

# ***STATE BOARD-A-MATCH TEAMS - 2024***

## ***Supplementary Tournament Regulations***

This competition is conducted under the Laws of Duplicate Bridge 2017, supplemented by the Tournament Regulations of the NSWBA as amended and these Supplementary Regulations. In case of conflict between these Supplementary Regulations and the NSWBA Tournament Regulations, the Supplementary Regulations shall apply.

### **1 The Event**

1.1 The event will be held online using the RealBridge platform over three nights as scheduled in the official NSWBA Program.

1.2 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.

1.3 The event will be run as a standard board-a-match teams competition, every team scoring either 0, 1 or 2 on each board.

1.4 The format is dependent on the initial entry, as described in Appendix 1.

Bridge NSW will supply a house team if there is an odd number of teams entered.

### **2 Entry and Eligibility**

2.1 Every player must be an active member of the Australian Bridge Federation masterpoint system and a member of a club affiliated to the NSWBA/BNSW.

2.2 Players must be members of a club affiliated with NSWBA/BNSW.

2.3 Entries close at 10.00am on Monday 17<sup>th</sup> June. Late entries will only be accepted with the Director's permission.

### **3 Systems**

3.1 No Yellow systems will be permitted.

3.2 Pairs may not claim protected pair status.

### **4 Fees**

The entry fee as specified on the official brochure must be paid in full before the first night.

### **5 Substitutions**

Substitutions are to be in accordance with the standard NSWBA substitution regulations.

### **6 Masterpoints**

Red masterpoints will be awarded at State Championship level with a weighting of 5.0.

### **7 Tie-breaks**

7.1 Ties to determine qualification to the final (for 12, 14 and 18 team formats) will be decided by applying each of the following, in order:

- (a) counting the number of boards won (i.e. a score of 2) - those with more wins being ranked above those with fewer;
- (b) in the case of two-way ties, the result of head-to-head encounter;
- (c) best net result against the first-placed team, second-placed team, etc;
- (d) lot.

7.2 Ties to determine the winner of the final will be decided by applying each of the following, in order:

- (a) removal of carry-over;
- (b) counting the number of boards won (i.e. a score of 2) - those with more wins being ranked above those with fewer;
- (c) in the case of two-way ties, the result of head-to-head encounter in the Final;
- (d) best net result against the highest-placed other team, next highest, etc.

## **Appendix 1 - Format**

### 8 Teams on RealBridge

The event will be run as a full round robin, playing 7 x 4 board rounds each session. The scores from each night will be summed to produce the overall scores and final placings.

### 10 Teams on RealBridge

The event will be run as a full round robin over three sessions, playing 3 x 9 board rounds each session.

### 12 Teams on RealBridge

The field will be seeded into 2 fields, each comprising 6 teams. The qualifying (sessions 1 and 2) will be run as separate round robins over two nights, playing 5 x 5 board rounds each session. The scores from both nights will be summed to produce the overall scores and placings in each qualifying field. The top 3 teams from each field will qualify to the final, the remaining 3 from each field to the consolation.

Each team will receive a carry forward to the final/consolation of one half of its qualifying score.

The final and consolation will each play 5 x 5 boards.

### 14 Teams on RealBridge

The qualifying (sessions 1 and 2) will be run as a round robin over two nights, playing 4 board rounds each night. The top 8 teams will qualify to the final, the remaining 6 to the consolation.

Each team will receive a carry forward to the final/consolation of one half of its qualifying score.

The final and consolation will play 7 x 4 boards and 5 x 5 boards respectively.

### 16 Teams on RealBridge

The event will be run as a full round robin over three nights, playing 5 x 5 board rounds each session.

### 18 Teams on RealBridge

The qualifying (sessions 1 and 2) will be run as a round robin over two nights, playing 3 board rounds. The top 8 teams will qualify to the final, the remaining 10 to the consolation.

Each team will receive a carry forward to the final/consolation of one half of its qualifying score.

The final and consolation will play 7 x 4 boards and 9 x 3 boards respectively.