

2021 SYDNEY SPRING NATIONALS ONLINE SUPPLEMENTARY REGULATIONS

1 General

1.1 The Spring National Championships (SNC) comprise the following events:

TBIB Spring National Open Teams (SNOT) – October 14-15,
Finals series – October 16-17;
Bridgegear Intermediate Teams (BIT) – October 14-15;
Dick Cummings Open Pairs (DCOP) – October 16-17;
Ted Chadwick Restricted Pairs (TCRP) – October 16-17;
Spring Nationals Butler Swiss Pairs (SNBSP) – October 20;
Spring Nationals Mixed Teams (SNMT) – October 22-23;
Penline Swiss Pairs (PSP) – October 23;
Two Men & A Truck Restricted/Novice/Rookie Swiss Pairs (TMAATSP) – October 23;
NSWBA Jacaranda Teams (JT) – October 24.

These events are conducted by the New South Wales Bridge Association (NSWBA) in conjunction with the ABF in accordance with the ABF Tournament Regulations (ABF TR) as augmented by these Supplementary Regulations.

- 1.2 The competition will be held under the Laws of Duplicate Bridge, 2017. The ABF Tournament Regulations (ABF TR) will apply as augmented by these Supplementary Regulations. In the case of any inconsistency, these Supplementary Regulations will take precedence.
- 1.3 The competition will be conducted on the RealBridge online platform. All events will be held on Normal mode with the exception of the finals series matches in the SNOT, which will be held on Screen mode (see section 10).
- 1.4 Results on the RealBridge website are provisional only. The official results for the competition will be at <http://www.abfevents.com.au/events/results/results.asp?yr=2021&dir=sn>
- 1.5 Expressions used in these Regulations and not defined shall have their ordinary meaning in bridge terminology (which may include expressions defined in the Laws of Duplicate Bridge, 2017). 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. In the event of any doubt or dispute as to such meaning or the interpretation of the application of any regulation, the decision of the Chief Tournament Director (CTD) shall be final and conclusive.

2 Officials

- 2.1 The Tournament Organiser is Ian Lisle.
- 2.2 The Chief Tournament Director is Matthew McManus.
- 2.3 The Reviewer is Laurie Kelso.
- 2.4 The Review Consultants are TBA.
- 2.5 The Recorders are TBA.

3 Eligibility, Augmentation and Substitutions

- 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. Overseas players become honorary members of the Foreign Players Club.
- 3.2 To be eligible for the BIT:
- i) all members of the team must have fewer than 750 masterpoints at 30-6-21;
 - ii) a player may not have previously won two or more ABF events with the same masterpoint restriction as the BIT or higher;
 - iii) New Zealand players must have a ranking of Master or lower as at 30-6-21;
 - iv) at the time of entering, Grand Slam players must have a rating of 59% or below.
- 3.3 To be eligible to enter the TCRP or TMAATSP:
- i) both members of the partnership must have fewer than 300 masterpoints at 30-6-21;
 - ii) a player may not have previously won two or more ABF events with the same masterpoint restriction as the TCRP or higher. Notwithstanding a player who has already entered the TCRP at the time of winning their second such ABF event will be deemed eligible for the TCRP;
 - iii) New Zealand players must have a ranking of less than NZ Master as at 30-6-21;
 - iv) at the time of entering, Grand Slam players must have a rating of 56% or below.
- 3.4 To be eligible for category prizes in the TMAATSP:
- a) Novice -
 - i) both members of the partnership must have fewer than 100 masterpoints at 30-6-21;
 - ii) New Zealand players must have a ranking of less than NZ Local Master as at 30-6-21;
 - iii) at the time of entering, Grand Slam players must have a rating of less than 54%.
 - b) Rookie -
 - i) both members of the partnership must have fewer than 10 masterpoints at 30-6-21;
 - ii) New Zealand players may not have a ranking higher than NZ Novice as at 30-6-21;
 - iii) at the time of entering, Grand Slam players must have a rating of less than 48%.
- 3.5 To be eligible for the SNMT, in every match both pairs must comprise one male and one female player.
- 3.6 All players must individually meet the eligibility criteria to compete in events. This includes those events where players must be under the stated masterpoint range or age as of the dates specified. Masterpoints earned in another NCBO, irrespective of whether they have been transferred, shall be included for the purpose of determining a player's eligibility.
- 3.7 Overseas players may apply to enter events restricted by masterpoint status only if they are eligible to play in events with similar criteria within their own NBO. Entry to any such event will only be granted after the applicant's eligibility has been verified. The TO's decision in respect to such eligibility is final and not subject to appeal.
- 3.8 In the SNOT, to be eligible to play in the semi-finals or final, each team member, including those augmented, must have played at least three matches in the Qualifying Stage. To be eligible for a title, each team member must have played at least one stanza in the semi-final and final.
- 3.9 With the consent of the CTD, a team may augment until the conclusion of Match 4 (SNOT, BIT) or Match 3 (SNMT, JT) up to a maximum of 6 players. Any player so added to the team must not have played previously in another team in the same event.
- 3.10 In the teams events, the CTD may approve a maximum of four substitutions per team in the SNOT, BIT and SNMT or a maximum of three substitutions per team in the JT. In SNOT Semi-Finals or

Finals matches, a substitute is permitted for one stanza. In the DCOP and TCRP, the CTD may approve substitutes for any pair in a maximum of five rounds. In other events, the CTD may approve substitutes for any pair in a maximum of three rounds. 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.

- 3.11 To ensure the smooth running of the tournament, the TO may nominate a “house contestant” to compete in any event. The TO will make every effort to nominate eligible players, but is at liberty to nominate others in case of necessity. The conditions under which the “house contestant/s” compete will, subject to ABF TR 1.9, be at the discretion of the CTD.

4 Systems and Defences

- 4.1 Subject to 4.3, GREEN and BLUE systems are permitted without restriction.
- 4.2 RED systems and BROWN STICKER conventions are permitted in all events except for the TCRP and TMAATSP.
- 4.3 In the TCRP and TMAATSP, the CTD may also further restrict a pair from playing any method which the director judges may not be readily understood by a significant proportion of players in the field.
- 4.4 YELLOW systems will be not be permitted.

5 Seating

- 5.1 There shall be no seating rights in the BIT, SNMT, JT or the qualifying stage of the SNOT. Match-ups will be made as the players are seated at the starting time of each match. If a team has neither pair seated at start time, the CTD will randomly assign NS and EW to the two pairs. In the case of dispute, the CTD shall randomly assign directions to the four pairs in the match.
- 5.2 In the Semi-finals and Final of the SNOT, the team which finished higher in the Qualifying shall have the right to choose to sit first in either the odd or even stanzas.
- 5.3 Once a match has started, a pair must continue to play at that table unless permitted by the CTD in the case of emergency or misadventure.

6 Correction Period and Time of Appeal

- 6.1 The Correction Period (Law 79C) and time for lodging a request for a review of a Director's ruling (Law 92B) expire 30 minutes after the conclusion of play on the day on which the relevant board was played.

7 Unplayed Boards

- 7.1 In the case of multiple unplayed boards where the Director awards an artificial adjusted score of average plus, artificial adjusted scores are awarded as detailed in the Appendices.
- 7.2 Where unplayed boards result in direct comparisons being available on fewer than one-half of the boards in the match, the match will be scored in accordance with ABF TR 15.1 (Forfeits).

8 Ties and Carry-overs

- 8.1 Ties for qualification to the semi-finals of the SNOT and ranking of teams within the finals series will be broken in accordance with ABF TR 15.
- 8.2 Other ties will not be broken.
- 8.3 For all semi-final and final matches in the SNOT, there will be a carry-over up to a maximum of 12.1 IMPs based upon the total Victory Point score of the teams at the conclusion of the Swiss qualifying. The higher ranked team will have a carry-over of 1 IMP for every 1 VP they finished ahead of the their opponent after the qualifying, multiplied by x , where:
- $x = 1$, if the higher ranked team defeated the lower ranked team when they played in the qualifying;
 - $x = 0.75$, if the teams tied when they played in the qualifying or if they did not play one another in the qualifying; or
 - $x = 0.50$, if the higher ranked team lost to the lower ranked team when they played in the qualifying.
- In the event of the carry-over being an exact whole number of IMPs, the team which finished in the higher position in the qualifying will carry forward an additional 0.1 IMPs.

9 Event Formats

With the exception of the Finals series of the SNOT, all events will be played as single field Swiss.

The draw for Round 1 shall be random. Subsequent draws shall be on the Swiss principle as determined by the RealBridge algorithm.

Swiss Pairs events will be scored by cross-IMPs with net IMPs in each match converted to Victory Points (VPs) using the ABF Scale for Swiss Pairs for 8 board matches.

Net IMPs in Swiss Teams events will be converted to VPs using the WBF continuous VP Scale for 8 or 12 board matches as appropriate.

Average percentage score in Swiss Matchpoint events will be converted to VPs using the scale detailed in the Appendices.

9.1 SNOT

9.1.1 Qualifying: eight 12 board matches

9.1.2 At the conclusion of the Qualifying, the four highest placed teams will qualify to the semi-finals. If a team or teams opt to play in the semi-finals, they shall be replaced by the next highest ranking team.

9.1.3 Semi-Finals. The highest ranked team chooses their opponent from the third and fourth ranked teams. Format: 48 board match played in four 12 board stanzas.

9.1.4 Final:. The two Semi-Final winners compete in the Final. Format: 48 board match played in four 12 board stanzas.

9.2 BIT - eight 12 board matches

9.3 DCOP - ten 10 board matches

9.3.1 At the conclusion of Match 5, subject to 9.3.2, players from the losing semi-final teams of the SNOT may join the DCOP. The partnership can only consist of players who were in the losing teams. They shall be added to the draw with a VP score equal to the average score of the top 6 pairs after Match

5, but no more than 10 VPs less than the leader's score. Only a even number of pairs from the semi-finals may join the DCOP. Entries will be accepted in the order in which they are received by the CTD.

9.3.2 Pairs entering from the SNOT semi-finals will be randomly matched to play each other in Round 6.

9.4 **TCRP** - ten 10 board matches

9.5 **SNBSP** - six 8 board matches

9.6 **SNMTT** - eight 12 board matches

9.7 **PSP** - six 8 board matches

9.8 **TMAATSP** - six 8 board matches

9.9 **JT** - six 8 board matches

10 RealBridge Screens Mode

10.1 From the commencement of a hand up until its completion, a player will only be able to see and verbally communicate with their screenmate. (North and East are screen mates, as are South and West.)

10.2 Players alert and provide explanations of their own calls.

10.3 All alerts and explanations must be typed. Alerts and explanations are communicated to both opponents.

10.4 A player may not consult their own convention card while a hand is in play.

10.5 It is a requirement that all players on RealBridge have working video and audio connections. Players may only turn off their camera with the permission of the Director.

10.6 Other than the device on which the player is using RealBridge, no other communication or electronic device may be used or referred to during play.

11 Playoff Qualifying Points

11.1 Eligible teams (or pairs in the DCOP) are ranked for the award of Playoff Qualifying Points (PQP). Each eligible player in those teams (or pairs) receives an award as follows:

11.1.1 SNOT

Place	1	2	3	4
PQP	24	12	6	3

11.1.2 In addition to any Open PQPs they may be awarded, 6 Women's PQPs will be awarded to the top three all-female pairs in the SNOT, provided that these pairs:

i) met the PQP board rule;

ii) met the pairs board rule; and

iii) finished in the top 20% of the field on modified datum calculated as IMPs/board. (The field will be deemed to consist of all pairs who played four matches.)

11.1.3 To be eligible for PQP, a player must have played in at least four matches in the qualifying and at least two stanzas in the semi-finals and final, where applicable.

11.1.4 DCOP

Place	1	2	3	4
PQP	16	12	8	4

11.1.5 To be eligible for PQP, a player must have played in at least five matches

11.2 Ties are not broken for PQP purposes. Any tied pairs or teams share the available points for the places involved in the ties.

Appendices

Tie-breaking

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

Victory Point Scale for DCOP, TCRP

Where x is the pair's average percentage for the round (rounded to 2 decimal places - 0.005 rounded up):

Where x is greater than 70.0: $VP = 20$

Where x is between 57.5 and 70.0: $VP = (x-20)*2/5$

Where x is between 42.5 and 57.5: $VP = (x-35)*2/3$

Where x is between 30.0 and 42.5: $VP = (x-30)*2/5$

Where x is less than 30.0: $VP = 0$

Calculation of Modified Datums

For each pair x,

$$Dm = tRD + 0.5 * (\text{sum} (opDa))$$

where

- Dm is the modified datum of Pair x
- tRD is the total raw datum score for all matches played by Pair x
- sum(opDa) is the sum of the average raw datum per match for all the opponents of Pair x

For each match, if a pair's raw datum score is greater than 64, it will be limited to 64 plus one-tenth of any score greater than 64.

Calculation of multiple Average Plus awards during a session or match

Where the Laws require the Director to award an artificial adjusted score of average plus on more than one board in a session or match (as in the case of fouled or otherwise unplayable boards), the score awarded per board shall be:

IMP scored Teams events: an IMP score of $3\sqrt{N}/N$

IMP scored Pairs events: an IMP score of $2\sqrt{N}/N$

Matchpoint scored events: a percentage score equal to $50 + 10\sqrt{N}/N$

where N is the number of unplayable boards.

In IMP scored events, the net IMPs in a match assigned due to these formulas will be rounded to the nearest IMP (0.5 IMPs rounded up).

In matches with multiple fouled boards resulting in the number of direct comparisons available being fewer than one half the number of boards, the match will be scored as a forfeit treating both units as non-offending. Forfeited matches are scored as 13 VPs for each side (assuming a 20 point VP scale is being used). Further adjustments at the end of the event may be appropriate in accordance with ABF Tournament Regulation 15. (<http://www.abfevents.com.au/events/tournregs/ABFTournamentRegs2017.pdf>)

The following table lists the IMPs/percentage to be assigned for each successive board in the case of multiple average plus boards:

Number of fouled/unplayable bds	IMPs assigned (Teams)	Percentage assigned (matchpoints)
1	3	60.00
2	1	54.14
3	1	53.18
4	1	52.68
5	1	52.36
6	0	52.13