

2025 SYDNEY SPRING NATIONALS SUPPLEMENTARY REGULATIONS

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1 General

- 1.1 The Spring National Championships (SNC) comprise the following events:
 - TBIB Spring National Open Teams (OT) – October 18-23, Final – October 24
incorporating Linda Stern Women’s Teams (WT) and Bobby Evans Seniors’ Teams (ST);
 - Paul Lavings Bridge Supplies Intermediate Teams (IT), incorporating Fixed Income Solutions
Restricted Teams (RT) and Fixed Income Solution Novice Teams (NT) – October 18-19;
 - Monday Matchpoints (MMP) – greater and less than 300 MPs – October 20;
 - Tuesday Matchpoints (TMP) – greater and less than 300 MPs – October 21;
 - Wednesday Matchpoints (WMP) – greater and less than 300 MPs – October 22;
 - Gumby-Lazer Mixed Teams (MT) – October 23-24, Final series– October 25-26;
 - Butler Swiss Pairs (SP), Open, Intermediate, Restricted and Novice – October 23-24
 - Dick Cummings Open Pairs (OP) – October 25-26;
 - Spring Nationals Intermediate Pairs (IP) – October 25-26;
 - Ted Chadwick Restricted Pairs (RP) – October 25-26;
 - Spring Nationals Novice Pairs (NP) – October 25-26.

These events are conducted by Bridge New South Wales (BNSW) in conjunction with the ABF in accordance with the ABF Tournament Regulations (ABF TR) as augmented by these Supplementary Regulations.
- 1.2 The venue is Canterbury Park Racecourse, 96 King St, Ashbury.
- 1.3 Players must use the methods and equipment in the manner specified by the Chief Tournament Director (CTD) or 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 only permitted in areas specifically designated by the TO as smoking areas. Breach of this regulation incurs a disciplinary penalty (see 6.3)

- 1.5 Mobile telephones, iPads, iPods and other electronic communication equipment must be switched off during session time. In addition, any player leaving the table during the session must leave any such device at the table. Breach of this regulation incurs a disciplinary penalty, after one warning (see 6.3)
- 1.6 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 6.3) 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.
- 1.7 Players in semi-final and finals of teams events must lodge any mobile phone or other electronic communication device in their possession with the TO during session time.
- 1.8 The TO may grant permission for still or moving photographs to be taken during the course of the event. Players may only refuse to be photographed for religious or cultural reasons deemed valid by the TO or CTD.
- 1.9 In all events, if the number of entrants is fewer than twice the number of rounds to be played, the modified Swiss format may be implemented (see Appendices). Alternatively, or in addition to, the TO may elect to combine fields in concurrently running events to ensure the efficacy of the movement and the validity of the competitions.
- 1.10 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 Shannon Queree.
- 2.2 The Chief Tournament Director is Matthew McManus.
- 2.3 The Reviewer is TBA.
- 2.4 The Review Consultants are TBA.
- 2.5 The ABF on site representative is TBA.
- 2.6 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 to play in Intermediate events or to be eligible for a prize in the Intermediate category in multi-grade events:
- i) all members of the pair or team must have fewer than 750 masterpoints at 30-6-25;
 - ii) a player may not have previously won two or more ABF events with the same masterpoint restriction or higher as the event. Notwithstanding a player who has already entered either event at the time of winning their second such ABF event will be deemed eligible for that event;
 - iii) New Zealand players must have a ranking of Master or lower as at 30-6-25;
 - iv) at the time of entering, Grand Slam players must have a rating of 59% or below.
- 3.3 To be eligible to play in Restricted events or to be eligible for a prize in the Restricted category in multi-grade events:
- i) all members of the pair or team must have fewer than 300 masterpoints at 30-6-25;
 - ii) a player may not have previously won two or more ABF events with the same masterpoint restriction or higher as the event. Notwithstanding a player who has already entered either event at the time of winning their second such ABF event will be deemed eligible for that event;
 - iii) New Zealand players must have a ranking of less than NZ Provincial Master as at 30-6-25;
 - iv) at the time of entering, Grand Slam players must have a rating of 56% or below.
- 3.4 To be eligible to play in Novice events or to be eligible for a prize in the Novice category in multi-grade events:
- i) all members of the pair or team must have fewer than 100 masterpoints at 30-6-25;
 - ii) a player may not have previously won two or more ABF events with the same masterpoint restriction or higher as the event. Notwithstanding a player who has already entered either event at the time of winning their second such ABF event will be deemed eligible for that event;
 - iii) New Zealand players must have a ranking of less than NZ local Master as at 30-6-25;
 - iv) at the time of entering, Grand Slam players must have a rating of 54% or below.
- 3.5 To be eligible for the MT, in every match both pairs must comprise one male and one female player.
- 3.6 To be eligible for the WT, all members of the team must be female.
- 3.7 To be eligible for the ST, all members of the team must have been born before 1-1-62.
- 3.8 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.
- 3.9 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.
- 3.10 In the IT and MT, 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.
- 3.11 In the OT, to be eligible to play in a final, each team member, including those augmented, must have played at least 70 boards in matches leading up to the final.

- 3.12 With the consent of the CTD, a team may augment until the commencement Day 3 (OT) or Match 4 (IT and MT) 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.
- 3.13 In the teams events, the CTD may approve a maximum of four substitutions per team. In Semi-Finals or Finals matches, a substitute is permitted for one stanza. In the OP, IP, RP and NP, 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.
- 3.14 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 RMP, RP and NP.
- 4.3 In the RMP, RP and NP, 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 allowed in the OT and MT from Round 3 onwards, but may not be played against a contestant with a current position in the lower two-thirds of the field (decimals rounded up). Pairs intending to play a YELLOW system must provide the TO with an adequately completed ABF system card and a bona fide defence before October 10, 2025.

5 Seating

- 5.1 In all stages of the OT and MT apart from the Final, teams registering one or more YELLOW systems lose all seating rights in all matches against teams not employing a YELLOW system.
- 5.2 YELLOW systems may be played only if the seating is posted within 10 minutes of the publication of the draw.
- 5.3 Except as noted in 5.1, in all finals series matches, the higher ranked team if applicable has the right to elect to sit first in either the odd- or even-numbered stanzas.
- 5.4 In other cases should the need arise, seating rights for each match will be determined by toss of a coin.

6 Disciplinary and Procedural Penalties

- 6.1 In a Swiss movement penalties are included in the overall ranking, but the draw is determined by the scores excluding penalties.
- 6.2 The general provisions of ABF TR 10 concerning punctuality and slow play apply. The table of penalties is listed in the Appendices.
- 6.3 The disciplinary penalty for breach of regulations relating to smoking (1.4) and mobile phones (1.5, 1.6) is 3 VPs.

7 Correction Period and Time for Requesting a Review

- 7.1 The Correction Period for each match expires 30 minutes after the conclusion of the following match, except that for the last two matches, the Correction Period expires 10 minutes after the scheduled finishing time of the last match.
- 7.2 Subject to 7.3, the Time for Requesting a Review of a Director's Ruling (Law 92B) expires 30 minutes after the scheduled finishing time of the session or 30 minutes after the parties are advised of the director's ruling whichever is later. If the next match is scheduled to commence within that period, the time is extended to the expiration of the Time for Requesting a Review for that next match.
- 7.3 In the case of the last match, the Time for Requesting a Review of a Director's Ruling expires 10 minutes after the scheduled finishing time of the last match.

8 Fouled and Unplayable Boards

- 8.1 In matchpoint pairs events, where a single board is fouled, the assigned matchpoint score is 60% of the available matchpoints on the board awarded to both sides.
- 8.2 In teams events, the result of a fouled board is cancelled and a substitute board is played at both tables unless the result of the match is known or any of the players has left the table at the conclusion of that round. In these cases where a single board is cancelled, a score of 3 IMPs is assigned for both sides.
- 8.3 In the case of multiple fouled boards, artificial adjusted scores are awarded as detailed in the Appendices.
- 8.4 Where due to the fouling of multiple boards, direct comparisons are available on less than one-half the boards in the match, the match will be scored in accordance with ABF TR 15.1 (Forfeits), treating both units as non-offenders.
- 8.5 For boards on which a result is unable to be obtained and the Director awards an artificial adjusted score of average plus, the provisions of 8.1 to 8.4 will apply.

9 Ties and Carry-overs

- 9.1 Ties for qualification to the semi-finals, finals of the IT and MT or Knockout matches in the OT and ranking of teams within the finals series will be broken in accordance with ABF TR 15.
- 9.2 Ties for first place only in the OP, IP, RP and NP will be broken in accordance with ABF TR 15, unless drop-in pairs have been accepted as described in 10.5.2 in which case the tie will not be broken.
- 9.3 Ties in matches in the OT Championship Quarter-Finals, Semi-Finals and Final will be broken by two board playoffs. If still tied, there will be successive one board playoffs until the tie is broken.
- 9.4 Ties in other Knockout matches in the OT will be broken by (in order):
- i) rescoring the match using point-a-board scoring;
 - ii) rescoring the match by calculating total points;
 - iii) where both teams have won their previous match in the Knockout section, the team that won that match by the larger margin will be declared the winner;
 - iv) lot.
- 9.5 Other ties will not be broken.
- 9.6 The team undefeated in the One-loss pool in the OT will have a carry-over of 7.5 IMPs in their Semi-Final match. If they win their Semi-Final by more than 7.5 IMPs, they will have a carry-over of 7.5 IMPs in the Final.
- 9.7 For semi-finals and finals matches in the MT, there will be a carry-over up to a maximum of 14.1 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 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.

10 Event formats

- 10.1 Depending on the number of entries, event formats may be varied by the Tournament Organiser. This may include combining events, changing the number or length of matches, or other actions to ensure the viability of the event.
- 10.2 Session times may be varied by the Tournament Organiser subject to reasonable notice being given to the participants.
- 10.3 The time allowed per match or stanza will be announced by the CTD.
- 10.4 **Paul Lavings Bridge Supplies Intermediate Teams/Fixed Income Solutions Restricted Teams/Fixed Income Solutions Novice Teams** – Provided the numbers of entries are sufficient, each of these events will be played as a single field Swiss qualifying consisting of 8 x 14 board matches.
- 10.4.1 Each match will be scored using the WBF continuous VP scale for 14 board matches.
- 10.4.2 Session times: 10.00am (2 matches), 2.00pm (2 matches)

10.5 Spring National Open Teams – The OT will be played with a Qualifying Stage followed by a double elimination Knockout with subsidiary divisions for teams eliminated from each division. The three divisions will be designated Championship, Plate and Shield.

10.5.1 Qualifying Stage (Day 1) – A Qualifying stage will be held in a format determined when the number of entries is known. At the conclusion of the Qualifying Stage, 16 teams will qualify to the No-loss pool, 32 teams to the One-loss pool and the remainder to the Plate.

10.5.2 Championship format:

- No-loss pool (Days 2-3):

Knockout matches will be played over 28 boards in two stanzas of 14.

As teams are defeated they will proceed to the One-loss pool.

- Round 1: 16 teams

- Round 2: 8 teams

- Round 3: 4 teams

- Round 4: 2 teams

The team winning Round 4 will progress directly to the Championship Semi-Finals on Day 5. The losing team will proceed to the Championship Quarter-Finals.

- One-loss pool (Days 2-3):

Knockout matches will be played over 28 boards in two stanzas of 14.

As teams are defeated they will proceed to the Plate.

- Round 1: 32 teams

- Round 2: 24 teams – 16 winning teams from Round 1 plus 8 losing teams from No-loss Round 1

- Round 3: 16 teams – 12 winning teams from Round 2 plus 4 losing teams from No-loss Round 2

- Round 4: 10 teams – 8 winning teams from Round 3 plus 2 losing teams from No-loss Round 3

The 5 winning teams after Round 4 will progress to the Championship Quarter-Finals.

- Championship Quarter-Finals (Day 4): The 5 winning teams from the One-loss pool together with the team defeated in the last round of the No-loss pool will play Knockout matches over 56 boards in four stanzas of 14. The team from the No-loss pool may choose their opponents from among the other teams with the proviso that they may not choose a team they have already played in a Knockout match. The other matches will be drawn at random with the proviso that a team may not be drawn against a team they have already played in a Knockout match. The three winning teams will progress to the Championship Semi-Finals. The losing teams will progress to the Shield (Round 7).

- Championship Semi-Finals (Day 5): The 3 winning teams from the Championship Quarter-Finals together with the undefeated team from the No-loss pool will play Knockout matches over 56 boards in four stanzas of 14. The undefeated team from the No-loss pool may choose their opponents from among the other three teams. There is no restriction preventing teams playing a team they have previously played in a Knockout match. The two winning teams will progress to the Championship Final.

- Championship Final (Day 6): The 2 winning teams from the Championship Semi-Finals will play a head-to-head match over 56 boards in four stanzas of 14.

10.5.3 Plate format:

- Swiss: 8 rounds of 14 board matches

Teams that failed to qualify to the Knockout matches will play 2 rounds of Swiss with a random draw for the first round. After 2 rounds, they will be joined by the 16 teams defeated in Round 1 of the One-loss pool. These teams will enter the Swiss with a VP score equal to the average of 28 and the Swiss leader's score at the end of Round 2, but not less than the leader's score minus 6. After 6 rounds, the leading 14 teams will continue for 2 more rounds of Swiss. The remaining teams will proceed to the Shield. After 8 rounds, the four leading teams will progress to the Plate Round-of-16. The other 10 teams will proceed to the Shield.

- KO Qualifying A: The 12 teams defeated in Round 2 of the One-loss pool will play KO matches of 28 boards. Losers will proceed to the Shield. The six winning teams will play KO Matches of 28 boards. The three winning teams will progress to the Plate Round-of-16. The three losing teams will progress to the Shield (Round 3).

- KO Qualifying B: The 8 teams defeated in Round 3 of the One-loss pool will play KO matches of 28 boards. The four winning teams will progress to the Plate Round-of-16. Losers will proceed to the Shield. (Round 3)

- Plate KO: All matches will be played over 28 boards in two sets of 14. The draw for all rounds will be random with no restriction on playing a team already played in a Knockout match. Losing teams in the Round-of-16 and Quarter-Finals will proceed to the Shield (Round 5 and Round 7 respectively).

Round-of-16: 16 teams – 4 teams from Plate Swiss, 3 teams from KO Qualifying A, 4 teams from KO Qualifying B and the 5 losing teams from Round 4 of the Championship One-loss pool.

Quarter-Finals: 8 teams

Semi-Finals: 4 teams. Losing teams proceed to the Plate 3rd/4th Playoff

Final and 3rd/4th Playoff: 2 teams and 2 teams

10.5.4 Shield format – Swiss of 10 rounds of 14 board matches

- the initial field will comprise teams eliminated from the Plate Swiss after Round 6 and the 6 teams defeated in the first match of Plate KO Qualifying A;
- after 2 rounds, the field will be joined by the 10 teams eliminated from the Plate Swiss, the 3 losing teams from KO Qualifying A and the 4 losing teams from KO Qualifying B. Teams joining will enter on a VP score equal to the average of 24, and the Leader's score at the end of Round 2;
- after 4 rounds, the field will be joined by the 8 losing teams from the Plate Round-of-16. Teams joining will enter on a VP score equal to the average of 52, and the Leader's score at the end of Round 4.
- after 6 rounds, the field will be joined by the 4 losing teams from the Plate Quarter-Finals and the 3 losing teams from the Championship Quarter-Finals. Teams joining will enter on a VP score equal to the average of 84, and the Leader's score at the end of Round 6, but not less than the leader's score minus 6.

10.5.5 Each session will consist of 2 sets of 14 boards

10.5.6 Session times:

Saturday and Sunday: 10.00am and 2.00pm

Monday to Wednesday: 10.30am and 2.30pm

except Championship Semi-finals and Final: 9.30am, 11.30am, 2.00pm, 4.00pm

10.5.7 The Linda Stern Women's Teams and the Bobby Evans Senior's Teams will be awarded to the highest placed eligible team. Order of placing will be based on each team's results in the following stages in order. If two or more teams are defeated at the same point in a Knockout section, the team losing by the smallest amount will be ranked highest. If the teams lose by the same margin, the winner will be determined by considering the best result in the subsequent stage(s).

- 1) Championship Final;
- 2) Championship Semi-Finals;
- 3) Championship Quarter-Finals;
- 4) Plate Final;
- 5) Plate 3rd/4th Playoff;
- 6) Plate Semi-Finals;
- 7) Plate Quarter-Finals;
- 8) Plate Round-of-16;
- 9) Shield.

10.6 **Monday/Tuesday/Wednesday Matchpoint Pairs** – Each of these events will be over two sessions with matchpoint scoring. Provided there are sufficient entries, separate events will be held for players with more and less than 300 masterpoints. The format of the events will be determined when entries are known.

10.7 Gumby-Lazer Mixed Teams – The MT will be played as a single field Swiss consisting of 8 x 14 board matches, followed by semi-finals and a final.

10.7.1 Each match will be scored using the WBF continuous VP scale for 14 board matches.

10.7.2 Any team that contains players competing in the OT Final may recruit substitutes for Matches 1 to 4, provided that all pairs satisfy the eligibility criteria of 3.5. Any substitutes so recruited will not be included in determining the count of the number of substitutes relevant to the application of 3.13. Additionally, if a team has fewer than two eligible partnerships available for Matches 1 to 4 due to participation in the OT Final, the team may elect not to play Matches 1 to 4. They will be added to the draw prior to Match 5 with a score equal to the average of the top 6 teams at that point.

10.7.3 At the conclusion of the Swiss, the four highest placed teams will qualify to the semi-finals. The first placed team has the choice of opponents from amongst the other three teams, with the proviso that the second placed team may elect not to be chosen.

10.7.4 Session times: Qualifying rounds: 10.30am (2 matches), 2.30pm (2 matches)
Semi-Finals and Final: 9.30am, 11.30am, 2.00pm, 4.00pm

- 10.8 **Butler Swiss Pairs** – The SP will be played as a single field Swiss consisting of 8 x 14 board matches, played over 4 sessions. Should entries warrant, separate events will be held for Open, Intermediate, Restricted and Novice pairs.
- 10.8.1 Scoring will be by IMPs against a datum calculated as in 10.8.2, 10.8.3 and 10.8.4. IMPs are converted to VPs in accordance with the ABF 14 board Swiss Pairs VP scale.
- 10.8.2 The datum will be the arithmetic mean of all the scores under consideration (10.8.3, 10.8.4) after eliminating the highest x/10 scores and lowest x/10 scores (0.5 rounded up) where x is the number of scores under consideration.
- 10.8.3 If there are fewer than 24 tables entered, the datum will be calculated considering the scores obtained at all tables.
- 10.8.4 If there are 24 or more tables:
- a) for Matches 1-2, the datum will be calculated considering the scores obtained at all tables;
 - b) for Matches 3-5, the datum will be calculated considering the scores obtained at the top n/2 tables (0.5 rounded up), where n is the number of tables in play;
 - c) for Matches 6-8, the datum will be calculated considering the scores obtained at the top 12 tables.
- 10.8.5 Session times: 10.30am (2 matches), 2.30pm (2 matches)
- 10.9 **The Dick Cummings Open Pairs, Spring Nationals Intermediate Pairs, Ted Chadwick Restricted Pairs and Spring Nationals Novice Pairs** will each be played as a single field Swiss Pairs event, consisting of 12 x 10 board matches.
- 10.9.1 Each match will be scored using standard duplicate matchpoint scoring. Each pair's average percentage score for the match will be converted to Victory Points, using the VP scale in the Appendices.
- 10.9.2 Subject to 10.9.3 to 10.9.5, after Match 6 and prior to Match 7, players from the losing semi-final teams of the MT may join the OP.
- 10.9.3 Any pairs wishing to enter under 10.9.2 must have submitted and paid for an entry to the OP prior to 8.00pm Friday, October 24.
- 10.9.4 Partnerships consisting solely of players who competed in the MT semi-finals, shall be added to the draw with a VP score equal to the average score of the top 6 pairs after Match 6, but no more than 9 VPs less than the leader's score.
- 10.9.5 Partnerships consisting of just one player who competed in the MT semi-finals will only be accepted if there is an uneven number of pairs in the field. They will be added to the draw on a score of 60 VPs and 0 IMPs.
- 10.9.6 Session times: 10.00am and 2.15pm (3 matches each session)

11 Playoff Qualifying Points

11.1 Eligible teams (or pairs in the OP) 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 OT Championship

Place	1	2	3=	3=	5=	5=	5=
PQP	48	24	12	12	6	6	6

11.1.2 To be eligible for PQP, a player must have played in at least 70 boards in preliminary stages and at least two stanzas in the quarter-finals, semi-finals and final, as applicable.

11.1.3 OT Plate

Place	1	2	3
PQP	6	4	2

11.1.4 To be eligible for PQP, a player must have played in at least 70 boards in preliminary stages and a total of at least four stanzas in the Round-of-16, quarter-finals, semi-finals, final and 3rd/4th Playoff combined, as applicable.

11.1.5 OT Shield

Place	1	2
PQP	6	4

11.1.6 To be eligible for PQP, a player must have played in at least 70 boards in preliminary stages and at least a four matches in the Swiss.

11.1.7 OP

Place	1	2	3	4
PQP	32	24	16	12

11.1.8 To be eligible for PQP, a player must have played in at least six matches. Any player who played in a team that competed in the MT Semi-Finals will be deemed to have played in all of the first six matches.

11.1.9 MT

Place	1	2	3	4
PQP	24	16	8	4

11.1.10 To be eligible for PQP, a player must have played in at least four matches and at least half the boards played in any semi-final or final match. Any player who played in a team that competed in the OT Final will be deemed to have played in all of the first four 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 OP, IP, RP and NP

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: $VP = 0$

Modified Swiss format

In Swiss Pairs or Swiss Teams events where the number of entrants is fewer than twice the number of rounds to be played, a round robin or modified Swiss format will be implemented.

If the numbers are appropriate, a full round robin movement will be implemented, with the possibility of a round or rounds to determine final placings.

Otherwise, a normal Swiss movement will be used up to and including Round $n/2 + 1$ (even number of rounds) or Round $(n+1)/2$ (odd number of rounds). In subsequent rounds, the Swiss movement continues with all scores retained. A pair may play another pair which it previously played in Rounds 1 to $n/2$ (even number of rounds) or Rounds 1 to $(n-1)/2$ (odd number of rounds). "n" represents the number of rounds in the event.

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 determined as per the table below.

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. Further adjustments at the end of the event may be appropriate in accordance with ABF Tournament Regulation 15.

(www.abfevents.com.au/events/tournregs/ABFTournamentRegs2024.pdf)

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

Number of fouled/unplayable bds	IMPs awarded (Teams)	IMPs awarded (Butler Pairs)	Percentage awarded (Matchpoints)
1	3	2	60.00
2	1	1	54.14
3	1	0	53.18
4	1	1	52.68
5	1	0	52.36
6	0	1	52.13
7	1	0	51.97

Anticipated Finishing Times

The following times are provided solely as a guide to players and may change depending on event formats and other circumstances:

October 18-19	5.30 pm
Other days	6.00 pm