

**2006 GRAND NATIONAL OPEN TEAMS CHAMPIONSHIP
GNOT NATIONAL FINAL (& GNOT PAIRS CHAMPIONSHIPS)
Friday-Monday, 17-20 November 2006
Supplementary Regulations**

Venue

Club Banora, Leisure Drive, Banora Point (Tweed Heads), New South Wales 2486.

Tournament Officials

Coordinator	John Brockwell
Chief Tournament Director (CTD)	David Anderson
Appeals Committee Chair	Eric Ramshaw
Appeals Consultant	Murray Green
Recorder	John Brockwell
Tournament Committee Chair	Eric Ramshaw
Tournament Unit	Eric Ramshaw, Chris Diment
ABF Secretariat	Jane Rasmussen
Deputy Director	Phil Sellars

Timetable

Saturday has an early start and early finish designed to cater for those who wish to have the evening free for social reasons or, if eliminated, to return home.

The times for the semi-finals and final may be altered by a unanimous decision of the Captains and Chief Tournament Director.

The final will finish no later than 6.00 pm.

	Time	KO Rd/Set	Correction	Swiss	Correction	Day	Time	Stanza	Bds/Rd	Correction
Friday	10.00	1/1	12.00	Round		Sunday	9.00	Repechage	1-20	12.00
	12.15	2/1		1	9.00am		12.30	SF 1	1-12	4.00pm
	2.05	2/2	4.15	2	9.00am		2.15	SF 2	13-24	4.00pm
	4.25	3/1		3	9.00am		4.15	SF 3	25-36	6.30pm
	6.15	3/2	8.30	4	9.00am		6.00	SF 4	37-48	6.30pm
Saturday	9.30	4/1		5	1.45pm	Sunday	9.00	Pairs 1-4		1.15pm
	11.30	4/2	1.45	6	1.45pm		1.45	Pairs 5-7		5.00pm
	2.00	5/1		7	8.00pm		4.45	Hospitality		
	3.55	5/2		8	8.00pm	Monday	9.00	Final	1-32	1.30pm
	5.45	5/3	8.00	9	8.00pm		1.30	Final	33-64	5.45pm
	7.30	Hospitality				The final will finish no later than 6.00 pm.				

Seeding

The field is seeded taking into account form, past performance and region of origin.

6 teams have a bye in the first round and start play at 12.15pm on Friday.

52 teams do not have a bye in the first round and start play at 10.00am on Friday

Bye, 12.15pm	6 Teams	Sydney 1	Sydney 2	Sydney 3	Sydney 4	Canberra 1	Adelaide 1
52 Teams	ACT Prov.	Canberra 2	Gippsland 1	Melbourne 1	N. Rivers 1	S Cst-Monaro	T'lands-Ill.
No Bye,	Adelaide 2	Capricornia	Gippsland 2	Melbourne 2	N. Rivers 2	S-W NSW	Tasmania 1
10.00am	Adelaide 3	Central Cst 1	Gold Coast 1	Melbourne 3	Northern Vic	Sunshine Cst 1	Tasmania 2
	Aust. Juniors	Central Cst 2	Gold Coast 2	Melbourne 4	Perth 1	Sunshine Cst 2	WA Country
	Brisbane 1	Central-N'th'n	Henty	Mountains	Perth 2	Sydney 5	WA Prov.
	Brisbane 2	Darling Downs	Hunter 1	N. Territory	Perth 3	Sydney 6	West'n NSW
	Brisbane 3	Far North Qld	Hunter 2	North Coast	SA Prov.	Sydney 7	Wide Bay
				North Qld	SE Qld Prov.	Sydney 8	

Format

1. There are 58 teams.
2. The event (until the repechage/semi-final stages) is played in 14-board sets.
3. The event commences as a knockout, the first round comprising 14 boards. There are 52 teams playing head-to-head in this first KO round. (The other 6 teams have a first-round bye.) The 26 winning teams progress to the second KO round; the 26 losing teams enter the Swiss.
4. The Swiss comprises nine 14-board rounds.
5. The second KO round comprises 32 teams and is played over 28 boards in two 14-board sets. The 16 winning teams progress to the third KO round; the 16 losing teams enter the Swiss.
6. The third KO round comprises 16 teams and is played over 28 boards in two 14-board sets. The 8 winning teams progress to the fourth KO round; the 8 losing teams enter the Swiss.
7. The fourth KO round comprises 8 teams and is played over 28 boards in two 14-board sets. The 4 winning teams progress to the fourth KO round; the 4 losing teams enter the Swiss.
8. The fifth KO round comprises 4 teams and is played over 42 boards in three 14-board sets. The 2 winning teams progress directly to the semi-finals; the 2 losing teams proceed to the repechage final.
9. The repechage comprises 4 teams; the 2 losers from the fifth KO round and the 2 top teams from the Swiss. The repechage is played over 20 boards in two 10-board sets. The 2 winning teams proceed to the semi-finals.
10. The semi-finals are played over 48 boards in four 12-board sets.
11. The final is played over 64 boards in four 16-board sets.

Seating

Captains of YELLOW teams seat first in all stanzas/matches except the semi-final and final. In other head-to-head matches, team captains toss for seating rights. The team winning the toss may elect to seat first or last for the first stanza; the order of seating reverses for each subsequent stanza.

Seating for the Swiss is determined as equitably as possible. The team listed second in the draw is the AWAY team. The AWAY team seats first.

Scoring

1. Knockout matches are scored by IMP.
2. The first-round losers enter the Swiss with a score of 0 VP and 0 IMP. Subsequently, each losing team from the KO phase enters 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 round, whichever is the lower.
3. Swiss matches are scored by IMP converted to VP using the WBF scale for 14 boards.

Draw

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.

1. The draw for the KO is determined by original seeding.
2. The draws for the Swiss, the repechage and the semi-finals are structured, whenever possible, to avoid rematches.
3. All KO losers enter the Swiss tied with all teams in the Swiss on the **same** VP/IMP score. Such teams are ranked by lot for the purpose of making the Swiss draw.
4. KO losers from round 4 cannot be drawn to play each other in Swiss round 7.
5. The draw for the Swiss round 1 is random. The draw for subsequent Swiss rounds is according to rank. 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.
6. The repechage pairs a team from the Swiss with a team eliminated in KO round 5 by lot unless defined already by #2.
7. The draw for the semi-final pairs an unbeaten team with a team from the repechage by lot unless defined already by #2.
8. A draw already made is not altered if scores are changed as a result of appeals.
9. The draw for the last round of the Swiss is corrected if an error in scores is discovered before play commences. The draw for other rounds of the Swiss may be corrected at the sole discretion of the CTD when a gross scoring error generated by the organisation is discovered before play commences.

Ties

1. Ties are broken as follows:
In the KO matches, repechage, semi-final and final by play of two boards then one board at a time until the tie is broken.
2. In the Swiss:
 - (a) after rounds 1, 3, 5, 7 & 8 – by net IMP, then by lot
 - (b) after rounds 2 & 4 – teams with a VP score equal to that of the teams entering are ranked by lot and other ties broken as in #2a
 - (c) after round 6 – teams with a VP score equal to that of the teams entering are ranked by lot (but losing teams from KO round 4 cannot be drawn to play each other in Swiss round 7 and other ties broken as in #2a
 - (d) after round 9 – ties are broken by the sum of opponents' VP (greater has preference), then by the sum of opponents' IMP (greater has preference), then by lot.

Forfeits

In case of a forfeit:

1. In a head to head match, the opponents progress to the next round;
2. In the Swiss, for the purpose of the draw, the score is
Non-offenders 18 VP, 28 IMP Offenders 0 VP, -67 IMP
3. After the conclusion of the Swiss, the VP score for a non-offender is adjusted to the higher of its mean score excluding forfeited matches, 30 VP minus the mean VP score of the offenders (but not greater than 25 VP) or 18 VP with the mean IMP for the score awarded (for 25 VP the mean of 25/5)

Appeals

The Appeals Committee will normally comprise 3 members including the chairman. However, under exceptional circumstances and with the approval of the Tournament Committee chairman, the quorum may be reduced to 2 members.

Appeals for a Director's ruling or against a Director's ruling must be notified in person and submitted on the approved Appeal Form. The correction and appeal period expire for the:

1. KO – at the earlier of the time specified in the table or the commencement of the next match
2. Swiss and GNOT Pairs – at the correction time specified in the table.

Appeal Committee Panel

Eric Ramshaw (chair), David Lusk (Appeal Consultant), Murray Green (Appeal Consultant), Phil Sellars (observer), Terry Brown, Fred Curtis, Pauline Evans, Julian Foster, Hilton Francis, Simon Hinge, Bill Jacobs, Sue Lusk, Peter Reynolds, Ian Robinson, Marcia Scudder, Charlie Snashall, Ian Thomson.

Fouled Boards

The result of a fouled board is cancelled and a substitute board is played by both tables unless the result of the match is known or any of the players has left the table at the conclusion of that stanza. In these cases, a score of 0 IMP is assigned to the board unless the match has further stanzas in which case the substitute board must be played in the next stanza.

Punctuality

For teams not seated and ready to play at the starting time, a procedural penalty of 3 IMP/board/team applies for any board(s) not completed within the allotted period.

Slow Play

Unless the CTD rules otherwise, there is no penalty for a first offence. Subsequent offences or a ruling from the CTD that a team is at fault attract a procedural penalty for that team of

Head-to-head match	3 IMP for each board not played and 1 IMP per minute
Swiss, GNOT Pairs	1 VP for the first and 2 VP for any other boards not played

In the KO, Swiss and GNOT Pairs, boards not commenced within the allotted period are not played and assigned a score of 0 IMP. In the semi-finals and final, all boards are completed. Exceeding the period allotted to complete a stanza is not the only index of slow play. The time allotted is:

Boards	8	10	12	14	16
Time to last board (min)					
Time to finish(min)	60	75	90	105	120

Systems

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.

YELLOW systems are not permitted in the Swiss, the repechage, KO rounds 1 & 2 and the GNOT Pairs.

Pairs wishing to play a YELLOW system must submit a concise summary, typed or written in black ink on one side of an A4 sheet, to the CTD before 12 noon on Friday 17th November 2006. Failure to comply may result in disallowance of the system. Captains of teams with pairs using YELLOW systems must declare their seating within 10 minutes of the posting of the draw.

Written defence to YELLOW systems may be consulted at the table. Copies of the defence, written on one side of an A4 sheet and approved by the CTD, must be available equally to all four players at the table.

BROWN STICKER conventions and RED, BLUE and GREEN systems are permitted in all events.

Augmentation

Teams in the National Final represent REGIONS. Augmentation is permitted before, but not during, the National Final as follows. Teams of 4 or 5 players may augment to 6 players using any eligible player(s). An eligible player for the purpose of augmentation is one from the same ZONE (for Regional Finals) or one from the same REGION (for the National Final) and may have played for another team that has been eliminated from the event.

Substitutes

A substitute for cause, approved by the CTD, may be permitted for a maximum of 42 boards in the KO and Swiss phases and a further 50% of the boards in each of the repechage, semifinal 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. In the last resort, the CTD may take whatever action he deems necessary to keep the tournament in motion.

Dress

Dress must be neat and tidy, and conform to the requirements of the venue.

Smoking

Smoking is permitted only in designated areas. Players should be aware that smoking in non-designated areas is an offence under New South Wales law.

Mobile telephones

Mobile telephones, pagers or other electronic equipment must be switched off during session time and may not be consulted or used unless a specific exception is permitted by the CTD. Breach of this regulation incurs a disciplinary penalty of 3 VP or 9 IMP.

Playoff Qualifying Points

To be eligible for Playoff Qualifying Points, a player must play at least 4 of the 9 sets of 14 boards in the KO/Swiss stage and at least 50% of the boards in each of the semi-final and final. Boards played in the repechage and boards played to break ties are not counted.

GNOT Pairs Championships

The GNOT Pairs Championships will be played on Sunday 19th November. The format is a stratified 7-round Swiss with 8 boards per round and Butler scoring. Four rounds will be played in the morning session (9.00 am to 1.00 pm) and 3 rounds in the afternoon session (1.45 pm to 4.45 pm). Hospitality and presentations to winning pairs are scheduled for 4.45 pm.

The GNOT Pairs Championships comprise three categories as determined by GNOT region *viz.* Metropolitan Pairs, Provincial Pairs and Country Pairs (see also below). Pairs may be drawn against any other pair in the field according to normal Swiss principles, irrespective of categorisation. Scoring (Butler principle) is by IMP against a datum determined as the mean of the middle scores after eliminating the two highest and two lowest

scores. IMP are converted to VP using the WBF scale for 8 boards. The winning pair in each category receives medallions in recognition of performance.

All players who have participated in the GNOT National Final (irrespective of origin) and have been eliminated, are eligible to enter free of charge at the venue. These players may enter (at the venue) up until 8.00 pm on Saturday 18th November. In addition, players from the Northern Rivers and Gold Coast Regions who have participated in GNOT 2006 qualifying events (Club Selections and/or Zonal Knockouts) may enter through their Club Secretaries for an entry fee \$5 per person. These players should enter through their Club Secretaries. Entries close at 8.00 pm on Saturday 18th November. Subsequent entries **may** be accepted at the sole discretion of the Organisers.

Metropolitan	Provincial	Country	Country
Brisbane	Gold Coast	Far North Queensland	South Coast-Monaro
Sydney	South-East Qld Prov.	Provincial North Qld	Mountains
Canberra	Hunter	Capricornia	Central-Northern
Melbourne	ACT Provincial	Wide Bay	Western NSW
Adelaide	Tasmania	Sunshine Coast	South-West NSW
Perth	SA Provincial	Darling Downs	Gippsland
	WA Provincial	Northern Rivers	Northern Victoria
	Northern Territory	North Coast	Henty
		Central-Coast	WA Country
Australian Juniors – as appropriate		Tablelands-Illawarra	

IMP – VP conversion scales

8 boards				14 boards			
IMP	VP	IMP	VP	IMP	VP	IMP	VP
15-15	0-1	23- 7	24-26	0 - 2	15-15	31 - 34	23- 7
16-14	2-5	24- 6	27-29	3 - 7	16-14	35 - 38	24- 6
17-13	6-8	25- 5	30-33	8 - 10	17-13	39 - 43	25- 5
18-12	9-11	25- 4	34-37	11 - 14	18-12	44 - 48	25- 4
19-11	12-14	25- 3	38-41	15 - 18	19-11	49 - 54	25- 3
20-10	15-17	25- 2	42-45	19 - 22	20-10	55 - 60	25- 2
21- 9	18-20	25- 1	46-50	23 - 26	21- 9	61-66	25- 1
22- 8	21-23	25- 0	51+	27 - 30	22- 8	67 +	25- 0