-head match over 2 stanzas of 14 boards. The 16 winning teams progress to KO Round 3. The 16 losing teams enter the Swiss repechage.

7.1.3 KO Round 3: 16 teams play a head-to-head match over 2 stanzas of 14 boards. The 8 winning teams progress to KO Round 4. The 8 losing teams enter the Swiss repechage.

7.1.4 KO Round 4: 8 teams play a head-to-head match over 2 stanzas of 14 boards. The 4 winning teams progress to KO Round 5. The 4 losing teams enter the Swiss repechage.

7.1.5 KO Round 5: 4 teams play a head-to-head match over 3 stanzas of 14 boards. The 2 winning teams proceed directly to the semi-finals. The 2 losing teams proceed to the Repechage Finals.

7.1.6 Swiss Repechage: The Swiss repechage comprises nine 14-board rounds.

7.1.7 Repechage Finals: The repechage finals comprises 4 teams — the two losers from KO Round 5 and the two highest placed teams from the Swiss repechage. The repechage finals will be played over 20 boards in two 10-board stanzas. The two winning teams proceed to the semi-finals.

7.1.8 Semi-Finals: The semi-finals will be played over 48 boards in four 12-board stanzas. The two winning teams proceed to the final.

7.1.9 Final: The final will be played over 64 boards in four 16-board stanzas.

7.2 Session Times

The time allowed per round will be announced by the CTD.

*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 that Queensland time is one hour behind New South Wales time.*

Date	Time	KO Section	Swiss Repechage
Friday, November 27	9.30 am	Round 1	
	11.20 am	Round 2	Round 1
	2.00 pm	Round 2 (cont.)	Round 2
	3.55 pm	Round 3	Round 3
	5.50 pm	Round 3 (cont.)	Round 4
Saturday, November 28	9.30 am	Round 4	Round 5
	11.20 am	Round 4 (cont.)	Round 6
	2.00 pm	Round 5	Round 7
	3.55 pm	Round 5 (cont.)	Round 8
	5.50 pm	Round 5 (cont.)	Round 9
Sunday, November 29	9.15 am	Repechage Finals – Stanza 1	
	10.45 am	Repechage Finals – Stanza 2	
	12.45 pm	Semi-Finals – Stanza 1	
	2.30 pm	Semi-Finals – Stanza 2	
	4.15 pm	Semi-Finals – Stanza 3	
	6.00 pm	Semi-Finals – Stanza 4	
Monday, November 30	9.15 am	Final – Stanza 1	
	11.15 am	Final – Stanza 2	
	1.30 pm	Final – Stanza 3	
	3.30 pm	Final – Stanza 4	

7.3 Seating

7.3.1 Except as provided in 7.3.2, team captains toss for seating rights. The captain winning the toss may elect to sit first or second. In matches involving multiple stanzas, the order of seating rights reverses for each subsequent stanza.

7.3.2 Teams containing pairs that have registered a YELLOW system lose seating rights for all stanzas in all matches, up until the Final. Seating rights for the Final are determined as in 7.3.1.

7.4 Scoring and Draw

7.4.1 KO and finals matches are scored by net IMPs.

7.4.2 Matches in the Swiss repechage are scored by IMPs converted to VPs using the old WBF scale for 14 board matches.

7.4.3 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 of play. Repeated late submission attracts a procedural penalty of 3 IMP or 1 VP as appropriate

7.4.4 Insofar as possible, in the Swiss repechage, Repechage Finals and Semi-Finals, no team shall play a team that it has played previously in any stage of the event.

- 7.4.5** The draw for Swiss repechage Round 1 is random. The draw for subsequent rounds is according to rank (determined by – in order – VPs, net IMPs and original seeding). KO losers that enter the Swiss Repechage after KO Rounds 2, 3 and 4 do so on equal scores (see 7.4.6). Within themselves they will be ranked by lot.
- 7.4.6** Losers in KO Round 1 enter the Swiss repechage with a score of 0 VPs and 0 IMPs. KO losers in subsequent rounds enter the Swiss with a score of 20 VPs/ 21 Imps per completed Swiss Round, thus:
Losers in KO Round 1 enter the swiss repechage with a score of 0 VPs/0 IMPs.
Losers in KO Round 2 enter the swiss repechage with a score of 40 VPs/ 42 IMPs
Losers in KO Round 3 enter the swiss repechage with a score of 80 VPs/ 84 IMPs
Losers in KO Round 4 enter the swiss repechage with a score of 120 VPs/ 126 IMPs
- 7.4.7** Losers from KO Round 4 may not be drawn to play one another in Swiss repechage Round 7.
- 7.4.8** In the event that a team should forfeit its right to further participation after KO Round 5:
a) If it is a losing team from KO Round 5, its place in the Repechage Finals shall be taken by the next-ranked team from the Swiss repechage;
b) If it is a winning team from KO Round 5, its place in the Semi-Finals shall be taken by the team it defeated in KO Round 5.
c) If it is a team from the Swiss repechage, its place in the Repechage Finals shall be taken by the next-ranked team from the Swiss repechage.
- 7.4.9** In the event that 7.4.4 fails to determine the draw for the Repechage Finals and/or Semi-Finals, the teams are ranked based on their final VP/IMP score in the Swiss repechage. Where a team does not have a VP/IMP score because it has never entered the Swiss repechage, that team's score is deemed to be 180 VPs/189 IMPs if it was defeated in KO Round 5, or 200 VPs/210 IMPs if it won its match in KO Round 5. Ties will be broken by (in order): VPs, IMPs, lot. The first-ranked team will play the fourth-ranked team, and the second-ranked team will play the third-ranked team.

7.5 Tie-breaking

- 7.5.1** In the KO rounds, a tie shall be broken by (in order)
a) using the board-a-match procedure;
b) total points;
c) lot.
- 7.5.2** In the repechage finals, a tie shall be broken by (in order)
(a) playing two more boards (the 21st and 22nd boards);
(b) using the board-a-match procedure, taking into account all 22 boards played;
(c) total points, taking into account all 22 boards played;
(d) lot.
- 7.5.3** In the semi-finals, a tie shall be broken by playing two more boards then, if still tied, one board at a time until the tie is broken.
- 7.5.4** Critical ties after the final round of the Swiss repechage are broken by (in order):
a) calculating the mean total VP score of all the opponents of each team – the team with the highest total shall be ranked highest;
b) calculating the mean total net IMP score of all the opponents of each team – the team with the highest total shall be ranked highest;
c) lot.
- 7.5.5** Ties in the Final shall not be broken.

8 Event Details – GNOTPC

8.1 Format

- 8.1.1** The GNOTPC will be played in a stratified Swiss format over seven 8-board rounds. The size of the field is limited to 80 pairs. This limit may be extended at the discretion of the TOs.
- 8.1.2** Before the start of play, the field will be seeded into two sections, North/South and East/West. In each of rounds 1 and 2, pairs will be randomly drawn against a pair from the other section.
- 8.1.3** In Rounds 3 and 4, North/South and East/West will play a delayed draw Swiss movement in separate sections based on the standings after Rounds 2 and 3 respectively.
- 8.1.4** After round 4, the two sections will be merged into a single field. Rounds 5 to 7 will be played as a standard Swiss movement.
- 8.1.5** Scoring will be by IMPs against a datum calculated as in 8.1.6. IMPs are converted to VPs in accordance with the VP scale in the Appendices.
- 8.1.6** a) For Matches 1-4, the datum will be calculated as the arithmetic mean of the middle (n-4) scores.
b) For Matches 5-7, the datum will be calculated as the arithmetic mean of the middle (n-2) scores of the top 12 tables
- 8.1.7** The field will be stratified into three categories, viz. Metropolitan Pairs, Provincial Pairs and Country Pairs according to GNOT Regions. The Regions are detailed in the Appendices.
- 8.1.8** Pairs, irrespective of stratification, may be drawn against any other pair in the field.

8.2 Tie-breaking

- 8.2.1** During the Swiss, ties are broken by net IMPs, then by lot.
- 8.2.2** At the conclusion of the event, ties will be broken for first place overall and by category in accordance with ABF TR 15, as detailed in the Appendices. Ties for other places will not be broken.

8.3 Session Times

The time allowed per round will be announced by the CTD.

Sunday, November 29	9.15 am	Swiss round 1
	10.15 am	Swiss round 2 — delayed draw
	11.15 am	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

9 Event Details - AFC

- 9.1** Eligibility. The Australian Fitch Championship is open to all life partners (playing together) from anywhere in Australia. Participation is **NOT** restricted to players who have competed in the 2015 GNOT. Eligible pairs are husbands and wives and all other couples in permanent relationships. Entrants shall determine their own eligibility.
- 9.2** Format.
- 9.2.1** The AFC field is limited to 40 Pairs. This limit may be extended at the discretion of the TOs.
- 9.2.2** The AFC will be played as seven eight board matches.
- 9.2.3** In the event that AFC field exceeds 10 pairs the procedure for making the draw will be as set out in **8.1.2, 8.1.3, 8.1.4** for the GNOTPC.
- 9.2.4** In the event that the AFC fields exceeds 10 Pairs scoring will be as set out **8.1.5** and **8.1.6** for the GNOTPC)
- 9.2.5** In the event that the AFC field comprises 8 or 10 Pairs, the draw will be pre-determined.
- 9.2.6** In the event that the AFC field is fewer than 8 pairs, it will be merged with the GNOTPC and any AFC Pair may be drawn against any other pair in the field.
- 9.2.7** Session times are as for the GNOTPC. The time allowed per round will be announced by the CTD.

10 Playoff Qualifying Points

- 10.1** Playoff Qualifying Points (PQP) in the GNOT National Final are awarded to each eligible player as below:

Place	1	2	=3	=3
PQP	36	18	5	5

- 10.2** To be eligible for PQP, each player must play at least 4 matches in the KO Phase and Swiss repechage combined, and at least two stanzas in the semi-final and final.
- 10.3** In the event of a tie for first, each eligible player will receive 27 PQP.
- 10.4** Note: PQP won in the 2015 GNOT will count towards the 2016 Open Teams Playoff.

Appendices

Penalties for Late Arrival or Slow Play

0-5 mins	warning for first offence, then 1 VP (3 IMPs) for each subsequent offence
5-10 mins	1 VP (3 IMPs)
10-15 mins	2 VPs (6 IMPs)
15-20 mins	3 VPs (9 IMPs)
20-30 mins	5 VPs (15 IMPs)

For late arrival in excess of 30 minutes, the CTD may assess a more severe penalty including forfeiture of the match and/or disqualification from the event.

When boards are cancelled by the director due to a failure to complete them on time and a slow play warning has previously been issued to a pair, the following penalties may be applied at the director's discretion:

One board	1 VP (3 IMPs)
Subsequent boards	2 VPs (6 IMPs)

GNOT National Final Qualified Teams

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

GNOT Pairs Championship Stratification

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

GNOT Swiss Repechage VP Scale

IMPs	VPs	IMPs	VPs	IMPs	VPs
0 – 2	15 – 15	23 – 26	21 – 9	44 – 48	25 – 4
3 – 7	16 – 14	27 – 30	22 – 8	49 – 54	25 – 3
8 – 10	17 – 13	31 – 34	23 – 7	55 – 60	25 – 2
11 – 14	18 – 12	35 – 38	24 – 6	61 – 66	25 – 1
15 – 18	19 – 11	39 – 43	25 – 5	67 +	25 – 0
19 – 22	20 – 10				

GNOT Pairs Championship and Australian Flich Championship VP Scale

IMPs	VPs	IMPs	VPs	IMPs	VPs
0 – 1	15 – 15	17 – 19	21 – 9	32 – 34	25 – 4
2 – 4	16 – 14	20 – 22	22 – 8	35 – 37	25 – 3
5 – 7	17 – 13	23 – 25	23 – 7	38 – 40	25 – 2
8 – 10	18 – 12	26 – 28	24 – 6	41 – 43	25 – 1
11 – 13	19 – 11	29 – 31	25 – 5	44 +	25 – 0
14 – 16	20 – 10				

Tie-breaking in GNOT Pairs Championship/Australian Flich Championship

Significant ties are broken by (in order): sum of opponents' VPs, number of wins, net IMPs, lot.